

SCENARIO 1

GOLDEN HEROES SCENARIO

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LEGACY OF EAGLES



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LEGACY OF EAGLES

A GOLDEN HEROES SCENARIO

W R I T T E N B Y S I M O N B U R L E Y

LEGACY OF EAGLES

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THE STORY SO FAR...

In the early years of the Nuclear age, following a dramatic rise in the number of superpowered individuals (both heroes and villains), the Government formed an association of the most trustworthy superpowered law enforcers they could find. These selected heroes were supplied with all the funds and equipment that they needed in their fight against crime.

The *Extranormal Association of Government Law Enforcers*, or *EAGLES* as they came to be known, were active in the late 1950s and early 1960s. So successful were they in their fight against evil that by 1963 superpowered crime had almost ceased to exist. Those Supercriminals who were not reported dead were either behind bars or forced into exile in distant lands. The *EAGLES* were recognised as heroes throughout the civilised world and were soon elevated to the ranks of the most decorated individuals in history. The names of these stalwart saviours of mankind were soon synonymous with all that stood for good in the human race.

Then, one day in 1964, the legend of the *EAGLES* came to an abrupt end. The regular radio reports from their super-secret base ceased and, as the world tensely waited, the Government finally announced that the *EAGLES* were missing, presumed dead. Public grief and calls for the Government to form a new association were stifled when there was no sudden rise in the crime rate. As one Government spokesperson remarked at the time, 'It's almost as if, having reduced the level of criminal activity to a point where it could be kept in check by conventional police techniques, the *EAGLES* chose to retire from the eye of a public which no longer needed their protection.' Certainly, by the late 1960s, the *EAGLES* and their good work were forgotten by all except the few people who had known them personally.

The truth of their 'retirement', however, is a greater mystery and cause for concern than official sources will admit. The *EAGLES* were called out to investigate a strange meteor which had crashed to Earth, levelling a village. First reports described it as translucent with a strange, discernible glow from within. The *EAGLES'* scientists, who were amongst the finest in the world, obviously thought that the meteor warranted further investigation for they transported it to their undersea base, the super-secret *EAGLES NEST*. From that moment, nothing more was heard of the *EAGLES*, except...

A Mad Protector

Some five hours after the *EAGLES* had taken the meteor to their base, their prime scientist and assistant leader *Protector* appeared in the centre of London and started to go berserk. He didn't land in a plane, drive up in a car or even fly there under his own power. Witnesses reported that there was a shimmering in the air and *Protector* just stepped out, screaming. He began to demolish the surrounding buildings, apparently in a vain attempt to escape whatever he thought was pursuing him. Eventually, after he had walked through three divisions of anti-terrorist troops and caused thousands of pounds worth of damage, a gas attack from a squadron of specially designed helicopters finally knocked him out.

Whatever had driven the ex-hero insane and caused his rampage must have been of immense power. Presumably, the same thing was responsible for the silence of the *Eagles Nest* transmitters. The governments of the world were informed and every soldier, agent or operative who stood the slightest chance against a supernatural menace was put on full alert. If the alien menace could take out the *EAGLES*, nowhere on Earth was safe.

The alert lasted for over a year. Eventually, when no danger materialised, it was stepped down. The *Eagles Nest* was quarantined; its position was erased from security tapes and the minds of lesser government officials and those immune to mind probes were sworn to secrecy. Whatever was down there, it was best left well alone. Against the threat of its eventual release, the Government started to organise new Supernormal Strikeforces but in a more clandestine manner than before. The era of the People's Hero was over.



A Legacy for the Taking

Today, years after the demise of the *EAGLES*, they are all but forgotten. A new generation of Supervillains has arisen, but so have new heroes to fight them. At the moment the situation appears to be more or less stable with the Superheroes having the upper hand. That balance may soon be disturbed however, for the evil *Overlord* has kidnapped one of the few surviving people who know the whereabouts of the abandoned *Eagles Nest*. With the knowledge and weapons interred in the *Nest* at his disposal, the evil Supervillain could soon realise his plan to build an empire of crime powerful enough to topple entire governments.

Consequently, *Overlord* has put together a strike-force capable of assaulting the *Eagles Nest* and set out to garner its secrets. He and his cronies have travelled to the base in a small nuclear submarine of *Overlord's* own design and have broken into the Central Control Dome. Unfortunately for his plans, however, the passages to the other domes and, especially, the Research Dome have been sealed off by electromagnetic bulkheads which have defeated his best efforts to open them. He could blast them down, of course, but that could damage the base and run the risk of flooding the Research Dome.

Having established his beach-head, *Overlord* has resorted to one of his alternative plans of action. He has despatched a small squad to liberate *Protector* from the Government installation where he is currently being held and bring him to the *Eagles Nest*. The potential gains from the looting of the base far outweigh any possible threat from an obsolete Superthug. Once he has opened the bulkheads, the secrets of the *Eagles Nest* will belong to the *Overlord*.

4: INTRODUCTION

AIMS & OBJECTIVES

The overall aim of this scenario is to supply a framework within which you, the Scenario Supervisor, and your group of players can enjoy an exciting adventure. This particular scenario, however, does have another general aim: to make your Campaign easier to manage by supplying the heroes with a base of operations and the incentive to operate as a team since this is beneficial to both you, as SS, and your players, especially in the early part of a Campaign.

The most important factors in the formation of any Superhero group are getting a Headquarters from which to operate and getting some kind of official or financial backing. There are two ways of obtaining an HQ: the characters either design and build their own, or one is supplied by a patron of some kind (a philanthropic millionaire or the Government, for example). In the former case, the HQ would presumably be designed by the players giving them greater control over the layout and equipment of the base. However, this would involve considerable work and effort on the players' part. In the latter case, the HQ would be designed by you, the SS, effectively taking control away from the player-heroes and giving you even more work to do.

The Legacy of Eagles is designed to give both you and the players a basis from which to design the HQ of your Heroes Organisation in such a way that you can all contribute to the design. The ruined shell of the abandoned Eagles Nest would make the perfect basis for an HQ, if the heroes manage to seize it intact. The basic structure is undamaged, all you and the players have to do is add the detail to the design. This should save on book-work and give both sides more time to devote to setting the Campaign going on the right course.

However, before your heroes can claim their reward (assuming they recognise it for what it is), there are villains to be fought and evil to be thwarted in the grand comic-book tradition. Another aim of the scenario is to give you, the SS, a group of Supervillains and non-player heroes to incorporate into your Campaign for this and future adventures and to supply as many springboards as possible into scenarios of your own devising.

Every important non-player character (NPC) in this scenario is fully detailed. On the special full-colour card sheet, you will find cut-out File Cards and stand-up cardboard figures of the main non-player characters in the cast for use on the play sheets during the game. The File Cards can be cut out and kept in a file case for easy reference and to build up a compendium of villains and superpowered NPCs in your Campaign. A summary of the cast-list is given later in this section and includes each character's motives and objectives for their involvement in this scenario. A general description together with the character's statistics can be found on the File Cards and in *The Protagonists* section. Every character will strive their utmost to achieve their personal objectives and it is your job to ensure that all their actions are consistent with this. (Setting an objective for an NPC is the best way of creating a rule-of-thumb guide to their actions and decisions which can easily be applied during play.) To ensure a successful game, the heroes should also have objectives, though these will change as the game progresses. Their objectives may not always be consistent or match yours in any way, but it is important that they have one at each twist of the plot if they are to get the most out of their adventures.

USING THIS PACKAGE

The adventures detailed in this scenario have been broken down and presented in a way that should make them as straightforward as possible for you to use. The introduction contained the history and background on which the action is based and you will know the main goals that you as SS can aim for during play.

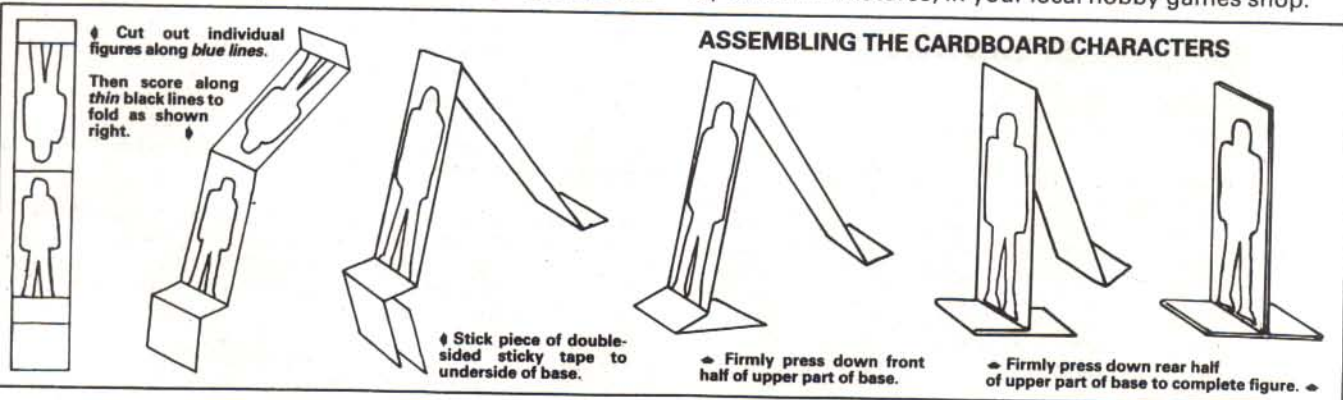
Before commencing play, you should read through the rest of the scenario to become familiar with it. You will not need to memorise it, but knowing the sections to refer to during play will be helpful. The play sheets map the areas where the battles could occur. The File Cards detail the major NPCs with space for you to make any notes you may need on them to save you copying out any details on separate sheets of paper. You will certainly need a rough sheet of paper to record damage done to the various groups of Shock Troopers and villains during play.

Before playing this scenario, you may wish to devise and play some adventures of your own which introduce your heroes to one or more of the characters or elements in this adventure so that your players' characters move smoothly into this scenario as a progression in your Campaign. This is covered in the section on *Sub-Plots*.

A summary of all the NPCs involved in the action and some guidelines as to what sort of heroes would benefit most from the taking part in the adventure is given in the *Cast List*. You should read that section before attempting to familiarise yourself with the more detailed information in *The Protagonists* section. Now is a good time to work out a different or distinctive voice, accent or phraseology for each NPC so that they can be readily identified during play. This can be anything from a foreign accent and arrogant sneer for Overlord to a distinctive squelching sound for Quagmire.

Once familiar with the enemies that your heroes are about to face, you should read the *Plotline* to get some idea of the order in which the villains will be encountered. Try to imagine how the plot will proceed when the players are involved, and, possibly, even play out some dummy battles using copies of your players' Character Sheets to get some insight into how well balanced the adventure is for your Campaign. No scenario can hope to be set at the perfect power level for every group of Superheroes likely to take part in it and it is up to you as SS to adjust things if one or more of the encounters detailed is too tough or too weak for your players' heroes. Advice on this aspect can be found in the section on *Making Things Fit*.

Finally, you will need to check that you have sufficient figures or counters for each of the protagonists likely to appear in battle. Cut-out cardboard figures have been provided for all the major NPCs, along with play sheets of the battle areas, all to the scale of 25mm miniature figures. Thus you will only need to provide whatever you normally use for your players' characters. If you wish to use 25mm miniature figures for all the characters, you should be able to find the official **Golden Heroes Miniature Figures**, made by *Citadel Miniatures*, in your local hobby games shop.



SUB-PLOTS

The *Legacy of Eagles* is a suitable scenario for a group of Superheroes' first adventure, or it can be incorporated directly into your existing Campaign set-up. The story behind the adventure was deliberately set in an era of the past where it would be unlikely to affect any contemporary design work that you have already done.

However, the events in the scenario would be much more meaningful to the characters in your group if you prepared the ground by seeding earlier scenarios of your own with sub-plots which point to some of the characters or events that your players will meet in this adventure.

Sub-plots do not have to form a major part of earlier adventures, but even a passing reference will give the players the feeling that the scenario is a part of the on-going development of the Campaign and not just a one-off adventure.

The exact nature of each sub-plot is up to you to determine, but here are a few examples to give you some idea of the possibilities.



Incult to Injury

A middle-aged man at the scene of a battle involving the heroes shouts out, "Crumbs! You'll never be as good as the EAGLES!"

Interrogation

While questioning some captured Thugs, the heroes find out that a Supervillain known as Overlord is trying to organise some kind of Empire of Crime.



Research

While researching something else in a library or back issues of a newspaper, the heroes stumble upon a reference to the EAGLES Superhero group before finding the information that they were actually looking for.

Among the Souvenirs

A Superhero groupie is seen wearing a badge with the motif of a large bird and the letters E.*.L.E. still visible on it.

Jailbreak

The heroes could meet and combat some of the Supervillains in this adventure beforehand, Python and Frostorm particularly, and the crooks could be busted from jail by Quagmire so that Overlord could gain their aid on this current scheme.

Rash Reporter

One of the reporters at the scene of a previous adventure could be a young and daredevil woman named Jenny Peters who seems determined to prove to the world that she is brave enough and capable enough to look after herself regardless of the predicaments that she gets herself into.



CAST-LIST

The characters' motivations and objectives are detailed here. A general description and the game statistics are given on the NPC File Cards and in *The Protagonists* section.

The Golden Heroes

Since the aim of this scenario is to set your players' characters up as a team, it is advisable that there is at least one of the player-characters in each of the following categories:

- i) Brilliant Scientist
- ii) Filthy Rich
- iii) Flier
- iv) Energy Attacker
- v) Brawler/Strongman

Of course, one Superhero could fill more than one category (heroes with *Flight* and an *Energy Attack* are not uncommon), and there could be more than one hero in each category (more than one *Superstrong* character, for example).

In this scenario, the first two categories will prove the most valuable when it comes to rebuilding the Eagles Nest. Without expertise and the cash, the player-characters will be forced to turn to an outside agency (like the Government) for help, reducing their personal autonomy. It is for such groups that Protector has been designed as a *Brilliant Scientist*, although it would be preferable for the heroes to use their own skills rather than relying upon the abilities of an NPC.

Non-Player Characters

THE EAGLES

Apart from Protector (described below) and Triplex and Howitzer whose deaths can be confirmed by a visit to the Eagles Nest, the fate of the others is unknown. The *Eaglewing* Flying-sub is missing so, presumably, the survivors managed to flee from the awesome menace that they had encountered. Why they haven't been seen since is anybody's guess.

You should determine the final fate of the EAGLES in your own particular Campaign world. Discovering where they are and why they have been silent for so long could form the basis of some intriguing future scenarios.

A list of possible members of the EAGLES can be found in the section on *Additional Characters*.

FROSTORM

This second-rate Superthug has some skills in Cryogenics and freezing things. Having built himself a Frost Cannon, he had hoped to chill his way to easy street. Instead, his life has been one long story of meetings with Superheroes and Supervillains more powerful than himself. With the failure of his own schemes, he has gone from one master criminal to another, as a mercenary. His old self-confidence has evaporated and his main objective now is simply to make as much money as he can with the minimum of personal inconvenience, be it a spell in jail or physical assault by Superheroes. He will fight as long as there is a chance to escape and/or finish the job, but he is the first to surrender and plead bargain if the situation looks hopeless. Consequently, he is rarely trusted with important information these days.

JENNY PETERS

This tough young journalist has known affiliations with Micron, an old-time petty Supervillain/hero. She has thus been kidnapped by Overlord to force Micron to help in his nefarious scheme. Overlord suspects that she is Micron's daughter; in fact she is his wife of two years.

Jenny has long had a nagging worry that Micron curtailed his crime-fighting career on her account. Consequently, she strives to prove to him that she can look after herself. This explains some of the hair-raising stunts she has been through to get a story and why she remains defiant in the face of Overlord's threats. She will not show Micron that she is afraid, even in the most extreme circumstances.



MICRON

This retired, middle-aged, ex-Superhero/petty criminal was most active during the early 1960s. With his ability to shrink and re-grow almost instantly, he carved himself a niche as a latter-day Robin Hood, fighting for the rights of the poor even if it meant stealing from some of the larger commercial industries. As such, he was on good terms with the EAGLES, even though they came close to putting him away on a couple of occasions, and has visited the Eagles Nest once or twice. At one time, he was even an honorary member of the team, but his criminal record made it impossible to obtain official sanction for his recruitment.

