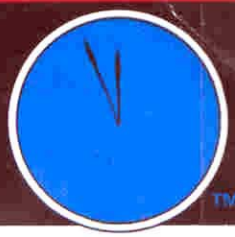
For 3-5 Characters Generated Using 250-500 Hero Points

235

HEROES ROLE PLAYING MODULE



WATCHMEN

by Ray Winninger

Taking Ou
the Trash

TO USE THIS BOOK

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

GAMEMASTER'S INTRODUCTION

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

CHARACTERS

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

ENCOUNTERS

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

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

GAME RESULTS

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

MORE ON BACK COVER:

TAKING OUT THE TRASH

CURSES & TEARS

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Taking Out the Trash:
Curses and Tears

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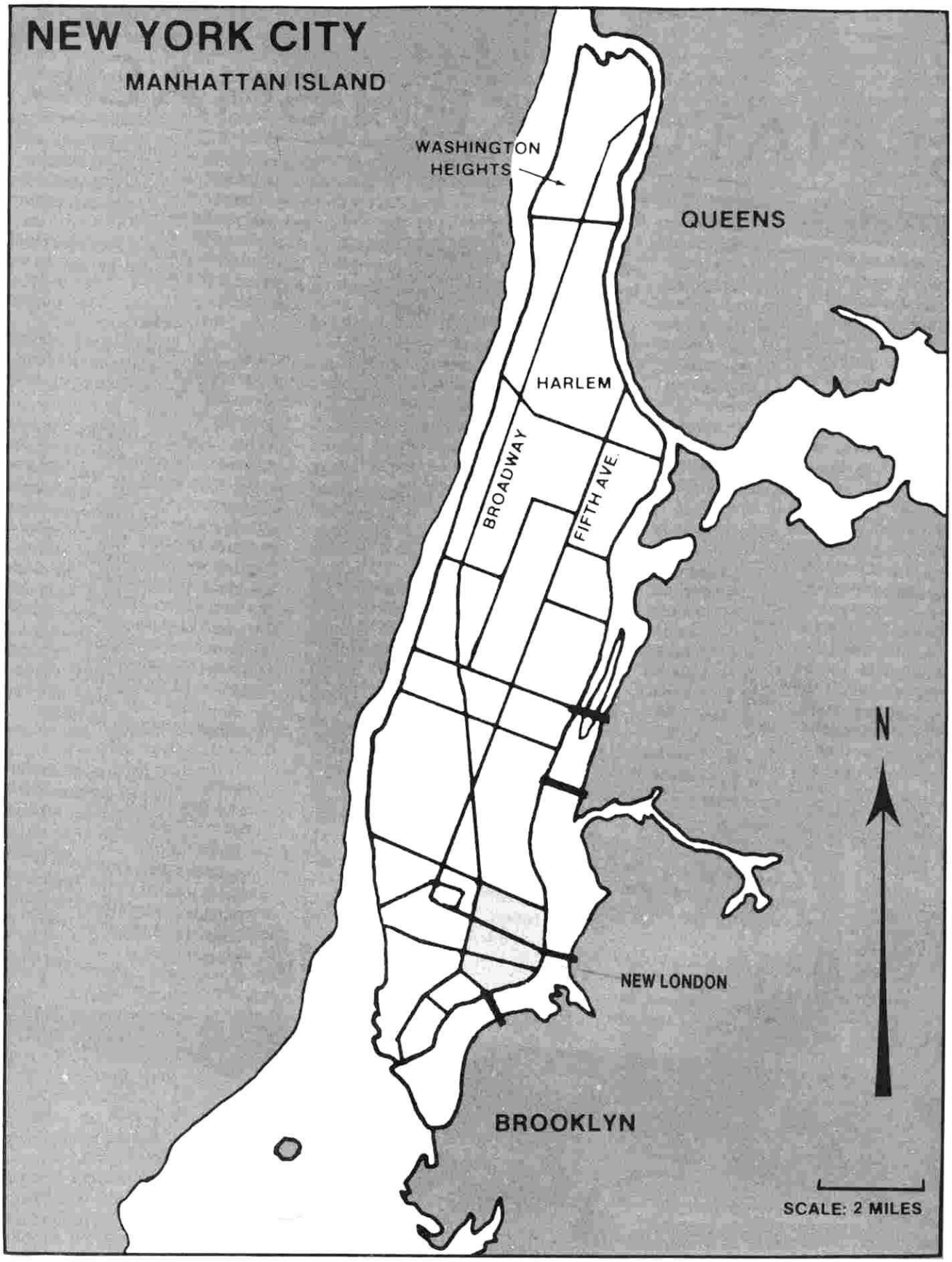
BE PART OF THE LEGEND! 235


NEW YORK CITY
MANHATTAN ISLAND
WASHINGTON HEIGHTS
QUEENS
HARLEM
BROADWAY
FIFTH AVE.
N
NEW LONDON
BROOKLYN
SCALE: 2 MILES

A PAGE FROM - -

10 QUESTIONS

SENATOR KEN SHADE

It's that time of year again: Spring, and a politico's heart turns to thoughts of election. Contributing Editor Ike S. Lee has been whistling though the train stops with the candidates, looking for the thumbnail platform. Lee said later, "Senator Shade has an active schedule—he discourages lazy reporters by leaving them in the dust."

1.

PROBE: Let's start with an easy one. What makes a man like you want to run for President?

SHADE: Well, Ike, every little boy dreams of growing up to be President one day, and when you are actually in a position to do so, it looks awfully attractive. Seriously though, I think this country has been going through some bad times lately, with Viet Nam and the riots and all, and I really think that someone has to step in and take control. It's not that I personally think I could necessarily do a better job than Philip Hollier, or Louis Conrad, or even Cinderella. I am just telling the people that Ken Shade is ready to step in if they need him. I leave the choice to the people.

2.

PROBE: Rumor has it that you were "drafted" as a candidate by important figures in the Republican party. Is there any truth here?

SHADE: Absolutely. I won't try to deny that. It goes back to what I said before about letting the people choose. The word I have been getting is that the people want Ken Shade. I am willing to give him to them.

3.

PROBE: I know this is beating a dead horse, but what, again, is your position on Senator Hunter's allegations that you are linked with organized crime?

SHADE: I don't think I really need a position there. As I am sure you know, the Justice Department appointed a special investigator which looked at all of Senator Hunter's so-called "evidence" and cleared me on all counts.

4.

PROBE: But Senator Hunter claims that Micheal Barrukis, the appointed investigator, was "bought" with mob money?

SHADE: Senator Hunter is obviously a paranoiac. What must I do to convince him? If I had the Supreme Court of the United States find me innocent of all charges, the Senator would try to claim that my imaginary mob friends had "bought" all of them, too. I must state again, that I never even met Anthony "Underboss" Vitoli much less accepted campaign contributions from him. I couldn't even pick the guy out of a lineup.

5.

PROBE: You've been sharply critical of the current administration. What do you believe is this President's most significant failure?

SHADE: I think that the President is much too isolated from the people he represents. He never gets out and talks with the average American citizen: the farmer from Topeka, Kansas, or the steel worker from Gary, Indiana, and asks them about their problems.
He should go out and meet the people of America and ask what he can do for them.

6.

PROBE: You've stated that you believe the American presence in Viet Nam is underscaled. Are more troops in order for Southeast Asia?

SHADE: I think it's time that the people of this nation realize what the situation in Viet Nam really is—war, total war. You can't win a war by committing only halfway. You're either there or you aren't. We have to treat war the same way whether we're fighting the British, the Mexicans, the Japanese, the Nazis, or the Vietnamese. America is a great land with great people. If we band together and come out swinging there is nothing we cannot accomplish. My military advisors tell me that total commitment in Southeast Asia could end the war victoriously as early as 1969.

7.

PROBE: More on the political stuff later, but I just had to get this one in now. You're from Chicago. Care to recommend any good restaurants?

SHADE: Well, I'm partial to the Pump Room located in the Ambassador East Hotel, but there's this little Chinese place down near the lake that I also visit frequently.

(continued on page 116)

DEEP IN THE HEART OF DARKEST AMERICA

It is June 1968—just one short year after the so-called "summer of love." Viet Nam slowly escalates into a major conflict, a stellar special effects movie thrills local audiences, rock and roll is more popular than ever, and a new spirit sweeps through America's youth. In just a few short months the current administration's term comes to a close and America has begun looking for a new leader to guide the nation through the rough times that lie ahead. Soon the Democrats and Republicans select their nominees for the November Presidential election. Because of the public's dissatisfaction with the current President, the Republican ticket is an automatic favorite, and should win the general election without any trouble.

Three major candidates vie for the Republican bid: the Vice-President, Mayor Philip Hollier of San Antonio, and Senator Ken Shade from Illinois. Competition in the primary elections was close, with the Vice President and Shade receiving the lion's share of the vote. Though the V.P. has the advantage going into the convention and will probably receive the nomination, Hollier snatched up just enough votes to make the race between the V.P. and Shade interesting.

What would happen if the future President of the United States had secret dealings with organized crime? Moloch has been concocting such a scheme for almost ten years. Ken Shade, once a mere crooked Chicago judge in the arch-criminal's employ, has been elected to the state senate, and then the U.S. House of Representatives. Moloch knows it never hurts to have friends in high places. Recently, Shade (with the help of Moloch's criminal organization) unseated Illinois Senator Marion Lockley by such a wide margin that a movement sprung up within the National Republican Party to draft him as a Presidential candidate. This delights Moloch. If he plays his cards right, he may just have the President in his pocket.

Moloch is calling in many of his old underworld debts, mobilizing his entire national organization in an all-out effort to secure the Republican nomination for Shade. Moloch's forces have illegal wire taps to discover the other candidates' secret campaign plans, and have thousands of votes and important political allies secured through coercion and blackmail. Anyone seen as a threat to the Shade candidacy has instantly become a mob target.

Unfortunately, Moloch did not anticipate that kingmaker Findlay Setchfield South would use similar tactics. The "superhero" known as the Comedian, serving as a special covert operative for South throughout the campaign, was even more effective in gathering support than were Moloch's men in building up the Shade campaign. At the end of the primaries the Vice President has come out ahead with Shade a close second. Moloch's only available course of action, as he sees it, is to eliminate the V.P., thus guaranteeing Shade the nomination.

Murdering a politician of the V.P.'s stature is difficult. He draws a great deal of attention everywhere he goes, Secret Service security is tight, and there is always the problem posed by superheroes.

Fortunately, Moloch is a very resourceful man. He just happens to be heavily connected with the Brethren, a wild gang/cult comprised of New York's homeless, that has been plaguing New York with ritual killings and kidnappings for almost a year. The Brethren is large and powerful, and Moloch plans to use the group to eliminate Shade's only remaining rival. He has convinced "Mother," the gang's leader, that the V.P. is her enemy and the enemy of her followers. Mother has whipped up an anti-political religious frenzy, and with Moloch's help, concocted a plan to eliminate the Vice President.

An army of gang members will directly assault the Republican convention hall. In order to divert security forces, another group of gang members will be sent to knock out key power stations and black out New York on the night of the attack. To heighten the chaos, Moloch has used his influence with the rest of the New York underworld to insure that the city's many street gangs and mobs are poised to riot when the lights go out.

Moloch is quite pleased with this plan. Not only is it difficult to trace the killing back to his organization, the gang's zealousness makes it hard to imagine the press and police even bothering to look any further than the Brethren's rank and file for the perpetrator of the crime. Also, after Shade is nominated, Moloch can double-cross Mother and her followers, allowing Shade to take partial credit for the capture of the V.P.'s killers, and thus strengthening Shade's candidacy even further.

THE BIG PICTURE

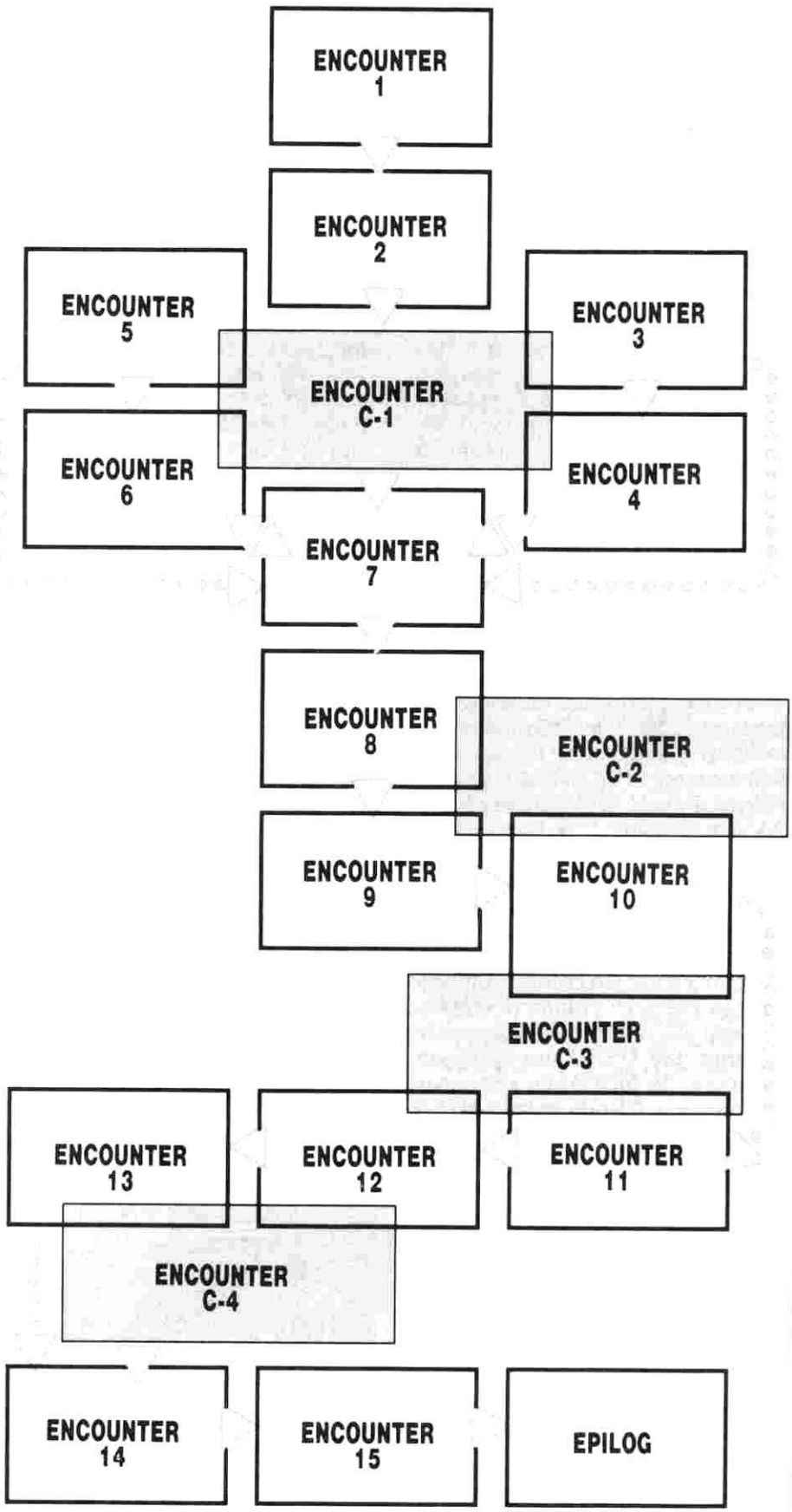
The adventure opens with Rorschach and Nite Owl on one of their nightly patrols of the city. In **Encounter 1** the two heroes have an opportunity to stop a group of Brethren gang members from assaulting an old man in the Manhattan subway. Shortly after the scuffle they are called into the office of Captain Charles Braddock of NYPD (**Encounter 2**) where they are joined by the rest of the rest of the Watchmen, who have also been called in. Braddock introduces the heroes to Major Montgomery Banner of the United States Secret Service who asks them to provide security for the Republican National Convention and its attendees. He is especially concerned about a New York gang known as the Brethren. Doctor Manhattan refuses to aid Banner and his men, though the other heroes probably decide to help. The police have a private message for the Comedian, who has been summoned by power broker Findlay Setchfield South (**Encounter C-1**) to take care of a political enemy, Senator Conrad.

If Nite Owl and Rorschach managed to capture any of the Brethren soldiers in **Encounter 1**, the heroes can use their police connections to interrogate the prisoners in **Encounter 3**, and in **Encounter 4** they have an opportunity to get hold of the police reports on the Brethren and its activities. From these they learn that the gang operates almost exclusively in a Manhattan area known as "New London."

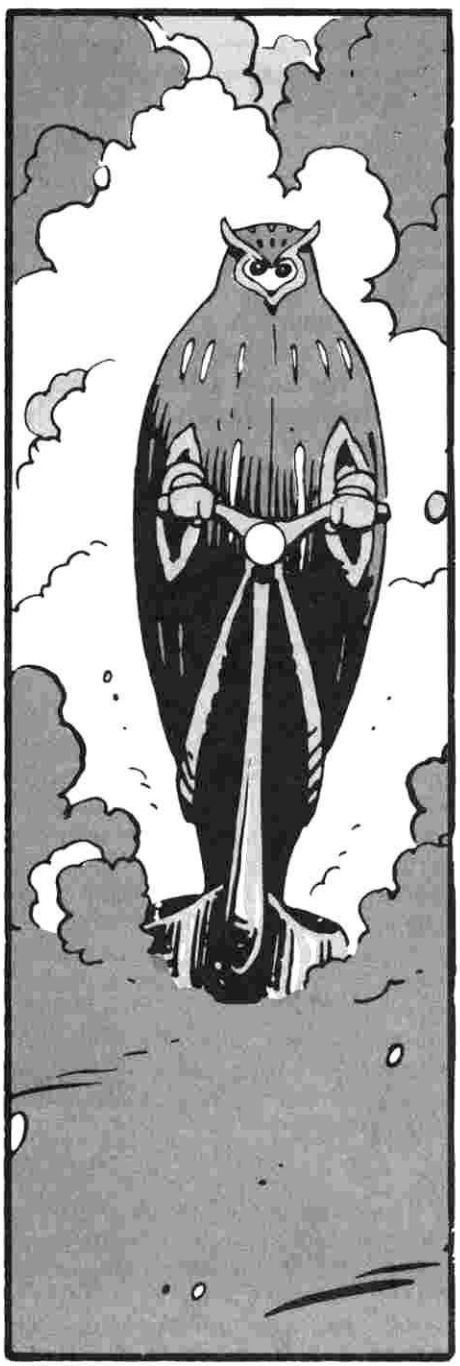
If the Players use their street connections to investigate the Brethren (**Encounter 5**) they find that the group has a fearsome street reputation and confirm that the gang is up to something. While out on the streets, the heroes come across a daily newspaper that contains a feature article on the Brethren written by investigative reporter Ben Richter. In **Encounter 6** the heroes can visit Richter at his office. Richter knows that the gang is conducting an important information drop the next evening at a seedy rock club in Manhattan.

The next morning the Players have to meet Major Banner at the convention center to go over the security arrangements (**Encounter 7**). The Comedian finds out where Conrad is staying so that he can search the senator's room (**Encounter C-2**). Later that evening the Player Characters can patrol the Brethren's "turf" in New London, (**Encounter 8**), where they have an

FLOWCHART



opportunity to prevent the murder of a newspaper vendor and pick up another clue leading them to the information drop at the rock club later in the evening. In **Encounter 9** the heroes can visit the club, where they find valuable clues leading them to one of the gang's many safehouses. At the safehouse (**Encounter 10**) the heroes discover that whatever the gang is planning is taking place the next evening and is somehow connected with the Vice President. If they are perceptive enough, the heroes will also discover that the Brethren has ties with organized crime. In **Encounter C-3**, the Comedian can retrieve Senator Conrad's blackmail evidence.



Italics indicate that the exact timing of the event depends upon Player actions. Listings are the most likely times.

ADVENTURE TIMELINE

DAY 1 (June 11, 1968)

10:35 PM	Rorschach and Nite Owl on subway patrol find the Brethren attacking an old man (Encounter 1).
11:00 PM	The heroes meet with Banner and Braddock (Encounter 2).
After 11	The heroes visit Lt. Bridwell's precinct (Encounter 3). The heroes break into police headquarters to look at the files concerning the Brethren (Encounter 4). The heroes hit the streets looking for clues and wind up at the *New York Gazette* (Encounters 5 and 6—could also occur anytime DAY 2).
3:00 AM	The Comedian meets with South (Encounter C-1).

DAY 2 (June 12, 1968)

Anytime	The heroes visit Lt. Bridwell (Encounter 3). The Comedian breaks into Senator Conrad's hotel room (Encounter C-2).
10:00 AM	The heroes meet with Banner at the convention center (Encounter 7).
Evening	The heroes patrol New London (Encounter 8).
After 11	The heroes break into police HQ for the Brethren files (Encounter 4).
MID	The Brethren conducts an information drop at Max's (Encounter 9).

