

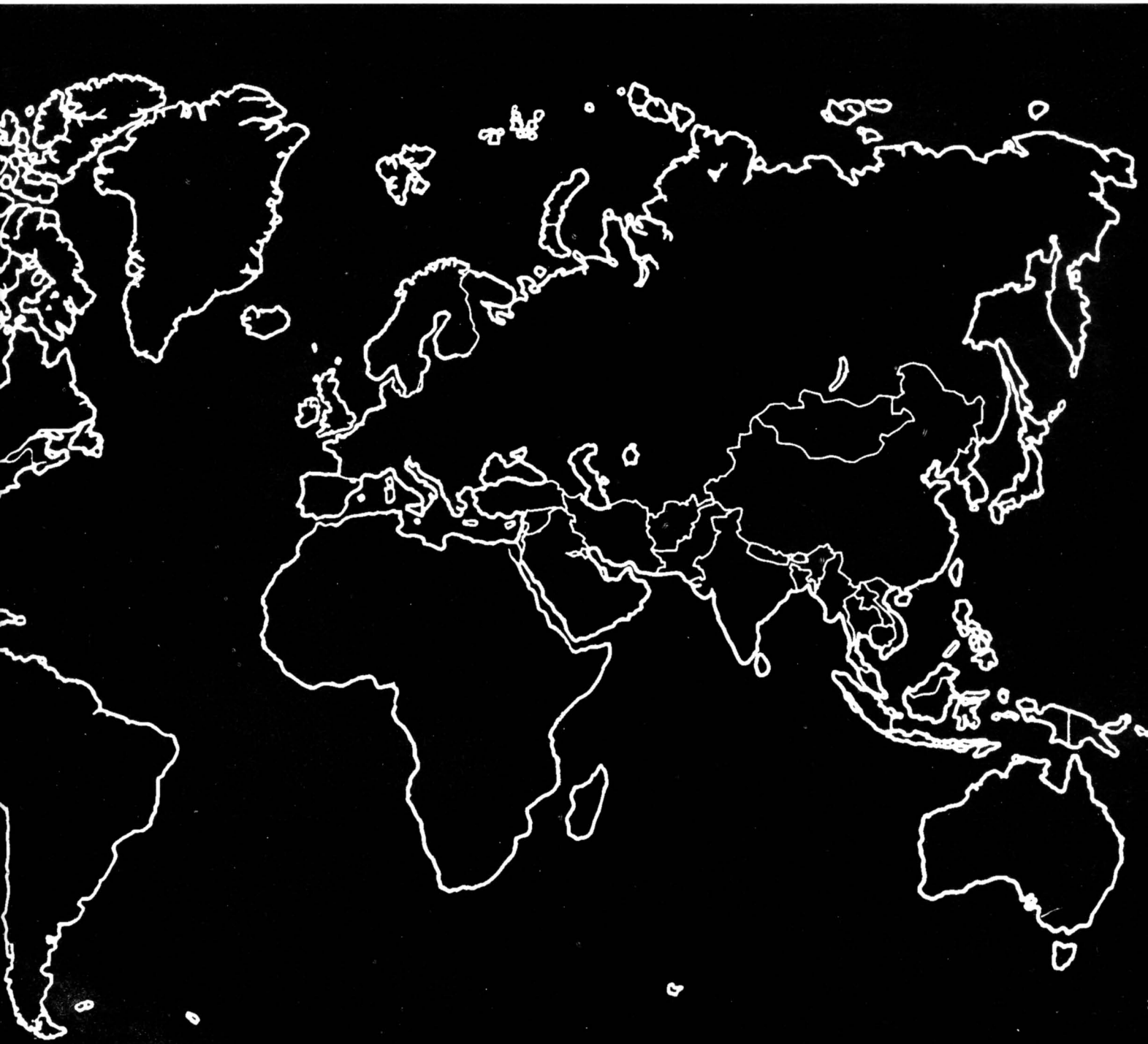


World in the Balance



by Mike Moe & Beverly Hale

WORLD IN THE BALANCE



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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 DC HEROES Role-Playing Game, First Edition, 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 that 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 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 appears 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 that create 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 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.



INTRODUCTION

Welcome to the first DC HEROES Double Adventure, *World in the Balance*, featuring the Post-Breakdowns Justice League America and Justice League Europe, with a special guest appearance by the Conglomerate. This adventure is written for use with the Second Edition of the DC HEROES Role-Playing Game but can also be used with the First Edition; just ignore anything unfamiliar.

World in the Balance is to be run by one Gamemaster for one team of Players but it can also be run by two GMs for two teams of Players. With a single team, the Players take turns playing the JLA and JLE, with each Player portraying one member of each branch of the JLI. In the Two-Team Option, one team plays the JLA while the other plays the JLE, with each Player portraying a single member of the JLI. The teams should consist of five to seven Players.

To begin this adventure, each Player should get one member of each branch of the JLI to play. (In other words, each Player will have two Characters.) Play begins with **JLA Part One—Trouble Comes in Threes**, with the Players as the JLA. After this, the Players switch roles and play the JLE for **JLE Part One—A Plague of Madness**. Play continues to alternate between the JLA and JLE through **Part Two** and **Part Three** of the adventure. At one point, the two sets of Characters will meet, requiring the Players to share information for both of their Characters, but for the majority of the adventure, each set runs independently of the other. If the GM wishes, both teams can meet for role-play again during the **Endgame**.

For the Two-Team Option, every Player plays one Character, and the teams play through their own adventures, coming together to consult each other at the moments where indicated.

GM BACKGROUND

For years, the Dominators, a yellow-skinned race of interstellar conquerors, have plotted to expand their Dominion and spread their influence throughout the galaxy.

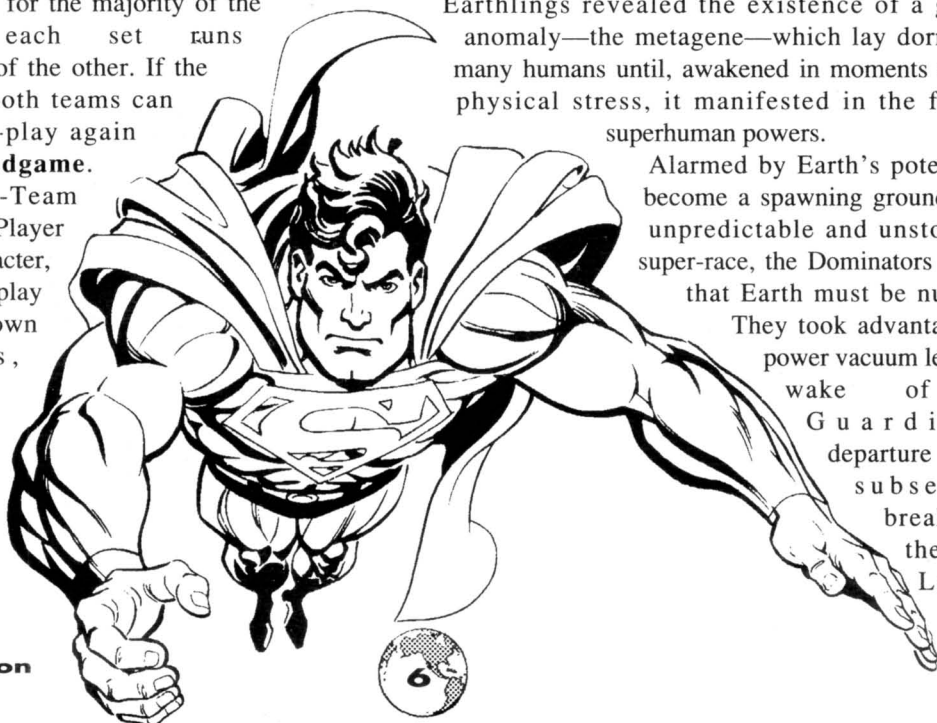
One early scheme involved a diplomatic summit with representatives of Khundia and the Citadel to forge an alliance to seize control of interplanetary shipping lanes. The Guardians of the Universe learned of the meeting and sent Green Lantern Sinestro, along with Lantern-in-training Hal Jordan, to deal with the situation.

The two Lanterns interrupted the summit and informed the negotiators of the Guardians' displeasure. The three empires' representatives defied them, and a battle ensued in which the negotiators and a squadron of guards were soundly trounced by the Lanterns. Realizing the futility of further opposition to the Guardians, the Dominators decided to bide their time, awaiting the day when a cause would arise to make such an alliance compelling, regardless of the opposition.

That day came years later, soon after Dominion military probes discovered the planet Earth. The Dominators then observed from afar as the Guardians declared Earth the site of the greatest evolutionary leap since they themselves became immortal. Later, experiments by Dominion scientists on kidnapped Earthlings revealed the existence of a genetic anomaly—the metagene—which lay dormant in many humans until, awakened in moments of great physical stress, it manifested in the form of superhuman powers.

Alarmed by Earth's potential to become a spawning ground for an unpredictable and unstoppable super-race, the Dominators decided that Earth must be nullified.

They took advantage of a power vacuum left in the wake of the Guardians' departure and the subsequent breakup of the Green Lantern



Corps to assemble a new alliance involving Okaara, Durla, Khundia, Psion, Gil'dishpan, Thanagar, and the Citadel. Accompanied by a group of Daxamite observers, the alliance invasion fleet traveled to Earth, where it rapidly decimated the city of Melbourne, Australia, destroyed Australia's armed forces, and enslaved its populace. The alliance then threatened to do the same to Earth's other nations if they did not surrender their superheroes.

Earth's nations refused to give in, though. Instead, the United Nations Security Council moved to organize Earth's defenses, putting General Wade Eiling in command of Earth's armed forces, Captain Atom in command of Earth's super forces, and Amanda Waller in command of Earth's intelligence forces. Meanwhile, the invasion alliance expanded its own efforts, opening new fronts in the Arctic, the South Pacific, the U.S.S.R., China, and Cuba.

Despite the might of Earth's greatest superheroes, the invasion alliance battled Earth's forces to a standstill. The turning point finally came when the Daxamites, feeling betrayed by their allies, switched sides and threw in with Earth. The Daxamite observers then summoned a Daxamite war fleet to Earth's defense.

A combined Earth/Daxam assault took a heavy toll on the invasion armada. At the same time, the Dominion's allies learned the invasion was merely a front for a scheme to turn Earth into a breeding ground for Dominion-controlled metahuman warriors. These twin blows shattered the alliance and led to the unconditional surrender of all the allies with the exception of the Dominion and the Khunds. The alliance ships were allowed to leave with minimal fuel and weapons, while the Daxam fleet stripped the Dominion and Khund vessels of all weapons and sent them packing.

Stinging from the humiliation of this defeat, the Dominators retired to lick their wounds, vowing to have revenge. However, a war with their former allies, the Khunds, left only limited resources to spare against Earth, ruling out any direct assault. The Dominators thus decided to take the long view and use a more subtle approach. It might take a thousand years, but Earth would one day be brought beneath their sway. . . .

A New Plan

The first step was obviously one of observation and intelligence gathering. The Earth's metahumans must be studied more closely to learn the ultimate potential and inherent limitations of the human metagene; after all, knowing one's enemy is the best weapon.

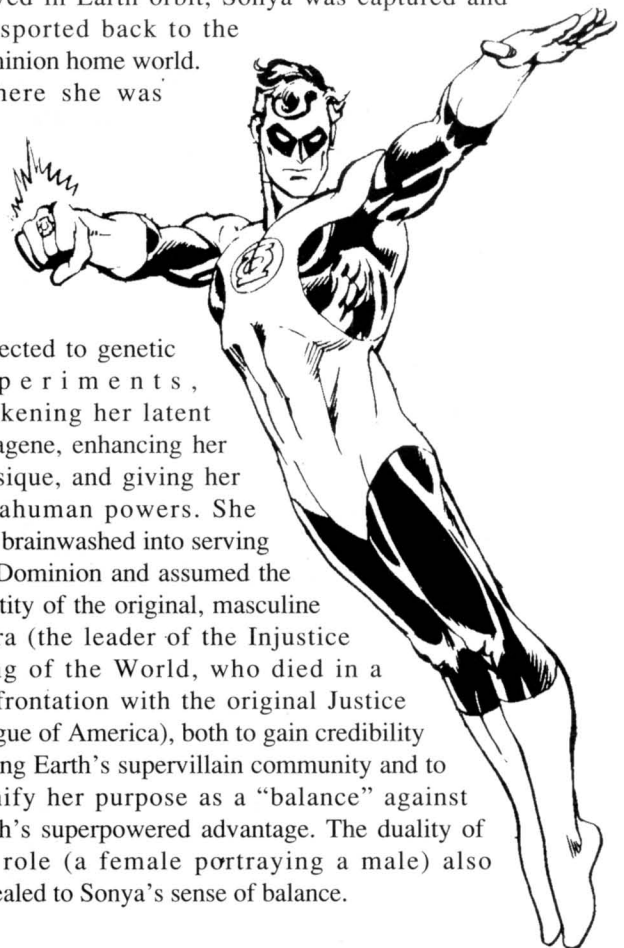
A team of Dominator scientists was thus dispatched to study the metahumans. Arriving in this solar system, the scientists constructed a secret base on the dark side of the moon from which to conduct their study. They quickly decided to devote their attention to the Justice League International. After all, these were Earth's chosen champions, the heroes largely responsible for the Dominators' earlier defeat.

The mission's leader, hoping to impress his caste superiors and win advancement, exceeded his authority and decided not just to observe the JLI, but to test them—to observe them under field conditions, as it were. Of course, for the results of the study to be valid, the subjects had to remain unaware they were being observed. The Dominators thus sought a way to test the JLI without revealing their own presence.

To this end, the mission leader concocted a two-part plan. The first part employed a Dominator-created metahuman named Libra, the prototype for an army of cloned super-soldiers. Libra was formerly a Soviet cosmonaut named Sonya Malnikov, who had always been fascinated by the ideas of balance and order. On a secret space mission when the invasion armada arrived in Earth orbit, Sonya was captured and transported back to the Dominion home world.

There she was

subjected to genetic experiments, awakening her latent metagene, enhancing her physique, and giving her metahuman powers. She was brainwashed into serving the Dominion and assumed the identity of the original, masculine Libra (the leader of the Injustice Gang of the World, who died in a confrontation with the original Justice League of America), both to gain credibility among Earth's supervillain community and to signify her purpose as a "balance" against Earth's superpowered advantage. The duality of the role (a female portraying a male) also appealed to Sonya's sense of balance.



Libra was sent to Earth, where she began to recruit a group of supervillains, which she called the Injustice Gang International, and kept them ignorant of the Dominators' presence. The Dominators' plan called for the IGI to hijack a shuttle and to seize control of an orbital factory, drawing the JLA into combat in outer space, where their abilities and limitations could be observed more fully.

Meanwhile, in the second part of the plan, the Dominators infected a nearby meteor swarm with a virus (developed by the mission's leader, who had been itching to test it) intended to render humans docile and controllable. The plan would have the first meteors fall in Europe, where the virus would be released, affecting any nearby humans. The Dominators then planned to cause the controlled humans to go on a rampage, drawing Justice League Europe to the scene. Learning of the meteors, the JLE would be drawn into space to deal with the impending threat. This part of the plan went slightly awry, however, when Green Lantern Hal Jordan, leader of the JLE, found the meteor swarm while on his way back to Earth from a Green Lantern scouting mission. After capturing some of the meteors, he was overwhelmed by the number of them. He summoned Superman to the scene, thinking that only the Man of Steel's assistance would be needed to combat the problem. Superman joined him and began slugging away at the meteors. At one point, a chunk of one of the meteors struck Superman's oxygen mask and punctured it. No longer protected from the kryptonite-laced Dominator Virus, he contracted the malady and began to suffer from delusions. He attacked Hal, thinking he was a villain. The Dominators watched this with horror until they realized they could actually use this to their advantage. Using the radio transmitter, they controlled Superman to bring the unconscious Hal back to their base for study and sent Superman back to await the arrival of the JLE amid the bulk of the meteor swarm.

This plan has several advantages. It will let the Dominators learn how the JLI members use their powers both in combat and in a "natural" disaster. It lets them test their potential super-soldier and their new mind-control virus. It lets them see how well Earth's supervillains work together, whether they are more powerful than the superheroes and whether they might make useful operatives, and it shows how well the Justice League can function without its leaders (Hal Jordan and Superman). And if, as a byproduct, the plan causes disruption and mass destruction—well, that's just an added bonus.

Libra Makes Plans of Her Own

Libra, who has been driven insane by the Dominion's manipulation of her metagene, is not content to be a mere pawn but has plans of her own. First, she will have the IGI steal a supply of deadly virus and hijack a shipment of nuclear warheads. After seizing the space station, she will threaten to drop the virus and the warheads (launching them from an experimental electromagnetic rail gun mounted on the station) on selected cities unless Earth's leaders acknowledge her as ruler. She has also earmarked one of the nukes for the Dominator base. If her plan works as she hopes, the IGI and JLA will wipe each other out, while Superman and the JLE will do the same, leaving Libra as sole ruler of the Earth.

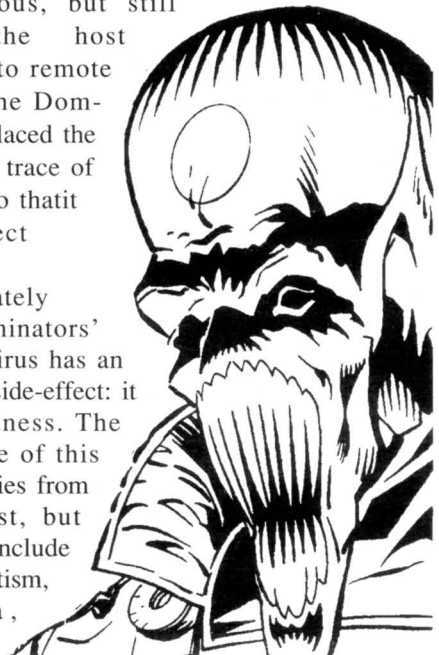
It is important to note that Libra is not mad due to the Dominator virus, but to Dominator manipulation.

The Dominator Virus

The Dominator virus is spread by an airborne vector; in other words, it must be inhaled to be transmitted. Once inhaled, the virus quickly seizes control of the nervous system. Radio transmissions of a certain frequency then control the victim.

Wanting to limit the scope of the experiment, the Dominator scientist has designed the virus to break down after a certain length of time. After six hours, any virus that has not found a human host will break down, becoming noncontagious and leaving nothing but a slight residue behind. Any virus that has found a human host will go dormant, becoming noncontagious, but still leaving the host vulnerable to remote control. The Dominators also laced the virus with a trace of kryptonite so that it could affect Superman.

Unfortunately for the Dominators' plans, the virus has an unexpected side-effect: it causes madness. The exact nature of this madness varies from host to host, but effects can include catatonia, autism, paranoia,



manic behavior, hallucinations, severe delusions, and extreme psychosis in the worst cases. For some unknown reason (perhaps having to do with the virus' resonance), groups of people who are infected at about the same time seem to suffer similar effects (making it possible for group delusions to occur).

The Dominators will also discover, over the course of the adventure, that the radio transmissions must be of a certain strength to allow them to control the victims. The transmissions will also only affect people within about half a mile of the transmitter.

For game purposes, treat any Characters exposed to the virus as suffering an attack by the Control Power with an AV/EV of 20/20; repeat this attack every phase the Character is exposed. If RAPs exceed the victim's MIND, he is infected with the virus and goes mad. The GM should take control of the infected Character and determine the exact nature of the madness. Add any APs of Sealed Systems (perhaps from gas masks) or Systemic Antidote to the RV against the virus' attack.

ADVENTURE SYNOPSIS

Justice League America

While lounging around their New York headquarters one day, JLA members learn of a pair of problems requiring their attention (**JLA Encounter One**). A group of supervillains has broken into the New York City offices of S.T.A.R. Labs and is holding a number of scientists hostage, while in the Mojave Desert a military transport carrying atomic warheads is under attack from another group of villains. The team members also notice that their team leader, Superman, has not been seen for some time, and he is not answering his summons.

Arriving at S.T.A.R. Labs (**JLA Encounter Two**), the JLA discovers the break-in to be the work of the villains Bolt and Blackrock. Arriving at the lab where the villains have barricaded themselves, the heroes see that Blackrock has already fled. Bolt remains behind, holding the heroes at a standstill as he threatens to kill his hostages. Then, tossing a vial of deadly virus at the heroes, he teleports away. Interviewing the hostages, the Leaguers learn that the villains have stolen a large quantity of an experimental new biological weapon.

Meanwhile, in the Mojave Desert, the White Train, a military transport carrying nuclear warheads from the Texpan Nuclear Weapons Final Assembly Plant to submarine bases on the West Coast, is under attack from another group of supervillains. By the time the Leaguers arrive (**JLA Encounter Three**), the attack is already over and the villains have fled into the

desert with a number of warheads. Investigating, the heroes pick up the trail of the villains and follow them into the desert (**JLA Encounter Four**).

The trail eventually leads the heroes to the site of a rendezvous in the heart of the desert (**JLA Encounter Five**). There, they find an abandoned panel truck, along with a number of scattered and broken packing crates filled with high-tech scientific equipment. Packing slips on the crates bear the Lexcorp logo and indicate that the abandoned cargo was destined for the Ferris Aircraft Western Proving Grounds. Tire tracks from another vehicle lead into and out of the canyon.

Following this new set of tracks, the Justice League arrives at the site of the Proving Grounds (**JLA Encounter Six**). There, they find the situation appears to be perfectly normal; in fact, a shuttle is currently being loaded with cargo bound for a Lexcorp orbital factory. All is not as it seems, however, as the Leaguers soon discover.

The truck has actually been hijacked by the Injustice Gang International, and a cargo of warheads, biological weapons, and supervillains substituted for the legitimate cargo. Using a combination of illusion and mind control to make everything appear normal, the villains have entered the Proving Grounds and loaded their deadly cargo onto the shuttle. They are about to take off when the JLA arrives. When the JLA confronts the villains at the hangar housing the shuttle (**JLA Encounter Seven**), the villains use a group of mind-controlled cargo handlers as a diversion to buy themselves time to escape.

While making preparations to pursue the villains (**JLA Encounter Eight**), the JLA learns that the Lexcorp orbital factory has cut off communications. A short time later, Libra comes on the air to inform the world that the IGI will drop atomic bombs and biological weapons onto Earth's cities if the planet's rulers do not step down and relinquish control to the IGI. Then, the JLA receives a call from the United Nations ordering them back to New York to await the U.N.'s decision on what to do.

Back at the embassy, JLA members have a chance to meet with their counterparts in the JLE to compare notes and plot strategy. They also have time to recover from any injuries they may have suffered. Eventually, the U.N. gives the JLA the go-ahead to go after the IGI, and the heroes return to Ferris, where a shuttle is awaiting them.

Blasting off, the JLA reaches the orbital factory and confronts the villains (**JLA Encounter Nine**). After a pitched battle, the Leaguers manage to defeat the villains, freeing the hostages and retrieving the stolen weapons. Interrogating Libra, the Leaguers learn that the Injustice Gang is actually fronting for the



Dominators. Radio transmissions lead the JLA onward to the dark side of the moon, to the front portion of the Dominator Base (**JLA Encounter Ten**), where they battle some Libra clones and the Shaggy Man and rescue the imprisoned Hal Jordan.

Justice League Europe

Meanwhile, in London, Justice League Europe has problems of its own. Having learned they are about to receive an important visitor, the Leaguers are scurrying about, frantically cleaning up their embassy when Sue Dibny calls them to the monitor room (**JLE Encounter One**). There, the heroes watch a broadcast from the small Austrian resort town of Mayrhofen. The reporter is describing some strange goings-on in the town, when suddenly she goes crazy and attacks her cameraman. Moments later, the camera goes dead.

The Leaguers rush to Mayrhofen, leaving behind their puzzled visitor. Arriving in the Austrian Alps, the heroes find that the town has been quarantined, cordoned off by Austrian troops (**JLE Encounter Two**). General Weinbrot, the commander of the Austrian forces, tells the Leaguers that the townsfolk have apparently gone mad and are rioting in the streets. He refuses to let the JLE enter the town, afraid they may contract the madness. The heroes must either persuade him to change his mind, or else they must sneak or fight their way into the town.

Entering the town, the heroes find it to be a scene of bedlam (**JLE Encounter Three**). Townspeople dance and caper in the streets, wearing outlandish costumes. Buildings and fountains are covered with graffiti. Some townsfolk wander aimlessly or lie curled on their sides, apparently catatonic. In the southern part of town, the JLE finds a possible source for the madness in a number of meteorites that have fallen on the town. All efforts to study the meteorites are prevented, however, by a group of townspeople who believe the stones have religious significance and will fight to defend them.

After overcoming the cultists, the heroes are able to collect samples of the meteorites, finding traces of a strange virus. Before they can carry out more than a cursory study, though, they are called away to Paris, which has apparently also fallen victim to the madness plague. At the same time, the JLE learns that the Conglomerate has been called in to keep rioters from damaging Stagg Industries' Montbleu Nuclear Power Plant near Paris. Also, a distraught astronomer begs the heroes to come to his observatory; he has important news to share.

In Paris (**JLE Encounter Four**), the Leaguers find the situation far worse than that in Mayrhofen. The madness is more widespread, and the French army has not yet been able to establish any sort of order. People are fleeing the city, loonies are running wild in the streets, parts of the city are

in flames, and there is panic everywhere. The heroes fight throughout the night to bring the situation under control.

After helping to restore order in Paris, the Leaguers learn that members of the Conglomerate, having apparently succumbed to the madness, have barricaded themselves inside the nuclear plant and are refusing to let anyone enter. The plant is on the verge of meltdown.

Rushing to the plant (**JLE Encounter Five**), the heroes must subdue the Conglomerate before they can save the power plant. After defeating the deranged heroes, the JLE acts in the nick of time to prevent a meltdown.

At the observatory (**JLE Encounter Six**), the heroes learn that the meteorites that have struck so far are merely the forerunners of a larger swarm due to arrive within 24 hours. They also learn that the astronomers have picked up some unusual radio transmissions coming from the meteor swarm and aimed at Mayrhofen and Paris. One astronomer says that his superiors in the European Space Agency have authorized him to offer the JLE the use of a space shuttle to go after the meteor swarm. However, it will take several hours to fuel and prepare the shuttle, and the heroes will have to go to French Guiana in South America, the site of the ESA's launch facilities.

Returning to their London embassy before teleporting to an embassy in South America (**JLE Encounter Seven**), the heroes learn that an emergency session of the U.N. General Assembly has been called to discuss how to deal with the meteor swarm. Moments later, the JLE's monitoring of the news broadcasts is interrupted as Libra comes on the air to make her demands.

The U.N. then calls the JLE to New York to await its decision on what to do about the two crises. There, members of the JLE have a chance to meet with their counterparts in the JLA to compare notes and plot strategy. Eventually, the U.N. gives the JLE the go-ahead to go after the meteors.

Arriving in French Guiana, the JLE finds the European Space Agency shuttle ready and waiting for them (**JLE Encounter Eight**). Blasting off, the heroes soon reach the main meteor swarm and move to destroy the meteors. However, they soon find themselves under attack from Superman, who has accidentally fallen victim to the kryptonite-laced Dominator virus. After subduing their fellow hero and taking him aboard the shuttle, the Leaguers destroy the meteors, at the same time uncovering evidence that points to the moon as their source.

The JLE follows the transmission source to the back entrance of the Dominator Base, where the Dominator escape shuttle is housed (**JLE Encounter Nine**). Breaking in, they face a group of Libra clones, stop the Dominators' escape, retrieve Hal Jordan's Power Ring, and get the cure for the Dominator virus (**JLE Encounter Ten**).



CHARACTERS

HEROES

Justice League America

Justice League America is the original branch of Justice League International, formed in the wake of the anti-hero riots led by G. Gordon Godfrey as part of Darkseid's plan to rob Earth of her legends. The JLI is a direct descendant of the original Justice League of America, which was disbanded by the

Martian Manhunter after the deaths of two of its members at the hands of Professor Ivo.

Soon after its formation, the JLI received the full sanction of the United Nations and was granted status as an

international law enforcement agency. Secured JLI embassies, each with its own support staff, were opened in most U.N. member nations. Although it was shaken by the U.N.'s fickle support, it has survived and endures now under the solid leadership of Superman.

Justice League America is based in New York City in the shadow of the U.N. building. The JLA often travels either in the JLI Shuttle [BODY: 8, Flight: 13, Radar Sense: 15, R#: 2] or in Blue Beetle's Bug (see Blue Beetle's Character description). (Note: Neither vehicle has sufficient APs of Flight Power to achieve escape velocity.) All team members also carry JLI Signal Devices [BODY: 4, Telepathy: 25; Limitation: The Device's Telepathy Power represents the range of its signal].

Blue Beetle



DEX: 8 STR: 4 BODY: 5
INT: 7 WILL: 5 MIND: 5
INFL: 7 AURA: 5 SPIRIT: 5
INITIATIVE: 23
HERO POINTS: 65

•Skills: *linked

Acrobatics: 8*, Charisma: 6*, Detective: 7*, Gadgetry: 9, Martial Artist: 6, Scientist: 7*, Thief: 8*, Vehicles: 8*, Weaponry: 8*

•**Advantages:** Connections: JLI (High), S.T.A.R. Labs (High); Genius; Intensive Training

•**Drawbacks:** Minor Irrational Attraction to attractive women; Secret Identity

•Equipment:

BB Gun [BODY: 5, EV: 8, Flash: 8, Super Breath: 8, R#: 2]

THE BUG [DEX: 5, STR: 10, BODY: 10, INT: 10, WILL: 3, MIND: 0, Directional Hearing: 10, Extended Hearing: 6, Flight: 11, Full Vision: 6, Lightning: 10, Magnetic Control: 9, Radar Sense: 12, Recall: 20, Sealed Systems: 15, Solar Sustenance: 20, Super Hearing: 12, Swimming: 6, Telescopic Vision: 5, Ultra Vision: 10, Thief (Stealth): 8, 6 AP ABC Omni-Gadget, R#: 2]

Limitation: The Bug's Magnetic Control can only be used to magnetize its hull. The Bug cannot be used in outer space.

GLOVES [BODY: 1, Telepathy: 9]

Limitation: The Gloves' Telepathy Power enables Beetle to communicate with the Bug and manipulate all of its controls from a distance.

•**Alter Ego:** Ted Kord

•**Motivation:** Upholding the Good

•**Wealth:** 13/4

•**Occupation:** Hero

•**Background:** As a youth, Ted Kord found he could excel in just about anything he turned his mind to, but he lacked ambition. Then, while helping fight his uncle Jarvis' scheme for world conquest, Ted learned that his archaeology teacher, Dan Garrett, was the original Blue Beetle. When Garrett was mortally wounded in the struggle, Ted pledged the dying hero that he would carry on the legend of the Blue Beetle.

Ted trained his body to peak performance and used the resources of K.O.R.D., Inc., the electronics firm he had inherited from his father, to create an arsenal of gadgets. He created a new costume and embarked on a crime-fighting career, at the same time building K.O.R.D., Inc., into a multi-million-dollar business. He later lost control of the company and his fortune along with it but went on to become a founding member of the new Justice League, where he met Booster Gold. The two soon became best friends and, while they have had their differences, remain so to this day.

•**Role-playing:** Blue Beetle has an irreverent sense of humor and a ready wit. He is an inveterate

prankster and has a wisecrack for every occasion. His jokes, along with his continual get-rich-quick schemes (usually in partnership with Booster Gold), often get him in trouble. He sees himself as a ladies' man—a fancy with which the ladies do not agree—and happy-go-lucky kind of guy. However, his carefree attitude masks a depth and sincerity known only to his closest friends.

For some time after Booster Gold left the JLI and founded the Conglomerate, Beetle refused to speak to him, angry over what he saw as Booster's betrayal. However, the two friends have recently patched up their differences and are once more as thick as thieves, especially since Booster decided to rejoin the League.

Booster Gold

DEX: 6 STR: 4 BODY: 5
INT: 5 WILL: 5 MIND: 5
INFL: 6 AURA: 5 SPIRIT: 5
INITIATIVE: 19
HERO POINTS: 70



•**Skills:** Charisma: 7, Martial Artist: 5, Scientist: 4, Vehicles: 4

•**Advantages:** Connections: U.S. Government (Low), JLI (High), the Conglomerate (High), Network Television (Low); Popularity

•**Drawbacks:** Minor Irrational Attraction to attractive women and money

•**Equipment:**

BOOSTER GOLD SUIT [STR: 7, BODY: 7, Energy Absorption: 2, Energy Blast: 6, Force Field: 15, Force Shield: 2, Power Reserve: 6, Telescopic Vision: 5, Thermal Vision: 7, R#: 2]

Limitations: The suit's Power Reserve can be used in conjunction with any of its Powers, except Telescopic Vision and Thermal Vision; Booster's Force Field can be projected at a distance but loses 1 AP of effect for each AP of distance between itself and Booster.

LEGION FLIGHT RING [BODY: 5, Flight: 8, Super Ventriloquism: 65, Telepathy: 8]

Limitations: Super Ventriloquism is limited to emitting a distress call (which nobody in the 20th Century can pick up); Telepathy is limited to maintaining mental contact with the ring.

•**Alter Ego:** Michael Jon Carter

•**Motivation:** Thrill of Adventure

•**Wealth:** 3

•**Occupation:** Leader of the Conglomerate

•**Background:** Michael Jon Carter was—or will be—a college football star in the Metropolis of the 25th Century. When his mother became ill, he turned to gambling to raise money for her operation. Eventually, he was caught and barred from professional and collegiate sports.

After that, Mike drifted for a time, finally finding work as a janitor in the Metropolis Space Museum. There he became fascinated by the 20th Century heroes whose displays he tended. Realizing that he had no future in the 25th Century, he stole an assortment of special equipment and, using Rip Hunter's Time Machine, traveled back to the 20th Century.

In this century, Mike wasted no time establishing himself as the superhero known as Booster Gold. He used the publicity gained from his heroic activities to swing a number of lucrative endorsement deals and licensing contracts, setting up a holding company, Booster Gold International, to serve as a tax shelter. He soon became wealthy, but he later lost everything when BGI was sabotaged from within, forcing him to fall back on his income from the JLI, into which he had recently been inducted by Maxwell Lord. Booster has sought to supplement his JLI paycheck through a number of schemes, often together with his best friend, Blue Beetle. So far, though, he has been unsuccessful in regaining his lost wealth.

Recently, Booster left the Justice League to strike out on his own. He was approached by Claire Montgomery, Maxwell Lord's former wife, about putting together a new corporate-sponsored superhero team. Booster accepted the offer and set about recruiting his team. After working with the Conglomerate, Booster wanted to be with his friend Beetle again, and he decided, therefore, to quit the Conglomerate and return to the Justice League to work with his old comrades.

•**Role-playing:** Booster believes himself to be a master of media manipulation, but although he is sometimes successful at it, he is usually not as good as he thinks he is. He is quite aware of the media's role in molding public opinion and takes great pains with his image. But despite his time in the limelight, he is still somewhat inexperienced and in need of seasoning. While trying to present himself as dashing, suave, and charming, he often comes across as shallow, immature, and insecure.

In the past, Booster's heroing has been primarily motivated by the thrill of adventure and a desire for financial gain. Since founding the Conglomerate, though, he has discovered a new maturity (which still doesn't stop him from the occasional wisecrack, especially when Beetle is around). He takes his responsibilities as a leader seriously and is determined to disprove all those who said he didn't have what it takes to be a true hero.

After leaving the Justice League, Booster became estranged from his friend, Beetle. The two have recently made up, though, and are once more the best of friends. It was the lure of his friendship with Beetle that has caused him to rejoin the Justice League.

Fire

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



- Powers:** Flame Being: 5, Flame Project: 8, Flight: 8
- Skills:** Charisma: 8, Martial Artist: 6, Thief: 4, Weaponry: 4
- Limitations:** Serious Power Burnout on all Powers
- Advantages:** Attractive; Connection: JLI (High)
- Alter Ego:** Beatriz Da Costa
- Motivation:** Thrill of Adventure
- Wealth:** 5
- Occupation:** Fashion Model

•**Background:** Beatriz Da Costa became an overnight celebrity in her native Brazil as a nightclub entertainer. Her celebrity status did not last long, though. She was fired when she exposed one of the club owners' fraudulent business schemes. She landed on her feet, though, finding work as a government spy. On her last mission, she was caught in an explosion of an experimental device, leaving her with the ability to breathe fire.

She relocated to Paris, where she joined the Global Guardians as the superheroine Green Flame. When the Guardians were later dissolved, she persuaded friend and fellow group member Icemaideen to accompany her to New York. There, the two heroines joined the Justice League. Beatriz created a new costume for herself and changed her name to Fire.

As a result of the release of the "gene bomb" during the invasion of the Dominators' alliance, Fire's powers were radically altered and she gained the ability to transform herself into a being of living green fire.

•**Role-playing:** While she doesn't have a great deal of formal schooling, Fire possesses a high degree of street smarts and native shrewdness. She loves the glamorous life of the model and superheroine but is more than just a pretty face. She is self-reliant and gutsy, with a real desire to earn her own way. She can be quite pushy and headstrong, but she can be just as charming when she so desires. Her impulsiveness and carefree, flirtatious attitude often make her seem shallow, but she is both dependable and responsible when the chips are down. She and Ice are close friends.

Guy Gardner



DEX: 7 STR: 4 BODY: 12(5)
INT: 3 WILL: 18 MIND: 6
INFL: 8 AURA: 3 SPIRIT: 8
INITIATIVE: 18
HERO POINTS: 70

- Advantages:** Connections: Green Lantern/Hal Jordan (Low), JLI (High); Iron Nerves
- Drawbacks:** Serious Rage
- Equipment:**

POWER RING [BODY: 18, Int: 10, Comprehend Languages: 20, Flight: 40, Force Manipulation: 18, Invulnerability: 18, Life Sense: 40, Omni-Power: 9, Recall: 20, Regeneration: 4, Sealed Systems: 16, Skin Armor: 4, Spirit Travel: 50]

Bonus: Guy's BODY is 12 APs while he is wearing the ring.

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

Miscellaneous Drawbacks: The Power Ring is completely useless against the color yellow; the Power Ring must be recharged once every 24 hours with the lantern-shaped Power Battery; the Power Ring's BODY is only 6 while it is not being worn.

Power Battery [BODY: 25, Energy Absorption: 18, Invisibility: 15, R#: 2]

•**Alter Ego:** Green Lantern

•**Motivation:** Thrill of Adventure

•**Wealth:** 4

•**Occupation:** Green Lantern of Sector 2814

•**Background:** When Abin Sur's Power Ring chose Hal Jordan to become the next Green Lantern of Sector 2814, it chose Guy Gardner as being equally worthy. Hal just happened to be closer. The two heroes met for the first time when Guy served as Hal's caseworker after Hal was convicted of drunk driving.

The Guardians of the Universe confirmed Guy's worthiness by appointing him as Jordan's alternate. Guy was severely injured when a defective Power Battery blew up in his face, and he spent two years in a coma. A radical faction of the Guardians finally revived him during the Crisis on Infinite Earths.

It soon became apparent, however, that his mind had been unbalanced by the trauma of his injuries and his time in a coma. Guy was now a belligerent, swaggering bully, the stereotypical macho man. He was allowed to keep his Power Ring but was isolated on the planet Maltus for a program of rigorous training in the tenets of the Green Lantern Corps. Chafing under the restrictions imposed on him, Guy finally escaped to Earth, where he was pretty much left to his own devices after the Guardians retired from the universe.

Guy helped defeat Darkseid's plan to destroy the Earth's legends and went on to become a founding member of the new Justice League. He recently teamed with fellow Green Lanterns, Hal Jordan and John Stewart, to help defeat a renegade Guardian. When the other Guardians returned to our universe, they named Guy as official Green Lantern of Earth.

•**Role-playing:** Guy is antagonistic and aggressive and loves nothing more than a good fight. Arrogant and headstrong, he thinks of himself as the last "true Green Lantern." With his short temper, he is quick to fly off the handle, often getting into trouble because he leaps before he looks. He resents authority and chafes under any kind of discipline. He doesn't like to take orders.

Guy has developed a soft spot for fellow Leaguer Ice, and any threat to her is sure to send him into a rage. Only recently has he finally been able to admit his love for her.

Ice

DEX: 6 STR: 3 BODY: 6
INT: 4 WILL: 5 MIND: 5
INFL: 4 AURA: 4 SPIRIT: 4
INITIATIVE: 14
HERO POINTS: 35



•**Powers:** Ice Production: 9

•**Advantages:** Attractive; Connections: JLI (High)

•**Alter Ego:** Tora Olafsdottir

•**Motivation:** Upholding the Good

•**Wealth:** 6

•**Occupation:** Fashion Model

•**Background:** Tora was born into a primitive tribe of magic wielders, living in isolation in the wilds of Norway. Then, when she was in her late teens, the tribe was discovered by Rod Schoendienst, an electrical engineer hired by the Norwegian government to locate people with paranormal powers. Tora returned with Schoendienst to the outside world, where he introduced her to Dr. Mist of the Global Guardians.

Tora joined the Guardians under the name of Icemaideen and quickly became best friends with fellow group member Beatriz Da Costa, a.k.a. Green Flame. When the Guardians disbanded, Tora accompanied Beatriz to New York, where the two joined the JLI. Soon after joining, Tora changed her costume and shortened her name to Ice.

•**Role-playing:** Tora is both good-natured and level-headed. She is steady under fire and has proven herself an effective combatant. While her association with Fire has gone a long way to bring her out of her shell, she remains somewhat shy and naive.

There is a real sweetness and kindness to Tora. She is gentle and nurturing, and she is the only member of the JLI who sees a good side to Guy Gardner. She has even gone out on several dates with him, and recently the two confessed their love for one another.

Maxima



DEX: 7 STR: 6 BODY: 16
INT: 5 WILL: 4 MIND: 4
INFL: 6 AURA: 6 SPIRIT: 6
INITIATIVE: 20
HERO POINTS: 75

•**Powers:** Control: 8, Force Field: 10, Heat Vision: 15, Invulnerability: 20, Sealed Systems: 10, Suspension: 10, Telekinesis: 20, Telepathy: 10

- Skills:** Charisma: 8, Martial Artist: 9, Vehicles (Space): 7, Weaponry: 9
- Limitations:** Miscellaneous: Sealed Systems can only be used when Force Field is in use.
- Bonuses:** Miscellaneous: Maxima may substitute her APs of Telekinesis for her STR when making a hand-to-hand attacks
- Advantages:** Attractive; Buddy (Sazu); Connection: Almerac (High); Leadership
- Motivation:** Responsibility of Power
- Occupation:** Heir Apparent
- Wealth:** 18

•**Background:** Maxima is the end result of many generations of selective breeding for strength and power. She is the firstborn of the royal family of the planet Almerac and future regent of a galactic empire. Through war and conquest, her people deliberately sought out and overran worlds of rich genetic stock, assimilating only the strongest survivors who proved capable of interbreeding with those of their own growing empire. She represents the newest generation of an imperial bloodline that stretches back for untold millennia.

She first became interested in Earth when Superman was a prisoner of her enemy Mongul and was an unwilling participant in one of his war games. Maxima was impressed by the Superman's battle prowess and intrigued by his refusal to obey Mongul's order to slay his fallen opponent. She decided that Superman bore further investigation.

She sent her servant Sazu with a replica of herself to investigate him, and she later confronted him herself with the offer of marriage. At the time, Superman was becoming heavily influenced by the Humanoid Eradicator from Krypton, and this made him emotionless. He subdued Maxima after she caused a great deal of damage. Authorities later allowed her to return to her world.

•**Role-Playing:** Maxima is a passionate, fiery-tempered individual. Coming from a long line of barbarian warlords, she can be haughty to the point of arrogance. She still has a strong interest in Superman, but she will seek a suitable mate in others if they interest her.



Justice League Europe

Justice League Europe is the new branch of the Justice League International, formed in the wake of the Dominators' invasion. JLE was based in Paris until the embassy there was accidentally destroyed, moving to London thereafter. All members of the JLE carry JLI Signal Devices [BODY: 4, Telepathy: 25; Limitation: the device's Telepathy Power represents the range of its signal].



To make it easier for the JLE to travel from place to place, Kilowog, the group's former handyman, built a flying platform [STR: 8, BODY: 10, Gliding: 3, Gravity Decrease: 8, R#: 5; Limitation: the platform's Gliding only serves to keep it in a stable attitude].