Micron has been forced into Overlord's ranks since the Super-villain holds his beautiful young wife hostage and he does not wish to see any harm befall her. Currently, he feels rather impotent and would welcome an opportunity to pay Overlord back for daring to lay his hands on Jenny. Once he has done this and made certain of his wife's safety, Micron will try to leave the country to start a new life somewhere where his past is unlikely to catch up with him again.

Micron has been imprisoned by Overlord in a clear-steel jar for several hours. He has also been out of action for a few years; consequently his abilities may not always be used to maximum effectiveness when the time comes.

As with Protector, he is a 'maverick' to help you balance any battles. If the heroes are doing well, he will rescue his wife and remain otherwise ineffectual. If the heroes are doing badly, he can try his hardest to help.

OVERLORD

This master criminal is just another brilliant man whose overdeveloped mind has slipped away from the scientific fields in which he had a sizable reputation, and into megalomania of the worst kind. Seeking power and, eventually, world domination, he is currently building an Empire of Crime powerful enough to topple governments. His brilliant but devious mind has already earned him a position of power in the underworld, and a number of well-planned crimes has brought him immense wealth. For his current plot, he has built himself armour with enough inbuilt equipment to give him the power to crush anything or anyone in his way. In raw power, he is among the most powerful of villains, but he lacks combat experience. He aims to obtain the secrets of the Eagles Nest, but the success of his overall plan is most important so he will not allow himself to be captured, and will sacrifice anyone or anything to achieve his ends.

PROTECTOR

This brilliant scientist experimented on his own body to make himself superstrong and invulnerable. He succeeded beyond his wildest dreams and gained enormous power by tapping into the unknown reserves that all people possess. Unfortunately, he failed to repeat the results with others, creating instead twisted and mutated creatures who proved to be among the EAGLES' most difficult foes. The guilt of his failures has lived with him and he has always striven to make up for it in any way he can.

Protector fled the Eagles Nest in terror when the being (?) from the meteor threatened to destroy them all. He used an experimental matter transmitter of his own design to get away but the temporary state of non-existence this involved disrupted the synapses of his brain and sent him insane.

He is a maverick to enable you to adjust things easily to the level of your heroes. If they are having an easy time, then Protector will remain insane and give them extra problems as he runs riot through the city. If, however, they are finding the going really tough, then you can have him recover his sanity to help them. Most likely, he will be in an intermediate condition; recovering enough to give verbal aid, but unable to enter battle for fear of going berserk again. In his insane state, Protector's driving urge is to escape. If he regains his sanity, he will be appalled at the years he has lost and take a dislike to the world he finds himself in. He will devote the rest of his years to trying to right the world's wrongs.

PYTHON

This cool, collected superpowered mercenary is skilled in the unusual python-style of Kung Fu. This involves grabbing the opponent and crushing them into submission. In an effort to become Grand Master of the style, she paid a scientist to develop a serum to transmit to her the abilities of a python. The serum was partially successful; she gained great strength and a scaly skin, but was still defeated by the Grand Master of the Python and forced to flee China in disgrace. She has since made a small fortune hiring her skills out to the highest bidder. She has built up a good reputation in her work and will do anything to keep it intact. She is a cold, callous and calculating crook who will only give up if the defeat can somehow be turned into a moral victory.

QUAGMIRE

Whether this walking humanoid heap of rotting muck and slime was once human before Overlord's sick experimentation is not known. However, it is very strong, almost invulnerable and can disincorporate to fit through the smallest hole or crack. Overlord controls it by a sequence of cybernetic signals which only he understands. It has become the arch-fiend's killer and most feared associate. It has no feelings, thoughts or objectives of its own, except for the most rudimentary.

WORM

This slimy, mutated humanoid has found a position to his liking as right-hand sneak to Overlord. His ability to squeeze through small pipes and holes has made him useful to the Supervillain for information gathering jobs and minor burglaries for which Quagmire's lack of brains make it unsuitable. Worm also has the knack of flattering his master in just the right way to keep his position. Overlord has been known to destroy an entire roomful of lackeys when given some bad news, but always with the exception of Worm.

Worm's consistent crawling to Overlord and snivelling to everyone else can lead some opponents to underestimate him. He is, however, a very tricky and dangerous foe who has been the downfall of more than one overconfident Superhero. His aims in life are to help Overlord succeed and live a comfortable, easy and successful life in his shadow.

???????

In the depths, trapped for decades in the ruins of the Eagles Nest is a vile horror. It has already slain some of earth's mightiest Superheroes and caused the rest to flee in terror. Trapped, it broods and bides its time, waiting to strike, destroy and conquer. (This could be the ultimate test of the heroes' courage, wits and skill.)

MAKING THINGS FIT

It is highly unlikely that the specifications of this scenario will suit every Campaign. You may need to make adjustments to even up the battles and make the adventure more enjoyable.

Two of the NPCs are mavericks; characters who can be used during play to balance up the scenario. Familiarity with both Protector and Micron's motivations should stand you in good stead for this. For example, if a battle is going too easily for the *Golden Heroes*, then Protector could go berserk and start to attack them; if the heroes are losing, he could attack the villains. Similarly, you could decide that Overlord has rigged Jenny to a cybernetically controlled explosive device or has injected her with a slow acting poison to which only he has the cure (if Overlord escapes, a sane Protector or a Brilliant Scientist - Chemical could also cure her) so that Micron would be forced to fight against the heroes.

Other Adjustments

Firstly, an unfair battle involving Thugs of any kind (such as Shock Troopers) can be balanced by increasing or decreasing their numbers. Thugs are unlikely to take out a Superhero, but a large enough number can occupy or inconvenience one for long enough to have a significant effect on the battle.

If doctoring the number of Thugs is insufficient to balance the battles, you can adjust the Supervillains. So long as they have not appeared before, it is better to adjust their Attributes and abilities rather than add or remove them from the scenario.

A Supervillain can be significantly improved or weakened by altering their Attributes without changing their Superpowers. Unless there is a psionic hero, the most critical Attributes are Vigour and Strength for brawlers or Dexterity for those with long range attacks. Always try adjusting Attributes and the relevant Modifiers and Hit scores before anything else.

If that is not enough, other secondary attributes can be adjusted. Changing the DC or Dodge Modifier, or adding a Judo Throw or Refined Power Dodge, can significantly affect battles.

In extreme cases, a villain's Superpowers can be modified, but *not* beyond its original limits (do not boost *Strength* Grade 1 to Grade 2, for example). Within each grade there is enough variation to allow significant adjustment. Add or remove a minor power if necessary, but do not alter the character's abilities out of proportion to the original design.

If sufficient adjustment cannot be made within a character's Attributes and powers, or if the character has appeared before (in which case their powers and abilities are fixed, unless they have been training); villains may be added or removed. This must be done extremely judiciously, however. Just one more (or less) Supervillain can drastically affect a battle out of all proportion to the actual powers of that villain. The section on *Additional Characters* lists some villains from the *Supervisors Book* who can be used if necessary.

Finally, if adjusting the cast of a battle is insufficient to balance things to your satisfaction, you could alter the actual situation. Perhaps the villains have a look-out and can set up an ambush to gain a few Frames advantage over the heroes. Conversely, perhaps one of the villains is elsewhere and won't be able to join the fray for a short while.

Be cautious. You will always have to bear two things in mind when addressing the difficult task of attempting to balance a battle for a group of individuals as unique and powerful as your *Golden Heroes*:

- i) If in doubt, balance things in the heroes' favour than run the risk of them being overwhelmed by the the villains (unless, of course, that is your intention).
- ii) If the heroes find the initial battles easier than you anticipated, you must be ready to toughen up later battles more or less on the spot, and vice versa.

PLOTLINE

One of the things that makes *Golden Heroes* so enjoyable is that it is almost impossible to predict exactly what the heroes will do in any given situation. However, it is useful to have an idea of what is *supposed* to happen to make it easier to handle any unusual circumstances which do arise.

The heroes have not been involved in the *Story So Far* and have had no chance to influence events. In fact, they don't even know what is happening yet! From now on their activities will affect the development of the plot. Consequently, from this point the story is divided up into sections, each labelled with the letter *P* and a number. Should the heroes actions cause the story to deviate from the plotline given, you can devise a means to get them back on course by aiming for a particular numbered section of the plot. The heroes do not have to complete every section in order to have a full adventure, some can be omitted without affecting the course towards the final battle.



P1: COLD STORM

*You should use any of the reasons opposite (or any others that you can devise) to involve the heroes in the action. The three marked * are the most useful if the players are already working as a team.*

Python, Frostorm and a squad of Shock Troops have been sent by Overlord to fetch Protector from the government institution built to keep him in check. Unfortunately, Protector is being moved this very day to a super-secret establishment where he will be housed alongside criminally insane Super-villains. Overlord's cronies arrive too late to grab him, but Python's interrogation of a captured agent has squeezed out the details of Protector's route to his new home. Frostorm wants to contact Overlord for more instructions but Python decides to try and grab Protector before he reaches the new security installation. Using a flying craft of Overlord's design, the task-force has overtaken the van carrying Protector and forced it to a halt. The two DICE Agents guarding the van put up a brave fight but are soon silenced. The villains move in to seize their target, but...

** Heroes who are already well-in with Government or security forces (Contacts-Government) could have been asked to 'ride shotgun' on the van. If so, they could be waiting inside the van poised to strike.*

** If a character has any way of monitoring radio frequencies, they could pick up the Agents' last desperate MayDay and go to help.*

** Heroes with Intuition/ Precognition are aware that something is happening and should be rushing to find out what.*

As the heroes approach the scene of the crime, read the following instruction to them:

'You hear a vehicle screeching to a halt followed by the sound of gunfire. This is suddenly drowned out by a weird, unearthly roaring noise. Then there is silence.

'Rounding a corner you see a large van which has obviously just made an emergency stop. Hovering a few feet in front of it is a flying machine of unusual design - it has no wings, jets or rotors and is totally silent. Two figures in paramilitary uniform have apparently tried to stop the van being hijacked; one is now lying on the floor with the life apparently crushed out of him, and the other is frozen inside a block of ice.

'There are two figures in black jump-suits in the flying vehicle and several more on the ground surrounding the van. By the back doors of the van are two further figures: a large but strangely lissome woman with a greenish cast to her skin; and a slightly built armoured figure holding a smoking gun. Despite the perfect weather, you can feel a chill wind blowing down the street.'

The heroes could have seen a strange flying craft passing overhead on its way to bushwack the van and could be following to see where it is going.

Some heroes could just happen to be in the area at the time and hear the noise of the ambush, but there is a limit to the number that can logically be introduced in this way.



P2: OF SNOW & SERPENTS

This battle uses Map 1 (on page 18). Place the corresponding Play Sheet on the table with the vehicles and figures positioned as detailed.

The heroes can be approaching from any direction but should start on the edge of the map. They may not approach over buildings unless they can Fly or have Agility of some kind. Generally it is easiest to place a player's hero on the map-edge nearest to the place that player is sitting. Unless the player specifically states to the contrary, assume that the heroes have changed into costume en route.

SHWAK

The villains are planning to chill the van doors to minus 70 degrees and shatter the lock with a Kung Fu blow. As soon as the heroes appear, the Shock Troops will be ordered to keep them away while the villains try to complete their plan. If the heroes are obviously too powerful for the Troopers, Python and Frostorm will forego their plan and try to leave, using the flying machine. Python may delay a few minutes to engage and defeat a hero in single combat (anything to improve her reputation) but Frostorm will merely create ice-slides to slow the heroes down and do his best to get away. Anyone getting too close to him will feel the full force of his Frost Ray.

The choked guard is dead, but the frozen guard is still alive as long as someone releases him from the ice-block within 2 Rounds, otherwise he will freeze to death.

After 4 Rounds of the battle, the roof of the van will be shattered from within and a semi-naked figure will hurtle out, rocketing into the sky with a demonic hardly-human scream of terror. This is Protector. The equipment keeping him in a drug-induced stupor broke down when the van screeched to a halt and he has recovered. He is now determined to escape. As ever, he may attack a random target in the melee if the fight is a bit one-sided, but any hero trying to slow down his escape will be dealt with quickly and without mercy.

The battle will end when the villains have either been defeated or have made good their escape, whether with Protector's body or not.

Shock Troopers

There should ideally be about two Shock Troopers for each Golden Hero, though this can be adjusted according to circumstances.

Flying Machine

This has a full speed of 80m per Round but does not have uniform acceleration moving 10m in the first round, 40m in the second, and hitting top speed for the third. It takes one person to fly it and is Object Size 8, DC6 and armed with a Photon Cannon which is as an Energy Attack in all respects (WC3, 20m range, etc) except that it can only fire once each Round, unleashing a bolt which does 3d6HTC and 1d6HTK.

TZING

OUTCOMES

There are several possible outcomes to this battle:

- i) The villains are defeated and captured and Protector is subdued and returned to his drugged stupor. If your heroes are powerful enough to defeat Protector this easily, they certainly won't need his help later on! They can go on to *Questioning the Captives*. They can also ignore P3 and P4 and go straight to P5.
- ii) The villains are defeated and captured but Protector escapes. This is the most preferable option for you, the SS. The players can go on to *Questioning the Captives* before going to P3 to recapture Protector. They may, of course, go directly to P3 and return to *Question the Captives* afterwards.
- iii) One of the villains escapes. In this case the heroes can *Question the Captives*, and proceed to P3 or as above go to P3 and return to *Question the Captives*. However, when they reach P5, they will find the villains ready for them.
- iv) Both of the villains escape but without Protector. In this case, the heroes can skip most of *Questioning the Captives* and go almost immediately to P3 and P4. However, the villains will try to seize Protector again quite soon, probably during P3 or P4.
- v) Both of the villains escape with Protector. Well, frankly the heroes have blown it. They will receive a severe dressing down from Major Dawson (see *Supervisors Book*) at the nearest DICE HQ where they will also undergo an extremely long and tiresome interrogation and debriefing. They should get the impression that the authorities are not pleased with them. If you wish (though this is definitely *not recommended*, after all the heroes have really failed), during the debriefing, a frantic signal consisting of garbled words about some monstrous creature and screams of pain and terror could be picked up from Overlord's sub at the Eagles Nest. Since, the Eagles Nest is in international waters, the heroes could be given the location and a DICE mini-sub and crew and sent to investigate. They would then rejoin the adventure at P9 as though they had been defeated by Overlord.



QUESTIONING THE CAPTIVES

If they question anyone from P1 and P2 who is still around, the players can find out the following information.

Shock Troops

'We work for Overlord. He is a tough Supervillain who can crush any pathetic hero with a single power blast.'

If threatened, they will show fear but refuse to talk because Overlord will get them if they do. They are more scared of him than anything the heroes can do. If hypnotised, they have a crude idea of Overlord's plans, and know where the submarine is waiting to take them back to the base.

Python

She has nothing to gain from talking to the heroes. If she talks, she loses her reputation. If she keeps her reputation, she won't stay in jail very long. There will always be someone, possibly even the Government, who will have reasons for getting her out. If threatened, she will smile and go totally silent. If hypnotised, she knows all about the Eagles Nest and Overlord's plots and the position of Overlord's submarine. However, anyone damaging her reputation by eliciting information in this way is likely to have to contend with her as an arch-enemy from now on.

