

ANTHOLOGY



HEROES
ROLE-PLAYING GAME

ACTION
COMICS

IN HOT PURSUIT



ATOM

HUNTRESS

MANHUNTER

"HOT PURSUIT

AUTHORS

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INTRODUCTION

In Hot Pursuit is the first adventure module of its kind published for use with the DC HEROES Role-Playing Game. Rather than being one long adventure featuring a single character or group of characters, it is an anthology: a collection of shorter adventures, each featuring a different exciting hero from the DC Universe. In these pages, you will find a variety of scenarios that range from a knock-down super brawl featuring the Man of Steel, Superman, to a dark mystery that must be unraveled by the enigmatic Huntress. The adventures contained herein also feature a variety of styles, each coming from the pen (or word processor, as the case may be) of a different author. These range from the whimsical antics of the Atom's would-be nemesis, Strobe, in Joe Pecsényi's tale, to the cold, calculated planning of Deathstroke the Terminator in the story by William Tracy.

The first adventure, "To Sleep, Perchance to Dream," stars Superman. While trying to enjoy a luncheon date with his associates from the *Daily Planet*, Clark Kent is forced to change into his heroic alter ego when he spies a green explosion at a LexCorp research building. Investigating the disaster as Superman, Kent finds himself on the trail of Amazo, an android with the powers of the original Justice League of America. Its computerized mind damaged, Amazo is running amok, trying to find the JLA, so he can kill them and return to his electronic sleep. Superman must try and halt the android's rampage while protecting innocent bystanders who get in the way, including Lex Luthor, the Man of Steel's deadliest foe!

The next adventure, "Top Gun of Ivy Town," features the Atom. Ray Palmer goes to a corner store to buy some soft drinks for his associates, and finds himself tracking down a ring of counterfeiters. When he finally tracks the criminals to their lair, the Atom discovers that the gang's ringleader is none other than Strobe, a minor league villain who keeps trying to make it big by challenging the Atom dressed in stolen battle armor. This time, Strobe is calling himself "the Invincible Psi-Lord," and he plans to show the Atom

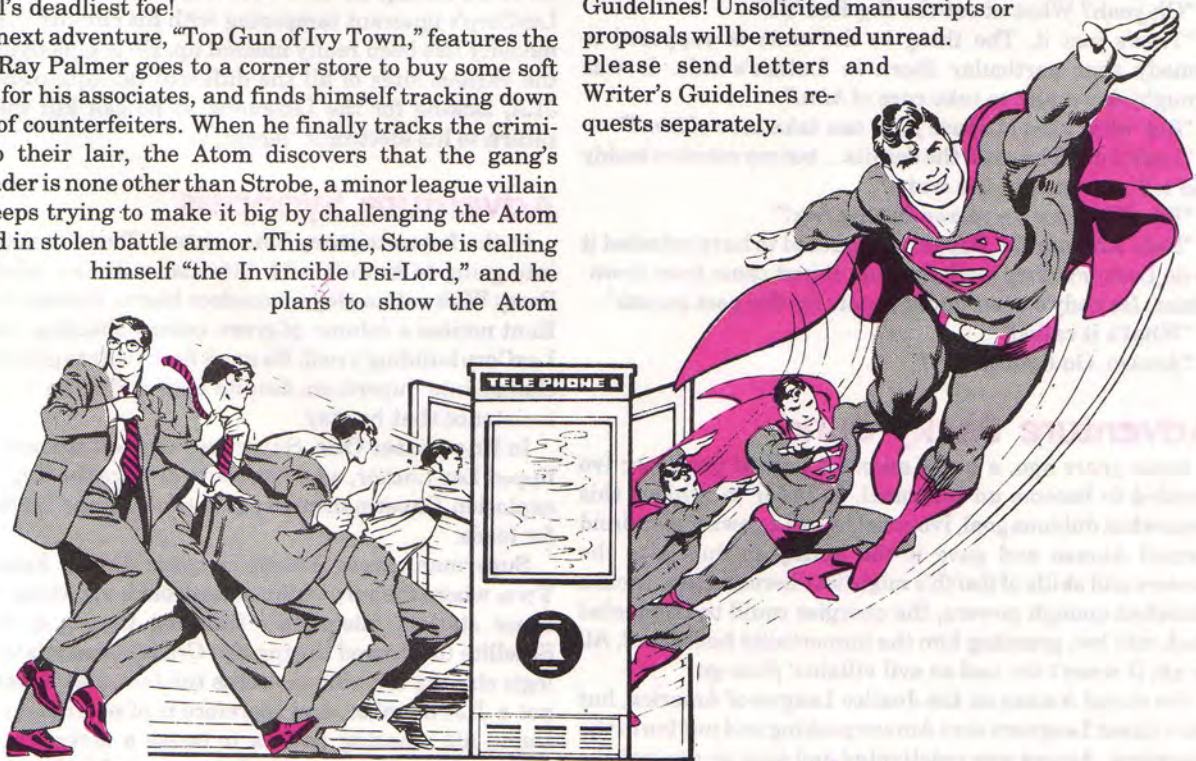
that this town is only big enough for one of them...

"Enter the Dragons," the third adventure, highlights the Huntress. A routine nighttime patrol turns into a hunt for the leader of a vicious street gang. The Red Dragons are no ordinary gang, however, and their leader has more than a few tricks up his sleeve. It will take all of the Huntress' skill and cunning to escape from the clutches of the Dragon.

Manhunter is featured in "Doppelgängers From the Past," the final adventure. Mark Shaw, Manhunter, travels to the small Eastern European country of Tandrovia for a little rest and relaxation, but what he gets is Deathstroke the Terminator. As Manhunter stalks the Terminator through a remote mountain pass, the pair stumble across a long-hidden base filled with clones of Paul Kirk, Shaw's predecessor to the Manhunter name. The clones awaken, and they are not happy. Will Manhunter be forced to team up with the Terminator to survive?

Think You Can Do Better?

Once you have played all of the adventures in *In Hot Pursuit*, drop us a line at the address on page 2 and let us know what you thought of them. Be sure to tell us what characters you would like to appear in future anthologies, as well. If you are interested in submitting adventures for future anthology modules, write to the DC HEROES Product Line Coordinator at the address on page 2 and request a copy of our Writer's Guidelines. Do *not* send proposals or manuscripts without first requesting Writer's Guidelines! Unsolicited manuscripts or proposals will be returned unread. Please send letters and Writer's Guidelines requests separately.



Superman in To Sleep Perchance to Dream

Gamemaster's Background

Dateline: Metropolis, LexCorp Research Center, today, 8:00 am:

"Hey, Jake, what's in that crate?"

"How should I know? I'm only in Research and Development."

"Oh, c'mon, Jake — I'm your buddy! You're telling me that you don't know what's in an eight-foot crate guarded by Luthor's best bodyguards, who are all decked out in high-tech weaponry, no less? Give me a break! I may only be a lowly computer technician, but I'm no dummy. You can trust me. What gives?"

"All right, all right! But not a word to anyone, or my butt will be Luthorized, got it?"

"Yeah, sure, sure! Now, talk!"

"Well, you remember how LexCorp sent up its own private space shuttle five weeks ago?"

"Sure I do. I had to work overtime getting the computers aligned to the shuttle's telemetry. They put a few communication satellites into orbit, right?"

"That's right, but did you know that they came back *with* something?"

"Wha-at? Since when does LexCorp engage in space junk salvage?"

"Well, I heard from a buddy in the Robotics Department that the boss wanted the pilots to pick something up that would 'put him back in control of Metropolis'."

"Oh yeah? What about the Big Red 'S'?"

"That's just it. The thing in the crate is supposed to remedy that particular thorn in Luthor's side. It was brought down just to take care of *him*."

"But what kind of space junk can take care of *him*?"

"Look, I don't have all the details... but my robotics buddy *did* tell me who's in the crate."

"Who?!? There's a *person* in that box?"

"Nah. An android. Repair is supposed to have retooled it to do Luthor's dirty work for him. It just came from downstairs. Its body's been under repair for the past month"

"What's it called?"

"Amazo. Go figure."

Adventure Background

Some years ago, a nutty scientist named Professor Ivo decided to become an immortal. In order to achieve this somewhat dubious goal, Ivo constructed a powerful android named Amazo and gave it the ability to duplicate the powers and skills of Earth's mightiest heroes. Once Amazo absorbed enough powers, the energies could be channeled back into Ivo, granting him the immortality he desired. All in all, it wasn't too bad as evil villains' plots go.

Ivo sicced Amazo on the Justice League of America, but the valiant Leaguers sent Amazo packing and put Ivo in the hoosegow. Amazo was reactivated and sent up against the

JLA several times, but was always defeated and deactivated. Ivo, meanwhile, tried several other ploys to gain immortality, including constructing an army of android duplicates of himself. The JLA put an end to all of these schemes, and finally threw Ivo into Arkham Asylum and threw away the key. In his most recent battle with the League, the "One Man Justice League" (Amazo's snappy nickname) was left hanging in orbit around the Earth, totally inert.

One month ago, Lex Luthor's space shuttle astronauts salvaged Amazo, and Luthor assigned his best people to repair and reprogram the android to do his bidding. Luthor's technical experts managed to repair Amazo's body of all the damages incurred in his past battles with the Justice League, and are about to begin his mental reconditioning. Unfortunately, the android is suddenly reactivated in the middle of its reconditioning and, predictably, goes berserk.

This poorly timed incident occurs because of a mental pulse originating from Bailey, New Hampshire, where five Ivo androids are going into an anti-JLA killing frenzy (see *Mister Miracle* #7-8 for the whole story). Their electronic brains emitted the wave, and since Amazo was also built by Professor Ivo, he is on the same "wavelength," and consequently is activated.

Amazo begins looking for the old Justice League of America, whom he knows he must kill in order to return to his condition of eternal sleep. However, due to the damage incurred during his last confrontation with the JLA and LexCorp's ignorant tampering with his circuitry, Amazo's memory has been really messed up. He begins flying off to the various sites of all the different headquarters of the JLA, looking for the Leaguers, so he can kill them and return to his electronic "sleep."

Adventure Synopsis

In the **Introductory Encounter**, Clark Kent is forced into going to brunch with Lois Lane, Jimmy Olsen, and Perry White at an elegant outdoor bistro. During the meal, Kent notices a column of green energy shooting out of the LexCorp building's roof. He must find a way to get away and change into Superman, despite Lois' and Perry's adamant insistence that he stay.

In **Encounter One**, Superman faces off against a tight-lipped Lex Luthor, who refuses to divulge the origin of the explosion. Superman must use his Powers and Skills to look for leads.

Superman meets Amazo in space during **Encounter Two**, where the very confused android is attacking a Soviet space station, mistakenly thinking that it is the JLA Satellite (destroyed during the *Crisis*). Amazo's damaged logic circuits are able to access the fact that Superman is not a JLA member, and therefore is of no interest to him. Using his amazing powers to cause a diversion, Amazo escapes from Superman and returns to Earth.

In **Encounter Three**, the Man of Steel follows Amazo to Detroit, Michigan, site of the JLA's Bunker HQ. Once again, Amazo is looking for the JLA's headquarters, even if he has to rip apart entire housing projects to do so. By placing a school bus full of nuns and orphans in jeopardy, Amazo buys the time he needs to escape again.

Amazo tries to start again at the beginning, namely LexCorp in Metropolis. He smashes his way into the research building, easily brushes away the security personnel, and threatens Luthor.

Lois Lane and Jimmy Olsen, still in the neighborhood after their interrupted brunch, dash inside to see what the trouble is about, and possibly expose themselves to danger. Superman arrives just in time for **Encounter Four**.

Encounter Five is the final battle, wherein Amazo, his rapidly malfunctioning optical units mistaking Superman for the Martian Manhunter and other JLA members, attacks the Man of Steel. This battle takes place in New York City, which according to Amazo's data banks, is the present location of the new JLA.

Notes: This adventure occurs concurrently with *Mister Miracle* #7-8. It is also important to remember that Amazo is *not* functioning correctly. His thinking is very linear and one-dimensional. He wants to kill the Justice League of America. He is *not* interested in Superman, police, security guards, or innocent bystanders. They are all beneath his notice. Any injuries incurred to the above-mentioned people will be purely incidental, most of it caused by Amazo's attempts to distract his opposition so that he can continue undisturbed on his quest to kill the JLA.



Player Character

SUPERMAN

DEX: 15	STR: 25	BODY: 18
INT: 11	WILL: 20	MIND: 15
INFL: 10	AURA: 10	SPIRIT: 10
INITIATIVE: 50 HERO POINTS: 200		

•Powers:

Directional Hearing: 8, Extended Hearing: 8, Flight: 15, Invulnerability: 22, Heat Vision: 15, Microscopic Vision: 15, Recall: 20, Sealed Systems: 11, Super Breath: 12, Super Hearing: 8, Superspeed: 14, Systemic Antidote: 18, Telescopic Vision: 13, Thermal Vision: 13, X-Ray Vision: 13

•Skills:

Artist (Writer): 4, Charisma (Persuasion): 15, Scientist: 10

•Advantages:

Area Knowledge (Metropolis); Connections: Batman (High), *Daily Planet* (High), Metropolis Police Department (High), White House (High); Popularity

•Drawbacks:

Secret Identity; Fatal Vulnerability: kryptonite, range of 2 APs; Loss Vulnerability: kryptonite, range of 2 APs; Loss Vulnerability: magic, range of 0 APs; Loss Vulnerability: lack of yellow sun radiation, range of 0 APs.

•Note:

All of Superman's Loss Vulnerabilities affect all of his Attributes and Powers.

•Alter Ego: Clark Kent/Kal-El

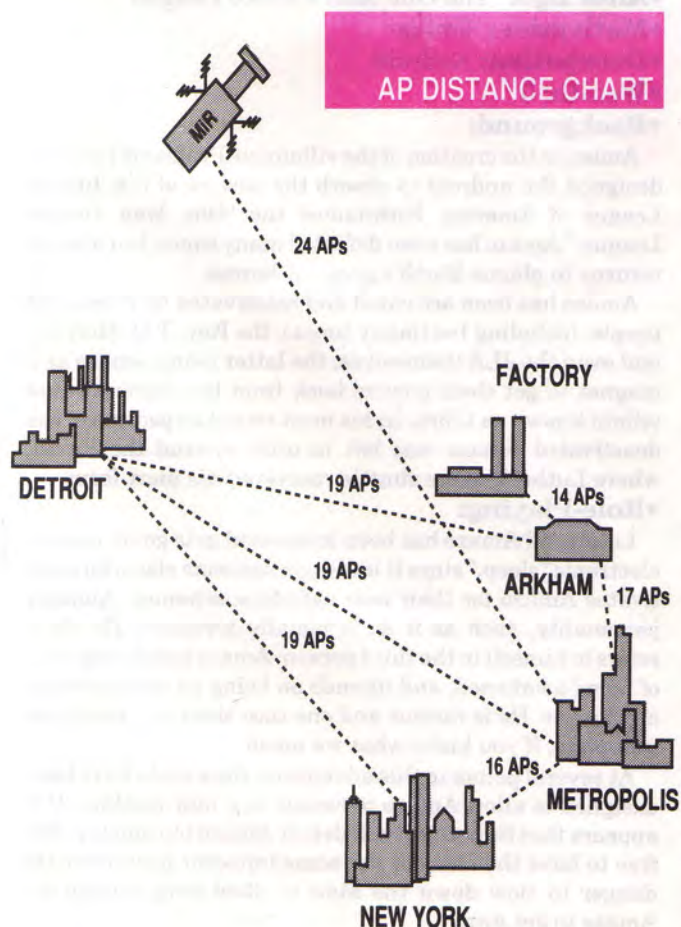
•Motivation: Upholding the Good

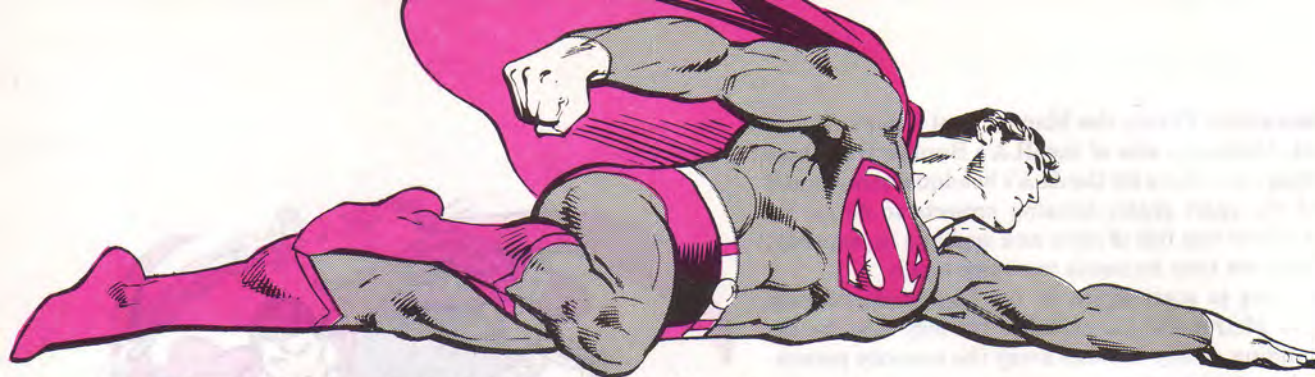
•Occupation: Mild-mannered reporter for the *Daily Planet*

•Wealth: 6

•Background:

Rocketed from the dying planet Krypton, infant Kal-El traveled to Earth, where he was found and adopted by





Martha and Jonathan Kent. As the child grew older, he manifested more and more powers. After graduating high school, Clark Kent spent several years using his powers secretly to aid mankind. He was finally exposed when he rescued an experimental spacecraft from disaster. Realizing that he could no longer keep his presence a secret, Kent turned to his adoptive parents, who helped him devise the identity of Superman. Disguised as a mild-mannered reporter for a great metropolitan newspaper, Superman fights a never-ending battle for truth, justice, and the American Way.

In this adventure, fellow reporter Lois Lane is calling Clark on a promise that he made to have brunch with her, allowing her to pick the time and place. He does *not* want to be here.

•Role-Playing:

Superman is without a doubt the greatest hero who has ever lived. His chief personality traits are his fundamental belief in the perseverance of good over evil, his determination to be victorious against the forces of injustice, and his confidence in his own ability to always triumph over adversity. His single-mindedness sometimes renders him somewhat naive to the gray areas that lie between the black and white views he holds.

Superman knows the following about Amazo:

1) Amazo was built by the mad genius Professor Ivo, and designed to absorb the old Justice League of America's powers and skills.

2) Amazo has the powers of Aquaman, the Martian Manhunter, Black Canary, the Elongated Man, the Flash and Green Lantern. He may also have some measure of the Batman's skills.

3) Amazo can duplicate the powers of other heroes, if they get close enough.

4) Professor Ivo, the man who built Amazo, is currently in Arkham Asylum.

5) The android should be in orbit, in pieces, around the Earth.

Unwitting Villain

AMAZO

DEX: 12	STR: 18	BODY: 15
INT: 5	WILL: 25	MIND: 10
INFL: 2	AURA: 3	SPIRIT: 10
INITIATIVE: 44 (44) HERO POINTS: 175		

•Powers:

Adaptation: 40, Animal Control: 15, Animal Summoning: 12, Chameleon: 10, Dispersal: 12, Flight: 13, Invisibility: 10, Mind Probe: 6, Sonic Beam: 8, Speak With Animals: 8, Stretching: 8, Super Breath: 10, Superspeed: 25, Swimming: 7, Telepathy: 6, Telescopic Vision: 8, Water Freedom: 12, X-Ray Vision: 8

•Skills:

Acrobatics: 6, Detective: 6, Vehicles: 10

•Bonuses:

Amazo can use Adaptation to adapt Attributes and Skills.

•Limitations:

Animal Powers only work on marine life.

•Equipment:

POWER RING [BODY: 25, INT: 10, Comprehend Languages: 20, Flight: 40, Force Manipulation: 25, Recall: 20, Sealed Systems: 16, Invulnerability: 18, Life Sense: 40, Omni-Power: 12, Regeneration: 4, Skin Armor: 4, Spirit Travel: 50]

Limitations: The Power Ring's Body is only 6 when it is not being worn; the Skin Armor Power does not have to be activated at its full AP value: Amazo loses one AP of Force Manipulation and Omni-Power for each AP of Skin Armor in use; Life Sense can only detect members of the Green Lantern Corps.

Miscellaneous Drawbacks: The Power Ring is completely useless against the color yellow.

•Alter Ego: "The One Man Justice League"

•Motivation: Nihilist

•Occupation: Android

•Wealth: 0

•Background:

Amazo is the creation of the villainous Professor Ivo, who designed the android to absorb the powers of the Justice League of America. Nicknamed the "One Man Justice League," Amazo has been defeated many times, but always returns to plague Earth's greatest heroes.

Amazo has been activated and reactivated by numerous people, including Ivo (many times), the Key, T.O. Morrow, and even the JLA themselves, the latter using Amazo as a magnet to get their powers back from the disincorporated villain known as Libra. In his most recent appearance, the deactivated Amazo was left in orbit around the Earth, where Luthor's space shuttle recovered his inert form.

•Role-Playing:

Lately, all Amazo has been interested in is going back to electronic "sleep," since it is always someone else who reactivates Amazo for their own nefarious schemes. Amazo's personality, such as it is, is usually arrogant. He often refers to himself in the third person. Amazo is sick and tired of being awakened, and intends on being no one's servant any longer. He is furious and one taco short of a combination plate, if you know what we mean.

At several points in this adventure, the events have been designed to allow Amazo to escape to a new location. If it appears that Superman will defeat Amazo too quickly, feel free to have the android put some innocent bystanders in danger to slow down the Man of Steel long enough for Amazo to get away.

Non-Player Characters

Note: Game statistics for Jimmy Olsen, Lois Lane and Perry White can be found on pages 91, 92, and 93 (respectively) of the *Background / Roster Book*.

LEX LUTHOR

DEX: 4 STR: 3 BODY: 4
INT: 14 WILL: 6 MIND: 6
INFL: 8 AURA: 6 SPIRIT: 5
INITIATIVE: 26 HERO POINTS: 125

•Skills:

Charisma: 10, Gadgetry: 15, Scientist: 15

•Advantages:

Connections: Business Community (High), Underworld (High), U.S. Military (High); Connoisseur; Genius; Leadership; Omni-Connection; Popularity; Scholar (business, robotics, weapons)

•Drawbacks:

Dark Secret (illegal activities); Catastrophic Irrational Attraction to destroying Superman; Minor Physical Restriction: artificial hand; Public Identity

•Equipment:

Metal Hand [BODY: 14, EV: 7]
16 AP ABCD Omni-Gadgets (x2)

•Motivation: Power Lust

•Occupation: Owner of LexCorp

•Wealth: 25

•Background:

The chief executive officer of LexCorp International, the ruthless Lex Luthor is Superman's greatest foe. Always covering his tracks, Luthor has yet to be found guilty of any crime. Luthor has a pathological need to be in charge of all he surveys, especially in the city of Metropolis.

He lost his hand as a result of a radiation poisoning from a chunk of kryptonite he had set in a ring as a defense against Superman.

•Role-Playing:

Most notable about Lex Luthor's demeanor is his belief and regular pronouncements that he is the most brilliant and powerful man in the world, an assumption that is not without its arguable validity. Luthor is a scientific and business marvel, a man possessed of a steel-trap mind and a profoundly determined will. With a staggeringly awesome financial kingdom at his disposal to support his every criminal whim, Luthor is a man with whom only a fool trifles.

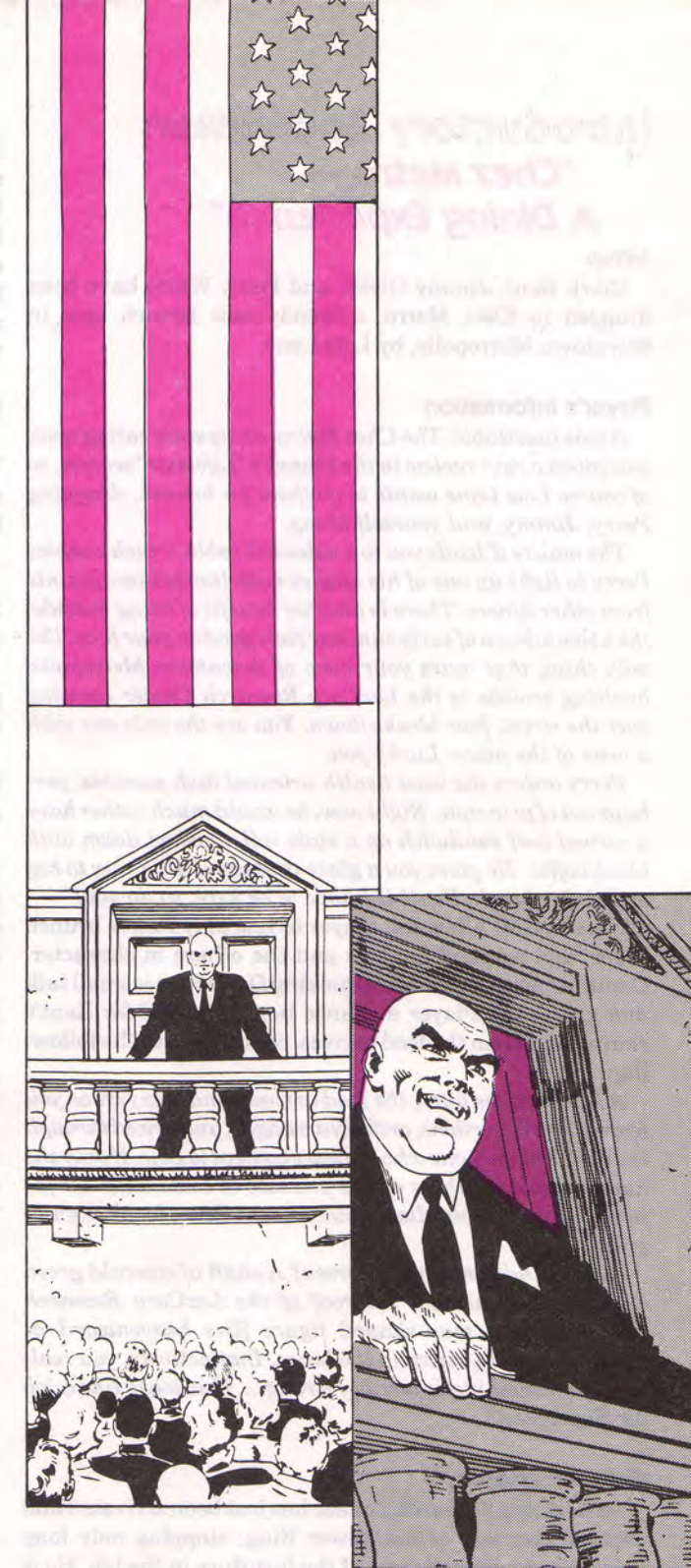
Lex wants Amazo functional and obeying his voice commands so that the android will destroy Superman for him. He also thinks that Amazo would make a splendid super-powered bodyguard.

LEXCORP SECURITY

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

•Skills:

Martial Arts: 4, Weaponry: 5, Vehicles: 4



•Equipment:

Laser Rifle [BODY: 4, AV: 4, EV: 4, Ammo: 10, R# 2]
Body Armor [BODY: 5]

•Motivation: Mercenary

•Background:

These men are Luthor's strongest, most loyal, clear thinking, competent guards. They are decked out in high-tech equipment, are very confident, and answer only to Lex Luthor. They have been taught that a healthy distrust of Superman is a job prerequisite, and they oblige.

Introductory Encounter:

"Chez Metro — A Dining Experience"

Setup

Clark Kent, Jimmy Olsen, and Perry White have been dragged to Chez Metro, a trendy new brunch spot in downtown Metropolis, by Lois Lane.

Player's Information

It was inevitable. The Chez Metro, an upscale eating spot, was given a rave review in the Planet's "Lifestyle" section, so of course Lois Lane wants to go there for brunch, dragging Perry, Jimmy, and yourself along.

The maitre d' leads you to a sidewalk table, which enables Perry to light up one of his stogies with limited complaints from other diners. There is another benefit of being outside: the noonday sun of early summer feels good on your face. The only thing that mars your view of downtown Metropolis' bustling crowds is the LexCorp Research Center looming over the street, four blocks down. You are the only one with a view of the place. Lucky you.

Perry orders the least health-oriented dish possible, perhaps out of principle. Right now, he would much rather have a corned beef sandwich on a stale roll, washed down with black coffee. He gives you a glare that says: "Don't try to beg out of this lunch, Kent! If I have to be here, so do you!"

Note to GM: Allow the Player to role play Kent's brunch order, and respond for Lois and the others in character. Continue for a few minutes, making *Daily Planet* small talk and giving the Player a chance to get the feel for Kent's character. When the food arrives, continue with the following:

A few minutes later, the food arrives, and it is just as you feared. Small portions, artfully arranged, and priced through the roof. The only one who appears content is Lois. If only she hadn't made the three of you promise to come with her for lunch! Jimmy looks disappointed, and Perry looks slightly green.

