



HEROES

ROLE
PLAYING
MODULE

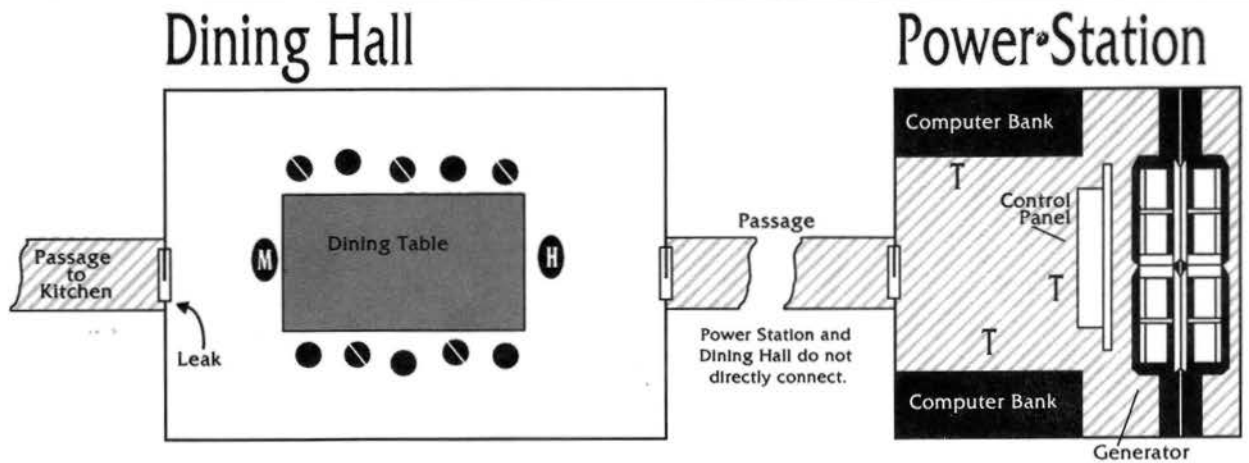
TASK FORCE

Atlantis OPERATION!



by Stephen R. Crow

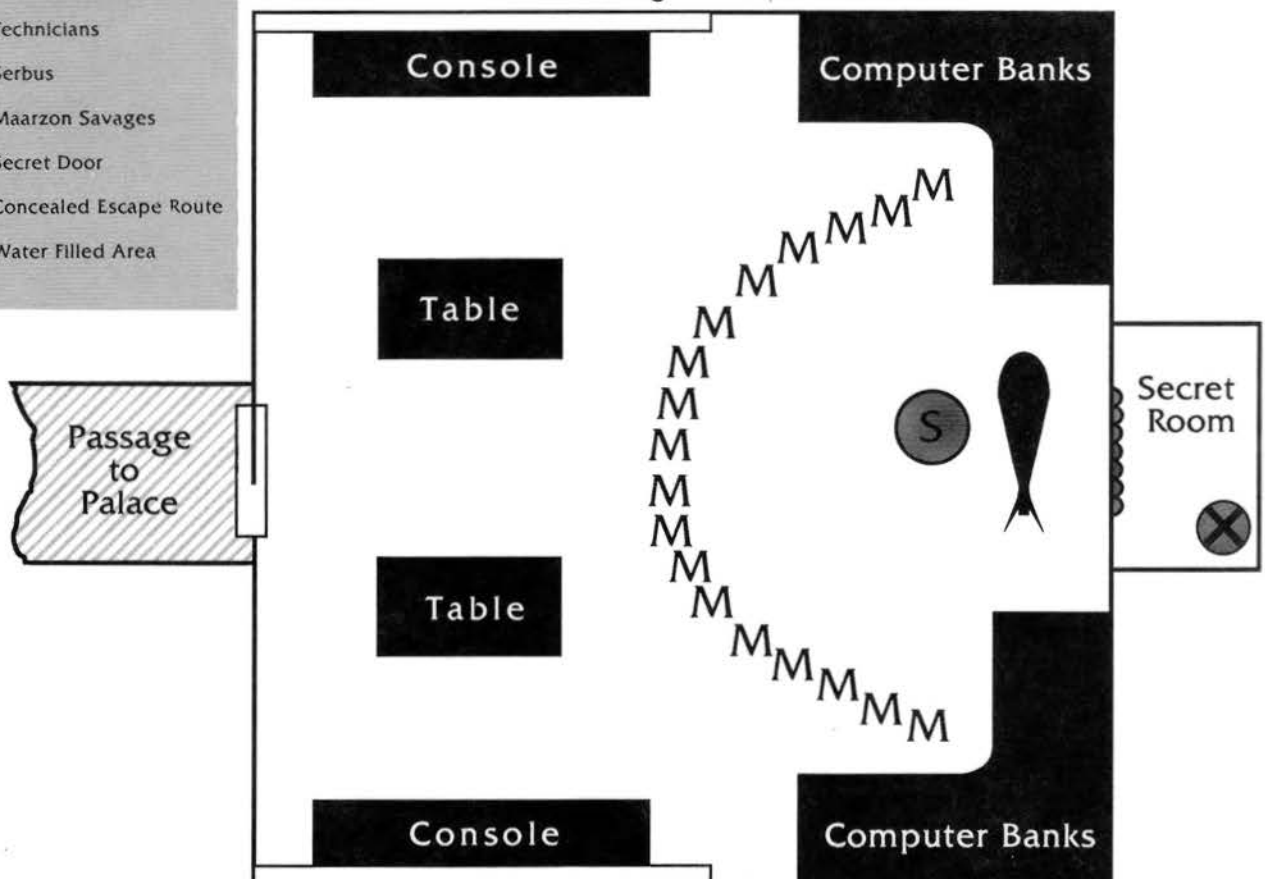
Encounter 3



Encounter 7

Serbus' Laboratory

- H = Hartman
- = American Diplomat
- = Poseidon's Diplomat
- M = Martinus
- ⏏ = Airlock door
- T = Technicians
- S = Serbus
- M = Maarzon Savages
- ⋯ = Secret Door
- ⊗ = Concealed Escape Route
- ▨ = Water Filled Area



OPERATION: *Atlantis*

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Operation: Atlantis

Featuring The Suicide Squad

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Introduction

The Ocean Master

The fate of Atlantis has always been decided by the conflict of brothers. Forty thousand years ago, the struggle between the legendary mage Arion and his evil brother Garn Danuuth brought the Ice Age to Atlantis and eventually caused the continent to sink beneath the sea.

Today, the eternal battle for Atlantis is being waged by Aquaman, king of the Seven Seas, and his half-brother Orm Marius, the Ocean Master. After numerous confrontations, the Ocean Master fled from Aquaman and accidentally discovered one of the original cities of Atlantis, lost for eons. In one of the city's intact libraries, Marius found records of the battles between Arion and Garn Danuuth. From these records, he learned of twelve mystic crystals, objects of immense magical power which had been lost when the continent disappeared under the ocean. The Ocean Master tutored himself in the mystical arts until he acquired the power necessary to find the crystals. Using his newfound powers, he convinced a race of primitive undersea people, the savages of Maarzon, that he was their god.

Marius successfully procured six of the crystals, and nearly caused the destruction of the city of Poseidonis, but was defeated when Aquaman confronted his own emotions and realized that he loved Orm, despite his brother's actions as the Ocean Master. The crystals, which had fed upon the brothers' anger and hatred for one another, had a mystical overload, and the resulting magical backlash buried the Ocean Master under tons of rubble. He was presumed dead.

The Ocean Master lived, however, and made his way back to the ancient Atlantean city. Having failed in his attempt to magically cause his brother's ruination, Marius decided to use the superior technology hidden in the city to bring about the destruction of Poseidonis and Aquaman. He used a combination of magic, hypnosis, and high technology to brainwash a Poseidonis scientist, Serbus, into becoming his agent in the city. Serbus then recruited the seagoing pirate known as the Marine Marauder into becoming the Ocean Master's unwitting ally. Finally, Marius discovered scrolls which told of an underground kingdom called the Middle Realm, that was inhabited by troll-like beings. The Ocean Master contacted the Middle Realm's ruler, Ayrn the Underlord, and bullied the monarch into providing him with a refuge from which to launch his attack on Poseidonis. The Ocean Master was ready to put his plan into action.

Just before a U.S. diplomatic team was due to arrive in Poseidonis, Serbus lured Aquaman away from the city

with a fake distress call. The Ocean Master surprised the sea king with his superior technology, and brought Aquaman as a prisoner to the Middle Realm. Marius intends to gloat over his brother when Poseidonis has been destroyed.

The Ocean Master plans to sabotage the diplomatic team's mission to Poseidonis as a distraction, while Serbus plants a huge ancient Atlantean bomb beneath the city. The adventure begins when an explosion kills the U.S. security team, and the decision is made to send in the Suicide Squad...

Atlantis

Although it is commonly thought of as the sole city of Atlantis, Poseidonis is in fact, one of several cities that once stood on the continent of Atlantis. When Atlantis sank beneath the waves (circa 9600 B.C.) Poseidonis and its sister city, Tritonis, survived intact because of protective domes that had been built over them.

Both cities developed special serums that allow their people to breathe underwater. A side effect of the Tritonian serum caused its citizens to mutate into a race of fishtailed merpeople. The people of Poseidonis somehow retained their human forms. Apparently, the serums also gave both groups enough telepathic power to communicate underwater. A few Atlanteans, such as Aquaman and his protege Aqualad, have telepathic powers so highly developed that they can command all sea life.

Of the two cities, Poseidonis is the best known. After Aquaman became its king, diplomatic relations were opened with the U.S., Canada, and a few European countries. Several agreements were made concerning the regulation of fishing and salvage in the area near Poseidonis. Because the city has no United Nations representation, these agreements are not subject to international law.

King Vulko of Poseidonis recently passed away. Although his title was King, the political structure in Poseidonis is more akin a parliamentary system. After a period of national mourning, a new king will be elected. During the interim period, Vulko's Prime Minister Martinus is in charge of running the government.

Following his deceased master's wishes, Martinus is continuing the process of bringing Poseidonis into contact with the surface world. He has encouraged the expansion of diplomatic relations and the establishment of a U.S. Embassy in the city. The purpose of the diplomatic meetings is to see if such a proposal is feasible.



The Underwater Environment

Several battles in the first half of this adventure take place underwater. The following rules outline the specific effects of being underwater.

- **+1 Column Shift** (to the right) on any action's Resistance Value involving movement or combat action. This also applies to Knockback.
- Subtract 2 from all movement RAPs except Swimming.
- Submerging to a great depth will harm Characters. Each AP of depth over 5 is ruled as a normal Physical Attack with the Character's STR as the OV/RV. So, at a depth of 6 APs (200 yards), the Character is attacked with an AV/EV of 1/1. At 7 APs of depth, the Character is attacked with an AV/EV of 2/2, and so on. A new attack is made each time the Character changes one or more APs in depth.

NOTE: Although Poseidonis lies deep beneath the sea (10 APs or about a mile), the dome which surrounds the city helps to protect its inhabitants from these depths. The Player Characters will undergo no damage from pressure, as long as they remain within the bounds of Poseidonis.

- Subtract 5 from the Initiative of each Character that is underwater.
- A Character may hold his/her breath for 5 APs of time (2 minutes). For each additional AP of time, s/he must make an Action Check with his/her STR as the AV/EV and his/her BODY as the OV/RV. Hero Points may be spent on both the Acting and Effect Values. Any positive RAPs are the APs of time that the Character can remain underwater before making another Action Check. If the Character's attempt fails, s/he has 5 APs of time (2 minutes) to either resurface or find additional means of oxygen. If the Character does not do this, s/he will drown in 2 more APs (for a total of eight minutes) if not rescued. Regardless of die rolls, a Character cannot stay underwater for more than twice the APs of his/her BODY.

- Water is not always clear. Normal vision underwater is 5 APs (300 feet). For every 2 APs of depth, 1 AP is subtracted from the normal range of vision due to darkness. Vision may also be obscured by mud or dirt suspended in the water (GM's discretion).

- Items which are not continually propelled (such as thrown rocks or fired arrows) have a range that is 2 APs less than normal when fired through water. Thus a Character with a STR of 11 could normally hurl a 4 AP weight stone 7 APs. If this is done underwater, subtract 2 APs from the distance, for a new distance of 5 APs (7-2=5). **NOTE:** The Water Freedom Power negates all underwater penalties except for thrown items.

Effects of Water on Physical Powers

- **Acid:** +2 Column Shifts to the right on the target's Resistance Value for any ranged attack while underwater, due to dilution.
- **Bio-Energy Blast:** -2 Column Shifts to the left to the target's Resistance Value on any attack through water.
- **Bomb:** -1 Column Shift on target's Resistance Value on any attack using this Power, as water communicates shock more readily than air.
- **Flame Being:** Inoperative in water.
- **Flame Project:** Inoperative in water.
- **Flash:** Range is subject to the same underwater range as vision (see previous listing).
- **Flight:** Inoperative in water.
- **Fog:** Inoperative in water.
- **Force Field:** A completely solid Force Field will act as Sealed Systems, providing 8 minutes (7 APs) of air.
- **Gliding:** Inoperative in water.
- **Icing:** Add 2 APs to user's EV.
- **Ice Production:** Add 1 AP of volume to ice created.
- **Invisibility:** -1 Column Shift to the user's RV due to visible water currents swirling around the invisible Character.
- **Jumping:** Treated as movement (see previous rule).
- **Poison Touch:** +1 Column Shifts to the OV/RV, due to dilution.
- **Running:** If a Character has Running at 12 APs or greater, s/he may run across the surface of water as if it were solid.
- **Sonic Beam:** +2 Column Shifts on the opponent's OV/RV, because sound travels more slowly in water than it does in the air.
- **Super Breath:** Inoperative in water.
- **Superspeed:** May be used to move across water as per Running, listed previously.

The Effects of Water on Mental and Mystical Powers

- **Air Animation:** Inoperative in water.
- **Air Control:** Inoperative in water.
- **Analytical/Smell Tracking Scent:** Inoperative in water, unless the Character also possesses Water Freedom.
- **Earth Animation:** Inoperative in water, unless the Character is on or near the floor of a body of water. The being is created with 2 fewer RAPs than the normal APs of the Character's Power.
- **Earth Control:** Inoperative in water, unless the Character is on or near the floor of the body of the water. +1 Column Shift to the OV/RV.
- **Heat Vision:** Limited to underwater range of vision, or subtract 2 APs from range of the Power, whichever is less.

- **Ice Animation & Control:** Creatures composed of ice will be unable to move beneath the surface of a body of water due to natural buoyancy. Anything composed of ice will rise to the surface of the water at a rate of 2 APs per phase.
- **Joined:** Inoperative in water, unless the Character is on the floor of a body of water.
- **Lightning:** -2 Column Shifts on the Resistance Value on any attack through water.
- **Super Ventriloquism:** The range of this Power is decreased by 1 AP.
- **Suspension:** A Character using this Power underwater does not have to make "breathing" checks, but the duration of the Suspension is reduced by 2 APs.
- **Teleportation:** The Range of Teleportation is considered Normal instead of +7, due to the vast mental effort it takes to push aside the water so that the Character may arrive at his/her destination safely.
- **Thermal Vision:** Inoperative underwater.
- **Ultra Vision:** Characters with this Power may see normally underwater and are not subject to the vision penalties.
- **Warp:** Opening a Warp to an underwater destination will not cause water to pass through it. The Warp acts as an opening through which people and objects can pass, but water or air cannot.
- **Water Animation:** Creatures of living water are considered to have the Invisibility Power at 4 APs when in water.
- **Weather Control:** The Character can change the temperature and flow of the water as if it were air, but the OV/RV are twice those of normal.

Typical Marine Life

The oceans are populated by a vast variety of life. Statistics for typical marine animals may be found on pages 88-91 of the *Gamemaster's Manual*. GMs are encouraged to create statistics for other marine animals, such as starfish, giant clams, mantas, walruses, and so on.

Adventure Synopsis

This adventure is divided into two parts. Since the Suicide Squad is such a large organization, a separate group of Player Characters will be used for each half of the adventure. The Bronze Tiger, Deadshot, Nemesis, Nightshade, Shade the Changing Man, and Vixen will make up the Advance Team and participate in **Encounters One** through **Seven**. Colonel Rick Flag, Jr., Captain Boomerang, Duchess, the Fiddler, Killer Frost, and Vulcan will comprise the Combat Team which will finish the adventure in **Encounters Eight** through **Eleven**.

Each Character is assigned to either team according to his/her abilities. Those Characters with Thief, Martial Artist, or other Skills as their primary ability are used in **Part One**, where stealth and subtlety are a prerequisite. **Part Two** is more of a search-and-destroy mission that requires heavy-duty fighting capabilities.

The adventure takes place just after the group's return from New York. Although the Squad is still recovering from a battle with the Jihad, Amanda Waller (Operations Supervisor of Task Force X) has managed to gather six of its members for this mission. They will be sent to Poseidonis to protect a U.S. diplomatic team that is discussing the establishment of an embassy in the undersea kingdom. The rest of the Squad is either on a

leave of absence, incommunicado, or standing by to act as back-up.

Before departing on the mission, the Advance Team is assembled and briefed by Amanda Waller in **Encounter One: The First Briefing**. It seems that someone is not too keen on the idea of stronger diplomatic ties between the U.S. and Poseidonis. The Advance Team is being sent to protect the U.S. diplomats. They are appropriately equipped and dispatched to Atlantis.

In **Encounter Two: A Wary Welcome**, the Characters arrive in Poseidonis and are invited on a tour of the city. Nemesis infiltrates the Congressional party in the role of an aide. Nightshade goes in her alter ego as Washington debutante Eve Eden, while the rest of the team assumes the role of security guards. Martinus, Mera, Serbus, and Congressman Greg Hartman are introduced.

Things liven up in **Encounter Three: Havoc Reigns**, as a rebreathing device belonging to Hartman breaks down and a power generator runs wild.

The Advance Team may investigate the acts of sabotage in **Encounter Four: Investigation**. The Player Characters' actions may have aroused suspicion. If so, the Squad will be confronted here by Hartman or Martinus.

An assassination attempt will be made on Hartman in **Encounter Five: Cheers!**, and evidence may be found which will implicate Martinus. The diplomatic tensions are rising to a boil.

In **Encounter Six: Surprise Attack**, the Marine Marauder launches an attack on Poseidonis, claiming to be a Soviet agent. Her attack is really a distraction so that Serbus can plant a bomb beneath Poseidonis that will destroy the city if it detonates.

The Advance Team may confront Serbus and a group of Maarzon savages that has been smuggled into the city in **Encounter Seven: Do or Die**. The savages will attempt to provide enough of a distraction that Serbus can make good his escape. If the bomb is defused, the Advance Team can uncover evidence of Serbus' connection to the Middle Realm and hints of an even deadlier plan yet to be sprung. If Serbus is captured, the group may learn of the Ocean Master's involvement and the kidnapping of Aquaman.

The second half of the adventure begins in **Encounter Eight: The Second Briefing**. The Combat Team is brought together, given a short briefing, and dispatched to the Middle Realm. The Fiddler is assigned to the team as a guide, having been to the Middle Realm once before while he was a member of the Injustice Society of the World.

In **Encounter Nine: The Arrival**, the team arrives at the Middle Realm. There, they may discover that the Ocean Master has recruited the strange subterranean race ruled by Ayrn the Underlord to aid him. The Squad will probably fall to superior numbers.

The Ocean Master's scheme is revealed in **Encounter Ten: The Brink of Disaster**. He has modified an ancient Atlantean device that will, if activated, ionize all of the water in the Earth's oceans, killing all marine life. The Squad can also discover Aquaman's captivity. Serbus has been brainwashed into willingly doing away with all of the oceans' denizens, including the people of Atlantis. The Combat Team may free themselves and Aquaman at this time, and can possibly gain an ally in Ayrn, who has been cowed into serving the Ocean Master.