Frostorm

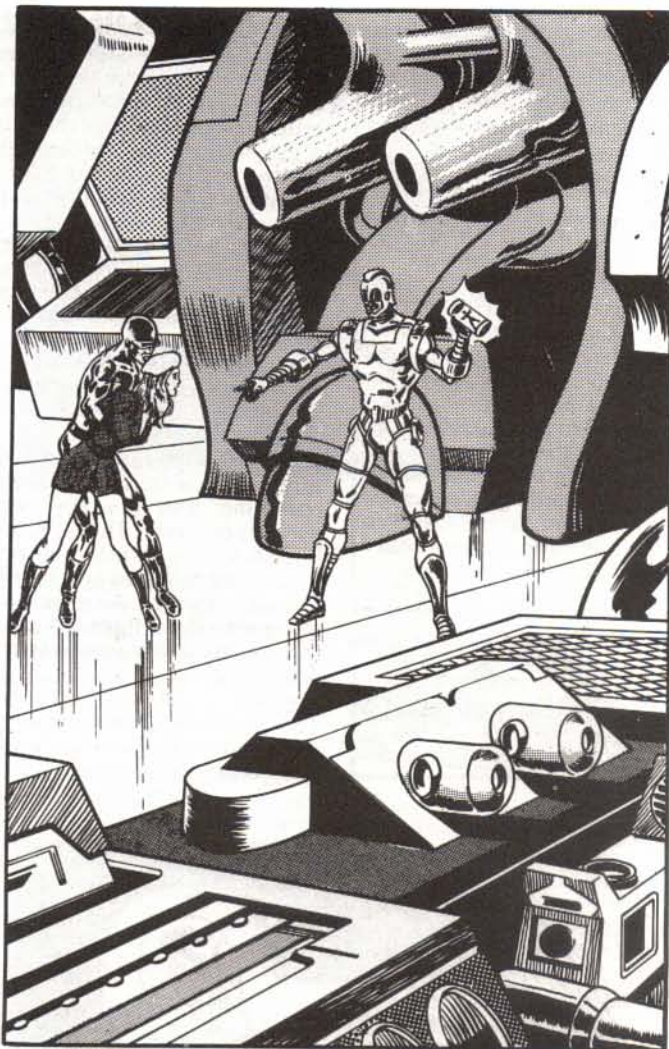
He will not talk unless he's offered some kind of deal, whereupon he will say:

'We're working for Overlord, you know, the *BIG* boss. Anyway, he's got this suit of armour now, and he's trying to bust into some kind of underwater base. I've been there, but I don't know where it is.

'Anyway, he's got this little guy who he keeps in a jar and a woman who he keeps threatening to kill, so the little guy's having to tell him how to get into the base except that one of the corridors is flooded and they can't get one of the doors open. So he sent me and Python to fetch this mad guy from the institution, but they were moving him. I said we should radio Overlord for instructions, but Python reckoned we could handle it ourselves and that's when things started going wrong.

'It seems that the loony used to occupy the base and can get through the jammed door. We're supposed to take him there. We got a sub waiting halfway down the river for us. There, I've told you everything I know. Now you'd better promise to protect me, 'cos Overlord's gonna be after my blood!'

If threatened, he will repeat everything he has just said twice as loud and twice as fast! If hypnotised, he will instantly regress to 5 years old and start whimpering, crying and sucking his thumb.

**DICE Agents**

If the heroes have saved the frozen DICE Agent, he will be able to tell them all about Protector, how he is an ex-EAGLE who went berserk, and how the damage that he is about to do now that he is on the loose again just doesn't bear thinking about. The only way to subdue him is to use a special gas. There are cylinders of the gas in the back of the van. If the heroes radio for a support group or wait for one to arrive, they can find out these details whether they saved the guard or not. The DICE Agents will supply the heroes with any reasonable help: gas, gas masks, and even first aid if they ask for it.

The heroes now have a choice, they can go straight to Overlord's submarine, P5, leaving any DICE Agents to recapture Protector, or, if they are real heroes, they will set out after Protector in a brave attempt to stop him causing any further damage and find out why Overlord needs him, P3.

If the heroes delay their pursuit of Protector to wait for Government back-up, then he will have had more time to do damage to the city and, hence, the heroes will gain less benefit to their Practice Ratings when they do catch up with him.



The same Play Sheet is used for this battle as for the first battle, except that it should be set up as shown on the diagram for Map 1, Version B, on page 18.

You should allow the heroes some time to form a battle-plan while they are following Protector.

If the heroes pursued Protector immediately, they will catch up with him in 3d6 minutes but will only have had $\frac{1}{2}d6+1$ Rounds of rest to recover any HTC lost. If they waited for Government back-up, they will have recovered fully, but it will take them the best part of an hour following and catching up with Protector by which time the scene of devastation greeting them will be much greater.

P3: Rampage

As the heroes rush in pursuit of Protector, read the following to them:

'It is easy for you to follow the trail of destruction left by the ex-hero. He appears to have preferred flying through high buildings rather than round them! Dotted here and there on the streets below you are the smoking wrecks of various vehicles.

'After a chase around town, you finally catch up with the maniac. He is in the middle of a deserted street where he seems to be engrossed in tearing up chunks of tarmac and crushing them to powder in his hands.'



There are two possible ways of neutralising the threat of Protector short of pummeling him into submission:

- i) If they wish to use the gas to subdue Protector, it will knock him out if he is surrounded by it for 1 Round (it will also knock out any of the Golden Heroes who are in it for 1 Round unless they are wearing gas masks or don't need to breathe). Note that spraying the gas at Protector in the street will not work as the gas will dissipate immediately. The only way the gas will work is in an enclosed space. The players should fill one of the adjacent buildings with the gas, lure Protector into it and try to keep him there. Remember that they do not have a limitless supply of gas, so they should be allowed no more than five separate attempts to use it to knock Protector out.
- ii) If the heroes have any way to reach into Protector's inner psyche (by Psi Powers or hypnosis), a successful attack of this kind will bring to the surface the personality of the original hero.

Even if the heroes do not have a way of reaching the real Protector, they can bring him back by talking to the maniac and trying to calm him down.

If Protector is subdued by this means, or he is reached by one of these means after he has been subdued in some other way, he will collapse to his knees, crying and saying, 'What have I done?'

There is a basic 50% chance that he will listen provided that the hero doing the talking devotes all their time to this and is taking no offensive action against Protector at all (or anything that he might deem offensive). Add 10% to this base chance for each hero who adds the weight of their argument to the debate and subtract 10% for each action taken by anyone that Protector may deem offensive (moving towards him, going for help, holding gas cylinders, etc). If Protector listens, then the hero doing the bulk of the talking can make the equivalent of a Mental Attack which will subdue him if successful.



P4: Calm After the Storm

If the heroes have failed to subdue Protector, they will have to try again, possibly with the help of a squad of Government DICE Agents this time.

If they have succeeded, and Protector is now lucid, they can talk to him. If he is still ranting, they will have to turn him over to the Government.

A clear-headed and sane Protector can tell the heroes all about the EAGLES, their aims and intentions, the Eagles Nest and the meteor which was their downfall. He will refuse to speak about the final battle and if anyone tries to force him he will start to slip into madness once again. He will ask the year and start to weep when he realises how much of his life he has lost. If told about Overlord's plans to kidnap him and seize the Eagles Nest, he will start to panic, screaming, 'My God! They can't! The fools, don't they realise IT's down there!!!!...We've got to stop them before its too late!!'

The heroes (and possibly Protector) should now be keen to get to the villains' submarine, seize it and get to the Eagles Nest to prevent Overlord from doing something that everyone might regret.

The Government squad, if needed, will consist of 12 DICE Agents under the command of Major Dawson (all with statistics as in the Supervisors Book). They will have no trouble subduing Protector as Major Dawson is experienced in filling buildings with gas. He will also tell the heroes how to lure Protector into combat inside a nearby building.

You must decide the degree to which Protector can now aid the heroes. Generally, he should be able to give them information but if he is dragged along or forced into battle his berserk side will reassert itself and he will attack friend as well as foe.



P5: BOARDING ACTION

Should no-one have escaped from that first battle, the heroes will have the drop on the regiment of Troopers left to guard the submarine.



You should now place the appropriate Play Sheet on the table and set up the characters as indicated in the notes for Map 2, on page 19.

At the start of the battle, the Troopers will have one sniper and look-out set up in one of the trees along the bank and another fixing the sub's dinghy which has a minor fault in its engine. There are a couple of Troopers on watch by the photon cannon on the conning tower of the sub. There are 6-10 more Troopers inside the submarine, but they will take 3 Rounds to arm themselves and start to emerge.

Photon Cannon

This works exactly as the one in the first battle: an Energy Attack that fires a WC3 3d6HTC/1d6HTK bolt once per Round.

Shock Troopers

The exact number of Shock Troopers depends on the number of Golden Heroes.

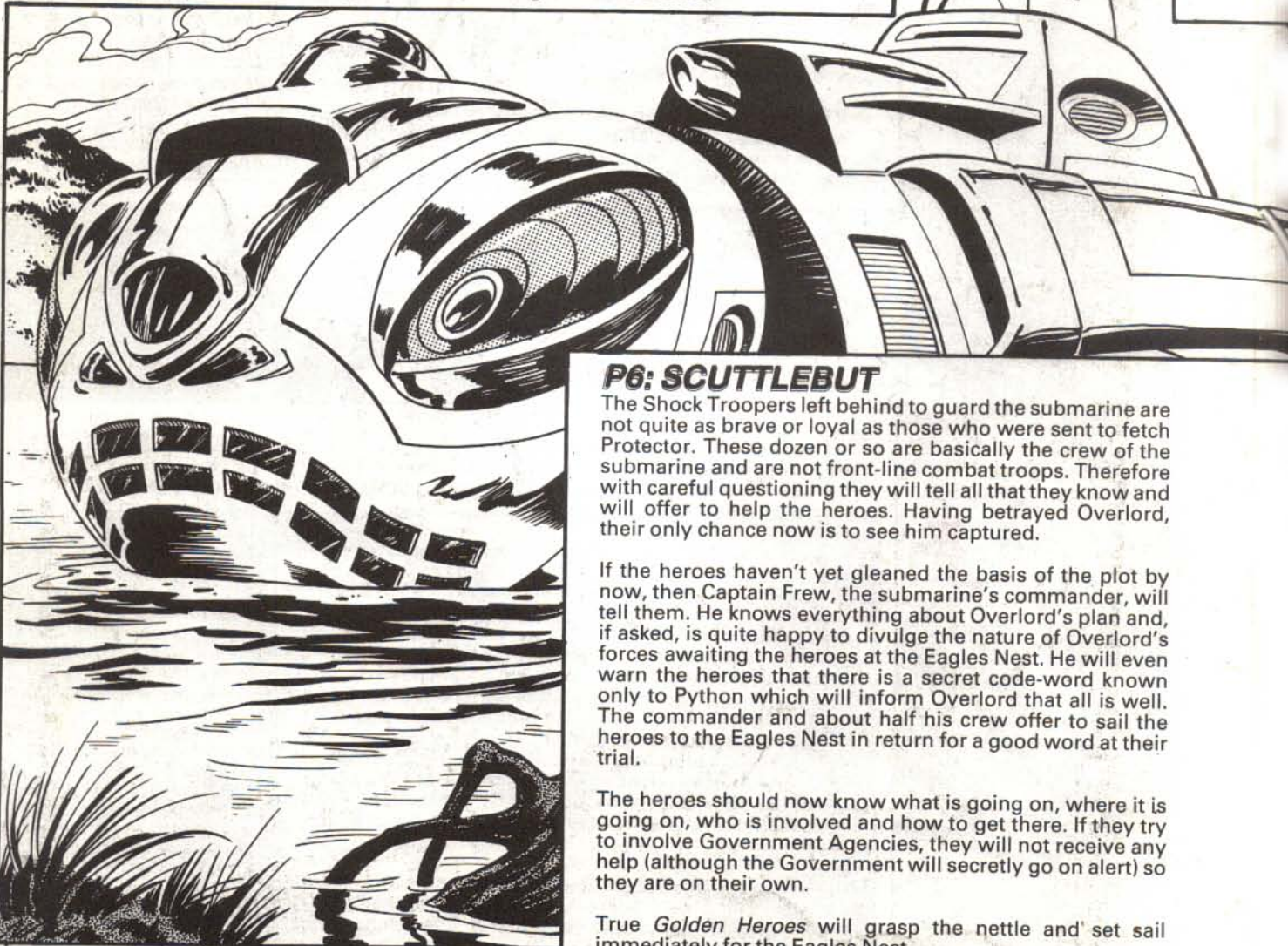
The exact set-up at the start of this battle will depend upon the outcome of the battle in P2. If any of the protagonists in that battle managed to escape, they will have returned to the submarine and warned the crew of an imminent attack. They will have set up an ambush by posting snipers in all the trees along the riverbank and arming all the Shock Troopers ready to repel boarders. They will fight to the end and will not retreat under any circumstance since the prospect of facing Overlord with a failure is not an easy one to consider.

Read this to the heroes:

'As you approach the riverbank, you can just about make out the outline of a submarine's conning tower through the cluster of trees which screen it from the road. Getting nearer, you can see that it is manned by two figures in black jumpsuits of the sort you have seen before. They appear to be on watch and are standing by a large gun of an unusual design.

'On the nearside bank, you can see that a rubber dinghy has been beached and a jumpsuited figure appears to be adjusting the engine in some way.'

Basically, the heroes should win this battle quite easily, wiping the floor with the Troopers and building up their confidence and teamwork. The important thing to do is to seize the submarine quickly and intact. If they have forced or allowed Protector to join in with the battle, they will be disturbed to see a return of his berserker rage. Though he can be calmed with a quick word, it is obvious that he is too dangerous to take along for future battles.



P6: SCUTTLEBUT

The Shock Troopers left behind to guard the submarine are not quite as brave or loyal as those who were sent to fetch Protector. These dozen or so are basically the crew of the submarine and are not front-line combat troops. Therefore with careful questioning they will tell all that they know and will offer to help the heroes. Having betrayed Overlord, their only chance now is to see him captured.

If the heroes haven't yet gleaned the basis of the plot by now, then Captain Frew, the submarine's commander, will tell them. He knows everything about Overlord's plan and, if asked, is quite happy to divulge the nature of Overlord's forces awaiting the heroes at the Eagles Nest. He will even warn the heroes that there is a secret code-word known only to Python which will inform Overlord that all is well. The commander and about half his crew offer to sail the heroes to the Eagles Nest in return for a good word at their trial.

The heroes should now know what is going on, where it is going on, who is involved and how to get there. If they try to involve Government Agencies, they will not receive any help (although the Government will secretly go on alert) so they are on their own.

True Golden Heroes will grasp the nettle and set sail immediately for the Eagles Nest.

P7: GOING DOWN FAST

Read the following passage to the players:

You can show the players Overlord's picture, either from the File Card or the cardboard character piece.

Overlord will be extremely suspicious if Python is not on board. Unless the heroes have some kind of illusion or Shapechange power, it will prove impossible to impersonate Python with any degree of success. On the other hand, if they have brought Frostorm's costume along, they should be able to pull off a suitable deception with ease, provided they take care to simulate his voice and mannerisms. At a pinch, they could groom Captain Frew with a good story, but it would have to be very plausible if it is not to make Overlord suspicious.

If you believe that the heroes have, in any way, failed to pull off the deception, Overlord will play along with them but will be Fully Prepared when they reach P9.

'As you sail towards the undersea base, your submarine receives a tele-radio message from Overlord. He demands a report and an explanation of the delay. Was the mission a success? He asks to speak to Python.'

After this has been resolved, continue reading to the players but pause between paragraphs to allow the players to specify any actions that they might wish to make at that moment:

'You are now approaching the base. Looking out through the portals of the sub, you see the remains of what was once, apparently, an undersea base. It appears to be surrounded by floodlights and various other security devices which seem to be malfunctioning at the moment. The six main areas are the submarine pen, towards which the sub is now heading, and five smaller domes. Captain Frew explains that Overlord has succeeded in breaking into the Central Control Dome which is connected directly to the submarine pen, but has so far been unable to break into the Research Dome which lies directly behind the Control Dome and the flooded Vehicles Dome. He has managed to break into the other two domes, Residential and Utility, but has found nothing of interest there.

'The submarine docks and massive doors close behind it. There is a hiss as the water is expelled and a clang as a gang-plank is automatically extended to meet the sides of the sub. Apparently not all the base's systems are malfunctioning. Captain Frew signals that the hatch is to be opened and wishes you luck, adding that neither he nor his crew want any part in the coming fracas.

'Emerging from the sub, you find that a metal gang-plank extends to a walkway running around the sides of the chamber. Rusty, unused cranes and monitors cover the ceiling. As you cross to the walkway, two large doors, rusted shut until a few hours ago, scrape open to reveal a 70 metre long corridor. Above the doors you can see the battered and corroded remains of the emblem of a large bird with its wings spread. Between the outstretched tips of its wings you can see the letters E.A.G.L.E.

