



HEROES

ROLE
PLAYING
MODULE



by Walter Hunt

NIGHT IN GOTHAM...



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Night in Gotham

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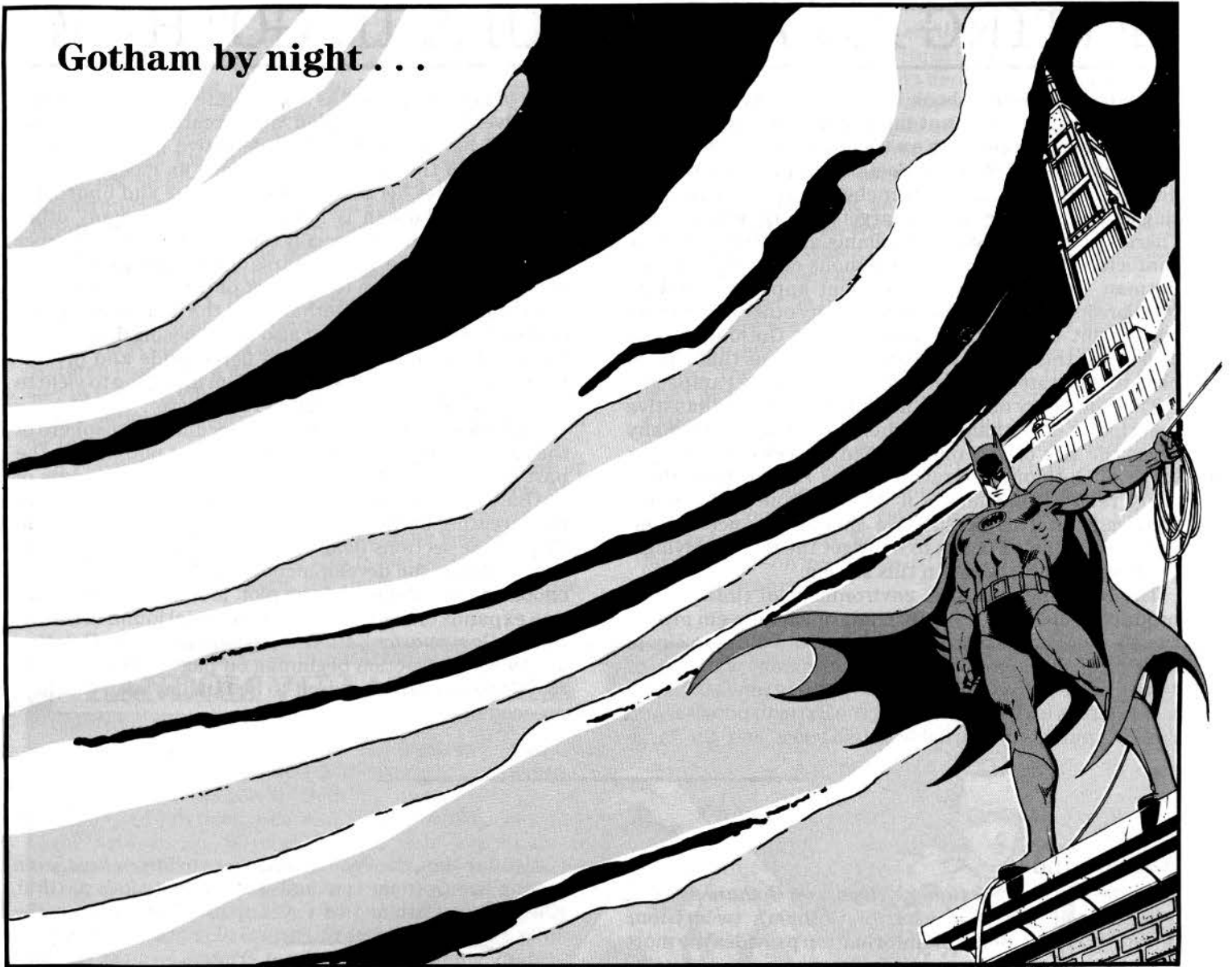
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Gotham by night . . .



By the milky pallor of moonlight, the city is transformed. Majestic skyscrapers become brooding monoliths; wide, crowded avenues become bare corridors, framed in shadow. Where a thousand automobiles are noisily content by day, only a half-dozen flicker by after dark. The glitter of downtown, the riotous neon and phosphor, is a weak attempt to push back the darkness that lurks in every alley and beyond the reach of any streetlight. The darkness is cool and almost liquid; it has always concealed the most predatory constituency of Gotham's eight million inhabitants.

Today's Gothamites fear the darkness of the night side even more than their parents and grandparents did and for a good reason: the dark side's iron hold on the alleys has grown, while its silken hand has reached into board rooms and penthouse offices, across dining rooms in great mansions, through shop-windows in the business district, and even deep into City Hall itself. Crime and those forces in society that bring it into existence are broaching territories of which the man in the street is hardly aware. Its power reaches daily through computer networks and down telephone lines . . . even deep into the inner recesses of the human mind.

While Gotham, like so many great cities in this half of the century, pursues its languid decline, the web of darkness has spread, growing along the river or the abandoned railway track, expanding at this bank or that corporation, insinuating itself into newspapers, and entrenching itself into the lives of citizens. Against this slowly rising tide stands one solitary figure — the Batman.

Batman has power over the night and is immune to its spells, for he is truly a part of it. The war in which the Batman fights is one that he can never completely win; the other side has far too many soldiers and he is only one man. For every victory there are ten defeats, yet his pursuit of justice — or the ideal of justice — drives him onward. He is an anomaly, or perhaps even an anachronism; a hero in a city that has almost no heroes left. His is the ceaseless task of the crimefighter, the manhunter, the champion of the weak, and the defender of the good. He is one of a dwindling breed — perhaps the last. Gotham is the Batman's city and he will defend it with his life as he has always done.

SETTING AN ADVENTURE IN GOTHAM

The purpose of this book is to provide the DC Heroes Gamemaster with relevant information on Gotham City. This volume concentrates on the night side — the criminal element — of Gotham. Sections of the book include descriptions of the city's entrenched crime, its bosses and ringleaders, and the various targets for crime in the city. There are also statistics for villains and details of their conflicts with Gotham's most famous crime-fighter, the Batman. Gotham's law enforcement apparatus and its relationship with both Batman and any other Characters who might consider operating within Gotham is also covered in this book. There are also sections that can be used to generate an adventure or an ongoing campaign.

This book is by no means intended to be an exhaustive description of Gotham City; such a work would be many times the size of this one. Instead, it seeks to convey a sense of Gotham's character to the reader; that air of gritty realism that makes it distinct from other comic book milieus. This perspective should enhance a campaign and enable Players to truly get the feel of playing a crimefighting Character in this setting.

The brooding and dark environment of Gotham has produced villain after villain, many of whom seem mysteriously motivated to produce riddles and clues to signal their criminal intentions. This environment was also, of course, the one that produced the Batman himself. Unlike many heroes in the DC universe, the Batman possesses no Powers, but his remarkable intelligence and the large

body of knowledge he has accumulated about crime and his adversaries have aided him greatly in combatting many of his opponents. This detective motif has been dominant in the Batman series since its inception. It is this that makes his adventures so unique and unusual.

While the Batman is native to Gotham, many other Player Characters (especially those created by DC Heroes Players) will not be. In the course of an ongoing campaign, such heroes will have to deal not only with the oft-times inscrutable villains of Gotham and the insidious aspects of the city environment, but also the imposing figure of the Batman himself. The Batman's fierce pride and protectiveness about his 'turf' will make him unwilling to yield to rivals who might wish to fight crime there.

With these facts in mind — the peculiar atmosphere of the city, the character of the villains that populate it, the past events in Gotham, and the fierce protectiveness of the Batman — we may now proceed to sections that cover the creating and conducting of adventures in Gotham City. These sections deal with various aspects of adventure building: the development of background as well as choosing the villains and the plot. Much of this information expands or elaborates upon material found in the *DC Heroes Gamemaster's Manual*, specifically in the *Creating an Adventure* section beginning on page 9. The prospective Gamemaster is advised to be familiar with it before proceeding.

Background

In the *The Commissioner's Report on Gotham* section, a thumbnail sketch of each of Gotham's twenty-four boroughs is provided. This information provides the most useful framework for a campaign or adventure setting since it places the setting in a consistent reality. Many of Gotham's villains have hideouts or strongholds in the city that are known to the Batman. Furthermore, many of these villains have ties to Gotham's extensive criminal underworld, especially in the area of the city they have frequented (for example, the Bryantown area is well known to the Spook since it contains the 'Tombs,' the former site of Gotham State Prison). These geographical factors should be taken into consideration when setting up an adventure. The city is well described and its character is well known. The Gamemaster should be especially aware of this and convey it to the Players.

Villains

There are many clever villains who have made Gotham City their base of operations at one time or another, thus causing them to run afoul of the Batman. By and large, with the exception of Ra's al Ghul, their plots have not been world-spanning or destructive on a scale that only a hero with the Powers of Superman or Green Lantern could prevent. Still, it is dangerous to underestimate them since they can be just as deadly. Villains such as the Joker, the Penguin, and Two-Face are criminal masterminds; Hugo Strange and Killer Croc are no lightweights either. Their Motivations vary considerably, from Mercenary

(Calendar Man, the Spook, Deadshot) to Power Lust, even among the Gotham criminal underworld (Ra's al Ghul, Killer Croc, Catman) to Psychopath (Night-Slayer, the Mole, Dr. Phosphorus) to Thrill Seeker (the Penguin).

Many villains have personal grudges against the Batman either as a result of what he symbolizes or from a previous defeat at his hands. (The Batman has accumulated a large number of enemies over the years and only the villains' complete distrust in each other has prevented their cooperation in achieving his demise.) Because of this animosity, any interference by other heroes in the conflict might exacerbate tensions on either side (see the *Heroes in Gotham* section for more information).

In order to make the best use of the information presented in this book, the Gamemaster might give thought to using a villain with Underworld Connections in an adventure. In the recent past, Killer Croc, Nocturna, and Black Mask have all been involved in the struggle for power on the night side; so have Two-Face, the Joker, the Spook, as well as (more peripherally) Hugo Strange, Deadshot, and numerous others, either in an attempt to further their own ends or as henchmen for others.

The *Organized Crime in Gotham* section provides more information on the 'mundane' criminal superstructure in Gotham City; conflicts between the Batman and villains seeking power in the underworld will almost certainly bring some (or all) of the factions described into play.

If you encounter difficulties in thinking up a storyline for an adventure, see the *Random Opponent Table* and *Suggested Plots* sections.

Plot

As in real life, incidents do not occur in a void. As the *Creating an Adventure* section in the *Gamemaster's Manual* points out, it is crucial for the Gamemaster to know the history of a villain's plan. This is of premier importance when Batman is the hero of the adventure since he uses his intelligence and his Detective Skill to offset his lack of Powers. The Batman usually has an opportunity to investigate certain suspicious happenings before events begin to pile up; skill and a bit of luck can thwart many a villainous plan.

Three factors contribute to a successful plot: detail, suspense, and luck. If adventures are embellished with a wealth of detail and the Gamemaster is able to make the little things count, the adventure will have the 'feel' of a Batman comic. In a game situation, as in the comics, the key to foiling a villain's plot can depend on spotting loose wires, noticing footprints, or even detecting an alien smell or texture.

A Player Character's commitment to the prevention or solution of a crime will be much greater if it affects him directly or if it intrigues him. If the Player Character is the Batman, of course, this is less of an issue since anything that affects Gotham City also affects him personally. Nonetheless, on many occasions, the Batman has become per-

sonally involved in a case because someone close to him, or his alter ego, was threatened. The best recent example is the insidious plotting of Hugo Strange, whose obsessive wish to assume the Batman's hero identity compelled him to devise intricate ways to attempt to drive Bruce Wayne mad. A subplot to a Gotham adventure might well draw on affiliations that a Player Character could have with places or persons described in this book.

Keep in mind what each Player Character's Powers, Skills, and Attributes are when creating an adventure. Set up situations in which the Player Characters' individual qualities can be useful.

One suggestion on conducting your adventure or campaign: there are days when the Gamemaster has done an excellent job; the pace is right, the tone is properly sustained, the clues well imparted — and the Players still don't pick up on clues and take the direction that they are expected to take. Most Players don't want to be told the answer — they want to deduce it. In such a situation, it may be necessary for the Player Characters to get a lucky break; the villain may do something foolish, or an extra ray of moonlight may reveal a trap door no one had suspected was there. Remember, chance can often play a large role in solving crimes in Gotham, as with any adventure's environment.

RANDOM VILLAIN TABLE

If you are at a loss for an adventure story line, you may use this table, along with the Suggested Plots, which immediately follows this section.

Roll 1D10 to determine which villain will be featured in the adventure. A number is given with each villain that corresponds to a plot number in the Suggested Plots. Note that some plots include more than one villain.

ROLL	VILLAIN	PLOT NO.
1.	Calendar Man	2
2.	The Mole	7
3.	Dr. Tzin-Tzin	1
4.	Black Mask	3
5.	The Spook	1
6.	Blockbuster	5
7.	The Film Freak	4
8.	Doctor Phosphorus	6
9.	The Penguin*	8
10.	The Riddler*	7

* Statistics for these villains are in the *Gamemaster's Manual*.



SUGGESTED PLOTS

1. The Spook plans to break Dr. Tzin-Tzin out of his specially-constructed cell in Gotham Prison. However, the Spook lacks the scientific knowledge to understand how certain features of the cell work. (Dr. Tzin-Tzin's cell was specially designed to prevent him from being able to use his powers). Unbeknownst to S.T.A.R. Labs, one of their scientists is being paid by the Spook to obtain classified information about the special cell. The scientist is also providing the Spook with information about Dr. Phosphorus' manner of confinement at Arkham Asylum.

2. Dressed as Santa Claus, the Calendar Man gains entrance to the annual high-society Christmas bash at the Marrakesh Lounge. At the height of the festivities, he pulls out a pistol and demands that all of the attendees hand their valuables over to him.

During the aftermath of the robbery, members of the Falco family try to find ways to deter the police and Player Characters from talking too much to the patrons and employees of the Marrakesh. This is because much of the family's drug business is conducted at the posh club. Even though the robbery has no connection to any of the Falcos' activities (the Calendar Man works 'freelance'), the presence of heroes causes the Falcos great distress.

3. Black Mask, his obsessive hatred for Bruce Wayne becoming too much to bear, has sent members of his False Face Society to capture Robin (Jason Todd). Once this is accomplished, he plans to use Todd as leverage to convince Bruce Wayne to reinstate him as chief stockholder of Janus Cosmetics.

This could be an interesting setup for a scenario in which the Player Characters offer help to the Batman in finding Jason Todd. The GM should apply a +1 Column Shift to any Player Character's attempt to use Charisma on the Batman to convince him to accept help from the group. If this attempt fails, then the Player Characters may try to help find Robin without the Batman's cooperation.

4. Police Commissioner Gordon receives a phone call from the Film Freak. He informs the Commissioner that he has just robbed a bank — while wearing a chicken costume. He then tells the Commissioner, "I figured that you might be going a bit stir crazy, so I thought that I'd give you a call. Oh, by the way, I have one of your men here. By the time he gets through with my program, he won't be able to engage in any police brutality without feeling ill. Don't worry, I'm

not hurting him. I'm just showing him some choice gore and violence films until he can't stand to see any more. Oh, I almost forgot to tell you where we are. I'll just say that we're somewhere in the Waterfront area."

After receiving the call, Commissioner Gordon calls upon the Player Characters to assist him in finding his missing officer. He makes it clear that it would be advisable to steer clear of the Batman while the Characters are involved in solving the problem.

5. Roland Desmond, brother of Blockbuster (Mark Desmond), believes that Bruce Wayne has some connection with the Batman. Fully aware that his brother trusts Bruce Wayne implicitly, but that he hates and fears the Batman, Roland tells his brother about his suspicions. He then orders Blockbuster, who is now quite upset and confused, to accompany him to Wayne Manor so that they can find out the truth.

This plot would be ideal for a situation in which only the Batman is being played.

6. The No-Nukes Coalition of Gotham City has been making headlines due to their escalated efforts to shut down the nuclear reactor in Gotham Bay. Dr. Phosphorus, whose life-energy is intimately connected with the reactor, has escaped from his specially designed cell at Arkham Asylum and intends to try to put a stop to the Coalition's efforts.

7. The Riddler sends the Batman a note stating, "What tunnels through the ground and smells bad?"

The Riddler has hired the Mole to tunnel through to the Batcave. Taking advantage of both the Mole's ability to tunnel through the ground and his wish for revenge against the Batman, the Riddler has ordered the Mole to go into the Batcave and 'make the Batman's life miserable'. The Mole was presumed drowned after the last time he was in the Batcave (see the Mole's description).

8. The Penguin sends invitations out to the Batman and those who are associated with him (Vicki Vale, Commissioner Gordon, Harvey Bullock, Julia Remarque). The invitations say, "You are invited to attend the opening celebration of the Blue Peacock Dance and Dinner Club. Cocktails: 7:30, Dinner: 8:30. The Terrance Byrd Orchestra will provide music for your listening and dancing pleasure." The address given is in the central Waterfront borough. Commissioner Gordon contacts the Player Characters on a suspicion that the Penguin has devised the 'party' as a setup for the Batman and his friends.

HEROES IN GOTHAM

BATMAN AND GOTHAM

The Batman is justifiably called 'the world's greatest detective.' Since he first appeared many years ago, he has repeatedly demonstrated his capabilities at solving his cases. Some of his resources for crime-solving are clarified here along with a discussion of his methods.

Foremost among the Batman's resources is his immense Bat-Computer database on Gotham and its criminals. For many years before he had the Bat-Computer, the Batman relied primarily on police or newspaper files for his information. In this way he continually added to his personal base of knowledge. With the coming of the computer age, he decided to take his knowledge and computerize it, creating a powerful adjunct to his Detective Skill. The Bat-Computer has a listing of every shop, attraction, and residence in Gotham. When the Batman deciphers a riddle left by a villain, he can use the computer to identify all possible targets that might fit that clue. The computer also has extensive files on all of the villains and criminal organizations ever encountered by the Batman. The computer also contains topographical maps of Gotham and its environs, the GCPD fingerprint and mugshot files, and a database of poisons, ash, fibers, and other impedimenta of the detective, compiled from monographs, archives, and the Batman's own researches.

The Batman also has many Connections with various figures at many levels. Some of his Connections are high-level: for instance, Warden Rothstein of Gotham Prison and Commissioner Gordon in the Police Department. However, such Connections can't give him the low-down street gossip he needs to track criminals faster than the police or other villains; as a result, the Batman also has some high-level Street Connections such as mobster bodyguard Fast Eddie, a Bowery drifter named Louie (who is actually an undercover detective named Lenny Clegg), and semi-retired safecracker 'Specs' Spencer. These people will give him information out of respect (or fear). He also has another effective, largely-unseen Connection: a network known as 'the boards,' the Batman's most covert link to his prime informants. The Caped Crusader posts coded notices on neighborhood bulletin boards along with the other want ads; his notices are distinguished by a distinctive border and design. His informants then reply in like manner.

Sometimes the Batman will go undercover to get first-hand information. His most common role is that of 'Matches' Malone, a deceased small-time hoodlum whose death is known only to the Batman and the police (see the *Batman Sourcebook* for more information). Any Player Character who possesses the Actor Skill may also find this method of obtaining information useful.

OTHER HEROES IN GOTHAM

It is a known fact that no other hero operating in Gotham can enjoy the respect equal to that of the Batman. The Caped Crusader has earned such approval only after many years of single-minded devotion to the never-ending pursuit of justice. A newcomer to the city, no matter how noble his aims or how effective his methods, has a better than even chance of being initially received

with great suspicion by the public as well as by city officials. An example of this is the case of Selina Kyle (the Catwoman). Years ago, she decided to reform her ways and turn from the pursuit to the defeat of crime. Since then, she has strenuously followed this course of action despite disapproval not only from the police but from the Batman himself. Only in the last few months has the Dark Knight Detective warmed to the possibility of teaming up with Catwoman to fight crime in Gotham's streets, and this only happened as a result of a protracted romantic relationship between the two.

Outside heroes who do not have the good fortune of being personal associates of the Batman will face numerous problems in the pursuit of heroic deeds. Four of these problem areas may be of particular interest to the Gamemaster in designing adventures or subplots for the Character: the hero's public profile, the hero's relationship with villains operating in the city, the hero's relationship with the police and other agencies of law and order, and the hero's relationship with the Batman (see *Problems of Being a Hero in Gotham*).



Batman's Influence in a Campaign

The Batman's influence is ever-present in Gotham even when he is not visible. There are a couple of ways to duplicate this situation in an adventure or campaign even if the Batman is not being played as a Player Character. One way is to play Batman as a Non-Player Character, enabling the Player Characters to meet up with him at strategic times. Another way is to have the Player Characters encounter reminders of the Batman's influence in Gotham without ever meeting the Batman. For example, the Player Characters could meet with reluctance when trying to gain the cooperation of the Gotham City Police.

One way to represent the Batman's influence is to employ an OV Column Modifier of anywhere between +1 and +7 (GM's discretion) in the event that a Player Character uses Charisma to try and talk the Batman or other key people into cooperating.

PROBLEMS of BEING a HERO in GOTHAM

Villains

Over the years the Batman and, consequently, Gotham City have acquired a large number of diverse, bizarre, and dangerous enemies. While some of these villains have a long-standing personal grudge against the Batman and will view any other hero as insignificant, others will jump at the opportunity to make life difficult for the 'new kid on the block.' Also, other heroes do not have the intimate knowledge of these villains that the Batman possesses.



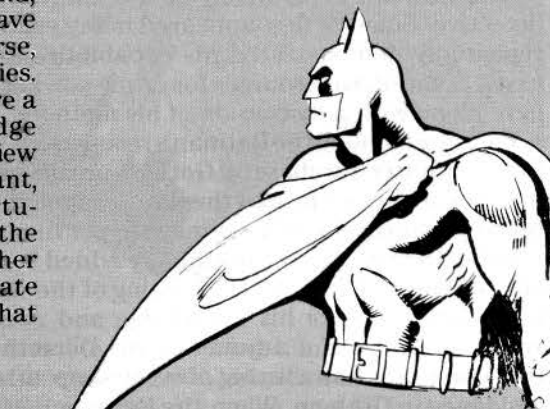
Public Profile

Official defenders of the law are legally sworn to uphold it and (especially in recent years) have been held accountable if they deviate from such a course. Self-appointed defenders are not answerable in this fashion and, since they can just vanish by removing a mask, they are often mistrusted by the public until their deeds prove their heroism (and trustworthiness). New heroes might even find that their actions are vilified by the press.



Police

During a night patrol in Gotham Catwoman once told the Batman, "How would *you* feel, trying to fight the bad guys while never knowing when the good guys might pounce on you?" Every hero must face the fact that those charged with keeping the peace neither seek nor desire outside help in doing their job. The lack of accountability for a single hero, especially an anonymous masked hero, makes police uneasy at best about having such a hero operating independently in the Gotham night.