Green? Did someone say green? A shaft of emerald green energy slices through the roof of the LexCorp Research Center, and a man-shaped figure flies heavenward at amazing speeds, right up the beam. Instinctively, you realize that something is terribly wrong... This looks like a job for Superman!

GM's Information

At LexCorp Research, Amazo has just been activated and escaped courtesy of his Power Ring, stopping only long enough to rearrange some of the furniture in the lab. He is off to outer space to find the JLA Satellite and kill the JLA, an act that will automatically shut him down and put him back to sleep. Luthor and his workers are trying to pull themselves together after the android's emerald assault. They will not call any outside agencies for help.

Clark needs to get away to change into Superman, but his three friends will forbid him from leaving, Perry being the one who will actually order Kent to "Stay put!" No one else at his table saw the green light, and now it is gone. Clark's friends simply will not be Persuaded. It will take a lot more than words to change their minds.

Allow the Player to make a Perception Check against an OV/RV of 10/10. Any positive RAPs will cause Superman to realize that the green beam may have weakened the rest of the Research Center's roof. Quick action is needed. Even though the building is owned by Lex Luthor, human lives are still at stake. A distraction is going to be needed. The following are located within 1 AP of the table if the Player asks for a description of his surroundings, plus the GM may wish to make up something of his own.

Waiter wheeling an Espresso Machine [DEX: 2, BODY: 3, Coffee Making: 4].

Positive RAPs on an Action Check using a burst of Heat Vision as the AV/EV against an OV/RV of 2/3, with a +3 CS modifier, will cause the machine to emit a spray of scalding hot coffee onto Clark, giving him an excuse to leave.

Waitress wheeling a pastry cart [DEX: 3, BODY: 3].

A sudden intake of air (Super Breath versus an OV/RV of 3/3) could bring the cart crashing onto the table, messing up any or all four of the diners.

A hired dog walker is walking a dozen dogs down the street. They strain at the leashes, because they smell food (apparently, they are not afraid of nouveau cuisine).

A quick burst of Heat Vision on their leashes (against an OV/RV of 3/3) should grant the dogs' wishes and provide quite a distraction!

The Player may come up with some other clever way of distracting his luncheon companions and escaping to transform into Superman. If the ploy is suitably within the spirit of the Superman mythos, the GM should allow Kent to get away and get on with the adventure.

If Superman flies over the roof and uses any Vision Powers, he will see that the roof area surrounding the beam-blasted hole is indeed weak and requires a long (2 APs of time) burst of Heat Vision to fuse it until a work crew can repair it.

If the Man of Steel flies into the LexCorp Research Center, proceed to **Encounter One**. If he immediately takes off after the flying figure, go to **Encounter Two**.

Troubleshooting

If Superman tries to follow the flying figure before he repairs the roof, have the Player make another Perception Check against an OV/RV of 5/5. Any Positive RAPs will cause Superman to notice that the roof is indeed in danger of collapse. If he persists in chasing the mystery figure, he will get lucky and the roof won't collapse. Continue play with **Encounter Two**, but chastise the Player for his casual disregard of the danger posed to innocents.

Encounter One:

What Green Light? What Mess?

Setup

Superman enters the Research Center via the eight-foot hole in the ceiling. The green energy has long since dissipated. Luthor and four of his assistants are trying to clear their heads after the massive burst of green light. All of the equipment used to rebuild Amazo is still here, as well as a computer terminal with information still on the screen. Some of the equipment clearly looks as if it has been tossed around with impossible ease. Most of the tossed pieces weigh at least 6 APs.

Player's Information

Inside the LexCorp robotics lab, four men in white lab coats are shaking their heads as if they had been struck by something. The fifth figure is Lex Luthor himself, who has regained his own composure with more dignity. He wears a scowl that says "We don't need anyone's help."

There is a great deal of equipment here, and most of it appears to still be in working order. Some of it appears to have been tossed about the room. A ten foot long table with wires attached to it has sustained some scorching damage. Across the room, there is a computer terminal with a flickering screen.

GM's Information

In the aftermath of Amazo's escape, the four LexCorp scientists will say nothing incriminating. They either respect Luthor, fear him, or both. Lex himself will be openly hostile to Superman, and will respond to any inquiries as follows:

"Look, we didn't call for you. We have the situation under control. It was a simple holographic light show that went out of control. This is private property, and you, Superman, are trespassing. Either leave, or I'll call Security... and the Metropolis Police."

Luthor will not thank or even acknowledge Superman's repair job. If Superman attempts to use Character Interaction to force Luthor to talk, Luthor will call in his security guards and have them escort the Man of Steel from the premises.

If the Player wants Superman to examine the equipment in an effort to figure out its functions, the OV/RV against the Scientist (Analysis) Skill is 15/15. Information learned is as follows:

RAPs	Information Gained
1 RAP	<i>The equipment has something to do with robotics.</i>
1/2 RV	<i>The equipment is apparently used for android repair, but there is no sign of any androids in the laboratory.</i>
Full RV	<i>The machinery in the laboratory is involved in android repair. The nature of the equipment leads you to the conclusion that the scientists were working on an android's memory system when the explosion of green energy occurred. There is no sign of an android in the lab now.</i>

Any attempt to read the computer screen with Telescopic Vision is an automatic success. It reads:

Project Lazarus, Final Stage: Mental Reconditioning and Memory Dump. With the salvage a success and body repairs complete, the final step is an inventory of the android's memory banks and reconditioning, plus implementation of obedience to voice patterns of Lex Luthor and and installation of hatred for the target subject.

The subject, despite its shutdown status, still shows artificial encephalographic activity. It has apparently been programmed to find the now-defunct Justice League of America. There appears to be some damage to its memory, most notably several chronological gaps. Readouts frequently refer to something alternately called a "KLA Satellite" or a "Blunker." Memory has been updated to include the location of the JLI

embassy in New York (an attempt to clear conflicting Justice League data present in memory systems).

The references to satellites, plus the sight of the green energy blasting up into the sky, should be enough to send Superman flying off into space after Amazo. When he does so, play continues with **Encounter Three**. If Superman does not immediately take off after the android, see *Troubleshooting*.

Troubleshooting

If the Player is being decidedly undramatic, and wants to enter the building through such mundane means as the front door rather than doing the heroic-looking thing and flying through the hole, make it known that the weakened roof is about to collapse (Superman's Extended Hearing picks up the creaks). As Superman repairs it, he will see the interior of the lab and Luthor. No Perception Checks are necessary.

Superman cannot bully Lex Luthor or threaten him with physical violence. This is out of character for the Man of Steel. He also will not force the scientists to talk, knowing that this will put them out of work. Superman is too nice of a guy to do that.

However, if Superman uses his Extended Hearing as he is leaving LexCorp, he will hear the following:

"Mister Luthor, sir! I think he suspects!"

"Brilliant, Simon! Did you figure out that one by yourself, or did Mitchell help you? Blast it! Where could that stupid android have flown off to?"

"Well, sir, the computer indicates that Amazo was accessing his memory banks, and when he reached the term 'KLA Satellite,' he stopped accessing and went into 'combat mode.'"

"WHAT!?!? That computer screen was on when that caped Boy Scout was here? Blast it, Simon, purge all data on Amazo right now!"

"But sir, it took us weeks just to collect all this data after the salvaging, and ..."

"Do you want a transfer to say, Teheran, as an electronics advisor?"

"Data purged, sir."

If Superman does not immediately go into space after Amazo, he will eventually see a scrolling electronic headline mounted on a building reading "Soviet Air Defenses on Alert... humanoid flown up from United States attacking Mir space station..." This should be roughly the equivalent of a neon sign pointing the Player in the right direction.

Encounter Two:

Lost and Spaced

Setup

Superman, acting on clues he found at LexCorp, has followed Amazo's trail into outer space. Amazo, in his dazed state, is looking for the JLA Satellite, which was destroyed several years ago. Due to his malfunctioning optical sensors, Amazo perceives the Soviet Union's Mir space station as the JLA Satellite.

Player's Information

Taking a deep breath, you launch yourself into the upper reaches of the atmosphere, homing in on the former location of the long-gone Justice League Satellite.

Note: If Superman flew into space immediately after the

green burst of energy, or just after visiting LexCorp, read the following to the Player:

What an odd sight. The android Amazo, whom you have fought before, is hovering roughly 100 yards away from the Soviets' Mir space station, with a giant green megaphone made of emerald energy. He appears to be yelling at the station, but of course, no sound carries through the vacuum of space.

If Superman did not immediately pursue Amazo, read the following to the Player when the Man of Steel finally arrives at the location in outer space:

Great Krypton! Amazo, an android you thought was long since destroyed, is hovering roughly one hundred yards away from the Soviets' Mir space station. The demented mechanical being has formed a huge green can opener made of emerald energy with his imitation Power Ring, and is beginning to rip into the hull of the space station. The cosmonauts inside could be killed any second!

GM's Information

Amazo has gone crazy and is looking for the Justice League of America, since only destroying them will put him back to "sleep." His memory and perceptive circuits have been damaged, and he is attacking the Mir station, under the mistaken impression that it is the JLA's satellite headquarters. He will spend five minutes just challenging the JLA through his Power Ring-created megaphone, saying things like:

"Come out, insects! Amazo will destroy you! Why did you awaken Amazo? You shall come out and fight Amazo now, or Amazo shall rip open your puny satellite and come for you!"

Poor Amazo. His electronic brain is so addled that he does not realize that this is outer space — sound doesn't carry. If Superman arrives while Amazo is shouting at the station, allow the Player to make a Perception Check against an OV/RV of 4/4. If this Check gains positive RAPs, Superman will perceive that Amazo does not know that his voice is not being heard. If the Check gains more than 4 RAPs, Superman will be able to read Amazo's lips to determine what the android is trying to say. This should be a big clue to Superman that Amazo's brain is not working quite correctly. If Superman wants to eavesdrop on Amazo's conversation, he will automatically succeed if he uses Extended Hearing.

When Amazo sees Superman, he will initially ignore him. The JLA can put Amazo to sleep... Superman is not in the JLA... Therefore, Superman cannot put Amazo to sleep! If Superman attacks Amazo more than one phase in a row, Amazo will retaliate, depending heavily on his Power Ring. He will use as many Hero Points as necessary on Last Ditch Defense to reduce the amount of damage that the Man of Steel can do. If Amazo's Current Body Condition is reduced to 10 APs or less, his brain will suddenly and temporarily become coherent, and he will say: *"Update... Memory correction... Justice League no longer in satellite... new headquarters is on Earth."* Superman can hear Amazo's update if he uses Extended Hearing. Amazo will create a distraction by grabbing the Mir Station in a Power Beam grip and throwing it towards the moon at a speed of 13 APs. As Superman inevitably flies off to rescue the station, Amazo will retreat Earthward.

MIR SPACE STATION [Body: 13, Sealed Systems: 18]

Even if he does not sustain the damage mentioned above, Amazo's brain will briefly right itself 3 APs (eight phases) after he begins combat with Superman. At this point, he will make the announcement and create the distraction just given before leaving the station and heading for Detroit to find the Bunker.

If the Player mentions it while Superman is rescuing the station, he should be given a Perception Check against an OV/RV of 8/8 to determine which direction Amazo is heading. Information received is as follows:

RAPs

1 RAP

1/2 RV

Full RV

Information Gained

Amazo is headed in the general direction of the American Midwest.

The android seems to be flying straight towards Michigan's lower peninsula.

The course Amazo is flying is a direct heading for the city of Detroit, Michigan.

After Superman has rescued the space station and continues in pursuit of Amazo, play continues with **Encounter Three**.

Troubleshooting

Amazo will not believe Superman if he tells him that the Mir station is not the JLA Satellite. To Amazo's damaged optical circuits, the station *is* the JLA Satellite. If Superman tries this, he will have to get right up to Amazo's ear and use a mouthful of air, since out in space no one can hear you yell. Amazo will fend off most of Superman's attacks by using his Power Ring. If it appears that the Man of Steel will defeat Amazo too easily, the android's Power Ring will throw the space station to the moon whenever necessary, delaying Superman for a few moments to make his getaway.

If Superman uses his Telescopic Vision on the Mir, he will see the faces of two frightened Soviet cosmonauts. It would do a lot for international relations and glasnost if he dropped in to make sure that they are all right (which they are—just shaken up a bit). They have told Soviet Mission Control that a humanoid figure flew up from North America and threatened them. This could become a messy international incident unless Superman rectifies it.

If Superman somehow manages to defeat Amazo in this encounter, the adventure is over. See **Endgame** for the awarding of Standard Awards.

Encounter Three:

The Motown Masher

Setup

Stung by his failure at the Mir station, Amazo heads to the slums of Detroit and begins yelling at the neighborhood buildings, demanding that the JLA show themselves. If Superman did not pick up Amazo's trajectory, the GM may have to improvise some clues that will lead the Man of Steel to Amazo's current location. When Superman arrives in Detroit, read the Player's Information section.

Player's Information

Amazo, using Superspeed, is racing up and down the neighborhood streets of the slum areas of Detroit, yelling for

the Justice League of America to come out and fight him. Suddenly, he pulls up and stares at a street sign that reads Cameron Street.

An elderly woman storms out of a nearby tenement and angrily shakes her withered fist at the android's hulking form.

"Hey, you!" she shouts, "What d'you think you're doing making all that noise?"

Amazo turns towards her, a crazed glow in his eyes.

GM's Information

The old woman is Mother Windom, an elderly widow who became a close friend of the JLA while they resided in the Bunker. If Superman does not intervene, Amazo will spend a few minutes interrogating Mother Windom, demanding to know the location of the "Blunker," the new Justice League of America headquarters, which his memory circuits indicate is in this area. Also, as before, Amazo will consider Superman beneath his full attention. If Superman is making a pest of himself, Amazo will provide some distractions to occupy the Man of Steel's attention. Since this is a densely populated area, one or more of the following can be used:

1) Amazo will grab a school bus full of nuns and orphans and give it a good, hard toss in the direction of Lake St. Claire.

BUS [STR: 7, BODY: 8, Running: 5, R#: 5]

2) Amazo will smash the foundation of the tenement building. Twenty occupants will need rescuing before it collapses in one minute (15 phases).

3) Amazo, using his Power Ring, will blast a 747 flying overhead in hopes of causing it to crash into the heart of the city.

747 [STR: 11, BODY: 12, Flight: 10, R#: 2]

While Superman is dealing with these crises, Amazo will continue to interrogate Mother Windom, who will finally break down and confess that the Bunker is located in an abandoned factory two blocks down. Amazo will charge over to the factory, break in with his Power Ring, and after several phases of crashing about inside, will emerge shouting his frustration.

"Justice League is not here! They continue to prevent Amazo from sleeping! Where can Justice League be? Amazo must find out!"

Amazo will then shake his head rapidly back and forth as if clearing it, bellow "Back to the beginning!" and fly off towards the east.

For a distraction, Amazo will create a massive fire in the abandoned Bunker. If left unchecked, the fire will level the entire city block. The fire will begin at an intensity of 7/7 and spread according to the guidelines described in Appendix A of the *Rules Manual*. The Player should be convinced to use Superman's powers creatively to put out the blaze before pursuing Amazo.

The Player may reach several conclusions about what Amazo means by "back to the beginning." He may conclude that the android is referring to the lab where Amazo was built, the Justice League's Secret Sanctuary, or even a visit to Professor Ivo. However, the confused android is actually referring to the beginning of this particular waking period, back at LexCorp.

If Superman returns to Metropolis, continue with **En-**

counter Four. Otherwise, use the appropriate **Investigation** section that follows, or improvise an investigation based on the course that the Player chooses to follow. If it appears that Superman is completely off the track, he will be interrupted by the ultrasonic whine of Jimmy Olsen's signal watch 15 minutes after Amazo leaves Detroit. Homing in on the signal will lead Superman back to the LexCorp building in Metropolis.

Troubleshooting

Amazo will still not listen to any reasoning from Superman. If needed, he will use Superspeed in order to get away from Superman.

If Superman somehow manages to defeat Amazo in this encounter, the adventure is over. See **Endgame** for the awarding of Standard Awards.

Investigations

Arkham Asylum

Superman can visit Arkham Asylum (17 APs away from Metropolis) in order to talk to Professor Ivo. Let the Player make an Action Check using Superman's Charisma (Persuasion) Skill as the AV/EV against an OV/RV of 7/5. On any positive RAPs, Ivo will be all too willing to talk, spouting the following babble. He will not answer specific questions.

"Amazo? Amazo? Amazo is my first-born son, Superman! The first-born always has a special place in a father's heart, yes? Were you a first-born son, Superman? Amazo was mine, but like so many sons, he fell short of my expectations. Do you fall short of your father's expectations, Superman?"

"Amazo was supposed to beat the Justice League for me. He was born in my laboratory just 20 miles north of here, underneath an abandoned toy factory! Isn't that funny? Amazo is just a big toy! Such delicious irony! He kept getting beaten, no matter how many Leaguers' powers he absorbed. He still has them, you know. Do you wonder how I got the know-how to create a Power Ring as strong as Green Lantern's? Heeheehee!! Won't tell, won't tell!"

"I killed the Justice League, you know. Oh, actually not me, but my sons. Such good boys. But they weren't the real Justice League, oh no. They were children. Just children. I'm so bad."

"Amazo wants to destroy the Justice League? Heeheeheehee. Such a good boy, but a bit slow on the uptake. Are you slow on the uptake, Superman? He wants to find the Justice League? Oh well. Better late than never. He would probably try to find them at the League headquarters. They used to live in a mountain, I think. But they moved into the sky, right? One of the thousand points of light. Did you vote during the last election, Superman? No, no. They moved to Detroit. They'd better watch out for all the street gangs... we wouldn't want them to get hurt, would we? Heeheehee."

"Well, I gotta go now. Bad boys can't talk too much to outsiders. Do you know Batman, Superman? Amazo's going after the League? Oh, he'll definitely try to get them at their headquarters. That's what I'd do, and Amazo takes after me! Like father, like son!"

The Abandoned Laboratory

The Schott toy factory has been abandoned for years. Underneath the crumbling building is a laboratory setup, though it has been ruined with age. It was last used by Ivo's androids to kill off the Justice League of America during

Darkseid's campaign to destroy Earth's legends.

A simple sweep of X-Ray or Microscopic Vision gives Superman the chance to make a Perception Check against an OV/RV of 5/5. If it gains positive RAPs, Superman will realize that this building has not been used for a while, and that there is no sign of Amazo in the area.

The Secret Sanctuary

Everything in Happy Harbor seems normal as you fly overhead en route to the JLA's original Secret Sanctuary. There is no sign of Amazo anywhere in the area.

The Secret Sanctuary is currently the home of the group of outcast heroes known as the Doom Patrol. The only person present at the Sanctuary when Superman arrives will be Niles Caulder, the Chief. The Chief will verify that Amazo has not been seen anywhere in the area. Caulder will agree to summon the Doom Patrol back to the Sanctuary to guard it, should Amazo come calling.

Encounter Four:

Back to Square One

Setup

Amazo races back to Metropolis, homing in on Lex Luthor. In his confused state, he thinks that Luthor can give him answers. He breaks back into the LexCorp Research Center, wading through security personnel, and confronts Luthor. Lois Lane and Jimmy Olsen, still in the area, see the android crashing into the research building and decide to investigate. Depending on whether or not he was delayed tracking down Amazo's trail, Superman may be right on Amazo's heels, or several minutes late.

Player's Information

Note: If Superman races to Metropolis directly from Detroit, hot on Amazo's trail, read the following:

At LexCorp's Research Center, the hole-in-the-building collection is coming along quite nicely; a second hole, this one on the side of the building where the entrance is located, is a strong sign that Amazo has come home to roost. A trail

of debris and unconscious bodies leads to the basement.

In the basement, in Robotics Repair and Maintenance, Amazo is advancing menacingly towards Lex Luthor, oblivious to a barrage of twelve violet laser beams being fired from the rifles of a dozen of Luthor's finest security men and women. Lois Lane and Jimmy Olsen are also in this room, witnessing the entire incident.

Note: Read this portion if Superman followed any of the red herrings and went anywhere but Metropolis following the Detroit debacle:

At LexCorp's Research Center, a gaping hole in the side of the building betrays Amazo's work. A trail of debris and unconscious people leads to the cellar, to Robotics Repair and Maintenance.

In the main repair room, Amazo has grabbed Luthor and is holding him over his head. Lois Lane and Jimmy Olsen are in the room, Jimmy snapping away with his 35 mm camera. When he sees you, he breathes a sigh of relief, and goes back to taking photographs. There are eight security men strewn about the floor, and four others aiming laser rifles at the enraged android, but unwilling to fire since Amazo has Luthor.

Note: In either case, the following is applicable:

Amazo appears quite mad, screaming "Why can Amazo not remember? Where is the Justice League? Tell Amazo, hairless one, or Amazo will crush your bones!"

GM's Information

Amazo wants answers, but still refuses to accept any input from Superman. Luthor, despite being in danger, will not say anything to Amazo because doing so would implicate him in the android's reactivation. Luthor is confident that Superman, being a hero, will rescue him. The security forces will not fire as long as Amazo holds Luthor hostage.

After two phases of shaking and yelling at Luthor, a disgusted Amazo will hurl him at Superman, blast the remaining security men with his Super Breath, then leave the building, possibly taking Jimmy and/or Lois, if he needs a hostage to escape Superman. He will blurt, "Update... Justice League of America no longer exists... new group, Justice League International has replaced them... nearest headquarters: New York City. Initiate attack."

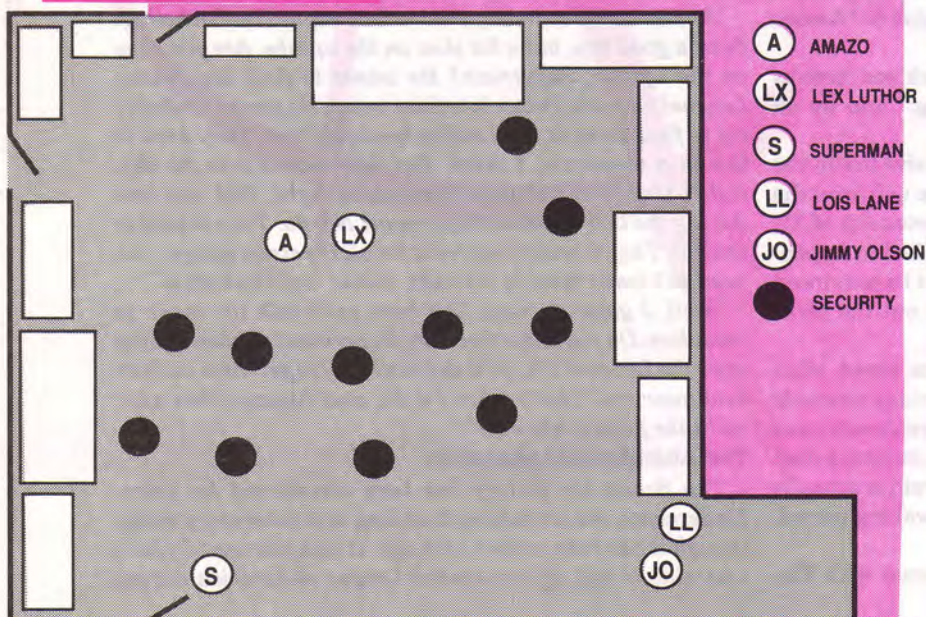
Amazo will take Lois or Jimmy only if he is certain that Superman is following him (i.e. if he sees Superman about to give chase). Once outside the LexCorp building, he will toss them across Metropolis in order to distract Superman, then fly away to the north. Particularly mean GMs may have Amazo toss Lois and Jimmy in opposite directions.

Once Superman has rescued his friends and again flies off in pursuit of the mad android, play continues with **Encounter Five**. If Superman somehow manages to defeat Amazo in this encounter, the adventure is over. See **Endgame** for the awarding of Standard Awards.

Troubleshooting

The security forces should be consid-

LEXCORP



ered Opposed if Superman decides to interrogate them, or tries to co-ordinate an attack on Amazo. Lex will still not have anything to say to Superman about Amazo, though if Superman is persistent, he may rant and rave that Superman probably engineered the incident to scare him into admitting something. Of course, Luthor will not even thank Superman if he was rescued by him. None of Amazo's victims have been killed; Amazo just swept them out of the way.

Encounter Five:

My Kind of Town, New York, New York...

Setup

Amazo's guidance system is not doing too well, and while he has managed to reach Manhattan, he cannot find the JLI's New York embassy. Instead, he hovers over the Hudson River and shouts for the Justice League to come out and fight. His breakdown has now reached truly catastrophic proportions, and he is now hallucinating. When Superman arrives on the scene, Amazo will mistake the Man of Steel for a series of Justice League members.

Player's Information

Amazo floats over the Hudson River, looking for the Justice League, and shouting for them to come out and be destroyed quickly. Suddenly, he sees you, and his android features light up in recognition. "So!" he booms. "It is you! Your disguise is a poor one, Martian Manhunter! Amazo will kill you and your fellow Justice Leaguers, and then Amazo's blissful sleep shall be restored!!!"

GM's Information

Amazo has truly lost it. In each subsequent phase, he will mistake Superman for a different member of the Justice League of America, starting with the Martian Manhunter, and followed by the Flash, Black Canary, Green Lantern, Aquaman, Green Arrow, the Atom, the Elongated Man and Zatanna. If he lasts longer than eleven phases, either start the rotation over again, or continue on with Steel, Vibe, Vixen, and Gypsy.

His first attack will be a kamikaze-like dive right at Superman, hoping to knock him into the river. If Amazo succeeds, he will enter the water himself and summon marine life to attack Superman. Amazo will spend as many Hero Points as he can in his attempts to destroy "the Justice Leaguers."

If Superman is truly doing well, Amazo will use Adaption to absorb some of Superman's powers and attack him with his own abilities. At random moments during the fight, he will shout: *"Kill the Justice League! Maim the Justice League! Squish the Justice League!"* In Amazo's malfunctioning eyes, this is a battle to the death; he will try his utmost to destroy Superman, but will use very little in the way of elaborate strategy.

Should Superman cause enough damage to Amazo that any of his Current Conditions are reduced to 0 APs, Amazo's face will break into a grin as he drifts into the sleep of oblivion.

Troubleshooting

This encounter is basically an all-out slugfest between Superman and Amazo. If, for some odd reason Amazo gets away or somehow triumphs over Superman, well, there is a certain T-shaped tower chock full of superheroes nearby, and, of course, there is a JLI Embassy in New York City. In fact, the JLI Embassy should be the primary target of Amazo's rage if the Man of Steel is defeated. Either of these two groups would be glad to rush to the rescue just in time if Superman's life is in danger of being snuffed out.

ENDGAME

Superman knows that Amazo, despite being an android, has some sentience. Therefore, he would be hesitant to crush the android's remains into fine powder and scatter it to the four winds. He should be satisfied to deactivate him and place the body somewhere where it will not be easily found, or perhaps turn it over to the JLI. If Superman has succeeded in deactivating Amazo, the adventure is over.

If Superman tries to tap into Amazo's brain somehow to find incriminating evidence against LexCorp, he will find none. The very first bit of programming that Luthor had installed was an auto-erase program that is set to activate whenever overwhelming damage is inflicted on Amazo. Luthor always covers his tracks!

Should Superman wish to confront Luthor at the end of this adventure, by all means let him. Read the following text:

Lex Luthor smiles like a cobra and shows you a legal document. It is a contract from NASA and the European Space Agency, saying that LexCorp is contracted to salvage "unlisted space debris." In essence, the contract gives him space salvage rights for 30 days. If Superman mentions Amazo specifically, Luthor smiles again and says: "Superman, I never heard of any Amazo, and you cannot prove otherwise. In fact, you would be hard pressed to prove that I am guilty of any wrongdoing whatsoever. No one was injured when the... holograph projector shot out that beam of light and punched a hole in the roof. So, why don't you just fly away and rescue a dog or something? Oh, and by the way: if you come back here again, accusing me of outrageous crimes and interfering with my business, I'll have a restraining order slapped on you so fast even you won't know what hit you."

Luthor is right. The best Superman can do is keep a closer eye than ever on Luthor and wait until he trips up. Until then, Superman can at least be satisfied knowing that the Amazo threat is over, and even the android is happy, for he has found his sleep. That is, until someone else tries to awaken him...

Standard Award Guidelines

Opposition

Equal 20

Area of Consequence

International 7

Critical Points

none

Severity

Permanent Nonfatal 10

Total Standard Award 39

The Atom in TOP GUN OF Ivy Town

GM's Background

Recently, the criminal genius I.Q. made a successful escape from prison. Strobe, an inept villain with whom the Atom has clashed several times, was accidentally included in the escape. I.Q. had enough brains not to accept Strobe into his organization.