'Proceeding along the corridor you realise that the base is excavated a couple of metres into the rock of the ocean bed and that the domes visible from the submarine were merely the roofs of the main areas. Even though the place is obviously decades old and has lain dormant, it is in remarkably good condition; it is still water-tight and only the most delicate equipment looks totally unsalvageable. The badge and emblem with the EAGLE motif is common throughout the base.

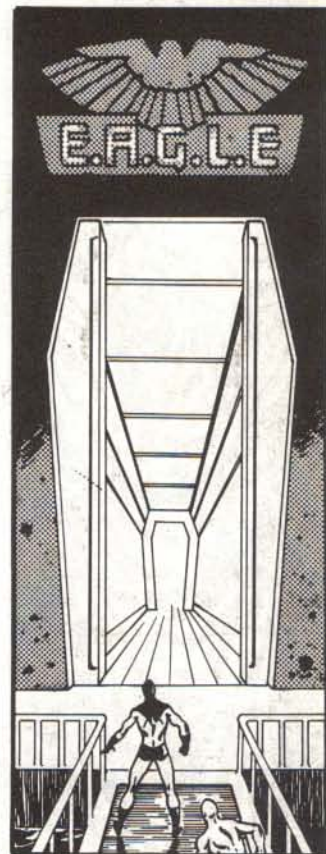
'Eventually you reach the end of the corridor. Again two huge doors open to let you continue. These doors are in much better condition than the previous ones. There are another few metres of corridor, then another set of double doors.'

The doors are a safety measure built into the base. Each set will not open until the previous set is closed, which will not happen until everyone in the area behind has passed through. There used to be a manual override but this has long since ceased to function. To get in without alerting Overlord, the heroes must all pass through the open doors, wait for them to close and walk to the next set which will then open, and then repeat the procedure.

Once the heroes have managed to get through all four sets of doors, either by following the correct procedure or tearing them down, you can move on to P8.

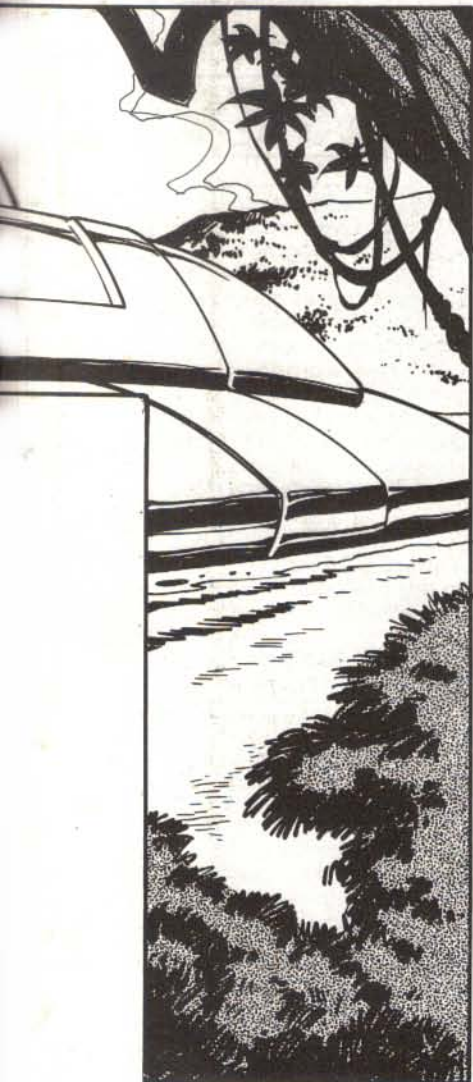


As the base is approached, you can show the players the overview of the Eagles Nest on page 16, pointing to the various domes as you mention them so that the players will have some idea of the lay-out.



If the heroes try to blast or tear through any of the doors or walls, each door is DC5 and can take 15HTK, and walls are DC5 and 20HTK. This will alert Overlord and if done to any but the last set of doors, give him time to set up his ambush.

A quick look at Map 3 will give an idea of the situation.



P8: OVERLORD & UNDERDOGS

You can now place the Play Sheet for this battle on the table (Map 3 on page 19). The set up for the characters depends on circumstances as described in the text.

EUGH

This is the most complex battle in the entire scenario but if you work through both sides' Frames in turn you will find that it is quite easy to keep track of events. This set-up should seem nasty, because it is! The heroes actually have a good chance of losing this one.

The heroes may have 2 free Frames before the initiative is rolled OR may be assumed to win the first initiative roll by 4 Frames - the players' choice.



Read the following introduction to the players:

'You are looking into a large Control Room which apparently was once the central core of the base. There are computer banks and scanners on most of the walls and even the four columns supporting the roof are covered with lights and switches.

'There are several figures in the room. Standing over one of the computer banks, which unlike the others appears to be fully functional, is an imposing figure in futuristic armour. To his right stands a two metre high heap of what looks like mud and slime. A jar of some kind of clear crystalline material is standing on the computer in front of them; it contains a very small figure which looks, from where you're standing, very much like a man. There are several of the jumpsuited Troopers scattered around the room, guarding doors or carrying bits of circuitry to Overlord. One is holding a pretty young woman in his arms, preventing her from moving but not stopping the constant stream of abuse pouring from her mouth at the arch-Supervillain.

'As you enter, all activity stops and everybody turns to look at you in surprise.'

Depending on the heroes actions so far, Overlord has three possible states of readiness:

UNPREPARED

If the heroes have fooled him so far and just sneaked into the base, his 8 elite Shock Troopers will be scattered at random throughout the dome. Overlord will be fiddling with a computer bank with Quagmire standing at his right shoulder. Worm will be sleeping in a detention cell. The clear-steel jar in which Micron is imprisoned will be on one of the computer banks near Overlord and Jenny Peters will be held by a Shock Trooper nearby. No traps will have been set up.

RAPID DEPLOYMENT

If the heroes have caused a disturbance entering the base, Overlord will have laid some traps: his 8 elite Shock Troopers will be split between the airlocks on either side of the room; Quagmire will be lying as a thin layer of muck all over the floor; Worm will be hiding behind one of the support columns; and Overlord will be in the entry to the Detention Area, keeping an eye on things through his X-ray scanner. He will create a hologram of himself and his associates in the middle of the Control Room to draw the heroes' attacks.

By the time the heroes discover that all their opponents are illusory, the doors on all sides will be flung open and Power Beams will lance out, catching them in a crossfire. Worm will sneak out for a surprise attack and Quagmire will rear up out of the muck on the floor in front of the strongest hero. Nasty!

This time, however, Micron and Jenny will have been thrown into a detention cell. Jenny will be able to free Micron easily and he will join in the battle in 2 Rounds time.

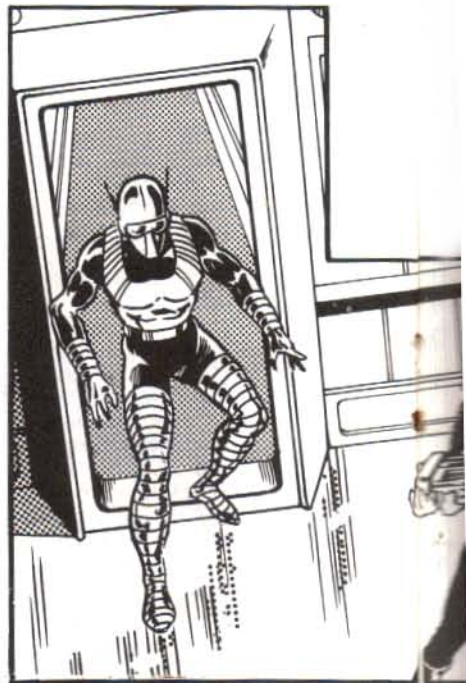
FULLY PREPARED

If Overlord suspects that something is wrong with his returning submarine, he will prepare traps as noted above in *Rapid Deployment*, but in addition he will have co-ordinated the Shock Troopers' crossfire and Worm will have rigged up an electric trip-wire across the doorway.

Jenny and Micron will be in the Detention Area, but Worm will have had time to work out the controls and set up a Force Field that even Micron can't break through. They will be of no help unless one of the heroes gets to them and frees them.

A Lucky Accident

During the battle, some stray energy bolts will strike panels of the computer circuitry. Unknown to anyone, this will activate emergency safety devices which will pump out the water in the corridor to the Research Dome. The bulkhead which has been holding up Overlord for so long can now be opened.



When the heroes attack, Jenny will kick her Shock Trooper in the shins, and dive for the jar, knocking it over and freeing her husband Micron.

AAAAGH!

If the heroes seem to be winning, Overlord will command Quagmire to delay as many as possible while he makes good his escape by the most convenient route (he can simply swim away from an airlock). Worm will seek to lure heroes into the Detention Area and into a cell. He will then escape and activate the Force Field to seal them in.

Troopers Crossfire

In this case, for the first Round of Combat only, the co-ordinated crossfire from the Shock Troopers has a Strike Modifier of +3.

Force Field

The Force Field sealing the detention cells is a 25HTK General Force Barrier.

Electric Tripwire

Anyone trying to pass through this without looking for a trap will take 2d6HTC electric shock damage and must roll 1d20 and score less than their Dexterity or fall over losing 1 Frame and using another; at some stage, to get up.

OUTCOMES

If the heroes win this battle, pitch them straight into P9 without pause or respite.

If they lose, they will be tied up and left while Overlord and his mob investigate the Research Dome. After a while, the heroes will hear hideous screams, quickly silenced. They have now had 5 Rounds to recover from their previous battle, but must free themselves within the next Round or they will be bound like lambs for the slaughter at the beginning of P9.



The Bindings will have been hurriedly tied and not too effective as Overlord planned to return shortly. Allocate HTK to the Bindings such that each individual hero has a reasonable chance of escaping from them in the Round.

If they are going to win this battle, the heroes are going to have to swallow their fears and engage the Horror, delaying it while they breach the Dome or one of the connecting corridors in some way. They must trap the creature in one of the areas of the base and flood it. Alternatively, they could leave the base with the creature still inside and cause it to self-destruct or use the submarine to torpedo it. If they choose this option, however, they will have to make sure that Overlord and his cronies are alright if they don't want a penalty on their Conscience Ratings.

A Brilliant Scientist or someone with Electronics Skill should be able to work out how to flood an area of the base using the controls in the Central Dome. Alternatively, the external walls of the base can be breached by doing 50HTK to them at any location.

Deus Ex Machina

This means that you must resort to something totally outside the players' control. Perhaps the submarine melts before it reaches the surface; Protector has followed and sinks the sub before it can surface; or Captain Frew in a last courageous act manages to set the sub to self-destruct before the creature can get it to the surface.

P9: HORROR FROM THE DEPTHS

Read the following passage to the players:

"Through the bulkhead from the Research Dome comes an indescribable *Horror Beyond Imagination*. It's like all of Hades crammed into one flaming, sulphurous demonic form. As it moves, the metal plates within two metres of it glow white hot and melt. The creature reeks of pure malice and it is a wonder that any of you can stay conscious in the intense heat that it generates. In a voice like a thousand furnaces crying out in protest, it speaks:

"Long...Long...LONNNGGG!!! have I awaited release. It took the combined might of a thousand civilisations to capture and incarcerate me before, but you...you... pathetic constructs of matter that you are...you keep me here...HERE!...Trapped beneath the seas of a world I should despoil in a day!!!!

"That I should be sent here, the one planet with an abundance of the only matter which can bind me, is a punishment I had not anticipated. You have kept me bound, manlings, too long...TOO LONNNGGG!!!

"Now I sense that you have a vessel strong enough to bear my form to the surface of this accursed, accursed matter you call the sea, to the civilisation you hold so dear. Say farewell, manlings, this day of my long... long...LONNNGGG!!! awaited release shall be the last day you or your race shall ever see."

'It extends something like a claw of flaming brimstone towards you.'

If you've read the details of the Horror, you will know that the heroes haven't a chance in hell of defeating it, but if it defeats them and gets to the submarine it could spell the end for the world and uncounted other civilisations as well.

Fortunately there are two things in the heroes' favour. First, the Horror has been trapped here for a long time with no souls to torment, so its malice and anger have grown, but its powers have dwindled. Though still the most horrendous opponent the heroes are ever likely to face, it is but a shadow of the creature which so easily overcame the EAGLES.

Secondly, the creature has one weakness which the heroes will be able to exploit: it cannot abide water of any kind.

If the creature defeats the heroes, it will leave them for dead. Its need to escape far outweighs its desire to eat their souls. It will proceed along the corridor to the submarine pen. This should give the unconscious heroes time to regain their senses and any who fled from the Horror's *Terror Field* a chance to overcome their fear and make their last stand. The submarine pen is the easiest part of the base to flood after all!



OUTCOMES

If the heroes are unable to stop the Horror, then you will have to resort to a *Deus ex Machina* to save the world. If this happens, the heroes should suffer penalties to both their Personal and Public Status in several regards.

Should they succeed, however, they will be able to immobilise Overlord's gang and investigate the rest of the Eagles Nest.

If they had previously been defeated by Overlord, they will find that Worm and the Troopers, lacking the heroes' moral fibre, were terrified into catatonia and are lying in the Research Dome along with Quagmire who would be a deactivated heap of rubbish. Overlord would have recovered from his shock and made good his escape via the flooded Vehicle Dome.

THE EAGLES NEST

The Eagles Nest consists of six main areas: the Submarine Pen and the Control/Security, Vehicle/Maintenance, Research, and Storage/Residential/Utility Domes. The heroes have already found the Submarine Pen and the Control Dome and found them to be in reasonable condition with a few components either corroded or malfunctioning.

If Micron is still with them, he can give them a guided tour around the rest of the base. As they look around, Micron will not be able to help commenting upon the good condition it is in and he will point out that with its security black-out and defence systems it is one of the safest and most secret headquarters anywhere on this planet.

VEHICLE DOME

This has been breached and flooded with seawater (the Horror once tried to escape this way). Once repaired and pumped out, the heroes will find most of the sensitive systems of the jets, submarines and rockets stored in here have rotted away, but with a bit of work the heroes could get a few of the vehicles working again. All the craft were designed to spend time underwater as well as flying or travelling on land. The EAGLES didn't use many of them, however, as they tended to rely on the EagleWing flying submarine, which is currently missing.

RESIDENTIAL DOME

This is in good condition and houses a number of neat, well-kept apartments full of the mementoes and belongings of the heroes of an earlier era. The *Golden Heroes* will find Protector's room (being given back his possessions may be all he needs to bring him back to the real world once and for all) and you can give details of any of the other rooms to correspond to other members of the EAGLES. The galley is still in working order and the heroes can cook themselves a well-earned meal out of the cans stored here.