DAY 3 (June 13, 1968)

After MID	The heroes visit the Houston St. safehouse (Encounter 10).
Anytime	The Comedian recovers Conrad's tapes (Encounter C-3) and gains revenge on the Senator (Encounter C-4)
10:00 AM	Ken Shade makes his speech in Central Park (Encounter 11)
9:00 PM	The lights go out throughout New York (Encounter 12). The Brethren attacks the convention center (Encounter 13).
After 9	The heroes confront Moloch (Encounter 14) and invade Gehenna (Encounter 15).

DAY 4 (June 14, 1968)

7:30	Banner debriefs the heroes (Epilog).

Taking Out the Trash was written for three to five Players using Nite Owl, Rorschach, the Comedian, Ozymandias, and Silk Spectre as Player Characters. If less than five Players are available you should insure that Nite Owl, Rorschach, and the Comedian are present. It is possible to play through the adventure with Characters created by the Players themselves using the rules found in the *Player's Manual*, though some sections may have to be rewritten and balanced for the new group. The Gamemaster should make certain that all such Characters are in tune with the spirit of the Watchmen series, in both characterization and power levels. Superman, Batman, and their ilk simply do not belong in the world of the Watchmen.

PLAYER'S INFORMATION

At the time the adventure takes place, Nite Owl and Rorschach are crime fighting partners, and Dr. Manhattan is seeing Silk Spectre. Though they do not often work together, the heroes are all aware of each other and have met on several occasions.

Note that Taking Out the Trash *occurs almost twenty years before the events depicted in the* WATCHMEN *maxi-series. Over these twenty years the main Characters have changed a great deal. In 1968 Rorschach is still sane, though somewhat abnormal, Nite Owl's idealism is fully intact, and the Comedian is not quite as ruthless and devil-may-care.*

THE BRIGHTEST AND THE BEST

As noted in his Character description, the Comedian has been performing various covert services for Findlay Setchfield South for some time before the adventure takes place. Blake has been acting as South's secret bodyguard, security advisor, and "campaign consultant"; and his illegal activities on South's behalf have been instrumental in the success of South's candidate's campaign for the Republican nomination. In return for his services, Blake is being paid a great deal of money. Only South, Blake, and a very few of the kingmaker's closest advisors are aware of the Comedian's employment.

This special relationship between South and the Comedian has a peculiar bearing on the adventure. While the main action is proceeding normally, South secretly summons Blake and calls upon him to perform a special "errand." Just one week before the convention, South received a phone call from Senator Louis Conrad of Kentucky. Conrad had managed to uncover evidence of one of the Comedian's earlier "missions," the assassination of a small time hood who had refused to divert funds from his syndicate into South's campaign coffers. Conrad, a staunch supporter and personal friend of Mayor Philip Hollier, is trying to use this evidence to blackmail South into promoting Hollier as the Vice Presidential running mate. South knows that Holliert is completely unaware of Conrad's actions. The Senator is simply trying to guarantee the Vice Presidency for Hollier so he himself can reap the benefits of a "friend in high places."

South orders Blake to recover Conrad's evidence and make sure that the Senator presents no further threat to the campaign. Interestingly enough, this may bring the Comedian into direct conflict with the other Player Characters. At one or more points in the adventure, Blake may have to attempt to overcome the security measures that he and the other heroes have planned. It is even possible (though unlikely) that Blake will have to take some direct action toward the other heroes themselves.

The South/Comedian saga is completely unrelated to the main plot. It should be considered a subplot as per the *DC HEROES* rules. If the Comedian Player is able to successfully complete South's mission while keeping his or her activities a secret from the other heroes, s/he is awarded the extra Standard Award for participating in a subplot (see **Aftermath**), though s/he cannot choose to "pull the plug."

Braddock is the NYPD official who first contacts the heroes and involves them in the adventure. He serves only as a police liaison, leaving convention security arrangements to the heroes and Major Banner. The entire convention affair bewilders Braddock and he cannot wait until the Republicans have all gone home.

The special encounters that make up the subplot are mixed in with the main encounters in the text in roughly chronological order. To highlight the fact that they are separate from the main adventure they have been given special designations (**Encounter C-1**, **Encounter C-2**, etc.). The Gamemaster should take the Comedian Player off into a separate room while running these encounters in order to keep the events secret from the rest of the Players. This should make the other Players suspicious of the Comedian, which is certainly within the spirit of the Watchmen series.

A NOTE ON THE TEXT

Included for atmosphere in the Set up section of some of the encounters are entries from Rorscach's journal and passages from William Blake's poem "London."

Reading these passages aloud is completely optional, and you should consider the possibilities carefully. Ideally, the Rorschach Player should read the journal entries to the other Players, or even write out his or her own entries. If you are not comfortable with this procedure and choose to read Rorschach's journal entries yourself, you will be making certain minor decisions for the Rorschach Player and robbing him or her of a small amount of freedom to play the Character exactly as s/he likes.

Whichever way you use the entries, you should clear it with the Rorschach Player in advance. Rorschach's journal entries should be read as they are placed, usually just before the appropriate encounter begins. The Blake passages should also be read before the appropriate encounters begin (if there is a journal entry and a passage from the poem, read the passage first). The only exception is the last quotation, which like the final clock-panels of the comic series, is the last thing the GM reads (i.e. concluding the **Epilog**).

In any case, the passages should help the GM get a good grasp on the apocalyptic mood that is so important to the world of the Watchmen. Try to use the passages for inspiration when providing impromptu descriptions.

NITE OWL II *alias Dan Dreiberg*

Dex:	5	Str:	4	Body:	3
Int:	6	Will:	3	Mind:	2
Infl:	4	Aura:	4	Spirit:	4
Initiative:	15 (21)	Hero Points:	30		

Skills:
Acrobatics: 4, Charisma: 5, Detective: 7, Gadgetry: 6, Martial Arts: 6, Medicine: 3, Scholar: 5, Scientist: 8, Thief/Stealth: 6, Vehicles: 7

Equipment:
See following list

Connections:
Street (low level)

Motivation: Upholds the Good

Wealth: Millionaire

Job: Multi-Millionaire

Race: Human

"Oh you virtuous owl,
The wise Minerva's only fowl."
—Sir Phillip Sidney, "A Remedy for Love"

Dan Dreiberg has always had everything he ever wanted, and at times guilt that people are starving in the streets while he idles away in a posh mansion almost overwhelms him. He feels compelled to help these people in any way he can.

Dan can be decisive, but also has bouts of hesitancy. He is close to Joseph Walter Kovacs (Rorschach), but he is just starting to fear Kovacs' single-mindedness. Though fond of young Laurie Juspeczyk (the Silk Spectre), he finds her "boyfriend" Dr. Manhattan frightening. Dan is wary of the Comedian (Edward Blake) and often intimidated by his presence, but finds Ozymandias likeable enough. He is closest to Hollis Mason, his mentor and the original Nite Owl.

EQUIPMENT

Most of the small gadgets that Nite Owl carries are self-explanatory, and similar to gadgets used by other super-heroes.

Handcuffs *(4 pairs)*

Dex:	0	Str:	5	Body:	5
Charges:	NA				
Cost:	64 HPs + $500				

Micro-Cassette Recorder

Dex:	0	Str:	0	Body:	1
Int:	0	Will:	0	Mind:	0
Charges:	9				
Cost:	52 HPs + $800				

Powers:
Recall*: 7

*Restriction: Audio information only

Laser Torch

Dex:	0	Str:	0	Body:	1
Int:	0	Will:	0	Mind:	0
Charges:	4				
Cost:	148 HPs + $65K				

Powers:
Heat Vision: 12

Medical Kit

Dex:	0	Str:	0	Body:	1
Int:	0	Will:	0	Mind:	0
Charges:	4				
Cost:	22 HPs + $250				

Skills:
Medicine/First Aid: 4

Night Sight Goggles

Dex:	0	Str:	0	Body:	1
Int:	0	Will:	0	Mind:	0
Charges:	20				
Cost:	52 HPs + $800				

Radio, Two-way

Dex:	0	Str:	0	Body:	1
Int:	0	Will:	0	Mind:	0
Charges:	EPS				
Cost:	274 HPs + $850K				

Powers:
Super Ventriloquism*: 16

*Restriction: Only communicates with another device on the same frequency.

Miniature Camera

Dex:	0	Str:	0	Body:	1
Int:	0	Will:	0	Mind:	0
Charges:	8				
Cost:	52 HPs + $800				

Powers:
Recall*: 7

*Restriction: visual information only

Rebreathing Apparatus

Dex:	0	Str:	0	Body:	2
Charges:	8				
Cost:	68 HPs + $1K				

Powers:
Sealed Systems: 8

Smoke Capsules

Dex:	0	Str:	0	Body:	1
Charges:	1				
Cost:	76 HPs + $2K				

Powers:
Fog: 9

Tracers

Dex:	0	Str:	0	Body:	1
Charges:	18				
Cost:	148 HPs + $65K				

Powers:
Super Ventriloquism*: 12

*Restriction: Only "throws" a signal tone to user.

ARCHIMEDES

"ARCHIE" *The Owlship*

Dex:	5	Str:	10	Body:	8
Int:	7	Will:	10	Mind:	0
Charges:	43				
Cost:	1180 HPs + $17M				

Powers: *(* linked)*
Flame Project*:10, Flash*: 10, Flight*: 5, Fog*: 10, Lightning: 6, Magnetic Control*: 10, Mind Blast*: 10, Passive Sonar*: 7, Radar Sense*: 7, Sealed Systems: 18, Super Ventriloquism*: 7, Swimming: 4, Telescopic Vision*: 7, Water Control*: 7

Archimedes is a technological wonder, almost impossible to detect by radar. It can be used underwater (Swimming). Weapons include magnetizing (Magnetic Control) or electrifying (Lightning) the outer hull, water cannons (Water Control), flame throwers (Flame Control), fog screens (Fog), and sonic screechers (Mind Blast—automatically multi-attacks everyone within 5 APs of ship) for subduing a large crowd.

Archie has cargo space and a workshop; a PA system (Super Ventriloquism), a winch-operated 300 foot ladder, and a series of telescopic cameras and surveillance equipment (Telescopic Vision, Radar Sense, Passive Sonar). The modular flight controls attach to the ship in several places. Nite Owl even has a remote unit on his belt that allows him to operate the ship and any of functions from the ground. Finally, two collapsible hover bikes are stored toward the rear of the ship:

Hover Bikes

Dex:	0	Str:	4	Body:	6
Charges:	12				
Cost:	125 HPs + $1700				

Powers:
Flight: 7

RORSCHACH *alias Joseph Walter Kovacs*

DEX:	5	STR:	5	BODY:	4
INT:	3	WILL:	4	MIND:	3
INFL:	5	AURA:	5	SPIRIT:	4
INITIATIVE: 13 (20)		HERO POINTS:			35

POWERS:
Aura of Fear: 4

SKILLS:
Charisma: 7, Detective: 10, Martial Arts: 7, Medicine/First Aid: 3, Acrobatics/Climbing: 10, Thief: 5, Vehicles/Land: 3

EQUIPMENT:

Grapple Gun

DEX:	0	STR:	0	BODY:	3
CHARGES:	8				
COST:	67 HPs + $900				

POWERS:
Projectile Weapons: 6

The Grapple Gun uses a CO2 cartridge to fire a 5 AP long cable attached to a grappling spike, allowing Rorschach to quickly scale buildings. Use the gun's STR as the EV and Rorschach's DEX as the AV. The line reels in for further use in 4 APs of time. If fired at a living target, the user enters Killing Combat. Dan Dreiberg (Nite Owl) built the Grapple Gun.

CONNECTIONS:
NYPD (low level), Street (low level)

MOTIVATION: Seeks Justice

WEALTH: Struggling

JOB: Garment Worker

RACE: Human

"His face, the tablet of unutterable thoughts"
—Lord Byron, "The Dream"

Joseph Walter Kovacs came from a broken home and has spent much of his time on the streets and in a wide variety of detention homes. After an acquaintance was murdered, he decided to become a costumed crime fighter. Kovacs takes out his deeply rooted hatred of his mother on the criminals he combats. Though not nearly as unstable or schizophrenic as he will one day become, Rorschach is somewhat imbalanced and has had periodic flashes of paranoia and manic violence throughout his life.

Kovacs respects young Dan Dreiberg. A staunch mysogynist, he places very little faith in Laurie Juspeczyk. The Comedian is more to his liking, though at times he is concerned by Blake's carefree attitude. Overall a grim figure, Kovacs' sense of justice comes from his own right-wing ideals.

THE COMEDIAN *alias Edward Blake*

DEX:	5	STR:	5	BODY:	5
INT:	3	WILL:	3	MIND:	2
INFL:	4	AURA:	4	SPIRIT:	5
INITIATIVE: 12 (20)		HERO POINTS:			35

SKILLS:
Acrobatics: 3, Charisma: 8, Martial Arts: 8, Military Science: 6, Spy: 5, Thief/Security Systems: 5, Vehicles: 3, Weaponry: 6

EQUIPMENT:
Two knives (see **Encounter 1**)
Two .45 caliber automatic pistols (see **Encounter 8**)
submachine gun (see **Encounter 11**)

Leather Body Armor

DEX:	0	STR:	0	BODY:	6
CHARGES:	20				
COST:	36 HPs + $600				

Tear Gas Grenades (3)

DEX:	0	STR:	0	BODY:	2
CHARGES:	3				
COST:	68 HPs + $2K				

POWERS:
Fog: 8

Rebreathing Apparatus

DEX:	0	STR:	0	BODY:	2
CHARGES:	8				
COST:	68 HPs + $1K				

POWERS:
Sealed Systems: 8

LIMITATIONS:
Minor Irrational Attraction to violence

VULNERABILITIES:
Magnetic Control 9

CONNECTIONS:
US Military (high level), CIA (high level), Street (low level)

MOTIVATION: Unwanted Power

WEALTH: Affluent

JOB: Government operative and bodyguard

RACE: Human

"He laughs best that laughs last."
—Sir John Vanbrugh, "The Country House"

Edward Blake is a cunning, cynical mercenary. In his adopted guise of the Comedian he sees life, society, and humanity as one colossal joke which only he understands. Blake is by far the oldest of the current crop of superheroes and a veteran of both the Second World War and the Korean conflict. In the 1930s and '40s he was a member of the now famous Minutemen, and recently, *though none of the other Player Characters know this*, he has put his expertise in blackmail and assassination to work as a secret operative for Findlay Setchfield South (see "The Brightest and the Best" for further information).

THE SILK SPECTRE II *alias Laurel Jane Juspeczyk*

DEX:	6	STR:	3	BODY:	2
INT:	3	WILL:	3	MIND:	2
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	12 (18)			HERO POINTS:	25

SKILLS:
Acrobatics: 7, Martial Arts: 6, Charisma: 6, Vehicles/Land: 2, Medicine/First Aid: 3, Scholar: 3, Detective/Police Procedures: 5

LIMITATIONS:
Has no real desire to be a superheroine.

CONNECTIONS:
NYPD (low level), Street (low level)

MOTIVATION: Unwanted Power

WEALTH: Affluent

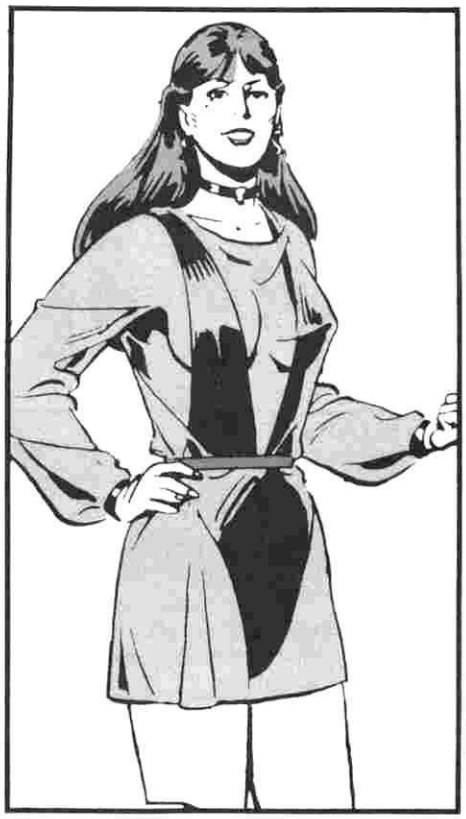
JOB: Socialite

RACE: Human

"A pard-like spirit, beautiful and swift."
—Percy Bysshe Shelley, "Adonais"

Laurie is the daughter of Sally Jupiter, the original Silk Spectre. Sally did not want her daugher to turn out badly, as Sally herself did, so she pushed Laurie into a career as a superheroine to teach her the value of honor and integrity. Laurie took over as the Silk Spectre when she was just sixteen years old. She is far and away the youngest of today's heroes, though highly skilled in gymnastics and hand-to-hand combat. Laurie doesn't really want to be a costumed hero, though she is afraid she will be failing her mother if she quits.

Recently, Laurie has begun a relationship with Jon Osterman (Dr. Manhattan). She is attracted by his exoticism, power, and knowledge, though at times he frightens her. She is usually very easy going and she finds Dan Dreiberg (Nite Owl) and Adrian Veidt (Ozymandias) very likeable. She is, however, wary of Rorschach, who disturbs her, and she cannot stand the Comedian. She has recently read Hollis Mason's autobiography, *Under the Hood*, which describes Blake's assault of her mother in 1940.



OZYMANDIAS *alias Adrian Veidt*

DEX:	10	STR:	4	BODY:	4
INT:	12	WILL:	3	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	24 (33)			HERO POINTS:	35

POWERS:
Suspension: 5, Recall: 30

SKILLS:
Acrobatics: 7, Martial Arts: 9, Charisma: 7, Detective: 7, Spy: 6, Gadgetry: 7, Medicine: 6, Military Science: 4, Scholar: 12, Scientist: 8, Thief/Escape Artist, Stealth: 5, Vehicles: 5

LIMITATIONS:
Power: Suspension only works for one week at a time
Miscellaneous: Never attacks first in combat

CONNECTIONS:
NYPD (low level), Street (low level), NYSE (high level), Various Universities (low level)

MOTIVATION: Responsibility of Power

WEALTH: Millionaire

JOB: Dilettante

RACE: Human

"My name is Ozymandias, King of Kings,
Look on my Works, ye Mighty, and despair!"
—Percy Bysshe Shelley, "Ozymandias"

Adrian Veidt comes from an upper class East Coast family. While younger he travelled the world in search of knowledge and immersed himself in physical and mental training. From a group of Tibetan monks he learned how to use the full 100% capacity of his brain, expanding his reflexes and decision making capacities to the upper end of human potential, and allowing him to become a walking storehouse of knowledge. As Ozymandias, he is reputably "The World's Smartest Man," and uses his genius to fight crime and injustice. *Though the other Player Characters are unaware of this*, he is beginning a desperate plan for saving humanity which will come to fruition in the mid-1980s (see the *WATCHMEN* maxi-series).

Despite his unique abilities, Veidt is rather modest and withdrawn. He has a cryptic impenetrable air surrounding him which some mistake for aloofness. Ozymandias has a strong sense of good and evil, though his utilitarian philosophy often prevents others from recognizing it. He is cordial toward all of his fellow crime fighters and knows more about most of them than they know about themselves. The exception to his cordiality is the Comedian, whom he dislikes. The two have been engaged in a fierce rivalry for years, which will culminate in the Comedian's death at Veidt's hands in the 1980s.

NON PLAYER CHARACTERS: FRIENDLY

DR. MANHATTAN *alias Jon Osterman*					
DEX:	32	STR:	20	BODY:	23
INT:	42	WILL:	26	MIND:	18
INFL:	10	AURA:	15	SPIRIT:	7
INITIATIVE:		84	HERO POINTS:		110

POWERS:
Bio-Energy Blast: 20, Bomb: 15, Flight: 22, Growth: 10, Air Control: 15, Attraction/Repulsion: 11, Comprehend Languages: 25, Density Increase: 24, Dispersal: 25, Earth Control: 15, Flame Control: 15, Force Manipulation: 30, Life Sense: 14, Matter Manipulation: 18, Microscopic Vision: 33, Molecular Chameleon: 23, Recall: 50, Sealed Systems: 25, Split: 12, Super Hearing: 10, Systemic Antidote: 25, Telekinesis: 17, Teleportation: 24, Telescopic Vision: 10, Transmutation: 32, Ultra-Vision: 10, X-Ray Vision: 7,

SKILLS:
Gadgetry: 35, Scholar: 20, Scientist: 37

LIMITATIONS:
Catastrophic Irrational Attraction to knowledge of the physical world.

CONNECTIONS:
Military (high level)

MOTIVATION: Fufills Destiny

WEALTH: Affluent

JOB: Military Scientist

RACE: Exotic Humanoid (Altered Human)

GM NOTE: Dr. Manhattan's Force Manipulation, Matter Manipulation and X-Ray Vision powers are completely without limit. He can manipulate all types of energy , all forms of matter (including organic matter) and see through any substance.

