



A MATCH-PLAY ADVENTURE FOR TWO PLAYERS FEATURING WONDER WOMAN™ AND SUPERMAN™ 243

HEROES

ROLE
PLAYING
MODULE

SUPERMAN™

**WONDER
WOMAN**™

**WAR
OF THE
GODS**



by Dan Greenberg

War of the Gods

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WAR

OF THE GODS

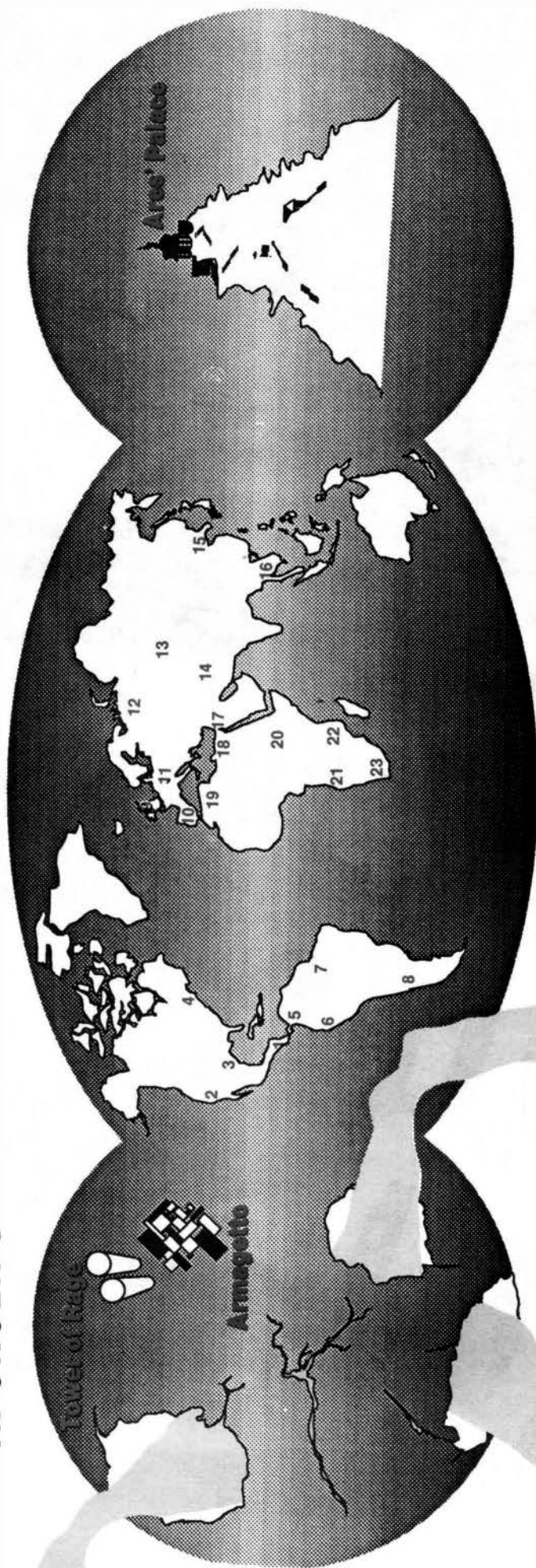
Superman Booklet ***(used by Superman Player)***

Introduction	<u>3</u>
Battlesites Map	<u>2</u>
Superman Character Sheet	<u>4</u>
GM Background	<u>5</u>
Non-Player Characters	<u>6</u>
The Adventure	<u>9</u>
Part One: <i>The Children of Olympus</i>	<u>9</u>
1: <i>FESTIVAL OF CLASSICAL GREECE</i>	<u>9</u>
2: <i>DOG SOLDIERS</i>	<u>10</u>
3: <i>MEETING THE CHILDREN OF OLYMPUS</i>	<u>12</u>
4: <i>FLIGHT OF THE PARA- DEMONS</i>	<u>14</u>
Part Two: <i>Confronting the Gods</i>	<u>17</u>
5: <i>APOKOLIPTIC FERVOR</i>	<u>17</u>
6: <i>ARES' SUMMONS</i>	<u>20</u>
Part Three: <i>Battlefield Earth</i>	<u>22</u>
7: <i>IN FINAL BATTLE</i>	<u>22</u>
Endgame	<u>31</u>
Invasion Stat Sheet	<u>32</u>

BATTLE SITES

EARTH

AREOPAGUS



- | | | | |
|-------------------|--------------|----------------|-----------------|
| 1 Central America | 7 Venezuela | 13 Moscow | 19 Libya |
| 2 California | 8 Argentina | 14 Afghanistan | 20 Ethiopia |
| 3 Texas | 9 Ireland | 15 Korea | 21 Angola |
| 4 Washington DC | 10 Spain | 16 Laos | 22 Mozambique |
| 5 Columbia | 11 Germany | 17 Iran | 23 South Africa |
| 6 Ecuador | 12 Leningrad | 18 Turkey | |

Introduction

Welcome to the *DC Heroes* Match-Play adventure, *War of the Gods*, designed for Superman and Wonder Woman. This two-Player adventure is unique in that it requires no formal Gamemaster (GM). Instead, each Player takes turn acting as GM for the other Player, until the climax of the adventure, which is run as a two-person "solo" adventure, with no GM.

This booklet contains the Wonder Woman adventure and is to be used by the Superman Player, who will act as GM for Wonder Woman during the adventure.

Match-Play Format

With this unique match-play format, two people are allowed to play a *DC Heroes* adventure while both get a chance to play, unlike a normal one-on-one adventure where one person role-plays a Character and the other person merely GMs the adventure.

The match-play system works like this:

The Wonder Woman Character begins play first and you, the Superman Player, act as GM for the first two Wonder Woman encounters. Then, in **Part I, Monsters Over Metropolis**, you play Superman for the first three Superman encounters while the Wonder Woman Player GMs your adventure.

Once each section is complete, the Players switch roles again. You, the Superman Player, GM the next two Wonder Woman encounters (**Part I, Encounters 4 and 5**). Then you switch again, as the Wonder Woman Player GMs you as Superman in **Part I, Encounters 4 and 5**.

A flowchart of gameplay (explaining who plays and who GMs during the adventure's encounters) is as follows:

Wonder Woman	Superman
Plays Encs. 1, 2	Acts as GM
Acts as GM	Plays Encs. 1, 2, 3
Plays Encs. 3, 4	Acts as GM
Acts as GM	Plays Encs. 4, 5
Plays Enc. 5	Acts as GM
Acts as GM	Plays Enc. 6
Plays Enc. 6	Acts as GM
Begins Solitaire	Begins Solitaire

Once both Players have played and acted as GM in Encounter 6, you **SWITCH BOOKLETS** and turn to the final section — **Part II, Encounter 7: Battlefield Earth**. This section is the climax of the *War of the Gods* and both the Superman and Wonder Woman Characters play their adventures at the same time, using a unique solo/interactive system included in the last section of both adventure booklets.

The Superman and Wonder Woman adventures interweave to form a complete story. Because they are both part of the same storyline, they both contain important material to which you (as GM) have access but to which your hero Character (Superman) has no access. It is an important yet difficult role-playing challenge to have your Character act only on information he gains from his adventures, not from information you read as GM.

NOTE: This match-play adventure can be played with two Players and a third person acting as GM. In this case, the third person should familiarize him/herself with both adventure booklets and GM the Wonder Woman and Superman adventures separately until the climax at Encounter 7, when s/he should GM both Players' adventures simultaneously.



Superman Character Sheet

SUPERMAN <i>alias Clark Kent</i>			
DEX: 23	STR: 35	BODY: 24	
INT: 12	WILL: 22	MIND: 15	
INFL: 10	AURA: 10	SPIRIT: 4	
INITIATIVE: 45	HERO POINTS: 210		

POWERS:

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

SKILLS:

Artist (Writer): 5, Charisma (Persuasion): 13, Scholar: 10, Thief: 4

LIMITATIONS:

Superman obtains his Powers and advanced physical Attributes through exposure to yellow sun radiation. He possesses a 240-point solar reserve when he is away from a yellow sun and until he is re-exposed to yellow sun radiation, he loses 5 points per hour from his solar reserve. In addition, each use of a Physical Attribute, Power, or Skill per phase when away from yellow sun radiation reduces this reserve by the number of APs used. (Superman may choose to use fewer than his maximum APs in a Physical Attribute, Power, or Skill.)

Superman may use no more than 10% of his remaining reserve to power any single Attribute, Power, or Skill during one phase. When his solar reserve fails to 40 points or lower, he may use only 4 APs per Attribute, Power, or Skill until that reserve is depleted. While using his solar reserve, Superman cannot Push Attributes, Powers, or Skills. He can, however, expend Hero Points for Desperation Recovery or to increase his AV, EV, OV, or RV. When Hero Points are spent in this manner, an equal number must be deducted from his solar reserve.

Superman cannot lift more than 19 APs in weight.

Neither STR nor Telekinesis can be Pushed.

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

VULNERABILITIES:

Kryptonite: Rare, Fatal, and Loss —Range: 3 APs; Attacks with magical bases affect Superman normally.

CONNECTIONS:

Daily Planet (High)

MOTIVATION:

Upholding the Good

WEALTH:

Affluent

JOB:

Reporter for the Daily Planet

RACE:

Human

BACKGROUND

Superman is the premiere hero on Earth. He is noble, honorable, and the highest example of what a superhero can be. Through his unswerving allegiance to the highest moral values and principles, Superman has earned the respect and admiration of his fellow heroes and fellow citizens alike.

Superman is the sole survivor of the destruction of his home planet Krypton. His father Jor-El discovered that the planet was emitting poisonous doses of Kryptonite radiation and that the planet's core was unstable. With his people dying and the planet itself doomed, Jor-El took his unborn son's Life-Matrix from its Gestation Chamber and launched it toward Earth in an experimental Star-Drive of the scientist's own design. The child was born within the ship and when it reached Earth, the child was found by a young couple, Jonathan and Martha Kent, who named the boy Clark and raised him as their own son.

As young Clark Kent grew, he found that Earth's lesser gravity and yellow sun radiation gave him incredible powers. When he reached adulthood, he resolved to use his powers for the good of Mankind. He wore a costume designed by his earthly mother and adopted the identity of Superman.

Clark Kent moved to Metropolis to

become a novelist and feature reporter for the Daily Planet newspaper and, as Superman, now operates worldwide as a champion of truth, justice, and the American Way.

Superman Information

The following information contains relevant data known by Superman concerning the persons and events featured in this adventure. A solid knowledge of Superman's friends and foes will help you role-play Superman more effectively. Players who are familiar with the Superman Character may wish to skip this section, picking up with the GM Background for the Wonder Woman Adventure which follows.

Darkseid

You have fought Darkseid's schemes since the New Gods were first discovered. Recently, you and Wonder Woman battled Darkseid to defend Mount Olympus, the home of the Olympian gods, the dieties Wonder Woman and her Amazon sisters worship. Darkseid wanted to control the power-rich home of the gods and add it to his string of conquests. Aided by Wonder Woman, you thwarted the evil god's plans and Darkseid left Olympus, frustrated and angry over his inability to either find the gods or destroy Olympus.

Since that time, you have sided with Darkseid in defense of the Earth and all reality during the Cosmic Odyssey, winning a measure of his respect in doing so. While you resist the powerful god's plans, you do not seek conflict with him if you can possibly avoid it.

The Olympians

You don't know a lot about this mysterious race of gods and you have only met one — Hermes, the fleet-footed messenger god, during Darkseid's siege of Olympus. You know they are the mysterious, godly race which Wonder Woman and her Amazon sisters worship. Darkseid explained to you that the Olympians are a race of gods born in the eruption of cosmic energies which created Apokolips and New Genesis, the homeworlds of the New Gods.

A	B
ANSWER TO DARKSEID'S OFFER _____	
FRAGMENTS OBTAINED	
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

GM Background



Wonder Woman's Adventure

The conflict between Darkseid and Ares, the Olympian god of war, has roots in the cataclysmic era long before the age of Man. Darkseid is bitterly angry that the Olympians pass themselves off as the original gods of Earth, when he knows they are merely another race of New Gods created at the same time his own race was formed.

However, the Olympians evolved on Earth, instead of another planet like New Genesis or Apokolips, and as such were able to convince the mortals of Earth that they were the humans' real gods. These gods made the Earth mortals worship them, providing the Olympians with immense power.

As the centuries passed, the influence of the Olympians declined as their mortal followers abandoned them. In the twentieth century, the gods' only worshippers are the race of Amazons which the gods themselves created. Still, the Olympians possess an immense power stored in Mount Olympus — power Darkseid craves. Darkseid invaded Olympus to usurp the gods' power but was unable to either find the gods or destroy the enchanted realm.

All Olympian gods but Ares and Hermes fled Earth's dimension rather than face Darkseid. With the other Olympians now absent, the war god Ares is attempting to revive Olympian worship on Earth (particularly the mortals' reverence of war) in order to gain more power.

Wonder Woman's presence on Earth has generated great renewed interest in the Olympian gods, interest which Ares has thus far been quick to exploit. When a group called the Children of Olympus formed to worship the Olympians, Ares sent his minions to infiltrate the group and funnel the energy of their worship to the Areopagus, Ares' own dark temple.

Darkseid's fury peaked when the Olympians fled contact with Earth rather than face him, Ares' plan to revive Olympian worship on Earth adding insult to injury. Darkseid, determined to assure that Earthlings not be fooled into worshipping such false gods, seeks to sabotage Ares' plan; the lord of Apokolips refuses to allow any being other than himself dominance over Earth. To defeat Ares' attempt, Darkseid plans to send warrior squads from Apokolips to Earth to uncover Ares' minions inside the Children of Olympus. In this manner, Darkseid hopes Ares will come out of hiding and combat the New God personally.

NOTE: This Background revealing Darkseid's plan is a good example of the kind of secret information you will read while acting as GM for the Wonder Woman Player. Try not to "transfer" this information to your Superman Character when you are role-playing him.

Non-Player Characters

HERMES

DEX: 29	STR: 18	BODY: 35
INT: 15	WILL: 34	MIND: 27
INFL: 21	AURA: 20	SPIRIT: 28
INITIATIVE: 65	HERO POINTS: 240	

POWERS:

Energy Absorption: 10, Control: 5, Dimension Travel: 45, Flight: 36, Flash: 4, Invulnerability: 20, Life Sense: 17, Mystic Shield: 10, Regeneration: 8, Sealed Systems: 20, Shrinking: 12, Skin Armor: 15, Super Hearing: 6, Superspeed: 18, Telekinesis: 25, Telepathy: 10, Teleportation: 30, Telescopic Vision: 12, Transmutation: 26, Truesight: 8, Ultra Vision: 5

SKILLS:

Charisma: 20

LIMITATIONS:

Flash can also be used to produce a low-intensity and non-blinding illumination

CONNECTIONS:

Mount Olympus: (High)
Themyscira: (High)

MOTIVATION:

Thrill of Adventure

WEALTH:

N/A (essentially limitless)

JOB:

Herald of Olympian Gods

RACE:

Olympian God

EQUIPMENT:

Caduceus of Hermes

DEX: 0	STR: 8	BODY: 35
INT: 0	WILL: 0	MIND: 0
INITIATIVE: 0	HERO POINTS: 0	
CHARGES: N/A		
COST: 3991 HPs + \$56B		

POWERS:

Animate Objects: 20, Flash: 12, Flight: 7, Regeneration: 12, Starbolt: 18

LIMITATIONS:

Animate Objects and Flight operable only on snakes of the staff handle.

Flash can also be used to produce a low-intensity and non-blinding illumination.

BACKGROUND

Hermes is the messenger god and herald of the Olympians and is also the god of trade, herdsmen, and thieves. He dresses lightly, usually wearing a simple red cape and a short yellow tunic. The son of Zeus and Maia and father of the deceased god Pan, Hermes wears a round, winged helm, winged sandals, and carries a golden staff (called a caduceus).

Hermes is a vigorous, exuberant youth, who exalts in his phenomenal speed and flight. He relays messages from Olympus to Earth and occasionally transports the gods themselves between the divine realms. While not one of the five midwives who birthed the Amazons, Hermes joined with them in the creation of Princess Diana, for whom he holds a special fondness.

It was Hermes who first brought Wonder Woman to Man's World and he who aided Diana in her first adventures. The more Hermes learns of Diana, the more he has come to admire her. When the other Olympian gods chose to flee Olympus after Darkseid's invasion, Hermes remained to become Diana's travelling companion on Earth.

Role-Playing

A true god on Earth, Hermes is understandably arrogant and condescending to mortals. Nevertheless, he has great compassion for humans and treats them with respect. He can be brash and quick-tempered and always speaks his mind, even to his fellow gods. Since his arrogance once led to great destruction on Earth at the hands of Ixion the Assassin, Hermes has tempered his ego with a dose of humility. He is now eager to learn the ways of Man by travelling with Diana and living with Steve Trevor, one of Diana's closest human friends.

When presenting Hermes in this adventure, keep him subdued. He delights in talking to the Children of Olympus who worship him but he will always defer to Diana when negotiating with them.

DARKSEID

DEX: 23	STR: 18	BODY: 46
INT: 20	WILL: 32	MIND: 30
INFL: 16	AURA: 20	SPIRIT: 30
INITIATIVE: 59	HERO POINTS: 180	

POWERS:

Aura of Fear: 17, Continuum Control: 60, Control: 5, Dimension Travel: 32, Invulnerability: 38, Life Sense: 19, Mind Blast: 18, Mind Probe: 20, Object Awareness: 32, Sealed System: 18, Skin Armor: 15, Suspension: 32, Telepathy: 32, Truesight: 18

SKILLS:

Charisma: 15

CONNECTIONS:

Apokolips (High), New Genesis (Low)

MOTIVATION:

Psychopathic (Marginally)

WEALTH:

N/A (essentially limitless)

JOB:

Dictator of Apokolips

RACE:

Strange Humanoid

BACKGROUND

Darkseid is a member of the race of New Gods and the totalitarian ruler of the planet Apokolips. He rose to his rule through deception and treachery and plans to continue his mad lust for power by conquering the rest of the universe.

Role-Playing

Darkseid is a god of supreme evil, the embodiment of a monstrously destructive power. He believes himself to be the first and greatest force in the multiverse and resents all other godly beings. A cruel and boastful villain bent on total domination, Darkseid possesses a great evil majesty; everything he does is spectacular and larger than life.

Darkseid's power games have been thwarted numerous times by the cosmically insignificant planet Earth, a fact for which he greatly resents the planet and its inhabitants. He also despises the upstart Olympian, who dare to presume themselves greater than the New Gods but refuse to face him in combat. Darkseid has attempted to defeat the Olympians but his total inability to destroy or even find the gods has dramatically inflamed his growing anger towards Earth.

Effectively adding insult to injury, the Olympian war god Ares has been sending minions to infiltrate the Children of Olympus, a human religious organization devoted to renewing worship of the Olympian gods. Darkseid is determined to stop the Ares' minions before the Earth succumbs to worshipping the Olympian war god.

Earth and its inhabitants have given Darkseid great trouble in the past. His interest is to prevent the considerable energy of worship from the human race from being channelled to the Olympians. In his mind, Darkseid seeks to protect Mankind from its own gullibility.

DESAAD

DEX: 4	STR: 3	BODY: 5
INT: 15	WILL: 12	MIND: 20
INFL: 4	AURA: 6	SPIRIT: 5
INITIATIVE: 23		HERO POINTS: 65

SKILLS:

Charisma (Interrogation): 7,
Gadgetry: 25, Scientist: 25

LIMITATIONS:

Miscellaneous: DeSaad is a
toadying coward

CONNECTIONS:

Apokolips (High)

MOTIVATION:

Serves Darkseid

WEALTH:

N/A

JOB:

Serves Darkseid

RACE:

Apokoliptian

BACKGROUND

DeSaad is Darkseid's primary henchman and full-time lackey, the one who helped engineer Darkseid's bloody road to the throne of Apokolips by murdering Darkseid's mother, Queen Heggra. Darkseid treats DeSaad with cruelty and contempt, having even killed DeSaad once (as he often kills those who displease him) but bringing DeSaad back because the dark god found he required his fawning henchman. DeSaad is the closest thing to a friend Darkseid has.

Role-Playing

DeSaad has difficulty relating to people and feels most comfortable around his machines and gadgets. He is a sadist who revels in torture and human misery and, although spineless and frail, he can be a very dangerous opponent.

KALIBAK

DEX: 13	STR: 28	BODY: 23
INT: 3	WILL: 13	MIND: 10
INFL: 8	AURA: 8	SPIRIT: 10
INITIATIVE: 24		HERO POINTS: 55

POWERS:

Skin Armor: 8, Invulnerability: 21,
Mind Over Matter: 3

CONNECTIONS:

Apokolips (High)

MOTIVATION:

Serves Darkseid

WEALTH:

N/A

JOB:

Warrior of Apokolips

RACE:

Apokoliptian

EQUIPMENT:**Beta Club**

DEX: 0	STR: 22	BODY: 25
INITIATIVE: 0		HERO POINTS: 0
CHARGES: N/A		
COST: 2250 HPs + \$146M		

POWERS:

Starbolt: 26

BACKGROUND

Kalibak the Cruel, also known as the Scourge of Apokolips, is Darkseid's most powerful and ferocious warrior. Kalibak is not very intelligent, considering his familial line, although he makes up for this with brute force and violence. His ferocity and evil make him feared throughout the galaxy.

The son of Darkseid and the Witch Suli and half-brother to the New God Orion, Kalibak inherited his father's cruelty and hatred but not Darkseid's cunning intelligence. Consequently, Darkseid uses Kalibak as advance guard for his plots, continually sending his powerful son headlong into great danger.

Role-Playing

Kalibak acts not on his own initiative but on Darkseid's directives. If unable to complete a mission, Kalibak will attack any available foes and then return to Darkseid for more orders. He is a warrior who delights in butchery and will engage in one-on-one personal combat with an almost religious fervor.

Kalibak normally begins combat with a blast from his Beta-Club, then closes to hand-to-hand range against his foes, often destroying buildings to crush his opponents under mountains of rubble. Nimble, mobile foes who fight from a distance enrage the doltish Kalibak, who will never surrender and resists furiously when captured.

DOG SOLDIER

DEX: 7	STR: 7	BODY: 7
INT: 1	WILL: 1	MIND: 1
INFL: 4	AURA: 3	SPIRIT: 3
INITIATIVE: 12 (24)		HERO POINTS: 0

SKILLS:

Gadgetry (Identify)*: 1, Martial
Artist (Attack Advantage): 12,
Military Science*: 1, Weaponry*: 7

LIMITATIONS:

Catastrophic Irrational Attraction
to Violence

CONNECTIONS:

Apokolips (Low)

MOTIVATION:

Serves Darkseid

WEALTH:

N/A

JOB:

Stormtrooper

RACE:

Apokoliptian

EQUIPMENT:**Blaster**

DEX: 0	STR: 0	BODY: 2
INITIATIVE: 0		HERO POINTS: 0
CHARGES: N/A		
COST: 66 HPs + \$900		

POWERS:

Starbolt: 7

BACKGROUND

A new addition to Darkseid's military ranks, Dog Soldiers are specially bred to be huge, hulking, oafish monstrosities. They are known for their savage fighting skill, dark humor, and their tendency to fail at missions requiring independent thought. The strongest troops in the Apokolips legions, Dog Soldiers are also the least intelligent, being used primarily for invasions, where the need for violent destruction supercedes capture of military objectives.

Role-Playing

Dog Soldiers are bumbling braggarts. When their invasions go well, they are bold and overconfident, chortling over the suffering of their victims and engaging in wanton destruction. If losing, however, they become hysterical and retreat in panic. While they should normally be played for laughs, the GM should remember that Dog Soldiers are ruthless killers when they possess the upper hand.

PARA-DEMON

DEX: 6	STR: 6	BODY: 6
INT: 4	WILL: 7	MIND: 7
INFL: 1	AURA: 0	SPIRIT: 0
INITIATIVE: 11		HERO POINTS: 5

POWERS:

Flight: 8, Skin Armor: 4

SKILLS:

Acrobatics*: 6, Gadgetry (Identify
Gadget)*: 4, Military Science: 4,
Vehicles: 6, Weaponry*: 6

CONNECTIONS:

Apokolips (Low)

MOTIVATION:

Serves Darkseid

WEALTH:

N/A

JOB:

Soldier

RACE:

Apokoliptian

BACKGROUND

Darkseid's elite soldiers, Para-Demons have faces and bodies which are a



combination of mutated flesh and mechanical armor. Para-Demons, which normally travel in small squads of between three and eight, fight to the death, fanatically obey orders, and attack any obvious intruder.

Role-Playing

Para-Demons are fast, cunning, and ruthlessly efficient. They strike quickly and forcefully but without the characteristic bravado of Darkseid's Dog Soldiers. These are grim and cold Apokoliptian warriors.

AERO-TROOPER

DEX: 5	STR: 5	BODY: 5
INT: 4	WILL: 5	MIND: 5
INFL: 2	AURA: 1	SPIRIT: 1
INITIATIVE: 11	HERO POINTS: 10	

SKILLS:

Acrobatics*: 5, Gadgetry (Identify Gadget)*: 14, Military Science*: 4, Vehicles*: 5, Weaponry*: 5

CONNECTIONS:

Apokolips (Low)

MOTIVATION:

Serves Darkseid

WEALTH:

N/A

JOB:

Soldier

RACE:

Apokoliptian (former Hunger Dog)

EQUIPMENT:

Flight Disks

DEX: 0	STR: 0	BODY: 9
INITIATIVE: 0	HERO POINTS: 0	
CHARGES: N/A		
COST: 161 HPs + \$3400		

POWERS:

Flight: 8

Uniform

DEX: 0	STR: 0	BODY: 4
INITIATIVE: 0	HERO POINTS: 0	
CHARGES: N/A		
COST: 99 HPs + \$1500		

POWERS:

Sealed Systems: 6, Skin Armor: 5

Shoulder Radio

DEX: 0	STR: 0	BODY: 2
INT: 0	WILL: 0	MIND: 0
INITIATIVE: 0	HERO POINTS: 0	
CHARGES: N/A		
COST: 200 HPs + \$160K		

POWERS:

Super Ventriloquism: 14

BACKGROUND

Employed as scouts and not warriors, Aero-Troopers carry no weapons and are employed primarily for surveillance; they are not expected enter combat. Aero-Troopers who survive their often treacherous missions are eventually made into Para-Demons.

Aero-Troopers regularly test their long-range scanning and maneuvering capabilities by spotting younger, weaker Hunger Dogs and pulling them from their crowds. The Aero-Troopers then take the young, impressionable children to Apokoliptian "Orphanages" for brainwashing and enlistment in Darkseid's military.

Role-Playing

Fresh from rigorous brainwashing sessions, Aero-Troopers are bald, expressionless drones with little to no

personality. When role-playing Aero-Troopers, GMs should stare blankly with a slack jaw to demonstrate Aero-Troopers' vacant expressions, making their eyes bug out to indicate any reaction (such as surprise) to an event.

LORNA JUSTINIAN

DEX: 3	STR: 2	BODY: 2
INT: 4	WILL: 3	MIND: 3
INFL: 3	AURA: 3	SPIRIT: 2
INITIATIVE: 10	HERO POINTS: 8	

SKILLS:

Charisma: 5, Scholar: 5

CONNECTIONS:

Children of Olympus (High)

WEALTH:

Millionaire

JOB:

Leader of the Children of Olympus

RACE:

Human

BACKGROUND

Lorna Justinian is the leader of the Boston chapter of the Children of Olympus religious organization. She is an exotic, charismatic woman, with a strong vision and sense of purpose.

Unknown to Justinian, her Children of Olympus group has been infiltrated by Ares' minions in the war god's attempt to revitalize worship of the Olympian gods on Earth.

LUCIEN JUSTINIAN

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

SKILLS:

Charisma: 4, Scholar: 4

CONNECTIONS:

Children of Olympus (High)

WEALTH:

Millionaire

JOB:

Dilettante

RACE:

Human

BACKGROUND

Lucien Justinian founded the Boston chapter of the Children of Olympus religious organization with his sister, Lorna. He is an exotic, charismatic man, determined to see the human race return to its ways of Olympian worship. While he lacks his sister's vision, Lucien possesses the money necessary to bankroll the operation.

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The Children of Olympus

NOTE: The Superman Player should begin the Wonder Woman adventure by running only Encounters 1 and 2 which follow.

Adventure Synopsis

In the four Wonder Woman encounters which follow, Darkseid sends troops to attack a festival honoring ancient Greek culture as the first offensive in a war designed to (1) flush the Olympian gods out of hiding and (2) eliminate the Ares-placed controllers of the Children of Olympus.

Wonder Woman fends off the attack and discovers the existence of the rapidly-growing Children of Olympus religious organization, which is working to revitalize worship of the Olympian gods on Earth.

Diana and Hermes then investigate the group only to find themselves being worshipped by the members of the organization. The meeting is interrupted by a Para-Demon attack, led by Kalibak. This is Darkseid's second offensive against the Olympian gods, designed to weaken the Olympians' growing power base on Earth. During the ensuing battle, Hermes is seriously injured, although Diana can defeat Kalibak's forces.

encounter one

Festival of Classical Greece

Setup

Princess Diana is attending an outdoor festival celebrating ancient Greek culture following a Harvard symposium where she addressed a panel of scholars regarding the Amazons and their Olympian gods. In this encounter, three of those scholars will stalk up to Diana and begin arguing with her in what is principally a short role-playing excursion designed to establish a backdrop for the attack which follows.

Player Information

It is a glorious summer morning and you, Princess Diana of Themyscira, the fabled Wonder Woman, are spending the day enjoying an outdoor festival celebrating ancient Greek art and culture. The area is decorated in a splendor to honor the Greek gods, with numerous plaster replicas of famous Greek statues and silk banners bearing the names of the gods. Music plays across the field as happy revelers dance, drink, and play out impromptu mini-olympic events.

Only a short time ago, you were speaking at a three-hour Harvard symposium on classical Greek culture in which you detailed the existence of the Olympian gods to a distinguished panel of professors. Your formal work now complete, you accept the all-to-infrequent opportunity to relax, enjoying the chance to watch the festivities. With Hermes, the Olympian messenger and travelling companion here on Earth, and Julia Kapatelis, Harvard professor and your closest friend, still back at the symposium, you find yourself with time on your hands before they rejoin you.

The Adventure

NOTE: At GM discretion, the Player may allow Diana a moment to enjoy the festival before continuing with the encounter. The Amazon could sample the food, listen to music, help judge (or even participate) in the mock olympics, or simply meet admiring people.

Whether Diana is simply relaxing alone or if she is meeting others at the festival, interrupt her activities with the following (read aloud to the Wonder Woman Player):

Without warning, a trio of professors from the symposium stalk up to you, looking unaccountably angry. You recognize the man in the lead as Chester Farley, one of Julia Kapatelis' Harvard colleagues. The scowling Farley stops in front of you, thrusts a pudgy finger directly in your face, and barks, "Do you really expect us to be so gullible as to believe your fairy stories about 'Gods' and 'Amazons' as reality?!"

GM Information

The skeptical Professor Farley is a Harvard archeology professor who bases his argument against the Olympian gods by claiming, *"If the gods were real, they would have left some evidence of their existence. Yet to this day, no such evidence has ever been found. Obviously, these tales are created by sensationalists seek personal gain by monopolizing on the gullibility of others."*

The second professor, Doug Keretsky, will jump in to argue whenever Farley needs to catch his breath. A history professor from USC, Keretsky's argument is that *"If the gods were truly real, the stories of their existences would corroborate your claim. Yet, there are so many conflicting and contradictory accounts of their lives, they must be simple myth."*

The third man is Earnest Luckenbill, an economist from Yale. Luckenbill has no reasoned, scholarly disagreement with Diana — his is simply an emotional, personal one: *"The Olympian gods can't exist! It's blasphemy to even consider it! And to demand our worship — how could our modern, advanced society possibly lower its standards to be ruled by such beings?"*

At this point, Diana has several options. She could simply ignore the ranting professors and attempt to continue enjoying the festival. If she does this, the professors will continually shout after her, complaining that she is "avoiding the question" and "unable to present hard evidence" to back her side, obvious proof that the gods do not exist.

Play should then proceed to **Encounter 2: Dog Soldiers.**

Diana could use her Charisma to Persuade the professors to change their attitudes toward the princess and her ideals; AV/EVs for such an attempt would be at 13/13 (Wonder Woman's Charisma) with OV/RVs at 2/2 (each professor's INFL/SPIRIT). The professors are currently Hostile toward Diana (awarding a +3 column modifier to the OV) and success will only move them to Neutrality. Note that unless the Wonder Woman Player chooses a Persuasion multi-attack (adding +2 to OV/RVs), each Persuasion attempt must be rolled separately.

A Persuaded professor will be disconcerted by Diana's charming manner but will stop pestering Diana, exiting the scene mumbling to himself. His colleagues, however, still quite angry, will take up the argument where the other professor left off. These arguments should still be occurring when Lucien Justinian arrives (see the following **Lucien** section).

The wisest choice for Diana to make is to discuss the point with the professors. If the Player chooses this option, let him/her role-play the encounter accordingly.

An appropriate counter-argument to the professors' complaints is that the Amazons are living proof of the gods; since Americans have been to Paradise Island, that in itself should be sufficient proof that at least the Amazons are real. Diana could counter Keretsky's argument by saying that Man's history is full of true incidents which were reported many different ways or which have been distorted from generation to generation.

Luckenbill's argument is impossible to counter with reason, since his argument has no logical basis. Nonetheless, Diana could try to calm him and perhaps show that she and the Amazons are intelligent beings who continue to worship the Olympians. Before these discussions are over, Lucien Justinian will arrive and interrupt it.

If the Player is unable or unwilling to role-play the situation (or if s/he simply isn't sufficiently well-versed in Wonder Woman's history and mythos to do a proper job, the GM should quickly advance to Lucien's interruption, as he intends to set the professors right on the Olympians' existence.

Lucien

In the middle of the impromptu argument, Lucien Justinian will walk up to Diana and the professors and join the discussion, arguing on Diana's side (his approach possibly assisting Diana, depending on the timing of his arrival and Diana's own success with the professors). When Justinian arrives, read the following aloud to the Wonder Woman Player:

While you are trying to reason with the professors, a stylishly dressed young man with a striking head of silver hair walks up to you and interrupts the conversation, saying, "Isn't it amazing how those espoused to be the most open-minded of our race are so resistant to accept new ideas? What chance do the rest of us have to replace our old, worn-out notions when our scholars are the slowest to accept new facts?"

It is likely Diana will welcome the interruption. The professors will sputter a bit but Lucien's statement will have taken the enthusiasm out of their arguments. The professors will meekly apologize to Diana for their outbursts and will wander away, feeling somewhat foolish.

When the argument breaks up, Lucien will introduce himself to Diana, saying, *"Hello, princess. I'm Lucien Justinian, professor of anthropology and a great admirer of yours. I'd been hoping for a chance to meet you. There are many questions I've been meaning to ask you. For one, how do you feel about the decline in Olympian worship on Earth?"*

As their conversation begins, proceed immediately to **Encounter 2: Dog Soldiers** and interrupt Diana's reply.

Troubleshooting

If Diana ignores the potential discussion with the professors, she won't meet Lucien. In this case, continue play with Encounter 2; when Lucien is attacked, modify the information to introduce him as someone Diana has never seen (although she could gain the previous information through discussions with persons afterward, at GM discretion).

encounter two

Dog Soldiers

Setup

This encounter immediately follows Encounter 1, interrupting either Diana or Lucien Justinian in mid-sentence.

If the GM would like to start the encounter very dramatically, precede the reading of the Player Information with a very loud, unexpected noise to simulate the Boom Tube opening (slam the table, drop a heavy book, etc.). To be most effective, do this during the conversation between Diana and Lucien, interrupting one of them.

Player Information

Suddenly, a tremendous boom roars through the air and the sky splits open, forming a great, circular hole in space across the field from you. Seven ugly, hulking humanoids wearing high-tech battle armor emerge from the floating hole waving strange blaster rifles.

In growling, guttural voices they shout, "Tear down the statues!" and, "You call these gods? Ha ha haaaa!"

The creatures fire their powerful weapons straight into the crowd, as several of the plaster Olympian gods shatter violently.

The very instant the frightful creatures emerge from the bizzare hole in space, they split into three groups. The first of three starts knocking over statues and tearing down the banners which bear the names of your cherished Olympian gods. The creatures chortle with manic glee at their antics, sending each other into convulsive, drooling fits of bellowing laughter at the sight of the shattering plaster statues.

The second of three groups begins attacking the horrified crowd, battering innocents, terrorizing patrons, and firing their space-age guns at random, while the last remaining creature runs alone through the crowd brandishing a huge club, scanning the masses of people intently.

GM Information

The creatures exiting the Boom Tubes are Dog Soldiers, Darkseid's Apokoliptian Storm Troopers and the initial attack force in the dark lord's war on all things Olympian. Darkseid plans to flush the gods out of hiding and his first attempt will be to kill Lucien Justinian, co-founder of the Children of Olympus movement.

Since all three groups of storm troopers are in different areas, Wonder Woman will have to choose carefully which to oppose first.

The group attacking the crowd is obviously the most initially dangerous. During each phase in which this group goes unopposed, the Dog Soldiers will seriously injure two people. If Wonder Woman does not attack this group by the fifth phase, one innocent citizen will die; one other person will perish each five additional phases before Diana intervenes. The storm-troopers may be almost comic in their stupidity but they can be murderous butchers when unopposed, a fact which the Player must understand.

The group concentrating on destroying the statues is relatively harmless except to the scenery, although it is likely Wonder Woman will be angered over this group's scorn of the Olympian gods. However, the lone stormtrooper (the one scanning the crowd) possesses a potentially greater threat, as his mission is unknown to Diana.

In fact, the lone stormtrooper is searching to assassinate Lucien Justinian. Unless Wonder Woman has somehow moved Lucien to a place of safety (an unlikely event, especially if Lucien and Diana did not meet in Encounter 1), the assassin will locate and immediately enter all-out Killing Combat against Lucien on the tenth phase (burning full Hero Points each phase), most likely eliminating Justinian that phase.