RESEARCH DOME

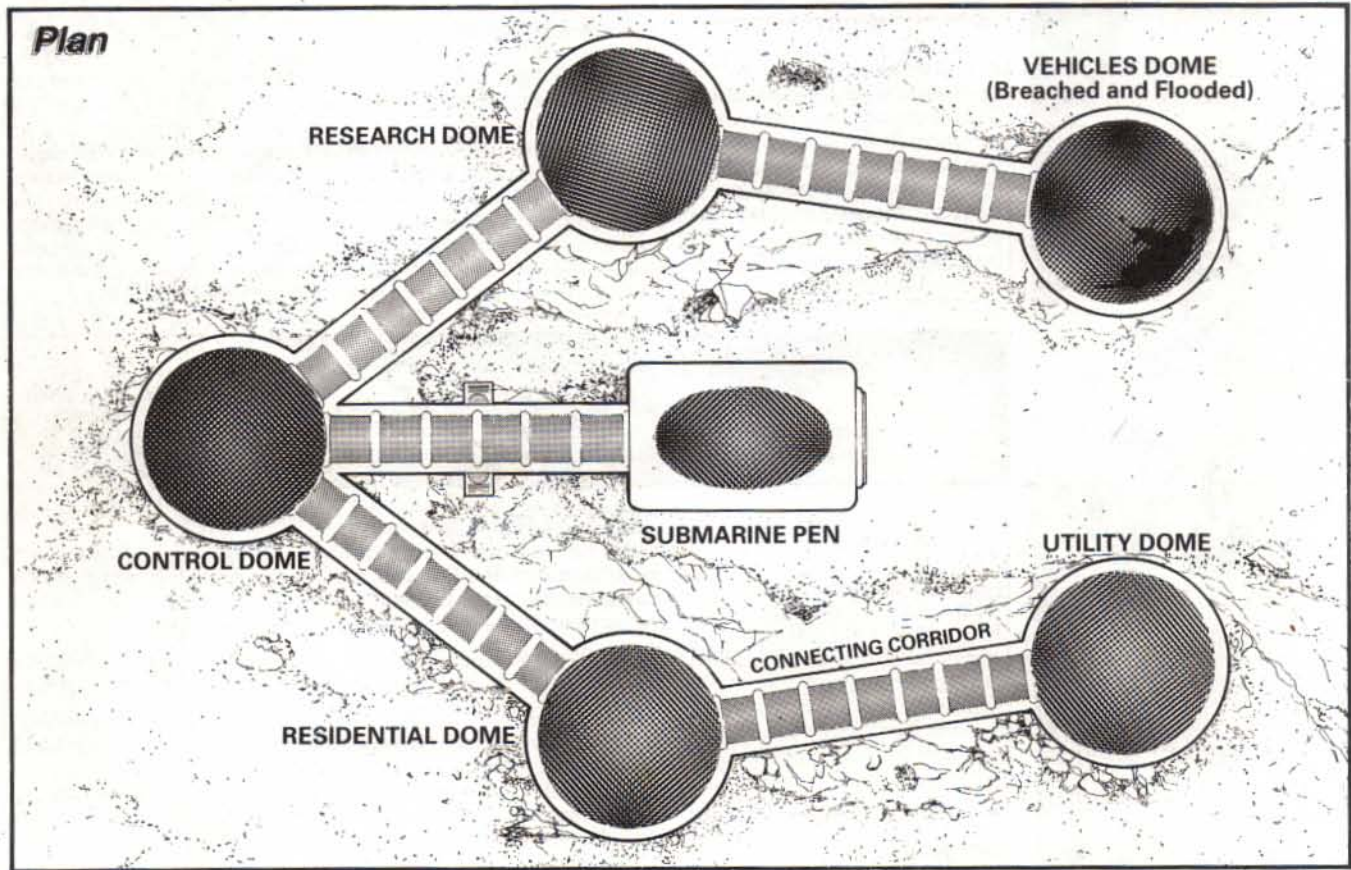
In this dome, where the Horror had been trapped, they find wide-scale destruction. There are a couple of unidentifiable corpses on the floor (Triplex and Howitzer, see *Additional Characters - The EAGLES*) and most of the machinery has been melted into slag. The heroes can find or rediscover all sorts of useful devices here, depending on what you want in your Campaign. Possible devices are a crude (but dangerous) Matter Transmitter, various flight devices, tracking devices, weapons, etc. Even if none of these devices are now in working order, knowledge of the equipment in this room will speed up any future research into Superhero equipment and devices. If a hero wishes to develop a device similar to one whose remains are present in the Research Dome, then the Research and Development phases will take half as many DUPs and half as much money as usual. If the hero is willing to risk incorporating the remains of the old device into the prototype, then this phase will take half as long and cost half as much, though there is a 10% chance that the prototype will fail and need to be rebuilt and replaced at the usual cost in time and money.

UTILITY DOME

This contains a gym, a highly advanced sick-bay, and a small, highly innovative fusion reactor which is still working and supplying the base with power. Since it works by taking in small amounts of seawater and rendering it into energetic plasma, it is unlikely ever to run out of fuel!

GENERAL

Should the heroes decide to use the Eagles Nest as a base for their Superhero activities, you should prepare several photocopies of the empty dome on the reverse of Control Dome Play Sheet. On these, you can mark any fixed or immutable features already described in the text or shown on the maps and mark in the position of any features that the players decide that they want to fix. The players can then use these partial maps to complete the lay-out of the base in the style they want and start to decide what sort of security devices they want to install. This process will be quicker and easier for both you and the players than having to sit and design their HQ from scratch. If done well, it should provide an interesting basis for many future adventures.



RATINGS

The following Ratings are the ones that would have been affected by this adventure. Other Ratings (eg Heroism) may have to be adjusted, but these will have to be determined by you as SS in accordance with the rules in the *Supervisors Book*.

Backing

Co-operation with Major Dawson and the DICE Agents in P4 will boost the backing score of anyone who does not yet have it to 4. If the heroes then seize the Eagles Nest and do a good job of repairing it and filling the EAGLES' shoes, they may acquire a Backing of 5 but this would take several months.

However, if the heroes failed to save the DICE Agent in P2 or seek to use the Eagles Nest without Government permission or for their own purposes, their Backing will fall to 3 if it was higher, otherwise it remains unchanged.

If they released the Horror in P10 and did not defeat it themselves, they will be denounced by the Government as inexperienced, interfering freebooters and will lose all Backing. Their rating drops to 1.

In any event, leaking the story to the media is expressly against Government instructions and will reduce their Backing to 2.

Practice

The worst battle of the adventure, as far as the public were concerned, was against Protector. This has a Practice value of 6. However, if they needed the assistance of the DICE Agents or waited before pursuing him, then the Practice value for that battle would be 4.

If they allow Jenny Peters to tell the full story of their fight against Overlord and the Horror, then the Practice value would be 9.

Treat the scenario as a whole with regard to practice and give one value for the whole adventure.

Publicity

If the heroes intend to replace the EAGLES, then their Publicity Rating will immediately fall to 2 and once they establish themselves, to 1.

Approachability

Street-based heroes may lose out if they set up base in the Eagles Nest, but most heroes will gain a bonus of at least 1 as they can now be contacted through the base's universal receiver.

Contacts

If a hero gets a Backing Rating of 4 or more, they can count on the Government as a reliable major source of information. Similarly, Micron and Jenny Peters count as an occasional major source if the heroes arrange to keep in touch. Captain Frew and the base's computers count as minor sources, though the good captain is not necessarily reliable.

Conscience

Saving the DICE Agent in P2 is worth a bonus of 1 if the hero's current rating is less than 4. Allowing him to die would merit a penalty of 2 for any hero with a current rating of 4 or 5. No hero who leaves any of Overlord's gang to die in the Eagles Nest if it were torpedoed/flooded/self destructed, etc, could normally end the adventure with a Conscience Rating higher than 1! However, some characters, depending on their particular rationale, could let the Dice Agents and/or villains die without affecting their Conscience, but such characters could not then have a Heroism Rating of higher than 1.

Success

Treat each battle individually for the purposes of determining Success. Remember that a hero can have an unsuccessful battle even if their associates succeeded and vice versa.

The battle against Protector in P3 should only be rated once. Even if the heroes succeeded the second time around with DICE's help, it should still be considered as a failure.

Battles to be rated for this are: P2, P3, P5, P8 and P9.

Security

Heroes with a public identity (that is those without a secret identity) will not have a Security rating of less than 7 if they set up shop in the Eagles Nest and this will rise to no less than 8 when the base is fully functional. Heroes with a secret identity will gain a similar Security bonus when operating from the base but may run into problems with their secret identity if they spend too much time away from home.



NEXT ISSUE

The heroes have certainly got their hands full if they are trying to get the Eagles Nest back into commission. You should make the refitting and refurbishing of the base last for several month's game-time. The heroes will have to try and get some brains (Protector if he is cured?) and money to repair/replace the damaged security systems and vehicles. It will take 100 DUPs to get the base into working order and a further 50 to make the necessary fine tunings to get the equipment to run perfectly. These DUPs will have to be allocated from the heroes' own unless they choose to import outside labour (in which case they run the risk of compromising the base's security). Of the 100 DUPs, 25 are devoted to getting the radar and security devices operational and 25 to getting the base's vehicles running (though it will only take 10DUPs to get the first vehicle operational). This would be happening in between the next few scenarios and they should be allocating their DUPs accordingly. Making the heroes work for their Headquarters like this will make them appreciate their fully operational HQ when it is finally opened and it will give all the players a chance to become familiar with its equipment.

While they are doing this, they are ripe for an attack from somebody (either the Government, or some aquatic superbeing who objects to the invasion of their undersea domain).

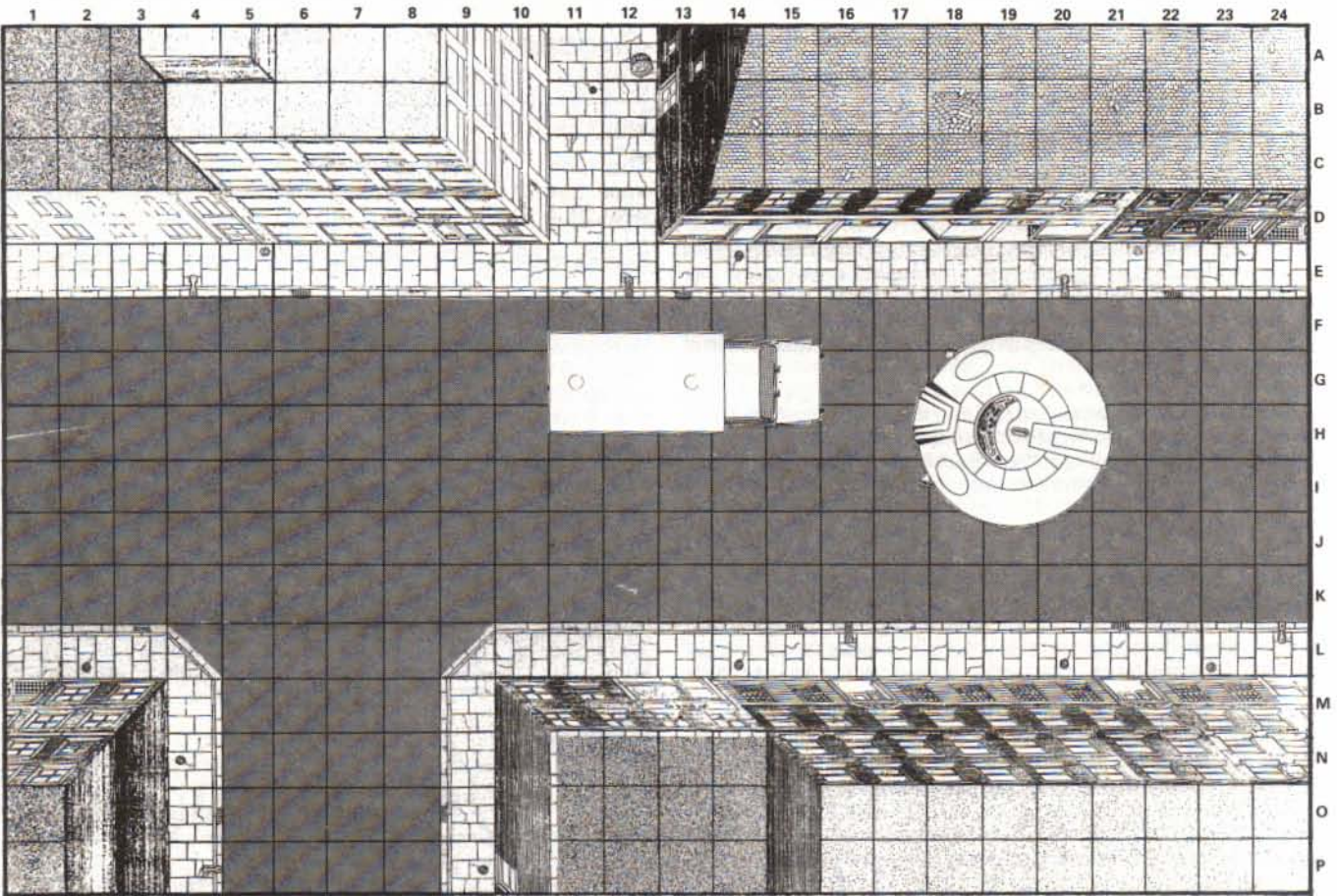
Perhaps the computers in the base hold some kind of clue to the whereabouts of the missing EAGLES.

Certainly the new Superteam has got to start making a name for itself and must be prepared to answer any calls for help that the Nest's universal receiver picks up.

Before they can claim the base as the Headquarters for the world's best new Supergroup, there will be many trials and tribulations and they may need to defend the renewed Eagles Nest from all kinds of assault.

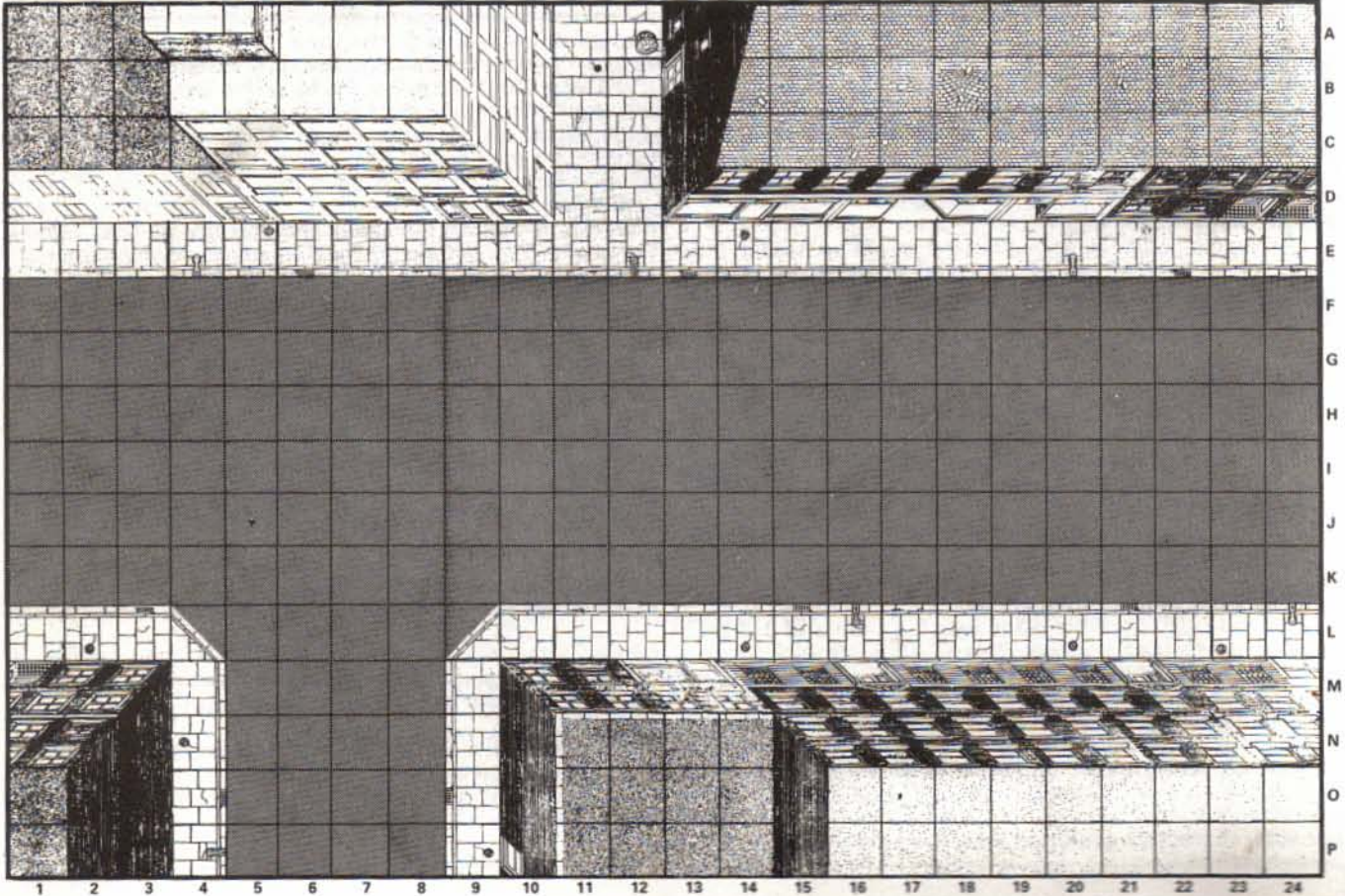
Their adventures are far from over.