The Batman

The Caped Crusader enjoys the perquisites associated with being the sole free agent in the struggle against Gotham crime and may be suspicious about sharing them with any others. He has operated mostly as a loner in Gotham with the obvious exception of his teammate, Robin, and wants to remain that way. Even his associations with the Justice League and the Outsiders have not intruded greatly on the dominion of his home turf.

A new crime-fighter patrolling in Gotham will certainly come to the Batman's attention in a relatively short time (2-4 weeks, or sooner, depending on the nature and success of the new crime-fighter's efforts). The *Patrol Encounter Table*, given later in this book, includes the Batman as a possible encounter; if other Player Characters give him cause, the Dark Knight Detective will make a point of finding *them* even before they find him. The Batman's initial reaction toward a new hero will be neutral at best and possibly even hostile (if he believes that the new-comer is incompetent, a glory hound, or even a threat to the Batman's supremacy). Of all Gotham's citizens, the Batman's trust will probably be the hardest to earn.

In summary, new heroes trying to make a name for themselves in grimy Gotham will face perils from both sides of the law and, in any case, will not find acceptance easy, even if they possess an influential patron. Gamemasters should take these factors into account when bringing Gotham City alive for their Players.

COMMISSIONER'S REPORT ON GOTHAM

In a city of eight million, crime has countless targets; no hero or crimefighting team can possibly hope to protect them all. Similarly, it would be equally impossible to list all of Gotham City's criminal targets, even in a book ten times this size. The following section briefly details some of the city's most prominent public attractions, night spots, and businesses in each borough (also referred to as a neighborhood) that might become targets for crime. Each borough's description contains some or all of the following information:

(1) A *Patrol Encounter* listing given at the beginning of each borough description. This information is provided to help the Gamemaster determine the appropriate encounter for the particular area that the Player Characters are in or intend to go to. (See the *Using the Patrol Encounters* section below.)

NOTE: The *Patrol Encounter Table*, which cross-references the type of encounter with the boroughs in which they can occur, can be found at the end of the *Borough Descriptions* section.

(2) A general description of each borough and the sorts of crimes and criminals that are typical there.

(3) A brief description of particular places of interest in each borough (including targets for crime and other locations of interest or value to either the Players or the Gamemaster).

Using the Patrol Encounters

The *Patrol Encounter Table* (and the corresponding listings provided with each borough description) is designed to simulate the sorts of encounters a crime-fighter might find as he patrols the Gotham night. This table is inspired by the regular routine patrols of the Batman, who spends a large part of every evening cruising through the city looking for crimes and criminals. The Table is provided as an aid to a Gamemaster who wishes to depict the various areas of Gotham as accurately as possible in an adventure or campaign. Encounters obtained through use of this system may even provide an opening gambit for a planned adventure or, with some imagination, may be the basis for a continuing plot.

Both the *Patrol Encounter Table* and the individual borough listings give a percentage range (given as maximum and minimum) that an event will occur as well as a percentage range for each type of encounter that can occur in each borough.

Percentage results are obtained by rolling two different colored ten-sided dice (2D10) and reading the results consecutively, treating one die as the 'tens' and the other one as the 'units' digit. Thus, if the red die were designated as 'tens,' and a red '4' and a yellow '3' were thrown, the result would be 43; a red '3' and a yellow '4' would be 34, and so on. A result of '0' on each die should be read as 100.

A Player who wishes his Character to 'go on patrol' should inform the GM of which borough he is going to patrol in. Divide the night into 10 AP (1 hour) segments. For each segment, the GM should roll 2D10 to determine whether the hero encounters anything unusual in the borough chosen. If the percentage rolled is within the



minimum and maximum given for that borough, roll again for the type of encounter that will occur. Use this percentage with the Encounter Percentages listed for each borough to determine the specific event.

For example, a Player states that he is going to the Bowery. The minimum and maximum percentage range given is 40-80. The GM rolls 2D10, one red and one blue, and declares the red as the 'tens' dice. He rolls a '5' on the red and a '3' on the blue, thus getting 53%; this is within the minimum and maximum percentage range. The GM then rolls again to determine what type of encounter occurs. He rolls a '63%' on 2D10, meaning that the encounter is a Hero Attack (abbreviated HRA). The GM can then devise an appropriate situation.

Events listed on the *Patrol Encounter Table* are described in the *Patrol Encounter Types and Descriptions*. The Table and accompanying descriptions do not provide *specific* opponents for each encounter; GMs can either use the information presented in the borough descriptions or in the sections on villains and organized crime in Gotham to select an appropriate opponent, or use the Random Opponent Table section to make a random determination of the foe encountered.

Patrol Encounters need not be a substitute for pre-planned events of the Gamemaster's own design but they do provide a way to simulate the sort of 'quick and dirty' contests that abound in the Batman's nightly patrols.

PATROL ENCOUNTER DESCRIPTIONS

ASL: Assault

The Player Character observes one or more persons making an unarmed physical attack on a single victim. The incident can be anything from a simple purse snatching to a kidnapping.

ASW: Assault with a Deadly Weapon

The Player Character observes an encounter similar to the one described in Assault except that the attackers are employing a lethal weapon such as a gun or knife. In these types of encounters a hero will normally have to take steps to disable his opponents' weapons before he can move in to stop the assault. In the case of the Batman, this might involve using the Batarang to disarm a foe from afar, or creating a diversion to draw enemy fire to a spot he has recently vacated.

BPB: Burglary (Public)

The Player Character observes a robbery of an open commercial establishment. Examples of this include a robbery of a convenience store or late-night restaurant, a break-in at a bank, jeweler, public building (such as a museum), or at an industrial plant. If the establishment being burglarized is very wealthy or significant there is a good chance that the thieves involved may be the henchmen of a villain or include the villain himself. If the target is industrial the goal may be espionage or sabotage instead of monetary.

BRG: Burglary (Private)

The Player Character observes a burglary in progress at a residential location. Depending on the borough, the item(s) stolen can be anything from a cache of drugs, a VCR or stereo, to a personal collection of jewelry or art treasures, etc.

CLU: Clue

The Player Character encounters an individual or situation that can provide useful information to solve a problem in an adventure. If the encounter involves a person, that person may be an underworld informant, a witness who has just stepped forward, a policeman, or a reliable 'informed source' such as Gazette reporter Stanley Seidel. If the encounter involves a general situation or event, the hero may come upon the scene of a recently committed crime, receive a challenge from a villain like the Riddler or the Joker (giving hints about the locale of his next crime), or have a chance to uncover a piece of incriminating physical evidence. In either case, the Gamemaster should use the hero's Detective Skill (Clue Analysis) or Charisma Skill (Interrogation) to determine how much of the available information the hero obtains. (See the *Powers and Skills* book for further information.)

DRU: Drugs

The Player Character observes a drug deal taking place. Depending on the area of town involved, the transaction involved can be as minor as a street corner buy or as

major as the arrival of a bulk shipment into a dock or airport. The borough where the encounter takes place can determine if members of a large criminal organization, like the Falco or Simpson organizations, or small-time independents could be involved.

HRA: Hero Attack

The Player Character finds himself under assault by one or more common criminals or villains. The purpose of this assault may be to capture or kill the hero, or in some cases merely to issue a challenge or warning about the villain's upcoming crime sprees. Gamemasters should remember to make a Action Check for the hero (the hero's INT as the AV vs. the INT of the opponent as the OV) to determine if the hero's attackers have the element of Surprise.

HRT: Hero Test

The Player Character finds himself placed in a situation that requires him to use his abilities to their fullest extent to save the lives or property of Gotham's citizens. This test can be a natural disaster such as an earthquake, a fire, or a man-made crisis engineered by a powerful or scientific villain such as Dr. Tzin-Tzin, Ra's al Ghul, Poison Ivy, or Mr. Freeze. A severe Hero Test encounter may require the hero to make extraordinary rolls or expend Hero Points in order to succeed at his task.

LAW: Law Enforcement

The Player Character encounters one or more on-duty agents of Gotham City's Police Department. In certain sections of the city, members of other law enforcement groups like the County Sheriff's Department, Gotham Bay Security, or even the vigilantes of the Clean Streets League can be substituted for the police. If the Player is playing Robin or the Batman, this encounter will always be friendly or, at the worst, neutral. If he is playing another costumed hero who has not yet made a name for himself in Gotham, the lawmen encountered may be suspicious or hostile; an encounter of this type can be used to initiate or advance a hero-police subplot. Persons encountered may be pursuing a criminal, on their way to the reported scene of a crime, or routinely investigating a case. If the Batman is involved, the Gamemaster can also elect to substitute the shining of the Bat-Signal and a briefing with Gordon in place of a street encounter with the police.

OTH: Other Hero/Batman

The hero encounters other heroes on the streets of Gotham. If the Player is playing the Batman, the encounter can be a prelude to a team-up. The other hero or heroes can be pursuing a case of their own, be injured or in danger, or be seeking out the Batman because they need his unique Skills and Abilities. If the Player is playing another hero, the 'other hero' encountered can be the Batman checking out the 'invader' on his turf. The type of relationship that develops between the hero and the Batman depends mostly on how the Player role-plays these chance encounters.

SMG: Smuggling/Trafficking

The hero observes one or more persons engaged in shipping, receiving, or conducting a transaction involving illegal non-drug contraband. This includes illegal weapons, explosives, and stolen goods. Commodities shipped to avoid import tariffs such as electronic components or precious metals, and government/industrial documents/plans are also in this category. Encounters of this type, occurring on the Waterfront, might take place at sea, while those in Scituate or Little Stockton might involve Gotham Central Station or Gotham International Airport. In some cases, especially those involving weaponry or government secrets, recovery of the smuggled cargo might be considered more important than the apprehension of the smugglers.

STF: Street Fight

The hero encounters an ongoing fight between two or more of the city's young gangs, or between a youth gang and another group of city residents. The city residents can either be members of an underworld organization, members of a neighborhood vigilante group like the Clean Streets League, or simply common citizens who have refused to give in to the gang's terror tactics. On such occasions, a street fight encounter may wind up endangering innocent passers-by or surrounding property as well as the fighters.

SUP: Supernatural Encounter

Though the Batman is as at home with Gotham's night as any earth-born creature can be, even he has run afoul of its unexplained mysteries at times — this type of situation is one of those occasions. The hero will encounter a mysterious or dangerous situation, an unusual creature, or ghostly shadow that will seem to have no earthly explanation. A Gamemaster should not allow these encounters to occur too frequently. If more than one occurs over a short period (1-2 nights), the events should be treated as different manifestations of the same phenomenon. Gamemasters should also bear in mind that many apparent 'supernatural' encounters, such as the appearances of the ghost of Hugo Strange or the Spook's return from the dead, may ultimately turn out to have a very real explanation.

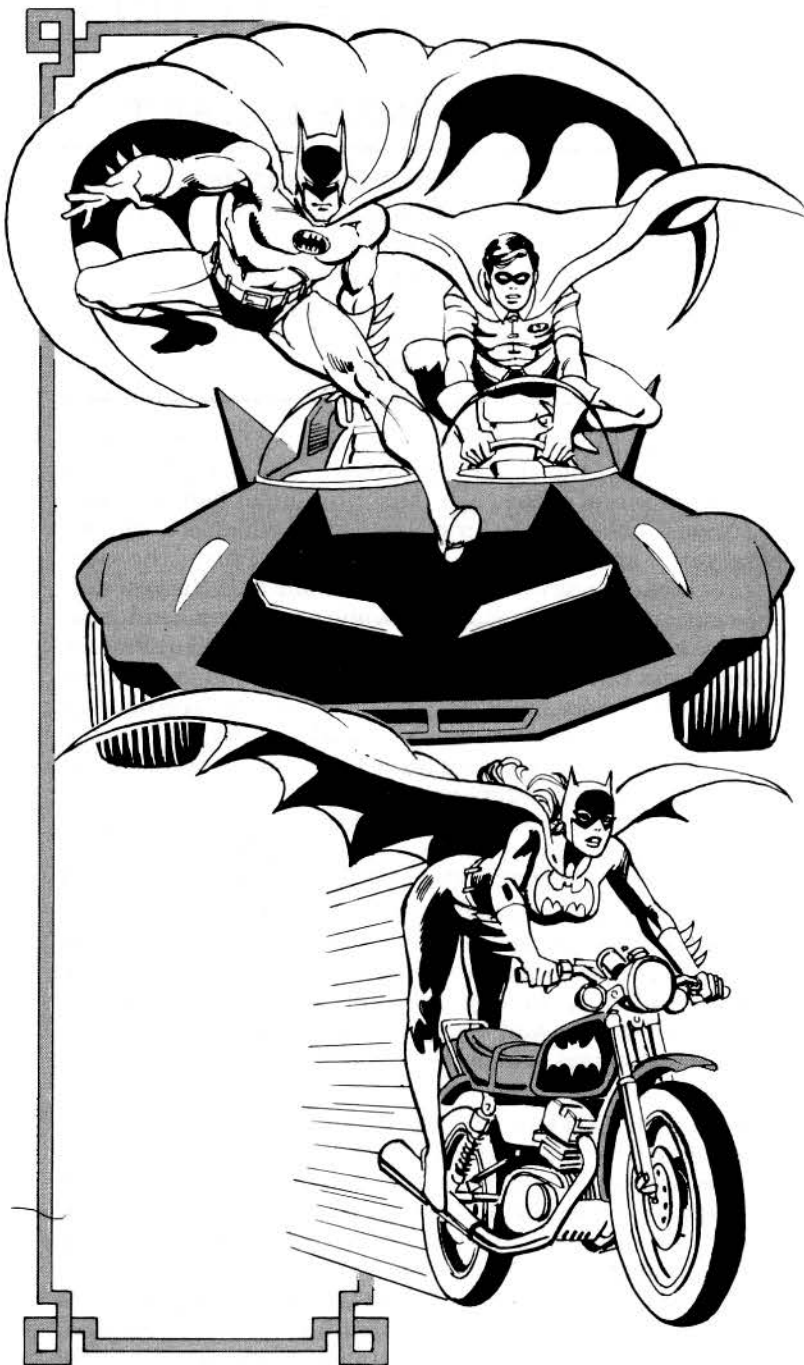
SUS: Suspicious Person

The hero observes a person acting in a suspicious manner. If the hero elects to pursue this person, roll again on the *Patrol Encounter Table*; this result will indicate either who the Character is or what crime he is going to commit. For example, rolling a LAW encounter might indicate that the Character is an undercover cop; rolling OTH might mean a hero in disguise.

NOTE: For realism's sake, the Gamemaster may want to have a certain percentage of Suspicious Person encounters, between 15% and 25%, turn out to be red herrings which may even lead the hero away from an actual crime in progress.

VAN: Vandalism/Arson

The hero observes one or more persons making a destructive attack against public or private property. Encounters in this category can range in severity from a youth gang defacing a rival group's turf to a full-scale terrorist attack against one of Gotham's sports arenas.



The hero will often be required to exert as much (or more) energy in protecting the target(s) from harm as he does in attempting to apprehend the vandals. Gamemasters should also bear in mind that acts of this nature can often have ulterior motives, particularly when they occur in the city's more depressed neighborhoods.

VEH: Vehicular Crime

The hero observes one or more persons either in the process of stealing a vehicle — a car, armored car, boat, etc. — or using a vehicle in a criminal manner. This type of encounter can include anything from a hit-and-run accident to a getaway vehicle's driver attempting to avoid police pursuit. If the hero has a similar vehicle present at the scene or he has APs of any movement Power (such as Flight, Swimming, or Superspeed) sufficient to match those of the enemy vehicle, he may pursue it.

BOROUGH DESCRIPTIONS

(1) CENTRAL BUSINESS DISTRICT

PATROL ENCOUNTERS: MIN 20% MAX 40%

01-20: BPB	56-60: HRA
21-25 ASL	61-65 HRT
26-35 ASW	66-75 OTH
36-45 VAN	76-85 LAW
46-55 VEH	86-95 SUS
	96-00 CLU

Gotham's Central Business District (CBD) is the financial nexus of the city. It contains the Stock Exchange as well as several of the city's most prominent banking institutions, including the First New Bank, (which is Gotham's largest) and its chief rival Atlantic Trust, the self-proclaimed 'aggressive alternative.' The city's largest corporations have offices, and in some cases even headquarters, in this prestigious area. Many chief executives are members of the CBD's most exclusive social institution, the Tobacconists' Club. Its members must earn at least \$250,000 per year to qualify. It is also rumored that the Club is a popular meeting place for the movers and shakers in Gotham's underworld.

By night the Central Business District is one of Gotham's most prominent entertainment centers. The Theatre District stretches for four blocks in the northeast corner of downtown and contains more than fifteen playhouses and halls, as well as the famous Gotham City Music Hall which is home to the city's Symphony Orchestra. Gotham State Building, the city's tallest edifice, towers over the downtown area and is capped by the Skyline Lounge, a posh restaurant that gives a panoramic view of the entire city.

SPECIAL NOTE: The Central Business District is susceptible to crime. Over the years, every bank and nearly every corporate office has been burglarized at least once despite extensive police presence in the area. In addition, the presence of the Gotham Museum, the largest in the city, as well as the Metropolitan Museum of Art, make the CBD a prime target for crime. Organized crime casts its shadow here also. Atlantic Trust has extensive connections with the Petruzzi family, through which it is heavily involved in the city's thriving condo-conversion industry, as well as the World Prizefighting Council, which is headquartered in the Stuart Building on Second Avenue.

(2) LOWER EAST SIDE

PATROL ENCOUNTERS: MIN 40% MAX 80%

01-15 ASL	56-65 STF
16-25 ASW	66-70 VEH
26-35 VAN	71-75 HRT
36-45 DRU	76-80 OTH
46-55 SMG	81-90 SUS
	91-00 CLU

The worker's housing that forms a large part of the Lower East Side's buildings is mostly empty. This area is

no longer a residential area; its population has mostly moved to seek employment elsewhere, thus causing its houses and warehouses to decline in property value. Most residential buildings have deteriorated to the point that, if still standing, they are used as night shelters by indigents and runaways.

Some business is still conducted in this part of Gotham. Although the Conrail Switchyard is not in as active use as it was in the past, many of the warehouses and railcar sidings in the central rail yard remain in operation, serving new (and often illicit) purposes. The contents of these facilities are often prime targets for raids by other criminals. Empty warehouses along the waterfront are excellent hiding places for stolen goods.

SPECIAL NOTE: Although the general state of the Lower East Side is such that we could almost view arson here as a form of urban renewal, there is still one major industry here: the Luxor Oil Terminal, a massive storage facility dominating the southern end of the city's old wharf. Its 54 floating roof tanks hold more than 10 million gallons of petroleum and chemical products. Though Luxor's security and fire prevention systems are excellent, a major accident or successful terrorist attack at this facility could endanger thousands of lives.

(3) CHELSEA

PATROL ENCOUNTERS: MIN 30% MAX 50%

01-15 BRG	46-55 DRU
16-20 BPB	56-70 VEH
21-30 ASL	71-80 HRA
31-40 ASW	81-85 HRT
41-45 VAN	86-95 LAW
	96-00 SUS

Populated by artists, intellectuals, and young professionals, Chelsea is a borough of small, single dwellings, duplexes, walkups and townhouses. These buildings are interspersed with small theatres specializing in avant-garde and revivals, 'night spots' and entertainment clubs, and galleries displaying the works of local artists. Scarborough Street, on Chelsea's upper east side, bears the nickname 'the Gold Coast,' and is the fashionable home of many of the city's artistic and social elite. The area around Kingston Square is well-known for its jazz clubs, whose music, both traditional and progressive, forms a vibrant part of Gotham's night life, while also illicitly serving as a channel for Chelsea's drug trade. Gotham University lies on the northeast edge of Chelsea.

Though not an extremely wealthy community, the possessions of its residents are the primary targets of criminals operating in Chelsea. In comparison to home burglaries, 'street crime' is relatively low. Commercial activity consists largely of businesses, such as art-supply stores and boot makers.

Chelsea also has jazz clubs and a local theatre scene. Over the past fifteen years the Lincoln Theatre has showcased virtually all of the world's most talented magicians, including the well-known Gotham native, the Maharaj (who, in his criminal life, has taken the name of the Calendar Man). There is also the Gotham Planetarium, which contains a variety of memorabilia from the space program, as well as serving as the center for the research of America's leading expert in the study of black holes.

(4) EAST RIVER

PATROL ENCOUNTERS: MIN 40% MAX 70%

01-05 BRG	51-65 STF
06-10 BPB	66-70 HRA
11-20 ASL	71-75 HRT
21-25 ASW	76-80 OTH
26-35 VAN	81-85 LAW
36-45 DRU	86-90 SUP
46-50 SMG	91-00 CLU

East River was in its heyday during the fast-moving Prohibition era. Then, this area was filled with fashionable night spots run by organized crime, and luxurious hotels and expensive shops that catered to Gotham's social elite. Since the Second World War, the facade of East River has gradually crumbled, tenements and low-rent office buildings have replaced more grandiose establishments and the gangsters have been replaced by youth gangs. Only a few pale shadows of the area's former greatness remain on the cramped side-streets near the river, where music clubs such as Rocky's, Delta Lil's, and the Stockyard produce a thriving brand of urban blues.

Gangs dominate the night side of the neighborhood. The three most common gangs, in order of importance, are the Blue Dragons, the Golden Boys, and the Savage Skulls. The Dragons commit the most common street crimes such as snatch-and-run or vandalism; the Golden Boys are heavily involved in the drug trade and have ties to the Simpson gang, while their arch-rivals the Skulls are closely associated with the Falco family.

SPECIAL NOTE: East River is among the most difficult neighborhoods to control primarily due to its high incidence of street crime. The two larger gangs are merely pawns in the larger conflict between the Falcos and the Simpson gang, although the neighborhood's value as 'turf' is rapidly dwindling.

The Department has taken greater notice of East River in the past few years due to the attempts made by such villains as Dr. Death and Dr. Phosphorus to destroy Gotham's water supply through contamination of the Reservoir, located in the northeastern section of the district. Only the quick action of the Batman has prevented these and other terrorist schemes from succeeding.

(5) BRISTOL

PATROL ENCOUNTERS: MIN 10% MAX 30%

01-15 BRG	36-40 DRU
16-20 BPB	41-45 VEH
21-30 ASL	46-60 HRT
31-35 ASW	61-90 LAW
	91-00 CLU

This exclusive community has a very low incidence of crime, primarily due to the presence of its own indigenous security force, Gotham Bay Security. The great mansions of Gotham's 'old guard' are grouped on Bristol's highest vantage, Crest Hill. Crest Hill consists of many mansions. Edgemere (the Vanlandingham mansion), Twin Oaks (home of real estate magnate Tyrus Barnwell), Bascom Hall (home of the twin Bascom heiresses Trudy and Judy), and Wayne Manor are just a few of the mansions in

Crest Hill. Newhill, which occupies a slightly lower position than 'The Hill,' also has its share of palatial estates, including that of reputed crime boss Ricky Falcone. Both old money and nouveau riche belong to Bristol's exclusive Yacht and Tennis Club. The rich elite can often be seen shopping in the high-priced shops along the narrow strip of land adjoining the marina.