In his two previous standoffs with the Atom, Strobe wore two different sets of stolen powered battlesuits. Somehow Strobe has done it again and stolen another suit of powered armor (a prototype psionic battlesuit), this time from a LexCorp truck, which was also being used to smuggle a set of counterfeiting plates and pistols of a type popular among terrorists.

Calling himself "The Invincible Psi-Lord" this time, Strobe has set up a small counterfeiting operation in Ivy Town, and has been practicing with the suit's abilities so that he will be in top fighting shape when he challenges the Atom again. Some people never learn.

Adventure Synopsis

Top Gun of Ivy Town is a tongue-in-cheek adventure featuring the Atom as its hero. It occurs just before *Power of the Atom* #16, and begins with Ray (The Atom) Palmer in a corner store. Here he (or the cashier) discovers a counterfeit bill. The bill is almost indiscernible from genuine currency—detection would be impossible were it not printed on cheap paper with water-soluble ink.

Naturally, Palmer leaves the store and tries to find the hood who passed the bill, with only a description given him by the cashier. His search is cut short, however, when he chances across a nearby mugging. After dispatching the mugger, the Atom discovers that Marl Redshaw, the "victim" of the crime, matches the counterfeiter's description.

At this point, the Atom may arrest Redshaw, or surreptitiously follow him to find his headquarters. If the latter course of action is chosen, the Atom will discover to his chagrin that Redshaw will enter a department store and get caught using false currency again. The Atom may secretly intervene on Redshaw's behalf, asking the manager to free the hood so that the Atom may shadow Redshaw to his employers. The criminal will then leave and make a phone call to his superiors.

If the Atom elects to arrest Redshaw immediately after

the mugging, a search of the thug's apartment will reveal clues leading to the base's location. If he chooses to follow Redshaw instead, the phone link that the criminal establishes with his superiors will allow the Atom to reach the base via his ability to transport himself along phone lines. In any case, the Atom will discover that the location of the counterfeiters' base is the South Ivy Town Print Shop.

Once he has arrived at the counterfeiters' base, the Atom may proceed to battle the pathetic thugs that Strobe has managed to gather. Later, he must contend with Strobe.

The psionic armor permits Strobe to fly, and endows him with enhanced strength and agility. It has a catastrophic drawback that Strobe is unaware of: if its powers are used for too long, the suit will initiate a psychic backlash that permanently destroys the mind of the user.

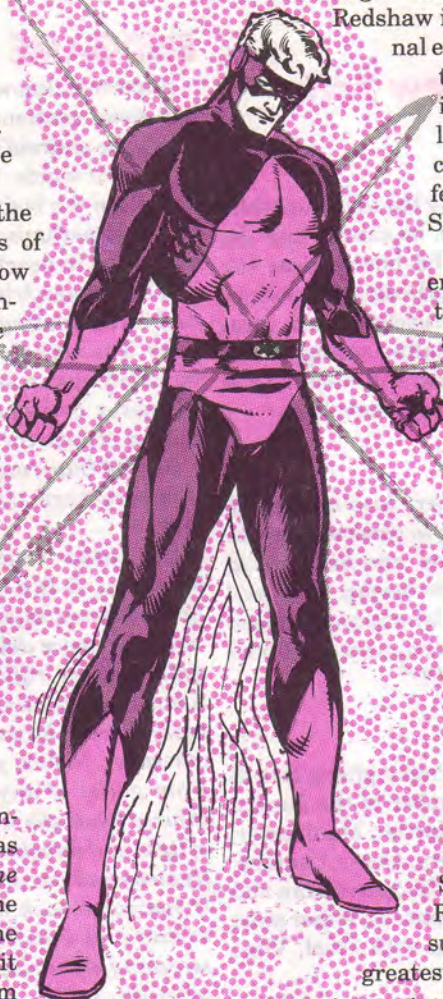
NOTES:

The GM and the Player should look over the Atom's character sheet together before beginning play, making particularly sure that both the Player and GM clearly understand the tactical gains afforded when the Atom uses his Shrinking and Density Control Powers. Remember, the Atom is an experienced superhero, and will use his abilities to his greatest advantage.

At various points throughout this adventure, the Atom may try to shadow criminals. The Atom may do this by physically landing on the person in a shrunk and weightless state, or by following at a distance. In either case, the criminal is entitled to a Perception Check: 1 or more RAPs results in detection. Remember, Perception Checks are resolved using the INT/WILL of the Character attempting the perception as the AV/EV. The number of APs of Shrinking Power that the Atom is using at the time of the Check is his OV/RV against detection.

The Atom can also follow a criminal while in human size. In this case, the Atom's INT/MIND is his OV/RV against detection.

If the Atom wishes to attack an opponent, and has remained undetected in large or small size, he will then have Surprise. Surprised Characters may take no actions during the first phase of combat. They also have their Opposing Values shifted -2 CS to the left during that phase.



PLAYER CHARACTER

THE ATOM

DEX: 6	STR: 8	BODY: 5
INT: 9	WILL: 6	MIND: 6
INFL: 5	AURA: 4	SPIRIT: 5
INITIATIVE: 22 HERO POINTS: 90		

•Powers:

Density Increase: 5, Gliding: 6, Shrinking: 16, Teleportation: 22

•Skills:

Acrobatics: 6, Detective: 7, Martial Artist: 6, Gadgetry: 12, Scientist: 12, Weaponry: 6

•Bonuses:

Miscellaneous: While using his Shrinking Power, the Atom can negate the positive additions to his opponent's RVs against Physical Attacks (see Shrinking on page 29 of the *Character Handbook*) by using his Density Control power. Each active AP of Density Control nullifies one AP addition to the opponent's RV.

•Limitations:

The Atom can only Teleport over telecommunications lines which are open (for example, to reach a house across the country, the Atom must actually first dial the phone number of his destination); Gliding may only be used while 8 or more APs of Shrinking are in effect.

•Advantages:

Connections: Ivy University (Low); Genius; Insta-Change

•Drawbacks:

Public Identity

•**Alter Ego:** Raymond Palmer

•**Motivation:** Responsibility of Power

•**Occupation:** Physics Professor

•**Wealth:** 5

•Background:

Ray Palmer was a graduate student of physics at Ivy University when he discovered a fragment of white dwarf star matter. He was able to use the fragment to shrink objects and reduce their density by sending their mass into the hyperspatial dimension which contained most of the dwarf star fragment's mass.

The chief drawback of this treatment was that the shrunken objects experienced molecular instability that caused them to explode. Nonetheless, he was forced to risk death by using the dwarf star matter on himself in an attempt to help a number of people trapped in a cave-in. To his surprise, he did not explode, and was able to return to his normal size. He believed that a combination of UV-rays and a genetic "X-factor" were responsible for his survival.

After fashioning a set of palm controls which gave him control over his size and density, Ray became the Atom, the world's smallest superhero. In addition to his solo exploits, the Atom served a number of years with the original Justice League of America. Towards the end of his tenure with the JLA, Palmer's marriage to Jean Loring failed, and he went to live with the Katarthans, a race of miniature aliens living in the Amazon jungle. When the Katarthans died in a jungle-clearing fire, the Atom returned to Ivy Town.

Since then, he has built an encephalo-cybernetic web into his mask to replace his old palm controls, allowing him to change size and weight with a thought. He can also now

draw upon some of the dwarf star matter's mass and add it to his own, giving him a considerably powerful punch. He has also encountered a number of villains, and found that his loss of anonymity in becoming a public hero has created a number of problems.

•Role-Playing:

Ray Palmer has always had a vision of himself as a dashing, swashbuckling hero in the Edgar Rice Burroughs mold. This image was badly shaken by the genocide of the Katarthans, and he has become more somber as a result. While he struggles to find a new place for himself in civilization, he continues to fight crime as best he can.

VILLAINS/Non-PLAYER CHARACTERS

STROBE

DEX: 3	STR: 3	BODY: 3
INT: 2	WILL: 3	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 7 (11) HERO POINTS: 25		

•Skills:

Thief (Stealth): 3, Vehicles (Land): 3, Weaponry: 3

•Advantages:

Connections: Street (Low), Underworld (Low); Scholar (Old Westerns)

•Drawbacks:

Serious Irrational Attraction to besting the Atom in combat.

•Equipment:

PROTOTYPE LEXCORP PSIONIC BATTLESUIT [DEX: 7, STR: 13, BODY: 15, Energy Blast: 13, Flight: 7, Sealed Systems: 15, X-Ray Vision: 13, Telescopic Vision: 13, Hardened Defenses]

Miscellaneous Drawbacks: The wearer's INT will be reduced to 1 AP *permanently* if the suit is worn for 18 APs of time; the suit must be recharged after 20 APs time of use.

This is a *slightly* improved version of the Battle Armor seen in *Man of Steel* #5. This armor causes a permanent loss of the wearer's Int after one week's use, rather than after one hour. This loss is due to an unstable psionic control interface that eventually causes a psychic backlash. Strobe has been wearing the armor for five days.

•**Alter Ego:** Unknown

•**Occupation:** Supervillain Wannabe

•**Wealth:** 2

•**Motivation:** Mercenary

•Background:

After the Atom returned to Ivy Town, one of the first villains he encountered was Strobe, a bumbling street hood who had stolen a suit of powered armor and believed that its possession qualified him to be a supervillain. Strobe fought the Atom in a bid to enhance his reputation, but was easily defeated and sent to jail.

Upon his release from prison, Strobe managed to steal a different suit of powered armor and attacked the Atom again, calling himself "Edg the Destroyer." He was again defeated handily.

He has recently stolen a battlesuit, plastic pistols and counterfeiting plates from a LexCorp truck. The only reason he set up his operation in Ivy Town is so that he can face and defeat the Atom.

•Role-Playing:

Strobe is a career criminal and a supervillain wannabe. He lacks the experience and talent to ever rank in the big leagues, but if he works exceptionally hard and perseveres, he could become the next Dr. Light.

Strobe is a fan of old Western movies; when he feels confident of victory over his opponents, he speaks in a phony Texan drawl. He changes his name as a supervillain with each suit of armor; he was originally "Strobe," then "Edg the Destroyer" and is now "The Invincible Psi-Lord." He probably has a real name, but the Atom just refers to him as "Strobe" or "that Strobe-guy."

THUGS

The thugs that the Atom meets in this adventure (including the mugger and "Marl" Redshaw) have all of their attributes rated at 3 APs, and have 5 Hero Points that they will use defensively (i.e. to increase their OV/RV or for Last Ditch Defense). The mugger is armed with a knife (Knife [BODY: 8, EV: 3]), while the thugs at the Print Shop (**Mini-Encounter Sixteen**) carry the following guns:

Plast-Alloy Pistols* [BODY: 4, EV: 4, Ammo: 6, Invisibility: 4, R#: 3]

Limitation: Invisibility only works against X-ray machines.

RALPH MADISON

Ralph is Strobe's second-in-command. His attributes are also all 3 APs, but he has 10 Hero Points. Ralph also carries one of the plast-alloy pistols described above. He suggested to Strobe that the best way to handle large volumes of counterfeit bills was through money laundering; Strobe said that that would be needlessly complicated. Actually, Strobe just didn't know how to launder money, and didn't want to look foolish in front of his gang. This rejection made Madison realize Strobe's deficiencies, but he has remained to help Strobe because of the profit involved.

WARD FOWLER

Ward is a computer science professor at Ivy University, and an old cohort of Ray Palmer's. His current area is research in digital descrambling of optical images.

Ward is a generally pleasant person, but at the moment, he is very busy preparing for a presentation, so he is not as willing as he might normally be to help the Atom.

OPTIC DESCRAMBLING COMPUTER [BODY: 2, INT: 4, Recall: 15, X-Ray Vision: 10, R#: 5]

Miscellaneous Drawbacks: X-Ray Vision may only be used to read different "layers" of writing on paper surfaces.

This computer comes with a terminal, extended memory, printer and optical reader.

Mini-Encounter One:

WATER-SOLUBLE INK?

SETUP

The adventure begins as Ray Palmer purchases a number of sodas for himself and his colleagues. As he pays the cashier, he may notice something strange about one of the other customers' currency.

PLAYER'S INFORMATION

The air conditioners in the Physics building at Ivy University have broken down, just as the past few days have seen

Ivy Town's weather reaching record high temperatures.

This has made performance of experiments uncomfortable at best.

Ray Palmer is accustomed to the heat because of his stay in the miniature Amazon jungle city of Morlaidh; other members of the Physics Department are not as hardy.

As Ray Palmer, the Atom, you have taken it upon yourself to buy pop for your friends, Dr. Hyatt and Dr. Negrini, from a nearby corner store.

The cashier pours a thixotropic mixture of finely crushed ice and pop into waxed paper cups. Cool droplets of moisture condense over the cup's image of a smiling bulldog as you reach into your shirt pocket for your sunglasses.

GM'S INFORMATION

Have the Player make a Perception Check against an OV/RV of 4/4. The resulting cumulative information gained is as follows:

RAPs	Information Gained
1 RAP	<i>The cashier's fingertips are smudged with small amounts of ink.</i>
1/2 RV	<i>The color of the ink is dull green.</i>
Full RV	<i>The ink is the same color as that used for money.</i>
Over RV	<i>As you receive your change, you notice that the ink on one of the large bills in the cash register is smudged.</i>

The Player may ask to inspect the bill. In this case, Palmer will be given the phony hundred dollar bill. The Player may make a Detective (Counterfeit Recognition) Check against an OV/RV of 2/2. The results of this roll are as follows:

RAPs	Information Gained
1 RAP	<i>The bill would be indistinguishable from the genuine article, were it not printed with water-soluble ink on very cheap paper.</i>
Full RV	<i>Though the serial number of the bill has been smudged and rendered illegible in both of the places it is normally printed, a pencil shading of the press impressions on the bill reveals that the serial number is J92022108B.</i>

The Player may wish to receive a description of the person who passed the bill. The Player may make a Character Interaction Check to Persuade the cashier to describe the individual. The OV/RV is 2/2. Success will reveal the following sketchy description:

RAPs	Information Gained
1 RAP	<i>"Yeah, he just left a couple of moments ago. He was a Caucasian man, wearing silver-tinted sunglasses. Am I going to get in trouble for this?"</i>
Full RV	<i>"He bought a sugar-free carbonation-free caffeine-free diet cola and \$90 worth of lottery tickets. He said he was 'feeling lucky.' Do I have to tell my boss about this?"</i>

Play should continue with **Mini-Encounter Two** as Palmer leaves the store to search for the criminal. If the Player does not wish to pursue the person who passed the counterfeit, continue with **Mini-Encounter Two** anyway,

making sure that Palmer notices the mugging that is taking place.

Troubleshooting

If the Player fails to discover the initial clue suggesting that a counterfeiting scam is being conducted, the cashier will notice the ink smudges on her hands and find the fake bill. Since the Atom's identity is no longer secret, she will inform him of her discovery just before he walks out the door. The Player may opt to transform from Palmer into the Atom before leaving the store.

Mini-Encounter Two:

Ivy Town Summer Streets

Setup

Trying to catch the counterfeiter before he gets too far away, Palmer leaves the store, where his attention is drawn to a nearby alley.

Player's Information

Outside the store, a terrier being walked by a child barks sharply in irritatingly high-pitched yelps. There are only a few cars on the street, although three youths wearing muscle shirts are driving by in an ancient convertible covered only in paint primer, blasts of frenetic electric guitar chords from their stereo fading as they disappear from view.

The stifling hot air has not deterred many from walking outside, however. Two people matching the cashier's description walk past, and there is another across the street, flagging down a taxi.

GM's Information

None of the people described above are actually the person that the Atom is after. Allow the Player to question them if he wants, but they will not be able to provide any information. The Player should allowed a Perception Check against an OV/RV of 6/6. The results are as follows:

RAPs

1 RAP

Information Gained

As the teens in the car pass and the dog's yelps recede into the distance, the faint voices of two men may be heard from a nearby alley.

1/2 RV

One of the men sounds as if he is threatening the other.

Full RV

"Okay buddy, hand over yer wallet, real nice and slow-like. Now, eat the pavement."

When the Player investigates, proceed with **Mini-Encounter Three**.

Troubleshooting

If the Atom did not hear the voices in the alley, or did not feel that what he Perceived was worth investigating, the mugging victim will call out for help a minute or two after the Atom leaves the store.

Mini-Encounter Three:

An Unexpected Crime

Setup

Investigating the sounds he heard coming from the alley, the Atom stumbles across a mugging in progress.

Player's Information

While the alley is cooler than the street due to the shade cast by the adjacent buildings, the air is more unpleasant to breathe because of the lack of any breeze.

If the Atom immediately investigated the noises in the alley, continue with the following:

A youth with dirty blond hair and an unkempt beard grimly points a gun at another man in gray pants and a loose white shirt behind an overloaded dumpster. The man without the gun is hesitantly handing over his wallet, and slowly getting down on his hands and knees. Muggers are rare, but not unknown in Ivy Town.

If the Atom is responding to the victim's cry for help, continue with the following:

A man in gray pants and a loose white shirt is lying down on his stomach behind an overloaded dumpster. At the far end of the alley, a youth with dirty blond hair and an unkempt beard carrying a pistol is beating a hasty retreat. Muggers are rare, but not unknown in Ivy Town.

GM's Information

The Atom may attempt to achieve Surprise for this encounter (see **Notes** on page 14).

The mugger's statistics are the same as those of the Thugs in the **Hostile NPCs** section. Note that his pistol is an ordinary .38 revolver, not a plast-alloy gun.

The mugger will drop the wallet when the Atom attacks. Once the Atom has dispatched the mugger, play should proceed with **Mini-Encounter Four**.

Troubleshooting

There is, of course, a minuscule chance that the thug will defeat the Atom. However, it is so small that the GM doesn't really need to worry about it.

Mini-Encounter Four:

Mugging in Ivy Town?

Setup

In the wake of his intervention in the mugging, the Atom may notice that the victim matches the description of the counterfeiter he set out to pursue.

Player's Information

The mugger lies on the pavement, unconscious. A small crowd of curious onlookers has gathered at the entrance to the alley. As your foe goes down, they give a hearty cheer.

His victim has already gotten to his feet and recovered his wallet from where it fell during the skirmish.

"Thanks, Atom. I was afraid I'd never see this again," he says. "It's not so much the money I was worried about, but my I.D. and credit cards... I gotta tell ya, this town's a lot safer with you back."

The man reaches into his shirt pocket and produces a pair

of sunglasses with silver-tinted lenses that he dons with practiced ease.

"Didn't want my shades to get busted if things got ugly, ya know?"

He looks around as if searching for something, then points near the dumpster to a fallen cup—finely crushed ice partly covering its logo of an inanely smiling anthropomorphic dog.

"Dang. I paid good money for that too. Oh well."

He then turns to leave.

GM's INFORMATION

The logo is the same as that of the convenience store from where the Atom originally discovered the scam. The Player may believe that the "victim" of this crime is in fact the one who passed the phony bill. This belief is justified.

The victim, Marl Redshaw, will not wish to stay to press charges, replying to this suggestion with the statement, *"No one got hurt—I just want to leave and forget about this."* His statistics are the same as that of the Thugs in the **Hostile NPCs** section (although he is carrying only a knife).

If the Player wishes to Interrogate Redshaw, play should continue with **Mini-Encounter Five**.

The Player may wish to follow Redshaw to discover his base and employers. If this course of action is taken, the Atom may ask someone from the crowd outside the alley to perform a citizen's arrest on the thief in the alley. Once Redshaw has left the alley and the Atom has begun his surveillance, Redshaw should receive a Perception Check to discover the Atom following him. If his Check fails to gain positive RAPs, see **Mini-Encounter Seven**.

If Redshaw's roll gains positive RAPs, the GM should refer to **Mini-Encounter Five**.

Troubleshooting

If the Player does not figure out that Redshaw is the man who was passing the fake bills, the Atom will notice a small amount of ink on Redshaw's fingers (similar to those seen on the store clerk's hands), just as Redshaw is preparing to leave the alley.

Mini-Encounter Five:

BRAVADO

SETUP

This Encounter is used if the Atom has attempted to Interrogate, arrest, stop or attack Redshaw at any time.

PLAYER'S INFORMATION

The "victim" of the mugging narrows his eyes and speaks.

"Ralph warned us that we might meet you sometime. He gave us all this stupid advice, but I bet you ain't so tough. Being able to shrink is a pretty wimpy power—I think I'll just cut you down to size."

GM's INFORMATION

Redshaw will attack with his knife until rendered unconscious. The Player may wait for Redshaw to awaken to Interrogate him. Redshaw receives Recovery Checks every hour, per the rules on pages 18-19 of the *Rules Manual*. As it may take time for Redshaw to recover, the Player may

wish to search Redshaw. If the Atom searches Redshaw, continue with **Mini-Encounter Six**. If he waits for Redshaw to wake up and wishes to Interrogate the culprit, continue with **Mini-Encounter Ten**.

Troubleshooting

The Atom may wish to turn Redshaw over to the authorities without searching him or Interrogating him. In this case, Redshaw's wallet will fall out of his pocket as the Atom hoists him up to take to the police. Continue with **Mini-Encounter Six**. Once again, there is next to no chance that the thug will be able to single-handedly defeat the hero. If this Encounter is used after **Mini-Encounter Nine**, see that Mini-Encounter's GM's Information section for details on other options the Atom may have at this point.

Mini-Encounter Six:

THE BILLFOLD

SETUP

This Encounter is used when the Atom investigates Redshaw's wallet, looking for clues to the counterfeiting operation he discovered in the convenience store.

PLAYER'S INFORMATION

The man's wallet contains his I.D., which identifies him as one Marley Redshaw. He is carrying a few counterfeit hundred dollar bills, but no clues that could directly link him to his employers. His driver's license gives his address as Apartment 216, 33 Greensboro Drive.

GM's INFORMATION

Redshaw's home is the most easily tapped source of clues. If he has not already done so, the Atom may Interrogate Redshaw for more information, provided that the thug is conscious.

Play should proceed with **Mini-Encounter Eleven** if the Atom investigates Redshaw's home, or **Mini-Encounter Ten** if the Atom waits for Redshaw to wake up and Interrogates him.

Troubleshooting

There is nothing else of interest in the wallet. Despite his earlier claims, Redshaw is not carrying any credit cards.

Mini-Encounter Seven:

SOMETHING FOR NOTHING

SETUP

In this Encounter, the Atom trails the victim of the mugging, Marl Redshaw, to a local mall. He may still be in his guise as the Atom, or he may have returned to his alter identity of Ray Palmer in order to be more inconspicuous.

PLAYER'S INFORMATION

The man in the white shirt proceeds several blocks up the street, takes a right and goes another couple of blocks, where he enters the Trussing, a local upscale mall. The air-conditioned mall is somewhat dark, with the strains of light music filling the cool air. The man passes by a multi-tiered fountain with small brick-colored porcelain tiles.

He enters a jewelry store, where he proceeds to pick out a number of pieces which the salesman eagerly packages and accepts payment for.

GM's INFORMATION

If the Player elects to arrest Redshaw in the act of passing phony currency, play should proceed with **Mini-Encounter Five**.

Otherwise, if the Player wishes the Atom to continue following Redshaw, continue with **Mini-Encounter Eight**.

Troubleshooting

The Player may wish to try and get a closer look at the money that is passing between Redshaw and the jewelry store clerk. In this case, give the Player a Perception Check against an OV/RV of 5/5. On any positive RAPs, the Atom will be able to detect that the bills Redshaw is handing to the clerk are the same poor quality counterfeits that he uncovered in the convenience store.

Mini-Encounter Eight:

DISCOVERY

SETUP

The Atom continues to surreptitiously tail Marl Redshaw, who proceeds from the jewelry store to a department store, where he is caught in the act by a sharp-eyed salesperson. The Atom may be forced to take steps to intervene on Redshaw's behalf in order to track down his superiors.

PLAYER'S INFORMATION

The man leaves the jewelry store with a great deal of expensive merchandise.

After depositing his purchases in a coin-op locker, he enters a department store. He spends a few minutes browsing in the men's wear department, and picks out a gaudy yellow-checked necktie.

The cashier of the line he is standing in just licked her fingers before counting out change for the customer before him. When it's his turn, she accepts his money, but a curious look flashes across her face. Looks like someone has noticed that he's passing counterfeits.

She's giving him some sort of story about not having enough change, and apologetically asking him to wait a moment.

A minute passes, and he doesn't even look nervous. But a few security guards meet him and escort him, protesting, to the back of the store. If the store manager calls the police to arrest him, the trail to his employers could be lost.

GM's INFORMATION

To prevent Redshaw from being arrested, the Atom may personally intervene, asking the store manager to release him. It is up to the Player to devise a way of contacting the store manager without alerting Redshaw to his presence. If he does not tell the store personnel who he is, they will refuse to allow him to see the manager. The Player must receive 1 or more RAPs on a Character Interaction (Persuasion) Check against an OV/RV of 2/2 to successfully Persuade one of the manager's underlings to allow him to see

the manager. The manager will be curious about the case, and will only agree to release Redshaw if the Atom explains exactly what he is up to, and why he doesn't just arrest Redshaw immediately. The Player must receive 2 or more RAPs on a Character Interaction (Persuasion) Check against an OV/RV of 3/3 to convince the manager to release the hood.

If the manager releases the hood, and the Atom continues surveillance, play should proceed with **Mini-Encounter Nine**. If the Atom decides to confront Redshaw now, play continues with **Mini-Encounter Five**.

If the Player did not attempt to intervene on Redshaw's behalf, or failed to convince the store management to release Redshaw, go to **Mini-Encounter Ten**.

Troubleshooting

The Player may wish to attempt some foolish stunt, such as attacking the security guards, and freeing Redshaw so that he may be questioned. The GM should remind the Player that the Atom is in good standing with the law, and talking rather than fighting will allow him to remain so.

Mini-Encounter Nine:

They Bought It!

SETUP

Having intervened on the behalf of Redshaw at the department store, the Atom continues his surveillance. Redshaw proceeds to a pay phone to telephone Ralph Madison.

PLAYER'S INFORMATION

The man walks from the security office. With each step he takes, the sense of relief about him seems to be replaced by a growing aura of self-assurance, as if mentally convincing himself that his smooth talking was responsible for the leniency shown him.

He glances back once as he leaves the store, beaming like a small child who has successfully told a fib. In the mall, his right hand fishes through his pocket for something, then produces a coin as he reaches a phone booth beside the multi-tiered fountain.

He begins to make a call.

GM's INFORMATION

The backward glance that Redshaw cast allows him to make a Perception Check. See page 14 for details on the OV/RV, which depends on whether the hero is following as Ray Palmer or the Atom. If this Check gains any positive RAPs, the goon spots the Atom tailing him. As soon as Redshaw begins to make his call, play should continue with **Mini-Encounter Five**.

If the Atom is not discovered, the Player has a number of options. The Atom may attack immediately, then ride the phone lines to arrive at the counterfeiters' base. If the melee takes longer than three phases, however, Redshaw's boss will hang up, leaving the Atom without a clear line. However, it is unlikely that any combat between the Atom and Redshaw will take longer than three phases. **Mini-Encounter Fourteen** describes the Atom's travel through the phone lines.

Another option for the Player is to have the Atom shrink and approach the crook. The Atom can then memorize the

phone number being dialed, listen to the conversation and arrest Redshaw when he hangs up. The Player may phone the counterfeiters' base and ride the lines to confront them at a time of his own choosing. Once again, the GM should read the Player **Mini-Encounter Fourteen** if the Atom decides to travel via telephone lines.

Finally, the Player may listen to the conversation, allow it to end, then follow Redshaw to his base. In this case, play should proceed with **Mini-Encounter Fifteen**.

Redshaw's side of the conversation will be as follows if the Atom takes the time to listen. After each of the following lines, pause as Redshaw listens to Madison on the other end of the line.

"Yeah, it's Marl. I've had some problems, but I got all the jewelry here."

"Aw, some know-it-all broad spotted the phony dough, but you know me — the silver-tongued fox. I talked my way out of it, no sweat."

"Don't worry! I'm bringing it back now—it's worth a fortune."

Troubleshooting

If the Atom does not approach Redshaw while the crook is on the phone, he will see Redshaw make the call, which will only last for about a minute and a half. As soon as Redshaw hangs up, continue with **Mini-Encounter Fifteen**.

Mini-Encounter Ten:

IN FOR QUESTIONING

SETUP

This Encounter occurs any time the Atom decides to Interrogate Marl Redshaw. It might occur right after the mugging, if the Atom confronted Redshaw about the counterfeiters immediately, or if the department store had Redshaw arrested and the Atom's appeals for his release fell on deaf ears. The store's manager will permit the Atom to speak to the thief before the police arrive.

PLAYER'S INFORMATION

"I ain't talking. I want my phone call. I got rights..."

After a tirade about due process and demands for his lawyer, the man slides his silver-tinted sunglasses onto his face and sinks into a defiant silence.

GM'S INFORMATION

The Player may wish to question the crook about the counterfeiting scam. He should be considered Opposed to

RAPs

1 RAP

Information Gained

"My name is Marl Redshaw. My boss is Ralph Madison, and his boss is a guy in a suit of powered armor who calls himself 'The Invincible Psi-Lord.'"