Jon Osterman, once an ordinary nuclear physicist, was accidentally locked in the test chamber of an Intrinsic Field Separator and bombarded by nuclear energy. On that day Jon Osterman died and Dr. Manhattan was born.

He has shown the ability to build large palaces and cities at will, quickly disperse crowds numbering in the thousands, and manipulate all given forms of matter on a virtually unlimited scale. In addition, he seems to be living in all times at once. He has an unerring knowledge of actions he will take in the future, but cannot act on this information in any way since all of his reponses have already been pre-determined.

Dr. Manhattan is present in *Taking Out the Trash* only for his dramatic effect in **Encounter 2**. The game statistics are provided for Gamemasters designing further forays into the world of the Watchmen. Because of the power that Dr. Manhattan wields, GMs should be extremely leary of allowing Dr. Manhattan to be a Player Character.

MAJOR MONTGOMERY BANNER					
DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:		6 (8)	HERO POINTS:		0

SKILLS:(* linked)
Martial Arts*: 2, Military Science*: 2, Vehicles/Land*: 2, Weaponry/Firearms: 3

EQUIPMENT:

Pistol, .45 automatic					
DEX:	0	STR:	0	BODY:	1
CHARGES:	7				
COST:	37 HPs + $250				

POWERS:
Projectile Weapons: 4

RANGES:

short	medium	long
0-3	4	5

User's STR or Weaponry skill is AV, Projectile Weapons is EV.

Banner is the hard-nosed war-veteran (W.W. II and Korean War) secret service officer in charge of arranging security for the Republican National Convention, a cold, tough, individual only interested in doing his job. He is under strict orders to contact New York's "heroes" for help in securing the convention and harbors more than a little resentment toward them. The only hero Banner takes a liking to is the Comedian, alongside whom he fought in the wars.

Though Banner grants the heroes' reasonable requests and puts his men at their disposal, he is the silent type and will not volunteer anything. While role-playing him use as few words as possible.

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

SKILLS:
Detective: 2, Vehicles/Land: 2, Weaponry/Firearms: 2

Braddock is the NYPD official who first contacts the heroes and involves them in the adventure. He serves only as a police liaison, leaving convention security arrangements to the heroes and Major Banner. The entire convention affair bewilders Braddock and he cannot wait until the Republicans have all gone home.

NEUTRAL

BEN RICHTER

Dex:	2	Str:	2	Body:	2
Int:	2	Will:	2	Mind:	2
Infl:	2	Aura:	2	Spirit:	2
Initiative:		6	Hero Points:		0

Skills:
Detective: 2, Vehicles/Land: 2

Connections:
Street (low level)

Richter is the head investigative reporter for the *New York Gazette*. He is currently working on a piece about the Brethren.

Ben Richter is honest, fair, and relentless in his pursuit of the truth. He may be convinced to break his journalistic code if there are many lives at stake. Richter keeps an extremely accurate log of everything he sees or does. While role-playing him you may wish to have a small note pad handy which you can use to demonstrate how he obsessively notes every detail of a conversation or experience.

POLICE OFFICER/SECURITY GUARD

Dex:	2	Str:	2	Body:	2
Int:	2	Will:	2	Mind:	2
Infl:	2	Aura:	2	Spirit:	2
Initiative:		6	Hero Points:		0

Skills:
Detective/Police Procedure: 2,
Medicine/First Aid: 2,
Vehicles/Land: 3,
Weaponry/Firearms: 3

Use the attributes above for regular officers in all police and security functions. Some officers are more friendly or hostile to the Player Characters than others, but all have had their nerves strained by the tensions of the summer. Neither police nor security guards have had more than casual contact with the heroes before this adventure.

FINDLAY SETCHFIELD SOUTH

Dex:	2	Str:	2	Body:	2
Int:	3	Will:	3	Mind:	3
Infl:	2	Aura:	2	Spirit:	2
Initiative:		7	Hero Points:		0

Skills:
Charisma: 6, Scholar: 2,
Vehicles/Land: 2

South is cold, cunning, and cruel, and will stop at nothing to achieve his own personal goals of wealth and power. An ex-Army Major and a long-time political broker, South is able to put on a convincing show, and is actually seen by many political analysts as a strict humanitarian.

Remember that South has a special relationship with the Comedian that the other heroes are unaware of. He pays Edward Blake to act as his bodyguard and special operative. South always cooperates with the Comedian in every possible way. He tries to find an excuse to avoid speaking with any of the other heroes. See "The Brightest and the Best" for further information.

SENATOR LOUIS CONRAD

Dex:	2	Str:	2	Body:	2
Int:	3	Will:	2	Mind:	2
Infl:	2	Aura:	2	Spirit:	2
Initiative:		7	Hero Points:		0

Conrad is a loyal supporter and close personal friend of Mayor Philip Hollier. Recently, he managed to get his hands on tapes implicating king-maker Findlay Setchfield South in the murder of small time mobster Joey Falcone. He is currently trying to use these tapes to blackmail South into pushing Hollier as the Vice Presidential candidate (see "The Brightest and the Best"). He is unaware that the other voice appearing on the tapes belongs to the famous "superhero" known as the Comedian. Conrad has not told Hollier about his scheme. He is hoping to see the Mayor become Vice President so that Hollier will grant him political favors.

Conrad is a naturally nervous individual. While role playing him, keep shifting around a nervous glance.

CONVENTION DELEGATES

Dex:	2	Str:	2	Body:	2
Int:	2	Will:	2	Mind:	2
Infl:	2	Aura:	2	Spirit:	2
Initiative:		6	Hero Points:		0

The convention delegates are normal Americans from all fifty states. Some may have minor skills or abilities, but none of them are aware of any of the plots and counterplots outside of their own politcal maneuverings. Their attitudes towards the heroes vary widely, from awe to acceptance to fear. None of them have any useful information if Interrogated.

HOSTILE

SENATOR KEN SHADE

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

SKILLS:
Charisma: 4, Scholar: 2

Ken Shade started off in politics as a Cook County Circuit Court Judge in his home state of Illinois. Heavy gambling debts made him a puppet for the mob and, eventually, for Moloch, who used his criminal organization to rapidly push Shade up the political ladder. He recently won a seat in the United States Senate, and is now one of the front runners for the Republican Presidential nomination.

Shade is cunning and ruthless, but he has a tendency to panic in tight situations. The moment things go wrong he runs to Moloch, unable to think for himself.

SIN AND TEMPTATION *aliases unknown*

DEX:	3	STR:	4	BODY:	4
INT:	2	WILL:	3	MIND:	2
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	8 (13)	HERO POINTS:	15		

SKILLS:
Charisma/Intimidation: 4, Martial Arts: 5, Thief/Stealth: 3, Vehicles/-Land: 2, Weaponry/Exotic: 4

EQUIPMENT:

Two Handed Sword

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

POWERS:
Claws: 5

User's DEX or Weaponry skill is AV, Claws is EV.

Sin and Temptation are Moloch's well-muscled twin body guards. They are both experts in the Oriental martial arts and were recruited directly from the Far East operation. While on duty, Sin and Temptation wear leather pants and sinister-looking executioner's hoods. They don't talk very much.

MOLOCH *alias E.V. Jacobi/Vaughn/Bright*

DEX:	3	STR:	2	BODY:	2
INT:	3	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	8 (11)	HERO POINTS:	22		

SKILLS:
Charisma: 4, Detective/Law: 5, Martial Arts: 3, Scholar (Occult Lore, Philosophy, Religion): 8, Spy/Connoisseur: 5, Vehicles: 3

EQUIPMENT:

Pistol, .38 revolver

DEX:	0	STR:	0	BODY:	1
CHARGES:	6				
COST:	16 HPs + $80				

POWERS:
Projectile Weapons: 3

User's DEX or Weaponry skill is AV, Projectile Weapons is EV.

LIMITATIONS:
Irrational Attraction to Demonic Motifs

MOTIVATION: Power Lust

WEALTH: Millionaire

JOB: Crime Lord

RACE: Human

Moloch is a powerful underworld crime lord who specializes in vice. He has connections with every major street gang and syndicate in New York City, and his criminal empire extends to the four corners of the globe. His employees include many government officials, both local and national.

Moloch started his career as a stage magician, then applied his flamboyant sense of misdirection to masterminding criminal activities.

Cunning, ruthless, and flashy, Moloch enjoys matching wits with the "superheroes," and has little to fear from the law.

THE BRETHREN

Typical Brethren members have a STR of 3, and all other game stats 2. They have Thief and Weaponry skills at 2; weapons, from crude knives and clubs to sophisticated rifles, vary according to the encounters. Most members of the Brethren wear leather jackets with the gang's insignia scrawled on the back.

MOTHER *alias unknown*

DEX:	3	STR:	2	BODY:	2
INT:	3	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	8 (11)	HERO POINTS:	20		

SKILLS:
Charisma: 4, Martial Arts: 3, Thief: 4, Weaponry: 3

EQUIPMENT:

Pistol, .38 revolver

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

POWERS:
Projectile Weapons: 3

User's DEX or Weaponry skill is AV, Projectile Weapons is EV.

Knife

DEX:	0	STR:	0	BODY:	2
CHARGES:	NA				
COST:	35 HPs + $100				

POWERS:
Claws: 3

User's DEX or Weaponry skill is AV, Claws is EV.

LIMITATIONS:
Serious Irrational Attraction to Narcotics

Mother is the leader of the Brethren, and has the deep respect of all its members. A runaway and prostitute while younger, she created the gang as a "family" for New York's homeless, deep within the New London slums.

A ragged copy of William Blake's *Marriage of Heaven and Hell* inspired Mother to a holy frenzy, and her "children" to a spree of ritual killings and kidnappings, though police and superhero involvement has been avoided so far.

Moloch's assistance in "interpreting" several cryptic passages of Blake convinced Mother and her followers that their true enemy was the Vice President, whom they now regard as a powerful archangel specifically sent down to destroy them.

Mother is certainly deranged, and possibly schizophrenic, endlessly rattling off passages from Blake's *Proverbs of Hell*.

ENCOUNTER 1: WORDS OF PROPHETS

SET UP

I wandered thro each charter'd street,
Near where the charter'd Thames does flow.
And mark in every face I meet
Marks of weakness, marks of woe.

Rorschach and Nite Owl are on their nightly patrol of New York City. It is roughly 10:35 PM, June 11, 1968.

This evening the heroes have left Archimedes hovering above the city and have just descended into the subway on foot. As the encounter begins, they are approaching the Bleecker Street station.

For the time being, have the other Players watch.

RORSCHACH'S JOURNAL. JUNE 11, 1968.: Passed more transients in the neighborhood this morning. Must remember to look for a new residence tomorrow.

(pause) ***This city is changing.***

It is being speckled by the first few drops of an impenetrable black ink, and sooner or later the rest of the bottle will inevitably come gushing down in pursuit. You can see it in the faces of the people—faces that are pocked by the twin cancers of weakness and sorrow.

Day after day they walk through fragile, rotting streets, thirsting for the light.

Tonight Daniel and I are circuiting the subways. There is so much trash down here in the tunnels—really, you would be surprised. Doesn't anyone ever collect it?

PLAYER'S INFORMATION

EVENING PATROL. In places the trash in the south subway tunnels approaching Bleecker St. is knee high, and everywhere the going is slow.

Curious, all this garbage and yet no rats.

North, the roar of an approaching train grows as echoes ricochet off the grimy tile and shatter the tunnel air.

Curious, no rats.

GM'S INFORMATION

A few moments later, five youths bolt down the stairs onto the platform and attack the old man. The youths (members of the Brethren) are trying to capture the old man for a ritual sacrifice at the Brethren stronghold. They have attacked when the train will cover their noise.

Two gang members carry lead pipes, the rest carry knives.

Lead Pipe

DEX:	0	STR:	3	BODY:	3
CHARGES:	NA				
COST:	32 HPs + $120				

Lead pipe does bashing damage in Touch range (assuming the thug does not let go of the pipe when s/he swings).

Knife

DEX:	0	STR:	0	BODY:	2
CHARGES:	NA				
COST:	35 HPs + $100				

POWERS:
Claws: 3

The APs of Claws are treated as STR (EV) for cutting materials. AV is Character's DEX or Weaponry skill. Range is Touch for stabbing, user's STR for throwing.

The gang members are not surprised by the heroes' arrival. Immediately leaving the old man alone, the Brethren attack the heroes. In their quasi-religious frenzy, the Brethren fight until captured or killed.

Three lines on ther subway map mark the end location of the train in each of the first three phases. Anyone on the tracks and north of the appropriate line at any time during the phase is struck by the train (AV/EV of 10/10—this is Killing Combat). At the end of the third phase of combat the train stops.

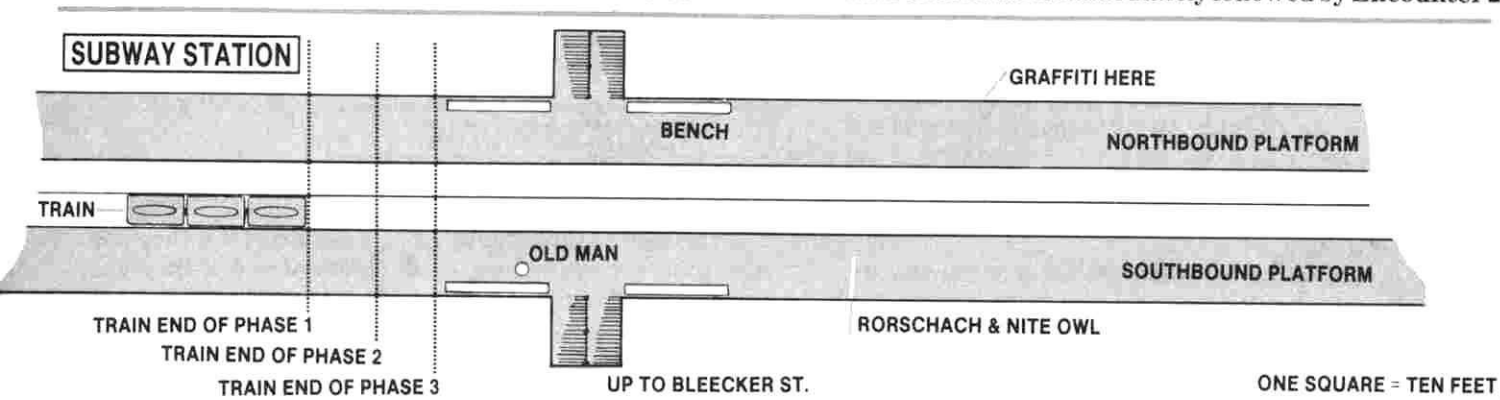
If the heroes search the defeated gang members, they find the name Brethren is incorporated in the design on the thug's jackets, leaving no doubt as to the gang association. Any RAPs on a Detective roll with OV/RV of 5/5 reveals that the physical condition of the thugs suggests they live in the slums. There are no other clues.

As the Players leave the area they spot a message scrawled on the opposite wall in large red letters. It reads: *PRISONS ARE BUILT WITH STONES OF LAW, BROTHELS WITH BRICKS OF RELIGION.* This quote from the "Proverbs of Hell," a portion of the gang's religious text, was spray painted by an enthusiastic member.

TROUBLESHOOTING

If the Players ask whether their heroes are familiar with the gang and its activities, inform them that the Brethren appears to be a large street gang which conducts ritual killings and kidnappings. They have spray painted "religious" sayings all over the city.

This encounter is immediately followed by **Encounter 2**.



ENCOUNTER 2: HEATWAVE

SET UP

If the heroes wait for the police to arrive after saving the old man from the Brethren, Captain Charles Braddock of the NYPD shows up with the officers that arrive on the scene. Otherwise, the heroes will encounter him just before they try to return to the Owlship. Braddock asks the heroes to accompany him back to Headquarters—if they refuse to go, see Troubleshooting.

RORSCHACH'S JOURNAL. JUNE 11, 1968.: Two hours later. Daniel and I are sitting in a conference room in the 12th Precinct station house in Lower Manhattan. Veidt, the Comedian, Dr. Manhattan, and Silk Spectre are here as well. We are waiting for some government bootlicker.

Must be serious business. They've called in everyone—even Osterman. Daniel is a good man, but I hate working with the others. None of them knows anything of any real value. Not even Ozymandias, who is supposed to be the smartest man in the world. Except, of course, the Comedian. Sometimes I think the Comedian knows everything. (pause).

Braddock and his friend better return soon. It's getting warm in here.

PLAYER'S INFORMATION

The trip with Braddock is short, ending at Police HQ. The rest of the Watchmen wait in a small, windowless conference room. After twenty minutes of inactivity, the room seems to be shrinking.

AS DOCTOR MANHATTAN: *"As I was saying Laurie, heat is nothing more than kinetic energy produced by the accelerated motion of particles. Tap this energy directly, instead of capturing the resultant heat, and most power sources would increase efficiency by over 250%."*

Suddenly, Braddock enters the room with a man who interrupts Dr. Manhattan. "Good evening gentlemen, ladies. I am Major Montgomery Banner of the US Secret Service. We have a rather special mission for you. We need you to run the security arrangements at the Republican National Convention scheduled to begin tomorrow—"

"I'm sorry, I cannot be of any assistance," Osterman tells him calmly.

Banner asks, "I thought you heroes did anything you could to save lives. You do realize that we are talking about human lives here?"

Dr. Manhattan replies: "Three seconds ago a Mrs. Ethel Clark was stabbed to death by a mugger in an alley off of Eighth Avenue. As I speak, Mr. Robert Lincoln of Cold Falls, New Jersey is in a car which is spinning over an embankment into the river. Thirty seconds from now Thomas Newcomb will die in a Cleveland hospital of kidney failure.

"People die every second of every hour of every day Mr. Banner; I have the power to save many. I do not, however, have either the power to save all of them, or the conscience to choose which should live and which should die.

"Because I cannot make this choice, I help no one. I leave all to destiny. I am afraid my destiny for the next three days is to begin my gluino experiments and plan my invasion of North Viet Nam so I am ready when the president calls upon me in three years.

"Farewell, Major. I will see you in seventy six hours and thirty seven minutes, Laurie." He teleports away. (If Silk Spectre is an NPC, she will leave with Dr. Manhattan.)

"Well, the Doctor's out. How about the rest of you?"

GM'S INFORMATION

Braddock will make it clear at the opening of the encounter that this is a friendly visit because the police department is interested in securing the heroes' aid on a special case. He might also mention: *"We've already called some of your friends."*

Banner will cover the following points in his briefing:

BANNER'S INFORMATION

- The convention was originally scheduled in Miami Beach, Florida. Widespread race rioting and organized crime in that area forced party officials to move the event to the alternate site in New York.
- The convention is being held at the McDaniel Convention Center in Lower Manhattan, beginning tomorrow morning (June 12) and running for five days.
- Various threats and ominous warnings have surfaced in the city since the Republicans announced their decision to move. NYPD believes that the Brethren may be responsible (See **Encounter 1** for Player's information on the Brethren). The police expect trouble.
- If the heroes accept, they are placed in charge of all security arrangements at the convention center and elsewhere. Banner's men will be ordered to follow their instructions.
- Banner is a special operative of the United States Secret Service. He leaves instructions that allow the heroes to contact him at any time.

Before the Players leave, Banner makes an appointment with them to meet him at the Convention Center tomorrow morning at 10:00 AM to go over security arrangements. Another uniformed officer approaches the Comedian; there is a phone call for him downstairs.

TROUBLESHOOTING

If the heroes refuse to come with Braddock, Dr. Manhattan teleports them; suddenly, they are standing in NYPD HQ.

If the heroes investigate, go to **Encounter 3** if they use their police connections, or to **Encounter 5** if they use their street connections. When the Comedian answers his call, see **Encounter C-1**. If the Players do nothing, proceed to **Encounter 7**.

VEIDT

Leo Winston
President
Marketing and Development

November 1, 1986

Dear Adrian,

Here is the manuscript the guy from Chicago turned in for the second adventure in the "Ozmandias Role Playing Game." Following hot on the heels of "Ziggurats of Death" we should see some really big sales. Editorial tells me we can have this out in time for the summer trade shows. All we need is your approval.

Incidentally, the lawyers have cleared the bits about Moloch, Rorschach, et al. Of course the recent death of Edward Jacobi raises the taste question, but marketing has determined that very few members of the general public knew that Moloch and Jacobi were one and the same. In fact, about 26% of the market doubts that Moloch ever existed.

Best, as always,

Leo Winston

Leo Winston
Marketing and Development

Leo,
See if you can get the guy in Chicago to revise this. Much too gloomy. Suggest having Heroes try to bring perishable drugs to Africa or something.
Best, Adrian Veidt

INTRODUCTION

The baby cries. In 16 years, she will become the second woman to wear the Silk Spectre costume, the "new" Silk Spectre at Captain Metropolis' meeting to form the hero group known as the Crimebusters. The Crimebusters do not take. Laurie Juspeczyk does.