In any event, Lucien will be dead by the twelfth phase following the stormtroopers' arrival, unless Wonder Woman can stop the assassin in time. If Wonder Woman is paying no attention to the sole stormtrooper, Lucien will yell for help on the tenth phase.

Panic in the Park

The crowd, frightened by the attacking warriors, will quickly become a threat to itself. After Wonder Woman has stopped the direct threat of the first group of Stormtroopers and defeated Justinian's assassin, call for an Action Check with AV/EVs equal to Wonder Woman's Telescopic Vision against OV/RVs of 1/1. Positive RAPs indicate Diana notices a small girl about to be trampled by the panicked crowd, with three phases to rescue her. If Diana fails the roll, she will notice the girl with only one phase left to rescue her.

When Diana notices the girl's plight, read the following aloud to the Wonder Woman Player:

With the dramatic violence of the ensuing battle, the once-peaceful crowd panics and runs hysterically away from the grotesque soldiers. Over the noise of the crowd, you hear the horrified screams of a solitary frightened child and see that a little girl is about to be trampled under the feet of a hundred terror-stricken people.

Pulling the child from the crowd requires 20 RAPs from an Action Check with AV/EVs equal to Wonder Woman's Flight or Superspeed against OV/RVs of 7/7. Depending on when Diana noticed the girl's plight (with three/one phases left relative to the previous successful/unsuccessful Action Check), after one phase of crowd trampling, the child will be severely injured. Following two phases of trampling, the girl will be killed.

While knocking the crowd members away from the girl requires only 10 RAPs from a normal Physical Attack (with +3 modifiers for a Strenuous attempt), such an action will most likely injure other people.

Wrap-up

If Wonder Woman loses the battle, Darkseid's stormtroopers will kill a few more innocents, tear down the remaining statues, and shout, "*Death to the old gods! Now see the power of the New Gods!*" Then another Boom Tube will sweep away the stormtroopers, and Wonder Woman will be forced to console a horrified and disillusioned group of people.

If Wonder Woman stopped the stormtroopers but lives were lost in the process, the festival will end on a very depressing note, with Wonder Woman required to give a lengthy statement to the police explaining the events and her inability to assist.

If Wonder Woman won the battle and no lives were lost, the crowd will cheer for her and ecstatically emerge from hiding, the festival continuing at an even greater fervor. While Diana will be required to give a brief statement to the police, the officers will be cooperative and justifiably impressed. The three professors will grudgingly thank Diana for her efforts, although Luckenbill will add, "*I doubt this would even have happened if Princess Diana weren't here.*"

As the debris from the conflict is being gathered, another Boom Tube will form to transport away the stormtroopers' bodies. Soon after, Hermes will fly up, alerted by the noise, and help however he can, at the very least healing Diana (if necessary) and any other injured persons.

When things have calmed down, Wonder Woman may seek out Lucien to see what questions he wished to ask. If this does not occur, Lucien will approach Diana (introducing himself if the two did not meet in Encounter 1). At any rate, when Lucien and Diana converse, Hermes will be present when she speaks to him. When this occurs, read the following aloud to the Wonder Woman Player:

Lucien smiles at you, admiration shining in his eyes. "Princess Diana! Thank the gods for your presence! And Lord Hermes! I am honored," he says, bowing low. "Princess, please allow us to finish our earlier conversation.

"I am co-founder of the group, the Children of Olympus. We are a new religious organization dedicated to reviving worship of the Olympian gods in our modern world. We would be honored if you would come and speak to us about the Olympians. There is so much we could learn from you!"

If Diana agrees, Lucien will say, "*Wonderful! Our members will be overjoyed. We hold our meetings at my sister Lorna's private estate. I shall inform her to prepare for your arrival this Sunday.*"

If Diana wishes to perform any investigations before leaving for the meeting, continue reading the information which follows.

If Diana is now prepared to meet with the Children of Olympus, immediately **SWITCH ROLES** with the Wonder Woman Player. You should now begin play as Superman.

During the interim between the festival and Sunday, Diana can check up on the Children of Olympus, about which she will learn nothing (GM discretion) as the group is too new. If she researches Lucien Justinian, she can learn that he is a wealthy investor and scholar who possesses a strong interest in antiquity, especially classical Greece.

The Wonder Woman Player may want to make a Check to see if Diana is familiar with the stormtroopers. Call for an INT Check but announce that Diana has never before seen the creatures, regardless of the roll's result.

However, Diana has seen and heard the effects of a Boom Tube. If the Player asks if Diana recognizes the stormtroopers' teleportation device, allow an INT Check against OV/RVs of 5/5. Positive RAPs of 4 or more indicate Diana remembers the sound from when Darkseid teleported from Mount Olympus following his ineffective attempt to defeat the Olympians.

If Diana picks up on the Darkseid connection, she may seek to consult with Superman in Metropolis. If so, inform the Player that Superman is away on a mission and cannot be located.

Once Diana's investigations are complete, switch roles, returning to Wonder Woman's **Encounter 3: Meeting the Children of Olympus**, after playing Superman's next encounters.

Troubleshooting

If Diana does not choose to visit the Children of Olympus, Hermes will request that they go, saying, "*I wish to meet those who would revive worship of the gods, to know if they are sincere in their worship.*"

If Wonder Woman still refuses to go, Hermes will go alone. In a violent attack, the messenger god will battle Darkseid's Para-Demons and become badly wounded. Lorna Justinian, the leader of the Children of Olympus, will tell Diana about the Para-Demon attack and state that the Para-Demons invoked the name of Darkseid. If this occurs, reference the information about the injured Hermes located at the end of Encounter 3; play should then return to Wonder Woman's **Encounter 4: Flight of the Para-Demons** following Superman's first three encounters.

NOTE: If Lucien was assassinated by the lone stormtrooper, this encounter must end on a particularly sad and fruitless note, with Wonder Woman left to ponder why the Para-Demons went to such an extent to murder Justinian and what questions Lucien wanted to ask Diana.

The week following the festival disturbance, Diana will receive a note from Lorna Justinian, explaining that her brother was the man killed at the festival and that Diana is requested to attend a reading of his will. The GM should improvise a quick reading-of-the-will scene in which it is revealed that Lucien left half his considerable wealth to the Children of Olympus order and half to the charity of Princess Diana's choice, providing that Diana assist the fledgling religious group.

At discretion, the GM may utilize this solution, omitting all future references to Lucien, adding a somber tone to Diana's interactions with the Children of Olympus and returning to Encounter 3 after playing Superman's first three encounters.

Alternately, the GM could have Lorna Justinian arrive after the stormtrooper attack and modify Lucien's information for Diana, having Lorna present it.

If Diana wants to use her Lasso of Truth on Lucien, remind her that doing so would constitute an unprovoked violation against a man who has done nothing wrong and also directly violates the gods' intentions of its use. If the Player insists, Lucien will succumb to the lasso's influence, revealing his connection to Ares and Ares' plan to control the Children of Olympus group. This action will eliminate the need for many of the following encounters and will cause Diana to lose half her Hero Point Awards for the entire adventure.

Using the Lasso where there is no evidence of threat is completely against Diana's nature. However, doing so (and learning Justinian's true motivation and support) will likely cause Diana to turn against Ares early in the adventure, an action which will substantially weaken the war god's position in his conflict against Darkseid.

At the conclusion of this encounter, **SWITCH ROLES** with the Wonder Woman Player. You now begin play as Superman.

Encounter Three

Meeting the Children of Olympus

Begin this section only after you have played Encounters 1-3 as Superman. If you have just acted as GM for Wonder Woman's first two encounters, **SWITCH ROLES** now and play Superman.

Setup

Diana and Hermes have decided to visit the Children of Olympus religious organization and speak to the group regarding the Olympian gods and their influence on Earth. Lorna Justinian, the spiritual leader of the group, anxiously awaits Diana's arrival.

Player Information

When you arrive for your meeting with the Children of Olympus, a polite security guard admits you to the entrance to the Justinian estate. The grounds shimmer in the morning sun, a lush vision of a Greek Garden, complete with temples of the purest white marble.

The Children of Olympus headquarters is a spacious, classical temple, with ornate white columns, friezes, and statues. A serene and peaceful solitude permeates the estate, coupled with a nearly physical feeling of excitement.

Hermes seems to sense it too and bristles with anticipation as you walk the path toward the main temple. "The very air seems charged," the messenger god says. "Do you feel it, Diana?"

GM Information

If the Wonder Woman Player asks about the "charge in the air," call for an Action Check with AV/EVs equal to Diana's INFL/AURA against OV/RVs of 4/4. If the roll fails, Diana will feel nothing out of the ordinary. Positive RAPs will indicate Diana feels a pleasant surge of excitement, while 8 or more RAPs will indicate Diana feels a pleasant surge of excitement followed by a

feeling of oppressive dread. The discomfort will quickly pass, leaving the Amazon to feel comfortable and at ease.

NOTE: This feeling of dread which Diana may experience is due to the Amazon sensing Ares' essence which surrounds the estate. At this point, Diana will not be able to identify the cause of her discomfort and Hermes will not sense it.

As Diana and Hermes approach the main temple, Lorna Justinian will greet them as a throng of awe-struck, toga-clad admirers walk up to the trio but maintain a polite distance. When Justinian arrives, read the following aloud to the Wonder Woman Player:

Lorna Justinian is a striking, charismatic young woman, with long hair as silver as her brother Lucien's, a magnificent woman who reminds you of your Amazon sisters. Lorna welcomes you by kneeling at your feet. "Lord Hermes!" Lorna says reverently. "I am honored! And Princess Diana — you are our greatest inspiration. Before our formal meeting begins, please allow me to show you about our grounds."

As Lorna guides Hermes and Diana throughout the complex, allow the Player to become familiar with the ground by showing him/her the accompanying map. Justinian will make pleasant conversation as she walks, obviously deeply touched and slightly awed to meet the couple. Once the tour is complete, Lorna will escort Hermes and Diana to the lush Elysian Gardens, where they will be seated. When the couple is comfortable, Lorna will begin her questioning (see the following paragraphs). Lorna will also gladly answer Diana's questions (as indicated in the "Answers: The Children of Olympus" sidebar, which follows).

Hermes will not answer questions directly, preferring to take his cue from Diana. Since the fiasco in Boston against Ixion, the messenger god prefers to let Diana handle interpersonal situations. Hermes will feel immensely revitalized when around the Children of Olympus and will regularly tell Diana so, even to the point of interrupting Diana and Lorna's conversations. Attractive women in flowing togas tantalize him, serving him wine and making a fuss over his lordliness. Hermes will enjoy the attention and will be his usual charming self.

At GM discretion, improvise a short, friendly conversation between Diana, Hermes, and the Children of Olympus. The Children of Olympus truly admire and respect Diana and Hermes; their respect should be made plainly evident to the Wonder Woman Player. The important thing is that Diana feel comfortable with her hosts.

Several questions Lorna will ask include:

- *What are the gods like?*
- *What do they want of Mankind?*
- *What can loyal humans do for them?*
- *When may we meet the other Olympian gods?*

If Diana tells Lorna of the Cosmic Migration and that the gods cannot be reached by any means, Lorna will be deeply saddened. If Diana tells Lorna that Ares is the only god left in contact with Earth, Lorna will grow fearful, asking if Ares is as dangerous a god as legend holds and, if so, what normal humans can possibly do to appease him.

If Diana seems hesitant to answer any questions, Lorna will do everything in her power to assure Diana her group seeks only to commune with and worship her Olympian gods. At GM discretion, Hermes may encourage Diana's compliance with Lorna's questioning; however, if Diana steadfastly refuses to cooperate, Lorna and the Children of Olympus will regretfully understand.

NOTE: If the Player is not completely familiar with Wonder Woman mythology, allow him/her to simply state whether Diana reveals a great deal, some, or no information to Lorna's group. Alternately, the GM could have Hermes assist if/when Diana becomes unable to answer.

Answers: The Children of Olympus

Listed following are Lorna's answers to several questions which Diana and/or Hermes might ask of the group.

■ *How old is your group?* ["We have been established in Boston, seeking to increase our flock of Olympian worshipper, for the better portion of six months now."]

■ *Are there other groups like yours?* ["We are the first of the new Olympian order but more such organization will undoubtedly form as word of our success spreads. Lucien is responsible for contacting groups with similar religious interests."]

■ *How many people are in your group?* ["We now house over two hundred devoted followers of Olympus; one-quarter of our number is here today to listen to your word. Although we do not actively recruit worshippers, we are deluged every day with letters from thousands of people who wish to join our wonderful cause."]

■ *Why have so many people suddenly become interested in the Olympians?* ["Ours is an idea whose time has come. Mankind has an innate need to believe in a force greater than itself. Personally, I became interested recently, after hearing you speak so eloquently of your gods, Diana."]

■ *Where do you receive your finances?* ["Lucien and I (Lorna) possess adequate personal funds and we have dedicated our resources to returning Mankind to the worship of the Olympian gods. Our devoted followers donate generously and we are well on the way to becoming completely self-supportive."]

■ *What are your plans for the group?* ["Our immediate plans are to advance the cause by increasing membership and establishing Children of Olympus organizations nationwide. We envision a time when we have a temple to each god, as in the days of old."]

Ultimately, Diana should get the impression that Lorna and her followers are very sincere in their beliefs (because they are). She should not yet become aware (through either the actions of the Children of Olympus or Diana's own observations) that Ares has infiltrated the group's ranks.

When Lorna and Diana have had a chance to get to know one another and have had their respective questions answered, Lorna will say (read aloud to the Wonder Woman Player):

"As you can see, we are very new to our religion. We have no formal traditions and no established rituals of worship. We would be honored if you two would guide us in our worship, showing us how the Amazons pray."

Hermes will be enthusiastic to help the Children of Olympus learn how to worship. It is likely Diana will agree as well, since her divine mission on Earth is to instruct Mankind about the Olympian gods.

However, if Diana thinks quickly, she may realize that with Ares and Hermes the only gods remaining in this dimension, those two gods would be the only ones to benefit from such worship. If Diana fears Ares' increasing in power, the Amazon may refuse to help. Hermes will undoubtedly try to persuade Diana to change her mind, discounting Ares as a serious threat, claiming the benefits of worship would overcome any potential risks. Whatever Diana's final decision, Hermes will not command her to help him teach the Children to pray and will himself abide by the Amazon's decision.

If Diana refuses to instruct the Children of Olympus (with or without explanation), Lorna will sadly accept her decision but will request that Diana and Hermes remain to watch the group's honorarium (see Troubleshooting). While it is possible that Diana will also ask the Children of Olympus to curtail their worshipping altogether, Lorna will refuse such a request, even if

Diana explains that the Olympian war god would be the principal beneficiary of the worship.

If Wonder Woman and Hermes agree to help with the ceremony, Lorna will lead them to the temple, where fifty members of the Children of Olympus will be talking excitedly.

When Diana and Hermes arrive at the temple, read the following aloud:

This temple is an elegant, classical Greek building, supported by slender white marble columns. A huge statue of Zeus and Aphrodite dominates the room, while statues of the other Olympian gods ring the room's outer edges. Hermes examines the statue of himself and nods, saying "An acceptable likeness. My compliments, mortals."

In the center of the room sits an ornate bronze brazier, burning with a flickering, crimson fire.

This brazier was placed in the temple by Ares' minion, Lucien. A conduit to the Areopagus, the brazier is used to channel energy from the Children of Olympus' worshippers to Ares. The great statue of Zeus and Aphrodite may act as a clue that Ares is involved with the Children of Olympus, as the two are Ares' father and wife, respectively.

If Diana asks why Aphrodite (and not Hera, Zeus' wife) stands with Zeus, Lorna will reply, *"Actually, princess, I am not certain. Aphrodite does play an important role in your greek heritage, doesn't she? However, Lucien commissioned these statues. Perhaps he picked Aphrodite to demonstrate our love of the classical gods."*

Prayer Ritual

Once preparations have begun, the Children of Olympus will assemble and the ceremony will begin. If Diana decided to instruct the members on proper Amazon worship, she may demonstrate at this point (standing, arms crossed, gazing upward). When the Children of Olympus begin worship, read the following aloud:

Fifty-some voices lift in unison, joyously intoning to the gods. The crimson flames from the brazier leap and crackle, as if in harmonious response to the ritual. Hermes basks in the quiet power of the worshippers' faith. You feel strong and at peace.

At this point, the GM should call for another Check with AV/EVs equal to Diana's INF/L/AURA against OV/RVs of 6/6.

Positive RAPs indicate that Diana feels a great surge of energy whip through her. If the roll yields 8 RAPs or more, Diana feels a great surge of energy followed by a deep feeling of oppressive, all-encompassing dread, similar to the experience she felt upon entering the grounds earlier (if she sensed it) but the feeling is far more intense. The dread will vanish as quickly as it came. (What Diana senses is the brazier funneling the worshipping power to the Areopagus.) Hermes will sense nothing, entranced with the ceremony and awash with the flood of worship-induced power.

If the ritual continues with no interruptions on Diana's part, play should proceed to **Encounter 4: Flight of the Para-Demons**.

If Diana interrupts the ceremony, reacting to her feeling of dread, the Children of Olympus will stare at her in confusion and disbelief. Lorna will be concerned for Diana and will ask for an explanation of what troubles the Amazon.

While Diana explains her reasons for stopping the ceremony, play should immediately proceed with **Encounter 4: Flight of the Para-Demons**.

Troubleshooting

If Diana refuses to participate in any manner of the worship ceremony, ask the Player what she does. If Diana remains to observe, she will at least be in the temple when Darkseid's Para-Demons attack. If Diana is in another portion of the estate waiting for the ceremony's completion, she will hear the great boom of the Boom Tube emanating from the temple and must

spend from 1 to 3 phases returning to the site, depending on her present location (immediately outside the building = 1 phase, at the far end of the Justinian estate = 3 phases).

If Diana left the estate's grounds completely, she will hear Hermes' telepathic plea for her to return and can go back to assist. However, by the time Diana reaches the temple, Hermes will have been wounded by the Paralysis Gun and the temple itself will be a Para-Demon-filled shambles.

encounter four

Flight of the Para-Demons

Setup

During the worship ceremony held by the Children of Olympus, Darkseid's Para-Demons attack. This encounter immediately follows **Encounter 3: Meeting the Children of Olympus**, interrupting it in mid-ceremony. To simulate the Boom Tube opening, the GM may wish to begin this encounter with a loud, startling bang by dropping a book or slamming his/her hand on the table, for instance.

Player Information

As the unified voices of the worshippers reach a glorious crescendo — [make noise] — a loud boom crashes throughout the temple, shattering the peaceful calm of the ceremony. The deafening noise echoes off the cold walls, pounding mercilessly against your ears, the vibrations rattling painfully through your bones.

Then the very air in the center of the room splits open as twelve winged men in green and gold armor pour from a circular hole in space. Their leader shouts, "Destroy the heathens! For the glory of Darkseid, kill all who worship false gods!"



The leader barks orders from the area where the circular hole opened as two creatures fly toward the center of the temple, violently battering the ornate classical brazier. While three other creatures begin bludgeoning the grand statue of Zeus and Aphrodite, three more career around the room, smashing into nearby worshippers (scaring them more than hurting them), as a final trio seems to be constructing some form of great, high-tech cannon.

NOTE: If Diana interrupted the worship ceremony because of her feeling of dread, the Para-Demon captain will mockingly add, "And thank you, princess, for stopping this ludicrous ritual! Anything to keep Olympians powerless, yes? *Ha Ha!*"

GM Information

These winged creatures are Darkseid's Para-Demons; if Diana was unsure who was behind the earlier attack, she should certainly know now.

The Para-Demons' primary goal here is to destroy the artifacts Ares has given the Children of Olympus, the brazier and statue of Zeus/Aphrodite. Their secondary goal is to frighten the worshippers into seeking a less-dangerous religion. If possible, the Para-Demons also seek to defeat Diana and Hermes and have brought Darkseid's Paralysis Cannon for that purpose.

Again, Diana has a choice in who she may attack. Hermes will immediately fly toward the two Para-Demons who are destroying the statue of Zeus/Aphrodite and attack them in a near-blinding frenzy. Should Hermes defeat these three, he will concentrate on the Para-Demons' leader, even if Diana is also fighting him.

If Diana opts to first attack the Para-Demons who are terrorizing the Children of Olympus worshippers, she will not be able to multi-attack the trio as the Para-Demons will not remain in a single group. Diana will need to attack each member in the Para-Demon group separately, one each phase.

Three phases after the Para-Demons' arrival, the Paralysis Cannon will be complete and ready to fire. The Para-Demons will concentrate their attack on Hermes. When the Para-Demons fire the cannon, read the following aloud:

In the midst of the battle, a violent crackling sound fills the temple and a bright blue flash arcs across the chamber, lighting the room with a cold blue pallor, filling the area with the acrid stench of ozone. Amazingly, the blast strikes Hermes dead center, causing his body to spasm and contort in mid-flight.

The messenger god arches his back and twists spasmodically, writhing in pain as the bright bluish glow crackles around his body, encompassing him completely. A moan of pain escapes his lips, as the three Para-Demons who fired the blast laugh an obscene chortle. (Chortle like a Para-Demon.)

If Wonder Woman tries to block the bluish beam as it is firing

upon Hermes, she will receive the brunt of the attack but will be too late to save Hermes from paralysis. Diana will still suffer the Paralysis Cannon's standard Poison Touch attack (see statistics on page 15), which may decommission the Amazon for the duration of the fight.

If Diana attempts to block the beam with some object (a slab of wall marble or a statue, for example), the object will explode purely from the force of the projected beam and Hermes will continue to be blasted.

If Diana attempts to deflect the beam with her bracelets, she must receive positive RAPs against an OV/RV of 7/7 to disrupt the blast. Otherwise, she will be hit by the cannon's standard Poison Touch attack. If Diana falls to the Paralysis Cannon, the Para-Demons will chortle maniacally, blast Hermes with the cannon, and then exit via the Boom Tube, leaving the temple in a shambles, both the brazier and the statue of Zeus/Aphrodite totally destroyed.

If Diana attacks the Para-Demons operating the Paralysis Cannon, Hermes will continue to be hit by the beam while the fight ensues. Diana may simply attack the cannon itself without getting in the way of the beam; destruction of the cannon necessitates 10 RAPs from a normal Physical Attack. Simply turning off the cannon requires a successful INT Check receiving 4 RAPs against an OV/RV of 14/14.

necessitates 10 RAPs from a normal Physical Attack. Simply turning off the cannon requires a successful INT Check receiving 4 RAPs against OV/RVs of 14/14.

If Diana either chooses not or is unable to assist Hermes in four phases, the Para-Demons will then shut down the cannon, causing the hovering, immobile Hermes to drop like a stone, crashing to the floor. Those three Para-Demons will then join the fight against Diana, since the cannon will no longer be operable (once it is turned off it cannot be reused).

Paralysis Cannon

DEX: 0 STR: 0 BODY: 10
INITIATIVE: 0 HERO POINTS: 0
CHARGES: 1
COST: 1653 HPs + \$8.4B

POWERS:

Poison Touch: 32

LIMITATIONS:

Poison Touch cannot reduce BODY APs to the point of death. Once activated, the cannon will function until turned off, at which point it will not again operate.

Designed by Darkseid's insidious henchman, DeSaad, the Paralysis Cannon was created especially for use against Olympian gods, its special Poison Touch attack being attuned to the particular physical structure of the Olympians. A successful attack on an Olympian god causes instant and painful paralysis which lasts until countered by DeSaad's Paralysis Antidote.

Boom Tube Call Box

DEX: 0 STR: 0 BODY: 2
INITIATIVE: 0 HERO POINTS: 0
CHARGES: N/A
COST: 11133 HPs + \$13.4Q

POWERS:

Teleportation: 65

LIMITATIONS:

Teleportation operable only to return user to Security Installation #4115 on Apokolips.

Once Diana has either subdued the Para-Demons or the creatures have escaped, the Amazon will be left with a near-disaster to rectify. The ceremony will be ruined, her supporters wounded and in disarray, her god fallen.

Fortunately, none of the Children of Olympus worshippers will be dead, although many will be wounded; Darkseid did not want to create martyrs of the group, an act which often strengthens religious ties. If Diana does not have the presence of mind to call for an ambulance, Lorna Justinian will do so within three phases following the Para-Demons' exit. Lorna will be slightly afraid of the negative publicity the attack could potentially generate but she cares much more for her people than for herself.

Interrogation

If Diana suggests that the Children of Olympus is little more than a front for Ares, Lorna and Lucien (if present) will deny the charge vehemently. If Diana uses her Lasso of Truth on Lorna, the woman will reveal absolutely nothing of Ares' plot (as Lorna is completely innocent and believes the group to be legitimate). However, if Diana uses her Lasso on Lucien, he will confess to being under Ares' control (in this case, the GM should see

Encounter 2, Troubleshooting, for the information Lucien could reveal and its ramifications on the adventure).

If Diana defeats any of the Para-Demons, the creatures are sufficiently human for Diana's Lasso of Truth to work on them. If she interrogates them while they are under the effects of her lasso, roll for the Lasso's Control Power. If Diana interrogates a Para-Demon without the assistance of her lasso, she must roll a normal Charisma (Persuasion) attack with +4 OV modifiers for the Demons' being Opposed to Character.

Answers About the Attack

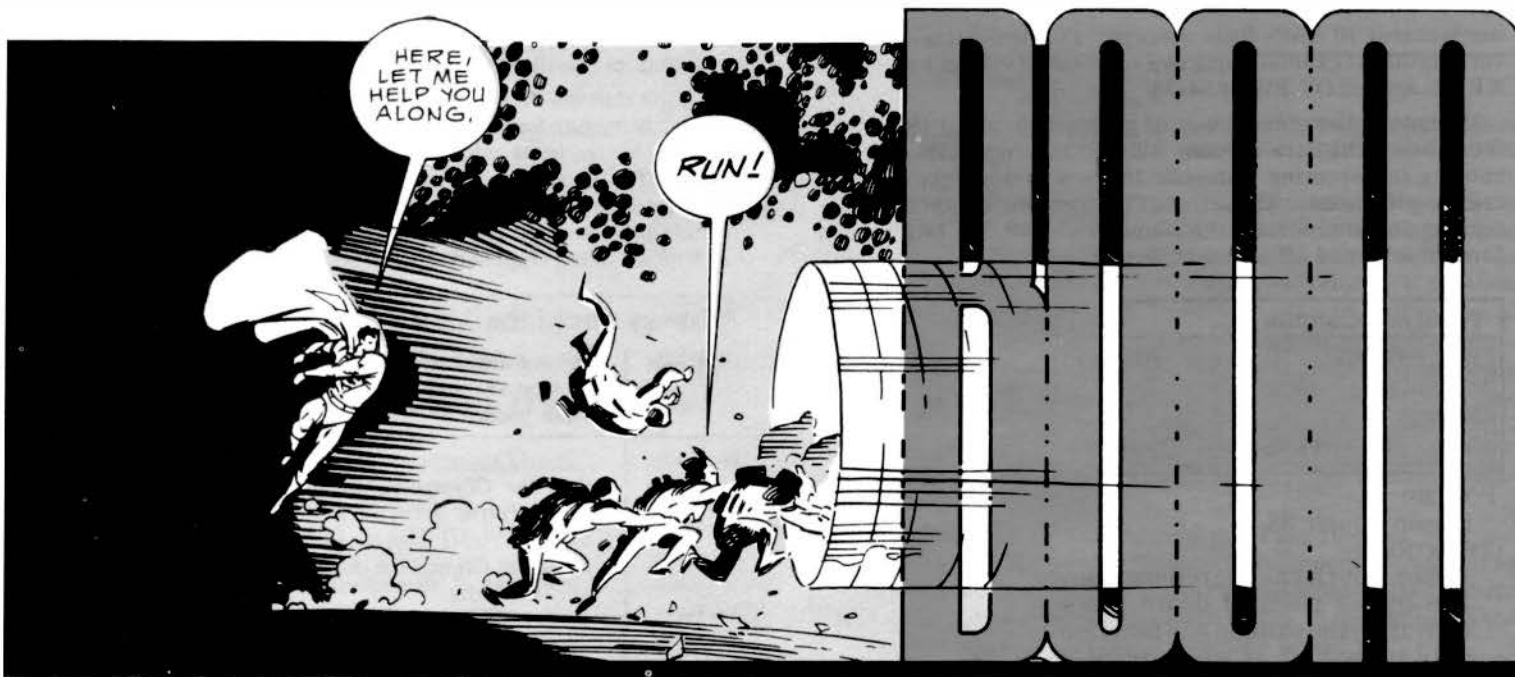
13 RAPs	"Great Darkseid sent us to stop the worship of false gods."
14 RAPs	"Great Darkseid is angry that the Olympian gods hide from him. The attacks will continue until the Olympian gods confront him."
15 RAPs	"Great Darkseid would sooner crush the Earth than see it fall under the control of lesser gods. If the Olympians refuse to face him, Darkseid will obliterate the Earth."
16+ RAPs	"Great Darkseid hates the Children of Olympus because it channels power to the Olympian war god Ares, against whom almighty Darkseid has sworn an eternal conflict."

Answers On Paralysis Cannon

13 RAPs	"The Paralysis Cannon was made to incapacitate your Olympian gods, not to kill them. Darkseid seeks to totally humiliate the Olympians — what better way than to force them to forever recall their defeat at his almighty hands?"
14 RAPs	"We carry no antidote for the Paralysis Cannon."
15+ RAPs	"DeSaad created the cannon and only he can cure its effects."

Answers To Apokolips

13 RAPs	"Our return to Apokolips is arranged by activating our Boom Tube Call Box."
14+ RAPs	"If we have been on mission for twenty minutes without recalling our Boom Tube, DeSaad will automatically activate one to return us to Apokolips."



The Paralyzed Hermes

After having been hit by the Paralysis Cannon, Hermes will be weak and pale, a god barely able to speak and who looks frighteningly pitiful. Within 24 hours after the initial attack, Hermes will succumb to completely paralysis, being conscious but totally immobile.

The Children of Olympus Turn Warlike

After the attack, the Children of Olympus will be in a state of shock. Their daze will rapidly turn to fear and then anger, an anger which, altered by Ares' subtle influence, inspires the worshippers to warlike behavior. If Diana helps the worshippers deal with their shock and the trauma, showing them great compassion, the worshippers will be much less prone Ares' ways but will still plea with Diana:

"If such forces shall always oppose our worship, what can we possibly do to protect ourselves? Tell us, Diana... you proclaim yourself a pacifist warrior. Show us the way."

Of course, there is virtually nothing the Children of Olympus can do against an invasion force from Apokolips. Diana could offer to be the group's official protector, although, which will bring some comfort to the group. Lucien Justinian, however, (or another random worshipper) will angrily decry,

"Is it not our right to honor the Olympian gods if we co choose? They seek to oppress our freedom of worship! Then we must prepare for our own holy war! We must be prepared if these creatures attack again! We must strike back against this Darkseid! The defense of our right to Olympian worship must become our number one priority!"

The other members of the Children of Olympus will cheer him wildly, looking frenzied and warlike. This uncharacteristic and rapid change in demeanor should disturb Diana and possibly make her suspect the influence of Ares. If Diana makes an impassioned speech for the Children of Olympus to reject the ways of warlike Ares in favor of the wisdom of Athena or the strength of Zeus, the Children of Olympus will snap out of their warlike fervor and return to normal. (If the Player is not up to role-playing the speech but wants to try this tactic anyway, allow a multi-attack Persuasion roll with +1 OV modifiers.)

If Diana doesn't attempt to talk the worshippers out of their new warlike posture, the only way the Amazon princess can get the group to calm down is by saying she'll go to Apokolips and attempt to stop the attacks.

Boom Tube Back to Apokolips

If Diana defeated the Para-Demons' leader, she may use his Call Box to summon a Boom Tube, through which she can dispose of the remaining Para-Demons and travel to Apokolips. If Diana has defeated the leader and does not summon a Boom Tube within twenty minutes of the Para-Demons' arrival, DeSaad will send a Boom Tube for the soldiers to carry off the bodies of the Para-Demons.

If Diana follows through the Boom Tube, switch roles and return to Wonder Woman's **Encounter 5: Apokoliptic Fervor** after completing Superman's Encounter 5. Otherwise, continue with the following optional information.

Themyscira

If Diana uses her Sandals of Hermes to take the Olympian god to the Island of Healing on Themyscira, she will be told the Amazons cannot heal gods. Lyera will sadly apologize to Diana and be genuinely frightened at a power which could defeat the mighty Hermes. If Diana wishes, the Amazons will gladly look after Hermes while Diana searches for an antidote to the god's affliction.

A Final Method

If Diana has not yet decided to travel to Apokolips, the fallen Hermes will suggest to Diana that she do so — that it may perhaps be Hermes' only chance. If Diana did not obtain the Para-Demon leader's Call Box, with pained effort, the messenger god will assist by priming Diana's the Sandals of Hermes to take her to Apokolips (switch roles, returning to Wonder Woman's **Encounter 5: Apokoliptic Fervor** after playing Superman's Encounter 5).

Troubleshooting

If Diana is truly unsure of how to help Hermes, Menalippe, the Amazon oracle, will intervene, informing Diana of a precognitive insight that revealed Hermes could only be cured by the same science which paralyzed him. In her vision, Menalippe saw Diana in a dangerous, filthy world where the worst brutality and soulless science runs rampant. If Diana does not venture to Themyscira, Menalippe will reveal this to Diana by sending a messenger dove bearing the message.

As a final resort, if the Player is completely lost regarding a method of travel to Apokolips, improvise a scene in which Ares offers to send Diana to Apokolips to obtain the antidote. Ares will explain that he is aware of Darkseid's plan to antagonize the

Olympian gods and, as such, Ares will defend his cowardly fellow gods. However, Ares will ask that Diana do him a favor upon her returns; at this point, Ares will not specify what the favor is, stating that it holds no bearing on Diana's mission to Apokolips. If Diana agrees, Ares will transport her to Apokolips.

NOTE: While it should be avoided if at all possible, Diana may manage to destroy or disengage the Paralysis Cannon before the Para-Demons can incapacitate Hermes. If so, Diana will have no reason to travel to Apokolips. In this case, **SWITCH ROLES** now, and you (the Superman Player) should play the Man of Steel in the next Superman encounters.

Inform the Wonder Woman Player that s/he should run you (the Superman Player) through the remainder of the encounters in Parts I and II, ignoring references to switch roles until arriving at the solitaire adventures, when the Players are instructed to **SWITCH BOOKLETS** and play their adventures alone. When you (the Superman Player) GM next, skip Encounters 5 and 6 and start with **Part III, Encounter 7: Ares' Summons**, beginning each of the Characters' solitaire adventures, omitting any mention of Diana's trip to Apokolips.

At the end of this encounter, **SWITCH ROLES** with the Wonder Woman Player. You now begin play as Superman.

II Confronting the Gods

Begin running this section after you have played Encounters 4 and 5 as Superman. If you have just acted as GM for Wonder Woman's Encounters 3 and 4, **SWITCH ROLES** now.

Adventure Synopsis

In this portion of the adventure, Diana travels to the frightening world of Apokolips, where she must battle Darkseid's forces and coerce DeSaad to give her an antidote to Hermes' paralysis.

encounter five

Apokoliptic Fervor

Setup

Princess Diana, having arrived on the decadent and oppressive world that is Apokolips (either via Boom Tube or her own Sandals of Hermes) must traverse the treacherous lands to locate an antidote to the paralysis which has stricken Hermes.

Player Information

Your arrival at Apokolips, the vile domain of Darkseid, finds you in a hideous, twisted, ravaged land. The sky is gray and bleak, the putrid air carrying a wretched chemical smell on blasts of hot winds. You are standing on the roof of a tall building, overlooking an ugly, scarred, landscape of hulking, jagged buildings and sulphurous pits of fire.

A massive column of flame jets into the air just a few miles from you. Clanking machinery fills the polluted air with staccato grinding noises to set your teeth on edge. Weak, pitiful people throng the streets below, hurrying in a frightened, defeated manner. Vicious-looking armored creatures streak overhead, a sight which causes the wretches below them to scurry for cover.

You feel their misery, a horrible plight which it makes you feel very small — and very afraid.

GM Information

Diana now stands on the roof of Security Installation #4115, the building from which the Para-Demons who attacked the Children of Olympus' ceremony left. A surprised technician and two Dog Soldiers are also standing on the roof as guards. If Diana traveled here via a Boom Tube before the Para-Demons were to have return, she will take the technician and the Dog Soldiers by surprise. In this case, allow Diana one free phase in which to act before the stunned Apokoliptians can react.

If Diana is not able to incapacitate her opponents in that phase (or if she arrived using her Sandals of Hermes), the technician will turn and run, shouting, "Invasion! Invasion!" The two Dog-Soldiers will close on Diana to attack. If Diana does not stop the technician in three phases, he will reach a lift shaft and escape by descending into the Security Installation. Two phases after the technician escapes, an alarm will sound, after which a team of five Para-Demons will rise out of the lift shaft to attack Diana, flying after the Amazon if she tries to escape.

A defeated technician or Dog-Soldier will refuse to talk to Diana, having been conditioned by Granny Goodness to resist torture and interrogation. If Diana uses her Lasso of Control to compel a captive to talk, positive RAPs indicate success. However, even under the influence of the Lasso, a captive will babble incessantly about his terror over betraying Darkseid between questions.

Answers

If Diana asks where DeSaad is, her captive point out Darkseid's Tower of Rage, sixty miles (16 APs) distant. If Diana shows or describes to them the Paralysis Cannon and asks who made it, her captive will reply that it looks/sounds like DeSaad's work and will again point out the Tower of Rage.

If Diana asks about Darkseid's plans to fight Ares or invade Earth, her captive will honestly admit to knowing nothing about the dark lord's schemes.

If Diana takes the technician with her, the Amazon can force him to show her the safest way to the Tower of Rage after which she could also make him override various features of Darkseid's Tower of Rage.

TECHNICIAN DWEEBLE

DEX:	2	STR:	1	BODY:	2
INT:	5	WILL:	2	MIND:	2
INFL:	2	AURA:	1	SPIRIT:	2
INITIATIVE:	9	HERO POINTS:	0		

SKILLS:

Gadgetry: 4, Thief (Security Systems): 7

CONNECTIONS:

Apokolips (Low), DeSaad's Labs (Low)

MOTIVATION:

Serves Darkseid

WEALTH:

Struggling

JOB:

Boom Tube Technician

RACE:

Apokoliptian

BACKGROUND

Technician Dweeble is one of DeSaad's gutless techno-nerds. He has been broken by fear of Darkseid and fear of an invasion by New Genesis. Like most Apokoliptians, he is a man without hope, destined to be forever ruled by others.