SPECIAL NOTE: Bristol is one of the hardest places in the city for criminals to operate, yet this area holds an array of material wealth that is much sought-after. The mansions and possessions of the wealthy, the fine shops along Gotham Bay, and the rich themselves, are always targets for extortion, blackmail or kidnapping, as well as more bizarre criminal schemes. One of the most unusual schemes is one that was perpetrated some years ago by Nightmares, Inc., an organization of professional cat-burglars. They used impressive horror theatrics to enable them to 'case' the mansions of their intended victims.

(6) BRYANTTOWN

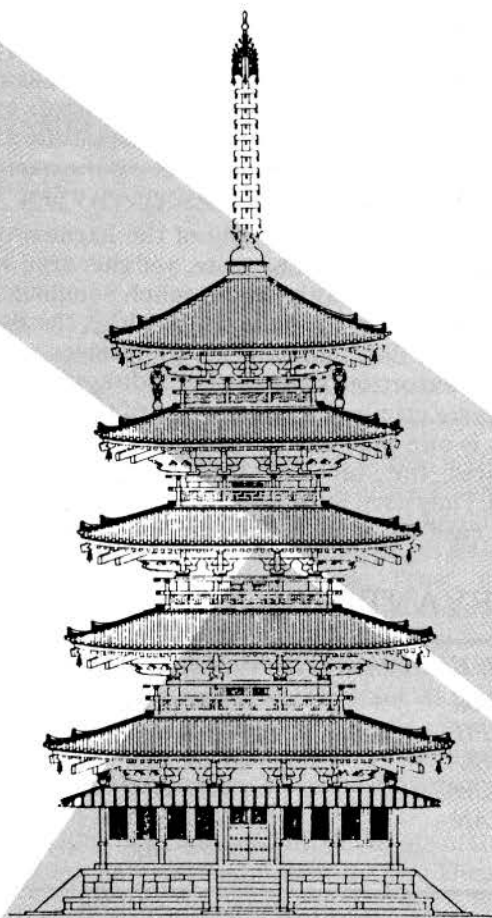
PATROL ENCOUNTERS: MIN 40% MAX 80%

01-05 BRG	36-50 DRU
06-10 BPB	51-65 SMG
11-20 ASL	66-75 STF
21-25 ASW	76-80 HRT
26-35 VAN	81-90 SUS
	91-00 CLU

Bryanttown is the remains of a working-class neighborhood built around the Bryant Chemical plant, which went out of business during the postwar recession. Several well-meaning attempts by Gotham city planners to revitalize Bryanttown have never really gotten off the ground. Today, the area is home to dispirited tenement dwellers, whose problems and miseries have been compounded over the years by rapacious absentee landlords, poorly managed rent control programs, and widespread arson. The closure of the 'Tombs,' Gotham's prison facility located on an island in Gotham River, in the late '60s further reduced police presence in the area, forcing its residents to defend themselves and their property with 'Saturday Night Specials' purchased through the mails or through the Gotham underworld.

SPECIAL NOTE: For all but the most intellectually or athletically gifted, Bryanttown is a dead end — a perfect breeding ground for crime. The strong prey on their weaker neighbors, and the neighborhood's teens join gangs that pride themselves on their violent reputations. In the 1960s many Bryanttown men joined the Black Panther movement; some anarchist groups still exist in small cadres here, seeking out the neighborhood's most disaffected youth. Others have traditionally graduated uptown from the local gangs to become muscle for Gotham's crime lords.

In the last two years, however, Bryanttown appears to have spawned its own criminal organization that is becoming a major force in the city's underworld. Slick Simpson, Terry White, and their followers have found a road to wealth in the very evils that have helped keep Bryanttown on its knees for so long — drugs, vice, and brutal, often purposeless violence. The spread of those diseases into Chelsea, East River, and Manchester is a cancer on our city.



(7) CHINATOWN

PATROL ENCOUNTERS: MIN 10% MAX 40%

01-05 BRG	26-40 DRU
06-10 BPB	41-60 SMG
11-15 ASL	61-70 HRT
16-20 ASW	71-85 SUS
21-25 VAN	86-90 SUP
	91-00 CLU

This small, cramped neighborhood is somewhat of a mystery to outsiders, especially Caucasians. The residents of this community set and maintain their own standards, and in a sense police themselves, thus ostensibly giving Chinatown the reputation of a low-crime neighborhood. Although there is no true evidence of a controlling figure, the even tenor of Chinatown life points to the existence of one. Indeed, it has been speculated that such a figure would have been the winner of the violent tong wars that tore the community in the 1930s and '40s.

Although the opium dens are long gone, they have been replaced with other businesses: legal import/export firms that sell outlawed items such as martial arts weapons, operations that obtain or produce papers for illegal immigrants, and racketeering.

SPECIAL NOTE: While there has always been something sinister about Chinatown, the Police Department has never had evidence to show that it is anything other than a close-knit, relatively crime-free community. Aside from the problems associated with illegal aliens and weapons such as nunchakus and shurikens, there is not much crime to worry about in Chinatown.

(8) NEVILLE

PATROL ENCOUNTERS: MIN 20% MAX 60%

01-10 BRG	56-60 HRA
11-20 BPB	61-65 HRT
21-30 ASL	66-75 LAW
31-35 ASW	76-85 SUS
36-45 DRU	86-90 SUP
46-55 VEH	91-00 CLU

Since its renovation in the late 1950s, Neville has been the pulse of Gotham's nightlife. From its hot nightspots like the Studio 52 disco, the Rockslide Club, and the Marrakesh Lounge to the private society bashes held in its chic waterfront condos, Neville swings from dusk 'til dawn. In and behind the bright lights and glitter, the city's criminal element also works the late shift, supplying Neville's revelers with many kinds of vices.

Like the clubs and restaurants, the businesses of Neville also engage in selling the trappings of 'the elegant life.' Newmarket Street showcases the city's most exclusive boutiques, furriers, and jewelers in a single seven-block stretch. Seventh Avenue, a few streets east, houses the production facilities and luxurious showrooms of several of the fashion world's foremost designers.

The Ritz-Carlton Hotel, which once included Natalia Knight (Nocturna) among its long-term guests, sets the standard for hotel luxury with its spacious multi-tiered main lobby and eight floors of penthouse suites. The offices of the philanthropic Wayne Foundation are located on Neville's waterfront. Neville's major public attraction, the Museum of Primitive Art, which looks more like a jungle hothouse than a museum, is considered *tres chic* among the city's jet set. The museum is also an occasional target for Gotham's villains; some of the museum's artifacts are rumored to possess supernatural powers or clues to the locations of great treasures.

SPECIAL NOTE: Neville's crime rate has risen as its revival has progressed, despite a significant increase in area police patrols. Muggings, murder, burglary, car theft, and vice have all increased. Drug traffic — especially in the clubs — appears to be the area's worst problem by far. Some of the club owners appear to be actively involved in these dealings, while others seem to accept them as part of the normal order. Several of our best undercover agents have been assigned to infiltrate and expose the Neville drug network; in the process of their investigations, the Police Department have received reports that one of the suspected major suppliers, the Falco family, also appears to be engaged in a blackmail scheme involving several prominent members of Neville's business community.

(9) MIDTOWN

PATROL ENCOUNTERS: MIN 30% MAX 50%

01-10 BRG	51-60 HRA
11-25 BPB	61-65 HRT
26-30 ASL	66-75 OTH
31-40 VAN	76-85 LAW
41-50 VEH	86-95 SUS
	96-00 CLU

Midtown is primarily a residential neighborhood, save for the presence of the monolithic S.T.A.R. Labs research and manufacturing complex in its southwest corner. Its housing developments and high-rise apartments are home to a disparate mix of people, from recent immigrants and blue-collar families to bureaucrats and doctors from nearby Gotham General Hospital.

Besides the usual mix of burglaries, muggings, and car theft in Midtown, there are certain establishments that often draw the attention of criminals. These are Gotham Gardens (a 15,000 seat hall that presents boxing, rock and pop concerts, and the annual House and Boat shows), the Museum of Military Antiquities, and the Forum of the Twelve Caesars Museum (Roman and Greek classical art and sculpture). Midtown's Brandon Building, located on the border of its East Indian community, houses both the offices of Gotham's weekly news magazine, the Picture News, and the headquarters of Raj Importers (a trading company alleged to have connections with the criminal Falco family).

SPECIAL NOTE: The nature of the operations at S.T.A.R. Labs remains unknown. Much of the community is concerned that the Lab's top secret researches pose a threat to the community's safety. There are at least three activist groups trying to shut S.T.A.R. Labs down. Lab management has always been cordial in its relations with police, but have remained unyielding in their refusal to allow free access to large sections of their complex. S.T.A.R. has failed to report several past attacks against their facility and employees, and it is rumored (though unsubstantiated) that S.T.A.R. has taken its own steps to punish the suspected perpetrators of these incidents. Belmont Welch and his Patriot League have recently made huge contributions to S.T.A.R., although the nature of the project funded has not been disclosed. While there is no hard evidence that S.T.A.R. is engaged in any sort of criminal activity, its operations and personnel remain under close official scrutiny.

(10) THE WATERFRONT

PATROL ENCOUNTERS: MIN 30% MAX 60%

01-10 BPB	56-65 HRA
11-20 ASW	66-70 HRT
21-30 DRU	71-80 OTH
31-50 SMG	81-85 LAW
51-55 VEH	86-90 SUS
	91-00 CLU

This area of the city has experienced a renaissance in the past few years similar to that of Fanueil Hall in Boston, Harbor Place in Baltimore, South Street Seaport in New York, and Fisherman's Wharf in San Francisco. Through vigorous civic efforts and the influx of investment capital, the run-down dock area has been thoroughly rebuilt to modern specifications and the streets along the Waterfront have been opened to a wide variety of 'trendy' and tourist businesses; eating places, small night spots, and cut-rate import/export retailers. This new source of commerce and the strenuous exertions of the law enforcement community to clean up the Waterfront area have made it a lively place to be, day or night. However, the area still has its dark alleys, most notably in the warren of

streets behind the docks and north of the tourist avenues. These areas contain warehouses and freight complexes that are busy day and night with both legal and illegal traffic.

Some of the Waterfront's businesses are indeed simply fronts for various sorts of illegal activity. Several of these businesses are closely connected with the city's criminal fraternity, while others have served as fronts for villains such as the Penguin (e.g., Boyd's Bumbershoots, Ltd.).

(11) UPTOWN

PATROL ENCOUNTERS: MIN 20% MAX 60%

01-15 BRG	56-60 VAN
16-25 BPB	61-75 VEH
26-40 ASL	76-80 HRT
41-55 ASW	81-90 LAW
	91-00 SUS

This once-snobbish neighborhood hosts a vibrant mix of people and crimes. Assaults and purse snatchings are common, especially in and around the 65-acre Gotham Park. The Park contains many public attractions including the Zoo, (with its world-renowned collections of reptiles and big cats), the gardens of the Culver Conservatory (which also contains a botanical laboratory that has lent its services to the Batman), an immense skating rink, and a popular eatery, Pat's Tavern on the Green.

The blocks surrounding the Park also contain a number of major commercial and public structures that receive a high amount of visitor traffic. They include the Ambassador Hotel, the Adams Convention Center (an ultra-modern facility that currently plays host to an annual auto exposition, the National Cat Show, and a number of high-tech exhibitions and trade shows), the Sprang Memorial Arena (a 12,000 seat concert hall famed for its excellent acoustics), and the Tolliver Art Gallery (as well known for its after-hours society soirees as for its recent acquisition of several superb French masterpieces).

Business in Uptown centers on the Diamond District, a prestigious two-block zone that is one of the focal points of the world jewel trade. Located in this area are the exclusive emporiums of Zindorf Jewelers, Tiffany's, and the Goldstein Jewel Exchange (a consortium of over 50 jewelers and brokers in precious stones). At the other end of Uptown is an enterprise of quite a different stripe: the immensely popular Sports Page Saloon, whose clientele includes a number of the city's pro athletes and Petrucci family members, who are suspected of illegal bookmaking.

A final Uptown landmark that may prove important is the four-story headquarters of the Patriot League. These premises include a full-scale printing plant, videotaping and film editing facilities, and a massive phone bank. The phone bank operates 24 hours a day, soliciting contributions and sending the Patriot League's right wing message to their ever-growing flock.

SPECIAL NOTE: Gotham Park and the Diamond District are like twin magnets that attract two distinct types of criminals to Uptown. The first brings the common thief, the pusher, and the snatch-and-grab artist. The second brings the elite auto 'boosters' to the tree-lined thoroughfares around the Park. Conversely, the Diamond District's combination of massive wealth and near-impregnable security beckons to the city's criminal elite, the master strategists like the Penguin, the Calendar Man, or the Joker. Organized crime has always found Uptown a ripe plum for the picking and breaking up an organization like the Killer Croc gang seems to merely open the door for another force to enter.

(12) THE BOWERY

PATROL ENCOUNTERS: MIN 40% MAX 80%

01-10 BRG	51-60 DRU
11-20 BPB	61-70 HRA
21-30 ASL	71-75 HRT
31-40 ASW	76-85 SUS
41-50 VAN	86-90 SUP
	91-00 CLU

The Bowery was originally a farm owned by Jon Logerquist, the founder of Gotham City. The Bowery, the most unsavory of Gotham's boroughs, is a crowded claustrophobic warren of torn-down and dilapidated tenements, whose few stores have heavily barred doors and boarded-over windows. This district shelters drifters, drunks, and fugitives. Here, possession of a bottle of grain alcohol or a warm air vent can be cause for murder. The high concentration of violent crime is a deterrent to effective police cleanup as no patrol cares to penetrate the Bowery unless accompanied by extra men or cars.

Each street is meaner and freer than the last. This area is made more desolate by frequent arson and uninterrupted vandalism. Park Row, better known as Crime Alley (where Bruce Wayne's parents were murdered), and Sheldon Square, once a community park but now a lot covered with dirt and weeds, are the worst haunts of this bad area. Drugs and illegal weapons are bought and sold openly, and killings in broad daylight are common. As far as organized crime goes, no crime machine can daunt the inhabitants of this area because they have nothing left to lose. So much blood has been spilled on the site of Jon Logerquist's farm, it is said, that the ghosts must have to haunt in shifts.

(13) GLENDALE

PATROL ENCOUNTERS: MIN 20% MAX 40%

01-15 BRG	51-60 HRT
16-30 BPB	61-65 OTH
31-35 ASL	66-85 LAW
36-40 ASW	86-90 SUS
41-50 STF	91-00 CLU

A casual visitor might think that Glendale is just a quiet, comfortable college town with its tree-lined avenues, the ivied walls of the Gotham Institute of Technology (G.I.T.), and the high-profile presence of the Glendale County Sheriff's Department. Yet, a shadow lurks under the neighborhood's sunny, smiling exterior that finds its voice in Gotham's night and threatens to shatter Glendale's peaceful image.

G.I.T.'s large, modern campus dominates the center of Glendale, and much residential and business activity revolves around the Institute as well. Many of the area's homes and apartment buildings house professors or students, while the streets surrounding the campus teem with cafes and restaurants, clothing, book, and computer stores, and the offices of small research, engineering, and architectural firms.

The main office of Hillcrest Suburban Bank, the city's third largest financial institution, is located in Glendale. The Gotham County Fairgrounds, the site of the annual County Exposition and attractions such as the Sloan Circus (former home of Jason Todd and his aerialist parents), and Gaston St. Lucifer's Circus Extraordinaire (a former front group for Ra's al Ghul) is located here also.

Until recently, area crime was primarily restricted to

petty theft from stores and residences (with stereos and personal computers the prime targets) and occasional vandalous fraternity pranks. About three years ago, however, the eastern, more run-down part of Glendale became a nesting place for the city's 'punk' scene with the opening of the cavernous New Wave dance club Apocalypse. The New Wavers, or 'skinheads,' have made no attempt to disguise their distaste for G.I.T.'s 'nerds' and vice-versa. Assaults and vandalism have all risen drastically. The Sheriff's office is working overtime trying to find legal excuses for evicting the Apocalypse.

SPECIAL NOTE: Organized crime has never been able to get much of a foothold at G.I.T., due in no small part to the student body's low rate of drug use. Most of the city's gangs have stopped trying to recruit there. This does not mean, however, that no organized criminal activity takes place in Glendale. Over the past several months, a number of bored G.I.T. grad students and dedicated computer 'hackers,' who call themselves the White Rats, have been wreaking havoc with computer systems and data banks all along the eastern seaboard. The Rats have tampered with banking and credit card files, accessed hardcopy of sensitive government military and intelligence documents, and even gained access to the Bat-Computer itself. Their hacking on the Bat-Computer triggered its defense systems and tipped off the Batman to their existence. The Batman has begun to take steps to identify the Rat members, although he has received little cooperation from the Sheriff's office in Glendale.

(14) EVANSTOWN

PATROL ENCOUNTERS: MIN 10% MAX 20%

01-20 BRG	46-60 HRT
21-25 ASL	61-85 LAW
26-45 VEH	86-90 SUP
	91-00 CLU

Evanstown is Gotham City's answer to small-town America; a stark contrast to the brooding, dark city of which it is nominally a part. Strong community spirit supports a modest but effective police presence. The absence of drug use is remarkable. The civic atmosphere that keeps the area's streets and yards clean and presentable all contribute to keeping the crime rate among the lowest in Gotham. Even the Batman rarely patrols here.

On the west side of town is a popular summer family attraction, the Mother Goose Amusement Park.

(15) IRVING GROVE

PATROL ENCOUNTERS: MIN 20% MAX 40%

01-10 BRG	36-50 VEH
11-15 BPB	51-55 HRT
16-20 ASL	56-60 OTH
21-25 ASW	61-75 LAW
26-30 VAN	76-85 SUS
31-35 DRU	86-90 SUP
	91-00 CLU

Irving Grove is a peaceful neighborhood with no known ties to organized crime. Its three major landmarks, the Spring Mountain Ski Resort, the Dayton Forest Preserve, and the Adam Howe Historical Museum, are all unlikely (but not impossible) targets for crime. Most residences are single-family dwellings. Industry is mostly consumer or service-related, with the exception of the Bartlett and Timberline paper mills at the base of Spring Mountain.

The Capitol Savings and Loan, Gotham's largest savings and loan bank, is headquartered here while the Front Street Mall, in downtown Irving Grove, contains several high-fashion shops (including Valentine's Jewelers and Cardong Silks). The area's biggest criminal connection, however, remains a legendary one; the Dayton Preserve is rumored to be the hiding place for the loot from Gotham's two largest unrecovered heists.

(16) GOTHAM VILLAGE

PATROL ENCOUNTERS: MIN 40% MAX 60%

01-10 BRG	41-55 VEH
11-15 ASL	56-65 HRA
16-25 VAN	66-70 HRT
26-30 DRU	71-80 OTH
31-40 STF	81-90 LAW
	91-00 CLU

The city's attempt to revitalize this low-rent, working-class district in the late '60s was a dismal failure. The centerpiece of that attempt, a twenty-square-block cluster of lifeless, poorly-constructed apartment buildings known as the Butler Projects, stands half-empty today in mute testimony to that defeat. The residents of Gotham Village work mostly in the industrial plants of Lyntown and Little Stockton; the area's unemployed frequent the community's many small taverns, pool halls, and convenience stores.

The pattern of crime in Gotham Village is generally small-time (petty theft, purse-snatching, etc.), although the simmering frustrations of its residents occasionally erupt into arson, vandalism, and even murder.

Youth gangs seem to rise and fall without establishing any permanent identity and usually cause most of their trouble in the neighboring areas of Lyntown and Scituate. Some enterprising youths have found an opportunity with the Petruzzi brothers, who reportedly operate a thriving loansharking business in this area. It has also been rumored that the Petruzzis have acquired a controlling interest in the Butler Projects, and are trying to drive the remaining residents out.

Police protection in Gotham Village is barely adequate; it is a situation exacerbated by the residents' hostility toward the police.

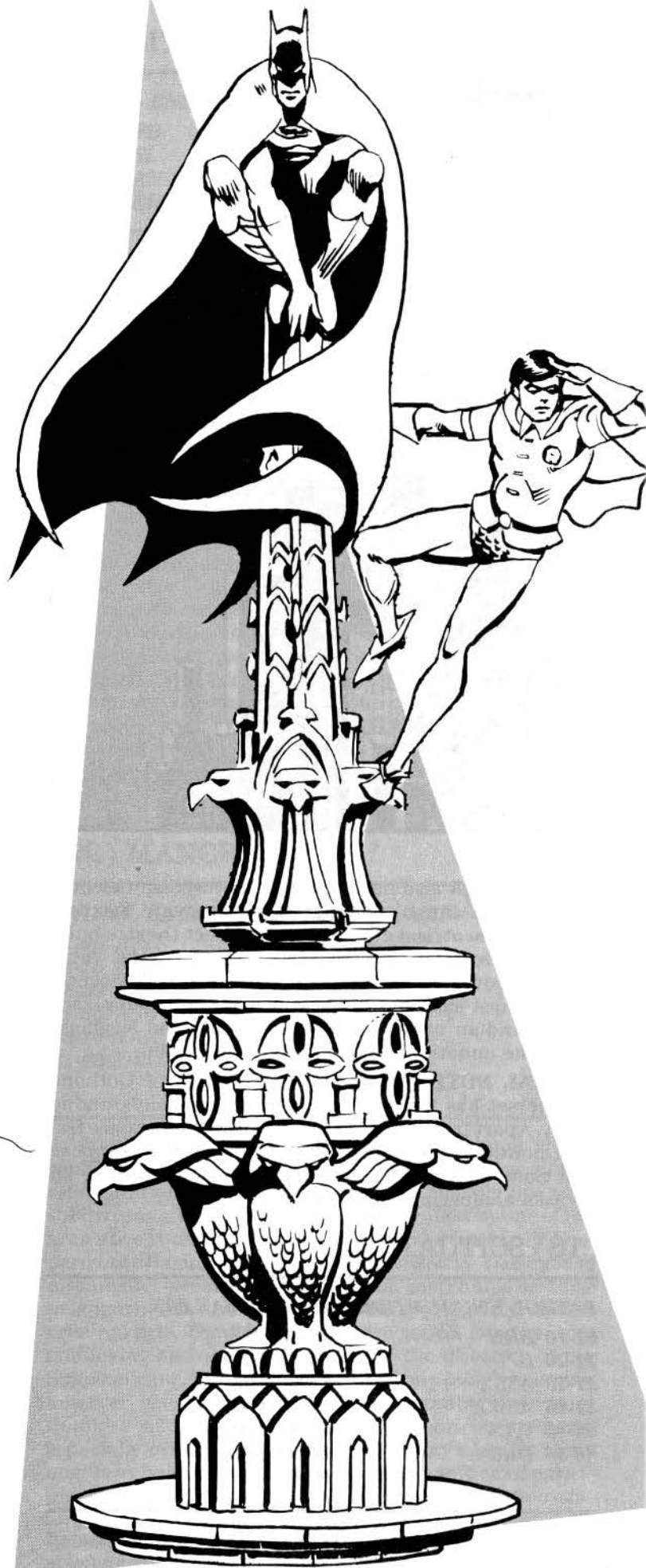
(17) SOMMERSET

PATROL ENCOUNTERS: MIN 10% MAX 30%

01-15 BRG	46-50 HRA
16-25 BPB	51-65 HRT
26-30 ASL	66-80 LAW
31-35 ASW	81-90 SUS
36-45 VEH	91-00 SUP

Somerset's Scandinavian heritage is apparent in the clean, neat lines of its houses, gardens, furniture, and cars. It is a look that is also much admired by thieves. However, burglary is difficult in this friendly, well-patrolled neighborhood. Part of Somerset's moderate wealth goes to ensure its peace through police protection, well-lighted avenues, working public phones and few untended areas.