Aquaman



DEX: 7	STR: 8	BODY: 8
INT: 8	WILL: 8	MIND: 7
INFL: 5	AURA: 6	SPIRIT: 6
INITIATIVE: 22[24]		
HERO POINTS: 100		

**Note: for most of this adventure, it is recommended that Aquaman use his Water Suit.*

•**Powers:** Animal Control: 15, Control: 4, Speak With Animals: 8, Summon Animals: 12, Swimming: 7, Ultra Vision: 7, Water Freedom: 8

•**Skills:** Vehicles: 6

•**Advantages:** Leadership, Lightning Reflexes

•**Drawbacks:** Fatal Vulnerability to lack of contact with water after one hour.

•**Limitations:** Special: All Animal Powers only work on marine life.

•**Equipment:**

WATER SUIT [BODY: 8, Sealed Systems: 15] The suit allows Aquaman to survive in the air for 24 hours at a time. Each day (15 APs) he must refresh the suit's water supply.

•**Motivation:** Upholding the Good

•**Wealth:** 4

•**Occupation:** Adventurer

•**Race:** Human/Atlantean

•**Alter Ego:** Arthur Curry

•**Background:** The son of an Atlantean queen, Aquaman was banished at birth by her suspicious

subjects, who believed that the unusual color of the child's hair signaled the coming of an ancient Atlantean curse. He was adopted by a lighthouse keeper who gave him his name of Arthur Curry. His adoptive father was murdered, and when Aquaman went to investigate his death, he was taken prisoner in Atlantis and taught the Atlantean language by his fellow prisoner and friend, Vulko. He inspired the liberation of Atlantis by his escape and later returned to Atlantis as its ruler.

For a time, Aquaman patrolled the seas and fought evil. He helped found the original Justice League and served as a member for several years. During this time, he met and married Mera, who bore him a son. For a time he was deposed from his throne by the villain called the Shark. When Aquaman got his throne back, he gave it to his friend Vulko. Shortly after this, the villain Black Manta took the life of Aquaman's son, and Aquaman, in his grief, abandoned Atlantis. As an original member of the Justice League, he disbanded it after the Alien Invasion of Earth, then reformed it a short time later. He later helped Atlantis repel an invasion of alien jellyfish and helped find a new leader for Atlantis. During this battle, his wife, Mera, went insane and disappeared.

Aquaman has since decided to return to the Justice League at the request of Green Lantern Hal Jordan, and he serves in its European branch to battle for justice. When Hal is not around, team members often look to Aquaman for leadership.

•Role-playing: Aquaman is an extremely serious and driven man. Never truly accepted as part of Atlantean society or the surface world, he firmly dedicated himself to fighting evil in any way he could. He is unmoving in his dedication to this end and can sometimes be thought of as obstinate in his beliefs. He is often blinded to many things in life because of this determination, which is partially why Mera left him. His determination even overshadowed his love for her. He is also somewhat hot-headed and prone to emotional outbursts.

The Crimson Fox

	DEX: 6	STR: 3	BODY: 4
	INT: 6	WILL: 7	MIND: 6
	INFL: 7	AURA: 5	SPIRIT: 6
	INITIATIVE: 23		
	HERO POINTS: 50		

•Skills: *linked

Acrobatics: 6*, Charisma: 7*, Detective: 6*,

Martial Artist: 6*, Military Science (Tracking): 6*, Thief: 6*, Weaponry: 6*

•Advantages: Area Knowledge (Paris); Attractive; Connections: Publishing Industry (High), JLI (High); Intensive Training; Lightning Reflexes; Scholar (publishing)

•Drawbacks: Secret Identity

•Equipment:

COSTUME [BODY: 2, Claws: 7, Cling: 4]

•Alter Ego: Vivian D'Aramis/Constance D'Aramis

•Motivation: Seeking Justice

•Occupation: Publishing Executive

•Wealth: 8

•Background: Unknown even to her JLE teammates, the French heroine known as the Crimson Fox (or La Renarde Rousse) is actually a pair of identical twins, Vivian and Constance D'Aramis. The twins' mother, a research chemist for the multinational Puanteur perfume corporation, took Andre, the head of the department, for a lover. Later, Andre resigned after developing a new scent that employed pheromones. Maurice Puanteur, the chairman of the board, wanted the new scent to be tested, but Andre thought the risks were too great.

After Andre left the company, the twins' mother took part in testing the new scent, unaware she was pregnant. She later gave birth to twin daughters, but she died of cancer while the girls were still young. Andre adopted the twins and, when the girls came of age, told them how Puanteur's experiments had killed their mother. The twins, determined to avenge their mother, took over the perfume corporation and ousted Puanteur. When Andre gloated about this to Puanteur, he was shot dead. Puanteur disappeared immediately thereafter.

The twins built the company into a major conglomerate, changing its name to Revson and diversifying into publishing and other fields. But they were still determined to find Puanteur and make him pay. Taking the idea from the American hero Batman, they staged Constance's death to provide a perfect secret identity and began operating as the Crimson Fox. To the world at large, there is Vivian D'Aramis and there is the Crimson Fox, with no possible connection between the two.

Vivian and Constance take turns as the Crimson Fox and share the responsibilities of running Revson. The Crimson Fox was invited to join the JLE after she foiled the robbery of a fund-raiser for the victims of the Dominators' invasion. Since joining the League, the twins have proven their value on many occasions. At the same time, in their public identity,

they managed to stop the publication of an article that would have exposed the JLI's secrets.

Recently, the twins were finally able to avenge themselves on Puanteur when he resurfaced as the leader of an occult group bent on world domination. The JLE foiled Puanteur's schemes, which involved the use of giant worms, and the former perfume magnate was destroyed by his own creatures.

•**Role-playing:** Vivian is the more fun-loving and carefree of the twins. She is an outrageous flirt who speaks with a strong French accent, and she spends more time as Crimson Fox than her sister. Constance is more down-to-earth and responsible. She has little time for romance and has managed to lose her accent. Constance spends more time as head of Revson.

Doctor Light II

	DEX: 6	STR: 3	BODY: 6
	INT: 8	WILL: 5	MIND: 5
	INFL: 6	AURA: 4	SPIRIT: 5
	INITIATIVE: 20		
	HERO POINTS: 40		

•**Powers:** Energy Absorption: 18, Energy Blast: 14, Flash: 10, Flight: 9, Illusion: 7

•**Skills:** Scientist: 8, Medicine: 8

•**Limitations:** Miscellaneous: Energy Absorption only works on light energy.

•**Advantages:** Connection: JLI (Low); Scholar (Astronomy)

•**Drawbacks:** Loss Vulnerability: All Powers drop to 0 APs in the presence of total darkness; Secret Identity.

•**Alter Ego:** Kimiyo Hoshi

•**Motivation:** Unwanted Power

•**Wealth:** 6

•**Occupation:** Scientist

•**Background:** Doctor Kimiyo Hoshi was once part of a team of Japanese scientists charting the progress of the cosmic cataclysm known as the Crisis on Infinite Earths. She was observing the star Vega one day when it suddenly erupted, engulfing her in a fiery ball of energy that imbued her with light-based powers. Learning that this "accident" had been engineered by the Monitor, who sought to save the universe from destruction, Kimiyo joined her fellow superheroes in the battle against the Anti-Monitor.

With the destruction of the Anti-Monitor, Kimiyo returned for a time to her scientific career.

Eventually, though, Maxwell Lord persuaded her to resume her superheroic career as part of his master plan for the newly reformed Justice League. She served with that organization for only a brief time, however, before quitting in disgust over Max's manipulations. After leaving the League, she returned to Tokyo and her scientific and medical research.

Kimiyo has recently been persuaded to rejoin the Justice League in its European branch.

•**Role-playing:** Kimiyo is a proud woman torn between two equally strong desires; she doesn't know whether she can do more good using her scientific skills or using her superpowers. Though possessing a strong will and a fiery temper, she can be playful and charming when she so desires. Her anger is sure to be roused if she thinks she is being patronized or manipulated, and she has little patience with what she perceives as the foolish antics of most superheroes.

The Elongated Man

	DEX: 12	STR: 4	BODY: 8
	INT: 5	WILL: 6	MIND: 5
	INFL: 6	AURA: 5	SPIRIT: 5
	INITIATIVE: 23		
	HERO POINTS: 70		

•**Powers:** Danger Sense: 6, Stretching: 8

•**Skills:** Detective: 6, Gadgetry: 4

•**Advantages:** Connections: JLA (High), JLE (High); Sharp Eye

•**Drawbacks:** Married; Public Identity; Loss Vulnerability: Elongated Man must drink Gingold extract regularly in order to maintain his Powers: if he goes an entire week without drinking any Gingold, he loses his Stretching Power, and his DEX and BODY are both reduced to 4 APs until he is able to drink some of the extract.

•**Alter Ego:** Ralph Dibny

•**Motivation:** Thrill of Adventure

•**Wealth:** 5

•**Occupation:** Detective

•**Background:** Growing up in a small Nebraska town, Ralph always dreamed of someday going to the big city to find fame and fortune. Then one day, he visited a traveling sideshow and became fascinated by the show's contortionist. He began going from carnival to carnival, talking to the shows' rubber men. While he could never get them to reveal their secrets, he eventually realized that all of them drank

an imported soft drink called Gingold, made from a rare fruit called the gingo, and he deduced that this must be responsible for their special abilities.

Ralph distilled the raw essence of the gingo and drank it, gaining the ability to stretch his body, and so the Elongated Man was born. Ralph traveled to Central City, where he met the second Flash, Barry Allen. Together, the two heroes broke up a series of robberies, becoming lifelong friends.

Ralph later moved to Manhattan, where he met and married socialite Sue Dearbon. The two traveled the country for several years, solving mysteries wherever they went. They finally settled down when Ralph joined the original Justice League of America. He served with that group for a number of years, until it was finally disbanded. Missing the camaraderie of that group, Ralph was only too eager to sign up when offered a position with Justice League Europe.

•Role-playing: Ralph is light-hearted and fun-loving, with an irrepressible sense of humor. He craves adventure and excitement. There's nothing he loves more than a good mystery, and knowing this, his wife surprises him with a custom-designed mystery every year on his birthday.

Ralph used to harbor some resentment toward Wally West for assuming the mantle of the Flash and often needled him about not measuring up to Barry Allen's memory. However, the two ultimately resolved their differences, and Ralph has since become something of a father figure for the young West.

The Flash III



DEX: 7	STR: 4	BODY: 7
INT: 5	WILL: 5	MIND: 6
INFL: 6	AURA: 4	SPIRIT: 5
INITIATIVE: 32		
HERO POINTS: 55		

**Note: the Flash's statistics are different than the Character card in the 2nd Edition boxed set.*

- Powers:** Air Control: 8, Superspeed: 14
- Limitations:** Wally must be using Superspeed to use his Air Control.
- Skills:** Scientist: 3, Vehicles: 6
- Advantages:** Connections: FBI (Low), IRS (Low), JLI (High), Keystone Police (High), New Titans (High), S.T.A.R. Labs (High); Lightning Reflexes
- Drawbacks:** Public I.D., Serious Irrational Attraction to food after 1 hour of steady Power use.

•Equipment:

COSTUME: [BODY: 8, Flame Immunity: 8]

•**Alter Ego:** Wally West

•**Motivation:** Responsibility of Power

•**Wealth:** 10

•**Occupation:** Crimefighter

•**Background:** As a teenager, Wally West idolized the second Flash and was even president of the Flash Fan Club in his hometown of Blue Valley. The happiest day in his life came when his Aunt Iris' boyfriend, Barry Allen, arranged for him to meet the Flash in person. As the Flash was explaining how he got his powers, the exact same accident befell Wally, endowing him with similar powers.

The Flash soon revealed himself to be Barry Allen and took Wally on as a sidekick, giving the boy his own costume and naming him Kid Flash. Eventually, Wally was forced to retire due to painful complications arising from the use of his superspeed. He finally returned to help battle the Anti-Monitor during the Crisis on Infinite Earths. During this adventure, Wally's metabolism was altered so he no longer experienced side-effects from his power, but his superspeed was greatly reduced. The adventure also proved to be Barry Allen's last in that he sacrificed his life to foil the Anti-Monitor's plan to destroy the Earth.

Wally elected to keep Barry's legacy alive by adopting his mentor's costume and identity as the Flash. He left the Titans for a solo career but later joined the JLE because he needed a steady paycheck. During this time he was continually plagued by problems with his speed, perhaps stemming from insecurity over his fitness to uphold Barry's legacy. Recently, however, Wally has come into the fullness of his powers and even beat Superman in a foot race engineered by Mr. Mxyzptlk. Today, Wally West is truly the fastest man alive.

Vandal Savage shot Wally and would have killed him were it not for a metal capsule, a gift implanted in his body by the alien Kilg%re. Vandal Savage also stole Wally's costume fabricator, the last thing he had from Barry. Wally was not beaten, however. Instead, he gained new resolve from his near-death experience. Donning a new costume designed by S.T.A.R. Labs, he ultimately defeated Vandal Savage. Because of his financial distress, he worked for the IRS for a time, but he later received a large inheritance from a former Jay Garrick Flash villain known as the Icicle.

•**Role-playing:** Wally tries to appear suave and sophisticated, but somehow never quite manages to pull it off. At 22 years of age, he still possesses some

of the shallowness of youth but occasionally shows flashes of startling maturity. He is eager to live up to Barry Allen's reputation but is more mercenary and lacks the polish of his mentor. He is warm-hearted and sensitive (a side of himself he often hides behind glib remarks) and has an irrepressible sense of humor.

Wally and Ralph Dibny had a minor feud going for a while over Wally's fitness to fill Barry's shoes, but they have resolved their differences and Wally now views the Elongated Man as a sort of father figure.

Power Girl

DEX: 10	STR: 20	BODY: 15
INT: 9	WILL: 11	MIND: 15
INFL: 8	AURA: 7	SPIRIT: 7
INITIATIVE: 30		
HERO POINTS: 100		



- Powers:** Invulnerability: 15, Jumping: 13, Recall: 18, Sealed Systems: 9, Superspeed: 11, Systemic Antidote: 15
- Skills:** Gadgetry: 6, Scientist: 9
- Advantages:** Connections: Infinity Inc. (Low), Doom Patrol (Low), JLI (High); Lightning Reflexes; Scholar (computer science, magic)
- Alter Ego:** Kara, Karen Starr
- Motivation:** Upholding the Good
- Wealth:** 7
- Occupation:** Computer Scientist

•**Background:** Kara grew up believing she was Superman's cousin and fellow survivor of the planet Krypton. She later learned the truth of her origins: she was, in fact, the last survivor of the ancient civilization of Atlantis and the granddaughter of the sorcerer Arion. Arion sent Kara into the future to protect her from his evil brother, Gam Daanuth, and implanted the false memories to help her adapt to the modern era.

After learning her true origin, Kara created a dual identity for herself as Karen Starr, owner and president of StarrWare, Inc., a computer software firm, and as the superheroine, Power Girl. As Power Girl, Kara served for a time with Infinity, Inc. and assisted the Doom Patrol in a few adventures. When she joined the JLE, she turned over the operation of StarrWare, Inc. to Felicity Raymond, leaving Kara free to pursue her superheroic career.

In the JLI's second battle with the Gray Man, Kara was severely injured and would have died if not for the

intervention of a Superman-assisted team of surgeons. The surgery saved her life but greatly reduced her powers. Glad to be alive, Power Girl accepts her loss and continues to battle alongside the JLE.

•**Role-playing:** Power Girl has a forceful, no-nonsense personality. She is extremely competent and, despite her reduced Power level, remains a formidable combatant. Independent and tough-minded, Kara has difficulty accepting orders when she does not see the sense in them. This brought her into conflict with her former team leader, Captain Atom, on several occasions and even caused her to embark on unauthorized missions with some of her teammates.

Kara has a fierce temper, which she usually keeps under a tight rein. However, Wally West's chauvinistic remarks never fail to get her goat. She is also quick to respond to anything she perceives as a slight to the mangy, yellow cat she has adopted.

VILLAINS

Dominator Base Personnel

Typical Dominator

DEX: 2	STR: 2	BODY: 2
INT: 8	WILL: 7	MIND: 6
INFL: 4	AURA: 4	SPIRIT: 3
INITIATIVE: 14		
HERO POINTS: 45		



- Skills:** Charisma: 6, Gadgetry: 13, Military Science: 11, Scientist: 13, Vehicles (Space): 3
- Advantages:** Genius; Scholar (bioengineering)
- Drawbacks:** Miscellaneous: all Dominators must obey orders given to them by members of a higher caste; Strange Appearance.
- Motivation:** Power Lust
- Wealth:** 15

•**Background:** The Dominators are a race of conquerors who rule an empire known as the Dominion, thousands of light-years from Earth. Their society is organized into a rigid caste system in which one's rank in society is denoted by the size of the red disk each Dominator wears on his forehead.

•**Role-playing:** All Dominators are physically and genetically identical; the disks on their foreheads are the only way to distinguish between individuals. The size of these disks defines a rigid pecking order, and it is a rare Dominator indeed who would even question

the orders of a caste superior. While they are brilliant strategists and constant schemers who use their advanced technology to full effect, the Dominators are generally poor at hand-to-hand combat.

The Shaggy Man

DEX: 8	STR: 18	BODY: 14
INT: 1	WILL: 1	MIND: 10
INFL: 1	AURA: 1	SPIRIT: 10
INITIATIVE: 10 HERO POINTS: 75		

**Note: The Shaggy Man is immune to Mental and Spiritual attacks.*

- Powers:** Invulnerability: 18, Regeneration: 3, Sealed Systems: 50, Skin Armor: 5
- Bonuses:** Miscellaneous: Beginning two phases after he is struck by any given attack form, the Shaggy Man learns to resist that attack form and receives a +2 Column Shift bonus to his RV against that type of attack in the future.
- Motivation:** Nihilist
- Wealth:** Not Applicable
- Occupation:** Android

•**Background:** Professor Andrew Zagarian created the Shaggy Man out of plastalloy. It escaped its creator and embarked on a destructive rampage, eventually bringing the original Justice League of America into the fray. The Leaguers ultimately trapped the android deep beneath the Earth, where it was doomed to battle an exact duplicate of itself.

The Shaggy Man was later released by Hector Hammond, who teleported it onto the Justice League's satellite to destroy the heroes. Green Lantern Hal Jordan finally defeated the creature by shrinking it and bottling it. Meanwhile, the duplicate android dug its way out of its hole and rampaged through the Soviet Union until it was tricked aboard a missile by the JLA and blasted into space. There, it was ultimately recovered by the Dominators, who have turned the android to their own ends as part of their scheme to test the heroes of the Justice League. It guards Hal Jordan's cell in the Dominator Base.

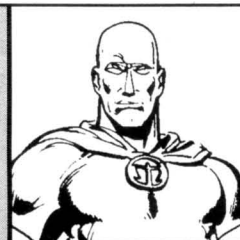
•**Role-playing:** The Shaggy Man is a mindless automaton, incapable of speech or even true thought, bent solely on destruction.

Injustice Gang International

The Injustice Gang International is the latest incarnation of the Injustice Gang of the World, assembled by the new Libra as part of the Dominators' plan to study and test Earth's superheroes. The members of the IGI are not aware that the Dominators are behind Libra's scheme for nuclear blackmail and world conquest.

Libra II

DEX: 8	STR: 5	BODY: 6
INT: 7	WILL: 7	MIND: 6
INFL: 6	AURA: 6	SPIRIT: 6
INITIATIVE: 23		
HERO POINTS: 75		



** Note: The Powers in parentheses are the Powers she has Adapted at the beginning of the Adventure.*

- Powers:** Adaptation: 40, Neutralize: 10, (Energy Absorption: 12, Illusion: 7, Teleport: 20)
- Skills:** Acrobatics: 7, Charisma: 7, Gadgetry: 4, Martial Artist: 7, Military Science: 4, Scientist: 7, Vehicles: 7, Weaponry: 5
- Bonuses:** Miscellaneous: Libra can Adapt Attributes, as well as Powers and Skills.
- Limitations:** Miscellaneous: Libra does not have to Adapt Powers at their full AP values; if Adapting a Power, she may Adapt the Power at a reduced level or reduce the level of one of her other Adapted Powers, at her choice.
- Advantages:** Area Knowledge (Moscow); Attractive; Connections: Dominators (High), Soviet Space Force (High); Leadership; Scholar (physics, astronomy, chess)
- Drawbacks:** Serious Irrational Attraction to the ideas of balance and order; Minor Psychological Instability: obsessive/compulsive behavior.
- Equipment:**

LIBRA SUIT [BODY: 3, Cold Immunity: 2, Energy Absorption: 3, Flame Immunity: 2, Chameleon: 12, Skin Armor: 2]

Miscellaneous Limitation: The suit's Chameleon Power makes Libra appear and sound like a man.

Fake Energy Transmortifier [BODY: 4]

Limitation: The fake transmortifier has no powers whatsoever. Libra merely uses it as part of her impersonation of the original Libra. She pretends that the transmortifier is the source of her powers. If the transmortifier is taken away from her,

however, she does not hesitate to abandon this fiction.

•**Alter Ego:** Sonya Malnikov

•**Motivation:** Power Lust

•**Wealth:** 4

•**Occupation:** Former Soviet Cosmonaut

•**Background:** Sonya Malnikov's father was a cosmonaut who died before having a chance to go into space. Sonya grew up determined to restore the balance by fulfilling his dream. To this end, she took up the studies of physics and martial arts to hone her mind and body. During these studies, she became fascinated by the concepts of balance and order.

Sonya finally achieved her father's dream when she was picked for a secret space mission. In orbit when the Dominators' invasion fleet arrived, she was captured and taken back to the Dominators' home planet. There, Sonya was subjected to genetic experiments that enhanced her physique and awakened her metagene. In the process, however, she became mentally unhinged and her fascination with balance ballooned into a full-blown obsession.

Her exposure to the Dominators' rigid caste system made Sonya realize just how chaotic and unbalanced her home planet was. She became determined to correct this situation, knowing in her heart that she was the only one qualified to restore the Earth to order. Thus, when a group of Dominator scientists revealed their plan to study and test Earth's metahumans, Sonya was ready to play along.

She volunteered to organize a group of Earth's supervillains, the new Injustice Gang International, to serve as a balance against the JLI. She assumed the identity of the former (masculine) Libra both to gain credibility among the supervillain community and because the duality of the role appealed to her sense of balance. Unknown to the Dominators, Libra plans to turn on them when they are no longer useful to her.

•**Role-playing:** The new Libra is an insane megalomaniac who is firmly convinced she is the only one who can restore the Earth to balance and order. An obsessive organizer, she plans her schemes down to the smallest detail and believes in the idea of "a place for everything and everything in its place." Like the chess player that she is, she is always thinking several moves ahead. Since she is pretending to be the former Libra, Libra II wears the same costume and pretends to channel her power through a set of scales she carries.

Whenever possible, Libra tries to turn her opponents' strengths against them. She also likes to

pit opposites against each other, so that they will cancel out. For instance, she plans to turn the Dominators' own plan against them when they are no longer useful. She also plans to play the IGI off against the JLI in the hopes that they will wipe each other out. She believes herself to be absolutely fair and totally in balance at all times.

•**Note to the GM:** When referring to Libra, be sure to refer to her as "he" or "him." The fact that Libra is actually a woman is a secret that should be revealed only at the climax of the adventure.

Blackrock

DEX: 4	STR: 3	BODY: 4
INT: 7	WILL: 5	MIND: 5
INFL: 5	AURA: 4	SPIRIT: 4
INITIATIVE: 16		
HERO POINTS: 35		



•**Skills:** Gadgetry: 7, Scientist: 7

•**Advantages:** Genius

•**Equipment:**

Power Stone [BODY: 3, Illusion: 7, Force Field: 8, Energy Blast: 10, Neutralize: 12, Teleportation: 20]
Limitations: Neutralize may only be used on communication devices; Teleportation may only be used to teleport Blackrock and anything he is carrying.

Miscellaneous Drawbacks: The Power Stone does not function in the absence of broadcast signals.

•**Alter Ego:** Dr. Peter Silverstone

•**Motivation:** Lust for Power

•**Wealth:** 5

•**Occupation:** Scientist

•**Background:** Dr. Peter Silverstone was once a research scientist for the United Broadcasting Company. He invented the Blackrock identity and the Power Stone as part of a ploy to gain publicity for the network, which was slumping in the ratings. Later, he donned the suit himself as part of an industrial espionage plot that was eventually foiled. Recently, he lost his Power Stone to free-lance reporter Wally Tortolini in a poker game. While trying to recover the stone, he ran afoul of the JLA and was arrested.

•**Role-playing:** Blackrock is arrogant and conceited, convinced that no opponent can hope to match his intelligence. He prefers to depend on his Power Stone, avoiding physical confrontation whenever possible.

Bolt

	DEX: 8	STR: 7	BODY: 5
	INT: 4	WILL: 4	MIND: 4
	INFL: 5	AURA: 4	SPIRIT: 4
	INITIATIVE: 21		
	HERO POINTS: 35		

- Powers:** Flight: 9, Lightning: 12, Teleportation: 10
- Skills:** Acrobatics: 6, Martial Artist: 8, Thief: 6, Vehicles: 6, Weaponry: 6
- Limitations:** Minor Power Burnout on Lightning
- Advantages:** Lightning Reflexes
- Alter Ego:** Unknown
- Motivation:** Mercenary
- Occupation:** Assassin
- Wealth:** 5

•**Background:** Little is known about the super-powered assassin called Bolt, and he prefers it that way because it makes his job easier. What is known is that he is at the top of the pay scale for contract killers and that he keeps his mouth shut if captured or defeated. He uses the teleportation circuitry in his suit to ambush his targets as well as to evade capture. His contracts have brought him into conflict with Blue Devil, Firestorm, Starman, and Captain Atom. Starman is the only one who has been able to take him into custody.

•**Role-playing:** Bolt is an overconfident braggart who speaks with a lot of slang. He has no grudges or scores to settle with the JLI; he is in the IGI strictly for the money. He is a consummate professional, though, and will fulfill his contract to the letter. If the opposition proves stronger than expected or if he discovers that Libra has been misleading him, however, he is liable to quit and teleport away.

Brain Storm

	DEX: 4	STR: 3	BODY: 3
	INT: 8	WILL: 6	MIND: 6
	INFL: 6	AURA: 5	SPIRIT: 5
	INITIATIVE: 18		
	HERO POINTS: 50		

- Skills:** Gadgetry: 9, Scientist: 7
- Advantages:** Genius
- Equipment:**

STAR HELMET [BODY: 4, Animate Objects: 6, Control: 9, Force Manipulation: 10, Mental Blast: 7, Teleportation: 20]

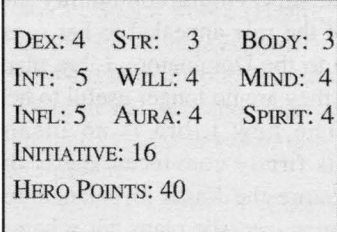
- Alter Ego:** Axel Storm
- Motivation:** Power Lust
- Wealth:** 4
- Occupation:** Scientist

•**Background:** During his days as a scientist, Axel Storm was prone to sudden inspirations and leaps of intuition. He ultimately learned that these brainstorm occurred whenever stellar radiations were high and that a certain metallic compound could be used to collect and concentrate these rays. He built a helmet from this compound, finding that it not only enhanced his brain power, but also gave him the ability to generate "star-bolts," which let him mentally control anything they touched.

Brain Storm first came into conflict with the original Justice League of America when he sought vengeance for what he thought was the murder of his brother at the League's hands. Eventually, he learned that his brother had not been killed but that the Power of his helmet had, instead, teleported his brother to France. Brain Storm fled the scene at that time but has since returned to plague the JLA on more than one occasion. Recently, he lost his helmet to a man named Wally Tortolini in a poker game. While attempting to recover the helmet, Brain Storm was captured by the JLI and imprisoned.

•**Role-playing:** Brain Storm is an egomaniac who is convinced that no one can compare with his own intelligence, and he constantly boasts about it. In combat, he relies on the Power of his helmet, as he is a poor hand-to-hand fighter, and he will flee if threatened with physical harm.

Copperhead

	DEX: 4	STR: 3	BODY: 3
	INT: 5	WILL: 4	MIND: 4
	INFL: 5	AURA: 4	SPIRIT: 4
	INITIATIVE: 16		
	HERO POINTS: 40		

- Skills:** Acrobatics: 4, Thief: 9
 - Advantages:** Connections: Underworld (Low); Lightning Reflexes
 - Drawbacks:** Serious Irrational Attraction to snakes and snake-motif crimes.
 - Equipment:**
- SNAKE SUIT [DEX: 12, STR: 6, BODY: 8, Cling: 6, Poison Touch: 7, Stretching: 5, R#: 2]
- Alter Ego:** Unknown

- Motivation:** Mercenary
- Occupation:** Thief/Assassin
- Wealth:** 4

•**Background:** Copperhead first surfaced as a petty thief several years ago in Gotham City, where it took the combined skills of Batman and Batgirl to bring him to justice. His stint in prison hardened him, and after his escape, he turned his skills to murder. For years, he operated as a paid assassin, and although the authorities suspected that he was behind a number of killings, they were never able to prove anything. Then, the so-called Takamori Photograph exposed him, leading to his capture by Hawk and Dove and his subsequent imprisonment in Belle Reve Prison.

•**Role-playing:** Copperhead possesses the cold cunning and implacability of his namesake, the snake. He is totally insane and enjoys killing, striking without warning and disappearing before his victims know what hit them. He has joined the IGI both for the money Libra has promised him and for the opportunities for theft and killing the job promises.

Doctor Polaris



DEX: 6 STR: 4 BODY: 7
INT: 8 WILL: 5 MIND: 4
INFL: 6 AURA: 5 SPIRIT: 5
INITIATIVE: 20
HERO POINTS: 80

- Powers:** Energy Absorption: 12, Energy Blast: 10, Flash: 10, Flight: 8, Force Field: 12, Magnetic Control: 16
- Skills:** Charisma: 6, Gadgetry: 7, Medicine: 7, Scientist: 7
- Limitations:** Energy Absorption can only be used to absorb magnetic energy.
- Advantages:** Connection: Underworld (High); Genius; Scholar (magnetism)
- Drawbacks:** Serious Psychological Instability
- Alter Ego:** Neal Emerson
- Motivation:** Power Lust
- Occupation:** Physician
- Wealth:** 6

•**Background:** Doctor Neal Emerson was a physician who used magnetism to heal sickness. Unfortunately, the prolonged exposure to magnetic forces affected his mind, creating a split personality. The evil side of his personality led him to don a

costume and embark on a crime spree using magnetic weapons, bringing him into frequent conflict with Green Lantern Hal Jordan. Emerson's good side has returned at times, but his evil side has always won out in the end.

Doctor Polaris has battled both the Green Lantern Corps and the New Titans. Recently, Power Girl and Starman fought and captured him, placing him in military custody, where he underwent psychotherapy at Fort Bliss Infirmary.

•**Role-playing:** Although he originally relied on gadgets, Doctor Polaris has somehow managed to internalize his powers. Libra reawakened his evil side and has played upon his lust for power to persuade him to join the IGI.

Nightfall

DEX: 5 STR: 3 BODY: 4
INT: 5 WILL: 4 MIND: 4
INFL: 4 AURA: 3 SPIRIT: 3
INITIATIVE: 14 HERO POINTS: 35

•Equipment:

WRISTBANDS [BODY: 4, Darkness: 6, Energy Absorption: 6, Flight: 6]

•**Alter Ego:** Unknown

•**Motivation:** Power Lust

•**Wealth:** 4

•**Occupation:** Ex-Student

•**Background:** The supervillainess known as Nightfall is a former college student who was recruited and given super powers by the alien known as the Overmaster. She fought the original Justice League of America as part of the Overmaster's Cadre. She disappeared at the end of that battle and has not been heard from since.

•**Role-playing:** Little is known about Nightfall, other than that she can fly and possesses wristbands that can generate a field of pure darkness, absorbing light and energy. Her powers seem to be primarily defensive.



The Shark



DEX: 9 STR:12/10 BODY: 8
INT: 6 WILL: 7 MIND: 6
INFL: 7 AURA: 2 SPIRIT: 7
INITIATIVE: 22[23]
HERO POINTS: 100

•**Powers:** Aura of Fear: 6, Energy Blast: 12, Flight: 7, Growth: 7, Matter Manipulation: 12, Mind Probe: 9, Swimming: 6, Telekinesis: 9, Telepathy: 7, Water Freedom: 10

•**Skills:** Charisma (Intimidation): 7

•**Bonus:** The Shark can use his Matter Manipulation Power to surround himself with a yellow aura that protects him from Green Lanterns' Power Rings.

•**Drawbacks:** Miscellaneous: The Shark's strength is only 10 out of water; Serious Irrational Attraction to making his victims feel fear before killing them; Serious Rage.

•**Alter Ego:** None

•**Motivation:** Power Lust

•**Occupation:** Humanoid Shark

•**Wealth:** 0

•**Background:** The Shark began his life as an actual tiger shark. He was struck by an unknown form of radiation that instantly mutated him into human form and, at the same time, gave him advanced mental powers. Over the years, he has fought Green Lantern Hal Jordan on several occasions and once even managed to usurp the Atlantean throne from Aquaman by adopting the guise of an Atlantean named Karshon.

•**Role-playing:** The Shark still retains the vicious nature of the predatory animal he once was. His greatest delight is to instill fear in the minds of his opponents. As part of the IGI, he looks forward to the day when he will be one of the rulers of the world and can institute a reign of terror. Make sure you play him up in front of Aquaman—there is definitely some personal tension here.

Shatterfist

DEX: 8	STR: 5	BODY: 6
INT: 5	WILL: 5	MIND: 5
INFL: 5	AURA: 5	SPIRIT: 5
INITIATIVE: 22 HERO POINTS: 45		

•**Powers:** Disintegration: 12

•**Skills:** Martial Artist: 8

•**Advantages:** Iron Nerves; Lightning Reflexes

•**Alter Ego:** Unknown

•**Motivation:** Power Lust

•**Wealth:** 3

•**Occupation:** Martial Artist

•**Background:** Shatterfist is a former student of Buddhism and the martial arts who was recruited by the alien Overmaster to serve in his Cadre. Using zen secrets stolen from his former sensei as well as enhanced Power provided by the Overmaster, he can generate a powerful field around his hands that lets him disintegrate solid matter or create earthquakes with a single punch. He disappeared immediately after the original Justice League's battle with the Overmaster and has not been heard from since.

•**Role-playing:** Shatterfist is one of the world's most formidable martial artists. He has little patience with what he considers the childish games of most superheroes and villains, preferring to go straight for his opponents' hearts. He believes that he is meant to fulfill a great destiny, a destiny that he hopes his service in the IGI will help him achieve.

NON-PLAYER CHARACTERS

Supporting Cast

Oberon

DEX: 4	STR: 2	BODY: 3	
INT: 3	WILL: 4	MIND: 3	
INFL: 6	AURA: 4	SPIRIT: 5	
INITIATIVE: 13			
HERO POINTS: 20			

•**Skills:** Acrobatics: 2, Charisma: 6, Gadgetry: 4, Thief: 4

•**Advantages:** Connections: JLI (High); Scholar (escapes, promotions)

•**Drawbacks:** Minor Physical Restriction: Oberon is a dwarf.

•**Motivation:** Thrill of Adventure

•**Wealth:** 4

•**Occupation:** Manager

•**Background:** Oberon joined the circus at an early age, when his parents were killed in an apartment fire. There he met and befriended Thaddeus Brown, who billed himself as Mister Miracle, Super Escape Artist, and Oberon eventually became Brown's manager. When Brown was murdered, Oberon decided to stay with Scott Free, Brown's young

protege, serving Scott in the same capacity he had served Brown for so many years. Oberon and Scott brought Brown's killer to justice and soon became deeply devoted friends.

When Scott joined the Justice League, Oberon went with him, becoming something of an unofficial mascot to the team and assistant to Max Lord. Oberon soon took over much of the monitor duty.

When Scott departed to pursue his destiny on New Genesis, he asked Oberon to look out for young Shilo Norman. Oberon has remained with the Justice League as an assistant, even after Shilo left.

•**Role-playing:** Show business is in Oberon's blood; he is always looking for an excuse to go back on the road. Efficient and hard-working, he is also cool-headed and quick-thinking in a crisis. His gruff, sarcastic exterior hides a deeply caring heart; he forms deep bonds and is very protective of his friends. There is something about him that women (especially Fire) seem to find adorable.

Catherine Cobert

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



- Skills:** Charisma: 4
- Advantages:** Attractive; Connection: JLI (high); Scholar (business, French)
- Motivation:** Upholding the Good
- Wealth:** 5
- Occupation:** Liaison/Bureau Chief

•**Background:** Catherine comes from a prominent French family. Her mother is in politics and her brother is an athlete, while her father disappeared years ago under mysterious circumstances. Having graduated with honors from the best schools and worked as a top fashion model, Catherine is well-known in her own right.

She was recruited by Maxwell Lord to serve as the U.N. Liaison for the JLI's Parisian embassy. Among her many advantages is the fact that she is French, and thus she could help the JLE deal with the local populace. She has proven so adept at her job that she was recently promoted to head of the JLE.

•**Role-playing:** Hard working and a brilliant organizer, Catherine is very good at her job. She is

bright and talented, with a wicked sense of humor, as well as being sophisticated and extremely beautiful.

Sue Dibny



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

- Skills:** Charisma: 4, Gadgetry: 2
- Advantages:** Connections: JLI (High); Rich Family; Scholar (computer science)
- Drawbacks:** Married
- Motivation:** Thrill of Adventure
- Wealth:** 9
- Occupation:** Housewife/JLE Monitor

•**Background:** Sue Dibny was a young debutante when Ralph Dibny, the Elongated Man, crashed her coming-out party. Ralph's boyish charm won her heart, and the two were soon married. Together, they traveled the world, solving bizarre mysteries. They finally settled down when Ralph joined the original Justice League. Later, they relocated to Paris when Ralph joined the JLE. Today, the two reside at the Justice League's London embassy, where Sue has taken over the thankless task of monitor duty.

•**Role-playing:** Fun-loving and full of spunk, Sue shares Ralph's love of travel and adventure, but she is more practical and down-to-earth than her husband. The two are deeply in love and enjoy teasing each other. Sue is quick-thinking and has a sharp mind; it was she who thought to call on Superman's assistance for Power Girl's recent surgery.

Claire Montgomery

DEX: 2	STR: 2	BODY: 2
INT: 4	WILL: 3	MIND: 3
INFL: 5	AURA: 5	SPIRIT: 4
INITIATIVE: 11		
HERO POINTS: 10		

- Skills:** Charisma: 7
- Advantages:** Iron Nerves; Scholar (business, public relations)
- Motivation:** Upholding the Good
- Wealth:** 6

•**Occupation:** Corporate Liaison for the Conglomerate

•**Background:** Claire Montgomery was once married to Maxwell Lord. However, since their two strong, competitive personalities were constantly clashing, their marriage eventually crumbled. A senior partner in a large public relations firm, she sold a number of large international corporations on the idea of supporting a team of superheroes, the Conglomerate. However, the Conglomerate is more than just a publicity stunt to Claire; it is a chance to make a difference, to serve as a corporate conscience, to better the state of the world.

•**Role-playing:** Strong-willed and tough-minded, Claire is a sharp negotiator and relentless competitor who usually gets her way. She is determined to keep her team together and will use every trick in the book to do so. However, despite her no-nonsense front, she is, at heart, a deeply caring and honest woman with a strong set of principles.

Green Lantern (Hal Jordan)

DEX: 8 STR: 4 BODY: 12(5)	
INT: 8 WILL: 25 MIND: 8	
INFL: 6 AURA: 7 SPIRIT: 12	
INITIATIVE: 24	
HERO POINTS: 150	

•**Skills:** Martial Arts: 5, Science: 8, Vehicles: 10

•**Advantages:** Connections: Green Lantern/John Stewart/Guy Gardner (High), Justice League International (High); Iron Nerves; Leadership

•**Equipment:**

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

The Power Ring is completely useless against yellow objects and substances and must be recharged every 24 hours with the lantern-shaped Power Battery. Hal's BODY is 12 while wearing the ring, and the ring's BODY is only 6 while it is off his finger. The ring's Skin Armor Power need not be activated at its full AP value. The wearer loses 1 AP of Force Manipulation and Omni-Power for each AP of Skin Armor in use. The ring's Life Sense Power is only usable to detect other Green Lanterns.

POWER BATTERY [Energy Absorption: 18,

Invisibility: 15, BODY: 25, R#: 2]

•**Motivation:** Responsibility of Power

•**Wealth:** 3

•**Occupation:** Test Pilot/Galactic Defender

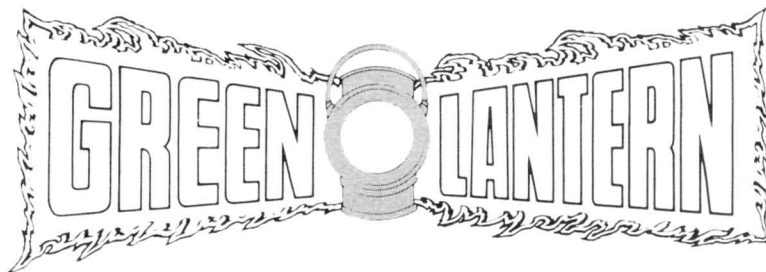
•**Race:** Human

•**Background:** Hal Jordan is the leader of Justice League Europe. He originally became a Green Lantern when Abin Sur, the alien who was the former Green Lantern of Earth, crash-landed his spaceship in the Sierra Madre mountains. As he died, Sur ordered his Power Ring to find a worthy successor to take his place in the Green Lantern Corps. The Power Ring found Hal, who was a local test pilot at the time, and sent him to the location of Sur's spacecraft, where the Green Lantern quickly explained the situation, gave him the ring and uniform, and died.

Hal was a natural at the job. While he battled his own personal problems, he successfully battled bizarre villains of all types. He also helped beat back the Appellaxian Invasion and helped found the original Justice League.

He fought with the Justice League for several years and left when Aquaman disbanded it. He then went his own way fighting for justice and helped protect the Earth during the Crisis. After this, he went on a galaxy-wide search for new members of the Green Lantern Corps, leaving the protection of Earth to Guy Gardner. He refused several offers to rejoin the League but finally agreed to do so after the team went through its major shake-up with the United Nations.

•**Role-playing:** Hal is an well-seasoned hero with solid morals and leadership ability. He is well-spoken and self-controlled. He has no fear of the media and in fact enjoys attention because it strokes his ego. When he was younger, he was rather brash and emotional, but he has mellowed with age. There is no doubt that he is one of the most efficient and professional heroes around.



The Conglomerate

The Conglomerate is a corporate-sponsored team of superheroes once led by Booster Gold. Claire Montgomery assembled the group and now serves as corporate liaison. She is largely responsible for the team's freedom to act without interference from its corporate sponsors, as well as its status as a branch of the JLI. The Conglomerate primarily battles environmental hazards, international terrorism, and threats to corporate security. The team's members hope to right injustices by serving as a corporate conscience and a force for positive change.



Praxis



DEX: 7 STR: 4 BODY: 5
INT: 8 WILL: 5 MIND: 6
INFL: 4 AURA: 7 SPIRIT: 5
INITIATIVE: 19
HERO POINTS: 50

- Powers:** Control: 10, Invisibility: 15, Mind Blast: 10, Mind Probe: 8, Spirit Travel: 8, Telepathy: 12
- Skills:** Detective: 7, Vehicles: 5, Weaponry: 5
- Bonuses:** Control can be used on any device that runs on electricity, as well as on living minds.
- Limitations:** Invisibility is Always On, but Praxis is only invisible to cameras (film or video). He never becomes invisible to the naked eye.
- Advantages:** Connections: The Conglomerate (High), JLI (Low), New York Police Department (High)
- Drawbacks:** Guilt; Secret Identity
- Equipment:** .44 Magnum [BODY: 4, EV: 5, Ammo: 6, R#: 3]
- Alter Ego:** Unknown
- Motivation:** Seeking Justice
- Wealth:** 5
- Occupation:** Former Police Detective
- Background:** A former police detective, Praxis feels a deep-seated guilt that he was unable to prevent the death of his niece at a serial killer's hands. He eventually tracked down the girl's killer and, under circumstances that have yet to be revealed, gained potent mental powers. In his own words, "My mind is my self, and my self is my mind." He can control electricity, including the synapses in people's brains, giving him control over people and electrical devices. As a side-effect of his powers, he does not show up on TV or film.
- Role-playing:** Solemn and thoughtful, Praxis is essentially a loner who does not suffer fools gladly. He is a man of few words, but when he does speak up, he makes those few words count. Praxis remains cool and unflappable in any crisis, and there is little he fears.