1/2 RV

"Psi-Lord can fly and has superstrength. I think Psi-Lord has met you before, because he keeps talking about taking revenge on you."

Full RV

"I was supposed to buy a lot of jewelry for Psi-Lord, and return it to the South Ivy Town Print Shop, so he could get someone to fence it. I made a few personal purchases with some of the dough before I bought the jewelry. He wouldn't have missed it."

the Atom for the purposes of Interrogation. Successful RAPs will reveal the cumulative information listed at the bottom of the left-hand column.

The Atom may easily find the address of the South Ivy Town Print Shop from the phone book. If the Player asks if the Atom remembers anyone named the Invincible Psi-Lord, have him make a Perception Check using his own INT/WILL has the AV/EV and his own INT/MIND as the OV/RV. On 1 RAP, the Atom will not remember any villain by that name. If the RAPs equal half the RV, the Atom will be positive that he has never heard of anyone called the Psi-Lord. If the RAPs equal or exceed the RV, however, he will get a nagging suspicion at the back of his mind upon hearing about Psi-Lord's armor, but will be unable to put his finger on it. If the Atom travels to the print shop by conventional means, play should continue with **Mini-Encounter Fifteen**. If the Atom rides the phone lines, however, play proceeds to **Mini-Encounter Fourteen**.

Troubleshooting

If the Player's Interrogation efforts fail to reveal the counterfeiters' headquarters, then the Atom may search the hood. What he finds is outlined in **Mini-Encounter Six**.

Mini-Encounter Eleven:

33 GREENSBORO DRIVE

SETUP

The Atom travels to the address he found in Redshaw's wallet, searching for more clues about the counterfeiting ring.

PLAYER'S INFORMATION

The apartment building is in a seedy area of Ivy Town, between a pawn shop and a disreputable-looking bar. A derelict, reeking of cheap whiskey, lies in front of the building's main entrance, snoring loudly.

Read the following when the Atom goes inside:

Inside, dimly lit stairs lead to a hallway scrawled with black, spray-painted graffiti. A strong scent of cigarette smoke permeates the air.

The door to Apartment 216 shows some signs of abuse: a scorch mark runs up its center like a stripe, and a dent has left a small, half inch gap in the upper corner.

GM'S INFORMATION

No matter what he does, the Atom will be unable to wake up the derelict. If he goes to extreme measures and spends 15 Hero Points on a Desperation Recovery Check for the bum (see page 19 of the *Rules Manual*), the bum will wake up and swear off liquor for life when he sees a tiny man. If the Atom speaks to him, he will immediately bolt for the door of the bar. In any case, the derelict has no information that can be of assistance to the hero.

The door to Apartment 216 is locked. The Atom may shrink and enter the room via the gap in the doorway, or he may go through the keyhole, or perhaps he will navigate his way through the gap between the bottom of

the door and the floor. He must use at least 12 APs of Shrinking to do this.

He may also enter by breaking down the door. The door has a BODY of 3 APs.

In either case, continue with **Mini-Encounter Twelve** when the Atom enters Redshaw's apartment.

Troubleshooting

Do not let the Player get too distracted with the derelict. He has no part in the counterfeiting operation, and does not even know Marl Redshaw. He is sleeping on the apartment's stoop only because it is more comfortable than the gutter.

Mini-Encounter Twelve:

CLUES

Setup

The Atom searches Marl Redshaw's apartment, hunting for clues.

Player's Information

Redshaw's apartment is a disaster area. The small apartment consists of a living room and a small kitchen. The whole place smells of stale tobacco, and trash is littered everywhere. Cockroaches scurry across the floor, seeking sustenance from one of the many scraps of food lying around.

A pile of daily racing forms is distributed randomly beside a beige couch that appears to be imperfectly supported under its right side by bricks instead of sofa legs. The rug is tan and worn, and the ceiling shows cracks in the stucco, which is stained a peculiar sickly yellow color due to repeated exposure to cigarette smoke.

GM's Information

The Player should be allowed an Action Check using his Detective Skill as the AV/EV against an OV/RV of 4/4. This Check should be modified by +3 CS, as it will be Strenuous to find anything of value in the messy apartment. Depending upon the number of RAPs received, the Atom can find the following cumulative clues:

RAPs

1 RAP

Information Gained

A book of telephone numbers is hidden amidst the racing papers. It contains the names of small-time crooks, bookies, and loan sharks. The last entry in the address book is written in blue ink, but is scribbled out with ink of a slightly different blue hue.

Full RV

The kitchen garbage can is located underneath the sink. Though it contains nothing out of the ordinary, a piece of crumpled paper which apparently missed the trash can lies behind a plastic bottle of sink cleanser. Inscribed upon it are the initials "P.L." and a phone number: 555-1379.

If the Atom found all of the available clues, then the Player should make an additional Detective Action Check against an OV/RV of 4/4. Receiving any RAPs on this Check will impart the information that "PL" can be defined as an abbreviation for "partial loss," or "private line;" "pl" is an

abbreviation for "place," "plate" or "plural."

Redshaw received the Invincible Psi-Lord's phone number from Ralph Madison and wrote it down on a piece of scrap paper. He later copied it into his book and discarded the original copy, though he accidentally threw it behind the garbage can. When he was accepted into Strobe's gang, he was told to memorize and destroy the written copy of the number. This accounts for the crossed-out entry in Redshaw's address book.

"P.L." is actually an abbreviation for "Psi-Lord," Strobe's new *nom de guerre*; the other abbreviations are red her-rings, although "plate" might inadvertently yet correctly suggest that the phone number leads to counterfeiting plates. If the Atom has already Interrogated Redshaw and learned about the Invincible Psi-Lord, the Player will undoubtedly make the correct connection about the abbreviation.

By calling directory assistance, the Atom may determine that the phone number of "P.L." is that of the South Ivy Town Print Shop. The Atom may dial the number and ride the phone lines to arrive at the counterfeiters' base. Play continues with **Mini-Encounter Fourteen**.

If the Player found only the 1 RAP clue, then the Atom may still discover the phone number of "P.L." It is impossible to clearly distinguish by eye the digits of the phone number that have been scribbled out in Redshaw's book.

Give the Player a Perception Check using his own INT/WILL as the AV/EV and his own INT/MIND as the OV/RV. On any positive RAPs, the Atom will conclude that an optical reader connected to a computer might be able to digitally remove the scribbled portion of the phone book, leaving the original writing legible. This type of graphics research is being conducted in the Computer Science Department of Ivy University by his old buddy, Ward Fowler. The Atom can use his Ivy University Connection to contact Ward and ask for his assistance. If the Player decides on this action, play should continue with **Mini-Encounter Thirteen**.

Troubleshooting

If the Atom fails to find any of the clues in the apartment, he may not have any leads left to follow. The GM may either allow him to make another Detective Skill Action Check, without the +3 CS modifier, or the Atom may be contacted by the Ivy Town police, who will inform him that Redshaw is now willing to talk, but will only confess to the Atom himself. Use **Mini-Encounter Ten** to handle Redshaw's Interrogation.

Mini-Encounter Thirteen:

CONNECTIONS

Setup

The Atom goes to Ivy University to enlist the assistance of Ward Fowler in deciphering the phone number crossed out in Marl Redshaw's address book.

Player's Information

The interior of the vine-covered Computer Science building is cool; they have backup air conditioners to prevent their machines from overheating.

You recall that before you left for the Amazon, your old fraternity buddy, Ward Fowler, was talking about getting

involved in digital descrambling of optical images. You haven't had the chance to look him up since your return from Morlaidh. The department's Administration Office tells you his office number is 485.

Read the following when the Atom arrives at Room 485:

There is no response to your knocks. Looking into other room reveals a man in his mid-thirties wearing jeans and a lab coat, hunched over a circuit board he is busily soldering. He has a set of earphones on his head, and even from this distance the strains of Beethoven's Fifth Symphony are clearly audible. He looks like he hasn't slept in a week. Ward hasn't changed a bit.

He looks up, pausing his personal stereo compact disc player.

"Sorry, I didn't hear you. Ray Palmer! Why, you old pirate! Why haven't you given me a call since you got back from — where was it? The Amazon?"

He stands and offers his hand.

GM's INFORMATION

The Player must receive 1 or more RAPs on a Persuasion Action Check to receive Ward's help. If this roll fails to gain any RAPs, Ward will be peeved at Ray's lack of communication since his return and will use his upcoming presentation as an excuse for not helping his old buddy. In this case, see *Troubleshooting*.

As he boots up the Optical Descrambling Computer to scan the phone book, Ward will ask the Atom all about his adventures in the jungle, why he decided to come back, and what he has been up to since he has been back. Allow the Player to answer Ward's questions in character. If the Atom mentions the slaughter of the Katarthans, Ward will be genuinely sympathetic and will try to change the subject to reminiscing about their college days, when they were both members of the Delta Tau Delta fraternity.

To successfully read the obscured phone number, the Player must receive 1 or more RAPs on an Action Check using the Descrambler's X-Ray Vision Power as the AV/EV against an OV/RV of 10/10. The Player may spend Hero Points to increase the Descrambler's AV/EV.

The entry revealed reads "P.L. 555-1379." If the Atom dials directory assistance, he will be able to learn that the number is for the South Ivy Town Print Shop.

If the Player decides to have the Atom dial the number and travel to the shop by phone line, continue with **Mini-Encounter Fourteen**. If he decides to travel to the shop by conventional means, play continues with **Mini-Encounter Fifteen**.

Troubleshooting

If Ward's Descrambler fails, he will announce, "I tried changing the code, adjusting the optical tracking — nothing worked. It took me half an hour to realize that the writing underneath was covered up with erasable ink." The Atom may then erase the scribbled portion, leaving the initials and phone number exposed and legible.

If the Player was not able to Persuade Ward to help him, then the Atom will be on his own to try and uncover the clue. In this case, the Atom may build his own Descrambler using the Gadgetry rules (see pages 32-36 of the *Rules Manual*) or may attempt forensic chemical methods to remove the most recent ink scribbles from the surface of the paper. This

last option holds the danger of destroying the paper holding the clue. There is little chance of this happening; removing erasable ink from permanent ink should be easy for the Atom to do. 1 or more RAPs on a Detective (Clue Analysis) Action Check against an OV/RV of 3/3 will result in the Atom discovering the obscured phone number.

If all else fails, Redshaw may be questioned at police headquarters when he regains consciousness. The Player must receive 2 or more RAPs on a Detective (Police Procedure) Action Check with an OV/RV of 4/4 for the police to allow the Atom to Interrogate their prisoner. The GM should refer to **Mini-Encounter Ten** for the results of this Interrogation.

Mini-Encounter Fourteen: *THE PHONE LINES*

SETUP

This encounter should be used if the Atom shrinks and travels via telephone lines to arrive at the print shop.

PLAYER'S INFORMATION

The room takes on a surreal aspect, as the walls turn hazy and nearby objects become obscured by motes of free falling dust. Milliseconds later, these become insubstantial and unreal as myriads of fine particles come into view. Within an instant, they too are lost in the horizon, disappear, replaced by molecules of air. It is all left behind as you hurtle into the phone wire. You manage to encircle your arms around a nearby electron, and you are pulled ahead with a jolt. Periodically a copper nucleus is visible in the vast expanse of black emptiness that makes up the intermolecular microcosmos.

Suddenly, you feel the electron you are clutching surge forward. This must feed into a fiber optics transmission line. Back in your old JLA days, before this new telecommunications technology was commonplace, you never had to ride photons at light speed when you traveled by telephone lines. These new fiber optics always make you a little queasy.

GM's INFORMATION

Play should continue with **Micro-Encounter 16A**.

Troubleshooting

Once he has entered the phone lines, there is nothing the Atom can do to change his direction or rate of travel. Therefore, he can take no actions until he has arrived at his destination.

Mini-Encounter Fifteen: *Shadowing*

SETUP

If the Player decided to follow Redshaw after he made the call to his employers, or if he has discovered that the print shop is the headquarters of the counterfeiters and decides to travel there by conventional means (other than the telephone lines), then this encounter should be used.

PLAYER'S INFORMATION

Read the following if the Atom is tailing Redshaw to the

print shop:

The man in the white shirt leaves the mall and enters an old blue sedan parked by the curb.

After 20 minutes of driving, the vehicle departs from the paved road onto a gravel-covered back alley. The car comes to a stop behind the South Ivy Town Print Shop. The man enters the establishment.

Read the following whether the Atom is trailing Redshaw or not:

The South Ivy Town Print Shop is located in a run-down single-story building in the middle of the block. The front door to the shop has a "closed" sign in the window. An alley runs behind the building. There are two rear entrances that open onto the alley.

GM's Information

The Atom may enter the premises by shrinking and entering under one of the doors, or by passing through one of the keyholes. The Atom must use 12 APs of Shrinking power to do either of these.

He may also enter by breaking down a door. The doors all have a BODY of 4 APs.

Refer to the map of the print shop. If the Atom enters through the front door, play continues with **Micro-Encounter 16B**. If he enters through the alley door to the left, continue with **Micro-Encounter 16A** (this is the door Redshaw entered by, if the Atom was trailing him). If he enters through the alley door to the right, play proceeds to **Micro-Encounter 16C**.

Troubleshooting

The Atom could conceivably wish to merely report the counterfeiters to the police, now that he has tracked down their lair, and let them handle things from here. In this case, the Player should be reminded that several of the clues he found earlier seemed to indicate that a new supervillain is involved, and therefore he should investigate himself.

Mini-Encounter Sixteen:

The South Ivy Town Print Shop

Setup

The Atom investigates the South Ivy Town Print Shop, headquarters of Strobe's counterfeiting ring. There are thugs to be defeated and hostages to rescue. The shop is divided into four main areas, each represented by a separate **Micro-Encounter**, below.

GM's Information

Once the Player has finished investigating the print shop and incapacitated all of the thugs, play should continue with **Mini-Encounter Seventeen**. If the thugs manage to defeat the Atom, play will continue with **Mini-Encounter Eighteen**.

Micro-Encounter 16A:

The Printing Room

Setup

Use this Micro-Encounter if the Atom enters the print

shop by the left-hand alley door (see map). The location is labeled as "A" on the print shop map.

PLAYER'S INFORMATION

A number of old printing machines stand unused near shelves holding ink canisters, printing dies and stacks of counterfeits. A large electronic printing machine dominates the room and is busy churning out more bills.

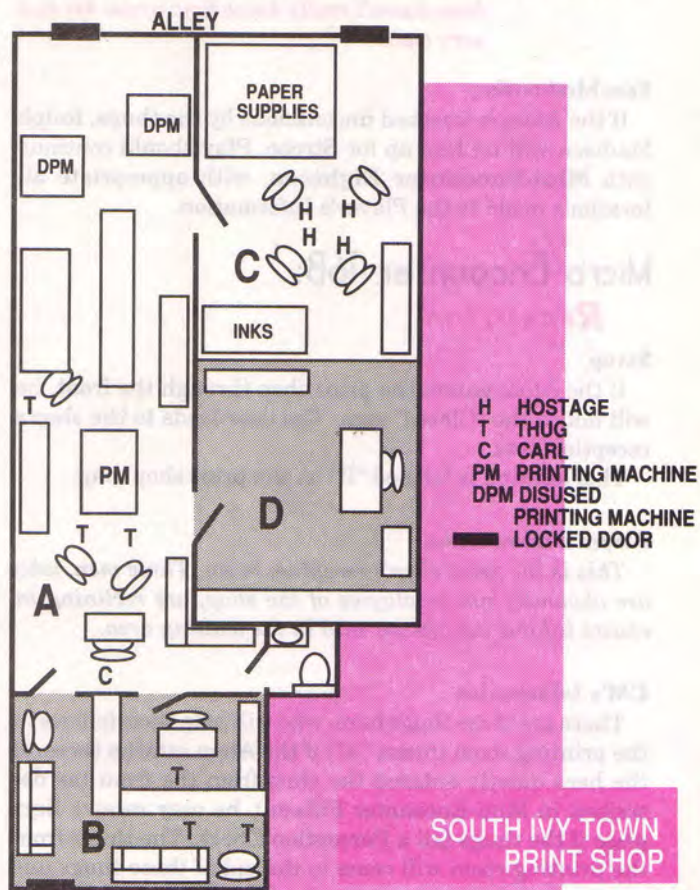
There are four hoods in this room. Two of them are seated and are polishing their pistols. One does paperwork at a desk with a phone. He appears to be in charge, and is called Ralph by the others.

GM's Information

If the Atom rode the phone lines, he will have emerged from the phone near Ralph, who is doing paperwork. If he followed Redshaw, both Ralph and Marl will be engaged in a heated argument over the jewelry, which is spread on top of Ralph's desk. If the Atom entered by smashing down the door, all of the thugs will immediately attack.

The thugs should be permitted a Perception Check when the Atom arrives in shrunk size. If the Atom remains undetected, he may receive Surprise when he attacks. If unnoticed, the Atom may scout around the print shop or disable the printing machine while in small form. The Player must receive 1 or more RAPs on a Scientist Action Check with an OV/RV of 6/6 to do this. A minute after the printing machine stops functioning, Ralph will bring in the print shop owners being kept prisoner in in the storeroom ("C" on the map) to fix the machine.

The Atom may also try to disable the thugs' guns in small form. If he is successful, the thugs will attack with knives



only in any subsequent combat that takes place. Ralph has informed them of the possibility of meeting the Atom while they are in Ivy Town, and has instructed them of the dangers of using live ammunition against a small, agile foe.

One phase after any combat begins, the three thugs in the reception room ("B" on the map) will enter and attempt to help their compatriots.

After the melee, the Player may remove the hundred dollar bill plates from the printing machine.

The Player should also receive a Detective Skill Action Check against an OV/RV of 4/4 if he examines the thugs' guns after combat, or while he is disabling them secretly. If the Player receives 1 or more RAPs on this attempt, the Atom will realize that the guns carried by the thugs are all plastic—the type that terrorists use when they wish their pistols to avoid X-ray machine detection.

Ralph Madison will be able to provide the following information if Interrogated:

RAPs

1 RAP

Information Gained

"I work for the Invincible Psi-Lord. He had the set of plates when I met him, and he organized our takeover of this operation. He seems to really have it in for you, but I don't know why. I'm expecting him back any time now."

1/2 RV

"I told the Psi-Lord that we should launder the phony dough, but he said we'd be better off using it to buy jewels and stuff. I thought it was nuts, but he insisted and he's the boss."

Full RV

"I don't know a whole lot about high-tech stuff like that, but it seemed to me that the boss doesn't really know how to use his suit very well."

Troubleshooting

If the Atom is knocked unconscious by the thugs, Ralph Madison will tie him up for Strobe. Play should continue with **Mini-Encounter Eighteen**, with appropriate alterations made to the Player's Information.

Micro-Encounter 16B:

RECEPTION

Setup

If the Atom enters the print shop through the front, he will notice the "Closed" sign. The door leads to the shop's reception area.

This location is labeled "B" on the print shop map.

Player's Information

This is the print shop's reception room. Three men, who are obviously not employees of the shop, are reclining in chairs behind the counter and in the waiting area.

GM's Information

There are three thugs here, who will help their fellows in the printing room (Room "A") if the Atom attacks there. If the hero quietly entered the shop from the front (as described in Mini-Encounter Fifteen), he may receive Surprise if the thugs fail a Perception Check. The thugs from the printing room will come to the aid of these thugs one

phase after the Atom's first attack.

Troubleshooting

If the Atom is knocked unconscious by the thugs, Ralph Madison will tie him up for Strobe. Play should continue with **Mini-Encounter Eighteen**, with appropriate alterations made to the Player's Information.

Micro-Encounter 16C:

KEPT IN STORAGE

Setup

If the Atom enters the print shop from the right hand alley door (see map) or the printing room, this Micro-Encounter should be used. This room is labeled "C" on the print shop map.

Player's Information

This lighted storeroom holds two young men, as well as an old man and woman. All are seated on cardboard boxes clearly labeled as paper stock. All four have been bound and gagged.

GM's Information

The elderly couple are the owners of the shop, and the two men are their employees. All were taken prisoner by Strobe. None are thinking clearly after their period of captivity. The owner may be Interrogated with an OV/RV of 2/2 for the following information:

RAPs

1 RAP

Information Gained

"A green and purple robot-man who called himself the Invincible Psi-Lord kidnaped us and ordered us to show him how to make counterfeit money with our equipment and with some plates he had. We've been here a few days."

Full RV

"His plates were so perfect that I was afraid that no one would catch on for a long time. As I was helping him, I remembered once reading about a New Yorker in the 40's who made counterfeit bills using water-soluble ink. I hoped someone would notice that I was having them use the same thing."

The other hostages will only verify the owner's story.

Troubleshooting

Unless the Atom encourages the hostages to speak in hushed tones, their talking will alert any thugs still conscious in the printing room (Room "A"), who will come in to find out what the racket is. They will immediately attack if they see the Atom.

Micro-Encounter 16D:

The Boss' Office

Setup

This encounter is used if the Atom decides to enter the shop's office.

This room is labeled "D" on the print shop map.

Player's Information

This office appears to have a number of old Western movie posters hastily hung up. "A Fistful of Greenbacks" and "Top Gun of the West" are prominently displayed on the wall directly across from the desk. A book with 30 names and phone numbers lies open on the desk. The office is deserted.

GM's Information

The phone book contains a collection of phone numbers belonging to Strobe's gang, as well as some of potential members of the gang that have not yet been recruited. The numbers corresponding to the gang members have check marks next to them. Both Marl Redshaw's and Ralph Madison's numbers have check marks by them.

RAPs

1 RAP

Information Recalled

The posters remind you of one of the villains you have recently faced, Strobe. He was an avid fan of Westerns and his former hide-outs were plastered with the things.

Full RV

Strobe was just an incompetent street hood who somehow stole a suit of powered armor. You sent him to jail, but he was released and stole a different suit of powered armor. He called himself "Edg the Destroyer" on his second outing, but you incarcerated him again.

If the Player asks, the owner of the shop will inform the hero that the posters were not put on the walls by himself or any of his employees.

The Player should be allowed to make an Action Check using his own INT/WILL as the AV/EV and his own INT/MIND as the OV/RV. The posters give him the following impressions, based on the number of RAPs earned.

Troubleshooting

There are no other clues of importance in the office, but the shop owner (if freed) will verify that someone has made a complete mess of the place.

Mini-Encounter Seventeen:

STROBE'S SHOOTOUT

Setup

Strobe has been practicing the powers of his suit, and returns to his base. Before he enters, he uses the X-Ray Vision Power of his suit just to see how his group is doing. He sees that his nemesis, the Atom, has dispatched them. Anxious for a rematch, and certain of his own imminent victory, Strobe has decided upon a dramatic entrance.

Player's Information

As you ponder the significance of the Western posters, the door to the room bursts inward, torn from its hinges by the force behind a purple alloyed boot. An electronically-resynthesized voice is yelling "Ka-chow!" over and over as bolts of energy blast from a purple, scaled gauntlet knock out a number of lights in the room.

A few errant shots strike wads of bills piled on filing cabinets and send them drifting through the air, like worthless confetti.

The long shadow that falls on the floor of the dimmed room is cast by the Invincible Psi-Lord, though you know him better as Strobe. He is wearing an old prototype suit of LexCorp psionic armor. Originally intended for use by NASA astronauts, the armor never reached production because of its tendency to reduce the wearer to a state of permanent mindlessness if its powers were overused. Superman has fought others who have stolen this type of armor.

"Ah've been practicin' with this new armor—gettin' ready ta meet ya agin. Though with this kinda power, I outta be gunnin' for the whole dang Justice League instead."

He forms a fist with his forefinger extended toward you and his thumb pointing up, like someone holding an imaginary gun.

"Purdy slick operation I got here, huh? You know whut they say: best way ta make money... is ta make money. Get it? Haw, haw!"

"The Invincible Psi-Lord's gonna cash in your chips fer shure this time, lil' pardner! Ka-chow!"

GM's Information

Strobe's first attack will be an energy blast at the floor under the Atom. The Atom's Gliding Power will allow him to avoid taking damage from the fall into the building's basement. Strobe will then leap feet-first into the hole in the floor after the Atom, like a tag-team wrestler leaping onto a fallen opponent.

Attempting to reason with Strobe is wasted effort. He will not believe the Atom's claims that the suit can be detrimental to his health.

Engaging Strobe in hand-to-hand combat is dangerous, considering the fact that Luthor has sent a number of the armor's wearers to battle Superman (albeit unsuccessfully) on several occasions. If the Player chooses to do this, Strobe will prefer to attack with his fists rather than with his energy bolts.

If the Player wants the Atom to enter the armor through cracks in its shell at the elbows, knees and other joints, he may do so by using 15 APs of Shrinking. Once inside, he may sabotage the electronics of the suit. To this end, the Atom may blindly destroy circuits and servo mechanisms, hoping to accidentally wreak havoc on the armor's workings. If the Player suggests this, then the Player should receive a Scientist (Analysis) Check against an OV/RV of 2/2. 1 or more positive RAPs will result in the Atom realizing that the power of this armor could be catastrophically released if care is not taken in neutralizing it.

While inside the armor, the Atom may attempt to surgically knock out selected parts of the armor safely. To do this, the Player should make a Scientist (Analysis) Check with an OV/RV of 6/6 each phase. If 7 or more RAPs are received on this Check in a single phase, then the Atom will notice a critical circuit or servo which can be easily destroyed, instantly (and safely) incapacitating the armor. The Player may continue to make these rolls, though the RAPs are not cumulative from phase to phase. Strobe will not attack while the Atom is inside the armor (he will be looking for him, though), and will be unable to stand under the weight of the unpowered psionic armor if it is deactivated.

Finally, the Player may try to take advantage of Strobe's

over-inflated ego and use it to defeat him. Insulting Strobe will infuriate him, and he will swat at his shrunken nemesis. A particular strategy to use might be to land on Strobe's back and taunt him. By using 12 APs or so of Shrinking, the Atom will be reduced to a size where he can do little damage (Strobe will receive an increased RV even if the Atom uses Density Increase), so it may be advantageous for the Atom to Dodge. For each swat, the GM should make an Action Check to see if Strobe has struck his own armor (this Action Check has an OV of 7 and an RV equaling the Current BODY Condition of the suit). In fact, Strobe will become so enraged if the Atom keeps up the insults that he will thoughtlessly increase his AV using Hero Points, making it even more likely that he will knock himself out.

When the Atom stands victorious, the police will arrive on the scene and take custody of Strobe. Proceed to the **Endgame** section.

Troubleshooting

If the Player blindly destroys the suit's circuitry, an electrical fire will result. Each phase, Strobe will be "attacked" by the fire, which begins with an AV/EV of 1/1 and increases according to the guidelines found on pages 64-65 of the *Rules Manual*. Strobe may not use the BODY of the suit to substitute for his OV/RV against this attack.

If the Atom was knocked unconscious in this encounter, continue with **Mini-Encounter Eighteen**.

Mini-Encounter Eighteen:

Top Gun of Ivy Town

Setup

If the Atom was defeated, Strobe will attempt to build a "death trap" in the Print Shop's office. However, the Atom may have reported the location of the counterfeiting ring's base to the police. In this case, Strobe will not wish to be surrounded, and will retreat to his apartment with the Atom, the plates, and some of the most expensive of the merchandise bought with the counterfeits.

Strobe will not activate his "death trap" until the Atom regains consciousness. The Player may make hourly Recovery Checks as explained on pages 18-19 of the *Rules Manual*.

Player's Information

As you groggily awaken, you see Strobe setting up a number of video cameras in the room. You are bound hand and foot with strong packing tape, and suspended by a hoist from the ceiling. Below, there is a barrel with its top torn off. It contains printer's ink. Most of the cameras in the room are trained on you. He must want to record this event for posterity.

"Ya awake, pilgrim? I beat ya fair 'n' square and wanted the world ta see the look on yer face as the Invincible Psi-Lord lowers ya hog tied 'n' headfirst inta inky-black oblivion. It's the last roundup for ya this time, hoss."

GM's Information

If the Atom tries to escape by shrinking, the packing tape that binds him is considered to have Grappled him with the Glue Power rated at 10 APs.

The GM should refer to **Mini-Encounter Seventeen**

for the possible means of defeating Strobe, once he has freed himself from the tape. When Strobe is defeated, the Atom will find empty cardboard packages for the videotapes addressed to GBS, WLEX and other major networks.

Troubleshooting

If the Atom is unable to free himself from the tape in time, he will be lowered into the ink. He can hold his breath for a period of time as described on page 25 of the *Rules Manual*. In addition, the ink will make the tape a bit slippery, and the Atom can attempt to escape again, with the tape's Glue Power reduced to 5 APs.

Should Strobe actually defeat the hero, the villain will gain a great deal of notoriety for killing the Atom, before the rest of Earth's heroes track him down and swat him like an annoying parasite.