Somerset's insistence on peace and quiet is partly due to the presence of Arkham Asylum for the Criminally Insane to its north. This facility is the occasional residence of the Joker and other villains.





This borough also hosts the annual Swedish Celebration and the annual Sommerset Shakespeare Festival. These two theatrical events, which attract theatre buffs from all over the country, also attract cranks, pick-pockets, con-men, and star-makers as well. Several serious ghost-sightings (all of which are of a young, sad-looking Indian maiden in deerskin tunic and leggings) have gone unnoticed among the hucksters' din.

SPECIAL NOTE: Unlike the other areas of Gotham, Sommerset has never yet given me a moment's undue worry. Apart from crowd control during the summer festival months, there has never been any reason to suppose that Sommerset suffers from anything other than an occasional mugging or burglary.

(18) SCITUATE

PATROL ENCOUNTERS: MIN 30% MAX 60%

01-10 BRG	56-60 VEH
11-20 BPB	61-65 HRA
21-30 ASL	66-70 HRT
31-35 ASW	71-75 OTH
36-45 VAN	76-85 LAW
46-55 DRU	86-90 SUS
	91-00 CLU

Scituate's cramped apartment buildings and stunted two-family houses surround the expansive playing fields

of Gotham's two venerable sports arenas, Henrod Arena and Gotham Stadium.

The community is low- and middle-income and supports a variety of bars, bowling alleys, and Little League teams. Regrettably, the police protection is insufficient to reduce the high incidence of burglaries.

Herod Arena, home to the hapless Polar hockey team and the moderately successful Skyscrapers basketball club, and Gotham Stadium, which is home to both baseball's Gotham Giants and football's Gotham Goliaths, lie at opposite ends of Salem Street (the main street that runs the length of Scituate). The rest of the neighborhood is primarily populated by souvenir shops, shoe stores, hair-dressing salons, and Ricky's Roast Beef shops.

SPECIAL NOTE: The arrest record makes it clear that the once-beneficial effect of sports on the youths of Scituate is gone. Although some outstanding Scituate athletes have carved a place for themselves in sports and society, many others end up on the arrest reports for loitering, vandalism, car theft, drug peddling, and assault. The major cause of concern is that lately more and more Scituate teens have been arrested in raids on Lyntown's chop shops and drug refineries. Scituate is a prime recruiting pool for Gotham's resident crimelords.

(19) LYNTOWN

PATROL ENCOUNTERS: MIN 40% MAX 70%

01-05 BRG	41-65 VEH
06-15 BPB	66-75 HRA
16-25 VAN	76-80 HRT
26-35 DRU	81-85 LAW
36-40 SMG	86-00 SUS

The chief industry of this run-down borough is the 'chop shop' where 'hot' cars are disassembled, repainted, and prepared for resale through legitimate channels. Lyntown's rabbit-warren of closed factories and rusting Conrail railyards is the perfect hiding place for illegal industries such as chop shops and arms factories. The railyards are also used for shelter by runaways, who manage to avoid the pimps and exploiters who watch the city's bus and train stations. At this time there is insufficient manpower to make an effective raid and police infiltration of the area has been ineffective.

Most of the criminal operations conducted here are directed from other areas. Eric 'Turtle' Brock, who runs the largest drug refinery in Gotham, lives and distributes in Scituate, but his main facility is in Warehouse #5 of the Arkham Independence Company (a failed trucking firm in Lyntown).

Andre 'Wheels' Wilder, who supplies the majority of Lyntown's chop shops, avoids the area completely. His thieves park their cars on the outskirts of the warehouse district, and payment is made to his bank by an eminently respectable fruit merchant. Lyntown's most lucrative industry is run completely from outside the area by the Falcos: the supply and distribution of illegal weapons to Gotham and surrounding northeastern states.

SPECIAL NOTE: The main concern raised by Lyntown's existence, besides its organized crime operations, is the number of runaways lost in its basements and warehouses. When they turn up, they are usually found dead of an overdose in our detention cells; their cellmates are ignorant of what happened.

The Police Department desperately needs to find out what is going on in Lyntown and stop it now, but we cannot accomplish this on our current manpower or budget.

(20) VICTORIA PLACE

PATROL ENCOUNTERS: MIN 30% MAX 60%

01-10 BRG	46-55 HRA
11-25 BPB	56-60 HRT
26-30 ASL	61-70 OTH
31-35 ASW	71-80 LAW
36-45 VEH	81-90 SUS
	91-00 CLU

The success story of Gotham's seventies and eighties, Victoria Place has grown and prospered through the proliferation of over a hundred small to mid-sized high-tech firms (situated in small industrial parks). Victoria Place competes with S.T.A.R. Labs for technical talent and grants. The firms of Victoria Place have invested heavily in making the area a desirable place to live and work. The neighborhood is well-lit and adequately patrolled by police. There are even a number of new and reconditioned residential areas. Victoria Place is also liberally dotted with company-funded parks and athletic facilities. These advantages have been very successful in promoting employee loyalty and good community relations.

Victoria Place's leading industrial lights include DuBois Pharmaceuticals, Hinchcliff Research Labs (plastics and chemicals), Felker Computer (manufacturers of the popular ELF mini-computer), Tower MicroSystems (brainchild of its eccentric flower-child founder, whiz kid Scotty Kuykendall), Metropolis Hydrodynamics, the leading edge firm in underwater salvage technology, and LCR Ltd. (Felker's bitter competitor).

SPECIAL NOTE: Although the area's relative affluence makes it a target for car thieves and burglars, the most common crimes in the area are industrial theft, espionage, and sabotage. Competition in the computer, electronics, and integrated circuit markets is intense, and the gain or loss of a few months' lead time can mean millions of dollars. Despite the elaborate safeguards taken by many of these firms, efforts to gain access to company trade secrets and formulas continue to occur with some success. Many believe S.T.A.R. Labs to be the culprit behind the attacks, although there appears to be no hard evidence to support these claims.

Author's Note: Commissioner Gordon would be surprised to learn that much of the espionage and sabotage activities conducted in Victoria Place are sponsored not by S.T.A.R. Labs but by the right-wing propagandists of the Gotham-based Patriot League. The Patriot activities here are viewed as both a money-marketing venture, since there are many who will pay well for such secrets, and as a way to transfer wealth from liberal companies like Tower MicroSystems to firms whose politics are more compatible with Belmont Welch's world view.

(21) LITTLE STOCKTON

PATROL ENCOUNTERS: MIN 20% MAX 50%

01-20 BPB	56-60 HRT
21-25 ASL	61-75 LAW
26-40 VAN	76-85 SUS
41-55 VEH	86-00 CLU

Little Stockton is primarily an industrial community with small rows of houses and apartments interspersed amongst the plant facilities. Although several of the largest industrial complexes now stand idle for part or all of the year, many other companies have retooled and found a niche for themselves in Gotham's new high-tech economy. These changes in operations have also subtly altered the composition of Little Stockton's workers and residents, replacing blue-collar laborers with computer technicians and engineers. As a result, both the Petruzzi and Falco families have had a resurgence of interest in Little Stockton. The Falco family also controls one of the area's largest trucking firms, Alliance Freight.

Besides Allied Metallurgical, the acknowledged leader in the neighborhood's resurgence, other thriving firms that might be targets for crime include Skinner Plastics, Davisco (manufacturers of high-tensile cable), and Gotham Radiological (recyclers of low-level radioactive isotopes). Little Stockton is also the headquarters of the Gotham Workingman's Trust, the city's strongest financial backer of the Waterfront and Little Stockton revitalization efforts. Commercial establishments in the area tend to be small 'mom-and-pop' operations (groceries, dry cleaners, repair shops) that are readily susceptible to racketeering efforts.

(22) MANCHESTER

PATROL ENCOUNTERS: MIN 40% MAX 80%

01-05 BRG	41-45 SMG
06-15 BPB	46-55 STF
16-20 ASL	56-65 HRA
21-25 ASW	66-70 HRT
26-30 VAN	71-80 OTH
31-40 DRU	81-90 SUS
	91-00 CLU

Manchester is a working-class neighborhood whose 'melting pot' mix of ethnic residents has given rise to segmentation of the community into sharply bounded subdivisions. Each subdivision is 'controlled' by one of the area's five youth gangs — the Ravens, the Turks, the Desperos, the Raging Bulls, and the Brownshirts. These gangs often exact protection money from merchants in their neighborhoods and engage in a variety of petty, violent criminal acts. The Ravens have also gotten into the drug trafficking business, working under the direction of the Simpson gang. The greatest part of every gang's energies, however, goes into defending and expanding their 'turf.' Rumbles and street fights are common occurrences, especially over control of the community's largest thoroughfare, Baker Street, and its postage-stamp sized park/-playground. Gang battles and vandalism have also regularly spilled over into the neighboring community of Coventry, lowering inter-borough relations to an ugly, 'war zone' state.

For those willing to risk travel in the area, Manchester offers a number of excellent and moderately priced ethnic restaurants that are guaranteed to please any palate.

The Van Dyke Gallery, one of the city's finest collections of modern and abstract art, is also located in the midst of Manchester's Hispanic district (the turf of the Desperos). Gotham's racetrack, the Manchester Viaduct, is considered neutral ground by the gangs, none of whom is anxious to cross the Petruzzi family, who are the controllers of track operations. Both the Petruzzi and Simpson organizations have found the Manchester gangs to be excellent recruiting material for new members.

SPECIAL NOTE: Despite a recent 20% increase in personnel, Manchester's police are woefully understaffed to handle crime in their district, and are limited to serving as 'crisis management.' Police attempts to forge relationships with youth gang leaders have been largely unsuccessful, except for the efforts of Lt. Antonio Vargas (who has been able to build an uneasy relationship with Raging Bulls' leader Frankie Melendez). The situation here is not pleasant under the best of circumstances, and has been greatly exacerbated by several cases of reported police brutality, particularly among patrolmen stationed in the border districts between Manchester and Coventry.

(23) COVENTRY

PATROL ENCOUNTERS: MIN 10% MAX 30%

01-10 BRG	46-55 VEH
11-15 ASL	56-60 HRA
16-25 ASW	61-70 HRT
26-30 DRU	71-75 OTH
31-40 SMG	76-80 LAW
41-45 STF	81-90 SUS
	91-00 CLU

Coventry, a middle-class community of single-family houses and small shopping centers, has gained a great deal of local notoriety for the vigilante activities of a small but vocal portion of its population, the Clean Streets League (CSL). The leaders of the CSL, unhappy with the inability of the police to control the activities of Manchester's youth gangs, have taken matters into their own hands, organizing 'citizens' action patrols' in the border area between the two communities. Police searches of several CSL outposts have resulted in the confiscation of illegal personal arsenals sufficient to outfit a Central American revolution. Reports from Manchester seem to indicate that CSL's patrols have crossed over the line to become instigators of the violence they claim to abhor, as several known youth gang leaders have been murdered in cold blood. The problems posed by the CSL have been further magnified by the tacit sanction given to the group's actions by the Captain in charge of the local Precinct station, Andrew Corbett, and by the vocal and monetary support given to the CSL by Gotham's right-wing activist organization, the Patriot League. (See *Organized Crime in Gotham* for more information on the Patriot League.)

Save for a much higher than normal homicide rate and the strong black market in illegal weapons, the pattern of crime in Coventry is generally consistent with the nature of the neighborhood — moderate levels of burglary, lar-

ceny, auto theft, and the occasional mugging. Streets are well lit, and the vigilante activities actually allow area police to achieve a higher arrest and conviction rate than the city median (due to the proliferation of potentially willing witnesses). To Gotham's crimefighters, Coventry is often of interest more for the sources of information it provides than for the targets it houses. The most prominent of these is the offices of the city's most prominent daily newspaper, the Gotham Gazette. The Gazette's police beat reporter, Harvey Seidel, is a savvy veteran with a nose for a good scandal or story. If he is handled correctly, he can often be an excellent source of information not available through normal police channels. On other cases, crime fighters may find occasion to consult the rare books and manuscripts of the Hegler Historical Library, which are available to the public on a limited basis.

The Gotham Zoo and the Priory are two other places in Coventry worthy of note. The Priory is a large cluster of buildings that house the largest monastery in North America. Recently Brother Blood has expressed an interest in buying the Priory.

(24) CHARON

PATROL ENCOUNTERS: MIN 20% MAX 40%

01-15 BRG	46-55 VEH
16-20 BPB	56-65 HRA
21-25 ASL	66-70 HRT
26-30 ASW	71-85 OTH
31-40 VAN	86-90 LAW
41-45 DRU	91-00 SUP

Located on the northern side of Gotham and west of Gotham River, Charon is a residential borough with a varied patois of architectural styles and neighborhood complexions. Its crime pattern is similarly diverse and is enhanced by the presence of nearby Arkham Asylum.

Large areas of land in Charon are, appropriately enough, in use as cemeteries. Between the train tracks and the border of neighboring Sommerset, there is a wide swath of land devoted to burial grounds. Part of this land comprises Gotham Memorial Cemetery, the largest in the state. This facility is well-kept and well-patrolled by police that ward off vandals. The area nearest the rail lines, however, is the abandoned and overgrown Rose Lawn Cemetery, parts of which date back over three centuries to the Dutch hegemony. As is common with such locations, supernatural sightings are routine. The reports of such sightings are splashed across the pages of Gotham's tabloids nearly every other week.

Charon is also the location of the mayoral mansion as well as Wayne Field, the home stadium of the Gotham Veterans American League baseball club. The Vets' owner, Vince Packard, has a long-standing, well-publicized feud with Brannon Stone, the tyrannical shipping magnate who owns the Gotham Giants.

SPECIAL NOTE: Charon is a relatively quiet neighborhood and only rarely experiences 'crime waves.' Perhaps its distance from the downtown area contributes to this laconic condition. The police seem to spend almost as much time running down sightings of ghosts in Rose Lawn or keeping order at Wayne Field during the pennant race as they do apprehending pickpockets and car thieves.

PATROL ENCOUNTER TABLE

Borough No.	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)
Min. %/hour	20	40	30	40	10	40	10	20	30	30	20	40
Max. %/hour	40	80	50	70	30	80	40	60	50	60	60	80

ENCOUNTER PERCENTAGES

Burglary, Private (BRG)	—	—	01 - 15	01 - 05	01 - 15	01 - 05	01 - 05	01 - 10	01 - 10	—	01 - 15	01 - 10
Burglary, Public (BPB)	01 - 20	—	16 - 20	06 - 10	16 - 20	06 - 10	06 - 10	11 - 20	11 - 25	01 - 10	16 - 25	11 - 20
Assault (ASL)	21 - 25	01 - 15	21 - 30	11 - 20	21 - 30	11 - 20	11 - 15	21 - 30	26 - 30	—	26 - 40	21 - 30
Assault W.D.W. (ASW)	26 - 35	16 - 25	31 - 40	21 - 25	31 - 35	21 - 25	16 - 20	31 - 35	—	11 - 20	41 - 55	31 - 40
Vandalism/Arson (VAN)	36 - 45	26 - 35	41 - 45	26 - 35	—	26 - 35	21 - 25	—	31 - 40	—	56 - 60	41 - 50
Drug-Related (DRU)	—	36 - 45	46 - 55	36 - 45	36 - 40	36 - 50	26 - 40	36 - 45	—	21 - 30	—	51 - 60
Smuggling/Traff. (SMG)	—	46 - 55	—	46 - 50	—	51 - 65	41 - 60	—	—	31 - 50	—	—
Street Fight (STF)	—	56 - 65	—	51 - 65	—	66 - 75	—	—	—	—	—	—
Vehicular Crime (VEH)	46 - 55	66 - 70	56 - 70	—	41 - 45	—	—	46 - 55	41 - 50	51 - 55	61 - 75	—
Hero Attacked (HRA)	56 - 60	—	71 - 80	66 - 70	—	—	—	56 - 60	51 - 60	56 - 65	—	61 - 70
Hero Test (HRT)	61 - 65	71 - 75	81 - 85	71 - 75	46 - 60	76 - 80	61 - 70	61 - 65	61 - 65	66 - 70	76 - 80	71 - 75
Other Hero (OTH)	66 - 75	76 - 80	—	76 - 80	—	—	—	—	66 - 75	71 - 80	—	—
Law Enforcement (LAW)	76 - 85	—	86 - 95	81 - 85	61 - 90	—	—	66 - 75	76 - 85	81 - 85	81 - 90	—
Suspicious Person (SUS)	86 - 95	81 - 90	96 - 00	—	—	81 - 90	71 - 85	76 - 85	86 - 95	86 - 90	91 - 00	76 - 85
Supernatural (SUP)	—	—	—	86 - 90	—	—	86 - 90	86 - 90	—	—	—	86 - 90
Clue/Info./Evid. (CLU)	96 - 00	91 - 00	—	91 - 00	91 - 00	91 - 00	91 - 00	91 - 00	96 - 00	91 - 00	—	91 - 00

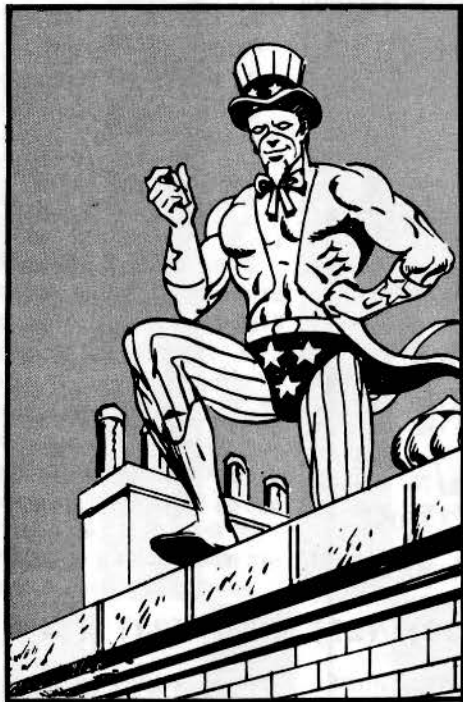
Borough No.	(13)	(14)	(15)	(16)	(17)	(18)	(19)	(20)	(21)	(22)	(23)	(24)
Min. %/hour	20	10	20	40	10	30	40	30	20	40	10	20
Max. %/hour	40	20	40	60	30	60	70	60	50	80	30	40

ENCOUNTER PERCENTAGES

Burglary, Priv. (BRG)	01 - 15	01 - 20	01 - 10	01 - 10	01 - 15	01 - 10	01 - 05	01 - 10	—	01 - 05	01 - 10	01 - 15
Burglary, Public (BPB)	16 - 30	—	11 - 15	—	16 - 25	11 - 20	06 - 15	11 - 25	01 - 20	06 - 15	—	16 - 20
Assault (ASL)	31 - 35	21 - 25	16 - 20	11 - 15	26 - 30	21 - 30	—	26 - 30	21 - 25	16 - 20	11 - 15	21 - 25
Assault W.D.W. (ASW)	36 - 40	—	21 - 25	—	31 - 35	31 - 35	—	31 - 35	—	21 - 25	16 - 25	26 - 30
Vandalism/Arson (VAN)	—	—	26 - 30	16 - 25	—	36 - 45	16 - 25	—	26 - 40	26 - 30	—	31 - 40
Drug-Related (DRU)	—	—	31 - 35	26 - 30	—	46 - 55	26 - 35	—	—	31 - 40	26 - 30	41 - 45
Smuggling/Traff. (SMG)	—	—	—	—	—	—	36 - 40	—	—	41 - 45	31 - 40	—
Street Fight (STF)	41 - 50	—	—	31 - 40	—	—	—	—	—	46 - 55	41 - 45	—
Vehicular (VEH)	—	26 - 45	36 - 50	41 - 55	36 - 45	56 - 60	41 - 65	36 - 45	41 - 55	—	46 - 55	46 - 55
Hero Attacked (HRA)	—	—	—	56 - 65	46 - 50	61 - 65	66 - 75	46 - 55	—	56 - 65	56 - 60	56 - 65
Hero Test (HRT)	51 - 60	46 - 60	51 - 55	66 - 70	51 - 65	66 - 70	76 - 80	56 - 60	56 - 60	66 - 70	61 - 70	66 - 70
Other Hero (OTH)	61 - 65	—	56 - 60	71 - 80	—	71 - 75	—	61 - 70	—	71 - 80	71 - 75	71 - 85
Law Enforcement (LAW)	66 - 85	61 - 85	61 - 75	81 - 90	66 - 80	76 - 85	81 - 85	71 - 80	61 - 75	—	76 - 80	86 - 90
Suspicious Person (SUS)	86 - 90	—	76 - 85	—	81 - 90	86 - 90	86 - 00	81 - 90	76 - 85	81 - 90	81 - 90	—
Supernatural (SUP)	—	86 - 90	86 - 90	—	91 - 00	—	—	—	—	—	—	91 - 00
Clue/Info./Evid. (CLU)	91 - 00	91 - 00	91 - 00	91 - 00	—	91 - 00	—	91 - 00	86 - 00	91 - 00	91 - 00	—



VILLAINS OF GOTHAM



Gotham City has spawned a vast number of costumed criminals over the past thirty years. Much information about Batman's enemies is contained in the *Batman Sourcebook*, which is an invaluable resource for a GM setting a campaign in Gotham City. A number of additional villains whose criminal activities have taken place primarily in Gotham and who were not included in the *Batman Sourcebook* are described here. The information relating to these villains is based on gleanings from the crime files of the Bat-Computer.

Many villains described in this section employ criminal genius rather than raw power to attain their ends. Their intentions can range anywhere from simple profit to world domination. Many use gadgets of some sort to supplement their abilities, although these items are normally low-powered (useful rather than lethal).

Many of these villains base their operations in Gotham almost solely to match wits with the Dark Knight Detective and a few appear to have made this contest the *raison d'être* for their entire criminal career. (Gamemasters should note that these general qualities make most of these foes best suited to do battle against either the Batman, Robin, or a hero with a similar mix of Abilities and Skills. Almost all of these villains would be completely overmatched by a very powerful hero like Superman, Cyborg, or Green Lantern.)

THE CALENDAR MAN,

Alias Julian Day

Height: 6'1", **Weight:** 190 lbs.

Hair: Brown, **Eyes:** Blue
Right-handed

Game Statistics

DEX:	6	STR:	4	BODY:	5
INT:	8	WILL:	8	MIND:	6
INFL:	6	AURA:	3	SPIRIT:	6
INITIATIVE:	20	HERO POINTS:	90		

SKILLS:

Artist/Actor: 6, Gadgetry: 10,
Scholar/History: 5, Thief: 8

MOTIVATION: Thrillseeker

CONNECTIONS:

Underworld (high level)

WEALTH: Affluent

JOB:

Ex-stage Magician, now Professional Criminal

RACE: Human

LIMITATIONS:

Major Irrational Attraction to calendar themes

Background:

The Calendar Man is a former stage magician who turned to the more profitable business of crime. Each of his three previous crime sprees in Gotham was linked to a particular calendar motif — the seasons, the days of the week, and the winter holidays. Calendar Man's costumes are always equipped with an arsenal of sophisticated weaponry (past examples have included an electrified sword, a diamond enhanced laser rifle, a hammer of Thor, and various ultrasonic and light-emitting devices). He generally wears a different costume for each crime. He also regularly employs some sort of wheeled vehicle for his getaways that is similarly equipped with special costume features and weapons.