Gypsy



DEX: 6 STR: 3 BODY: 4
INT: 6 WILL: 5 MIND: 6
INFL: 6 AURA: 4 SPIRIT: 5
INITIATIVE: 20
HERO POINTS: 35

- Powers:** Illusion: 10, Invisibility: 7
- Skills:** Martial Artist: 4, Thief: 6

- Limitations:** Minor Power Burnout on Illusion
- Advantages:** Area Knowledge (Detroit streets); Connections: Justice League of America (High), The Conglomerate (High), Street (Low)
- Alter Ego:** Cindy Reynolds
- Motivation:** Thrill of Adventure
- Wealth:** 1

•**Occupation:** Street Urchin/Heroine

•**Background:** Gypsy was a young runaway living on the streets of Detroit when she encountered the original JLA, which, under Aquaman's leadership, had recently relocated there. She eventually joined the League, developing a close friendship with J'onn J'onzz and remaining with the group until it disbanded, at which time she returned to her family.

Several months later, her parents were savagely murdered by a vengeful Despero. Gypsy would have been killed as well if not for the intervention of J'onn J'onzz and the new JLA, who managed to put an end to Despero's rampage. She was later approached by Booster Gold at Mister Miracle's funeral about joining the Conglomerate, and missing the sense of family she felt in the old Justice League, she accepted his offer.

•**Role-playing:** Gypsy's abilities to generate illusions and to melt into the background make her the ideal scout, able to sneak about and gather information. And her native curiosity ensures that she will assume this role even when it's not assigned to her. Quiet and reserved, Gypsy prefers not to talk about herself and has said little about her background. She lets few people get close to her, J'onn J'onzz being one of the few she has taken fully to heart. She has never revealed the source of her Powers.

Reverb



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

- Powers:** Vibe: 8
- Skills:** Martial Artist: 5, Thief: 6
- Advantages:** Connections: The Conglomerate (High), JLI (Low), Detroit Streets (Low)
- Alter Ego:** Armando Ramone
- Motivation:** Seeking Justice
- Wealth:** 5

•**Occupation:** Superhero

•**Background:** Armando Ramone is the younger brother of Paco Ramone who, as the hero Vibe, served with the old Justice League of America. When Paco was killed by one of Professor Ivo's androids, Armando vowed to pick up where his brother had left off. Armando eventually developed vibratory powers like his deceased brother's. When invited to join the Conglomerate, he accepted in memory of Paco.

•**Role-playing:** Armando is deeply proud of his Hispanic heritage, of his brother, and of his home city of Detroit. Restless, rebellious, and a bit of a smart-aleck, he is also somewhat questioning and disrespectful of authority. A college graduate, Armando also resents the "corporate shill" aspects of being a corporate superhero, preferring just to concentrate on doing his job.

VIBE POWER:

- Link:** STR •**Type:** Dice
- Factor Cost:** 4 •**Base Cost:** 20
- Range:** Standard

Vibe gives the user the ability to vibrate nearby objects at frequencies great enough to damage those objects.

In short, Vibe is a simple Physical Attack. The user makes an Action Check against an OV/RV equal to the target's DEX/BODY (if the target is a living being or gadget) or against the target's BODY/BODY (if the target is an inanimate object). RAP's earned equal the damage inflicted by the attack.

Maxi-Man

DEX: 8 STR: 9 BODY: 8
INT: 3 WILL: 2 MIND: 3
INFL: 5 AURA: 4 SPIRIT: 6
INITIATIVE: 18
HERO POINTS: 45



- Powers:** Running: 5
- Advantages:** Connections: The Conglomerate (High), JLI (Low), Mister Miracle I (Low)
- Drawbacks:** Innocent
- Alter Ego:** Henry Hayes
- Motivation:** Upholding the Good

•**Wealth:** 5

•**Occupation:** Superhero

•**Background:** Henry Hayes was a young man with a lot to be grateful for. He had a loving wife, a healthy baby boy, and a promising career in advertising. And then he lost it all—he was fired from his job and his wife left him, taking their son with her. Henry was reduced to living in a broken-down, \$25-a-week boarding house.

When the Dominators' gene bomb exploded, Henry was affected. Losing consciousness, he later awakened in a hospital, where he was accidentally given what could have been a fatal dose of adrenalin. Instead of killing him, though, the adrenalin awakened his metagene, endowing him with great strength, speed, and endurance. Once again, Henry's life had been changed forever.

Knowing he had been chosen to serve a higher cause and determined to disprove all those who had said he'd never amount to anything, Henry launched his career as the superhero Maxi-Man in the small town of Bailey, New Hampshire—until Mister Miracle, Scott Free, got in his way. Whenever Henry tried to do something heroic, Mister Miracle always seemed to be there to steal his thunder.

Henry eventually challenged Mister Miracle to a fight, a battle in which Henry was outmaneuvered at every turn by the more experienced hero. Finally realizing that he had a lot to learn about being a hero, Henry left Bailey to start over elsewhere. When Henry was later invited to join the Conglomerate, it was a boyhood dream come true.

•**Role-playing:** Optimistic and idealistic, Henry is somewhat naive and conservative in his opinions. He is proud to be a superhero, feeling honored to serve alongside his fellow heroes, although somewhat overawed by the more experienced heroes of the JLI. Taking his responsibilities very seriously, Henry refuses to curse or do anything else he sees as un-superhero-like.

Vapor



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

•**Powers:** Acid: 10, Invisibility: 8, Poison Touch: 8, Self Link (Fog): 15

•**Limitations:** All other Powers may only be used when Vapor is in her Self Link (Fog) form. Acid has a range of Touch.

•**Advantages:** Connections: The Conglomerate (High), JLI (Low)

•**Drawbacks:** Secret Identity

•**Alter Ego:** Carrie Donahue

•**Motivation:** Upholding the Good

•**Wealth:** 5

•**Occupation:** Superheroine

•**Background:** Carrie wasn't exactly overjoyed to discover she could turn into a living mist, but she learned to live with it. A determined activist, she joined the Conglomerate for the chance to use her powers to make a difference.

•**Role-playing:** Smart, spirited, and cocky, Carrie can more than hold her own in the wise-cracking department. Liberal in outlook, she resents the "corporate kewpie-doll" side of her job. She also thinks the Justice League is overrated, describing it as pathetic.

Echo

DEX: 5	STR: 2	BODY: 3
INT: 5	WILL: 3	MIND: 4
INFL: 4	AURA: 5	SPIRIT: 5
INITIATIVE: 14		
HERO POINTS: 30		



•**Powers:** Energy Absorption: 10, Reflection/Deflection: 16

•**Advantages:** Connections: The Conglomerate (High), JLI (Low)

•**Drawbacks:** Age; Uncertainty

•**Alter Ego:** Terri Eckhart

•**Motivation:** Upholding the Good

•**Wealth:** 5

•**Occupation:** "Heavy Metal Rocker"

•**Background:** A devoted "metal-head," Terri is the youngest member of the Conglomerate and sometimes questions why she is there. She has the Power to absorb any force directed at her and turn it back on the attacker.

•**Role-playing:** Although shy and uncertain, Terri remains cool and clear-headed under fire. When she does speak up, her comments are likely to be direct and to the point, cutting straight to the heart of the matter.

JUSTICE LEAGUE AMERICA'S ADVENTURE

Note to the GM: Start this Adventure with the following three Encounters, with the Players taking on the roles of the JLA. If you are using the Two GM/Two Team option, one GM and one team should start with the following three Encounters, while the other GM and other team starts with **JLE Part One—Plague of Madness**.

JLA PART ONE— TOO MANY TROUBLES

JLA Encounter One— A Pair of Problems

Set-up: The JLA's adventure begins with Guy Gardner, who is relaxing in the lounge of the New York City headquarters, watching television. Suddenly, his show is interrupted by a news bulletin—two supervillains have broken into S.T.A.R. Labs' New York City facility and are holding hostages.

Moments later, a priority signal comes in over the monitor—other supervillains are attacking a military transport in the Mojave Desert. The Leaguers must decide which crisis to deal with first or whether to split up and deal with both at the same time.

Players' Information: *It's a slow day at the embassy, and you—Guy Gardner, the One, True Green Lantern—are ready to take full advantage of it. You've been looking forward to this day for weeks; you've got big plans. You've got yourself a bunch of munchies and a big glass of soda, and you've settled in for a long stay on the couch in the embassy's front lounge. You've also made sure everyone knows not to bug Guy Gardner today. Anyone who does is gonna feel the wrath of Green Lantern.*

Taking a gulp of soda, you mash the power button on the remote control and watch as the TV flares into life. You're just in time! The opening credits are already rolling. This is it, the moment you've been waiting for, the start of the big Three Stooges Film Festival.

The Stooges, those brilliant masters of slapstick! The greatest comedians America—no, the world—has ever seen. Always good for a million yuks. Why, if them Frenchies had any taste, they'd be worshipping the Stooges instead of that wimp Jerry Lewis.

This is comedy the way it was meant to be. Humor that real men—like you, Guy Gardner—can appreciate. Too bad Ice ain't here to enjoy it with you—sometimes that babe can be a real wet blanket.

Oh, well. No matter. Guy Gardner don't need no babe to have a good time. Guy Gardner knows how to have a good time all by himself.

You take another slug of soda and cram a handful of Cheez Crunchies into your mouth. Ah, this is the life!

GM's Information: Guy's enjoyment is to prove short-lived, however. Briefly describe some typical Stooge antics, giving the Player a chance to react as Guy would—in his own crude, but energetic way. Then help the other Players find reasons to come in and interrupt Guy's show. Encourage the JLA Players to role-play the interruptions and Guy's Player to role-play his responses. A good way to start this out is to have Oberon enter and ask Guy if he's seen Superman because the Man of Steel has a phone call. If Guy acts rudely to Oberon, have Oberon walk around the Justice League headquarters asking everyone else on the team if they've seen Superman. Then have him casually mention in conversation that Guy is downstairs hogging the TV because the Stooges are on. Some of the Leaguers (especially Booster and Beetle) may want to join Guy in watching the Stooges, the mere thought of which should irritate the Green Lantern. If Guy isn't rude to Oberon initially, incite him. Oberon is in a bad mood, so he'll say, "You're a lot of help! Don't you have anything better to do?" This should make Guy adequately agitated. Oberon should storm out, though, and return to his monitor duty, so he can see the news broadcast. To involve the other Characters, such as Fire, Ice, and Maxima, you might mention to them that various objects are missing from their rooms. For instance, Maxima is missing her brush,

Ice is missing a bracelet Guy gave her, and Fire just can't find that other earring! Actually, they borrowed said objects from each other and just forgot. But of course, they all have to go ask



Guy if he's seen whatever object they seek.

The idea here is to break the ice and let the Players get comfortable with their roles. Let Guy get more and more irritated with each interruption. Try to get Guy's goat without pushing him over the edge into violence. When you feel the Players have gotten enough enjoyment out of pestering Guy or if the situation threatens to get out of control, break off the interruptions and read the following paragraphs. If, on the other hand, you lose control of the situation and a fight breaks out, skip ahead to where Oberon alerts the Players to the news broadcast.

Once the Players are comfortable with their roles, read the following two paragraphs.

Grumbling, you settle back into the couch. One more interruption and it would have been all over; those bums would have been history. After all, they should know better than to mess with Guy Gardner. Maybe now you can get back to enjoying your show.

Unfortunately, that is not to be the case. You're just picking up the thread of the show again, and Moe is about to poke Curly in the eyes. Suddenly, the screen goes blank, only to be replaced by a SPECIAL NEWS BULLETIN logo.

Give the Players a chance to react. If Guy (or anyone else who might be watching by now) flips through the channels, he will find the news bulletin on every one. If he turns off or destroys the TV in a rage, or storms off in a huff, skip ahead to where Oberon alerts the Justice League to the broadcast. Otherwise, if Guy stays to watch the bulletin, read the following three paragraphs.

A moment later, a news anchorman comes on, seated at a desk in front of a large monitor screen. "This is Ted Bartlett for WGNV-TV. We have just received word of a break-in at the New York City offices of S.T.A.R. Labs. We now take you to the scene for a live report from Valeria Hernandez."

He turns toward the monitor, where the image of a sharply-dressed Hispanic woman is visible for a moment before suddenly dissolving in a haze of static. Bartlett turns back to face the camera.

"We apologize for the delay. WGNV-TV seem to be experiencing technical difficulties. We will return after these messages."

The interruption gives Guy a chance to summon his fellow team members to see the news report. If he chooses not to or is no longer watching the TV, have Oberon (who was watching the show on one of his monitors) alert the JLA to the broadcast. Once the team has assembled around the television, continue with the rest of the news report.

When the commercial break is over, anchorman Ted Bartlett comes on screen once more. "We now take you live to Valeria Hernandez, reporter-on-the-scene. Take it away, Val," he says, turning toward the monitor.

"Thank you, Ted," the female reporter says, her image expanding to fill the television screen. "I'm standing here outside the New York offices of S.T.A.R. Labs, the site of a recent break-in."

The camera pulls back to reveal the gleaming glass front of the S.T.A.R. Labs building. A police cordon is strung across the street in front of the building, with a number of officers holding back a sizable crowd.

Several other officers stand inside the cordon, discussing something with a man in a S.T.A.R. Labs security uniform.

"The perpetrators," continues Valeria, "are a pair of alleged supervillains, whose identities are unclear at the present time. According to witnesses, they simply appeared inside the building, where they took hostages before sealing themselves inside one of the labs. Since then, there has been no

further word from the villains.

"With me now is Michael Palumbo, Information Officer for the facility." A tall man, dressed in an expensive, well-tailored gray suit with a green power tie, steps on-camera, taking up position beside the reporter. He wears his thick, wavy brown hair slicked back into a small ponytail. "Mr. Palumbo," says Valeria, "what can you tell us about the break-in?"

Palumbo flashes a toothy, polished grin before replying. "I just want to assure everyone that there is nothing to worry about. The police and our own security forces have the situation well in hand. There is absolutely nothing to worry about."

"And what about the villains' motives? What might they be after?"

"I really can't speculate about their motives. As to what they're after," his grin slips for a moment, "I really don't know. They couldn't be after



anything in the lab they locked themselves into. There's nothing in there but some routine medical research supplies. Nothing really valuable, and certainly nothing dangerous. And I'll say that again, nothing dangerous." Despite his words, though, he seems tense.

"Thank you for those reassuring words, Mr. Palumbo," the reporter says, and Palumbo steps off-camera once more, looking relieved.

Valeria Hernandez looks around and, seeing a break in the crowd, says, "Ah, there I see Lieutenant Conners, the officer in charge. Let's just have a word with him." She slips through the gap and past the police cordon, cameraman in tow. Approaching the lieutenant, she says, "Lieutenant Conners? Valeria Hernandez with WGNV-TV. May I have a word with you?"

Conners, a stocky, sloppily-dressed man, turns to her and yells, "Get that camera out of my face!" Looking past her, he asks someone off-camera, "How did she get in here? Who let her in here?" He seems to strain to make out the reply. "What? Well, get her out of here!"

As the reporter is hustled unceremoniously from the scene, she gets off a few last words. "That's all for now. Back to you, Ted."

Give the Players a chance to react and argue about what to do. While Palumbo has repeatedly stated that the situation is under control, his very insistence should arouse suspicion. The more hotheaded team members may want to rush right into action, while the calmer Leaguers may counsel a more cautious approach. Some may even want to dismiss the incident, saying that the police seem to have matters well in hand. When the discussion reaches its height, hit the Players with the next bombshell.

Suddenly, Oberon rushes into the room, looking extremely agitated. "Everybody come quick!" he cries. "We have an emergency call on the monitor!"

The JLA should now move to the monitor room. If any of the heroes insists on rushing off to S.T.A.R. Labs right now, see **Troubleshooting**. Once the remaining team members have assembled in the monitor room, read the following three paragraphs.

The monitor screen is filled by the craggy, weathered face of an Army general whose identity is unfamiliar to you. He quickly corrects that situation, though. "Gentlemen . . . and ladies, of course . . . I am General Paul Nordstrom, in charge of security for our nuclear weapons plants. We have a serious situation here, so I'll come straight to the point.

"We have just received word that the White Train, transporting a shipment of atomic warheads, came under attack while crossing the Mojave Desert. A number of supervillains appear to be involved.

"We are currently assembling a relief force, but it will be some time before we can get there. We need your help. If the villains get hold of those warheads, the consequences could be disastrous. They could hold the nation hostage. I'm preparing to rush to the scene, myself, now. I urge you to meet me there."

General Nordstrom passes on the train's location and again asks for assistance. He is pressed for time but will take a moment to answer questions. If asked for more information about the incident, he says that he has already told the League everything he knows. If asked about the identities of the villains, he says that they are unknown at the present time. If asked whether Starman or any of the West Coast heroes have been alerted, Nordstrom says that he has been unable to contact any other heroes; the Justice League is his only hope. He then says that his helicopter is waiting and he must be off immediately.

Again, give the heroes a chance to react and debate what to do. While the danger at S.T.A.R. Labs is uncertain, it is the closer location. On the other hand, while the danger of the White Train incident is clear, getting there late will not make any difference now because the attack is over.

If the Players decide to check out the trouble at S.T.A.R. Labs, play proceeds with **JLA Encounter Two**. If they decide to tackle the situation in the Mojave, go to **JLA Encounter Three**. If the Leaguers decide to



split up to tackle the two problems at the same time, play out **JLA Encounter Two** before going on to **JLA Encounter Three**. Then let the two groups rejoin for **JLA Encounter Four**.

Troubleshooting: Some of the more impetuous Leaguers may want to rush off to S.T.A.R. Labs immediately upon learning of the break-in. Encourage the steadier League members to restrain them. If the heroes still insist on going off half-cocked, let them. Finish out this Encounter with the remaining League members and then proceed with **Encounter Two**. The heroes who rush off will arrive at the beginning of the Encounter; the others will arrive later, if they choose to follow.

If possible, try to keep the team from splitting up; it'll be easier for you to handle things if the Characters stay together, and you won't have a bunch of Players sitting around with nothing to do. If the Players insist on splitting up, though, there's not much you can do about it, other than having Oberon remind them it might not be wise to split their forces when facing an unknown situation. If the team does split up, try to get them back together as soon as possible.

JLA Encounter Two— A Bolt from the Blue

Set-up: This encounter begins with the JLA's arrival at the New York City offices of S.T.A.R. Labs, the site of a break-in by the villains Bolt and Blackrock. When the Leaguers arrive, they find that the police have surrounded the building and are trying to cut their way into the lab where the villains are holed up with their hostages.

If the Leaguers arrive here having already played **JLA Encounter Three**, see **Troubleshooting** for this encounter before beginning it.

Players' Information: *The S.T.A.R. Labs building stands gleaming and spotless, the sunlight sparkling off its mirrored windows as if from some giant gemstone. The grand sweep of the building's architecture gives an air of the sublime to this temple of the cold and rational gods of science.*

There is nothing cold or rational about the scene in front of the building, however; it is more an image of barely contained chaos. The street is filled with a milling throng of people craning their necks for a better look, held back from the building by a police cordon. Angry shouts fill your ears as the police push back the curious crowd. Reporters jostle for position, waving their microphones and yelling, trying to catch

the attention of those in charge.

Inside the cordon sit several police vehicles, including a S.W.A.T. van. Men and women in blue crouch behind their vehicles, while their flak-jacketed fellows scurry in and out of the building, like ants whose mound has been stirred. A tight knot of men cluster around the back of the S.W.A.T. van, making it clear that this is the command post.

GM's Information: When the Justice League arrives, the police rapidly clear a way for them through the cordon. Reporters shout questions at the heroes, but are held back by the police. One reporter breaks through and shoves a microphone into Booster's face. "*Valeria Hernandez,*" she says. "*WGNV-TV. What are your plans, Mr. Gold?*" Give the Player a moment to respond before the police close in and haul the reporter away, screaming about how "*the people have a right to know.*"

The police around the S.W.A.T. van/command post take no notice of the commotion. They are not aware of the Justice League's presence until the heroes approach. As the Leaguers move closer, they see that the group at the back of the van is made up of a black man in a sharply-creased S.T.A.R. Labs security uniform (Nathaniel Hayes), a well-dressed man they recognize as Palumbo, a pair of flak-jacketed S.W.A.T. officers, and a stocky man wearing a flak-jacket over a rumpled suit whom they recognize as Lt. Connors. Inside the van, another flak-jacketed S.W.A.T. team member sits at a communications panel.

Lt. Maxwell Connors

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

•**Skills:** Detective: 4, Thief: 2, Weaponry: 3

•**Advantages:** Area Knowledge (New York City); Connections: NYC Police Department (High); Leadership

•**Equipment:**

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

Body Armor [BODY: 3, Skin Armor: 3]

Michael Palumbo

DEX: 3 STR: 2 BODY: 3
INT: 2 WILL: 2 MIND: 2
INFL: 3 AURA: 2 SPIRIT: 4
INITIATIVE: 11 HERO POINTS: 10

- Skills:** Charisma: 4
- Advantages:** Attractive; Connection: S.T.A.R. Labs (High); Gift of Gab; Scholar (public relations)

Major Nathaniel Hayes

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

- Skills:** Martial Artist: 3, Military Science: 4, Thief: 3, Weaponry: 4
- Advantages:** Connections: S.T.A.R. Labs (High), U.S. Army Intelligence (High); Iron Nerves; Leadership
- Equipment:**
.45 Automatic [BODY: 4, EV: 4, Ammo: 7, R#: 3]

Police /Security Guards

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

- Skills:** Weaponry: 4
- Equipment:**
.45 Automatic [BODY: 4, EV: 4, Ammo: 7, R#: 3]
Automatic Rifle (police only) [BODY: 4, AV: 4, EV: 6, Ammo: 8, R#: 2]
Body Armor (police only) [BODY: 3, Skin Armor: 3]

Conners is bellowing at Palumbo and Hayes as the Leaguers approach. Palumbo wears a pained expression, while the security officer remains tight-

lipped and grim. *"I don't care how top secret it is!" you hear Conners bellow. "I want to know what we're up against here!"*

Conners suddenly breaks off, noticing the heroes' presence for the first time. *"Oh, great. Just what I need. More costumed creeps," he says angrily.*

Palumbo and Hayes introduce themselves and seem glad to see the heroes. Glib and charming, Palumbo is the Information Officer for the facility. Major Hayes is the Head of Security, on detached duty from Army Intelligence. The men call on the JLA for assistance in capturing the villains and freeing the hostages.

Lt. Conners, a gruff man, is not happy about having his authority usurped. He doesn't like superheroes (his Attitude is Suspicious, +1 OV/RV Column Shift), but while he grumbles, he eventually gives in, after a successful Persuasion attempt by Palumbo or one of the Leaguers. Conners demands, however, to be party to any decisions made and to be in on any actions taken. *"It's my butt in the sling if anything goes wrong," he says.*

If, on the other hand, the JLA attempts to pull rank to take control of the situation, the superheroes succeed only in making Conners angry, changing his Attitude from Suspicious to Hostile (+3 OV/RV Column Shifts). In this case, they receive no further cooperation from him.

Palumbo rapidly brings the JLA up to date on the situation, as Hayes and Conners look on. *"About an hour ago, a pair of costumed supervillains suddenly appeared in the middle of the building. They knocked out a security guard, grabbed several scientists, and hustled them into one of the medical laboratories, sealing the isolation doors behind them. A little later, the security monitors trained on the lab went blank. Since then, we haven't heard anything out of the lab: no demands from the villains, no word on the fate of the hostages."*

If the Leaguers ask what the villains might be after, Palumbo says that he has no idea. There is nothing in the lab that could possibly be of value to the villains.

Hayes adds: *"Using footage of the break-in and abductions taken by our cameras, we have identified the villains as Bolt and Blackrock. The building has been evacuated, and the police and our own security forces are even now attempting to cut through the doors into the lab."*

"That pretty much covers it," Conners grumbles around his well-chewed cigar.

Players need not make Interrogation rolls to gain the previous information. However, a successful

Perception Check by any of the Players against an OV/RV of 2/2 reveals that Palumbo and Hayes are holding something back. Both possess additional information that can be obtained only through Interrogation. Hayes keeps a sharp eye on Palumbo, breaking up any attempts to Interrogate him. If the Information Officer can be gotten off to one side, though (perhaps while another Leaguer keeps Hayes distracted), he can be pumped for his additional knowledge; his Attitude will be Neutral. Hayes can also be Interrogated, but it will be difficult to get any information out of him; his Attitude will be generally Suspicious (+1 OV/RV Column Shift), but he will be Opposed (+5 OV/RV Column Shifts) to revealing secret information. Conners has no additional information.

Positive RAPs on an Interrogation attempt against an OV/RV of 2/2 (or 3/4 for Hayes) reveals the following cumulative information.

Palumbo's (and Hayes') Information:	
RAPs	
N (1)	<i>This facility is devoted solely to medical research; there is nothing here that could be of interest to villains.</i>
1(2-3)	<i>Actually, the facility is currently under contract to the military, studying the effects of long-term exposure to hazardous chemicals. However, the quantities of chemicals involved are too small to be of any use to the villains.</i>
2+(4+)	<i>Look, it's my job if anyone finds out I told you this, but we've developed a strain of virus so virulent that if it got loose, it could wipe out the entire city in a matter of hours. In fact, there is enough virus on site to wipe out several cities.</i>

Inside S.T.A.R. Labs: The S.T.A.R. Labs building is a massive structure of steel and glass. At 30 stories in height, it provides space for hundreds of scientists working on dozens of projects, along with the support staff necessary to keep such a major endeavor running smoothly. It would take the Players days to explore the entire operation.

At the moment, though, there are only two sections that are of interest to the Players: the Security Section and the lab in which the villains are holding their hostages.

Major Hayes accompanies the heroes when they go into the building. Palumbo stays behind. Conners also stays behind to coordinate things from the command post, but he sends a S.W.A.T. officer with a walkie-talkie along with the heroes to keep him posted on the situation inside the building and on the heroes' actions.

Upon entering the building, the Leaguers pass directly by the Security Section. Ordinarily, they would be required to check in here and be cleared by security before being allowed into the rest of the building. Today, however, they are simply waved on through.

If the Players stop in the Security Section, they find four security guards and two police officers currently stationed there. From here, the heroes can survey the rest of the building through the security monitors. Most of the screens show empty rooms. On one screen, though, the Leaguers can see four police officers and two security guards clustered in front of a heavy door, which one of the S.W.A.T. officers is cutting with a torch. A Perception Check against an OV/RV of 2/2 lets the Players notice that the monitor screens tuned to the occupied laboratory are filled with static.

While the Leaguers are in the Security Section, they can—if they think to ask—obtain a set of blueprints of the building, showing the lab. Let them see a copy of the map in this encounter. The blueprints show that the lab is surrounded by reinforced concrete walls, with the only entrance being through a series of three reinforced steel doors. The lab is a clean room and has its own air and power supplies. All air going into the lab is filtered, while all exiting air passes through a large furnace.

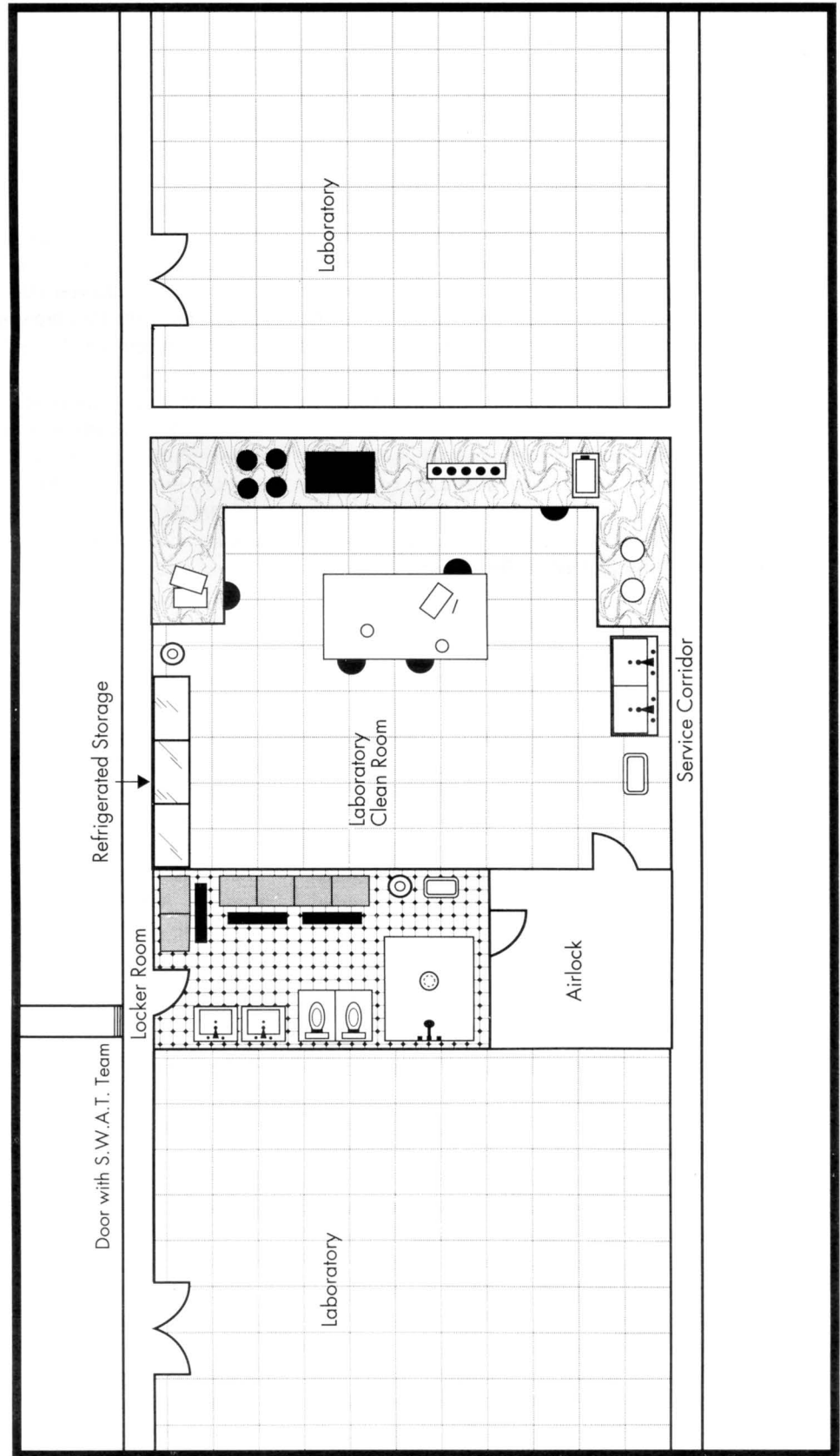
While in Security, the heroes can also view camera footage of the villains' attack. *The footage shows two costumed men popping into existence in the locker room outside the lab. The villains are clearly recognizable as Bolt and Blackrock. Grabbing a pair of scientists in the midst of getting dressed in environmental suits, the villains cycle through the airlock door. Sirens erupt with a strident honking. The camera view switches to the interior of the lab, as the villains and their hostages enter, joining two scientists who are already there. A moment later, the picture and sound dissolve into static.*

The lab holding the villains and their hostages is on the 15th Floor, in the interior of the building. As the heroes pass through the building, read the following paragraph.

Your footsteps echo down the empty hallways. From the look of things, the building was evacuated

JLA ENCOUNTER TWO

S.T.A.R. LABS 15TH FLOOR, CROSS-SECTION



in a hurry. People rushed out, leaving in the middle of whatever they were doing. Papers litter the floor, typewriters still hold half-typed letters, computers are still running.

When the Characters arrive outside the lab, they find four S.W.A.T. officers and two security guards cutting through the door with a torch [BODY: 3, Heat Vision: 6, R#: 4]. The door has a BODY of 7 APs. Each 10'x10' section of wall, floor, and ceiling around the lab has a BODY of 11 APs. As the heroes arrive, the police have just finished cutting through the door, which sags open, revealing the room beyond.

If the Characters pass through the door, they enter a long, narrow white room—the locker room. Low metal benches run the length of the room, and lockers line one full wall and parts of two other walls. Hanging along the length of the opposite wall are a half-dozen environmental suits [BODY: 4, Sealed Systems: 12, R#: 2]. At the end of the room is another isolation door [BODY: 7]. Beyond this door lies a small airlock with a third door [BODY: 7] on the left wall. This final door opens into the lab itself.

The locks on the doors are electronically controlled. However, they have been short-circuited so that they cannot be picked or overridden. Thus, in order for the Leaguers to get into the lab, they must cut or break through the two remaining doors or through the wall itself.

A successful Action Check using X-Ray Vision against an OV/RV of 8/8 shows Bolt pacing back and forth in front of four terrified scientists. There is no sign of Blackrock. Characters can also use Spirit Travel to check out the interior of the lab. Life Sense reveals the presence of five people inside.

In the Lab: When the Justice League finally manages to break into the lab, read the following paragraph.

The once-sterile laboratory is now an utter shambles. Workbenches have been tipped over and shoved back against the walls. Expensive and elaborate equipment lies broken and shattered, with shards of glass carpeting the floor. The once-white walls are blackened with soot and grime. Large refrigerated cabinets stand in the corner with their doors ajar. Inside, the walls and shelves are lined in foam rubber and show indentations where three or four dozen vials should go. Four scientists in lab coats, two men and two women, huddle in terror in one corner of the room. In front of them stands Bolt, one hand pointed menacingly at the scientists, in the other a sealed glass vial.

"Hold it right there," says Bolt, "or the eggheads get fried."

Scientists (x4)

DEX: 2	STR: 2	BODY: 2
INT: 4	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 8		HERO POINTS: 0

•**Skills:** Gadgetry: 4, Medicine: 4, Scientist: 6

Bolt will not hesitate to carry out his threat if pressed. However, if it looks like the JLA is about to attack, have one of the scientists rush forward, frantically waving his hands. "Stop!" he cries. "That flask in his hand is full of deadly virus! Enough to wipe out half of New York City!"

If the JLA holds up, Bolt says: "Glad you guys could make it to my little party. Sorry to be such a lousy host, but I've got to run. Got an important appointment to keep. So long, suckers!" And so saying, he tosses the vial and disappears with a clap of air rushing in to fill the void where once he stood.

If, on the other hand, the JLA decides to attack anyway, play out the combat. In this case, Bolt attempts to zap the scientists with his Lightning Power, toss the flask, and then teleport away.

Give the Characters a chance to catch, incinerate, freeze, or otherwise dispose of the flask, which has a BODY of 1 AP and a volume of 0 APs. If the flask suffers 1 RAP of damage, it breaks, releasing a cloud of virus, which has 25 APs of the Poison Touch Power and which initially occupies a volume of 0 APs. The cloud expands at a rate of 0 APs of distance in all directions every phase.

Any Character caught in the virus cloud immediately faces an attack by the Poison Touch Power, with an AV/EV of 25/25; consider the attack to be Killing Combat. However, certain defensive Powers, such as Flame Being, Force Field, or Sealed Systems, protect the Characters as long as they are operative; add the APs of the Power to the Character's RV against the virus. Thus, the environmental suits from the locker room protect the Leaguers if they took the time to put them on before entering the lab.

The virus is destroyed when its AV/EV reaches 0/0. However, only Physical Attacks (Energy Blast, Heat Vision, Lightning, etc.) have any effect, with the exception of hand-to-hand attacks. Alternately, Powers such as Force Manipulation, Ice Production, or Matter Manipulation can contain the cloud. The

full volume of the cloud must be enclosed for this tactic to work.

Once they have dealt with Bolt and the virus, the Leaguers can question the scientists (provided any survived) with no Interrogation rolls required because of the scientists' gratitude. The scientists tell their rescuers that after Bolt and Blackrock locked them into the lab, the two villains trashed the lab and broke into the refrigerators holding the virus. Blackrock teleported away right after that, taking most of the virus in a suitcase-sized storage case, while Bolt stayed behind. Although impatient, the villain seemed to be waiting for something. He was pacing back and forth until just before the heroes showed up.

If the Characters captured Bolt, they can Interrogate him. His attitude is Hostile, which adds (+3) to the OV/RV of the attempt. Positive RAPs on an Interrogation attempt reveal the following cumulative information.

Bolt's Information:	
RAPs	
1	<i>It was just a job. I was paid good money to swipe the stuff. After all, a guy's got to make a living somehow.</i>
2-3	<i>Well, actually, there was more to it than that. Blackrock was supposed to take the virus while I stayed behind to keep you busy. That way, we could be sure that you wouldn't interfere with our buddies, who were hijacking a shipment of nukes out in the Mojave. We were all supposed to meet up later.</i>
4+	<i>I'm workin' for the Injustice Gang International. I haven't actually met the rest of the team, other than Blackrock, but I was recruited by a guy named Libra a few months back. He didn't say what he was gonna do with the stuff. I guess he didn't trust us. But he said he still needed us after this heist. We're supposed to meet up with him and the others at the Devil's Pocket, which is just off Route 395 in the Mojave Desert.</i>

A successful Action Check by any Character, using his INT/WILL against an OV/RV of 4/4, lets him recall the Justice League files that said that Libra and the

Injustice Gang were opponents of the original Justice League. However, Libra supposedly died, becoming "one with the cosmos."

If the heroes decide to travel to the Mojave Desert to visit the site of the hijacking, play proceeds with **JLA Encounter Three**. If the JLA

had previously split up to

tackle the two

problems

simultaneously,

play out **JLA Encounter**

Three for the

other team

members, then

have the two

groups rejoin for

JLA Encounter

Four. If the JLA

has learned the

location of the

IGI's desert

rendezvous

and elects to

go there, play

should proceed

with **JLA Encounter**

Five.

However, if playing the One GM/One Team option,

have the Players switch roles and play **JLE Part**

One—Plague of Madness first.

Troubleshooting: If the heroes arrive here having

already played **JLA Encounter Three**, they find that

the villains have already fled the scene, taking the

virus with them. The scientists have been released,

and only a few of the police, including Lt. Connors,

remain on hand, taking statements. However, the JLA

can still collect most of the information contained in

the encounter by questioning those on the scene.

It is possible for the virus to kill the JLA members.

This should be avoided at all costs, of course, as it

would end the adventure before it even gets off the

ground. Remember the One-Shot Warning Rule when

it comes time for the heroes to deal with the virus-

filled flask; they may need a hint to remind them the

situation is a deadly one and that they may need to

expend some of their Hero Points in order to survive.

Also, remember the rules for Last-Ditch Defense and

Emergency Recovery.

In the unlikely event that Bolt overpowers the

heroes, they awaken later to find him gone, leaving

the JLA with egg on its face.



JLA Encounter Three— The Warheads Have Flown

Set-up: This encounter occurs when the JLA arrives at the scene of the attack on the military transport. The train was crossing the Mojave Desert when it was derailed and set upon by villains. It now lies on its side next to the railroad tracks. The villains have long since fled, and a military investigative team is examining the wreckage.

Players' Information: *The derailed White Train lies on its side, stretched like a dead snake across the New Mexico sands. Soldiers in radiation suits swarm over the train's cars like flies on a carcass, while others comb the ground nearby. Still more soldiers, their camouflage uniforms blending into the desert, stand sentry in a wide perimeter around the train. Within the perimeter, three helicopters, as well as a number of jeeps and trucks, sit in neat rows near a large canvas tent.*

GM's Information: If the Leaguers arrive in the JLI Shuttle or in Blue Beetle's Bug, they are hailed on the radio shortly after coming in sight of the White Train. "Justice League, please land next to the General's helicopter." General Nordstrom greets them as they emerge.

If the Leaguers are flying in under their own power, the perimeter guards wave and cheer as the heroes pass overhead. The General's aide attempts to flag down the JLA and then leads the heroes to the General once they have landed. If the Characters land at the perimeter or arrive on foot (perhaps having landed the Shuttle or the Bug at a distance), guards ask them to wait while transportation is arranged. A few moments later, three jeeps arrive to carry the Leaguers to the General.

If the heroes are arriving here directly from **JLA Encounter One**, see **Troubleshooting**.

General Paul Nordstrom

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

- Skills:** Military Science: 7, Vehicles: 3, Weaponry: 5
- Advantages:** Connections: U.S. Army (High); Leadership

Soldiers

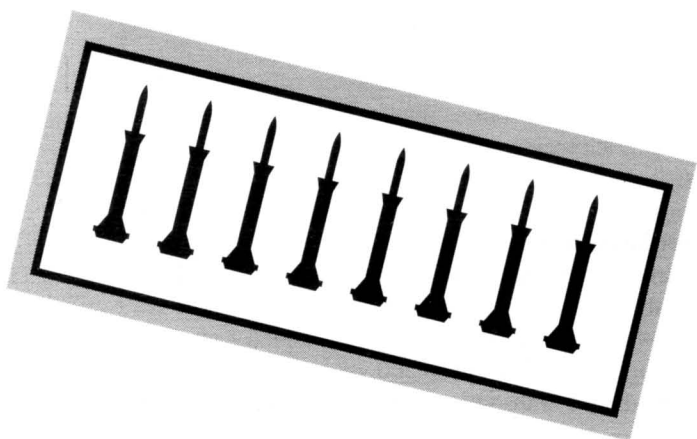
DEX: 2	STR: 2	BODY: 3
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 6		
HERO POINTS: 0		

- Skills:** Military Science: 3, Vehicles: 2, Weaponry: 3
- Equipment:** Automatic Rifle [BODY: 4, AV: 4, EV: 6, Ammo: 8, R#: 2]

"Glad you're here," the General says, giving each of your hands a firm shake. "We've got a real situation on our hands. Come with me." He turns and, gathering his aide and two soldiers in his wake, strides briskly toward the train, leaving you little option but to follow. If the JLA is arriving here having already played **JLA Encounter Two**, Nordstrom adds: "What took you so long to get here?" the General asks over his shoulder. He hardly gives you a chance to answer, though, and just keeps walking.

The General continues toward the train; he is used to command and expects the Leaguers to follow. Don't give the Players much time to react; they should feel the situation has been taken out of their control. If the heroes attempt to question Nordstrom, he shrugs off their questions. "All in good time," he says. "There's something I want you to see first." The Leaguers cannot Interrogate the General due to the presence of his aide and the two soldiers.

If the heroes refuse to follow, digging in their heels or stopping in their tracks, the General suddenly turns on them. "Look," he says, the haggard look on his face showing the strain he is under. "We haven't got



a lot of time. Those villains made off with upwards of 20 or 30 warheads. There's no telling how far they've gone. They could be miles away by now. Now stop playing around and follow me." He pauses for a moment before adding, "Please," and you can see how much the effort at politeness costs him. If the Players now agree to follow him, he turns and leads them once more toward the train. If they still refuse to follow without knowing more about the situation, skip ahead to the lieutenant's briefing below.

If the heroes want to survey the scene while approaching the train, read the following three paragraphs aloud.

A large tent off to one side seems to be the center of a great deal of activity. One of the tent flaps billows back in a sudden gust of wind, and you see that the tent has been set up as a temporary infirmary to treat the wounded survivors of the assault. The worst cases are being loaded by stretcher-bearers into a nearby helicopter for evacuation, presumably to a nearby hospital. Even as you watch, the medics duck and trot away from the chopper, which rises into the air in a swirl of dust.

The General stops at a safe distance from the train, allowing the Leaguers a better look. At this distance, the wrecked train reminds you more of a beached whale than a dead snake. That is, if beached whales were made of twisted and crumpled metal. Looking at the wreck—imagining the force required to plow those ruts deep into the earth, to bend and accordion those massive freight cars, to leave others piled atop one another—you wonder how any of those on board could have survived.

The General speaks: "Here you see the situation, much as we found it. By the time we arrived, the villains were already gone, taking a number of warheads with them." He turns toward the train and points at two of the cars. "There, those are the cars the warheads were taken from." You see that these two cars are relatively intact, except for the side doors, which have been ripped away and piled in a heap nearby.