She is still there, sixteen years into the past, her cries quieting as her mother rocks her to sleep.

Her cries are softer.

Twenty-seven years into the future, Laurie is retiring as the second Silk Spectre because the Keene Act bans all but government sponsored superhero activity; eight years after that, she is donning her costume once again inside the Owl Ship.

The baby murmurs in her sleep, her small head covered in a light, downy fuzz.

Thirty-seven years pass. I am looking into the "past," looking into the "future," working on a module for a role-playing game, thinking about Laurie.

Laurie complains when I speak from my perspective about historical events, and perhaps rightly so. She has pointed out that most humans view time in a linear fashion, that they are uncomfortable with, even unable to see, time as simultaneous. They become hopelessly entangled in dates and numbers, trying to make a straight line out of an intricately structured jewel.

You are going to skip the rest of the text in this column, and flip through the pages that follow. Eventually, you return to this introduction, out of curiosity about what I might say, and fear that you might have missed something.

Please forgive me if I sound derogatory. I do not intend to cause distress. In fact, I offer you my knowledge: the past, present and future of the Characters contained in this module. Further, though the individual sections in this pull-out are not in "chronological" order, as you call it, I have endeavored to make the information within each section as linear as possible.

—Jon Ostermann, Dr. Manhattan

GM NOTE: Use this information for further adventures of the Watchmen, or scenarios involving the first hero group, the Minutemen. Special thanks to Dr. Manhattan for agreeing to help with the module.

—Ed.

SUPERHERO ACTIVITY:

A Chronology

1905 - The *Hooded Justice* born (7/11).
1906 - Hollis Mason (*Nite Owl*) born (1/30).
1910 - Byron Lewis (*Mothman*) born (3/22).
1912 - Nelson Gardner (*Captain Metropolis*) born (8/11).
1917 - Ursula Zandt (*The Silhouette*) born (9/4).
- Bill Brady (*Dollar Bill*) born (11/6).

1920 - E.W. Jacobi (*Moloch*) born (6/6).
- Sally Jupiter (*Silk Spectre I*) born (8/3).

1924 - Edward Blake (*Comedian*) born (5/13).
1929 - Jon Osterman (*Dr. Manhattan*) born (3/30).
1933 - Adrian Veidt (*Ozymandias*) born (10/7).
1938 - **Action Comics #1** featuring *Superman* hits the newstands. Comic heroes inspire many of the later real-life costumed crimefighters.
- Ursala Zandt leaves Austria for the U.S. (MAY).
- The *Hooded Justice*, the first of the superheroes, makes his first appearance (10/14).

1939 - *Nite Owl I* becomes active (3/11). In the next few months he will be followed by *Mothman*, *Captain Metropolis*, *Silk Spectre*, *Dollar Bill*, *Silhouette*, and the *Comedian*.
- Germany attacks Poland beginning WW II (9/1).
- *Cpt. Metropolis* and *Silk Spectre* found the *Minutemen*, an early hero group joined by all the active heroes to date (12/16).

1940 - Joseph Walter Kovacs (*Rorschach*) born (3/21).
- The *Hooded Justice* prevents the *Comedian* from sexually assaulting *Silk Spectre* after a meeting of the *Minutemen* (6/25).

1941 - Japanese Empire bombs the American naval base at Pearl Harbor (12/7). The United States declares war on the Axis powers and enters WW II on the very next day.
1942 - Nelson Gardner reactivated by USMC, Bill Brady drafted, and Byron Lewis sent to Europe as a medical aid. *Comedian* becomes a government operative. (FEB)
- Daniel Dreiberg (*Nite Owl II*) born 9/18).
- The members of the *Minutemen* remaining in the United States foil numerous sabotage attempts by the *Screaming Skull* and *Captain Axis*, two supervillains who took orders directly from the Third Reich.

1945 - World War II ends (AUG).
1946 - *Silhouette* revealed to be a lesbian and expelled from the *Minutemen* (5/13). Two weeks later she and her lover are killed by the *Liquidator*, an old enemy.
- *Dollar Bill* shot and killed attempting to foil a bank robbery (7/23).

1947 - *Silk Spectre* (Sally Jupiter) retires from crime fighting and marries her agent Laurence Schexnayder.
- *Moloch* becomes a major figure in the underworld.

1948 - Jon Osterman arrives at Princeton.
1949 - The *Minutemen* disband.
1950 - Sally Jupiter has a brief affair with Edward Blake (March).
- Laurie Jupiter (Juspeczyk) born (12/2).

1951 - Joseph Kovacs seriously injures two assailants and is committed to an institution (9/13).

1954 - Members of the *Minutemen* are called before Senator Joseph McCarthy's UnAmerican Activities Committee. *Mothman* is determined to be a Communist sympathizer.

1955 - The *Hooded Justice* is murdered by the *Comedian* (4/16).

1956 - Sally Jupiter divorces Laurence Schexnayder (5/11).

1958 - *Ozymandias* becomes active (3/17).

1959 - Jon Osterman receives his PhD in atomic physics (3/14), and arrives at the Gila Flats Weapon Testing center (5/12). On September 11, he is accidentally subjected to a powerful atomic bombardment. He reappears as *Doctor Manhattan* on November 22.

1960 - The existence of *Dr. Manhattan* is revealed to the world (3/2).
- *Nite Owl I* meets *Ozymandias* and *Dr. Manhattan* at the Red Cross benefit for Indian famine relief (6/17).

1962 - Hollis Mason (*Nite Owl*) retires (5/16) and publishes his autobiography **Under the Hood**.
- Byron Lewis (*Mothman*) admitted to the Holland Valley Alcohol Rehabilitation Center (8/28).

1963 - President John F. Kennedy is assassinated (11/22).

1964 - *Rorschach* becomes active (3/20).

1966 - *Captain Metropolis* tries in vain to form another hero group, *The Crimebusters* (4/14).
- Janey Slater leaves *Dr. Manhattan* (8/26).

1968 - New York City is blacked out during an attempt on the Vice President's life, part of an elaborate scheme concocted by Moloch (6/16).
- Adrian Veidt buys an island off the Mosquito Coast and sets up the cover firm Pyramid Deliveries (OCT).
- Richard M. Nixon elected president for the first time (NOV).

1971 - *Dr. Manhattan* intervenes in the Viet Nam conflict (1/4).
- North Viet Nam surrenders (VVN Day) (2/1).

1973 - Woodward and Bernstein assassinated after uncovering evidence of the Watergate break-in (JAN).

1974 - *Captain Metropolis* dies in an auto accident (10/3).

1975 - The Nixon administration passes a constitutional amendment allowing him to seek re-election (3/7).

1977 - The Police Riots cause the passage of the Keene act banning superhero activity (8/3).

1978 - The *Comedian* quickly frees the American hostages in Iran (DEC).

1980 - Sally Jupiter enters a retirement home (6/20).

1981 - Dr. Manhattan moves to the Rockefeller Military Research Center (5/31).
- Adrian Veidt offers many of *Dr. Manhattan's* former friends and associates high paying jobs, and exposes them to microwave radiation, giving them cancer (JUL).

1982 - Veidt begins hiring artists, writers, and scientists to create a "creature."

1985 - While on a mission for the government the *Comedian* stumbles onto Veidt's secret island and discovers his plans. One week later he visits *Moloch* in the middle of the night, drunk and weeping (7/16).
- Edward Blake (*Comedian*) murdered by *Ozymandias* (10/12).
- *Dr. Manhattan* cancer scandal begins (10/15).
- The Soviet Union invades Afghanistan (10/16).
- *Nite Owl II* and *Silk Spectre II* become active once again (10/22).
- *Nite Owl II* and *Silk Spectre II* break *Rorschach* out of prison. Hollis Mason murdered by a street gang. Police discover *Nite Owl's* secret identity (10/31).
- Veidt's hired artists and writers are killed along with everyone involved with Pyramid Deliveries or any phase of his plan. *Dr. Manhattan* returns to Earth (11/1).
- Veidt's creature appears at the Institute of Extraspatial Studies. Approximately one third of New York's population is obliterated. *Rorschach* killed by *Dr. Manhattan* in the arctic (11/2).

VEIDT'S MASTER PLAN

In 1966, during the failed first meeting of the Crimebusters, Adrian Veidt (Ozymandias) realized the world was doomed. Veidt began concocting a plan to save humanity from itself.

The first step in this plan was to make money, since manipulating events on a global scale tends to be expensive. Using these millions, Veidt conducted intensive research into the secret of Dr. Manhattan's powers.

Eventually he had a workable plan: a fake extra-terrestial invasion to force the world into unity against a common threat. Hiring the globe's most famous artists, special effects men, and writers for a "film project," Veidt set up a secret island where they created a fake alien creature. Veidt himself gave the creature a powerful psychic shock to use the instant it was teleported (using research-developed powers) into New York City. Unfortunately, this shock would wipe out about one third of the population of the city.

Only two obstacles remained. First, everyone who knew anything about the hoax had to be eliminated. Ozymandias turned the "wrap" cruise at the end of the alien project into a very final party when he blew up the staff's ship.

Second, something had to be done about Dr. Manhattan, who easily could disrupt everything. Veidt contacted acquaintances and friends of Doctor Manhattan. Offering them high paying jobs in their various specialty fields, he secretly exposed them to massive doses of microwave radiation to induce cancer. The resulting Dr. Manhattan cancer scare infuriated Osterman so much he left Earth.

When the Comedian accidentally discovered Veidt's secret island, Ozymandias killed Blake to prevent him from revealing the plan. But Blake's death attracted Rorschach's attention. Ozymandias tipped off the police to Kovacs' whereabouts, only to have Rorschach and his old partner Nite Owl escape.

These two heroes eventually uncovered Veidt's involvement, and with the returned Dr. Manhattan they confronted Veidt. Too late to stop the plan, Dr. Manhattan and Nite Owl agreed to keep the alien's true nature a secret. Rorschach, however, was less cooperative, and Dr. Manhattan atomized him to prevent Kovacs from revealing the truth.

While hostilities between Earth's peoples have halted for now, Rorschach left the world a legacy—a journal that implicates Veidt. Currently the journal rests in the "crank" file of *The New Frontiersman*. If it is ever read, the results could be disastrous.

THE WORLD OF THE WATCHMEN

by Ray Winninger and Alan Moore

What happened to the American Dream? You're looking at it. It came true.

—The Comedian (1977)

A dark alley, a cold wind, and a shout in the street—this is the world of the Watchmen. In case you're looking, it lies in a small corner deep within the shadows cast by our own existence, and maybe just a little too close for comfort.

Like our own world, its perspective will depend upon whom you ask. Rorschach will tell you that it is a world in which thieves and adulterers join forces to speed mankind toward the final judgement. Dr. Manhattan will tell you that it is a simple bundle of particles eternally struggling to free themselves from the physical laws that bind them. The Comedian will tell you that it is all a joke.

For the most part, the world of the Watchmen looks exactly like your own, as reflected and subtly distorted by some sort of sinister fun-house mirror, with one important exception: the giants. Superheroes and villains abound, and from the near-omnipotent Dr. Manhattan down to the fickle Silk Spectre they have forever altered their world, for better or worse. To understand the world of the Watchmen, one must understand these beings and how their destinies have altered history.

JUSTICE COMETH

October 14, 1938 — Though no one realized it at the time, this date became one of the most important in human history. It marks the first appearance of a costumed adventurer—a "superhero" (though this phrase would not be coined for another year). The "hero" called himself the Hooded Justice, and he came onto the scene with a vengeance. In his first recorded appearance, he severely beat three members of a New York City street gang that had assaulted a young couple, hospitalizing all three and permanently paralyzing one.

No one ever confirmed the Hooded Justice's true identity. For most of his life he used the name Rolf Muller, though this was just an alias. After his disappearance in 1955, the radical right-wing journal *The New Frontiersman* correctly deduced that the Hooded Justice and "Rolf Muller" were one and the same, though the journal's stories of his involvement in a large scale communist conspiracy were certainly false. His membership in the Ku Klux Klan of the American south is testimony to the fact that Muller was a staunch anti-communist.

For the first few months, the Justice's activities were "hot" news items. Technically, he was a criminal and wanted by the police, but his success in combatting the New York underworld was so dramatic that the authorities tended to look the other way.

This success (coupled with the romanticism surrounding the pulp heroes he idolized as a child) is what inspired Hollis Mason, himself a police officer, to become the original Nite Owl, the second costumed hero to arrive on the scene. Mason went into action as the Nite Owl for the first time on March 11, 1939. He brought with him an approach to crime fighting that was very different from that adopted by the Hooded Justice. Whereas the Justice's assaults on the criminal element seemed to be random and spontaneous acts of violence, Mason used strategy and detective work, and put his police training to full use.

The arrival of the Nite Owl served to increase the publicity furor surrounding the newly dubbed "superheroes." The potential for monetary exploitation gave birth to the next two costumed adventurers to hit the streets: The Silk Spectre, and Dollar Bill.

Silk Spectre, the lace-clad alter-ego of sexy young Sally Jupiter, was the brainchild of Laurence Schexnayder, an ex-Hollywood press agent. Schexnayder knew that a female "superhero" would attract incredible media attention. Properly handled, this exposure could lead to lucrative merchandising and film contracts. Schexnayder discovered Sally Jupiter, a beautiful young runaway, and the two teamed up to create the identity and costume of the Silk Spectre. As they hoped, the Silk Spectre soon became a media darling, and both Miss Jupiter and Mr. Schexnayder became rich.

Dollar Bill, on the other hand, was the result of an advertising campaign conducted by First National Bank of New York. Bank officials envisioned an in-house "superhero" guarding their clients' funds, and hired Bill Brady, an All-American college quarterback from a rural area in Kansas, to become the new symbol of their institution. Brady, a natural athlete, was fully trained in security procedures, and actually foiled more than one attempt to rob First National.

In addition to the publicity hounds, several others quickly entered the superhero fold. There was Captain Metropolis (alias Nelson Gardner), an ex-USMC Officer who waged a military war on crime and seemed to care deeply for the innocents he protected; Mothman (Byron Lewis), a bohemian Connecticut playboy who fought crime to electrify his otherwise boring lifestyle; The Comedian (Edward Blake), a mysterious young man with formidable combat skills; and The Silhouette (aka Ursula Zandt), a wealthy Austrian aristocrat who fled Hitler's tyranny and became a crimefighter for the sheer excitement of it. Soon New York was a haven for costumed manhunters of all sorts, though surprisingly enough, the crime rate did not fall off appreciably.

THE BIRTH OF THE MINUTEMEN

"Having seen you in the news lately, I wished to introduce myself. My name is Captain Metropolis, and I too am a costumed adventurer, with a keen interest in stamping out crime and injustice wheresoever it should rear its ugly head. I am delighted that you share these inclinations."

This paragraph opened a letter Nelson Gardner sent to representatives of all of New York's costumed adventurers in December of 1939. Gardner's plan was to unite all the superheroes as a cooperative force.

Oddly enough, the offer received a somewhat enthusiastic response. Schexnayder managed to convince the Silk Spectre that the team had a great deal of PR potential. Following close behind her acceptance were Nite Owl, Silhouette, Comedian, Dollar Bill, and Mothman. The last to agree was the Hooded Justice. The newly teamed heroes decided to call themselves "The Minutemen" and set up a base of operations in lower Manhattan. Working together they had a much greater impact in their war on crime, though Captain Metropolis was still rather disappointed with the group's success. Many of the members seemed more interested in the group's social potential that its "business" operations.

An early controversy created tension in the group. In an interview granted in 1940, the Hooded Justice came out

in support of Adolf Hitler's policies in Europe. The Silhouette, a Jew, naturally felt animosity toward the Justice. Schexnayder skillfully swept the matter under the carpet, however, and the group's reputation remained intact.

ALL THIS AND WORLD WAR II

December of 1941 brought the Japanese attack on Pearl Harbor and America's entry into the Second World War. The war years greatly reduced the effectiveness of the Minutemen. In his secret identity of Nelson Gardner, Captain Metropolis was reactivated by the military, Bill Brady was drafted into the US 3rd Army, Byron Lewis (a conscientious objector) was assigned as a medical aide, and the Comedian became a special government operative. As a police officer, Hollis Mason was not eligible for the draft, and the Hooded Justice had no "real" draftable identity. Between 1941 and 1945 the Minutemen had only four active members, who spent most of their time battling Nazi saboteurs in the US, including the top Nazi operatives Captain Axis and the Screaming Skull.

The end of the war brought the Minutemen back to full strength for a short time, but the group was soon rocked by tragedy. In 1946 Dollar Bill was killed by a gunman while trying to foil a bank robbery, and a few months later the press managed to discover that Ursula Zandt, the Silhouette, was a lesbian (ironically, the press never discovered the long-running homosexual affair between Captain Metropolis and the Hooded Justice—probably due to Silk Spectre's successful public pose as Hooded Justice's love interest). Laurence Schexnayder, the Silk Spectre's press agent, convinced the members of the Minutemen to expel Zandt and preserve the group's public reputation. Two weeks later, Zandt and her lover were slain by an old enemy.

The following year, Sally Jupiter retired from public life and married Schexnayder, and two years later the Minutemen disbanded and went their separate ways. Byron Lewis retired shortly thereafter, though the Comedian, Captain Metropolis, Hooded Justice, and Nite Owl continued their crimefighting careers.

Senator Joseph McCarthy's UnAmerican Activities Committee briefly reunited the Minutemen in 1954 when all were called to testify. Most were cleared without incident during the hearings, though the Hooded Justice refused to appear and reveal his true identity, and Byron Lewis (Mothman) was labeled a communist sympathizer.

Shortly after the committee controversy died down, the Comedian secretly murdered the Hooded Justice (1955). Fifteen years earlier the Justice had severely beaten Blake and stopped him from sexually assaulting Sally Jupiter in the Minutemen headquarters. The comedian vowed revenge, though the opportunity did no present itself for many years, by which time the Comedian was a highly trusted covert operative. He was able to prevent any serious investigation of the Justice's dissappearance, which remained unsolved.

THE BEGINNING OF A NEW AGE

The fifties also brought two new superheros onto the scene, the first of which was Adrian Veidt, who had dubbed himself "Ozymandias." As a young man, Veidt travelled the world in search of wisdom, studying for a time with a group of Tibetan monks that showed him how to use the full 100% of his brain capacity and instructed him in their mystical secrets. Ozymandias quickly earned the reputation of "The Smartest Man in the World," and used his genius to fight crime and insure order.

One year after Ozymandias made his first appearance a new type of hero was to arrive in the person of Jon Osterman: Doctor Manhattan. Osterman was a gifted student of atomic physics who was accidentally bombarded by high-level radiation, which altered his body cells. As Dr. Manhattan, Osterman had the power to directly affect reality on the atomic level. By applying his vast powers correctly, Dr. Manhattan could do almost anything: teleport, split himself into multiple personnae, transmute matter, etc. His very existence changed the world forever.

With the arrival of the new heroes, Hollis Mason decided that he could finally end his crimefighting career, and retired to open his own auto repair shop in 1960. Four months later he published his autobiography, *Under the Hood*, which contained many personal observations on his fellow Minutemen and publicly revealed Blake's assault on Sally Jupiter.

Captain Metropolis and the Comedian, however, remained active. Metropolis battled street crime in New York, while the Comedian continued to perform special missions for the US government. In 1961, he became power broker Findlay Setchfield South's personal bodyguard, and rumor has it that Blake was directly involved in the 1963 assassination of President John F. Kennedy, which opened the door for South's candidate to make a presidential bid.

WHO WATCHES THE WATCHMEN?

The last batch of new heroes arrived in the mid-1960s. Rorschach, alias Joseph Walter Kovacs, became active in 1964. Kovacs was a common garment worker who took his deeply repressed hatred of his mother out on the criminals he combatted. Later that same year the new Nite Owl, Daniel Dreiberg, took to the skies. Dreiberg was a wealthy playboy with an advanced knowledge of science and technology. He built many unique and powerful gadgets to aid him in the war on crime, and received Hollis Mason's permission to continue to use the Nite Owl name. Sally Jupiter would later say of costumed heroes in an interview with Probe magazine, "for some people it was a fame thing, and for a tiny few, God bless 'em, I think it was a goodness thing." Dan Dreiberg was one of these "tiny few." Shortly after they met in 1965 Rorschach and the Nite Owl became partners.

In 1966 Captain Metropolis tried to form a new hero group called the Crimebusters. The current crop of heroes, however, was much less receptive to the idea of consolidation. The meeting in which Metropolis laid out his ideas to the superhero community was a complete failure, though it did feature the first public appearance of the new Silk Spectre—Laurel Jane Juspeczyk, the daughter born of a brief affair between Sally Jupiter and Edward Blake in early 1950. Laurie was encouraged by her mother to take on the identity of the Spectre. She did not learn that Edward Blake was her real father for another twenty years. The failed Crimebusters meeting was also significant in that it provided Adrian Veidt with the inspiration to launch his desperate plan for saving the world that would come to fruition in the mid-1980s.