In the past, the Calendar Man has struck at an esoteric mix of targets, ranging from banks and museums to stage shows and society weddings. Each target, however, will always be consistent with the calendar motif that has been chosen for that particular crime.

Known Hideouts/Associates:

He has worked alone in all previous encounters.

Current Status:

At large (freed by Ra's al Ghul).

Role Playing:

Since the Calendar Man has never repeated a previous pattern, it is virtually certain that any future efforts will employ a new theme. Possible motifs include the months of the year,

holidays, or more esoteric calendar-based events like famous birthdays, the Houses of the Zodiac, or the phases of the moon (possibly tied to a singular astrological event like a lunar or solar eclipse).

BLOCKBUSTER,

alias Mark Desmond

Height: 7'4", **Weight:** 360 lbs.

Hair: Brown, **Eyes:** Black
Right-handed

Game Statistics

DEX:	5	STR:	10	BODY:	12
INT:	1	WILL:	2	MIND:	6
INFL:	2	AURA:	2	SPIRIT:	8
INITIATIVE:	8(16)	HERO POINTS:	60		

SKILLS: Martial Artist: 8

MOTIVATION: Unwanted Power

WEALTH: N.A.

JOB: N.A.

RACE: Human

Background:

Blockbuster is a young scientist who was transformed by a serum of his own device. Designed to magnify his size and strength, the serum also reduced his intellect to an apparently irreversible childlike state. While not a criminal in the true sense of the word, Blockbuster first appeared in Gotham City as a smash-and-grab thief; he followed the commands of his brother Roland. When acting independently, Blockbuster is more confused than malevolent, although he is no picnic to handle even when calm and is easily enraged.

When under the influence of someone he trusts such as Bruce Wayne (whom he doesn't know is the Batman), Blockbuster will attack any desired target. On his own Blockbuster would likely attack the Batman (whom he was taught by his brother to hate) or uniformed policemen; he will also attack a hospital or scientific lab (see *Role Playing* below).

Known Hideouts/Associates:

Roland Desmond (brother): the Desmond brothers originally lived on one of the small islands in Gotham River.

Current Status:

Unknown

Role Playing:

Although Batman's presence can send Blockbuster into a frenzy, the face of Bruce Wayne (who once saved

Mark Desmond's life before his transformation) will normally calm him. Blockbuster was confined at Gotham's S.T.A.R. Labs facility on two previous occasions but attempts to reverse his transformation have failed. Because of the pain Blockbuster suffered from these experiments, he developed a great hatred for and fear of such places. He will fiercely resist any attempts to restrain him or return him to a similar environment.

Any Player Character (except for the Batman) who is in costume and attempts to use Charisma while dealing with Blockbuster will have a +4 Column Modifier to his Opposing Value; a normal human Character in street clothes will only have a +1 Column Modifier. While the Batman has a +7 Column Modifier in this same situation, Bruce Wayne has a -2 Column Modifier. Anyone dressed in either lab or hospital-type clothing will have a +4 Column Modifier.

BLACK MASK,

alias Roman Sionis

Height: 5'8" **Weight:** 190

Hair: Black **Eyes:** Blue
Right-handed

Game Statistics

DEX: 2	STR: 4	BODY: 3
INT: 6	WILL: 4	MIND: 3
INFL: 3	AURA: 3	SPIRIT: 3
INITIATIVE: 11		HERO POINTS: 50

SKILLS:

Spy/Connoisseur: 8, Thief: 6,
Weaponry/Firearms: 4

MOTIVATION: Psychopath

LIMITATIONS:

Catastrophic Irrational
Attraction to Revenge Against
Batman and Bruce Wayne.
Catastrophic Irrational
Attraction to masks.

CONNECTIONS:

Arkham Asylum (low-level)

WEALTH: Millionaire

JOB: N.A.

RACE: Human

Background:

Roman Sionis is an only child and is the heir to Gotham's Janus Cosmetics, a \$500 million international firm. After engineering the "accidental" death of his parents, Sionis drove Janus to the brink of financial ruin through a series of ill-advised innovations in its product lines and was removed from the company presidency when Janus' board applied to the Wayne Foundation for a bailout to avoid bankruptcy. These actions



completely unhinged Sionis, who stole a substantial amount of company funds from the Janus safe and embarked upon his criminal career.

After creating a new "identity" for himself by making a mask from a portion of his family's burial crypt, Roman used his ill-gotten funds to secure himself, under his new identity of Black Mask, as the head of a gang called the False Face Society of Gotham. The gang was so named because each member was required to wear a mask. Although the False Face Society engaged in a variety of common crimes and robberies during its short reign of terror, Black Mask's greatest interest lay in using the Society's resources to gain vengeance on Roman Sionis' "enemies." He has shown no compunction about murdering anyone who opposes him.

Black Mask directed his greatest fury at those individuals who supplanted him as the head of Janus — namely, Bruce Wayne — and the executives appointed by the Wayne Foundation to run the company. Evidence also indicates that Sionis permanently disfigured the face of his ex-lover Kristin 'Circe' Sloan. After Black Mask's ruinous defeat at the hands of the Batman, it is almost certain that Batman and Robin would be included on any future 'hit list.'

As a result of being trapped in a fire, Black Mask's face has been discolored into a copy of the black mask he was wearing.

Known Hideouts/Associates:

Tommy Doran and Leon Johnson (Black Mask's primary henchmen, known as Thespis and Tupeng — see below for individual statistics); Kristin Sloan. The False Face Society used the Sionis family crypt in Gotham Memorial Cemetery (Charon) as a base of operations.

Current Status:

At large (freed by Ra's al Ghul).

Role Playing:

To date, Black Mask has yet to prove that he has the true cunning and sensibilities of a criminal mastermind. Nonetheless, his obsessive hatred of both Batman and Bruce Wayne makes him a potentially dangerous foe.

THESPIS,

alias Tommy Doran

Right-handed

Game Statistics

DEX: 2	STR: 2	BODY: 3
INT: 3	WILL: 2	MIND: 3
INFL: 2	AURA: 2	SPIRIT: 2
INIT: 7(11)		HERO POINTS: 10

SKILLS:

Martial Arts: 4,
Weaponry/Melee: 4

TUPENG,

alias Leon Johnson

Right-handed

Game Statistics

DEX: 3	STR: 5	BODY: 6
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INIT: 7(13)		HERO POINTS: 10

SKILLS:

Martial Arts: 6,
Weaponry/Melee: 4

Background:

Tommy Doran and Leon Johnson were common burglars who sealed their fates when they entered the Sionis family crypt hoping to find a fortune. They were not prepared for the sight they were greeted with. Roman Sionis, in his first appearance as Black Mask, frightened the two thugs into donning two masks that were lying in Sionis' mother's casket. Black Mask then declared that the two would, from thereon, have the identities of Thespis and Tupeng and that they would relinquish their own identities. They then became the first members of what is now known as the False Face Society.

THE MOLE,

alias T.B. Harrah

Height: 6'7", **Weight:** 330 lbs.

Hair: Orange fur (covers body)

Eyes: Black with red pupils

Ambidextrous

Game Statistics

DEX: 6	STR: 8	BODY: 13
INT: 3	WILL: 3	MIND: 2
INFL: 3	AURA: 3	SPIRIT: 4
INIT: 12	HERO POINTS: 40	

POWERS:

Digging: 10

MOTIVATION: Psychopath

CONNECTIONS:

Underworld (low level)

WEALTH: Struggling

JOB: N.A.

RACE: Humanoid

Background:

Small-time hoodlum Harrah acquired his nickname through his ability to burrow out of prison. During one such attempt, a chemical spill in a tunnel transformed him into a mole-like creature. As a result, he has gained the ability to burrow through any underground area.

The mole is much stronger than most humans. He is a psychopath and he has used his bestial strength against his victims.

In his previous appearance, the Mole's violence was directed against members of the parole board that turned down his petition to be released from prison. He murdered two of them but was thwarted in his third attempt. Given that he knows the location of the Batcave (but perhaps not its significance) and that he is strong but not extremely bright, he might return as a hired killer in the employ of a cleverer villain.

Known Hideouts/Associates:

Thus far, the Mole has operated alone. His hideouts have been subterranean, in tunnels or sewers; the biological changes in his body have made him indifferent to the sights, sounds, and smells of such places.

Current Status:

Unknown. (Presumed drowned after being flooded out of the Batcave.)

Role Playing:

The Mole is a pitiable figure. He is extremely sensitive to light, looks and smells horrible, and has become deranged and bestial. He is naturally a loner and a misanthrope who has blamed his misfortune on others; still, he does not seem to be totally evil.



DR. PHOSPHORUS

alias Dr. Emil Sartorius

Height: 5'10", **Weight:** approx. 85 lbs.

Hair: White, **Eyes:** Red

Ambidextrous

Game Statistics

DEX: 3	STR: 2	BODY: 2
INT: 7	WILL: 5	MIND: 6
INFL: 5	AURA: 4	SPIRIT: 5
INIT: 15	HERO POINTS: 60	

POWERS:

Flame Immunity: 12, Flame Being: 12, Poison Touch (radiation): 6

SKILLS: Medicine: 9

MOTIVATION: Psychopath

LIMITATIONS:

Catastrophic Irrational Attraction to Revenge

CONNECTIONS:

Business Community (low-level)

WEALTH: N/A

JOB: Former Doctor

RACE: Humanoid

Background:

Dr. Phosphorus was transformed into a creature of living phosphorus by an accident at the Gotham Bay reactor. He causes havoc and destruction, using his body of living phosphorus as a weapon. In the past, he has attempted to poison the rains and to contaminate the city's water supply.

Dr. Phosphorus' primary motivation is revenge against those whose corruption caused him to be transformed into what he is but his condition has unhinged him sufficiently that he seeks revenge against all of Gotham City. Because his life-energy is intimately connected with his nuclear reactor in Gotham Bay, he has violently opposed those who have sought to shut it down. He also has a special hatred for the Batman.

Known Hideouts/Associates:

When he was still Sartorius, he was a member of the Tobacconists' Club and thus had contact with 'Boss' Rupert Thorne and many others of Gotham's wealthy elite. While he has generally operated alone, he has been recruited by Brainiac during *The Crisis on Infinite Earths*.

Current Status:

Dr. Phosphorus is being held in a specially designed cell at Arkham Asylum while a cure is being sought for his condition.

Role Playing:

Dr. Phosphorus' Powers and his obvious dementia make him a potentially dangerous adversary but if proper precautions are taken, he can be defeated. For example, the Batman has worn a radiation-proof costume while the Batgirl used a fire-proof cape while battling him.

DR. TZIN-TZIN, *alias Unknown*

Height: 6'0", **Weight:** 160 lbs.

Hair: See below, **Eyes:** Black
Right-handed

Game Statistics

DEX:	4	STR:	4	BODY:	5
INT:	9	WILL:	8	MIND:	12
INFL:	14	AURA:	13	SPIRIT:	15
INIT:	27	HERO POINTS: 100			

POWERS:

(*Mystic Link**)

Control: 25, Illusion: 20, Mind over Matter: 15, Animal Control*: 10, Animal Summoning*: 10, Animate Image*: 12, Magic Shield*: 15, Spirit Travel*: 15, Weather Control*: 10

MOTIVATION: Power Lust

WEALTH: N/A

JOB: Criminal Mastermind

RACE: Human

Dr. Tzin-Tzin has long hair on the sides of his head and is bald on top. He has a pointed beard, "Fu Manchu" moustache, and long fingernails. He dresses in the fashion of a Tibetan *siddha* (wise man), including a scarf containing charmed *tulpa* knots.

Background:

Dr. Tzin-Tzin was actually an American orphan who was raised by Chinese bandits. Tzin-Tzin devoted himself to the mastery of hypnotic illusion while his companions studied the martial arts.

Tzin-Tzin returned to America after years of occult study, where he joined the Tong, a legendary outlaw organization. He became one of America's most infamous crimelords and was secure in his position until he came to Gotham City and was defeated by the team of Batman and Robin. He was sentenced to jail for a long term.

After several years he escaped from prison and attempted to rejoin the Tong but they scorned him because he had lost face at Batman's hands. Seeking revenge, he allied himself with the League of Assassins and attempted to drive the Batman mad before slaying him. However, Batman outwitted Tzin-Tzin and the criminal barely managed to escape.

After several years, Tzin-Tzin reappeared in San Francisco where he attempted to build a new order by hypnotically controlling a large number of the city's children. This time he was thwarted by Supergirl and a local private detective named Johnny Double.

Known Hideouts/Associates:

The actual location of Tzin-Tzin's hideouts are unknown but it is clear that he mystically fortifies such sancta as a matter of course through the rite of *angkur*, or empowerment, through which he focuses his mystical will (*tsal*). He does not have "associates" as such but will often use hired, compelled, or magically summoned subordinates as weapons as thoughtlessly and carelessly as another might use a gun or a club.

Current Status:

Incarcerated in Gotham's high-security prison in a special isolation chamber, bombarded by visual and aural stimuli intended to hinder his concentration. He has already escaped this confinement once and is closely watched.

Role Playing:

On the simple levels of Skills and Powers, Tzin-Tzin hopelessly outclasses the Batman. He has also demonstrated that his morality is alien to the Western norm, making him as implacable as he is enigmatic and making this fact as much of an asset as the Batman's ethics are a hindrance in opposing him. Fortunately, Dr. Tzin-Tzin has a great respect for the Batman, who he considers to be a *siddha*. He takes great pleasure in watching his plots become unravelled, although he always assumes that he will be the final victor. Only the Batman's extreme cleverness and resourcefulness has allowed him to defeat the diabolical Tibetan in the final showdowns.



THE FILM FREAK,

alias Burt Weston

Height: 6'2", **Weight:** 200 lbs.

Hair: None, **Eyes:** Deep Blue
Right-handed

Game Statistics

DEX: 4	STR: 3	BODY: 4
INT: 4	WILL: 4	MIND: 3
INFL: 2	AURA: 2	SPIRIT: 3
INIT: 10	HERO POINTS: 50	

SKILLS:

Acrobatics: 5, Artist/Actor: 6, Weaponry/Firearms, Melee Weapons: 4, Military Science/Demolition: 3, Scholar/Film: 8

MOTIVATION: Psychopath

LIMITATIONS:

Major Irrational Attraction to Theatrics

CONNECTIONS:

Hollywood/Film Industry (low level)

WEALTH: Struggling

JOB: Ex-Film Actor

RACE: Human

Background:

Weston appears stocky, with an athletic build, and wears a golden earring in his right ear. He is a former movie actor in Gotham whose career was stalled (due in part to his own enormous ego). Three years ago, he staged his own "murder" at the hands of a fellow-actor, Al Jacobs, in hopes of reviving his career. However, this had little effect; as Jacobs later put it, "his phone number just went from the Rolodex to the wastebasket."

Weston's only crime spree thus far consisted of a series of criminal deeds based on, but not exactly the same as, those committed in popular movies. His burglaries and murder attempts were accompanied by dialogue and props from popular films. He was motivated by revenge against those who thwarted or rejected him or who aided his perceived enemies, including Vasseria, Jacobs, and India Blue, as well as Commissioner Gordon and the Batman.

Known Hideouts/Associates:

The Film Freak operated alone. His old hideout, in a building across the street from Police Headquarters, was discovered while he was still at large. From there, he was able to use a video camera and VCR to follow every step made by the police during conferences in Bullock's and Gordon's offices. (This was reminiscent of Hitchcock's "Rear Window.")

Current Status:

Weston is currently being held by Gotham police and is awaiting trial for the murder of Jacobs and a myriad of other charges.

Role Playing:

The Film Freak was given his name during a rooftop fight with the Batman, at a time when his ambitions and objectives were seemingly unclear (perhaps even to him). His ambitions (and ego) became greater and more clarified as his spree continued. While his revenge has now been spent, Weston is clever and resourceful enough to make other appearances, no doubt in hopes of stealing the scene from the Batman. The Gamemaster should take care to make future Film Freak crimes follow a movie-based pattern — for instance, a series of burglaries inspired by thefts in well-known films.



THE SPOOK,

alias Val Kaliban

Height: 6'2", **Weight:** 220 lbs.

Hair: None, **Eyes:** Blue
Left-handed

Game Statistics

DEX: 9	STR: 5	BODY: 6
INT: 8	WILL: 8	MIND: 5
INFL: 7	AURA: 6	SPIRIT: 3
INIT: 24	HERO POINTS: 60	

SKILLS:

Gadgetry: 10, Thief: 12, Scholar/Architecture: 8

MOTIVATION: Mercenary

CONNECTIONS:

Underworld (high-level)

WEALTH: Comfortable

JOB: Professional Criminal

RACE: Human

Background:

Val Kaliban is a former architectural draftsman. He was convicted to be executed when he murdered a superior who found out about his plans to construct a network of secret passages throughout Gotham's new maximum-security prison. Kaliban intended to use these to release convicts in return for a high price.

Kaliban thwarted the electric chair by finding a lookalike for himself and hypnotizing him into believing he was Kaliban. He was able to substitute the lookalike for himself so that his lookalike was executed while Kaliban himself, believed dead, remained at large. He then made sure that the Gotham maximum-security prison was built the way that he wished.

Ten years after his "execution" Kaliban, working under the guise of the Spook, offered "escape insurance" to prisoners for a price. The Spook guaranteed that he would free any of his policy holders who were imprisoned. After the Spook succeeded in breaking a number of criminals out of prison, the Batman discovered that there were escape passages within the "escape-proof" prison and unmasked the Spook.

No prison has yet been able to hold the Spook for very long. He has continued to free criminals for a fee and has clashed unsuccessfully several more times with the Batman.

Known Hideouts/Associates:

While the Spook has many underworld contacts, he has generally acted alone. His hideouts include "The Tombs," the abandoned prison complex in Gotham River at which the Spook was allegedly executed.

Current Status:

Until recently, he was imprisoned at Gotham State Penitentiary, in an "escape-proof" cell (which was, ironically, of his own devising). Ra's al Ghul recently freed him. Spook's current whereabouts are unknown.

Role Playing:

Since the Spook was able to "kill off" his old identity, he thwarted some of the Batman's avenues of detection at the outset. However, despite Batman's unravelling his method of cheating death, the Spook has still proved somewhat formidable because of his technological skills, which he has used to reinforce his "spookhood." His insurance business points to an extensive relationship with the Gotham underworld.

ORGANIZED CRIME IN GOTHAM

Even though some of the Batman's most spectacular battles have pitted him against powerful villains seeking to gain dominion over Gotham (or the entire world, for that matter), most situations encountered by the Caped Crusader on his nightly patrols will consist of common criminals. It was one such criminal, a common thug named Joe Chill, who launched the young Bruce Wayne on his personal vendetta against crime. Chill did this by killing Wayne's parents during a holdup attempt.

While the individual non-powered criminal will normally pose little threat to the Batman, an organized aggregation of such criminals, carrying out the orders and schemes of a skillful leader, will. The Batman's struggles to identify and expose the kingpins who are behind the largest and most powerful of these gangs rank among his greatest triumphs as a crimefighter.

The structure of organized crime in Gotham is an amorphous, ever-shifting pattern, as the fortunes of individual crime bosses seem to ebb and flow as often as the water level in Gotham River. Thanks to the Batman's diligence, few men have ever held the undisputed title of Gotham's *King of Crime* for very long. Currently, there are four criminal organizations in Gotham that are vying for control; each of these groups, and the criminal activities with which they are primarily involved, are briefly described in this section.

The Falco Family

The Rico Falco family got its start in crime (during the twenties) by smuggling bootleg alcohol into Gotham's waterfront. They quickly branched out into other forms of contraband, taking control of the dockside underworld. The Falcos continued to prosper through the late sixties, surviving bloody warfare with rival waterfront gangs and grand jury investigations.

In the seventies, Rico's grandson Tony expanded the family's influence uptown. There he combined legal investments into real estate and the

construction trades with forays into arson and influence peddling. Tony reigned as the recognized head of Gotham's underworld for almost two years until his apprehension by the Batman. He continued to rule from his jail cell for several months until rival gangleader Killer Croc broke into the prison complex and brutally executed Tony Falco.

Despite this disastrous setback, the Falco organization (now controlled by Tony's cousin, and former chief lieutenant, Ricky Falcone) still remains an active part of the city's underworld as the force behind much of the criminal activity on the waterfront and Lower East Side.

Ricky Falcone

Height: 5'8", **Weight:** 150 lbs.

Hair: Black, **Eyes:** Green

Ambidextrous

Game Statistics

DEX:	3	STR:	3	BODY:	2
INT:	3	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INIT:	8	HERO POINTS: 20			

SKILLS:

Thief: 5, Weaponry (Melee: 3, Firearms: 4), Vehicles (Water): 4

Background:

Until Tony Falco's demise, Ricky Falcone managed most of the family's waterfront interests (both legal and illicit). Even today he is still best known around Gotham as the executive officer of Falconcrest Enterprises, a shipping conglomerate that owns everything from a trio of supertankers and an underwater salvage company to a fleet of commercial fishing vessels.

42-year-old Ricky Falcone has worked hard over the past three years to improve his public image by buying and renovating a stately mansion in Bristol and becoming a common fixture at political and charity fund-raises. Some members of his organization believe that he has left himself unprepared to respond to the recent series of attacks on Falco drug interests made by the Slick Simpson organization.

Role Playing:

Falcone considers himself to be above the mean streets that spawned him, modeling his lifestyle after that

of Michael Corleone in *The Godfather*. He is a ruthless man who will ruin or eliminate anyone who threatens his ambitions. In his youth, Falcone was quite an artist with a switchblade. He now prefers to use the sophisticated weaponry that he smuggles into Gotham. (The subterranean basements of his estate contain an arsenal large enough to supply a Central American revolution.)

Ernie Cervantes

Height: 6'2", **Weight:** 180 lbs.

Hair: Black, **Eyes:** Hazel

Right-handed

Game Statistics

DEX:	3	STR:	3	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INIT:	7 (10)	HERO POINTS: 12			

SKILLS:

Thief: 6, Martial Arts: 3, Gadgetry: 3

Background:

Cervantes, 40, is the Falcone's chief lieutenant and supervises the family's waterfront smuggling operations. He is a genius at designing mechanisms for concealing contraband in Falconcrest vessels. By day he runs one of the family's legitimate cargo-handling warehouses on the Waterfront.

Tony Rizzo

Height: 6'0", **Weight:** 185 lbs.

Hair: Black, **Eyes:** Grey

Right-handed

Game Statistics

DEX:	2	STR:	3	BODY:	3
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INIT:	6 (9)	HERO POINTS: 5			

SKILLS:

Martial Artist: 3, Thief: 4

Background:

Rizzo, 26, acts as the go-between for the Falcos and the Savage Skulls (an East River gang they employ). Rizzo is a borderline psychotic whose 'inspired' leadership has driven the Skulls to new lows of depravity.