The more time Diana wastes getting to DeSaad, the longer she will have to fight Darkseid's hoards. The dark lord's troops patrol Apokolips in packs of eight, five Dog Soldiers and three Para-Demons. Diana will be discovered by Para-Demons the second phase she becomes airborne and by Dog Soldiers the third phase she ventures out along the surface.

Four phases after a conflict is over (after Diana evades a group), another patrol will attack her. If Diana hides among local Apokoliptian buildings, she will be discovered only after she emerges from hiding.

If Diana heads straight for the Tower of Rage, find out how fast she is traveling. A slow to average pace will cause Diana to be attacked once every four phases; however, if Diana travels toward the Tower of Rage at full speed or if she follows the path recommended by Technician Dweeble, she will be attacked only once. If Diana travels to the Tower at maximum speed via the route suggested by Dweeble, she will evade all patrols.

In any event, as Diana travels to the Tower of Rage, read the following aloud to the Wonder Woman Player:

Sirens wail throughout the dark, Apokoliptian lands as huge, heavily armored tanks streak through the streets, scattering the pitiful wretches who throng amongst the filth. Aero-Troopers fly overhead as searchlights cut slashing paths back and forth through the maddening crowds. Occasionally, a team of the flying monstrosities swoops into the streets, snatching up children and carrying them off toward vast prison-like complexes.

These Aero-Troopers are taking the captured victims, called Hunger Dogs, to "Orphanages" — inhumane asylums where the children are brainwashed and forced into subservience to Darkseid.

If Diana attempts to rescue the kidnapped children, the Aero-Troopers will release their captives in mid-flight, use their shoulder radios to summon help, and then turn their attention on combatting Diana. If Diana remains in the area for more than three phases, five Para-Demons will arrive in answer to the Aero-Troopers' summons.

To rescue the falling children released by the Aero-Troopers requires positive RAPs on an Action Check with AV/EVs equal to Wonder Woman's APs of Flight against OV/RVs of 6/6. An attempt to lasso the children requires positive RAPs on an Action Check with AV/EVs equal to Diana's DEX/DEX against OV/RVs of 8/8.

The successfully rescued children (one boy and one girl) will forever see Diana as a guardian angel, being fascinated by her gentle, yet commanding and forceful nature. The children will

do anything to please Diana short of leaving her side, doing everything in their power to remain with her. If Diana asks the children about Darkseid's Tower of Rage, the urchins will excitedly announce they can show Diana a secret underground entrance to the Tower.

If Diana agrees to let the urchins accompany her, the trio will meet other orphans along the way. Unless Diana puts her foot down, she will have dozens of dirty-faced admirers whom she will have to protect by the time she reaches the Tower of Rage.

HUNGER DOG URCHINS

DEX:	2	STR:	1	BODY:	2
INT:	1	WILL:	3	MIND:	1
INFL:	2	AURA:	2	SPIRIT:	3
INITIATIVE:	5	HERO POINTS:	2		

SKILLS:

Thief (Security Systems exclusive to Apokolips): 3

LIMITATIONS:

Minor Fear of Darkseid

CONNECTIONS:

Urchin Gangs (Low)

MOTIVATION:

Survival

WEALTH:

None

JOB:

None

RACE:

Apokoliptian

BACKGROUND

These rag-clad children are not the fully broken spirits which adult Hunger Dogs are; they still have some strength of will and a strong desire to resist their plight. Their fear of Darkseid has not completely overtaken these children. They know the patrol patterns and standard behavior patterns of Darkseid's troops and can also locate secret hiding places throughout the city of Armagetto.

Hunger Dog urchins are scruffy, feisty, and tough on the outside but inside are frightened children who see Diana as the nurturing mother-figure they never had. Sincere and full of hope, the spunky children will be very willing to help Diana enter the Tower of Rage.

The Tower of Rage

When Diana reaches the Tower of Rage, read the following aloud:

Looming before you like a great, decapitated Titan is a huge and fearsome bust of Darkseid which rises from a heavily guarded tower like a colossus staring down on the ruined city with a forbidding glare. Guards on the parapets of the Tower of Rage scan the festering streets below, training cannons on any potential threat.

A frontal assault on the Tower of Rage is a very dangerous proposition as the Hunger Dog urchins and/or Technician Dweeble will attest. Darkseid's base is meant to withstand a siege by the powerful forces of New Genesis, so a lone Amazon, even of Diana's magnitude, would have little chance of storming the location.

A stealth assault on the Tower would be much more effective. If Diana has an Apokoliptian scientist under her control or is accompanied by Hunger Dog urchins, she can learn how to circumvent much of the security system and enter undetected. Either Dweeble or the urchins can show Diana the secret underground entrance. If Diana takes this method, continue with the Secret Entrance paragraphs which follow. Otherwise skip to the Tower Stats section.

Secret Entrance

If Diana chooses to use the Tower's secret entrance, either the Hunger Dog urchins or Dweeble will explain that the levels underground have long been abandoned and security there is lax. Diana can enter unnoticed with positive RAPs on an Action Check with her DEX/DEX as AV/EV against OV/RVs (the underground security systems) of 8/8.

The underground entrance leads into a dank, dark chamber of wrecked and rusting high-tech equipment. Water dribbles from the ceiling and lies in stagnant puddles on the broken floor. Sparks spill from some of the junked equipment. Gigantic rusted robot guards will stare at the intruders with dim eyes but will not move.

The security robots on the underground entrance are shut down and will not attack. The hunger dog urchins or Technician Dweeble will escort Diana through the underground tunnels and up into the gleaming tower. Continue with the Inside the Tower section which follows.

Tower Stats

The Tower of Rage is a virtually impregnable fortress which has a security rating of 16 APs, while Darkseid's Dome Tower has a security rating of 20 APs. Each 10' x 10' section of Tower wall has a BODY of 34. The yard surrounding the Tower is covered by high, barbed walls. Anyone entering the grounds or flying over the walls will be fired upon by computerized energy cannons located every ten feet along the wall's perimeter (Bio-Energy Blast: 8, BODY: 9). Four such cannons will fire at a target in range.

All Tower entrances (BODY: 25) are securely locked and will require a positive security check (OV/RVs 12/12 against Thief) to open. If Diana forcibly enters the Tower (tearing open a doorway, for example), she could lose any pursuing troops with positive RAPs on a Flight or Superspeed roll against OV/RVs of 8/8. Otherwise, ten fully-armed Apokoliptian guards will attack her. If Diana survives the attacks or evades the security force, continue with the Inside the Tower section which follows.

Inside the Tower

All interior Tower doors possess a BODY of 14 APs and lock automatically when closed, requiring positive RAPs on a security Action Check (OV/RVs of 8/8) to open. All elevators are large, moving areas (10 APs volume) possessing STR: 15, BODY: 10, and a speed of 1 AP.

If Dweeble is accompanying Diana, the technician must make three security checks to reach DeSaad's Chambers. Any roll which fails causes the party to be discovered. If the first roll fails, five security guards will appear to combat the group. If the second roll fails, a Mekkanoid will activate and attack Diana. If the third roll fails, the five guards and the Mekkanoid will attack.

The scientists located inside the Tower possess the same stats as Technician Dweeble with the exception of having the Thief (Security System) Skill of 20 APs, a fact which Dweeble will confer to Diana. If Diana successfully uses her Lasso of Truth on a Tower scientist, the controlled person will explain how to circumvent the remainder of the Tower's security.

As Darkseid does not think any of his scientists could possibly break free of his brainwashing effects on their own, the dark lord allows his scientists free access to many levels of Tower security. The Apokoliptian ruler guards his Tower well against external threats but has never expected an internal breach.

The guard and Mekkanoid attacks will continue every eight phases, until Diana reaches DeSaad's chambers, which can be located with either Dweeble's or a captured Tower scientist's direction.

TOWER GUARD

DEX:	3	STR:	3	BODY:	3
INT:	1	WILL:	2	MIND:	2
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	7	HERO POINTS:	0		

SKILLS:

Gadgetry (Identify Gadget)*: 1,
Military Science*: 1, Vehicles*: 3,
Weaponry*: 3

LIMITATIONS:

Catastrophic Irrational Attraction
to Violence

CONNECTIONS:

Apokolips (Low)

MOTIVATION:

Serves Darkseid

WEALTH: N/A

JOB: Tower Guard

RACE:

Apokoliptian

EQUIPMENT:

Uniform

DEX:	0	STR:	0	BODY:	2
INITIATIVE:	0	HERO POINTS:	0		
CHARGES:	N/A				
COST:	41 HPs + \$300				

POWERS:

Skin Armor: 3

Blaster

DEX:	0	STR:	0	BODY:	3
INITIATIVE:	0	HERO POINTS:	0		
CHARGES:	N/A				
COST:	50 HPs + \$400				

POWERS:

Bio-Energy Blast: 5

These guards comprise an all-male force of enthusiastic, violent, brutal soldiers. They all wear similar-looking suits of grey-green armor and attack intruders in the Tower of Rage on sight.

MEKKANOID

DEX:	5	STR:	18	BODY:	15
INT:	2	WILL:	4	MIND:	4
INITIATIVE:	7	HERO POINTS:	0		
CHARGES:	N/A				
COST:	1510 HPs + \$23M				

POWERS:

Claws: 7, Skin Armor: 17, Recall:
15, Bomb: 5

LIMITATIONS:

Bomb explodes once Mekkanoid
reaches BODY of 5 APs or less

A Mekkanoid is a vaguely humanoid robot, possessing six arms and no head. Each robotic arm is actually a 20-foot-long (1 AP) metallic tentacle equipped with a sharpened bladed edge. A Mekkanoid can make one grapple attack per phase with each tentacle.

A Mekkanoid weighs 11 APs and moves at a speed of 4 APs per phase.

DeSaad's Chambers

While travelling through the Tower of Rage, after three successful security Action Checks, three patrol attacks, or a combination thereof, Diana will reach DeSaad's chambers. At this point, read the following aloud to the Wonder Woman Player:

After a seemingly endless time of searching, you reach a strange chamber filled with unusual, twisted machinery. Mixed with the stench of oiled metal and ozone, you smell fresh blood. A sudden scream of agony cuts through the chamber in front of you, at the end of which is a narrow, claustrophobic room filled with dangerous-looking high-tech torture devices.

Standing alongside a gleaming steel table is an ugly, withered man in robes torturing a young woman. A pulsating metal box rests atop the woman's head; her screams increase as the man raises a lever on the box.

One of the persons who led Diana here (Dweeble, if present, otherwise one of the Hunger Dog urchins) will look frightened, pointing to the woman's torturer and saying, "That's DeSaad."

If Diana interrupts him or attacks him, DeSaad will react with shock and horror, emitting a sudden shriek and spouting a steady stream of babble in a high-pitched, scratchy voice:

"Yeeaa! Who are you? How did you get here? You cannot be from Apokolips! You are not scarred and ugly! Your spine is not bent with the weight of cruelty! Oppression swims not the pools of your eyes! You must be a dog of New Genesis!"

DeSaad is neither prepared nor equipped for combat and will do or say anything to stall for time, even agreeing to provide an antidote to the effects of the Paralysis Cannon, should Diana request it (preparation of which takes 9 APs of time). Within four phases of Diana's entrance, Kalibak will burst into DeSaad's chamber and attack.

During the ensuing battle, DeSaad will try to escape and Diana must fight Kalibak while attempting to detain DeSaad. If DeSaad does escape, he will only be able to venture into the next room, the science area having been sealed automatically when Kalibak responded to DeSaad's summons.

If Diana wins the fight, she can easily find DeSaad again and force him to prepare the antidote for Hermes. DeSaad is terrified of being injured and will create the proper antidote, lassoed or not. The elixir provided by DeSaad will cure Hermes of the paralysis but will require one week to reach full effect.

During preparation of the antidote, DeSaad will take a Paralysis Cannon from a stack of fifty located on storage racks in the lab. If Diana asks DeSaad about the cannons' purposes, DeSaad will timidly announce that Darkseid plans to equip his battalions with them on Darkseid's invasion of Earth. In such a manner, his Apokoliptian forces will have a greater chance of defeating the Olympian gods and their magical creations.

If asked what powers the cannons, DeSaad will claim to be unfamiliar with that aspect of their operation. However, if pressed, he will reveal that the cannons are powered by a single fragment of Zeus's Aegis which is held in a special case near the cannons (case BODY: 18, OV/RV to Thief: 10/10).

If Diana does not ask about the cannons, call for an Action Check with AV/EVs equal to Diana's INFL/AURA against OV/RV of 12/12. Positive RAPs indicate Diana senses a familiar presence and is inexorably drawn to the glass case housing the Aegis fragment.

If Diana destroys the cannons, they cannot be repaired in time for use in the coming invasionary war. If this occurs, subtract one (1) from Darkseid's total Force Rating for each cannon destroyed and subtract fifty (50) if Diana takes the Aegis fragment.

When Diana is prepared to return to Earth, she can either have DeSaad summon her another Boom Tube or can utilize her Sandals of Hermes if the messenger god primed them for her travels.

Healing Hermes

Once Diana returns and administers the antidote to Hermes, the messenger god will immediately begin to improve. Hermes will ask Diana what Apokolips was like. At her disclosure, Hermes will shudder, saying, "I fear for the gods. I see now their choice was the correct one; they must remain in hiding. It would be folly to respond to Darkseid's challenge. We have nothing to gain by fighting."

Troubleshooting

If Diana loses her combat to Kalibak or becomes stranded/lost on Apokolips and can't devise a method of return, she will eventually be captured, thrown into restraining bonds (DEX: 0, STR: 25, BODY: 20), and brought before Darkseid. The Apokoliptian lord will contemptuously say, "So, your great gods send a mortal to exercise work? And they have the effrontery to consider themselves my equal! How can you worship such cowards?" Darkseid will reach toward Diana and snap off her restraining bonds.

If Diana attacks, Darkseid will simply laugh at her efforts, as Diana is restrained inside a 30 AP Force Field of DeSaad's creation. If Diana attempts to lasso Darkseid, the dark lord will again laugh as her lasso falls short, stopped within the range of the Force Field.

If this occurs, read the following to the Wonder Woman Player:

The evil dictator gazes down at you malevolently. "Do you really think me so idiotic as to be caught by such an ill-conceived attack? And with this foolish lasso of yours — to be placed under the control of lesser gods?! Only the most insipid of creatures would be lured by your trick... although I recall your own god of war, Ares, fell for just such a ruse, allowing his defeat at the hands of a mere mortal. Your gods must be truly small, indeed."

In any case, once Diana has been released from her bonds, read the following aloud:

Darkseid then turns, handing you a small vial of serum. "Here is the antidote to the Paralysis Cannon," the dark lord says, "a dose sufficient to cure the messenger godling, Hermes, perhaps the only Olympian with any courage. Take the antidote and leave, small Amazon. Return to my planet and you shall be smited like the insignificant insect you are. Fly to your island and hide with your pitiful sisters; you are too weak for this war."

Darkseid's brow then furrows as he seems to consider his next statement. "Yet, perhaps you could serve a minor role in this conflict, woman. Take a message to your gods from me. Tell them I shall reduce Earth to a wasteland if they will not reveal themselves and combat me for what is rightfully mine! I would gladly reduce your beloved Earth to rubble. If I cannot possess it undisputed, then no force shall claim Earth as its own!"

At the conclusion of this encounter, **SWITCH ROLES** with the Wonder Woman Player. You now begin play as Superman.

Ares' Summons

Begin running this encounter after you have played Encounter 6 as Superman. If you have just acted as GM for Wonder Woman's raid on Apokolips, **SWITCH ROLES** now.

Setup

This encounter takes place after Wonder Woman has healed Hermes and before she has fully recovered from her excursion in Apokolips. Regardless of Diana and Hermes' location, the goddess Harmonia requests Diana meet with Ares to discuss the war god's offer to have Wonder Woman lead Ares' troops against Darkseid in the coming war.

Player Information

A soft glow fills the room and a gentle, peaceful feeling descends upon you. The serene and glorious image of the goddess Harmonia, daughter of Aphrodite and Ares, appears before you.

"Princess Diana," Harmonia says, her voice rich and warm. "My lord Ares bids you speak with him. His is a matter of the greatest import. Will you accompany me to his side?"

GM Information

If Diana agrees to go, Harmonia will escort her to the Areopagus. Diana will then find herself standing before the majestic Ares in his black marble temple of the Areopagus.

If Diana refuses to go, Hermes will stridently urge the Amazon to accompany Harmonia and learn what Ares seeks. *"We have witnessed great distress and learned of terrible events forthcoming,"* Hermes will plea. *"Diana, yours may be the only hand which can save precious Earth. Go and listen to Ares' words."* If Diana steadfastly refuses to go, see the Troubleshooting which follows.

When Diana is ready to listen to Ares, read the following information aloud as GM to Player (temporarily breaking play action):

In this encounter, Ares will ask Wonder Woman an important question. Just like we did in the Superman section, when you have decided on Diana's answer to Ares' request, do NOT tell me (your GM) what you have decided. Instead, write Diana's answer on her Character Sheet. If you need more information from Ares, you can have Diana ask him more questions now.

Once you have made a decision, let me know but remember—do NOT tell me what that decision is. Understand?

When the Wonder Woman Player understands, continue reading the following information aloud (returning to play now, as GM to Character):

Ares surveys you with brooding, thoughtful eyes. Following a lengthy time of consideration, he speaks:

"You have done well, child of the Amazons. I find your courage and perseverance most worthy; your conflict with the monster Darkseid is commendable. And it is a rare thing for a mortal to win the admiration of the gods.

"But this dark lord of Apokolips has now surpassed his own bounds. His attacks on our worshippers are unacceptable and he must be taught a lesson. With the remainder of our Olympian gods absent from the realm of Earth, all who remain to defend this planet are myself, the injured Hermes, and you, Amazon. I have amassed legions throughout the Earth in our defense. I shall be prepared for Darkseid's attack, regardless of its onset.

"Yet this battle must be won through more than mere numbers. It will require a teamwork like none this realm has ever witnessed. So, I offer you command of my armies control to lead my troops in battle.

"Normally this task would fall to my son, Phobos, but from his past actions, he has proven himself untrustworthy and erratic. In many ways, he is less my child than you, daughter of the Amazons. So, I will teach this mad Apokoliptian god a lesson he

shall not soon forget. An from his defeated lips I shall have his promise never to return to Earth.

"Such are my needs and my offer. Do I now count the Amazon who stands before me an ally or an enemy?"

NOTE: When Diana is prepared to answer, remind the Wonder Woman Player **NOT** to tell you, the GM, but to mark Diana's answer on her Character Sheet. At this point, follow the instructions which appear at the end of this encounter (those which instruct both Players to **SWITCH BOOKLETS**, etc.) Play should then proceed with **Part III, Encounter 7: In Final Battle**.

If Diana has further questions of Ares, the Olympian war god will answer patiently, as he truly desires Diana's cooperation. Use the following section to answer questions Diana may ask:

■ *Where were you during Darkseid's first siege on Mt. Olympus?* ["Darkseid attacked Mt. Olympus just after you, Amazon, channelled the demons of Pandora's box into my domain of the Areopagus. Absorbing the sum of such raw power was a difficult task, one which left me reeling, literally drunk with power. I regret that I did not regain control until after Darkseid's attack. Were I in control, Darkseid would have been delivered a crushing blow; now I shall make up time."]

■ *Have you infiltrated the Children of Olympus? Do you draw worship from them?* ["Princess, I shall not lie to you; your assistance is too valuable. The worshippers of the Children of Olympus send power directly to me through a magical brazier Phobos gave them. But this is a power I shall share with all the Olympian gods upon their return. I am reviving worship of the entire pantheon, not just of myself. I am no longer so short sighted that I would seek such one-sided worship for myself—the pantheon must be balanced. What is good for all Olympian gods is good for Ares. Yet for now, I must be strong to resist the demon Darkseid."]

■ *Are the Justinians your pawns?* ["The man, Lucien, works for me through Phobos. Yet his sister, Lorna, knows nothing of my plans, as are the worshippers who comprise the Children of Olympus similarly innocent."]

■ *How can I know Earth will remain safe from your wiles once Darkseid is defeated?* ["During my mad quest toward global destruction, your Lasso of Gaea revealed to me my folly; I have abandoned my quest to destroy the world, for with no humans to cause war, I shall drain of power. So long as Man exists, Mankind shall have wars... and I shall be the recipient of that worship. Thus, it is in my best interests to defend the peoples of Earth, is it not?"]

If Diana needs further prompting, Ares will say, *"Earth is now in the very gravest of danger, Amazon. Although we have fought in the past, am I not still your god? I shall not force you to lead my troops but if you do not join me, then stand aside, for I will defend Earth at all costs."*

Troubleshooting

If Diana steadfastly refuses to go to the Areopagus and talk to Ares, Hermes should vehemently rebuke Diana's decision but Ares will not force her attendance. If this occurs, the encounter will abruptly end.

In this case, read the instructions which follow at the end of this section (**SWITCH BOOKLETS**, etc.) but instruct the Wonder Woman Player to begin **Part III, Encounter 7: In Final Battle** with Section 32, **NOT** Section 1.

NOTE TO THE SUPERMAN PLAYER: The interactive portion of this adventure, *War of the Gods*, is now complete. At this point, you and the Wonder Woman Player should **SWITCH BOOKLETS** to play your respective solitaire adventures. You, the Superman Player, should resume your adventure in **Part III, Encounter 7: The War Begins**, located in the Wonder Woman booklet.

III

Battlefield Earth

Wonder Woman Solitaire

This section contains the Wonder Woman solitaire adventure. Once you (the Superman Player) have finished acting as GM for Wonder Woman in **Encounter 6: Ares' Summons**, inform the Wonder Woman Player that it is time to *switch booklets*. Give this booklet to the Wonder Woman Player for her solitaire adventure. Similarly, the Wonder Woman Player should give you the booklet containing the Superman solitaire adventure. Open that booklet to **Part III, Encounter 7: In Final Battle**, and begin your solitaire section.

Note To The Superman Player: Do not read the remainder of this section!

encounter seven

In Final Battle

NOTE TO THE WONDER WOMAN PLAYER: Begin this encounter after you have finished playing Wonder Woman Player in **Encounter 6: Ares' Summons**. You will play this solitaire adventure as the Superman Player simultaneously plays his/her own. At various times, you will require information available in the Wonder Woman booklet.

When the section you now possess instructs you to, **PAUSE** in your reading and wait for the other Player to reach the same point in the Superman adventure. (It is possible the Superman Player will reach this point first and will be waiting for you.) At this point, exchange the required information.

Begin this Encounter with Section 1: Summoned to Ares.

1 Summoned to Ares

The chill of the Olympian god's black marble temple sends shivers along your spine. While Ares has been a foe in the past, he does have a place in the court of the gods. But do you have a place with him?

"Well, *Olympian daughter*," Ares intones, "*do you stand with your Olympian gods or against us in this most dreadful of battles?*" The war god solemnly awaits your answer.

If you refuse to serve as Ares' commander, turn to Section 5.

If you agree to serve as Ares' commander and lead his forces in battle, turn to Section 7.

If you want more information on the specifics of the forces you will command, turn to Section 9.

If you agree to serve as Ares' commander only under the conditions that you have total control of strategy and tactics in the war, turn to Section 13.

2 Diana Unconscious

The battle rages on through the day, the worst part being the times you clash with Superman, who fights as if his very survival depends on it. He is an extraordinarily powerful man, one of great mettle and confidence.

Suddenly, an unexpected blow drives the wind from you, the battlefield growing dark as you crash into the ground.

NOTE to the Player: At this point, Wonder Woman is out of the battle. Phobos will assume leadership of Ares' legions, keeping far away from direct conflict with Superman.

Subtract a total of 10 from Ares' troops' Force Rating (five for the loss of Wonder Woman's leadership and another five as the troops are now demoralized.)

From this point, you (the Wonder Woman Player) must assume the role of GM again, running Phobos as a Non-Player Character. Phobos is not a tactician and will only choose the Attack strategy in combat; he will never Defend.

Continue playing out the battle according to the rules presented in Section 23. Since Wonder Woman is out of the fight, ignore the Clash of the Heroes section.

If Darkseid's troops collect five fragments first, turn to Section 26.

If Ares' troops collect five fragments first, turn to Section 28.

3 Wonder Woman Wins Against Superman

A blood-chilling cry of victory rumbles up from your troops as they plow over the routed Apokoliptian hordes. The charging minotaurs drive the Dog Soldiers into the huge, razor sharp maws of the hydras, who scald the flying Para-Demons in the inferno that is their fiery breath.

In the midst of the battle the chilling voice of Ares echoes through the air. "*Our work here is done, my children. Let us away to Darkseid's lair and avenge the Olympian gods!*"

In the next second, a flash of brilliant red light envelops the entire battlefield as you and your troops are transported to the blackened and loathesome Apokolips. The last image you recall is a look of intense despair on Superman's face.

Turn to to Section 25.

4 Kalibak Wins Against Phobos

When you return to Earth, the chaos has already begun. Spontaneous violence erupts across the planet as Darkseid's invasionary forces clash with Ares' hidden legions. Earth's cities are rocked by the force of the skirmishes, as Phobos' legions of mythical monsters collide with Kalibak's high-tech weaponry squads.

Although you fly furiously from battlesite to battlesite, you never seem able to keep up with the main battle between Phobos and Kalibak. By the time you learn of their new battlesite and approach it, the combatants have moved on, leaving only destruction and misery in their wake.

When you finally locate the main armies, the war between Ares and Darkseid has ended. The earth is quiet in the aftermath of the battles and save for a few decimated, war-torn battlesites, everything seems normal.

During the following hours, you learn that Superman was offered command of Darkseid's armies and, like you, refused the offer. Yet, he was also unable to intervene in the war, as Darkseid teleported the Man of Steel into the deepest voids of interstellar space. As a result, Earth's battlefields suffered a merciless pounding.

Ultimately, Phobos won the battle for Ares. Then, accompanied by his father, the Olympians attacked Darkseid, crushing the Apokoliptian ruler in a humiliating defeat, avenging the Olympian gods.

Yet the defeat of Darkseid possesses a chilling undercurrent. Ares' victory has sent ripples of hate and violence

cascading across this world, breeding a rise in pro-war sentiments throughout Earth. Even the gentle Children of Olympus have chosen Ares as their highest of gods and have adopted a new, war-like posture as their creed. This ascendancy of warfare is a disturbing trend — one with which you must decidedly deal in the future.

■ THE ADVENTURE HAS ENDED ■

Play now concludes with Endgame.

5 Refuse to Serve

"So, young Olympian daughter," Ares says contemptuously. "Although you espouse to despise the villain Darkseid, you cannot set aside mistrust to defend against perilous war on Earth."

The Olympian god regards you in silence. Finally he says, "Gaea must be defended at all costs, child. It was you helped me see that, a debt I shall forever owe. I shall always come to Earth's defense, with or without you. Yet, my troops possess not your combat finesse. Your command of my troops could prevent excessive destruction on Earth. Consider: I do not need you nearly so much as do your fellow humans."

If you change your mind and agree to serve as Ares' commander, turn to Section 7.

If you again refuse to serve as Ares' commander, turn to Section 11.

6 Bargain with Ares

"No, Ares," you say, as the Olympian god turns to leave. "The war is over. It is time for your return to the Areopagus."

Ares turns and looks at you coldly. "That was not our agreement, Diana. I pledged to withdraw my legions when Darkseid is completely defeated. He still possesses some lackeys and minions on Earth; his defeat is not total. So long as the smallest trace of the Apokoliptian lord's influence remains to befoul the Earth, so shall I remain to remove its putrid scourge!"

"Consider carefully the lessons of this day, Amazon" Ares says, swirling his ebony cloak about him before vanishing in a brilliant red flash.

In the hours which follow, Ares' forces pound several seemingly innocent locations on Earth, from the WGBS building in Metropolis to organized crime headquarters throughout the planet. While you and Superman defend Earth valiantly, you cannot be everywhere at once.

Ares, however, remains true to his word. The Olympian war god withdraws his troops to the Areopagus once satisfied

that Darkseid's influence on Earth is removed.

Continue with Section 29.

7 Agree to Serve

"Thou hast chosen wisely, Diana," Ares replies. "Your decision to lead my troops shall see the defeat of the Apokoliptian braggart and the defense of your beloved Earth."

Ares strides across the cold stone floor of the temple. "My son, Phobos, shall assemble my legions. Even his brutish mind can understand my simple orders; he is to follow your instructions explicitly. Use his formidable powers as you see fit."

Returning to his huge, ebony throne, Ares sits and reveals to you his secrets. "This, then, is my strategy: As thou knowest, I receive power and worship from all men who revere death and killing. Many of these men occupy important positions in Earth's various military powers. All men who wage war for pleasure instead of necessity succumb to my control and will do anything I bid them; my suggestions can destroy their nations.

"To these men I did whisper a powerful concept; that they dispense weapons to many covert, unstable, power-hungry military operations throughout the globe. Hidden within these weapons shipments were my magical beings: minotaurs, hydra. My human pawns responded much better than I had ever hoped, gleefully carrying out my plan, heedless of its intrinsic danger and treachery.

"My enchanted hosts are now in position at all points, prepared for Darkseid's villainous attacks. Regardless of where the Apokoliptian lord strikes, my hordes stand ready to repel him.

"Your role, princess, is one of gravest import: Darkseid shall undoubtedly strike the Earth unexpectedly. When his Apokoliptian troops land, my human minions in the covert military groups will unleash my monsters. It is then that your prowess is most required.

"Thou shalt rally my troops, giving orders to the mindless hordes, tempering their heedless onslaught with the wisdom of Athena. Command them to hold back when necessary, press the attack when thou knowest it is right to do so. As Darkseid's invasion forces move across Earth, thou shalt follow the Apokoliptians, crushing them, forcing them back.

Ares hands you a strange talisman. "To transport you and your army, twist the center of this talisman; it will teleport you from one site to another by homing in upon the main Apokoliptian invasion force.

"Each time thou dost defeat an Apokoliptian squad, my minions will scour the battlefield, collecting special fragments of the Apokoliptians' technology called Mother Boxes.

"From these Mother Boxes shall I forge a weapon capable of shattering Darkseid's defenses, taking the war to Darkseid's own squalid homeworld. Thou must defeat a mere five squads to obtain the materials I require.

"I trust you are prepared, daughter of the gods," Ares intones, "for I sense that Darkseid attacks Earth even now! Activate your talisman and let the battle be joined!"

As you twist the talisman, a flash of brilliant red light fills the area, engulfs both you and Phobos, teleporting your entire Olympian troop to Earth.

At this point, **PAUSE** in playing Wonder Woman. Once the Superman Player has reached this point in his/her adventure, announce to the Superman Player that you have chosen plan "C." Similarly, the other Player will give you a letter indicating his/her adventure plan as well. (If the other Player is still reading, simply wait until s/he is finished.)

If the Superman Player chooses plan "C," turn to Section 20.

If the Superman Player chooses plan "D," turn to Section 18.

8 Instructions for the War of the Gods

Wonder Woman vs. Kalibak

NOTE to the Player: **PAUSE** in playing this Wonder Woman solitaire adventure. Announce that you are ready to proceed with the battle and wait until the Superman Player also prepared. Once both Players are ready, continue with the following information:

Preparations

During the War of the Gods, you (the Wonder Woman Player) will be making battle decisions for Ares' forces. The Superman Player will be making battle decisions for Darkseid's forces.

To play out the war, remove the world map provided with the module. Both armies begin in the Central America battlesite. Place a marker (one of the dice which comes in the **DC Heroes** boxed set will suffice) on the Central America site to represent the clashing armies. Now remove the Invasion Stat Sheet and Battle Matrix.

Calculate Force Rating

Subtract the resultant losses (in each Character's Encounter 5) from the respective troop's Force Rating. The damage Superman did to the Areopagus and "Project: Sparta" boxes reduces Ares'

Force Rating, while the number of Paralysis Cannons Wonder Woman destroyed on Apokolips (and her possibly removing the fragment of Zeus' Aegis) reduces Darkseid's Force Rating.

Next, add five (5) to Ares' troops' Force Rating if Wonder Woman is commanding the Olympian forces. Similarly, add five (5) to Darkseid's troops' Force Rating if Superman commands the Apokolitian forces. If Wonder Woman and/or Superman is not in command of the respective troops, do not add the five additional points to that Force Rating.

Use the resultant Force Rating for each side as the OV/RVs during the first attack. The Force Rating of the troops works as the AV/EV/OV/RV.

Battle Rules

The first battle decision available is to choose a strategy (Attack or Defend). Announce your strategy simultaneously with the other Player (waiting until each Player is prepared with a strategy before announcing). Compare strategies and consult the Battle Matrix for necessary AV/EV Force Rating modifiers. (For example, if the leader of Ares' forces chooses to Defend while the leader of Darkseid's forces chooses to Attack, Darkseid's forces would receive a +10 modifier on the AV/EV.)

NOTE: If Phobos is in command of Ares' troops, he will always choose the Attack method of combat. If Kalibak is in command of Darkseid's forces, he will also only Attack.

Next, roll an attack using the previously determined modifiers. The Superman Player should roll the attack made by Darkseid's forces in return. No Hero Points may be expended on these rolls.

The Troop Strength Ratings for each warring force begin at 80. RAPs gained from attacks are **not** subtracted from the Force Rating but are subtracted from the Troop Strength. The Wonder Woman Player should mark off RAPs which the Superman Player gains from Ares' Olympian Troop Strength. Similarly, the Superman Player should mark off RAPs which you (the Wonder Woman Player) gains from Darkseid's Troop Strength.

Collecting Enemy Technology

Following attacks, compare RAPs gained. The force receiving the higher RAPs is the winner of the battle and will be able to collect one of the required five fragments from the opposing force's technology (Mother Boxes for the Olympian forces, fragments of the Amulet of Harmonia for Darkseid's forces). If RAPs gained by the warring forces are the same or if both sides choose to Defend simultaneously, the battle will be a stalemate, with both sides able to collect one of the five required fragments.

Continuing Battle

Once one battle is decided, the war will shift to a new location. The Superman

Player must then choose the new location. Cross off the current battlesite on the map and place the marker on a new site, thus declaring that location the next battlesite.

The leader of Ares' forces should then exercise the powers in Ares' talisman to transport Wonder Woman and the remaining Olympian troops to the next battlesite. The leader of Darkseid's forces should follow via a Boom Tube, appearing immediately thereafter, and the battle may begin anew, following the standard Battle Rules. This sequence will continue until either Ares' forces or Darkseid's forces have collected five fragments of the opponent's technology.

NOTE: Should one side's Troop Strength ever be reduced to zero, the opposing side will automatically win and may acquire the necessary technological fragments with ease.

The victor of war is determined by which side first acquires five fragments of the opponent's technology. If each army collects its final required fragment in the same phase, the army with the highest Troop Strength is declared winner. If still tied, continue the battle on the current site until one side's Troop Strength reaches zero (0).

If Darkseid's troops win, turn now to Section 22.

If Ares' troops win, turn to Section 27.

9

Ask for Specifics

"Think me not a foolhardy god, child," Ares proclaims. "A master of war never reveals his strategies to one not firmly in his camp. Lead my troops and I shall reveal the information you require, for I would not have you use such against me."

If you refuse to serve as Ares' commander, turn to Section 5.

If you agree to serve as Ares' commander and lead his forces in battle, turn to Section 7.

If you agree to serve as Ares' general only under the conditions that you have total control of strategy and tactics in the war, turn to Section 13.

10

Insist on Control From Ares

"No, Ares," you say, as the Olympian god turns to leave. "The war is over. It is time for your return to the Areopagus."

Ares' eyes narrow behind his helmet. Undaunted, you continue.

"I am in command of the legions," you insist. "We made a bargain that I determine when they should leave Earth. That time is now. If you are a god with

honor, I ask now that you keep your word."

At length, the war god says, "Thou art correct, little one. I shall end my war on Earth. I shall consider carefully the lessons of this day, Amazon," Ares intones, swirling his ebony cloak about him before vanishing in a brilliant red flash.

In the days which follow, you and Superman help to clean up and rebuild Earth's war-torn battlefields. While you both understand that your opposing roles in the war were necessary, something subtle has changed between you; there is less trust — and more distance — than before.

Turn to Section 29.

11

Refuse Twice

"Blasphemous Amazon!" the enraged war god decries. "To refuse the request of your own god? And will you see your beloved Earth befouled by the fetid footsteps of one such as Darkseid?!"

Behind his impassive, unexpressive helmet, Ares' eyes glow red with seething fury. He steps toward you menacingly, scrutinizing you carefully.

"Thy choice is indeed a surprise, Amazon," he says, his voice a low, echoing rumble. "Thou didst come to the defense of Earth many times before now. Yet, thy beloved planet is this moment to be invaded by a vicious god — and thou doth refuse to aid in her defense."

"Know you, then, that I must now place cruel Phobos in command of my legions, although he is a much less worthy commander, one who certainly shall not spare Earth any pains fending off Darkseid's foul armies."

"Very well, child," Ares concludes, "I shall abide by thy decision. Yet it shall be thee and thy fellow humans who will consume the fruit of thy bitter choice!" Ares then turns and strides from the great chamber, his ebony cloak swirling behind him.

The saddened goddess Harmonia slowly steps toward you and, with a wave of her hand, silently transports you back to Earth.

Turn to Section 21.

12

Diana Loses

You watch in despair as your troops are driven back by the relentless hordes of Apokolips.

An ugly snarl of victory rumbles up from Darkseid's troops as they plow over your routed legions. A group of Para-Demons severs the heads off the last of the hydras, as some Dog Soldiers crush

the remaining skeletons to powder. Although badly battered, your troops are defiant and perversely happy.

Suddenly a hideous laugh echoes across the battlefield, freezing your troops in their tracks. It is the voice of Darkseid.

"You have done well, my troops. As a result of your victories, DeSaad has completed my great equalizing weapon. The halls of the Areopagus will now ring with sorrow, as the god of war himself is defeated!"