Give the Players a moment to react, then continue.

"Lieutenant," the General says to his aide. "Please fill the Justice League in on what we have learned so far."

The aide draws himself up smartly. "Yes, sir," he says, pulling a clipboard from under his arm. He flips through several pages and then begins reading in a dry, scholarly voice. "The train was proceeding in a westerly direction, bearing a cargo of 400 warheads from the Texpan Nuclear Weapons Final Assembly Plant to . . . "

"Cut to the chase, son," the General interrupts.

The aide looks up for a moment. "Ah . . . yes, sir," he says, seeming flustered. He flips through several more pages before speaking once more. "The train was derailed when it ran across a stretch of track from which some 40 feet of rails were missing. It is not yet known just how the engineer could have not noticed the gap. He is currently in the field hospital. The doctors haven't let us debrief him yet."

The aide goes on to tell the Leaguers: "As the surviving guards were crawling from the wreckage, a group of supervillains attacked them. The troops managed to pull themselves together and put up a spirited defense, as well as signaling for help, but were rapidly overwhelmed. After defeating the guards, the villains broke into two of the freight cars and began loading warheads into a waiting truck. The villains were well-prepared; they had the truck loaded and gone by the time the guards could recover and regroup."

If the Players press for more details, the General and his aide have little to add, saying that they are still taking statements, gathering information, and assessing the damage. They haven't yet determined exactly how many warheads were taken, but it appears to be at least 20.

If the Leaguers ask whether the troops made any attempt to track the villains, the General says that jets and helicopters are searching the desert but have seen no sign of the villains.

Finally, a soldier wearing a radiation suit strides over, salutes, and tells the General that it is safe to approach the train; the radiation level is low enough to present no danger. The Leaguers are now free to examine the scene to gather what further clues they may. Alternately, they may wish to get started on the villains' trail right away. In this case, proceed to **JLA Encounter Four**. However, if you are playing the One GM/One Team option, have the Players switch roles and play **JLE Part One—Plague of Madness** first.

If the JLA members examine the train, they find that the freight cars are lined with lead and painted white. Each weighs about 25 tons (10 APs), including cargo, and holds about 20 warheads, each of which weighs about 300 pounds (3 APs). While all of the cars have sustained damage, they are relatively intact—except for the two burgled cars, which have had their side doors completely ripped off. There are five warheads left in each of the burgled cars. The missing doors lie in a heap 500 yards away.

Any Player whose Character has the Detective Skill

may make a Clue Analysis Action Check against an OV/RV of 4/4 to learn more from examining the train. If none of the Characters has the Detective Skill, Unskilled Use may be attempted, with a +2 Column Shift to the OV and RV of the attempt. Positive RAPs gain the following cumulative information.

Examination of the Train	
RAPs	
1	<i>The train was derailed when it ran off the end of the track.</i>
2-3	<i>From the distance the train traveled after derailling, it must have been moving at full speed. There was no attempt to slow down.</i>
4+	<i>There is no evidence of claw marks or pry marks on the burgled cars; the doors were apparently ripped away in one piece. There are also no drag marks around the cars; the doors and warheads must have been carried or thrown away.</i>

If the heroes examine the train tracks, a successful Clue Analysis Action Check against an OV/RV of 4/4 reveals the following cumulative information.

Examination of the Tracks	
RAPs	
1	<i>About 40 feet of track has been pulled up and now lies about 400 yards away in a heap.</i>
2-3	<i>The section of missing track would have been visible a mile up the track. The engineer should have seen it in plenty of time to stop.</i>
4+	<i>Examining the ground where the track once lay, it appears the rails were yanked out of the ground, spikes and all. The ends of the remaining rails are bent upward, with the broken joint plates (which joined them to the missing section) still attached. There are no pry marks or drag marks near the section of missing track. There are not even any footprints, other than a few that clearly belong to Army boots.</i>

If the Leaguers examine the pile of doors or the

pile of rails, a successful Clue Analysis Action Check against an OV/RV of 4/4 reveals that the doors and rails were apparently flung to their current position. They are imbedded in the ground and there are no footprints nearby.

If the heroes conduct a general examination of the area, they find that for the most part, the ground is either too hard or has been too churned up to show anything. However, a successful Perception Check against an OV/RV of 6/6 reveals tire tracks to the east and to the north of the area. A successful Tracking Action Check lets the heroes trace the tire tracks from the east to an area hidden by a large clump of boulders and then out to the north. A second Tracking Action Check against an OV/RV of 6/6 discovers four distinct sets of footprints in the vicinity of the boulders, one being those of an exceptionally large man, while the others are those of three normal-sized individuals.

A successful Clue Analysis Action Check against an OV/RV of 4/4 reveals the following cumulative information about the tire tracks.

Examination of the Tire Tracks	
RAPs	
1	<i>The tracks to the east and to the north were made by the same vehicle, apparently a large truck.</i>
2-3	<i>Behind the clump of boulders is a large oil stain, indicating the truck must have sat here for some time.</i>
4+	<i>The tracks to the north are clearer and deeper, indicating the vehicle was heavier. Thus, the warhead-laden truck must have departed in this direction.</i>

If the Leaguers want to go to the medical tent to interview the survivors of the attack, a doctor emerges through the tent flap just as the heroes arrive. At first, he absolutely refuses any request to see the patients, saying that they need to rest and shouldn't be disturbed. A successful Persuasion attempt against an OV/RV of 3/3 persuades the doctor to allow one hero to enter and speak to the survivors for a short time. Under no circumstances will the doctor allow more than one Character to enter. If others try to do so, he summons a half-dozen guards to prevent them.

Inside the tent, the Character finds a half-dozen wounded men. All have wounds and bandages; some are groaning in pain, while others are drugged into

near insensibility. Have the Player make a single Interrogation Action Check against an OV/RV of 3/3, with the amount of information uncovered depending on the number of RAPs earned.

Interrogation of the Survivors	
RAPs	
1	From the engineer: <i>I don't understand it. One minute, the tracks were there and the next minute they were gone. I didn't even have time to hit the brakes.</i>
2	From a soldier with a bandaged head: <i>I saw this guy, he had on some weird shiny helmet. Made him look like a conehead. Then, there was this bolt of light, bright as a star, and that was the last I knew.</i>
3	From a pale, young soldier: <i>It was terrible. Like something out of your worst nightmare. He was huge. And ugly—that ridge on his head. And all those teeth! I tell you, I've never been so scared in my life. I—I just dropped my rifle and ran. I couldn't help myself.</i>
4	From a soldier with a broken arm: <i>This guy was dressed in blue armor or something. He had on this helmet with big blue fins—like rabbit ears or a tuning fork. He pointed at me, and my rifle just jumped out of my hands.</i>
5+	From a badly burned soldier: <i>Their leader—he must have been their leader, cause he was the one giving orders—had on a blue suit with an orange cape, and these big orange boots and gloves. He was carrying this set of balances or scales or something. He pointed them at me and blasted me. I remember flying through the air, and that was it. Oh, and another thing, before I got blasted, one of the guys in the costumes asked one of his buddies: "How are we doing on our launch window?" His buddy said they should make it—what that meant I have no idea.</i>

If the Players get the information for 5+ RAPs, a science roll against an OV/RV 6/6 lets them know

that a launch window refers to the area of time in which a space vessel can be launched.

The Players should now have enough clues to piece together what happened: the villains drove up in a large truck, used their Powers to pull up the tracks and then cast an illusion to conceal what they had done. When, the train derailed, they overpowered the guards and used their powers to tear off the doors and transfer the warheads into their truck. Then they drove northward into the desert. The villains were Libra, the Shark, Doctor Polaris and Brain Storm.

If the Players don't recognize the villains from the soldiers' descriptions, have them make Action Checks using their Characters' INT/MIND Attributes against an OV/RV of 6/6 in order for their Characters to recognize the villains.

Once the Players have wrapped up their investigations and are ready to follow the villains' trail, play should proceed with **JLA Encounter Four**. However, if playing the One GM/One Team option, have the Players switch roles to play **JLE Adventure—Part One: Plague of Madness** first.

Alternately, if the JLA has not yet visited the S.T.A.R. Labs facility and wishes to do so, play should proceed with **JLA Encounter Two**. If the heroes split up earlier, they should rejoin in **JLA Encounter Four** while tracking the villains through the desert.

Troubleshooting: If the heroes are coming here directly from **JLA Encounter One** (or if the JLA opted to split up and handle the two situations at the same time), they arrive on the scene at the same time as the military relief force. The villains have already fled; the rescuers find 20 wounded soldiers on the scene. The heroes may still gather the information contained in this Encounter while helping rescue the wounded soldiers.

If the heroes miss the villains' trail, the Adventure will pretty much come to a standstill. There are two ways that you can handle this. You can do a bit of steering to make sure they find the trail (if they do not find the villains' trail on their own, you can dock them some Hero Points when it comes time to distribute Standard Awards). Alternately, you can have them learn of the villains' attack on the Ferris Airport Proving Grounds, allowing them to rush to **JLA Encounter Seven** just in time to watch helplessly as the villains blast off.

This concludes **JLA Part One—Two Many Troubles**. Do not continue with the following section until the Players have switched roles and played **JLE Part One—Plague of Madness**.

JLA PART TWO— SHUTTLE DIPLOMACY THIS AIN'T

Note to the GM: Begin running this section after completing **JLE Part One—Plague of Madness**. If you have just played **JLA Part One—Too Many Troubles**, have the Players switch roles now and play **JLE Part One—Plague of Madness**.

JLA Encounter Four— Swap Meet

Set-up: This Encounter begins as the JLA heads into the desert on the trail of the Injustice Gang International and the missing warheads. At the end of the trail, the JLA comes upon the site of the IGI's mid-desert rendezvous. By the time the heroes arrive, the villains have already departed, but the Leaguers can still gather the clues that will lead them on to the IGI's next destination.

If the Leaguers come here directly from **JLA Encounter Two**, they are still too late to prevent the villains from making their rendezvous. If they managed to get Bolt to reveal the rendezvous location, it still takes them some time to locate the precise spot. Play should proceed normally.

Players' Information: *As you move deeper into the desert on the villains' trail, the immense space and overwhelming silence fill you with feelings of loneliness and dread. Everywhere you look are hills and chasms that could conceal an army of supervillains. It is a harsh and tortured land, this desert, a land of dirt and sand, gravel basins and salt flats, painted in shades of red, yellow, and brown.*

The earth is hard and cracked in places, humped and broken in others, incredibly smooth and flat elsewhere. Dust swirls in the air. What little vegetation you see is scattered and stunted, colored in shades of smoke-gray and dust-brown. The desert reminds you of a lunar landscape, and you are filled with foreboding as you realize that if these villains use their stolen weapons, much of the Earth's surface could be reduced to such barrenness and desolation as this.

GM's Information: A number of Unskilled Tracking rolls (see *Character Handbook*, p. 55) are required for the heroes to follow the villains' trail. The trail they must follow is 30 miles (15 APs) long, and the Unskilled Tracking rolls must be made against an OV/RV of 4/4, with a +2 OV/RV Column Shift modifier due to the fact that the desert terrain does not hold tracks well. If the Justice League uses the Geiger counter in its Shuttle or in Blue Beetle's

Bug (perhaps borrowed from General Nordstrom in **JLA Encounter Three**), give them a -4 OV/RV Column Shift modifier. The number of Tracking rolls needed depends on the number of RAPs received on each roll. If Guy uses his Power Ring for Analytic Smell/Tracking Scent, allow him to use his APs of Omni-Power as the AV/EV against 4/4. See the *Character Handbook*, page 60, for more on the Tracking Subskill.

The heroes find that the tracks head generally northward, occasionally detouring to one side or the other to avoid a mesa, chasm, or other obstacle. Once the obstacle has been bypassed, the tracks turn to head northward once more.

The lull in the action while the Leaguers track the villains provides a perfect opportunity for role-playing. Encourage the Players to do so, making wisecracks, commenting on the situation, making plans for how to deal with the villains, and so forth.

If the heroes consult their computers, either the one in Blue Beetle's Bug or the ones back at the New York headquarters (perhaps placing a call through to Oberon on their Signal Devices), for information about possible destinations for the villains, successful use of the Scientist Skill against an OV/RV of 4/4 uncovers the fact that the Mojave Desert is largely undeveloped but is the home to some mining companies, several military reservations, and aviation test facilities. Included among these are several mines and oil wells owned by Lexcorp, Edwards Air Force Base, the China Lake Naval Weapons Center, the Fort Irwin Military Reservation, the Ferris Aircraft Western Proving Grounds, and a Lexair Test Facility. The computer also provides a map of the area. Draw a copy of the GM Map on p. 45. As they track the villains (with successful rolls), add the villains' trail indicated on the GM Map. If the Players do not use the computer, tell them that the General provided them with a map and draw them a map for reference. Again, add to the villains' trail with their successful rolls.

If the Leaguers decide to head directly to Ferris Aircraft, skip ahead to **JLA Encounter Six**. If, on the other hand, the heroes go to one of the other facilities, they find no signs of the villains there. They then learn of the villains' hijacking of the Ferris Shuttle after the fact. In this case, proceed with **JLA Encounter Eight**, giving the Players a chance to learn of the events that occurred in **JLA Encounter Seven**. However, if playing the One GM/One Team option, have the Players switch roles first and play **JLE Part Two—The Epidemic Spreads**.

If the Characters continue along the villains' trail,

have them continue to make the Unskilled Tracking rolls necessary to do so. At one point, the JLA detects a vehicle moving across the desert below them. If the heroes are flying in the JLI Shuttle or in Blue Beetle's Bug, they first detect the vehicle through the ship's Radar Sense. If Telescopic Vision is turned on the target, a successful Action Check against an OV/RV of 6/6 reveals that the vehicle as a rusty old pickup truck. Obviously, this is a false alarm; this is not the vehicle they seek.

If the Leaguers decide to land anyway, they find that the pickup's driver is a grizzled old desert rat by the name of Emmett Clayburn. Emmett is a friendly old man who manages to eke out a precarious living for himself by prospecting and digging up cacti and Indian artifacts in the desert. With him in the truck is his dog, Broo. Given half a chance, Emmett will talk the heroes' ears off on just about any subject that happens to come to mind—any subject except the supervillains. To get any useful information out of him, the Players must make a successful Interrogation attempt against an OV/RV of 3/3. Positive RAPs reveal the following cumulative information.

Emmett's Information	
RAPs	
1	<i>'Bout two hours ago, me an' Broo was diggin' up some cactuses up northa here . . . oh, mebbe 10 miles or so. All of a sudden, Broo started in abarkin' and abarkin' and abarkin'. I climbed up on the ridge where she was, and I saw this big panel truck headin' across the desert.</i>
2	<i>The truck was goin' west, movin' fast enough to beat the devil, bouncin' along and kickin' up a big clouda dust. I couldn't make out the name on the truck, other than that it was Lex-somethin'-or-other.</i>
3+	<i>Then an hour ago, just as I was finishin' loadin' up, I saw another truck. This one was goin' north by northwest. It looked like the two trucks mighta been plannin' on meetin' up at Devil's Pocket.</i>

Emmett gladly provides directions to get to Devil's Pocket, a small box canyon on the north side of Fremont Peak. Whether they follow Emmett's

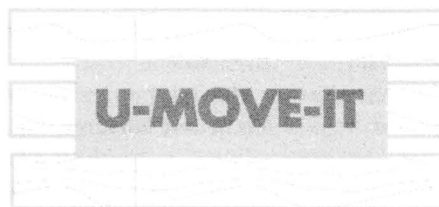
directions or successfully follow the villains' trail, the Justice Leaguers eventually arrive at the isolated canyon. Entering the canyon, they find an abandoned panel truck.

JLA Encounter Five— The Devil's Pocket

Set up: In this Encounter, the JLA finds the truck abandoned by the villains and some more clues to lead them to the Ferris Proving Grounds. They find the drivers of the new truck the villains have hijacked, one that was already heading to make a delivery at the Ferris Proving Grounds. It's the villains' ticket onto the proving grounds.

If the Players come here directly from **JLA Encounter Two**, they get to the proving grounds in **Encounter Six** at the time they would if they had just played **Encounter Four**.

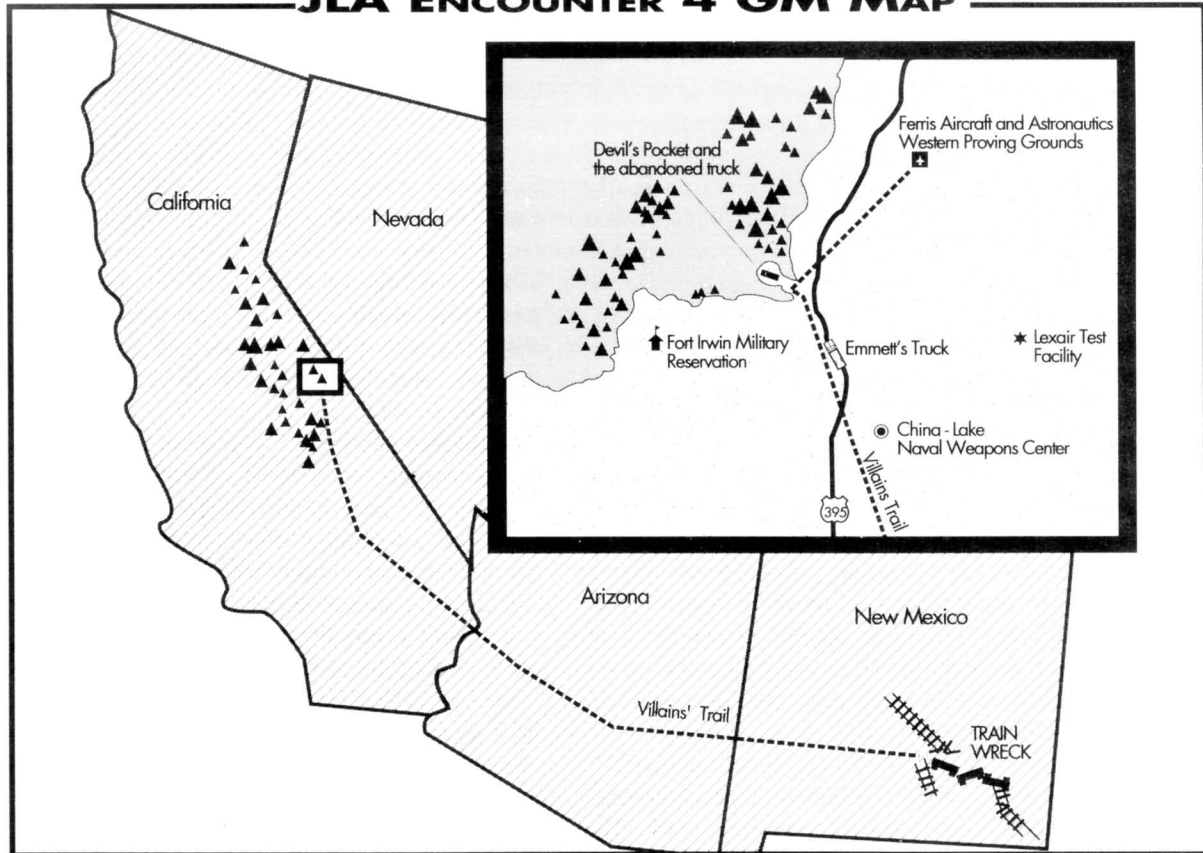
Players' Information: *You find yourselves in a small box canyon. The western wall overhangs the bottom of the canyon and, in the shade below the overhang, you find an abandoned, dust-caked panel truck. Beneath the dust, you can just make out the words U-MOVE-IT. The rear door of the truck is raised, and you can see that the back of the truck is empty. Scattered across the ground to one side are a number of shattered crates.*



GM's Information: Have the Players make Perception Checks against an OV/RV of 6/6. Any Leaguers who are successful hear a muffled squealing emerging from the cab of the truck. If the heroes open the door to the cab, they find two bound and gagged men lying in a heap on the cab floor. The two men are wearing jumpsuits with Lexcorp patches above the breast pockets and the Lexcorp logo stenciled across the back.

If the heroes release the two men, they begin babbling gratefully. *"Thank God you found us. I thought for sure that we were goners. I don't know what we would have done if you hadn't come along."* The two men are quite distraught and have to be Interrogated against an OV/RV of 3/3 to gain any information. Positive RAPs reveal the following cumulative information.

JLA ENCOUNTER 4 GM MAP



The Drivers' Stories	
RAPs	
1	<i>We were heading west along Interstate 40 toward Barstow when all of a sudden everything went dark. I mean, we're talking pitch black here. We had to stop, 'cause we couldn't see anything.</i>
2	<i>Then, all of a sudden, this Oriental guy with horns on his head punched through the window and grabbed me. Some snakey kind of guy opened up the other door and grabbed Jack at the same time. They tied us up, and then some girl in a purple and blue costume came up. The snake guy and the girl wanted to kill us, but the other guy wouldn't let them. Said it wasn't part of their orders.</i>
3+	<i>What? Oh, our cargo. Well, we were delivering supplies to the Ferris Aircraft Western Proving Grounds. Some kind of fancy scientific equipment, supposed to go on a Ferris shuttle up to Lexcorp's new orbital factory.</i>

Examination of the truck, along with a successful Perception Check or Action Check using Detective Skill against an OV/RV of 4/4, uncovers a set of rental papers in the glove compartment. The papers show that the truck was rented two days ago in Barstow, California, under the name of Alen E. Romsen. Have the Player make a second Action Check using his Character's INT/WILL or Detective Skill against an OV/RV of 4/4 to realize that this is an anagram for Neal Emerson, a.k.a. Dr. Polaris.

An examination of the general area, along with a successful Perception Check or use of Detective Skill against an OV/RV of 4/4, reveals that two sets of tire tracks enter the canyon, while only a single set leaves. A successful Clue Analysis against an OV/RV of 4/4 reveals that one set of incoming tire tracks matches the tread on the tires of the abandoned truck. The other set of incoming tracks matches the outgoing tire tracks.

If the Leaguers check the area with a Geiger counter, a successful Action Check using Scientist Skill against an OV/RV of 6/6 detects traces of radiation along one of the incoming trails (the one for the abandoned truck) and along the outgoing trail. If the Geiger counter is used on the truck, a successful Action Check using Scientist Skill against an OV/RV of 2/2 picks up a great deal of residual radiation.

A successful Perception Check against an OV/RV of 6/6 lets one of the Leaguers discover a television set perched on the lip of the canyon. Closer examination shows that there is nothing really unusual about the television, other than the fact that it has been modified to run on battery power and is equipped with a miniature satellite dish. (Blackrock used the TV set to teleport himself to the rendezvous, riding in on the broadcast signal.)

If the heroes examine the crates that are scattered about, they find them full of electronic equipment and chemical reagents. Shipping papers in envelopes on the sides of the crates provide itemized lists of the contents of the crates, as well as their weights. A successful Action Check using Scientist or Detective Skill against an OV/RV of 4/4 allows the examining Character to realize that the chemicals and much of the equipment are used in the production of pharmaceuticals and crystals, while the balance of the equipment is used in high-tech manufacturing and astronomy, of all things.

A successful Perception Check against an OV/RV of 6/6 allows one of the Leaguers to find a crumpled sheet of paper on the ground under the truck. The paper holds two columns of tallied numbers. A successful Clue Analysis against an OV/RV of 4/4 reveals the following information.

Examination of the Crumpled Paper

RAPs

1	<i>The sums of the two columns match almost exactly.</i>
2-3	<i>The numbers in the first column match the weights of the abandoned crates. (The heroes discover this only if they have examined the shipping papers.)</i>
4+	<i>The first number in the second column, 9,000, is in line with the weight for about 30 warheads. The second number, 50, seems to match the weight of the missing virus containers. The other nine numbers (if Bolt has been captured, there are only eight) could be the weights of the villains.</i>

If the JLA decides to follow the tracks leaving the canyon, a number of Tracking rolls are required, against an OV/RV of 4/4, with a +3 OV/RV Column Shift modifier due to the fact that the desert terrain does not hold tracks well. If the JLA has a Geiger

counter, give them a -2 OV/RV Column Shift modifier. The number of Tracking rolls needed depends on the number of RAPs received on each roll. After about 15 miles (13 APs), the Leaguers finally reach the Ferris Aircraft Western Proving Grounds. Alternately, the heroes may chose to make a bee-line directly for the Proving Grounds. This would save them some time, but they would not be able to be sure that the villains have actually reached there. In either case, play should proceed with **JLA Encounter Six**.

Troubleshooting: If the Players lose the villains' trail at some point, the meeting with the old desert rat can put them back on the trail. If they miss the other clues contained in this encounter, it should not have too serious an effect on the course of the Adventure.

If the heroes lose the trail from the desert rendezvous to the Ferris Proving Grounds, you can either deduct a few Hero Points from their Standard Award to let them pick up the trail once more, or else have them learn of the theft of the shuttle after the fact and resume play with **JLA Encounter Eight**.

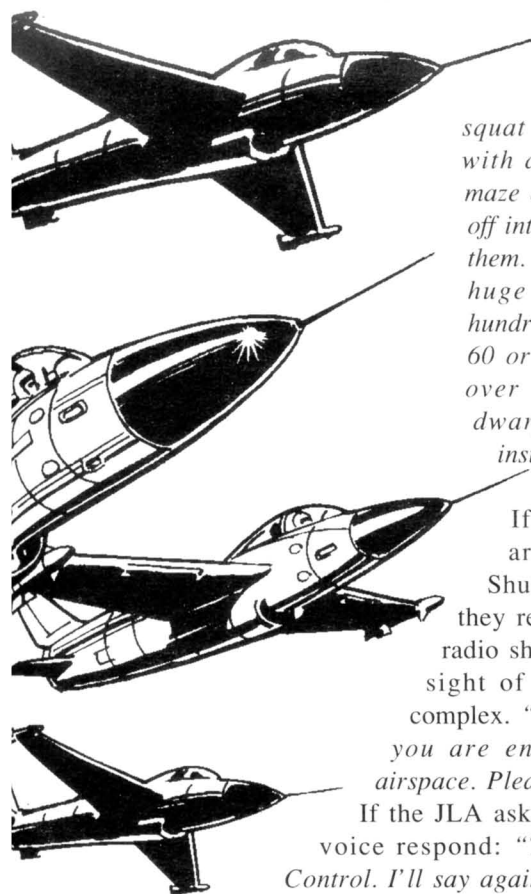
JLA Encounter Six— All Quiet on the Western Proving Grounds

Set-up: Having followed the villains' trail or having found clues at the scene of the IGI's desert rendezvous to point the way, the JLA arrives at the Ferris Aircraft Western Proving Grounds. The heroes find all quiet and everything in order. What no one realizes is that the Injustice Gang members have infiltrated the site and are loading their deadly cargo into the shuttle.

Players' Information: *The Ferris Aircraft Western Proving Grounds comes into view in the distance, seeming as quiet as the desert that surrounds it. There doesn't seem to be much activity at the moment, and there is absolutely no sign of the havoc you'd expect if the site were under attack by supervillains.*

The Proving Grounds sprawls across the bed of a dry lake in the heart of the high desert. The entire complex is surrounded by a tall fence, with guard posts set up on the few roads leading in and out. A large parking lot lies just inside the main gate. Beyond it, you can make out the main building and control tower, as well as a number of peripheral buildings and structures—warehouses, additional office buildings, fuel and oxygen tanks, and even a small cafeteria/canteen.

Past these structures, a number of aircraft hangars



squat like so many warts, with a seemingly endless maze of runways stretching off into the distance beyond them. One of the hangars, a huge structure several hundred feet on a side and 60 or 70 feet high, towers over its companions, dwarfing them into insignificance.

GM's Information:

If the heroes are arriving in the JLI Shuttle or Beetle's Bug, they receive a hail on their radio shortly after coming in sight of the Ferris Aircraft complex. "Unidentified aircraft, you are entering a restricted airspace. Please identify yourself."

If the JLA asks who is calling, the voice respond: "This is Ferris Main Control. I'll say again, you are entering a restricted airspace. Please alter your heading or identify yourself." The heroes' aircraft's Radar Sense allows them to detect a half-dozen planes in the air over the facility, most of them out beyond the runways.

If the heroes identify themselves, Ferris Main Control replies: "Roger, Justice League. We have a number of planes up right now, so in the interests of safety, please set down outside the main gate." If the Leaguers refuse to identify themselves, they are ordered to turn back. In either event, two escort jets show up a moment later to make sure that Control's orders are obeyed. If the Leaguers have not yet identified themselves, the jet pilots visually ID them, and Control then orders the League to land outside the main gate.

If the heroes ignore these orders and attempt to land elsewhere (such as at the large hangar), the jets attempt to force them down, opening fire if need be. However, if the heroes stay low and fly directly over the office complex, the jet pilots won't dare to open fire for fear of harming the buildings and the people inside. Once the Leaguers have passed the office complex, however, all bets are off. If the Leaguers are shot down, see **Troubleshooting**. If, on the other hand, the Leaguers reach the hangar, play should proceed with **JLA Encounter Seven**.

Jet Pilots

DEX: 4	STR: 2	BODY: 3
INT: 3	WILL: 3	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 9		HERO POINTS: 0

•**Skills:** Military Science: 3, Vehicles: 6, Weaponry: 4

•Equipment:

F-15 EAGLE [STR: 8, BODY: 10, AV: 6, EV: 8, Flight: 11, Radar Sense: 20, Hardened Defenses, R#: 3]

AIR TO AIR MISSILE (x4) [BODY: 2, AV: 6, EV: 13, Radar Sense: 19]

If the Leaguers are flying in under their own power, a Perception Check against an OV/RV of 2/2 lets them notice a guard at the main gate watching them through a pair of binoculars. The guard then speaks briefly into a walkie-talkie before trying to flag down the heroes. If the Leaguers ignore him, they are free to fly on past. They may land at the main building, where they are taken to the Director of the facility, or they may land at the large hangar. In the latter case, play should proceed with **JLA Encounter Seven**.

If the heroes land at the main gate (or if they are approaching on the ground), they find a guard post there with three security guards. One of the guards steps forth and greets the heroes. "Yes, sirs—and madams. What can I do for you today?" He asks the heroes what brings them to the Proving Grounds. If the Leaguers tell him about the Injustice Gang International, the theft of the virus, and the hijacking of the warheads and the Lexcorp truck, he grows pale and says: "I think I'd better take you to the Director." He then leads the heroes to the main building.

Security Guards

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

•**Skills:** Weaponry: 4

•Equipment:

.45 Automatic [BODY: 4, EV: 4, Ammo: 7, R#: 3]



If the Leaguers question the guard about whether he has seen any sign of IGI members or anything unusual, he says that there has been no sign of the villains and nothing unusual. *"It's been a typical day. I mean, other than all those bigwigs who are here for the launch of the shuttle."* If asked about the shuttle, he answers that a shuttle is being launched to carry supplies up to a new Lexcorp orbital factory. *"It's part of some joint venture or something. You'd have to ask the Director about that."*

If the Leaguers ask him if he has seen a Lexcorp truck, he answers that, yes, a Lexcorp truck did arrive about 30 minutes ago, carrying a load of supplies to be loaded on the shuttle. *"It was a little bit late, but everything checked out OK and we let it pass."* An expression crosses his face, half puzzled, half worried. *"I don't understand. Did I do something wrong?"* What the guard does not realize is that he was actually tricked by a combination of forged papers and an Illusion to make the truck's passengers and cargo appear normal.

If the heroes ask where the truck went, the guard says that it went to the large hangar, where the new shuttle is housed. If the Leaguers ask to see the Proving Grounds' Director, the guard leads them to the main building. If they ask to be taken to the hangar, the guard says that he has to take them to the Director first, to get her approval. He will not let the heroes enter the site on their own but will insist on accompanying them.

If the heroes try to force their way past, the other two guards emerge from the guard post and attempt to stop them. If it comes to a fight, one of the guards tries to return to the guard post to sound the alert. If the heroes subdue the guards, they can sneak into the facility. The Proving Grounds have a 7- AP security system; all attempts to override or evade the system use an OV/RV of 7/7. There are a total of 15 guards on site to respond to any breach in security. If the alarm is set off, see **Troubleshooting**.

If the heroes attempt to talk their way past, treat the guards as Opposed (+5 OV/RV Column Shifts) to Persuasion. The guards insist on taking the heroes to the Director. Alternately, the heroes may pretend to leave and then try to sneak onto the site. To do so, they must get past the security system, as previously described. If the alarm is set off, see **Troubleshooting**.

If the JLA uses a Geiger counter around the gate, a successful Action Check using Scientist Skill against an OV/RV of 4/4 picks up traces of radiation. A series of successful Tracking rolls against an OV/RV

of 4/4, with a -2 OV/RV Column Shift modifier for having the Geiger counter, allows them to follow the radiation trail the half mile (9 APs) to the large hangar. If the heroes make it to the hangars without setting off the alarm, play should proceed with **JLA Encounter Seven**.

The Players may agree to have their Characters accompany the guard to the Director's office. Inside the main building, they pass a number of offices where engineers are hard at work, designing the aircraft that have made Ferris famous. Finally, the heroes arrive at an office on a corner of an upper floor. A wall of windows looks out on the aircraft hangars and the runways beyond. In the office, the heroes find Dr. Ruth Delancey, the Director of the site, along with a pair of men in three-piece suits.

Dr. Ruth Delancey

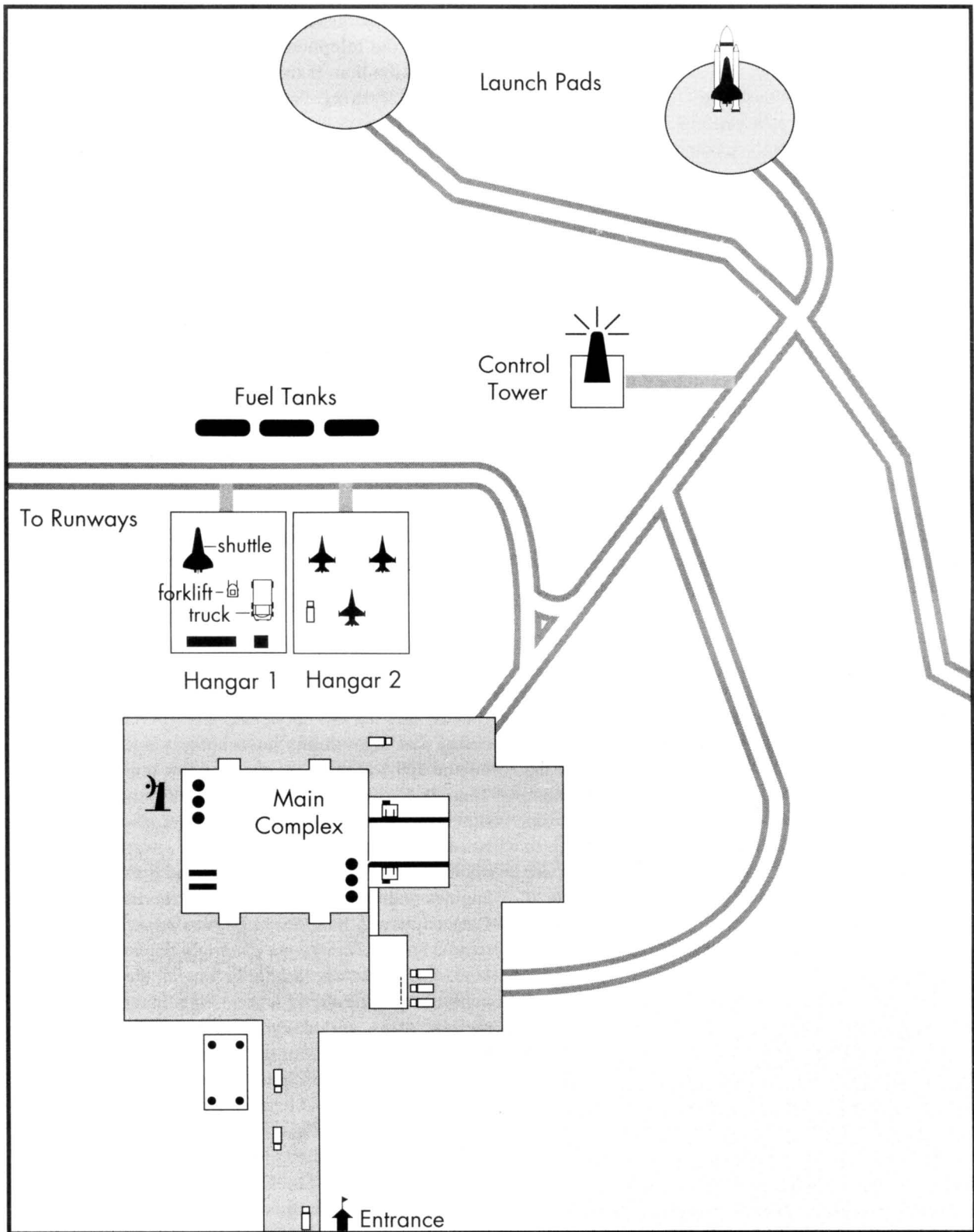
DEX: 2	STR: 2	BODY: 2
INT: 4	WILL: 3	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 8	HERO POINTS: 0	

•**Skills:** Gadgetry: 4, Scientist: 6, Vehicles: 4

•**Advantages:** Leadership; Scholar (engineering)

Dr. Delancey is a tall, distinguished-looking black woman. She rises and greets the JLA, introducing herself and the two men, Dwayne Fisher and Martin Smith, from Lexcorp. *"I apologize for any inconvenience you might have had entering our facility, but today's an important day. We're preparing for the maiden commercial flight of our newest shuttle. I hope you understand our need for tight security."* She smiles. *"Now. To what do we owe the pleasure of your visit?"*

If the JLA members explain about the Injustice League International's theft of the virus and the hijacking of the warheads and the Lexcorp truck, she responds: *"And you think they're coming here? But why?"* She pauses, lost in thought for a moment, and then answers her own question. *"Of course. The shuttle."* If the heroes confirm her suspicions that the villains might be after the shuttle, the two men from Lexcorp grow agitated and demand that something be done. *"Gentlemen, gentlemen,"* Dr. Delancey says.



**JLA ENCOUNTER SIX
FERRIS AIRCRAFT WESTERN PROVING GROUNDS**

"Calm yourselves, please. If there are any problems, I'm sure the Justice League can handle them."

If the heroes ask about the shuttle, Dr. Delancey explains that it was constructed as part of a joint venture with Lexcorp, a venture launched by Lex Luthor several years ago. Lexcorp was to build an orbital factory, while Ferris was to construct a shuttle to carry supplies to and from the factory. The factory has been constructed and manned, and the shuttle is now ready for its maiden commercial flight. The shuttle is a 'scramjet,' able to launch from an ordinary aircraft runway and achieve orbit. The shuttle takes off like a jet and flies to high altitude under jet power, then switches to a ramjet engine to fly higher yet, and finally switching to rockets to boost it the last distance into orbit. *"The shuttle is being loaded even as we speak."*

If the Leaguers tell the Director that they believe the IGI may already be on site, she responds: *"No, that's impossible. If they were here, our security would know about it."* She puts a call in to security. *"Captain Butler. Ruth Delancey here. I've got the Justice League here in my office. They seem to believe that we could be facing trouble from a group of supervillains. Any signs of a break-in or a problem with the shuttle?"* The chief of security answers that there have been no signs of problems. The site and, more importantly, the shuttle are secure. If there were any villains around, he'd be the first to know.

If the heroes tell the Director that they think the IGI is already in the hangar with the shuttle, she says: *"I don't believe it. But we'd better check it out anyway."* If the Leaguers suggest she let them go to the hangar, she says: *"Perhaps we'd better go see security first. They've got monitors all over the site. If there's anything strange going on, we can find out about it there."* She then leads the heroes to the security section.

There, the Leaguers will find the security chief and two guards seated in front of a battery of monitors. From here, the heroes can check out the entire facility. If they do, they see no signs of any problems. The perimeter is secure and people are going about their normal business. The camera in the large hangar shows that the loading of the shuttle is proceeding as normal. Cargo handlers in Ferris Aircraft jumpsuits are using forklifts to move crates from the back of a Lexcorp truck into the cargo bay of the shuttle.

If the Players have the security chief page the boss of the cargo handlers, they do not notice any change

in the scene on the monitor screen. A moment later, however, the telephone rings and the cargo boss comes on the line. If the heroes question him about whether anything is wrong, he answers, *"No. Nothing is wrong."* A Perception Check against an OV/RV of 7/7 reveals that the man's voice sounds mechanical. If the JLA asks the man if he has seen any signs of the villains, he again says, *"No. Nothing is wrong."* He pauses for a long moment and then says, *"I must go now."*

A successful Perception Check against an OV/RV of 7/7 lets the heroes realize that the scene on the monitor is an Illusion (generated by Blackrock). They then see that the true situation is somewhat different. Dr. Polaris and the Shark are using their Powers to levitate the warheads out of the back of the truck and into the shuttle. Nearby, Brain Storm is bossing around the cargo handlers, making them help load the shuttle. Their movements are jerky and uncoordinated. Nightfall, Shatterfist, and Copperhead stand guard near the hangar doors, keeping an eye out for anyone who might approach.

If the heroes go to the hangar, the Players switch roles and play the **JLE Part Two—The Epidemic Spreads**. After that, switch again and play **JLA Encounter Seven**.

If the Justice League has not seen through the Illusion and decides to sit and wait (perhaps in the belief that the villains have not yet arrived), the villains finish loading the shuttle a few minutes later. Then, if the heroes are watching the monitor screen, they see the image flicker and the illusory cargo handlers suddenly disappear. The shuttle is still visible, though, and a moment later it fires up its engines and begins to move out of the hangar. Dr. Delancey says: *"Wait a minute. They're not supposed to take off yet. They're not due to fly for another two hours."* If the heroes rush to the hangar, the shuttle is gone by the time they get there. The Players should switch roles and play **JLE Part Two—The Epidemic Spreads**, after which they switch back and play **JLA Encounter Eight**.

Troubleshooting: If Ferris jets shoot down the JLI Shuttle or Blue Beetle's Bug, guards round up the surviving heroes and take them to Dr. Delancey for questioning. Once Dr. Delancey learns why the Justice League is there, she orders them released. However, they will be too late to stop the villains from hijacking the shuttle. Have the Players switch roles here to play the **JLE Part Two—The**

Epidemic Spreads. After that, play should proceed with **JLA Encounter Eight**.

If the heroes set off an alarm while trying to infiltrate the site, a klaxon begins sounding, audible over the entire base. Moments later, the heroes see the shuttle flying off. It is too far away and traveling too fast for them to have any hope of catching it, but the villains have departed in such a hurry that they left behind 10 warheads. Have the Players switch roles here to play **JLE Part Two—The Epidemic Spreads**. Then play should proceed with **JLA Encounter Eight**.

JLA Encounter Seven— Trouble on the Launch Pad

Set-up: Learning of the Injustice Gang's presence in the shuttle hangar, the heroes rush to prevent the villains from taking off with their deadly cargo. When the Leaguers arrive at the hangar, they find all seemingly quiet. Appearances prove to be deceptive, however, as the IGI suddenly throws several mind-controlled cargo handlers at the heroes to distract them while the villains make their getaway.

If the heroes have headed to the hangar immediately upon arriving at the Proving Grounds, see **Troubleshooting** before beginning the encounter.

Players' Information: *As you approach the hangar, all seems quiet. Through the open doors, you can see the vast bulk of the shuttle, 200 feet long, looming even larger than a 747. Most of the shuttle's bulk is its engines and fuel tanks. The huge ship dwarfs the men working to load cargo into its belly. Two men in Ferris jumpsuits stand in the open hatchway, guiding a forklift driver, who attempts to maneuver a large crate into the cargo bay.*

GM's Information: As the heroes arrive, the villains are just loading the last warhead into the shuttle's cargo bay. Blackrock has generated an Illusion to make it appear that the loading of the shuttle is proceeding normally.

As the Encounter begins, Libra is in the cockpit of the shuttle. If Bolt is here, he is in the shuttle as well. Blackrock and the Shark stand in the hatchway of the cargo bay, while Dr. Polaris is on the ground nearby. Brain Storm and a dozen cargo handlers under his mental Control stand beside the Lexcorp truck. One of the handlers is driving a forklift. Nightfall and Shatterfist stand guard in the open doorway on the near side of the hangar, while Copperhead stands guard in the open entrance on the far side.