Alfred Blaisdell
Height: 5'10", **Weight:** 160 lbs.
Hair: Grey, **Eyes:** Blue
 Right-handed

Game Statistics

DEX: 2	STR: 2	BODY: 2
INT: 4	WILL: 3	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INIT: 8	HERO POINTS: 5	

SKILLS:

Scholar/Law: 6, Thief: 3

Background:

Blaisdell, 47, is a prominent up-town attorney who has worked under retainer for Falconcrest for the past five years. Meek, watery-eyed, and bespectacled, Blaisdell has nonetheless become a key cog in the Falco operation. His researches have identified many of the targets of the family's ongoing blackmail racket in Neville. He knows the location of many of the "skeletons in the closets" of Gotham's social elites; he has judiciously used this information to make himself a very wealthy man.



Ramon Garcia

Height: 6'5", **Weight:** 195 lbs.
Hair: Black, **Eyes:** Brown
 Right-handed

Game Statistics

DEX: 3	STR: 3	BODY: 3
INT: 3	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INIT: 8	HERO POINTS: 15	

SKILLS:

Weaponry/Firearms: 4; Spy: 3;
 Charisma/Persuasion: 4, Vehicles/Air: 4

Background:

Garcia, 42, is the primary 'connection'. He is the family agent who negotiates most of its drug and gun sales with foreign governments. He owns and flies his own private plane, which is never used for smuggling. He spends over half of each year travelling outside of the United States. When in Gotham, however, his opinions are highly valued, and frequently solicited, by Falcone.



Kuo

Height: 6'7", **Weight:** 220 lbs.
Hair: Black, **Eyes:** Black
 Right-handed

Game Statistics

DEX: 3	STR: 5	BODY: 4
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INIT: 7(12)	HERO POINTS: 10	

SKILLS:

Martial Arts: 5, Charisma/-
 Intimidation: 3

Background:

Kuo, a South Sea Islander who speaks little English, was freed from a murder charge through Falcone's efforts and now serves as Ricky's personal bodyguard. His imposing physical presence belies a deceptive speed and grace. Kuo is never far from Falcone's side, day or night. He lives in the family estate in Bristol.

OPERATIONS

The Falco stock-in-trade is the smuggling of any commodity that will turn a profit — from drugs and guns to exotic Oriental weapons like nunchakus and shurikens.

Ramon Garcia and his three assistants buy their contraband on the world marketplace. They search around the globe for the best prices. Most of the goods enter Gotham through the waterfront, past the eyes of customs officials who are well-paid to not be too watchful, or through the offices of Raj Importers in Midtown, an Asian trading conglomerate that has long been a Falco front. Some of this contraband is stored on the waterfront (in any of the twenty or so East River warehouses along Piers 56-62, which are owned or controlled by the Falcos). Certain other items, particularly military hardware, ranging from machine guns and rifles to nerve gas and rocket launchers, are kept among the warren of run-down and abandoned industrial buildings of Lyntown.

The Falco family drug distribution network encompasses both heroin and cocaine. This operation extends from the nightclubs of Neville and Chelsea — such as Studio 52, the Marrakesh Lounge, and the jazz club Easy Street — to the street corners of Little Stockton, Midtown, and East River. Sales in the last neighborhood have fallen off recently due to competition from the Simpson organization.

In East River and the Waterfront, the Falcos also control the numbers rackets, though those ventures have begun to lose ground to the legal state lottery. Far more lucrative to the organization are the operations of the Falco-owned cruise ships *Emerald Empress* and *Santa Leone*, both of which are outfitted with illicit ship-bound casinos.

The real Falco ace-in-the-hole, however, may be its control (via a combination of blackmail and kickbacks) of a collection of Gotham's city bureaucrats and high-ranking Longshoremen's Union officials. Among those prominent Gothamites firmly in Ricky Falcone's pocket are Longshoremen President 'Skip' Burton, Treasurer Arthur Hines, Federal Customs Inspector Rory Simms, City Councilmen 'Bud' Halverson (Neville) and Alan Moon (Little Stockton/Victoria Place), and TV anchorman Gordon Sumter. The Falcos have effectively used their influence over these individuals to influence political decisions that affect their interests.

THE PATRIOT LEAGUE

Another major force in Gotham crime has no aspirations to the title of city crimelord and maintains a very low profile among the underworld community. In fact, only a select handful of individuals is aware of the group's criminal activities. The name of this organization is the *Patriot League*, the spiritual brainchild of right-wing activist Maj. Gen. Belmont P. Welch (Retired).

The League is well-known nationwide for their stand against gun control and cuts in military spending. Yet, underneath all this pamphleteering and legal lobbying is a farflung criminal organization known as the *Covert Action Force (CAF)*. CAF's more than 500 international operatives employ a diverse mixture of tactics to increase the League's political power and resources.

Belmont Welch

Height: 6'3", **Weight:** 205 lbs.

Hair: Grey, **Eyes:** Blue

Right-handed

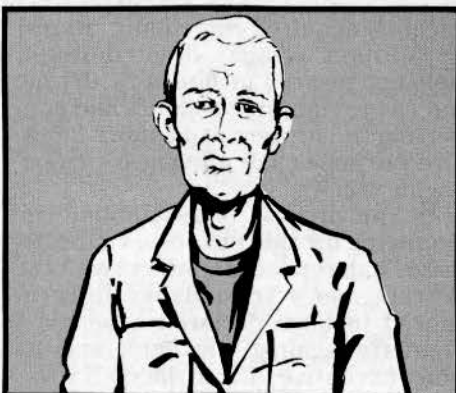
Game Statistics

DEX: 3	STR: 3	BODY: 3
INT: 4	WILL: 4	MIND: 2
INFL: 5	AURA: 5	SPIRIT: 3
INIT: 12	HERO POINTS: 25	

SKILLS:

Animal Handling/Riding: 4, Artist/Writer: 4, Charisma: 6, Military Science: 6, Scholar/Political Science: 5, Weaponry/Firearms: 7

Welch, 57, retired seven years ago to his farm beyond Glendale. Before his retirement, he led a distinguished military career that included extensive combat experience in Southeast Asia. Since that time, he has emerged as one of the most effective spokesmen for the radical right, publishing three highly literate books, moderating a weekly syndicated interview and opinion show (on an independent Gotham TV station) and



travelling across the United States on lecture tours. Unlike many of the other highly visible conservative spokesmen, Welch's arguments have been calm and extremely articulate; they have not wilted or seemed ridiculous when exposed to criticism and counter-argument.

Welch is fiercely devoted to his country and, like most people of his political persuasion, is convinced that America has suffered serious setbacks over the last thirty years, not only political and military but also social and moral. He does not view his (or the CAF's) activities as wrong or criminal since he perceives these acts to serve a greater good.

Mitchell 'Buzz' Johnson

Height: 6'1", **Weight:** 215 lbs.

Hair: Blond, **Eyes:** Blue

Right-handed

Game Statistics

DEX: 4	STR: 4	BODY: 3
INT: 4	WILL: 5	MIND: 3
INFL: 2	AURA: 2	SPIRIT: 2
INIT: 10(14)	HERO POINTS: 30	

SKILLS:

Gadgetry: 9, Martial Artist: 4, Military Science: 7, Vehicles/Air: 6, Weaponry/Firearms: 5

CONNECTIONS:

U.S. Air Force (low level)

Johnson, 53, was a crack USAF pilot in the Korean War and later served as commander of an air wing in the Vietnam conflict. His daring and skill earned him a 'hot dog' reputation. Nonetheless, his exploits made him a press darling. He was even featured in a major magazine. His marriage to a wealthy Gotham socialite in the summer of 1965 came as a bitter disappointment to stargazers across the country, eliminating one of America's most eligible bachelors.

Johnson left the Air Force in 1971 and used his wife's money to start a high tech company, Blue Point Aerodynamics, which has rapidly become a leader in its field.

Johnson's own notoriety and Air Force connections helped to guide his way to many lucrative government contracts, and he has become a leading figure in Gotham business circles.

Six years ago, he met Welch after a speaking appearance by the latter and the two struck up a friendship, realizing a commonality of opinions and goals. They formed an excellent team from the first, Welch the articulate spokesman and Johnson the organizer, carrying out the plans of the organization. When the CAF was formed four years ago, Johnson was the logical choice to lead it.

Johnson is a man of action and is extremely opinionated, a fact that has caused Welch some consternation in the past. He is extremely suspicious of most 'costumed creeps,' although he does not take issue with the vigilante activities of the Batman, whom he admires.



OPERATIONS

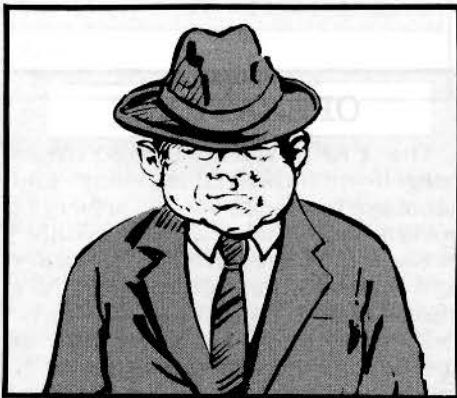
The CAF's worldwide activities range from industrial espionage and sabotage to blackmail and bribery of government officials. In rare instances they've even resorted to murder and assassination. Some of the CAF's efforts are directed at discrediting or destroying powerful supporters of the opposition, others are aimed at increasing the League's own financial strength or physical power. (Many of the League's high-tech thefts, for example, have been adapted to provide its operatives with powerful weapons or equipment to aid them in their efforts.)

The CAF is active on Gotham's Waterfront, the Central Business District, Victoria Place, and Midtown. The Patriot League is also an overt supporter of Coventry's Clean Streets League, a vigilante racist group that is engaged in a bloody battle with the youth gangs of the neighboring borough of Manchester.

There is considerable evidence that Belmont Welch is preparing to run for a major political office (either the Governor's chair or the Senate seat of liberal spokesman Ken Lowell). It is likely that the CAF would play a major role in any such campaign, playing dirty tricks and seeking out ways to discredit Welch's opponents.

The Petruzzis

Victor 'Little Vic' Petruzzi and his brother Francesco have been a part of Gotham's underworld scene for almost thirty years. The Petruzzis made their money the old-fashioned way: they extorted it from the citizens of Lyntown, Scituata, and Gotham Village, using the tried and true methods of racketeering, loansharking, bookmaking, and numbers-running. They have killed, robbed, burned, brutalized, and scrapped their way toward the top of the criminal heap while playing the daytime roles of neighborhood patriarchs. They go to church every Sunday, dispense helpful assistance to their neighbors in need, and employ anyone who needs work in their thriving trucking and asphalt businesses. They are loved (and hated) by many and are often underestimated by their underworld competitors. Nonetheless, they are also remarkably successful and have accumulated wealth and power far beyond what their unpretentious appearance would suggest.



'Tickets' Tony Lipari
Height: 5'11", Weight: 170 lbs.
Hair: Black, Eyes: Blue
Right-handed

Game Statistics

DEX: 3	STR: 2	BODY: 3
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INIT: 7	HERO POINTS: 10	

SKILLS:

Charisma: 4, Thief: 5, Weaponry/Firearms: 3,

Tony, the 32-year-old head of security at the Manchester Viaduct, was once one of the most talented pickpockets in Gotham.

During their off-hours, Tony and his staff often conduct 'target practice' at the Butler housing project, attempting to encourage the local residents to leave.

Francesco 'Frankie' Petruzzi
Height: 6'0", Weight: 200 lbs.
Hair: Brown, Eyes: Brown
Right-handed

Game Statistics

DEX: 3	STR: 3	BODY: 2
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INIT: 6	HERO POINTS: 15	

SKILLS:

Thief: 3, Vehicles/Land: 3, Weaponry/Firearms: 4

Background:

Vic, 48, and Frankie, 44, got their schooling in crime with the 'Studs' Morgan gang in the late fifties (Little Vic as a bagman, Frankie as a driver). Today, they preside over an organization almost ten times the size of that original group.

Role Playing:

In many ways, Vic and Frankie should be played like outtakes from *The Untouchables* or *Guys and Dolls*. They wear loud pinstripe suits, speak with frequent *dem*s and *doses*, and give orders to put people in cement overshoes. Their almost comical appearance, however, conceals a pair of clever criminal minds. Although the brothers often argue like alleycats in private, they always present a solid front when conducting the family business.

Cesare 'the Hook' Canova
Height: 6'8", Weight: 315 lbs.
Hair: Brown, Eyes: Brown
Left-handed

Game Statistics

DEX: 2	STR: 5	BODY: 4
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INIT: 6(10)	HERO POINTS: 12	

SKILLS:

Charisma/Intimidation: 5, Martial Artist: 4, Weaponry/Firearms: 4

55-year-old Cesare, the Petruzzis' longtime chief enforcer, lost his right hand in a nasty interrogation incident involving an enemy gang and a chainsaw. However, its only lasting effect has been to give him an additional lethal weapon in the form of a menacing steel hook (in place of his right hand). Although the disability has posed a problem in Cesare's daytime job as a forklift operator for V&F Trucking, none of his associates has decided to broach the subject with the big fella.

Victor 'Little Vic' Petruzzi
Height: 5'8", Weight: 240 lbs.
Hair: Bald, Eyes: Brown
Right-handed

Game Statistics

DEX: 2	STR: 4	BODY: 3
INT: 3	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INIT: 7	HERO POINTS: 15	

SKILLS:

Thief: 3, Weaponry/Firearms: 5



OPERATIONS

The Petruzzi operations have changed very little over the years save for the addition of industrial arson to their repertoire. Their influence has also spread into Little Stockton and the working-class sections of Uptown. Most of the family's ill-gotten gains are laundered through its legitimate enterprises: V&F Trucking, Gotham Bay Asphalt and Paving, (both based in Scituata), or through Frankie's newest venture, the Manchester Viaduct racetrack.

The organization itself is a very close-knit family that brings new members into its ranks cautiously and keeps its most important secrets and skeletons in relatively few hands.

Gambling has become the Petruzzis' biggest criminal money-maker (via bookmaking and betting scams at the Viaduct). The Petruzzis have recently acquired controlling interest in Gotham Village's ill-fated Butler housing project in hopes of driving out the remaining residents and converting the property to a more lucrative purpose (like a harness or dog-racing track).

In the process of assembling the financing for this purpose, Victor Petruzzi had repeated conflicts with the Workingmen's Trust Bank. He is rumored to have declared a personal vendetta against the bank and its chief executive officer, Jacob Harte.

The Simpson Organization

The most recent addition to the city's criminal elite, Samuel 'Slick' Simpson and his growing band of associates has risen rapidly from the mean streets of Bryanttown's slums via the drug trade.

Slick and his best friend Terry White started out as pushers and bagmen for the Falco drug operations in Bryanttown and East River. They quickly observed that working for others was a dead-end job. After Tony Falco's murder, the pair took advantage of the confusion in the Falco organization and declared their independence. They successfully fought off Ricky Falcone's attempts to bring them down, forcing the two gangs to negotiate a split of the city drug market that has stood to the present day. Members of the organization enjoy an almost royal status among the youths of Bryanttown and many will readily lie — or even risk their own lives — to protect the organization's secrets.

Terry White

Height: 6'0", **Weight:** 195 lbs.
Hair: Black, **Eyes:** Black
Right-handed

Game Statistics

DEX: 3	STR: 3	BODY: 2
INT: 4	WILL: 2	MIND: 2
INFL: 4	AURA: 2	SPIRIT: 2
INIT: 11(14)		HERO POINTS: 15

SKILLS:

Charisma: 3, Martial Artist: 3,
Thief: 5, Weaponry/Firearms: 3

Background:

Just as Slick has always been a charmer, 30-year-old Terry White has always been the instigator of the pair. Terry has always been the one who thinks up the deeds that get them into trouble in the first place. He is a dreamer to whom no scheme is too wild or incredible to attempt. His audaciousness in bringing members of the Manchester and East River youth gang into the Simpson drug operations has already paid big dividends to the organization. Terry has used his share of the profits to outfit himself in style with a complete new wardrobe of 'Miami Vice' type threads and a jet-black Lamborghini.

Samuel 'Slick' Simpson

Height: 6'2", **Weight:** 185 lbs.
Hair: Black, **Eyes:** Brown
Right-handed

Game Statistics

DEX: 5	STR: 4	BODY: 4
INT: 3	WILL: 3	MIND: 2
INFL: 4	AURA: 3	SPIRIT: 2
INIT: 12(20)		HERO POINTS: 20

SKILLS:

Charisma: 5, Martial Artist: 8,
Thief: 4

Background:

From his earliest youth, Slick has always had a gift for getting himself out of trouble by 'talking trash.' Today, that same talent for smooth talk has made him a virtual folk hero in many sections of Bryanttown and East River. Simpson has a black belt in karate and keeps himself in peak fighting condition; he has also begun to train several of this protection racket enforcers in the martial arts. Still, he abhors a fair fight and will always attempt to take advantage of every possible edge in any dangerous situation

OPERATIONS

The Bryanttown gang's style and tactics differ sharply from those of other Gotham ganglords. First and foremost, Simpson, White, and their chief lieutenants make little pretense of hiding their criminal connections and actually appear to revel in their outlaw notoriety. In the same way, the gang has overtly pushed their drug and vice operations into the upper-middle class white neighborhoods of Chelsea and Uptown, practically challenging the police (and Commissioner Gordon) to stop them.

Simpson and White have successfully assembled a network of connections (with suppliers in Miami, Columbia, and Mexico) that is unparalleled on the East Coast. Back in Gotham, Terry White's efforts have added the Ravens and Golden Boys into the gang's army of pushers and has greatly expanded the reach of the organization's operations in those districts. This expansion came about at the expense of the Falco operations in East River and has threatened to destroy the fragile truce between the two, bringing the organizations into a state of all-out war.

OTHER MEMBERS OF THE UNDERWORLD

Petruzzi Hit Men

Game Statistics

DEX: 3	STR: 2	BODY: 2
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INIT: 7(10)		HERO POINTS: 5

SKILLS:

Martial Artist: 3, Weapons/
Firearms: 4

C.A.F. Gunmen

Game Statistics

DEX: 4	STR: 3	BODY: 3
INT: 3	WILL: 3	MIND: 2
INFL: 3	AURA: 2	SPIRIT: 2
INIT: 10(15)		HERO POINTS: 5

SKILLS:

Martial Artist: 5, Spy: 3, Weapons/
Firearms: 6

Clean Streets League Patroller

Game Statistics

DEX: 2	STR: 2	BODY: 2
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INIT: 6		HERO POINTS: 0

SKILLS:

Weapons/Firearms: 3

Gang Member

Game Statistics

DEX: 2	STR: 2	BODY: 2
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INIT: 6(9)		HERO POINTS: 0

SKILLS: Martial Artist: 3



BATMAN AND THE UNDERWORLD



Gotham's criminal population numbers in the thousands or tens of thousands, while the Batman is but one man (albeit a magnificently trained and conditioned one). His crimefighting career is constantly threatened by the dangerous prospect that two or more of the city's gangs might agree to put aside their differences long enough to accomplish a common objective

— ridding the city of him forever. Fortunately, despite the obvious benefit to all parties of combining their efforts against their common foe, the robust egos and insatiable greed of the city's arch-criminals make such alliances exceedingly rare. Therefore, any agreements that do result are quite fragile and are often broken at the first sign of trouble.

A GM who is considering pitting the Batman or another Gotham-based hero against a combination of criminal forces should always bear in mind the reasons why such ventures usually fail. A GM should also allow the hero a fair chance of exploiting these problems for his own benefit.

The foremost problem in any team-up of villains is the question of who's in charge. Although almost any alliance will theoretically recognize all gang leaders involved as equals, the crime-boss who instigated the alliance will usually have a plan for engineering the Batman's demise. The other villains will usually be content to follow this plan's instructions as long as things are going well, but they will be much less willing to give up their independence if problems develop. They may start freelancing or pulling back from their commitments. Similarly, each boss in an alliance will usually continue to look out for his own interests, often to the detriment of the overall plan. Consequently, if a particular gang appears to be bearing the brunt of the hero's attack, its mistrust of its associates may cause the gang to pull out of the operation precipitously even though the hero's defeat may be close at hand.

Finally, all villainous alliances seem to live under the constant shadow of the double-cross. On several previous occasions, criminal combinations have actually succeeded in capturing the Batman, only to turn on one another before the job was finished.

LAW ENFORCEMENT IN GOTHAM

While the figure of the Batman casts a long shadow throughout Gotham, he can still only be in one place at a time. Consequently, even in the Batman's city, the bulk of the responsibility for maintaining law and order still rests in the hands of the non-powered, men in blue — Gotham's Police Department.

The City's police force is understaffed and underpaid and is often torn by dissension and corruption. It is also a frequent target of both the local media and the City Council, but it is also a well-trained and well-coordinated crimefighting force whose record of success over the past

20 to 30 years rivals that of any major American city. A few of the most prominent members of the police force (and those most likely to interact with the Batman or other costumed crimefighters) are described in this section.



Commissioner James Gordon

Height: 6'0", **Weight:** 165
Hair: White, **Eyes:** Brown
Right-handed

Game Statistics

DEX: 2	STR: 2	BODY: 2
INT: 5	WILL: 3	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INIT: 9		HERO POINTS: 15

SKILLS:

Detective: 5, Weaponry/ Firearms: 3

MOTIVATION: Seeks Justice
WEALTH: Affluent
JOB: Police Commissioner

Background:

Nowhere is the spirit of Gotham's force more evident than in the stormy but successful career of its indefatigable police commissioner, James Gordon. Gordon, bespectacled and now completely white-haired, has been a policeman all his life; he has been commissioner for over 20 years. During that time he survived a suspension and impeachment attempt by former mayor Hamilton Hill, the meddlings of former City Council president 'Boss' Rupert Thorne, a near-fatal heart attack, and several attempts on his life — all without once wavering in his devotion to his job and to the city that he loves. His incorruptibility and old-fashioned work ethics have earned him the absolute loyalty of virtually everyone on the force.

Role Playing:

Gordon's normally quiet and reserved manner conceals a fiery temper and a passionate love for his city. He will react quickly to protect Gotham from any threat — even if its source is the city's political officials.

The commissioner's long-time association with the Batman has forged a

deep bond of mutual trust between the two men. Nonetheless, when evidence indicated that the Batman went beyond the law (as in the case of the apparent murder of Talia and her father Ra's al Ghul some years ago), Gordon did not hesitate to use the full powers of the department in bringing the Caped Crusader to justice. Gordon is an excellent marksman with a pistol and is not afraid to put his own life on the line.

Det. Sgt. Harvey Bullock

Height: 5'10", **Weight:** 250 lbs.