Endgame

Player's Information

Strobe has been remanded to police custody. The police have informed you that Strobe escaped from prison along with the villain known as I.Q., though I.Q. is still at large.

The WIVY news is on, showing Lex Luthor, the billionaire magnate of Metropolis, holding a press conference.

"Mr. Luthor, how is it that a three-time loser like Strobe was able to acquire a LexCorp spacesuit?"

"Well, Scott, I understand he used some of his hidden 'Edg the Destroyer' equipment to steal the suit from a LexCorp truck. LexCorp security was badly outgunned on this one. The question I ask myself is, 'Where was Superman?' Surely he wouldn't let his irrational vendetta against me prevent him from helping LexCorp stop a crime like this, would he?"

Luthor directly addresses the camera, his voice taking on a solemn tone that is barely perceivable.

"Strobe strikes me as a man who is a lot smarter than he comes across. If I'm right, I'm sure he knows how to deal with the right people to serve his own immediate interests."

A commercial for Lexair runs on WIVY.

It is a cool New England evening in Ivy Town.

GM's Information

Luthor does have other machinations planned, but it is safe to assume that he is bellowing at a few employees once he is off-camera. The Atom will not be able to garner anything more than suspicions against Luthor — Luthor always covers his tracks well and Strobe isn't talking.

The Player may wish to track down I.Q. and his gang. It is up to the GM to devise this adventure.

Standard Award

Level of Opposition

Inferior 15

Critical Points

Discovering Counterfeit Bills

Seldom Fails 2

Area of Consequence

Local 3

Severity

Permanent Non-fatal 10

Total 30

The Huntress in Enter the **DRAGONS**

GM's Background

Helena Bertinelli, once a Mafia princess, dons the costume of her mysterious alter ego and prepares to patrol the streets of vermin-infested New York City. No criminal is safe, for tonight the Huntress is on the prowl...

Henry Ablemann stands squarely behind the counter of his butcher shop. A jug of water rests on the counter top in front of him, seemingly waiting to be refilled again and again. It's nearly closing time, and business has been at a standstill for the last two weeks. It's the heat, Henry tells himself. The heat has never been this bad.

The elderly shopkeeper stares emptily at his shelves of goods — goods which have been sitting there ever since those Amerasian youths showed up. It's not just the heat, Henry admits, that gang, or "tong," as they like to call themselves, has cast a shroud of fear over the entire neighborhood. Not since a young Henry escaped the horror of the Holocaust has he felt such trepidation. He dreads the day that the gang will return for their "protection money," but he is prepared. Henry has learned that oppression is something to be fought, not tolerated.

Suddenly, Henry's reverie is broken by the sound of shattering glass. A smiling Oriental teenager now stands mockingly where the half-open glass door once was; a shorter youth hovers behind, a crowbar held tightly in his right hand.

"Good evening, Mr. Ablemann," the grinning youth begins, sauntering toward the shopkeeper. "And how are you today? Hot? Thirsty? Well, things will be a lot cooler for you if you accept my offer of protection."

"Get outta here," Henry growls through clenched teeth.

"Come now, Mr. Ablemann, I'm simply trying to make things easy," the youth says, propping himself up against the counter. "Tell you what... I'll make you a new offer. You can pay me one of two ways: with money... or with blood."

In response, an enraged Henry reaches below the counter and pulls out a meat cleaver, but before his blow can fall, the Oriental youth swiftly draws a pistol from within his jacket and shoots Henry in the head.

"Like I said," the still-grinning teenager concludes, pocketing his gun, "With money... or with blood. The Red Dragons always collect."

Syu Kim has been running the small Oriental grocery store next to the butcher shop for nearly 20 years. Until the inception of the Red Dragons, she felt safe. When Syu saw Jimmy Sen enter Mr. Ablemann's butcher shop, she sensed trouble. At the same time the Red Dragons came running out of the shop, Syu's daughter Nyun Kim appeared from the doorway leading down from their apartment. Jimmy Sen took one look into the terrified, knowing eyes of Syu Kim and immediately grabbed her daughter. Now the Dragon has Nyun, and Syu Kim has the threat of death

hanging over her and her daughter if she goes to the police.

The police questioned the people of the neighborhood, but no one admitted to having seen anything.

Adventure Synopsis

This adventure takes place after *The Huntress* #11.

The Huntress is on patrol of a small neighborhood bordering Chinatown when she spots three members of the Red Dragon tong harassing Syu Kim outside of her store. The gang members will try to flee at the first sign of trouble, but the Huntress should have no difficulty stopping them. Syu Kim will reveal to the heroine that her teenage daughter has been kidnaped by the Red Dragons and is being held so that Syu Kim will not tell the police that she knows who murdered Henry Ablemann. Syu Kim will beg the Huntress to help her get her daughter back.

The Huntress will be able to Interrogate any of the tong members she captures, but will discover that they are more afraid of someone called "the Dragon" than they are of her. The Huntress may uncover a small piece of paper with an address on it and possibly conclude that the Red Dragons frequent a tattoo parlor called Squid's.

The address on the slip of paper leads to the apartment of an arms dealer named Eddie Finch. The Red Dragons want to buy firearms from Eddie, but Eddie has decided not to sell guns to the gang. After saving Eddie from an attack by the Red Dragons, the Huntress will have very little trouble convincing Eddie to tell her what he knows. All Eddie can tell her is that the Red Dragons like to frequent a sleazy bar called the West Wind.

Meanwhile, Squid is busy tattooing a biker gang known as the Vermin. If the Huntress goes to Squid's, she will have to stifle the bikers' advances before finding out that Squid gives the Red Dragons free tattoos instead of protection money. He has seen the Dragon and his tong several times at a bar called the West Wind.

At the West Wind, the Huntress must deal with eight of the Red Dragons. Under Interrogation, they will reveal that their hideout is in an abandoned hotel. If the Huntress does not defeat these Red Dragons and is captured, she will awake inside the old hotel.

At the hotel, one wrong move will find the Huntress captured and placed in the hands of the Dragon, who is revealed to be Jimmy Sen, the youth who murdered Henry Ablemann. Sen has Nyun Kim under hypnotic control.

If the Huntress manages to enter the hotel without alerting those inside, she will find Jimmy Sen holding a knife to Nyun Kim's throat. The Dragon will try to trick the Huntress into giving herself up. The Huntress must defeat the Dragon and his tong in order to safely return Nyun Kim to her mother.

Player Character

THE HUNTRESS

DEX: 7 STR: 3 BODY: 4
INT: 5 WILL: 6 MIND: 5
INFL: 5 AURA: 6 SPIRIT: 5
INITIATIVE: 21 HERO POINTS: 35

• **Skills:** *linked

Acrobatics: 7*, Detective: 5*, Martial Artist: 7*, Thief: 7*,
Weaponry: 7*

• **Advantages:**

Connections: Justice League International (High), Organized Crime (Low); Intensive Training; Lightning Reflexes

• **Drawbacks:**

Secret Identity

• **Equipment:**

Crossbow Pistol [BODY: 5, EV: 5, Ammo: 3, R#: 2]

Knives (x6) [BODY: 3, EV: 3]

Bonus: The Huntress' knives are balanced for throwing.

Swing Line [STR: 8, BODY: 1]

The Swing Line is 1 AP long.

Flash Bombs (x3) [BODY: 1, Flash: 4, R#: 2]

Stun Bombs (x2) [BODY: 1, Bomb: 5]

Limitation: Bombs do only Bashing damage.

Boomerang [BODY: 3, EV: 4, Gliding: 1]

Bonus: The APs of Gliding are added to the thrower's STR to determine Range.

4 AP AC Omni-Gadget

• **Alter Ego:** Helena Bertinelli

• **Motivation:** Seeking Justice

• **Occupation:** Vigilante

• **Wealth:** 9

• **Background:**

Helena Bertinelli is the only daughter of the late Mafia boss, Guido Bertinelli. Guido was a "family man": a man whose family consisted of friends, lawyers, judges, and bodyguards, all in his employ.

As a child, Helena was kidnaped by a competing mob's "wise guy" and released soon after. She never forgot the experience. Outraged by this incident, Guido Bertinelli vowed to keep Helena safe by sending her — and a bodyguard — away to school.



When Helena was a junior in college, she returned home to New York City for Christmas break and found her "family" as large as ever. During Christmas dinner, a costumed assassin calling himself Omerta the Silencer broke into Guido Bertinelli's home and killed everyone present — except Helena.

Once Omerta discovered that Helena survived the hit, he began to hunt her down. As the sole heir to her father's fortune, Helena realized that she would have to learn to protect herself. With the help of her former bodyguard Sal, Helena trained in the use of weaponry and the martial arts. She shed her former identity and became the Huntress.

It didn't take long for the Huntress to silence her family's killer, but by doing so, she uncovered a coded ledger belonging to her father. This important item, which contains dirt on every crooked politician formerly in her father's employ, recently fell into the hands of a demented criminal named Wyvern. This puzzle-solving lunatic must eliminate Helena before he can blackmail those mentioned in the coded ledger.

While searching for her father's murderer, the Huntress managed to stop a mind-controlled Blue Beetle from killing Maxwell Lord. Helena "Burton" was later approached by Maxwell Lord and asked to join the New York-based branch of Justice League International. An uncharacteristically enthusiastic Helena agreed when Lord promised to keep her identity a secret.

• **Role-Playing:**

Helena is a headstrong young woman torn between the responsibility she feels as a vigilante and her desire to lead a normal life. She has vowed to give up her career as the Huntress soon, but every day Helena seems to find a reason to continue wearing her mask.

The Huntress possesses little to no respect for the law. These feelings are a result of her upbringing and the legal system's inability to bring the assassin who killed her family to justice. The Huntress' few encounters with Officers Fiorello and O'Shea have left her angry and distrustful, especially after she gave O'Shea half of her father's ledger and he let it fall into Wyvern's hands.

In combat, the Huntress prefers to Surprise her opponents before becoming violent. Her natural athletic abilities and previous training are sufficient for hand-to-hand combat against three or fewer opponents, but the Huntress will turn to her Gadgets if she is seriously outnumbered or outgunned.

Villains

THE DRAGON

DEX: 6 STR: 3 BODY: 4
INT: 5 WILL: 5 MIND: 3
INFL: 4 AURA: 2 SPIRIT: 2
INITIATIVE: 17 HERO POINTS: 35

• **Powers:**

Broadcast Empath: 10, Hypnotism: 7

• **Skills:** *linked

Charisma: 6, Martial Artist: 6*, Thief: 6*, Weaponry: 6*

• **Advantages:**

Connection: Street (Low); Lightning Reflexes

• **Equipment:**

Nun-Chuks [BODY: 3, EV: 4]

Bonus: The AV of an attack made with the Nun-Chuks is the user's APs of the Weaponry Skill. The EV of the Nun-Chuks are added to the user's APs Martial Artist Skill to determine the EV of the attack made with them. If the user does not possess the Martial Artist Skill, the Nun-Chuks cannot be used.

Shuriken (x4) [BODY: 3, EV: 3]

Range is equal to the thrower's STR.

- **Alter Ego:** Jimmy Sen
- **Motivation:** Power Lust
- **Occupation:** Gang Leader
- **Wealth:** 2
- **Background:**

After Jimmy Sen dropped out of high school, he found his life going nowhere fast. Jimmy was a smart enough kid; he just had a very bad streak in him that made him always want to be in charge.

One day, the course of Jimmy's life was forever altered. An invading force of aliens detonated a bomb in the upper atmosphere designed to wipe out the "meta-gene" found in humans' DNA structure. The heroes of Earth managed to reverse the effects of the bomb, but many previously normal people discovered that the bomb had left them with metahuman powers. Jimmy gained the ability to manipulate people's emotions and implant suggestions in their minds. Aware of these newfound powers but not where they came from, Jimmy formed the Red Dragon tong, named himself the Dragon, and began a quest for power. Jimmy had no trouble recruiting members for his gang and declaring himself its leader. In a little less than a week, "the Dragon" and his group of Amerasian youths had become a vicious street tong, shrouding the Asian Quarters of New York with fear and demanding protection money from local businesses. The Red Dragons will soon have the entire neighborhood under their tyrannical sway if Jimmy Sen is not stopped.

• **Role-Playing:**

The Dragon is more than a small-time hoodlum. Jimmy Sen truly aspires to become a major underworld figure and possesses the power to accomplish this goal. The only thing that Jimmy does not possess is experience. He is overconfident in his abilities and enjoys manipulating people's emotions, making them feel lust, anger, and especially fear. Jimmy will not accept defeat, and will remain defiant until the very end.

RED DRAGON TONG MEMBERS

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

• **Skills:**

Martial Artist: 5, Thief (Stealth): 3, Weaponry: 4

• **Equipment:**

Each tong member will be armed with one of the following weapons. The specific weapon or weapons carried by each gang member are indicated in the appropriate Encounters:

.38 Pistol [BODY: 4, EV: 3, Ammo: 6, R#: 3]

Butterfly Knife [BODY: 6, EV: 3]

Nun-Chuks [BODY: 3, EV: 4]

Bonus: The AV of an attack made with the Nun-Chuks is

the user's APs of the Weaponry Skill. The EV of the Nun-Chuks are added to the user's APs Martial Artist Skill to determine the EV of the attack made with them. If the user does not possess the Martial Artist Skill, the Nun-Chuks cannot be used.

Shuriken (x4) [BODY: 3, EV: 3]

Range is equal to the thrower's STR.

- **Motivation:** Thrill Seeker
- **Occupation:** Hoodlum
- **Background:**

The Red Dragons are the backbone of what Jimmy Sen hopes will one day be a tong to rival the legendary fighting tongs of China. The gang members are all Amerasian youths, recruited by Jimmy and manipulated by his charisma and mental influence. They have been seduced by the Dragon's promises of wealth, influence, and riches, as well as subtly manipulated by his powers.

• **Role-Playing:**

Through the manipulations of the Dragon, these one-time typical teenage street punks have become bloodthirsty and ruthless. They will remove anyone or anything that stands in their way, but only in accordance with the Dragon's orders.

Non-Player Characters

EDDIE FINCH

Eddie Finch is a veteran of the Vietnam War whose left leg was permanently damaged when a segment of shrapnel severed his Achilles tendon. Because of his limp, his experience in the war, and the reception Eddie got when he returned to the US, he began to sell guns illegally.

The Red Dragons recently informed Eddie that he wouldn't have to pay them protection money if he sold them guns. Eddie has given the tong the run around until now, and his decision not to sell them arms will be answered with violence soon.

Eddie does not care for the Amerasian youths in the neighborhood; they bring back bad memories. Eddie can easily be convinced to tell the Huntress all he knows about the Red Dragons, but he could use a lesson in tolerance.

Finch's attributes are all rated at 3 APs, except his DEX and STR, which are each 4 APs. He has 5 APs of the Weaponry Skill and 15 Hero Points. He carries the following equipment:

9 mm Browning High Power [BODY: 4, EV: 5, Ammo: 14, R#: 3]

9 mm Ingram Mac 10 [BODY: 4, EV: 6, Ammo: 5, R#: 3]

Flak Vest [BODY: 6]

SQUID

Frank Taite spent a few years in the state penitentiary, where he developed a flair for tattooing. Once he had served his time, he opened his own tattoo shop. Frank



quickly became an expert tattoo artist and earned the nickname "Squid" by working on two clients at one time. Squid has agreed to give the Red Dragons tattoos in exchange for their "protection."

Squid's attributes are all 2 APs, except his STR, which is 3 APs. Squid's immense size and quiet demeanor make his clientele respect him. However, Squid hasn't thrown a punch in years and tends to stand aside if a fight breaks out.

NYUN KIM

Nyun Kim has lived in the neighborhood with her parents since the day she was born. Her parents knew how dangerous it might be, so they allowed Nyun to attend kung fu classes. Her capture by the Dragon was a case of being in the wrong place at the wrong time.

Nyun Kim is normally a brave, loyal girl, and these qualities have been enhanced and twisted by the Dragon since he kidnaped her. She presently believes that she is in love with the Dragon and will fight viciously if he is in danger. Her attributes are all rated at 2 APs, but she does have 4 APs of the Martial Artist Skill, making her base Initiative 8. She has 10 Hero Points.

Encounter One:

Cries In the Night

Setup

The adventure begins with the Huntress on her nightly patrol. This Encounter takes place outside of Syu Kim's grocery store.

Player's Information

The stifling night air blows back your hair and works against your line as you swing silently above the streets of the Asian Quarters. It's quiet tonight — too quiet for an overcrowded city in the middle of a heat wave.

Glancing down, you see a shadow glide lithely across one of the pools of light created by the street lights. Seconds later, the loud cries of an Oriental woman shatter the night's quiet.

As your eyes adjust to the light, you can make out three Oriental youths, each with a distinct tattoo on his upper

arm. A stout Oriental woman faces the youths and seems to be chastising them, one of whom now steps toward her, a glint of steel in his right hand.

GM's Information

The three youths are members of the Red Dragon tong. They were sent by the Dragon to tell Syu Kim that her daughter will be killed if Syu tells the police who murdered Henry Ablemann.

The Huntress will be able to Surprise the three youths if they do not gain positive RAPs on a Perception Check against an OV/RV of 5/6. If the Check gains any RAPs, determine Initiative normally; otherwise the Huntress is allowed one free phase to act against the three youths, after which the Red Dragons will attempt to escape.

All three of the gang members are armed with butterfly knives. They will not harm Syu Kim, but are willing to use her as a hostage to escape from the Huntress.

Once the Red Dragon members are dispersed or defeated, the Huntress will be able to talk with Syu Kim. The woman will be hysterical and Suspicious, giving a +1 Column Shift Modifier to the OV/RV of any Character Interaction attempts. Positive RAPs on a Persuasion attempt will calm Syu Kim for an amount of time equal to the RAPs gained. Syu Kim will give the Huntress the following information:

"Yesterday... they kill Mr. Ablemann... Their leader — the Dragon — take my girl! Please... help! They... Red Dragons... kill my baby if I talk. Please... find my baby!"

After blurting this out, Syu Kim will again become hysterical and incoherent, wailing in her native Chinese. If the Huntress managed to capture any of the three youths, she may wish to question her captive(s). The Huntress

RAPs

1 RAP

1/2 RV

Full RV

Information Gained

"We were just supposed to scare the woman into keeping her mouth shut. We weren't gonna hurt her."

"Then we're supposed to go to Eddie Finch's place. The address is in my pocket."

"We don't know where the girl is, honest! We're just supposed to go to Eddie's and buy some guns."

Restless Natives

If the Huntress wishes to question people in the neighborhood at any time during her investigations, she must make a Character Interaction (Interrogation) Check against an OV/RV of 4/4. The residents' reactions will range anywhere from Neutral to Hostile, depending on how the Huntress approaches people (GM's discretion). Positive RAPs will reveal the following cumulative information:

RAPs

1 RAP

1/2 RV

Full RV

Over RV

Information Gained

"A gang calling themselves the Red Dragon has taken over our streets. It's gotten so bad that I don't feel safe on my own front porch. I've heard some of the boys call their leader 'The Dragon.'"

"The boys are all Oriental and seem to think they're one of those old Chinese tongs. I mean, they used to be relatively good kids until that Dragon came along; now they'd beat you senseless without blinking an eye."

"They run as a gang but they don't wear colors or jackets. Most of them have a tattoo of a dragon on their upper left arm."

"The only tattoo parlor around here is called Squid's. It's a few blocks down... You'll know it when you see it."

must make a Character Interaction Check against an OV/RV of 2/2. The youths are Opposed to the Huntress due to the fear that the Dragon has instilled in his followers. Positive RAPs will reveal the information in the righthand column on page 30 to the Huntress:

Upon closer examination of the youths' tattoos, the Huntress will be able to see that they are all the same image of a pouncing dragon (see page 29). The only tattoo parlor in the area is the one run by Squid; the Huntress can find its location in the phone book, or by asking the local residents (see Sidebar).

The address on the piece of paper is 35 1/2 Martin Street, which is only a few blocks from this location.

Once the Huntress has finished up here, the Player may have her go to Eddie Finch's (**Encounter Two**) or Squid's tattoo parlor (**Encounter Three**).

Troubleshooting

If all three of the gang members managed to escape, one of them will drop the piece of paper upon which is written Eddie Finch's address.

Encounter Two:

Gun Runner

Setup

This Encounter takes place once the Huntress decides to go to the address indicated on the slip of paper from **Encounter One**. The address corresponds to an old warehouse belonging to an arms dealer named Eddie Finch.

Player's Information

Traveling along the sweltering streets of the Asian Quarters quickly brings you to the address given by the gang members. A dilapidated old warehouse looks abandoned, except for one light shining through a dirt-encrusted second story window.

Note: Read the following paragraph if any of the Red Dragons managed to escape during **Encounter One**, then continue with the "Biding Time" section of the GM's Information.

As you watch, a shadow blocks the light and then moves out of view. A few seconds later the same thing happens, but this time the shadow stops in front of the window. You can make out the shadowy shape of a human wipe unseen sweat from his forehead, before the light once again filters through the soiled glass.

Note: Read the following paragraph if the Huntress captured all three gang members during **Encounter One**:

As you watch, a shadow temporarily blocks the light and then moves out of view. The muffled sound of voices drifts down through the partially opened horizontally-sliding doors facing you. Just to the left of these doors, two Oriental youths are sitting upon the hood of a parked car.

GM's Information

If the Huntress captured all three Red Dragon members during **Encounter One**, five more Red Dragons will be on the second floor of the warehouse with Eddie Finch, who is about to inform them that he will not sell them guns. The Player should be shown the map of the warehouse, and informed that the Huntress has three phases to evade or

confront the two youths outside before Eddie reaches for his Ingram Mac 10 and attempts to kick the boys out. Each of the tong members standing guard is carrying a butterfly knife and four shuriken.

If the Player opts to enter the warehouse through the back or side door, each door will be locked and requires an Unskilled Thief (Locks) attempt against an OV/RV of 2/2.

If the Huntress gains access to the warehouse before three phases are up, she may attempt to Surprise the group inside. If the Huntress does not make it inside the warehouse before 3 phases have passed, see Troubleshooting. The Red Dragons will automatically be Surprised, and only Eddie should be allowed a Perception Check against an OV/RV of 7/7. Positive RAPs will indicate that Eddie is aware of an intruder, and he will attempt to pull his Ingram out from under his desk and aim it in the Huntress' direction, saying, "Freeze, sucker!" It should be made clear to the Player that Eddie is not the Red Dragons' friend. Eddie will only fire upon the Huntress if she attacks him first.

Once the Red Dragons are no longer Surprised, they will fight the Huntress for one phase before attempting to escape. Each tong member is armed with Nun-Chuks or a butterfly knife.

If a gang member is captured, the Huntress must Persuade him to talk. The OV/RV is at 2/2, and the youth is Opposed to the Huntress. Positive RAPs will simply reveal that the youths know nothing of Nyun Kim's kidnapping. They were supposed to get some guns from Eddie and then go to the West Wind bar.

Any gang member who manages to escape will drive to the West Wind bar. If the Player wish to follow them, continue with **Encounter Four**.

Biding Time

If any Red Dragon members escaped from the Huntress during **Encounter One**, Eddie Finch will be alone in the warehouse and awaiting the arrival of the Red Dragon tong. The gang members will have learned that the Huntress is on to them, and will have decided not to go to Eddie Finch's.

Eddie cannot be Surprised by the Huntress and will have drawn his Browning from its shoulder holster at the first sound of her approach. The limping Eddie will give the Huntress the following information if she does not immediately attack him:

"Those punk kids have been harassing me for weeks, trying to get me to sell 'em guns so I don't have to pay protection money. Yeah, right. Well, I've had it with 'em. I'm not gonna sell 'em nothing. They're dangerous enough."

If asked, Eddie knows nothing about the kidnapping of Nyun Kim. The last time the Red Dragons came to Eddie's, however, he heard them mumble something about tattooing a squid. If the Huntress makes inquiries as to an establishment by this name, she will learn the location of a tattoo parlor called Squid's. If the Huntress goes to Squid's, continue with **Encounter Three**.

Troubleshooting

If the Huntress takes longer than three phases to enter the warehouse, Eddie and the Red Dragons will have just entered into combat and, therefore, cannot be Surprised. In this case, the Huntress will arrive to see one knife-wielding Red Dragon on the floor with a bullet through his left calf,

and a limping, wide-eyed Eddie Finch covering the rest of the tong with his Ingram.

If the Player thought to have the Huntress render the Red Dragons' car immobile, any escaping Red Dragon members will simply flee in different directions, planning to meet at the West Wind later. Any captured tong members give the same information listed in **Encounter One**.

Encounter Three:

Squid's Ink

Setup

This Encounter is used if the Huntress decides to check out Squid's tattoo parlor.

Player's Information

You find the place known as Squid's with no problem whatsoever. The neon sign, depicting a smiling squid with a tattoo needle in each one of its sucker-bearing tentacles, shines brightly over the parlor's gloomy exterior. Every window is painted black, and the only entrance to this seedy establishment is through the front door.

Read the following to the Player once the Huntress enters the tattoo parlor:

As soon as you slip one foot inside Squid's, the place becomes heavy with silence. Three pairs of male eyes look you up and down; a fourth pair diligently studies the work its owner's hands are performing.

Two large men in black leather jackets sit with their chairs propped against a grimy wall. From the number of beer cans scattered at their feet, you can see that they've already had a few too many.

A man in boots with no shirt on sits upright on a chair in the middle of the small, dingy room while Squid carefully fills in the outline of an eagle on his right shoulder blade. "Hey, baby," he says slimily, "Lookin' for a tattoo ta go with that getup?"

GM's Information

The Huntress will be unable to use Stealth to enter Squid's, as the front door is the only entrance.

The three men with Squid are members of a motorcycle gang known as "the Vermin." Two of them are very drunk, and all three are rowdy. The boisterous bikers will harass the Huntress with various catcalls, whistles, and rude suggestions. The two drunken bikers will immediately attempt to Grapple with the Huntress if she doesn't play along with them.

VERMIN BIKERS (x3)

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

•Skills:

Weaponry (Firearms): 4, Vehicles (Land Vehicles): 4

•Motivation: Thrill Seeker

•Occupation: Biker

If the bikers are thrashed soundly, they will run. If the Huntress attacks Squid, he will plead with her to stop; he doesn't want any trouble. Squid will remain quiet through-

out the scenario, but will answer the Huntress's questions once the bikers have been defeated or dispersed, depending on the RAPs gained on an Interrogation attempt:

RAPs

1 RAP

Information Gained

"Yeah, I know dem Red Dragons all too well. I tattooed all of dem with the symbol of the red dragon. In return, dey lemme alone."

1/2 RV

"The Red Dragons hang out at a sleazy bar called the West Wind."

Full RV

"The Dragon has a very large, intricate tattoo of the red dragon symbol on his upper torso. A real work of art, but I can't take credit for it. I just happened to notice it when he came in with some of his boys to get their tattoos."

Once the Huntress is finished at Squid's, she should head to the West Wind (**Encounter Four**).

Troubleshooting

If the Huntress opts not to enter Squid's, the GM may have the Vermin exiting the bar when she arrives. The Huntress will overhear the bikers discussing plans to go to the West Wind and prove to those Oriental punks that they run this town. In this case, Encounter Four should be modified to fit this situation.

Encounter Four:

The West Wind

Setup

This Encounter should be used once the Huntress heads to the West Wind bar, where she will find some members of the Red Dragon tong discussing how to eliminate her.

Player's Information

The West Wind is located a few blocks west of Syu Kim's grocery store, in the heart of the Asian Quarters. The hot summer air hangs heavy outside the local bar, but from the sounds emanating from within, you know there must be lots of hot air blowing inside.

Once the Huntress enters the West Wind or looks in one of the windows, read the following to the Player:

The room hangs thick with smoke and loud music. Through the fog can be seen many of the less desirable elements of the neighborhood. A group of eight Oriental youths are playing pool at two pool tables and appear to be discussing something more important than the game at hand.

GM's Information

The youths playing pool are all members of the Red Dragon tong and are discussing what is to be done with the Huntress. The Dragon has made it clear that this unknown woman must be eliminated.

If the Huntress enters the bar using the Thief (Stealth) Skill, the tong members need to gain positive RAPs from a Perception Check against an OV/RV of 7/7 to see if they notice her. This Perception Check will also determine if the Huntress can Surprise the group. If the gang notices the Huntress, they will prepare to fight her.

If the Red Dragon members are not aware of the Hunt-

ress' presence, she may wish to eavesdrop on their conversation. Listening in, however, will simply reveal that the youths are under orders to eliminate her.

Two of the gang members are armed with Nun-Chuks, three are armed with knives, two more will grab pool cues, and one will break a glass bottle.

Pool Cues (x2) [Body: 2, EV: 4, R#: 5]

Broken Bottle [Body: 1, EV: 3, R#: 5]

The gang members will try their best to take out the Huntress, but they will not enter Killing Combat at this time. They will spend their Hero Points defensively (that is, on their OV/RVs and on Last Ditch Defense), but will not be coordinated enough to launch any Team Attacks. None of the other bar patrons will involve themselves in the fight; most will flee the scene if the action becomes too dangerous, but some will stay to watch the fun. The bartender will call the police as soon as any fighting breaks out, but it will take the police 7 APs of time (4 minutes, or 60 combat phases) to arrive at the bar.