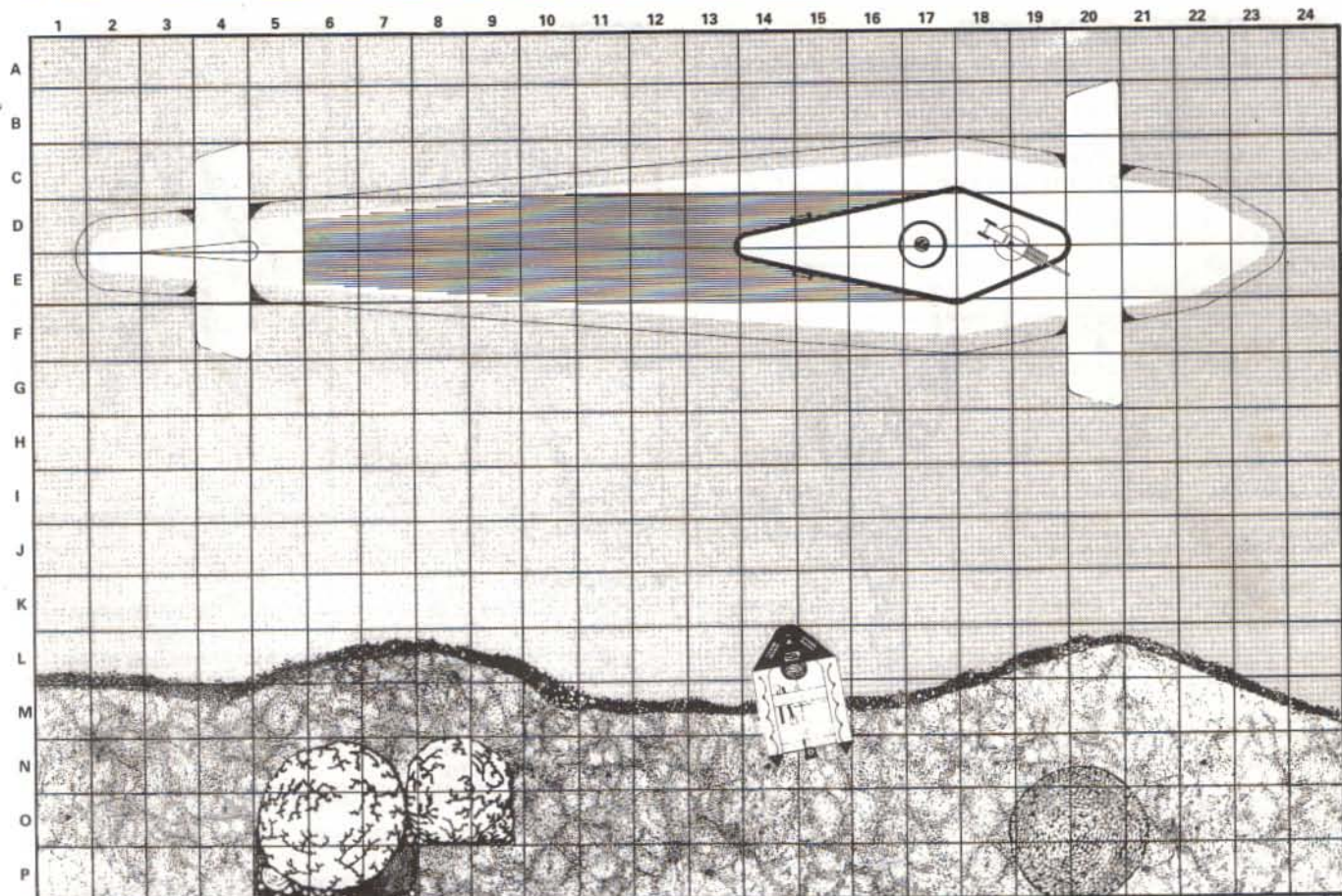
18: MAPS



Map 1 Set up: Python G10; Frostorm H10; Shock Troopers E12,F9,F15,G19,H19,L11. Buildings (left to right) top: printers, bank, boutique, grocers, hairdressers, houses; bottom: house, electricians, offices.

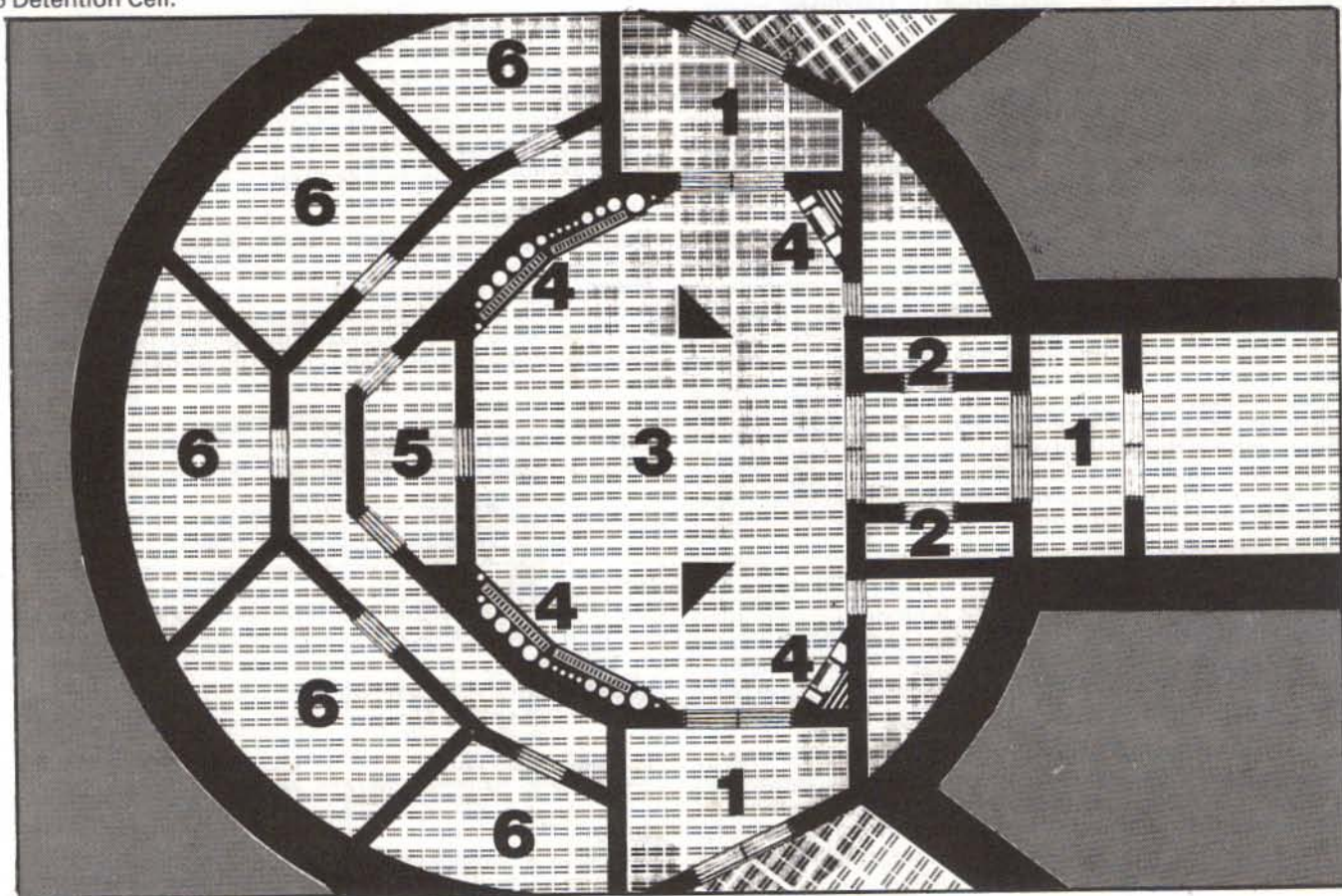
Map 1B Set up: Protector H11. Buildings (l to r) top: photo lab, offices, shoe shop, computer store, games shop, houses; bottom: house, greengrocers, library.





Map 2 Set up: Shock Troopers D18,E18,N16,O20.

Map 3 Key: 1 Airlock; 2 Storage; 3 Central Control Room; 4 Computer/Equipment Bank; 5 Detention Area Entry Room; 6 Detention Cell.



THE PROTAGONISTS

The details contained here are the same as on the NPC File Cards; however, there are no file cards for minor characters and non-superpowered characters such as Jenny Peters and the Shock Troopers. Their statistics are only given here. Each character's motivation and objectives regarding this scenario are detailed in the *Cast List*.

FROSTORM

Alias: Johann Westerhaus

EGO: 12	STRENGTH: 8
DEXTERITY: 11	VIGOUR: 10
Movement: 5m/10m sliding	Dodge Modifier: 0
Damage Modifier: 0	Strike Modifier: 0
Defence Class: 4	Frames per Round: 4
HTK: 35 Divider: /3	HTC: 33 Divider: /2
Recover: 1d6/Hr Hospitalised at: 3	Push-back: 20 Recover: 1d6/Rd Stag: 6 Stun: 3
Usual Attacks: WC 2 Fist/foot 2 Frost Cannon 3	Damage 2d6HTC/1d6-HTK 25d6 over 5 Rounds



Notes

Superpowers

ENERGY ATTACK: Grade 4: Cold with the following gimmicks: Ice Slides; Restraint

ARMOUR: Grade 1

ENERGY IMMUNITY: (To Cold-based attacks)

SKILLS: Grade 1: Ice-Skating

Advantageous Backgrounds

BRILLIANT SCIENTIST - Mechanical (Cryogenics)

Notes

Johann Westerhaus could have had a successful career as a professional ice-skater (his childhood love) or as a highly skilled scientist in the field of Cryogenics. However, his naturally unlawful bent, coupled with a huge chip on his shoulder, led him to design and build himself a Frost Cannon and a special suit of cryogenic armour with which he hoped to chill his way to easy street.

Instead, his life has been one long story of meetings with Superheroes and Supervillains more powerful than himself. After the failure of his own schemes, he has gone from one master criminal to another, hiring himself out as a mercenary. His old self-confidence has long-since evaporated and his primary objective these days is simply to make as much money as he can with the minimum of personal inconvenience, be it a spell in prison or a physical assault by Superheroes. He will fight on as long as there is a chance to make an escape and/or finish the job, but he is the first to surrender and plea-bargain when the situation looks hopeless. Perhaps this is why he is rarely trusted with important information these days.

Ice Slides: For every die expended, he can cover an area of 4 square metres with ice for 1d6 Rounds. Anyone apart from himself moving on the ice must roll 1d20 and score under their Dexterity or fall over, losing 1 Frame and spending another to get up. Frostorm can move on the ice at twice his normal movement.

Restraint: Whenever a target is struck by the ice Energy Attack which does HTK damage, ice forms on it. This acts as a binding inflicting hypothetical damage equal to the total damage done by the attack. However, if someone other than the target wishes to smash the ice, it will have HTK equal to the HTK (only) done by the attack.

MICRON

Alias: Jack Peters

EGO: 8	STRENGTH: 10
DEXTERITY: 11	VIGOUR: 12
Movement: 6m (2m)	Dodge Modifier: +2 (+1)
Damage Modifier: 0	Strike Modifier: 0
Defence Class: 6	Frames per Round: 4
HTK: 40 Divider: -	HTC: 42 Divider: -
Recover: 1d6/Hr Hospitalised at: 4	Push-back: 20 (10) Recover: 1d6/Rnd Stag: 8 Stun: 4
Usual Attacks: WC 2 Fist/foot	Damage 2d6HTC/1d6-6HTK



Notes

Superpowers

SHRINK: (Statistics that vary when Shrunken are bracketed) Refined for: Shrink/Grow in 1 Frame; partial Shrink/Regrow for additional +1 Dodge Modifier; Overthrow SPEED: Grade 1: Only when Shrunken and does not get the Dodge Modifier

LEAPING: Grade 2: Only when Shrunken for 20m leap; Refined Leap & Grow into Combat for the accumulated Damage Bonus for each

MARTIAL ARTS (Pugilism): Grade 1; Sunday Punch battle-cry, 'Yahoo!'

Notes

This retired, middle-aged, ex-Superhero/petty criminal was most active during the early 1960s. With his ability to shrink and re-grow almost instantly, he carved himself a niche as a latter-day Robin Hood, fighting for the rights of the poorer people in the community even if it meant stealing from some of the larger commercial industries.

Overthrow: This refinement has been developed by Micron over the years. When Shrunken, he grabs the sole of his opponent's foot (he may have several attempts as the opponent is unlikely to notice if he misses!). Once he has done so, he immediately does his quick (1 Frame) grow to normal size. This has the same effect as a Judo Throw by a Grade 1 Martial Artist except that it counts as an attack and may be dodged.

JENNY PETERS

Defence Class: 12 Movement: 6m Frames per Round: 2

Notes

Any two hits or one by a superpower individual will knock Jenny out. She is a brave and spunky girl but lacks hand-to-hand combat experience and can do little effective damage in combat.

ELITE SHOCK TROOPERS

Defence Class: 8 Movement: 5m Frames per Round: 2

Usual Attacks:	WC	Damage	Notes
Blaster	1	2d6+3HTC/1d6HTK	Range: 10m
Fist/Foot	1	2d6HTC/1d6-6HTK	

Notes

Any hit by a Superhero using a Superpower, or two hits by any form of attack, will knock an Elite Shock Trooper unconscious.

NORMAL SHOCK TROOPERS

Defence Class: 10 Movement: 5m Frames per Round: 2

Usual Attacks:	WC	Damage	Notes
Heavy Hand-gun	0	1d6+3HTC/2d6+3HTK	30m range
Fist/Foot	0	2d6HTC/1d6-6HTK	

Notes

Any hit by a Superhero using a Superpower, or two hits by any form of attack, will knock a Shock Trooper unconscious.

PYTHON
Alias: *Mai Lee Noh*

EGO: 15	STRENGTH: 25
DEXTERITY: 12	VIGOUR: 9
Movement: <i>5m</i>	Dodge Modifier: <i>+2</i>
Damage Modifier: <i>+10</i>	Strike Modifier: <i>0</i>
Defence Class: <i>5</i>	Frames per Round: <i>4</i>
HTK: Divider: <i>30 /3</i>	HTC: Divider: <i>32 /1</i>
Recover: 1d6/Hr Hospitalised at: 3	Push-back: 20 (25) Recover: 1d6/Rd Stag: 6 Stun: 3



Usual Attacks: WC Damage Notes
Fist/foot 3 2d6+6HTC/1d6HTK (+10) oc2d6+3HTK/1d6HTC (+10) Foe's Response -1
Grapple 3 As for fist/foot Foe's Response -1

Superpowers

MARTIAL ARTS (Oriental): Grade 3: Python-style - as Grade 2 in all respects (including Judo Throw) but with the following gimmicks: Grapple, Autoparry, Judo Throw

STRENGTH: Grade 1

REACTIONS

Notes

This cool, collected superpowered mercenary is skilled in the unusual python-style of Kung Fu in which the opponent is grabbed and crushed into submission. In an attempt to become Grand Master of the Python, she paid a scientist to develop a serum to bestow on her the abilities of a python. It was partially successful, granting her great strength, fast reactions and a scaly skin, but she was still defeated by the Grand Master and forced to flee China in disgrace. She has since made a small fortune hiring her skills to the highest bidder and has built up a formidable reputation. She will do anything to keep that reputation intact.

She is a cold, callous and calculating crook who only gives up if the defeat can somehow be turned into a moral victory.

Grapple: Mai Lee's *grapple* is a speciality of her *Martial Arts* style and it does damage as a Two-Handed attack and inflicts both real and hypothetical damage simultaneously. Usually she will use it against Superpowered opponents, and simply attack non-superpowered opponents by fist/foot.

Autoparry: If Mai Lee has *grappled* an opponent and is attacked by a ranged attack (including *Energy Attacks*), she can and will use her victim as an Autoparry. The victim will take three-quarters of the damage, Python taking the remainder.