Hair: Black, **Eyes:** Blue
Right-handed

Game Statistics

DEX: 2	STR: 3	BODY: 3
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INIT: 6(9)		HERO POINTS: 15

SKILLS:

Charisma/Intimidation: 4,
Detective: 3, Martial Artist: 3,
Scholar/Films: 3, Weaponry/
Firearms: 3

MOTIVATION: Upholding the Good
WEALTH: Comfortable
JOB: Police Detective

Background:

Overweight, unkempt, and terminally unshaven, Harvey Bullock first appeared in the Batman chronicles as an antagonist of Commissioner Gordon. Bullock was a confederate of then-Mayor Hamilton Hill, who was named special liaison to the Commissioner, and charged with the tasks of uncovering or manufacturing evidence that would support Hill's efforts to remove Gordon. However, after one of Bullock's attempts to harass Gordon inadvertently caused the latter to become seriously ill, Bullock broke off his alliance with the mayor. When Hill attempted to have Bullock killed, Bullock's change in loyalties was reaffirmed.

Originally portrayed as almost comically inept, Bullock's police abilities have steadily improved. However, he remains prone to clumsiness. He has shown great bravery in a number of tight situations and has played a key role in the Department's investigations of Dr. Fang, the Night-Slayer, and the Film Freak.

Role Playing:

As an investigator, Bullock has all the subtlety of a bull in a china shop. He can be very rude (particularly as far as high-society types like Bruce Wayne are concerned) and often uses

strongarm tactics to gain information. Bullock is also known to be a great movie buff; his East River apartment is lined with posters from classic films. It has recently been intimated that Bullock's abrasive style is an attempt to emulate his heroes, the 'hard-boiled dicks' Phillip Marlowe and Sam Spade.

Bullock can be hardheaded and stubborn, especially when he gets a pet theory into his head. Although his appearance and clumsiness make him easy to underestimate, he possesses good powers of deduction, particularly in regard to clues relating to movies or filmmaking, and can handle himself well in a fight.

Lt. Antonio 'Bull' Vargas

Height: 6'2", **Weight:** 215 lbs.

Hair: Black, **Eyes:** Black
Right-handed

Game Statistics

DEX: 2	STR: 4	BODY: 3
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INIT: 6(9)		HERO POINTS: 10

SKILLS:

Detective: 3, Martial Artist: 3,
Scholar/Linguistics (Spanish): 4

Background:

Antonio, known to his friends as 'Bull,' is a tall, husky 29-year-old with a booming voice and hearty laugh. Vargas, who was once a leader of the Manchester youth gangs, is now a member of the same precinct that Andrew Corbett commands. Vargas has developed an uneasy personal relationship with Frankie Melendez, the current leader of the Raging Bulls. He has used this contact to obtain useful information for the Department's investigations. In the process, however, he has made an enemy of Corbett, who believes that Vargas is protecting the Bulls from prosecution (this is not entirely untrue).

Role Playing:

At present, Vargas is a troubled man with divided loyalties. He still feels the frustrations of the street that drives so many of Manchester's youths into the gangs but also realizes that the current tensions can ultimately do the neighborhood nothing but harm. Despite having recently 'settled down' with a new wife and infant daughter, Vargas is still hot-headed and may act before he thinks; he often lets his fists do the talking. He sees Frankie Melendez as someone like himself who can still be saved and will exert every effort to keep the Bull leader out of serious trouble.

Cpt. Andrew Corbett

Height: 6'2", **Weight:** 190 lbs.

Hair: Grey, **Eyes:** Hazel

Right-handed

Game Statistics

DEX: 2	STR: 2	BODY: 3
INT: 3	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INIT: 7	HERO POINTS: 20	

SKILLS:

Detective: 3, Charisma/Intimidation: 3, Weaponry/Firearms: 4

Background:

Captain Corbett is a grey-haired, stately-looking former Texan. He is 54, has an elegant mustache, and is as trim and fit as a man of thirty. He commands the police precinct that straddles the border between Manchester and Coventry, two of Gotham's most disparate neighborhoods. This area has become a frequent battleground for Manchester's youth gangs over the past 2-3 years. Corbett's heavy-handed response to these outbreaks and his support of Coventry's reactionary vigilante group, the Clean Streets League, has exacerbated neighborhood tensions to the breaking point. Commissioner Gordon has been pushing for several months for Corbett's resignation, thus far unsuccessfully.

Role Playing:

Corbett has a crusty disposition and little patience with 'young whippersnappers who know it all.' He is quick to react (or overreact, depending on one's viewpoint) to trouble and prefers action to negotiation. He often plays the part of the refined Southern gentlemen, but his bigotry is never very far from the surface. While Corbett is an honest cop, who truly believes he is doing his best for his community, some of his attitudes are difficult to deal with.

Lt. Harrison Ward

Height: 6'1", **Weight:** 175

Hair: Blond, **Eyes:** Green

Right-handed

Game Statistics

DEX: 5	STR: 4	BODY: 4
INT: 3	WILL: 3	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INIT: 10(16)	HERO POINTS: 25	

SKILLS:

Martial Artist: 6, Military Science: 5, Spy: 3, Vehicles /Air: 3, Weaponry/ Firearms & Exotic: 5

Background:

A much decorated ex-Special Forces Vietnam vet, Ward heads up the city's elite, 12-man anti-terrorism force. He possesses expertise in martial arts, demolition and explosives, use of a diverse variety of conventional and Oriental weapons, and is an accomplished pilot.

Role Playing:

Though by nature mistrustful of anyone he does not know well (especially 'costumed jerks'), Ward is not a reactionary and has the strategic know-how to make effective use of a hero's help if it is offered. His hand-picked, specially-trained squad (see statistics below) is intensely loyal to him and would even defy Commissioner Gordon on his word. He is fearless under pressure and a valuable ally in a fight.

Lt. Ward's Squad Member

DEX: 4	STR: 3	BODY: 3
INT: 3	WILL: 3	MIND: 3
INFL: 2	AURA: 2	SPIRIT: 2
INIT: 8(12)	HERO POINTS: 10	

SKILLS:

Martial Artist: 4, Weaponry/Firearms: 4

Captain Y'uan 'Yank' Chang

Height: 5'9", **Weight:** 155

Hair: Black, **Eyes:** Brown

Left-handed

Game Statistics

DEX: 3	STR: 2	BODY: 2
INT: 3	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INIT: 8(11)	HERO POINTS: 10	

SKILLS:

Charisma: 3, Detective: 3, Martial Artist: 3, Scholar/Linguistics (Asiatic Languages): 5

Background:

Yank is a wiry Oriental-American with athletic good looks. He has a graduate degree in criminal psychology from Hudson University and commands Gotham City's Chinatown precinct. At thirty-two, he is one of the youngest commanders on the force; he is also one of the most effective. Yank maintains close ties with his family; his parents, grandparents, two sisters, and a younger brother reside in Gotham. He is a connoisseur of American jazz and can often be found (on his rare off-duty evenings) in the jazz clubs of Chelsea.

Role Playing:

Yank can be an invaluable resource to any hero seeking to investigate criminal activities in the Chinatown area. He is able to understand and work with the mysterious local hierarchy there. He is an excellent judge of character and usually knows when someone is not being fully honest with him. He would go to any lengths to protect his family from trouble.

Det. Sgt. Lenny Clegg

Height: 5'11", **Weight:** 170 lbs.

Hair: Brown, **Eyes:** Brown

Right-handed

Game Statistics

DEX: 3	STR: 2	BODY: 2
INT: 3	WILL: 2	MIND: 3
INFL: 2	AURA: 2	SPIRIT: 2
INIT: 8	HERO POINTS: 10	

SKILLS:

Artist/Actor: 4, Charisma/Persuasion: 3, Detective: 4

Background:

Clegg, a thin, scraggly-bearded man in his late thirties, works for Gotham's Drug Enforcement Division, and is considered by many (including Commissioner Gordon) to be one of the best undercover cops on the East Coast. Over the past five years, Lenny has successfully infiltrated and helped bring about the demise of three of Gotham's most prominent drug rings.

The Batman knows Clegg by his guise of Louie, a Bowery drifter. At times he has used the Dark Knight Detective to relay important information to Police HQ. At present, Clegg is attempting to infiltrate the Falco organization by posing as a small time dealer named 'Wings' Michaels.

Role Playing:

Clegg is a master of disguise and is ideally suited for his line of work. His physical appearance is nondescript, but he possesses a natural air of sincerity that enhances his credibility in any role he assumes (+2 Column Shift to the OV of a Character trying to see through his disguise).

Despite the high risks inherent to his job, Clegg possesses a cautious nature and will not move against a foe until he is certain he has the proof to put him away.

POLICE FACILITIES

GOTHAM PRISON

For many years, Gotham Prison was located on an island in the middle of Gotham River. In the early 1970s, a new maximum security prison facility was erected in Gotham Village. Val Kaliban, also known as the Spook, stole a copy of the plans for this facility during its construction and secretly installed a number of escape routes from the prison. He then sold information about these exits to his fellow criminals in the form of 'escape insurance' policies. To this day it is not known for certain whether all of the exits have been discovered and eliminated.

In the early '80s, the prison was again revamped to enhance security. Even the supposed improvements proved inadequate to stop Killer Croc on the night he broke into the prison to kill gang leader Tony Falco. Gotham Prison has a special wing set aside for its most feared and closely guarded prisoner, Dr. Tzin-Tzin. His cell is equipped with special electronic devices that interfere with his ability to concentrate, preventing him from conjuring up any creatures or magicks powerful enough to allow his escape.

GOTHAM PRISON

Exterior Walls and Doors: Reinforced concrete (BODY: 12); Security system rated at 8 APs; 12 guards are on-duty at all times at four perimeter towers).

Interior Walls and Doors: Walls are constructed of double-strength reinforced concrete (BODY: 13); all entrances (3) steel doors (BODY: 17) protected by alarms (OV/RV: 6). All cells in main cellblocks have locks with OV/RV: 5.

Maximum Security Section: Security system rated at 12 APs; reinforced steel entryway (BODY: 18) and walls (BODY: 17); cell locks OV/RV: 7; 4 guards on-duty at all times.

Dr. Tzin-Tzin's Holding Facility: Security system (14 APs); walls lined with Type C Omni-Gadget (Mimicked Power: Magic Shield: 20); doors and walls (BODY: 20).

CENTRAL RECORDS BUREAU (CRB)

Gotham PD's Central Records Bureau (CRB) is located in a bleak four-story structure on a side street in Little Stockton. Here any policeman or authorized investigator can pour through the city's master mugshot and fingerprint files, or examine records of past police reports in search of clues or a criminal identification. Any hero with the Detective Skill and/or a willingness to spend the time needed to sift through the mountains of data should find the CRB a potential treasure trove of information. GMs should note, however, that the Batman himself seldom has occasion to visit this facility, as the Bat-Computer contains virtually all the information available at CRB.

GOTHAM STATE PENITENTIARY

Gotham State Penitentiary is located about 90 miles north of Gotham. Its inmates have included many of Batman's most dangerous foes, including the Riddler, the Penguin, Deadshot, Catman, and Poison Ivy.

The penitentiary's long-time warden, Arnold Rothstein, is an essentially decent man whose long years of service have left him cynical and a bit careless about his duties. Three years ago, Rothstein was severely reprimanded by the governor; he was nearly removed after an investigation by the Batman revealed that the Penitentiary's assistant warden took payoffs from 'Boss' Thorne and helped the villain Deadshot escape.

GOTHAM STATE PENITENTIARY

Exterior Walls: Reinforced concrete (BODY: 12); Security System rated at 10 APs.

Main Cell block: Locks OV/RV: 4; in the event of a jail-break, all guard stations are equipped with a control system which can lower steel doors (BODY: 16) at the end of any corridor desired to restrict the movement of escapees.

Maximum Security Section: Security system rated at 14 APs; Locks OV/RV: 6; sprinkler system can be armed to discharge a non-lethal nerve gas (has an AV/EV of 8; does non-permanent BODY damage to all affected parties within its range).

CENTRAL POLICE HEADQUARTERS

Central Police Headquarters in Midtown is the pulse of Gotham City Police Department (GCPD). The offices of Commissioner Gordon and District Attorney Henry Marsden are located here, along with the headquarters of the city's Homicide and Drug Enforcement divisions. In addition to the usual collection of confiscated and recovered goods, CPH's evidence room contains a unique collection — the costumes and equipment of Gotham's captured villains. CPH's basement contains a specially-equipped, short-term holding facility for villains; its construction was personally supervised by the Batman.

Gotham's police force operates out of 145 local precinct houses that are linked together by the city's *CrimeWatch* computer system. *CrimeWatch* transfers crime reports, major alerts, and APBs between precincts with lightning speed. A full citywide alert takes only 3 APs of time to be relayed and is directly linked to the alarm systems of some of the city's most important properties (e.g., the Mayor's Mansion, Gotham Square Garden, the Gotham Museum). In the two years since its installation, both police response time and organizational efficiency have improved.

CENTRAL POLICE HEADQUARTERS

COSTUME ROOM: Lock — OV/RV: 6 (only Gordon and D.A. Marsden have copies of the key); Walls — reinforced concrete (BODY: 12 APs per 10' x 10' section).

HOLDING FACILITY: Security System (linked to both *CrimeWatch* and the Bat-Computer) 14 APs; Walls — reinforced plasteel (BODY: 18 APs per 10' x 10' section).

BATMAN AND THE POLICE

The Batman's relationship with Gotham's police force is quite multifaceted and unique. Like many other heroes, the Batman is officially sanctioned. His nightly crimefighting activities are allowed to continue without any sort of police interference. Unlike other heroes, however, Gotham's men in blue often actively solicit the Batman's assistance in apprehending the city's most dangerous criminals or in solving its most puzzling crimes.

Whenever Commissioner Gordon uses the Bat-Signal, which is at police headquarters, to summon the Dark Knight Detective to the scene, the Batman becomes more than an independent vigilante and more like an unofficial extension of the police force. The Batman has complete and unrestricted access to the scene of any crime and to all police files and resources — even though the de-

partment has no real way of holding him accountable for his actions. Although most of Gotham has always viewed this intimate relationship as a blessing, there have always been dissenters who consider the Batman a danger to the community — and there is some truth to both viewpoints.

The dichotomy of the Batman's relationship with the police is most evident in Commissioner Gordon's own feelings about the Caped Crusader. Gordon has worked intimately with the Batman for many years on literally hundreds of cases and has the highest respect for the Batman's skills and his indomitable spirit. He also realizes that the Dark Knight Detective's presence in Gotham has saved the entire city — and the men of his force — from countless disasters. Nonetheless, Gordon is not blind to the potential hazard to the city that the Batman also represents. The commissioner knows that the Batman's personal war against crime is

an obsession that sometimes teeters dangerously close to madness and attempts to subtly encourage the Dark Knight Detective's compassionate, human side. Furthermore, although Gordon gave up any effort to learn Batman's secret identity, he also recognizes the disadvantage the police could be placed under should the Batman cross over the line between justice and vengeance.

The rank-and-file members of the police force also seem to have ambivalent feelings toward Batman. Although everyone on the force considers his activities to be of great help to the city's law enforcement efforts, few seem to feel completely comfortable in his presence (particularly in the deep of the night that is his element). The simple truth of the matter appears to be that even those who serve the cause of good have difficulty standing in the shadow of the Batman's imposing aura without a tinge of fear.

OTHER AGENCIES

In addition to the Police Department, there are two other significant peace-keeping authorities active in and around Gotham City. The first of these is the Gotham County Sheriff's Department, headquartered in the suburb of Glendale. Over the years, the relationship between the Sheriff's Department and the GCPD has been riddled with disputes over jurisdiction (mostly about major criminal cases in Glendale and other western suburbs). Tensions have increased in the last three years as the new Sheriff, Harley Carruthers, has taken advantage of Commissioner Gordon's often beleaguered status to enlarge his own power. Carruthers has also taken an antagonistic stand against the Batman's activities and has attempted to discourage his men from cooperating with the Batman.

On any Law Enforcement Patrol Encounter taking place in Glendale, Charon, Lyntown, or Scituate, roll 1D10 — on a roll of 1-3 the lawmen encountered will be Sheriff's Department deputies, otherwise Gotham City Police Officers will be encountered.

At the other end of the city, in posh Bristol, the GCPD's activities are supplemented by the area's private security force, Gotham Bay Security.

Each one of Gotham Bay's 60 oper-

atives is licensed by the GCPD and most have received at least some training at the Gotham Police Academy. GBS maintains 24-hour surveillance of the Gotham Yacht Club, makes regular motorcycle patrols of the area, and can be hired to provide security for large social or charity functions. The force has an excellent record of success and has always cooperated with Department investigations and with the Batman.

Sheriff Harley Carruthers

Height: 6'4", **Weight:** 220 lbs.

Hair: Red, **Eyes:** Brown

Right-handed

Game Statistics

DEX: 2	STR: 3	BODY: 4
INT: 3	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INIT: 7(10)	HERO POINTS: 10	

SKILLS:

Detective: 3, Martial Artist: 3, Weaponry/Firearms: 4

County Deputy

DEX: 2	STR: 2	BODY: 2
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INIT: 6(9)	HERO POINTS: 7	

SKILLS:

Detective: 3, Martial Artist: 3, Weaponry/Firearms: 3,

Security Operative

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

SKILLS:

Land Vehicles: 3, Weaponry/Firearms: 3

On any Law Enforcement Patrol Encounter taking place in Bristol, roll 1D10 — on a roll of 1-4, the persons encountered will be Gotham Bay guards, otherwise the Characters will encounter Gotham City Police officers.

Adam Warren

Height: 6'0", **Weight:** 220 lbs.

Hair: Blond, **Eyes:** Grey

Right-handed

Game Statistics

DEX: 3	STR: 2	BODY: 2
INT: 4	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INIT: 9	HERO POINTS: 5	

SKILLS:

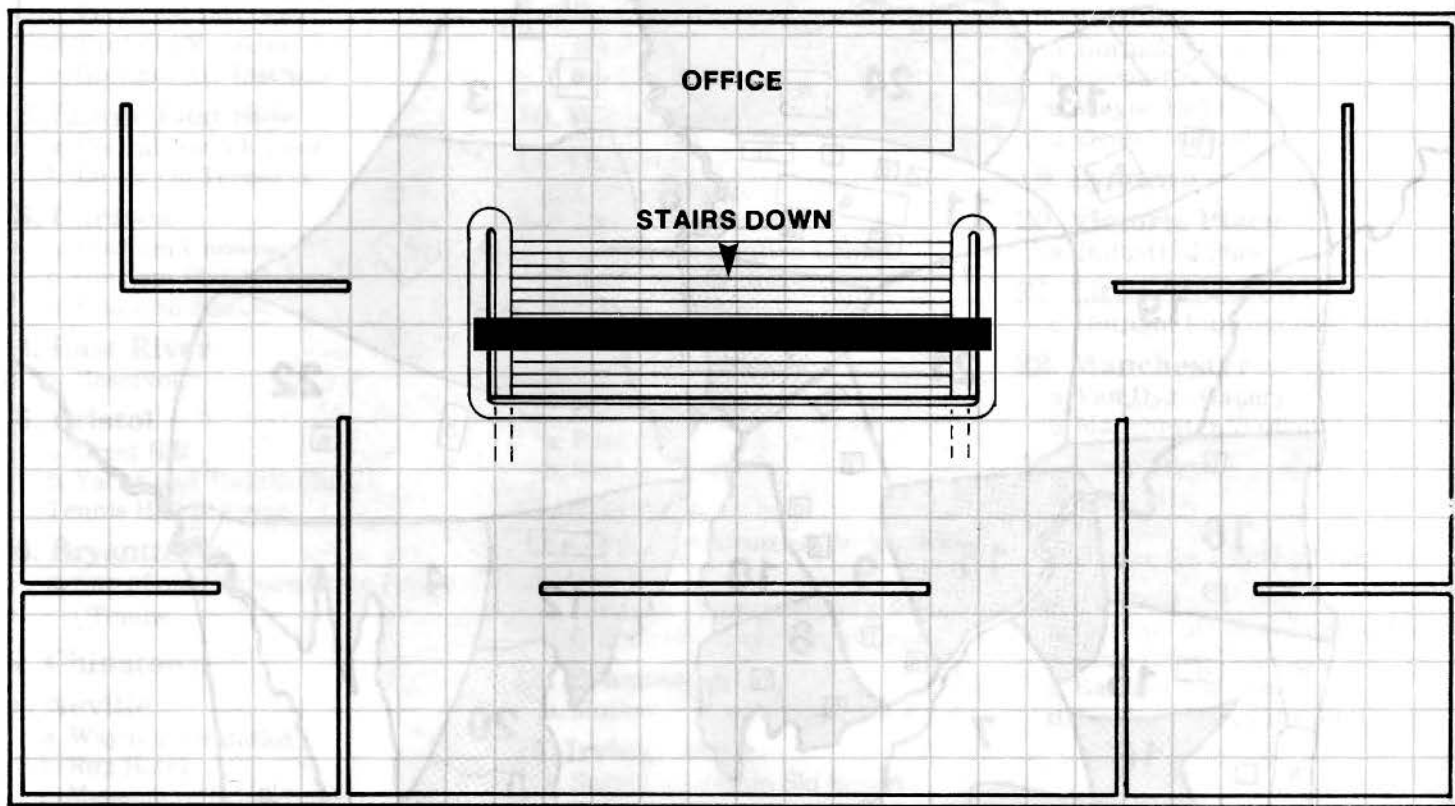
Detective: 3, Medicine/Forensics: 6, Spy/Connoisseur: 4, Vehicles/Water: 3

The offices of the County Coroner are also located in Glendale. Coroner Adam Warren is an accomplished yachtsman, a member of the Empire Club, and a debonair ladies' man who is another one of Gotham's most eligible bachelors.