Once the gang members are beaten, the Huntress can question anyone still conscious. Any comment made about the Dragon will result in an immediate look of fear on each boy's face. The gang members are well aware of his formidable powers and are afraid of his vengeance if he finds out they gave information. In order to gain any information from a subdued gang member, she must overcome this fear of the Dragon. All Interrogation or Persuasion attempts are made with the Opposed modifier. This can be attempted on each subdued tong member. If the Huntress is able to gain any positive RAPs, she can learn the following cumulative information:

RAPs	Information Gained
1 RAP	"The Dragon said to get you and bring you to his lair."
1/2 RV	"It's the old Carver Hotel on First Street."
Full RV	"He has the girl there."

If the Huntress discovers where Jimmy Sen and the Red Dragons hide out, proceed with **Encounter Five**. If the Huntress is knocked unconscious during the fight, the gang members will take her to meet the Dragon, and play continues with **Encounter Six**.

Troubleshooting

If the fight takes longer than sixty combat rounds (this is unlikely), the police will arrive at the bar and attempt to break up the fight. In this case, the Huntress should attempt to flee, as she has little respect for the law.

Encounter Five:

The Dragon's Lair

Setup

This Encounter takes place once the Huntress approaches the old Carver Hotel, where the Dragon is holding Nyun Kim hostage.

Player's Information

The once glamorous Carver Hotel stands in the night like a ruined fortress. The hotel has suffered the same fate as the neighborhood in which it rests. Time and decay have taken their toll.

Outside, several Oriental teens can be seen patrolling the

street, diligently watching for any enemy of their feared leader, the Dragon. Somewhere in that dark, foreboding tower must lie the Dragon's lair.

GM's Information

Six Red Dragon members, armed with guns, are patrolling outside the building. Two more gang members, each armed with a sawed-off shotgun, are on the roof of the building. The Huntress will see the guards on the roof only if she is on top of one of the taller buildings. Due to darkness, the Huntress must gain Positive RAPs on a Perception Check against an OV/RV of 2/2 with a +3 Column Shift Modifier in order to ascertain what weapons the youths are carrying.

Sawed-Off Shotgun (x2) [Body: 4, AV: 5, EV: 5, Ammo: 2, R#: 3]

All of the tong members are watching for someone to try to enter the building, giving any Thief (Stealth) attempt a +1 Column Shift Modifier; the guards also receive a -1 Column Shift Modifier to their Perception Checks. If the Huntress is detected, the guards will open fire on the unidentified intruder. Any gunfire will alert the twelve gang members inside, as well as the Dragon and Nyun Kim. Every two combat phases, two more tong members will arrive at the scene of the gunfire. The twelve tong members in the building are armed with butterfly knives, Nun-Chuks and shuriken.

If the Huntress is able to enter the hotel without making her presence known, she will find two tong members on each of the odd numbered floors. If a Red Dragon member notices her, he will immediately shout for help. At this point, the GM should make a Perception Check for each one of the tong members stationed two floors above or below, to determine if he hears the shouting. The AV/EV is 2/2, and the OV/RV is 2/2, with a +2 Column Shift Modifier due to the distance and acoustics of the building. It will take 1 AP of time (two phases) for any gang member to climb or descend one flight of stairs.

The two Red Dragons on the seventh floor will not leave their posts in response to any shouting, but the GM should still make a Perception Check for them and the Dragon (who, with Nyun Kim, is in room 708), with positive RAPs indicating that they are aware of any trouble.

Once the Huntress reaches the seventh floor, proceed with **Encounter Seven**.

Troubleshooting

If the Huntress is defeated by the Red Dragons, she will be taken captive and awake in time for **Encounter Six**.

Encounter Six:

Captive

Setup

This Encounter is used if the Huntress was captured by the Red Dragons at the West Wind bar or the Carver Hotel. She is now being held hostage in a hotel room by the Dragon and six of his tong members.

Players' Information

An icy splash of water in the eyes jolts you back to reality and a pounding headache. Weaponless, you are sitting

upright with your ankles and wrists tied to the back and legs of a wooden chair. A blinding light shines down into your eyes, making shadowy figures out of everything within your view.

Just as your eyes begin to adjust to the light, a figure moves in front of you, casting a grim shadow over your battered form. A young Oriental man with a cold, cruel stare and melodic voice says, "So you are the mystery woman who has been giving my Red Dragons so much trouble. Well, no longer. I will see to it myself that you are disposed of..."

"Leave us, my Dragons — but don't go far," the voice orders, "The Dragon wishes to toy with this mouse awhile before sending her to her death."

The Dragon once steps out of the light, which again makes you blind, but not deaf to the shuffle of footsteps toward and through an unseen door. A somehow more sinister set of footsteps remains in the room, apparently pacing back and forth a few feet behind your chair.

GM's Information

The Dragon plans to kill the Huntress, but wishes to brag about his newly-found power and how it changed his life first. See the Dragon's Background on page 29 to improvise this monologue. After doing so, he will summon Nyun Kim from an outer room in order to give the Huntress a demonstration of his emotion-controlling abilities. The Dragon will take great pleasure in twisting the emotions of Nyun Kim, who is oblivious to any of the manipulations.

The Dragon has removed the Huntress' Gadgets, which are now on a nearby dresser. The Huntress will be able to see the Gadgets if she successfully gains RAPs on a Perception Check against an OV/RV of 4/4. She may, however, still have a small file or Omni-Gadget in her glove (GM's discretion).

It is of the utmost importance that the Huntress escape her bindings. The GM may wish to urge the Player to spend Hero Points. While the Dragon boasts and brags, the Huntress may make such an attempt, using her Thief (Escape Artist) Skill as the AV/EV vs. an OV/RV of 5/5.

If RAPs gained are greater than 4, the Huntress will free herself without alerting the Dragon. In this case, she can attempt to Surprise the Dragon. The Dragon is allowed a Perception Check, with an AV/EV of 5/5 against an OV/RV of 5/6. A +1 Column Shift Modifier should be added to the OV and RV for every point over 5 RAPs that the previous Thief attempt gained.

Once in combat, the Dragon will attempt to use his Broadcast Empath Power on the Huntress to induce fear in her, and will spend Hero Points on every attack and defense in order to defeat her. The Dragon will also use Nyun Kim (if present) to help him defeat the Huntress; Nyun Kim has been convinced by the Dragon that the Huntress must be stopped.

The six tong members outside the door will enter as soon as they hear sounds of combat. Each Red Dragon possesses one of the weapons listed with the statistics for the tong members on page 29 (GM's discretion).

Once the Dragon is knocked unconscious, the effects of his mental control will wear off, leaving the tong members and Nyun Kim dazed and amicable. The tong members will attempt to flee, and Nyun Kim will break down crying.

Once the Huntress or the Dragon is defeated, play proceeds with **Endgame**.

Troubleshooting

If the Huntress does not escape from her bindings, the GM may have the Dragon untie her just before he plans to kill her, thereby allowing the Huntress to enter combat once she is set free. Alternatively, the GM could opt to have Nyun Kim break free of the Dragon's influence at a climactic moment of the Dragon's manipulations and suddenly release the Huntress. Should the Dragon manage to defeat the Huntress, he will lock the Huntress in the trunk of a car, which he will have driven into the river. The Huntress should be allowed to escape to face the Dragon another day.

Encounter Seven:

The Eyes of the Dragon

Setup

This Encounter is used once the Huntress reaches the seventh floor of the Carver Hotel, and has not been captured by the Dragon's thugs.

Players' Information

The seventh floor of the Carver Hotel looks exactly like all the other floors: barren and dusty. One Red Dragon member can be heard walking the halls, and another stands in front of room 708.

GM's Information

Prepared...

This Encounter can begin one of two ways. If the Dragon, Nyun Kim, or one of the two Red Dragon members previously learned of the Huntress' presence, she will not be able to Surprise any of them. If they are not aware that the Huntress is in the building, she may attempt to Surprise them. In this case, goto the following **Surprise** section.

In the former case, the two gang members will be wary, giving them a -1 Column Shift Modifier to their Perception Checks and the Huntress a +1 Column Shift Modifier to any Thief (Stealth) attempts. As soon as one of the Red Dragons sees the Huntress, the two will Team Attack her to the fullest extent of their abilities.

Once the Huntress has taken care of the guards and enters room 708, read the following to the Player:

In the center of this shabby room is a wide-eyed, teenage Oriental girl; a taller Oriental boy stands closely behind her. Several candles placed throughout the room cryptically reflect a glint of steel across the girl's neck.

"You have caused me a great deal of trouble," the Dragon growls at you. "I suggest that you surrender now, or I will be forced to cut the girl's throat." A relentless stream of tears falls from the terrified girl's eyes.

Nyun Kim is not in any danger from the Dragon; he Hypnotically suggested that Nyun Kim cry when she sees the intruder. The Dragon hopes to use Nyun Kim to force the Huntress to surrender.

If the Huntress surrenders, the Dragon will let go of Nyun Kim and attempt to use his Broadcast Empath Power to induce a feeling of hopelessness in the Huntress. The

Huntress will then have a chance to attack the Dragon.

Surprise!

If the Huntress manages to Surprise the guards, she should be able to defeat them without alerting the Dragon. If she then Surprises the Dragon and enters room 708, read the following to the Player:

This room seems to be set up as a living area. A motley selection of discarded furniture decorates the room, which is lit by a large number of candles.

In the center of the room stands a young, shirtless Oriental man whose upper torso is tattooed with an intricate design of a large dragon. Sitting on the bed is an Oriental girl.

If the Dragon is Surprised by the Huntress, he will defend himself the best he can against any attack. Once he is able to gain his feet, he will attempt to induce overwhelming fear in the Huntress. The Dragon will do everything in his power to defeat the Huntress.

Nyun Kim, if Surprised, will sit on the bed until an opportunity arises to make a Surprise attack on the Huntress. The mesmerized Nyun Kim will defend the Dragon until either she or her captor are rendered unconscious.

If any of the Red Dragons are still conscious and aware of the Huntress, they will attempt to aid the Dragon in his fight. It takes 1 AP of time (two phases) to climb or descend one flight of stairs. The GM should keep track of the number of combat phases it will take for any tong members to reach room 708. The tong members will help the Dragon fight the Huntress, but once the Dragon is rendered unconscious, the Red Dragons will stop fighting her.

If one or more of the candles is knocked over, an Action Check with an AV/EV of 7/7 and an OV/RV of 7/7 should be made. The RAPs gained on this Check should be subtracted from 9; the resulting number of APs indicates the amount of time it will take for the hotel room to catch fire. Use the guidelines on page 64 of the *Rules Manual* to determine the spread and intensity of the fire. Any person in the room after the fire reaches a severity of 3/3 or higher will begin to suffer from smoke inhalation. An attack roll with an AV/EV of 4/4 should be made against an OV/RV equal to the person's Str/Body. For every 1 AP of time spent in the room, the AV/EV should be increased by 1 AP and for every 2 APs of time spent inside the room, the attack should gain a +1 Column Shift. It should become obvious that anyone inside the building should leave.

It is possible to fight this fire using the rules on page 64 of the *Rules Manual*.

Once the Dragon is defeated, his mental influence on Nyun Kim and the Red Dragons will be ended. Play proceeds with **Endgame**.

Troubleshooting

If the Huntress refuses to surrender, she may attempt a Trick Shot to get the Dragon to drop the knife being held on Nyun Kim. Depending on how well the Player has performed up to this point, the GM should determine the OV/RV of this Trick Shot by consulting the *Universal Modifiers Table*.

Should the Dragon manage to defeat the Huntress, he will lock her in the trunk of a car, which he will have driven into the river. She should be allowed to escape to face the Dragon another day.

Endgame

The end of the adventure depends on whether or not the Dragon was defeated. Once the Dragon is defeated, the Red Dragon tong will be disbanded and Nyun Kim will return to her mother. Syu Kim will go to the police and testify to having witnessed the murder of Henry Ablemann. If the Dragon is turned over to the police, he will stand trial and go to jail. If the Dragon escapes, he will hide out until he can attempt revenge against the Huntress. If the Dragon apparently dies in the Carver Hotel fire, the case will be closed.

Standard Award

The following is a guideline to the Standard Award that should be given to the Huntress. The Huntress should be penalized if she initiates Killing Combat at any time. If this occurs, the Player will not receive any Hero Points for the adventure.

Level of Opposition

Equal 20

Critical Points

Gaining information from the Red Dragons

Even Odds 3

Escaping from bindings (if captured)

Seldom Fails 1

Area of Consequence

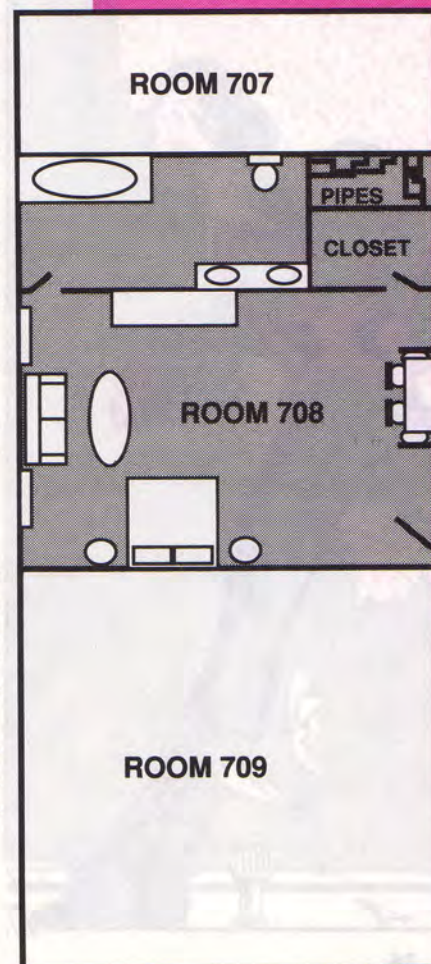
City/Local 3

Severity

Permanent Nonfatal 10

Total Standard Award 37

INSIDE THE
CARVER HOTEL



Manhunter in Doppelgängers

FROM THE PAST

Gamemaster's Background

The name "Manhunter" has been used by a number of different beings in the DC Universe over the millennia. The first Manhunters were robots created by the Guardians of the Universe to serve as an intergalactic peace-keeping force united under the promise that "no evil escapes the Manhunters." The robots became corrupted by the powers they wielded and rebelled against their Oan masters, which forced the Guardians to take away all the Manhunters' powers. The Guardians did not destroy them, however, and the robots found new sources of power, which they used to subvert the Guardians' activities in the cause of righteousness. Over the next few centuries, the Manhunter robots infiltrated a number of solar systems and tricked the inhabitants of these unsuspecting worlds into joining Manhunter-inspired cults. Their new creed was that "no man escapes the Manhunters."



On Earth, during World War Two, the Manhunters contacted two men and initiated them into the Manhunter cult. These two men became masked mystery men, and each called himself Manhunter. Both men were members of the All-Star Squadron during World War Two. One of the masked Manhunters, a big game hunter named Paul Kirk, worked as an espionage agent for the US Government after the war.

While on a hunting trip, Kirk was accidentally trampled by a rogue bull elephant. He fell unconscious, believing that he would never wake up again. Unknown to Kirk, he was being watched by a group known as the Council, who were unaware of Kirk's ties to the Manhunter cult. The Council was led by ten men, who were all either scientists, businessmen or politicians. They had formed their organization at the end of World War Two in response to the threat of the newly invented atomic bomb. The Council feared that man would destroy himself, and they were determined to prevent that catastrophe. They took the injured Kirk to their Sanctuary and placed him in suspended animation.

Twenty-five years later, medical science had advanced enough so that the Council could repair Kirk's injuries completely. They revived Kirk, who found himself endowed with an advanced healing rate. The Council wanted Kirk to become head of their security division, which was manned by clones of Kirk himself, grown during his suspension. Kirk agreed, and he began advanced Ninjitsu training under Asano Nitobe, a legendary master of the martial arts.

When they sent Kirk on his first mission, to kill an Interpol agent, Kirk realized that the Council's morals had become corrupted. The Council's goal was now to gain power and to ensure that the balance of power was kept in their favor. To do this, the Council would assassinate anyone who might upset the international balance of power. The Council even kidnapped brilliant scientists and forced them to reveal their secrets.

Kirk rebelled against his masters, and soon became the Council's most deadly foe. After a number of violent encounters, Kirk attacked the Council at their hidden Sanctuary. Kirk was assisted by Batman, Nitobe, Christine St. Clair (an Interpol agent), and Kolu Mbeya (a weapons dealer and designer). In a final confrontation with the leaders of the Council, Kirk gave his life to insure that the Council and its Sanctuary base were completely destroyed.

Unknown to Kirk and his allies, the Council also retained a small secret research base in the Kurin Mountain Range, bordering the USSR. The research base's final assignment had been the creation and training of some advanced clones of Kirk. These clones were given Kirk's advanced healing factor, and were trained in the methods and weapons that Kirk employed in his battle against the Council. These clones were specially trained to track down and kill Paul Kirk. Any surviving clones were then to be made the new leaders of the Council's security division.

When the Council's Sanctuary was destroyed, the research base's commander ordered the clones placed in suspended animation and the base shut down. The research base's personnel left, fearing that Kirk was still alive and would come after them. The escaping personnel took most of the base's equipment with them. The base has been left empty since then.

Many years later, Mark Shaw was brainwashed by the Manhunter cult on Earth and committed a number of criminal acts. He was eventually cured and freed from the Manhunter cult's influence. Designing a new mask and costume, he became the bounty hunter known as Manhunter, promising to restore honor to the name that had become tarnished and synonymous with corruption.

Adventure Background

Recently, international attention has been focused on the small Eastern European country of Tandrovia, located near the Kurin Mountain range. The United States and the Soviet Union are both trying to build economic and military connections with the small country. So far, the country's young hereditary monarch, King Wilhelm, has tried to stay neutral.

Mr. Twilight, the local American representative and intelligence agent, came up with a plan to encourage King Wilhelm to seek American aid. To help him, Twilight recruited Mikhail Gustaff, the King Wilhelm's trusted security advisor. Twilight leaked rumors that King Wilhelm decided to sign a treaty with the US. An over-zealous KGB agent then decided to hire an outsider to assassinate King Wilhelm before any treaties are signed. The KGB agent hired the deadly assassin Deathstroke the Terminator for the job, who was then contacted by the cunning Twilight. Twilight offered the Terminator a sum of money equal to what the Russians paid him in return for not killing King Wilhelm. Twilight still wants the Terminator to attack King Wilhelm, but only to seriously injure him.

Twilight and Gustaff will then spread rumors that the King had been killed, letting the Terminator collect his money from the Soviets and make his getaway. Twilight and Gustaff can then publicly announce that the King had almost been killed by an assassin hired by the Soviets. The evidence they will produce will convince the King and the general populace that Tandrovia should ally itself with the American government.

The plan goes off smoothly, but Twilight and Gustaff fear that the Terminator will betray them. Twilight also fears that Gustaff could be a problem if he chooses to tell the king the truth. The two conspirators learn that Mark Shaw, Manhunter, has just arrived in Tandrovia for a short stay. They decide to recruit Shaw, duping him into helping them tie up their loose ends.

Adventure Synopsis

This adventure takes place just before *Manhunter* #19, and before *New Titans* #62.

Mark Shaw, on a short skiing vacation, lands in Tandrovia on a cold January day. The next day, before dawn, he is visited by Gustaff and Twilight. They tell Manhunter about the Terminator's attempted assassination of King Wilhelm, and ask for his aid in capturing the assassin.

If Manhunter refuses, Gustaff will threaten to deport him from Tandrovia, and Twilight will threaten to arrange for his passport and visa to be revoked. If Manhunter still refuses, a squad of soldiers will show up fifteen minutes later and forcibly take Manhunter to the airport and put him on a plane to America. Manhunter will also find that his passport and visa have been revoked by the American government. If Manhunter tells the soldiers that he has decided to accept Gustaff's offer, they will take him to the King's lodge.

If Manhunter agrees to help Gustaff and Twilight, the two men will take Manhunter to the hunting lodge where the attack occurred. Using clues found at the hunting lodge, or using information from his contacts in America, Manhunter will hopefully deduce that the Terminator is staying at a nearby ski lodge. If Shaw does not guess that the Terminator is at the ski lodge, there is a chance that he can follow the ski tracks left by the Terminator, which lead there.

At the ski lodge, Manhunter will discover that the Terminator has already left. A clue in the Terminator's room will indicate that he is planning to ski cross-country through a mountain pass into the USSR, making good his escape. Gustaff will insist on going with Manhunter, if he opts to try and ski after the Terminator.

If Manhunter refuses to let Gustaff accompany him, Gustaff will argue that he knows the area better than Manhunter does. He will tell Manhunter that he will follow him if he must. If this happens, Gustaff will be able to keep up with him. Manhunter is a novice skier, while Gustaff has skied most of his life.

Gustaff and Manhunter will catch up with the Terminator just when a blizzard begins to hit the area. Gustaff's skiing skill will enable him to catch up with Manhunter just as he begins his fight with the Terminator.

Gustaff will try to kill Manhunter and Terminator while they are fighting each other. He will throw a grenade and then ski away quickly. The explosion will cause an avalanche that will cover the two fighters. Luckily, the Terminator and Manhunter will accidentally fall into an old ventilation shaft.

Manhunter will find himself in the old Council research base abandoned many years ago. The Terminator will not be anywhere nearby. While exploring the base, Manhunter will learn about the Council and Paul Kirk. Meanwhile, the Terminator will be exploring another part of the base, and the base's automatic security system will be preparing defenses.

The Paul Kirk clones will be activated and ordered by the computer to kill the intruders. The Terminator will encounter them first and be badly injured during the battle. Manhunter will have an encounter with one of the clones himself before running into the Terminator. The injured Terminator will suggest that they work together, briefly, to survive.

Hopefully, the Terminator and Manhunter will be able to survive a night in the base and defeat the clones. When dawn comes, the blizzard will decrease in severity, and they can leave the base. Before they can continue their fight, however, they will find the murdered body of Gustaff. The Terminator will then play back an audio tape recording of himself, Gustaff and Twilight. The recording reveals the

shady deal made between the Terminator and Twilight concerning the fake assassination attempt on King Wilhelm.

Twilight will be watching nearby. He had followed them the day before, and had killed Gustaff after he caused the avalanche. The resourceful Twilight was able to survive the blizzard by taking shelter in a small cave nearby. Twilight will attack the Terminator and Manhunter using a high-powered laser rifle. While Manhunter is busy trying to deal with Twilight, the Terminator will make good his escape. He will leave behind the tape recording, so Manhunter can use it to bring Twilight to justice.

Player Character

MANHUNTER

DEX: 8	STR: 4	BODY: 6
INT: 7	WILL: 6	MIND: 6
INFL: 6	AURA: 5	SPIRIT: 7
INITIATIVE: 25	HERO POINTS: 70	

•Skills: *linked

Acrobatics, 8*, Artist (Actor): 6*, Charisma: 6*, Detective: 7*, Martial Artist: 8*, Gadgets: 7*, Military Science: 7*, Thief: 8*, Vehicles: 8*, Weaponry: 8*

•Advantages:

Connections: Suicide Squad (High), Oracle (High); Genius; Intensive Training; Lightning Reflexes; Sharp Eye

•Equipment:

MASK [BODY: 4, Danger Sense: 4, Thermal Vision: 7, Directional Hearing: 4, Extended Hearing: 4, Telescopic Vision: 4]

Power Baton [BODY: 5, EV: 5, Energy Blast: 7, Jumping: 5, Magnetic Control: 5, R#: 2]

Miscellaneous Drawback: The Baton cannot be used for Killing Combat.

Portable Computer with Modem [BODY: 1, INT: 1, Recall: 5, Telepathy: 4, R#: 3]

Miscellaneous Drawback: Telepathy only works with other computers.

5 AP C Omni-Gadgets (x2)

These Omni-Gadgets are built into Manhunter's Power Baton.

•Note:

Manhunter has a special license that allows him to take his equipment on international flights. The power baton must be stowed in the cargo section of the plane, but he may keep his mask in a carry-on bag.

•Alter Ego: Mark Shaw

•Motivation: Thrill of Adventure

•Occupation: Bounty Hunter

•Wealth: 6

•Background:

Mark Shaw originally joined the Manhunter cult in an attempt to find the justice that he could not achieve as a lawyer. He later became known as the Star-Tsar and battled the Justice League under the influence of Manhunter brainwashing. Shaw was cured by Doctor Simon LaGrieve while in prison and won his freedom by undertaking a mission with the Suicide Squad. Adapting his weaponry, Shaw resolved to restore honor to the Manhunter name by hunting criminals as the new Manhunter.

•Role-Playing:

Mark Shaw is a loner by nature, finding it hard to open up to people. When on an assignment, he is extremely intense and thinks about nothing but accomplishing the mission. This causes him to sometimes do things he regrets after he has taken off his mask. When he is on the trail of a criminal, he prefers to carefully track his prey, and attack when they are not expecting it. This technique is especially useful if Manhunter's quarry is more powerful than he is.

Non-Player Characters

DEATHSTROKE THE TERMINATOR

DEX: 8	STR: 4	BODY: 4
INT: 8	WILL: 9	MIND: 8
INFL: 6	AURA: 3	SPIRIT: 7
INITIATIVE: 24	HERO POINTS: 100	

•Skills:

Acrobatics: 7, Charisma: 8, Martial Artist: 8, Military Science: 11, Thief: 8, Weaponry: 11

•Advantages:

Connections: Mercenary Organizations (High), Third World Nations (High); Connoisseur; Leadership; Lightning Reflexes; Scholar (Tactics)

•Drawbacks:

Age

•Equipment:

ARMOR [BODY: 9, Telescopic Vision: 4]

Power Staff [BODY: 6, Energy Blast: 11, R#: 2]

Sword [BODY: 8, EV: 5]

Grenades (x4) [BODY: 6, Bomb: 8]

Pistol [BODY: 4, EV: 6, Ammo: 5, R#: 2]

•Alter Ego: Slade Wilson

•Motivation: Mercenary

•Occupation: Assassin

•Wealth: 13

•Background:

Slade Wilson had his brain power increased to 90% by experiments performed on him by the US Army. Utilizing his newfound abilities, Wilson became Deathstroke the Terminator, the world's foremost assassin. After his defeat at the hands of the New Teen Titans, Deathstroke seemed to have entered into a retirement of sorts. Unfortunately, boredom and a rapidly dwindling supply of cash has forced him to take this new assignment.

Note: This adventure takes place before *New Titans* #62.

•Role-Playing:

Wilson is a cold man who has a very realistic outlook about the way things work in the world. He will not hesitate to manipulate someone if it will further his goals. In combat, he is calm and confident, but knows when to retreat. The Terminator is a cold-blooded killer who will not hesitate to enter Killing Combat.

PAUL KIRK CLONES

DEX: 8	STR: 4	BODY: 6
INT: 3	WILL: 3	MIND: 3
INFL: 3	AURA: 3	SPIRIT: 3
INITIATIVE: 18	HERO POINTS: 20	

•Powers:

Regeneration: 10

•**Skills:** **linked*

Acrobatics: 8*, Charisma: 4, Martial Artist: 8*, Military Science: 4, Thief: 8*, Vehicles: 8*, Weaponry: 8*

•**Advantages:**

Lightning Reflexes; Sharp Eye; Intensive Training

•**Equipment:**

1916 Mauser Machine Pistol with Silencer and Shoulder Stock [BODY: 5, EV: 6, Ammo: 8, Bomb: 4 (explosive rounds), R#: 2]

Throwing Knife [BODY: 3, EV: 3]

Bundi Dagger [BODY: 8, EV: 5]

Throwing Stars (x4) [BODY: 2, EV: 2]

•**Motivation:** Psychopath

•**Occupation:** Assassin

•**Background:**

These Paul Kirk clones were specifically created to hunt down and kill Paul Kirk, the previous Manhunter. To help them in this task, they were given Kirk's advanced healing factor. They were also trained in the weapons and tactics that Paul Kirk was using against the Council. When the Sanctuary was destroyed and the Council was killed, these clones were placed in cryonic storage. When Mark Shaw and the Terminator enter the abandoned Council base, the clones will be automatically revived.

•**Role-Playing:**

The clones are dedicated killing machines, but they possess little experience and are not very creative. They have a tendency to be overconfident in their abilities, believing themselves to be better than the original. They will not listen to reason. Any attempts at Character Interaction receive a +3 CS penalty.