A booming noise splits the air, as Superman and Darkseid's Apokoliptian troops disappear. Your opponents are absent a great while; then, without warning, a flash of brilliant red light engulfs the area, as you and the Olympian troops are transported back to the Areopagus.

The massive doors of Ares' grand palace dangle from their golden hinge; the Olympian war god himself stands at the feet of the Apokoliptian lord. Superman quickly explains that Darkseid easily breached Ares' defenses and defeated him.

NOTE to the Player: The conclusion to this adventure is located in the Superman Player's booklet. The Superman Player will read aloud the remaining sections for you.

13 Bargain for Control

The war god gazes at you questioningly. Anticipating your reservations, Ares begins, *"You hesitate, Amazon. Perhaps you also fear my own influence on Earth growing as a result of the Apokoliptian's defeat. Dost thou suspect I might use this war to take control and become the very threat now posed by Darkseid?"*

The Olympian allows himself a mild grin. *"You are clever, Amazon,"* Ares continues. *"I see the influence of Athena was not wasted in you. Very well... I pledge to remove my forces once Darkseid's influence is absent on Earth."*

"Yet it is not your place to demand total control of my forces as you do," Ares says coldly, as if you had transgressed some unspecified boundary. *"Only Ares holds ultimate sway over his troops. These are my terms, child. And so, are you allied with your gods or against them?"*

If you accept command of Ares' troops in return for his pledge to withdraw his forces from Earth after Darkseid's defeat, mark the letter A on your Wonder Woman Character Sheet and turn to Section 11.

If you insist on total control over Ares' troops at the risk of losing any command of the forces, turn to Section 16.

14 No Bargaining

"No, Ares," you say, as the Olympian god turns to leave. *"The war is over. It is time for your return to the Areopagus."*

Ares regards you coldly. *"Wars do not end until Ares declares them finished,"* he replies. *"I shall wage war on the demon Darkseid's earthly puppets and replace them with minions of my own!"*

"Consider carefully the lessons of this day, Amazon," Ares intones, swirling his ebony cloak about him before vanishing in a brilliant red flash.

In the hours which follow, Ares' forces pound several seemingly innocent locations on Earth, from the WGBS building in Metropolis to organized crime headquarters throughout the planet. While you and Superman defend Earth valiantly, you cannot be everywhere at once.

Once Darkseid's influence on Earth is reduced, Ares plants his own minions in Darkseid's political, business and gangster organizations.

In the days which follow, you and Superman help to clean up and rebuild Earth's war-torn battlefields. While you both understand that your opposing roles in the war were necessary, something subtle has changed between you; there is less trust — and more distance — than before.

Turn to Section 29.

15 Superman Wins Against Phobos

When you return to Earth, the chaos has already begun. Spontaneous violence erupts across the planet as Darkseid's invasionary forces clash with Ares' hidden legions. Earth's cities are rocked by the force of the skirmishes, as Phobos' legions of mythical monsters collide with Kalibak's high-tech weaponry squads. Earth's militaries are overwhelmed by the onslaught, as the entire planet succumbs to violent anarchy.

Although you fly furiously from battlesite to battlesite, you never seem able to keep up with the main battle between Superman and Phobos. By the time you learn of their new battlesite and approach it, the combatants have moved on, leaving only destruction and misery in their wake.

When you finally locate the main armies, the war between Ares and Darkseid has ended. The earth is quiet in the aftermath of the battles and save for a few decimated, war-torn battlesites, everything seems normal.

Although Superman had to take great pains to keep Earth from being severely damaged in the battles, he still managed

to defeat Ares' hordes and take the war directly to the Areopagus. Eventually, Darkseid defeated Ares, forcing the war god to remove his Olympian troops from Earth.

In the aftermath of the war, Darkseid left soldiers and spies hidden throughout the planet. As Ares predicted, Darkseid's victories will undoubtedly cause troubles for Earth and the Olympians, one more difficult aspect with which you will have to deal in the future.

■ THE ADVENTURE HAS ENDED ■

Play now concludes with Endgame.

16 Insistance

"Dare you balk at my command, Amazon?" Ares cries with outrage. *"I am your god! With my Olympian brothers and sisters absent by the Great Migration, I now prove your sole godly counsel."*

The war god regards you with icy contempt. *"Indeed, I possess the right to command you to lead my forces. Yet, a half-hearted commander is no commander at all,"* Ares concedes.

"Very well, Diana. I agree to give you full command of my forces. Thou shalt decide the time for their exit of Earth. However, thou must agree never to use my troops against me."

If you agree to Ares' final terms, mark the letter B on your Wonder Woman Character Sheet and turn to Section 7.

If you do not agree to Ares' conditions, turn to Section 11.

17 Phobos Wins Against Superman

When you return to Earth from the Areopagus, the chaos has already begun. Spontaneous violence erupts across the planet as Darkseid's invasionary forces clash with Ares' hidden legions. Earth's cities are rocked by the force of the skirmishes, as Phobos' legions of mythical monsters collide with Kalibak's high-tech weaponry squads. Earth's militaries are overwhelmed by the onslaught, as the entire planet succumbs to violent anarchy.

Although you fly furiously from battlesite to battlesite, you never seem able to keep up with the main battle between Superman and Phobos. By the time you learn of their new battlesite and approach it, the combatants have moved on, leaving only destruction and misery in their wake.

When you finally locate the main armies, the war between Ares and Darkseid has ended. The earth is quiet in the aftermath of the battles and save for a few decimated, war-torn battlesites, everything seems normal.

In the hours which follow, you learn that Phobos won the battle for Ares. Although Superman took great pains to keep Earth from being greatly damaged in the battle, in the end even he was defeated. Ares assaulted Apokolips and attacked Darkseid, crushing the dark lord in a humiliating defeat, avenging the Olympian gods.

Yet the defeat of Darkseid possesses a chilling undercurrent. Ares' victory has sent ripples of hate and violence cascading across this world, breeding a rise in pro-war sentiments throughout Earth. Even the gentle Children of Olympus have chosen Ares as their highest of gods and have adopted a new, war-like posture as their creed. This ascendancy of warfare is a disturbing trend, one with which you will have to deal in the future.

■ THE ADVENTURE HAS ENDED ■

Play now concludes with Endgame.

18 War! (Kalibak In Command)

As the brilliant red glow fades, you find yourself in the bright sunlight, overlooking the jungles of Central America and an impoverished city. The area just outside the city is now a desolate wasteland, ravaged by mines and heavy weapons fire, the only new constructions being markers embedded over shallow graves.

Stomping about the battlefield in an exercise of unbridled fury is a horde of Apokoliptian warriors. Para-Demons and Dog Soldiers alike face you, led by the furious Kalibak.

At your back, Ares' legions literally grow from the jungle; gigantic hydras burst into existence, rising up from the jungle floor. The skeletal hellspawn of the hydra emerge from surrounding gravesites as minotaurs run up from amidst the city's battered remains.

The Olympian legions assemble behind you, just as Kalibak's troops fall in at his side. With a fearsome snarl to his troops, Kalibak charges, immediately followed by throngs of bellowing Apokoliptians.

Turn to Section 8: Instructions for the War of the Gods

19 Superman Unconscious

The battle rages on through the day, the worst part being the times you clash with Superman, who fights as if his very survival depends on it. He is an extraordinarily powerful man, one of great mettle and confidence.

As the combat grows more intense, you allow yourself to put more and more power into your blows until, finally, you

strike with sufficient force to drive unconscious the Man of Steel, who slams forcefully into the ground, motionless. Your troops cheer furiously, Darkseid's hordes shuddering as their leader falls.

Although you know you did what was necessary to prevent the advancement of Darkseid's villainous plot, you still feel sorrow — and a trace of shame — at the events which have led to your battling a hero you so respect.

NOTE to the Player: At this point, Superman is out of the battle. Kalibak will assume leadership of Darkseid's troops, keeping far away from direct conflict with Wonder Woman. The Superman Player will now act as GM for Kalibak during the remainder of the adventure, choosing Darkseid's options for the villain.

Subtract a total of 10 from Darkseid's troops' Force Rating (five for the loss of Superman's leadership and another five as the troops are now demoralized).

Continue playing out the battle according to the rules presented in Section 23. Since Superman is out of the fight, ignore the Clash of the Heroes section.

If Darkseid's troops collect their five fragments first, turn to Section 22.

If Ares' troops collect their five fragments first, turn to Section 30.

20 War!

As the brilliant red glow fades, you find yourself in the bright sunlight, overlooking the jungles of Central America and an impoverished city. The area just outside the city is now a desolate wasteland, ravaged by mines and heavy weapons fire, the only new constructions being markers embedded over shallow graves.

Stomping about the battlefield in an exercise of unbridled fury is a horde of Apokoliptian warriors. Para-Demons and Dog Soldiers alike face you, readied for a bloody war.

At your back, Ares' legions literally grow from the jungle; gigantic hydras burst into existence, rising up from the jungle floor. The skeletal hellspawn of the hydra emerge from surrounding gravesites as minotaurs run up from amidst the city's battered remains.

The Olympian legions assemble behind you, just as Darkseid's troops fall in at the side of their easily-recognizable leader, the Man of Steel — Superman!

Turn to Section 23: Instructions for the War of the Gods.

21 Instructions for the War of the Gods

Phobos vs. Superman Kalibak

NOTE to the Player: PAUSE in playing

this Wonder Woman solitaire adventure. Announce that you are ready to proceed with the battle and wait until the Superman Player is also prepared. Once both Players are ready, announce to the Superman Player that you have chosen plan "D."

The Superman Player should reveal his/her plan as well. If the other Player is still reading, wait until s/he is finished, then continue with the following information:

Preparations

During this portion of the War of the Gods, you (the Wonder Woman Player) will be making battle decisions for Ares' forces. The Superman Player will be making battle decisions for Darkseid's forces. If the Superman Player announced plan "C," then Superman is himself will command Darkseid's forces. However, if s/he announced plan "D," Kalibak will be in command. (If Kalibak is in command, then both Players will simply act as GM for the following events.

To play out the war, remove the world map provided with the module. Both armies begin in the Central America battlesite. Place a marker (one of the dice which comes in the **DC Heroes** boxed set will suffice) on the Central America site to represent the clashing armies. Now remove the Invasion Stat Sheet and Battle Matrix.

Calculate Force Rating

Subtract the resultant losses (in each Character's Encounter 5) from the respective troop's Force Rating. The damage Superman did to the Arcopagus and "Project: Sparta" boxes reduces Ares' Force Rating, while the number of Paralysis Cannons Wonder Woman destroyed on Apokolips (and her possibly removing the fragment of Zeus' Aegis) reduces Darkseid's Force Rating.

Next, add five (5) to Ares' troops' Force Rating if Wonder Woman is commanding the Olympian forces. Similarly, add five (5) to Darkseid's troops' Force Rating if Superman commands the Apokoliptian forces. If Wonder Woman and/or Superman is not in command of the respective troops, do not add the five additional points to that Force Rating.

Use the resultant Force Rating for each side as the OV/RVs during the first attack. The Force Rating of the troops works as the AV/EV/OV/RV.

Battle Rules

The first battle decision available is to choose a strategy (Attack or Defend). Announce your strategy simultaneously with the other Player (waiting until each Player is prepared with a strategy before announcing). Compare strategies and consult the Battle Matrix for necessary AV/EV Force Rating modifiers. (For example, if the leader of Ares' forces chooses to Defend while the leader of Darkseid's forces chooses to Attack,

Darkseid's forces would receive a +10 modifier on the AV/EV.)

NOTE: If Phobos is in command of Ares' troops, he will always choose the Attack method of combat. If Kalibak is in command of Darkseid's forces, he will also only Attack.

Next, roll an attack using the previously determined modifiers. The Superman Player should roll the attack made by Darkseid's forces in return. No Hero Points may be expended on these rolls.

The Troop Strength Ratings for each warring force begin at 80. RAPs gained from attacks are **not** subtracted from the Force Rating but are subtracted from the Troop Strength. The Wonder Woman Player should mark off RAPs which the Superman Player gains from Ares' Olympian Troop Strength. Similarly, the Superman Player should mark off RAPs which you (the Wonder Woman Player) gains from Darkseid's Troop Strength.

Collecting Enemy Technology

Following attacks, compare RAPs gained. The force receiving the higher RAPs is the winner of the battle and will be able to collect one of the required five fragments from the opposing force's technology (Mother Boxes for the Olympian forces, fragments of the Amulet of Harmonia for Darkseid's forces). If RAPs gained by the warring forces are the same or if both sides choose to Defend simultaneously, the battle will be a stalemate, with both sides able to collect one of the five required fragments.

Continuing Battle

Once one battle is decided, the war will shift to a new location. The Superman Player must then choose the new location. Cross off the current battlesite on the map and place the marker on a new site, thus declaring that location the next battlesite.

The leader of Ares' forces should then exercise the powers in Ares' talisman to transport Wonder Woman and the remaining Olympian troops to the next battlesite. The leader of Darkseid's forces should follow via a Boom Tube, appearing immediately thereafter, and the battle may begin anew, following the standard Battle Rules. This sequence will continue until either Ares' forces or Darkseid's forces have collected five fragments of the opponent's technology.

NOTE: Should one side's Troop Strength ever be reduced to zero, the opposing side will automatically win and may acquire the necessary technological fragments with ease.

The victor of war is determined by which side first acquires five fragments of the opponent's technology. If each army collects its final required fragment in the same phase, the army with the highest Troop Strength is declared winner. If still tied, continue the battle on the current site until one side's Troop Strength reaches zero (0).

If Phobos' troops win against Darkseid's forces, turn to Section 4.

If Wonder Woman's troops win against Darkseid's forces, turn to Section 15.

If Darkseid's troops win against Wonder Woman, turn to Section 17.

If Darkseid's troops win against Phobos, turn to Section 24.

22 Wonder Woman Loses to Kalibak

You watch in despair as your troops are driven back by the relentless hordes of Apokolips.

An ugly snarl of victory rumbles up from Darkseid's troops as they plow over your routed legions. A group of Para-Demons severs the heads off the last of the hydras, as some Dog Soldiers crush the remaining skeletons to powder. Although badly battered, your troops are defiant and perversely happy.

Suddenly a hideous laugh echoes across the battlefield, freezing your troops in their tracks. It is the voice of Darkseid.

"You have done well, my troops. As a result of your victories, DeSaad has completed my great equalizing weapon. The halls of the Areopagus will now ring with sorrow, as the god of war himself is defeated!"

A booming noise splits the air, as Superman and Darkseid's Apokoliptian troops disappear, leaving you abandoned amongst your defeated Olympian troops.

In the days which follow, you learn that the victorious Kalibak, alongside his Apokoliptian lord, attacked Ares, crushing the war god in a humiliating defeat.

In the aftermath of the war, Darkseid left soldiers and spies hidden throughout the planet. As Ares predicted, Darkseid's victories will undoubtedly cause troubles for Earth and the Olympians, one more difficult aspect with which you will have to deal in the future.

■ THE ADVENTURE HAS ENDED ■

Play now concludes with Endgame.

23 Instructions for the War of the Gods

Wonder Woman vs. Superman

NOTE to the Player: PAUSE in playing this Wonder Woman solitaire adventure. Announce that you are ready to proceed with the battle and wait until the Superman Player is also prepared. Once both Players are ready, continue with the following information:

Preparations

During the War of the Gods, you (the Wonder Woman Player) will be making

battle decisions for Ares' forces. The Superman Player will be making battle decisions for Darkseid's forces.

To play out the war, remove the world map provided with the module. Both armies begin in the Central America battlesite. Place a marker (one of the dice which comes in the **DC Heroes** boxed set will suffice) on the Central America site to represent the clashing armies. Now remove the Invasion Stat Sheet and Battle Matrix.

Calculate Force Rating

Subtract the resultant losses (in each Character's Encounter 5) from the respective troop's Force Rating. The damage Superman did to the Areopagus and "Project: Sparta" boxes reduces Ares' Force Rating, while the number of Paralysis Cannons Wonder Woman destroyed on Apokolips (and her possibly removing the fragment of Zeus' Aegis) reduces Darkseid's Force Rating.

Next, add five (5) to Ares' troops' Force Rating if Wonder Woman is commanding the Olympian forces. Similarly, add five (5) to Darkseid's troops' Force Rating if Superman commands the Apokolitian forces. If Wonder Woman and/or Superman is not in command of the respective troops, do not add the five additional points to that Force Rating.

Use the resultant Force Rating for each side as the OV/RVs during the first attack. The Force Rating of the troops works as the AV/EV/OV/RV.

Battle Rules

The first battle decision available is to choose a strategy (Attack or Defend). Announce your strategy simultaneously with the other Player (waiting until each Player is prepared with a strategy before announcing). Compare strategies and consult the Battle Matrix for necessary AV/EV Force Rating modifiers. (For example, if the leader of Ares' forces chooses to Defend while the leader of Darkseid's forces chooses to Attack, Darkseid's forces would receive a +10 modifier on the AV/EV.)

NOTE: If Phobos is in command of Ares' troops, he will always choose the Attack method of combat. If Kalibak is in command of Darkseid's forces, he will also only Attack.

Next, roll an attack using the previously determined modifiers. The Superman Player should roll the attack made by Darkseid's forces in return. No Hero Points may be expended on these rolls.

The Troop Strength Ratings for each warring force begin at 80. RAPs gained from attacks are **not** subtracted from the Force Rating but are subtracted from the Troop Strength. The Wonder Woman Player should mark off RAPs which the Superman Player gains from Ares' Olympian Troop Strength. Similarly, the Superman Player should mark off RAPs which you (the Wonder Woman Player) gains from Darkseid's Troop Strength.

If either Superman or Wonder Woman is knocked unconscious, his/her troop force will break and run, automatically losing the battle. In the following battle, the winning hero's troops will receive an additional Result Table column shift as the opposing troops are demoralized.

If the fallen hero(ine) makes a successful Recovery Check, s/he can immediately rise to lead his/her troops in battle. If the unconscious hero(ine) fails the Recovery Check, that Character is considered out of the war; his/her troops will then be commanded by the second in command (Phobos or Kalibak, who would then represent Ares' or Darkseid's forces, respectively).

If Wonder Woman falls unconscious and fails her Recovery Check, turn to Section 2.

If Superman falls unconscious and fails his Recovery Check, turn to Section 19.

Collecting Enemy Technology

Following attacks, compare RAPs gained. The force receiving the higher RAPs is the winner of the battle and will be able to collect one of the required five fragments from the opposing force's technology (Mother Boxes for the Olympian forces, fragments of the Amulet of Harmonia for Darkseid's forces). If RAPs gained by the warring forces are the same or if both sides chose to Defend simultaneously, the battle will be a stalemate, with both sides able to collect one of the five required fragments.

Continuing Battle

Once one battle is decided, the war will shift to a new location. The Superman Player must then choose the new location. Cross off the current battlesite on the map and place the marker on a new site, thus declaring that location the next battlesite.

The leader of Ares' forces should then exercise the powers in Ares' talisman to transport Wonder Woman and the remaining Olympian troops to the next battlesite. The leader of Darkseid's forces should follow via a Boom Tube, appearing immediately thereafter, and the battle may begin anew, following the standard Battle Rules. This sequence will continue until either Ares' forces or Darkseid's forces have collected five fragments of the opponent's technology.

NOTE: Should one side's Troop Strength ever be reduced to zero, the opposing side will automatically win and may acquire the necessary technological fragments with ease.

The victor of war is determined by which side first acquires five fragments of the opponent's technology. If each army collects its final required fragment in the same phase, the army with the highest Troop Strength is declared winner. If still tied, continue the battle on the current site until one side's Troop Strength reaches zero (0).

If Ares' troops collect their five fragments first, turn to Section 3.

If Darkseid's troops collect their five fragments first, turn to Section 12.

If the opposing forces collect all five of their fragments in the same phase, turn to Section 31.

24 Kalibak Wins Against Phobos

When you return to Earth, the chaos has already begun. Spontaneous violence erupts across the planet as Darkseid's invasionary forces clash with Ares' hidden legions. Earth's cities are rocked by the force of the skirmishes, as Phobos' legions of mythical monsters collide with Kalibak's high-tech weaponry squads. Earth's militaries are overwhelmed by the onslaught, as the entire planet succumbs to violent anarchy.

Although you fly furiously from battlesite to battlesite, you never seem able to keep up with the main battle between Phobos and Kalibak. By the time you learn of their new battlesite and approach it, the combatants have moved on, leaving only destruction and misery in their wake.

When you finally locate the main armies, the war between Ares and Darkseid has ended. The earth is quiet in the aftermath of the battles and save for a few decimated, war-torn battlesites, everything seems normal.

During the following hours, you learn that Superman was offered command of Darkseid's armies and, like you, refused the offer. Yet, he was also unable to intervene in the war, as Darkseid teleported the Man of Steel into the deepest voids of interstellar space. As a result, Earth's battlefields suffered a merciless pounding.

Ultimately, Phobos won the battle for Ares. Then, accompanied by his father, the Olympians attacked Darkseid, crushing the Apokoliptain ruler in a humiliating defeat, avenging the Olympian gods.

Yet the defeat of Darkseid possesses a chilling undercurrent. Ares' victory has sent ripples of hate and violence cascading across this world, breeding a rise in pro-war sentiments throughout Earth. Even the gentle Children of Olympus have chosen Ares as their highest of gods and have adopted a new, war-like posture as their creed. This ascendancy of warfare is a disturbing trend, one with which you will have to deal in the future.

■ THE ADVENTURE HAS ENDED ■

Play now concludes with Endgame.

25 Crushing Darkseid

As the brilliant red glow fades, you and the Olympian troops arrive on the filthy, polluted landscape which is the face of Apokolips, just outside the Tower of Rage. Ares is already present, striding triumphantly into the tower, oblivious to the Para-Demons who buzz about him impotently.

The Olympian war god bursts the tower doors from their hinges while his legions devour Darkseid's omnipresent Dog Soldiers and Para-Demons. Inside the tower, Ares blasts a path up many levels to Darkseid's control room, where DeSaad cowers in fright as Darkseid readies his escape chair.

Flames pouring from his hand, Ares hurtles a searing fireball into Darkseid's powerful form, engulfing the dark lord in a blazing inferno. The heat from the attack melts the nearby walls; you feel its intensity even at a distance.

The once mighty Darkseid collapses to his knees, gasping in pain as Ares calmly approaches him.

"So," Ares begins, his voice chilling. *"This upstart godling would challenge the might of the Olympians. If thou dost wish to live to see further challenges, Darkseid, I command you to remove all your troops from Earth, forsaking its lands forever, and leave the Olympians in peace."*

"Curse you, Ares!" Darkseid sputters, his eyes burning with frightening rage. *"I have no choice; my minions have failed me. I agree, Olympian."*

Darkseid gestures feebly to DeSaad, who activates an impressive bank of advanced machinery. With an ear-splitting noise, a Boom Tube opens outside the tower as the streets of Armagetto quickly fill with hundreds of Para-Demons, Dog Soldiers, and other Apokoliptian horrors from Earth.

Along with Darkseid's forces appears the red-and-blue form of Superman, to whom the defeated Darkseid briefly explains the recent turn of events.

NOTE to the Player: Read the following section and all remaining sections (as instructed) aloud to the Superman Player. The conclusion to this adventure is in the booklet you now hold, not in the booklet possessed by the Superman Player.)

Ares smiles mockingly. *"Remember this defeat, Darkseid. Mark it well. Should you ever return to Olympus or despoil the fair lands of Earth, you shall find me waiting. I am eternal! And one day — I shall be the death of you!"*

Ares turns abruptly and stalks toward the tower's rubble doorways. *"Now see my thoughts of your work on Earth,"* the war god says coldly, *"as I teach a lesson to*

those who so freely dealt with you. I shall wreak havoc on those once your minions, destroying gangsters and business men alike who serve you!"

Rage darkening his eyes, Ares raises one armored hand, summoning into being a brilliant red portal to transport himself to Earth.

If you were instructed to mark the letter A on your Wonder Woman Character Sheet in Section 13, turn now to Section 6.

If you were instructed to mark the letter B on your Wonder Woman Character Sheet in Section 13, turn now to Section 10.

If you were not instructed to mark either letter A or B on your Character Sheet, turn now to Section 14.

26 Superman Defeats Diana and Phobos

NOTE to the Player: At this point, begin playing Wonder Woman again.

When you awake, you are in a deserted battlefield, the battered and broken bodies of your Olympian troops scattered all around you, although there is no sign of either Superman or Darkseid's Apokoliptian troops.

As your head slowly clears, a brilliant red glow envelops the area without warning, returning you and all of Ares' troops to the Areopagus. The great doors of Ares' palace have been blown from their golden hinges; the Olympian war god himself stands at Darkseid's feet.

From amongst Darkseid's troops, Superman approaches you and quickly explains that Darkseid easily breached Ares' defenses, forcing upon the Olympian a humiliating defeat.

NOTE to the Player: The conclusion to this adventure is located in the booklet possessed by the Superman Player. The Superman Player will read aloud the adventure's remaining sections for you.

27 Win Against Kalibak

A blood-chilling cry of victory rumbles up from your Olympian troops as they plow over the routed Apokoliptian hordes. The charging minotaurs drive dozens of Dog Soldiers into the huge, razor sharp maws of the hydras, who scald the flying Para-Demons in the inferno that is their fiery breath.

In the midst of battle, the cold voice of Ares echoes through the air. *"Our work here is done, my children. Let us away to Darkseid's lair and avenge the Olympian gods!"* In the next second, a flash of brilliant red light envelops the entire area, as you and the Olympian force are transported to squalid Apokolips.

As the brilliant red glow fades, you and the Olympian troops arrive on the filthy, polluted landscape which is the face of Apokolips, just outside the Tower of Rage. Ares is already present, striding triumphantly into the tower, oblivious to the Para-Demons who buzz about him impotently.

The Olympian war god bursts the tower doors from their hinges while his legions devour Darkseid's omnipresent Dog Soldiers and Para-Demons. Inside the tower, Ares blasts a path up many levels to Darkseid's control room, where DeSaad cowers in fright as Darkseid readies his escape chair.

Flames pouring from his hand, Ares hurtles a searing fireball into Darkseid's powerful form, engulfing the dark lord in a blazing inferno. The heat from the attack melts the nearby walls; you feel its intensity even at a distance.

The once mighty Darkseid collapses to his knees, gasping in pain as Ares calmly approaches him.

"So," Ares begins, his voice chilling. *"This upstart godling would challenge the might of the Olympians. If thou dost wish to live to see further challenges, Darkseid, I command you to remove all your troops from Earth, forsaking its lands forever, and leave the Olympians in peace."*

"Curse you, Ares!" Darkseid sputters, his eyes burning with frightening rage. *"I have no choice; my minions have failed me. I agree, Olympian."*

Darkseid gestures feebly to DeSaad, who activates an impressive bank of advanced machinery. With an ear-splitting noise, a Boom Tube opens outside the tower as the streets of Armagetto quickly fill with hundreds of Para-Demons, Dog Soldiers, and other Apokoliptian horrors from Earth, Kalibak among them.

Aressmiles mockingly. *"Remember this defeat, Darkseid. Mark it well. Should you ever return to Olympus or despoil the fair lands of Earth, you shall find me waiting. I am eternal! And one day — I shall be the death of you!"*

Ares turns abruptly and stalks toward the tower's rubble doorways. *"Now see my thoughts of your work on Earth,"* the war god says coldly, *"as I teach a lesson to those who so freely dealt with you. I shall wreak havoc on those once your minions, destroying gangsters and business men alike who serve you!"*

Rage darkening his eyes, Ares raises one armored hand, summoning into being a brilliant red portal to transport himself to Earth.

If you were instructed to mark the letter A on your Wonder Woman Character Sheet in Section 13, turn now to Section 6.

If you were instructed to mark the

letter B on your Wonder Woman Character Sheet in Section 13, turn now to Section 10.

If you were not instructed to mark either letter A or B on your Character Sheet, turn now to Section 14.

28 Superman Defeats Diana, Phobos Wins

NOTE to the Player: At this point, begin playing Wonder Woman again.

When you awake, you are in a deserted battlefield, the battered and broken bodies of your Olympian troops scattered all around you, although there is no sign of either Superman or Darkseid's Apokoliptian troops.

As your head slowly clears, a brilliant red glow appears before you, inside of which appears the visage of the Olympian war god, Ares.

"I am annoyed that thou were bested, Amazon child," Ares intones. *"Fortunately, my brutish son, Phobos, succeeded where you could not. We defeated the Apokoliptian hordes and taught the demon Darkseid a lesson he will not soon forget. I thank you for serving me, what little assistance you were, and do discharge you from further service."*

Ares' statement made, the red glow fades along with his image, taking the Olympian monsters' bodies with it, leaving you alone amidst a shattered battlefield.

In the days which follow, you learn more about this war of the gods. Phobos took his triumphant Olympian hordes to Apokolips and, joined by his father, attacked Darkseid, crushing the dark lord in a humiliating defeat, avenging the Olympian gods. True to his word, Ares forced Darkseid to remove his Apokoliptian minions from Earth.

Yet the defeat of Darkseid possesses a chilling undercurrent. Ares' victory has sent ripples of hate and violence cascading across this world, breeding a rise in pro-war sentiments throughout Earth. Even the gentle Children of Olympus have chosen Ares as their highest of gods and have adopted a new, war-like posture as their creed. This ascendancy of warfare is a disturbing trend, one with which you will have to deal in the future.

■ THE ADVENTURE HAS ENDED ■

Play now concludes with Endgame.

29 Wrap-Up 1

Following the war, you and Superman spend much of your time helping to clean up battlefields and rebuild war-torn cities. While you both understand your

opposing roles in the war were necessary, something subtle has changed in your relationship. You sense there is less trust — and more distance — between you.

You consider this in silence momentarily as you ferry away debris. While you work, the sky grows dark and cold winds whip up from the south. Suddenly a bolt of lightning splits the sky and the image of a huge, horned face appears in the roiling clouds. What appears is the visage of some she-demon, simultaneously malicious and mirthful.

"Eris...?" Superman intones, gazing upward in wonder. The Man of Steel turns to you, his features wizened with dreadful knowledge. *"Of course, Diana. How could we not have seen it? You spoke to me once of her, in your conflict on Paradise Island — Eris, daughter of Ares, goddess of discord."*

The laughter slowly ceases, as Eris' floating image proclaims, *"But of course, adopted Earthman, little Amazon daughter. Who save Eris could have conceived so tangled a war, pitting hero of the modern world against heroine of the ancient? Who but Eris could so masterfully pit the New God of war against the Olympian war god of old?"*

"I crafted this war like an intricate tapestry. I wound it with loving care and watched it unravel. With utmost concern, I invited my select players and you, such good children of discord, heartily agreed."

"But how?" Superman asks, looking up with earnest confusion.

"So simple were my efforts," Eris says with unconcealed pride. *"Just as I launched the Trojan War, I incited gods to squabble over their greatness to see who is the superior warrior. By revealing a few secrets of Harmonia's Amulet and Zeus' Aegis to DeSaad, or telling lustful Ares of the secrets of the Mother Box, the rest took care of itself."*

"Yet, you seem confused that I would allow my father, Ares, to face such defeat. No, the contest was always firmly in control," Eris states. *"Even with their enemies' weapons, neither god truly possessed sufficient power to defeat the other. So it mattered not who won the petty skirmishes — for Eris won the war. While battles will always flare up now and again, discord is eternal. And the strife created in this war has strengthened me mightily!"*

"But Eris," Superman protests. *"Not only Ares but all your Olympian gods could have suffered should Darkseid have won a greater victory!"*

"The gods have always played in my games," Eris replies. *"For the gods themselves suffer disharmony. Discord keeps life vibrant and fresh, even for the gods. It is worth all risks."*

The skies remain silent for a moment as Eris allows you to contemplate her words.

Then she concludes, *"I thank you for playing your roles so dependably,"* Eris smirks, her image beginning to fade from the sky. *"So long as even the slightest of heroes, let alone Earth's mightiest, agree to contend against one another, you can rest assured of my return."*

The image of the mocking goddess fades away completely, leaving one Amazon princess and a Man of Steel to consider their decisions of the past few days.

■ THE ADVENTURE HAS ENDED ■

Play now concludes with Endgame.

30 Defeat Superman, Defeat Kalibak

A blood-chilling cry of victory rumbles up from your Olympian troops as they plow over the routed Apokoliptian hordes. The charging minotaurs drive dozens of Dog Soldiers into the huge, razor sharp maws of the hydras, who scald the flying Para-Demons in the inferno that is their fiery breath.

In the midst of battle, the cold voice of Ares echoes through the air. *"Our work here is done, my children. Let us away to Darkseid's lair and avenge the Olympian gods!"* In the next second, a flash of brilliant red light envelops the entire area, as you and the Olympian force are transported to squalid Apokolips.

Turn to Section 25.

31 Wonder Woman and Superman Win

The war fights on from battlefield to battlefield with you and Superman struggling to stay even. Holding back your armies is like trying to restrain huge, snarling dogs, but you both manage adequately. By strategically defending instead of making constant attacks, neither side seems to gain ground, and the environment of the battlefields take surprisingly little damage.

As the war progresses, it quickly becomes obvious that Darkseid's troops are collecting fragments of the Amulet of Harmonia from your troops as voraciously as your armies collect Mother Boxes from the Apokoliptian forces. Your own acquisitions, however, appear to evenly-match your opponent's in number.

It occurs to you that the goals of this fighting are too symmetrical to be a coincidence, but the wars of gods may have very different rules than any type of

warfare with which you are familiar.

Before long, ugly snarls of triumph rumble up from your troops as they retrieve the final Mother Box required by Ares. But with your Telescopic Vision, you see Darkseid's troops cheering as well, as they hold aloft five portions of the Amulet of Harmonia. An interesting turn of events, you think to yourself with satisfaction...

The battle rages longer, with both sides defiant and perversely happy. In the midst of the conflict, the cold voice of Ares echoes through the air. *"Our work here is done, my children. Let us away to Darkseid's lair and avenge the Olympian gods!"* In the next second, a flash of brilliant red light envelops the entire area, as you and the Olympian force are transported to squalid Apokolips.

As the brilliant red glow fades, you and the Olympian troops arrive on the filthy, polluted landscape which is the face of Apokolips, just outside the Tower of Rage. Ares is already present, striding triumphantly into the tower, oblivious to the Para-Demons who buzz about him impotently.

With a single fiery bolt, Ares bursts the tower doors from their hinges, while his legions devour the omnipresent Dog Soldiers and Para-Demons. Inside the tower, Ares blasts a path up many levels to Darkseid's control room.

"Show thyself, wretched coward," the war god says in a terrifying voice. *"You who so ragged when the Olympians did absent themselves. Come out and face the god who has now bested you!"*

Ares and his Olympian forces search the entire tower to no avail; Darkseid is nowhere to be seen, the empty tower, quiet as a tomb.

"It matters not," Ares says, nearly imperceptibly. *"From this place of power I can recall all of Darkseid's troops from Earth, to forever imprison them here!"*

The war god then turns and fires a powerful bolt of energy directly into one of Darkseid's machines; outside on street level, the area is bathed in a brilliant red glow, as all of Darkseid's Apokoliptian soldiers from Earth appear, manacled and shackled. The sound of Ares' triumphant laughter echoes through the cavernous tower.

"Thus are the monsters imprisoned as the Titans in Tartarus," Ares says viciously. *"I have won — bested the villain Darkseid and usurped power beyond imagination!"*

Suddenly, an ear-splitting noise cuts through the tower, as the Olympian monsters disappear, leaving you and Ares alone. The huge tower seems forbiddingly empty without your forces.

Ares bellows with outrage. *"Where are they? Who dares impede Ares' greatest victory? What has happened?!"*

Suddenly, Ares' gazes into the distance, his mind filled with a knowledge denied you. Then he cries, *"The Areopagus! Darkseid has somehow taken over the Areopagus! The damned villain has used my own power to transport our Olympian legions away from here... and away from Earth. But how...?"*

With an absent wave of his armored hand, Ares summons a brilliant, glowing red portal to the Areopagus; at that very moment, a Boom Tube opens in the Tower of Rage, Darkseid's image clearly visibly through it.

"Ares!" Darkseid shouts. *"Surrender! I have won!"*

"Thou shalt yield, Apokoliptian," Ares says angrily, *"for I do hold thy capital! Surrender or I shall destroy it!"*

"Then I will destroy your world as well!" Darkseid shouts vehemently.

The Olympian war god turns to you, *"I see your hand in this, Amazon — child of peace-loving gods! Apokoliptian, while the concept tears at my very fiber, I can see we possess nothing but a stalemate. I then propose a truce. If you, Darkseid, leave my domain undisturbed, I shall likewise vacate the Apokolips."*

After a long, contemplative moment, Darkseid agrees and the two war gods teleport to their respective bases, crossing without meeting face to face.

Similarly, you are teleported home, where you help the nations of Earth clean up and rebuild their battlefields. Superman soon joins the effort and you both share a warm laugh at the expense of Ares and Darkseid.

Suddenly, the sky grows dark and cold winds whip up from the south. Without warning, a bolt of lightning splits the sky and the image of a huge, horned face appears in the roiling clouds. What appears is the visage of some she-demon, simultaneously malicious and mirthful.

"Thou child-heroes do amaze me," the image says in a gentle, mocking voice.

"Eris...?" Superman intones, gazing upward in wonder. The Man of Steel turns to you, his features wizened with dreadful knowledge. *"Of course, Diana. How could we not have seen it? You spoke to me once of her, in your conflict on Paradise Island — Eris, daughter of Ares, goddess of discord."*

The laughter slowly ceases, as Eris' floating image proclaims, *"But of course, adopted Earthman, little Amazon daughter. Who save Eris could have conceived so tangled a war, pitting hero of the modern world against heroine of the ancient? Who but Eris could so masterfully pit the New God of war against the Olympian war god of old?"*

I crafted this war like an intricate tapestry. I wound it with loving care and watched it unravel. With utmost concern, I invited my select players and you, such

good children of discord, heartily agreed." The goddess laughs again, mockingly.

"But how?" Superman asks, looking up with earnest confusion.