OVERLORD
Alias: *Klaus Steinbeck*

EGO: 14	STRENGTH: 8 (28)
DEXTERITY: 10	VIGOUR: 8
Movement: <i>4m/15m</i>	Dodge Modifier: <i>Cannot Dodge</i>
Damage Modifier: <i>(+13)</i>	Strike Modifier: <i>0</i>
Defence Class: <i>2</i>	Frames per Round: <i>4</i>
HTK: Divider: <i>30 /5</i>	HTC: Divider: <i>28 /5</i>
Recover: 1d6/Hr Hospitalised at: 3	Push-back: 20 (25) Recover: 1d6/Rd Stag: 5 Stun: 2



Usual Attacks: WC Damage Notes
Fist 2 2d6HTC/1d6-6HTK (+13) +1d6 damage as Stunner
Energy Attack 3 23d6 over 5 Rounds Strikes at +1

Superpowers

ENERGY ATTACK: Grade 2: Vibration: built into Armour

ARMOUR: Grade 3

FLIGHT: Grade 1: built into Armour

FORCE FIELD: Grade 1: 10HTK General Force Barrier: built into Armour

STRENGTH: Grade 1: built into Armour

CYBERNETICS: Grade 13: Hologram Projector (Grade 2);

Power Boosters: Tracking Scanner (+1 to *Energy Attack* strike), Stun Gauntlets (+1d6HTC to fist attacks as *Stunner*);

Power Simulators: Heightened Senses - X-ray Scanner (see through objects within 100m) and Radar, Health Grade 2

- Environmental Survival Suit (in vacuum and underwater), Sidekick (and Cybernetic Controller) Grade 5 - radio transmitter (controls Quagmire); all built into Armour

Advantageous Backgrounds

BRILLIANT SCIENTIST (All Fields); **RICH - INDUSTRIALIST**;

CONTACTS - CRIMINAL; **POSITION OF POWER** (Underworld Boss)

Notes

This master criminal is just another brilliant man whose overdeveloped mind has slipped from the field of science, in which he had built a sizable reputation, and into megalomania. Seeking power and, eventually, world domination, he is currently building an Empire of Crime powerful enough to topple governments. His brilliant but devious mind has gained him a powerful position in the underworld, and several suitably planned crimes have brought him immense wealth. He designed and built his armour with enough equipment to give him the power to crush anything or anyone in his way.

QUAGMIRE
Alias: *None*

EGO: Not Applicable	STRENGTH: 30
DEXTERITY: 5	VIGOUR: 15
Movement: <i>6m</i>	Dodge Modifier: <i>Cannot Dodge</i>
Damage Modifier: <i>+15</i>	Strike Modifier: <i>-1</i>
Defence Class: <i>3 (struck as DC12)</i>	Frames per Round: <i>4</i>
HTK: Divider: <i>50 /5</i>	HTC: Divider: <i>Not Applicable</i>
Recover: 1d6/Hr Hospitalised: Never	Push-back: Never Recover: - Stag: - Stun: -



Usual Attacks: WC Damage Notes
Fist 2 2d6HTC/1d6-6HTK (+15)

Superpowers

TOUGH SKIN: Grade 2 but *struck* as DC12

STRENGTH: Grade 1

SHAPECHANGE: Literally anything of roughly human size, but no change of texture

Notes

Whether this walking humanoid heap of rotting muck and slime was once human before Overlord's sick experimentation brought it to its current state is not known. What is known is that it is strong, almost invulnerable and can incorporate its form to fit through the smallest hole or crack. It is controlled by Overlord by a sequence of cybernetic signals which only he understands. It has become the arch-criminal's killer and most feared associate. It has no feelings, thoughts or objectives of its own, except for the most rudimentary.

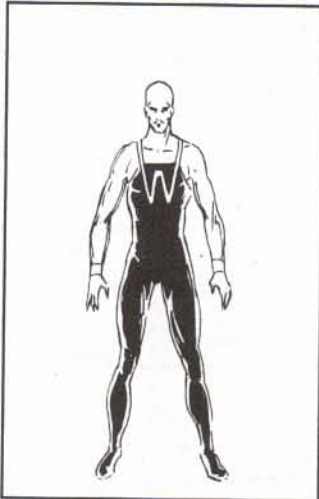
The creature ceases to function if Overlord's signals to it are stopped or jammed. This can be done by incapacitating its master or by sending out signals on the same frequency.

Quagmire is *never* Pushed Back. Such blows (or attackers) simply pass through its miry body.

WORM

Alias: *Frankie Castinetti*

EGO: 8	STRENGTH: 14
DEXTERITY: 17	VIGOUR: 12
Movement: 7m	Dodge Modifier: +2
Damage Modifier: 0	Strike Modifier: +2
Defence Class: 6	Frames per Round: 4
HTK: 40 Divider: -	HTK: 42 Divider: -
Recover: 1d6/Hr Hospitalised at: 4	Push-back: 20 Recover: 1d6/Rnd Stag: 8 Stun: 4



Usual Attacks: WC Fist/foot	Damage 2 2d6HTC/1d6-6HTK	Notes + 1d6HTC acid damage if hits bare flesh
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Superpowers

STRETCH: Grade 1 (cannot extend, but can deform body to fit into small pipes and through tiny apertures)
PRECISION: Grade 1 (applies to fist attack)
HEALTH: Grade 1: Abnormal Sweat: secretes a slightly acidic lubricant which makes it impossible to *grab* him by any normal means and does 1d6HTC to anyone whose bare flesh comes into contact with him either when *striking* or being *struck* by him.
SKILLS: Grade 3: Escapology; Locksmith; Burglary - can break into any building and avoid or nullify any alarm system

Notes

This slimy human is believed to be a mutant. His ability to squeeze through small pipes and holes makes him useful to more powerful Supervillains for information gathering jobs and minor burglaries.

Despite his snivelling and sycophantic manner, Worm can be an extremely tricky and dangerous opponent who has been the downfall of more than one overconfident Superhero. His aims in life are to live a comfortable, easy and successful life as the right-hand crony of some powerful Supervillain.

THE HORROR

EGO: 20	STRENGTH: Not Applicable
DEXTERITY: 16	VIGOUR: 20
Movement: 6m	Dodge Modifier: Cannot Dodge
Damage Modifier: 0	Strike Modifier: +1
Defence Class: 6 vs Energy Attacks	Frames per Round: 4
HTK: 75 Divider: -	HTK: 75 Divider: -
Recover: 1d6+1/Hr Hospitalised: Never	Push-back: Never Recover: 1d6+1/Rd Stag: 15 Stun: 7



Usual Attacks: WC Energy Attack	Damage 4 20d6 per Round	Notes -3 to both target's Damage Dividers
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Superpowers

INTANGIBILITY: Permanently on; takes no damage from any physical attack except for water-based attacks which do five times normal damage
ENERGY IMMUNITY: Any with a temperature component
ENERGY ATTACK: Grade 15 Fire
FIELD MANIPULATION: Temperature - Heat permanently on, affects everything within 2 metres
FIELD MANIPULATION: Emotion: On first and subsequent encounters, viewers automatically suffer a *fear* Mental Attack which may be *resisted*. The Horror rolls 2d6 and adds its Ego, victims roll 1d20 plus their Ego. If the Mental Attack succeeds, the viewer will flee in terror. Once a viewer resists the terror, they need never check again.

Notes

The Horror is an Elemental Being from before the dawn of the present Universe. The only thing it fears is one freak state of matter: water! It has terrorised entire civilisations, but now, having been trapped for years beneath tons of the one thing that can destroy it, it has dwindled far below its normal self. At the height of its powers, it would have had more Frames per Round, a lower DC, more HTK, more dice in its *Energy Attack* and a range of powers undreamed of by mortal man. It is a singularly deadly and dangerous enemy.

PROTECTOR

Alias: *Jeff Anderson*

EGO: 14	STRENGTH: 40
DEXTERITY: 11	VIGOUR: 14
Movement: 6m/20m	Dodge Modifier: Cannot Dodge
Damage Modifier: +25	Strike Modifier: 0
Defence Class: 3	Frames per Round: 4
HTK: 42 Divider: /5	HTK: 45 Divider: /5
Recover: 1d6/Act. Hospitalised at: 4	Push-back: 20 (30) Recover: 1d6/Act. Stag: 9 Stun: 4



Usual Attacks: WC Fist/foot	Damage 2 2d6HTC/1d6-6HTK (+25)	Notes
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Superpowers

TOUGH SKIN: Grade 2
STRENGTH: Grade 2
FLIGHT: Grade 2
HEALTH: Grade 2: Fast Recovery, Regeneration

Advantageous Backgrounds

BRILLIANT SCIENTIST - Chemical (Biophysics)

Notes

This brilliant scientist experimented on his own body to make himself superstrong and invulnerable. His experiments succeeded far beyond his wildest dreams and he was able to tap into the powers that all people possess without realising it and gained enormous power. Unfortunately, he was unable to repeat the results with other people, creating instead twisted and mutated creatures who proved to be among the EAGLES' most difficult opponents.

The guilt of his failures has lived with him throughout his life and he has always striven to make up for them in any way he can.

ADDITIONAL CHARACTERS

For various reasons, you may wish to refer to or add extra characters to the scenarios. Some suggestions are provided below.

Villains

If you feel that you need to toughen up the scenario for your heroes, or that you wish to substitute another Supervillain for one of those given in the adventure, this list of suggested Supervillains from the *Supervisors Book* may prove useful.



POWERHOUSE

Powerhouse could have two uses in the adventure.

First, off-stage, he can supply Overlord with superior Shock Troopers (3 Frames; WC2; 20HTK/20HTC).

Secondly, on-stage, he would act as second-in-command, leading the attack to capture Protector, as well as supplying some hyped-up troopers.

STOCKADE

This villain would be willing to act as a temporary partner to Overlord (though there would be mutual distrust).

Probably the toughest way of running the scenario (for a large number of high-powered heroes) would be for Stockade to supply Overlord and his goons with 'cloaking' devices.



OUTCAST

She could have been found and adopted by Overlord who treats her as a daughter.

She would be in the base as Overlord (and Worm who has become fond of her) will not let her out of his sight.

JET

Jet might help with the kidnap but wouldn't be caught dead underwater.

He would be hired as a last resort because of his tendency to turn even the simplest of jobs into a three-ringed circus.



DISCORD

Python and Frostorm may have orders to find and recruit Discord if their attempt to grab Protector fails. His sound-based attack might be useful in forcing the jammed door.

QUARREL

In return for the promise of some special crossbow bolts, he would willingly work for Overlord. However, he would not be sent out to work with Python since his scruples and her lack of them would lead to friction.

If he is included in the scenario, Overlord will already have supplied him with some special crossbow bolts such as Gas, Stun (damage as Two-Handed Concussive weapon), Armour-Piercing, etc.



The EAGLES

To help answer those players who ask awkward questions during play, it is best to have some idea of the original members of the EAGLES. For those of you who don't wish to design them specially for your Campaign world, some recommended members of that stalwart Superteam are detailed below along with outline notes on what part they might have played in the organisation and what sort of powers they had.

JOHN BULL

The original British Super-soldier who was active in both World Wars. By the time of his induction into the EAGLES, he was semi-retired but still acted as team leader and primary strategist. *Died of old age*

PROTECTOR

This idealistic biologist developed his body's latent abilities. Eventually, he rose to second-in-command of the team and became the in-the-field commander and tactician.

TRIPLEX

To the world, this strange Superhero had weird powers of replication and/or teleportation, but was in fact identical triplets with a strange form of telepathy between them. This was one of the EAGLES best kept secrets. Triplex was slain by the Horror, and the body still lies in the Research Dome.

HOWITZER

Unofficially nicknamed 'Big Bertha' by her adoring public, this Superheroine was the armoured Amazon of World War II. She was an experienced and tough heroine slightly past her prime at the time of the EAGLES. She was killed in the battle with the Horror and her remains can be found in the Research Dome.

PLASMA

This hero was the inventor of the first practical fusion reactor. A humanoid mass of energetic particles kept in shape by willpower alone, he could fly at high-speed and had a powerful series of energy effects at his command.

HEX

This young but unnaturally composed girl was possibly the last of a long line of British witches. She had total command over strange forces that the rest of the EAGLES treated with some trepidation.

OTHER MEMBERS

The above six formed the core of an ever-changing team. Some of the other occasional members were: Leprechaun; Multi-max; Claymore; Micron; Excalibur; and Bandit the Wonderdog.



LEGACY OF EAGLES IS A SCENARIO DESIGNED FOR *GOLDEN HEROES*

THE ROLE-PLAYING GAME OF SUPER-HEROES.

YOU CANNOT PLAY THIS ADVENTURE WITHOUT THE RULES FOR THAT GAME



DATELINE: 1965
A STRANGE METEOR
PLUNGING TO EARTH
SIGNALS THE END FOR
A LEGENDARY TEAM
OF SUPERHEROES...



TWENTY YEARS ON;
THEIR SECRETS ARE IN
DANGER OF BEING UN-
EARTHED BY AN ARCH-
VILLAIN - CAN THE
GOLDEN HEROES FOIL HIS
PLANS? WILL THEY INHERIT...



**AND STILL THE
ONLY KNOWN
SURVIVOR OF
THE TEAM
WON'T TALK...**



The Legacy of Eagles?

ABOUT THIS SCENARIO PACK

This exciting game scenario is specially prepared for beginners to **Golden Heroes**, the role-playing game of Super-heroes.

It is designed to establish your players as a Super-hero team and possibly provide them with their own secret HQ.

This pack contains: the fully illustrated **Adventure Booklet** with complete plot details; 27 full-colour, stand-up **Cardboard Characters** of all non-player characters; 8 full-colour **File Cards** detailing all villains and non-player Super-heroes; and two A2, double-sided, colour **Play Sheets** of all the battle areas, to the same scale (25mm) as the cardboard characters.