Encounter Eleven: The Last Hurrah concludes the adventure as the Combat Team confronts the Ocean Master and a horde of Maarzon savages, while the seconds tick away until the activation of the doomsday device.

PLAYER Characters

The Advance Team

The following six members of the Suicide Squad have been chosen for their special skills in infiltration and protection in order to blend in as "security agents" for the U.S. government. The Bronze Tiger is acting as field leader, with Nightshade as second-in-command.

BRONZE TIGER *alias Benjamin Turner*

DEX: 11	STR: 5	BODY: 6
INT: 5	WILL: 7	MIND: 5
INFL: 7	AURA: 4	SPIRIT: 4
INITIATIVE: 23 (34) HERO POINTS: 55		

SKILLS: **linked*

Acrobatics: 11*, Charisma: 7*, Martial Artist: 11*, Medicine (First Aid): 3, Military Science (Tracking): 5*, Thief (Stealth): 11*, Scholar (Linguistics/Asiatic 1): 5*

LIMITATIONS:

Catastrophic Irrational Attraction to avoiding Killing Combat

CONNECTIONS:

Richard Dragon (High), Task Force X (High), Lady Shiva (Low), Madame Xanadu (Low)

MOTIVATION: Responsibility of Power

WEALTH: Comfortable

JOB: Kung-Fu Fighter

RACE: Human

HISTORY:

Ben Turner was a student of the O-Sensei, a reclusive Japanese teacher of the martial arts. Turner met Richard Dragon, who became a fellow student, and the pair were soon fast friends. After leaving the O-Sensei, the kung-fu fighters fought many menaces, often with the aid of Lady Shiva, another martial arts expert.

Turner was later captured and brainwashed by the League of Assassins, where he came into conflict with the Batman. After this encounter, he was seized by a mysterious organization known as G.O.O.D., which brainwashed him into attacking his

old friend, Dragon. Turner eventually broke free of the brainwashing with Dragon's help, but now suffers from bouts of amnesia. He joined the Suicide Squad to gain treatment for his memory loss.

ROLE-PLAYING:

Turner is a charter member of the current Squad, and is acting as field leader of the Advance Team. He prefers to lead by example and is usually found fighting alongside his comrades. Turner has a strong aversion to killing, but is capable of crippling an opponent if that is what it will take to accomplish a mission. Turner is romantically interested in his teammate, Vixen, and tends to assign her to his side if the Squad members are forced to split up.

DEADSHOT *alias Floyd Lawton*

DEX: 14	STR: 4	BODY: 5
INT: 8	WILL: 6	MIND: 6
INFL: 3	AURA: 3	SPIRIT: 3
INITIATIVE: 25 (39) HERO POINTS: 65		

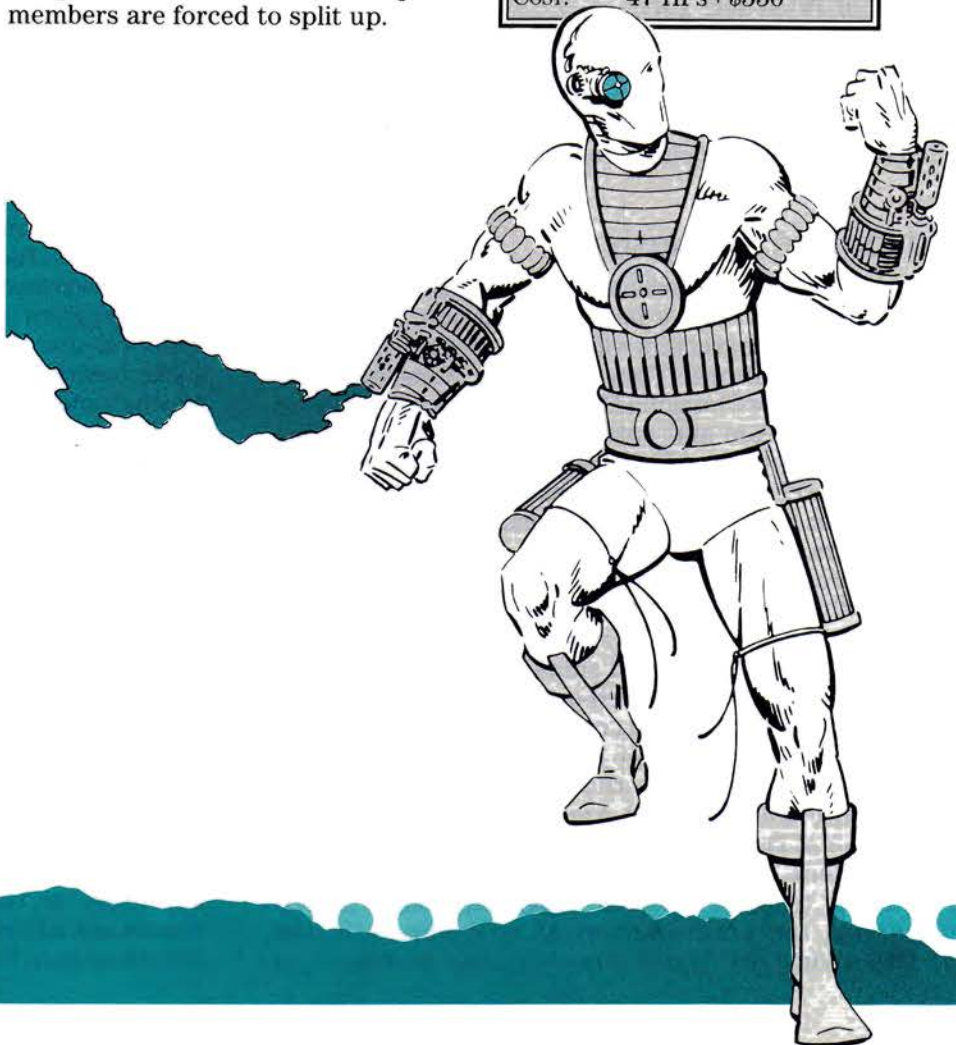
SKILLS: **linked*

Gadgetry: 8*, Martial Artist (Attack Advantage): 14*, Thief (Stealth): 7, Scholar (Linguistics/European 3): 8*, Weaponry (Firearms, Heavy Weapons): 14*

EQUIPMENT:

Silenced Wrist Guns

DEX: 0	STR: 0	BODY: 2
CHARGES: 20		
COST: 47 HPs + \$350		



POWERS:

Projectile Weapons: 5

NOTE:

Deadshot's Wrist Guns have been specially modified for this mission so they may be fired underwater.

Eye Scope

DEX: 0 STR: 0 BODY: 1
INT: 0 WILL: 0 MIND: 0
CHARGES: 30
COST: 180 HPs + \$3600

POWERS:

Telescopic Vision: 9, Thermal Vision: 8

LIMITATIONS:

Minor Irrational Attraction to Killing Combat
Serious Irrational Attraction to Trick Shots
Serious Irrational Attraction to Death (Death Wish)

CONNECTIONS:

Gotham City Underworld (High), Task Force X (Low)

MOTIVATION: Psychopath (Death Wish)

WEALTH: Comfortable

JOB: Hit Man

RACE: Human

HISTORY:

Lawton is the son of rich parents. Bored with a life of ease, Floyd trained himself to become an expert marksman and assumed the identity of Deadshot. Lawton attempted to establish himself as a hero in Gotham City as a cover for his criminal activities, but his plans were revealed by the Batman, and he was captured. Lawton later escaped and hired out his skills as a professional assassin to various Gotham City crimelords.

Lawton was offered membership with the Suicide Squad during one of his prison terms. Motivated by a death wish, Lawton saw the offer as a chance to die fighting and accepted. He has been instrumental in the success of many of the team's missions.

ROLE-PLAYING:

Deadshot is an educated, intelligent man, despite his attempts to come across as a hard-boiled villain. He respects most of his teammates, but considers himself a loner and allows himself no friends. Although Lawton is considered a ruthless killer by many, with no compunctions about killing, he rarely does so unless necessary. Although he has a subconscious desire for death, he will not go out of his way to kill himself. He wants to go down fighting.

NEMESIS *alias Thomas Tresser*

DEX: 7 STR: 3 BODY: 5
INT: 9 WILL: 6 MIND: 5
INFL: 6 AURA: 3 SPIRIT: 4
INITIATIVE: 22 (29) HERO POINTS: 50

SKILLS: **linked*

Artist (Actor): 6*, Acrobatics: 7*, Charisma: 6*, Gadgetry: 9*, Martial Artist: 7*, Medicine (First Aid): 9*, Military Science: 5, Scientist: 4, Spy: 9*, Thief: 7*, Vehicles (Air, Land, Water): 7*, Weaponry (Firearms): 7*

EQUIPMENT:**Tranquilizer Gun**

DEX: 0 STR: 0 BODY: 4
CHARGES: 8
COST: 118 HPs + \$1400

POWERS:

Projectile Weapon: 4, Poison Touch (paralytic): 6

Concussion Gun

DEX: 0 STR: 0 BODY: 3
CHARGES: 6
COST: 45 HPs + \$400

POWERS:

Super Breath: 5

Quick Change Masks

DEX: 0 STR: 0 BODY: 1
CHARGES: 4
COST: 44 HPs + \$1800

SKILLS:

Artist (Actor): 8

Concealed Knives

DEX: 0 STR: 0 BODY: 3
CHARGES: 4
COST: 49 HPs + \$350

POWERS:

Claws: 4

SPECIAL:

Knives may be thrown up to STR range.

LIMITATIONS:

Serious Irrational Attraction to seeking justice.

Minor Irrational Attraction to disguises.

CONNECTIONS:

Justice Department (High), Task Force X (High), U.S. Government (High), Batman (Low)

MOTIVATION: Seeks Justice

WEALTH: Comfortable

JOB: Secret Agent

RACE: Human

HISTORY:

When Thomas Tresser's brother Craig was brainwashed into killing a federal agent, and then shot by security men, Thomas swore to avenge him. Assuming the identity of Nemesis, he hunted down and defeated The Council, the criminal organization that had been responsible for his brother's death.

Tresser was believed to have been killed in a helicopter crash, but he had escaped at the last moment and was rescued by friends of his father. The government financed his expensive medical treatment, and, in return, he now serves with Task Force X.

ROLE-PLAYING:

A man of honor, Nemesis works with the Suicide Squad to pay off his debt. He is more stable and easy-going than any other member of Task Force X. Tresser is somewhat of a "boy scout": reluctant to hit a lady, self-sacrificing when his comrades' lives are at stake, and so on. His one foible is his love of disguises; he frequently disguises himself as one of the members of Belle Reve's ground crew for amusement. Amanda Waller always manages to somehow recognize him, no matter whose face he is wearing.

NIGHTSHADE *alias Eve Eden*

DEX: 7 STR: 4 BODY: 5
INT: 6 WILL: 6 MIND: 4
INFL: 7 AURA: 6 SPIRIT: 5
INITIATIVE: 20 (27) HERO POINTS: 45

POWERS:

Darkness: 10, Dimension Travel: 7, Dispersal: 6, Warp: 11

SKILLS: **linked*

Acrobatics: 7*, Charisma: 7*, Martial Artist: 7*, Thief (Stealth): 4

LIMITATIONS:

Power: Cannot use Warp to attack.
Power: Darkness is always centered on herself and cannot be projected.
Power: Dispersal only works in darkness or deep shadows.
Power: Dimension Travel can only be used to go to and from the Nightshade Dimension.

CONNECTIONS:

Captain Atom (High), Central Bureau of Investigation (High), Task Force X (High), U.S. Government (High), U.S. Air Force (Low)

MOTIVATION: Seeks Justice

WEALTH: Affluent

JOB: Debutante

RACE: Human



HISTORY:

Eve Eden is the daughter of an extradimensional queen and a U.S. senator. Her mother was killed and her brother was kidnapped by a creature from the "Nightshade Dimension" called the Incubus. Eve trained herself in the use of the powers she had inherited from her mother, so that she could someday return to the Nightshade Dimension and rescue her brother.

Using her shadow powers, Eve created the identity of "Nightshade" and worked covertly for the C.B.I. She accepted a position with Task Force X in return for Amanda Waller's promise that the team would attempt to rescue her brother, Larry. Eve recently led the Squad back to her home dimension, only to discover that Larry had become the Incubus and had to be destroyed. In the course of the mission, Nightshade was infused with the power of the Succubus, the Incubus' sibling.

ROLE-PLAYING:

Eve is a trained fighter and secret agent, but she is unsure of herself. A devout Catholic, Eve fears that the Succubus within her may have tainted her soul. She has been romantically involved with Captain Atom, but finds herself attracted to Colonel Flag and Nemesis, as well. Despite her doubts, she is a born leader and would be able to take command of the Advance Team if Bronze Tiger were disabled or killed.

SHADE THE CHANGING MAN alias Rac Shade

DEX:	6	STR:	4	BODY:	4
INT:	5	WILL:	6	MIND:	4
INFL:	7	AURA:	4	SPIRIT:	3
INITIATIVE: 18 (23) HERO POINTS: 45					

SKILLS:

Charisma: 4, Detective: 6, Gadgentry: 4, Martial Artist: 5, Military Science (ECM): 6, Spy (Coding, Photo Interpretation): 3, Vehicles (Air, Land, Space): 3, Weaponry (Firearms): 4

EQUIPMENT:

Miraco-Vest

DEX:	0	STR:	6	BODY:	8
INT:	0	WILL:	0	MIND:	0
CHARGES: IPS					
COST: 368 HPs + \$180K					

POWERS:

Aura of Fear: 5, Flight: 4, Force Field: 13

LIMITATIONS:

Power: Aura of Fear can only be used on sentient beings that are feeling the emotions of shock, fear, unease, etc. Depending on the victim's mental or emotional state, this Power may or may not be effective (GM's call).

Power: Force Field only protects the wearer of the M-Vest and cannot be projected. The wearer may punch through the Force Field for a Physical Attack.

SPECIAL:

Those affected by the M-Vest will see its wearer as a bizarre, distorted sight, with parts of his/her body enlarged and warped.

LIMITATIONS:

Serious Irrational Attraction to proving his innocence to Metan authorities.

Minor Irrational Attraction to keeping the Miraco-Vest.

CONNECTIONS:

Meta-Zone (High), Task Force X (Low)

MOTIVATION:

Seeks Justice

WEALTH:

Struggling

JOB:

Security Agent

RACE:

Human

HISTORY:

Shade is from the Meta-Zone, an other-dimensional realm. He acted as an undercover surveillance agent on Earth for the Metan government, but was framed for criminal acts in his home dimension. He was imprisoned on Meta, but escaped to Earth with the aid of an experimental device known as the "Miraco-Vest." Shade attempted to prove his innocence, all the while battling a variety of Metan villains who were trying to invade the Earth-Zone, as Shade calls our dimension.

While attempting to return to Earth on one occasion, the Miraco-Vest malfunctioned, trapping Shade in the Zero-Zone, a dimension between Earth and Meta. He was discovered there by the Suicide Squad when they escaped from the Nightshade Dimension. He helped bring the team back to Earth and has accepted a position with Task Force X while the Squad's scientists try to find a way for him to return to his home dimension.

ROLE-PLAYING:

Although an alien, Shade is familiar with Earth customs from his time as a surveillance operative. He tends to consider himself superior to humans and does not take orders very well. He often makes a show of going along with the team leader, as if he is doing the mere humans a favor by accompanying them.

VIXEN *alias Mari Jiwe Macabe*

DEX:	8	STR:	3	BODY:	4
INT:	4	WILL:	5	MIND:	3
INFL:	8	AURA:	7	SPIRIT:	5
INITIATIVE: 20 (25) HERO POINTS: 50					

SKILLS: **linked*

Acrobatics: 8*, Artist (Model): 4,
Charisma: 5, Martial Artist: 5,
Scholar (African folklore): 4*

EQUIPMENT:**Tantu Totem**

DEX:	0	STR:	0	BODY:	5
INFL:	0	AURA:	4	SPIRIT:	0
CHARGES: N/A					
COST: 281 HPs + \$36K					

POWERS:

Animal Mimicry: 10, Danger
Sense: 6

SKILLS:

Military Science (Tracking): 3,
Thief (Stealth): 8

LIMITATIONS:

Miscellaneous: May only be
used by a member of the Jiwe
family.

Miscellaneous: Must be used
in the cause of justice to
bestow full Powers and Skills.

Miscellaneous: Causes wearer
to develop a Serious Irrational
Attraction to Killing Combat.

LIMITATIONS:

Serious Fear of Totem bringing out
her "animal side."

Death Guilt (Xavier Cujo).

CONNECTIONS:

Martian Manhunter (High), Task
Force X (High), Justice League
International (Low)

MOTIVATION: Unwanted Power**WEALTH:** Affluent**JOB:** Fashion Model**RACE:** Human**HISTORY:**

Mari Macabe wields the Tantu Totem, an African artifact that her father used to become a champion of justice in Africa. Mari fled to America with the Totem when her father was killed by his step-brother over possession of the object. In her new identity as Vixen, Mari fought several small-time villains, and eventually became a member of the Justice League of America when it was reorganized by Aquaman. During the public rioting caused by Darkseid and Glorious Godfrey, that incarnation of the League was disbanded.

After resuming her modelling career, Mari became involved with Task Force X when her photographic team was killed by drug smugglers. She joined the Squad to gain revenge, and has stayed with them ever since.

**ROLE-PLAYING:**

When Mari uses the Tantu Totem, she often takes on the animal instincts of the creatures she mimics and goes into a killing frenzy. She suffers great guilt after this happens. She is hesitant

to use the powers of the Totem, preferring to rely upon her own combat prowess. She is romantically interested in Ben Turner, the Bronze Tiger, but nothing serious has happened between them.

The Combat Team

This group will conduct the attack on the Middle Realm, where the Ocean Master's doomsday device is hidden. Colonel Flag is acting as team leader. Boomerang and Duchess are participating because of their high proficiency with weapons. Killer Frost and Vulcan have been chosen for their resistance to damage and ability to inflict same, as well as their resistance to the high temperature levels that are expected to be found. The Fiddler, having visited the Middle Realm on a prior occasion, is serving as the team's guide.

COLONEL RICK FLAG, JR.

DEX: 8	STR: 3	BODY: 5
INT: 8	WILL: 6	MIND: 5
INFL: 6	AURA: 4	SPIRIT: 4
INITIATIVE: 22 (30) HERO POINTS: 60		

SKILLS: **linked*

Charisma: 6*, Detective: 6, Medicine (First Aid): 3, Military Science: 8*, Scholar (Military Tactics and History): 8*, Thief: 3, Martial Artist: 8*, Spy (Brainwashing, Coding, Photo Interpretation): 8*, Vehicles (Air, Land, Water): 8*, Weaponry: 8*

EQUIPMENT:

(2 Reload Packs per weapon)

.45 Automatic

DEX: 0	STR: 0	BODY: 1
CHARGES: 11		
COST: 43 HPs + \$300		

POWERS:

Projectile Weapons: 5

Machine Gun

DEX: 0	STR: 0	BODY: 2
CHARGES: 12		
COST: 71 HPs + \$900		

POWERS:

Projectile Weapons: 7

LIMITATIONS:

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

CONNECTIONS:

Forgotten Heroes (High), Task Force X (High), U.S. Armed Forces (High), Challengers of the Unknown (Low)

MOTIVATION: Responsibility of Power

WEALTH: Comfortable

JOB: Field Commander of Suicide Squad

RACE: Human

HISTORY:

Rick Flag, Sr. was the commander of the original Suicide Squad during WWII. When the Squad was made into a civilian espionage unit in the 1960's, Rick Flag, Jr. was assigned as its commander. When the Squad was disbanded, Flag briefly served as a member of the group nicknamed the "Forgotten Heroes." Rick was contacted by Amanda Waller when the Squad was reactivated, and he has served as its team leader on virtually every mission since.