Throughout the turbulent sixties, isolated clashes with neurotic supervillains and organized crime syndicates

occurred. The Comedian continued as a special government operative and bodyguard to Findlay South, who employed Blake's abilities to spy on his rivals and remove anyone that got between him and the presidency.

In order to guarantee a second term, the president in 1968 promised the people victory in the Viet Nam war. Three years later Dr. Manhattan intervened in the conflict at the president's request, and lead the American forces to victory in a few short months.

Unlike previous Presidents, this administration had failed to see how dangerous involving Manhattan in international affairs could be. After Dr. Manhattan demonstrated his power to the world, American relations with the Soviet Union and Red China fell apart.

The president also involved Doctor Manhattan in the country's internal affairs. By exploiting his ability to transmute elements, Manhattan was able to make electric powered automobiles a reality, alleviating the Arab Oil Crisis, and carefully control the US economy, curing inflation. The "prosperity" shared across America provided the President with the support to amend the constitution, allowing him to win a third term in 1976, a fourth in 1980, and an unprecedented fifth term in 1984.

HONOR IS LIKE THE HAWK

After the Viet Nam war ended in 1971, America began slowly to adopt a more and more hostile attitude toward its costumed heroes, in part due to Dr. Manhattan's intervention in southeast Asia, and to a Nixon speech in which he accidentally referred to Manhattan as a "god." The radical left staged anti-hero demonstrations on college campuses across the country, and "The Forgotten Victims of Dr. Manhattan," an elegy for refugees of the Viet Nam War by ex-Beatle John Lennon and his wife Yoko Ono reached number one on the national singles charts. This movement was strengthened in 1975 when Ozymandias retired and revealed his identity. In an interview granted to Nova Express just after his retirement, Veidt had some harsh words for the remaining superheroes. A few months later "Who Watches the Watchmen?", a quote from Juvenal's *Satires* adopted as the rallying cry of the anti-hero movement, began appearing in spraypaint on walls and subway trains all across America. Meanwhile, Washington Post reporters Woodward and Bernstein were assassinated (before their Watergate investigations were complete) in 1973. The only clue to the identity of the killer was a cast-off Cuban cigar.

The anti-hero movement finally reached its peak in 1977, when members of the country's major metropolitan police forces went on strike to protest superhero involvement in their cases. Widespread rioting followed, and Congress quickly passed through the Keene Act of 1977, a bill which prohibited all vigilante activity. Following the Keene Act, Nite Owl and Silk Spectre quickly retired. Rorschach, who had gone almost completely insane after discovering the brutal murder of a child in 1975, chose to defy the law and continue his career, while Dr. Manhattan and the Comedian were each given a special license to continue their government sponsored activities. In 1978 the Comedian freed the Americans held hostage in Iran at the request of the president.

In the mid-1980s Adrian Veidt put into operation a plan for saving the world from the threat of nuclear destruction which he had concocted almost twenty years earlier. To insure success, Veidt was forced to kill the Comedian. Shortly thereafter Nite Owl and Silk Spectre briefly resumed their heroic identities, and Doctor Manhattan atomized Rorschach (see the *WATCHMEN* maxi series). Around the same time, Hollis Mason was killed by a local street gang. At the cost of several million lives, Veidt's plan forced the world governments (already on the brink of nuclear war) to put their differences aside and cooperate—at least, for the time being.

THE FORGOTTEN HEROES

For Gamemasters running campaigns in the world of the Watchmen, statistics for some of the heroes that do not appear in either of Mayfair's published adventures are provided below.

New Limitation—Dark Secret: A hero with this limitation harbors some deep secret which s/he must protect at all costs. A Dark Secret is much more serious than a mere secret identity, and is usually of such a magnitude that anyone discovering the secret could effectively end the hero's career. A Dark Secret is worth 15 hero points.

THE HOODED JUSTICE *alias Rolf Muller*

DEX:	4	STR:	6	BODY:	6
INT:	2	WILL:	4	MIND:	3
INFL:	4	AURA:	4	SPIRIT:	5
INITIATIVE:		10	HERO POINTS:		15

SKILLS:
Charisma/Intimidation: 6,
Thief/Stealth: 3

LIMITATIONS:
Minor Irrational Attraction to violence,
Dark Secret: Homosexuality

MOTIVATION: Seeks Justice

WEALTH: Comfortable

JOB: Circus Strongman

RACE: Human

The Hooded Justice never revealed his true identity, though for most of his life he used the alias "Rolf Muller." Muller's father deserted his wife and child shortly after the family emigrated from Austria, and his mother was an alcoholic. At the age of thirteen, Rolf ran away from home to join the circus, where he eventually became a famous strongman.

Muller was psychologically shattered by the shortcomings of his parents,

and this deep hatred drove him all his life. The same hatred led him to become New York's first costumed vigilante. Even as a child, Muller's trademarks were his almost inhuman strength and size, two attributes he found effective as the Hooded Justice. Though he never killed anyone outright, he was known to have maimed or crippled several of his victims.

While they were both Minutemen, the Hooded Justice began a long-running homosexual affair with Captain Metropolis, though in public Sally Jupiter (the Silk Spectre) posed as the Justice's love interest. The Hooded Justice was secretly murdered by the Comedian in 1955 for revenge and his body was never found.

SILK SPECTRE I *alias Sally Jupiter*

Dex:	5	Str:	2	Body:	2
Int:	3	Will:	3	Mind:	2
Infl:	2	Aura:	2	Spirit:	2
Initiative: 11 (15)				Hero Points:	10

Skills:
Acrobatics: 4, Charisma: 7, Martial Arts: 4, Vehicles/Ground: 2

Connections:
Street (low-level)

Motivation: Thrill of Adventure

Wealth: Affluent

Job: Professional Hero

Race: Human

Craving excitement, Sally Jupiter ran away from home when she was fifteen and wound up on the streets of New York. She was discovered by Lawrence Schexnayder, an ex-Hollywood press agent who had been watching the "superhero mania" quite closely. He reasoned that a female superhero gimmick would attract a lot of media attention quickly, leading to lucrative merchandising rights. Together, he and Sally created the identity and costume of the Silk Spectre. Then Schexnayder hired actors and professional wrestlers to portray the criminals whom Sally would "foil" before conveniently placed cameras. After joining the Minutemen, however, she learned to take care of herself and became an effective crimefighter in her own right.

Sally worked hard at achieving an upper class social status. In the late forties she retired as a superheroine and married Schexnayder, though their marriage broke up over a brief affair she'd had with Edward Blake (the Comedian). Because she thought

that becoming a superheroine would provide Laurie with the moral education that she herself never really had, Sally encouraged her daughter to take over as the Silk Spectre.

NITE OWL I *alias Hollis Mason*

Dex:	5	Str:	4	Body:	3
Int:	3	Will:	3	Mind:	2
Infl:	4	Aura:	3	Spirit:	3
Initiative: 12 (19)				Hero Points:	20

Skills:
Acrobatics: 5, Charisma: 5, Detective: 5, Gadgetry: 2, Martial Arts: 7, Thief/Stealth: 6, Vehicles/Ground: 4

Connections:
NYPD (high level), Street (low level)

Motivation: Upholds the Good

Wealth: Comfortable, later Affluent

Job: Police Officer, later Writer and Mechanic

Race: Human

Inspired by "Superman" and other comic book heroes, Hollis Mason, a romantic at heart, created the costume and identity of the Nite Owl. Mason was one of the most effective of the Minutemen. His police officer training and hand-to-hand combat skills often proved indispensable to the group.

Easy-going and kindly Hollis did whatever he could to help people. He wrote the surprisingly frank *Under the Hood*, an autobiography that discussed his life and relationships with New York's various crimefighters, after retiring as a superhero. He was pleased and flattered the day young Dan Dreiberg approached him and asked to keep using the Nite Owl name. A gang of street toughs that broke into his apartment killed Hollis on Halloween evening, 1986.

DOLLAR BILL *alias Bill Brady*

Dex:	4	Str:	4	Body:	4
Int:	2	Will:	2	Mind:	2
Infl:	3	Aura:	2	Spirit:	2
Initiative: 8 (12)				Hero Points:	10

Skills:
Acrobatics: 4, Charisma: 5, Martial Arts: 5, Vehicles/Ground: 3

Limitations:
Miscellaneous: Bound to whims of First National Bank of New York.

Connections:
First National Bank (high level)

Motivation: Upholds the Good

Wealth: Affluent

Job: Professional Hero

Race: Human

Bill Brady, an All American football player from a small rural community in Kansas, became Dollar Bill the day he answered a First National Bank of New York ad. The bank had decided to create an in-house superhero as a publicity gimmick, and Brady was exactly what they were looking for. He was trained in hand-to-hand combat and security procedures, given the Dollar Bill uniform, and placed on daily duty at the bank.

Not only did the publicity stunt work, attracting hundreds of new customers to First National, but Brady actually managed to foil a number of robbery attempts. For added publicity value, the bank "lent" him to the local police from time to time to help out in their cases, and permitted him to join the Minutemen.

Quiet and soft spoken, Brady never lost that "country boy" charm and

innocence of his rural roots. Sadly, he was shot and killed in the 1940s when his cape became tangled in a revolving door while he was trying to prevent a bank robbery.

MOTHMAN *alias Byron Lewis*

Dex:	4	Str:	3	Body:	3
Int:	5	Will:	2	Mind:	2
Infl:	2	Aura:	2	Spirit:	2
Initiative:	11 (15)	Hero Points:	10		

Skills:
Acrobatics: 4, Charisma: 3, Martial Arts: 4, Scholar: 4, Vehicles/Ground: 2

Limitations:
Serious Irrational Attraction to Alcohol

Connections:
Universities (low level)

Motivation: Thrill of Adventure

Wealth: Millionaire

Job: Millionaire

Race: Human

Byron Lewis was a member of the famous Lewis family of Connecticut. His extremely wealthy father introduced Byron to high society at a very young age. Finding this life style rather boring, however, Byron pursued the intellectual arts.

He majored in philosophy at college and became involved with the radical left, adopting their bohemian lifestyle and attitudes with fierce idealism. After he graduated, his father died, leaving him in charge of the Lewis estate. This wealth was a great source of personal guilt. In partial compensation, he became Mothman—protector of the people.

In 1942, Lewis registered for the military draft as a conscientous objector. During World War II he worked at a Red Cross aid station. In the fifties, when Joseph McCarthy brought the Minutemen before the UnAmerican Activities Committee, Mothman's associates in college and his refusal to fight in the war caused the committee to label him a communist sympathizer. The resulting alienation and his newfound "outcast" status brought on the bitter alcoholism that plagued him for the rest of his life.

SILHOUETTE *alias Ursula Zandt*

Dex:	3	Str:	3	Body:	2
Int:	3	Will:	2	Mind:	2
Infl:	2	Aura:	2	Spirit:	2
Initiative:	8 (12)	Hero Points:	10		

Skills:
Acrobatics: 3, Charisma: 4, Martial Arts: 4

Limitations:
Dark Secret: Homosexuality

Motivation: Thrill of Adventure

Wealth: Millionaire

Job: Millionaire

Race: Human

Ursula Zandt was a wealthy Austrian aristocrat. Hitler's seizure of Austria forced Ursula and her family, as Jews, to flee to the United States, where they quickly blended into the lifestyle of upper class Manhattan society.

After her parents died in 1938, Ursula developed a sudden "wild" streak. Stories of the first costumed adventurers' thrilling exploits led her to become one herself. Shortly after World War II, a news reporter managed to uncover the fact that the Silhouette was a lesbian. To preserve the group's reputation (and good PR), the Minutemen expelled Zandt. She and her lover, suddenly vulnerable, were slain a few weeks later by the Liquidator, an old enemy.

CAPTAIN METROPOLIS *alias Nelson Gardner*

Dex:	3	Str:	3	Body:	2
Int:	2	Will:	2	Mind:	2
Infl:	2	Aura:	2	Spirit:	2
Initiative:	7 (11)	Hero Points:	10		

Skills:
Detective: 4, Martial Arts: 4, Medicine/First Aid: 2, Vehicles: 3, Weaponry/Firearms: 3

Equipment:

Utility Belt

Dex:	0	Str:	0	Body:	1
Charges:	NA				
Cost:	4 HPs + $40				

This military issue leather belt is ideal for carrying accessories.

Handcuffs

Dex:	0	Str:	0	Body:	4
Charges:	NA				
Cost:	24 HPs + $200				

Steel handcuffs ratchet to fit around any size wrist, and open with a key.

Limitations:
Dark Secret: Homosexuality

Connections:
NYPD (low level), Street (low level), Military (low level)

Motivation: Seeks Justice

Wealth: Affluent

Job: Ex-Colonel in US Army

Race: Human

Nelson Gardner was a somewhat sickly child who often found himself the butt of other children's jokes. After graduating from college, he joined the United States Marine Corps, to prove he was a "man," and served admirably. Gardner too became a costumed adventurer after reading of the exploits of his predecessors.

As Captain Metropolis, Gardner set out to prove the supremacy of strategy. He adopted military tactics, techniques, and organization into his war on crime and became the founder of the Minutemen. He had the almost constant delusion that the other members of the group were snickering at him behind his back, and he spent a great deal of effort trying to win their respect. He had a long running homosexual affair with the Hooded Justice.

Gardner remained active longer than any of the other Minutemen, save the Comedian. While still active, he died in an auto accident in the '70s.

ENCOUNTER C–1: THE SUMMONS

SET UP

As the heroes are leaving the meeting with Major Banner, a police officer approaches the Comedian and informs him that he has a phone call downstairs. The caller is Blake's "boss," kingmaker Findlay Setchfield South. South asks the Comedian to meet him in his candidate's campaign office at the McDaniel Convention Center at 3:00 AM that evening. When the Comedian proceeds to the meeting refer to this encounter.

PLAYER'S INFORMATION

The convention center looms dark and silent; the delegates all have retired to their individual hotel rooms long ago. The offices of South's candidate are easy to find, and already occupied. A shadowy figure snaps on a small desk lamp, suddenly revealing that he is the power-broker himself. No one accompanies him.

"We've got problems, Edward. Big problems. You ever hear of Louis Conrad? He's a senator from Kentucky, a Republican.

"Well, this Conrad somehow managed to get tapes of you and me discussing the Joey Falcone problem you handled for me. Conrad's a big Hollier supporter. He says if I don't push old Phil for the V.P. spot after we lock up the nomination, he's going straight to the police and the press with the tapes. I'm sure Hollier himself has no part in this. Conrad's just trying to get his buddy into office. Funny part is, Hollier was my first choice. But not any more. Nobody tells Fin South what to do.

"I want you to find and recover these tapes, and make sure that Conrad never presents a threat to me or my candidate again—and for God's sake, don't kill him unless you have to. There are plenty of other ways of removing him from the picture permanently. Use subtlety.

"Oh and Blake, remember that if you screw up it'll be your butt in the fire right along with mine. Now get out of here and don't let anybody see you."

GM'S INFORMATION

Below are the facts that Comedian knows about the Falcone incident. You can photocopy this section and give it to the Comedian Player or read it verbatim.

This situation is meant to fully challenge the abilities of the Comedian Player. Encourage him or her to be creative when trying to find a solution to the problem posed by Conrad. The Comedian can determine where the senator is staying by calling all of the major hotels in New York, looking for a Louis Conrad (which takes four hours, but reveals that Conrad is in fact checked into the Esquire Hotel located on Fifth Avenue), or by consulting the list of delegates and their residences that Major Banner gives to the heroes along with the security tour in **Encounter 7**. Any other approach is fruitless (in his paranoia, Conrad told no one where he was staying). After the Comedian finally manages to locate Conrad's residence and decides to give it a visit, proceed to **Encounter C-2**.

COMEDIAN'S INFORMATION ON THE FALCONE HIT

- Joey Falcone was a small time Chicago mobster. Early in the campaign, you were putting secret pressure on Joey and similar hoods, forcing them to divert funds from their syndicates into South's campaign coffers.
- After a while, Joey began refusing to pay. Normally, this wouldn't have called for extreme measures, but Falcone's minor rebellion seemed to inspire several of the other hoods, and pretty soon the entire scam began to unravel.
- After a meeting with South, you ambushed Falcone's car late on the night of April 7. Stopping the car with a small explosive charge, you shot and killed both Falcone and his driver, like a typical gangland hit.
- You still have the gun you used to kill the pair (a snub-nose .357 magnum) concealed back at your apartment.

TROUBLESHOOTING

You may have to remind the Comedian Player that s/he must do everything in his or her power to keep the South-related activities a secret from the other Players.

ENCOUNTER 3: PRETTY LITTLE P'LICEMAN

SET UP

Use this encounter if any of the heroes announces an intention to investigate the gang through his or her police connections.

PLAYER'S INFORMATION

The 14th Precinct station house looks like most buildings in New York—sooty and pigeon-stained, it squats in the ubiquitous refuse of the city.

GM'S INFORMATION

Regardless of which hero is using the police connection, the contact is Captain Arthur Bridwell of the NYPD's 14th precinct. If the heroes visit Captain Braddock and start asking him questions, he directs them to Bridwell. Bridwell has worked with the hero in question in the past, and the incident that Rorschach and Nite Owl were involved in earlier in the adventure occurred in his precinct.

Any gang members captured in **Encounter 1** are in custody here. Bridwell offers any heroes who show up the opportunity to be present during the police interrogation of the prisoners and to ask any questions they may have. If none of the gang members were captured in **Encounter 1**, this option obviously does not exist.

The actual questioning takes place in a dark police interrogation room. All of the captured gang members are present along with five police officers, Bridwell, and any Player Characters. This encounter provides an excellent opportunity for strong role-playing. In order to get information from the prisoners, a hero must make a Charisma/Interrogation roll using the gang members' INT and MIND as the OV/RV (use the stats for a typical Brethren member found in the NPCs section). The gang members are each entitled to a +1 column shift to their Opposing Values due to their hostility toward the authorities. They have the following information:

PRISONERS' INFORMATION

RAPs	Information Revealed
1	*"Alls we'se doin' is gettin' a little sweet revenge, pig. We'se been treated like dirt all our lives and now it's time to do some dirtyin' ourselves."*
2-4	*"Soon you'll all see. The hardest rain is gonna fall and the darkest night is gonna come—soon, real soon. After we found out that he was comin' to town we knew it was our big chance."*
5+	*"We'se gonna stick that pig and he's gonna bleed, and his blood is gonna soak back into the Earth and be reborn as the avenger. Like momma always says, 'Drive your cart and your plow over the bones of the dead.' "*

Bridwell is unable to provide the heroes with any further information on the gang. He responds to any such inquiries with: *"Sorry, no can do. Everything even remotely connected with those loonies is strictly downtown and handled by Special Investigations. I do happen to know, however, that SID keeps their files in office 1417 of NYPD HQ and that there is no one there between 9:00 PM and 6:00 AM, if you know what I mean."* Bridwell supplies the heroes with this information whether or not they were able to interrogate any captured gang members.

TROUBLESHOOTING

If the Players do not interrogate or do not make the rolls, have Bridwell hint he has information. He is Friendly to Persuasion, Neutral to Interrogation, and Hostile to Intimidation attempts.

If the heroes try to use their street connections refer to **Encounter 5**. If they wait until the next morning and proceed to the convention center to meet Banner, skip to **Encounter 7**. If the Players are at a complete loss as to where to proceed after being given the assignment to help secure the convention, you may have to drop them a few subtle hints to encourage them to use their connections. If this fails you can always have Banner or Braddock come right out and suggest the heroes *"find out what you can using your own contacts."*

ENCOUNTER 4: SHADOWS ON THE WALL

SET UP

Police Headquarters is located in downtown Manhattan. Needless to say it will be totally dark if the Players arrive between 9:00 PM and 6:00 AM.

PLAYER'S INFORMATION

Only the faint lights of interior corridors break up the somber silhouette city cops refer to as a jumble of initials: NYPD HQ. Smudgy city darkness hides the grimy condition of the building's brick exterior, but nothing can hide the graceless proportions.

GM'S INFORMATION

Anyone scaling the building, descending on the Owl-Ship's rope ladder, etc., must pass the appropriate Acrobatics/Climbing skill roll. The building itself is twenty stories high (5 APs), and the office is on the seventeenth floor (4 APs). At night there is virtually no chance that such a Character will be noticed by anyone in the building or on the street below. The window is locked (OV/RV = 3/3) and this lock must be picked or the window broken (most likely bringing investigation) to allow entry.

Anyone sneaking up to the office must pass three Thief/Stealth skill rolls to avoid the police guards on the way up. If the hero is detected, ten guards give chase. If the Characters disguise themselves as police officers substitute the Artist/Actor skill for Thief/Stealth above. (Note that a Character need not have the appropriate skill to attempt either course of action—use the APs of the skill's link attribute as the AV/EV, and add 2 column shifts to the right on the Opposing Value for an unskilled hero. See *Powers and Skills*, page 3, for more details.) The outer door of the offices is locked (OV/RV of 4/4).