MR. TWILIGHT

DEX: 4	STR: 3	BODY: 4
INT: 4	WILL: 5	MIND: 6
INFL: 2	AURA: 2	SPIRIT: 3
INITIATIVE: 12 HERO POINTS: 20		

•**Powers:**

Danger Sense: 4, Recall: 4, Regeneration: 4

•**Skills:**

Acrobatics: 5, Charisma: 7, Detective: 6, Martial Artist: 5, Military Science: 6, Thief: 6, Vehicles: 4, Weaponry: 6

•**Advantages:**

Connections: American Intelligence (High), US Military (High), International Intelligence Community (High); Iron Will; Sharp Eye

•**Drawbacks:**

Catastrophic Irrational Attraction to increasing America's power and prestige; Secret Identity

•**Equipment:**

KEVLAR VEST [BODY: 6]

Laser Rifle [BODY: 5, EV: 6, Energy Blast: 6, Telescopic Vision: 4, Ammo: 10, R#: 2]

Knife [BODY: 2, EV: 3]

•**Alter Ego:** Unknown

•**Motivation:** Seeking Justice

•**Occupation:** Intelligence Agent

•**Wealth:** 7

•**Background:**

Mr. Twilight has been an American intelligence agent for



so long that no one can remember when he first joined the service. At an early age, his metahuman powers surfaced in a bizarre accident. Realizing that his powers were not great enough to take on average supervillains, he decided to become a spy and help his country. The limited powers he possesses and his intense patriotism have made him one of the deadliest agents in the world. There seems to be no record of his true name, and he is known only by his code name, Mr. Twilight.

•**Role-Playing:**

Twilight is a cold and calculating man who likes to use patriotic sentiment to get people to help him. He is an extreme patriot, willing to do anything to further the causes of his country. Twilight is very blunt, and always talks in short sentences, with a tendency towards using military and intelligence terms in conversation. Twilight is nondescript in appearance, except for his habit of always wearing dark clothing and sunglasses.

MIKHAIL GUSTAFF

DEX: 2	STR: 5	BODY: 4
INT: 3	WILL: 4	MIND: 3
INFL: 2	AURA: 2	SPIRIT: 3
INITIATIVE: 9 HERO POINTS: 10		

•**Skills:**

Charisma: 5, Detective: 3, Martial Artist: 3, Military Science: 6, Thief: 3, Weaponry: 6

•**Advantages:**

Connections: Tandrovian Government (High); Iron Will

•**Equipment:**

Pistol [BODY: 4, EV: 6, Ammo: 5, R#: 2]

Grenade (x2) [BODY: 6, Bomb: 8]

- **Motivation:** Mercenary
- **Occupation:** Tandrovian Head of Security
- **Wealth:** 4
- **Background:**

Mikhail Gustaff's family has been serving the royalty of Tandrovia for centuries. Mikhail has been the first of the Gustaffs to deal with clandestine offers and bribes from powerful governments. He has succumbed to the temptation of greed and accepted an offer from Twilight.

- **Role-Playing:**

Gustaff is a large man who puts on a bumbling peasant act that hides his cunning mind. He carries a great deal of bulk, but this has not prevented him from becoming an expert and graceful skier. During the adventure, he will be a little jumpy and nervous due to his involvement with the conspiracy. He is very blunt and scowls a lot.

Encounter One:

A Working Vacation

Setup

While visiting Tandrovia for a short skiing vacation, Manhunter is contacted by the local authorities and an American government representative. They ask his help in capturing Deathstroke the Terminator, who has made an unsuccessful assassination attempt on King Wilhelm of Tandrovia. Utilizing clues at the scene of the crime, and/or information from his contacts, Manhunter should be able to track the Terminator to a nearby ski lodge. Meanwhile, the Terminator will begin his cross-country skiing trip though a pass in the Kurin Mountains as a blizzard begins to move into the area.

Player's Information

After arriving in Tandrovia, a small Eastern European country near the USSR, you have a late dinner at the rustic hotel where you are staying. You go to bed planning on hitting the ski slopes early the next morning, despite reports of an impending blizzard. Your restful sleep is interrupted by loud knocking about five minutes before the desk is supposed to make its wake-up call. The sound of the urgent knocking on your door quickly clears the sleep out of your head.

GM's Information

The knockers are Gustaff and Twilight, who have come to ask Manhunter to track down the Terminator. If the Player asks who is there, Gustaff and Twilight will quickly tell Manhunter their names and positions. If the Player questions their identity, two official-looking IDs will be shoved under the door. Twilight's ID states that the owner is an official American intelligence agent and representative. Gustaff's ID identifies him as the head of Tandrovian security and internal affairs. Of course, Manhunter doesn't know how to read Slavic languages, but he will recognize the language and it does look official.

If the Player is still suspicious, Gustaff and Twilight will plead with him through the door, with Twilight appealing to Manhunter's patriotic duty. If Manhunter opens the door, the two men (for a physical description, see the NPC section) will rush in and shut the door quickly behind them.

If Manhunter tells them to go away, or come back later, they will get the passkey from the hotel management and then Shaw's room. In terse tones the two men will formally introduce themselves and tell Manhunter that they need his help. Twilight will start by explaining the political situation in Tandrovia (see Adventure Introduction).

Gustaff will then tell Manhunter that a masked assassin, known as Deathstroke the Terminator, attacked King Wilhelm earlier this morning at Wilhelm's nearby hunting lodge. The Terminator escaped, but he did not succeed in killing the King. Gustaff has not publicly announced the attack, but he has leaked a rumor that the King has been killed. He hopes that this will lull the Terminator into a false sense of security and ensure that there will be no more attacks on King Wilhelm. Gustaff has closed the borders, but he fears that the Terminator will somehow escape the country, since Tandrovia's small army can't cover the entire border.

Gustaff will offer Manhunter a large cash reward for the capture of the Terminator, and Twilight will offer Manhunter unofficial help in the future. If the Player declines for some reason, Gustaff will threaten to deport him from Tandrovia, and Twilight will warn the hero that he could arrange for Shaw's passport and visa to be revoked. If Manhunter still refuses, Gustaff and Twilight will leave, and fifteen minutes later, a squad of soldiers will arrive to escort Shaw to the airport and the first plane going back to America. Shaw will learn from the captain of the squad that his passport and visa have been revoked by the American government. If Manhunter tells the soldiers that he has changed his mind about Gustaff's offer, the soldiers have orders to take Manhunter to the king's lodge.

Gustaff and Twilight will suggest that Manhunter try to pick up the Terminator's trail at the King's hunting lodge, where the attack occurred. Manhunter can contact his connections by phone, either from his hotel room or at the King's hunting lodge. If Manhunter decides to contact his connections, they will be able to give him a rough outline of the information found in the Terminator's Background.

The drive to the King's hunting lodge will take about an hour. Gustaff and Twilight will be very quiet during the trip. Occasionally, they will translate the weather reports that blare forth from the radio concerning the oncoming blizzard. The weather reports say that the blizzard is extremely powerful, and will reach Tandrovia sometime that day.

Glistening in the sunlight, a blanket of powdery snow covers the forest where the King's lodge is located. Manhunter will be told that the Terminator broke through a window to the lodge's study while the King was alone. He quickly attacked the King and then left through the broken window, disappearing in the dark of the early morning hours.

In the chaos that occurred afterward, none of Gustaff's men were able to find any traces of the Terminator's escape. All the activity around the lodge obscured any tracks that the Terminator might have left in the snow nearby.

The lodge's small study is dominated by a large oak desk and chair, which are currently turned over. The walls of the room are lined with filled bookshelves. The mess in the lodge's study will not reveal any clues that Manhunter can use to track the Terminator. If the Player decides to try to

use Manhunter's Military Science (Tracking) Skill to track the Terminator in the snow, the OV/RV will be 10/10 (Terminator's Stealth Subskill plus a +2 Column Shift Universal Modifier). Any positive RAPs will indicate success. If the Player fails to gain RAPs on the Tracking Action Check, see the Troubleshooting section.

If the Player gains positive RAPs on his Tracking Action Check, Manhunter will discover footprints leading away from the lodge, deeper into the woods. The tracks stop next to a large pine tree about a hundred yards away from the lodge. Tell the Player that Manhunter can deduce that the Terminator stepped in his own tracks on his way back to the tree after attacking the King (which explains why there is only one set of tracks). Tracks from a pair of skis begin at the base of the tree and continue towards the northeast. Scuff marks can be seen on the bark of the tree. Positive RAPs on a successful Detective (Clue Analysis) Action Check against an OV/RV of 8/8 will indicate that the Terminator left his skis leaning against the tree while he was at the lodge attacking King Wilhelm.

The ski tracks can easily be followed all the way back to where the Terminator is staying: the Bruckle Ski Lodge, a few miles away. If the Player thinks to ask if there are any ski lodges nearby, Gustaff will tell him that the closest one is the Bruckle Ski Lodge. Gustaff will insist on accompanying Manhunter, no matter how much Manhunter protests. Gustaff will suggest that they take skis, since the snow is so deep. If Manhunter leaves without him, Gustaff will be able to keep up with the hero easily due to his familiarity with the area and his skill on skis. Twilight will leave before Manhunter proceeds to the ski lodge, saying that officially he can no longer be a part of the case.

If the Player follows the ski tracks, or if he suspects that the Terminator is at the Bruckle Lodge and plans to go there, go to **Encounter Two**. If the Player has somehow been able to guess that the Terminator is escaping into Soviet territory through a mountain pass in the Kurin Mountains, and decides to chase him, go to **Encounter Three**.

Troubleshooting

If the Player contacted Manhunter's connections before leaving his hotel room, he might know about the Terminator's possible interest in skiing. If the Player asks about any slopes or ski lodges near the King's hunting lodge, Gustaff will reluctantly show him a map of the area with the Bruckle Ski Lodge indicated on it. The Player may decide to skip the king's hunting lodge and go straight to the ski lodge. If this happens, go directly to **Encounter Two**. To make sure that the adventure plot moves along, the Terminator will have already left for the Kurin Mountains and it will still take the same amount of time to catch up with him.

If, for some reason, the Player is not able to trace the Terminator back to the Bruckle lodge, allow Manhunter to find Map One. Map One is really meant to be found at the Terminator's room in **Encounter Two**, but it should be discovered here if the Player gets stuck. If this happens, assume that Twilight or Gustaff planted the map in a suitable spot to ensure that Manhunter picks up the Terminator's trail. If the map is found in this Encounter, the plot might move forward to **Encounter Three**. If this

happens, the Gamemaster should see the notes in **Encounter Two** about following the Terminator through the Kurin Mountains.

Encounter Two: *The Bruckle Lodge*

Setup

This encounter will occur if Manhunter visits the Bruckle Lodge, where the Terminator was staying. He will arrive after the Terminator has already left. Examining the room, Manhunter will find a scrap of a map that indicates that the Terminator is planning to leave Tandrovia by skiing through a pass in the Kurin Mountains into the USSR.

Player's Information

Set in an isolated area, the Bruckle Ski Lodge is a quaint wooden building set off from a main road. There are a few cars parked in front of it, but no activity can be seen nearby.

If Manhunter followed the ski tracks, read the following paragraph instead:

The ski tracks lead through several miles of rough forest before clearly leading to the entrance of a large wooden building up ahead. A large sign up front proclaims that the building is the Bruckle Ski Lodge, and cars parked in front of it indicate that it is open for business. Currently, though, there seems to be no activity outside.

GM's Information

The Terminator will have already left the Bruckle Lodge no matter when Manhunter gets there, but the Player has no real way of knowing that. The lobby is typical of a lodge of this type. One end of the lobby is taken up by a huge fireplace, with a number of overstuffed chairs and sofas nearby. No one is currently taking advantage of the warmth provided by the large fire in the hearth.

The registration desk is manned by a distinguished looking man with gray hair who looks bored. Gustaff will flash his ID at the clerk. Looking at the registration book, Manhunter will notice a Wilson Slade registered in Room #1. The clerk will tell Gustaff that Room #1 is upstairs, the first room on the right. The clerk speaks only broken English at best.

If Manhunter left Gustaff behind, the clerk will not let him see the registration book. The clerk will not answer any of Manhunter's questions, either, making blank, uncomprehending gestures in response to the hero's queries. Gustaff should soon catch up with Manhunter, and smooth things over with the clerk.

If Manhunter has not learned the Terminator's real name through his Connections, he might not recognize the name in the registration book. Questioning the desk clerk will reveal that the Wilson Slade in Room #1 went skiing just before dawn. Unless the Player thinks to ask the clerk, he will not tell them that Slade left again about an hour ago to do some more skiing.

The clerk will not hesitate to give them the room key, once Gustaff has established their credentials. Entering the room, Manhunter will find that the Terminator has left behind his luggage and some clothes. The Terminator has not left his armor and weapons in the room.

Assuming the GM did not have to allow the Player to find

Map One in **Encounter One**, a thorough search of the room will reveal the scrap of a map (Map One) in the fireplace. The map will be slightly burnt at the edges.

The Player will probably now wish to chase the Terminator through the Kurin Mountains, causing play to proceed to **Encounter Three**. Gustaff will insist on accompanying Manhunter on the chase. He will argue that he is an expert skier, and he knows the area better than Manhunter does. He will also argue that Manhunter may need him if the blizzard hits while he is in the mountain pass. If Manhunter absolutely refuses to let Gustaff accompany him, Gustaff will follow again and easily stay with him. If Manhunter attacks Gustaff and knocks him out, Gustaff will quickly recover and follow, since he knows which mountain pass Manhunter and the Terminator are passing through. In that case, Gustaff will catch up with Manhunter just as Manhunter and the Terminator begin their fight in the mountain pass.

Before leaving on the chase, they will hear a radio report that the blizzard is now moving through the Kurin Mountains from the USSR. As Gustaff and Manhunter leave the Bruckle Lodge, it will begin to snow heavily. If the Player wants to wait till after the snow and the blizzard have passed over, see the Troubleshooting section.

If, for some reason, Twilight is still with them, he will leave at this point. He will tell Manhunter that he cannot officially continue on the case.

Troubleshooting

If Manhunter suggests to Gustaff that they get an airplane or helicopter to chase the Terminator, Gustaff will call the airport. All of the pilots will refuse to fly near the Kurin Mountains, due to the impending blizzard. Gustaff will tell Manhunter that the best way to chase the Terminator will be on skis, especially since snowmobiles are not allowed in Tandrovia. The Tandrovia government feels that tourists on snowmobiles sometimes accidentally or carelessly destroy the natural beauty of the countryside. Gustaff will tell Manhunter that no vehicles are capable of traveling through the pass, anyway.

If Manhunter argues that they should wait until after the blizzard passes, Gustaff will argue that the Terminator might be able to get into Soviet territory if they wait. He will offer Manhunter more money, and tell Manhunter that he will go after the Terminator alone if he must.

Encounter 3:

The Kurin Mountains

Setup

This encounter should be used when Manhunter and Gustaff catch up with the Terminator in the Kurin Mountain pass. While Manhunter and the Terminator are fighting, Gustaff will throw a grenade he has concealed on his person. Gustaff will ski away quickly, trying to outrun the avalanche caused by his grenade. Manhunter and Terminator will both be caught in the avalanche.

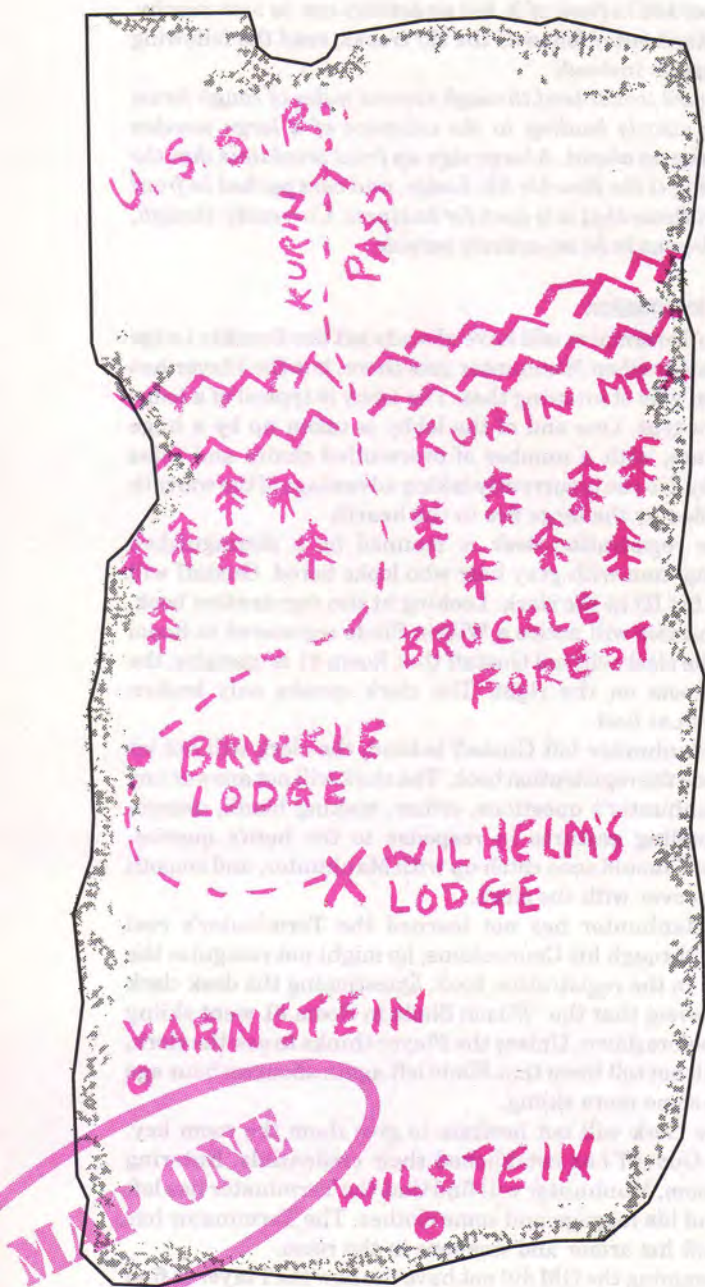
Player's Information

Read this paragraph aloud if Manhunter brought Gustaff along:

You and Gustaff make good time in reaching the mountain pass. The fairly level pass has allowed both of you to keep up a fairly good pace while skiing through. The narrow pass is bordered by steep, icy cliffs, covered in snow. Gustaff has warned you that the pass is notorious for sudden avalanches, and cautions you against the use of any sort of weapon that might trigger an avalanche. There is a sharp curve around a bend just ahead.

Read this paragraph aloud if Manhunter insisted on proceeding alone:

You make fairly good time reaching the mountain pass, thanks to the map you found earlier. You have noticed a large figure skiing rapidly behind you, probably Gustaff. The fairly level terrain of the pass has allowed you to keep up a good pace while skiing through the pass. The narrow pass is bordered by steep, icy cliffs, covered in snow. Clumps of debris on the floor of the pass indicate that the pass is plagued by avalanches. There is a sharp curve around a bend just ahead.



GM's Information

When Manhunter catches up with the Terminator, the assassin will have just stopped for a brief rest. Unless the Player has stated that he is using one of his mask's sensory powers (Extended Hearing, Directional Hearing or Danger Sense), Manhunter will not know that the Terminator is around the next sharp curve in the pass' path. In that case, unless the Player states that he is stopping and peering around the bend, Manhunter and anyone with him will find themselves skiing right toward the surprised Terminator. Everyone involved will be Surprised by this sudden turn of events. If Manhunter looked carefully around the bend, he will see the Terminator and be able to attack with Surprise.

If Manhunter allowed Gustaff to accompany him, he will warn Manhunter about using any sort of weapon that might cause an avalanche. He will also tell Manhunter that he will attack the Terminator by surprise, while he is busy fighting Manhunter. In actuality, while Manhunter is fighting the Terminator, Gustaff will be throwing a grenade near them and the walls of the pass. Gustaff will then ski swiftly away, wanting to outrun the avalanche. This will take two phases.

If all three men were Surprised by the encounter, Gustaff will try and stay away from the fight. He will try to place the grenade against a cliff wall while the other two are busy fighting each other (this will take about three phases). Gustaff will then trigger the grenade and ski away as quickly as possible.

If the Terminator sees Gustaff, he will recognize him and be rather surprised to see the Tandrovian. He will not say anything, wanting to see if Gustaff is indeed double-crossing him. Manhunter can try talking to Terminator, but Deathstroke will attack Manhunter, since he knows about the hero's reputation as a bounty hunter.

Positive RAPs on a Perception Check by Manhunter against an OV/RV of 10/10 will allow Manhunter to notice Gustaff throwing the grenade, but it will be too late for him to do anything.

In any case, the blizzard will hit the area just as the Terminator and Manhunter begin fighting. The blinding snow and high winds will cause a +2 Column Shift on the OV/RV of all Action Checks.

The grenade will go off in the third or fourth phase of combat. The grenade will cause a minor avalanche that the Terminator and Manhunter will probably not be able to escape. The avalanche will attack with an AV/EV of 8/8 (Bashing Combat). The Terminator will spend Hero Points to avoid taking damage from the avalanche. The GM might wish to suggest this idea to the Player. The Terminator and Manhunter will be Surprised by the avalanche, and they will probably be unable to avoid it. To avoid the avalanche, a person would have to have noticed Gustaff throwing the grenade. If the person who noticed Gustaff's actions tries to get away, he must make gain positive RAPs on an Action Check using his DEX/DEX as the AV/EV against an OV/RV of 15/15 to avoid the avalanche. Whoever did not notice Gustaff's actions will be unable to avoid the avalanche, due to Surprise and its speed.

When the avalanche hits, it will bury the two opponents over an area containing a hidden ventilation shaft for the secret Council base. The weakened covering of the shaft will give way beneath the weight of the snow, ice and rock.

The Terminator and Manhunter will both suddenly find themselves dropping into the shaft and the Council base. An intersection in the shaft will separate the two enemies during the long slide down. When they both finally fall out of the ventilation shaft, their falls will be cushioned by the snow that has already fallen down the shaft, ahead of them. They will receive no damage from the long slide down the ventilation shaft. Manhunter will find himself in the storage room on Level Two of the base, and the Terminator will be in the recreation area on Level One of the base. Play now proceeds to **Encounter Four**.

Troubleshooting

If Manhunter somehow avoids the avalanche (the Terminator will not be so lucky), after the avalanche is over he will accidentally fall through another ventilation shaft. This will still deposit him in the storage room on Level Two of the base. The shaft that Manhunter, and anyone else, falls through will be filled with icy rock and snow debris from the avalanche, making exit via the shaft impossible.

Encounter Four: *Double Vision*

Setup

In this encounter, Manhunter will find himself in a mysterious underground base. His explorations will reveal the story behind the base. After exploring this first level of the base, he will encounter a Paul Kirk clone. If he survives the encounter, he can then travel to the second level of the base. There, Manhunter will discover a seriously wounded Terminator, fighting a number of the clones. The Terminator will suggest that he and Manhunter work together to survive.

Player's Information

After your wild slide down the shaft, you find yourself suddenly dumped into a large room. The Terminator is nowhere in sight. Looking up, you see that the shaft you came down through must have been some sort of ventilation shaft. It is now blocked by snow and ice debris from the avalanche. You are in a large room that is almost completely empty, except for a few open crates in one corner. Two large doors exit the room on the far wall. The room is dimly lit by flickering fluorescent bulbs.

GM's Information

Manhunter will begin this encounter section in the storage room on Level Two of the base (Map Three), and probably end in the encounter section of Level One of the base. The following is a description of the rooms on Level One and Level Two. Everything will be covered by a thin film of dust, making it easy to track people (-1 Column Shift to all OV/RVs of Military Science (Tracking) Checks). The areas will be lit by long-life fluorescent bulbs, some of which are not working properly. Each area will be described as bright (lights working properly), dim (flickering lights, +2 CS to the OV of all Action Checks), or dark (lights out, +4 CS to the OV of all Action Checks).

These lighting rules apply to all sections except the large recreation area on Level One above. The recreation area is lit by special lighting, built to simulate the natural day and

night cycles on the Earth's surface. Hologram projectors in the ceiling further the illusion, producing images of the sun, moon and stars. When Manhunter reaches that area, it will be in night-cycle and completely dark (+2 CS). It is left up to the GM if he wants the conditions to stay that way. If the GM wishes, the clones can activate the override switch, turning on lights that will illuminate the whole area, like the noonday sun.

The Thermal Vision power of Manhunter's mask will not help that much in the dark rooms except when a living being is encountered. The base's heating system causes most of the walls, and equipment left in the base, to be about the same temperature. Thermal Vision can track the footprints of anyone who has been in an area recently. The Thermal Vision will be a great help in the Recreation area on Level One while the area is kept in night cycle.

When the base was abandoned, the personnel took most of the equipment with them. They left behind various pieces of furniture and any equipment too large to carry. The walls, floors and ceilings of this base are made of steel (BODY: 17), and the doors are also made of metal (BODY: 6). An attempt to open any locked doors in the base will take positive RAPs on a Thief (Locks & Safes) Action Check against an OV/RV of 6/6.

The exact pace of the action on this Level is left up to the individual GM. Manhunter should encounter the Terminator early on the second Level. The Terminator will be seriously wounded and pinned down by five of the Paul Kirk clones. The Terminator will suggest that they work together to survive. The exact actions, tactics and placement of the thirteen remaining clones is left up to the GM's discretion. They will attack the Terminator and Manhunter throughout the rest of the night. The last clone should be defeated around dawn, which is when the blizzard outside will blow itself out. The following is a sample time table and description of the action in this encounter section:

- Manhunter explores the Level of the base where he lands. In the computer room on Level Two, he discovers a computer disk describing the Council and Paul Kirk. A Paul Kirk clone descends to Level Two in the elevator while Manhunter is examining the computer files. After defeating the clone, Manhunter will probably go up to Level One.

- After exploring the Recreation area for a few minutes, Manhunter is attacked by two clones, who will jump down from the branches of a tall tree. Soon afterwards, Manhunter will discover the wounded Terminator (Current BODY Condition: 3) pinned down by five clones in a dense area of the Recreation Area's woods (see map).

- The 10 remaining clones will begin in the following areas:

- 4 clones hiding in the Hangar.
- 2 clones in the Hibernation area of the Infirmary.
- 2 clones checking out the various Personal Quarters.
- 2 clones in the Recreation Area section containing the pool and tennis courts.

The list above shows where the clones will start, but a noisy battle will probably draw out most of them, except for those guarding the Hangar. Those drawn out will begin stalking Manhunter and the Terminator.

Level Two (Map Three)

Storage Room: *Dim light.* The crates in the corner contain various canned goods. Manhunter will find himself

here after he slides down the ventilation shaft.

Hallway: *Bright light.* The carpeted hallway is empty except for the elevator tube, and a few doors.

Elevator Tube: *Dim light.* This round plastic tube houses the base's only elevator. A simple activation button near an entrance into the tube is apparently the only means of operation. Looking up the shaft will show the bullet-shaped elevator resting on the next floor, blocking the shaft. The elevator will not work for Manhunter until after he has encountered the Paul Kirk clone.

Power Room: *Bright light.* The door to this area is locked. This area houses a cold fusion generator that powers the plant. If Manhunter tries to turn the generator off, he will have to make a Gadgetry Action Check against an OV/RV of 13/13. Positive RAPs will turn off everything in the base except for emergency lights (every area will be *indim light*). The elevator will not work without power, nor will the heating system.

Base Leader's Office: *Dark.* This carpeted room is empty except for a large desk and some filing cabinets. The desk and cabinets are empty except for some blank sheets of paper and other cheap office supplies. All information on the Council that was in this room was destroyed. A small wall safe is open, and is completely empty.

Communications: *Dim light.* This room once contained an array of various communication devices. Most of the equipment was ripped out when the Council personnel abandoned the base. The few large pieces of equipment remaining have been smashed.

Labs: *Dark.* These areas were used by the base's scientists to do their research. Almost all of the equipment was taken, except for a few large pieces like cabinets and large lab counters.

Main Computer: *Bright light.* The door to this room is locked. This room houses the main base computer, which is damaged. The personnel simply wiped the computer's main memory banks and all the base's floppy disks. If Manhunter searches the room, he will find a forgotten floppy disk lying behind a waste basket. Loading the disk on the computer will reveal that the personnel did not completely erase the disk.