"So simple were my efforts, child," Eris says with unconcealed pride. *"Just as I launched the Trojan War, I incited gods to squabble over their greatness to see who is the superior warrior. By revealing a few secrets of Harmonia's Amulet and Zeus' Aegis to DeSaad, or telling lustful Ares of the secrets of the Mother Box, the rest took care of itself."*

"Yet, you seem confused that I would allow my father, Ares, to face such defeat. No, the contest was always firmly in control," Eris states. *"Even with their enemies' weapons, neither god truly possessed sufficient power to defeat the other. So it would have mattered not who won the petty skirmishes — for Eris always wins the war — except today."*

"Normally I can count on the gods to play in my games," she continues, *"for the gods themselves suffer from disharmony. But you two have deceived me by refusing strife and discord, cooperating even at the risk of failure. Perhaps such earthly heroes could instruct the gods in some respects."*

The skies remain silent for a moment as Eris contemplates her own words. Then she concludes, *"It appears I must concoct more formidable stratagems if I am to*

triumph over you, Diana, Superman. Until our next meeting, then."

The image of the defeated goddess fades away completely, the skies turning a crystalline blue, leaving one Amazon princess and a Man of Steel basking in the bright sunlight of a glorious new day. Superman gazes at you appreciatively, placing one strong arm around your waist, hugging you impulsively. For a brief time, two of Earth's mightiest heroes enjoy the peace of the moment.

■ THE ADVENTURE HAS ENDED ■

Play concludes with Endgame.

32 Refuse to See Ares

The goddess Harmonia looks at you sadly. *"I had hoped you would join us, little one. The storms of war now gather upon the horizon, roiling turbulently; your help would prove invaluable. Yet my father, in a wisdom his own, chooses not to exercise his divine mandate by demanding your presence."*

Harmonia pauses, deep in thought, her brow furrowed in distress. *"Wish mighty Ares well in his bid to defeat Darkseid's invasion. Farewell."*

Harmonia's image fades from view, leaving you alone to contemplate your decision.

Turn to Section 21.

Endgame

Standard Award Guidelines

The following are guidelines for the distribution of Standard Awards to Wonder Woman after completion of *War of the Gods*. As potential actions by Princess Diana are many and varied, the GM should feel free to modify these awards as s/he sees fit, depending on how well the Player role-played, found clever solutions to problems, and so on.

Action	Hero Points
Save innocents at Boston festival	10
Prevent Lucien Justinian's murder	5
Protect Children of Olympus from Darkseid's attack	10
Choose to lead troops	5
Bargain for control of troops in solitaire Section 13	3
Insist on control of the time troops leave Earth in solitaire Section 16	5
Win war by defeating opponents	15
Both Characters win war	25

Invasion Stat Sheet

Ares' Troops

Initial Force Rating 40

Diminished in Superman's Encounter 5: _____

Subtotal _____

If Wonder Woman leads Ares' troops, add 5 + _____

TOTAL _____

Darkseid's Troops

Initial Force Rating 40

Diminished in Wonder Woman's Encounter 5: _____

Subtotal _____

If Superman leads Darkseid's troops, add 5 + _____

TOTAL _____

Troop Strength	80	Damage To Battlefield	Troop Strength	80
Battle 1:	_____	_____	Battle 1:	_____
Battle 2:	_____	_____	Battle 2:	_____
Battle 3:	_____	_____	Battle 3:	_____
Battle 4:	_____	_____	Battle 4:	_____
Battle 5:	_____	_____	Battle 5:	_____
Battle 6:	_____	_____	Battle 6:	_____
Battle 7:	_____	_____	Battle 7:	_____
Battle 8:	_____	_____	Battle 8:	_____
Battle 9:	_____	_____	Battle 9:	_____
TOTAL		_____		

GM NOTE: Remember to subtract the RAPs of damage inflicted by each attack from the **Troop Strength** and not from the **Force Rating** for each army.

BATTLE MATRIX

	Ares' Attack	Ares' Forces Defend
Darkseid's Forces Attack	Darkseid's and Ares' Forces each at +10 to AV/EV, must fight three (3) phases minimum. Winner receives fragment. Level 2 damage to battlefield.	Darkseid's forces at +10 to AV/EV, Ares' Forces at +5 to OV/RV, each must fight two (2) phases minimum. Winner receives fragment. Level 1 damage to battlefield
Darkseid's Forces Defend	Ares' Forces at +10 to AV/EV, Darkseid's Forces at +5 to OV/RV, each must fight two (2) phases minimum. Winner receives fragment. Level 1 damage to battlefield.	No Bonus to AV/EV, each must fight one (1) phase minimum. Both sides receive fragment. No significant damage to battlefield

WAR OF THE GODS

Wonder Woman Booklet (used by Wonder Woman Player)

Introduction	<u>2</u>
Wonder Woman Character Sheet	<u>3</u>
GM Background	<u>5</u>
Non-Player Characters	<u>6</u>
The Adventure	<u>9</u>
Part One: <i>Monsters Over Metropolis</i>	<u>9</u>
1: <i>THE ADVANCE GUARD</i>	<u>9</u>
2: <i>THE PLANET</i>	<u>10</u>
3: <i>GALAXY UNDER SEIGE</i>	<u>11</u>
4: <i>ALIEN WEAPONS</i>	<u>13</u>
Part Two: <i>Descent Into the Underworld</i>	<u>17</u>
5: <i>DESCENT INTO THE UNDERWORLD</i>	<u>17</u>
6: <i>BY DARKSEID'S COMMAND</i>	<u>20</u>
Part Three: <i>Battlefield Earth</i>	<u>21</u>
7: <i>THE WAR BEGINS</i>	<u>21</u>
Endgame	<u>31</u>
Invasion Stat Sheet	<u>32</u>
Verso	<u>IBC</u>

Introduction



Welcome to the *DC Heroes* Match-Play adventure, *War of the Gods*, designed for Wonder Woman and Superman. This two-Player adventure is unique in that it requires no formal Gamemaster (GM). Instead, each Player takes turn acting as GM for the other Player, until the climax of the adventure, which is run as a two-person "solo" adventure, with no GM.

This booklet contains the Superman adventure and is to be used by the Wonder Woman Player, who will act as GM for Superman.

Match-Play Format

With this match-play format, two people are allowed to play a *DC Heroes* adventure while both get a chance to play, unlike a normal one-on-one adventure where one person role-plays a Character and the other person merely GMs the adventure.

The match-play system works like this:

You, the Wonder Woman Player, begin play first with the Superman Player acting as GM for the first two Wonder Woman encounters. Then, in **Part I, the Children of Olympus**, you switch as you GM the Superman Player for the first three Superman encounters in **Part I: Myths Over Metropolis**.

Once each section is complete, the Players switch roles again. You, the Wonder Woman Player, role-play Princess Diana during the next two Wonder Woman encounters (**Part I, Encounters 3 and 4**). Then you switch again, as you GM the Superman Player in **Part I, Encounters 4 and 5**.

A flowchart of gameplay (explaining who plays and who GMs during the adventure's encounters) is as follows:

Wonder Woman	Superman
Plays Encs. 1, 2	Acts as GM
Acts as GM	Plays Encs. 1, 2, 3
Plays Encs. 3, 4	Acts as GM
Acts as GM	Plays Encs. 4, 5
Plays Enc. 5	Acts as GM
Acts as GM	Plays Enc. 6
Plays Enc. 6	Acts as GM
Begins Solitaire	Begins Solitaire

Once both Players have played and acted as GM in Encounter 6, you **SWITCH BOOKLETS** and turn to the final section — **Part II, Encounter 7: Battlefield Earth**. This section is the climax of the *War of the Gods* and both the Wonder Woman and Superman Characters play their adventures at the same time, using a unique solo/interactive system included in the last section of both adventure booklets.

The Wonder Woman and Superman adventures interweave to form a complete story. Because they are both part of the same storyline, they both contain important material to which you (as GM) have access but to which your hero Character (Wonder Woman) has no access. It is an important yet difficult role-playing challenge to have your Character act only on information she gains from her adventures, not from information you read as GM.

NOTE: This match-play adventure can be played with two Players and a third person acting as GM. In this case, the third person should familiarize him/herself with both adventure booklets and GM the Wonder Woman and Superman adventures separately until the climax at Encounter 7, when s/he should GM both Players' adventures simultaneously.

Wonder Woman Character Sheet

WONDER WOMAN *alias Princess Diana*

DEX: 20 STR: 26 BODY: 15
INT: 10 WILL: 12 MIND: 10
INFL: 12 AURA: 10 SPIRIT: 8
INIT: 42 (65) HERO POINTS: 180

POWERS:

Directional Hearing: 4, Empathy: 5, Flight: 15, Hypnotism: 10, Superspeed: 13, Swimming: 6, Telepathy: 12, Telescop. Vision: 3

SKILLS:

Acrobatics: 12, Animal Handling: 8, Charisma (Persuasion): 13, Detective: 6, Martial Arts: 23, Medicine: 7, Military Science (Tracking): 10, Scholar (Ancient History): 4, Scholar (Linguistics, Ancient Greek, Themysciran): 5, Weaponry: 16

LIMITATIONS:

Naive of the world outside Paradise Island. Hypnotism operable only to place lassoed victim to sleep. Telepathy between Gods of Olympus only.

CONNECTIONS:

Superman (High), Themyscira (High), Harvard (Low), Olympus (Low), United Nations (Low), U.S. Air Force (Low)

MOTIVATION:

Upholding the Good

WEALTH:

Comfortable

JOB:

Ambassador of Themyscira

RACE:

Amazon

EQUIPMENT:

Bracelets

DEX: 0 STR: 5 BODY: 30
INITIATIVE: 0 HERO POINTS: 0
CHARGES: N/A
COST: 1671 HPs + \$4B

POWERS:

Force Shield: 5

Diana's bracelets were forged from Zeus' Aegis, an impenetrable shield made from the skin of the primordial goat-goddess Amaltheia. It was this

goddess who wet-nursed the infant Zeus and provided the binding energy which created Mount Olympus.

Lasso

DEX: 0 STR: 20 BODY: 42
INT: 0 WILL: 0 MIND: 0
INITIATIVE: 0 HERO POINTS: 0
CHARGES: N/A
COST: 6920 HPs + \$2.04T

POWERS:

Animal Control: 20, Control: 20

LIMITATIONS:

Animal Control works only to ward off beasts. Control operable to force lassoed victims to tell the truth.

Diana's lasso was forged by the god Hephaestus from the Girdle of Gaea. It is older than the gods and considered unbreakable by man or god.

Sandals of Hermes

DEX: 0 STR: 16 BODY: 8
INT: 0 WILL: 0 MIND: 0
INITIATIVE: 0 HERO POINTS: 0
CHARGES: N/A
COST: 995 HPs + \$235M

POWERS:

Teleportation: 23

LIMITATIONS:

Sandals Teleport wearer between Paradise Island and Man's World only.

Hermes' winged sandals carry Diana from Man's World back through the field of enchantment to Themyscira, and then carry her back to the same spot from which she left Man's World.

Tiara

DEX: 0 STR: 5 BODY: 12
INITIATIVE: 0 HERO POINTS: 0
CHARGES: N/A
COST: 224 HPs + \$85K

Diana's Tiara is a razor-sharp throwing weapon. She only uses it when she is certain she wants to kill her foe. (Such use automatically constitutes Killing Combat.)

BACKGROUND

Princess Diana is the reanimated spirit of a human child who died in her mother's womb in 30,000 BC and whose soul was intercepted by Gaea, the Earth Goddess. Nearly thirty-thousand years later, five Greek gods placed the infant soul in a clay statue of a baby, causing the statue to spring to life as a real child — the infant Princess Diana of Themyscira.

Diana was raised by the Amazons, an immortal race of women created by the gods to bring peace and compassion to a violent world. The Princess of Themyscira and daughter of the Queen of the Amazons, Diana grew up to become Wonder Woman, blessed by the gods and charged with a sacred and timeless destiny.

Diana's mission on Earth is to teach peace and equality to the often divisive and intolerant race of Mankind. Diana is often amazed that the race of Man has both completely forgotten that the gods exist and also dismiss the existence of her Amazon sisters as mythology. Part of her mission is to educate the world's people regarding the gods she worships and the Amazon race. She takes her mission very seriously and will do everything within her power to bring peace and equality to the world.

In this adventure, *War of the Gods*, Diana is travelling with Hermes, the Olympian messenger god, who remained in Earth's dimension when the other gods fled Darkseid's attack on Mt. Olympus. Diana respects and reveres her guardian and feels greatly honored that he has chosen to accompany her. Yet, the Amazon Princess does not blindly accept Hermes' opinions and will occasionally question his judgement. Still, Diana will obey Hermes over all other authorities save the other Olympian gods.

Perhaps the most important aspect to remember about role-playing Diana is that she is a very compassionate and trusting woman. She sees benevolent tendencies in all persons and will steadfastly believe in people until they betray her trust.

Wonder Woman Information

Playing this adventure, *War of the Gods*, requires a good working knowledge of Wonder Woman's background. The Wonder Woman sourcebook, *Strangers in Paradise*, is an indispensable tool to help you familiarize yourself with Princess Diana.

The following material briefly summarizes important information available in the sourcebook and also adds new material particular to this adventure. As a Player, you should



familiarize yourself with this information before beginning the adventure. (Players who are knowledgeable of Diana's history may choose to skip this section and venture directly to the GM's Background for the Superman adventure.)

NOTE: This section may be referenced during play of the Wonder Woman adventure.

The Olympian Gods

You (Wonder Woman) are an important part of the pantheon of living Greek gods. The gods of Mount Olympus created your race of Amazons to be a force for justice and equality on earth; they created you as the very pinnacle of Amazon achievement.

Over the centuries, the influence of the Olympian gods on Man declined until today, as their primary contact with Earth is with their spiritual daughters, the Amazons of Paradise Island.

Darkseid

Mount Olympus was recently sieged by Darkseid, the evil leader "New God" from Apokolips, who sought to take over the power-rich home of the gods and add it to his conquests. You and Superman fought against Darkseid and thwarted the villain's plans. Darkseid left Olympus, frustrated and angry over his complete inability either to find the gods or destroy their temple home.

The gods later explained to you that Darkseid failed in his quest because, in his arrogance, the Apokoliptian made the fatal mistake of assuming the race of New Gods was the equals of the Olympians. In actuality, Darkseid's race of New Gods was born of the conflict between Olympians and their progenitors, the Titans. While amazingly powerful, the New Gods cannot possibly rival the Olympian gods, who exist in a state of being which transcends to ultimate power.

Ares, the Olympian God of War

Your first mission on Earth was to stop the mad war god Ares from obliterating the Earth, thus destroying the Olympian gods along with it (for without beings to worship them, the Olympians would ultimately perish). In the outcome of that battle, your Lasso of Truth forced Ares to realize the madness which had possessed him. He saw that the gods are inextricably tied to the Earth as symbolized by Gaea, the Earth mother; if all life on Earth were destroyed, Ares would die as well, with no one to honor the god through acts of war.

Ares abandoned his mad scheme and swore never again to seek the destruction of Earth. He charged you with the task of teaching the same lesson to Mankind. Later, in an

extension of your pact with Ares, you channelled the legion demons which lurked beneath Paradise Island to Ares' other-worldly lair, the Areopagus, strengthening the war god, restoring the balance of godly power, and delivering the Amazons from the constant threat posed by the monsters which lurked below their homes.

Although you know you may have to stand against the god of war again one day, Ares has won a measure of your respect and you possess his admiration as well.

Olympus

In the wake of Darkseid's siege, you helped the Olympian gods destroy what remained of the war-ravaged Mount Olympus. The gods then passed beyond the dimension of Earth and are no longer in contact with their Amazon worshippers, as the gods construct a new Olympus in a safer dimension. Of all the gods, only Ares, god of war, and Hermes, messenger god, chose to remain. As the only gods currently in contact with Earth's dimension, you eagerly await their missives.

Hermes

The mercurial Hermes refused to accompany the Olympian gods on their cosmic migration, choosing instead to remain on Earth with you. When he first arrived on earth, Hermes became publicity hungry and in his eagerness to win the adoration of mortals, he was duped into freeing the mass-murderer Ixion. In penance, Hermes has humbled himself and now resides with your friend Steve Trevor, as the god attempts to experience the human condition.

You are greatly honored to count Hermes among your friends and enjoy his company as your Earthly travelling companion.

A	B
ANSWER TO ARES' OFFER _____	
FRAGMENTS OBTAINED	
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

GM Background

Adventure History

The conflict between Darkseid and Ares has roots in the cataclysmic era long before the age of Man. Darkseid believes the Olympians were created in the same cataclysmic explosion which formed his race of New Gods. In actuality, the "New Gods" were created much later from energy released by the battle between Olympians and their progenitors, the Titans. Hecate of the Olympians cast a massive illusion to blanket Mount Olympus from the eyes of the emerging races of New Gods while the Olympians regained their depleted strength.

Darkseid knows the Olympians possess great power but does not realize the Olympians are the eternal progenitors of his own race. In his arrogance, Darkseid believes he can defeat the Olympians and become the ultimate power in the universe. After Darkseid's initial attack on the Olympians, the elder gods fled the realm of Earth in the Great Migration and are currently incommunicado relative to their homeworld as they construct a new Olympus.

Only Hermes and Ares remained from the Great Migration, as Hermes now travels with Princess Diana on Earth and Ares remains on the Areopagus, his own homebase, watching over Earth. The war god has sworn Darkseid's plots to dominate Earth will not go unopposed.

Not long before Darkseid's attack upon the Olympians, Ares planned to annihilate the Earth by forcing the United States and the Soviet Union into a total nuclear exchange. Realizing the phenomenal destructive power available on Earth, Ares was driven mad by the incredible proliferation of nuclear weapons and decided to instigate the ultimate war.

When Wonder Woman forced Ares to see the reality of the situation (that by destroying Mankind, no one would exist to worship Ares through acts of war), the god forwent his mad destructive quest. Ares now truly understands the eternal link which exists between the gods, Mankind, and Gaea, the Mother Goddess of the Earth. Ares learned in time that the true source of his power is his indirect worshippers on Earth, whom he sought to destroy.

As a result of this lesson, Ares has altered his strategy of late. Instead of planning to destroy Man, he has decided to work with Mankind, helping and protecting the Children of Olympus religious organization and similar groups which have renewed worship of the Olympian gods. Ares plans to counter Darkseid's schemes by sending his own minions to Earth, in preparation of Darkseid's attacks.

Additionally, Ares has learned that Darkseid has established a propaganda and criminal empire on Earth called Inter-Gang, a group which is headquartered in the Metropolis WGBS building and on which Ares has declared war. Ares plans to reveal Inter-Gang members wherever he finds them until Earth is free of Darkseid's corruptive influence.



Aside from gaining power through Mankind's wars, Ares also receives strength from the worship of groups like the Children of Olympus, a newly-formed faction dedicated to the advancement of Olympian worship in modern society.

NOTE: This is a good example of the information you know as a GM and not in your role as Princess Diana. Wonder Woman cannot know of Ares' involvement with the Children of Olympus or of his efforts to defeat Darkseid's plans unless she learns it during the course of the adventure. Separating these sorts of information and acting on it accordingly will help you accurately role-play Diana and more fully enjoy the module.

Non-Player Characters

ARES

DEX: 22	STR: 32	BODY: 55
INT: 14	WILL: 38	MIND: 32
INFL: 21	AURA: 23	SPIRIT: 33
INIT: 57	HERO POINTS: 230	

POWERS:

Animate Objects: 19, Aura of Fear: 5, Bio-Energy Blast: 21, Control: 7, Darkness: 15, Dimension Travel: 45, Energy Absorption: 17, Flame Project: 16, Flight: 30, Growth: 8, Hypnotism: 18, Invulnerability: 42, Life Sense: 17, Mind Blast: 15, Mystic Shield: 16, Sealed Systems: 20, Skin Armor: 24, Telepathy: 15, Teleport: 25, Transfer: 35

SKILLS:

Charisma: 20

LIMITATIONS:

Darkness works against Full, Telescopic, Thermal (IR), Ultra, and X-Ray Vision. Ares can make himself or selected targets visible inside the Darkness at will. Flame Project creates enchanted fire which wounds without actually burning.

VULNERABILITIES:

Ares sustains extra damage from attacks using the Amulet of Harmonia. In such attacks, double the AV and EV of the

attack, double RAPs, and ignore Ares' Energy Absorption and Mystic Shield Powers.

CONNECTIONS:

All Military Organizations (High), Areopagus (High), Olympus (High)

MOTIVATION:

Power Lust

WEALTH:

N/A

JOB:

God of War

RACE:

Olympian God

BACKGROUND

Ares is the god of war, a sullen, brooding figure who is never seen out of his ornate black battle armor. The son of Zeus and Hera, Ares himself has fathered Phobos, Deimos, Eris, and Harmonia by Aphrodite.

Ares exalts in butchery, violence, and war for war's sake (as opposed to defensive war, which is Athena's domain). During the age when the gods were feared and worshipped by Man, Ares was a bitter and angry god, eager to conquer and crush the emerging race of Man and force their worship.

Plotting to subjugate Man and overthrow Zeus, Ares left the warm and nurturing world of Olympus for his cold, barren Areopagus, where the war god would not need suffer the compassion of

the other gods. Ares opposed the creation of the Amazons for fear they would be a voice of peace and sanity on Earth.

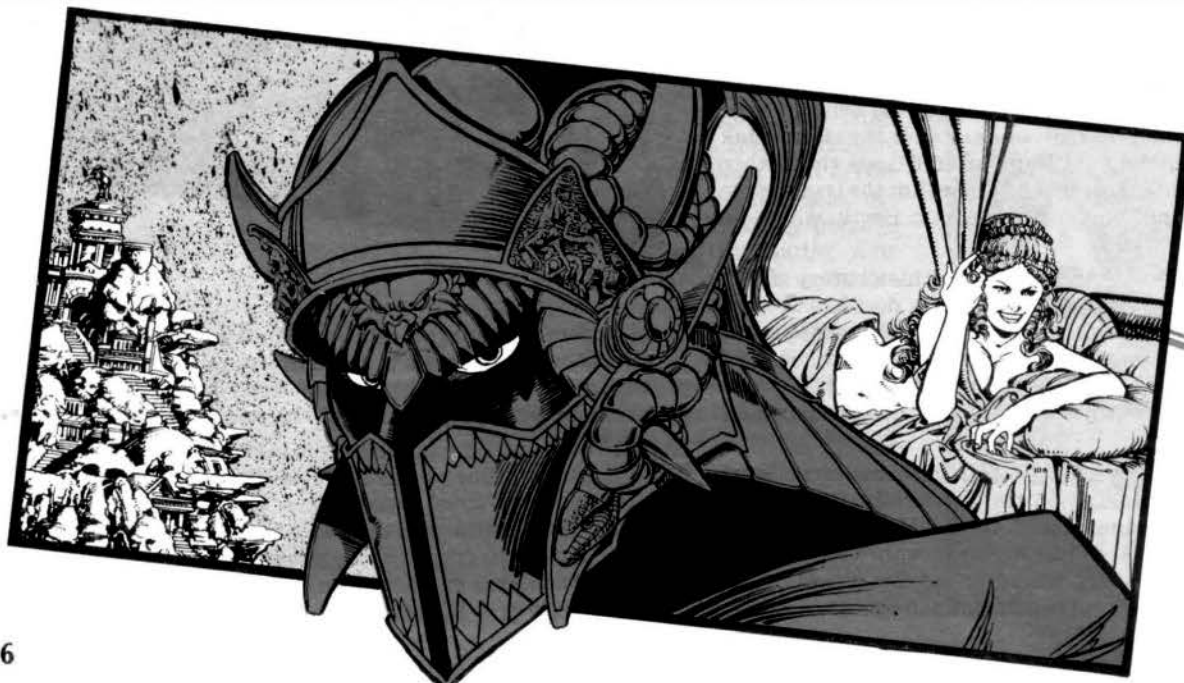
When the influence of the other gods of Earth lessened, Ares remained powerful, strengthened by the indirect worship of Mankind's violent and senseless wars.

In the late 20th century, driven to madness by the intoxicating power of Man's nuclear arsenals, Ares gained sufficient control over the American and Soviet military commands to launch a planet-consuming nuclear holocaust. Gaea's champion, Princess Diana, stopped Ares' mad plan by forcing the war god to realize his existence is intimately connected to the Earth and Mankind. His sanity returned, Ares abandoned his plan to crush Mankind and has recently become concerned for Mankind's safety, seeming almost protective of humanity.

Ares now resides in the Areopagus with his daughters, Harmonia and Eris, and his remaining son, Phobos (Deimos having been killed by Diana). Ares still plans wars but none of the apocalyptic scale he once did.

When the Olympian gods fled Earth's dimension for safer realms after Darkseid's siege on Olympus, Ares elected to remain. Darkseid, unaware that the Olympians were gone, decided to attack Earth to force the gods from hiding and into a final, decisive confrontation. Ares has sworn to stop Darkseid and teach the evil ruler of Apokolips a lesson in humility.

Using his connections with the militaries of the world, Ares is preparing for the coming Apokoliptian invasion by converting mercenaries and renegade warriors around the world to his holy war against Darkseid. Ares regularly sends his minions shipments of magic weapons and enchanted monsters to supplement their arsenals.



Role-Playing

Ares is a powerful, ruthless, and uncompromising god, the epitome of aggression and war. While normally cool and calculating, when angered Ares is an awesome force of pure rage and fury.

PHOBOS

DEX: 12	STR: 15	BODY: 10
INT: 6	WILL: 9	MIND: 8
INFL: 12	AURA: 13	SPIRIT: 10
INIT: 30	HERO POINTS: 40	

POWERS:

Animate Objects: 13, Aura of Fear: 8, Illusion: 12, Telepathy: 9

SKILLS:

Thief (Stealth): 7

LIMITATIONS:

Minor Fear of Failure, Phobos must possess the Heart of the Medusa to Animate Objects, uses Telepathy only to read opponent's mind and determine innermost fear.

CONNECTIONS:

Areopagus (High), Olympus (Low)

MOTIVATION:

Nihilist

WEALTH:

N/A

JOB:

God of Fear, Advance Guard for Ares

RACE:

Humanoid

BACKGROUND

Phobos is the Olympian god of fear. The son of Ares and Aphrodite, Phobos is a squat, troll-like god whose very essence is of such power that it literally smolders from his hands and topknot. Phobos serves his father by terrifying opposing troops in battle. Phobos has access to the powerful Heart of the Medusa and can use it to craft enchanted creatures at will.

Methods

Phobos is a coward who prefers to frighten his foes without risking himself in battle. He will generally find a good safe vantage point near his foes, read their minds to determine their deepest fear, and then craft an Illusion of that fear, with the victim at its center.

Phobos is impulsive and much less restrained than was his brother, Deimos; he is extremely likely to move headlong into action without thinking through the consequences, positive or negative.



Role-Playing

Phobos is a calculating and surreptitious villain capable of deceit, trickery, and phenomenal brutality. The most important thing in Phobos' life is the approval of his father, Ares, and Phobos often acts rashly and unwisely, thinking he will win his father's praise. When he does this, Phobos often exercises extremely poor judgement, regularly jeopardizing the very mission with which he was entrusted.

To this extent, Phobos should be played in a moderately-haphazard manner — as a biglummo, doltish and impulsive. When his plans go his way, he is taunting, bullying, and generally insufferable, even to his allies. However,

as soon as his plans seem to begin failing, Phobos beats a cowardly retreat, making cringing threats which he has no hope of fulfilling.

GARRISON GRIMES

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

SKILLS:

Charisma: 2, Gadgetry: 1, Thief: 2

CONNECTIONS:

Galaxy Communications (High)

MOTIVATION:

Serves Darkseid

WEALTH:

Millionnaire

JOB:

News Director, WGBS-TV

RACE:

Human

EQUIPMENT:**Boom Tube Call Box**

DEX: 0 STR: 0 BODY: 1
 INT: 0 WILL: 0 MIND: 0
 INITIATIVE: 0 HERO POINTS: 0
 CHARGES: N/A
 COST: 649 HPs + \$36M

POWERS:

Super Ventriloquism: 20,
 Teleportation: 15

LIMITATIONS:

Super Ventriloquism can only be heard by another person with a Boom Tube Call Box. Teleport only functional to a previously-determined Security Installation on Apokolips.

This Call Box keeps Grimes in touch with Inter-Gang and lets him summon Boom Tubes when necessary.

BACKGROUND

Garrison Grimes is the descendent of one of Metropolis' founding fathers, Gunter Grimes. He is the news director for Morgan Edge's WGBS-TV station and is a fine upstanding citizen in every way but one: he is a pawn of Darkseid. Grimes is Darkseid's propaganda and media czar on Earth, his current job being to discredit the Children of Olympus and ultimately disband the religious organization. WGBS regularly broadcasts anti-Children of Olympus editorials.

Role-Playing

Grimes is a refined, urbane man with a rich, deep, broadcaster's voice. He is smooth, cultured, and very calm at all times save when he is commanding his Apokliptian forces, at which point he becomes a frightful, raving madman.

MINOTAUR

DEX: 18 STR: 22 BODY: 28
 INT: 1 WILL: 2 MIND: 2
 INFL: 4 AURA: 5 SPIRIT: 5
 INIT: 23 HERO POINTS: 30

The real Minotaur perished during the Trial of the Gods, the ordeal through which Wonder Woman proved her worth to the Olympian gods. This existing Minotaur is an inferior replica of the original.

Role-Playing

The Minotaur constantly bellows and fumes, acting totally enraged. He continually utters threats and snorts derisively at any and all of his opponents.

HYDRA HELLSPAWN, skeletons

DEX: 8 STR: 8 BODY: 3
 INT: 1 WILL: 1 MIND: 1
 INFL: 1 AURA: 1 SPIRIT: 1
 INIT: 10 HERO POINTS: 32

EQUIPMENT:**Flaming Sword**

DEX: 0 STR: 2 BODY: 14
 INT: 0 WILL: 0 MIND: 0
 INITIATIVE: 0 HERO POINTS: 0
 CHARGES: N/A
 COST: 344 HPs + \$240K

POWERS:

Mystic Link (Starbolt): 8

LIMITATIONS:

Starbolt works at Range of Touch only.

SPECIAL:

The Hellspawn's flaming swords are magical. They attack against OV/RVs of DEX/AURA but opponents sustain damage to subtracts RAPs from) their BODY.

Magic Shield

DEX: 0 STR: 4 BODY: 6
 INT: 0 WILL: 0 MIND: 0
 INITIATIVE: 0 HERO POINTS: 0
 CHARGES: N/A
 COST: 73 HPs + \$1300

POWERS:

Force Shield: 3

The Hellspawn are grown from the teeth of the Hydra. They are frightening creatures which look like human skeletons armed with a shield and flaming sword.

Methods

In the first encounter, the sole purpose of the Hellspawn is to distract any potential pursuers from chasing the Minotaur. Hellspawn will attack all out, expending a full 8 Hero Points to increase their AV/EV/OVs each phase until depleted.

HARPIES

DEX: 10 STR: 12 BODY: 15
 INT: 3 WILL: 5 MIND: 4
 INFL: 8 AURA: 10 SPIRIT: 7
 INIT: 21 HERO POINTS: 15

POWERS:

Analytical Smell/Tracking
 Scent: 4, Claws: 5, Flight: 7, Skin
 Armor: 3

CONNECTIONS:

Aropagus (Low)

MOTIVATION:

Serves Ares

WEALTH:

N/A

JOB:

N/A

RACE:

Alien (mythical monster)

The Harpies are filthy, pale-faced monsters possessing the heads of ugly women and the bodies of huge carrion birds. These harpies are replicas of the original Harpies, who perished during Princess Diana's Trial of the Gods.

Role-Playing

The Harpies screech and shriek ravenously, clawing at their victims with their razor-sharp talons.

CHIMERA

DEX: 15 STR: 9 BODY: 14
 INT: 4 WILL: 7 MIND: 5
 INFL: 6 AURA: 8 SPIRIT: 8
 INIT: 25 HERO POINTS: 30

POWERS:

Flame Project: 20, Poison Touch:
 14

LIMITATIONS:

Poison Touch in tail only.

CONNECTIONS:

Aeropagus (Low)

MOTIVATION:

Serves Ares

WEALTH:

N/A

JOB:

N/A

RACE:

Alien (mythical monster)

The Chimera is a fire-breathing monster possessing the head of a lion, the body and horns of a goat, and a serpent for a tail. The original Chimera was the offspring of Echidna and perished during Princess Diana's Trial of the Gods. This Chimera is an inferior replica of that original.

Methods

The Chimera is a cruel monster which enjoys softening up its prey with a blast of fire before closing to finish its opponent with a poison bite.

I Monsters Over Metropolis

NOTE to the Wonder Woman Player: Do not run these first three Superman Encounters until you have played Princess Diana in the first two Wonder Woman Encounters.

Adventure Synopsis

Ares begins his plan to scourge the Earth of Darkseid's minions by kidnapping Garrison Grimes, Darkseid's media wizard for WGBS in Metropolis. Superman stumbles onto the kidnapping and learns Metropolis is being infiltrated by groups of mysterious mythological monsters.

In what should appear to Superman to be an unrelated incident, Lois Lane uncovers a plot by a covert band of American intelligence agents to illegally export arms to terrorist groups around the world. When Lois is later kidnapped, Superman learns these agents are servants of Ares; also, mixed in with the terrorists' arms shipments are sorcerous seeds which can grow into mythological monsters. This adventure section concludes with Lois Lane being kidnapped by Phobos and taken to the Areopagus.

Encounter one

The Advance Guard

Setup

At the outset of this encounter, Superman is patrolling Metropolis by night. Garrison Grimes, the descendent of one of Metropolis' founding fathers, news director of WGBS-TV, and pawn of Darkseid, is kidnapped by Ares' minions: a minotaur and two skeletons.

Player Information

It is a calm, quiet summer evening in Metropolis. On your regular evening patrol, you are flying over the fashionable East Side of Metropolis following a long writing session at the Daily Planet. You enjoy patrolling on calm, quiet nights like this. You scan the crowd below, sifting through snatches of conversations with your Super Hearing until you suddenly encounter a frenzied voice which shouts, "Stop! Stop! Stay away! Help!"

GM Information

Before Superman can rescue Grimes, the Man of Steel must pinpoint the location of the shouting. An attempt to follow the sound with Directional Hearing possesses OV/RVs of 7/7 while trying to spot the problem with X-Ray Vision has OV/RVs of 14/14. RAPs indicate the length of time into the kidnapping at which Superman locates the source of the disturbance as indicated following GM information:

1-2 RAPs: Superman reaches Grimes as the minotaur leaps down onto the subway tracks with the broadcaster. (Map Positions 3-4)

The Adventure

3-4 RAPs: Superman reaches Grimes as the minotaur has dragged the broadcaster down the stairs into the subway station. (Map Position 2)

5+ RAPs: Superman reaches Grimes as the minotaur, followed by two skeletons, is dragging the broadcaster into a subway entrance. (Map Position 1)

If Superman's first location attempt fails, he may roll again with identical OV/RVs and the following GM information:

1-4 RAPs: Superman reaches Grimes as the minotaur is about to leap through a shimmering red portal. On the other side of the portal is a mysterious hulking figure with a flaming top-knot — Phobos. (Map Position 6)

5+ RAPs: Superman reaches Grimes while the minotaur, followed by two skeletons, is running along the subway tracks toward an oncoming subway train. (Map Position 5)

If Superman fails both location attempts, he will arrive in time to see the shimmering portal close around the minotaur, the skeletons, and Grimes.

At the point Superman sees the minotaur, read the following and describe the location, showing the Superman Player the map as well.

You spot a huge, shaggy, horned creature, bellowing and charging like a bull. He looks like a minotaur from Greek mythology. Tucked under his massive, sweaty left arm is a well-dressed, middle-aged man, who is kicking and shouting for help. Flanking the minotaur are two animated skeletons, clutching blazing swords of fire.

Call for an INT roll against OV/RVs of 3/3 for Superman to recognize Grimes. Positive RAPs reveal the man to be Garrison Grimes, news director for WGBS-TV in Metropolis and also the wealthy descendent of Gustav Grimes, one of the founders of this great city.

When Superman reaches the monstrous trio, the skeletons will turn to attack him, attempting to detain the Man of Steel while the minotaur runs toward the portal with Grimes. Ignoring the skeletons can be dangerous, since their flaming swords can inflict damage on Superman, who has little resistance to magic. The minotaur will continue moving each round Superman does not attack him. Keep track of the minotaur's travel. Subway passengers will shout and scream as the fight passes by them.

If Superman attacks the minotaur, the minotaur will stop running, turning to fight the Kryptonian. If the minotaur begins losing the battle, he will attack Superman with Grimes, wielding the man like a club (AV: 18, EV: 2 — Grimes' BODY). This is a very dangerous action for Grimes and should distress Superman; if the minotaur successfully attacks Superman (regardless of RAPs), Grimes will suffer a Physical Attack with AV/EVs equal to 18/24 (minotaur's DEX/Superman's BODY); damage inflicted is considered Killing Combat.

For Superman to snatch Grimes from the minotaur's grasp requires an Action Check with AV/EVs equal to Superman's DEX/STR and OV/RVs equal to the minotaur's DEX/STR; RAPs of 15 or greater indicate success. Attempts at burning the minotaur's hands with Heat Vision possess AV/EVs of 19/19 (Superman's Heat Vision APs) and OV/RVs of 18/28 (minotaur's DEX/BODY); positive RAPs will cause the minotaur to drop Grimes from surprise, while 3 RAPs or more will also burn Grimes slightly (1 RAP).

If the minotaur reaches the shimmering portal with Grimes, Superman will be able to see a hulking robed figure (Phobos) on the other side of the portal. If Superman tries to leap through the portal, he will be unable to enter, merely crashing into the wall of the tunnel. At this point, the oncoming subway train will barrel down upon Superman, who must make a successful Action Check with AV/EVs equal to his Superspeed or Flight (Player's choice) against OV/RVs of 11/11; positive RAPs indicate Superman avoided collision with the oncoming train (otherwise, Superman suffers a Physical attack of 5/15 (the speed/BODY of the train).

If Superman subdues the monsters while they are on the subway tracks, he must grab Grimes and get the broadcaster to safety before the train arrives, requiring an Action Check similar to the one in the previous paragraph. If the train collides with the monsters, they will disappear.

If the monsters are subdued at any location but on the train tracks, Superman will see their bodies begin to smoke, flame, and burn rapidly to ashes.