ROLE-PLAYING:

Flag is a hardened military veteran who tolerates no insubordination from the other members of his team, especially Captain Boomerang. He is an excellent "hands-on" leader, who will not hesitate to personally lead his troops into battle. Although he is sometimes ruthless, Flag prefers not to kill unless he has been specifically ordered to do so. Flag is obsessively dedicated to bringing his team back alive, whatever the odds.

CAPTAIN BOOMERANG alias George "Digger" Harkness

DEX: 8	STR: 3	BODY: 5
INT: 4	WILL: 5	MIND: 4
INFL: 5	AURA: 4	SPIRIT: 4
INITIATIVE: 17 (20) HERO POINTS: 40		

SKILLS: **linked*

Acrobatics (Dodging): 8*, Charisma: 3, Gadgetry: 8, Martial Artist (Attack Advantage): 3, Thief: 2, Weaponry (Exotic: Boomerangs): 10

EQUIPMENT:

Regular Boomerangs (4)

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

Razorang (1)

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

POWERS:

Claws: 5

NOTE:

Use of the Razorang is considered Killing Combat.

Smokarangs (3)

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

POWERS:

Fog: 7

Sonic Boomerangs (2)

DEX: 0	STR: 0	BODY: 5
INITIATIVE: 0		
CHARGES: 1		
COST: 196 HPs + \$22K		

POWERS:

Sonic Beam: 7 (10)

Bafflerangs (2)

DEX: 0	STR: 0	BODY: 5
INITIATIVE: 0		
CHARGES: 1		
COST: 114 HPs + \$1700		

POWERS:

Flash: 7 (5)

SPECIAL:

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

If Harkness misses his target accidentally or intentionally (in order to blindside his opponent), he makes a Trick Shot. Combining the two Column Shift penalty of a standard Trick Shot with the one Column Shift bonus for a blindside attack, Boomerang receives a total of one Column Shift penalty for a boomerang attack. If the forward throw misses accidentally, he suffers at least one additional Column Shift penalty for the return attack. Use the Universal Modifier Chart to determine how difficult it will be for the boomerang to still hit the target.

Some of Harkness' boomerangs have a different Effect Value on the return attack than they do on the first attack. The EVs for the second attack are listed parenthetically after the regular APs of the Power.

The second boomerang attack *always* occurs at the end of the combat phase after all other actions have been completed.

CONNECTIONS:

Central City Underworld (High), Flash's Rogues' Gallery (High), Secret Society of Super-Villains (High), Task Force X (High)

MOTIVATION: Mercenary (Greed)

WEALTH: Comfortable

JOB: Reluctant Government Agent

RACE: Human

HISTORY:

Harkness is a small-time Australian criminal and boomerang expert who fled to America in order to escape the authorities in his native country. He was hired by a game company to promote their toy boomerangs in an advertising campaign. His bosses,

unaware of Harkness' criminal record, had a costume fashioned for him and dubbed him "Captain Boomerang." While maintaining an honest appearance during the day, Harkness spent his nights secretly using specially-designed boomerangs to commit crimes in Central City. He came into conflict with the Flash (Barry Allen), who uncovered Harkness' activities and sent him to jail. Australian authorities declined to extradite Harkness, so he remained a federal prisoner. He escaped many times, always coming into conflict with the Flash, and always being defeated once again.

Harkness was recruited as a specialist for the new Suicide Squad's first mission. He publicly threatened to reveal Task Force X's existence after his release, and so was returned to the Suicide Squad indefinitely as punishment.

ROLE-PLAYING:

Harkness is rude, abrasive, cowardly, and disrespectful of authority. Amanda Waller and Rick Flag manage to keep him under control, but he would not hesitate to sacrifice a teammate in order to save his own skin. He does, however, have a peculiar sense of honor. He always announces his presence before attacking (usually to distract his opponents and set them up for a blindside attack), and has not made any attempts to escape, even when he had the opportunity.

Harkness speaks with a thick Australian accent, using many slang phrases from "down under." He considers himself a ladies' man, even though most women cannot stand anything about him.

DUCHESS *alias Lashina*

DEX: 7	STR: 7	BODY: 8
INT: 4	WILL: 7	MIND: 5
INFL: 7	AURA: 4	SPIRIT: 5
INITIATIVE: 18 (28) HERO POINTS: 60		

SKILLS:

Acrobatics: 3, Martial Artist: 10, Charisma: 5, Military Science (Tracking): 5, Thief (Stealth): 5, Weaponry (Firearms): 11

EQUIPMENT:

Mega-Gun

DEX: 0	STR: 0	BODY: 6
CHARGES: 40		
COST: 193 HPs + \$4400		

POWERS:

Bomb: 9, Projectile Weapons: 7

LIMITATIONS:

Miscellaneous: Amnesia

CONNECTIONS:

Task Force X (Low)

MOTIVATION: Thrill of Adventure

WEALTH: Comfortable

JOB: Unknown

RACE: Human

HISTORY:

The woman known as "Duchess" strolled into Belle Reve one day with wounded Squad member Slipknot slung over her shoulder. She did not leave, and soon began participating in missions.

Amanda Waller has accepted her as a member of the team, but suspects that Duchess may be the Female Fury known as Lashina. Waller apparently either believes that the supposedly-amnesiac Lashina can be of assistance to the team or that Duchess will somehow lead them back to Darkseid.

ROLE-PLAYING:

Duchess is even more bloodthirsty than Deadshot. She wields her Mega-Gun with carefree abandon against any likely targets and loves nothing more than a good fight. If deprived of her gun, she will attack her opponent with her bare hands.

It is not known whether Duchess is aware of her true identity as Lashina. Duchess has dropped several mocking hints that she does know who she is, but nothing has been proven.

THE FIDDLER *alias Isaac Bowin*

DEX: 5	STR: 2	BODY: 4
INT: 7	WILL: 4	MIND: 6
INFL: 8	AURA: 7	SPIRIT: 4
INITIATIVE: 20 HERO POINTS: 60		

SKILLS:

Artist (Musician): 8, Detective (Law, Police Procedure): 4, Scholar (Music): 5, Gadgetry: 5, Vehicles (Land, Air): 4

EQUIPMENT:

Fiddle

DEX: 0	STR: 2	BODY: 3
INT: 0	WILL: 0	MIND: 0
CHARGES: IPS		
COST: 345 HPs + \$170K		

POWERS:

Force Field: 12, Sonic Beam: 9, Hypnotism: 8,

LIMITATIONS:

Serious Irrational Attraction to music and musical instruments.

CONNECTIONS:

Crime Champions (High), Injustice Society of the World (High), Injustice Unlimited (High), Task Force X (Low)

MOTIVATION: Power Lust

WEALTH: Affluent

JOB: Musician

RACE: Human

HISTORY:

Isaac Bowin was an American thief who learned the secrets of musically-induced hypnotism from a fakir in India. Returning to the U.S., he became known as the Fiddler, and joined the criminal organization known as the Injustice Society of the World. Sometime after he began his costumed career, he acquired a fiddle which manifests amazing powers when played. The I.S.W. fought the Justice Society of America many times over the years, but were always defeated. On one occasion, the Injustice Society briefly allied themselves with Ayrn the Underlord, but the alliance broke up when the J.S.A. accidentally discovered the Middle Realm. The Fiddler also briefly joined a sinister group nicknamed the Crime Champions. After retiring for several years, the Fiddler resurfaced as a member of Injustice Unlimited, and battled the J.S.A.'s children, who had banded together as Infinity Incorporated. The Fiddler was imprisoned when Injustice Unlimited was defeated.

While in prison, Bowin was offered Task Force X's standard deal and transferred to Belle Reve. His knowledge of an entrance to the Middle Realm caused him to be selected to guide the Combat Team to Ayrn's domain.

ROLE-PLAYING:

The Fiddler is eager to get his pardon, so he can live out the remainder of his life in peace. He considers the other members of the Combat Team to be "young whipper-snappers" who cannot match the style and panache of the Golden Age villains. He will try to stay out of any battles the team gets embroiled in, but will do what he must to stay alive to enjoy his freedom. His great passion is music, and he will play his fiddle any time he can.

KILLER FROST *alias Louise Lincoln*

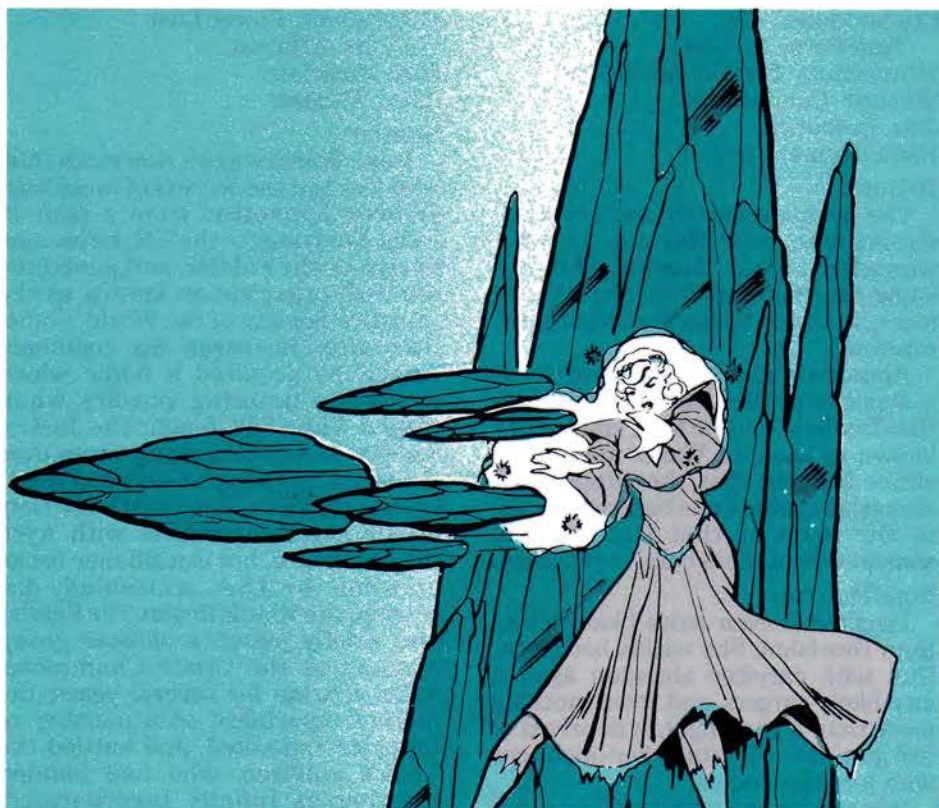
DEX: 6	STR: 4	BODY: 8
INT: 4	WILL: 3	MIND: 3
INFL: 10	AURA: 6	SPIRIT: 6
INITIATIVE: 20 HERO POINTS: 55		

POWERS:

Flight: 5, Ice Control: 18, Ice Production: 16, Skin Armor: 6, Vampirism: 10

SKILLS:

Gadgetry: 3, Scientist: 6, Scholar (Cryogenics): 7



LIMITATIONS:

Minor Irrational Attraction to killing men

Power: Vampirism has a range of Touch (use DEX as the AV).

Miscellaneous: Killer Frost goes into a state of hibernation if temperatures reach zero degrees Fahrenheit or lower.

VULNERABILITIES:

Fatal: Extreme subzero temperatures

Fatal: Must use Vampirism every 15 APs of time or die (unless in hibernation)

CONNECTIONS:

Firestorm villains (High), Task Force X (Low)

MOTIVATION: Psychopath

WEALTH: Comfortable

JOB: Criminal

RACE: Human

HISTORY:

Louise Lincoln was a college friend of Crystal Frost, the original Killer Frost. When Crystal died from a side effect of her own powers, Lincoln became obsessed with assuming her deceased friend's identity. She recreated the experiment that produced her predecessor and went on a rampage as the new Killer Frost. She was defeated by Firestorm and shipped to Belle Reve. She served as a temporary member of the Squad on one mission that failed, and was taken back into custody. She has been

assigned to this mission as a chance to redeem herself.

ROLE-PLAYING:

Lincoln is not as bloodthirsty as the original Killer Frost, who would skewer hordes of men with her razor-sharp icicles. She is suffering from a psychological trauma and has been offered treatment by the Belle Reve staff in return for her services. She is prone to wild mood swings, ranging from a homicidal mania to calm rationality.

VULCAN *alias Christopher Pike*

DEX:	7	STR:	9	BODY:	9
INT:	4	WILL:	9	MIND:	5
INFL:	7	AURA:	2	SPIRIT:	6
INITIATIVE: 18 (23)		HERO POINTS: 30			

POWERS: *linked

Flame Being: 9*, Flash: 9*, Sealed Systems*: 9, Flame Immunity: 9*, Flame Project: 9*

SKILLS:

Charisma (Intimidation): 6, Martial Artist (Attack Advantage): 5, Weaponry (Exotic: Axe): 8, Vehicles (Air, Space): 6

EQUIPMENT:

Body Armor

DEX:	0	STR:	0	BODY:	12
COST:		351 HPs + \$120K			

POWERS:

Skin Armor: 12

LIMITATIONS:

Vulcan's Body Armor controls his flaming body. Without it he takes damage as per a Fatal Vulnerability.

Battle Axe

DEX:	0	STR:	2	BODY:	12
COST:		287 HPs + \$115K			

POWERS:

Claws: 9

LIMITATIONS:

Serious Irrational Attraction to hating heroism.

VULNERABILITIES:

Fatal: Ultraviolet Radiation/Sunlight (levels equivalent to normal daylight or above)

CONNECTIONS:

Secret Society of Super-Villains (Low), Task Force X (Low)

MOTIVATION: Psychopath

WEALTH: Struggling

JOB: Astronaut

RACE: Human

HISTORY:

As a child, Christopher Pike was obsessed with heroes, especially the Justice Society of America. Hoping to become a hero himself, he trained as an Air Force pilot and astronaut. On a NASA flight to Venus, something snapped within Pike's mind. He killed his fellow astronauts, and the capsule plunged into the Sun.

Pike was rescued by an alien, who equipped him with special armor to protect him from the large amount of radiation his body had absorbed. The alien then returned Pike to Earth, where he was taken into custody by NASA. Pike escaped and, obsessed with killing the heroes he once worshipped, launched an attack on the J.S.A. His weakness to ultraviolet radiation was discovered and he was blasted into Limbo. He later was found there by the Secret Society of Super-Villains and became a member of that organization, only to be captured and confined to Belle Reve.

ROLE-PLAYING:

Pike is torn between his desire to destroy any heroes he can find, and his interest in returning to his former self. In return for his service on this mission, Task Force X has promised to try and help him.

Vulcan is probably the most savagely vicious member of the Combat Team. He enjoys wading into action and assaulting any targets at hand. He looks upon heroism with disdain, and will insult anyone who acts heroically. He also despises criminals, and will regard the cowardice of certain Squad members (such as Captain Boomerang) with contempt.

Non-Player Characters

MARTINUS

DEX: 3	STR: 3	BODY: 4
INT: 7	WILL: 6	MIND: 5
INFL: 5	AURA: 5	SPIRIT: 4
INITIATIVE: 15		HERO POINTS: 25

POWERS:

Swimming: 4, Telepathy: 3, Water Freedom: 8

SKILLS:

Charisma: 7, Gadgetry: 6, Vehicles (Water): 3, Scholar (Atlantean History, Oceanography): 7, Medicine: 7, Scientist: 8

LIMITATIONS:

Martinus must immerse himself in water at least once per hour. If he does not do so, he begins to die as per a Fatal Vulnerability.

MOTIVATION: Responsibility of Power
WEALTH: Affluent

JOB: Prime Minister of Poseidonis
RACE: Human

HISTORY:

Martinus was one of Atlantis' leading scientists for many years. During a revolution by Narkran, an ambitious Atlantean who wished to become dictator, Martinus' colleague and friend, Vulko, became the Atlanteans' leader in Aquaman's absence. When Narkran was defeated, Aquaman ruled Poseidonis for a while, but eventually turned the throne over to Vulko. Vulko chose his old friend Martinus to be his Prime Minister. Since Vulko's death, Martinus has been running the government until a new king can be elected.

ROLE-PLAYING:

Like Aquaman and King Vulko, Martinus feels that Poseidonis must learn to coexist with the surface world. Martinus hopes to realize Vulko's desire to see surface world embassies established in the undersea city. Martinus' scientific mind tends to seek non-violent solutions to problems for himself and his society.

ATLANTEAN GUARDS

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

POWERS:

Telepathy: 3, Water Freedom: 3

SKILLS:

Martial Artist: 3

EQUIPMENT:

Tridents

DEX: 0	STR: 5	BODY: 4
CHARGES: N/A		
COST: 95 HPs + \$700K		

POWERS:

Claws: 5

LIMITATIONS:

Guards must immerse themselves in water at least once per hour or they will begin to die as per a Fatal Vulnerability.

MOTIVATION: Various
WEALTH: Comfortable

JOB: Guards
RACE: Human

ROLE-PLAYING:

The Atlantean Guards are loyal to Poseidonis and will fight to the utmost to defend their land against intruders. They take their orders directly from Martinus.

MERA *alias Mera Curry*

DEX: 6	STR: 6	BODY: 8
INT: 7	WILL: 7	MIND: 5
INFL: 3	AURA: 3	SPIRIT: 3
INITIATIVE: 14 (19)		HERO POINTS: 25

POWERS:

Water Control: 8, Swimming: 6, Telepathy: 3, Water Freedom: 7

SKILLS:

Acrobatics (Diving): 5, Martial Artist: 5, Vehicles (Water): 4

LIMITATIONS:

Power: Water Control can only be used to form solid physical objects (spheres, hands, battering rams, etc.).

Miscellaneous: Mera must immerse herself in water at least once per hour or she begins to die as per a Fatal Vulnerability.

MOTIVATION: Responsibility of Power
WEALTH: Affluent

JOB: Former Queen of Poseidonis
RACE: Human

HISTORY:

Mera is a native of an extra-dimensional realm, from which she was forced to flee when a revolution began. Mera found herself in our dimension and met Aquaman. Eventually, her land was freed from the usurpers, but Mera chose to remain in this dimension with her new-found love. She was granted honorary citizenship in Atlantis, married Aquaman, and became Queen of Poseidonis. She later travelled with her husband when he gave up the throne to Vulko. Mera is considered a prime candidate for the post of Poseidonis' new ruler, but local customs forbid campaigning until the mourning period for Vulko has ended.

During this adventure, Mera is acting as an observer for her husband, who is very interested in the surface world's meeting with Martinus and the Poseidonis diplomats. She will not show extreme concern over the absence of Aquaman, as he has disappeared for extended lengths of time for missions in the past.

It should be noted that Mera met Vixen when Aquaman led the Justice League of America against Amazo. Mera is aware of her husband's respect for Vixen and will follow her lead. Mera will also put her "hard water" powers to use to defend Atlantis whenever necessary.

ROLE PLAYING:

As a former queen of Poseidonis, Mera will defend the city to the best of her ability. Although her marriage to Aquaman has had its rough moments, Mera is unerringly loyal to her husband.