Cargo Handlers (x12)

DEX: 2	STR: 3	BODY: 3
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 6	HERO POINTS: 0	

•**Skills:** Vehicles: 3

FERRIS X7 SHUTTLE

[STR: 14, BODY: 14, Flight: 11/14/17, Flame Immunity: 5, Radar Sense: 20, Sealed Systems: 19, Super Hearing: 15, Super Ventriloquism: 30, Hardened Defenses]

Miscellaneous Limitations: In jet mode, the shuttle has only 11 APs of Flight Power. In ramjet mode, the shuttle's Flight Power is 14 APs, and in rocket mode, it is 17 APs. The shuttle takes off from a runway in jet mode. It cannot switch to ramjet mode until it reaches an altitude of 1 mile (10 APs); it cannot switch to 'rocket' mode until it reaches an altitude of 12 miles (13 APs).

If the heroes approach the hangar in the open, the villains immediately notice them. If they are approaching by Stealth, make Perception Checks for the villains to notice their approach, using the Characters' APs of Thief as the OV/RV of the attempts. If the villains notice the heroes approaching, they rush for the shuttle. Brain Storm orders the Controlled cargo handlers to attack the JLA. One of the men attempts to run down the heroes with the forklift [STR: 5, BODY: 4, Running: 4, R#: 2], while another uses the Lexcorp truck [STR: 9, BODY: 11, Running: 6, R#: 2].

As the Leaguers approach the hangar (or if they decide to sit and observe the hangar), have them make Perception Checks against an OV/RV of 7/7. Positive RAPs allow them to see through the Illusion. Otherwise, they do not realize that the scene is an Illusion until they actually enter the hangar or until the Controlled cargo handlers emerge. When the heroes discover the Illusion, read the following two paragraphs.

Suddenly, the scene flickers and you see that the two men in the shuttle hatchway are actually the costumed supervillains, Dr. Polaris and the Shark, helping their fellow villains Shatterfist and Copperhead into the shuttle. Nightfall hovers nearby.



With a rumble like a thousand thunderstorms, the shuttle's jet engines flare into life. An instant later, the inside of the hangar is plunged into darkness, from which come charging a dozen screaming men, one on a forklift and one behind the wheel of a truck.

Play out the combat. The villains' strategy is simple: pile into the shuttle and flee. Blackrock immediately teleports to the Lexcorp orbital factory to establish a beachhead and to seize control of the satellite's communications. Brain Storm stays behind to maintain Control of the cargo handlers and to keep the JLA occupied. The Shark uses his Matter Manipulation Power to surround the shuttle with a yellow field to prevent Guy Gardner from getting a grip on it with his Power Ring. Nightfall uses her Darkness Power to help screen the villains' retreat.

The shuttle starts down the runway, moving at a speed of 8 APs. It goes airborne after 5 phases, immediately accelerating to a speed of 11 APs. Meanwhile, Brain Storm uses the Controlled cargo handlers to delay the JLA. He sends 10 cargo handlers and the forklift driver to attack the heroes, while the man driving the truck heads straight for a nearby fuel tank.

The Leaguers should attempt to subdue the cargo handlers without hurting them, keeping in mind that these men are the innocent victims of the IGI. The JLA should take special care to stop the truck driver from hitting the fuel tank. If he hits it, an explosion erupts with an AV/EV of 20/20. If the Leaguers spot Brain Storm (who hides in the shadows of the hangar—a Perception Check against an OV/RV of 8/6 will be necessary to detect him) and realize he is Controlling the cargo handlers, they may try to take him out. If attacked, Brain Storm immediately teleports away to the orbital factory.

Once the cargo handlers have been dealt with, the JLA members are free to go after the shuttle. This will probably turn into a chase. If the heroes are in the JLI Shuttle or in Blue Beetle's Bug, allow them to

overtake the Ferris shuttle. Then, just as they are catching up, have it kick over into ramjet mode (Speed 14) and pull away. The only hero who has enough Flight Power to catch up to the shuttle on his own is Guy Gardner.

Guy may make a force sphere to transport the other Leaguers. If they do catch up, they still have a couple of problems: how to get at the villains and what to breathe. The air may be quite thin by the time the heroes catch up, so they need either Sealed Systems or some sort of breathing apparatus, or must hold their breath if they are in the open air. Use the rules for drowning on p. 25 of *The Rules Manual* if the heroes must hold their breath.

If the heroes succeed in boarding the shuttle, they must fight the villains. The villains on board are Libra, the Shark, Dr. Polaris, Shatterfist, Nightfall, Copperhead, and Bolt (unless he was captured in *JLA Encounter Two*). Libra hangs back and lets the others do the fighting. If things are going badly for the villains (or if it looks like the Ferris shuttle will not be able to get away), Libra teleports to the orbital factory with the virus and as many of the villains and warheads as are within a 10-foot (0-AP) radius of her. If she does teleport away, make sure she takes at least the virus, the Shark, Dr. Polaris, Copperhead and ten to fifteen warheads.

If the heroes capture any of the villains, they can Interrogate them to find out what they know of Libra's plans. The OV/RV of the attempt is the villain's INFL/SPIRIT. Positive RAPs will gain the following information.

The Villains' Information:	
RAPs	
1	<i>Libra recruited us over the last several weeks. He even broke some of us out of prison. Said he was putting together a new group—the Injustice Gang International.</i>
1/2 RV	<i>Libra didn't really share his plans with us. He just promised us wealth and power beyond our wildest dreams. And what more could you ask for?</i>
Full RV	<i>I suspect Libra is planning to use the virus and warheads to force the world's leaders to meet some kind of demands. I mean, that orbital factory would make a perfect launching platform. Who knows, he might even be planning to take over the world.</i>

If the heroes capture the Ferris shuttle, it is too damaged by the combat to make it into space, so the heroes should return to the Proving Grounds. They should also return to the Proving Grounds if the Ferris shuttle makes a clean getaway. Have the Players switch roles here and play **JLE Part Two—The Epidemic Spreads**. Then, play should proceed with **JLA Encounter Eight**.

If, on the other hand, the JLA trails the Ferris shuttle to the orbital factory, the Players must switch roles and play **JLE Part Two—The Epidemic Spreads**. Then proceed with **JLA Encounter Nine**. However, remember that the JLI Shuttle and Blue Beetle's Bug do not have enough APs of Flight Power to achieve orbit (15 APs of Flight are required to do so), nor do any of the heroes except Guy Gardner. If they did reach orbit under their own power, they would be in the vacuum of space. Basically, the only way they can do this is if Guy Gardner creates a force bubble and carries his fellow Leaguers into space.

Troubleshooting: If the heroes go to the shuttle hangar immediately after arriving at the Proving Grounds, the villains do not have time to load all the warheads and must leave 10 behind when they take off.

If the heroes insist on trying to blow up the stolen Ferris shuttle, remind them that it is full of warheads that could go off, endangering innocent lives.

If the villains defeat the Leaguers, they leave the heroes behind (if the fight occurs on the ground) or take them along as prisoners (if the fight occurs in the shuttle). If the Leaguers are left behind, they recover just in time to hear Libra's demands; play should proceed with **JLA Encounter Eight**. If the Leaguers are taken along, they recover on the orbital factory. After making her demands, Libra tries to persuade the heroes to join her cause, to help restore order to the world. If the heroes do not go along with her, she decides they are a threat to the new world order and tells her fellow IGI members to blow them out an airlock into space. See the **Troubleshooting** section of **JLA Encounter Nine**.

This concludes **JLA Part Two—Shuttle Diplomacy This Ain't**. Do not continue with the following section until the Players have switched roles and played **JLE Part Two—The Epidemic Spreads**. If playing the Two GM/Two Player option, make sure the other team has finished **JLE Part Two—The Epidemic Spreads** before you and your team start **JLA Part Three—Killer Satellite**.

JLA PART THREE— KILLER SATELLITES

Note to the GM: Begin running this section after completing **JLE Part Two—The Epidemic Spreads**. If you have just played **JLA Part Two—Shuttle Diplomacy This Ain't**, have the Players switch roles now and play **JLE Part Two—The Epidemic Spreads**. If playing the Two GM/Two Team version, make sure that the other team has finished with **JLE Part Two—The Epidemic Spreads** before you and your team start **JLA Part Three—Killer Satellite**.

JLA Encounter Eight— Prepare for Liftoff

Set-up: Having lost the villains, the JLA returns to the Ferris Aircraft Western Proving Grounds, where they learn that all contact with the Lexcorp orbital factory has been lost. A few moments later, the heroes pick up a broadcast from Libra, who demands that the world's leaders turn over rule of the world to her. She threatens to drop the virus and warheads if her demands are not met, giving the U.N. 24 hours to comply.

Dr. Delancey offers the JLA the use of a Ferris shuttle to reach the orbital factory. However, before the heroes can take her up on the offer, the U.N. recalls them to New York to be on hand for the assembly's decision. At the U.N., the heroes have a chance to meet with their counterparts in the JLE, compare notes, and learn of the meteorites falling on Europe.

Players' Information: If the heroes are returning to Ferris in the JLI Shuttle, Blue Beetle's Bug, or the stolen Ferris shuttle, read the following paragraphs.

As you approach the Proving Grounds, you find the radio bands filled with frantic transmissions. You can't even raise the control tower to get landing instructions. Agitated voices shout to be heard, babbling and overlapping until you can hardly tell what's being said.

"Wha—eck—app—?" one voice seems to say, and then you realize it's asking, "What the heck happened?" A moment later, a calmer voice comes clear amidst the garbled hash. "Ferris Main Control to Lexcorp OF-1: Come in, please. Repeat: Ferris Main Control to Lexcorp OF-1. Come in, please."

Eventually, the control tower comes on and gives you a brief set of landing instructions. The controller seems distracted and quickly leaves the air. No matter how hard you try, you cannot raise him again.

When the Leaguers land their vehicle, or if they



are flying in under their own power, continue with the following.

When you finally touch down at the Proving Grounds, you find that Ferris is in an uproar. People rush back and forth across the site. Others work hurriedly on equipment, checking out what appear to be communications lines and radio dishes. Your return goes almost unnoticed.

GM's Information: Give the Players a few moments to react. If they try to question any of the workers running back and forth, the only answers they receive are, "Sorry, no time now." Or, "Haven't you heard? Where have you been?" And then the person rushes away, continuing about his business. Finally, Dr. Delancey spots the heroes and asks them to come with her. Then, she hurriedly leads them to the communications room, filling them in on the situation as she goes.

"Did you stop them?" she asks over her shoulder. Give the Players a chance to answer. If the heroes have returned here, it should mean that at least some of the villains have gotten away with the virus and some of the warheads. When she hears this, Dr. Delancey says: "Oh, God. That's not the only problem we've got right now. A few minutes after you left, we lost contact with the Lexcorp orbital factory. One minute, they were on the air, telling us about how eagerly they were awaiting the cargo, and the next, they were gone. Cut off. Nothing but static."

If the heroes question Dr. Delancey for further details, the only thing she has to add is that Ferris' communications equipment seems to check out, so whatever the problem is, it must be on the satellite's end.

When they arrive at the communications room, the heroes see that it is crowded to overflowing. Communications officers fiddle with the dials and knobs on their control panels, speaking into headsets, trying to raise the orbital factory. Technicians have opened up other panels and are checking them out. The two Lexcorp officials stand off to one side, looking tense, among a crowd of whispering onlookers.

If the heroes attempt to add their own Scientist Skills to the efforts to raise the orbital factory, it does not help. A successful Diagnosis against an OV/RV of 6/6 reveals that the communications equipment is working properly.

If the Leaguers ask whether the last communication with the factory was recorded, Dr. Delancey offers to play it back for them. The heroes must cluster around a single monitor screen to view the playback. *The tape shows a man in a Lexcorp jumpsuit, with a*

headset on, sitting at a communications panel. He moves slowly, swaying gracefully, almost seeming to dance; it is clear that he is weightless. He faces the camera as he jokes with his counterpart at Ferris. A moment later, the heroes hear the Ferris communication officer's reply. The man in the Lexcorp jumpsuit laughs, "Yeah, the only thing that's gonna make Dr. Martin happy is having those new telescope parts in his hands."

Then a blurred and out-of-focus figure appears in the background. The Lexcorp man turns to look over his shoulder. "Hey!" he says, and then the picture vanishes, the screen filling with static. If the heroes replay the tape, a successful Action Check using Scientist Skill against an OV/RV of 4/4 lets them bring the blurred figure into focus, revealing it to be Blackrock.

Give the Leaguers a few moments to react, then have one of the communications officers call their attention to something on his screen. He transfers the image to the main screen, where all can see. The room grows quiet as the image of Libra appears.

Libra looks imposingly muscular in a costume of blue and orange. His face is completely covered by a blue mask, with the symbol of a set of scales emblazoned in orange across his brow. His voice sounds strangely distorted as he speaks.

"People of Earth, allow me to introduce myself. I am Libra, leader of the Injustice Gang International, and I wish to assure you that any rumors you may have heard of my demise were premature. You will come to know me well in the years ahead, as I intend to restore order and balance to this sadly mixed-up, chaotic planet. I hereby declare myself the complete and absolute ruler of the Earth as of this date, along with my cohorts.

"I will brook no disagreement. Your present leaders will surrender their authority to me or you will all face the consequences. I have a supply of nuclear warheads and of a deadly virus, and I have taken over an orbital platform from which to launch them. You cannot stop me, and hitting my targets will be as easy for me as dropping rocks into a barrel.

"I will give your leaders just 24 hours to come to a decision. If I have not heard from them by then or if they do not agree to my terms, I will drop the first bomb as a demonstration. Thenceforth, I will drop another bomb every hour until such time as your leaders submit.

"Be aware that I will not announce my targets beforehand, nor will I announce whether the bomb is nuclear or viral. My demonstration will not be



limited to military objectives. Each of you on Earth stands an equal chance of facing oblivion, unless you persuade your leaders to accede to my demands. I am nothing if not fair.

"You may radio your acceptance of my terms to the Lexcorp orbital factory. You have 24 hours." And then the screen goes blank except for the logo of a set of scales, which flashes for 30 seconds before dissolving into static.

The crowd in the communications room erupts once more into frenzied shouting and arguing. Everyone agrees that something must be done, but they can't agree on what. A few people stand too stunned to say anything. Encourage the Players to role-play their Characters' reactions to the announcement. Then, Dr. Delancey approaches, trying to make herself heard over the uproar. Before the heroes can make out what she is saying, they must either guide her to another room or else calm the crowd. If the Leaguers try to leave, people cling to their arms, saying, *"Help us! You've got to do something."*

When the heroes are finally able to talk with Dr. Delancey, she offers them the use of a shuttle to go after the villains. *"It was the prototype of the shuttle they stole. It had some bugs in it that were eliminated when we did the redesign for the second shuttle. You're still welcome to use it, though; the bugs shouldn't pose any major problems. We'll just need a few hours to prep and fuel it."*

Let the Players discuss Dr. Delancey's offer and plot strategy. If they ask for blueprints of the orbital factory, Lexcorp officials provide them; show the Players the map from **JLA Encounter Nine**. If the Leaguers ask how Libra might launch the warheads, the Lexcorp engineers go pale and explain about the electromagnetic rail gun. *"It's an experimental unit, designed for delivering payloads to the Earth and the moon. It's also the prototype for a satellite-killer weapon. It would be perfect for launching the warheads, and all she'd have to do to launch the virus would be to put it in metallic containers."*

Give the Players a few more minutes to argue about what to do, and then have Booster Gold receive

a call on his Signal Device. It is Oberon. *"Pardon me for bothering you guys, but the United Nations has just declared an emergency session to discuss something about a supervillain named Libra and some meteorites. I don't have all the details, but they have asked the JLA and the JLE to gather at the U.N. building. They want you to be available for whenever they have reached a decision."* Oberon cannot provide any further details, other than that the message came as a direct order from the U.N. If asked about the meteorites, he replies: *"All I know is that some meteorites have fallen in Europe. Perhaps the JLE can give you more information. Oh, and by the way,"* he adds, *"have you guys heard from Superman yet? He hasn't been by here at all, and I'm starting to get worried!"*

If the JLA returns to New York, the Players must switch roles and play **JLE Encounter Seven**. If the Players decide to have the JLE go to New York in that Encounter, return here and play out the rest of this Encounter from this point, with each Player portraying one member of each team. If, on the other hand, the Players decide not to have the JLE travel to New York, finish out **JLE Part Three—Source of the Madness**, before returning here to finish out **JLA Part Three—The Killer Satellites**.

If playing the Two GM/Two Team option, confer with the other GM to see whether the JLE decided to go to New York. If so, then bring the two teams of Players together for the next section of this Encounter. If the other team of Players decides not to have the JLE travel to New York, run the next section of this Encounter without them.

If the JLA decides to disobey the U.N. order and not return to New York, but rather to stay at the Proving Grounds until the shuttle is ready, proceed with **JLA Encounter Nine**.

Back in New York: Depending on the decisions of the Players, run this section for the JLA alone, the JLE alone or the two teams together. If both teams decide to disobey the U.N.'s orders, skip this section and play **JLA Encounter Nine** and **JLE Encounter Eight**.



This section gives the Players a perfect opportunity to role-play, with the JLA and JLE (if both are present) interacting with each other. It also gives the heroes a chance to rest and recover from injuries.

Once the Leaguers have assembled at the New York headquarters, they have little to do but wait as the U.N. deliberates. They can watch the proceedings on the monitor as delegates from various nations take turns speaking.

Have Players make a Perception check against OV/RV 2/2 to notice that both Superman and Hal Jordan (the team leaders) are missing from this gathering.

The ambassador from Austria points out the JLE's service in investigating the problem in Mayrhofen and insists that those heroes should be allowed to try to stop the meteor swarm. The French ambassador reports that they were also helpful in restoring order in Paris and undoubtedly prevented the loss of countless lives when they prevented a deranged Conglomerate from allowing a nuclear plant to melt down. He says the European Space Agency is willing to donate the use of one of its shuttles so the JLE can go after the meteor swarm. The shuttle is being prepped at the ESA launch site in French Guiana, South America.

Not to be outdone, the American ambassador points out the JLA's brave attempts to stop the Injustice Gang International and adds that Ferris Aircraft has offered the JLA the use of one of its shuttles to go after the IGI. This shuttle is being prepped at the Ferris Proving Grounds in California. Another ambassador asks whether it would be wise to disobey Libra, saying that the villain might see the shuttle coming and launch a preemptive strike. Many of the other ambassadors agree that it is too dangerous. Some even say sending the JLE after the meteor swarm would also be too dangerous because Libra might misinterpret it as an attack on him and launch a preemptive strike. Better to give in to his demands and hope he will let them do something about the meteors.

Others debate the wisdom of splitting the JLI's forces. Some say the heroes should all be sent to deal with Libra, while others say they should all be sent to deal with the meteor swarm. The debate splits roughly along hemispheric lines. Many of the nations of the northern hemisphere believe the meteors are the more important threat, while the nations of the southern hemisphere are more concerned about the warheads. Some of the smaller southern nations don't seem particularly concerned about either threat.

The debate rages on, looking to be a long one. The clock continues to tick, counting down to destruction.

If both teams are present, they should now be able to compare notes while they wait, bringing each other up to date on the current status of their respective Adventures. Let the Players speculate as to how the recent events in America and in Europe might be tied together and as to who might be behind them. As the debate drags on at the U.N., remind the Players periodically that the clock is ticking and see whether they continue to wait or whether they disobey orders and go handle the crises without the U.N.'s go-ahead.

After four hours of debate at the U.N., Ferris Aircraft and the European Space Agency call to report that the shuttles are ready.

Meanwhile, at the U.N., the debate seems to be deadlocked over whether or not to allow the JLI to deal with the crises. If any of the Players want their Characters to address the assembled diplomats, tell them that one member of each team will be allowed to do so and have them pick their representatives. Let those two Players make their speeches, followed by Persuasion attempts against an OV/RV of 8/8, with up to -3 OV/RV Column Shift modifiers being applied for particularly stirring arguments. If the speakers get a total of more than 10 RAPs between them, they succeed in Persuading the U.N. to let them act.

Otherwise, after about six hours of debate, another diplomat rises to speak, and the members of the JLE recognize Prince Shoaib Khan of Sharistan. If the JLE was courteous to him during his visit, (see **JLE Encounter One**), he throws his support behind the plan to send the JLA to deal with Libra, while the JLE deals with the meteor swarm. *"I have witnessed Justice League Europe in action with my own eyes. They have been dealing heroically with the tragic catastrophes in Europe but were not so wrapped up in their own affairs as to forget to be courteous toward a poor and humble visitor. If the JLE's behavior was typical, then I am sure that the JLA must be great heroes, as well. I am voting that these heroes be allowed to deal with the twin crises facing us."* He quickly swings the support of many of the Third World nations to his position, and the U.N. votes to let the two teams act.

If the JLE was rude to the Prince, he denounces the Justice League. *"I have witnessed Justice League Europe in action with my own eyes, and they are nothing but posturing fools who are considering themselves too good for mere mortals like us. They are tools of the Western imperialists and are not fit to*

deal with matters of such urgency as these crises. If the JLE's behavior was typical, then I am sure that the JLA is no better. I am voting that these so-called heroes be forbidden from interfering in these twin crises facing us." He quickly swings the support of many of the Third World nations to his position, and it becomes apparent that the debate will continue long past the point of no return. The heroes have no choice but to act without the U.N.'s approval.

Play should now proceed with **JLA Encounter Nine** before having the Players switch roles to play **JLE Encounter Eight**. If playing the Two GM/Two Team option, the JLA should play **JLA Encounter Nine** and the JLE should play **JLE Encounter Eight**.

Troubleshooting: The Players may decide to swap members between the JLA and the JLE before going to deal with the two crises. It would be perfectly appropriate to send the more cosmic heroes (Guy Gardner and Maxima, for example) after the meteors, while sending the more down-to-earth heroes (Blue Beetle and Crimson Fox, for example) after the villains in the orbital factory. Just make sure that the two teams have the same number of members and that each Player has one Character on each team.

JLA Encounter Nine— Assault on the Satellite

Set-up: Returning to (or remaining at) the Ferris Proving Grounds, the heroes find a shuttle fueled and waiting. If they take off in the shuttle, they discover it has a few bugs which they must deal with on the voyage to the orbital factory.

Nearing the factory, the heroes come under fire from its electromagnetic rail gun. The Leaguers evade the projectiles and board the satellite, where they find the IGI waiting to do battle. Defeating the villains, the heroes free the hostages and recover the stolen virus and warheads. They then learn that Libra is actually a woman impersonating the original Libra and that the Dominators are behind her schemes.

If the JLA has remained at Ferris against U.N. orders or has returned there before receiving the go-ahead, see **Troubleshooting** before running the Encounter. If the Leaguers elect to have Guy Gardner carry them into orbit using his Power Ring, skip ahead to the heroes' approach to the orbital factory.

Players' Information: *The Ferris shuttle stands prepped and waiting on the runway. Dr. Delancey and two of her engineers board the craft with you, giving you a quick run-down on its systems and*

showing you how to use the space suits.

"This is the X1," Dr. Delancey says, "the prototype for our scramjet style of shuttles. She's been in mothballs for quite a while, so she may have some bugs we don't know about. She ought to get the job done, though."

The engineers give you the coordinates for the orbital factory and lay out the course. "It's all in the computer, so it should be pretty automatic," they explain.

And then Dr. Delancey is shaking your hands. "Good luck," she says as she turns to leave the shuttle.

GM's Information: Dr. Delancey has made sure the shuttle has enough space suits [BODY: 8, Flight: 6, Sealed Systems: 13] for all the Characters. She also volunteers the services of one of Ferris' pilots (Vehicles: 7). The Players can reject this offer if they think they can handle the craft themselves. The shuttle has the following stats:

FERRIS X1 SHUTTLE [STR: 12, BODY: 12, Flight: 10/13/15, Flame Immunity: 4, Radar Sense: 18, Sealed Systems: 18, Super Hearing: 15, Super Ventriloquism: 28, Hardened Defenses, R#: 5]
Miscellaneous Limitations: In jet mode, the shuttle has only 10 APs of Flight Power. In ramjet mode, the shuttle's Flight Power is 13 APs, and in rocket mode, it is 15 APs. The shuttle takes off from a runway in jet mode. It cannot switch to ramjet mode until it reaches an altitude of 1 mile (10 APs); it cannot switch to rocket mode until it reaches an altitude of 12 miles (13 APs).

Don't spend too much time on this section, but try to add a little drama as the bugs Dr. Delancey spoke of cause problems.

To take off, the pilot must make a successful Action Check using Vehicles Skill against an OV/RV of 4/4. Positive RAPs indicate a successful take off. Failure on this Action Check indicates some problem, delaying takeoff; its exact nature is up to the GM. Perhaps an engine burns out, requiring repair. (See p. 36 of *The Rules Manual* for the rules on repairing gadgets.)

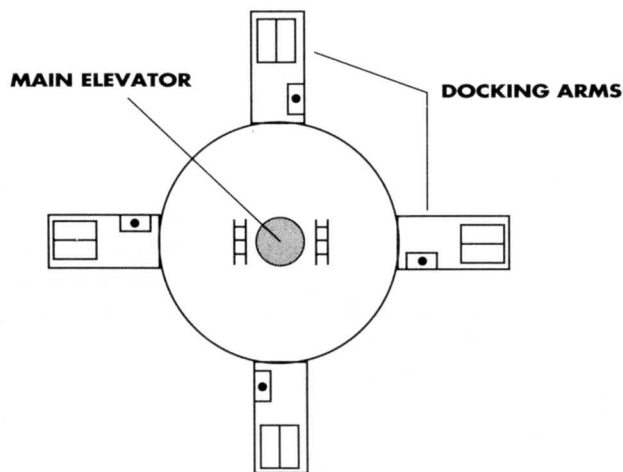
Once in the air, the pilot can engage the autopilot [Vehicles: 10, R#: 9]. Make an Action Check using the autopilot's Vehicles Skill of 10 against an OV/RV of 6/6. Positive RAPs indicate the altitude (in APs) the shuttle reaches before another Action Check is required. To reach the orbital factory, the shuttle must reach an altitude of 23,000 miles (25 APs).



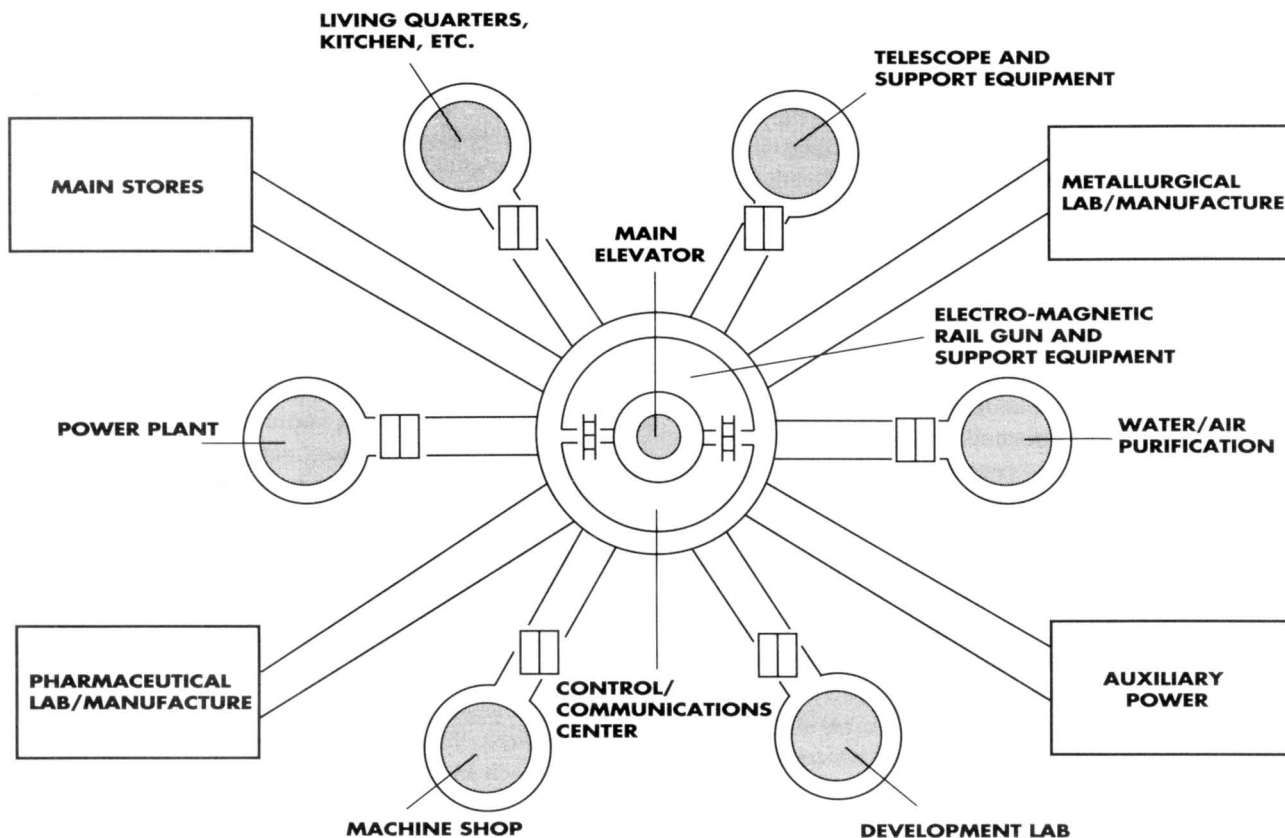
JLA ENCOUNTER 9

THE LEXCORP ORBITAL FACTORY

LEVEL ONE



LEVEL TWO



However, the autopilot is not very reliable (one of the bugs Dr. Delancey mentioned). If any of the dice rolls are less than or equal to the autopilot's Reliability Number of 9, it breaks down. A human pilot must take over until it is repaired. Manually flying the shuttle is very difficult; the OV/RV is 8/8. If the human pilot fails any of his Action Checks, he has gone off course. Each failure adds 15 minutes to the time it takes to reach the orbital factory. Every fifteen minutes allows the IGI to fortify their position at the factory. See **Approaching the Factory** for the results of this tardiness.

Additional Action Checks (against an OV/RV of 6/6) must be made when the shuttle reaches an altitude of one mile and switches to ramjet mode and when it reaches 12 miles) and switches to rocket mode. Failure on any of these Action Checks indicates a problem which the GM decides when any of the dice roll less than or equal to the shuttle's R# of 5 an engine breaks down. The shuttle cannot accelerate to the next mode and cannot gain altitude until the heroes repair the engine. Fortunately for the heroes, the shuttle carries a 25-AP repair kit. If it looks like the repairs will take too long and the heroes won't be able to reach the orbital factory before Libra's deadline expires, see **Troubleshooting**.

Approaching the Factory: The heroes have a time limit of 24 hours to reach the Space Station before Libra launches her attack. So far, this mission has already taken 8 hours (2 hours at Ferris, 4 hours at the U.N. and 2 more hours at Ferris), so any additional time allows the villains to become more entrenched in their position. An extra 15 extra minutes allows Libra to turn off the gravity in the hallways of the space station and 30 minutes allows the IGI to rig the rail gun to fire once every 2 phases, rather than once every 3. After this, every 15 minutes one concealed laser defense weapon becomes operative in the station's internal hallways, making the station more difficult to get through.

When the heroes have approached to within 1 mile (10 APs) of the orbital factory, read the following paragraph.

The Lexcorp orbital factory comes into sight in the distance, looking like nothing so much as a bundle of fat cigars bound together with twine. As you get closer, the individual cigars seem to separate from one another, and you see that they are actually a ring of six metal canisters around a seventh, central canister, held together by metal struts and tubes.

If the villains got away with the stolen Ferris shuttle, the heroes see that it is moored to one end of

the factory. A moment later, they see a flash of light from one of the canisters, followed by an incoming projectile (a hunk of iron fired from the rail gun). The attack has an AV/EV of 5/8; the OV equals the shuttle pilot's APs of Vehicles Skill, while the RV equals the shuttle's BODY of 12. The villains fire an additional projectile every 3 phases (unless the heroes are over 30 minutes late—see above) until the shuttle has approached to within 400 yards (7 APs), where it is too close for the rail gun to hit.

If the heroes attempt to dock or match velocity with the orbital factory, it requires a successful Action Check using Vehicles Skill against an OV/RV of 6/6. They can enter the factory through the main docking hatches, a number of airlocks scattered around the exterior of the factory, or they can just bash through the walls. (This would cause the section breached to lose its atmosphere, possibly with explosive decompression. Remind the Players that there are innocent people inside as well as the villains and that their actions could harm the crew.) The heroes find the docking hatches and airlocks locked. Each has a BODY of 14 APs. The heroes can override the locks with a successful Action Check using Thief Skill against an OV/RV of 8/8. The external walls of the structure have a BODY of 15 APs for each 10 x 10 section.

Wearing space suits limits the heroes' use of their Powers. Use common sense to determine which Powers they can and cannot use. For example, the Elongated Man could not use his Stretching and Fire could not use her Flame Being, while Maxima could use her Telekinetic Blast and Ice could use her Ice Production. If a spacesuit is punctured, its wearer is exposed to the vacuum. The hero can still function for a time by holding his breath. Use the rules for drowning from p. 25 of *The Rules Manual*. Also, each spacesuit has a 12-AP patch kit.

The factory is built on a modular plan. The central pod or module is a permanent structure, housing the main control room. Each of the surrounding modules has a specific function. For example, one of the modules houses a space telescope, another houses a pharmaceuticals plant, while a third houses water treatment. Each individual pod or module has a BODY of 25 APs.

All of the corridors in the factory have emergency isolation doors [BODY: 12] that can be sealed in the event of a loss of pressure in that section. The interior walls of the factory have a BODY of 10 APs for each 10 x 10 section. The factory's fire-control system shoots a flame-retardant foam, automatically "attacking" any flames (including Fire's Flame

Being) with an AV/EV of 10/10. The factory also has a 10 AP security system, which includes a television monitoring system (a successful Perception Check against an OV/RV of 3/3 detects the security cameras). Controls for the fire-control and security systems are in the Control/ Communications Room.

Inside the Factory: Once the heroes enter the orbital factory, they still must locate the villains, free the hostages, and recover the stolen warheads and virus. Most of the hostages, 20 scientists and technicians who were working on the platform when it was captured, have been locked in their quarters. Brain Storm has Controlled four of the scientists who are currently at work in the machine shop, manufacturing special casings that will protect the warheads and virus from being burned up upon entering the Earth's atmosphere.

If the heroes had difficulty piloting the shuttle and have arrived over 15 minutes late, the gravity will be off in the hallways of the factory. For every 15 minutes of tardiness after 30 minutes, one concealed laser weapon [BODY: 4, AV: 4, EV: 4] in one of the hallways is ready to open fire on the heroes. Since these lasers are tripped by motion sensors, they can be anywhere along the way as the heroes move along, just to add some excitement.

The location of the villains is as follows. Ignore villains who have already been captured.

Libra, Blackrock, Dr. Polaris, the Shark, Bolt, and Copperhead are in the Control/Communications Room. Brain Storm is in the machine shop with four Controlled scientists. Shatterfist and Nightfall are standing guard over the hostages in the living quarters.

Libra uses her control of the factory's systems to maximum advantage. She turns off all the elevators and the artificial gravity to slow the heroes down. Fortunately for the Leaguers, there are emergency ladders between all of the decks of the factory. She then follows their progress on the security cameras, directing Copperhead to enter the ventilation system and follow the Leaguers through the air ducts. (A successful Perception Check against an OV/RV of 9/9 allows the heroes to see that Copperhead is following them.) If one of the heroes becomes separated from the main group, Copperhead leaps out and attacks him.

Meanwhile, Libra directs Shatterfist and Nightfall to stay out of sight and attack other heroes who become separated from the main group. Libra also uses the emergency doors to try to separate the heroes, waiting for some to pass through and then

shutting the doors to cut them off from their companions. She then has Blackrock and Bolt (taking Dr. Polaris and the Shark with them) teleport to the isolated heroes' location and attack. If the other heroes break through to aid their isolated companions, the villains teleport back to the Control/Communications Room.

If any of the heroes or villains breach the outer hull during combat, the section decompresses with explosive force. Treat this as the Super Breath Power, with an AV/EV of 20/20, pulling the Characters toward the breach and out into space. The "attack" decreases by 2 APs each phase after the first until all the air is gone. The emergency doors around the section slam shut, isolating it from the rest of the factory. Anyone remaining in the evacuated section may attempt to hold his breath; use the rules for drowning on p. 25 of *The Rules Manual*.

If the heroes reach the machine shop, Brain Storm directs the Controlled technicians to attack them, using the diversion to make his getaway, teleporting to the Control/Communications Room. When the heroes reach the Control/Communications Room, they find Libra awaiting them there, along with any remaining villains. The villains attack as soon as the heroes come in sight. If Brain Storm is still in the machine shop, he teleports to the Control/Communications Room on the second phase of combat. If Copperhead, Shatterfist, and Nightfall are still at large, they arrive at this time as well.

Libra has decided to make her stand here on the orbital factory, fighting until she is victorious or captured. If the heroes capture her, they can Interrogate her to learn about her scheme. Positive RAPs uncover the following cumulative information.

Interrogation of Libra	
RAPs	
1	<i>"Don't you see the sorry state the world is in? Pollution, crime, wars, disease, famine. And all because the planet is divided into a crazy-quilt of nations, all with different laws and customs. It's total chaos; there's no central authority, no order. And our advanced technology has caused us to lose all sense of balance. We've lost touch with nature. The world needs me. I'm the only one who sees, the only one who understands. The only one who can bring order and restore the balance."</i>
2-5	<i>"You think you understand my motives? You think you know me? You know nothing! You don't even know who you've been fighting."</i>

(She pulls off her mask, revealing herself to be a woman.) I am Sonya Malnikov. Once I was a Russian; now I have risen above such petty concerns as nationalism. I am a citizen of the world. I'm the only one who knows, the only one who understands. But would anyone listen to me? A mere woman? No! So I became Libra to gain credibility, to force them to listen. Only by becoming an outlaw could I achieve the power to change the world, to save it from itself."

6+ *"To achieve my ends, I had to have help. The Dominators gave me that help. They showed me the truth. I was captured during the Invasion and taken back to their homeworld. I saw its perfection, its order. Everyone has a place there; everything is balanced. There is no disharmony, no disorder. I realized I had been chosen to bring such order to the Earth. So when the Dominators were looking for an operative to help them in their scheme to test Earth's so-called heroes, the Justice League, I went along with them. They thought they were using me, but the truth is, it was I who was using them. I devised a plan to seize control of the Earth. I stole the warheads and the virus to this end. Once I had achieved my aims, I intended to show the Dominators who was truly using whom. I had earmarked one of those warheads for their secret base."*

If the heroes ask Libra about the Libra clones in Paris, she acts surprised and says she knows nothing about this. It won't take her long, though, to realize that the Dominators have kept things from her. In this case, she reveals the location of the Dominator base. Otherwise, the heroes cannot get this information out of her no matter how hard they try.

The other villains cannot provide any help. They were ignorant of the fact that the Dominators were behind the IGI. However, a successful Perception Check against an OV/RV of 4/4 allows the heroes to notice that the main communications panel is live and broadcasting. A successful Action Check using Detective or Scientist Skill against an OV/RV of 4/4 lets them discover that it is transmitting to a satellite in orbit around the moon. A second successful Action Check shows that the satellite is relaying the signal to a point on the dark side of the moon.

If the Players have not yet played **JLE Encounter Eight**, they should switch roles and do so at this time. Otherwise, proceed with **JLA Encounter Ten**.

Troubleshooting: If the JLA has returned to or remained at the Ferris Proving Grounds without the U.N.'s approval, they must Persuade Dr. Delancey to defy the U.N. and let the heroes take the shuttle. Dr. Delancey is easy to Persuade. (Her Attitude is Friendly, giving a -1 OV/RV Column Shift. She is as eager as anyone to see the villains captured.) Alternately, they may steal the shuttle since it is fueled and waiting on the runway. Security is light, but once the heroes get airborne, they face pursuit by Ferris' chase jets, the pilots of which order them to return to the Proving Grounds or be fired upon.

The "bugs" in the shuttle should create tension and drama, not prevent the heroes from reaching the orbital factory. Thus, if it looks like the bugs are going to slow them down too much, have the problems clear up with a single Action Check using Gadgetry or Scientist Skill against an OV/RV of 6/6, allowing the heroes to arrive at the orbital factory in the nick of time, just as Libra's deadline is about to expire.

If the JLA followed the IGI to the orbital factory directly from **JLA Encounter Seven**, the heroes reach the satellite only moments after the villains, who have not yet had a chance to consolidate their hold on the factory. Blackrock and Brain Storm are in the Control/Communications Room with the hostage technicians. If the rest of the IGI arrived in the stolen Ferris shuttle, they are still in their vehicle, along with the warheads and virus. If they arrived via Teleportation, they are in the main stores area, along with the warheads and virus.

If the villains defeat the heroes, Libra holds them prisoner, attempting to convert them to her cause. She explains that the Earth must be saved from its current chaotic state and it is her responsibility to restore order and balance to the planet. She goes on to explain that if the heroes do not join her, they are a threat to the planet and must be eliminated. She orders her fellow IGI members to dump the Leaguers out the airlock into space. Allow the heroes a chance to escape and have a rematch with the villains. Alternately, the JLE may come to the JLA's rescue after dealing with the meteor swarm in **JLE Encounter Eight**.

As a third option, the Conglomerate could miraculously recover from the effects of the virus (perhaps by having S.T.A.R. Labs devise radio headsets that broadcast a frequency to jam the virus resonant frequency, thus neutralizing its effects). The Players could then assume the roles of the Conglomerate and come to the rescue of their



captured comrades in another European Space Agency shuttle.

If the Leaguers don't discover that Libra is beaming transmissions to the moon, they will be stuck, since they won't be able to locate the secret Dominator base. You can dock them a few Hero Points from their Standard Award and allow them to discover the transmissions. Alternately, if the JLE discovered the transmitter in the midst of the meteor shower in **JLE Encounter Eight**, they can radio the JLA and clue them in.

JLA Encounter Ten— A Lantern in the Darkness

Set-up: Arriving at the coordinates, the JLA sees a back entrance to the base. This entrance leads through a security area and then the detention area. There they come face to face with Dominator forces, which include some Libra Clones and the Shaggy Man, who is directly in front of Hal's cell. After they defeat the Shaggy Man and rescue Hal, they go on to find their fellows in the JLE, who find the cure for the virus and expose the Dominators' plans.

Players' Information: *The moon hangs below you, its crater-pocked surface reminding you of moldy, dried-up Swiss cheese. Only, this cheese isn't green like the old stories say; it's gray, and infested with worms: the Dominators.*

Certainly the aliens couldn't have picked a more isolated location for their secret base. From here, the Earth is not even visible, its very existence lying concealed behind the bulk of the moon. The only light comes from the faint glow of myriad distant stars. An overwhelming wave of loneliness washes over you. You understand why they call this the dark side of the moon.

GM's Information: While the transmissions they picked up have led the Leaguers to the general area of the Dominator base, the heroes must still pinpoint the site before they can go in. They find the open back entrance to the underground base. The base's

specific location is not immediately obvious, as it lies concealed 20 feet beneath the floor of a crater.

A successful Action Check using the Shuttle's Super Hearing against an OV/RV of 8/8 detects faint radio signals from this crater. Closer investigation, and a successful Perception Check against an OV/RV of 8/8, locates a landing field on the crater floor. This landing field has a direct back entrance to the Dominator Base that they locate with a Perception Check against an OV/RV of 8/8.

Other Powers that could locate the Dominator base include: Detect (to pick up faint traces of radiation from the crater floor), Life Sense (to detect several life forms 50-60 feet below the moon's surface), Telescopic Vision (along with a Perception Check to detect the disguised transmitter),

Thermal Vision (to detect that one area of the crater floor is slightly warmer than the surrounding soil), or X-Ray Vision (to see through the soil of the crater floor to detect the Dominator base). Action Checks using such powers to locate the base are against an OV/RV of 8/8.