Once in the office the hero must make an INT roll against OV/RV of 4/4 to determine how long it takes him or her to find the file concerning the Brethren. Unless the Player receives three or more RAPs on this roll the hero hears a roving police guard approach the office door just before s/he finds the file. S/He can then either hide (use the guard's INT and WILL of 2/2 vs. the Character's Thief/Stealth skill to see if the guard notices) or try to knock the guard unconscious. If the hero's Stealth roll succeeds, the guard moves on. If the hero attacks the guard and does not knock him or her unconscious in the first round, ten other guards come to investigate.

Once the threat of the police guard is gone the hero automatically finds the file. Show the Player the facsimile of the police report that follows. The hero must then sneak out using the same procedures described above.

FORM 10098-a
REVISED 10/17/65

Replaces FORM 52/6/a and FORM 57/8/sp-o

ONGOING INVESTIGATIONS/MANHATTAN S.I.D.

SUBJECT: The Brethren

CROSS REFERENCES: gang activities, kidnapping, homicide, cults, vice

DATE	M.O./unique circumstances	BADGE #
1/11/68	Caucasian male found murdered just off Houston Street. Victim was approximately 45 years of age. Victim is still unidentified. Victim was apparently stabbed once in the chest, and died several days before the body was discovered. The victim's blood had all been drained from his body.	
	The victim was seized at 9:11 PM on 1/7. This report was added to the Brethren file on 1/28.	
3/14/68	Elderly caucasian female found strangled in an alley just off Roehman Avenue. Victim identified as Mrs. Marianne Eliot. Victim was strangled approximately thirty minutes before the body was discovered (10:00 PM). A note was pinned to the victim's body reading "The Cut Worm Forgives the Plow." This report added to the Brethren file on 3/16/86.	
5/16/68	Unidentified decapitated victim found near Wicker Park. All of the victim's blood had been drained from the body by the time it was discovered. Victim also suffered eleven stab wounds of various sizes. Clues on the site indicate that the victim had been kidnapped at 10:14 PM on 5/15. This report was added to the Brethren file 5/16.	

PRELIMINARY CONCLUSIONS:

It seems that all of the gang's victims disappeared from an area in the slums known as "New London" (see attached map) between 9:00 and 11:00 PM.
This checks out with other reports which indicate that the number of assaults in this area between these hours is proportionately quite high. On the average there are between two and three assaults at this time and place each evening. Many of these seem to be Brethren related.
Killings appear to have no motive, though one theory holds that they are cleverly disguised mob hits, etc.

ENCOUNTER 5: BACKSTREET BLUES

NEW YORK GAZETTE June 11, 1968

"We print the news."

CONVENTION SET TO BEGIN TOMORROW, TOP GOP OFFICIALS PREDICT VP'S NOMINATION

Manhattan—Several thousand Republicans from all over the nation began arriving in Manhattan this morning to begin gearing up for the GOP National Convention, which begins tomorrow at the McDaniel center.

The convention was originlly set for Miami Beach, Fla., but repeated race rioting in the area, and numerous threats received by Miami police caused Republican officials to move the convention to the alternate site in New York.

Going into the convention, the frontrunner appears to be the current Vice President, whose visibilty and experience recommend him, though he does not have enough delegates to win the nomination on the first ballot. Running a close second is Senator Ken Shade from Illinois with Mayor Philip Hollier of San Antonio bringing up the rear.

Though he has little chance of winning the nomination himself, Hollier's delegates could be crucial in the political manuevering of the convention. Whichever candidate he sides with will have a decisive edge over the other.

Top GOP officials are predicting a second ballot nomination. The Vice President has not yet announced whom he would select as a running mate, but many members of the party are looking forward to Hollier on the ticket in November.

(continued page 3)

NUMBERS OF HOMELESS RISE

City officials announced yesterday afternoon that the number of homeless walking the New York City streets is expected to increase more than 11% within the next year.

Rising housing costs were cited as the main factor contributing to the increase.

GANG TERROR Part One of a four part special report)

by investigative reporter Ben Richter.

Police officials estimate that the members of the street gang known as "The Brethren" are responsible for as many as eleven deaths, six kidnappings, and nineteen assaults over the past year.

In this special series we will examine the gang and what makes it tick. Over the next four days you will read interviews with a former Brethren member, who will tell you what the gang is after, and why it hates the residents of this city. You will also read my own accounts of the gang. I have been conducting this investigation for the past several months

SET UP

If the Players attempt to use their street connections to investigate the Brethren, their contact is a middle-aged snitch named "Willy" who lives in a sleazy flop house.

PLAYER'S INFORMATION

LOWER MANHATTAN: The chilling wind scatters refuse and debris everywhere. Trash accumulates around the foundations of the buildings and trash blows through the streets. Up ahead is "The Sleep-r-y," where Willy, a streetsmart junkie, sometimes trades secrets for dollars.

The building is gray: gray walls, metallic gray window frames, and a large gray door. The structure has been stained from top to bottom with graffiti, though the only truly noticeable slogan is spray painted in large red letters and reads: THE ROARING OF LIONS, THE HOWLING OF WOLVES, THE RAGING OF THE STORMY SEA, AND THE DESTRUCTIVE SWORD, ARE PORTIONS OF ETERNITY TOO GREAT FOR THE EYE OF MAN.

GM'S INFORMATION

Willy is surprised, since the heroes rarely call upon him anymore, and Rorschach, in particular, finds it reprehensible to finance his corruption. If asked about the Brethren his face contorts in horror. He refuses to talk about the gang in any way and says only: *"Those are bad dudes, and I mean* bad. *I don't know anything, and if I did you couldn't pay me enough bread to make me talk. I don't wanna end up one of them sacrifice victims, you know?"*

If the heroes receive 5 or more RAPs on an Interrogation effort, Willy spills what little he knows: namely, that the Brethren is more than a street gang, it's some sort of religion, and many of the murders and kidnappings the group commits are some sort of weird religious ritual.

As the heroes are leaving "The Sleep-r-y" they come across a torn page from today's *New York Gazette* (one of the city's many morning newspapers) blowing in the street. The feature article (see below), written by investigative reporter Ben Richter, is on the Brethren. If the heroes decide to drop by the Gazette offices to talk to Richter proceed to **Encounter 6**.

ENCOUNTER 6: I READ THE NEWS TODAY

SET UP

In every cry of every Man
In every Infants cry of fear,
In every voice: in every ban,
The mind-forg'd manacles I hear.

Approximately 2 miles away from "The Sleep-r-y," reporter Ben Richter has an office in the city room of the *New York Gazette.* The heroes will have no problem getting up to see him anytime of day or night.

PLAYER'S INFORMATION

The New York Gazette *offices are located in a skyscraper in downtown Manhattan. The lobby attendant matter-of-factly indicates the elevator; Ben Richter's office is on the fourteenth floor.*

GM'S INFORMATION

Mr. Richter must be Persuaded or Intimidated to reveal any information on either the Brethren or his sources for the article (for either Charisma subskill, the OV/RV is INFL/SPIRIT; see page 30 of *Powers and Skills* for details). Richter receives a bonus of 2 column shifts to the right to his Opposing Value in such attempts because, as a journalist, he is especially hesitant to reveal the identity of his source(s). If the heroes happen to mention that gaining the information could be a matter of life and death, however, these 2 column shifts do not apply.

If any of the Players receive 3 or more RAPs on an Intimidation or Persuasion roll, Richter breaks down and reveals everything: he has been paying off local street youths to keep tabs on the Brethren since last January. His big break in the case came when he managed to hook up with a young man named "Iggy" ten days ago. Iggy is a former member of the Brethren that left the group about two months ago because he could no longer stomach its violent policies. He has sold valuable information concerning the Brethren and its activities to Richter (though he is not confident or concerned enough to go to the police). From Iggy, Ben has learned that the leader of the Brethren is a young woman named "Mother," and that the gang maintains a large stronghold called "Gehenna." Iggy has not told Richter exactly were Gehenna is located.

Richter plays the heroes this tape of his last conversation with Iggy, which took place approximately two hours earlier.

RICHTER'S TAPE INFORMATION

R: *What is so important, Iggy?*
I: *Something's goin' down, man.*
R: *What?*
I: (pause) *I don't know. I don't know if none of the soldiers really know either. There's a drop tomorrow midnight, at Mex's.*
R: *What's a drop?*
I: *That's how Mother communicates with the outer fringes of the gang. Not all of the soldiers live in Gehenna, y' know. Some of 'em live on the fringes. Mother has runners drop off little written messages in places. This spy stuff makes 'em seem important and m'sterious, y' know?*

TROUBLESHOOTING

Everyone automatically knows that the "Mex's" that Iggy refers to on the tape is *Mex's Indy City*, a somewhat seedy Manhattan rock club. The drop is set to take place on the night of Day 2. If the Players don't reach this encounter on Day 1, alter the text of the tape accordingly. (i.e., There is a drop going down TONIGHT).

Richter is unable to reveal Iggy's current whereabouts. The informant only comes forward and contacts Richter when he feels like talking.

ENCOUNTER 7: OUR TRUTH IS MARCHING ON

SET UP

The heroes travel to the convention center to meet Banner at 10:00 AM on the morning of Day 2. Banner is waiting for the Players when they arrive.

PLAYER'S INFORMATION

Banner is waiting at the McDaniel Center at 10:00 AM sharp. His grim greeting is not softened by its conventionality or his smile. "How is everyone this morning?"

The inevitable protesters have begun to accumulate outside the convention center. Most of them are hippies carrying anti-this and anti-that signs. All the militants are probably waiting for the Democrats and Chicago.

The convention center itself looks totally out of place in its surroundings. It is a large art-deco structure done in varying shades of red—somebody's idea of what the future would look like. Inside, the delegates shuffle around like insects in a hive. Enough red-white-and-blue bunting swaths the place to keep the Statue of Liberty in skirts for centuries.

GM'S INFORMATION

Banner takes the heroes on a tour of the facilities. Photocopy the convention center map before beginning play.

During the tour, Banner introduces the heroes to the

three hopefuls, the Vice President, Mayor Hollier, and Senator Shade. The race is so tight each of the candidates will spend most, if not all, of the adventure at the convention hall rallying his supporters.

After concluding the tour, Banner places Lt. Eddleson under the heroes' direct command. Eddleson has the seventy-five man security corps organized into fifteen five-man teams. Ask the Players to mark where they would like each of the security teams stationed (the photocopied map will come in handy here). Make it clear that no teams under five men are permitted. Have them also record any special security instructions (including where and when any of the heroes themselves will take a direct part in the security arrangements). These notes are important later in the adventure. The security cops carry .45 caliber automatic pistols.

Pistol, .45 automatic

DEX: 0	STR: 0	BODY: 1
CHARGES: 7		
COST: 37 HPs+$250		

POWERS:
Projectile Weapons: 4

Projectile Weapons APs are EV only; user's STR or Weaponry skill is AV. Normal range is 4 APs (see *Player's Manual* page 24 for details on ranges).

Before the heroes leave the area Banner gives them a special two mile (11 AP) range walkie-talkie that allows immediate contact with Lt. Eddleson. Make sure you know which one of the heroes has it at all times. Banner also includes a list of convention delegates, where they are staying, and the convention schedule below.

Finally, after all security teams have been assigned, Banner informs the heroes that Senator Shade has decided to make a last minute campaign speech tomorrow morning at 10:00 AM in Central Park. One or more of the heroes should be there to help.

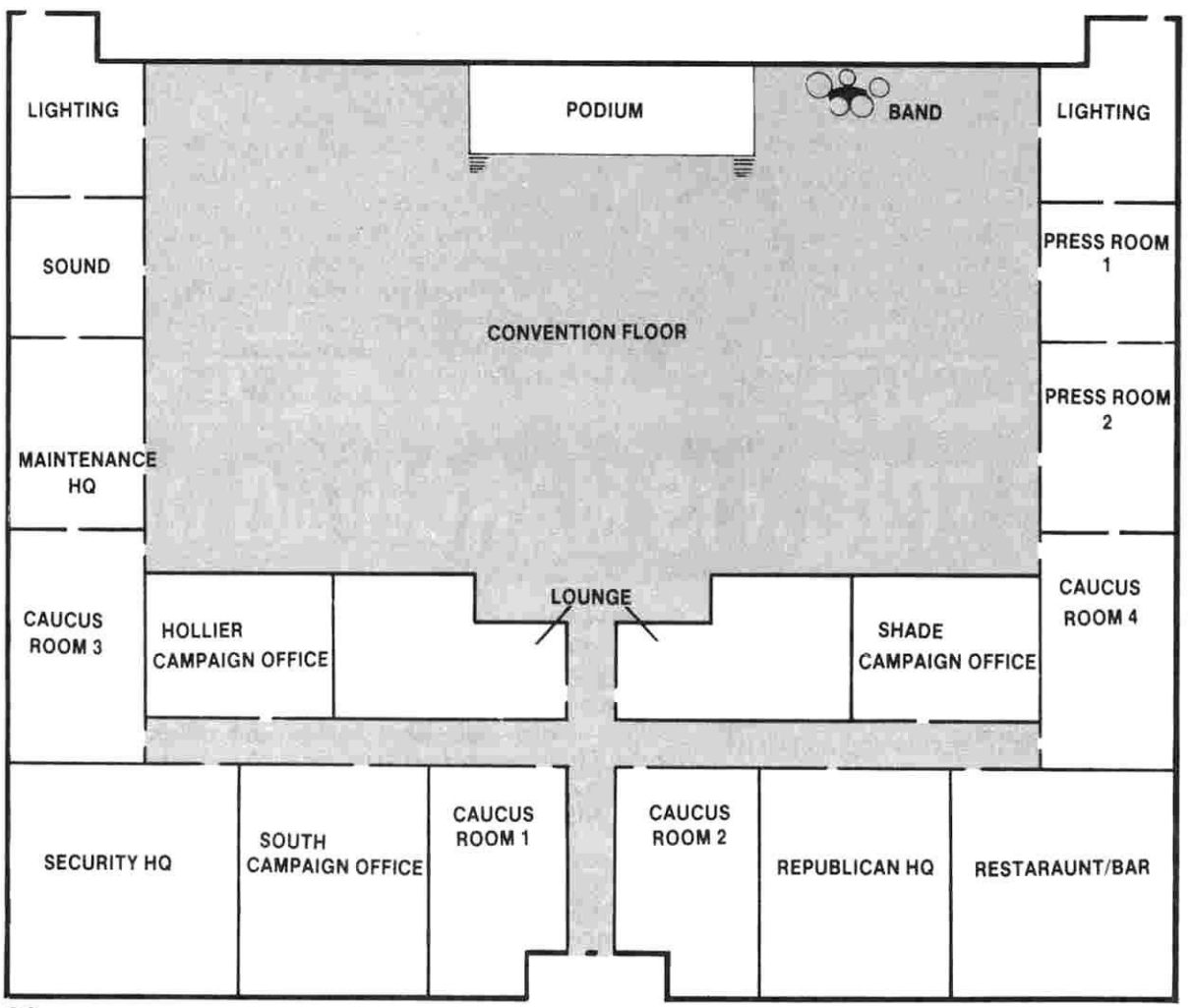
CONVENTION SCHEDULE

-The convention lasts for six days, from June 12 to June 17. (Note that the convention starts adventure day 2.)
-The first day is spent opening the convention and discussing the presidential nomination.
-The nomination debate continues into June 13 (adventure Day 3). The nominee (the V.P., unless killed) is revealed on June 14 (adventure Day 4) and names his running mate shortly thereafter.
-June 15-17th are spent debating the platform.

Most delegates arrive at the convention at 8:00 AM every morning and return to their hotels at 11:00 PM. The candidates' campaign offices stay open until 12:00. On June 13th, however, the delegates are all present (and the campaign offices open) until 2:00 AM debating the nomination.

McDANIEL CONVENTION CENTER

ONE SQUARE = TWENTY FEET



ENCOUNTER C–2: THE BREAK–IN

SET UP

The Comedian decides to pay a little visit to the Senator's room, looking for evidence of the tapes.

PLAYER'S INFORMATION

The Esquire is one of the city's oldest and most reputable hotels. It boasts thirty stories with more than nine hundred guest rooms, three restaurants, a shopping arcade, and one of the best staffs on the East Coast.

(If the Comedian goes up to the floor): *Conrad's fifteenth floor suite has two uniformed guards outside the door, talking quietly together.*

GM'S INFORMATION

Because he fears South, Conrad has hired a group of four bodyguards (all stats: 3, armed with .45 automatics).

Pistol, .45 automatic

DEX:	0	STR:	0	BODY:	1
CHARGES:	7				
COST:	37 HPs + $250				

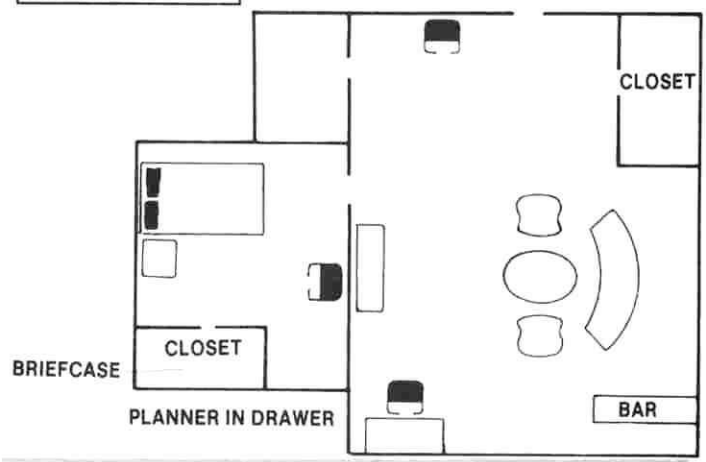
POWERS:
Projectile Weapons: 4

Projectile Weapons APs are EV only; user's STR or Weaponry skill is AV. Normal range is 4 APs (see *Player's Manual* page 24 for details on ranges).

Two of the guards are always on duty outside his suite door, and two follow him everywhere he goes. To enter the suite, the Comedian must either bypass or neutralize the guards, or enter through the outside window.

1) If the Comedian tries to temporarily lure the guards away from the door (by creating a diversion, convincing them that Conrad sent for them, etc.), make a Charisma skill roll using the guards' INT/MIND as OV/RV. Note that such a roll must suffer the multi-attack penalty vs. two opponents (+1/+1) since there are two guards to fool. The RAPs are the time in APs that the guards remain away from the door.
2) If the Comedian tries to disguise himself as a hotel employee to get past the guards, make an INFL roll vs an OV/RV of 3/3 (the guard's INT/MIND). Such a roll suffers a +2 column shift penalty to the Opposing Value since the Comedian does not have the Actor subskill. Positive RAPs indicate success.
3) If the Comedian tries to climb through the window, make an Acrobatics/Climbing skill roll vs an OV/RV of 3/3 to reach the window, which is locked (OV/RV: 2/2). The lock must be picked or the window broken (certainly bringing investigation) to allow entry.
4) If the Comedian tries to bribe the bodyguards, they forget anything he wants them to for $2,500 each. This bribery costs Blake 10 Hero Points in all because his Wealth is Affluent (*Player's Manual*, page 32).
5) If the Comedian tries to neutralize the guards, he takes them by surprise unless one earns RAPs on an INT roll with an OV/RV of 6/6 (Comedian's Military Science skill level). Only one guard rolls. Play out any combat.

CONRAD'S SUITE



Once inside the hotel room, the Comedian has to overcome the second set of bodyguards and Conrad himself if they are present (between the hours of midnight and 8:00 AM every evening). It takes two phases to search each area of the suite. There are two items of interest (feel free to improvise Conrad's more mundane belongings). In the bedroom closet stands an empty briefcase. If he receives one or more RAPs on an INT roll vs 2/2, however, the Comedian notices that the case features a false bottom and contains the following note:

I'm leaving this behind in the event of my sudden disappearance. In a file marked 'TANGO' in the Hollier campaign office at the McDaniel Convention Center are four cassette tapes that implicate Findlay South in a murder. One can also assume that Mr. South is involved in my own disappearance.

-Senator Louis Conrad

Also, in the middle drawer of the writing desk is Conrad's planning book which has only one appointment listed: *June 14 Midnight, meet w/Tony Rossignoli.* The Comedian recognizes Tony Rossignoli as the former rival of Joey Falcone. The Senator is paying the mobster the last $50,000 he owes Rossignoli for the evidence.