CONGRESSMAN GREG HARTMAN

DEX:	2	STR:	2	BODY:	2
INT:	4	WILL:	2	MIND:	2
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	9 HERO POINTS: 10				

SKILLS:

Charisma (Persuasion): 4, Detective (Law): 3

CONNECTIONS:

U.S. Government (High), California State Government (High)

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Congressman

RACE: Human

HISTORY:

Hartman is a Congressman from the 3rd District of California, serving his second term in the House of Representatives. A "rising star" in Washington, Hartman pulled some strings to get himself appointed head of the diplomatic mission to Atlantis.

ROLE-PLAYING:

Hartman is an honest politician, but he is unaware of the existence of Task Force X as a secret government agency. He will be somewhat suspicious of the newly-assigned security team, and will keep an eye on them. Hartman will not immediately suspect the infiltration by Nemesis, but may detect it if the Advance Team is not careful about maintaining its cover.

AQUAMAN *alias Arthur Curry*

DEX:	7	STR:	8	BODY:	11
INT:	13	WILL:	9	MIND:	12
INFL:	3	AURA:	5	SPIRIT:	3
INITIATIVE:	23 (30) HERO POINTS: 70				

POWERS:

Animal Control: 15, Speak With Animals: 8, Summon Animals: 12, Swimming: 10, Ultra Vision: 7, Water Freedom: 8

SKILLS:

Acrobatics (Diving): 6, Martial Artist: 7, Vehicles (Land, Water): 6, Weaponry: 2

EQUIPMENT:

Camouflage Suit

DEX:	0	STR:	0	BODY:	5
CHARGES:	N/A				
COST:	86 HPs + \$500				

POWERS:

Illusion: 5

LIMITATIONS:

Illusion can only be used to blend in with underwater surroundings.

LIMITATIONS:

Aquaman must immerse himself in water once every hour, or he begins to die as per a Fatal Vulnerability.

Animal Powers only work on marine life.

CONNECTIONS:

Atlantis (High), Justice League International (High), The New Titans (Low)

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Former Ruler of Poseidonis, Former Chairman of the Justice League of America, now king of the Seven Seas

RACE: Human

HISTORY:

Arthur Curry is the son of a lighthouse keeper and a woman from Poseidonis. He inherited his mother's aquatic abilities, and under his father's tutelage, honed them to perfection. Upon reaching adulthood, he became known as Aquaman.

Aquaman was a charter member of the Justice League of America, but finally left the group because of personal reasons. Those reasons included an attack on Poseidonis by his half-brother Orm Marius, the Ocean Master. During the course of this conflict, Aquaman was forced to come to terms with his emotions, specifically those dealing with his relationship to the Ocean Master.

During the magical battle with his sibling, Aquaman's astral being was split in half. He later recovered the missing part and returned to normal.

While awaiting the arrival of the U.S. diplomatic team, Aquaman was informed by Serbus of a crisis in the Pacific Ocean which required his immediate attention. Aquaman sped to the scene, only to be trapped by the Ocean Master and taken to the Middle Realm, where he is being held captive by Ayrn the Underlord.

ROLE-PLAYING:

Aquaman tends to act first and think later. He is a man of very strong passions, and they often dictate his actions. Having come to terms with his love for his brother the Ocean Master, Aquaman will try to convince Marius of the error of his ways, turning to battle only as a last resort. Above all, he will seek to protect Poseidonis, his adopted home.

HOSTILE

Non-Player Characters

OCEAN MASTER *alias Orm Curry Marius*

DEX: 6	STR: 8	BODY: 5
INT: 10	WILL: 8	MIND: 5
INFL: 7	AURA: 5	SPIRIT: 7
INITIATIVE: 23 (30)		HERO POINTS: 50

POWERS:

Water Freedom: 8, Magic Blast: 5,
Mystic Link (Illusion): 5, Ultra
Vision: 7

SKILLS:

Charisma (Intimidation): 8,
Gadgetry: 8, Martial Artist: 7,
Military Science: 5, Occultist: 6,
Thief: 6, Vehicles (Land, Water): 6,
Weaponry: 7

LIMITATIONS:

Catastrophic Irrational Attraction
to destroying Aquaman.

CONNECTIONS:

Aquaman (High), Savages of
Maarzon (High), Atlantis (Low),
Middle Realm (Low), Pirates
(Low)

MOTIVATION: Nihilist

WEALTH: Comfortable

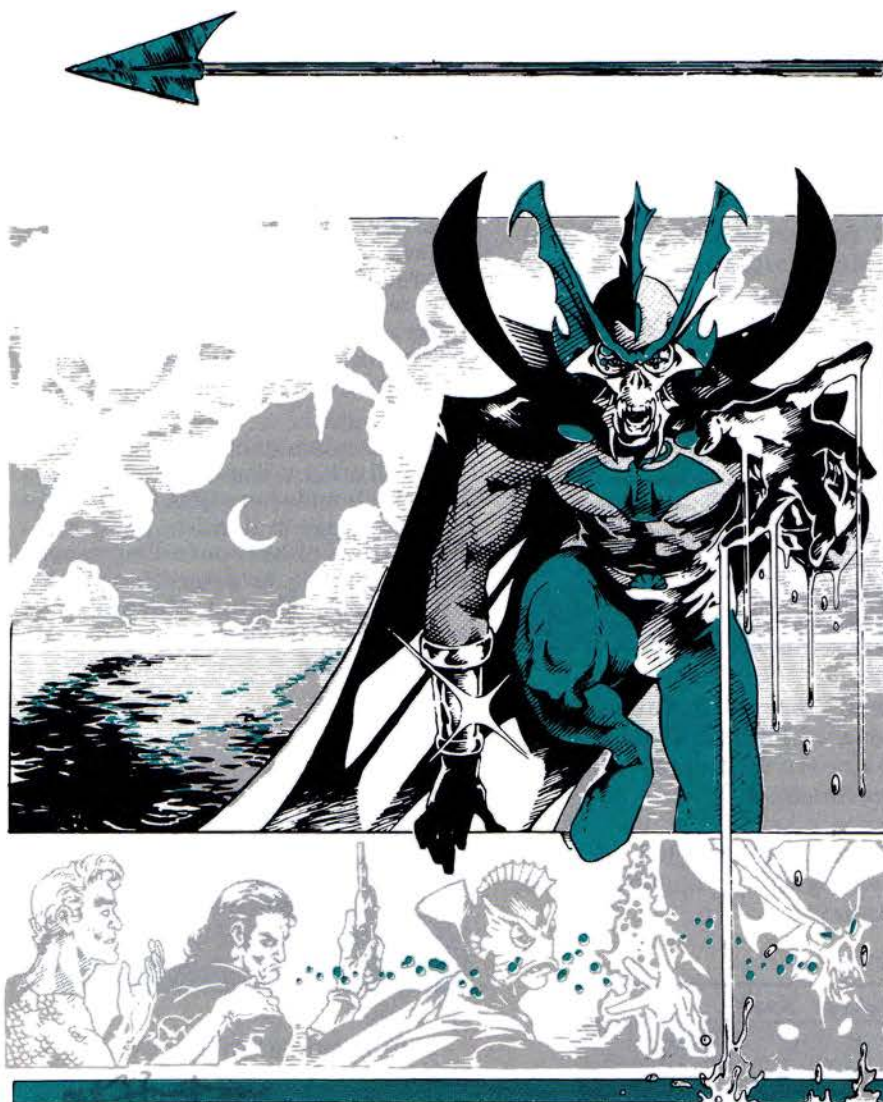
JOB: Would-Be Conqueror of the Seven Seas

RACE: Human

HISTORY:

Orm Curry is the younger half-brother of Arthur Curry (Aquaman). Their father, Thomas Curry, focused all of his love and attention on Arthur, virtually ignoring his younger son. Arthur had inherited his mother's aquatic powers, and Orm became increasingly resentful of his brother's superior abilities. Upon reaching adulthood, Orm's jealousy had become hatred.

Orm began committing a series of crimes, but Arthur, now known as Aquaman, interceded on Orm's behalf with the authorities on several occasions. This generosity only served to make Orm more jealous than ever of his brother. Orm finally changed his name to Marius and adopted the identity of the Ocean Master, determined to destroy Aquaman once and



for all. To this end, he employed a number of weapons and devices, including a machine which gave him the ability to breathe underwater.

After a number of confrontations over the years, the Ocean Master discovered an ancient Atlantean city, which had survived for eons intact. In one of its libraries, Marius found records which allowed him to train himself to proficiency in the mystic arts. Armed with these new powers, the Ocean Master set out to locate the

twelve mystical crystals of Atlantis, which he believed would give him the power to destroy Aquaman and the city of Poseidonis forever. Marius managed to procure six of the crystals, but his plans were foiled by Aquaman's admission of love for Orm. The Ocean Master was buried under tons of rubble by the mystic backlash, but his powers allowed him to survive.

Orm struggled back to the ancient Atlantean city, where he began to

plan anew the destruction of Poseidonis and his brother. This time, the Ocean Master has used the superior technology present in the city to develop devices which he is convinced will bring about the victory he has sought for so long.

ROLE-PLAYING:

The Ocean Master is obsessed with the destruction of Poseidonis, and specifically the humiliation and death of his half-brother, Aquaman. If Aquaman is one of his opponents, the Ocean Master will always attack the sea king before turning his attention to anyone else. However, Marius wishes to humiliate and prove his superiority to Aquaman before killing him, so he will not enter Killing Combat against Aquaman unless his plans have all come to fruition (in this case, if Poseidonis has been demolished). Marius will attempt to destroy anyone who gets in the way of his revenge on his half-brother (like the Player Characters).

MARINE MARAUDER *alias Dr. Marlene Simmonds*

DEX:	5	STR:	2	BODY:	4
INT:	8	WILL:	8	MIND:	9
INFL:	6	AURA:	2	SPIRIT:	3
INITIATIVE:	19	HERO POINTS:	35		

POWERS:

Animal Control: 12, Animal Summoning: 12, Flight: 8, Telepathy: 15, Telekinesis: 9, Mental Blast: 9, Force Shield: 6

SKILLS:

Acrobatics (Diving): 5, Scholar (Oceanography): 8, Scientist: 5, Gadgetry: 5

EQUIPMENT:

Rebreather Mask

DEX:	0	STR:	0	BODY:	3
CHARGES:	13				
COST:	69 HPs + \$650				

POWERS:

Sealed Systems: 5, Water Freedom: 5

LIMITATIONS:

Animal Powers can only be used on marine life (e.g. seals, dolphins, whales, and ocean-going birds).

VULNERABILITIES:

Attack Vulnerability: -2 Column Shifts against electrical attacks.

MOTIVATION: Mercenary

WEALTH: Affluent

JOB: Marine Biologist

RACE: Human

HISTORY:

An ambitious young woman obsessed with winning, Marlene Simmonds combined her knowledge of oceanography with her brother's research and experience to become the new Marine Marauder. Unlike her brother, who could only govern whales and dolphins, Simmonds gained the ability to control all forms of sea life.

Once she became bored with conventional ways of making money, Simmonds attempted to rob a cruise ship, only to be confronted by the Outsiders. During the battle, one of Simmonds' controlled dolphins went berserk and pulled her under. She was rescued by Serbus, who warned her that one day she must repay her debt to him.

In the last few months, the new Marine Marauder has robbed and destroyed several ships which have, consequently, been reported "missing at sea." Serbus contacted her and offered her the wealth of Poseidonis if she will help him cause the city's destruction. Simmonds accepted and will be lurking near Poseidonis as the adventure begins.

ROLE-PLAYING:

Simmonds considers herself superior to all other women and will always attack a female hero first. She prefers not to engage in hand-to-hand combat, instead either controlling nearby ocean animals, or projecting mental blasts. The Marine Marauder is unaware of the Ocean Master's part in Serbus' plot.

AYRN THE UNDERLORD

DEX:	8	STR:	12	BODY:	12
INT:	4	WILL:	5	MIND:	4
INFL:	6	AURA:	4	SPIRIT:	4
INITIATIVE:	18 (24)	HERO POINTS:	45		

POWERS:

Skin Armor: 8, Thermal Vision: 5

SKILLS:

Charisma: 6, Martial Artist: 6, Weaponry: 7

EQUIPMENT:

Battlestave

DEX:	0	STR:	10	BODY:	10
CHARGES:	IPS				
COST:	266 HPs + \$20K				

POWERS:

Stretching: 1

MOTIVATION: Power Lust

WEALTH: Affluent

JOB: Ruler of the Middle Realm

RACE: Strange Humanoid

HISTORY:

Ayrn is the ruler of the Middle Realm, a subterranean kingdom located some five miles beneath the Earth's surface. He has no interest in expanding his domain, but on one occasion allied himself with the Injustice Society. Ayrn was defeated by the Justice Society when they tracked him to his realm, but there was little the J.S.A. could do after the conflict except to seal up all the known entrances to Ayrn's domain.

Since then, Ayrn has plotted revenge. When the Ocean Master was studying the ancient Atlantean scrolls, he came across references to the Middle Realm. Upon discovering Ayrn and his race, the Ocean Master was easily able to use his powers to bully Ayrn into serving his cause. When the Ocean Master successfully captured Aquaman, he came to the Middle Realm with his prisoner.

ROLE-PLAYING:

In combat, Ayrn prefers to humble his opponents physically, beating them to a pulp with his Battlestave. He personally leads his troops into battle, seeking out the toughest opponent and fighting until only he (or his victim) is left standing.

Ayrn does not particularly care for the way the Ocean Master treats him and his people, and is unaware of the threat the Ocean Master's "doomsday device" poses to his own people, and might be persuaded to betray his erstwhile ally if he can be convinced of the danger.

MIDDLE REALM SOLDIERS

DEX:	3	STR:	4	BODY:	5
INT:	2	WILL:	3	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	2
INITIATIVE:	7	HERO POINTS:	0		

POWERS:

Skin Armor: 4, Thermal Vision: 5

SKILLS:

Military Science: 2, Weaponry: 4

EQUIPMENT:

Battlerod

DEX:	0	STR:	4	BODY:	5
CHARGES:	10				
COST:	147 HPs + \$2K				

POWERS:

Bio-Energy Blast: 7, Claws: 4

MOTIVATION: Various

WEALTH: Struggling

JOB: Soldiers

RACE: Strange Humanoids

ROLE-PLAYING:

The Middle Realm soldiers are loyal to Ayrn and will fight to the utmost to defend their land against intruders.

SERBUS

DEX:	6	STR:	5	BODY:	5
INT:	7	WILL:	5	MIND:	6
INFL:	6	AURA:	4	SPIRIT:	4
INITIATIVE: 19 (24) HERO POINTS: 45					

POWERS:

Swimming: 5, Telepathy: 3, Water Freedom: 8

SKILLS:

Charisma: 5, Gadgetry: 6, Martial Artist: 5, Military Science (ECM): 5, Thief (Security Systems): 5, Scholar (Geology, Oceanography): 6, Scientist: 5, Spy (Coding, Photo Interpretation): 5, Vehicles (Air, Water, Subterranean): 5, Weaponry: 6

EQUIPMENT:

Life Support Helmet

DEX:	0	STR:	0	BODY:	4
CHARGES: 15					
COST: 264 HPs + \$190K					

POWERS:

Sealed Systems: 15

LIMITATIONS:

Sealed Systems only provides life support for Atlanteans outside of water.

LIMITATIONS:

Serbus must immerse himself in water at least once per hour, or he begins to die as per a Fatal Vulnerability.

MOTIVATION: Hypnotized

WEALTH: Affluent

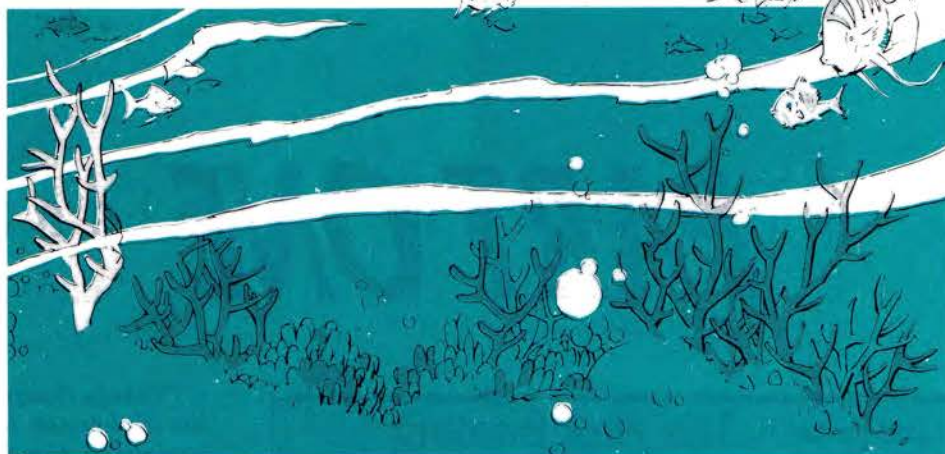
JOB: Atlantean Scientist

RACE: Human

HISTORY:

Serbus is currently one of the chief scientists in Atlantis and is trusted implicitly by Martinus. Serbus previously served under the despot Karshon on an occasion when Aquaman was dethroned. Although unaware of his master's true identity (Karshon was really the Shark), Serbus served loyally. When Aquaman defeated the Shark, Serbus escaped punishment because it was believed that he and other Atlanteans were under the Shark's mental domination.

The Ocean Master saw Serbus as a possible agent in Atlantis and contacted him. The Ocean Master used a combination of magic and hypnosis to subjugate the scientist into doing his bidding. Under the Ocean Master's orders, Serbus has been sabotaging the U.S. diplomatic mission to Poseidonis. With his master's assistance, Serbus has also smuggled a small group of Maarzon savages into the city, to be called upon in case of emergencies.



ROLE-PLAYING:

In his hypnotized state, Serbus is completely ruthless. He plans to blow up Poseidonis in order to help his master achieve vengeance against Aquaman. If the Player Characters manage to foil his efforts in the city, Serbus will attempt to flee to the Middle Realm to join the Ocean Master. If captured, Serbus may reveal the Ocean Master's second plot and/or the captivity of Aquaman in the Middle Realm.

primitive superstitions, and used his newfound magical powers to convince the savages that he was their god. They now follow his orders and obey him without question.

ROLE-PLAYING:

The Maarzon savages are fanatically loyal to the Ocean Master. They are convinced that he is a god, and will fight to the death anyone who suggests otherwise.

THE SAVAGES OF MAARZON

DEX:	4	STR:	6	BODY:	4
INT:	2	WILL:	3	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE: 9 (15) HERO POINTS: 10					

POWERS:

Water Freedom: 6, Ultra Vision: 5

SKILLS:

Weaponry (exotic: clubs, hammers, axes): 5, Martial Artist (Attack Advantage): 6

EQUIPMENT:

Various clubs, hammers, and axes.

LIMITATIONS:

Serious Irrational Attraction to the Ocean Master.

Miscellaneous: Superstitious.

VULNERABILITIES:

Must immerse themselves in water at least once per hour or begin to die as per a Fatal Vulnerability.

CONNECTIONS:

Atlantis (Low), Ocean Master (Low)

MOTIVATION: Fanaticism

WEALTH: Struggling

JOB: Barbarians

RACE: Exotic Humanoid

HISTORY:

The Savages of Maarzon are a race of undersea cave dwellers, feared by the civilized peoples of Atlantis. The Ocean Master played upon their

ATLANTEAN ROBOTS

DEX:	5	STR:	7	BODY:	8
INT:	1	WILL:	0	MIND:	0
INITIATIVE: 6 (11) HERO POINTS: 5					
CHARGES: IPS					
COST: 208 HPs + \$10K					

POWERS:

Regeneration: 5

SKILLS:

Weaponry: 5, Martial Artist (Attack Advantage): 5

EQUIPMENT:

Blaster

DEX:	0	STR:	0	BODY:	5
CHARGES: 15					
COST: 102 HPs + \$2.6K					

POWERS:

Bio-Energy Blast: 8

MOTIVATION: Programmed

WEALTH: Not applicable

JOB: Not applicable

RACE: Artificial Life

HISTORY:

The Ocean Master found these androids in the ancient Atlantean city, and managed to reactivate them. They now serve as his personal bodyguards.