If Superman saves Grimes, the broadcaster will thank the Man of Steel profusely. If Superman asks Grimes why the monsters wanted him or where they were taking him, Grimes will say, "I have no idea," and add with a laugh, "Perhaps someone took exception to one of my editorials on WGBS." Grimes will then soberly explain, "My wealth is no secret. The person or persons behind my abduction were probably trying to get a ransom from my family."

If Superman ever searches Grimes or examines the broadcaster with X-Ray Vision, he will notice a high-tech device of unknown origin in Grimes' pocket (the Boom Tube Call Box). The device appears to be far beyond Earth's present day technology. If Superman questions Grimes regarding the item, Grimes will claim it is a special pocket pager that Galaxy Broadcasting gave him.

If Superman returns to his Clark Kent guise and files a kidnapping story for the Daily Planet, immediately award the Player 10 extra Hero Points for role-playing.

Wrap-Up

Following this encounter, Superman should be unsure as to who is behind the attack on Grimes but probably will be on the lookout for more problems of a mythological origin. At GM discretion, Superman may encounter various crimes throughout Metropolis, none of which should directly relate to this adventure.

If Superman investigates Grimes' background, reveal the information on Grimes which is available in the following encounter.

Should Superman connect the minotaur to Wonder Woman's mythological heritage and attempt to contact the Amazon, he will be unable to locate Diana.

encounter two

The Planet

Setup

The next morning, following the abduction (attempt) of Garrison Grimes, Clark Kent works busily at his desk in the offices of the Daily Planet.

Player Information

The following morning, the mysterious attack on Grimes is the talk of the Daily Planet newsroom. Lois Lane is the only person who seems unimpressed with the story. She has spent

the entire morning on the phone, talking to an informant on a special story she is preparing. You, however, don't have much time to be concerned about it, because Perry White has assigned you to do a follow-up story on the Garrison Grimes incident.

GM Information

If Clark researches the Grimes story, call for a Scholar roll against OV/RVs of 4/4. RAPs indicate Clark learns the following information:

1-7 RAPs: Grimes is a wealthy, well-respected, and influential broadcaster who works with Galaxy Communications.

8+ RAPs: Grimes' important position as news director of WGBS puts him in the position of running a small media empire in Metropolis. A negative editorial from Grimes on his WGBS news show can make or break a Metropolis political candidate, while his support can change public opinion for the better.

If Clark tries to discuss Lois' story with her, she will brush him off, saying, "You'll find out with the rest of the world, Kent. This is one story you won't be getting before me." However, Lois will enjoy the attention her obvious secrecy brings. If Clark doesn't ask her about the story, he can overhear Jimmy Olsen ask her. Either way, the Player should know Lois is tight-lipped about the scoop.

If Clark is curious about Lois' story and researches the topic, call for a Scholar roll against OV/RVs of 8/8. RAPs indicate Clark learns the following information:

1-4 RAPs: Lois fell on to the story while following up a small-time Pentagon arms procurement scandal.

5+ RAPs: The scandal involved cost over-runs at the Metropolis Allied Northrop weapons plant.

If Clark asks Perry about Lois' story, Perry will reply, "I don't know, Kent. She won't tell me anything... says it could endanger her informant."

The remainder of the morning will pass quickly for Clark. If the Player wants to role-play conversations with other Planet staffers, the GM should encourage short improvisational scenes. The emphasis should be to reveal the previously-listed information to the Superman Player.

Just after noon, as most of the staff begins to leave for lunch, Lois will drop her phone, grab her coat, and head for the elevators in an unusual hurry. Jimmy Olsen will dart after her, pleading to be allowed to go with her as her photographer. Lois will answer, "Nice try, Jim, but I'm not feeling motherly today," as the elevator doors close her off from the disappointed cub reporter.

It is not necessary for Clark to react to this news. However, if Clark chooses to follow Lois, see Troubleshooting.

About one half hour after Lois' rapid departure, Perry White will burst out of his office, shouting. "Great Caesar's Ghost! There's a full-scale invasion underway at the Galaxy Communications building. Kent, get down there now and find out what in blue blazes is happening!" Jimmy Olsen will brighten up and grab his camera, ready to follow you.

"Oh, no you don't, Olsen," White shouts. "This looks too dangerous for you. Your mother would never forgive me."

Jimmy's jaw drops in disappointment. "But... but, ch—"

"And don't even think of calling me 'Chief!'" White barks, slamming his office door shut.

Jimmy will beg Clark to take him along, claiming all he needs is one good chance to show Perry. It is up to the Superman Player whether or not s/he allows Jimmy to accompany Clark. If Clark refuses, Jimmy will look sad and dejected, mumbling, "Jeepers, nobody thinks I can do anything..." However, Jimmy will show up at the Galaxy building later no matter what Clark or Perry say, but Clark should not know this. If Clark takes

Jimmy along, it will be up to the Player to get rid of Jimmy if/when Clark needs to change to Superman.

When Clark (or Superman) finally goes to the Galaxy Building, play proceeds with **Encounter 3: Galaxy Under Siege**.

Troubleshooting

If Clark follows Lois (as either Clark or Superman), he can observe her drive across the Staunton Bridge into Suicide Slum, the most dangerous section of Metropolis. Before Lois stops her car outside a large warehouse, Superman's Extended Hearing will pick up urgent distress calls and alarms from the East Side, followed by a news bulletin reporting that the Galaxy Communications building is under attack by giant creatures which are devastating armed guards and police.

If Superman remains, he can spy on Lois as she enters the Allied Northrop warehouse. She will speak to the receptionist for a brief moment before being attacked and subdued by guards, who take her prisoner. If Superman attempts to free Lois, use the information in **Encounter 4: Alien Weapons** to improvise a rescue. The guards will summon the Hydra and the fight detailed in Encounter 4 will ensue. Should this occur, switch roles, continuing with the Wonder Woman adventure, and then return to Superman's Encounter 4.

In this manner, Superman can save Lois, but since he did not return to the Galaxy building, all of the WGBS newsmen present at the scene will have been kidnapped. As a result, Superman will not gain the Hero Points available for the following encounter and will also lose 30 Hero Points for failing to assist in the danger which threatened Galaxy.

encounter three

Galaxy Under Siege

Setup

Use this encounter when Superman goes to the Galaxy building to investigate the reports of invasion disturbances.

Player Information

The Galaxy Communications building looks like a war-zone. Windows along the twelfth floor are shattered and smoke pours from gaping holes in the walls. Dozens of firemen line the walkways; police establish barricades, attempting to gain control of the situation, as the fascinated crowd pushes closer.

GM Information

If Superman consults with the firemen, they will tell him that when they try to douse the flames, the water from their hoses bounces off what seems to be an invisible wall surrounding the twelfth floor, which has become a raging inferno, although they are gaining on the remainder of the fires.

If Superman uses his X-Ray Vision on the twelfth floor, read the following aloud:

Several TV studios located on the twelfth floor of the Galaxy Communications Building have been overrun by mythical monsters. Nearly a dozen animated skeletons and one hideous woman possessing a writhing head of snakes instead of hair

rampage through the smaller studios. Strangely, every person who gazes directly at the woman seems to turn into a stone statue.

A shimmering red portal hovers along the floor at the studio's center, just above what appears to be an ancient greek warrior's shield, glowing with an arcane energy. The skeletons busily toss the transformed human statues along with live WGBS employees into the portal, the images of the people then rapidly recede from view, as if the employees were falling down a long tunnel.

The strange woman is now making her way toward the main studio, where several executives, most notably Garrison Grimes, desperately pound on what seems to be an invisible wall, mimicking the efforts of other employees throughout this floor. The skeletons then follow the woman, grabbing errant employees and torching the studio surroundings with great flaming swords as they go.

No sound escapes the building, the grim tableau unfolding in an eerie silence.

If Superman tries to fly into the twelfth floor to save the WGBS employees, ask how fast he is flying (in APs) and then read the following aloud:

Where once there stood the valiant Man of Steel amidst a crowd of terrified onlookers, there is now but a red-and-blue blur, as you fly upward toward the embattled twelfth floor. As you near one great gaping hole in the building's exterior, you crash painfully into a steadfast, invisible barrier.

Roll a Physical Attack against Superman with AV/EVs equal to his Flight APs and OV/RVs of his Flight APs/24 (Superman's BODY) to see if he sustains damage from crashing into the wall. If Superman did not state he was flying cautiously into the twelfth floor, subtract an additional -2 column shift from his OV for a Surprise attack.

If he wishes, Superman could place all of his strength into crashing headlong into the side of the Galaxy building but in all likelihood will not be able to break through the barrier. Heat Vision and Super Breath, however, would penetrate the wall's barrier. Superman can make unlimited Heat Vision and Super Breath attacks on the skeletons and gorgon but he must defeat all opponents in five phases, when they will complete their mission to kidnap Grimes and the rest of the WGBS news team through the shimmering red portal, while Superman watches helplessly. The monsters' final effort will be to grasp Ares' shield, the barrier then disappearing as the portal closes.

The most logical tactic is for Superman to locate Ares' shield (which is generating the wall) and use Heat Vision to destroy it or Super Breath to blow the shield around the room until it suffers sufficient Knockback damage to shatter. If the wall is ever breached or lowered, the skeletons and gorgon will do everything possible to complete their mission and close the portal before Superman can intercept them.

If Superman uses his Super Breath to blow the shield out of the building (12 RAPs required against an OV/RVs of 13/13) instead of smashing it, the wall will move along with the shield, sweeping the entire contents of the twelfth floor out of the building. The monsters, WGBS employees, Grimes, and tons of debris will plummet to the ground. Such a mass would weigh 10 APs and Superman must catch the debris to avoid killing the occupants and/or innocents below (OV/RVs of 20/20), while still being unable to cross the now-fallen wall.

Inside the Building

If Superman destroys Ares' shield (and thus, the Psychic Wall), WGBS employees will rush from the perimeter of the building, fleeing to elevators, down stairs, and for emergency fire exits. If Superman enters the twelfth floor by breaking through the barrier, the employees will still be trapped but will cheer to see Superman come to their rescue.

If the employees remain trapped, the skeletons will continue to round up employees (concentrating on apprehending

Grimes) while the gorgon attacks Superman. Once Grimes is through the portal, the skeletons and gorgon will attack Superman together. If Superman ever attempts to enter the portal himself, Phobos (on the other side) will seal the hole shut, potentially stranding the skeletons and gorgon.

If Superman faces the gorgon head-on, without averting his gaze, roll for a normal Transmutation attack. Even using his Heat Vision on the monster would let him see clearly enough for the Transmutation attack to function.

If the Superman Player remembers his/her greek mythology, allow Superman to get a mirror from a restroom to combat the gorgon, at which point Stheno will immediately attempt to shatter the mirror, completely diverting her attention to this task. If Superman uses his Superspeed to friction-polish any nearby large metal fragment until it reflects, he will have a suitable item with which to safely view Stheno.

If Superman closes his eyes and tries to fight Stheno purely by sound, his AV will become his APs of Super Hearing.

GORGON <i>alias Stheno</i>					
DEX:	10	STR:	8	BODY:	8
INT:	4	WILL:	6	MIND:	4
INFL:	6	AURA:	7	SPIRIT:	7
INIT:	20	HERO POINTS:	21		

POWERS:

Invulnerability: 23,
Transmutation: 25

LIMITATIONS:

Invulnerability ineffective if the Stheno's head is severed.
Transmutation limited to stone and only affects living beings; further, Stheno must make personal eye contact to activate Transmutation (the Power is ineffective over televised distances, mirrored reflections, etc.).

NOTE: Transmuted victims are placed in stasis and do not die unless stone is shattered. Transmutation effects may be reversed if Stheno so desires.

CONNECTIONS:

Aeropagus (Low)

MOTIVATION:

Psychopathic

WEALTH:

N/A

JOB:

Servant of Ares

RACE:

Humanoid Demi-god

BACKGROUND

Stheno is the third and last of the three gorgons of myth. Her sister Medusa was killed in pre-history by the Greek hero Perseus; Euryale was recently killed by the messenger god, Hermes.

Role-Playing

Stheno is a cruel, malicious woman. She revels in wreaking havoc and causing pain, especially to humanity,

whom she sees as living an idyllic existence in comparison to Stheno's own, tortured life.

Shield Wall of Ares

DEX:	0	STR:	0	BODY:	3
INT:	0	WILL:	0	MIND:	0
INITIATIVE:	0	HERO POINTS:	0		
CHARGES:	N/A				
COST:	11751 HPs + \$490T				

POWERS:

Psychic Wall: 55,
Reflection/Deflection: 40

LIMITATIONS:

As the Psychic Wall covers the entire TV studio complex (approximately 18 APs), it defends against Physical Attacks with OV/RVs of 37/37.

SPECIAL:

The Reflection/Deflection Power causes attacks on the wall which fail to overcome the wall's APs to rebound on the attacker with the attacker's AV/EVs acting against him/her in an independent attack.

The Psychic Wall extends in a circle around the office and extends throughout the entire office complex, through doors, walls, windows, etc. Light, smoke, air, and gases can penetrate it, but solid objects, liquids, and sounds cannot. The wall is centered on an ancient-looking Greek shield which lies in the very center of the twelfth floor.

Jimmy Olsen

During the combat but before the gorgon is defeated, Jimmy Olsen should arrive, ready to take some once-in-a-lifetime photos. While he knows he is defying Perry White's instructions, Jimmy really wants his break with these pictures.

If Superman has shattered Ares' shield when Jimmy arrives, read the following aloud:

In the very midst of battle, the fire escape stairwell door flies open as Jimmy Olsen rushes in, camera in hand, fearlessly photographing the entire event. Apparently realizing the danger, Jimmy quickly retreats to a nearby room, switches to a telephoto lens, and continues taking pictures. Suddenly, two skeletons grab the cub reporter and drag him toward their leader, the frightening woman with snaked hair.

If Superman does not stop the skeletons in two phases, Jimmy will be forced to gaze upon Stheno and will turn to stone. Superman will then have to bargain with Stheno to return Jimmy to normal. (Stheno will only bargain if defeated and will demand that Superman allow her exit through the shimmering portal after remedying Jimmy's condition.)

If Superman has not shattered Ares' shield, Jimmy will be unable to enter through the stairway. Undaunted, he will climb up to an open window from the eleventh floor; read the following aloud:

Out of the corner of your eye, you notice a figure climbing up onto the ledge of the building, just outside of the strange, invisible wall. Young Jimmy Olsen, camera strapped around his neck and a look of almost comic determination on his face, balances precariously on the ledge outside the invisible wall of the twelfth floor. With furious intensity, the cub reporter begins snapping pictures.

Superman should realize that Jimmy is in a very dangerous situation. Besides the danger of young Olsen's falling twelve stories to the ground below, if he directly gazes upon the gorgon's face before taking a picture, he will be turned to stone.

Superman should try to convince Jimmy to climb back down; however, sound cannot pass through the invisible barrier, so Superman will not be able to simply speak to Jimmy.

If Superman forgets this and verbally tells Jimmy to leave, you (the GM) should mime Jimmy's reaction. Cup your ear, lean forward, and mouth the word "what?" If Superman motions Jimmy to go down, Jimmy will smile and wave back, content in his safety as long as Superman is nearby. The GM should feel free to carry on these pantomime antics as long as it is amusing and logical. If Superman is able to convince Jimmy to leave, the young reporter will do so. Otherwise Stheno will Transmute Jimmy in three phases unless Superman defeats her, carries her away, or somehow manages to block Jimmy's view of her.

If Jimmy is Transmuted, his stone body will sway precariously on the outside ledge, twelve stories high. Superman will have to burst out of the wall again or use Super Breath (GM discretion) to save him, during which time Stheno will escape. Superman could bargain with a defeated Stheno to turn Jimmy back, as outlined previously. Otherwise, Jimmy will fall off the ledge, most likely forcing Superman to leave the fight to save the photographer.

Fight Wrap-up

If Superman is ever Transmuted to stone, Stheno and the skeletons will escape with Grimes and the remaining employees. Superman may reverse the effects of the Transmutation through normal Recovery.

If Stheno is obviously losing the battle, the gorgon will attempt to escape through the shimmering portal. If Superman is unable to stop her, Stheno will escape, the portal closing after her as Superman sees the same hulking figure (Phobos) beyond the red portal.

If Superman defeats Stheno and the skeletons, the skeletons' bony remains will spontaneously combust and disintegrate, the portal itself then receding into nothingness as Phobos commands it to close. Stheno will remain behind and Superman will have to devise a way to imprison her and keep her from Transmuting innocents.

Questions and Answers

If Superman asks Grimes (or another employee, if present) about the situation of the attack, Grimes explains that he was in the midst of broadcasting a live editorial against the new religious group, the Children of Olympus, insisting that:

"These so-called Children of Olympus are a demon-worshipping fanatical cult. I have been warning our viewing audience about the dangers of these people and now the Children of Olympus send these hellish creatures after me! Right in the middle of an editorial against them! Well, Garisson Grimes doesn't frighten so easily, let me tell you! Thank you, Superman, for saving me. These fanatics haven't heard the last of this. I'm going to let the world know about their terrorist tactics!"

Grimes' tirade is, of course, merely meant to spread Darkseid-inspired propaganda against the Children of Olympus to discredit the religious group. The fact that Grimes can present his message to Superman in such a manner should serve to heighten his statement's impact.

After Superman completes the fight and restores order, he should put in an appearance as Clark Kent (remember that Perry assigned Clark to the story). If Clark does not appear during the next encounter, Jimmy Olsen will ask Clark where he was and will hound Kent for a reasonable answer. The Superman Player must concoct a plausible excuse or Jimmy will become suspicious.

If Superman does appear at the WGBS building as Clark Kent, Jimmy will find him and excitedly discuss the news story, jubilantly informing Kent that he has some Pulitzer-winning photos.

Before Clark returns to the Daily Planet, **SWITCH ROLES**, return to playing Wonder Woman Encounters 3 and 4, then return to Superman's Encounter 4.

Troubleshooting

If Jimmy was Transmuted, Perry White will angrily lambast Kent for allowing the cub reporter to be injured. Superman should now have extreme incentive for locating Stheno and the destination of the portal (the Areopagus — Encounter 5). In addition to rescuing the WGBS employees, Superman must find a cure for Jimmy (GM discretion). Be sure to keep track of this detail, as the remainder of the adventure assumes Jimmy was successfully rescued and/or cured of the Transmutation.

If Kent chooses to investigate the Children of Olympus, he can learn that it is a secretive religious organization seeking to revive modern worship of the ancient Greek gods. If Kent tries to contact them, the group will refuse to grant him interviews. *"We do not deal with the biased news media,"* a spokesman reports. Should Kent venture to the Children of Olympus' headquarters in person, the receptionist will immediately call the police to have him removed from the premises.

At the conclusion of this encounter, **SWITCH ROLES** with the Superman Player. You now begin play as Wonder Woman.

encounter four

Alien Weapons

Setup

Begin this section after you have played Encounters 3-4 as Wonder Woman. If you have just acted as GM for Superman's first three encounters, do not continue with this encounter. Switch roles now and play Wonder Woman.

This encounter takes place when Superman comes back from the Galaxy Building. If Jimmy Olsen did not accompany Clark here from the Galaxy building, he will arrive at the Planet just ahead of Clark.

Player Information

When you return to the Daily Planet offices, Perry shouts for you from across the noisy City Room. "Kent, get in here!" Jimmy Olsen cringes in fear of Perry's wrath but Perry seems too preoccupied to even notice Jimmy.

As you enter his office, Perry says, "Shut the door, Kent... I didn't ask to see the whole staff, did I?" As the door closes, the din of the bustling city room quiets to a mild roar.

"Kent," Perry begins, drawing deeply on his cigar, "Lois is missing. She was supposed to check in an hour ago. I've got a feeling she got herself in trouble again. Now, I can't notify the police officially until she's been gone twenty-four hours but I can assign you to find her. I want you to look over her notes, find out where she went, and see if you can track her down.

"Now, get hopping. I don't pay you for your company."

With that, Perry rushes you out of his office and points you toward Lois' desk, a structure roughly the shape of Mount St. Helens, piled high with notes, magazines, newspapers, coffee cups, and half-eaten sandwiches.

GM Information

NOTE: If Superman followed and rescued Lois during the previous encounter, Perry will explain that as Lois was returning to file her abduction story, she was seen being forced into a non-descript sedan outside of the Planet building.

Most of the clutter on Lois' desk is outdated research from previous stories. However, inside her desk is a bulging file which Clark could read at superspeed. Accessing the pertinent material requires an INT Check against OV/RVs of 5/5, RAPs revealing the following information:

1-6 RAPs: The papers include inter-office memos from an Intelligence group called Project: Sparta, which you know is not a government agency but which has ties to Army Intelligence.

7-8 RAPs: Many of the papers document a series of illegal arms shipments from the central warehouse of a U.S. weapons manufacturer to terrorist groups in foreign countries. The warehouses and terrorist groups are not named specifically but are given strange code names. The weapons manufacturer code name is Achilles but the warehouse to which it refers is not mentioned.

9+ RAPs: On Lois' memo pad in her handwriting is the note: "*Codename Achilles is —*" with the bottom portion of the note being torn completely off.

If Clark looks around for the remainder of the torn memo, he will be unable to find it. However, if he looks closely at the notepad, he will see the imprint of the remaining memo on the next sheet in the pad, which can be read with Microscopic Vision (positive RAPs against OV/RVs of 6/6 revealing that the total note says, "*Codename Achilles is — the Allied Northrop Warehouse in Suicide Slum*").

If Clark researches the Allied Northrop warehouse, positive RAPs on a Scholar Skill roll against OV/RVs of 3/3 reveal that it is a simple storehouse for old, decommissioned weapons. Allied Northrop has no testing or research facilities and stores no classified or secret weapons.

If Clark reports this to Perry, White will send Kent to the Allied Northrop warehouse to investigate (see the following "Investigating Northrop" sections).

If Clark fails to notice the memo pad, the best he can do is scan the nearby Army bases with his Telescopic and X-Ray Visions until he spots Lois' car (an action requiring 5 or more RAPs against OV/RVs of 4/4.)

Investigating Northrop

The Allied Northrop warehouse is a large, featureless building on a dingy street. From the outside, it looks thoroughly nondescript and completely harmless, a benign tumor deep within Suicide Slum.

If Clark scans the building with his X-Ray Vision, RAPs against OV/RVs of 6/6 will reveal the following:

1-8 RAPs: Inside the warehouse are many workers stacking boxes, loading missiles into crates, and running routine tests on different weapon parts. The warehouse is heavily decorated with American flags.

9-10 RAPs: Besides the normal warehouse areas, deep inside the building's center is what must be a large chamber; strangely, you are unable to see into this area. (GM NOTE: the chamber is lined with lead, to prevent Superman's observation.)

11+ RAPs: Along the walls of the warehouse, mixed in with the boxes of normal weapons and machinery are hundreds of smaller crates also through which you are unable to see. The exteriors of these crates are prominently marked "Project: Sparta." (GM NOTE: These contain magical weapons supplied by Ares for the battle against Darkseid's minions.)

As yet unknown to Superman, Lois is being held captive inside one of the lead-lined rooms. There are two ways

Superman could closely investigate the Allied Northrop Warehouse. He could go in as Clark Kent (directly claiming to be following up a lead to his story) or he could change to Superman to investigate.

If he enters as Clark Kent, the warehouse manager, Milo Poindexter, will greet him and personally escort Kent around the premises. Poindexter will be mildly suspicious of Kent's intentions but he will not appear either suspicious or worried (see **Clark Kent's Visit**, which follows). If Kent changes to Superman, at the Man of Steel's entrance, Poindexter will emphatically demand that Superman leave (see **Superman's Visit**, which follows).

MILO POINDEXTER

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

SKILLS:

Charisma: 3, Military Science: 4

CONNECTIONS:

Terrorist/Mercenary Groups (High), Areopagus (Low), Military Intelligence (Low)

MOTIVATION:

Serves Ares

WEALTH:

Affluent

JOB:

Manager, Metropolis Allied Northrop Warehouse

RACE:

Human

EQUIPMENT:

.45 Automatic

DEX:	0	STR:	0	BODY:	1
INITIATIVE:	0	HERO POINTS:	0		
CHARGES:	6/11				
COST:	37 HPs + \$250				

POWERS:

Projectile Weapons: 4

BACKGROUND

Milo Poindexter is a grasping, ruthless man with ambition beyond his skill. He hides his personal power aspirations behind a mask of zealous patriotism and is not above breaking the law or betraying his superiors for personal advancement. This attitude made Poindexter ripe for Ares' recruiting efforts.

When Ares offered Poindexter management of the distribution of magical and conventional weapons to Ares' worldwide mercenary and terrorist network, Poindexter jumped at the chance to sell-out his country for personal gain.

Role-Playing

Poindexter fancies himself a secret agent and daring adventurer. In reality

he is a petty, traitorous little man who will instantly betray every person and ideal he possesses to save himself or advance his personal position.

The Allied Northrop Warehouse

1.) *Offices:* These areas are simple offices containing several desks, chairs, filing cabinets, computer terminals, etc. Normal information relative to Allied Northrop's business activities can be accessed from this area. No information detrimental to Northrop's activities may be gained here.

2.) *Security Center:* This is a glass-paneled room where a security team monitors activity within the warehouse. "State of the art equipment," Milo will brag, "only the very best at Allied Northrop." Four armed security guards always patrol the room, which has four entrances, one along each wall.

3.) *Lead-lined Testing Chamber:* This area is a large chamber lined with ceiling, floor, and four concrete walls (BODY: 8) and entered through a heavy-duty blast door (BODY: 10). Two armed guards always stand outside the entrance of this room. If Clark tries to scan the room with his X-Ray Vision, he will see that the chamber and door are lead-lined, obscuring his attempts. Should this occur, call for an INTroll against OV/RVs of 6/6; positive RAPs indicate Clark notices a second, secret entrance, around the side of the room, which is not guarded.

4.) *Storage Area:* This area stores crates of weapons and monster "seeds." Most of the crates stored here are packed with normal weaponry; however, some are labeled "Project: Sparta" and are lead-lined to obscure Superman's X-Ray Vision. These crates contain the magical weapons and monster seeds which are smuggled to Ares' terrorist armies.

Clark Kent's Visit

For Poindexter to allow Kent's entrance, Clark must come up with a plausible story relating to why he is investigating Allied Northrop. Since little of the warehouse operations is officially classified, Allied Northrop always tries to maintain good relations with the press. As long as Clark can formulate a good reason to be admitted (and the Player role-plays the encounter well), Poindexter will cooperate with Kent. Read the following aloud to the Superman Player:

The Allied Northrop warehouse is in a superpatriotic fervor. Flags and red, white, and blue bunting adorn the walls as workers bustle around with vigor and patriotic songs play over the muzak system. The degree of fervor reminds you of countries gearing up for a popular war.

If you have some patriotic music, play it in the background during this encounter. Poindexter will give Clark a tour of the warehouse. If Clark asks Poindexter about the unusual degree of patriotic fervor in the warehouse, Poindexter will proudly reply, "Our readiness has never been higher! If the enemy attacks, it will find us ready to retaliate without a second's hesitation!"

Poindexter is actually talking about Ares' enemies from Apokolips, for he and Allied Northrop are associated minions of the war god. If Clark presses the issue, Poindexter will alter his wording, saying, "Of course, I refer to America's state of preparedness. We at Allied Northrop are proud to support this great democracy."

If Kent asks Poindexter about Lois, Poindexter will lie and say he has not seen her. Should Kent request to see or ask about any of the lead-lined rooms in the warehouse,

Poindexter will refuse, claiming that those areas contain top-secret research and development materials which are closed to the public. If Kent insists or attempts to enter on his own, Poindexter will have Allied Northrop security remove Kent from the premises and/or will notify local police.

If Clark mentions that the Allied Northrop warehouse has no official permission to have weapons testing facilities and security clearance, Poindexter becomes agitated and angry, saying, "That's none of your business. Why don't you media-types keep your noses out of important matters of national security?!"

It should be fairly obvious to Clark that the answer to the dilemma is in the lead-lined room. Give the Player a chance to think up a plan to get into the room. For example, Superman could burn out the interior lights with his Heat Vision and sneak in the secret door (see the previous "The Allied Northrop Warehouse" sidebar) under cover of darkness.

If the Superman Player cannot devise a means of entrance into the lead-lined room and is resigned to leaving, read the following aloud:

As you walk toward the doors to Poindexter's office, an attractive black woman in a worker's jumpsuit bumps into you, nearly dropping the large box of tools she is carrying. "Oh, excuse me, sir. How clumsy of me."

Poindexter frowns noticeably and says, "Ms. Webb, don't you have anything better to do than bother our visitors?" The woman nods and backs away from the office. You notice she has slipped a small piece of paper into your hand.

If/when Clark looks at the paper, he will see that it reads, "Stick around another three minutes. I'll help you get the Lane woman out of here."

If Clark shows the paper to Poindexter, Poindexter will demand Kent leave immediately. If Clark resists, security guards will grab him and drag him from the warehouse. Resisting this ejection could compromise Clark's secret identity.

If Clark leaves the building, Corissa Webb (the woman who gave Clark the note) will be killed by Poindexter's security guards. When Clark gets one block from the warehouse, he will hear muffled gunshots with his Extended Hearing and (if he returns to the building immediately) he will see Poindexter and two security guards standing over Webb's lifeless body.

If Clark changes to Superman as soon as he leaves the warehouse building and returns at superspeed, he will arrive just as Poindexter orders his security guards to shoot Webb. Positive RAPs of Superspeed or Flight against OV/RVs of 7/7 or positive RAPs of Heat Vision against OV/RVs of 9/9 indicate Superman is able to stop the guards' bullets in flight before Corissa is killed.

If Clark wants to remain at Allied Northrop for another three minutes as Webb's note requested, the Superman Player must devise a good excuse, as Poindexter will be much more anxious and suspicious of Kent since Webb's unusual intervention. Asking new questions, making a complaint, conducting a vanity interview of Poindexter, etc. will be sufficient to buy Kent the time he needs. If Clark is unable to devise a believable reason to stay, Poindexter will summon two security guards to escort Clark from the warehouse. Resisting this ejection could compromise Clark's secret identity.

In any event, read the following aloud to the Superman Player:

Three minutes after Ms. Webb slipped you the note, deafening alarms ring throughout the Allied Northrop complex. Dark, pungent smoke begins pouring from a stack of crates, billowing malignly inside the center room. Workers and guards run about madly. Poindexter frantically barks orders into the chaos, yelling, "We're under attack! Those godless heathens have finally done it!"

Poindexter can barely be heard above the roar of the alarm klaxons. The calamity is really a falsehood, a diversion created by Corissa Webb to help free Lois. In all the confusion, no one will pay any attention to Clark, who can easily disappear into the smoke and duck into the lead-lined testing chamber.

If the Superman Player is uncertain of what to do, Corissa Webb will appear from amidst the smoke and approach Clark, leading him to the lead-lined testing room through the secret side entrance.

If Clark does not go with Webb, he will be left standing in the warehouse three minutes later, when the alarms will cease. At any time, Clark could change to Superman and begin rescuing people from the facility but he would still have to invent a reason to enter the Testing Chamber.

Lead-Lined Testing Chamber

Once Clark/Superman enters the Testing Chamber where Lois is being held, read the following aloud to the Superman Player:

Deep inside the dimly-lit Testing Chamber, gagged and bound to a sturdy chair, sits a noticeably uncomfortable Lois Lane. Resting on the floor around her are stacks of crates marked "Project: Sparta."

If it is Clark who frees Lois, she will glare at him and say, "You just had to get at my story, didn't you, Kent?! Well, don't expect any thanks from me... I was doing just fine by myself." Lois' exclamations are false bravado. She is very glad to be rescued.

If it is Superman who rescues Lois, the ace reporter will be very grateful, throwing her arms around Superman in gratitude and saying, "Oh, Superman! I knew you would arrive in time to save me."

Regardless of who has released her, Lois will continue, "My contact here, Corissa Webb, told me this company was involved in illegal arms smuggling. Allied Northrop is arming insurgents all over the world with American-made weapons! I think they're gearing up for some kind of full-scale planetary war! Let's get out of here and check on those crates."

Once outside of the Testing Chamber, Lois/Superman can easily open one of the crates to reveal rows and rows of rocket launchers and spare weaponry parts. Stored between two of the launchers is a miniature Hydra figurine. If touched (by Clark or Lois), it will begin to mutate and grow, until it becomes a living, breathing Hydras. When this occurs read the following aloud:

The unusual figurine suddenly begins to pulsate with an awesome inner energy, growing at a tremendous rate. As it transforms, it shatters the roof and two walls of the complex, occupying much of the warehouse. Smoke pours throughout the rooms, thick and noxious fumes rising high into the peaceful Metropolis air.

The giant Hydra now towers above you, its frightful transformation complete, fire billowing from its seven great jaws. Coarse gray scales cover the entire creature save for its smooth, pulsating underbelly.

The Hydra attack is meant only as a distraction to Superman. Once Superman has subdued the Hydra, skip to the following section, **Phobos' Attack**.

HYDRA

DEX: 18	STR: 30	BODY: 15
INT: 1	WILL: 3	MIND: 4
INFL: 7	AURA: 6	SPIRIT: 9
INIT: 26	HERO POINTS: 25	

POWERS:

Flame Project: 18,
Skin Armor: 18

LIMITATIONS:

Skin Armor only protects scaly back and sides, as the Hydra's underbelly is unprotected and is softer and weaker than its scaly body. Trick Shots which score against the underbelly do so against the Hydra's normal BODY of 15.

CONNECTIONS:

N/A

MOTIVATION:

Psychopathic

WEALTH:

N/A

JOB:

N/A

RACE:

Alien (mythical monster)

NOTE: The Hydra's seven heads perform a Team Attack Flame Project, allowing it to attack as seven creatures (seven times per phase).

This Hydra is not the original, which perished at Wonder Woman's hand during her Trial of the Gods. This Hydra is an inferior replica which grows from a "seed," a magical figurine of a Hydra which comes to life when handled.

Superman's Visit

If Clark enters the Allied Northrop warehouse as Superman, Poindexter will be extremely alarmed and demand that Superman leave. If necessary, Poindexter will accuse Superman of illegal entry and trespassing. If Superman refuses to leave, Poindexter will call out his entire security force and threaten to call the police.

If Superman starts examining the warehouse, especially the lead-lined Testing Chamber or lead-lined boxes marked "Project: Sparta," or if he performs any hostile action, Poindexter animate the Olympian monsters, opening a crate and summoning the Hydra. In this case, read the following aloud to the Superman Player:

The unusual figurine Poindexter holds suddenly begins to pulsate with an awesome inner energy, growing at a tremendous rate. As it transforms, it shatters the roof and two walls of the complex, occupying much of the warehouse. Smoke pours throughout the rooms, thick and noxious fumes rising high into the peaceful Metropolis air.

The giant Hydra now towers above you, its frightful transformation complete, fire billowing from its seven great jaws. Coarse gray scales cover the entire creature save for its smooth, pulsating underbelly.

The Hydra attack is meant only as a distraction to Superman. Once Superman has subdued the Hydra, he can approach the Testing Chamber where Lois is being held. If Superman ignores the Hydra to investigate the lead-lined testing chamber, the Hydra will attack Superman. If Superman is still fighting the hydra when he enters the chamber, the hydra will bring the fight to Superman, smashing the chamber walls.

This attack by the Hydra will cause chunks of concrete to fall towards Lois for three phases while the Hydra attacks Superman with its various heads. For Superman to deflect the debris away from Lois requires 6 RAPs on an Action Check with Superspeed against OV/RVs of 7/7.

Once Superman subdues the Hydra, he can rescue Lois. As the Man of Steel approaches to untie Lois, read the following aloud:

Deep inside the dimly-lit Testing Chamber, gagged and bound to a sturdy chair, sits a noticeably uncomfortable Lois Lane. Resting on the floor around her are stacks of crates marked "Project: Sparta."

The ace reporter will be very grateful, throwing her arms around Superman in gratitude and saying, "Oh, Superman! I knew you would save me."

"My contact here, Corissa Webb, told me this company was involved in illegal arms smuggling. Allied Northrop is arming insurgents all over the world with American-made weapons! I think they're gearing up for some kind of full-scale planetary war! Let's get out of here and check on those crates."

Phobos' Attack

At this point, Phobos will teleport in from the Areopagus, ready to attack Superman with Aura of Fear, expending a full 8 Hero Points on the attack. Read the following aloud:

Before either you or Lois can react, a shimmering red portal opens in the empty air in front of you. Inside appears the silhouette of a lumbering, hulking man. Suddenly, you feel an unaccustomed wave of terror pass over you. At your side, a terrified Lois Lane drops to the ground, fear swimming the pools of her eyes. Then the man steps out of the portal and into the room.

"Greetings, alien," the imposing figure says with an ugly sneer. "I am Phobos, god of fear! And this sniveling mortal woman speaks the truth. My father, Ares, will see this pitiful world run red with blood!"

With that pronouncement, Phobos reaches for Lois' crumpled body. "Perhaps this female will serve my father's purposes..." (Allow for Superman's reaction, who should attempt to keep Phobos from taking Lois.)

Surprised, Phobos turns and scrutinizes you. "So! You have a fondness for this fragile mortal woman?" he asks. "Good! I shall just keep her in my tender hands to insure your cooperation! If you attack my forces on earth, it will be she who pays the price of your defiance!"

Phobos moves one fiery hand toward Lois' face, a hand which courses and steams with power; Lois recoils in agony from the touch. Suddenly, their two images shimmer and begin to vanish as another crimson portal forms around them. The unusual fear which washed over you, setting your every nerve on end, slowly fades as Phobos vanishes with the captive Daily Planet reporter, Lois Lane.

Allow Superman some time to consider the situation. There is little more that he can do apart from taking Poindexter's men into custody. Poindexter himself will have disappeared, either escaping under the cover of the ensuing battle or being teleported to safety by Phobos (should Superman have captured Poindexter previously).

Superman can destroy Allied Northrop's weapons and seeds or he could take them into custody as well (the seeds could be accidentally activated in the police station, causing more hydras and skeletons to grow in Metropolis, should the GM wish to include a brief extemporaneous encounter for the Superman Player.)