Refer to the GM's map of the Dominator Base on Page 93. The back entrance to the base is unguarded on the outside, and the large bay door is open. An escape vessel sits just outside of it. If the Characters enter the bay, they must dodge or confront four Dominators with Blasters [Disintegration: 6] that guard the area. A Perception Check against a 4/4 allows the Characters to see an exit at the far end of the bay. As the heroes move to the door, the Dominators make one Perception Check against the highest DEX amongst the heroes in an attempt to spot the Leaguers. If the Dominators succeed in this attempt, play out the fight. In the battle, the Dominators try to force the heroes to enter the corridor on the far end of the bay, where they have reinforcements. When the heroes go through the exit, read the following paragraph.

You stand on the brink of a rampway that curves downward into darkness. You feel anticipation. The possibilities of what lies in the darkness confound you. The cool and thick air sticks to your skin as you step forward.

The heroes stand at the entrance to a rampway that leads to the Security and Detention Area on the Fifth Level. In the hallway, an electric eye triggers a concealed laser [BODY: 4, AV: 4, EV: 4], which fires at the first Character to trip the alarm, then the others that follow.

After the heroes pass the laser defense, they emerge onto the Fifth Level, immediately coming

under fire from six Dominators, each equipped with a Blaster. There are also two figures in black jumpsuits and masks, with the insignia of a set of scales in blue across the face of the masks and on the left breast of the jumpsuits. These are members of the Libra Corps.

Libra Corps

DEX: 8	STR: 5	BODY: 6
INT: 8(1)	WILL: 7(1)	MIND: 6 (1)
INFL: 4(1)	AURA: 4(1)	SPIRIT: 3 (1)
INITIATIVE: 20(10) HERO POINTS: 45(0)		

•**Powers:** Adaptation: 40, Neutralize: 10

•**Equipment:**

Ear Plug [Personality Transfer: 25]

Bonuses: The Dominators have transferred their personalities into the Libra clones. The APs of Personality Transfer represent the range at which the Dominators can still possess the clones. The Dominators may use the Libra clones' Mental Powers of Adaptation and Neutralize.

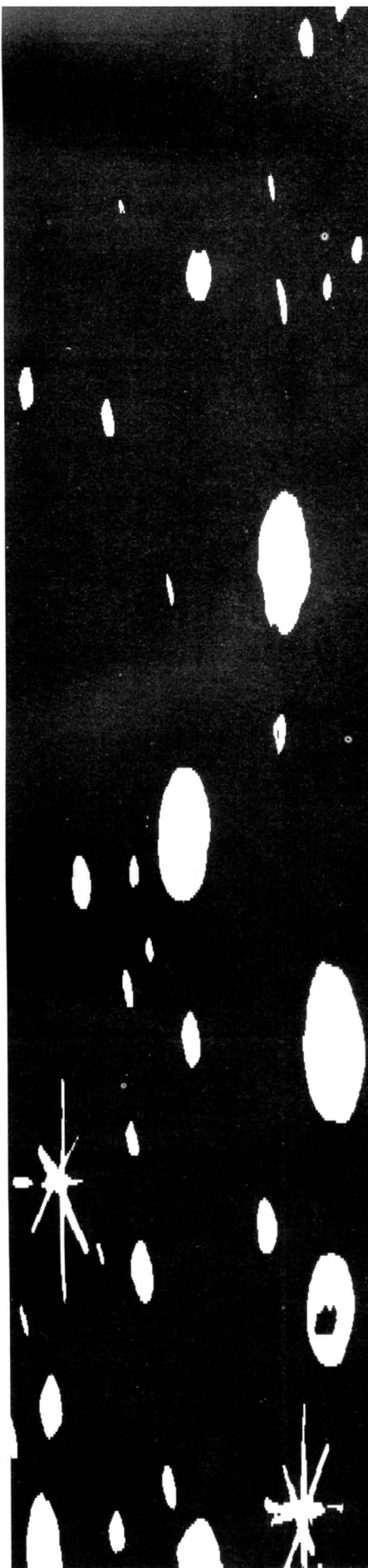
Limitations: The possessing Dominators' bodies do not disappear, but merely fall into a trance-like state. The Attributes in parentheses represent the Libra Corps' Attributes when not being possessed by the Dominators. The Ear Plugs are receivers only, they do not work without the projectors in the Control Couches in the Dominator base.

The Libra Corps consists of clones of Libra. Some have been genetically altered so that they are male. The others are female. When not possessed by the Dominators, the Libra clones are mental vegetables; they are incapable even of feeding themselves. When not being possessed, the clones are kept in the clone tanks, which provide nourishment for them. Otherwise, the clones would starve to death.

This security force tries to trap the heroes by driving them toward an area where they can be captured by an energy field. Each Libra tries to Adapt and Neutralize the powers of one or two of the Leaguers. If the Leaguers Take Away the Libra Clones' Ear Plugs, the Personality Transfer is broken: the clone drops unconscious and the possessing Dominator awakens in his own body (on the Fourth Level). The Personality Transfer is also broken if the clones are knocked unconscious, but the Dominators can spend their Hero Points to prevent this from happening.

After three rounds, the heroes are driven into an area where an energy field will capture them. The heroes pass the trigger to the the energy field and activate the field [Force Field: 20]. After the heroes are trapped, the Dominators and Libras receive a transmission on the communicators (in a language that the heroes cannot understand) and they run off to some other emergency, leaving the heroes alone. A Gadgetry or Scientist Roll against an OV/RV of 7/7 is required to hotwire the device and allow the field to drop. A Perception Roll against a 5/5 allows the Characters to see the controls on the outside of the barrier. Maxima should be able to deactivate the system with her Telekinesis, but she must make a roll with her INT/WILL against a 7/7 to see if she can figure out how to do so. Someone with the Gadgetry or Science Skill should attempt the roll against 7/7 to figure it out, if she cannot. If the heroes cannot get out of the Force Field, see **Troubleshooting**.

If the heroes overcome the Dominators, they may Interrogate them, but the Dominators are Opposed to giving information, adding +5 OV/RV Column Shifts. If successful, the heroes learn the details of the Dominators' schemes, uncovering the information contained in the **GM's Background** section on p. 6. The heroes cannot



Interrogate the Libras, however, because the Dominators controlling them would automatically cease their Personality Transfer. The Libras would then return to their vegetable state.

In either case (if they capture the Dominators or get caught in the Force Field and escape), the Players hear a soft moaning coming from the detention block hallway. If questioned, the Dominators release no information, unless the Players beat the +5 Column Shift. If they do, the Dominators tell them that the Green Lantern they captured is down the hall.

If the heroes capture the Dominators, they must keep them subdued because the Dominators wait for a chance to attack the heroes when their back is turned. During combat, they automatically enter Killing Combat against the heroes. Since the Dominators are unarmed and their hand-to-hand combat is not that impressive, the heroes should be able to handle them with no trouble.

If the heroes follow the sound of the moans, they come face to face with the Shaggy Man, who is guarding Hal's cell. The Shaggy Man's tactics are simple: he enters Killing Combat and attempts to destroy the heroes one by one. The heroes may simply bash the Shaggy Man unconscious, but this is not a particularly effective tactic because he can regenerate and also can learn to resist their attacks. It is possible to knock him out at least temporarily, however, giving the heroes some time to think of something.

A more effective strategy would be to out-think the android. Maxima can hold him Telekinetically and push him into the Force Field or into a cell. The heroes could also knock him out and throw him into one of the cells or trick him into entering one. The walls of the cells have a BODY of 30. Give the Players a hint that the cells are strong enough to hold the Shaggy Man by telling them that the walls seem to be taking a lot of abuse from the android without suffering any damage. The

Shaggy Man ignores any Characters who are knocked unconscious, giving them a chance to recover and return to the fight.

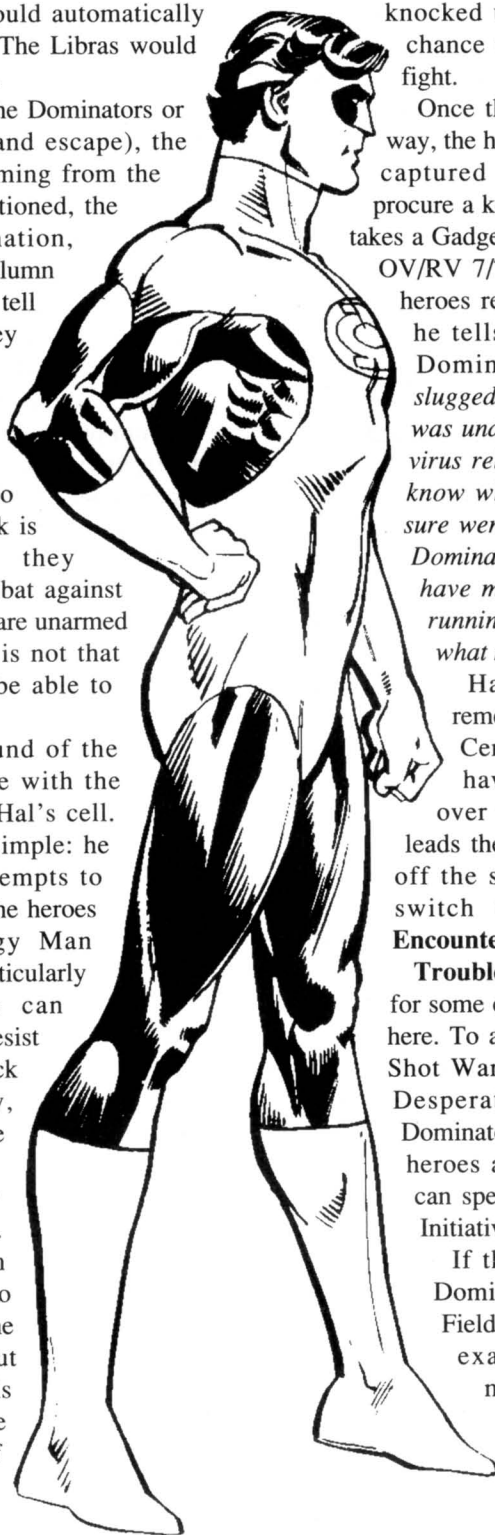
Once the Shaggy Man is out of the way, the heroes must release Hal. If they captured the Dominators, they can procure a key from one of them. If not, it takes a Gadgetry or Scientist roll against an OV/RV 7/7 to open the door. After the heroes retrieve Hal, he is groggy, but he tells what he knows about the Dominators' plans. *"Superman slugged me, then brought me here. He was under the control of some sort of virus released by the meteors. I don't know where he is right now, but he sure went nuts. I don't know what the Dominators are up to, but I know they have my Power Ring. They've been running tests on me and on it to see what makes me a Green Lantern!"*

Hal then tells them that he remembers the way to the Control Center because the Dominators have been dragging him there over the past couple days. As he leads them to the Control Center, cut off the scene and have the Players switch Characters to play **JLE Encounter Nine**.

Troubleshooting: It is quite possible for some or all of the heroes to be killed here. To avoid this, remember the One-Shot Warning Rule and the rules for Desperation Recovery. Before the Dominators fire their Blasters, give the heroes a One-Shot Warning so they can spend Hero Points on defense or Initiative.

If the heroes fail to escape the Dominators' Force Field, have the Field flicker and drop. Anyone who examines the equipment and makes a Scientist or Gadgetry Roll against an OV/RV of a 6/6 finds that the Power Plant is refocusing power for lasers (to combat the JLE in **JLE Encounter**

Nine, which is happening at the same time), and this has caused a burnout.



JUSTICE LEAGUE EUROPE'S ADVENTURE

JLE PART ONE— PLAGUE OF MADNESS

Note to the GM: Before playing this section, play **JLA Part One—Too Many Troubles**, with the Players taking on the roles of the JLA. Then have the Players switch roles to play the JLE in the following three Encounters. If you are using the Two GM/Two Team option, one GM and team should start with the following three Encounters, while the other GM and team start with **JLA Part One—Too Many Troubles**.

JLE Encounter One— We Interrupt This Broadcast. . .

Set-up: As the Adventure begins for the JLE, the team members are gathered for a meeting with their leader, Catherine Cobert. She informs them that they are to receive an important visitor, a diplomat whose country is considering opening a Justice League embassy. The team members also notice during this meeting that their leader, Green Lantern Hal Jordan, is missing.

Then, in the middle of the Leaguers' preparations to receive their visitor, Sue Dibny brings an interesting news item to their attention. A reporter, broadcasting live from the small Austrian town of Mayrhofen, the scene of some strange goings-on, suddenly flips out on the air and attacks her cameraman. Moments later, the camera goes dead. The JLE must now decide whether to stay and make their guest feel welcome or leave for Mayrhofen and risk offending him.

Players' Information: *You are gathered in the embassy's conference room, where Catherine Cobert has asked you to meet her for an urgent meeting. You are just starting to fidget with impatience when Catherine breezes into the room, carrying a handful of papers, and takes a seat at the head of the table. She is dressed to the nines, in an elegant peach silk blouse and tailored gray linen suit; something big must be up.*

She looks around the table, making eye contact with each of you in turn. Then, nodding her head in apparent satisfaction at what she has seen, she speaks. "I suppose you are all wondering why I've asked you here today." She flashes a quick smile. "I've always wanted to say that."

Serious once more, she glances down at the papers in front of her and then adds, "I've just received word that we are to have an important visitor today. Prince—" she pauses to read the name— "Shoaib

Khan of Sharistan. His government is thinking of opening an embassy and is sending him along as an ambassador of good will to visit us here and observe how we operate. I've been told he'll be here within the hour."

GM's Information: Give the Players a moment to react. If anyone asks about Sharistan, Catherine says that it is a tiny country between Pakistan and the Indian province of Kashmir, also bordering on China. *"Since the neighboring countries have embassies," she adds, "apparently King Adhami thinks he should have one, too. He seems to believe it's a matter of national pride, that having a JLI embassy will put Sharistan on the map."*

If anyone asks why she didn't tell them about the visit sooner, she replies that she just learned of it herself. *"Apparently, U.N. security is playing this visit very close to the chest."*

Calling the meeting to a close, Catherine says: *"OK, people, we've got a lot of work to do and not much time to do it in. I've got to go meet the ambassador at the airport. When I get back, I want this embassy spotless, even down to the cat's litter box, Kara. And when the Prince gets here, I want everyone on his best behavior—got that, Wally? I don't want to hear any wisecracks or griping. This is a very important visit, and I want everything to go smoothly."*

She looks around the table one last time. "Bien," she says with a quick nod of the head. "Let's get moving." So saying, she rises to leave.

If any Leaguers volunteer to go with her, Catherine tells them that she really needs them to stay behind and clean up. If the heroes persist, have Catherine give them a direct order to stay: under no circumstances should any Characters leave the embassy. If need be, encourage the other Leaguers to bring pressure to bear on their wayward teammates.

The opening of this Encounter should break the ice and give the Players a chance to get comfortable with their roles. Let the Players decide how to get ready—who's going to take out the trash, clean the cat box, make the beds, fluff the sofa cushions, and so forth. Encourage them to role-play the situation, perhaps discussing the impending visit by Prince Shoaib (which has nothing to do with the rest of the Adventure) or griping about housekeeping duties (such as removing the cat hair from every surface).

Finally, when the Players have exhausted the possibilities inherent in the situation, read the following paragraph.



Just as you are disposing of the last of the cat toys scattered around the embassy, you are interrupted by Sue Dibny's excited call from the monitor room. "Hey, guys! Get in here, you've got to see this!"

When the team has assembled in the monitor room, Sue continues.

"I was watching the news," Sue says, "when something very weird popped up. I managed to get it on tape. Here, let me play it back for you."

Gazing at the monitor screen, you see the Conglomerate standing in front of a new building, smiling and waving at a large crowd. The sign on the building says Stagg Industries. Claire Montgomery and Simon Stagg bend to cut a ribbon strung across the doorway to the building. As they do so, a reporter asks Reverb, "Tell me, Mr. Reverb, is this your first visit to London?"

"Oops," Sue says. "Wrong part." She fast-forwards, and then, as the tape slows to normal speed once more, you see a handsome female newscaster standing in the middle of a narrow tree-lined lane, with tall, quaint-looking houses on either side. In the background, snow-capped mountains, their steep slopes covered with trees and strung with cable cars and chairlifts, rise sharply behind the multi-story chalets.

"This is Tina Trescott of BBC-1, reporting to you live from the resort village of Mayrhofen, high in the Tyrolean Alps of Austria. Ordinarily, this small village excites interest only during the ski season. . . ." Swaying, she moves hesitantly to the left. The camera follows her, jerking a bit as if unsure of what to film. "And . . . and then lapses back into sleepy tranquility for the rest of the year. But today. . . . She stops and brushes at something—you can't see what—just off-screen.

"Today, Mayrhofen's residents and visitors have drawn—" again Trescott appears to push at something you can't see—"drawn the attention of the world with their strange, even mad-mad-maddened behavior." A large hand reaches in and grabs at her mike. She struggles to get it back, but her hand slips and the microphone is yanked away.

Seconds later, a bearish-looking man steps on-camera and drops the mike to the ground. Wrapping his arms around Trescott, he plants a big, wet kiss on

the startled reporter's lips. The camera wobbles for a moment before tightening into close-up on the twosome. Other hands reach in from off-screen, patting and pulling her hair, waving, or making rabbit ears behind her head. The camera pulls back once more to show the street filled with Austrian townspeople, who jabber and caper about like monkeys, their faces contorted into terrible grimaces, their eyes crossed and tongues wiggling like worms.

Have the Players make Perception Checks against an OV/RV of 6/6 (the task is Strenuous, because the heroes are focused on the monitor). Tell any Leaguers who receive positive RAPs that they think they hear a door close downstairs. If the heroes go to investigate, they run into Catherine Cobert and her guest (see below). In any case, read the following

paragraphs to the heroes who remain behind.

The bearish man finally releases Trescott, who looks confused and unsure of where she is. Then she seems to become aware of the camera once more. Looking straight into the screen, she screams: "Why are you pointing that thing at

me? Get that camera out of my face!" She charges the camera, her face distorting and going out of focus as she grows nearer. Her outstretched hand covers the screen, the camera jerks and tilts up to show the sky, and then the picture dissolves in static.

A test pattern appears a moment later, with the legend 'Pardon Our Technical Difficulties.' Finally, a rather worried-looking newsman appears from the London studios. "We regret the delay, but we appear to have lost the signal from our remote unit. We go now to our sports news for the latest soccer scores. . . ."

Let the Players talk about what they have just seen and discuss what to do. Some may want to rush right out to investigate the situation. Cooler heads probably suggest trying to learn more about the situation before acting. Wait until the argument reaches a high point, and then tell the Players that they hear a voice from the other room.

"Hello, hello? Where is everybody?" You recognize Catherine Cobert's voice. She enters the room a



moment later, apparently in an irritated mood. Behind her is a short, round man wearing a dark Nehru jacket (a tight jacket reaching to the knees) of some rich material, a *topi* (a small embroidered cap), and baggy white pants that narrow down tightly at the ankles. “Why didn’t you people come out to meet us?” There is more than a hint of anger in her voice. “Prince Shoaib Khan, here, has journeyed a long way simply to offer us assistance.”

The Prince steps forward and bows deeply. “It is no matter. I am most pleased to be meeting the eminent Justice League.”

Allow the Players to answer Catherine’s question, explain the situation, and introduce themselves to the Prince. Play Shoaib Khan as a cross between awed and arrogant. His stats are all 2 APs, and he has no particular Skills. (He is a relative of the King and gained his position only because of that fact.) He is somewhat in awe of the superheroes, but he also fears they will think less of him unless he acts royally imperious.

Once Catherine has been brought up to date, there may be further discussion about what to do. If the Players decide to investigate, Catherine says that she can show the Prince around the embassy and handle the preliminary talks, to which the Prince readily agrees. Play should proceed with **JLE Encounter Two**.

If the Players want to learn more about Mayrhofen, have them make Action Checks using their INT/WILL (or Scientist Skill, at their option) against an OV/RV of 2/2. Positive RAPs dig up the following information from the embassy’s computer: Mayrhofen is a small town in the Tyrolean Alps of Austria, near Innsbruck. It derives most of its income during ski season from tourists and skiers. In the off-season (as it is now), the town empties out except for the locals, students, and a very few tourists.

If the Players continue to monitor the news reports to learn more of the developing situation in Mayrhofen, they learn little more other than that the town has been placed under quarantine, with the Austrian army throwing up a cordon around the town and the Red Cross aiding in relief efforts.

If the Players ignore the situation in Mayrhofen to visit with Sharistan’s ambassador, Shoaib Khan tells them that he is most flattered, but that it hardly seems heroic to ignore such a great mystery. Catherine suggests that she can handle the preliminary talks. Proceed with **JLE Encounter Two**. If the Players

absolutely insist on staying to show the Prince around the embassy, see **Troubleshooting**.

On the other hand, the Players may decide to just brush past Catherine and the Prince and rush off without any explanation. In this case, they leave behind an angry Catherine and a puzzled Prince. The last thing they hear as they go out the door is the Prince asking Catherine, “*They seemed to be in quite a hurry to depart. Was it something I have said?*”

Troubleshooting: If the Players do nothing about the situation in Mayrhofen, follow up the first broadcast with short reports from other stations, indicating that the Austrian army has been called in and that Red Cross units are aiding in relief efforts.

If the Leaguers absolutely insist on staying with the Prince, have them show him around the embassy. He nods vigorously at everything, but he asks questions that indicate that he doesn’t really understand what he is seeing or what it is that the Leaguers do. Many of his remarks are prefaced by, “*Of course, in my country, . . .*” For instance, after seeing the transporters, he says: “*Of course, in my country, we do not feel a need for such things. We are content to travel as Allah intended us to, without being sprayed all over the heavens.*” You can also have some fun with the tour by having everything go wrong. For example, you could have Kara’s cat shred the Prince’s pants leg. Or, if the Prince enters the lounge, have the security system zap him. Someone could then examine the system and find a large hunk of cat hair lodged between two of the contact points.

Finally, the Prince says: “*Well, this has been most interesting, but now I have much to discuss with your leader. I am sure you have other, more important tasks to attend to now.*” Then proceed with **JLE Encounter Two**.

JLE Encounter Two— A Town Called Quarantine

Set-up: Arriving at the scene of the broadcast, the JLE finds the town of Mayrhofen under quarantine, with the Austrian military cordoning off the town. The heroes soon learn the townspeople have gone insane and run amok.

Players’ Information: *The town of Mayrhofen lies in a valley high in the Tyrolean Alps of western Austria, near Innsbruck. It is normally a picturesque town, surrounded by farms and meadows, its narrow lanes lined with quaint old buildings and chalets. Mountains rise up behind the town, their slopes*

dotted with chair lifts and covered with ski runs, threading their way through the dense woods. At present, this being the off-season, snow is sparse except in the highest reaches.

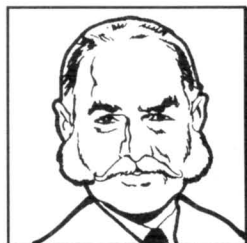
Today, however, the scene is far from picturesque. Barricades block all roads leading into the town, manned by soldiers of the Austrian National Army. Other soldiers stand in the fields surrounding the town.

Traffic has come to a standstill. Soldiers are turning back cars at the roadblocks or routing them around the town. Vans and trucks, bearing the logos of various news and government agencies, line the roadsides just outside the barricades. Reporters and cameramen clamor to get in, but nervous-looking young soldiers hold them at bay outside the barricades.

You spot a mobile command post, the center of frenzied activity, just inside one of the roadblocks. Jeeps, trucks, and even a few tanks surround the command post. You also recognize several vehicles bearing the emblem of the International Red Cross parked near a large tent. A number of civilians, weeping women and worried men, wait in a holding area off to one side.

GM's Information: The logical thing for the Players to do is to have their Characters approach the command post and speak to General Klaus Weinbrot to learn about the current situation. However, if the Leaguers insist on bypassing the cordon and heading straight into town, they may simply fly over the blockade (in which case, proceed directly to **JLE Encounter Three**). Alternately, they may try to sneak through on foot, talk their way through, or fight their way through. The following paragraphs handle these possibilities in more detail. If the heroes successfully bypass the blockade, proceed to **JLE Encounter Three**.

General Klaus Weinbrot



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

- Skills:** Military Science: 6, Vehicles: 3, Weaponry: 6
- Advantages:** Connections: Austrian Army (High); Iron Will; Leadership

Soldiers

DEX: 2 STR: 2 BODY: 3
INT: 2 WILL: 2 MIND: 2
INFL: 2 AURA: 2 SPIRIT: 2
INITIATIVE: 6 HERO POINTS: 0

•**Skills:** Military Science: 3, Vehicles: 2, Weaponry: 3

•**Equipment:**

Automatic Rifle [BODY: 4, AV: 4, EV: 6, Ammo: 8, R#: 2]

The soldiers' rifles are loaded with rubber bullets.

Thus, consider rifle fire to be Bashing Combat.

Gas Mask [BODY: 2, Sealed Systems: 8, R#: 2]

Limitation: The Gas Mask is effective only against airborne gases, including tear gas. Add the APs of Sealed Systems to the Character's Resistance Value against any poison gas attacks. For game purposes, treat the Dominator virus as a poison gas.

The JLE finds the commanding officer, General Klaus Weinbrot, standing outside the command post amidst a crowd of officers, their uniforms dripping with brass, braid, and ribbons. As the heroes approach, the General is standing, arms clasped behind his ramrod-straight back, barking out orders in German. One of the officers salutes, wheels about, and walks away.

General Weinbrot is not altogether happy to see the JLE, as they represent a potential conflict with his orders to maintain control of the situation. He cannot order the JLE around, yet he is the one held responsible if anything goes wrong, and he knows it. He is a good man, both honorable and competent, but just a little too by the book. His Attitude toward the JLE is initially Suspicious (+1 OV/RV Column Shift), but changes to Hostile (+3 OV/RV Column Shifts) if the JLE opposes him in any way. Since he doesn't really want to deal with the Leaguers, he normally tries to ignore them.

If the heroes attempt to question the General about the situation in Mayrhofen, he answers: "*Ich spreche kein Englisch.*" (I don't speak English.) This is a lie, of course—he speaks fluent English. This is just a ploy to get rid of the meddling heroes. If the Leaguers do not leave, he adds: "*Gehen Sie weg. Ich habe kein zeit.*" (Go away. I don't have any time.) He turns his back, apparently dismissing you, and starts to talk with another officer.

If the Leaguers persist in questioning the General, he finally sighs and turns to face them once more. Summoning a translator, he persists in maintaining the fiction that he doesn't speak English.

Once the translator arrives, he carries on a running translation of the General's statements. *"The General says you will not attempt to enter Mayrhofen. It is too dangerous. There is a disease; it has affected everyone in the town. They are verruckt. You know—crazy—mad! We don't know what caused it, but it seems to be contagious. We sent a team in to investigate when we arrived here two hours ago, and no one has come back. We didn't know about the disease then."*

"It is terrible! We do not know how much farther it might spread. We must contain it. We have orders to . . . how do you say? . . . quarantine the town. No one is to go in or out. You understand? No one is to enter, not even you. The General says it is dangerous enough to have a town full of madmen, but how much worse it would be to have a lot of mad superheroes running around."

If questioned further, General Weinbrot says—through his translator—that they know little more. As near as they can tell, the madness started last night and spread rapidly through the small town. It wasn't discovered until earlier today. They don't know what caused it. They have captured a few victims and are studying them, but so far they have learned only that

the contagion seems to be airborne. Environmental suits and gas masks seem to be effective means of resisting it. They are preparing to send in another investigative team, outfitted with full environmental suits. The team should be ready to go within the 15 minutes or so.

If the heroes ask how they can be of help, General's translator responds: *"We have the situation under control. We do not need your help right now. If you want, you may wait around, but I—that is, General has no more time for you now. He must see to the final arrangements for sending another investigative team into the town. Good day."* The General then turns to attend to his other business.

The heroes now have several choices. They may wait around, keeping their eyes and ears open, and perhaps questioning others who may have information. They may return to their London embassy, trusting that the General has the situation well in hand. Or, they may disobey his orders and head into town to scope out the situation.

If the Players decide to have their Characters head back to London, have the Players switch roles and play **JLA Part Two—Shuttle Diplomacy This Ain't**. Then play should proceed with **JLE Encounter Four**.

If the JLE tries to Persuade the General to let them enter the town, have the Players elect a spokesman to make the Persuasion attempt, against an OV/RV of 3/3, with +3 OV/RV Column Shift for his Hostile Attitude. If the attempt succeeds, the General reluctantly agrees to let the heroes accompany the investigative team into town. He insists in outfitting the heroes in full environmental suits [BODY: 4, Sealed Systems: 12, R#: 2] or, if the heroes refuse the suits, in gas masks [BODY: 2, Sealed Systems: 8, R#: 2]. If the Persuasion attempt fails, the General orders the heroes to stand aside and stay out of his way. If they persist in bothering him, he orders a dozen soldiers to detain them. If the situation escalates into combat, see **Troubleshooting**. If the Leaguers try to Intimidate the General, the OV/RV of the attempt is 5/5. If the attempt succeeds, the General agrees to let the heroes enter the town. He remains Intimidated for a length of time equal to the RAPs received on the attempt minus



the General's SPIRIT of 3. If the heroes have not passed the cordon by then, he changes his mind and orders them detained. If the attempt fails, he calls out a dozen soldiers to detain the heroes. If the situation escalates into combat, see **Troubleshooting**.

If the heroes announce that they are going in despite the General's orders, he signals his troops to lock and load. *"Es ist Verboten!"* the General yells. *His translator stumbles over his words in his hurry to translate. "It is forbidden, you must not go in there."* If the Leaguers back off, they are allowed to stay. If the situation escalates into combat, see **Troubleshooting**.

If the JLE tries to enter the town against the General's orders, they meet resistance. At any point where they try to cross the cordon, they encounter a dozen soldiers who have orders to prevent anyone from crossing. The soldiers attempt to restrain the JLE, escorting them back to the General. The Players must either sneak past using Stealth or concealing powers such as Invisibility, talk their way past using Persuasion or Intimidation, or fight their way past. Alternately, the Leaguers may elect to fly past; the soldiers open fire if they spot the Characters, but their gunfire is likely to be ineffective, especially if the heroes' altitude is out of range. If it comes to combat, see **Troubleshooting**.

If the JLE decides to look around or question the people near the barricades, have each hero make a Perception Check against an OV/RV of 4/4. A single successful roll lets one of the Leaguers notice a small group of older Austrian women standing one side of the road, weeping loudly. One woman seems to be beseeching a young soldier, who is shaking his head. A second successful roll lets another Leaguer notice a technician fiddling with some VCR equipment while a soldier and a reporter quarrel in front of him. A third successful roll lets yet another Leaguer notice that the investigative team, four men dressed in environmental suits, are closing metal cases, lifting them up on their shoulders, and heading for the barriers and the town that lies beyond. And a fourth successful roll allows a fourth Leaguer notice two soldiers in gas masks dragging an unconscious man into the Red Cross tent.

If the heroes approach the group of old ladies, they hear one of the women begging a young soldier: *"Please, you must to me be listening."* The soldier shakes his head and answers, *"I am sorry, gnädige Frau, I cannot let you pass."* If the Leaguers question the soldier, he says that the woman wants to enter the town to look for her nephew, but he has

orders not to let anyone pass.

If the heroes question the woman, they will find her quite distraught. *"You must help mein nephew," the old woman says in halting English, "mein Willi. Und his Gerta. He has me yesterday night called. I was outside, der shooting stars watching. He has me told that his house has been bombed, hit mit something und then he said der mountains haff red suspenders uber the ice-cream suit. Then he gone ist. The phone ist open, but no Willi. Es keinen Sinn geben, it no sense ist. I have fear for Willi, for his poor Gerta."* She bows her head and begins to sob once more. No matter how much the Leaguers question or cajole the old woman, they cannot get any more information from her.

If the JLE approaches the media technician, they see that he is running several videotapes simultaneously. A successful Perception Check against an OV/RV of 4/4 lets the heroes see that one of the films is an aerial view of a village (taken from a helicopter).

As the kneeling technician plays his tapes, the Austrian Captain and the newsman quarrel above him. The Captain yells, *"Wir muss das haben. Geben Sie mir!"* (*"We must have it. Give it to me."*) The media type is yelling back just as loudly in English, *pounding a finger into the uniformed chest: "I don't care what you want, they're our tapes. We figured out how to get the aerial shots, not you guys! This is ratings-grabbing stuff, and I'm putting it on the air, not giving it to a bunch of brassbound uniforms!"*

If the heroes interrupt, the Captain explains that the reporters have film of the town, film that he must have because it could provide vital information. The newsman says Captain is trying to seize the film and suppress the Freedom of the Press (not remembering, of course, that this is not the United States). If the Leaguers ask to view the film, a successful Persuasion attempt against an OV/RV of 3/3 persuades the reporter to let them see his tapes.

When the Characters view the tapes, read the following to the Players.

There is chaos on the screen. People are running around, dancing, doing cartwheels and throwing things. The streets of the town are filled with dancing and capering nut-cases. Graffiti covers the buildings, windows have been shattered, and the fountains are overflowing with soap bubbles. Groups break off and hide, or stop and wave at the camera as it passes over. Some sit in the middle of the street, oblivious to everything, even to the people who run past and over them. As the tape rolls, you notice

something strange—besides the loonies in the streets, that is. Near the stream running through the town stands a house with the roof almost completely caved in. A pair of small craters are punched into the front garden and street before the house. In the stream is a scorched and blackened boulder. The rest of the tape just shows more street scenes.

The other tape is shot from ground level and shows skipping feet and tripping bodies. Then the camera swings up, and the scene wheels wildly, showing now the sky, now grimacing faces or buildings, now crowds dancing and throwing things. The ground suddenly fills the screen and the scene suddenly goes black.

If the Leaguers contact Sue back at the embassy and ask her to find out if there has been any recent meteor activity or if they question one of the reporters on the scene, they learn that there have been small meteor showers over the last few days. There have been no reports of impacts, however.

A pair of guards in gas masks block the heroes' approach the Red Cross tent. *"I am s-sorry, sirs—and ladies," one of the soldiers stammers nervously, his voice echoing hollowly as it emerges from his mask, "but you may not enter here. It is ein Sperrgebiet—a restricted area. It is too dangerous."*

The JLE can easily Persuade the awe-struck soldiers to let them pass; all it takes is a successful Persuasion attempt against an OV/RV of 2/2, with a -2 OV/RV Column Shift due to their Awestruck Attitudes. However, the heroes are not home free yet. As they reach the tent, they meet a doctor in an environmental suit at the entrance.

The doctor pulls off his gas mask and gloves, unzips the suit, pulls a cigarette from an inside pocket and lights up. Noticing the Leaguers, he says, "You're not supposed to be here." If the heroes explain that the soldiers let them through, the doctor looks over at them and says, "Well, I can't say that I blame them. I wouldn't want to try to stop you, either."

If the Leaguers ask what is in the tent, the doctor answers: *"We've managed to capture a few of the victims of the madness. We've got them under sedation and are studying them to learn what we can. So far, that's not a lot, but we have gotten some useful information."* If the heroes ask what he has learned, he says, *"Well, we've discovered a virus in the bloodstreams of all the victims. It's like nothing we've ever seen before. We don't know where it came from or just how it works, although it seems to be spread by an airborne vector. The funny thing is, we've just discovered that the virus has gone dormant—I mean, it's still affecting the victims, but it doesn't seem to be contagious anymore."*

A successful Persuasion roll against an OV/RV of 2/2 Persuades the doctor to let the heroes enter the tent. *"It should be safe enough. Here, wear these gas masks, though, just in case."* He hands each of the Justice Leaguers a gas mask.

Inside the tent, the JLE finds three other doctors, all in environmental suits, along with six loonies strapped to cots. One of the doctors is bent over a microscope, one is drawing a blood sample from one of the loonies, while a third is trying to take one of the victims' temperature, while the madman struggles to spit out the thermometer. One of the victims stares blankly at the roof of the tent, while the others weep, mutter or giggle uncontrollably. If the Leaguers are not wearing environmental suits or gas masks (if they have entered by Stealth, for example), they do not catch the virus; the victims have had it long enough for it to be non-contagious (see the section on **The Dominator Virus** p. 8.)

If the Leaguers question the victims, they gain little useful information, other than a few rambling comments, such as: *"The sky is falling", "Do you hear the voices?" , "Are you with the Men in Black?" "Whoosh, boom! Ha ha ha ha!"* No matter how much the heroes question the loonies, they get no more information.

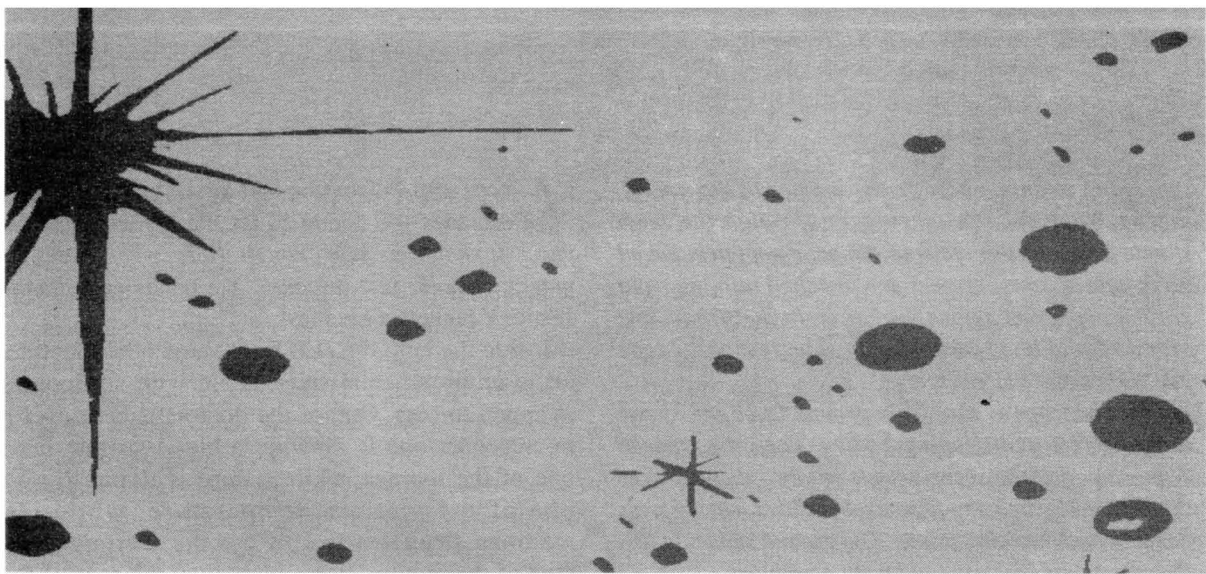
If the heroes attempt to catch up with the investigative team, soldiers turn them back at the barricades unless they have already Persuaded General Weinbrot to let them go along. If they have Persuaded the General, the Leaguers receive environmental suits or gas masks and follow the four investigators.

Encourage the heroes to enter the town to investigate further. When the heroes do enter Mayrhofen, proceed with **JLE Encounter Three**.

Troubleshooting: If the Leaguers get into a confrontation with any of the soldiers, remind them that it would not be wise to get into a fight with the Austrian Army—it certainly wouldn't be good for their reputations and could grow into a full-scale international incident. Besides, there are a lot of innocent bystanders who could get hurt. Suggest that perhaps the Characters can find a better way to get their way, perhaps through Stealth or Character Interaction. Or perhaps they can contact the General's superiors in Vienna and persuade them to overrule his orders.

If the Players still insist on having their Characters duke it out with the soldiers, play out the combat. Remember that the soldiers' guns have rubber





bullets, so all attacks are Bashing Combat. Initially, the JLE faces a dozen soldiers. Every fifth phase, an additional six reinforcements will arrive; there is essentially an unlimited supply of soldiers. If the heroes fight their way clear, they can go on to Mayrhofen and **JLE Encounter Three**. If the Leaguers lose, they regain consciousness under lock and key. Catherine Cobert eventually succeeds in securing their release just in time to let them try to stop the meteor swarm. Play should proceed with **JLE Encounter Seven**.

If the heroes miss any of the clues scattered throughout this Encounter, it shouldn't really affect the course of the Adventure. However, if you wish, you may dock them a few points from their Standard Awards and give them the clues they missed.

If the heroes are afraid to enter the town for fear of contracting the madness and they have not spoken to the doctor, he comes forward and tells them of his findings that the virus is no longer contagious.

JLE Encounter Three— Ground Zero

Set-up: This Encounter begins when the members of the JLE actually enter Mayrhofen, the site of an epidemic of madness. The Leaguers may have persuaded General Weinbrot to let them investigate, they may have simply bypassed the cordon, or they may have entered the town in defiance of the General's orders. They may or may not be with the four-man investigative team.

Inside the town, the heroes encounter Tina Trescott (the BBC reporter) and the first investigative team, all now suffering the effects of the virus. Finally, the JLE discovers a crushed house and several meteorites, the source of the contagion.

If the heroes do a fly-by before entering the town, read the following **Players' Information** out loud. Otherwise, skip ahead to their actual entrance into the town.

Players' Information: *Even at this distance, you can see that the streets of Mayrhofen are filled with turmoil and confusion. People rush here and there, bouncing from place to place with the randomness of atoms. Others sit, motionless and staring, or playing with dirt. A dull roar rises from the town, composed of screams and shouts, crying and laughing voices, with the occasional sounds of car horns, breaking glass, and gunfire rising above the din.*

The formerly quiet village is now a shambles. Hardly a window is whole; most are shattered. Merchandise from the tourist shops lies scattered about the streets or piled up in garbage containers, while the trash is carefully stacked nearby. There are garish splashes of paint on the statues in the town square, and someone has dropped soap into the fountain, which is bubbling over onto the grass.

Anarchy rules.

GM's Information: If the Characters land and explore the streets of the town, read the following paragraph out loud. If, on the other hand, they decide to continue their aerial reconnaissance, have them make Perception Checks against an OV/RV of 6/6. Successful Leaguers spot the crushed house and nearby meteorites. Read them the description of the scene from the section on **The Cult of the Stones** on p. 74. If they decide to land at the scene of the meteorite impacts, skip ahead to that section.

Crazies run around you, yelling nonsense as they push past. Some hop and skip as though playing an imaginary game of hopscotch. Others grab at partners and wheel around in mad tarantellas. Still others hide in corners or alleys, pushing away at imaginary horrors. A few sit with legs crossed, crooning to stuffed animals, ignoring the rocks and souvenirs being thrown at them. Down the street, there seems to be a game of crack the whip going on. It is bedlam, and you are now a resident.

If the four-man investigative team is accompanying the JLE, the scientists want to capture some of the townspeople and question them. One of the scientists films everything with a camcorder, while another sweeps the area with a Geiger counter (picking up nothing but ordinary background radiation).

Whenever the Leaguers approach one of the townspeople, that person's reaction depends on effect of the virus; see the section on **The Dominator Virus** on p. 8 for some possibilities. Catatonics and autistics, for example, ignore the heroes (though they may lash out if touched), while paranoids either flee or attack. Those with mania giggle or laugh uncontrollably and generally act hyper. Those with delusions could do almost anything but in general, they try to convince the heroes of the truth of their delusions. For purposes of Character Interaction, treat all loonies as Opposed to any Persuasion attempts (representing their unwillingness to acknowledge anything that doesn't fit into their distorted world views).

Loonies

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

Unsuccessful Interrogation attempts generally cause the townspeople to flee or to attack his interrogators. Successful attempts elicit such nonsensical responses as: *"All the pretty pretties, twinkly, falling tiddly winks. Make a wish, make a wish . . . ha, ha, ha, ha."* The madman sags in your arms in hysterical laughter, sinking down onto the ground, where he lies giggling. Or: *"The sky is falling, heed the chicken, the sky is falling."* She twists out of your arms and runs away screaming and holding her arms over her head. Or: *"Sticks and stones can break your bones, but falling stars can kill you."*

As the heroes roam the streets, describe the scene around them. Try to convey an atmosphere of madness and chaos. For example, a madman might come up to one of the female Leaguers and ask her to dance. Or the Leaguers might catch townspeople committing acts of vandalism—smashing windows, spraying graffiti on the walls, or smashing statues into fragments. Townspeople might flee or slam windows and doors shut at sight of

the JLE. A paranoid citizen might take pot-shots at the heroes from his second story window, shouting, *"Stay away from me! I know you're after me! But you'll never take me alive!"* Ad-lib a bit. Let your imagination run wild—the wackier, the better.