ROLE-PLAYING:

The robots have been reprogrammed to obey the Ocean Master completely and utterly. The savages of Maarzon regard them with religious awe, as evidence of their god's omnipotence.

Mission In Poseidonis

PART ONE

Encounter 1: The First Briefing

Setup

This encounter is a prelude to the adventure, in which the six members of the Advance Team (Bronze Tiger, Deadshot, Nemesis, Nightshade, Shade, and Vixen) are summoned to the Briefing Room at Belle Reve by Amanda Waller for their latest mission. The characters are seated in a small theater as Amanda Waller addresses them.

Players' Information

Amanda Waller, Operations Supervisor of Task Force X, glares irritably at the motley crew assembled before her. She has obviously already been awake several hours with the current emergency.

The lights in the room dim and a projector lights up the screen. It shows an undersea shot of a domed city, its architecture unlike anything on the surface.

"Here's what we've got, troops. A joint congressional junket and diplomatic team's been sent to the underwater city of Poseidonis in Atlantis, where Aquaman used to be king. Our government's been slowly establishing a diplomatic presence there for the last couple years. Their King Vulko passed away recently, but the city's prime minister, some old coot named Martinus, is continuing the process of establishing contact with the outside world until they elect a new king. Of course, our politicians see it as a chance to get their names in the headlines and a way to get a 'U.S. Underwater Presence' established.

"Turns out that maybe not all the Atlanteans share their late king's ideas about outside contact. Last night, at 0130 hours, an explosion occurred in the sealed quarters of the Congressional party. One man, an aide to the chief Congressman, was killed, and two more almost drowned.

"Of course, the President's screaming bloody murder. Thinks his place in history is threatened if the U.S./Atlantis talks break down. Some of his cabinet members want to send in a full investigation team: the C.I.A., Secret Service, Checkmate, the works.

"Fortunately, calmer heads prevailed. Instead of calling off the mission or having a bunch of government stumblebums irritating the Atlanteans, you lucky kids are getting called in."

The projector goes to a shot of a tall distinguished man in his early forties. He is smiling and waving to someone off camera.

"This is Congressman Greg Hartman: head honcho of the diplomatic team, rising star of the House of Representatives. Honest, hard-working, incorruptible. Naturally, he's to be kept in the dark about who you are and what you're doing there.

"Four of you, with Turner as team commander, will be going in undercover as a special security team. It's being left to Hartman's imagination who you're with. Don't tell him anything definite, even if you have to lie. He'll probably think you're Secret Service, and that's just fine.

"Eden and Tresser, you're going in separate. Nemesis, you're Hartman's replacement aide. We've got a cover identity set up for you as T. Thomas Barkley, Congressional Aide. You'll get the file with what you need to know and the facial specs so you can come up with one of your fancy masks. Your job is to stay close to Hartman. We suspect any further attacks will be aimed at him.

"Nightshade, you're going in as yourself. As the daughter of a senator, we pulled a few strings to get you assigned to the junket as an 'interested observer.' You've done your air-headed dilettante act before, so this time should be a snap.

"We've got underwater rebreathers for all of you, and Lawton, your equipment's been modified for underwater use if you have to shoot someone. Shade and Deadshot, we don't want you using your special gear unless it's **absolutely necessary**.

"That's about it, troops. Remember, we don't know who's behind this mess. It could be the Atlanteans, it could be the Soviets, it could even be somebody with the Congressional team trying to sabotage the group from within.

"Find out what's going on and stop 'em. If they're Atlanteans, turn them over to Martinus. If they're anybody else, capture them alive (especially you, Deadshot) and hand 'em over. We'll want to talk to them.

"Above all else, keep your noses clean and don't blow it. Our security profile is almost nonexistent as it is, without this stupid mission dropping it even further.

"Any questions?"

GM's Information

Waller can provide the information on Atlantis (see the **GM's Introduction**) if anyone so wishes.

If there are questions about the mission proper, Amanda will emphasize that the team is not to draw attention to themselves, but to act as bodyguards. She can also provide information about the other members of the diplomatic team: there are five total, and they are all career diplomats with no prior records of corruption. All of the diplomats are normal humans with Attributes of 2 APs, and 3 APs of the Detective (Law) Skill.

The team is expected to rely on their natural abilities as much as possible, and not shout for help unless it's an **absolute emergency**.

The following equipment will be supplied to the four Characters acting as security guards:

.38 Pistol

DEX: 0 STR: 0 BODY: 1
CHARGES: 6/11
COST: 31 HPs+\$80

POWERS:

Projectile Weapons: 3

NOTE:

These pistols have been specially modified so that they can be fired underwater.

Underwater Rebreathers

DEX: 0 STR: 0 BODY: 3
CHARGES: 11
COST: 136 HPs+\$14K

POWERS:

Sealed Systems: 11

Other standard equipment may be provided to the group if they so desire. The Gamemaster should use his/her discretion in deciding what the team may take along. Items such as a metal detector would not be unusual, whereas a bazooka would be.

When all questions have been answered and equipment supplied, the team will be taken by plane to a military ship anchored above Poseidonis. Play proceeds with **Encounter Two: A Wary Welcome**.

Troubleshooting

The information for Nemesis is not listed here. It should suffice to say that Nemesis can use his Actor Skill without penalty. T. Thomas Barkley is an aide in the U.S. Senate. Barkley is not known to Hartman or any other member of the junket, and is being tailed by Checkmate in Washington, D.C. to make sure he does not accidentally blow Nemesis' cover.

If Waller is asked where Rick Flag or other members of the Squad are, she will reply that they have not been given this assignment because of the need for secrecy and stealth.

Should any of the Player Characters try to refuse to go on the mission, Waller will kick their butts in her inimitable style and remind them that this is **not** a volunteer organization. They'll go on this mission and like it, or they can stay in Belle Reve as **permanent** residents. Since all of the Characters in this part of the adventure are core members of the Suicide Squad, they should be used to participating in operations like this one and not put up a fuss about being selected.

If Vixen asks about her prior acquaintance with Aquaman, she will be ordered to keep a low profile and avoid the hero as much as possible. Waller also knows from the reports she has received that Aquaman is away from Poseidonis on a mission of his own at this time.

Encounter 2: A Wary Welcome

Setup

The Advance Team arrives in Poseidonis, where they are greeted by Hartman and introduced to Prime Minister Martinus and his staff, including Serbus and Mera.

Players' Information

After a three-hour trip by helicopter, the U.S.S. Harrier, a destroyer assigned to escort duty for the Congressional party, comes into view, a speck on the surface of the Atlantic Ocean. The next stage of the trip is a slow drop in a diving bell to the undersea city of Poseidonis.

As the bell descends through the depths, the city emerges from the murky water. Sealed beneath a pressure dome, the golden spires of this fabled city shine with a radiance. The buildings curve and twist in architectural designs not seen upon the Earth's surface.

Several Atlanteans carrying tridents guide the bell to an air lock in the side of the dome. Rebreathers are strapped in place as the doors swing open and several Atlantean guards appear as an escort into a nearby building.

In a small antechamber, a man easily recognized as Congressman Greg Hartman steps from an archway, smiling broadly.

"Greetings, Ms. Eden! A pleasure meeting you at long last. Mr. Barkley: I only regret that we have to meet under the tragic circumstances that befell your predecessor. But that's what you members of the security team are here to investigate.

"But enough chitchat. Let me take you to Prime Minister Martinus and his staff."

Hartman gestures back the way he came, indicating that Nemesis and Nightshade should join him. He apparently expects the security team to follow him obediently. The four Atlantean guards lead the escort, two in front of the party and two in back.

The final destination is an ornate castle that seems to have come straight out of fairy tales, looming over all other buildings. At the base of it is an enormous plaza with a throne in front.

A tall, blond, slightly skinny man dressed in an ocean green robe sits on a chair next to the empty throne. In front of him are two more Atlantean guards, while two other people stand on his left. One is a black-haired Atlantean male, dressed in yellow. The other is an attractive red-haired woman in a green bodysuit.

The group is led to Martinus. He beams cheerily and says, "On behalf of the people of Poseidonis, I bid you welcome. We wish you good health and many cycles of the world.

"May I introduce two of our leading citizens. First, our chief scientist and my former student, Serbus."

Martinus gestures to the black-haired individual, who bows curtsy. The prime minister then indicates the red-haired woman.

"And this is the wife of our onetime ruler, the hero known as Aquaman. May I introduce Mera, former queen of Poseidonis and official observer for her husband, who was unable to greet you himself, due to urgent business.

"I welcome all of you, and I assure you, Congressman Hartman, that your security is utmost in my mind. Your team will have the full cooperation of our guards in making sure that the remainder of your visit is uninterrupted by mishaps.

"For now, Mr. Hartman, I think it wise that your new comrades be given a tour of the city in order to familiarize themselves with their new surroundings. I'm sure that our world must seem as strange to them as yours was to me when first I visited it. Tomorrow we shall begin formal meetings to decide the fates of Poseidonis and the United States."

With that, Martinus rises from his chair and departs through a door behind the throne. Serbus comes forward to act as the tour guide.

GM's Information

Serbus will come across as curt within the bounds of politeness, without drawing attention to himself. If the team opts not to take the tour, he will simply shrug and lead them to their personal quarters, and then depart for his lab.

Otherwise, he will take the party on a tour of the Castle, the Power Station, the Laboratories, and the Guests' Quarters. Each of these areas is described below, but full specifics are not given. More detail concerning these areas will be added in other Encounters as the need arises.

Mera will accompany the group but not add anything to Serbus' running commentary, although she will respond to any questions politely. At this point, the GM should roll a Perception Check for Mera against Vixen's Thief Skill. If 5 or more RAPs are received, Mera will recognize Vixen, and assume that she is there for some good reason. If asked about Aquaman, she will explain that he was called away on an urgent mission just before the Americans arrived and has not been heard from since. She will not be too concerned for his safety, as he has been absent from Poseidonis for extended periods before.

The Tour

The Castle: Serbus will take the Characters through a number of corridors, pointing out expensive golden inlays, beautiful works of art, and lifelike statues, but making light of all the wealth. Ornate furnishings belonging to the Royal Family will be displayed. Other areas, considered of little interest (offices, storage rooms, etc.) will be ignored.

The Power Station: This is where the source of Poseidonis' power is located. Two technicians continuously man the area. Serbus will explain that the generator converts ocean currents to electricity in some way, but will avoid revealing any details. He will simply claim that the generator is a masterpiece of automation.

The Laboratories: This area has special water-tight doors to prevent the sea from contaminating certain equipment that relies on a non-liquid environment. Serbus will speak about the superiority of Atlantean technology without revealing any specifics. He will show the labs from doorways, and the Characters will not be allowed to enter any area. If asked why, Serbus will say that a possibility of danger exists, and it would hardly do to endanger their visitors.

Living Quarters: The tour will end with the guests' Living Quarters. These areas are air-filled and have airlocks similar to those in the laboratories. Serbus will briefly

explain the workings of the airlock, then depart, claiming an important experiment is about to begin. Mera will be willing to remain and converse with the Characters if asked, but will otherwise also leave. Two guards will be left at each of the airlock doors.

The Living Quarters are divided into four areas: the first is a private area for the Congressional team (including Nightshade and Nemesis), the second is for the security team, the third is a central area between these two, and the fourth was Hartman's private quarters before the explosion. This last area is filled with water and has been sealed off.

The group of diplomats and the security team will be asked to remain in their quarters until summoned for a state dinner in their honor that evening. When the Characters are called to the dining hall, play continues with **Encounter Three: Havoc Reigns**.

Troubleshooting

The Characters will be under close scrutiny during the tour; therefore, it would be difficult for anyone to break off from the main group without being noticed. If someone does try to sneak away, they will be almost immediately spotted by an Atlantean (surface people do tend to stick out) and turned in to Hartman, who will demand an explanation. Depending on how Hartman reacts, the Character may be thrown in jail, where s/he will remain at least until **Encounter Four**.

Mera will be open and honest if engaged in conversation. Her husband is interested in the U.S./Poseidonis meetings, but had to leave suddenly when he received a distress call from a diving team in the Marianas Trench. He has not been heard from since, but given the time and distance involved, she believes there is no reason for alarm. Mera arrived two hours after the previous night's accident occurred and knows nothing more about it. She has known both Martinus and Serbus for many years. The prime minister is a trusted friend of her family, and while Serbus is not a close friend, Mera knows of his reputation as a scientist and respects him.

Hartman will explain more about the explosion of the previous evening if asked. He had called a late night meeting of the Congressional team. While the rest of the group met in the central area, Wilkins (the dead aide) stepped back into Hartman's personal quarters to fetch some documents. There was an explosion, and the door between the two areas was sealed shut. According to Serbus, who was in charge of determining what happened, Wilkins was killed by the explosion before he had a chance to drown.

Hartman personally believes Serbus' explanation that a heating pipe buckled and ruptured the outer wall of his quarters while Wilkins was present. He truly thinks that the Atlanteans have nothing to gain, and everything to lose, by his death.

At this point in the adventure, the team's disguises should not be questioned unless a Player or Players have made a very suspicious move. Therefore, no Perception Checks should need to be made to see if Hartman sees through any disguises.

Encounter 3: Havoc Reigns

Setup

During the formal dinner, the Advance Team must respond to several emergencies. All Characters are expected to be present: Nemesis and Nightshade as members of the junket, and the rest as security to make sure no one gets hurt.

Martinus and four Atlantean guards are also present. Mera is in the communication center some distance away, seeking some news about her husband, and Serbus is in the main laboratory working on an experiment.

First, the airlocks on the dining hall will rupture, filling the room with water. Hartman will discover that his rebreather apparatus is malfunctioning. During the chaos, an alarm will sound that alerts all present to an imminent catastrophe at the Power Station.

Serbus is responsible for these acts of sabotage. He has pre-rigged the "accidents" in order to have an alibi. If the generator is not deactivated, he also has a ready escape route.

Players' Information

The afternoon passes swiftly. Hartman holds a briefing for Blakely (Nemesis), but nothing new is mentioned. Hartman seems to be determined to establish friendly relations with Poseidonis, despite the atmosphere of tension that has arisen since the accident the night before.

The party is summoned to dinner in the Royal Dining Hall at 1800 hours. Martinus is already seated and invites Hartman to sit at the head of the table. Obviously, Martinus assumes that the security team will eat later, as extra seats have not been provided. The Hall has been specially pressurized for the occasion, with airlocks at the two entrances.

Several excellently cooked vegetable dishes, a mainstay of the Atlantean diet, are served as an appetizer, followed by a succulent casserole as the main course. Suddenly, several security alarms go off at once.

The airlock that leads into the kitchen areas springs a large leak. Water is pouring into the Hall at an enormous rate. Within minutes, the entire dining area will be flooded.

A second alert is not obvious, but Martinus recognizes it instantly. Grimly he says, "By Neptune, that's the primary generator signal! Something is horribly wrong!"

GM's Information

Once the party dons the rebreathers which are kept on hand, another act of sabotage will become apparent: Hartman's rebreather has been damaged and rendered useless.

Repairing Hartman's rebreather will require positive RAPs on a Gadgetry roll against an OV/RV of 6/6 (due to the lack of repair materials available) and require two phases to attempt. This is a one-shot attempt. The room will become completely filled with water in 6 phases. Because Hartman is an older man and cannot hold his breath as long as most others, he will begin taking damage 7 phases after that.

The rebreathers are small, thin, transparent plastic masks that do not lend themselves to a repeated exchange. A Character may sacrifice his/her mask for Hartman, but s/he will begin to take underwater suffocation damage, as explained in the **GM's Introduction**. Hartman may be put in the airlock without pumping out its air, but this will make it impossible for anyone else to use it. The leak in the second airlock door is not large enough for anyone to swim out, and the damage prevents the doors from being opened. The doors have a BODY of 7.

The main generator is 5 APs away. It will take 7 phases to reach it at normal swimming speed. If the Characters did not take the tour in **Encounter Two**, add 1-10 phases to the time it takes to reach the Power Station, as the group must ask passersby for directions, and so on. Read the following to any Characters who reach the Power Station before the generator explodes:

The generator room is in turmoil. Several Atlantean technicians are working against the clock, swimming between consoles, and frantically making adjustments.

The generator is glowing a dull red, and a strong vibration can be felt through the water. The city's power source is reaching a critical stage, and may explode any moment.

Characters with the Gadgetry or Scientist Skills will be able to tell that the generator is spinning out of control. Positive RAPs on a Perception Check using Gadgetry or Scientist (whichever is higher) against an OV/RV of 4/4 will tell them that from their arrival they have only 4 phases before it explodes.

Only a Gadgetry roll with successful RAPs against an OV/RV of 10/10 will allow a Character to take the turbine off-line, shutting it down and preventing the explosion. The three technicians may add their Gadgetry Skills of 3 apiece to a Team Attack on the turbine. The technicians will accept the group's help first, and ask questions later.

If the generator explodes, it will do so as if it had the Bomb Power rated at 15 APs, Killing Combat. The city's power will go dead, and Serbus will enact his plan to destroy the city. Any Characters left alive should continue play at **Encounter Six: Surprise Attack**.

If the team successfully takes care of the crises, play continues with **Encounter Four: Investigation**, if they try to uncover the facts behind the sabotage. Otherwise, play continues with **Encounter Five: Cheers!** if Hartman is still alive, or **Encounter Six: Surprise Attack** if he is not.

Since the security team is not known to have any special abilities, Hartman will notice any such displays by the Player Characters. In this case, Nemesis will have to make an Action Check using his Artist (Actor) Skill of 6 as the AV/EV against an OV/RV equal to Hartman's INT and MIND (4/2). If Nemesis fails, Hartman will have Martinus imprison the suspicious Character(s) as imposters, setting up a possible murder attempt in **Encounter Four: Investigation**. If Nemesis receives only 1 or 2 RAPs, Hartman will be suspicious and get a +1 Column Shift on his RV the next time he attempts to see through the team's cover. With 3 to 5 positive RAPs, Nemesis has come up with a good enough story to allay suspicions, but Hartman may make further checks if similar occurrences happen again. With 6 or more RAPs, Hartman will not question Nemesis again unless someone does something totally inappropriate (such as donning their costumes, whipping out their weapons, and blasting everyone in sight). If the Nemesis Player opts to tell Hartman the truth about the

Suicide Squad, the group's cover will be blown and diplomatic relations will completely break down. Play should proceed with **Encounter Six: Surprise Attack**. Amanda Waller will also severely chastise Nemesis for this breach in security when he returns to Belle Reve. If Nemesis is dead, things will probably be so chaotic that Hartman will not get the chance to confront the Characters.

Troubleshooting

If no one manages to repair Hartman's rebreather or otherwise supply him with air, Mera will arrive 2 phases before Hartman would have to begin making breathing checks. She can put Hartman in a solid water bubble to keep him alive, as well as seal the leak so the air can be pumped out. This will take 10 phases total, to start when Mera arrives.

Neither Serbus nor the chief engineer at the power center are present, and the technicians are woefully unequipped to enable the turbine shutdown. If the Squad does not respond to the alert and shut down the turbine, the Gamemaster may assume that one of the technicians did manage to somehow shut down the generator, or have it explode. In either case, the Characters should not receive Hero Points for the Critical Point (see **Endgame**). The Gamemaster may also opt to deduct further points for poor role-playing, to have Amanda Waller give the team members an extremely hard time when they get back to Belle Reve, or both.