Regardless of what investigations Superman undertakes, he will have no way of locating Ares' Areopagus. The encounter should conclude with Superman despairing of successfully rescuing Lois.

Play should now **immediately** proceed with **Part II, Encounter 5: Descent Into the Underworld**.

Descent Into the Underworld

NOTE to the Wonder Woman Player: Begin this section immediately after running **Encounter 4: Alien Weapons**. Do not play Wonder Woman in between running these two Encounters.

In this section of the adventure, Darkseid will contact Superman and agree to send Superman to the Areopagus to rescue Lois. Superman will battle Phobos and be attacked by Ares, after which he is again confronted by Darkseid, who makes the Man of Steel another, startling offer.

Descent into the Underworld

Setup

At the beginning of this encounter, Superman, unsure of how to locate the Areopagus, is routinely patrolling Metropolis.

Player Information

The streets of Metropolis are quiet, a scene which should instill in you a feeling of pride, as the criminals of this city respect your awesome might. Yet even the most innocuous of disturbances would at least dispell this feeling of helplessness you possess over the capture of Lois Lane.

Suddenly, the air before you ripples and the image of Darkseid, the evil New God and ruler of Apokolips, appears before you, hovering in space. "Superman," he intones. "It appears you are having difficulty fighting the Olympian war god. I offer you the use of my Boom Tube technology as transportation to the very heart of the dimension where the Olympians hold your human female prisoner. I shall offer such assistance but once, Kryptonian. Consider wisely."

GM Information

Darkseid is sincere in his statement. He will freely allow Superman use of the Boom Tube to travel to and from the Areopagus. If Superman asks what Darkseid wants in return, Darkseid will reply, "Consider this a gift. It so happens your purposes and mine parallel for the moment; as such, I make my offer without conditions."

If Superman presses Darkseid for more information, Darkseid will say, *"I help you because the Olympian gods are a nuisance to me; they are arrogant beings who dare consider themselves superior to the New Gods. They appear to be an equal nuisance to you; I would gladly see them humbled by any means. But now, time grows short. Do you wish transport or not?"*

If Superman accepts, Darkseid will open a Boom Tube and provide Superman with a Boom Tube Call Box, primed to take the Man of Steel to the Areopagus. Darkseid will inform Superman that the Call Box possesses but two charges; one will be required to transport Superman to the Areopagus and another will return him to Earth. Following its second use, the Call Box will cease to function.

When Superman activates the Call Box, read the following aloud: (The GM should feel free to slam something to simulate the boom noise created when the Tube opens, especially if the Superman Player did so when running the Wonder Woman adventure.)

A massive booming noise cracks across the sky, making your super-sensitive ears ring. A circular hole opens in space through which a gleaming silver box sails toward you. Darkseid's voice echoes through the tube. "This box has charges sufficient to take you to your destination and bring you back. Do not waste your opportunity by returning empty handed." The Apokoliptian god's voice trails off into the distance.

Another huge boom assaults your ears, as a gigantic, gleaming tube opens before you. A violent roar fills the air as you rocket through the length of the Boom Tube and abruptly pop out of the tube into a twisted, scorched, black landscape which rises like a single mountain. The ground below is little more than a huge, jagged chunk of rock which floats in a great black void.

The blighted gray mountain is covered with bridges, stepped pathways, and classical greek temples which have been built into its great darkened cliffs. Every building is a gray, crumbling hulk save for a huge and gleaming palace which sits malevolently atop this mountain. A fetid stench fills the air and gibbering noises echo off the walls. The palace itself is still as a grave.

The Areopagus

NOTE: As the Areopagus is located in its own alternate dimension, Superman is no longer in direct sunlight. Inform the Superman Player that the solar reserve rules now take effect and keep track of all Physical Attribute, Power, and Skill usage, marking the APs expended from Superman's 240 point reserve. Also, the structure of the Areopagus is variously infused with lead, limiting Superman's X-Ray Vision to 3 APs.

If Superman makes any moderate noise or lands on the ground, skeletons will claw their way out of the Areopagan dust to attack him. Five skeletons will appear at first and two

additional skeletons will arrive every two passing phases, fighting Superman as long as he is willing to remain and fight.

Searching for Lois

Because Superman cannot see through more than 3 APs of substance with his X-Ray Vision, he is not going to be able to locate the missing Lois Lane immediately, as she is being held captive underground. If Superman flies into the Areopagan buildings, he will awaken the various slumbering monsters, who will attack him. If Superman chooses to combat these monsters, his solar reserves will rapidly deplete. Darkseid, however, is counting on Superman to reduce Ares' forces in this manner.

The following chart indicates the locations of various opponents/monsters within the Aeropagan complex:

Map #	Location	Creature
1	Palace of Ares	Phobos
2	Hydra Grove	One Hydra
3	Coliseum	Six Hydra Hellspawn
4	Minotaur Temple	Minotaur
5	Main Temple	Empty (holds 50 boxes marked "Project: Sparta;" each box possesses a BODY of 4 APs, should Superman wish to destroy them.)
6	Chimera Temple	Two Chimeras
7	Mortuary	Ten Hydra Hellspawn
8	Maze	Minotaur

Caverns

Every Areopagan building possesses portals that open into the seemingly endless caverns which are located below the Areopagus. If Superman enters the caverns and explores them at normal (DEX or Flight APs) speed, call for an INT roll against OV/RVs of 7/7 to locate Lois. If Superman fails the roll, he will search unsuccessfully for two hours, after which time he may roll again. RAPs on a successful roll indicate Superman locates Lois in the following time span:

1-6 RAPs — two hours.

7-8 RAPs — one hour.

9+ RAPs — one-half hour.

If Superman searches the Aeropagan caverns at Superspeed, call for a Superspeed roll against OV/RVs of 7/7 to locate Lois. If Superman fails the roll, he will search unsuccessfully for eight minutes, after which time he may roll again. RAPs on a



successful roll indicate Superman locates Lois in the following time span:

1-8 RAPs — four minutes.

9+ RAPs — one minute.

The Palace

If Superman heads straight for the Palace, he will find Phobos, with Ares presently away completing his plans to defeat Darkseid's invasion. When Superman enters the Palace, read the following aloud to the Superman Player:

Inside the temple stands the towering figure of Phobos, who gazes transfixed into a shimmering red portal. In the portal is the image of a band of terrorists opening "Project: Sparta" crates and removing land mines and LAW rockets. Three skeletons, armed with flaming swords, stand at attention in the room.

If Superman does not disable Phobos in the first phase, Phobos will react to Superman's entrance, shouting to the skeletons, "He's here! Kill the mortal woman!" and then turning to combat Superman himself. The skeletons will run toward a hole located in the floor of the palace and jump down into the darkness.

To follow the skeletons, Superman will need to deal with Phobos, either defeating the god of fear in combat or jumping into the hole with a higher Initiative; Phobos will follow. Once Superman enters the hole, the skeletons will lead him right to the chamber where Lois is held prisoner; here, Superman will have to fight the two skeletons and a Chimera which guards Lois.

If Superman does not stop the skeletons before they reach the chamber, the skeletons will head for the grotto where Lois is held and attack her. Depending on the length of lead time the skeletons had over Superman (at GM discretion), when Superman finally finds Lois, she will be near death and will require immediate medical attention to prevent her death (Superman will have one hour to reach proper facilities before Lois dies).

Once Superman has located and freed Lois, he does not have to fly to the surface of the Areopagus to activate the Boom Tube Call Box. If he does head out of the caverns toward the Areopagan surface, the various remaining monsters may chase after him (GM discretion).

When Superman activates the Boom Tube, it will both carry him and Lois back to Earth, to the exact spot from which he left (if this was Clark Kent's apartment, he may have some explaining to do, depending on Lois' condition.)

Ares, the Olympian god of war

If Superman destroys any of the "Project: Sparta" boxes after he rescues Lois, or if the Man of Steel decides to spend his remaining solar reserves destroying Areopagan monsters before taking Lois away, an exceptionally-angry Ares will appear, returning from his missions in time to witness Superman's destruction of the war god's home.

Should this occur, read the following aloud to the Superman Player:

A great crack of lightning suddenly streaks across the black sky and a violent storm whips up from the mountain's base. A monstrous figure in black armor looms above you, standing nearly forty feet tall. In a deep, commanding voice he intones, "Who dares invade the domain of Ares? Speak, mortal, and then face the wrath of an angered god!"

Allow Superman a response, then continue:

Enraged, Ares glares down at you, his fire-red eyes blazing from amidst his ebony armor. "Begone," the Olympian shouts, waving his hand as the darkened horizon of the Areopagus shimmers and fades from sight.

Ares has Banished Superman and Lois back to Earth (as the Call Box was not utilized, the location of Superman and Lois'

arrival is at GM discretion; if Superman activates the Call Box, it will still return the couple to Superman's original departure point).

For every monster which Superman defeated and each "Project: Sparta" crate the Man of Steel destroyed, reduce Ares' Force Rating by one (1). Mark this on the Invasion Stat box.

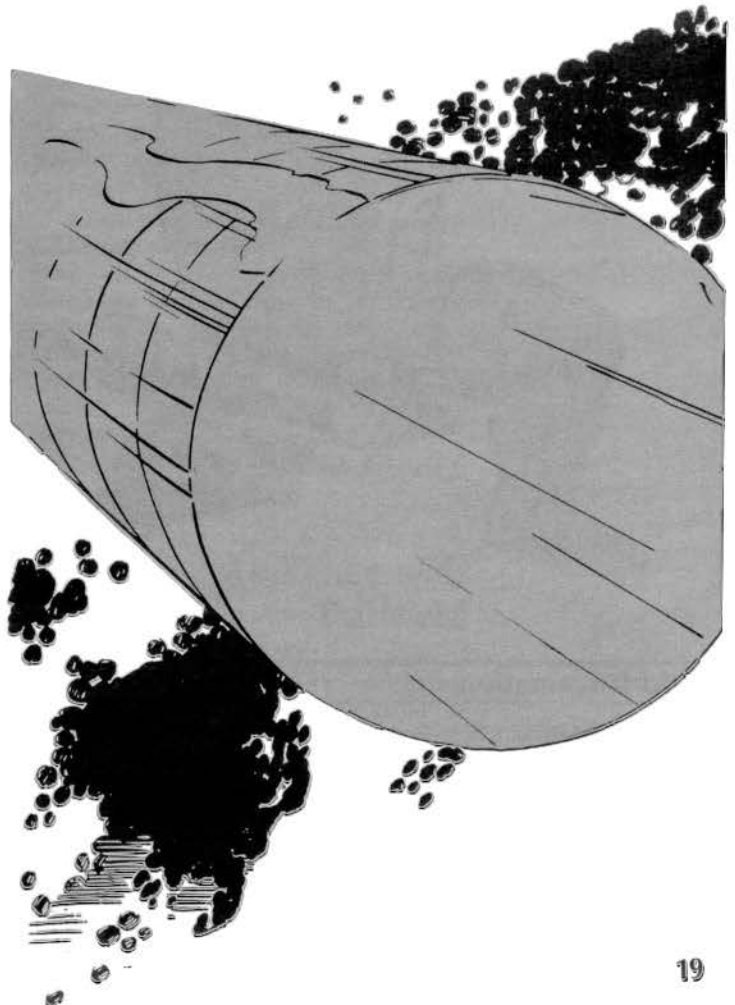
Troubleshooting

If Superman refuses to accept the Boom Tube Call Box, he will be unable to access Ares' dimension and cannot rescue Lois Lane. Instead she will be used as a pawn by Phobos later, to insure Superman's good behavior.

If Superman's solar reserves reach minimal levels while he explores/battles the Areopagus and he is forced to leave the Areopagus without Lois, he will have no method of returning to Ares' domain. In this case, allow the Superman Player a chance to reflect on the predicament; then, after playing the Wonder Woman adventure's Encounter 5, return to Superman's Encounter 6 and have Darkseid project his image to Superman again. Use the following Encounter, in which Darkseid offers Superman command of his Apokoliptian legions to defeat Ares' plans.

Darkseid will offer Superman yet another Boom Tube Call Box if the Man of Steel agrees to Darkseid's terms. If Superman accepts, run this encounter again (with Superman fully recharged) but remember that Superman is now obligated to lead Darkseid's troops.

At the conclusion of this encounter, **SWITCH ROLES** with the Superman Player. You now begin play as Wonder Woman.



By Darksieid's Command

Begin this section only after you have played **Encounter 5: Apokoliptic Fervor** as Wonder Woman. If you have just acted as GM for Superman's assault on the Areopagus, switch roles now and play **Encounter 5: Apokoliptic Fervor** as Wonder Woman; do *not* continue with this Encounter.

Setup

In this encounter, Superman is offered command of Darksieid's armed forces and must decide whether or not to join sides with his arch-enemy to defeat Ares' plans. These events should occur a brief time after Superman has returned from the Areopagus so the Man of Steel will not have had the opportunity to replenish his solar reserves.

Player Information

After what seems to be only brief moments since your return from Ares' dark domain, a crashing boom splits the Metropolitan sky as the all-too-familiar image of Kalibak leaps through the shining depths of Darksieid's Boom Tube.

"A missive, Kryptonian," Kalibak says. "My regal father, Darksieid, seeks an audience with you on Apokolips. Accompany me now!"



GM Information

If Superman agrees to follow Kalibak, another Boom Tube will open, transporting both Superman and Kalibak into Darksieid's throne room on Apokolips.

If Superman attacks Kalibak or refuses Darksieid's request, Kalibak will freely enter combat against Superman (reference Kalibak's stats located at the end of this encounter). At some point during the battle (GM discretion), Darksieid will interrupt the combat by Booming them both to Apokolips.

If Superman starts a fight on Apokolips, Darksieid will summon tens of Para-Demons and Dog Soldiers to attack Superman, as the lord of Apokolips sits bored upon his throne. Eventually, Darksieid will intone, "*I grow weary of this, Superman. Kindly behave in a civilized manner... my intentions are for our mutual benefit.*"

Once Superman is prepared to listen to Darksieid, read the following special information aloud, GM to Player:

"In this encounter, Darksieid will ask Superman an extremely important question relating to Darksieid's opposing Ares' plans and Superman's role in the affair. When you (as the Superman Player) have decided on Superman's answer, do NOT tell me (your GM) his response. Instead, write Superman's answer on your Character Sheet. If you need further information from Darksieid, you can have Superman ask him more questions. When you have made a decision, let me know — but without telling me what the decision is. Understand?"

When the Superman Player understands, continue reading aloud (now continuing the adventure):

Darksieid leans back in his massive high-tech throne, regarding you carefully with impassive eyes. "I have a simple proposal for you, Superman," the dark lord begins, in a cold, gravelly voice.

"The so-called Olympian god of war, Ares, is presently engaged in a mad rampage to control your adopted planet Earth and force its inhabitants to worship him. Normally the fate of so insignificant a planet would not interest me but Ares feels controlling Earth would give him a powerful edge in his battle against me.

"I do not believe this will accomplish his ends; however, I will stop him from possessing Earth. I stand against him in this conquest... and I shall stop him." [GM NOTE: Take a long pause. Draw a deep breath while looking preoccupied.] *"Now, my question is: will you stand with me? I offer you commanding rank in my army for the fight to defend Earth, replacing Kalibak as general."*

Kalibak cries out, "No! Noooo! I am to lead the troops! You gave me your word —"

Suddenly, a burst of intensely bright light flashes from Darksieid's eyes, as the hulking Kalibak crumples to the ground, the walls shaking from his collapse.

Darksieid then turns to you. "Have you questions, Superman?" he asks, "or do you have an answer?"

If Superman is prepared to reply, remind the Player *not* to tell you (the GM) but to mark the answer on Superman's Character Sheet. At this point, you should **SWITCH ROLES** again, playing Wonder Woman during **Encounter 6: Ares' Summons** as the Superman Player GMs. You will play Wonder Woman for one last interactive encounter before beginning the solitary finale.

If Superman has questions for Darksieid, the Apokoliptian lord will answer them truthfully and to the best of his ability. Possible questions and answers include:

■ *Why does Ares seek control of Earth?* ("Ares wants nothing less than planet-wide worship, which he can then channel into raw power. As an Olympian god, he thrives on the energy expent by worshippers. If earthlings will not worship Ares voluntarily, he is more than ready to force their worship.

"Was it not his hand which led Earth to the brink of nuclear destruction? His failure was only a result of intervention by the Olympian gods and their Amazon agent, Wonder Woman. But now the Olympians have fled Earth's dimension, unaware of Ares' machinations. He now stands unopposed on Earth — save by me."

■ *Why do you not seek Wonder Woman's help instead?* ["I believe the Amazon has sided with Ares, finding his plan to convert Earth to Olympian worship to be correct. With the Olympian gods in seclusion, they can no longer advise Wonder Woman."]

■ *What does Apokolips have to gain by stopping Ares?* ["Earth is but the first step in Ares' mad stellar conquest. If Ares conquers Earth, he will possess it as a power base in this dimension. A surgical strike to stop him now will prevent a much greater conflict in the future. Imagine the force Ares can amass by converting Earth's heroes to his worship — or killing them and inducting them into his undead armies!"]

■ *Why do you care about protecting Earth?* ["I have long been plagued by the Olympians' arrogant claims to be the original universal forces. Theirs is a personal affront to me — and Earth may fall to none but Darkseid."]

■ *Why do I need assistance from your troops?* ["You may well be a super man, Kryptonian, but you are still only a man. Ares possesses an army like none seen since the dawn of time. Against the very god of war and his forces, not even one such as you would last long."]

■ *Why choose me (Superman) of all persons to control of your Apokoliptian legions?* ["You are familiar with Ares' battlefield — planet Earth. My troops would do well under a general who is both intelligent and strong." Darkseid casts a cold eye at the fallen Kalibak. "And, certainly, I would not wish to send my troops to Earth on such a mission without insuring your cooperation — or at least your neutrality. You could be quite a nuisance were you unaligned in this war of the gods."]

■ *Why should I lead your troops?* ["My troops will travel to Earth and combat Ares' forces with or without your cooperation, Superman. If you lead them, you could spare Earth's inhabitants who might be caught in the fight a great suffering. Kalibak seeks only Ares' destruction and cares not how he achieves his goal."]

■ *Why do you despise the Olympians?* ["I have a qualm with the Olympians which runs deeper than this incident, it is true. They claim an enduring heritage on Earth to predate both Mankind and my own race of New Gods. They believe themselves more ancient, more eternal, and more godly than myself. In reality they are merely another race of gods — yet they consider themselves to be our progenitors. Such hubris is insulting and they must be taught a lesson on their true place in the cosmic balance!"]

Troubleshooting

Darkseid will inform Superman that the Olympian gods do not predate the New Gods, a statement which is untrue. Darkseid is unaware that the goddess Hecate had long masked the Olympian gods with a concealing enchantment, a fact which Wonder Woman knows but Superman does not.

If Superman continually asks questions, seeming to delay his reply, Darkseid will grow impatient and ends the conversation, demanding an answer from the Man of Steel. If Superman refuses to make a decision, Darkseid will threaten to return Superman to Earth, with Kalibak leading Darkseid's army with Superman a stated enemy.

NOTE: Remember that the Superman Player should make his/her decision without telling you (the GM) what that decision is (instead writing it on the Superman Character Sheet).

At the conclusion of this encounter, **SWITCH ROLES** with the Superman Player. You now begin play as Wonder Woman, with the Superman Player acting as GM for **Encounter 6: Ares' Summons**.

III Battlefield Earth

Superman Solitaire Adventure

This section contains the Superman solitaire adventure. Once you have finished playing Wonder Woman in **Encounter 6: Ares' Summons**, the GM will instruct you to *switch booklets*. Give this booklet to the Superman Player for his solitaire adventure. Similarly, he should give you the booklet containing the Wonder Woman solitaire adventure. Open that booklet to **Part III, Encounter 7: In Final Battle**, and begin your solitaire section.

Note to the Wonder Woman Player: Do not read the remainder of this section!

Encounter seven

The War Begins

NOTE to the Superman Player: Begin this encounter after you have finished acting as GM for the Wonder Woman Player in **Encounter 6: Ares' Summons**. You will play this solitaire adventure simultaneously as the Wonder Woman Player plays his/her own. At various times, you will require information available in the Wonder Woman booklet.

When the section you now possess instructs you to, **PAUSE** in your reading and wait for the other Player to reach the same point in the Wonder Woman adventure. (It is possible the Wonder Woman Player will reach this point first and will be waiting for you.) At this point, exchange the required information.

Begin this Encounter with Section 1: Audience with Darkseid.

1

Audience with Darkseid

You stand in Darkseid's throne room, looking at the malevolent ruler of Apokolips, wondering if you can trust him — wondering if you can afford otherwise. Having offered you total control of his Apokoliptian army against the universal threat of the mad Olympian war god, Ares, the dark lord returns your steely gaze, awaiting your answer.

If you refuse to serve as Darkseid's general, turn to Section 5.

If you agree to serve as Darkseid's general and lead his Apokoliptian forces in battle, turn to Section 7.

If you want more specific information the armed forces you will command, turn to Section 9.

If you agree to serve as Darkseid's general only under the condition that you have total control of strategy and tactics in the war, turn to section 13.

2

Superman Unconscious

The battle rages through the day, the worst part being your conflicts with Wonder Woman, who battles as if her very survival depends on it. She is a powerful woman and although she is not quite as strong as you, she fights with great skill and daring.

Suddenly, an unexpected blow drives the wind from you, the battlefield going dark as you crash painfully into the ground.

NOTE to the Player: At this point, Superman has been taken out of the battle. Kalibak will take up leadership of Darkseid's legions, keeping far away from direct conflict with Wonder Woman.

Subtract a total of 10 points from Darkseid's troops' Force Rating (five for the loss of Superman's leadership and another five as Darkseid's troops are now demoralized by the loss of their leader).

You must now take the part of a GM again, running Kalibak as a Non-Player Character. Kalibak is not a tactician, and will only choose the Attack strategy — he never Defends.

Continue playing out the battle according to the rules presented in Section 23. Since Superman is now out of the fight, ignore the Clash of the Heroes section.

If Darkseid's troops collect five pieces first, turn to Section 28.

If Ares' troops collect five pieces first, turn to Section 26.

3

Superman Defeats Wonder Woman

An ugly snarl of victory rumbles up from your troops as they plow over the routed mythical monsters. A group of Darkseid's Para-Demons severs the heads off the last of the hydras as some Dog Soldiers crush the remaining

skeletons to powder. Although badly battered, your troops are defiant and perversely happy.

Suddenly a hideous laugh flies across the battlefield, freezing your troops in their tracks. It is the voice of Darkseid's.

"You have done well, my troops. As a result of your victories, DeSaad has completed my great equalizing weapons. The halls of the Areopagus will now ring with sorrow, as the god of war himself is defeated!"

Suddenly, a great, shimmering Boom Tube opens, returning you and your troops to Ares' bleak Areopagus. The final image you see, one which burns into your mind's eye, is a look of despair on Diana's face.

Turn to Section 25.

4

Phobos Defeats Kalibak

When you finally reach Earth, the war between Ares and Darkseid has ended. The Earth is quiet in the aftermath of the battles and except for a few decimated, war-torn battlesites, everything appears normal.

In the passing hours you learn much regarding the war of the gods. Kalibak and Phobos clashed in unrestrained combat while you were in space. Wonder Woman, who refused leadership of Ares' troops, was also unable to stop the ensuing battles, spending most of the brief war struggling to simply locate the teleporting combatants. As a result, the Earthly battlesites suffered a merciless pounding.

Ultimately, Phobos won the battle for Ares, who then attacked the dumb-founded Darkseid, crushing the ruler of Apokolips in a humiliating defeat.

Yet the dark lord's defeat has a chilling underside. Ares' victory has sent ripples of hate and violence across this world, his successes breeding a rise in pro-war sentiments throughout Earth. This ascendancy of warfare is a disturbing trend, one with which you will have to deal in the future.

■ THE ADVENTURE HAS ENDED ■
Play now concludes with Endgame.

5

Refuse to Serve

Solemnly, you shake your head. *"No, Darkseid,"* you reply. *"No deal."*

"That is an unfortunate answer, Superman." Darkseid replies. *"Heed me: I do not relish the thought of allying with you but we possess a mutual enemy. Our needs intersect, even if our goals do not."*

"Be advised, I will stop Ares. I can do it without you but the toll in human lives will be high. Had you control of one side of my troops, you could use them to protect Earth while also battling Ares."

On a sinister note, Darkseid adds, *"Be warned Superman. If you do not stand with me, you stand against me!"*

If you change your mind and agree to serve as Darkseid's general, turn to Section 7.

If you remain adamant, refusing to serve as Darkseid's general, turn to Section 11.

6

A Bargain with Darkseid

"Wait Darkseid," you say, as the dark lord turns to leave. *"The war is over. It is now time for you to return to Apokolips."*

Darkseid smiles sardonically. *"I am afraid I must disappoint you, Superman, but I pledged to withdraw my forces when Ares is completely defeated. The Olympian still claims some minions on Earth. Therefore he has lost this battle but not the war. So long as a trace of his influence can be found on Earth, I shall remain in combat him, regardless of the time involved."*

"Come Kalibak!" Darkseid continues. *"Let us leave these wretches to consider their lessons of this day."* A great boom fills the area as mighty Darkseid and his servants disappear.

In the hours which follow, Darkseid's forces pound many of Earth's defenses, from the Pentagon to the Kremlin to military cabals in third world countries. While you and Wonder Woman defend the Earth valiantly, you cannot be everywhere at once.

Eventually, Darkseid proves true to his word, withdrawing his troops to Apokolips once satisfied that Ares' influence on Earth has been eliminated.

Turn to Section 29.

7

Darkened Servitude

"Agreed, Darkseid," you reply evenly. *"You have yourself a general."*

Darkseid's stony, impassive face almost cracks as the hint of a cruel smile plays on his lips. *"Excellent,"* he replies in a rumbling voice. *"Kalibak, alert the troops of the change in command."*

Kalibak rises to his feet slowly. He looks to be raging inside but he holds his anger in check. *"Yes, great Darkseid,"* he replies, seething.

Darkseid turns from his disgraced son and gestures towards a large blank wall monitor, which lights up as he passes his hand before it. The monitor reveals a map of Earth with glowing red skulls marking strategic city locations.

"Ares' minions have infiltrated these sites," Darkseid explains to you. "I am sending my troops to each of these locations to eliminate Ares' strongholds. They will strike simultaneously, a lightning blitz which will take Ares by surprise and overwhelm his insidious army."

"Our spies have learned that each site contains a fragment of a powerful artifact called the Amulet of Harmonia. Through his arcane experiments, DeSaad has divined that the amulet contains the secrets I need to penetrate the defenses of the Areopagus and force Ares to withdraw his monsters from Earth."

"Each time you conquer one of these sites, Kryptonian, my troops will collect these fragments. DeSaad estimates that after claiming five of these fragments, he will possess resources sufficient to assault Ares. Capture five sites — and we have won the war."

Darkseid turns from his monitor and gazes upon his general. *"Your job, Superman, is to rally my troops in combat. They have been conditioned from birth to plunge headlong into battle heedless of the consequences, a facet which makes them fearsome warriors but inept tacticians. They fall easy prey to clever opponents. Your task is to instruct them regarding when to fall back, when to press the attack, which battle sites to strike."*

He hands you a strange, high-tech box with a shoulder strap. *"This is a Boom Tube Call Box. It can shuttle you and your troops between battlefields faster than you can possibly fly. You are to travel from battlesite to battlesite, spurting my troops on to victory."*

"You may become concerned with the fighting which will occur, specifically in Earth's cities. Some damage is inevitable," Darkseid replies with a shrug. "How you choose to protect the Earth is your decision. I suggest you remember that, were Kalibak to lead my troops, damage could be far worse. And without my troops' absorbing Ares' attacks, the war god would subvert your precious Earth completely!"

Darkseid smiles grimly as a portal in the wall opens. In the massive chamber beyond, thousand of Apokoliptian Parademons, Dog Soldiers, and other troopers rattle their weapons, chanting *"Darkseid! Darkseid! Superman! Superman!"* At the front of the mob stands Kalibak, a huge scowl adorning his face.

Darkseid calls for a training period and within a few hours the troops are responding to your orders quickly and precisely. Powered by Apokolips' sun, your solar reserves restore rapidly and by morning Earth-time, you are ready to lead your troops.

With the roar of Darkseid's Boom Tube ringing in your ears, you, Kalibak, and the massive Apokoliptian army are swept away to Earth and the inevitable conflict with the war god, Ares.

At this point, **PAUSE** in the game and announce to the Wonder Woman Player that you are ready to exchange information. If the Wonder Woman Player is still reading, wait until s/he is finished.

When both Players are ready, you (the Superman Player) should inform the Wonder Woman Player that you have chosen plan "C." The Wonder Woman Player should inform you of his/her plan selection as well.

If the Wonder Woman Player selects plan "C," turn to Section 20.

If the Wonder Woman Player selects plan "D," turn to Section 18.

8 Instructions for the War of the Gods

NOTE to the Player: **PAUSE** in playing this Superman solitaire adventure. Announce that you are ready to proceed with the battle and wait until the Wonder Woman Player is also prepared. Once both Players are ready, continue with the following information:

Preparations

During the War of the Gods, you (the Superman Player) will be making battle decisions for Darkseid's forces, regardless of which Character (Superman or Kalibak) commands the troops. The Wonder Woman Player will be making battle decisions for Ares' forces (whether Wonder Woman or Phobos commands).

To play out the war, remove the world map provided with the module. Both armies begin in the Central America battlesite. Place a marker (one of the dice which comes in the *DC Heroes* boxed set will suffice) on the Central America site to represent the clashing armies. Now remove the Invasion Stat Sheet and Battle Matrix.

Calculate Force Rating

Subtract the resultant losses (in each Character's Encounter 5) from the respective troop's Force Rating. The damage Superman did to the Areopagus and "Project: Sparta" boxes reduces Ares' Force Rating, while the number of Paralysis Cannons Wonder Woman

destroyed on Apokolips (and her possibly removing the fragment of Zeus' Aegis) reduces Darkseid's Force Rating.

Next, add five (5) to Darkseid's troops' Force Rating if Superman is in command of the Apokoliptian forces. Similarly, add five (5) to Ares' troops' Force Rating. Wonder Woman commands the Olympian forces. If Superman and/or Wonder Woman is not in command of the respective troops, do not add the five additional points to that Force Rating.

Use the resultant Force Rating for each side as the OV/RVs during the first attack. The Force Rating of the troops works as the AV/EV/OV/RV.

Battle Rules

The first battle decision available is to choose a strategy (Attack or Defend). Announce your strategy simultaneously with the other Player (waiting until each Player is prepared with a strategy before announcing). Compare strategies and consult the Battle Matrix for necessary AV/EV Force Rating modifiers. (For example, if the leader of Darkseid's forces chooses to Defend while the leader of Ares' forces chooses to Attack, Ares' forces would receive a +10 modifier on the AV/EV.)

NOTE: If Kalibak is in command of Darkseid's forces, he will always choose the Attack method of combat. Also, if Phobos is in command of Ares' troops, he will always Attack.

Next, roll an attack using the previously determined modifiers. The Wonder Woman Player should roll the attack made by Ares' forces in return. No Hero Points may be expended on these rolls.

The Troop Strength Ratings for each warring force begin at 80. RAPs gained from attacks are **not** subtracted from the Force Rating but are subtracted from the Troop Strength. The Superman Player should mark off RAPs which the Wonder Woman Player gains from Darkseid's Apokoliptian Troop Strength. Similarly, the Wonder Woman Player should mark off RAPs which you (the Superman Player) gains from Ares' Troop Strength.

Collecting Enemy Technology

Following attacks, compare RAPs gained. The force receiving the higher RAPs is the winner of the battle and will be able to collect one of the required five fragments from the opposing force's technology. If RAPs gained by the warring forces are the same or if both sides Defend simultaneously, the battle will be a stalemate, with both sides able to collect one of the five required fragments.

Continuing Battle

Once one battle is decided, the war will shift to a new location. You, the

Superman Player, must choose the new location. Cross off the current battlesite on the map and place the marker on a new site, thus declaring that location the next battlesite.

The leader of Darkseid's forces should then summon a Boom Tube to transport himself and the remaining Apokoliptian troops to the next battlesite. The leader of Ares' forces should follow, appearing immediately thereafter, and the battle may begin anew, following the standard Battle Rules. This sequence will continue until either Darkseid's forces or Ares' forces have collected five fragments of the opponent's technology.

NOTE: Should one side's Troop Strength ever be reduced to zero, the opposing side will automatically win and may acquire the necessary technological fragments with ease.

The victor of war is determined by which side first acquires five fragments of the opponent's technology. If each army collects its final required fragment in the same phase, the army with the highest Troop Strength is declared winner. If still tied, continue the battle on the current site until one side's Troop Strength reaches zero (0).

If the conclusion of the war sees Darkseid's troops win, turn to Section 27.

If the conclusion of the war sees Ares' troops win, turn to Section 22.

9 Ask for Specifics

"So, Superman," Darkseid intones, "you desire additional information? Perhaps you wish to know which forces I would have you command? My troop strength? Rest assured, I will provide you with complete details once you agree. Until then, I have no reason to trust you with any information about my legions."

If you agree to serve as Darkseid's general and lead his Apokoliptian forces in battle, turn to Section 7.

If you refuse Darkseid's offer, turn to Section 5.

If you agree to serve as Darkseid's general only under the conditions that you have total control of strategy and tactics in the war, turn to Section 13.

10 Insist on Control from Darkseid

"Wait Darkseid," you say as the dark lord turns to leave. "The war is over. It is now time for you to return to Apokolips."



Darkseid's face darkens and he moves to speak, a sardonic smile playing on his lips. However, you interrupt him. "I am in command of the Apokoliptian legions. We made a bargain that I determine when they should leave Earth. That time is now."

Darkseid simmers for a moment, hatred chisled into his craggy face. At length he says, "Very well! I shall end my war on Earth. Come, Kalibak! Let us leave these wretches to consider their lessons of this day." A great boom fills the area as mighty Darkseid and his servants disappear.

In the days which follow, you and Wonder Woman help clean up and rebuild the war-torn battlefields. While you both understand that your opposing roles in the war were necessary, something subtle has changed your relationship; there is less trust — and more distance — between you.

Turn to Section 29.

11 Refuse Twice

Your reply of strong conviction against Darkseid's wishes sees the dark god rise menacingly from his throne and fold his arms over his broad chest. His stony face becomes a mask of seething anger.

"I am most disappointed in you, Superman," Darkseid says, his voice a low, grating rumble. "I had expected better. Your precious adopted homeworld is soon to be invaded by a mad war god and you, its stated savior, refuse to aid in its defense. I now have no choice but to allow Kalibak command of my legions. I am certain you know how tenderly he will treat your planet, and its innocent Earthlings, while ferreting out Ares' minions."

Darkseid's face then contorts with rage. "Be gone from my sight!" he shouts. His eyes flash a brilliant red, as suddenly you find yourself far into the cold recesses of deepest space.

Automatically, you clamp your mouth shut, realizing you have very little air in your lungs. You glance around, looking for familiar constellations. Soon you get your bearings and head for Earth at a breakneck pace, knowing that the War of the Gods even now ensues while you return home.

Turn to Section 21.

12 Superman Loses

You watch in despair as your troops are driven back by the relentless monsters from the Areopagus. Charging

minotaurs drive Apokoliptian Dog Soldiers into the huge, razor sharp maws of the hydras, who, in turn, scald the flying Para-Demons in the inferno that is their fiery breath.

In the midst of the battle, the chilling voice of Ares echoes throughout the smoke-filled air. *"Our work here is done, my children. Let us away to Darkseid's lair and avenge the Olympian gods!"*

Suddenly Wonder Woman and the monsters disappear in a flash of brilliant red light, leaving your broken troops strewn about the battlesite.

Ares' forces are absent a great while. Without warning, a Boom Tube opens, transporting you and all Darkseid's troops back to the Apokolips. The Tower of Rage lies in ruins, Darkseid stands at Ares' feet.

Wonder Woman quickly explains to you that Ares easily breached Darkseid's defenses and quickly defeated the dumbfounded Apokoliptian god.

NOTE to the Player: The adventure's conclusion is located in the Wonder Woman Player's booklet; the Wonder Woman Player will read the remaining sections aloud.

13 Bargain for Control

"Superman, you mistrust the lord of Apokolips? I assume you fear that I will attempt to control Earth myself once the mad Olympian is vanquished. Very well. I pledge to withdraw all my forces from Earth... after Ares is completely defeated."

"However," Darkseid continues, *"you go too far in demanding complete control of my forces! I am greatly your superior in devising war strategies. I offer you control of my troops' battle tactics."*

If you accept command of Darkseid's troops in return for his pledge to withdraw the Apokoliptian forces following Ares' defeat, mark the letter A on your Character Sheet and continue to Section 7.

If you insist on total control of Darkseid's troops at the risk of losing any command of Darkseid's troops, turn to Section 16.

14 No Bargaining

"Wait Darkseid," you say as the dark lord turns to leave. *"The war is over. It is now time for you to return to Apokolips."*

Darkseid smiles sardonically. *"The war is not over until I say it is over,"* he replies. *"I shall wage war on the*

Olympian's Earthly minions and replace them with puppets of my own!"

"Come Kalibak!" he continues. *"Let us leave these wretches to consider their lessons of this day."* A great boom fills the area as mighty Darkseid and his servants disappear.

In hours which follow, Darkseid's forces pound many of Earth's defenses, from the Pentagon to the Kremlin to military cabals in third world countries. While you and Wonder Woman defend the Earth valiantly, you cannot be everywhere at once.

Once Ares' influence on Earth is gone, Darkseid plants his own minions in Earth's military organizations. While you realize they will cause problems for Earth, those battles are for another day.

You and Wonder Woman spend much of the remaining time helping to clean up and rebuild the war-torn battlefields. While you both understand that your opposing roles in the war were necessary, something subtle has changed your relationship; there is less trust — and more distance — between you.

Continue to Section 29.

15 Wonder Woman Defeats Kalibak

When you finally reach Earth, the war between Ares and Darkseid has ended. The earth is quiet in the aftermath of the battles and except for a few battered, war-torn battlesites, everything seems normal.