Have the Players make Perception Checks against an OV/RV of 4/4. Success lets them spot one of the members of the original investigative team sitting in a the recessed doorway of a drugstore, still in his white environmental suit, but without his gas mask. If the heroes approach him, they see that he is wearing a pair of white rabbit ears on top of his head. If they question him about what happened, he says, *"The bad people jumped on me and stole my mask. And then I started hearing the voices."* He looks off over your shoulders. *"What?"* he asks. *"No. Please, don't make me do that. I don't want to do that."*

If the Leaguers look around, they see nothing. If they ask the man about the voices, he asks, *"Don't you hear the voices?"* Let the heroes respond, then continue: *"They tell me what to do. They tell me to . . . kill you!"* Pulling a knife [BODY: 8, EV: 3] from his belt, he suits his actions to his words, attacking the Leaguers in Killing Combat. Remember that the Players forfeit their Standard Awards if their Characters enter Killing Combat.

When the heroes finally overpower the man, he breaks down and cries. *"I didn't want to do it. They made me do it. The voices made me do it."* If questioned, he cannot tell the JLE anything more.

When the Players begin to tire of wandering the streets at random, have them encounter Tina Trescott, who can guide them to the site of the meteorites. *You recognize Tina Trescott, the lost BBC announcer, as she turns awkward cartwheels down the center of the street, her former professional demeanor completely lost. She has abandoned the tweed suit she once wore and is now dressed in lederhosen, and a dayglo-orange T-shirt sporting a "Ski Mayrhofen" legend. She is barefoot, and her hair looks as if it were done by a tornado.*

When Tina spots you, she seems, to come back to herself. *"Tell me, have you come to investigate the tragedy? You know, here in this beautiful though strife-torn Alpen village, there are secrets. Dangerous secrets known only to a few. Like me."* Whatever tenuous hold she has on sanity seems to slip away once more. *"I know the secret, but I'm not going to tell you."* She dances away from you, turning a flip. *"Nyah, nyah, nyah nyah nyah."*

Tina Trescott

DEX: 3 STR: 3 BODY: 3
INT: 2 WILL: 2 MIND: 2
INFL: 3 AURA: 2 SPIRIT: 3
INITIATIVE: 8 HERO POINTS: 0

•**Skills:** Charisma: 5

•**Advantages:** Attractive

If the JLE follows Tina, she leads them on a circuitous path through the town, calling out nonsense rhymes and hints that seem to mean something, like: *"I know where the magic stones are. Follow me, follow me."* Or: *"What's that sound on the roof? Is it Santa? No, it's Death falling on you."* If the Leaguers ignore Tina or leave her behind, she pursues them and tugs at the heroes' arms in an attempt to get them to follow. *"Come on. You have to come on. I know the secret; you don't."*

If the Leaguers try to restrain her, Tina strikes at them and struggles to break free, yelling: *"No! No! You don't play the game right. I'm the leader, you have to follow me. It's the rules! You cheat!"* Then she sulks and refuses to move or say anything more. She does not respond to Interrogation, Persuasion, or Intimidation attempts, other than to say, *"I know a secret, but I'm not telling,"* or, *"You don't play fair!"* If the Players release her, she again leads them along.

As the Leaguers follow Tina through the streets, have them make Perception Checks against an OV/RV of 4/4 to realize that she is leading them by a very circuitous route. A second successful Perception Check against an OV/RV of 6/6 reveals that she does appear to be slowly weaving toward a destination on the southwest side of the town. The heroes can cut across the town to arrive at her apparent destination ahead of her, or they can keep following her and arrive there a little later.

The Cult of the Stones: When the JLE reaches the site of the meteorite impacts, read the following paragraph aloud:

In front of you is a large chalet that must have been quite impressive when it was in its heyday. Now, however, it is little more than a pile of rubble. The roof has collapsed under the force of some great impact, and the windows have burst outward, littering the ground with broken glass. Sections of the walls have also tumbled down. A large crater has been punched into the garden in front of the house, the pavement of

the street is buckled and broken by a second crater. A huge chunk of burned and blackened rock lies in the stream that passes by one side of the house.

If Tina is with the heroes, she gestures dramatically toward the devastation and says, *"Ta-daa! I told you I knew the secret."* If the investigative team is with the JLE, the team members want to examine the meteorites and collect samples of the rock. If the heroes approach, they find one-foot-diameter meteorites in the craters in the street and in the garden. If they enter the house, they find a large crater in the floor, with a two-foot-diameter meteorite at the bottom. The meteorite in the stream is about five feet in diameter.

A visual examination of the meteorites along with a successful Clue Analysis against an OV/RV of 4/4 reveals that the rock is of nickel-iron composition [BODY: 10], consistent with a meteoric origin. The heroes can determine that the stones came down at a steep angle from the eastern sky. If the JLE or the scientists chip or cut fragments from the meteorites, they uncover metallic core with a strange spongy texture. A successful Perception Check against an OV/RV of 6/6 reveals traces of an odd green powder embedded in the core.

As the heroes are investigating the meteorites, they hear chanting from around a nearby street corner, growing closer. *"Blessed be the Stones. Blessed be the falling stars of holy glory. Blessed be the Enlightened. Hear the song of the Stones."* If the heroes stay where they are or conceal themselves nearby, they see the source of the chanting a short time later.

*A strange procession rounds the corner and marches up the street toward the shattered house. Leading the procession are at least a dozen of what appear to be some sort of priests and priestesses—seven men and five women. All wear green shirts with tabards of gray, sporting on their heads festive Tyrolean hats with bright feathers in their hatbands. They carry standards made from brooms, hoes, and shovels, draped with banners made from flags, pillowcases and shirts. Painted on the banners is the image of a large gray blob, with the word *stein* or *stone* in shaky letters underneath.*

Behind the priests and priestesses comes an unruly mob, cheering and clapping, yodeling and singing the praises of the Stones. In the midst of this crowd is a small hand-drawn wagon carrying a young child dressed in a large, white T-shirt.

This is the Cult of the Stones, a group of townspeople who suffer from the delusion that the

Stones (the meteorites) have been sent from on high to bring enlightenment to the world. The priests of the Stones say that more Stones of Enlightenment will arrive for the rest of the world but that Mayrhofen is the holy place of beginning, from whence shall come the priests who shall spread the Gospel of the Stones throughout the world.

If the cult discovers the JLE or the scientists investigating the stones, the mob rushes forward with cries of: “*Blasphemers! Heretics! Desecrators of the Stones! Oh, ye of little faith! You will be punished for your sacrilege!*” Brandishing pieces of shattered furniture, logs, tree branches, metal rods (anything but stones, as these are now held sacred), the angry mob (12 priests and 40 townsfolk) charges toward the “blasphemers” and attacks. The Leaguers must defend not only themselves, but also Tina and the investigative team, if they are present.

If, on the other hand, the JLE has found concealment nearby (perhaps in the ruins of the chalet), the mob passes by, heading along the side of the house toward the meteorite that lies in the middle of the stream bed. There, the priests begin to preach to the crowd. “*The Stones have brought Enlightenment. To show our gratitude, we must make a sacrifice. Bring forth the child.*” Two priestesses lead the child to the meteorite, where he is tied down and, amidst great ceremony, sacrificed—unless the JLE intervenes. If the heroes are trying to hide with Tina Trescott, she skips forward, slaps a priest on the shoulder, and yells “*Tag! You’re it!*” Then she sprints directly toward the heroes’ hiding place.

If the heroes try to Persuade the cultists that the sacrifice is wrong, they find this a difficult task, as the cultists are Opposed (+5 OV/RV Column Shifts) to this idea. If the Leaguers try a stratagem such as having Dr. Light use her Illusion Power to duplicate the meteorite and pretend to be the Voice of the Stone, the cultists’ Attitudes change to Suspicious (+1 OV/RV Column Shift). Alternately, the heroes may send the Flash in to steal the child out from under the noses of the cultists, or have Aquaman attack from the water with his fishy friends.

If all else fails, the JLE must fight the cultists to rescue the child. In battle, though, the Players should keep in mind that these people are not evil, they are infected with something that has driven them mad. If the heroes overpower the priests, the rest of the cultists are much more likely to listen to them (their Attitudes will shift to Awestruck). If, however, the Players just stand by and let the cultist sacrifice the child, they will forfeit their Standard Awards.

Once the heroes deal with the cultists and have taken samples of the meteorites, the JLE is free to let the Austrian army mop up. The Leaguers may turn the samples over to the scientific team (Scientist: 6) or give them to Dr. Light (Scientist: 8). Positive RAPs on an Analysis attempt against an OV/RV of 8/8 reveals the following cumulative information.

Analysis of the Meteorites	
RAPs	
1-3	<i>The composition of the meteorites indicates they are not of Terran origin.</i>
4-7	<i>The green powder is inert, but there are traces of viral material. The virus has broken down, but what remains of its structure is enough to show that it is unlike any known Earth virus. (Comparison with blood samples taken from the townspeople reveals traces of the same viral material).</i>
8+	<i>The composition of the meteorites does not quite match that of known meteoric materials. Also, the structure is too uniform to be natural. The virus also does not seem natural. It seems to have been genetically engineered to break down after a certain length of time.</i>

The heroes are now free to return to their London embassy or to remain in Mayrhofen. In either case, have the Players switch roles and play **JLA Part Two—Shuttle Diplomacy This Ain’t**. Then play should proceed with **JLE Encounter Four**.

Troubleshooting: If the cultists capture any Leaguers, the priests order that the heroes be sacrificed on the meteorite in the river. Give the heroes a chance to escape and turn the tables on their captors.

If the heroes fail in their attempts to analyze the meteorites, they can give the samples to the Austrian scientists for study. Inform the heroes of the findings later in the Adventure. The heroes also can study other meteorites when they go to Paris in **JLA Encounter Four**, and they can discover the same information at that time.

This concludes **JLE Part One—A Plague of Madness**. Do not continue with the following section until the Players have switched roles and played **JLA Part Two—Shuttle Diplomacy This Ain’t**.



JLE PART TWO— THE EPIDEMIC SPREADS

Note to GM: Begin running this section after completing **JLA Part Two—Shuttle Diplomacy This Ain't**. If you have just played **JLE Part One—A Plague of Madness**, have the Players switch roles now and play **JLA Part Two—Shuttle Diplomacy This Ain't**.

Encounter Four — That Wild Parisian Nightlife

Set-up: Having investigated the situation in Mayrhofen, the JLE now learns of a new crisis. Several meteorites have fallen on Paris, and the city is a maelstrom of chaos as lunatics rampage through the streets and panicky people try to flee the city. French troops are attempting to restore order, but the General in charge has requested assistance from the JLE.

In addition, the Leaguers learn that the Conglomerate rushed in to protect a nuclear Power plant near Paris. Also, a distraught astronomer has called the embassy and asked the heroes to come to his observatory in southern France. He has important news that he won't discuss over the phone.

If the heroes returned to London without entering Mayrhofen, the Encounter opens at their embassy. Otherwise, the Encounter begins with the heroes either still in Mayrhofen or on their way back to London.

Players' Information: If the heroes have returned to their London embassy without entering Mayrhofen, read the following three paragraphs to Aquaman's Player.

You are trying to unwind, trying to dismiss from your mind any thought of the chaos you left behind in Mayrhofen. The Austrian commander seemed to have the situation under control and clearly didn't want your help. You were right to leave rather than risking a diplomatic incident by going against his wishes.

So why do you feel so guilty? Why are you having so much trouble putting this out of your mind? You can't help feeling you haven't heard the last of this.

And then, as if to confirm your worst suspicions, Sue Dibny suddenly bursts into the room.

If the JLE is still in or returning from Mayrhofen, read the following paragraphs to Aquaman's Player:

You are pondering the sad fate of Mayrhofen, wishing there were more you could do for those poor, tortured souls. But some problems are beyond even the Justice League's ability to solve.

You feel justly proud of your team, of the work you all did in Mayrhofen. You're just glad it's behind

you. Still, you can't help feeling you haven't heard the last of this.

And then, as if to confirm your worst suspicions, your Signal Device suddenly goes off. It's Sue Dibny on the line.

GM's Information: If the JLE members are at their London embassy, Sue leads them to the monitor room. As the Leaguers head down the hallway toward the monitor room, Catherine emerges from her office, arm in arm with Prince Shoaib Khan. The Prince seems to be in quite a good mood; Catherine seems to have charmed him—or vice versa. The two are on their way out to dinner. *"I understand that there are many Indian restaurants in London, but I am sure that none can compare with the cuisine of Sharistan. If you are ever coming to my humble country, you must visit my palace and I will show you how Indian food should truly be done. My cook makes a spicy chicken karhai that will make your mouth water—not to mention your eyes. Ha ha."*

Catherine laughs dutifully at the Prince's joke. He turns and, noticing the Leaguers for the first time, says; *"Ah, Mr. Aquaman. So good to be seeing you again. I trust that all is being well in this . . . where was it, Mayrhofen?"* Give the Players a moment to respond before Sue urges them on to the monitor room. The Prince wants to continue to talk with the superheroes; encourage the Players to find a way to bow out gracefully. Seeing that something important must be up, Catherine helps them out saying, *"Now, Prince, how about that dinner I promised you?"*

"Yes, of course," replies the Prince, allowing himself to be led away. Just before they leave, Catherine leans over to Aquaman and says: "I think the best thing I can do right now is keep the Prince out of your hair. I trust you can handle any problems without me. Don't hesitate to give me a call if you need me, though." As she and the Prince depart, the Leaguers overhear one last remark from the Prince: *"Why am I getting the feeling I am not being wanted around here?"*

In the monitor room, the heroes find a French official on the monitor. He hardly waits for the JLE to enter the room before rushing ahead: *"I am Andre Mouton, Assistant Vice-Secretary to the Minister for Defense. You must help us! The madness has struck Paris. Que foutent tous ces Tarés autour de nous. (We are surrounded by madmen.) People are rioting in the streets or fleeing the city in panic. Everywhere is madness and chaos! Parts of the city are burning. The army is moving to restore order, but we need your help. It is more than we can handle alone."*

"Please coordinate with General Jules Des Jardins. He is in charge of the disaster relief forces. He can tell you where your efforts will be most useful. He can be reached at the emergency command post on the eastern edge of the city." He looks away for a moment and then back at you. "I must go now."

Give the Players a moment to discuss what to do. Then Claire Montgomery bursts into the room without warning, gasping and short of breath. *"Have you heard about the situation in Paris?" she asks. "The city's gone mad."* When she learns that the Leaguers have already heard, she explains that the Conglomerate was in London doing a public appearance and photo shoot for Stagg Industries. She chuckles ruefully. *"Probably the only time that the old dog-and-pony show's turned out to be a good thing. Stagg asked us to provide security for his Montbleu Nuclear Plant, which is near Paris. He was afraid it might be endangered by this situation. I shudder to think what would happen if a bunch of lunatics got loose in a nuclear plant."*

Give the Players some time to decide what to do. If they question Claire or ask if the Conglomerate needs help, she cannot add anything to what she has already told them, other than that the Conglomerate should have reached the nuclear plant by now and probably won't need any assistance. If the Leaguers try to contact the nuclear plant, they learn that the Conglomerate has not yet arrived but is expected at any minute. All seems well at the moment, but the people at the plant don't know how long that will last.

After the Players have discussed the situation for a few minutes, Sue adds, *"That's not all. A few minutes ago, a Dr. Philippe Didier from the European Space Agency called. He said it was urgent that he talk to you and asked you to meet him at the Soleil Rouge Observatory near Nice. He wouldn't say what it was about. Said he couldn't talk over the phone; it was too big. If it were leaked, it could cause a world-wide panic."*

If the heroes want to contact General Des Jardins, they get through to the emergency command post but reach only an aide. *"The General cannot come to the phone right now, but he asks that you please get here as soon as you can. We need your help."* If the heroes try to contact Soleil Rouge, they get through to the observatory, but Philippe Didier still refuses to speak over the phone. He repeats his plea for the heroes to come and see what he has to show them.

If the Players go to Paris, continue with the rest of this Encounter. If they go to the Soleil Rouge

Observatory, proceed with **JLE Encounter Six**. If, for some reason, they decide to go to the Montbleu Nuclear Power Plant, have Sue and Claire remind them that the Conglomerate should be able to deal with any trouble there and that the JLE is really needed elsewhere. If the Players insist on going to the nuclear plant, then play should proceed with **JLE Encounter Five**.

If the heroes have not returned from Mayrhofen at the beginning of this Encounter, when they answer Sue's call she informs them of the situation in Paris and of Philippe Didier's call. She also tells them that Claire Montgomery is at the embassy and that the Conglomerate is on its way to protect the nuclear plant. At the end of this she adds: *"By the way Green Lantern isn't back yet. Has he showed up there?"*

Paris at Night: If the heroes go to Paris, they arrive after dark. They find the situation there much worse than that in Mayrhofen. The meteor strikes are more numerous and the madness is more widespread. There is panic in the streets. The military has not yet established order. General Des Jardins asks the Leaguers to handle several crises that are either beyond the current means or the current reach of the military. Read the following four paragraphs when they arrive at Paris.

Paris at Night. The City of Lights.

The only problem is that tonight the lights come from the fires consuming the city. Billowing clouds of oily smoke, blacker even than the nighttime sky, blot out the stars. Firemen struggle in vain to quench the flames. It reminds you of a scene straight out of the Invasion. Tonight, the magic of Paris is broken, the romance is dead.

Panic and madness fill the streets. People run down the Champs Élysée, smashing store windows, hurling furniture and merchandise into the streets. Others splash in the fountains in front of the Eiffel Tower, which is festooned with dirty laundry, colored streamers, flags, and what may be effigies—or bodies.

Elsewhere, people try to flee the beleaguered city, clogging the streets with cars. Frustrated and frightened motorists blare their horns or abandon their vehicles. Fist fights break out as tempers flare. Soldiers and police move through the streets, struggling against a surging tide of frenzied humanity, attempting to restore order.

The Leaguers should have no trouble finding the command post where it is set up in a historic building on the eastern edge of the city; it is a beehive of activity. Any soldiers or policemen can



direct them to the building.

Arriving at the command post, they find General Jules Des Jardins, the man in charge of the relief efforts, issuing orders. He is a bantam rooster of a man, with piercing blue eyes and a bristling mustache. Despite the lateness of the hour, he seems to vibrate with energy, like a watch spring that has been wound too tight.

General Jules Des Jardins

DEX: 3	STR: 2	BODY: 3
INT: 3	WILL: 3	MIND: 2
INFL: 3	AURA: 3	SPIRIT: 3
INITIATIVE: 9 HERO POINTS: 0		

- Skills:** Charisma: 4, Military Science: 6, Weaponry: 5
- Advantages:** Area Knowledge (Paris); Connection: French Army (High); Gift of Gab; Leadership

"So glad to see you, mesdames et messieurs. We are working to restore order, but, nom d'un nom, it is more than we can handle right now. There are many parts of the cité we have not been able to reach yet. We need your help."

If the heroes ask about the current situation, the General says that as far as he can tell, five or six meteorites have fallen on the city. While most Parisians have not been affected, large parts of the city are full of lunatics. Also, many of the people who have not been affected are panicked and trying to flee the city. Thus, even the parts of the city that have not been hit by the meteorites are hard to get through.

Almost a quarter of the city is blacked out. Crews are working to restore power, but they haven't been able to get near a relay station in the southern part of the city. They are also working to evacuate the people near the meteorites and to round up the lunatics, but the panicked people in the streets are slowing their efforts. However, they think they can handle most of the problems on their own.

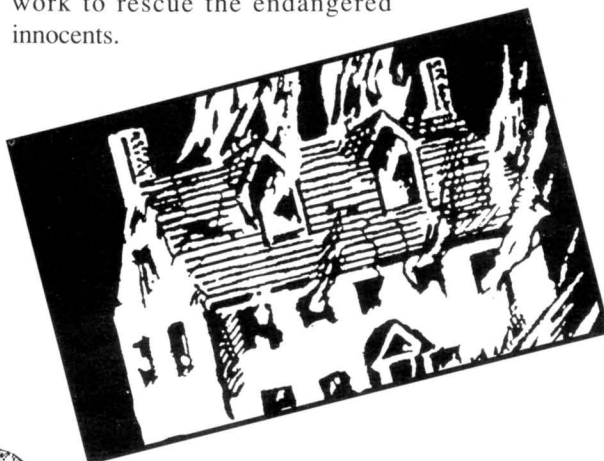
If the heroes ask how they can help, the General replies, *"Parbleu, I am glad you asked that. We need you to perform, how you say, damage control while we attempt to restore order and round up these lunatics. For starters, there is a major fire on the north side of the city that our firemen cannot get to because the streets are blocked."* If the heroes do not have gas masks, the general issues them at this time. He then

dismisses the Leaguers and moves on to handle the next crisis. *"Contact me when the fire is put out, and I will tell you where we need you next. But," he pauses and lays one hand on your arm, "be very careful. We have already lost a squad of soldiers to this madness. They are armed and have a tank for transport."*

As the heroes head toward the conflagration in the northern part of the city, they notice other rescue operations in progress as firemen battle other fires and police and soldiers round up the loonies and try to calm the panicked populace. A successful Perception Check against an OV/RV of 4/4 allows the heroes to notice that the Red Cross is setting up tents outside several of the local hospitals to handle the overflow of the injured and insane. The Leaguers also notice that a large section of the city to the south is blacked out.

When the heroes finally arrive at the scene of the fire, they find a huge jet of flame shooting up from a large crater in the center of the street, lighting the scene with an eerie blue light. In addition, most of the surrounding buildings (brownstones and apartments) are on fire. Most of the people have fled the area, but a woman is running up and down one of the streets crying for someone to save her baby. If the heroes question her, they discover that her young daughter is trapped on the third floor of a burning apartment building. To reach the trapped four-year-old, the heroes must pass through an area of flames with an AV/EV of 4/4.

The Leaguers also find that the fire is endangering a children's hospital. In fact, one corner of the hospital is already in reach of the flames. Doctors and nurses are trying to evacuate the children, but if the heroes question them, they learn that a dozen patients are still inside, too sick or injured to be moved safely, and at least a dozen more have fled to the hospital roof in panic. While some of the Leaguers work to put out or contain the fire, the others should work to rescue the endangered innocents.



As the heroes work to bring the fire under control, have them make Perception Checks against an OV/RV of 4/4. Positive RAPs let the JLE notice a large tanker truck [STR: 10, BODY: 13, Running: 7, R#: 2] barreling down a nearby street at a high rate of speed, careening from side to side. Another successful Perception Check against an OV/RV of 6/6 allows the Characters to make out the word 'Pétrole' on the side of the truck, along with the symbol of a flame.

If the heroes watch for a moment more, they see that the truck is headed straight for the flame geyser in the middle of the street, drawn like a moth to a flame. The truck reaches the geyser in two phases unless the Leaguers do something to stop or divert it. If the truck reaches the flame spout, it explodes in a 20 AP blast. Everyone within a diameter of 10 feet (0 APs) takes full damage. Each AP of distance reduces the blast's AV/EV by 2 APs. Treat the explosion as Killing Combat.

If the heroes stop the truck, they find a hysterically laughing lunatic at the wheel. He is suffering from the Dominator virus and is highly contagious. If the heroes are wearing gas masks, they should be all right, though. The Leaguers get no information from the incoherent man, and the best thing to do is probably to drop him at the nearest hospital. The heroes may also want to remove the truck so no one else can cause trouble with it.

If the heroes investigate the fire spout, they find that it springs from a ruptured gas main. If the heroes attempt to squeeze off the main, the OV/RV of the attempt is 6/6. Of course, to do so, the heroes must brave the 8 AP flames of the gas jet. Once the Leaguers close off the gas main, the flame jet goes out. Buildings in the area continue to burn, however.

An alternate way to extinguish the gas jet is to find the cut-off valves for the gas line. The heroes can find a manhole in a nearby streets. If they enter the tunnel under the street, they find the shut-off valve. To reach it, however, they must brave an area of 4 AP flames. The valve has also stuck. Closing it requires an Action Check using the hero's STR/STR as the AV/EV against an OV/RV of 4/4.

Once the Leaguers shut off the burning gas jet, they find the pitted and melted fragments of a small meteorite at the base of the crater. Fortunately for the heroes, the virus was consumed in the fire. Successful Clue Analysis against an OV/RV of 4/4 reveals that the trajectory of the meteorite was similar to that of the meteorites in Mayrhofen. The heroes also find traces of ash inside the meteorite. A

successful Action Check using Detective or Scientist Skill against an OV/RV of 4/4 reveals that this ash is all that is left of the virus inside the meteorite.

There are a number of ways the heroes can deal with the burning buildings in the area. They could demolish the buildings around the area to create a firebreak to contain the fire. Flash could create an air vacuum with his Air Control or Dr. Light could use her Energy Absorption to dissipate the flames. See page 64 of *The Rules Manual* for more information on fire.

Once the heroes have dealt with the fire, General Des Jardins asks them to transport a crew of engineers to a relay station in the blacked-out portion of the city so they can restore the power. As the heroes return to the command post to pick up the engineers, they spot a woman dangling from the railing at the top of the Eiffel Tower, screaming for help. A crowd of loonies has gathered at the base of the Tower. Some have spread out blankets and are having a picnic, while others dance about the base of the Tower or stand applauding and cheering, yelling for the woman to jump.

Loonies

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

If the Leaguers approach, they see a man creeping along the balcony toward the woman. However, he doesn't seem to be bent on rescue. There is a wicked grin on his face, and the woman is obviously afraid of him. The man can reach the woman in two phases, at which time he would pry her fingers loose, sending her plummeting to the ground almost 1,000 feet (7 APs) below. The heroes must either get to the woman before the man does or else catch her before she hits the ground.

When the heroes rescue the woman, they find she seems to be unaffected by the virus. If questioned, the woman tells them, in French, that she went with many others to see the site of a nearby meteorite. After they had been there a few moments, the crowd around her seemed to go mad and she has been fleeing for her life ever since. She doesn't know why she didn't catch the disease or whatever it is. If the

Players are on their toes, they turn her over to the Red Cross or to the doctors at General Des Jardins' command post; it may be possible to isolate a cure or at least a vaccine for the virus from her blood. A successful Scientist Skill roll against an OV/RV of 10/10 allows the scientists to use a sample of her blood to create a serum that can be used to inoculate the heroes against the effects of the virus. This serum adds 20 APs to the heroes' RV against contracting the virus, but, it cannot cure anyone who already has the virus. The Leaguers will not have time to devise this serum themselves.

If the Leaguers question the man from the Tower about why he was trying to kill the woman, he says that she is evil and must be sacrificed to the Men in Black. The man (as well as the loonies at the base of the Tower) is contagious, so the heroes should be careful. If he gets a chance, he tries to pull off one of the Characters' gas masks.

When the heroes finally reach the command post again, they find a team of six engineers waiting, outfitted with gas masks and carrying cases of equipment. They direct the heroes to the Power relay station, but the Leaguers have to carry the engineers there; vehicles can't get through at the moment.

When the heroes finally arrive at the Power relay station, they find that it has partially collapsed under the impact of a meteorite. After examining the Power equipment, though, the engineers conclude that it can be repaired in about an hour.

If the heroes did not get a chance to study any of the meteorites in Mayrhofen, they can examine this one and gain the information contained in **JLE Encounter Three**. However, this virus is extremely contagious. Should any of the Players try to examine the powder too closely, they would stand the risk of going mad from the infection. See **Troubleshooting**.

Because the virus in the meteorite here is still "live," the heroes can gain additional information. A successful Action Check using Scientist Skill against an OV/RV of 8/8 lets the Leaguers discover that the virus seems to resonate at a certain frequency. With this knowledge, a successful Action Check using Gadgetry against an OV/RV of 12/12 lets the heroes devise a radio headset that can jam this frequency, giving temporary relief from the virus' effects. See **Troubleshooting** for more details.

Shortly after the engineers begin their repair work, the relay station comes under attack from a marauding band of 15 psychotic lunatics (use the stats previously given), many in army uniforms, armed with rifles [BODY: 4, AV: 4, EV: 5, Ammo: 8,

R#: 2]. The loonies attack in waves of six or seven, while their companions snipe from a distance. Eight soldiers who have also been affected by the virus accompany the lunatics. The soldiers have a jeep, a tank, and machine guns. The soldiers close on the Leaguers and, as the tank moves forward, the lunatics use it to cover their own advance.

Soldiers

DEX: 2	STR: 2	BODY: 3
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 6	HERO POINTS: 0	

•**Skills:** Military Science: 3, Vehicles: 2, Weaponry: 3

•**Equipment:**

TANK [STR: 9, BODY: 15, Running: 6, Hardened Defenses, R#: 2]

JEEP [STR: 4, BODY: 6, Running: 7, R#: 2]

Machine Gun [BODY: 4, AV: 5, EV: 8, Ammo: 6, R#: 3]

The JLE must protect the engineers so they can complete their work. A successful Action Check using Military Science Skill against an OV/RV of 6/6 allows the Leaguers to realize that the "lunatics" are not behaving as such but are using well-thought-out tactics.

A Perception Check against an OV/RV of 4/4 lets the heroes notice a group of three costumed figures in the shadows of a nearby street. They appear to be fiddling with equipment of some type. These three wear matching black jumpsuits with the insignia of a set of scales in blue across their masks and on one breast of their jumpsuits. An Action Check using the Characters' INT/WILL against an OV/RV of 6/6 lets them recall that this is the symbol worn by the supposedly dead villain, Libra, and that the costumes resemble his but are black and blue instead of blue and orange).

The three jumpsuit-clad figures are members of the Libra Corps (see **JLE Encounter Nine** for more information), clones that the Dominators have made of the villainess Libra. After learning that their radio transmitter in outer space was not strong enough to control the virus victims in Mayrhofen, the Dominators dispatched the Libra Clones. The equipment they are working with transmits a signal enabling them to control the virus-afflicted lunatics. (This is why the lunatics attacking the Leaguers are using tactics; they are being Controlled.)

Libra Corps (x3)

DEX: 8	STR: 5	BODY: 6
INT: 8(1)	WILL: 7(1)	MIND: 6(1)
INFL: 4(1)	AURA: 4(1)	SPIRIT: 3(1)
INITIATIVE: 20(10) HERO POINTS: 45(0)		

Powers in parentheses are those the clones have already adapted.

•**Powers:** Adaptation: 40, Neutralize: 10, (Teleportation: 20)

•**Equipment:**

Ear Plug [Personality Transfer: 25]

Bonuses: The Dominators, have transferred their personalities into the clones. The APs of Personality Transfer represent the range at which the Dominators can still possess the clones. The Dominators may use the Libra clones' Mental Powers of Adaptation and Neutralize.

Limitations: The possessing Dominators' bodies do not disappear, but merely fall into a trance-like state; the Attributes in parentheses represent the Libra clones' Attributes when not being possessed by the Dominators. The Ear Plugs are receivers only; they not work without the projectors in the Control Couches in the Dominator base.

Radio Transmitter [BODY: 4, Control: 9]

Limitation: the Radio Transmitter's Control Power works only on people who are already infected with the Dominator virus.

If any of the Leaguers approach the men in black, the Controlled lunatics immediately break off any other attacks to go after those Characters. However, if the JLE defeats the attacking madmen, the men in black drops their equipment and move to attack. They try to Adapt and Neutralize the Leaguers' Powers.

If the combat goes against the Libra Corps, the clones attempt to teleport back to the Dominators' moon base. If the heroes manage to knock any of the clones unconscious or if they Take Away their ear plugs, they slump to the ground like mindless dolls. The Dominators withdraw their personalities back to their own bodies in the moon base when the clones are unconscious. When they are awake, the clones are totally mindless, empty shells that simply sit there, staring. They are not subject to Interrogation as they are totally brain dead.

If the Leaguers remove the clones' masks, they find them to be two men and one woman who look exactly alike. (The Dominators genetically altered some of the clones to turn them into males.) Examination of the radio transmitter along with a successful Action Check using Gadgetry or Scientist Skill against an OV/RV of 10/10 reveals that it broadcasts an unusual radio frequency) that seems to coincide with the resonant frequency of the virus. If the transmitter is turned off or broken, the Controlled lunatics stop being purposeful and just wander off.

A second successful Action Check using Gadgetry or Scientist Skill against an OV/RV of 10/10 lets the heroes discover that the transmitter can be used to control the behavior of those infected with the Dominator virus. Once the heroes discover this, they could use Gadgetry Skill to construct a radio head set that jams the virus' resonant frequency, thus temporarily relieving the symptoms. See **Troubleshooting** for more details.

After dealing with the lunatic soldiers and the Libra Corps, the JLE may be called upon to handle a number of other crises at the GM's discretion. The heroes might have to rescue more people from burning or collapsed buildings or from the wreckage of their cars. They may need to take seriously wounded people need to a hospital. Downed power lines might have trapped a family in their car. The heroes might spot a gang of thieves breaking into the Louvre or into a bank, taking advantage of the chaos. A band of loonies might be hunting innocent people through the streets. Or you might come up with something of your own. Use your imagination; just think of any disaster movie you've ever seen. The heroes should feel like this is a real disaster, not some simple set of nice problems to be solved individually, but a mess that is happening all at once. However, do not carry this to the point where the Players either grow bored or wish to quit the adventure entirely.

The heroes should labor throughout the night and into the early hours of the morning. Slowly but surely, some sense of order begins to take shape. But it's not over yet. Read the following three paragraphs to the Players.

Finally, after hours of Herculean toil, the end of your desperate struggle is beginning to come into sight. The fires have been put out, and the police and military have managed to restore some semblance of order. The injured are receiving the medical care they need, and the loonies have been rounded up and locked away where they cannot harm anyone—including themselves. Thinking about the unfortunate

victims of the madness plague, you can only hope that a cure will soon be found. There is some talk that a vaccine may be producible based on what has been found in the blood of those few “Immunes”.

The past night has been like fighting a war—or cleaning up after one. You can't help thinking of triage: screening the casualties in order to make the best use of limited resources. Handling the worst cases first and doing what you can for the others. Some of the victims were too far gone to save; some were lost before you could get to them. And every loss marks your soul. Still, you can't help taking a certain pride in your work of the past night—you've saved the ones who could be saved.

As the first traces of dawn begin to light the horizon, you look forward to taking a well-earned rest. The long night is coming to an end at last.

If the Leaguers turned the immune woman over to the Parisian doctors, continue with the following paragraph.

As you lean wearily against the side of some vehicle, a doctor from the Parisian headquarters contacts you to tell you that they have created a possible vaccine for the disease using information they found in the immune woman's blood work-ups. It does not cure the madness, but it does seem to prevent a person from contracting the disease. He tells you they have synthesized about a half-dozen doses (all that is available using current supplies and all they will be able to put together for about six more hours), and he wants to know if the you JLE members are interested in it as you seem to be getting the most exposure to the virus.

The vaccine has the effects described in the **Troubleshooting** Section.

A short time later, Aquaman's Signal Device beeps. It is Sue calling. Read the following three paragraphs.

“Guys, we've just gotten a call in from that nuclear Power plant outside Paris—the one Simon Stagg owns. It sounds pretty bad. I'm patching it through right now.”

A strained voice with a thick French accent comes over the air. “Someone, please, ze Conglomerate, zey are mad! Zey have taken over ze plant and won't let anyone in. Mon Dieu, ze technicians were working on ze cooling system. Ze core has been uncovered and zere will be a meltdown. You must help us.”

The man says that he must go and signs off. Claire Montgomery's voice then cuts through. “Can someone come get me? This is my team we're talking about. I ought to be there. I think I can help.”

If the heroes have not yet visited the observatory,

Sue adds, *“Oh, yes, Dr. Didier called again from the Soleil Rouge Observatory. Said he still needs to speak with you and asked you to meet him there. He insists it's urgent. And have you guys heard from Green Lantern? I'm really starting to get worried.”*

If the heroes attempt to get back in touch with the man at the nuclear plant, he does not answer their calls. If the Leaguers call Didier, he again refuses to share his news over the phone, saying that it could cause a panic if it got out and that it's something the heroes should see for themselves.

If the heroes go to the nuclear plant, play proceeds with **JLE Encounter Five**. If they decide to go to the observatory, play proceeds with **JLE Encounter Six**. If the Leaguers go to the observatory first, they cannot reach the nuclear plant in time to prevent the meltdown. If the heroes send someone to pick up Claire Montgomery, that Character arrives at the nuclear plant shortly after the rest of the team.

Troubleshooting: If the Players attempt to examine the virus too closely, some may catch the disease. If this happens, the Character goes mad and should be taken over by the GM. However, some alleviation of the condition is possible. You can allow the Players to make a Desperation Recovery Roll to regain their sanity.

In addition, after studying the live virus and the radio transmitter, the Leaguers may be able to devise radio headphones to jam the virus' resonant frequency, alleviating its effects. This is not a perfect solution, however. Treat the affected Characters as suffering from a Catastrophic Psychological Instability. If they roll a natural 2 on any dice Action, the virus kicks in once more and they suffer its full effect.

If the Characters receive or devise a vaccine, they can inoculate themselves against the virus. This does not cure any Characters who have already been affected, but it almost certainly prevents any unaffected Characters from contracting the virus in the future.

If the heroes lose to the Libra Corps and the Controlled lunatics, they recover later to find that the clones and the lunatics have moved on. The Players should then learn of the situation at the nuclear plant and the observatory in time to proceed with either **JLE Encounter Five** or **JLE Encounter Six**.

JLE Encounter Five— Imminent Meltdown

Set-up: Learning that the Conglomerate seems to be under the influence of the madness plague, the JLE arrives at Stagg Industries' Montbleu Nuclear Power Plant in the early morning. There, the Leaguers learn that the Conglomerate has evicted everyone from the Power plant and barricaded the doors. In their madness, the Conglomerate members believe they are protecting the plant from terrorists and saboteurs. In reality, the reactor is on the verge of meltdown.

Players' Information: *Stagg Industries' Montbleu Nuclear Power Plant lies 30 miles southeast of Paris and serves an area almost 300 miles square. The containment vessels rise like giant ant mounds above the peaceful French countryside. The plant lies amidst pastoral surroundings, within sight of several farms and a sleepy village that looks much like it must have during the Middle Ages. It is a strange mixture of past and future.*

It is also a disaster in the making right now.

A number men in orange radiation suits stand just outside the main gate. They are strangely quiet and appear quite sane.

GM's Information: As the heroes approach the front gate, a short, thin man steps forward to greet the JLE. He looks tired and haggard.

Francois Astruc

DEX: 2	STR: 2	BODY: 2
INT: 3	WILL: 2	MIND: 2
INFL: 3	AURA: 2	SPIRIT: 2
INITIATIVE: 8 HERO POINTS: 0		

•**Skills:** Scientist: 5

•**Advantages:** Scholar (nuclear physics)

"Bonjour," the man says, and you recognize his voice as the one Sue patched through on your signal device. "I am François Astruc, the Director of the Montbleu Nuclear Power Plant.

"Thank God, you've finally arrived. We could n't stop them. Your Conglomerate, they have gone crazy. They have locked everyone out of the plant and barricaded themselves inside. They will cause a disaster worse than Chernobyl. We must get back to the controls within the next thirty minutes or there will be no way to reverse the damage. The core must be cooled now. We

must get back inside." His shoulders slump.

If the heroes press Astruc for further details, he adds, *"We had shut down and drained one of the reactors so we could perform some necessary maintenance when we learned of the disturbances in Paris. A little later, we received a call from Monsieur Stagg. He said he feared the disturbances might put the plant in jeopardy, so he had arranged for the Conglomerate to provide additional security.*

"When the Conglomerate arrived a short while later, they looked around and seemed upset about something. Some of them wanted to leave, but Monsieur Reverb said their orders were to stay, and stay they would. There didn't seem to be much for them to do, so we settled them in one of the engineers' offices to wait.

"Everything was fine for several hours; repairs were going according to plan and there were no signs that the disturbances in Paris might spread to include us. Then all of a sudden, the Conglomerate burst into the control room. They started calling us terrorists and saboteurs. It was crazy! The next thing we knew, they'd grabbed us all, shoved us outside and barred the gates. We haven't been able to get in since then. They've been patrolling the grounds, and every time we've tried to get in, they've stopped us. They keep calling us terrorists. I don't understand it.

"The worst thing is, they've powered up the reactor, and I don't think they have enough coolant. If something isn't done soon, the reactor will overheat, and we'll have a meltdown on our hands!"

If the Leaguers ask Astruc how he and the other workers avoided catching the virus, he answers, *"I don't know. We were all wearing radiation suits because of the repair work. Maybe our masks stopped it."*

If the heroes question the other workers or ask how the Conglomerate might have caught the madness, a



security guard tells them: *"I admitted Jean-Paul Meursault a little while before the Conglomerate went mad. He wasn't due to report to work for another few hours, but he often comes in early. I didn't think anything of it at the time, but he had a large box in the car with him. He carried it with him when he went into the main building. I just recently noticed that he wasn't out here with the rest of us—I don't think he came out."*

Another technician reports having seen Meursault entering the office where the Conglomerate was staying.

If any of the Characters went to pick up Claire Montgomery, they arrive at this time. *Looking around, Claire gets an irritated look on her face. "That lying old coot! Simon Stagg told us the plant was in imminent danger of attack. If we'd known it was this quiet, we'd have gone to Paris to help out there."* If the heroes attempt to contact Stagg, they are told he is unavailable. The fact is, he just sent the Conglomerate in because he wanted extra insurance in case the Parisian madness spread. To make sure they would go, he led them to believe the plant was in imminent danger.

If the Leaguers approach the main gate, they find the guard post occupied by Maxi-Man. He politely but firmly refuses to let the JLE enter. *"I'm sorry, sirs and madames, but I'm afraid I can't let you in."* If the Leaguers ask why, he continues: *"It's nothing personal. I'm just trying to protect the plant. I have orders to keep all the terrorists out. They're everywhere, you know."*

If the Leaguers explain that they are not terrorists or that they're here to help, he replies: *"I'm sorry, but I can't be sure you're really you. You could be saboteurs cleverly disguised as the JLE. I'm afraid I can't take that chance."*

If the JLE tries to Persuade Maxi-Man to let them in, his Attitude is Opposed (+5 OV/RV Column Shift) unless Claire is there. In that case, his Attitude is merely Suspicious (+1 OV/RV Column Shift). If the attempt is successful, Maxi-Man takes them directly to the control room, where most of his teammates are waiting.

If the Persuasion attempt fails, the JLE must either sneak or fight their way in. If the Leaguers try to sneak in, they must get past Maxi-Man and Vapor, who is patrolling the grounds in Fog form. If the heroes succeed, they reach the control room without being detected. If the Leaguers fight Maxi-Man, the commotion alerts Vapor, who summons the rest of the Conglomerate to Maxi-Man's defense.

If the Leaguers reach the control room without alerting the Conglomerate, they find the remainder of the group there, along with the engineer Meursault. If the heroes investigate the main building before entering the control room, they find a cardboard box containing a fragment of meteorite in Meursault's office. The fragment is teeming with live virus.

In the control room, Reverb at first welcomes the arrival of his fellow superheroes, spinning a highly dramatic tale of terrorists and alien invasions. If the heroes try to Persuade Reverb that he is putting the plant in danger, his Attitude is Opposed (+5 OV/RV Column Shift) unless Claire is present. In that case, his Attitude is Suspicious (+1 OV/RV Column Shift).

If the Persuasion attempt succeeds, Reverb allows the JLE to approach the control panel. The Leaguers see that the panel is lit up with red lights, and they have only one minute to repair the situation before the damage becomes irreversible and meltdown occurs.

To save the reactor, the JLE must succeed at a series of Action Checks using the Scientist Skill against an OV/RV of 6/6. A total of 15 RAPs is necessary; each attempt takes one phase. If the heroes do not succeed within 15 phases (one minute), see **Troubleshooting**. If any of the attempts fail, Meursault yells, *"Mon Dieu! What have you done? You have killed us all!"* This is not true; the JLE may continue their attempts to save the reactor. However, the Conglomerate immediately leaps to the attack the JLE as supposed saboteurs.

If the Persuasion attempt fails, Reverb accuses the Leaguers of being imposters—saboteurs posing as the JLE to gain the Conglomerate's confidence. He then leads his team to the attack. The JLE members must subdue the Conglomerate before they can work on saving the reactor. Alternately, they may have one member try to save the reactor while the rest of the team holds off the Conglomerate. As you play out the combat, add additional drama by reminding the Players that the clock is ticking.