Encounter 4: Investigation

Setup

The Characters may take this time to conduct their own investigations. If any of the Player Characters' disguises were previously penetrated, they will be incarcerated. Serbus will take the opportunity to try to kill any imprisoned Characters and frame them as Soviet agents.

Players' Information

The panic has died down, Hartman has been given a spare rebreather, and a secondary generator has been put on line. Martinus addresses the diplomatic team:

"I am sorry, my friends, that these calamities have disrupted our evening. Our chief scientist, Serbus, has examined the turbine and tells me that it was some kind of mechanical malfunction. Apparently, the rebreather was defective, and we are fortunate that Congressman Hartman was not hurt.

"I must ask you, Congressman Hartman, to remain in your quarters for the rest of the evening. We will have guards posted outside your doors to guarantee your safety.

"Of course, I understand if your security team wishes to look around. That is, after all, why they are here, and they would hardly be effective if they remained in their quarters. As long as they are accompanied by my guards at all times, they are free to go anywhere they wish that is not off-limits.

"I bid you good evening, ladies and gentlemen. We shall meet tomorrow morning at 9:30, Congressman, to discuss establishing U.S./Poseidonis treaties."

GM's Information

There are a number of leads the Players can check out. Although most of them follow, the Gamemaster may have to resolve others if his/her Players investigate some less obvious ones. If any members of the Squad are in jail, Martinus will assign two of his guards for each member of the security team. Otherwise, they will be accompanied by one guard apiece.

● **The Power Station:** The Chief Engineer, Kanlid, will be on duty. If asked where he was during the emergency, he will reply that it was his normal off-duty time. The OV/RV for Interrogation of Kanlid is 3/2.

RAPs Information Learned

- | | |
|-----|---|
| 1-2 | <i>"It is absolutely not possible that sloppy maintenance could have caused this disaster. I personally check the turbine top to bottom every time I go off duty. Sloppy, indeed!"</i> |
| 3-4 | <i>"The turbine couldn't have run wild by accident. If you want my opinion, I think it was sabotaged."</i> |
| 5+ | <i>"There is something odd about Serbus lately. He has been leaving the city pretty frequently lately, and for rather long periods of time. He says he has been doing deep sea research."</i> |

If asked, Kanlid will state that he has no grudge against Serbus and a great deal of respect for former queen Mera. He has been in this position for twenty years and is personally responsible for the safety of the facility.

Technicians in the generator room will state that the turbine was functioning perfectly until 6:47 (the exact time when the group in the Dining Hall heard the alarm). It began to spin wildly out of control, apparently of its own volition. The technicians will also express their appreciation of the group's efforts to shut down the turbine.

Of the five technicians now on duty, one may have more information. If a Character gains positive RAPs on a Charisma (Interrogation) roll against an INFL/SPIRIT of 2/2, the technician will mention that she saw Serbus in the Generator Room approximately one hour before the accident. He acted normally, simply looking after consoles and making a few adjustments.

A check of the wiring by any Character with the Gadgetry or Scientist Skills may reveal some interesting information. An Action Check should be made against an OV/RV of 6/6 (Serbus' Gadgetry Skill).

RAPs Information Learned

- | | |
|-----|---|
| 1-2 | <i>There is a series of burnt-out wires in the main console.</i> |
| 3-4 | <i>The wires were made with faulty insulation and somehow shorted out.</i> |
| 5+ | <i>The wires may have been deliberately sabotaged, but there is no way to be sure one way or the other.</i> |

● **The Airlock:** Repairmen will be working on the airlock in the Dining Hall until approximately 2:00 a.m. They will state that a broken down rubber-like synthetic caused the leak. Their opinion is that the wear-and-tear caused by moving it to the Dining Hall for the special occasion may be the reason why it wore out so quickly.

Any positive RAPs accumulated by rolling Gadgetry against an OV/RV of 6/6 (Serbus' Gadgetry Skill) will reveal that the door must have undergone somewhat more than ordinary wear. It is possible that someone weakened the gasket, but if so, they were very careful in covering their tracks.

● **The Rebreather:** There is a small hole worn through the side of the mask, near where it touches the face. An Action Check using Gadgetry against an OV/RV of 6/6 will uncover the following:

RAPs *Information Learned*

- | | |
|-----|--|
| 1-3 | <i>There are traces of acid on the mask.</i> |
| 4+ | <i>The acid is one of Atlantean manufacture that is designed not to dilute in sea water.</i> |

● **Serbus:** Serbus will be working in the Laboratories and will emerge if the Players wish to speak with him.

If asked about the turbine accident, he will confirm his opinion that it really was an accident. He will point out that Kanlid would hardly admit to a mistake, even if one had been made.

Should his presence in the Generator Room prior to the accident be questioned, Serbus will admit that he was there making one of his occasional checks. These are a regular part of his duties as chief scientist.

If asked about his absences, Serbus will explain them also. He will tell the team members to confirm with Martinus that he was at a small Poseidonis base several days' travel away, doing private seismological studies. Actually, this is a lie: Serbus was visiting the Ocean Master in the Middle Realm during these times. The Squad should have no way of learning about Serbus' connection with the Ocean Master at this time.

Serbus will be defensive if accused of sabotage and demand to know what evidence the Team has. If they have none, he will laugh in their face. If the burned-out wiring is mentioned, Serbus will state that even if the mishap was intentional, anyone could have done it. He will mention that even someone with the U.S. diplomatic team may have sabotaged and then repaired the generator, in order to look good for Martinus.

● **Martinus:** He did give approval to Serbus to conduct his seismological experiments and received occasional visual communications during these times, but he never actually saw Serbus at the site. As before, he will state his complete confidence in Serbus and give his opinion that it is impossible that Serbus (or Kanlid) could be working for some foreign power. Martinus also knows of no one in Poseidonis who is actively against closer U.S./Atlantean relations. Political activity in the city has been fairly calm since the Ocean Master's defeat, which was one of the reasons why Martinus decided to pursue diplomatic relations with the surface world at this time.

● **Mera:** Although she is not a personal friend of Serbus, Mera has no reason to distrust him or think ill of him.

If Vixen shows Mera her true identity, or if Mera has deduced it herself, Mera will accept Vixen as a government employee and promise to come to her with anything she finds out. Vixen should not mention what government organization she works for. If she does, Mera will be surprised that Vixen works for a "suicide" squad, but will not make any moves to blow the group's cover.

● **Hartman:** He has no reason to believe Martinus is lying. He is not familiar with Serbus and can neither confirm nor deny any of the Characters' suspicions regarding the scientist.

Hartman is also unaware of anyone in the U.S. Government that is against opening relations with Poseidonis. Important statesmen from both political parties were strongly in favor of making diplomatic ties with Poseidonis before the Soviet Union had an opportunity.

● **Belle Reve:** If necessary, the Advance Team can open a private channel to the Squad's base at Belle Reve. They will need to somehow lose the guards that are accompanying them before they can do so, however. Amanda Waller will be irritated at their lack of results so far, but can provide the following information:

1. Hartman's record still checks clean.
2. Neither Hartman nor any other member of the team have the knowledge to rig the turbine to run wild.
3. The ruptured rebreather could have been an accident, but normal maintenance should have caught it before it broke down.
4. Belle Reve has no records on Martinus, Serbus or Kanlid.

Characters In Custody

If anyone has been captured as a result of events in **Encounter Two** or **Three**, s/he will be held in a special pressurized cell. S/he will be searched and any equipment s/he is carrying will be discovered and removed. If Nemesis is imprisoned and carrying his knives, the guards must make a Perception Check to spot them.

The cell door locks have an OV/RV of 5/5 against Lockpicking attempts. Anyone trying to open them from inside the cell receives a -2 Column Shift penalty on attempts to open the door. Two Atlantean guards will be on duty at all times. They will be allowed a Perception Check against a Character's Thief (Stealth) Skill to spot him/her working on the lock or coming out of the cell.

The guards will immediately attempt to subdue anyone making an escape attempt. If one guard is knocked out, the other will signal an alert bringing more guards.

If the imprisoned Character(s) make no attempt to break out, at approximately 7:30 a.m. on Day 2, one of the guards will slide a covered tray through a slot in the base of the cell door. The prisoner(s) should be allowed Perception Checks against an OV/RV of 6/6 to spot a small wire protruding from just underneath the edge of the tray.

The wire is a contact for a bomb. If the cover is lifted, the bomb will explode with an AV/EV of 10/10, Killing Combat. The bomb can be defused by achieving successful RAPs on an Action Check with a Character's Military Science Skill as the AV/EV against an OV/RV of 4/4.

Martinus will be impressed by the attempts to kill the prisoner, but believe that his co-conspirators attempted to kill their companion. He will order tighter security, and there will be no more attempted murders. Imprisoned Characters will be stuck in jail until at least **Encounter Six: Surprise Attack**.

Troubleshooting

If Serbus is asked to analyze the mask to determine what kind of acid was used, he will appear to do so. After two hours, he will report that he cannot identify the exact type. If the Characters do this as an attempt to incriminate him, Serbus will act insulted by their accusations on the basis of circumstantial evidence. In either case, Serbus will not give himself away by trying to identify the acid as something other than what it truly is.

Encounter 5: Cheers!

Setup

The Squad has either completed its investigations (**Encounter Four**), or remained idle since the chaos the previous evening (**Encounter Three**). At this point, they are standing guard outside a private meeting between Martinus and Hartman. The meeting is disrupted when another assassination attempt on Hartman is made, and circumstantial evidence points to Martinus.

Players' Information

At 9:30 a.m., Hartman leaves his quarters to attend a meeting with Martinus to discuss the arranging of official U.S./Atlantean treaties.

The security personnel are not allowed inside the pressurized meeting room near the Throne Chamber, and are assigned positions outside the only entrance. Four Atlantean guards are also posted there.

About twenty minutes into the meeting, a female attendant comes down the corridor. She is carrying a tray of food and two crystal goblets.

As she comes up to the door, she says, "I have been asked by Minister Martinus to bring refreshments for himself and his guest. Please let me pass."

GM's Information

The woman is Hisrah, the major domo of the Royal Attendants. She has been brainwashed by Serbus (using an ancient Atlantean device provided by the Ocean Master) into believing she has been ordered by Martinus to deliver a tray of food.

Hisrah will offer no resistance if stopped. Martinus and Hartman will be in a private meeting; therefore, it would hardly be proper to interrupt them only to confirm a delivery which the prime minister may have ordered.

A Perception Check on the wine in the goblets may be made against an OV/RV of 4/4. One or two RAPs will indicate the presence of something other than wine in one goblet, while 3 or more RAPs will indicate the substance is definitely poison. There is nothing wrong with the plate of vegetable appetizers.

If the poison is discovered, the meeting may justifiably be interrupted. If confronted with the evidence, Hisrah will still claim that Martinus gave the order for her to bring the food and, in fact, the wine came from his private stock.

Martinus will deny any knowledge of Hisrah's story, but will admit that the palace has a special wine cellar. An investigation of the kitchen will reveal the counter where the tray was prepared. A bottle from the Royal Cellars is present but untainted. The only fingerprints on the bottle are Hisrah's.

This is the last straw for Hartman, who will declare:

*"With all due respect, Prime Minister, I'm afraid that these many accidents make it impossible for us to conduct our meeting in an atmosphere of trust and good fellowship. Our diplomatic mission in Poseidonis is hereby suspended until further notice. We will be returning to the **Harrier** as soon as it can be arranged.*

"I will ask the U.S. Government to issue your new king an invitation to meet with us in Washington, or some other mutually agreeable spot, upon his or her election. I'm sure you will agree that something is surely amiss here, and for the sake of our people's safety, we simply cannot remain in Atlantis."

If Nemesis' true identity has not yet been uncovered, he may attempt to use Charisma (Persuasion) with a -2 Column Shift penalty against Hartman's INFL and SPIRIT to persuade the Congressman to remain at the meeting. If Hisrah is allowed into the chamber and Nemesis inspects the food, he should be allowed a chance to detect the poison.

Should no one discover the poison in time, the goblet will go to Hartman, who will drink it. The effects are those of Poison Touch: 8, Killing Combat. If Hartman is killed, it will fall upon Blakely (Nemesis) to close down the meetings. Nemesis will have no other choice than to contact the U.S. Government and have the rest of the group recalled. Before this can happen, however, play proceeds to **Encounter Six: Surprise Attack**.

Troubleshooting

Vixen can mimic the Analytical Smell/Tracking Scent Power from any of a number of animals, and possibly sense the poison. If she does, the Atlantean Guards may notice (Perception Check against her APs of Thief/Stealth). They will report it to Martinus, who will, in turn, mention it to Hartman if he is still alive.

If Hartman is killed, Martinus will have the security team arrested on suspicion of involvement. At the very least, he will know that they are not who they claim to be.

Encounter 6: Surprise Attack

Setup

This encounter occurs either after the generator explodes (**Encounter Three**), or after the attempted poisoning of Congressman Hartman (**Encounter Five**). The Marine Marauder launches an attack upon the city, claiming to be a Soviet agent. This is to provide Serbus with the distraction he needs to plant the Ocean Master's bomb, and may allow any imprisoned Player Characters to escape.

Players' Information

NOTE: Read the passages in bold type **only** if Hartman is alive and Nemesis' disguise has not been penetrated.

There is the sudden shrill noise of an alarm. Martinus looks up, amazed. "That's impossible!"

"What is it?" Hartman asks.

"That alarm means that the outer dome has been penetrated. Only four times in our history has that ever occurred."

Hartman looks more irritated than anything.

"Another interruption. Hmmm... I suppose we should offer you assistance. My security team is at your disposal. Ms. Eden and I shall accompany you to a place of safety. Mr. Blakely, I place you in charge of the security team."

Prime Minister Martinus consults a communication unit and a visual display shows the damaged area of the dome.

The scene on the screen shows streets that are filled with panicking Atlanteans fleeing towards the center of the city. At the edge of the city lie several unconscious Atlantean guards. A variety of fish are swimming around the prone bodies in a frenzy.

A woman in a green body suit stands on the edge of the hole in the dome. She is wearing a pair of goggles and a rebreather, and spiked green hair protrudes in a crest from her head. She is surrounded by a dimly glowing field of energy, apparently a force shield of some kind. She is shouting at the populace below.

"I'll repeat my request one last time! Bring me the Congressman or face the wrath of the Marine Marauder!"

GM's Information

The Marine Marauder cannot be surprised even if the Players attempt to come around behind her: she will detect their presence via the fish she commands.

The Marauder has already established a Force Shield around herself and summoned a large amount of sea life to aid in her feigned attack to obtain Greg Hartman.

In reality, the Marauder's orders are from Serbus. She is to make the attack look convincing, disable as many guards as possible, and then retreat. She is also to drop several hints about the Soviets during her attack.

Tactically, the Marine Marauder prefers to let her minions attack for her. She will use Telekinesis to disarm anyone who shoots at her and Mental Blast on anyone who attempts to close in on her.

The Marauder is in contact with Serbus through a small wrist communicator. She will contact him when necessary, without making it obvious. A Perception Check against an OV/RV of 8/8 that receives positive RAPs will detect her speaking into her wrist. Hearing Powers that are used may detect Serbus' voice coming out of the communicator, subject to the underwater limitations detailed in the **GM's Introduction**.

The Marine Marauder commands the following creatures: four electric eels, two octopi, two Portuguese men o' war, six sharks, four dolphins, and one whale. Stats for these may be found in the *Animals* section on pages 88-91 of the *Gamemaster's Manual*. The GM may also wish to add other aquatic animals of his/her own design.

When the alarm sounds, all guards on or off duty will be mobilized in an attempt to quell the panic in the streets. This includes any guards who are watching captive Player Characters. These Characters may be given another opportunity to escape at this time. If they manage to do so, there will be no problem in eventually joining their teammates in fighting the Marine Marauder and her minions.

Mera will attempt to assist the guards in restoring order to the streets, using her hard water powers to prevent children from being trampled, senior citizens from being crushed, and so on.

When more than half of the fish are defeated, the Marauder will retreat, riding on the back of one of the sharks. The remainder of the fish will be commanded to act as rear guard.

Upon capturing the Marauder, Martinus will have her imprisoned in a telepathy-proof cell, claiming that she has attacked Poseidonis, and therefore, his kingdom has juris-

diction. The Marauder believes that Serbus will eventually arrange her release.

If it looks as though the Squad will be defeated, Mera will join the battle. She will protect unconscious Characters from further damage and herd the fish back with her powers.

The Marauder's communications bracelet is a key point in this Encounter. A Character with the Gadgetry Skill may attempt to modify one of the group's walkie-talkies to monitor the signal (Gadgetry Skill as AV/EV against OV/RV of 6/6). S/he will then be able to trace the source of the signal it is receiving. If a Character heard Serbus' voice during the battle, the group should now realize that he is their man.

If Interrogated (OV/RV of 6/3), the Marauder may divulge the following information:

RAPs Information Learned

- | | |
|-----|---|
| 1-2 | <i>"Every aquatic villain in the Seven Seas knows that Atlantis is easy pickings, now that Aquaman isn't king and Vulko is dead."</i> |
| 3-4 | <i>"Fools! You'll never hold me. My Soviet employers will soon have me free."</i> |
| 5 | <i>"Some Atlantean hired me to attack this city. All I know is he's male, and apparently, somebody high up. He didn't say anything about having to face high-powered opposition."</i> |
| 6+ | <i>"I was hired by Serbus, the Atlantean Chief Scientist. He said he needed my help to cause a 'distraction,' and I owed him a favor."</i> |

Once Serbus' involvement has been deduced and the team goes to confront him, play continues with **Encounter Seven: Do or Die**.

Troubleshooting

The Characters will be mostly out of the Atlanteans' sight during the battle, so they may feel free to use their Powers if necessary (most of the citizens are too busy panicking just at the moment).

If any Character checks in at the laboratory while the battle is still going on, s/he will see Serbus hunched over a console in a corner of the otherwise deserted lab. He is monitoring the battle via telescreen. If accused, he will deny everything. An examination of the unit will reveal that it can also transmit vocal signals. If Serbus has been revealed as the mastermind, he will not bother to deny anything, but attack the Character(s) with the assistance of 18 savages of Maarzon, who appear from a secret room hidden behind a panel in the lab. Serbus will attempt to flee to the Middle Realm, while the savages distract the individual(s) who discovered him.

If Serbus escapes, the Characters will find notes which reveal that he has fled to the Middle Realm, that he is working for someone else, and that a backup plan of even greater destructive potential will soon be put into operation.

Should Serbus be captured at this point, see the **GM's Information** section of **Encounter Seven: Do or Die** for information that Serbus may reveal under Interrogation.

In any case, if Serbus is confronted before the conclusion of the battle with the Marine Marauder, he will not have time to plant his bomb, and the Ocean Master's primary plan has been foiled; play goes to **Encounter Eight: The Second Briefing**. If the Advance Team does not confront Serbus until after the battle, play goes to **Encounter Seven: Do or Die**.

Encounter 7: Do or Die

Setup

Having uncovered Serbus as the mastermind behind the sabotage attempts (**Encounter Four**) and the Marine Marauder's attack (**Encounter Six**), the Advance Team confronts the Chief Scientist in his laboratory.

Players' Information

A quick check with Martinus shows that Serbus was last seen in the main science lab. The main lab airlock is now tightly sealed and the panel by its side has been shattered and wires dangle into the corridor.

GM's Information

Serbus has smashed the controls for the airlock. A Gadgetry roll made against an OV/RV of 6/6 is required to rewire the panel. This is a one-shot attempt, and any successful RAPs will allow a Character to get the door open. Otherwise, the only alternative is to somehow force it. The door has a BODY of 12. There are no other entrances into the lab.

Read the following when the Advance Team gains entrance to the lab.