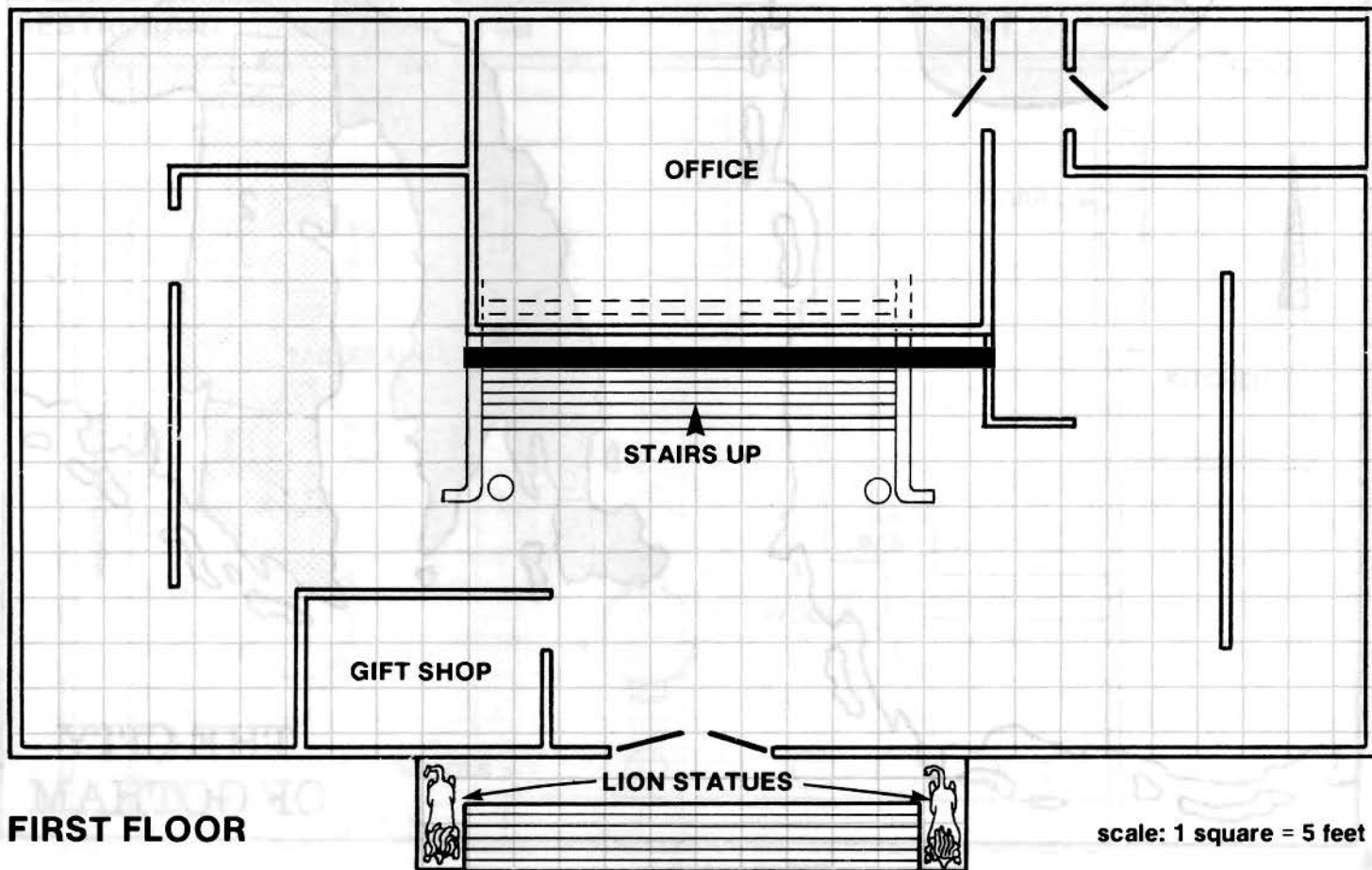
There are a number of "generic" building maps included in these last few pages to aid the GM in setting an adventure in Gotham.

These are only a few possible sites for a scenario.

MUSEUM

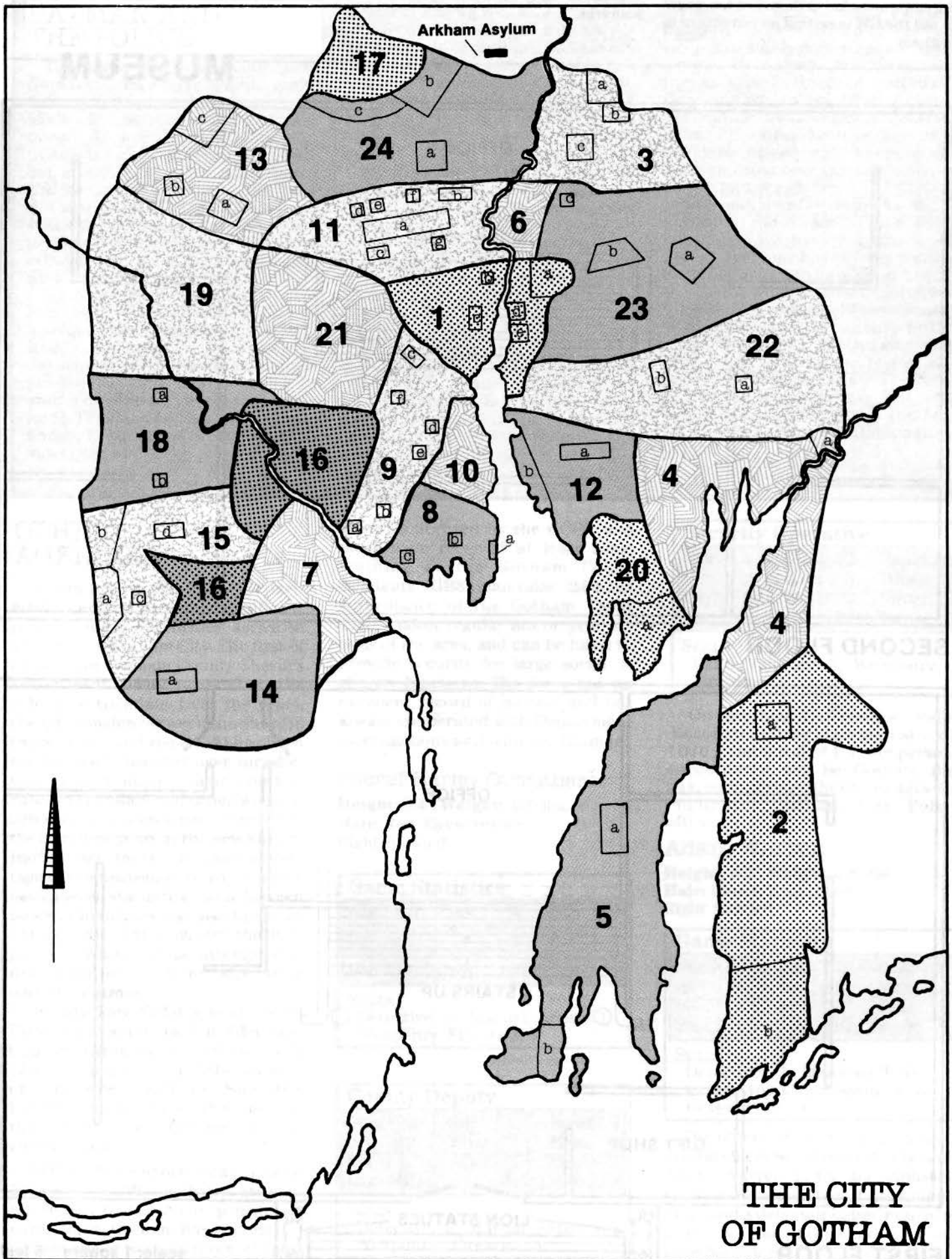


SECOND FLOOR



FIRST FLOOR

scale: 1 square = 5 feet



Areas in Gotham/Points of Interest

1. Central Business District

- a. Theater District
- b. Gotham State Building
- c. Financial District
- d. Gotham Museum
- e. Gotham Art Institute

2. Lower East Side

- a. Conrail Switch Yard
- b. Luxor Oil Terminal

3. Chelsea

- a. Gotham University
- b. Gotham Planetarium
- c. Kingston Square

4. East River

- a. Reservoir

5. Bristol

- a. Crest Hill
- b. Yacht and Tennis Club/
Tennis Hall of Fame

6. Bryanttown

- a. Site of old Gotham State Prison
(‘Tombs’)

7. Chinatown

8. Neville

- a. Wayne Foundation
- b. Ritz Hotel
- c. Museum of Primitive Art

9. Midtown

- a. S.T.A.R. Labs

- b. Gotham General Hospital
- c. Gotham Gardens
- d. Museum of Military Antiquities
- e. Forum of the Twelve Caesars
Museum
- f. Bradon Building

10. Waterfront

11. Uptown

- a. Gotham Park
- b. Diamond District
- c. Adams Convention Center
- d. Ambassador Hotel
- e. Sprang Memorial Arena
- f. Patriot League Headquarters
- g. Tolliver Art Gallery

12. The Bowery

- a. Park Row
- b. Sheldon Park

13. Glendale

- a. Gotham Institute of Technology
(G.I.T.)
- b. Glendale County Sheriff's Dept
- c. Gotham County Fairgrounds

14. Evanstown

- a. Mother Goose Amusement Park

15. Irving Grove

- a. Spring Mountain Ski Resort
- b. Dayton Forest Preserve
- c. Adam Howe Historical Museum
- d. Front Street Mall

16. Gotham Village

17. Somerset

18. Scituate

- a. Gotham Stadium
- b. Herod Arena
- c. Wayne Field
- d. Dean Stadium

19. Lyntown

20. Victoria Place

- a. Industrial Park

21. Little Stockton

- a. Gotham International Airport

22. Manchester

- a. Van Dyke Gallery
- b. Manchester Viaduct

23. Coventry

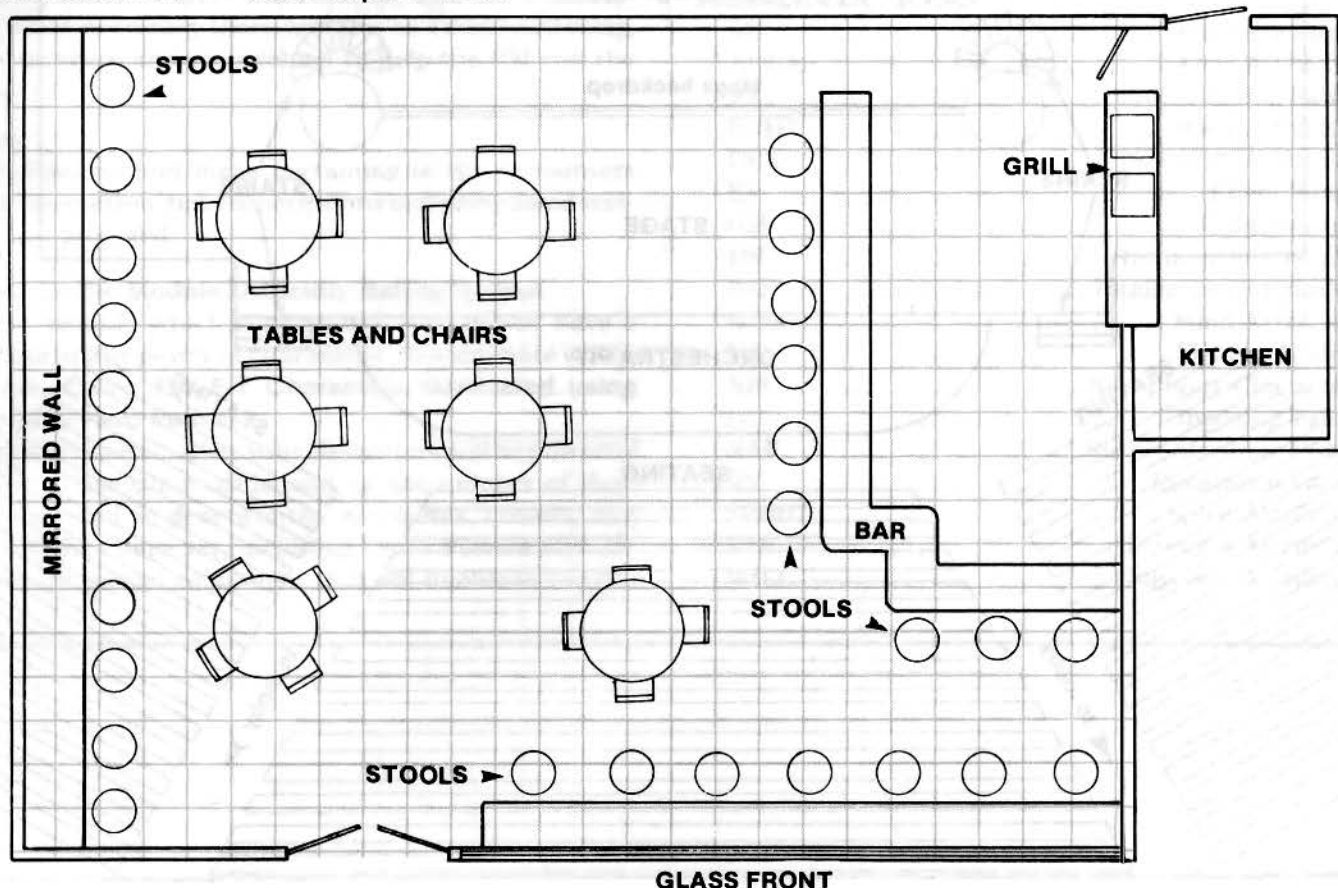
- a. The Priory
- b. Gotham Zoo
- c. Higher Historical Library

24. Charon

- a. Gotham Memorial Cemetery
- b. Rose Lawn Cemetery
- c. Batman Museum
- d. Gotham Mercy Hospital

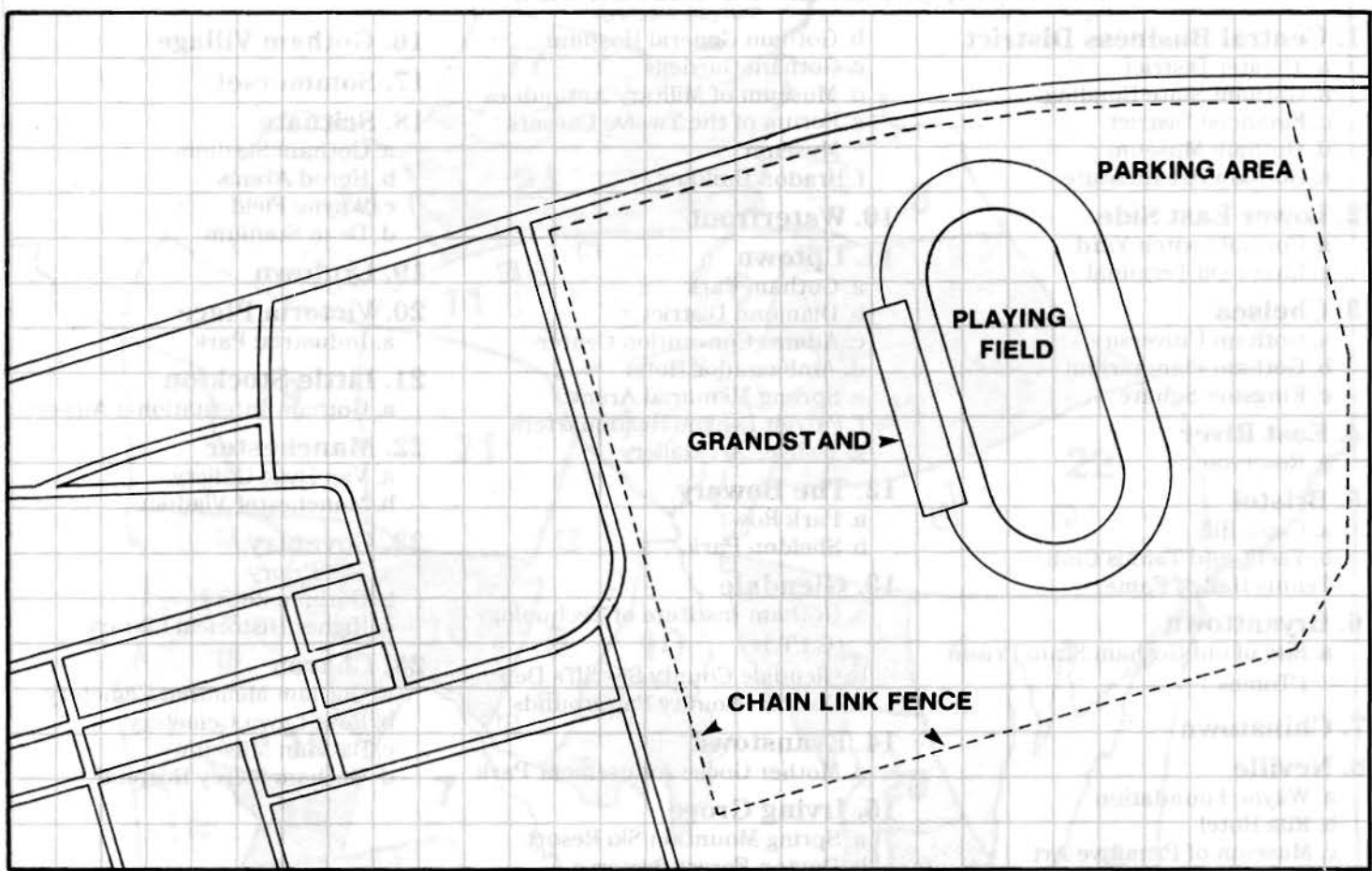
RESTAURANT

scale: 1 square = 5 feet



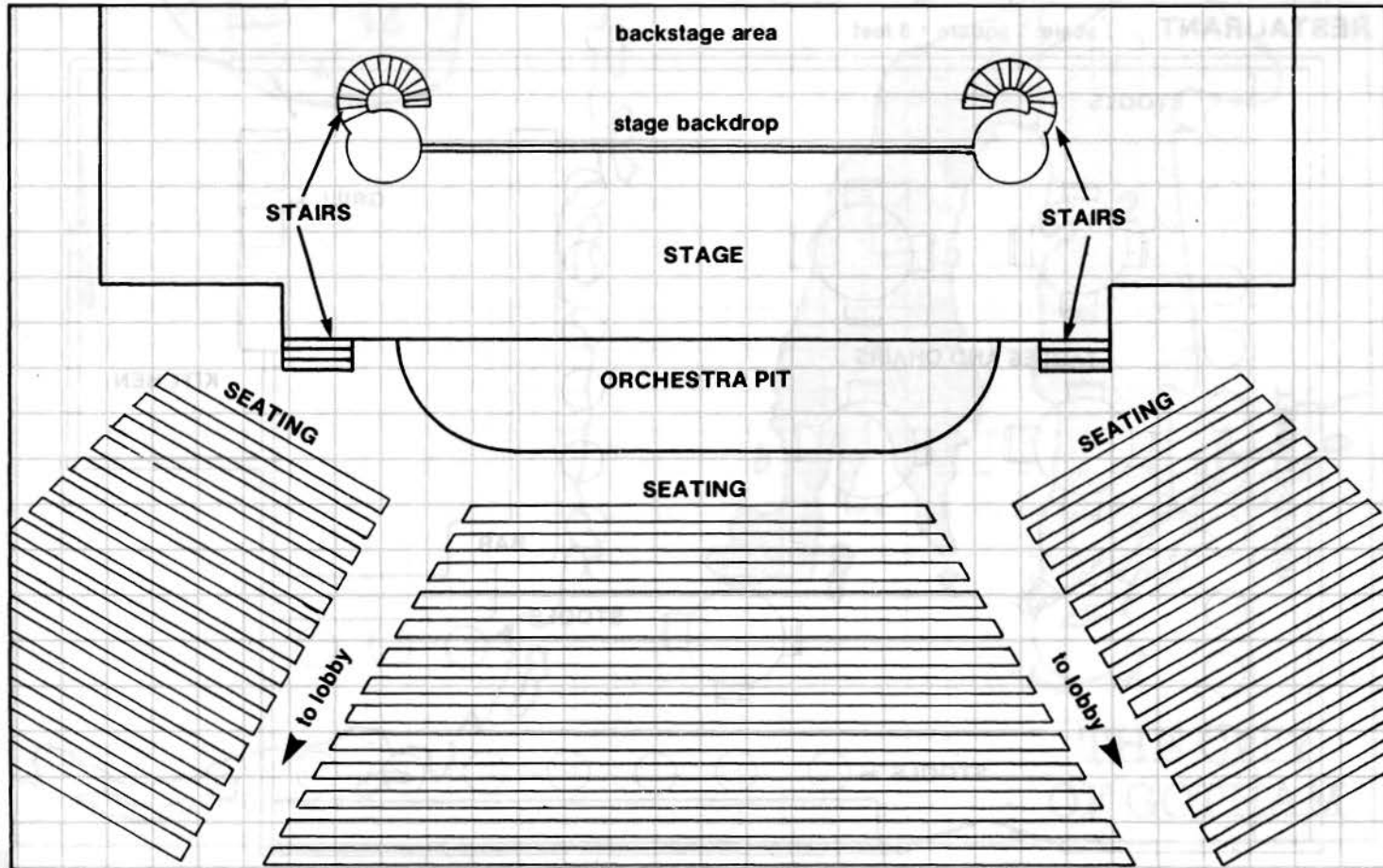
STADIUM

scale: 1 square = 10 yards



THEATER

1 square = 5 feet



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 pur-

chased. The Batman Option and Link Costs are ignored. Add the banked Hero Points and the amount of Hero Points spent for equipment and labs.

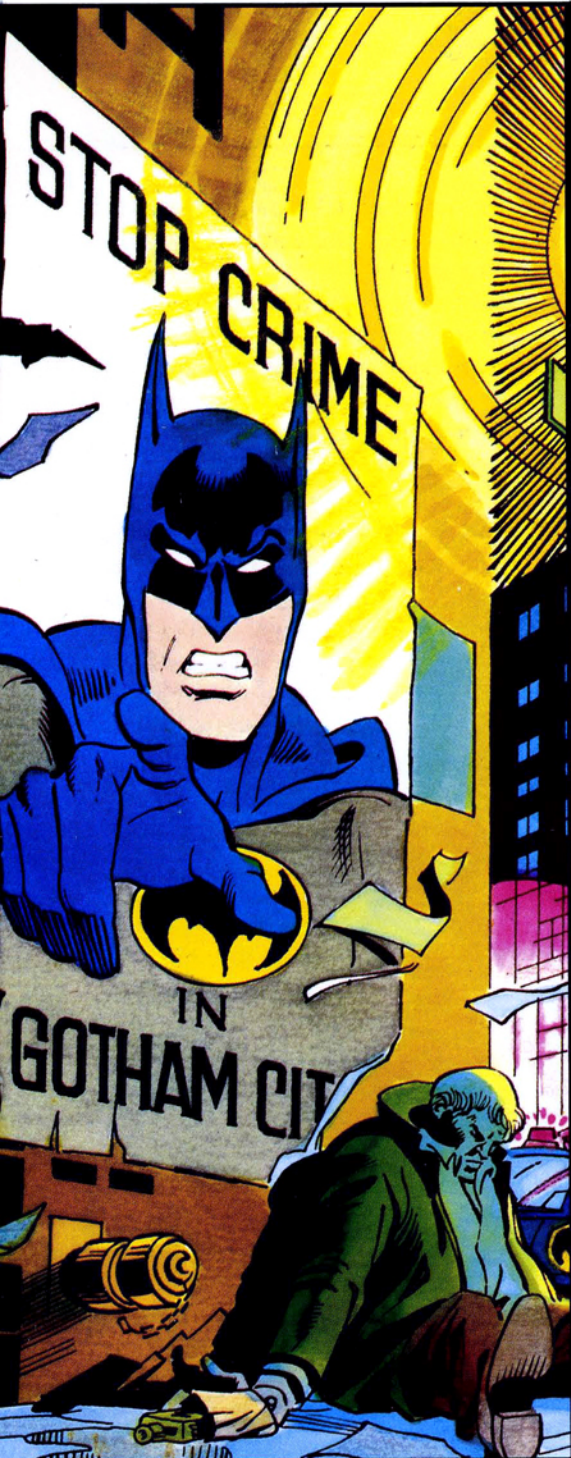
Compare the Hero Point levels to the bracket amounts given. If the average character in your team falls within the bracket, the module will likely be a good challenge for them. Having several characters one or even two brackets below the stated bracket will be all right if there are a couple characters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

Shadows in Gotham™



As the sun sets, the shadows grow. As the shops close for the night, the shadows darken. As the businessmen ride the trains to the suburbs, the shadows cover the city.

It is night.

The streetlights wink on. The city is covered by a web of lights.

But it is still night. There are still shadows. Savage people live in the shadows.

Alone, these people of the night are deadly. But they are not alone. They are organized. And at night, the city is theirs.

Or would be, if not for one man:

The Batman™

Welcome to

NIGHT
IN GOTHAM

ISBN 0-912771-51-8



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