Once the JLE has subdued the Conglomerate and saved the reactor, the Leaguers are free to move on. If the Leaguers have not yet visited the observatory, have Sue call them on their signal devices, saying: *"Guys, I really think you need to go see Dr. Didier at the observatory. He says more meteors are on the way. Lots more meteors."* Her voice sounds strained. Play should then proceed with **JLE Encounter Six**.

If the Players have already been to Soliel Rouge, switch roles and play the **JLA Part Three—Killer Satellite**. Then proceed with **JLE Encounter Seven**.

Troubleshooting: If it looks like the JLE is losing,

have one of the Conglomerate, possibly Vapor, make a miraculous recovery from the virus (perhaps after turning into some sort of acidic gas) and switch sides to fight alongside the JLE. Alternately, Praxis, with his superior mental powers, might be able to throw off the virus' effects. If the Leaguers still lose let them make Desperation Recovery Checks to recover in time to save the reactor.

If the JLE failed to save the reactor after 15 phases (one minute), Meursault suddenly steps forward and presses a single button. Suddenly, the reactor shuts down and coolant floods the core. "All you had to do," he giggles, "was turn it off."

Encounter Six— Ominous Observations

Set-up: Having contained the situation in Paris and at the nuclear power plant, the JLE learns of a new crisis. Philippe Didier, an astronomer working for the European Space Agency, has discovered a huge swarm of meteors heading for Earth. He provides information about the swarm and mysterious radio transmissions being beamed into the swarm and toward Earth.

The Encounter begins with the heroes' arrival from the Montbleu Power plant or from Paris. It is possible, though, that the heroes might come here before going to Paris. This does not affect the play of this Encounter, though. Alternately, the Leaguers may have split up earlier, sending some members to Paris and some to the Observatory. In this case, run this Encounter before **JLE Encounter Four**, with the heroes who came here rejoining the heroes who went to Paris in the midst of **JLE Encounter Four**.

Players' Information: If the Players are arriving from Montbleu, read the following paragraph. Otherwise, skip ahead to their arrival at the Observatory.

You wonder how much longer you can go on. Your bodies ache from your recent battle with the Conglomerate, and now, instead of the rest you so sorely need, you are once again racing the clock. You almost hope this trip will be a wild goose chase, the worried phantoms of some over-imaginative ivory-tower type, and not the news you fear. Still, you can hear Sue's voice in your mind. "Lots more meteors," she said. And you wonder, just how many is "lots."

GM's Information: Soleil Rouge is located in the mountains near Nice on the Mediterranean. This site has unusually clear weather most of the year and a temperate climate. The mountains rise above the beautiful Côte d'Azur, where film stars and

millionaires play in the crystal-clear waters. However, the JLE is not here for the nightlife or to play tourist.

The Soleil Rouge Observatory looks like a fat white marble that has been pressed halfway into the soil of a steep mountainside, immediately above a line of scrub trees. In the valleys below are orchards of lemon and orange trees, while further down at the base of the slopes are sprawling vineyards. You have only the moment to appreciate the beauty of the scene, however, because as you approach the observatory, you are almost thrown off balance by a sudden gust of wind.

The Mistral blows from the north, and the thorny plants and trees around you seem to cling more tightly to the limestone soil. Dr. Didier awaits you just outside the door of the observatory. His face looks pinched and tired, and his clothes are rumpled. It is a look you are finding too familiar. "Thank God, you have arrived," he says. "Quickly, this way."

Philippe Didier

DEX: 2	STR: 2	BODY: 2
INT: 4	WILL: 3	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 8 HERO POINTS: 0		

•**Skills:** Scientist: 5

•**Advantages:** Connection: European Space Agency (High); Scholar (astronomy)

Didier leads the heroes to the telescope room, where a pair of technicians are hard at work, bent over a bank of computer screens. They don't look up, and Didier doesn't introduce them as the Leaguers walk past. Instead, he almost drags the heroes to the telescope and a sheaf of computer-plotted printouts.

A successful Perception Check against an OV/RV of 4/4 allows the Leaguers to notice that one of the technicians has on a set of headphones and has a peculiar look on his face. He marks something down, taps his headset, and adjusts the dials before him. Didier doesn't notice him and draws the heroes' attention away.

"Here, you must see this. Here and here!" He points to several of the printouts. What you see is a thick splattering of dots. It looks as if someone has sprayed ink across the printout in a fuzzy cloud.

Ahead of the main clump are a series of smaller clumps.

Didier looks at the Leaguers, as if expecting them to understand immediately what he has shown them. If asked, he explains that this is the main body of the meteor swarm. The meteorites that have fallen in Mayrhofen and in Paris represent the leading edge of this swarm. While the swarm is relatively small by astronomical standards, it is also unusually dense. *"Most swarms are so thin and attenuated,"* Didier explains, *"that the most of the meteors will either glance off the Earth's atmosphere or miss the planet entirely. This swarm, though, is different. If our projections of its trajectory are right, almost all of the meteors in the swarm will penetrate the Earth's atmosphere. While we can expect many of them to burn up in the atmosphere, that still leaves an uncomfortably large number to fall to Earth—and if the rest of them are carrying that virus, the potential for devastation is unimaginable."*

Didier goes on to explain that his projections of the meteor swarm's trajectory indicate that the main swarm will reach the Earth within 24 hours. *"The meteors from the main swarm will begin to fall over Europe tomorrow night, but then, as the planet turns, meteors will fall over the U.S., followed by China and the U.S.S.R. In fact, the entire northern hemisphere is in danger."*

If the Leaguers ask Didier whether anyone else knows about this, he says that he has informed his superiors and a number of his fellow scientists, but they have not informed anyone outside the European Space Agency because they fear it might set off a global panic. They wanted to inform the JLE first in the hopes that the heroes might be able to do something. His superiors are willing to make a shuttle available to the JLE, but it would take them several hours to prepare the shuttle and the Leaguers would have to travel to the ESA's launch site in French Guiana, in South America. His superiors also feel that they must inform the United Nations of the situation. They don't feel like they can cover it up much longer, and besides, a disaster of this magnitude surely calls for global action.

If the heroes ask when he learned of the meteor swarm, he says, *"We just discovered it last night, when it emerged from behind the moon. We didn't say anything at that time, though, because we weren't sure it was heading for Earth. However, after having more time to study its trajectory and after the recent meteorite impacts in Mayrhofen and Paris, we now know it is coming right for us."*

"It's strange," he adds. *"I mean, I can understand how we missed the forerunners—there's always a certain amount of meteor activity—but I don't understand how our instruments could have failed to detect the main swarm before now. It couldn't possibly have been hidden by the moon all this time."*

Of course, the true reason the swarm wasn't noticed before is the Dominators manufactured it on the moon and then inserted it into an artificial orbit.

If the Leaguers ask Didier about the origin of the swarm, he answers, *"I don't know. It doesn't fit in with any known meteor cloud—not the Perseids, not anything. All I can figure is that maybe it's a small asteroid that strayed from the asteroid belt as a result of resonant perturbations and then broke up. Either that, or it came from outside the solar system. That could explain the virus. But I'm just not satisfied."*

Didier can add nothing more. However, just as the heroes are turning to go, one of the technicians (the one with the earphones) looks up. *"Dr. Didier, you must hear this, please, before the Justice League leaves. It may be important."* He hands his headphones to the astronomer. *"I've been getting those sounds periodically for the last six or seven hours,"* he explains, *"but it just keeps happening. At first I thought it was just background noise, but the pattern is too regular. It seems to be coming from the moon, and it's directed toward the meteor swarm and then toward Paris. We picked up the same sort of signals last night, just before and after the meteors fell on Mayrhofen."*

If the Players have already been to Paris, a successful Action Check using Scientist Skill against an OV/RV of 4/4 lets them realize that the transmissions are at the same frequency as the radio transmitter found in the possession of the Libra Corps.

If the JLE has not yet been to Paris, have the Players switch roles and play the JLA Adventure Part Three—Killer Satellite. Play should then proceed with JLE Encounter Four. If the team has split up, let the Characters who came to the observatory join their companions in the middle of JLE Encounter Four. If the Leaguers have come to the observatory after handling the crises in Paris and at the nuclear plant, proceed with JLE Encounter Seven. Then have the Players switch roles and play JLA Adventure Part Three—Killer Satellite.

Troubleshooting: There is really nothing that can go wrong here, as it is purely an information Encounter. However, if the heroes have brought along samples of the meteorites recovered from

Mayrhofen or from Paris, they can turn them over to Didier and his staff, who can Analyze them using their 12 AP laboratory. Positive RAPs on the Analysis reveal the information contained in **JLE Encounter Three**.

This concludes **JLE Part Two—The Epidemic Spreads**. Do not continue with the following section until the Players have switched roles and played **JLA Part Three—Killer Satellite**. If playing the Two GM/Two Team option, make sure the other team has completed **JLA Part Two—Shuttle Diplomacy This Ain't** before you run the following section.

JLE PART THREE— SOURCE OF THE MADNESS

Note to GM: Run this section after completing **JLA Part Three—Killer Satellite**. If you have just played **JLE Part Two—The Epidemic Spreads**, have the Players switch roles now and play **JLA Part Three—Killer Satellite**. If playing the Two GM/Two Team option, make sure the other team has completed **JLA Part Two—Shuttle Diplomacy This Ain't** before running this section.

JLE Encounter Seven— Prepare for Liftoff: Mark Two

Set-up: Having learned of the approaching meteor swarm, the JLE members return to their London embassy preparatory to teleporting to South America, where the European Space Agency's launch site is located. In London, the JLE learns that word of the approaching meteor swarm has been leaked to the media. The television stations are full of reports on the situation, and the phone lines are buzzing as panicked people call for help.

Then, Libra interrupts all TV broadcasts, demanding that the world's leaders turn over rule of the world to her (note always refer to Libra as "He") and threatening to drop warheads and a deadly virus if her demands are not met. A short time later, the U.N. calls the JLE to New York for its decision. At the embassy, the heroes have a chance to meet up with their counterparts in the JLA, compare notes, and learn more about the situation with Libra.

Players' Information: As you return to London, you can't help feeling somewhat overwhelmed. Just when you thought you were getting close to wrapping things up, you learned they were only beginning. More meteors are on the way. You think of the circus performers

who spin plates on the ends of long sticks, adding more and more plates until the audience is sure they can't possibly keep them all going. You wonder, how many more plates can you handle? How much longer can you keep them all spinning?

Then you are at the embassy, and you notice the crowd of people in the streets outside, hanging on the fence, pushing at the gates. You hear their shouts of panic, their cries of fear. And you wonder what new crisis awaits you here.

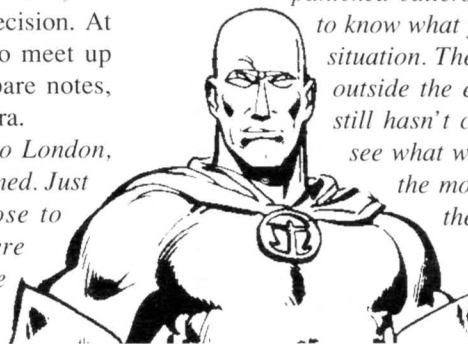
GM's Information: If the heroes try to talk to the crowds of people outside the embassy, they get no coherent response from them, other than a jumble of conflicting voices: "You've got to do something!" "What's going on?" "Is it true?" "What are we going to do?" "Save us! Save us from the meteors!" "Help us! We don't want to go crazy! We don't want to die!" The heroes quickly realize that word has leaked out about the coming meteor shower. If they try to calm the crowd or talk them into returning to their homes, it requires a successful Persuasion attempt against an OV/RV of 8/8. Positive RAPs calm the crowd, causing them to disperse.

When the heroes enter the embassy, they find Catherine and Sue in the monitor room, trying to handle the flood of phone calls. (If none of the heroes came to pick up Claire Montgomery earlier, she is here as well.) All of the phone lines are tied up; all of the buttons on the phones are blinking. No sooner does one go off, than it lights up again.

"Thank God, you're back," Catherine says. "Is everyone all right? What's been happening?" The Players should bring Catherine up to date. If they mention the European Space Agency's offer of a shuttle, she says: "Ah, that explains it. We got a call from French Guiana saying it would be another four hours before the shuttle was ready."

If they ask what is going on here, she answers: "Ever since the press broke the word of this approaching meteor swarm, it's been a madhouse around here. The phones have been swamped with panicked callers and reporters wanting to know what you plan to do about the situation. There's been a huge crowd outside the embassy, Green Lantern still hasn't come back, and you can see what we've been picking up on the monitors." She gestures to the wall in front of you.

The monitor screens are filled with all of the local channels as



well as many of the international channels. Most of the channels are filled with reporters, talking about the approaching meteor swarm, interviewing scientists or the survivors of Paris. Other channels carry TV tabloid shows with interviews of crackpots claiming the final days are at hand or that they were kidnapped by space aliens. Think tanks discuss solutions to the problem, throwing out such ideas as blasting the meteors with nuclear missiles. Panels of so-called experts talk about the implications of the situation.

You know the implications: madness and death.

Encourage the Players to role-play their Characters' reactions to this evidence that word has leaked out about the coming disaster. If anyone thinks to ask where Prince Shoaib Khan has gone, Catherine says he has gone to New York for an emergency session of the U.N. General Assembly to discuss the approaching meteor swarm and what to do about it.

As the Leaguers stand around debating what to do, they see the TV monitors suddenly go blank. Moments later, Libra comes on to declare her ultimatum; see **JLA Encounter Seven** for details. Note, however, that if the JLA trailed the Injustice Gang International directly from **JLA Encounter Six** to **JLA Encounter Seven**, Libra does not make her demands. In that case, the JLE should proceed directly to **JLE Encounter Eight**.

If Libra does make her demands, give the Players a few moments to react, and then have Sue interrupt them.

"Hey, guys," Sue says. "We're getting a call in from New York." Oberon's usually cheerful face fills the screen, now wearing a look of concern. "Hi, everybody. I'm supposed to tell you guys that the United Nations has requested that the Justice League America and Justice League Europe assemble here in New York to await its decision on what to do about the current crises."

If the JLE decides to obey the U.N.'s orders to go to New York, proceed with the **Back in New York** section of **JLA Encounter Eight**. If the Players previously decided to have the JLA go to New York, then they should play one member of each team in this section. If they previously decided not to have the JLA go to New York, they play only the JLE in this section.

If playing the Two GM/Two Team option and the JLE decides to go to New York, consult with the other GM to determine whether the JLA also decided to go to New York. If so, then bring the two teams

together to play the **Back in New York** section of **JLA Encounter Eight**. If the JLA decided not to go to New York, then run this section for the JLE only.

If, on the other hand, the JLE decides to disobey the U.N.'s orders and go directly to the launch site in French Guiana, proceed with **JLE Encounter Eight**.

Troubleshooting: The Players may decide to swap members between the JLA and the JLE before going to deal with the two crises. It would be perfectly appropriate to send the more cosmic heroes (Maxima, Guy Gardner, and Power Girl, for example) after the meteors, while sending the more down-to-earth heroes (Blue Beetle, Crimson Fox, and Booster Gold, for example) after the villains in the orbital factory. Just make sure that the two teams have the same number of members and that each Player has one Character on each team.

JLE Encounter Eight— Swarm of Death

Set-up: Arriving in French Guiana, the JLE boards a European Space Agency shuttle and blasts off for the approaching meteor swarm. On the way to the main body of the swarm, they must evade some of the fringe meteors. When the heroes arrive at the main swarm, they find a surprise awaiting them: Superman, who is under the influence of the Dominator Virus. They must subdue and rescue him before they can take care of the meteor threat.

If the Leaguers have arrived here without receiving the go-ahead from the U.N., see **Troubleshooting** before proceeding with the Encounter. If the heroes are going into space under their own power (for example, if Guy Gardner has switched over to the JLE team), skip ahead to their arrival at the meteor swarm.

Players' Information: *Sweltering.*

It's the only word that describes the climate here at Kourou in French Guiana, the European Space Agency's launch site. Kourou is an island of technology surrounded by a sea of dense tropical hardwood forest. As you arrive, a light rain is falling, obscuring the site behind a veil of mist. Still, the rain cannot hide the ESA's new experimental shuttle Lily, where it stands poised on the launch pad like a massive arrow aimed at the sky.

GM's Information: Soon after arriving at the launch site, the heroes meet Marcel Baptiste, the site Director, a small, dark-skinned man of Creole extraction. He gives the heroes a quick run-down of the shuttle's systems. It is basically similar to the N.A.S.A. shuttle, with two solid booster rockets and

an external fuel tank. After the shuttle blasts off, the booster rockets fall away once they are spent, followed by the external fuel tank a few minutes later.

Marcel Baptiste

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



- Skills:** Charisma: 4, Gadgetry: 2, Scientist: 5
- Advantages:** Connection: European Space Agency (High); Scholar (aerospace engineering)

Baptiste has made sure the shuttle carries enough spacesuits [BODY: 8, Flight: 6, Sealed Systems: 13] for all the Characters. He also volunteers the services of one of the ESA's pilots (Vehicles: 7). The Players are free to reject this offer if they think they can handle the craft themselves. The shuttle has the following stats.

LILY SPACE SHUTTLE [STR: 12, BODY: 11, Flight: 15, Flame Immunity: 5, Radar Sense: 20, Sealed Systems: 19, Super Hearing: 15, Super Ventriiloquism: 30, Hardened Defenses, R#: 3]

Shortly after the heroes have boarded the shuttle and taken their seats, the craft takes off. Have the pilot make an Action Check using Vehicles Skill against an OV/RV of 6/6. Positive RAPs indicate the shuttle has taken off. A failed roll means that some problem has developed that delays liftoff; the exact nature of the problem is up to the GM. When the shuttle does take off, read the following two paragraphs.

The pressure suits bind in ways you never really thought about when you used to watch the astronauts on television. And while you are comforted to know that the suits are state-of-the-art technology, you really wish their designers had spent a little more time considering comfort as well as safety.

Then the low, steady rumble of the engines rises to a roar, and the entire shuttle begins to shudder, shaking you to your very bones. A giant hand seems to press you down into your seat. You didn't think it

was possible, but your suit grows even more uncomfortable as the shuttle rises on a column of flame. Two minutes later, there is a brief lurch as the booster rockets drop away, followed by another lurch eight minutes later as the external fuel tank is jettisoned. Then you are coasting in weightlessness.

The voyage to the meteor swarm is relatively uneventful and should not consume too much time. It does, however, give the Players a perfect opportunity to role-play; encourage them to do so.

To reach the meteor swarm, the heroes must travel 150,000 miles (28 APs). At the shuttle's Speed of 17, this takes about 2 hours. Have the pilot make a series of Action Checks using his Vehicles Skill against an OV/RV of 6/6. The number of RAPs received indicates the distance in APs traveled before the pilot must make another Action Check. Each failed roll adds 15 minutes to the total travel time. The heroes have 24 hours before the main swarm hits Earth. Seven hours (1 hour at Soleil Rouge, 2 hours at the embassy, and 4 hours at the U.N.) have elapsed, leaving only 17 before the meteors strike Earth in full force. After 30 minutes of the heroes' extra travel time, one meteor from a preliminary swarm penetrates the atmosphere and strikes Earth. Pick a city at random (preferably someplace interesting) to add some excitement.

Along the way, the heroes encounter two small clusters of meteors, forerunners of the main body. These meteors are too small to pose a danger to the Earth; they will burn up on entering the atmosphere. However, they are traveling fast enough to endanger the space shuttle. Treat each small shower as an attack on the shuttle, with the AV/EV being the shuttle's and meteors' combined Speed of 18, the OV being the pilot's APs of Vehicles Skill, and the RV being the shuttle's BODY of 11.

The Meteor Swarm: Finally, the Leaguers approach the main body of the meteors. Read the following two paragraphs out loud.

You watch the blackness that shines through the viewport, and you know why mankind has always yearned for the stars. There is a stark beauty out here that no one has ever really been able to describe adequately—not the cold clarity of the starlight, not the glowing blue-green jewel that is the Earth.

The main body of the meteor swarm comes into view jarring you out of your musings. Swarm is the correct term, too—there seem to be thousands of

meteors, all shapes and sizes, rolling and tumbling. The swarm is spread out over a huge area, and soon you are in the middle of it, with meteors looming over, under, and around you.

A successful Action Check using Vehicles Skill against an OV/RV of 6/6 matches the shuttle's velocity and direction with the meteor swarms. Until the pilot does this, he must make an Action Check using his Vehicles Skill against an OV/RV of 6/6 every phase to avoid colliding with a meteor. Any collision automatically damages the ship with an EV equal to its Speed of 17.

Once the heroes have matched speeds with the cloud, they no longer have to worry about collisions. However, there is another danger here. Have the pilot make an Action Check using the ship's Radar Sense of 20 as the AV/EV against an OV/RV of 12/12. Positive RAPs detect an object approaching the shuttle; from its configuration, it can't possibly be a meteor. A successful Perception Check against an OV/RV of 10/10 allows the heroes to spot the Superman flying toward them, with a wild and unpredictable expression on his face. In short, he looks crazy.

If either roll fails, the first hint of approaching danger is a loud clang as something strikes the outside of the shuttle. Moments later, the Superman begins attacking the shuttle. The heroes should leave the shuttle to engage Superman before he reduces the ship to scrap.

Superman

DEX: 10 STR: 20 BODY: 16
INT: 5 WILL: 17 MIND: 17
INFL: 10 AURA: 10 SPIRIT: 10
INITIATIVE: 35
HERO POINTS: 40



Note: Superman's Statistics and Powers are altered for this Adventure due to the influence of the Dominator Virus. All of his perception-type Powers are non-functional. He has lost dexterity and swiftness of movement. The Dominator virus, being laced with kryptonite, has overpowered his Systemic Antidote and Sealed Systems.

- Powers:** Flight: 13, Heat Vision: 13, Invulnerability: 18, Superspeed: 10
- 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), Justice League International (Low); Expansive Headquarters (Fortress of Solitude); Free Access; Popularity
- Drawbacks:** Secret Identity; Fatal Vulnerability: kryptonite, range of 2 APs; Loss Vulnerability: magic, range of 0 APs; Loss Vulnerability: lack of yellow sun radiation, range of 0 APs



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

Superman's tactics are simple: he fights anyone he sees because he is under the delusion that everyone is a villain. To make this interesting you might have Superman address the heroes by the names of villains. Once someone goes unconscious, he ignores them, allowing the heroes to make Recovery Rolls and return to the fight. The heroes can simply bash on Superman to knock him out and retrieve him. (He remains unconscious throughout the rest of the Encounters if they do.) Remind the Players that they can spend Hero Points on their Initiative. It might be useful in this case.

The heroes' spacesuits will put certain limits on their use of Powers. The GM should use common sense to determine which Powers the heroes can and cannot use. For example, the Elongated Man would not be able to use his Stretching, and Fire would not be able to use her Flame Being, while Maxima could use her Telekinesis, and Ice would be able to use her Ice Production. If any of the spacesuits lose integrity, it exposes its wearer to vacuum. They can still function for a time by holding their breath; use the rules for drowning from p. 25 of *The Rules Manual*. Also, each spacesuit is equipped with a 12-AP patch kit.

Once they have saved Superman, the heroes can turn their attention to the meteors. There are thousands of meteors, far too many for the Leaguers to deal with. Fortunately, most of the meteors are small enough to burn up in the atmosphere, and most do not contain the virus. The heroes can use Powers such as Detect, Thermal Vision (the virus will be slightly warmer than the surrounding rock), or X-Ray Vision to identify the virus-bearing meteors. The Players might even have had their Characters construct a virus-detecting Gadget.

About 100 meteors carry the virus, each with a BODY of 10 and weighing anywhere from 50 to 1,000 lbs. (0-5 APs). Don't try to deal with each meteor individually; this would take too long, would bog down the game, and would soon grow tiresome. Divide them into groups of 5 or 10, and resolve the heroes' actions against these groups. If the heroes successfully deal with several of these groups and are beginning to grow bored, assume they can deal with the rest in the same manner. Summarize the action and indicate the passage of time, then move on.

The Leaguers' best tactics are either to blast or pound the meteors into fragments or to alter their trajectories so they are no longer on a collision course

with Earth. Any sort of Physical Attack can destroy the meteors. Alternately, the heroes grab the meteors and use Flight to drag them onto a different trajectory. If Guy Gardner is present (his Player having switched the Character over to this group), he could use his Power Ring to engulf some of the meteors inside a giant net and then drag them onto a different course. Guy can only capture 10 meteors at a time.

Since the heroes are in spacesuits, they won't have to worry about inhaling the virus (which is currently dormant anyway), so there's no way they will catch it. Also, they may have received inoculations with the vaccine developed from the immune woman's blood, making them doubly safe.

In the midst of the meteor swarm, the Players discover the transmitter has been relaying the Dominators' transmissions to Earth. The transmitter is disguised to resemble a meteor, so a successful Perception Check (or an Action Check using a Power such as X-Ray Vision) against an OV/RV of 8/8 is required to spot the transmitter. A successful Action Check using Detective or Scientist Skill against an OV/RV of 6/6 lets the heroes discover that it is beaming transmissions to the dark side of the moon.

If the Players have not yet played the end of **JLA Encounter Eight** and **JLA Encounter Nine**, they should switch roles and do so at this time. Otherwise, play should proceed with **JLE Encounter Nine**.

Troubleshooting: If the heroes have arrived at Kourou without receiving the go-ahead from the U.N., they must either steal the shuttle or Persuade Director Baptiste to let them use it. Baptiste is Hostile (+3 OV/RV Column Shifts) to the idea of letting the Leaguers have the shuttle without the U.N.'s approval. As part of an international organization, he is afraid of the consequences if he were to go against the U.N.'s wishes. If the heroes attempt to steal the shuttle, they must infiltrate the site, getting past its 15 security guards and 12-AP security system. Once the Leaguers blast off, though, the ESA has nothing that can go after them.

It is possible for the heroes to die in this Encounter. To avoid this, remember the rules for Desperation Recovery. Alternately, the JLA may come to the JLE's rescue after dealing with the IGI in **JLA Encounter Nine**.

As another option, the Conglomerate could miraculously recover from the effects of the virus (perhaps by having S.T.A.R. Labs devise radio headsets which broadcast a frequency that jams the virus' resonant frequency, thus neutralizing its effects). The Players could then assume the roles of

the Conglomerate and come to the rescue of their defeated comrades in another European Space Agency shuttle.

If the Leaguers don't discover the Dominators' transmitter, they are stuck as to how to proceed, since they won't be able to locate the secret Dominator base. You can dock them a few Hero Points from their Standard Award and allow them to find the transmitter. Alternately, if the JLA discovered that Libra was transmitting to the Dominator base in **JLA Encounter Nine**, the American heroes can radio the JLE and clue in their counterparts.

JLE Encounter Nine— The Secret Base

Set-up: Arriving at the target of the transmissions, the JLE reaches the secret base on the dark side of the moon. The heroes enter the base, finding themselves hard-pressed to overcome its defenses. These include automated lasers and blasters and several rooms filled with the Dominators' virus. After getting past these defenses, the heroes confronted the Libra Corps, a group of mind-controlled Libra clones.

Players' Information: *Beneath you, the moon's dusty gray surface grows closer in the windows of the shuttle. Somehow the moon looks a great deal colder than it did in the videos of the first moon landing. But then again, this is the dark side of the moon.*

When you reach the coordinates, you cannot help but notice how isolated the area is. There is no sign of life—no sign of the Dominators—no sign of anything for miles. Although you are in the stable environment of the shuttle, you feel a chill. The only warmth seems to come from the light of the stars, which are small and distant.

GM's Information: While the transmissions they picked up have led the Leaguers to the general area of the Dominator base, the heroes still must to pinpoint the site before they can go in. The base's specific location is not immediately obvious, as it lies concealed 20 feet beneath the floor of a crater.

A successful Action Check using the Shuttle's Super Hearing against an OV/RV of 8/8 picks up faint radio signals from this crater. Closer investigation and a successful Perception Check against an OV/RV of 8/8 locates a transmitter (disguised to look like a large rock outcropping) on the crater floor.

Other Powers that could to locate the Dominator base include: Detect (to pick up faint traces of radiation coming from the crater bottom), Life Sense (to detect several life forms 50-60 feet below the

moon's surface), Telescopic Vision (along with a Perception Check to detect the disguised transmitter), Thermal Vision (to detect that one area of the crater floor is slightly warmer than the surrounding soil), or X-Ray Vision (to see through the soil of the crater bottom to detect the Dominator base below). Action Checks using such Powers use an OV/RV of 8/8.

Once the heroes have located the base, they still must reach it. Investigation of the crater floor reveals no direct openings to the base. (The Dominators enter or leave by Teleportation or through a concealed tunnel several miles away in a different crater). To reach the base, the heroes must either dig, blast, or melt a tunnel through 20 feet of soil. Digging, blasting, or melting a tunnel requires a series of Action Checks against an OV/RV of 6/6; a total of 10 RAPs creates such a tunnel.

When the Leaguers finally enter the base, they find a large storage area filled with crates of various shapes and sizes. Examination shows that these crates are full of freeze-dried foods and high-tech equipment. A successful Action Check using Detective or Scientist Skill against an OV/RV of 4/4 reveals that most of the equipment is beyond Earth's technology level. The crates are also covered with strange hieroglyphics; it is obvious that these markings are not from any Terran language.

A successful Perception Check against an OV/RV of 3/3 allows the heroes to discover four security cameras in the ceiling of the chamber. These are part of the Dominators' 15-AP security system, which also includes electric eyes across the ramps leading from level to level and infrared sensors in all hallways. A successful Perception Check against an OV/RV of 5/5 detects the electric eyes before tripping them, while a successful Perception Check against an OV/RV of 6/6 detects the infrared sensors.

In one side of the storage chamber, the heroes find a large Teleportation chamber [Teleportation: 21]. They cannot use it, though, as the Dominators have shut it off from the main control panel on Level Four. On the opposite side of the chamber, the Leaguers find a rampway leading down. Once in the hallway the heroes trip an electric eye and set off a concealed laser [BODY: 4, AV: 4, EV: 4], which fires at the first Character to trip the alarm.

Moments later, two more concealed lasers in the ceiling of the storage chamber open fire on any Characters still in the chamber. These lasers are under the direct control of the Dominators, who use the security cameras and infrared sensors to aim the weapons. If the heroes destroy the cameras and

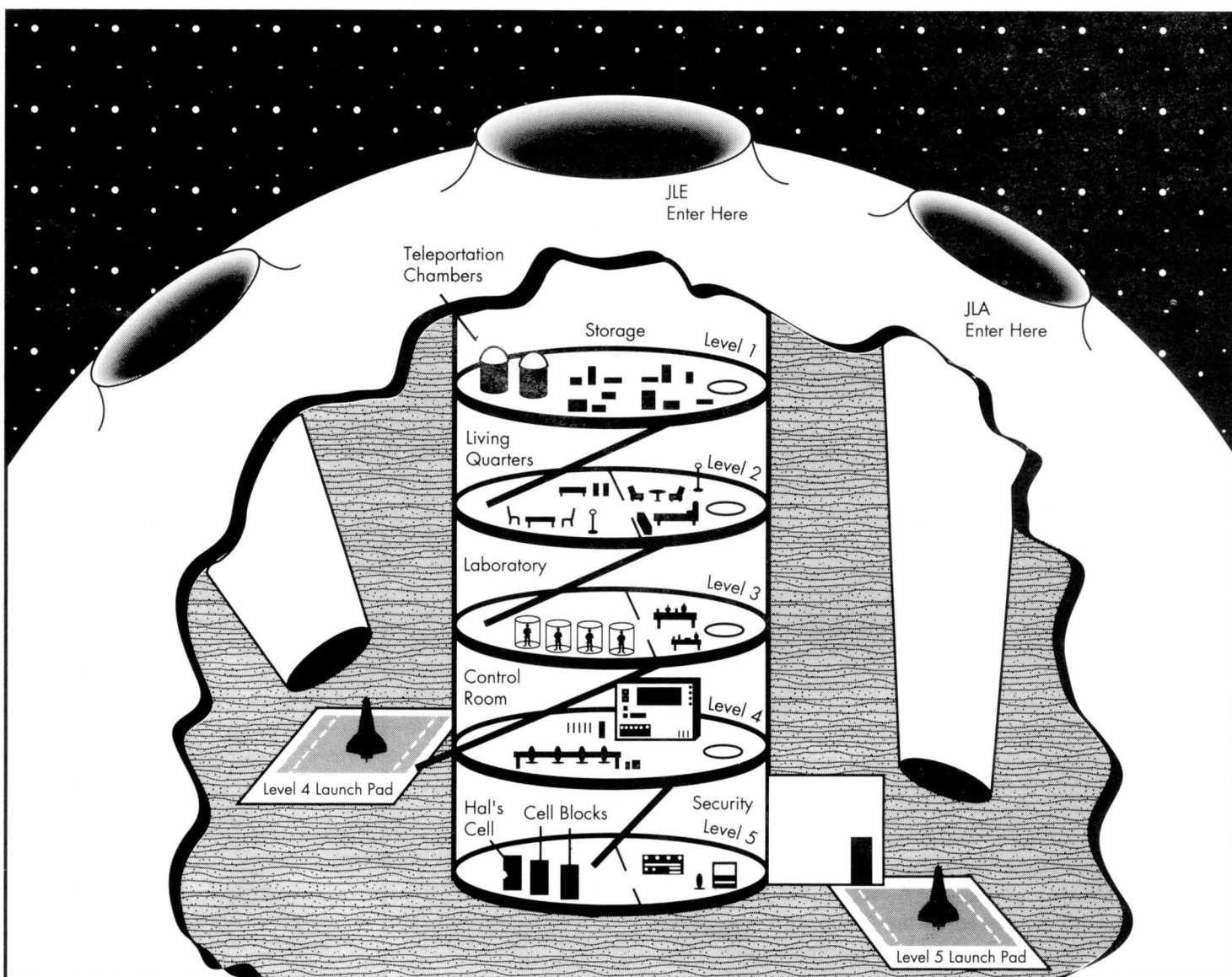
sensors, the Dominators cannot aim their weapons; they fire at random.

Moving down the rampway, the Leaguers soon reach the Second Level, where Dominators live. As the heroes move across this level, they see four security cameras in the ceiling that track their movements. Each camera can aim a laser concealed in the ceiling. When the lasers open fire, four security robots [DEX: 4, STR: 6, BODY: 5, AV: 7, EV: 8] emerge from niches in the walls.

If the heroes enter any of the living quarters, they find that the rooms are extremely spartan. They find little of interest here, although in the closets they find robes that they easily recognize as being of the type worn by the Dominators. A successful Action Check using Detective Skill against an OV/RV of 4/4 reveals that the quarters are large enough to house 9 or 10 individuals.

Moving on to the Third Level, the Leaguers enter a large laboratory. A successful Action Check using

JLE ENCOUNTER NINE DOMINATOR BASE



Detective or Scientist Skill against an OV/RV of 4/4 reveals this to be a medical lab of some sort. There are a number of examination tables, lab benches, microscopes, and the usual equipment to be found in such a lab, albeit on a more advanced level than would be found on Earth. Nine glass and metal tanks line one wall. A successful Action Check using Gadgetry or Scientist Skill against an OV/RV of 12/12 reveals that these tanks were used to grow and nourish clones.

A second chamber is vaguely visible through a doorway on the west wall. However, before the heroes can enter this chamber, three figures appear in black jumpsuits and masks, with the insignia of a set of scales in blue across the face of the masks and on the left breast of the jumpsuits. These are the Libra Corps Clones

Libra Corps(x5)

DEX: 8 STR: 5 BODY: 6
INT: 8(1) WILL: 7(1) MIND: 6(1)
INFL: 4(1) AURA: 4(1) SPIRIT: 3(1)
INITIATIVE: 20(10) HERO POINTS: 45(0)

•**Powers:** Adaptation: 40, Neutralize: 10

•**Equipment:**

Ear Plug [Personality Transfer: 25]

Bonuses: The Dominators have transferred their personalities into the clones. The APs of Personality Transfer represent the range at which the Dominators can still possess the clones. The Dominators may use the Libra clones' Powers of Adaptation and Neutralize.

Limitations: The possessing Dominators' bodies do not disappear, but merely fall into a trance-like state. The Attributes in parentheses represent the Libra Corps' Attributes when not being possessed by the Dominators. The Ear Plugs are receivers only; they do not work without the projectors in the Control Couches in the Dominator base.

This portion of the Libra Corps consists of five clones of Libra. Three have been genetically altered so that they are male. The other two are female. When not possessed by the Dominators, the Libra clones are mental vegetables; they are incapable even

of feeding themselves. When not being possessed, the clones are kept in the clone tanks, which provide nourishment for them. Otherwise, the clones would waste away and starve.

Play out the combat between the Libra Corps and the heroes. Each Libra tries to Adapt and Neutralize the Powers of one or two of the Leaguers. If the heroes Take Away the Ear Plugs, the Personality Transfer is broken; the clone drops unconscious, while the possessing Dominator awakens in his own body (on the Fourth Level). The Personality Transfer also breaks if the clones are knocked unconscious, but, the Dominators may spend Hero Points to prevent this from happening.

Once the heroes have defeated the Libra Corps, play should proceed with **JLE Encounter Ten**.

Troubleshooting: If the Leaguers lose to the base's defenses or the Libra Corps, they awaken in the medical lab, where they are being examined by the Dominator scientists. The scientists have placed restraints on the heroes, effectively Neutralizing their Powers. Any Characters with Thief Skill should have a chance to slip out of their restraints (against an OV/RV of 10/10) and free their companions. Then allow the Leaguers a second chance to defeat the Dominators' forces.

JLE Encounter Ten— Behind the Mask

Set-up: Arriving at the heart of the hidden moon base, JLE finally confronts the Dominators behind the whole plot. The Dominators attempt to flee, but if captured they reveal the details of their scheme. The JLE also finds the antidote for the madness virus.

Players'

Information: *You stand on the brink of a rampway that curves downward into darkness. Although you cannot see what lies ahead of you, somehow you know you are on the verge of solving the final mystery, of parting the final veil, of uncovering the face behind the mask.*

GM's Information: After dealing with the Libra Corps, the heroes stand on the verge of confronting the



Dominators behind this whole scheme. The only thing separating them is the rampway leading down to the Fourth Level. However, the Dominators are ready and waiting for the Leaguers.

As the heroes emerge onto the Fourth Level, they immediately come under fire from three Dominators, each equipped with a Blaster [Disintegration: 6]. These three try to hold off the heroes while another works to overload the Power Plant and two more (the head scientist and his pilot) escape down a secret tunnel. Have the Leaguers make Perception Checks against an OV/RV of 4/4 to notice two Dominators at the escape tunnel. Have the heroes make a Perception check versus an OV/RV of 4/4 to notice that the head scientist shoves something in his pocket as he leaves. If the heroes get positive RAPs, they see it is a Green Lantern Ring.

Immediately after the head scientist and his pilot enter the escape tunnel, the secret door [BODY: 15] closes behind him. A secret switch, hidden in the wall nearby, controls the door. To find the switch, the heroes must make a successful Action Check using Detective or Thief Skill against an OV/RV of 12/12.

If the heroes follow the head scientist and his pilot down the escape tunnel, they find that the head scientist has left a nasty surprise behind for them. The escape tunnel is filled with the Dominator virus. Let the Leaguers make Perception Checks against an OV/RV of 6/6 to spot the slightly greenish cloud of virus before running right into it. The cloud fills a length of tunnel 50 feet (3 APs) long. If the heroes have been vaccinated against the virus, they can pass through this section of the tunnel with impunity. Otherwise, the Characters must have Sealed Systems (perhaps they are still wearing their spacesuits) or some other protective Power or risk contracting the virus.

At its far end, the tunnel emerges in a cavern. In the cave is a special shuttle [BODY: 12, Flight: 30, Radar Sense: 25, Hardened Defenses] that the head scientist and his pilot are planning to use to escape, provided they can reach it. (This is a different shuttle bay than the one JLA entered in **JLA Encounter Ten**.) If the Dominators manage to take off, the only Leaguer who has any hope of overtaking the shuttle is Guy Gardner, if he has switched to this team.

Once they have defeated the Dominators, the heroes can examine the Control Room. They find nine couches with headsets [Personality Transfer: 25], the Control Couches that allow the Dominators to project their personalities into the Libra clones. They also find a great deal of high-tech

communications equipment [Remote Sensing: 30, Super Ventriloquism: 30], which the Dominators used to communicate with Libra and to observe the Leaguers from afar.

But the most impressive feature of the Control Room is the massive array of computer banks. The Dominators' computer [INT: 12, WILL: 8, MIND: 8, BODY: 6, Recall: 30, Split: 10, R#: 2] contains all the records of the Dominators' mission, as well as the files of information they have compiled on the heroes—their Powers and Limitations, as well as their personalities and tactics—and the details of the Dominator virus and its antidote.

The heroes may be able to Persuade the captured Dominators to call up this information for them. (This is not easy, as the Dominators are Opposed, giving +5 OV/RV Column Shifts.) Alternately, the heroes may try to call up the files on their own. To do so, they must make a successful Action Check against an OV/RV of 12/12. The number of RAPs received indicates the amount of information they retrieve; the exact details are up to the GM, but they should at least receive the formula for the cure to the Dominator virus.

The JLE can also Interrogate any captured Dominators to learn the details of their schemes, uncovering the information contained in the **GM's Background** section on p. 6. If the heroes capture the head scientist, they also recover his briefcase containing all the information the Dominators have uncovered on the Leaguers, the Green Lantern Ring, and the cure for the Dominator virus.

After the Players finish with this confrontation, have the JLA enter, led by Hal Jordan.

Troubleshooting: It is quite possible for some or all of the heroes to die here. To avoid this, remember the One-Shot Warning Rule and the rules for Desperation Recovery. Before the Dominators fire their Disintegrators, give the heroes a One-Shot Warning so they can spend any Hero Points they wish to on defense.

If the head scientist manages to get away, it does not really affect the outcome of the adventure. Let the heroes find Green Lantern's Ring on the floor of the cavern. Apparently the head scientist had a hole in his pocket! But the heroes do not find the cure for the Dominator virus. L.E.G.I.O.N. will look over the Dominators' computer files to find a cure. Dock the Characters an appropriate number of Hero Points from their Standard Award.



ENDGAME

With the capture of the Injustice Gang International, the destruction or diversion of the meteors, the discovery of the Dominators' secret base and the exposure of their presence, the Dominators' plot is effectively foiled. Whether or not the heroes capture the Dominator scientists is really immaterial. Even if they escape, their effectiveness is at an end.

Libra and the IGI are turned over to the international authorities for sentencing. The warheads are returned to the U.S. military, and the S.T.A.R. Labs virus destroyed. Using the information in the Dominator computer banks, a cure is devised for those who have been afflicted with the Dominator virus.

If the Dominator scientists are captured, they should be turned over to the U.N., which turns them over either to the L.E.G.I.O.N. or the Daxamites for deportation to their home planet. Their ultimate fate lies in the hands of their caste superiors.

You may wish to have Libra and the Injustice Gang International return to plague the JLI in future adventures, and it is certain that the heroes haven't heard the last of the Dominators. They will continue to scheme and plot against the Earth, preparing for the day when, once more, there will be a world in the balance. . . .

Standard Awards

JUSTICE LEAGUE AMERICA

Level of Opposition:

Superior _____ 25

Critical Points:

Follow the IGI's trail to Ferris _____ 3

Follow Libra's transmission to the moon _____ 3

Team up with the JLE _____ 5

Discover the Dominators' secret moon base _____ 3

Rescue Hal Jordan _____ 5

Discover the cure for the Dominator virus _____ 5

Area of Consequence:

Worldwide _____ 15

Severity:

Fatal _____ 15

Total Standard Award _____ 79



JUSTICE LEAGUE EUROPE

Level of Opposition:

Superior _____ 25

Critical Points:

Prevent the Montbleu Nuclear Plant from melting down _____ 3

Follow the Dominators' transmission to the moon _____ 3

Team up with the JLA _____ 5

Rescue Superman _____ 5

Discover the Dominators' secret moon base _____ 3

Discover the cure for the Dominator virus _____ 5

Area of Consequence:

Worldwide _____ 15

Severity:

Fatal _____ 15

Total Standard Award _____ 79



•MISSING•

Superman™ and Green Lantern™



Are Missing



Nuclear Missiles Have Been Stolen and A
Mysterious Virus is Driving Europeans Insane

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