The lab is dimly lit inside. Against one wall is a huge cylindrical device. Serbus stands before it, holding a small device in one hand. Standing between you and Serbus are a number of green-skinned men clothed only in primitive loin cloths and carrying a variety of clubs, hammers, and axes.

Serbus looks almost pleased to have been discovered.

"So, heroes, you've arrived at last. I'm not sure who you are, but you're too late. Within a minute this bomb will go off, and there's nothing you can do to stop it.

"I've plotted and planned for my master, and now his revenge against this accursed city and its hated champion will be complete! The bomb's radioactive material is such that the fallout will be identified as Soviet. And with the deaths of the Congressional team, the two major surface world powers will race to see who can declare war first. The despicable kingdoms of Atlantis will be caught in the crossfire of the most powerful destructive conflagration of all time!

"Holy warriors of Maarzon! I am the voice of your god! Destroy these blasphemers!"

Anyone with Gadgetry Skill may make an Action Check against an OV/RV of 2/2. Any positive RAPs will allow them to verify Serbus' claim that he is standing before a nuclear bomb capable of destroying Poseidonis. The device Serbus is holding is a remote control capable of shutting off the timer.

The bomb is counting down from forty seconds. The team has 10 phases to either deactivate it, or capture Serbus and force him to shut it down.

While the Maarzon savages engage the team, Serbus will attempt to flee through the secret panel behind the bomb. This will take him to a special subterranean vehicle that will follow a tube to the Middle Earth Realm. The tube is rigged with explosives that will seal it as soon as Serbus is past.

The bomb must be defused using the Military Science

Skill against an OV/RV of 8/8. Anyone with Gadgetry or Scientist may also try to defuse the bomb, but will take a -2 Column Shift penalty on the Opposing Value. Any RAPs will successfully stop the countdown.

Once the bomb is defused and the remaining primitives are defeated, the Advance Team can check out the laboratory. Other than normal scientific equipment, the only thing they will find of interest will be notes that Serbus has made, indicating that he has been in contact with a subterranean area of the Earth called the Middle Realm, which lies approximately eight miles beneath the surface, that he is working for someone else, and that his master has a backup plan of even greater destructive potential than the nuclear bomb.

If Serbus is captured, he may reveal the following information under Interrogation:

RAPs	Information Learned
------	---------------------

- | | |
|-----|--|
| 1-2 | <i>"It doesn't matter that you've discovered me. My master will strike from the Middle Realm and achieve his rightful revenge!"</i> |
| 3-5 | <i>"The backup plan will make this seem minor by comparison. All ocean life will be destroyed, including the mewling inhabitants of this repugnant city."</i> |
| 6+ | <i>"I serve the Ocean Master. I lured the accursed Aquaman into a trap, and when Atlantis is destroyed forever, the miserable so-called king of the Seven Seas will breathe his last!"</i> |

Whatever information the Characters are able to obtain should be transmitted to Belle Reve immediately. This will result in the immediate mobilization of the Combat Team, whose role in the adventure begins in **Encounter Eight: The Second Briefing**.

Troubleshooting

If the bomb explodes, the city and citizens of Poseidonis will be vaporized, along with the Advance Team and the American diplomatic party. The Ocean Master will use the destruction to traumatize Aquaman before killing him. The United States and the Soviet Union, each believing the other to be responsible for the carnage, will declare war upon each other and the surface world will go up in a blaze of nuclear fire. Safe in the Middle Realm, the Ocean Master laughs...

In this case, there is no **Part Two** and the GM should proceed to **Endgame**. However, the GM may decide to have the bomb be a dud, or rusted out, or something else that will prevent World War III. The Advance Team can then forward the pertinent information to Amanda Waller, and **Part Two** will begin with **Encounter Eight: The Second Briefing**.

The Marine Marauder will realize, if she is being held captive, that Serbus is not going to rescue her and confess his role in her attack. When Serbus' role in all this is uncovered, Hartman (if he is still alive) and Martinus will both agree to drop the charges against any Characters who were imprisoned and/or escaped. The Advance Team will stay in Poseidonis undercover, watching over the rest of the diplomatic talks, secure in the knowledge that the Combat Team is wrapping up the loose ends. The remaining meetings between Hartman (or Barkley/Nemesis) and Martinus will go smoothly.

Center of the Earth

PART TWO

Encounter 8: The Second Briefing

Setup

Acting on information uncovered by the Advance Team in **Part One**, Amanda Waller assembles a Combat Team to take the battle to the Middle Realm.

For the second part of the adventure, the Players take over the roles of the second group of Suicide Squad members: Colonel Rick Flag, Jr., Captain Boomerang, Duchess, the Fiddler, Killer Frost, and Vulcan. Once again, the group is assembled in the Mission Ops theatre in Belle Reve. The information they receive will vary in detail, depending on how much the Advance Team was able to learn. At the very least, they will know that they are going to the Middle Realm to deal with Serbus' "master."

Players' Information

NOTE: Read the sections that appear in bold type **only** if the Advance Team uncovered the Ocean Master's involvement and the captivity of Aquaman.

Amanda Waller is nervously pacing back and forth in front of the projection screen. She looks worried, and when "the Wall" gets antsy, heads roll... She takes a deep breath and addresses this group of misfits and maniacs that are supposed to be considered government agents.

"We've got a major situation on our hands, and you're being called in to deal with it. Some of you may know that the rest of the Squad got called off to handle some hush-hush mission in Poseidonis. Yeah, that's right, the underwater city where Aquaman hangs out.

*"Well, they've reported back in, and the news ain't all good. They stopped this chump named Serbus from nuking the place, but it seems that he was only working for somebody else. **That somebody else was an old enemy of Aquaman's called the Ocean Master, and he's one mean dude. He's holed up in some underground kingdom called the Middle Realm. Our latest intelligence on the place is ten years out of date, but what we have says the hole is crawling with a race of trolls ruled by a creep called Ayrn the Underlord. It gets better: seems not only is the Ocean Master determined to destroy all the world's sea life, he's captured Aquaman, and may have offed him by now. Your chore is to get into the Middle Realm and put a stop to whatever this guy's got up his nasty sleeves. Whatever it is, you can be sure it's deadly.***

"The trick is getting you there. Fiddler, that's why you're here. We know that you and your Injustice Society cronies teamed up with this Ayrn ten years ago. Your job is to guide the Squad to the Middle Realm and otherwise

provide whatever assistance you can. The SS-1 will take you all to the only known surface entry to the Middle Realm, and from then on, it's Fiddler's show. Get 'em in and out, music man, and you're able to live out your retirement a free man.

"Frost, you know the deal: you've heard it before. We ain't dumb enough to let you walk if you pull this off, but we'll see what we can do for you to help you get over your... condition. Vulcan: when, or should I say if, you get back, we'll see if we can't pry you out of that tin can.

*"That's all we've got. **Be careful with the Ocean Master. He's a known killer, with fairly tough magical and scientific gimmicks. I'm counting on you to be tougher. Let's move it folks — time's a wastin'!"***

GM's Information

The Characters will be allowed their normal equipment. Explosive bracelets will not be issued because Killer Frost and Vulcan are cooperating for reasons of their own, Flag and Duchess don't wear them anyway, and Waller figures Boomerang and Fiddler aren't going to run anywhere when they're eight miles beneath the surface of the Earth.

The team may ask Waller for more information, and she should be able to provide any facts that the Advance Team was able to uncover. The only thing she knows about the Middle Realm inhabitants are that they are short, burly, green, and repulsive. The Fiddler will be able to verify this. If the Fiddler Player has any questions about what his/her Character knows about the Middle Realm, the GM can fill him/her in, based on the background given in the **Hostile Non-Player Characters** section earlier in this book. If pressed for detail, the GM should point out that the Injustice Society's alliance with the Underlord was ten years ago, and the Fiddler's part in it was minimal.

The SS-1 will take the Combat Team to an abandoned oil field in Alaska, where the last known entrance to the Middle Realm is located. From there, it will be assumed that the Fiddler knows his way (no Action Checks necessary).

When the Squad arrives in Alaska, play proceeds with **Encounter Nine: The Arrival**.

Troubleshooting

Once again, Amanda Waller will put down any attempts by Player Characters to withdraw from the mission before it begins. Especially Captain Boomerang.

Encounter 9: The Arrival

Setup

The Characters travel down towards the Middle Realm, led by the Fiddler. An ambush by Ayrn the Underlord and his soldiers awaits.

Players' Information

The SS-1 silently rises into the frigid Alaskan sky. All around are the flotsam and jetsam of a long-abandoned oil refinery. A gash cuts through the center of the fields of dilapidated machinery: a gash, that upon closer inspection, is revealed to be a dark chasm, falling down beneath the Earth farther than the eye can see. It is the entrance to the Middle Realm.

Descending into the crack is more like a controlled fall than a climb. Soon, even the faintest glimpse of sky has disappeared, as the numbing darkness of the world below the surface dominates the surroundings. The cool blue glow of phosphorescent light sticks barely illuminates the blackness all around. The journey seems to take days, but suddenly it is over.

The air here is actually somewhat chilly. Strange glowing rocks fill the huge cavern with a strange light, making everyone seem pale in the greenish glow. The ceiling is covered with stalactites, but the floor seems to have been deliberately cleared of stalagmites. In their place is a haphazard collection of ramshackle buildings that look as though they were designed by a madman.

Suddenly, a rough, gravelly voice booms out of nowhere: "Halt, aboveworlders!"

At least twenty lizardlike creatures emerge from the nearest building. They are short and stubby humanoids standing on amazingly thin legs. Each wears metallic armor and carries a spiked rod.

Another lizardlike figure at least eight feet tall leads them. His neckless head sits atop an almost perfectly square body, which is somehow supported by a pair of gangly legs. His armor is similar to that of his soldiers, only more ornate. He wields a clublike weapon at least six inches in diameter. Ayrn the Underlord.

He speaks once more, his voice a cruel combination of human speech and animalistic growls:

"We know why you are here, aboveworlders. Our ally, the Master of the Oceans, has warned us that you know of our plans. But Ayrn the Underlord says we shall lay down our lives to stop you!"

Without further talk, but with many inarticulate howls, Ayrn and his soldiers charge forward.

GM's Information

Ayrn and 30 of his soldiers will immediately launch an attack on the Combat Team. Ayrn's tactics are simple and straightforward: he will engage the strongest looking member of the group (either Colonel Flag, Duchess, or Vulcan, chosen randomly) and proceed to beat them into unconsciousness. Once he has done so, he will move on to another enemy and do the same, continuing the pattern until none of his foes are still standing.

Colonel Flag should be given an immediate Perception Check against an OV/RV of 4/4 when the attack begins. If he receives any positive RAPs, he will notice that several

Middle Realm soldiers are holding back, and seem to be setting up some kind of weapons on the closest buildings. What Flag does with this information is up to the Player.

The Middle Realm soldiers will attack in teams of five on each Character and Team Attack with their Battlerods whenever possible.

Two phases after the two sides have engaged, eight more soldiers will finish setting up two Blaster Cannons, one atop each of two buildings. They will then open fire on the toughest-looking Characters. Each group of four soldiers will defend their positions with their Battlerods if their guns are attacked.

The Blaster Cannons were brought by the Ocean Master from the Atlantean city and have the following statistics:

Blaster Cannons (2)

DEX:	0	STR:	0	BODY:	10
CHARGES:	10				
COST:	282 HPs + \$110K				

POWERS:

Starbolt: 12

LIMITATIONS:

The Cannons cannot be fired on anyone within 1 AP of distance because the cannon cannot be maneuvered easily.

NOTE:

The Weaponry Skill of the soldiers is used as the AV when they attack with the Blaster Cannons.

Ayrn and his soldiers intend to capture the Characters, but will enter Killing Combat if a Character does so first.

The purpose of this Encounter is to capture the Characters in preparation for **Encounter Ten: Disaster**.

If the Characters somehow manage to beat the odds and defeat Ayrn and his subjects, they will be able to freely move about the Middle Realm, undoubtedly discovering the Ocean Master. In this case, play proceeds with **Encounter Eleven: The Last Hurrah**.

Troubleshooting

All of the buildings have been evacuated. They are mostly empty, containing nothing but crude furniture. The buildings have a BODY of 13.

Although Killer Frost was supplied with enough heat before the mission to maintain her life force, she may use her Vampirism if she wishes. This qualifies as entering Killing Combat in her case.

The GM may opt to only allow one or two Characters to avoid capture (Colonel Flag and/or Captain Boomerang would be ideal). If so, play will continue with **Encounter Ten: Disaster** and assumes that the free Character(s) will try to follow and rescue his/her comrades.

If a Character attempts to move about the Middle Realm using Stealth, s/he will be forced to make an Action Check every three phases to see if s/he is spotted by a Middle Realm soldier. The Character's Thief (Stealth) Skill is the AV/EV, the OV/RV is 2/3, and an automatic +1 Column Shift penalty is assessed, due to the soldiers' familiarity with the terrain. Do not forget to penalize anyone who does not have the Thief Skill +2 Column Shifts, as outlined in *Powers and Skills*. Positive RAPs indicates success.

Encounter 10: Disaster

Setup

The majority, if not all, of the Combat Team has been captured by Ayrn and his soldiers (**Encounter Nine**). Those with special abilities (Killer Frost and Vulcan, if among the prisoners) are locked into special power dampers. The group locates Aquaman, who is also a prisoner. If Serbus escaped the Advance Team in **Part One** of the adventure, he shows up once more to boast of his master's plans. Otherwise, the Ocean Master will do the honors himself.

Players' Information

NOTE: Read **Section A** below to the Players. If the Advance Team did not capture Serbus, continue with **Section B** and then read **Section D**. If Serbus was captured, skip **Section B** and read **Sections C** and **D**.

A. *Consciousness returns, accompanied by a sharp pain at the base of the skull. The humiliation of being beaten up by a gang of toadies is quickly forgotten as the current situation swirls into view.*

The room looks like a cross between a caveman's hut, a medieval dungeon, and a mad scientist's laboratory. Strange hand and foot cuffs prevent all movement, and seem to drain away energy even as alertness comes back. Hanging on the opposite wall, his body bruised and bloody, but still bearing an unmistakably regal composure, is Aquaman. The sea king is unconscious, but seems to still be alive.

The enormous rock-hewn room is filled with a number of sophisticated-looking devices. A gold mine of high technology is scattered around, and on a nearby table lie Colonel Flag's guns, Vulcan's Battle Axe, miscellaneous boomerangs, the Fiddler's prized fiddle, and Duchess' Mega-Gun.

In the center of the chamber is a glass cylinder reaching from floor to ceiling. Suspended within it is a huge sphere some eight feet in diameter, with metallic rods protruding in all directions from its center.

B. An evil-looking Atlantean and a number of green-skinned men with primitive clothes and weapons stands next to it. This Atlantean is Serbus, and he's grinning triumphantly.

"Associates of those heroes I fought in Poseidonis, I take it? Perhaps not. The matter is irrelevant, for there is nothing you can do to stop the destruction of the Seven Seas." Serbus gestures toward the cylinder and the sphere suspended within.

"This is the ultimate doomsday weapon: made eons ago by the scientists of ancient Atlantis, but perfected by my lord Orm Marius, the Ocean Master. The Atlanteans designed it to ionize a small body of water for purification purposes. They wanted nothing more than to enjoy a cool fresh glass of water. The fools! Now it will cause the utter genocide of their descendants. The ionizer has had its power amplified and modified so that it will now **destroy** all life under the sea. None of the sanctimonious Atlanteans will be able to escape! Thus will the Ocean Master's triumph be complete!"

As if on cue, the room's giant double doors swing open, and a tall man wearing a skintight purple costume with an ornate orange mask strides in. The Ocean Master is

flanked on both sides by a number of powerful-looking robots. He goes over to Aquaman and prods the hero until groggy awareness appears in the sea king's eyes.

C. Surrounded by a group of powerful-looking robots and green-skinned men with primitive clothes and weapons, the Ocean Master stands triumphantly next to the cylinder. His skintight purple costume and mysterious orange helmet give him an almost other-worldly appearance.

"Ahh, my friends: you are awake. I apologize for the rather crude accommodations, but your friends' success in thwarting my plans in Poseidonis have forced it to be so. I assume those were your friends? Yes, I can see it in your eyes. It makes no difference. Serbus was only a magically-hypnotized pawn, and that bomb of his was so primitive. Now, I will destroy the Seven Seas with the style and grace for which I am renowned." The Ocean Master indicates the cylinder and the globe suspended therein. The green-skinned natives seem to hold it in superstitious awe.

"This is the ultimate doomsday weapon: made eons ago by the scientists of ancient Atlantis, but perfected by my humble self. The Atlanteans designed it to ionize a small body of water for purification purposes. They wanted nothing more than to enjoy a cool fresh glass of water. The fools! Now it will cause the utter genocide of their descendants. I have amplified and modified the ionizer so that it will now **destroy** all life under the sea. None of the sanctimonious Atlanteans will be able to escape! Thus will the Ocean Master's triumph be complete!" He turns to Aquaman's inert form, and gently prods him until the hero painfully awakens.

D. "And now dear brother," the Ocean Master says with an inhuman passion, "Atlantis dies, as it should have when it sank all those millenia ago, with a bang and a whimper." The Ocean Master reaches over and throws a switch on the side of the tube.

"The sequence is set, and no one can stop it. In one minute, I will prove my superiority to you and finally achieve my vengeance!"

The chamber room doors open. Ayrn steps in, backed up by his soldiers.

"Where are our prisoners, Master of the Oceans?" the ruler of the Middle Realm demands.

"Here, Underlord Ayrn," replies the sinister villain, "And you are just in time to witness our ultimate success. I have triggered the device that will destroy our enemies on the surface. Stay and behold our triumph!"

GM's Information

It should be obvious to the Players that if the team does not escape within the next 15 combat phases, everything's over.

There are several ways for the Characters to make their escape. The first is through brute force. The shackles restraining the Combat Team have a STR and BODY of 14 APs each. Thief (Escape Artist) Skill may be attempted against an OV/RV of 8/8. The bindings have been designed to compensate for and neutralize Powers. If the Characters in question are able to Push their Powers (as an Automatic Action) to twice their normal APs, the shackles will overload and pop open.

The second way to escape is to attempt to Persuade someone to free them. The two obvious targets are Ayrn and Serbus (if the Atlantean is present). Trying to Persuade the Ocean Master would be futile, as he is totally

committed to his insane revenge scheme. If any positive RAPs can be accumulated against Ayrn, he will switch sides, due to the shabby treatment he feels he has gotten from the Ocean Master. The Player Characters must accumulate 8 or more RAPs to break the Ocean Master's hold on Serbus.

Ayrn is considered Hostile towards the Characters (+3 Column Shifts): he doesn't trust them, but is suspicious of the Ocean Master as well. If he frees the Combat Team, he will expect them to help him break the Ocean Master's control over his kingdom.

Serbus was brainwashed by the Ocean Master to the point that he would willingly commit suicide in order to ensure the destruction of Atlantis. In the back of his mind, however, he is still a scientist who realizes what effect the end of all sea life would have on the entire ecology of the planet. Therefore, while Serbus is considered to have a Personal Vendetta, the total Column Shift modifier is only +5, due to the contradiction in his mind between the Ocean Master's orders and his own buried instincts.

The Characters may Persuade one or both of the individuals as a group, but each Character can only use his/her Charisma on one target at a time. The Characters may also make a Team Attack with Charisma in order to try and offset some of the Column Shift penalties.

In either case, if the target is successfully Persuaded to help the team, the affected individual will throw the switch that will release all of the prisoners. Play continues with **Encounter Eleven: The Last Hurrah**.