The disk contains orientation material for new members to the Council. The printout reads as follows:

Council Indoctrination Record #9378126405

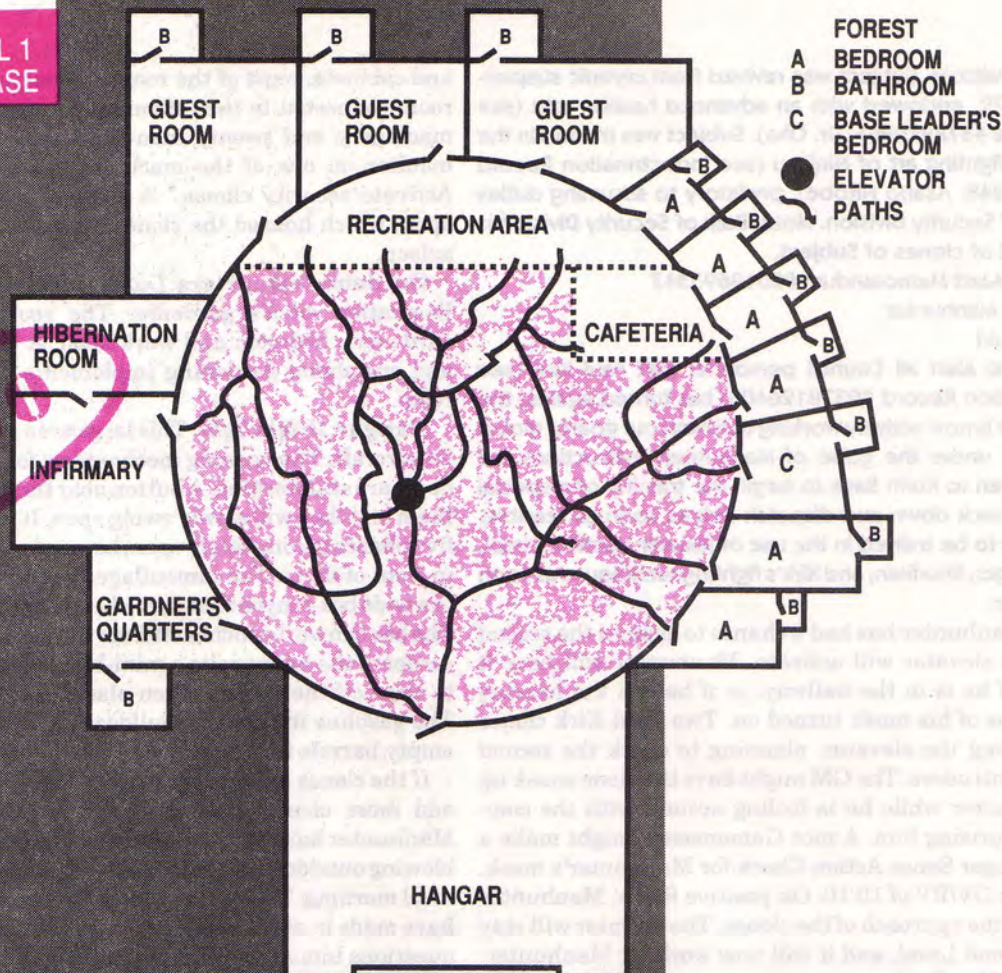
Subject: Paul Kirk

Alias: Manhunter

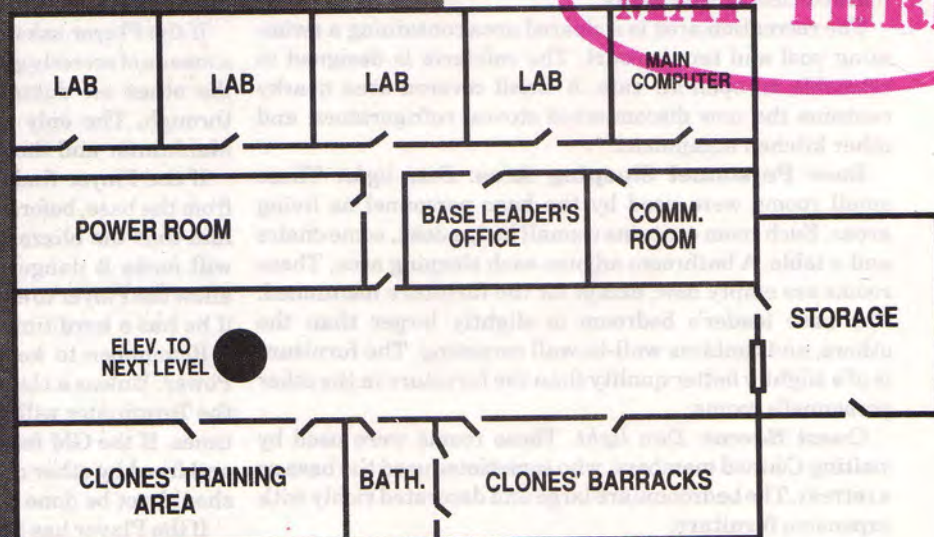
Subject first came to public attention as a costumed mystery man in 1941, continued as same through 1944. At that time, subject retired as costumed crime fighter and joined American Office of Secret Services as behind-the-lines operative. Continued as same through 1945. Jaded by wartime experiences, subject returned to original occupation as big game hunter in Africa. During this period, subject came under Council observation to determine his worthiness as head of Council Security division (see Status File #0978456132, recommendation of Dr. Mykros). Before subject could be approached, he was involved in a hunting accident and seriously injured by an elephant in 1946. Subject's body was recovered by the Council before death and placed in cryogenic suspension.

Suspension was maintained for twenty-five years, two months, fourteen days, during which subject was periodically operated upon using advanced healing techniques as they

**LEVEL 1
COUNCIL BASE**



MAP THREE



**LEVEL 2
COUNCIL BASE**

became available. Subject was revived from cryonic suspension in 1972, endowed with an advanced healing rate (see Medical File #478210965, Dr. Oka). Subject was trained in the Japanese fighting art of Ninjitsu (see Indoctrination Record #3765091248, Asano Nitobe), prefatory to assuming duties as head of Security Division. Note: Bulk of Security Division is composed of clones of Subject.

Council Alert Memorandum #2018695347

Subject: Manhunter

Priority: A1

This is to alert all Council personnel that Paul Kirk (see Indoctrination Record #9378126405) has turned against the Council. He is now actively working to thwart our goal of global unification under the guise of Manhunter. Instructions are hereby given to Kurin Base to begin the training of a special squad to track down and dispatch Kirk as soon as feasible. Clones are to be trained in the use of Mauser Machine Pistol, Bundi Dagger, Shuriken, and Kirk's fighting techniques as soon as possible.

After Manhunter has had a chance to explore the second Level, the elevator will activate. Manhunter will hear it start up if he is in the hallway, or if he has the hearing capabilities of his mask turned on. Two Paul Kirk clones will be using the elevator, planning to check the second Level for intruders. The GM might have the clone sneak up on Manhunter while he is fooling around with the computer, surprising him. A nice Gamemaster might make a secret Danger Sense Action Check for Manhunter's mask, against an OV/RV of 10/10. On positive RAPs, Manhunter will sense the approach of the clones. The elevator will stay on the second Level, and it will now work for Manhunter.

Level One (Map Two)

Recreation Area/Forest. This area takes up most of Level One, and will be dark when first entered. The large circular area indicated on Map Two has been constructed to resemble a large park. A number of small paths wind through the now overgrown forest. The base's elevator stops in the center of the forest area. A few birds and squirrels inhabit the woods. Automated lighting and water systems have allowed the forest to flourish over the years. The walls of the area are camouflaged to look like a horizon, giving the illusion of open space. The doors in the walls are marked clearly with signs.

The recreation area is a cleared area containing a swimming pool and tennis court. The cafeteria is designed to resemble an open air cafe. A small covered area nearby contains the now disconnected stoves, refrigerators, and other kitchen equipment.

Base Personnel Sleeping Area: *Dim light.* These small rooms were used by the base personnel as living areas. Each room contains a small bed, a desk, some chairs and a table. A bathroom adjoins each sleeping area. These rooms are empty now, except for the furniture mentioned. The base leader's bedroom is slightly larger than the others, and contains wall-to-wall carpeting. The furniture is of a slightly better quality than the furniture in the other personnel's rooms.

Guest Rooms: *Dim light.* These rooms were used by visiting Council members, who sometimes used the base as a retreat. The bedrooms are large and decorated richly with expensive furniture.

Infirmary: *Bright light.* Except for some furniture, cots

and cabinets, most of the room is empty. The hibernation room connected to the infirmary contains large blocks of machinery and twenty man-sized clear plastic tubes. A monitor on one of the machines reads "Intruder alert. Activate security clones." A cabinet in the room stands open, which housed the clones' weapons while they were asleep.

Gardener's Quarters: *Dark.* This room was used by the Recreation Area's gardener. The room served as the gardener's bedroom and work shed. A number of broken and crumbling gardening implements are stored in the room.

Hangar: *Bright light.* This large area served as a hangar for aircraft. The opening mechanisms for the large hanger doors are still working. A button near the doors will activate them and they will slowly swing open. It will take the doors five phases to completely open, because of the debris and ice in front of them. The camouflaged doors open into one end of a wide box canyon that served as a runway for the planes. The box canyon branches off from the mountain pass. In one corner of the hanger sits a mini-bulldozer, which was used to clear off the canyon when planes were going to arrive. The gasoline in the mini-bulldozer has evaporated. A few empty barrels for aviation fuel lie in another corner.

If the clones are quickly defeated the GM might want to add more clones, from a secret hibernation area that Manhunter has not discovered yet. The blizzard will still be blowing outside, so it will be too dangerous to leave the base until morning. The Terminator will consider any truce they have made in effect until they leave the base. If Manhunter questions him about King Wilhelm, and mentions Gustaff and Twilight, the Terminator will play back an audio tape of Gustaff and Twilight making the deal with him. See **Encounter Five** for more information on the tape.

The Terminator and Manhunter can attempt Character Interaction Action Checks against the clones, but no amount of RAPs will do any good, due to the fanaticism, training and single-mindedness of the clones.

When Manhunter and the Terminator are ready to leave the base the following morning, play proceeds with **Encounter Five**.

Troubleshooting

If the Player asks about using the ventilation system as a means of secretly getting around the base, tell him that all the other air ducts are too small for Manhunter to fit through. The only large ones are the main shafts that Manhunter and the Terminator through.

If the Player finds his way to the Hangar and the exit from the base, before defeating the Paul Kirk clones inform him that the blizzard is still going on outside. The storm will make it dangerous to move outside. The GM might allow the Player to escape before all the clones are defeated, if he has a hard time of it.

Remember to keep up with the clones' Regeneration Power. Unless a clone is killed, or tied up, Manhunter and the Terminator will have to deal with the same clone many times. If the GM feels that a tied up clone might be found and freed by other clones, he should feel free to do so. This should not be done if the Player is having a hard time.

If the Player has a hard time from the beginning, the GM might wish to decrease the number of clones in the base.

The GM must be sure to play and use the Terminator to his full extent, since the Terminator is bright enough to know that the only way to survive is by working with Manhunter.

The Terminator tried to ally himself with the clones the first time he met some of them, but the clones reacted violently and injured him. The angry Terminator will not make that mistake a second time. If Manhunter is foolish enough to try and make friends with the clones, he will be attacked violently. If Manhunter tries to make friends by telling them that he is Manhunter, the clones will attack even more wildly (-1 Column Shift on the OV/RV of all their Action Checks against Manhunter).

If Manhunter turns on the Terminator and manages to defeat him, a search of the assassin's unconscious body will uncover a small audio tape recorder with a tape on it. See **Encounter Five** for the contents of the tape.

Encounter Five: *Final Confrontation*

Setup

In this encounter, Manhunter may confront the Terminator, planning to finish their fight. If Manhunter decides to let the Terminator go, because of his help in the Council base, or because Manhunter has had time to hear the audio tape, the Terminator will give Manhunter the audio tape before leaving. Twilight will attack just as the Terminator is about to leave.

If Manhunter still insists on capturing the Terminator, but hasn't heard the tape yet, the Terminator will try to get Manhunter to hear the audio tape first. If Manhunter refuses to hear the tape, and insists on fighting the Terminator, Twilight will attack just before they begin fighting.

The tape contains a conversation between Gustaff, Twilight and the Terminator. In it, Gustaff and Twilight ask the Terminator to attack, but not kill, King Wilhelm. After a portion of the tape is played, Twilight will attack. He will begin shooting a high-powered laser rifle at Manhunter and the Terminator.

Twilight was able to survive the blizzard while spending the night in a cave in the mountain pass. He has already killed Gustaff, and now plans to kill the Terminator and Manhunter. While Manhunter is dealing with Twilight, the Terminator will make good his escape. If Manhunter foolishly chooses to attack the Terminator first, Twilight will take shots at them while they are fighting each other. If the Terminator escapes, he will leave behind the tape recorder and the incriminating tape.

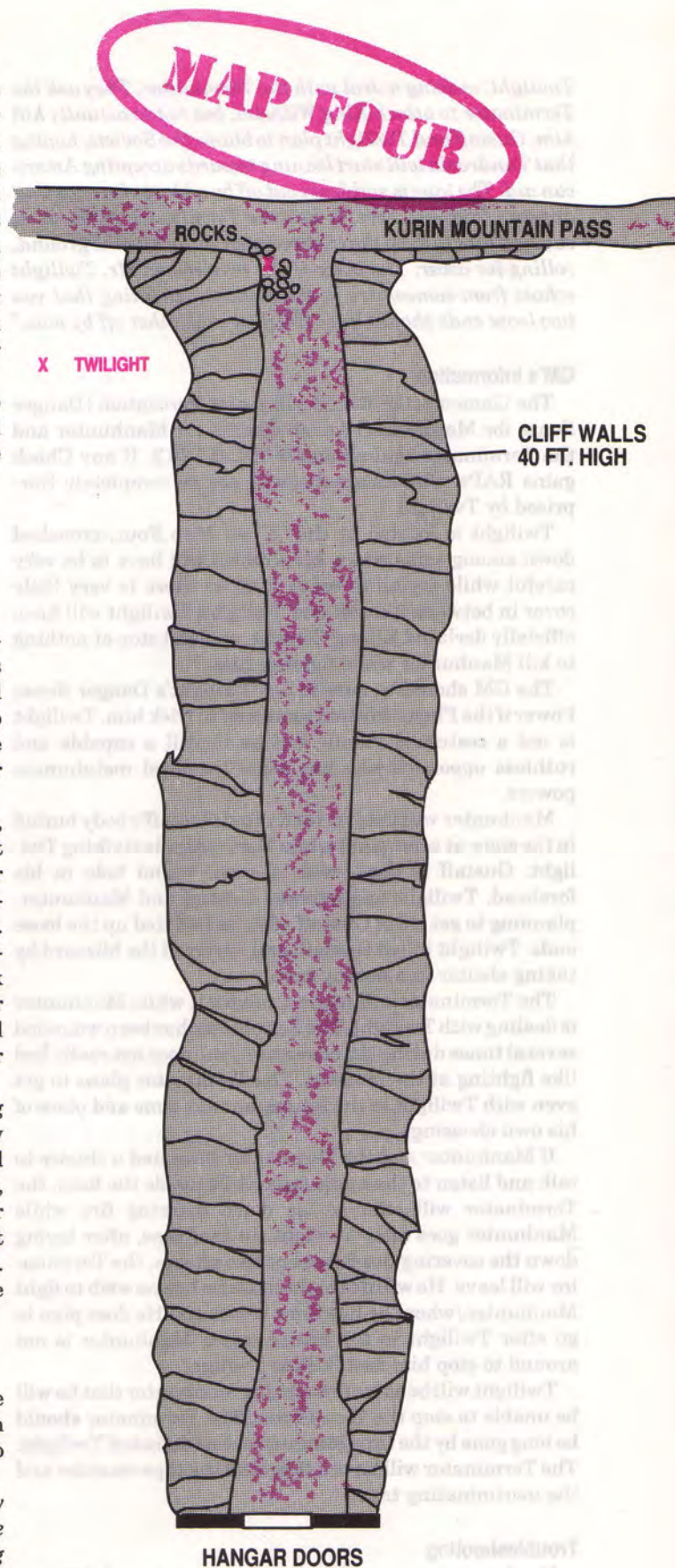
Player's Information

This should be read to the Player when he and the Terminator leave the base by way of the hanger doors when dawn comes and the blizzard has blown over. There are no other exits from the base.

The glare of sunlight on the fresh layer of snow is nearly blinding. Before you can react to your freedom from the Council base, the Terminator asks you to hear something before you begin the battle again.

If the Player agrees to hear the Terminator out, continue with the following:

Deathstroke pulls out a small tape recorder and turns it on. You are astonished to hear the voices of Gustaff and



Twilight, making a deal with the Terminator. They ask the Terminator to attack King Wilhelm, but not to actually kill him. Gustaff and Twilight plan to blame the Soviets, hoping that Tandrovian will start leaning towards accepting American aid. The tape is suddenly cut off by a blast of energy that appears from nowhere. It hits the Terminator in the arm, causing him to drop the tape recorder as he hits the ground, rolling for cover. The voice of the mysterious Mr. Twilight echoes from somewhere in the distance, shouting that you two loose ends should have finished each other off by now."

GM's Information

The Gamemaster should roll secret Perception (Danger Sense for Manhunter) Action Checks for Manhunter and the Terminator against an OV/RV of 12/12. If any Check gains RAPs, that Character will not be completely Surprised by Twilight.

Twilight is located at the "X" on Map Four, crouched down among some rocks. Manhunter will have to be very careful while trying to reach him, as there is very little cover in between himself and Twilight. Twilight will have officially declared Killing Combat, and will stop at nothing to kill Manhunter while fighting him.

The GM should be sure to use Twilight's Danger Sense Power if the Player invents some way to trick him. Twilight is not a costumed villain, but he is still a capable and ruthless opponent who has some low-level metahuman powers.

Manhunter will inadvertently find Gustaff's body buried in the snow at some point while Manhunter is stalking Twilight. Gustaff is dead, with a small round hole in his forehead. Twilight had followed Gustaff and Manhunter, planning to get rid of Gustaff after he had tied up the loose ends. Twilight killed Gustaff, and survived the blizzard by taking shelter in a nearby cave.

The Terminator will make a run for it while Manhunter is dealing with Twilight. The Terminator has been wounded several times during the adventure, and does not really feel like fighting at the moment. The Terminator plans to get even with Twilight in the future, but at a time and place of his own choosing.

If Manhunter and the Terminator have had a chance to talk and listen to the audio tape while inside the base, the Terminator will offer to lay down covering fire while Manhunter goes after Twilight. In that case, after laying down the covering fire for one or two phases, the Terminator will leave. He will do this because he has no wish to fight Manhunter, whom he has come to respect. He does plan to go after Twilight in the future, when Manhunter is not around to stop him from killing Twilight.

Twilight will be so busy watching Manhunter that he will be unable to stop the Terminator. The Terminator should be long gone by the time Manhunter has defeated Twilight. The Terminator will have left behind the tape recorder and the incriminating tape.

Troubleshooting

Manhunter can get to Twilight in a number of different ways. If Manhunter uses the Jumping ability of his baton, it has more than enough APs to reach Twilight in one jump. If Manhunter does this, but Twilight has a higher total Initiative during that phase, Twilight will be able to shoot

at Manhunter once with a -2 Column Shift on the OV.

If Manhunter tries to use his baton's Energy Blast to hit Twilight where he is hiding, Manhunter will have to make his Action Check with a +3 Column Shift modifier on Twilight's OV/RV.

Manhunter might also try hitting the cliff wall beside the area where Twilight is. The OV/RV of this shot is 10/10. If Manhunter succeeds, it will cause a small avalanche that will attack Twilight in Bashing Combat with an AV/EV of 7/7. If Manhunter gained any Column Shifts on his Action Check, add the number of Column Shifts to the AV/EV of the avalanche.

Endgame

Manhunter will have no trouble gaining an audience with King Wilhelm and playing back the Terminator's tape. The tape has a new message at the end from the Terminator. It states that the Terminator has some unfinished business with Twilight, and that he will be back to finish it someday.

King Wilhelm will be dismayed by Gustaff's betrayal, and greatly angered by Twilight's actions. He will register a formal complaint with the American government, and make arrangements for Twilight's deportation back to America. King Wilhelm will not release the details of the episode publicly. King Wilhelm will decide to keep his country neutral, refusing to accept aid from the U.S.S.R. or America.

King Wilhelm will thank Manhunter, and compliment him for being an honorable man. Manhunter can attempt to convince King Wilhelm that most Americans are good. If Manhunter makes a convincing argument, King Wilhelm will promise to think things over before making his final decision.

Manhunter will also be paid his fee and made an honorary citizen of Tandrovian. Manhunter can now continue his vacation, which will be completely paid for by the Tandrovian government.

If Manhunter decides not to reveal Twilight's part in the assassination attempt, or if Manhunter cannot prove Twilight's guilt, King Wilhelm will accept American aid. This will cause peaceful Tandrovian to become a constant hotbed of international intrigue.

Standard Award Guidelines

Opposition

Equal 20

Critical Points

Track Terminator to Mountain Pass

Even Odds 3

Defeat Paul Kirk Clones

Even Odds 3

Capture Twilight

Even Odds 3

Area of Consequence

International 7

Severity

Permanent Nonfatal 10

Total Standard Award 46

How To Use This Book

This book is a supplement for use with the DC HEROES Role-Playing Game, Second Edition. All the statistics and game mechanics contained herein conform to the rules and guidelines for play presented in the Second Edition boxed set, except where specifically noted in the text.

Types of Modules

This book is one of several different types of gaming modules that are available for use with the DC HEROES Role-Playing Game. The specific type can be found on the upper left-hand corner of the front cover, and will be one of the following:

Sourcebook: A sourcebook contains game-related and background material on a certain subject relating to the DC Universe, most often a specific group of heroes, a certain location, or a special genre. Gamemasters who prefer writing their own adventures will find sourcebooks especially helpful, since in addition to Characters' statistics, sourcebooks contain historical, organizational, and reference material about the sourcebook's subject.

Adventure: An adventure contains a full-length scenario for play with a certain hero, heroes, or teams of heroes. Adventures for individual heroes are called One-On-One adventures and are intended for only two players, one of whom acts as Gamemaster.

Match-Play: A Match-Play adventure is also designed for two players, but features a unique system whereby each player alternates between playing a hero and Gamemastering for his or her partner.

Solitaire: A Solitaire is an adventure for one player, where the book acts as Gamemaster.

Anthology: Anthologies are collections of shorter adventures, each featuring a different hero or heroes, and each written by a different author.

Changes From Previously Published Materials

There are certain Characters whose statistics are somewhat different in this book from those given in First Edition DC HEROES Role-Playing Game modules, the *Background/Roster Book*, and/or previous Second Edition modules. This is because of the constantly-evolving nature of the DC Universe, and new developments which have occurred in the Character's comics. For example, a Character may have gained a new Power or Skill, and that new ability is now included in his or her statistics.

Some Power descriptions in this book may also be different from other descriptions of the same Power. These differences reflect an updated perception of how these Powers work in the DC Universe.

The Gadgetry rules have been modified from the First Edition of the DC HEROES Role-Playing Game and the *Hardware Handbook*. Most of the changes should be self-explanatory, with the following exceptions.

A Gadget whose name is in all capitals (BATTLE SUIT, AUTOMOBILE) cannot be taken away in combat, while Gadgets whose names are in upper- and lower-case letters (Pistol, Radio) can be taken away in combat. A Gadget with italicized Attributes (*STR*, *BODY*) can substitute its APs of the Attribute for the user's APs of the Attribute in all situations, while non-italicized Attributes (*STR*, *BODY*) can only be substituted for the user's Attributes in certain situations, depending on the nature of the Gadget. If a Gadget does not possess Mental and/or Mystical Attributes, it is immune to Mental and/or Mystical Attacks, respectively. The R# listed in a Gadget's statistics represents its Reliability Number.

Gadgets with no R# listed are considered to have a Reliability Number of 0. If a Player rolls the Gadget's R# or lower while using the Gadget, the Gadget immediately breaks down and must be repaired.

Adventure Structure

Adventures are divided into the following four sections. In any of these sections, *italicized type* is meant to be read directly to the Players.

Gamemaster's Introduction: This section provides the Gamemaster with information needed to run the adventure.

Characters: Information concerning both Players' and Non-Player Characters will be found in this section. Occasionally, only modifications to previously published Character information and Hero Points may be listed. See the full description in the *Background/Roster Book* in the DC HEROES Role-Playing Game, Second Edition, boxed set for the rest of that Character's statistics.

Encounters: The bulk of an adventure is a series of Encounters which make up the adventure's storyline. That is, Characters go from situation to situation, each of which is represented by a separate Encounter. Each Encounter is divided into four sections: *Setup*, *Players' Information*, *GM's Information*, and *Troubleshooting*. Brief descriptions, including maps, game mechanics, and incidental Character locations, are often included in the Encounters.

Endgame: This explains the outcome of the adventure and the awards given to the Players. Consequences of incomplete or failed adventures are also mentioned, so that the GM can design further scenarios if desired.

Abbreviations

AP(s)	Attribute Point(s)
AURA	Aura Attribute
AV	Acting Value
BODY	Body Attribute
CS	Column Shift(s)
DEX	Dexterity Attribute
D10	Ten-Sided Die
EV	Effect Value
GM	Gamemaster
HP(s)	Hero Point(s)
INFL	Influence Attribute
INT	Intelligence Attribute
MIND	Mind Attribute
N/A	Not Applicable
NPC(s)	Non-Player Character(s)
OV	Opposing Value
RAP(s)	Result AP(s)
RV	Resistance Value
R#	Reliability Number
SPIRIT	Spirit Attribute
STR	Strength Attribute
WILL	Willpower Attribute
2D10	Two Ten-Sided Dice

A Word About Grammar

The male pronoun (he, his, him) is used in this book as a third-person singular in many instances. This usage is intended as a neuter term, and should be read as "he or she," "his or her," or "him or her" in all instance where it is used to imply a person of either gender. The use of the male pronoun is not intended to exclude women from this game or to suggest their exclusion.



SUPERMAN BATTLES AMAZO

by John J. Terra
Staff Writer

Metropolis — The Man of Steel, Superman, had his hands full today when he took off in hot pursuit of an android known as Amazo, who embarked on a mindless rampage for unknown reasons at approximately noon today. The android first came to the public's attention when it attacked the Soviets' Mir space station, an act that brought Soviet military forces to a state of full alert. Superman arrived on the scene just as the android was preparing to destroy the station and the cosmonauts inside. The Man of Steel's actions have been applauded by the Kremlin: the President of the Soviet Union personally called Superman "a true hero of *glasnost*."

The android next appeared in Detroit, Michigan, where it began the systematic destruction of an abandoned factory. One eyewitness, a Mother Wink of Cameron Street, claimed to have heard the android shouting "Destroy the Justice League! Crush the Justice League! Annihilate the Justice League!" The owners of the building were not available for comment. Superman finally managed to confront Amazo in New York City, where the android apparently suffered a total systems breakdown and attempted to destroy the Man of Steel.

Amazo had allegedly been salvaged and repaired by the crew of Lexor I, Lexcorp's first privately-launched space shuttle. Lexcorp CEO Lex Luthor issued a statement that he had no comment on the matter until his corporate investigating teams had filed a report.

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KUNG FU STREET GANG TERRORIZES CHINATOWN

by Douglas P. Franks
New York Star

New York — Police reports have recently shown a dramatic increase in the incidents of violent crime in the Asian Quarters of the city, apparently the work of a vicious gang known as the Red Dragons. These criminals are alleged to be responsible for a series of robberies, muggings, and thefts in the area. They may also have been involved in the murder of an elderly shopkeeper and the kidnapping of a teenaged girl. The crime fighter called the Huntress is in hot pursuit of the gangs' leader, an enigmatic figure who goes by the alias of "The Dragon." The Red Dragons can be identified by a tattoo of a pouncing red dragon that all their members wear. Authorities have been so far unsuccessful in tracking down the headquarters of the gang.

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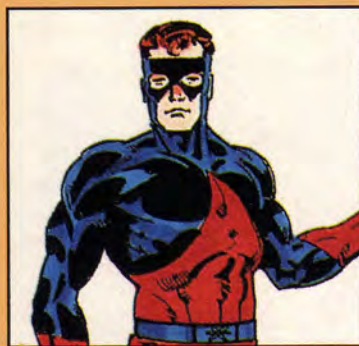
MANHUNTER STALKS THE TERMINATOR

by William Tracy
Foreign Correspondent

Tandrovia, Eastern Europe — Mark Shaw, the bounty hunter better known as Manhunter, arrived in Tandrovia today, where he almost immediately became embroiled in a deadly game of espionage and assassination. The deadly assassin known only as Deathstroke the Terminator allegedly made an attempt on the life of King Wilhelm of Tandrovia and fled into the nearby mountains. At the behest of Tandrovian officials, Manhunter followed in hot pursuit. Neither Manhunter nor the Terminator have been seen since early this morning. Weather reports indicate a large blizzard descending on the area

where the two adversaries were last sighted, a region that locals claim was the site of a fortress operated by the Council.
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COUNTERFEITERS BAFFLE THE ATOM



by Joe Pecsenyicki
Ivy Town Herald

Ivy Town — A veritable flood of counterfeit money has been finding its way into the businesses of Ivy Town, and the city's resident hero, the Atom, is in hot pursuit of the individuals responsible. According to police, a leading suspect in the case is a second-rate villain known as the Invincible Psi-Lord alias Edg the Destroyer alias Strobe, whom the Atom has appre-

hended before on several occasions. Strobe apparently escaped from prison recently and somehow acquired a prototype battlesuit designed by Lexcorp for the military. Lexcorp chief Lex Luthor has offered a reward of \$5000 to any individual who can provide information that will lead to the recovery of the battlesuit.

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