In the hours which follow you learn about the war of the gods. Wonder Woman led Ares' troops against Darkseid's legions, commanded by Kalibak. Although Diana had to take great pains to keep the Earth from being damaged in the fighting, she managed to defeat Darkseid's hordes and take the battle directly to Apokolips. With the aid of Ares' magic, the Amazon defeated Darkseid and forced the Apokoliptian lord to remove his troops from Earth.

Yet the dark lord's defeat has a chilling undercurrent. Ares' victory has sent ripples of hate and violence across this world, his successes breeding a rise in pro-war sentiments throughout Earth. This ascendancy of warfare is a disturbing trend — one you will have to deal with in the future.

■ THE ADVENTURE HAS ENDED ■

Play concludes with Endgame.

16 Insistance

"So this Man of Steel seems a tyrant himself," Darkseid says, *"demanding total authority over my military."* The grim grey god ponders your terms a moment, his granite face scowling. *"Very well,"* he says at length, *"but you must swear not to use my troops against me."*

If Superman agrees to Darkseid's terms, mark the letter B on your Superman Character Sheet and turn to Section 7.

If Superman does not agree, turn to Section 11.

17 Kalibak Defeats Wonder Woman

When you finally reach Earth the war between Ares and Darkseid has ended. The Earth is quiet in the aftermath of the battles, and except for a few battered, war-torn battlesites, everything seems normal.

In hours which follow, you learn much about the war of the gods. Wonder Woman led Ares' troops against Darkseid's legions, commanded by Kalibak in your absence. While Diana took great pains to keep the Earth from being damaged in the fighting, the Amazon was eventually defeated.

Kalibak took his triumphant hordes to the Areopagus and, true to Darkseid's word, forced Ares to remove the Olympian war god's minions from Earth.

While the long-time goal seemed like a worthwhile result, the immediate price now is unacceptably high. Ravaged battlefields stand as evidence that Darkseid can invade Earth with impunity. In addition, the Apokoliptian lord left soldiers and spies hidden throughout Earth, merely one more aspect with which to deal in the future.

■ THE ADVENTURE HAS ENDED ■

Play concludes with Endgame.

18 War! (Phobos Leads Ares' Forces)

You fly from the dim corridors of the Tower of Rage into the bright and warming sunlight of Earth. Below you pass the jungles of Central America and an impoverished city. The area just outside the city is now a desolate wasteland, ravaged by mines and heavy weapons fire. The only new construc-

tions are markers embedded over shallow graves. The war-torn battlefield is silent and still.

The horde of Apokoliptian warriors stand on the ground behind you, bellowing and screaming for blood. You see no sign of the occupying army of which Darkseid spoke. You scan the area with your X-Ray Vision, searching for signs of the Olympian war god.

Suddenly, a gigantic hydra bursts into existence, growing rapidly inside the city. Two more such creatures spring up amidst the jungle. Gravesites begin to churn and shift as skeletal hands claw their way through the soil. Animated skeletons pour from the graves and great minotaurs emerge from the city.

The Apokoliptian troops behind you cheer, shouting gleeful battle oaths. Your forces eagerly heft their weapons, awaiting your orders.

Suddenly, a bright flash of brilliant red light emanates below you as the squat Olympian god of fear, Phobos, appears. The mythological monsters assemble behind him. Phobos shouts a battle cry to make your troops shudder, as his monstrous legions charge toward you.

Turn to Section 8: Instructions for the War of the Gods.

19 Wonder Woman Unconscious

The battle rages throughout the day, the worst portions being your conflicts with Wonder Woman, who battles as if her very survival depends on it. She is a powerful woman, and although not quite as strong as you, she fights with great skill and daring.

As the combat intensifies, you channel more and more power into your attack, until finally you drive the Amazon unconscious with your blows. She slams into the ground, where her spangled form lies still. Your troops cheer; Ares' monsters shudder at the sight of their fallen leader.

NOTE to the Player: At this point, Wonder Woman has been removed from battle. Phobos will now assume leadership of Ares' forces, keeping far away from direct conflict with Superman. The Wonder Woman Player should now assume the role of GM, choosing Phobos' tactics.

Subtract a total of 10 points from Ares' troops' Force Rating (five for the loss of Wonder Woman's leadership and another five as Ares' troops are now demoralized.)

Continue the battle according to the rules presented in Section 23. As Wonder

Woman is now removed from the fight, ignore the Clash of the Heroes portion of the instructions.

If Darkseid's troops collect their five fragments first, turn to Section 30.

If Ares' troops collect their five fragments first, turn to Section 22.

20 Wonder Woman Leads Ares' Forces

You fly from the dim corridors of the Tower of Rage into the bright and warming sunlight of Earth. Below you pass the jungles of Central America and an impoverished city. The area just outside the city is now a desolate wasteland, ravaged by mines and heavy weapons fire. The only new constructions are markers embedded over shallow graves. The war-torn battlefield is silent and still.

The horde of Apokoliptian warriors stand on the ground behind you, bellowing and screaming for blood. You see no sign of the occupying army of which Darkseid spoke. You scan the area with your X-Ray Vision, searching for signs of the Olympian war god.

Suddenly, a gigantic hydra bursts into existence, growing rapidly inside the city. Two more such creatures spring up amidst the jungle. Gravesites begin to churn and shift as skeletal hands claw their way through the soil. Animated skeletons pour from the graves and great minotaurs emerge from the city.

The Apokoliptian troops behind you cheer, shouting gleeful battle oaths. Your forces eagerly heft their weapons, awaiting your orders.

Then, there is a bright flash of brilliant red light in the sky, where Wonder Woman appears. Hunching beside her is the squat god of fear, Phobos. The mythological monsters assemble below her as you come to the chilling realization that Wonder Woman is their leader!

Turn to Section 23: Instructions for the War of the Gods, Superman vs. Wonder Woman.

21 Instructions for the War of the Gods

Phobos vs. Superman/Kalibak

NOTE to the Player: PAUSE in playing this Superman solitaire adventure. Announce that you are ready to proceed with the battle and wait until the Wonder Woman Player is also prepared.

Once both Players are ready, continue with the following information:

Preparations

During the War of the Gods, you (the Superman Player) will be making battle decisions for Darkseid's forces, regardless of which Character (Superman or Kalibak) commands the troops. The Wonder Woman Player will be making battle decisions for Ares' forces (whether Wonder Woman or Phobos commands).

To play out the war, remove the world map provided with the module. Both armies begin in the Central America battlesite. Place a marker (one of the dice which comes in the *DC Heroes* boxed set will suffice) on the Central America site to represent the clashing armies. Now remove the Invasion Stat Sheet and Battle Matrix.

Calculate Force Rating

Subtract the resultant losses (in each Character's Encounter 5) from the respective troop's Force Rating. The damage Superman did to the Areopagus and "Project: Sparta" boxes reduces Ares' Force Rating, while the number of Paralysis Cannons Wonder Woman destroyed on Apokolips (and her possibly removing the fragment of Zeus' Aegis) reduces Darkseid's Force Rating.

Next, add five (5) to Darkseid's troops' Force Rating if Superman is in command of the Apokoliptian forces. Similarly, add five (5) to Ares' troops' Force Rating if Wonder Woman commands the Olympian forces. If Superman and/or Wonder Woman is not in command of the respective troops, do not add the five additional points to that Force Rating.

Use the resultant Force Rating for each side as the OV/RVs during the first attack. The Force Rating of the troops works as the AV/EV/OV/RV.

Battle Rules

The first battle decision available is to choose a strategy (Attack or Defend). Announce your strategy simultaneously with the other Player (waiting until each Player is prepared with a strategy before announcing). Compare strategies and consult the Battle Matrix for necessary AV/EV Force Rating modifiers. (For example, if the leader of Darkseid's forces chooses to Defend while the leader of Ares' forces chooses to Attack, Ares' forces would receive a +10 modifier on the AV/EV.)

NOTE: If Kalibak is in command of Darkseid's forces, he will always choose the Attack method of combat. Also, if Phobos is in command of Ares' troops, he will always Attack.

Next, roll an attack using the previously determined modifiers. The Wonder Woman Player should roll the

attack made by Ares forces in return. No Hero Points may be expended on these rolls.

The Troop Strength Ratings for each warring force begin at 80. RAPs gained from attacks are **not** subtracted from the Force Rating but are subtracted from the Troop Strength. The Superman Player should mark off RAPs which the Wonder Woman Player gains from Darkseid's Apokoliptian Troop Strength. Similarly, the Wonder Woman Player should mark off RAPs which you (the Superman Player) gains from Ares' Troop Strength.

Collecting Enemy Technology

Following attacks, compare RAPs gained. The force receiving the higher RAPs is the winner of the battle and will be able to collect one of the required five fragments from the opposing force's technology. If RAPs gained by the warring forces are the same or if both sides Defend simultaneously, the battle will be a stalemate, with both sides able to collect one of the five required fragments.

Continuing Battle

Once one battle is decided, the war will shift to a new location. You, the Superman Player, must choose the new location. Cross off the current battlesite on the map and place the marker on a new site, thus declaring that location the next battlesite.

The leader of Darkseid's forces should then summon a Boom Tube to transport himself and the remaining Apokoliptian troops to the next battlesite. The leader of Ares' forces should follow, appearing immediately thereafter, and the battle may begin anew, following the standard Battle Rules. This sequence will continue until either Darkseid's forces or Ares' forces have collected five fragments of the opponent's technology.

NOTE: Should one side's Troop Strength ever be reduced to zero, the opposing side will automatically win and may acquire the necessary technological fragments with ease.

The victor of war is determined by which side first acquires five fragments of the opponent's technology. If each army collects its final required fragment in the same phase, the army with the highest Troop Strength is declared winner. If still tied, continue the battle on the current site until one side's Troop Strength reaches zero (0).

If Phobos' troops win against Kalibak, turn to Section 4.

If Wonder Woman's troops win against Kalibak, turn to Section 15.

If Kalibak's troops win against Wonder Woman, turn to Section 17.

If Kalibak's troops win against Phobos, turn to Section 24.

22

Superman Loses to Phobos

You watch in despair as your troops are driven back by the relentless monsters from the Areopagus. Charging minotaurs drive Apokoliptian Dog Soldiers into the huge, razor sharp maws of the hydras, who, in turn, scald the flying Para-Demons in the inferno that is their fiery breath.

In the midst of the battle, the chilling voice of Ares echoes throughout the smoke-filled air. *"Our work here is done, my children. Let us away to Darkseid's lair and avenge the Olympian gods!"*

Suddenly Phobos and the monsters disappear in a flash of brilliant red light, leaving your broken troops strewn about the battlesite.

Ares' forces are absent a great while. Without warning, a Boom Tube opens, transporting you and all Darkseid's troops back to the Apokolips. The Tower of Rage lies in ruins, Darkseid stands at Ares' feet.

In the following days, you learn the victorious Phobos and his war god father Ares easily breached Darkseid's defenses and quickly defeated the dumbfounded Apokoliptian god.

Yet the dark lord's defeat has a chilling undercurrent. Ares' victory has sent ripples of hate and violence across this world, his successes breeding a rise in pro-war sentiments throughout Earth. This ascendancy of warfare is a disturbing trend, one with which you will have to deal in the future.

■ THE ADVENTURE HAS ENDED ■

Play concludes with Endgame.

23

Instructions for the War of the Gods

Superman vs. Wonder Woman

NOTE to the Player: **PAUSE** in playing this Superman solitaire adventure. Announce that you are ready to proceed with the battle and wait until the Wonder Woman Player also prepared. Once both Players are ready, continue with the following information:

Preparations

During the War of the Gods, you (the Superman Player) will be making battle decisions for Darkseid's forces. The Wonder Woman Player will be making battle decisions for Ares' forces.

To play out the war, remove the world map provided with the module. Both armies begin in the Central America battlesite. Place a marker (one of the dice which comes in the **DC Heroes** boxed set will suffice) on the Central

America site to represent the clashing armies. Now remove the Invasion Stat Sheet and Battle Matrix.

Calculate Force Rating

Subtract the resultant losses (in each Character's Encounter 5) from the respective troop's Force Rating. The damage Superman did to the Areopagus and "Project: Sparta" boxes reduces Ares' Force Rating, while the number of Paralysis Cannons Wonder Woman destroyed on Apokolips (and her possibly removing the fragment of Zeus' Aegis) reduces Darkseid's Force Rating.

Next, add five (5) to Darkseid's troops' Force Rating if Superman is in command of the Apokoliptian forces. Similarly, add five (5) to Ares' troops' Force Rating if Wonder Woman commands the Olympian forces. If Superman and/or Wonder Woman is not in command of the respective troops, do not add the five additional points to that Force Rating.

Use the resultant Force Rating for each side as the OV/RVs during the first attack. The Force Rating of the troops works as the AV/EV/OV/RV.

Battle Rules

The first battle decision available is to choose a strategy (Attack or Defend). Announce your strategy simultaneously with the other Player (waiting until each Player is prepared with a strategy before announcing). Compare strategies and consult the Battle Matrix for necessary AV/EV Force Rating modifiers. (For example, if the leader of Darkseid's forces chooses to Defend while the leader of Ares' forces chooses to Attack, Ares' forces would receive a +10 modifier on the AV/EV.)

NOTE: If Kalibak is in command of Darkseid's forces, he will always choose the Attack method of combat. Also, if Phobos is in command of Ares' troops, he will always Attack.

Next, roll an attack using the previously determined modifiers. The Wonder Woman Player should roll the attack made by Ares forces in return. No Hero Points may be expended on these rolls.

The Troop Strength Ratings for each warring force begin at 80. RAPs gained from attacks are **not** subtracted from the Force Rating but are subtracted from the Troop Strength. The Superman Player should mark off RAPs which the Wonder Woman Player gains from Darkseid's Apokoliptian Troop Strength. Similarly, the Wonder Woman Player should mark off RAPs which you (the Superman Player) gains from Ares' Troop Strength.

Clash of the Heroes

During each battle, the troops will demand that you (Superman) and Wonder Woman clash. You cannot avoid

combat with each other, since your troops would mutiny if you did so.

You must fight Wonder Woman each time the troops fight on a new battlefield. Refer to the Battle Matrix for the minimum number of phases you must fight to satisfy your bloodthirsty troops. There is no maximum number of phases which must be fought. If you Pull your Punch, select the lowered AV/EV you wish to use and announce it before rolling on the attack.

If either Superman or Wonder Woman is knocked unconscious, his/her troops will break and run, that force automatically losing the battle. At the next battlesite, the winning troop force will receive an additional Result Table column shift, because the opposition was demoralized during the previous battle.

If the fallen hero(ine) makes a Recovery Check, s/he can rise to lead his/her troops in the next battle. If the unconscious hero(ine) fails the Recovery Check, that Character is out of the war, the troops then being commanded by Kalibak or Phobos (depending on which force lost its leader).

If Superman fails to recover, turn to Section 2.

If Wonder Woman fails to recover, turn to Section 19.

Collecting Enemy Technology

Following attacks, compare RAPs gained. The force receiving the higher RAPs is the winner of the battle and will be able to collect one of the required five fragments from the opposing force's technology. If RAPs gained by the warring forces are the same or if both sides Defend simultaneously, the battle will be a stalemate, with both sides able to collect one of the five required fragments.

Continuing Battle

Once one battle is decided, the war will shift to a new location. You, the Superman Player, must choose the new location. Cross off the current battlesite on the map and place the marker on a new site, thus declaring that location the next battlesite.

The leader of Darkseid's forces should then summon a Boom Tube to transport himself and the remaining Apokoliptian troops to the next battlesite. The leader of Ares' forces should follow, appearing immediately thereafter, and the battle may begin anew, following the standard Battle Rules. This sequence will continue until either Darkseid's forces or Ares' forces have collected five fragments of the opponent's technology.

NOTE: Should one side's Troop Strength ever be reduced to zero, the opposing side will automatically win and may acquire the necessary technological fragments with ease.



The victor of war is determined by which side first acquires five fragments of the opponent's technology. If each army collects its final required fragment in the same phase, the army with the highest Troop Strength is declared winner.

If still tied, continue the battle on the current site until one side's Troop Strength reaches zero (0).

If Superman's troops collect five fragments first, turn to Section 3.

If Wonder Woman's troops collect the five fragments first, turn to Section 12.

If you both collect all five fragments in the same phase, turn to Section 31.

24 Kalibak Defeats Phobos

When you finally reach Earth, the war between Ares and Darkseid has ended. The earth is quiet in the aftermath of the battles and except for a few battered, war-torn battlesites, everything seems normal.

In the hours which follow, you learn about the war of the gods. Ares' troops, led by Phobos, clashed in unrestrained combat with Darkseid's legions, commanded by Kalibak in your absence. Their fighting was long and bloody, ravaging each and every battlefield.

You learn that Wonder Woman was offered leadership of Ares' troops; yet, like you, she refused the offer but was unable to intervene in the battles, spending most of her efforts struggling to locate the constantly teleporting combatants.

At length, Kalibak defeated Phobos and took his triumphant hordes to the Areopagus. True to Darkseid's word, the Apokoliptians forced Ares to remove his minions from Earth.

While the long-range goals seemed worthwhile, the immediate price is unacceptably high. Witnessed by the ravaged battlefields, Darkseid has proven he can invade Earth with impunity. In addition, the dark lord left soldiers and spies hidden throughout Earth, one more aspect to concern you in the future.

■ THE ADVENTURE HAS ENDED ■

Play concludes with Endgame.

25

Crushing Ares

As the great **boom** created by your transport fades, the Apokoliptian troops land on the cracked, broken soil of Ares' darkened mountain. Darkseid is already present, striding into the Areopagus' main palace.

Darkseid bursts the ebony palace doors off their golden hinges and stalks into the palace, his eyes flashing crimson. Twin beams of pure, white light impact forcefully against Ares, driving the war god to his armored knees.

"So," Darkseid intones calmly. *"This is the great Olympian war god who would challenge Darkseid's might. If you wish to live to make war again, pitiful Ares, I command you to remove all your troops from Earth and cease all undue influence of Earth's citizens."*

"Curse you, Darkseid!" Ares sputters. *"Yours is the hand which seeks to manipulate the Earthlings. Yet, I have no choice. I agree."* The Olympian gestures feebly as a brilliant red light flashes outside the palace, where the grounds of the Areopagus quickly fill with hundreds of monsters and "Project: Sparta" boxes.

Appearing amidst the Olympian forces is the spangled figure of Wonder Woman, to whom Ares explains the events which have transpired. With a tightened lower lip, her powerful fists clenched, the Amazon says nothing.

NOTE to the Player: Read the following section and the remaining sections to which you are instructed to turn aloud to the Wonder Woman Player. As Darkseid's forces have defeated Ares, the conclusion to this adventure, the **War of the Gods**, is located in this booklet, not in the booklet held by the Wonder Woman Player.

Darkseid smiles mockingly, turning toward the seething Ares. *"Remember this defeat, Olympian... remember it well. Tell your fellow gods they will never be safe from me! Put despair into their hearts! I am inevitable... and I will be their deaths!"*

Darkseid turns abruptly and stalks toward the palace's exit. *"Now my troops will show you the futility of your efforts on Earth,"* he says coldly, *"by teaching a lesson to those who once dealt with you. I shall wreak havoc on those men once your minions!"*

If you marked the letter A on your Superman Character Sheet in Section 13, turn now to Section 6.

If you marked the letter B on your Superman Character Sheet in Section 13, turn now to Section 10.

If you were not told to mark either letter A or B on your Character Sheet, turn now to Section 14.

26 Diana Defeats Superman, Kalibak

NOTE to the Player: At this point, begin playing Superman again.

When you awaken, you are on a deserted battlefield, the battered and broken forms of your troops litter the area. There is no sign of either Wonder Woman or the Olympian legions.

While your head slowly clears, a Boom Tube opens without warning, transporting you and all of Darkseid's troops back to Apokolips. You find yourself in the remains of what once was the Tower of Rage, a great fortress which now lies in ruins. Darkseid stands, defeated, at Ares' feet.

Wonder Woman approaches you, quickly explaining that after she knocked you out, her armies defeated your troops. They then went to Apokolips, accompanied by the Olympian war god, breached Darkseid's defenses, and defeated the Apokoliptian lord.

NOTE to the Player: As Ares's forces have defeated Darkseid, the conclusion to this adventure, the *War of the Gods*, is located in the Wonder Woman Player's booklet, not in this booklet. The Wonder Woman Player will read aloud the remaining sections for you.

27 Win Against Phobos

An ugly snarl of victory rumbles up from your troops as they plow over the routed mythical monsters. Phobos wails in terror and retreats quickly. A group of Para-Demons viciously severs the heads of the remaining hydras, Dog Soldiers crushing their skeletons to powder. Although badly battered, your troops are defiant and perversely happy.

Suddenly a hideous laugh flies across the battlefield, freezing your troops in their tracks. It is Darkseid's voice.

"You have done well, my troops. As a result of your victories, DeSaad has completed my great equalizing weapon. The halls of the Areopagus will now ring with sorrow, as the god of war himself is defeated!"

Then, a Boom Tube opens, carrying you and your troops back to the bleak Areopagus. As the great boom created by your transport fades, Apokoliptian troops land on the cracked, broken soil of Ares' darkened mountain. Darkseid is already present, striding into the Areopagus' main palace.

Darkseid bursts the ebony palace doors off their golden hinges and stalks into the palace, his eyes flashing

crimson. Twin beams of pure, white light impact forcefully against Ares, driving the war god to his armored knees.

"So," Darkseid intones calmly. "This is the great Olympian war god who would challenge Darkseid's might. If you wish to live to make war again, pitiful Ares, I command you to remove all your troops from Earth and cease all undue influence of Earth's citizens."

"Curse you, Darkseid!" Ares sputters. "Yours is the hand which seeks to manipulate the Earthlings. Yet, I have no choice. I agree." The Olympian gestures feebly as a brilliant red light flashes outside the palace, where the grounds of the Areopagus quickly fill with hundreds of monsters and "Project: Sparta" boxes. The angered figure of Phobos appears amidst them.

Appearing amidst the Olympian forces is the spangled figure of Wonder Woman, to whom Ares explains the events which have transpired. With a tightened lower lip, her powerful fists clenched, the Amazon says nothing.

Darkseid smiles mockingly, turning toward the seething Ares. *"Remember this defeat, Olympian... remember it well. Tell your fellow gods they will never be safe from me! Put despair into their hearts! I am inevitable... and I will be their deaths!"*

Darkseid turns abruptly and stalks toward the palace's exit. *"Now my troops will show you the futility of your efforts on Earth,"* he says coldly, *"by teaching a lesson to those who once dealt with you. I shall wreak havoc on those men once your minions!"*

If you marked the letter A on your Superman Character Sheet in Section 13, turn now to Section 6.

If you marked the letter B on your Superman Character Sheet in Section 13, turn now to Section 10.

If you were not told to mark either the letter A or B on your Character Sheet, turn now to Section 14.

28 Wonder Woman Beats Superman, Kalibak Wins War

NOTE to the Player: At this point begin playing Superman again.

When you awaken, you are on a deserted battlefield, the battered and broken forms of your troops litter the area. There is no sign of either Wonder Woman or the Olympian legions.

While your head slowly clears, a Boom Tube opens where you see Darkseid standing on the other end. The Apokoliptian god smiles menacingly. "A

pity you were defeated, Superman," he says. *"Fortunately, Kalibak was able to accomplish what you could not — we have defeated Ares' hordes. While I thank you for your efforts, your services are no longer needed."*

With that, the Boom Tube disappears, taking the bodies of Darkseid's Apokoliptian forces with it, leaving you alone.

In the days which follow, you learn much about the war. Kalibak took his triumphant hordes to the Areopagus and, true to Darkseid's word, forced the Olympian war god to remove his minions from Earth.

While the long-term goal seemed worthwhile, the immediate price is unacceptably high. Witnessed by the ravaged battlefields, Darkseid has proven he can invade Earth with impunity. In addition, the dark lord left soldiers and spies hidden throughout Earth, one more thing with which you will have to deal in the future.

■ THE ADVENTURE HAS ENDED ■

Play concludes with Endgame.

29 Wrap-Up 1

Following the war, you and Wonder Woman spend much of your time helping to clean up battlefields and rebuild war-torn cities. While you both understand your opposing roles in the war were necessary, something subtle has changed in your relationship. You sense there is less trust — and more distance — between you.

You consider this in silence momentarily as you ferry away debris. While you work, the sky grows dark and cold winds whip up from the south. Suddenly a bolt of lightning splits the sky and the image of a huge, horned face appears in the roiling clouds. What appears is the visage of some she-demon, simultaneously malicious and mirthful. A gentle, mocking laughter floats effortlessly upon the winds.

"Eris..." Princess Diana says, breathless, gazing upward in wonder and horror. The Amazon turns to you, her features wizened with dreadful knowledge. *"Of course, Superman. Great Athena, why did I not see it? Eris, daughter of Ares, goddess of discord."*

The laughter slowly ceases, as Eris' floating image proclaims, *"But of course, little daughter of strife. Who save Eris could have conceived so tangled a war, pitting hero of the modern world against heroine of the ancient? Who but Eris could so masterfully pit the New God of war against the Olympian war god of old?"*

"I crafted this war like an intricate tapestry. I wound it with loving care and watched it unravel. With utmost concern, I invited my select players and you, such good children of discord, heartily agreed." The goddess laughs again, mockingly.

"But how?" Diana asks, looking up with earnest confusion.

"So simple were my efforts, child," Eris says with unconcealed pride. "Just as I launched the Trojan War, I incited gods to squabble over their greatness, to see who is the superior warrior. By revealing a few secrets of Harmonia's Amulet and Zeus' Aegis to DeSaad, or telling lustful Ares of the secrets of the Mother Box, the rest took care of itself."

"Yet, you seem confused that I would allow my father, Ares, to face such defeat. No, the contest was always firmly in control," Eris states. "Even with their enemies' weapons, neither god truly possessed sufficient power to defeat the other. So it mattered not who won the petty skirmishes — for Eris won the war. While battles will always flare up now and again, discord is eternal. And the strife created in this war has strengthened me mightily!"

"But Eris," Diana protests. "Not only Ares but all the Olympian gods could have suffered should Darkseid have won a greater victory!"

"The gods have always played in my games," Eris replies. "For the gods themselves suffer disharmony. Discord keeps life vibrant and fresh, even for the gods. It is worth all risks."

The skies remain silent for a moment as Eris allows you to contemplate her words. Then she concludes, "I thank you for playing your roles dependably," Eris smirks, her image beginning to fade from the sky. "So long as even the slightest of heroes, let alone Earth's mightiest, agree to contend against one another, you can rest assured of my return."

The image of the mocking goddess fades away completely, leaving one Man of Steel and an Amazon princess to consider their decisions of the past few days.

■ THE ADVENTURE HAS ENDED ■

Play now concludes with Endgame.

30 Superman Defeats Diana and Phobos

An ugly snarl of victory rumbles up from your troops as they plow over the routed mythical monsters. Phobos wails in terror and retreats quickly. A group of Para-Demons viciously severs the heads of the remaining hydras, Dog Soldiers

crushing their skeletons to powder. Although badly battered, your troops are defiant and perversely happy.

Suddenly a hideous laugh flies across the battlefield, freezing your troops in their tracks. It is Darkseid's voice.

"You have done well, my troops. As a result of your victories, DeSaad has deciphered the mysteries of the Amulet of Harmonia. The halls of the Areopagus will now ring with sorrow, as the god of war himself is defeated!"

Then, a Boom Tube opens, returning you and your troops to the bleak Areopagus.

Turn to Section 25.



31 Superman, Wonder Woman Both Win

The war fights on from battlefield to battlefield with you and Wonder Woman struggling to stay even. Holding back your armies is like trying to restrain huge, snarling dogs, but you both manage adequately. By strategically defending instead of making constant attacks, neither side seems to gain ground, and the environment of the battlefields take surprisingly little damage.

As the war progresses, it quickly becomes obvious that Ares' troops are collecting Mother Boxes from your troops as voraciously as your armies collect fragments of the Amulet of Harmonia from the Olympian forces.

Your acquisitions, however, appear to evenly-match your opponent's in number.

It occurs to you that the goals of this fighting are too symmetrical to be a coincidence, but the wars of gods may have very different rules than any type of warfare with which you are familiar.

Before long, ugly snarls of triumph rumble up from your troops as they retrieve the final piece of the Amulet of Harmonia. But with your Telescopic Vision, you see Ares' troops cheering as well, as they hold aloft one of Darkseid's Mother Boxes. An interesting turn of events, you think to yourself with satisfaction...

The battle rages longer, with both armies defiant and perversely happy. Suddenly a hideous laugh flies across the battlefield, freezing your troops in their tracks. It is Darkseid's voice.

"You have done well, my troops. As a result of your victories, DeSaad has deciphered the mysteries of the Amulet of Harmonia. The halls of the Areopagus will now ring with sorrow, as the god of war himself is defeated!"

Then, a Boom Tube opens, returning you and your troops to the bleak Areopagus. The last image you recall is that of Wonder Woman and the Olympian troops fading from the battlesite in a flash of brilliant red light.

As the booming noise of your transport fades, you and Darkseid's troops land on the cracked, broken soil of Ares' mountain. Darkseid is already present, striding into the main palace.

Darkseid bursts the ebony palace doors off their golden hinges and stalks into the palace. "Ares, where are you?!" Darkseid bellows. "Come out and fight! Can you Olympians do nothing but hide?"

Entering the palace, you see that Ares is nowhere to be seen.

DeSaad scurries into the palace, his eyes sparkling with glee. "It matters not, great Darkseid," the Apokoliptian knave says, waving aloft a strange device. "From this power base we can recall all Ares' minions from Earth and imprison them in the Olympian's own Areopagus!"

So saying, DeSaad activates his equipment. The monsters from Earth appear outside the palace, shackled and chained, "Project: Sparta" boxes littering the Areopagan land as well.

Darkseid bellows perverse laughter. "I have won! It is indeed proven: Darkseid is far greater than the coward Ares!" Apokoliptian troops chortle along with their dark lord.

Suddenly, a deep red glow bathes the palace as Darkseid's troops disappear, leaving only you, DeSaad, and Darkseid among the ebony walls of the Areopagus. Without the Apokoliptian troops, the

huge palace seems forbidding and empty.

Darkseid is apoplectic. *"Where are they?!"* he rages. *"What happened?! DeSaad!!!"*

The spineless DeSaad scurries around, whimpering, madly fiddling with his equipment.

"Um..." DeSaad begins. *"I... er... Ares is not in hiding."*

"Well?" demands Darkseid. *"Where is the fool Olympian?!"*

"Er... he's on Apokolips. He just took control of the Tower of Rage and gated our troops away from both us and Earth. He must have done it exactly when we arrived here!"

Darkseid's face contorts with horror but no sound escapes his gaping mouth. Then just as Darkseid opens a Boom Tube to Apokolips, a glowing red portal appears amidst the palace. Ares' face can be seen through the portal.

"Ares!" Darkseid shouts. *"Surrender! I have won!"*

"Thou shalt yield, Apokoliptian," Ares says angrily, *"for I do hold thy capital! Surrender or I shall destroy it!"*

"Then I will destroy your world as well!" Darkseid shouts hoarsely before turning to you. *"I see your hand in this, Superman!"* the dark lord scowls. *"Olympian, while the concept tears at my very fiber, I can see we possess nothing but a stalemate. I then propose a truce. If you, Olympian, leave my domain undisturbed, I shall likewise vacate the Areopagus."*

After a long, contemplative moment, Ares agrees and the two war gods teleport to their respective bases, crossing without meeting face to face.

Similarly, you are teleported home, where you help the nations of Earth clean up and rebuild their battlefields. Wonder Woman soon joins the effort and you both share a warm laugh at the expense of Darkseid and Ares.

Suddenly, the sky grows dark and cold winds whip up from the south. Without warning, a bolt of lightning splits the sky and the image of a huge, horned face appears in the roiling clouds. What appears is the visage of some she-demon, simultaneously malicious and mirthful.

"Thou child-heroes do amaze me," the image says in a gentle, mocking voice.

"Eris..." Princess Diana says breathless, gazing upward in wonder and horror. The Amazon turns to you, her features wizened with dreadful knowledge. *"Of course, Superman. Great Athena, why did I not see it? Eris, daughter of Ares, goddess of discord."*

The laughter slowly ceases, as Eris' floating image proclaims, *"But of course, little daughter of strife. Who save Eris*

could have conceived so tangled a war, pitting hero of the modern world against heroine of the ancient? Who but Eris could so masterfully pit the New God of war against the Olympian war god of old?

"I crafted this war like an intricate tapestry. I wound it with loving care and watched it unravel. With utmost concern, I invited my select players and you, such good children of discord, heartily agreed." The goddess laughs again, mockingly.

"But how?" Diana asks, looking up with earnest confusion.

"So simple were my efforts, child," Eris says with unconcealed pride. *"Just as I launched the Trojan War, I incited gods to squabble over their greatness, to see who is the superior warrior. By revealing a few secrets of Harmonia's Amulet and Zeus' Aegis to DeSaad, or telling lustful Ares of the secrets of the Mother Box, the rest took care of itself."*

"Yet, you seem confused that I would allow my father, Ares, to face such defeat. No, the contest was always firmly in control," Eris states. *"Even with their enemies' weapons, neither god truly possessed sufficient power to defeat the other. So it would have mattered not who won the petty*

skirmishes — for Eris always wins the war — except today.

"Normally I can count on the gods to play in my games," she continues, *"for the gods themselves suffer from disharmony. But you two have deceived me by refusing strife and discord, cooperating even at the risk of failure. Perhaps such earthly heroes could instruct the gods in some respects."*

The skies remain silent for a moment as Eris contemplates her own words. Then she concludes, *"It appears I must concoct more formidable stratagems if I am to triumph over you, Diana, Superman. Until our next meeting, then."*

The image of the defeated goddess fades away completely, the skies turning a crystalline blue, leaving one Man of Steel and an Amazon princess basking in the bright sunlight of a glorious new day.

Princess Diana gazes at you with appreciation as you place one strong arm around her, hugging the Amazon impulsively; in a quiet solace, two of Earth's mightiest heroes enjoy the peace of the moment.

■ THE ADVENTURE HAS ENDED ■

Play concludes with Endgame.

Endgame

Standard Award Guidelines

The following are guidelines for the distribution of Standard Awards to Superman after completion of *War of the Gods*. As potential actions by the Man of Steel are many and varied, the GM should feel free to modify these awards as s/he sees fit, depending on how well the Player role-played, found clever solutions to problems, and so on.

Action	Hero Points
Save Grimes from kidnapping	10
Prevent Corsica Webb's murder	5
Protect Jimmy Olsen/WGBS employees from Stheno's attack	10
Choose to lead troops	5
Bargain for control of troops in Solitaire Section 13	3
Insist on control of the time troops leave Earth in Solitaire Section 16	5
Win war by defeating opponents	15
Both Characters win war	25

Invasion Stat Sheet

Ares' Troops

Initial Force Rating 40

Diminished in Superman's Encounter 5: _____

Subtotal _____

If Wonder Woman leads Ares' troops, add 5 + _____

TOTAL _____

Darkseid's Troops

Initial Force Rating 40

Diminished in Wonder Woman's Encounter 5: _____

Subtotal _____

If Superman leads Darkseid's troops, add 5 + _____

TOTAL _____

Troop Strength	80	Damage To Battlefield	Troop Strength	80
Battle 1:	_____	_____	Battle 1:	_____
Battle 2:	_____	_____	Battle 2:	_____
Battle 3:	_____	_____	Battle 3:	_____
Battle 4:	_____	_____	Battle 4:	_____
Battle 5:	_____	_____	Battle 5:	_____
Battle 6:	_____	_____	Battle 6:	_____
Battle 7:	_____	_____	Battle 7:	_____
Battle 8:	_____	_____	Battle 8:	_____
Battle 9:	_____	_____	Battle 9:	_____
		TOTAL _____		

GM NOTE: Remember to subtract the RAPs of damage inflicted by each attack from the **Troop Strength** and not from the **Force Rating** for each army.

BATTLE MATRIX

Ares' Forces Attack

Darkseid's Forces Attack

Darkseid's and Ares' Forces each at +10 to AV/EV, must fight three (3) phases minimum. Winner receives fragment. Level 2 damage to battlefield.

Darkseid's Forces Defend

Ares' Forces at +10 to AV/EV, Darkseid's Forces at +5 to OV/RV, each must fight two (2) phases minimum. Winner receives fragment. Level 1 damage to battlefield.

Ares' Forces Defend

Darkseid's forces at +10 to AV/EV, Ares' Forces at +5 to OV/RV, each must fight two (2) phases minimum. Winner receives fragment. Level 1 damage to battlefield

No Bonus to AV/EV, each must fight one (1) phase minimum. Both sides receive fragment. No significant damage to battlefield

HOW TO USE THIS BOOK

This Match-Play module is a new style of adventure module. Read the inside front cover section **Read This First** for details on the Match-Play system. The following paragraphs introduce unfamiliar Players to the format of DC Heroes Role-Playing modules.

Each adventure has 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) Adventure Background provides the Gamemaster with the background needed to run the adventure.

Characters

This section is shared between both Players, and contains information concerning the Player and Non-Player Characters involved in the adventure.

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

This section, entitled Wrap Up, comes at the end of the final Match-Play encounter shared by the Players. Whether the module was run as a Match-Play or as a one-on-one adventure, the 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 a module, 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 ...	The Watchmen, Beginning Level Characters
501-1000	The New Teen Titans, Infinity Inc, Young All Stars
1001-2000	The Outsiders
2001-4000	Justice League International without Dr. Fate
4001-8000	JLI with Dr. Fate, Green Lantern Corps
8001-16000 ...	Wonder Woman, Superman (post Crisis)

ABBREVIATIONS

AP(s)	Attribute Point(s)
AURA	Aura (Attribute)
AV	Acting Value
BODY	Body (Attribute)
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)

Chaos Reigns . . .

Terror Ensues . . .

Who Can Stop the . . .

Chaos reigns on Earth, and the resulting terror brings Superman™ and Wonder Woman™ into action in the WAR OF THE GODS, an Exciting Match-Play adventure featuring the conflict of the year. What will be the result when the Man of Steel™ meets the Amazon Princess™? Will their loyalties bring them into fierce combat or can they ally to stop the War of the Gods?

WAR OF THE GODS

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