The third way would be for any Character that escaped during **Encounter Nine** to arrive. The switch for freeing the prisoners is easily recognizable (a Perception Check with an OV/RV of 2/2; any positive RAPs indicate suc-

cess). A Character breaking into the laboratory has a normal chance at gaining surprise. Any Trick Shots made to move the lever are made at +3 Column Shift modifier, with any positive RAPs indicating success.

If the Players come up with some other method of escaping, the GM should use his/her own discretion to decide whether or not it will work. When the Combat Team escapes, play proceeds with **Encounter Eleven: The Last Hurrah**.

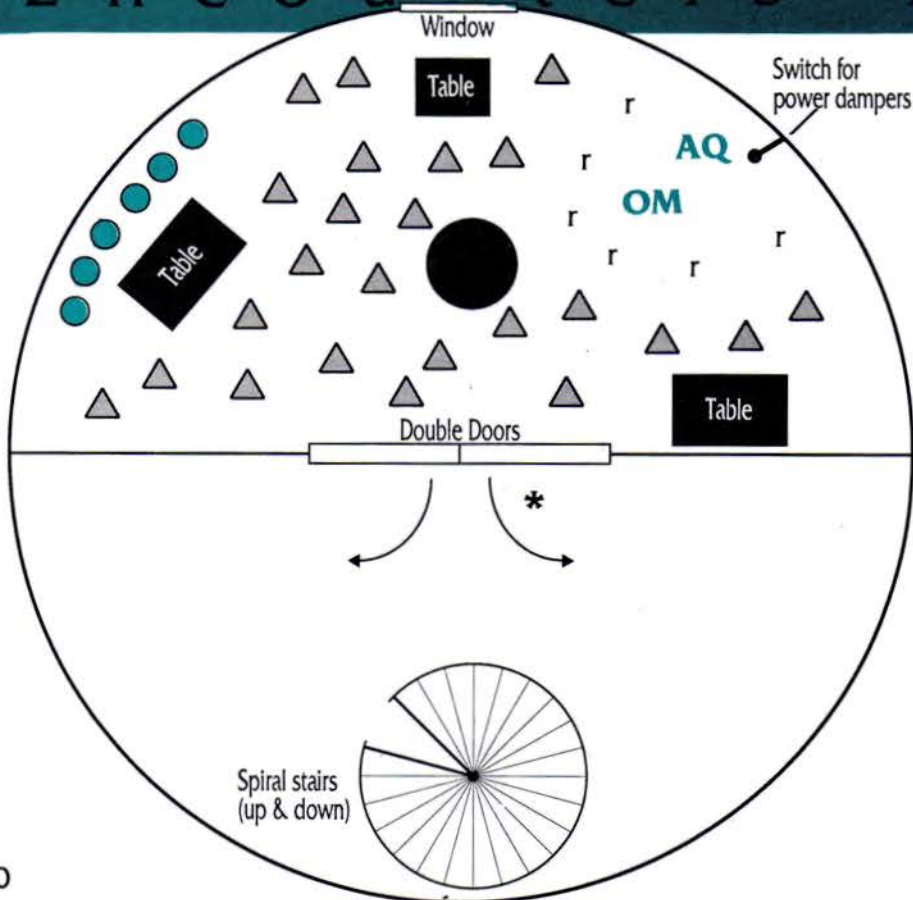
Troubleshooting

If all other escape options have failed, the Gamemaster is recommended to have Aquaman suddenly break free, and with his last ounce of sea-born strength, throw the switch that will release the Squad members present. As the shackles pop open, Aquaman will slump to the floor, unconscious.

In any case, Aquaman will be too weak from water deprivation to help out in the fight in **Encounter Eleven: The Last Hurrah**. If Aquaman frees himself and the group, it will drive the Ocean Master into a rage, and he will attack Aquaman's prone form while ordering his robots and the savages to attack the group (and whoever freed them, if anyone).

If absolutely nothing happens to let the Characters escape, the device will activate on the fifteenth phase. The ionizer will zap all life in the oceans (including the citizens of Atlantis and the Advance Team in Poseidonis). The chain reaction will cause all life on Earth to become extinct within a matter of decades. Go to **Endgame**.

Encounters 10 & 11



Ocean Master's Laboratory

- AQ** = Aquaman
- OM** = Ocean Master
- r** = Atlantean Robots
- = Maarzon Savages
- = Captured Player Characters
- = Cylinder containing Ionizer
- *** = Ayrn will enter here

Encounter 11: The Last Hurrah

Setup

The Player Characters have either been freed from their captivity (**Encounter Ten**), or have searched the Middle Realm after defeating Ayrn and his soldiers (**Encounter Nine**).

This Encounter is the final showdown between the Combat Team and the villains to decide the fate of the Earth.

Players' Information

NOTE: If the Characters were not captured in **Encounter Nine**, read both of the following paragraphs; otherwise, skip to the second paragraph that follows.

A faint, low humming and an eerie glow in an upper window have led to what appears to be the villains' inner sanctuary. A tall glass cylinder with a spiked ball inside dominates a large chamber that looks like a cross between a caveman's den, a medieval torture chamber, and a mad scientist's laboratory. The Ocean Master stands gloating over the limp form of Aquaman, who is chained to the wall. Milling about the room, glancing in superstitious awe at the various high-tech devices that litter the floor and tables, are a group of green-skinned men wearing loin cloths and carrying primitive weapons. They stay clear of a number of fearsome-appearing robots who stand protectively around the Ocean Master. Aquaman raises his head, and painfully says, "Device... destroy the oceans... less than a minute... got to stop it..."

There are only moments left before the Ocean Master's doomsday device activates and destroys all of Earth's sea life! The green-skinned natives and the fearsome robots spring forward, determined to make sure that their master's plan succeeds.

GM's Information

If the Combat Team avoided being captured by Ayrn in **Encounter Nine**, they will have a full 15 phases in which to stop the device before it activates. Ayrn and his underlings will not be present when they break in. Otherwise, subtract the number of phases it took them to escape in **Encounter Ten** from the time they have remaining and proceed directly from the last Encounter.

There are 24 Maarzon savages in the laboratory. Four will Team Attack (when possible) each Character and use Killing Combat. The Ocean Master's six Atlantean robots will position themselves to protect him.

If Ayrn was not Persuaded to ally with the Characters during **Encounter Ten** and is present, he and eight of his soldiers will attack. As before, Ayrn will take on the Characters in the order in which he rates their strength. His soldiers will Team Attack in groups of two or three against any likely opponents.

If Ayrn joined the Characters, he will proceed to make Multi-Attacks on up to 4 opponents at a time. Only enemies who are directly attacked by Ayrn will fight against him; the others will be busy with the Characters or confused by his change in allegiance.

If Serbus is present and was not Persuaded to overcome the effects of the Ocean Master's brainwashing during

Encounter Ten, he will remain next to the cylinder and attack anyone who approaches. He will spend Hero Points freely to make sure that no one interferes with it.

If Serbus was Persuaded, he will automatically gain Surprise on the first round and be in a position to freely Blindside any enemy within reach. He may also attempt to deactivate the device (see description which follows).

If Aquaman is free, the Ocean Master will turn his attention to the sea king and attack him. Otherwise, he will use his powers to subdue the Combat Team and prevent them from halting the device.

Read the following to any Player whose Character reaches the device:

The cylinder is a seamless transparent tube with a shaft extending downwards. The metallic sphere is suspended by a cat's cradle of tubing within the cylinder. The tubing emerges from a metal pipe around the cylinder just underneath the sphere.

The control console from which the Ocean Master threw the switch has many features. There are several dials which read temperature and pressure within the shaft. A simple lever is in the down position. The lever moves up and down freely. The time in seconds remaining is prominently displayed on the console. Flipping the lever back and forth in no way affects the countdown.

The console is essentially useless at this point, for when the lever was thrown, a series of thermite charges were set off within the cabinet. The only way to prevent the device from activating is to break into the tube and physically destroy it.

The cylinder is made of plastisteel with a BODY of 16. Damage equal to or exceeding 16 RAPs must be done to create a hole large enough to access the ionizer freely.

Any Team Attacks on the cylinder made by Killer Frost and Vulcan receive a +2 Column Shift bonus on the Effect Value due to stress caused by the heat and cold.

Once the casing is opened, the device can be defused in a number of ways. A Character may use his/her Scientist or Gadgetry Skill, against an OV/RV of 15/15. Any positive RAPs indicate success.

If Serbus has been converted to the Character's side and is conscious, he may attempt to defuse the mechanism. Serbus is intimately familiar with its workings, but will be in a state of mental confusion due to the effects of the Ocean Master's brainwashing. He can use his Gadgetry Skill against the OV/RV of 15/15. He receives a +5 Column Shift bonus for his familiarity with the device, but also gets a -2 Column Shift penalty due to his mental distress, giving him total Column Shifts of +3. Again, any positive RAPs will defuse the bomb. Serbus will spend any remaining Hero Points to help.

Troubleshooting

If all attempts fail and the device goes off, the Ocean Master will laugh maniacally if he is conscious, followed by a Killing Combat attack on Aquaman. The Combat Team may try to subdue him, but they have essentially failed in their mission and the adventure is over.

If the Characters were able to prevent the device from activating and defused it, the mission is a success. If Ayrn is not on the Characters' side at this time, he will see his plans ruined and have his men withdraw rather than endanger their lives further.

Endgame

Victory Conditions

The Suicide Squad can only consider this mission a success if they prevent Serbus from detonating the bomb in **Part One** and if they halt the Ocean Master's scheme in **Part Two**. Other minor victories might include the capture of Serbus and/or the Ocean Master and the rescue of Aquaman. Some loose ends that may need to be cleaned up include:

- **Amanda Waller:** Upon returning to Belle Reve, "the Wall" will be as congratulatory as she ever gets. She will chastise the Characters for any slips in security, for being captured (if the team was defeated by Ayrn in **Encounter Nine**), or for failing to capture any villains who escaped. If the Fiddler survived, his special fiddle will be confiscated and he will be released after a thorough debriefing. Whether or not he returns to crime or retires remains to be seen. Assuming they survived the mission, Killer Frost and Vulcan may turn up on further assignments if the Gamemaster is running a continuing campaign with the Suicide Squad. Waller will instruct the Belle Reve staff to work with these two Characters to help them solve their personal problems, as was promised in **Encounter Eight**.

- **Poseidonis:** The Gamemaster may have to deal with repercussions of Atlantis' entry into the United Nations. Depending on what they found out during the mission, the government may decide that Hartman, Martinus, Aquaman or Mera knows too much about the Squad's existence, and steps may have to be taken to silence them.

- **The Ocean Master:** If Aquaman survives and his half-brother is alive, the sea king will attempt to take the Ocean Master into his personal custody. Aquaman will return to Poseidonis and attempt to reform his brother. If the Squad refuses to let Aquaman take the villain and uses muscle to back up their claim, Aquaman will acquiesce and let them take the Ocean Master. The hero is in no shape to take on the Combat Team. If the Ocean Master escaped, he will flee to his base in the Atlantean city and start concocting an even more insane plan to destroy Aquaman.

- **Serbus:** Assuming he survives, Serbus will be imprisoned in Poseidonis or Belle Reve, depending on whether he was captured in **Part One** or **Part Two**. The Atlanteans will attempt to cure him of the Ocean Master's influence, as will the staff at Belle Reve. If he is held at Belle Reve, however, he may be expected to serve on the Squad in return for his therapy. Otherwise, it is unlikely that the Squad will meet him again.

- **Ayrn the Underlord:** Ayrn has no interest in further contact with the U.S. Government or Task Force X under

any terms. He might possibly show up in a future plot to destroy the surface dwellers he detests, but without the Ocean Master, he has little technological ability to do so.

Killing Combat

Because the Suicide Squad is comprised of villains as well as heroes, some Characters are not penalized for entering Killing Combat in this adventure.

The following Characters should receive Standard Awards even if they entered Killing Combat: Deadshot, Colonel Flag, Captain Boomerang, Duchess, the Fiddler, Killer Frost, and Vulcan. Colonel Flag is included because he is a career soldier, and killing is frequently called for "in the line of duty."

The Characters that follow should *not* receive Standard Awards if they entered Killing Combat: Bronze Tiger, Nemesis, Nightshade, Shade the Changing Man, and Vixen. These Squad members consider themselves heroes and are therefore subject to the normal rules governing Killing Combat.

Standard Awards

Two Standard Awards for this adventure follow: the first is for the Advance Team in Poseidonis, and the second is for the Combat Team that battled Ayrn in the Middle Earth Realm

The Advance Team

Opposition:

Inferior 15

Critical Points:

Stopping the Generator:

Even Odds 3

Defusing Bomb:

Even Odds 3

Capturing Serbus:

Seldom Works 8

Area of Consequence:

International 7

Severity:

Permanent Nonfatal 10

Total Standard Award: 46

The Combat Team

Opposition:

Equal 20

Critical Points:

Opening the Cylinder:

Even Odds 3

Defusing Doomsday Device:

Seldom Works 8

Rescuing Aquaman:

Seldom Fails 2

Defeating Ocean Master:

Even Odds 3

Area of Consequence:

Worldwide 15

Severity:

Fatal 15

Total Standard Award: 66

HOW TO USE THIS BOOK

This book is divided into four sections: GM's Introduction, Characters, Encounters, and Game Results. In any of these sections, *italicized text* is read to the Players.

GM's Introduction

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

Characters

This section contains information concerning both Player and Non-Player Characters involved in the adventure. Occasionally, only modifications to previously published Character information and Hero Points may be listed; see the full description in the Gamemaster's Manual for the rest of that Character's statistics.

Encounters

The DC Heroes Role-Playing system is based on encounters. That is, Player Characters go from situation to situation instead of location to location. Each encounter is broken up into at least three sections: Setup, Player Information, and GM Information. When necessary, there are also Troubleshooting sections, Rules sections, and/or Sidebars to help the GM run the adventure.

Encounters indicate which descriptions and maps are pertinent to each situation. Brief descriptions, including game statistics and incidental character locations, are often included with maps.

Game Results

Usually called Endgame or Aftermath, this section explains the outcome of the adventure and the awards given to Player Characters. Consequences of incomplete or failed adventures are also mentioned so that the GM can design further scenarios, if desired.

A Note on the Module Difficulty Rating System

Each module published by Mayfair includes an estimate of the Hero Points required to create Characters powerful enough to complete the adventure. This estimate is given on the front cover in the form: **For 5-7 Characters Generated Using 1000-2000 Hero Points.**

To decide whether Characters are powerful enough to complete an adventure, add up the Hero Points needed to generate the Attributes, Powers, and Skills of each Character. Also include Hero Points expended in the creation of special gadgets and equipment the Character possesses. Heroes using the Batman Option or with Linked

Powers or Skills are tallied according to a lower Hero Point cost as detailed in the Player's Manual. Linked Powers and Skills are figured collectively for such Characters, not as if the Powers and Skills were generated separately. Finally, saved or unspent Hero Points are added to determine the total Hero Point rating of each Character.

If the group's average Character rating falls within the suggested bracket, the module is likely to be sufficiently challenging.

Brackets	Typical Groups or Characters
250-500	Beginning Level Characters
501-1000	The New Teen Titans without Raven and Kid Flash
1001-2000	The New Teen Titans with Raven and Kid Flash
2001-4000	Justice League without Superman
4001-8000	Justice League with Superman
8001-16000	Wonder Woman
16001+	Superman

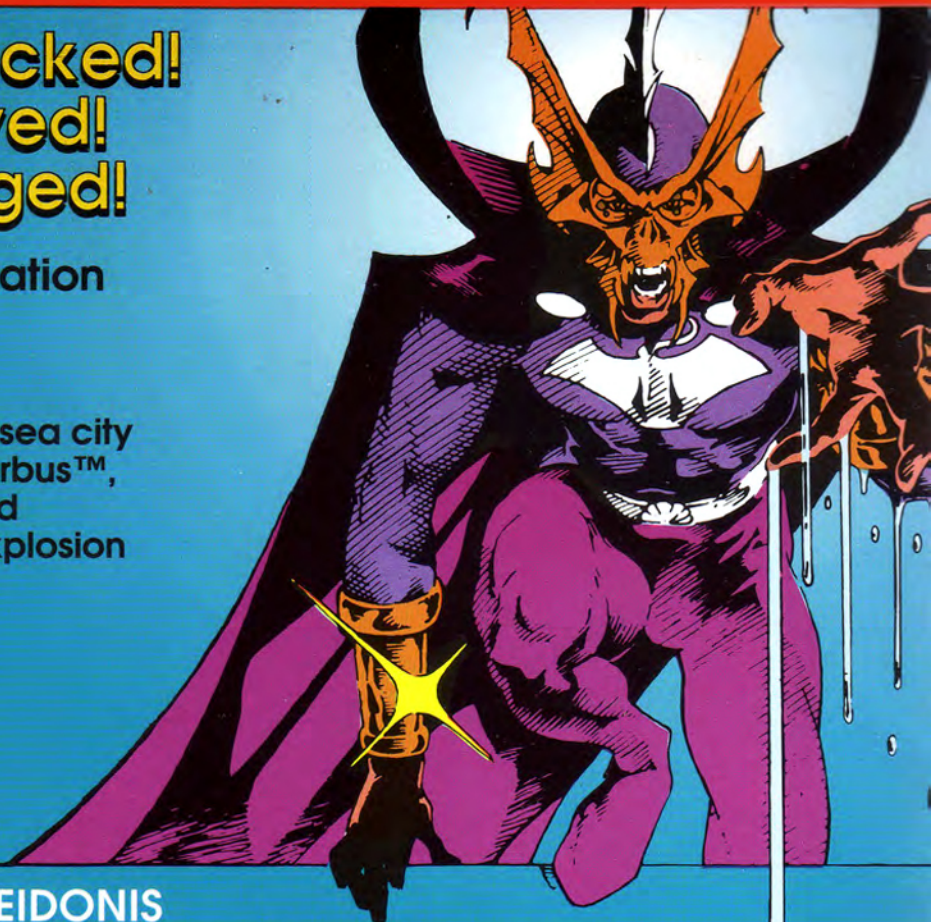
ABBREVIATIONS

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

U.S. Diplomats Attacked! Life Support Destroyed! Generators Sabotaged!

"Mrs. Waller™, we have a situation developing. Send for the Suicide Squad™ . . ."

A diplomatic mission to the undersea city Poseidonis™ has been attacked. Serbus™, chief scientist of the city, has assured Prime Minister Martinus™ that the explosion that ripped through the diplomatic team's quarters was an accident. The U.S. Government has decided otherwise, and Task Force X™ is assigned to infiltrate the city and secretly protect the American diplomatic corps.



PART ONE: MISSION IN POSEIDONIS

Upon the team's arrival, life support systems break down, power generators run wild, and assassination attempts are made. As the Advance Team tries to unravel the identity of the assassin, the city come under siege by the Marine Maurauder™ and a powerful bomb is set to destroy Atlantis.

PART TWO: THE CENTER OF THE EARTH

While the Advance Team cleans up in Poseidonis, it discovers an even deadlier plot about to be sprung by the Ocean Master™, longtime foe of Aquaman™. A Combat Team is assembled and dispatched to the Middle Realm™, the subterranean home of an underworld race. There, they must defeat the Ocean Master and thwart his evil plans, or the world's ocean life will be destroyed. It's a race against time, with the fate of the world hanging in the balance.

Operation: Atlantis includes all new DC™ HEROES RPG game statistics for Aquaman, Mera™, Atlanteans, the Marine Maurauder, Ayrn the Underlord™, the Fiddler™, and Vulcan™. Also Featured are updated rules for underwater adventures.

This adventure also allows Players to play two different Characters as members of the Advance Team and the Combat Squad.



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