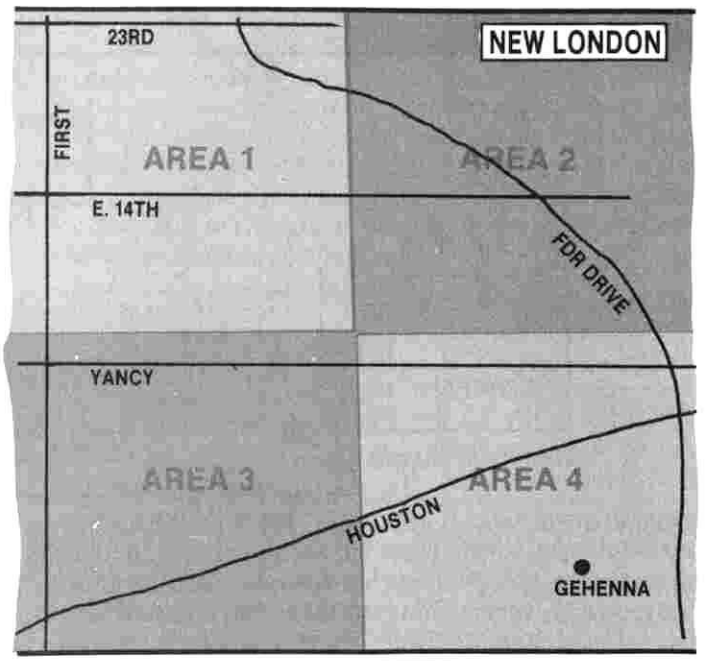
TROUBLESHOOTING

After uncovering these clues the Comedian probably sneaks into the Hollier office at the convention center (**Encounter C-3**) in search of the tapes and begins planning South's revenge (**Encounter C-4**).

If the Comedian leaves any evidence that he was in the suite (i.e. Player forgets to mention that Blake is putting everything back exactly as he left it, tricks the guards away from the door in a suspicious manner, etc.) Conrad panics. The Senator asks the heroes for increased protection for himself and the Hollier campaign office.

If the Comedian enters the suite while Conrad himself is present, Blake must either come up with some ingenious plan to prevent the Senator from seeing him, or somehow keep Conrad from leaking the Comedian's clandestine operations (probably by killing him).

ENCOUNTER 8: HELTER SKELTER



SET UP

After acquiring the police files in **Encounter 4**, or talking to Richter in **Encounter 6**, the Players may decide to patrol the "New London" area in hopes of coming across some random gang activity and information.

RORSCHACH'S JOURNAL, JUNE 14th, 1968.: Waiting is the hardest task. If the Brethren stick to their pattern they will be here tonight.

PLAYER'S INFORMATION

Sharp silence cuts through the dark night. In the alleys the rats are scurrying to catch up with the piles of refuse being scattered by the cold wind.

GM'S INFORMATION

Notice the map is marked with four equal areas. Divide the evening into half-hour shifts (i.e. 7-7:30, 7:30-8, . . . 12-12:30, etc.), and ask the Players to indicate which heroes are patrolling each of the areas during the various shifts. There are two possible encounters:

1) *AREA 3 between 9:30 and 10:00 PM*: four thugs are holding up a liquor store on Yancy Street.

THUG (4)

Dex:	2	Str:	2	Body:	2
Int:	2	Will:	2	Mind:	2
Infl:	2	Aura:	2	Spirit:	2
Initiative:		6	Hero Points:		0

Skills:
Thief: 2, Vehicles/Land: 2, Weaponry/Firearms: 2

Equipment:

Sawed-off Shotgun *(one thug)*

Dex:	6	Str:	0	Body:	1
Charges:	20				
Cost:	103 HPs + $1300				

Powers:
Projectile Weapons: 5

Ranges:

short	medium	long
0-1	2-3	4

A shotgun is an area effect weapon; it sprays pellets over a wide area. Sawing the barrel off makes the area covered wider, and so makes a target easier to hit (so DEX is AV). APs of Projectile Weapons are EV. User enters Killing Combat.

Pistol, .38 revolver *(other thugs)*

Dex:	0	Str:	0	Body:	1
Charges:	6				
Cost:	16 HPs + $80				

Powers:
Projectile Weapons: 3

APs of Projectile Weapons are EV, user's DEX or Weaponry skill is AV. Medium range is 3 APs (see *Player's Manual* page 24 for details on ranges).

An old man (all attributes: 2) is the only employee in the store. Scared and jumpy, he has a .38 caliber pistol of his own under the counter and is liable to panic and fire the gun if he's surprised. After the thugs are defeated it is perfectly clear they have no connection with the Brethren.

2) *AREA 1 between 10:30 and 11:00 PM*: four members of the Brethren are attacking a newspaper vendor. Two of the gang members carry .38 pistols, and two carry maces constructed out of baseball bats and nails.

Baseball Bat Mace

Dex:	0	Str:	4	Body:	2
Charges:	NA				
Cost:	32 HPs + $300				

The mace does bashing damage in Touch range. User's DEX or Weaponry skill is AV, weapon's STR is EV.

The Brethren members are trying to kidnap the old man for use in a later ritual killing. After the heroes show up, the gang members let the old man go and attack them. Before he escapes, the old man drops the stack of newspapers he was holding and they scatter through the streets on the wind.

The gang members wear the Brethren insignia and are obviously members of the group. If they search any captives after the struggle, the heroes will find a note reading, DROP: MIDNIGHT AT MEX'S — LOVE, MOTHER. As in **Encounter 6**, the heroes know "Mex's" refers to *Mex's Indy City*, a seedy rock club in the Village.

THE OWLSHIP: Using the special surveillance gear aboard the Owlship, Nite Owl can attempt to monitor the whole of New London by himself. Normally Archimedes' radar and sonar would allow him to detect both of the above events automatically, but there are high concentrations of ground clutter and people in the slums. Nite Owl must make a Radar or Passive Sonar action check against OV/RV of 7/7 to detect each of the above events. Once an event is detected, Nite Owl can arrive on the scene, or direct others to the area almost instantaneously.

TROUBLESHOOTING

No matter what they try, the Players are unable to stumble across the location of Gehenna in this encounter.

ENCOUNTER 9: THIS AIN'T THE MUDD CLUB

SET UP

This encounter takes place at midnight on Day 2. The night club is located in Greenwich Village just off of Bleecker Street.

RORSCHACH'S JOURNAL. JUNE 12th, 1968.: Tonight we carry the battle to the enemy's own ground—a filthy den of corruption deep in the land of shadows.

We know that the information is to change hands around 12:00 midnight. I am afraid we must bear our surroundings until then.

This place must be the very pit of evil. Here even the light is sinister.

PLAYER'S INFORMATION

MEX'S INDY CITY — Flashing lights, neon, and a psychadelic handpainted sign: TONIGHT THE VELOUR OVERGROUND.

Outside, a small crowd (half toughs, half hippies) waits to enter. Occasionally a drunk is chucked out the door into the street.

GM'S INFORMATION

Upon entering the club, the heroes are immediately assaulted with loud acid-rock music. The colored lights in the club, cued to the music, flash brightly with the beat, obscuring visibility. Anyone entering Mex's in full superhero regalia is bound to cause a panic.

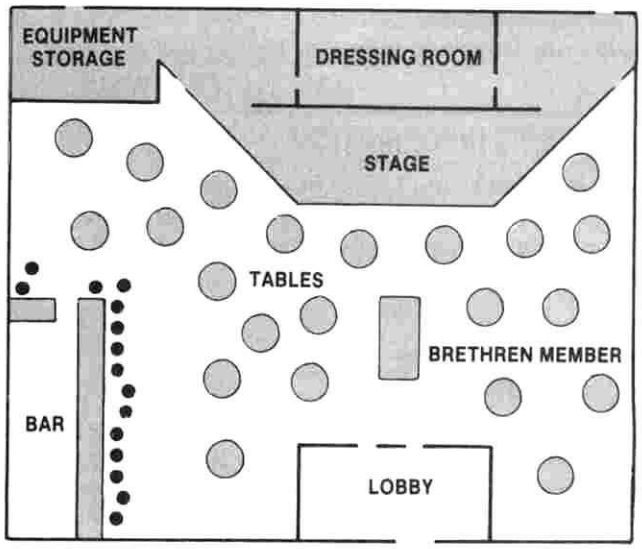
The club is jam packed with people, and moving about is difficult. Anyone taking a quick look around, however, glimpses a young tough wearing the Brethren insignia sitting alone at a table far back from the stage. At exactly 12:00 the band launches into a new song, and the man is joined by a young man that comes out of the crowd. The two then exchange information capsules and go their separate ways.

If the heroes try to move in before the information exchange, each and every one of them must pass a Thief/Stealth action check against OV/RV of 6/6 to get over to the table without attracting either man's attention. If the gang members spot anyone approaching their table, they bolt toward the rear exit. Pursuing the fleeing gang members is difficult because of the lights and crowd. To simulate the pursuit, ALL movement rates are slowed to ten feet (0 APs) per phase due to the press of bodies. The flashing lights alternate conditions in the club between dimly lit and completely dark each phase. At the beginning of each light phase the heroes must roll an INT action check against OV/RV of 5/5 to see if they can locate the fleeing gang members after coming out of the darkness. Fights in the club are quite common, but if the brawl lasts more than two phases, two big bouncers (with the same stats as typical Brethren members) come over to eject everyone involved.

If the gang members manage to make it out to the alley, and they believe that they have eluded pursuit, one retreats to the Houston Street safehouse (see **Encounter 10**, below), the other returns to Gehenna with the message, but only after going several more miles out of his or her way (the scenic route).

ONE SQUARE = FIVE FEET

MEX'S INDY CITY



If the heroes manage to capture and search the gang members they find a small packet of heroin and an information capsule on each. The first reads: HOUSTON STREET — EVERYTHING SET AS PLANNED. LOVE, MOTHER, and the second reads: WE WILL BE THERE, BUT TRY TO SEND MORE AMMO. LOVE, HOUSTON STREET. One of the thugs carries a driver's license that lists his home address as 2103 Houston.

TROUBLESHOOTING

If the heroes try to assault or arrest either of the Brethren members before the two make contact you may have to remind them that they might not get all of the information they want unless they wait for the actual exchange to occur.

Archie's surveillance equipment cannot penetrate to the inside of the club, nor are Nite Owl's infrared goggles be of any help inside (the flashing lights obscure vision enough to force Nite Owl to suffer the same penalties as the Characters who cannot see in the dark).

No matter what the Players do they cannot trail the fleeing gang member back to Gehenna. If they try, the gang member is intercepted by the police.

ENCOUNTER 10: SHADOWS ON THE WALL

SET UP

How the chimney sweepers cry
Every blackning Church appalls,
And the hapless Soldiers sigh
Runs in blood down Palace walls.

When the Players investigate the address on the driver's license, they find a single-story house.

RORSCHACH'S JOURNAL. Two hours later.: Our bravery in the lair of the weak has paid handsomely. At last, we have an address.

Lights on. Someone is home. This could be fun.

PLAYER'S INFORMATION

2103 Houston is the sort of building that people see in nightmares. The shutters and shingles fall from the walls, the door hangs by a single hinge, and insects and vermin crawl everywhere.

GM'S INFORMATION

If the heroes are careful enough, they may be able to take the two male and three female Brethren inside by surprise (Use gang member's INT as AV, and hero's INT as OV. If the NPC makes the success number on the Action Table, the attack is detected one phase before it happens—see page 25 of the *Player's Manual*).

The gang members try to grab their weapons. On one of the two beds in the room lie two .45 caliber automatic pistols (see **Encounter 7**). A submachine gun rests on the round table, and stuck into the wall by kitchenette are three long knives.

Submachine Gun

DEX:	5	STR:	0	BODY:	1
CHARGES:	4				
COST:	83 HPs + $5500				

POWERS:
Projectile Weapons: 5

Projectile Weapons APs are EV only; DEX simulates the ability of an area attack weapon to hit a target. Attacks area equal to power's APs in each phase.

Kitchen Knife

DEX:	0	STR:	0	BODY:	1
CHARGES:	NA				
COST:	31 HPs + $80				

POWERS:
CLaws: 3

APs of Claws are STR (EV) for cutting materials. User's DEX or Weaponry skill is AV. Range is Touch for stabbing, user's STR for throwing.

The gang members fight until all of the heroes are defeated or they themselves are captured.

On the wall between the two beds is a photograph of the Vice President, with the word "PIG" scrawled over it in large red letters. Under the bed is a sealed crate containing four more submachine guns, and a box containing four New York National Guard uniforms.

The scrap of paper that the gang members were apparently looking over reads, JUDGEMENT DAY JUNE 13th, 1968. SECURITY WILL BE TIGHT, BUT WE WILL SEE THAT THE PIG'S BLOOD RUNS DOWN THE WALLS.

ENCOUNTER C–3: THE RECOVERY

SET UP

The Comedian knows the campaign offices are empty between midnight and eight AM, except for the evening of the June 14th (Day 3), when they are open until 2:00 AM.

GM'S INFORMATION

To enter the Hollier office, the Comedian must overcome the security measures spelled out by himself and the other Players. You should have a complete record of where all the security guards are stationed and any special security arrangements from **Encounter 7**.

The Comedian has several options:

1) He can order any security guards outside the Hollier office to report elsewhere—make a Charisma skill roll vs. the guards' INT/MIND or else they report his unusual behavior to the other heroes.
2) He can bribe all guards stationed within view of the Hollier office for $2,000 (4 Hero Points) per guard.
3) He can create a diversion or attempt to sneak by the guards. See **Encounter C-2** for guidelines, and make a Stealth roll, using the guards' INT and WILL as AV/EV, and Comedian's DEX as OV/RV. Since Blake does not have the Stealth subskill, he gets a 2 column shift-to-the-right penalty, as well as any modifications for cover (see "Stealth" in *Powers and Skills*).

The Hollier office is locked (OV/RV = 3/3). Once inside, the Comedian can find (and destroy) the tapes.

TROUBLESHOOTING

When open, the campaign offices sport between ten and forty delegates, making it almost impossible to steal tapes.

If the other heroes are patrolling the area outside the Hollier office, it is up to the Comedian to deal with the situation or convince his fellow Player(s) to leave the area. Keep the guidlines given above in mind when handling any such action.

ENCOUNTER 11: TO CHANGE THE WORLD

SET UP

When the Players arrive at Central Park they find well over one thousand spectators have arrived to see Shade speak.

RORSCHACH'S JOURNAL. June 13, 1968.: In his early press release, Shade says that he will be echoing his campaign themes of motherhood and unity—two smokescreens that conceal his true political face. More than deception, less than truth.

Of course, what can one expect. Shade is not a real American. Not like father, or Senator Goldwater.

PLAYER'S INFORMATION

SHADE'S SPEECH: *"I read this morning that my opponent is making plans for the race against the Democrats. Well perhaps someone should remind the Vice President that he does not have the requisite number of delegates to win the nomination on the first ballot. This campaign is far from over!*

"They said that Ken Shade was connected with the mob. That was proven false.

"They said that Ken Shade did not know the issues enough to formulate real plans of action. Well Mr. V.P. I've presented my plans to the public. Where are yours?

"The most amazing thing they said was that Ken Shade didn't want to run for President. That I was a mere pawn —a figurehead. It was not my decision to seek this office, ladies and gentlemen. It was yours. If I am a pawn, I am a pawn of the people. I hear your mandate and I do not shirk my responsibility.

"I do not offer quick-fixes. I do promise you two things.

"First, as President I will do everything in my power to unite the exemplary halves of this nation, whether different states, races, creeds, or sexes.

"Second, I can promise you that no matter how dire the straits nor how dark the hour I will always watch over you and protect you as a mother protects her young."

GM'S INFORMATION

The heroes can order the convention security corps to the park to protect Shade (see **Encounter 7**). Anyone ordered to Central Park is naturally unavailable at the convention center for the next two hours. The Players should sweat out any decision to lower security in either area. Though there are anti-Shade demonstrators in the park, their protests remain peaceful.

During Shade's speech, the Players notice one of the members of the Senator's entourage looks remarkably familiar to Nite Owl, Rorschach, and the Comedian, though none of the three are able to place the face.

ENCOUNTER C–4: SOUTH'S REVENGE

SET UP

At some point, the Comedian will come up with some sort of plan for removing Conrad as a threat to South's candidate once and for all.

GM'S INFORMATION

Two golden opportunities have been presented:

The meeting with Tony Rossignoli: The Comedian will destroy the Senator's career if he can get proof that links Conrad with the mobster Rossignoli by:

a) breaking into Conrad's room once again and taping the pair's conversation at the big meeting. (See **Encounter C-2** for handling the break-in—the Comedian has no problem getting a bugging device).
b) renting a room with a view of Conrad's suite and taking photographs of the Senator with Rossignoli.
c) tipping off the police or Republican officials that the meeting is going down. The group in question will drop by Conrad's suite and catch him and Rossignoli red-handed.

The frame-up: If the Comedian plants the gun he used to kill Joey Falcone in the Senator's suite and tips off the police, he pins the murder on Conrad himself. Refer to **Encounter C-2** if the Comedian tries to break into the Senator's suite to plant the weapon (note that if Conrad asked for tightened scurity Blake also has to overcome any security measures put in place by the Players). Numerous items to "plant" exist: narcotics, stolen goods, "stolen" campaign info, etc.

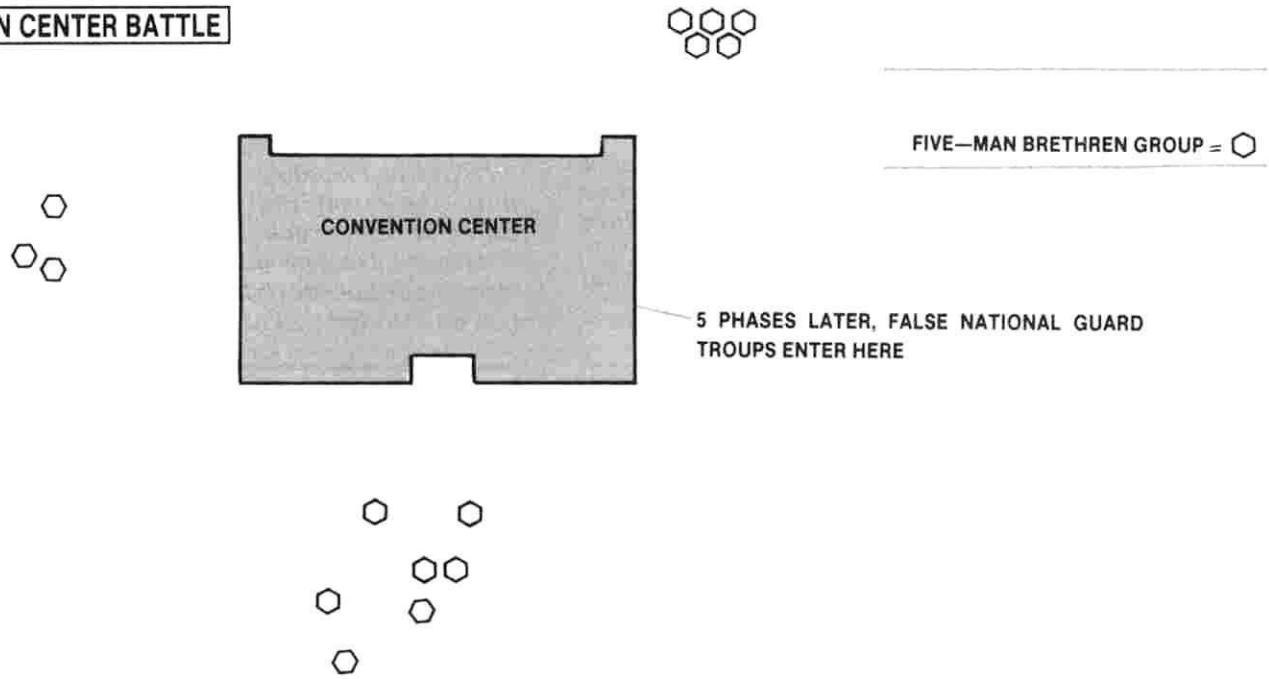
A third possibility—one the Comedian is likely to use only in desperation—is to murder Conrad and dispose of the body. The heroes will be called in to investigate Conrad's disappearance, so after Blake disposes of the body, have his Player make an INT roll against an OV/RV of 0/0. This roll determines how well the Comedian managed to remove evidence that can implicate him. One of the investigating heroes (Players' choice) makes a Detective roll vs OV/RV equal to the number of RAPs the Comedian received. If the hero earns five or more RAPs on this second roll s/he finds some bit of evidence against the Comedian. Role play any confrontation.

TROUBLESHOOTING

Creative Players may try any number of things in this encounter. When judging the action apply simple common sense and use the guidelines presented above.

ENCOUNTER 12: PARANOIA STRIKES DEEP

CONVENTION CENTER BATTLE



SET UP

The Players should know by now that the plot involves the Vice President, and takes place at 9:00 PM on June 13. They may want to adjust their security arrangements at the convention center accordingly. If asked, South will refuse to leave the convention hall for any reason (he feels quite comfortable because his hired bodyguard, the Comedian, is present).

PLAYER'S INFORMATION

At exactly 9:00 PM all of the lights in the convention center and the surrounding area suddenly snap off.

A couple of minutes later Lt. Eddleson crackles in over the walkie-talkie, "I've just been on the horn with central dispatch. We're talking complete blackout. Apparently time-bombs went off in the main power relay stations. Looks like trouble. I've already got all of the candidates locked inside their campaign rooms."

GM'S INFORMATION

Wait a while. Let the heroes stew in paranoia and make sure their security arrangements are in order.

Anyone venturing outside or up to the roof to look at the situation sees a huge mob assembled, smashing windows and looting storefronts. It is as if the mob was already massed and waiting for the darkness. On the street, about two blocks away from the convention center, a bus with five frightened passengers is being overturned. There are fifteen thugs, armed with baseball bats, working on tipping the bus.

Baseball Bat

DEX:	0	STR:	4	BODY:	2
CHARGES:	NA				
COST:	42 HPs + $300				

About two minutes after the lights go out, police sirens will be heard wailing from all directions.

The rules for combat in darkness (page 25 of the *Player's Manual*) give a 2 column shift to the right penalty once the target is within 5 APs, or the range of normal sight in darkness. Naturally, Nite Owl's infrared goggles allow him to attack without suffering the column shift penalty.

TROUBLESHOOTING

If the heroes believe that they have the situation well enough in hand, they may send Nite Owl up in the Owlship, or other heroes into the streets to work on the rioting. Feel free to improvise the appropriate encounters. The rioters all have the stats of a typical thief, as in **Encounter 8**, and are armed with a wide variety of weapons. Any Interrogation effort that receives two or more RAPs reveals that the looters are gang members informed of the blackout in advance.

After giving the Players a chance to react to the crisis, proceed to **Encounter 13**.

ENCOUNTER 13: TIN SOLDIERS

SET UP

About fifteen minutes after the power goes out, a wave of gang members wearing the Brethren insignia surges out of the rioting crowd and attacks the convention center.

PLAYER'S INFORMATION

Movement. Movement out of the darkness. Eventually it comes close enough for details to appear: a wave of Brethren members rush the center in small groups.

GM'S INFORMATION

Each gang member is armed with a .38 caliber pistol (see **Encounter 8**). The Brethren has grouped its forces into fifteen five-man teams, 75 attackers in all. Three of these groups assault the western side of the complex and try the outer door in the Maintenance storage area, five of the groups circle around to the rear toward the doors leading to the lighting control areas, and a full seven groups attack the center's main entrance. You should have full records of where the Players have stationed the various five-man security teams from **Encounter 7.**

Battle Guidelines

—For the sake of simplicity, members of a team move and act together for the duration of the battle.

—Roll only one Initiative score for all the guards, and one for all the gang members. Have any heroes involved in the fray roll their own separate initiatives.

—Treat each of the five man teams on each side as a separate unit. The GM decides which characters or security teams the gang teams attack, and the Players determine which gang teams the security teams attack.

—If one team is firing on another team it is treated as a special sort of multi-team attack. Use the firing team's DEX or Weaponry score as the AV and the EV of the team's weapon as the EV of the attack. Use the defending team's DEX as the OV and BODY as the RV. There is a net bonus of +1 column (left) to the defender's OV and -1 column (right) to the defender's RV (do not use the regular multi- or team-attack bonuses). Note that in almost every case, a successful attack neutralizes every member of the target group, greatly simplifying record keeping.

—If a gang team is firing on an individual character treat it as a normal five-man team attack.

—Any heroes attacking the invading gang members must multi-attack an entire team (including the Owlship).

—Any heroes in the battle may spend their own hero points to increase the AV/EV or OV/RV of the guards at any time (though not as Last Ditch Defense)—this simulates their leadership capabilities. A hero can never more than double these values with Hero Points.

Archimedes:

—If s/he so desires, Nite Owl can target the ship's flame-throwers on an individual five-man group. If s/he does so, however, s/he must immediately enter Killing Combat.

—The Flash power can be used to target a single five-man group, but only one group at a time.

—If Nite Owl activates the Sonic Screechers they automatically attack everyone (friend or foe) within 5 APs of the ship. By making a Gadgetry action check against OV/RV of 6/6, however, s/he can modify (with a one phase delay) the equipment to target individual five man groups (s/he must multi-attack the entire group).

—The Water Cannon may be used to Physically multi-attack a single five-man group with an AV/EV of 7/7.

Five phases after the attack starts, the Player Character with the walkie-talkie hears this from Lt. Eddleson—"Fifteen National Guard troops approaching in a truck on the eastern side. They've already radioed in. They want to enter through the east door and emerge on the northern and western flanks to bolster our forces." These troops are actually members of the Brethren in disguise. After finding the National Guard uniforms in **Encounter 10** the heroes should be suspicious. If the false National Guardsmen are questioned or detained in any way before entering the complex, they open fire and join their brothers on the outside. If they enter the complex unmolested, they make their way to the V.P.'s campaign office and kill him.

One of the National Guardsmen is the man the heroes noticed in Ken Shade's entourage earlier in the day. After seeing him a second time, the heroes remember—he's Don "Big Daddy" Feroli, a minor enforcer in Big Figure's organized crime syndicate. This should tip off the Players that Shade is involved in the plot.

TROUBLESHOOTING

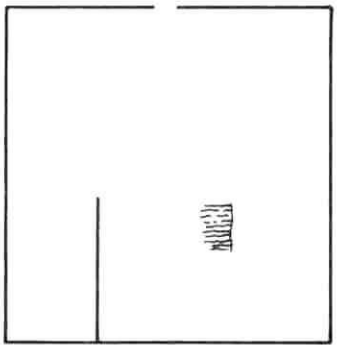
It is essential that the battle outside the complex last the five phases until the National Gaurd troops show up. If the security forces start to win too early you can either have more Brethren troops show up with better weapons, or assume that a Brethren leader somewhere in the crowd has fifty or sixty Hero Points to spend. Mother stayed back at Gehenna.

If the heroes somehow miss the clues in **Encounter 10**, or do not warn the security forces to expect trouble around 9:00 PM, the security troops are unprepared for the size of the battle. Have a Player Character roll 1d10, using a guard's INT as AV and a Brethren member's INT as OV, for surprise—if the Player does not achieve the success number on the Action Table, the guards have no initiative or actions for the first combat phase the Brethren army attacks, and the teams receive a 2 column shift to the left penalty on their OVs for this phase.

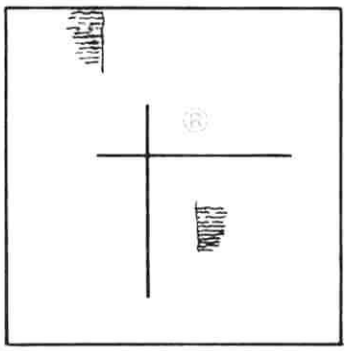
If the heroes miss Don Feroli, Lt. Eddleson points him out as the possible leader of the assault. Feroli is one of Moloch's men sent to lead the final assault on the V.P.

The riot scene is one of the big, climactic events in the adventure. Try to have fun with it and play it for all it is worth. If you and your Players are fans of tactical wargames, feel free to increase the size of each of the opposing forces and play the battle out using whatever rules you feel are appropriate.

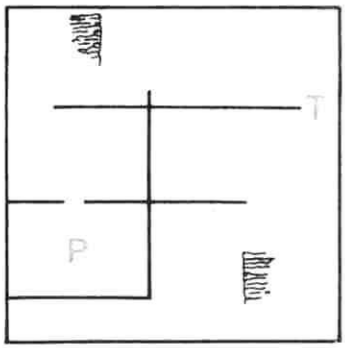
ENCOUNTER 14: HOPE Y'GUESSED MY NAME



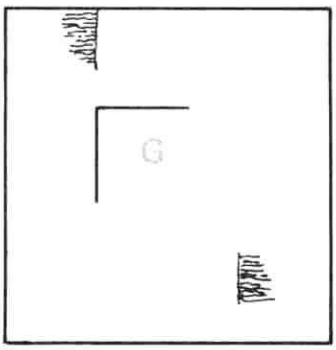
LEVEL 1



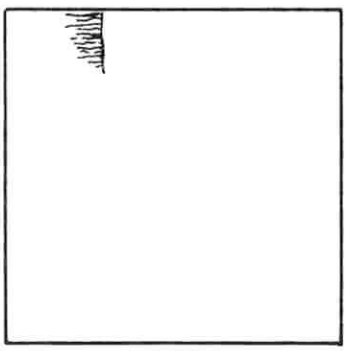
LEVEL 2



LEVEL 3



LEVEL 4



LEVEL 5

STAIRS
R RATS
T TRAP
P PRISONERS
G GAS

ONE SQUARE = TEN FEET

GEHENNA

SET UP

After discovering "Big Daddy" Feroli in the riot outside, the Players should guess that Shade is involved in the plot. When they proceed to his campaign office they find Shade (busy crying), along with Moloch, his bodyguards Sin and Temptation, and four thugs (same stats as typical Brethren members). The thugs are armed with .45 caliber pistols and knives (see **Encounters 1** and **7**).

PLAYER'S INFORMATION

MOLOCH: "So, I see you have uncovered my latest scheme. Very admirable. This round of our little game certainly has to go to you. But, you know that one of my most practiced moves is avoiding the authorities, and between my lawyers and my organization I am sure we will have a chance to play again rather soon.

"Yes, I'm the one using the Brethren to kill the V.P. I'm also the one who made sure that the syndicates and gangs of this city were ready to stage their little party after the Brethren turned out the lights. I thought it would be a most effective diversion.

"You must admit, though, we almost won. I almost pulled off the crime of the century—the president of the United States in my pocket. (By the way, Ken is one of my boys. You could say that he more or less 'sold his soul' for gambling money he owed my organization way back.)

"I still don't see exactly how the V.P. managed to do so well in the primaries. I was certain Ken would have no problems winning on his own.

"Well, what are you waiting for? Oh yes, the endgame! Well I wouldn't want to spoil your fun. Sin! Temptation!"

GM'S INFORMATION

Moloch and his henchmen entered the office earlier in the guise of Shade's special advisors. They have been in the office with Shade throughout the battle outside.

Moloch and his men rush the heroes after his speech. Shade does not participate in the battle, but the villains fight until unconscious or victorious. If victorious, the villains simply make their escape (in this case, the adventure is over).

If Moloch is knocked unconscious and searched, the Players find this note in his breast pocket: *As they say in the comics, 'Curses, foiled again'—Well, you won fair and square. I believe this is an adequate reward: 2312 Division Ave.* The address on the card is the location of Gehenna, the Brethren stronghold located deep within the New London slums.

TROUBLESHOOTING

If the Players fail to find the card, Lt. Eddleson brings it to their attention as he takes the prisoners away.

ENCOUNTER 15: THE END

SET UP

The heroes proceed to the mysterious address, where they discover the Brethren's Gehenna stronghold. In this encounter they have an opportunity to put an end to the gang once and for all.

Not all of the Brethren members were involved in the attack on the McDaniel Convention Center (**Encounter 14**). Several, including Mother, stayed behind so the fortress is still well guarded.

PLAYER'S INFORMATION

The building at the address Moloch's card gave appears to have been severely damaged in a recent fire. The windows are all broken out and boarded over, leaving small cracks. Light passes through the crevices on the fourth and fifth stories of the structure.

The outside of the building is a dumping ground for every type of trash and refuse imaginable.

GM'S INFORMATION

When the heroes approach the structure they find the main entrance unlocked and partially open. Upon entering the building, they see a huge sign painted in red letters on the wall opposite the door reading "GEHENNA." Waiting on the first level to greet any intruders are four Brethren members armed with .45 caliber automatic pistols (see **Encounter 7**). These gang-members are not surprised by any invading heroes, and engage in a furious firefight on this level until reinforcements arrive. The lower level of the structure is rather dark because of the boarded windows, so everyone but Nite Owl suffers a +1 column shift (left) to the OV of any action check they make.

Two phases after the struggle begins, five more gang members flood down the stairs from the upper levels. Four of them are armed with .45 automatics, and one is armed with a sawed-off shotgun (see **Encounter 8**). After defeating them, the Players can proceed onward and upward. The various levels and obstacles are described below.

LEVEL TWO is even darker than the ground floor (+2 column shifts to OV). The first things that the heroes notice here are the trash and filth lying all over the floor. Painted on the north wall they can just make out the words, EXPECT POISON FROM THE STANDING WATER. As the heroes move about a little they notice that the very floor itself seems to slowly creep about. Investigation reveals that several hundred rats have completely overrun the level. For months the Brethren members have almost completely avoided this area. If the heroes move more than 1 AP (25') total, the rats will attack as a pack. Use the statistics below for the entire pack of rats. If the heroes defeat the pack (i.e. cause damage equal to its BODY) the rats disperse and allow safe passage onward.

RAT PACK

DEX:	6	STR:	3	BODY:	6
INT:	1	WILL:	1	MIND:	2
INFL:	0	AURA:	0	SPIRIT:	0
INITIATIVE:	7 (11)			HERO POINTS:	0

POWERS:
Claws: 3

SKILLS:
Attack Advantage: 4

There are no Brethren members on the second level.

LEVEL THREE, like the level below, is especially dark. Three Brethren members armed with .45 caliber automatic pistols remain on this level to ambush any invading heroes. Also on the level is a locked room (OV/RV = 4/4) that holds five kidnap victims (two males, three females). At the point indicated on the map, the Brethren has set up a swinging spike trap for any invaders. The first hero to cross the trap symbol on the map must make an INT action check against OV/RV of 5/5 in order to spot the trap before setting it off. The trap has an AV/EV of 7/6, and does Killing Combat.

LEVEL FOUR is somewhat brighter than the levels below it (no penalties to OV) due to two fires lit in stone firepits in the center of the room. Upon entry, the level appears empty. One phase after the Players enter the area, however, they hear a loud thud on the other side of the room. Mother (on Level Five above) has just dropped an open gas cannister down the stairs. The gas (which completely fills the level in one phase) is an experimental army gas grenade which the Brethren bought on the black market. It releases a hallucinogenic compound, designed to break the morale of enemy forces. The gas has the Illusion power rated at 4 APs and the Fog power rated at 10 APs. After the gas has filled the level, each of the heroes begins to hallucinate wildly. The hallucinations manifest themselves as a hostile crowd of diseased, rotted humans. The illusionary crowd attacks the heroes (assume that all of the crowd's stats are equal to 4) until disbelieved, using the target's INT and WILL for AV/EV, and the APs of Illusion as the OV/RV (see "Illusion" in *Powers and Skills* for details). Any damage is taken by the target's MIND. There are no Brethren members on this level.

LEVEL FIVE is where Mother waits for the heroes; she makes a last stand alone. When defeated, just before falling unconscious or being captured, Mother says, *"You have won nothing. Joys laugh not! Sorrows weep not!* (she begins to sob) *Oh mama, all I ever wanted was a home!"*

FINAL PLAYER'S INFORMATION

RORSCHACH'S JOURNAL. June 13, 1968. It is over. Through the fibers of my face I breathe a sigh of relief.

Moloch was wrong. What we do is more than just a game. Someone has to do it. Someone has to collect the trash.

EPILOGUE: THE LAST LAUGH

SET UP

This encounter takes place the day after the battle in the Brethren stronghold. After visiting the local police station to meet with Banner and answer questions, the heroes have all gathered in front of a television set. On the screen is the Vice President, who has just been given the Republican nomination.

PLAYER'S INFORMATION

V.P.: *"Friends, fellow Republicans, and fellow Americans:*

"I heartily accept this, your mandate, and do hereby pledge to seek the office of President using every resource at my command. Your faith in me and my policies has made me proud and I am certain that I shall not fail you.

"It is my belief that America is entering a crucial juncture in its history. It will take a strong leader to negotiate the twists and turns that lie ahead. I believe I am that man. As President, I will strive to usher in a new age of prosperity and restore the morality, significance, and honor of our nation and its principles."

The Vice President drones on, in this and probably many other households throughout the country; how many have the energy to get up and change the channel? How many are laughing?

But most thro' the midnight streets I hear
How the youthful Harlot's Curse
Blasts the new born infant's tear
And blights with plagues the Marriage hearse.

—William Blake, "London"

GM'S INFORMATION

Consequences: It takes the NYPD and the New York National Guard approximately seven hours to break up the city-wide rioting. In the riots, eleven die and over fourteen million dollars in damage is done.

For his part in the whole affair, Ken Shade is sentenced to thirty-five years in prison. Three years later he writes a best-selling book, *Sell Your Soul*, explaining his role.

True to his word, Moloch beats the rap and is back on the outside plotting his revenge in about three months.

With the destruction of Gehenna, the Brethren organization shatters and ceases to be. Mother is given a thirty year prison term.

THE STANDARD AWARD

Opposition—Equal	20
Area of Consequence—Nationwide	5
Severity—Temporary Nonfatal	5
STANDARD AWARD	30

The heroes should only be given the "saving innocent bystanders" award (one additional Standard Award for each Player who participated in the rescues) if they were able to save the bus passengers in **Encounter 12** and the newspaper vendor in **Encounter 9**.

The Comedian Player should receive the "subplot" award (one additional Standard Award) if s/he completed South's assignment sucessfully; that is, if s/he found the tapes Conrad had hidden, and somehow put Conrad out of commission, without the other heroes finding out.

Some guidelines for giving the "role playing" awards include these points:

—Did the Rorschach Player read the journal entries?
—Did the Nite Owl Player express his guilt at the poverty around him?
—Was the Silk Spectre appropriately reluctant to engage in villain bashing?
—Did Ozymandias and the Comedian stay at odds with each other's personalities and methods?

Remember that the Watchmen are not a smoothly functioning team, and that petty squabbles and grandstanding are in character with this group. Look over the Character bios again for other points you might consider. Remember, you do not have to give the full 30 points of the Standard Award if your Players only had flashes of Character!

CONVERTING NEW GADGETS TO OLD RULES

The gadgets in this book are stated according to the new Gadgetry rules in the *Hardware Handbook*. Perhaps you are more comfortable with the old Gadgetry rules.

Leave all attribute, power, or skill scores as they appear in the new statistics. Convert Charges to Uses and Durations by using the following procedure:

1. Count the number of attributes, powers, and skills the gadget must use constantly to fulfill its purpose.
2. Divide the total number of Charges by this number. The result is the gadget's Duration.
3. Count the number of attributes, powers, and skills the gadget does not use constantly to fulfill its purpose. This is the number of the gadget's Uses.

Adjust these numbers as you feel is appropriate.

Because of the differences in the underlying philosophies of the old Gadgetry rules and the new, especially in the areas of attribute use and energy supply, it is impossible to develop an exact conversion method. These procedures will yield close approximations of the same gadget in the two systems.

The following abbreviations are used for cash costs in the new gadget boxes:

K = thousand ($38K means $38,000.)

M = million ($2.574M means $2,574,000.)

B = billion ($1.039B means $1,039,000,000.)

T = trillion ($85T means $85,000,000,000,000.)

Q = quadrillion ($6.5Q means $6,500,000,000,000,000.)

A NOTE ON THE MODULE DIFFICULTY RATING SYSTEM

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

To decide whether the Characters are powerful enough to complete a module, add up the Hero Points needed to generate the Attributes, Powers, and Skills of each Character. Also include Hero Points expended in the creation of special gadgets and equipment the Character possesses. Heroes using the Batman Option or with Linked Powers or Skills are tallied according to a lower Hero Point cost as detailed in the Player's Manual. Linked Powers and Skills are figured collectively for such Characters, not as if the Powers and Skills were generated separately. Finally, saved or unspent Hero Points are added to determine the total Hero Point rating of each Character.

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

ABBREVIATIONS

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

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

RORSCHACH'S JOURNAL. JUNE 11TH, 1968:

PASSED MORE TRANSIENTS IN THE NEIGHBORHOOD THIS MORNING. MUST REMEMBER TO LOOK FOR A NEW RESIDENCE TOMORROW.

THIS CITY IS CHANGING.
IT IS BEING SPECKLED BY THE FIRST FEW DROPS OF AN IMPENETRABLE BLACK INK, AND SOONER OR LATER THE REST OF THE BOTTLE WILL INEVITABLY COME GUSHING DOWN IN PURSUIT. YOU CAN SEE IT IN THE FACES OF THE PEOPLE—FACES THAT ARE POCKED BY THE TWIN CANCERS OF WEAKNESS AND SORROW. DAY AFTER DAY THEY WALK THROUGH FRAGILE, ROTTING STREETS, THIRSTING FOR THE LIGHT.
TONIGHT DANIEL AND I ARE CIRCUITING THE SUBWAYS. THERE IS SO MUCH TRASH DOWN THERE IN THE TUNNELS—REALLY, YOU WOULD BE SURPRISED. DOESN'T ANYBODY EVER COLLECT IT?

CAN YOU IMAGINE what would happen if the future President of the United States had ties with organized crime?

The place is New York City, the time is the eve of the 1968 Republican National Convention. Here they choose the man who will win the election.

Three candidates have their sights set on the nomination.
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