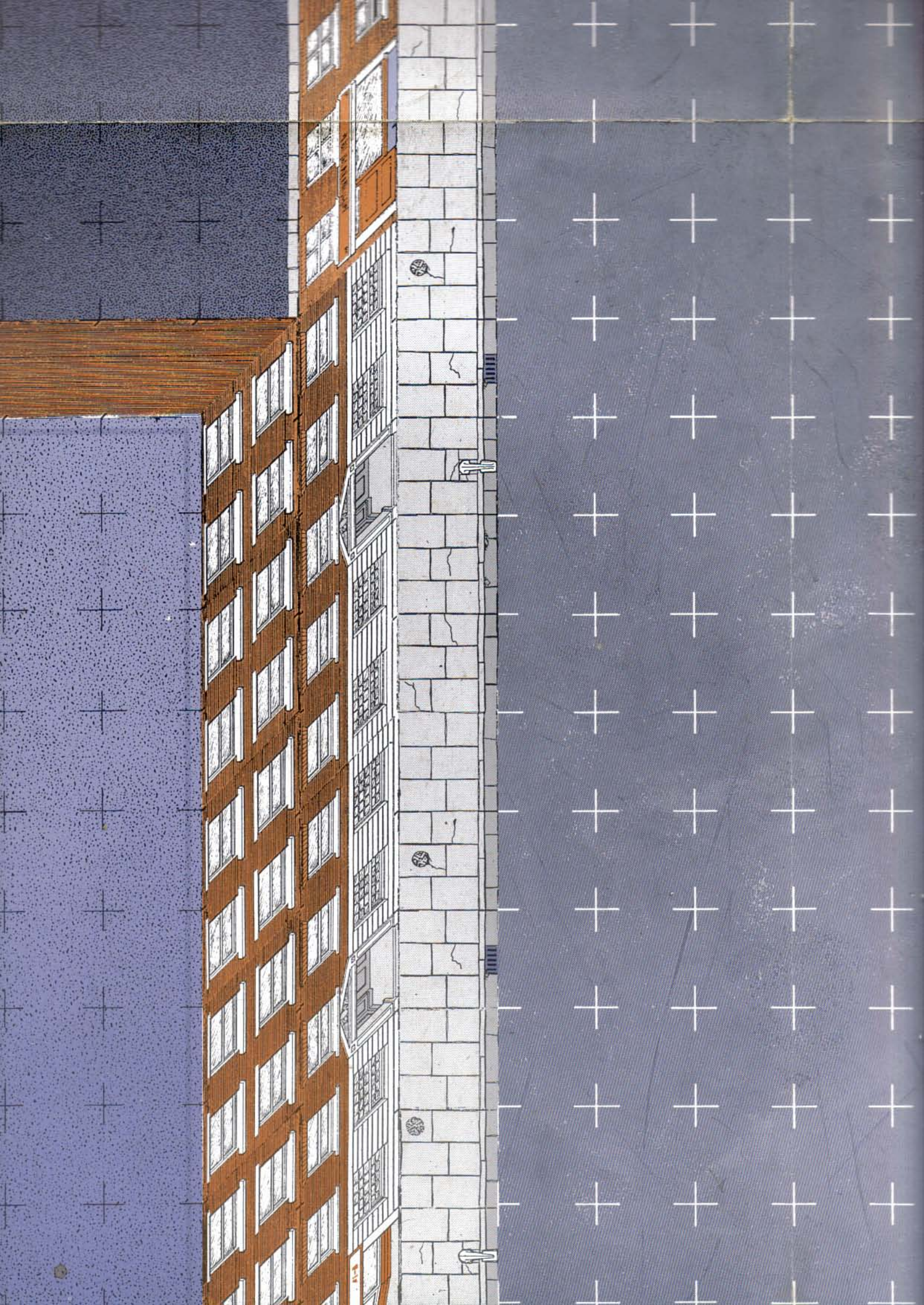


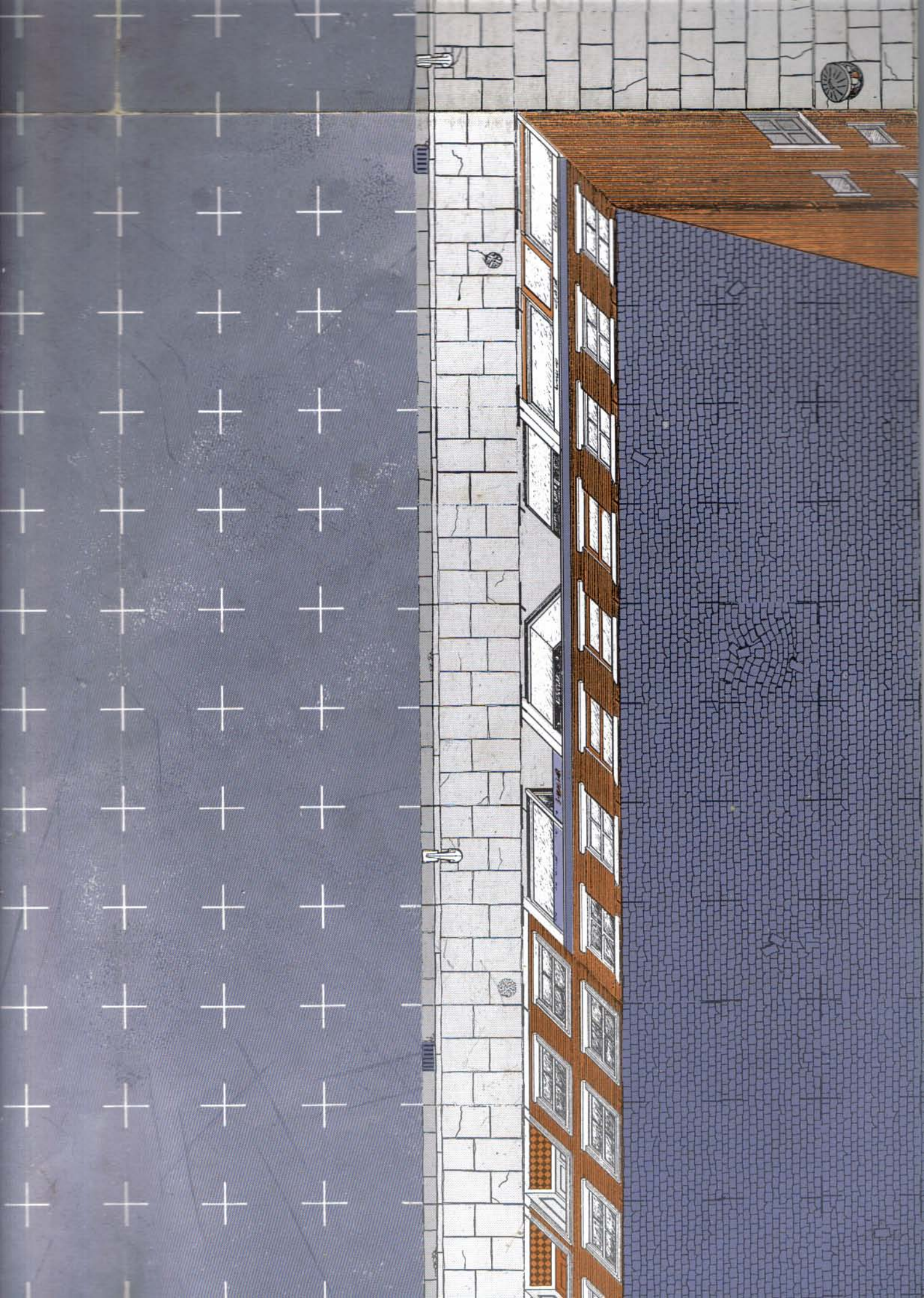
WRITTEN BY
SIMON BURLEY

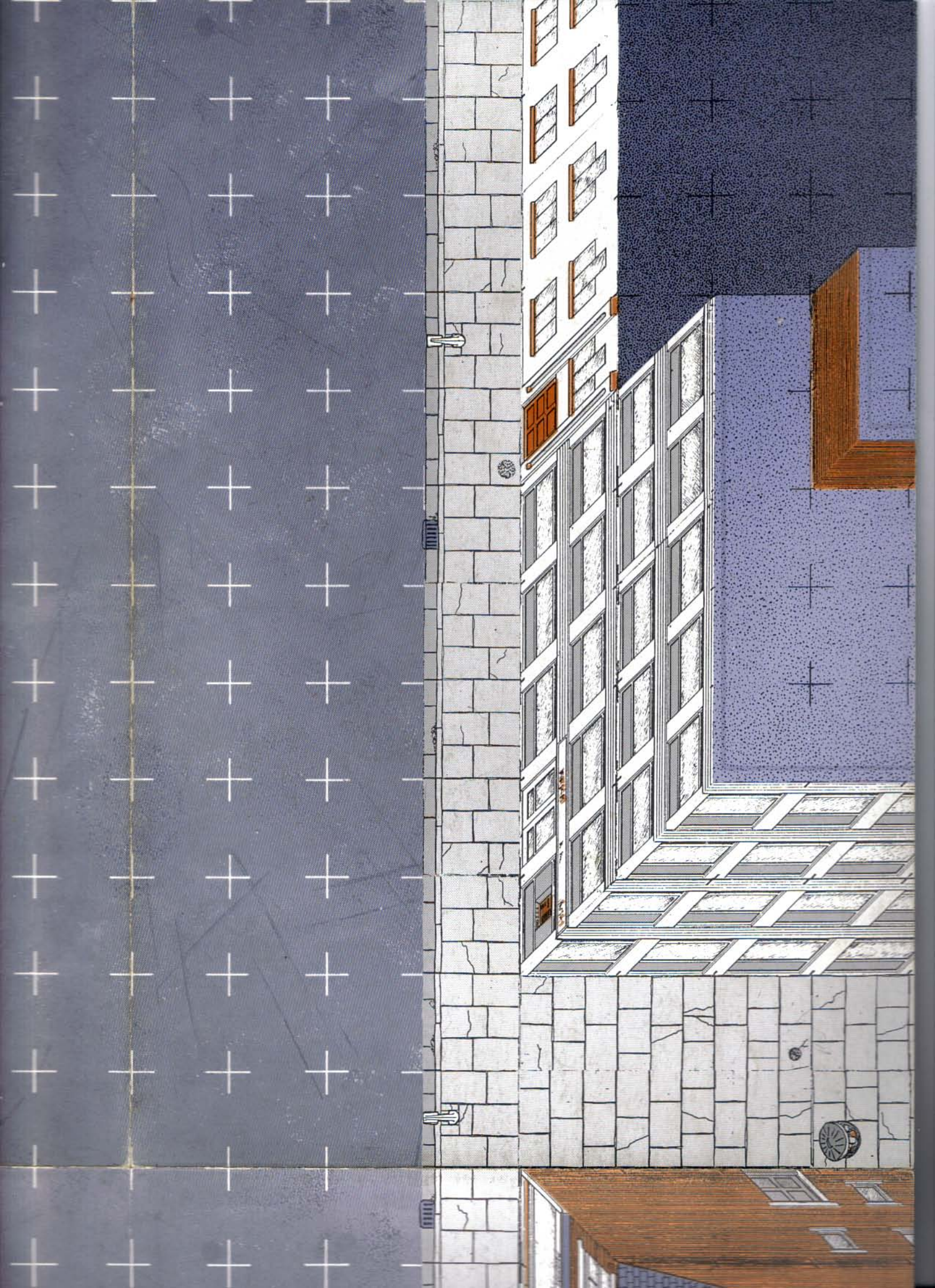


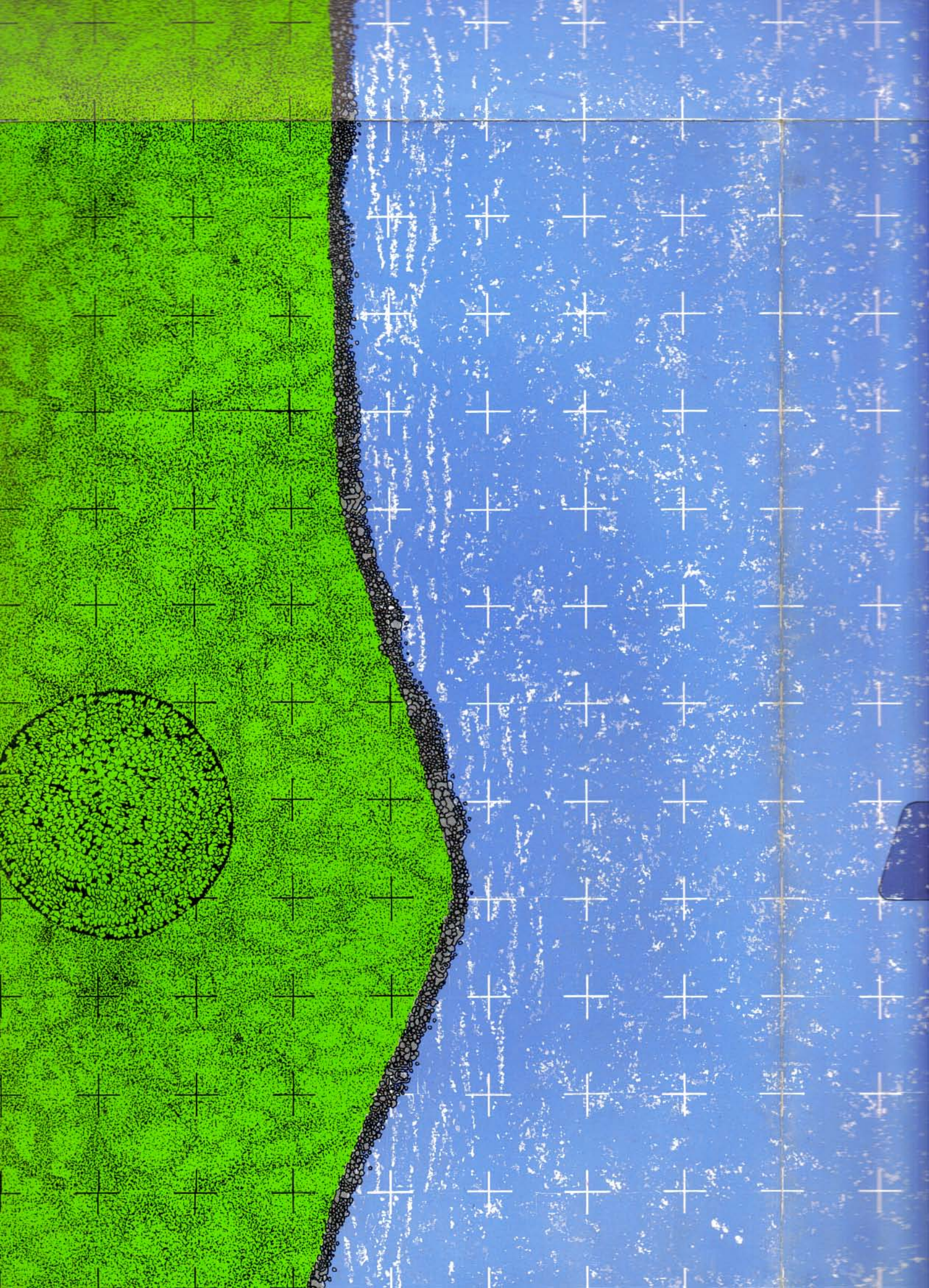
GAMES WORKSHOP

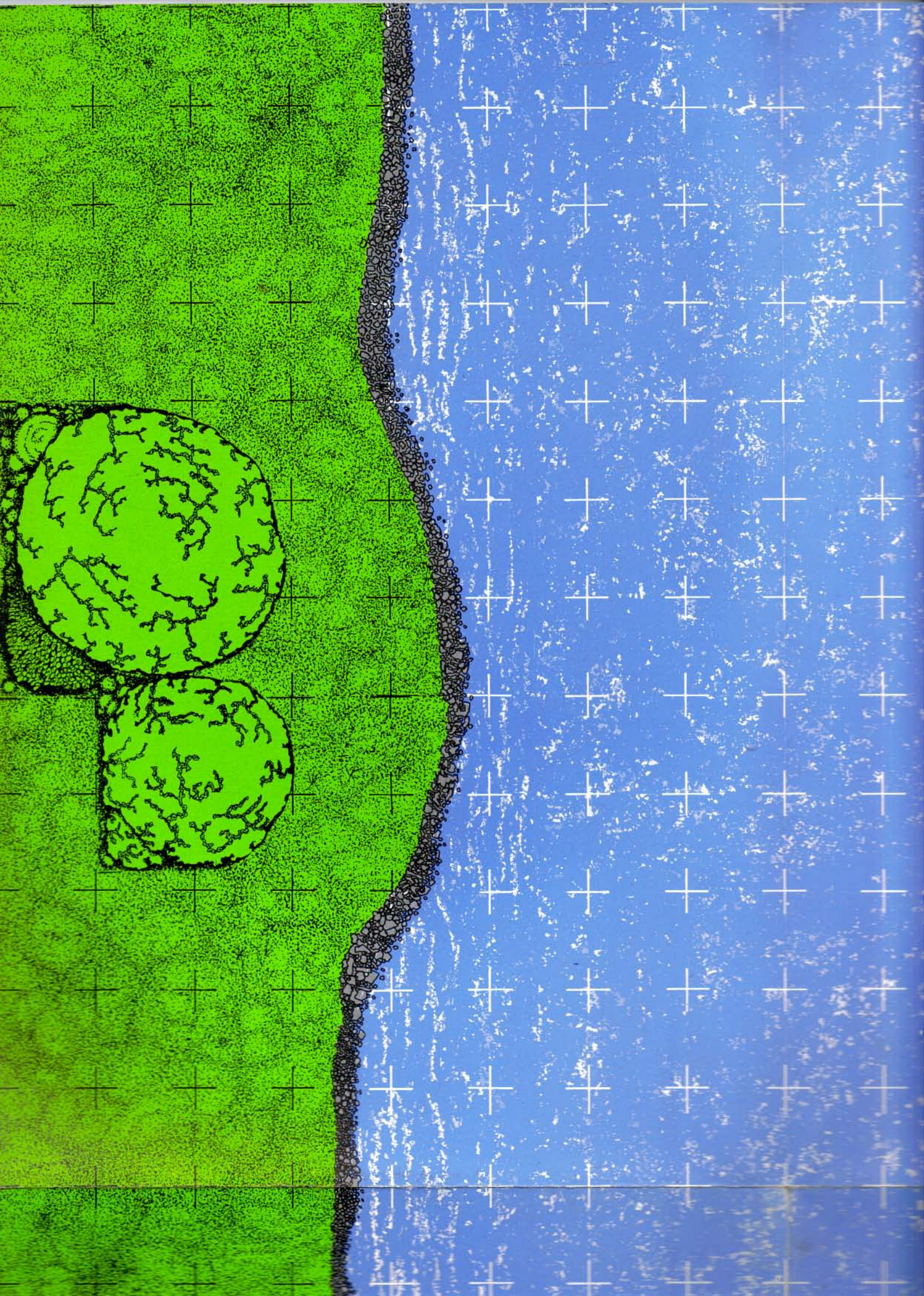


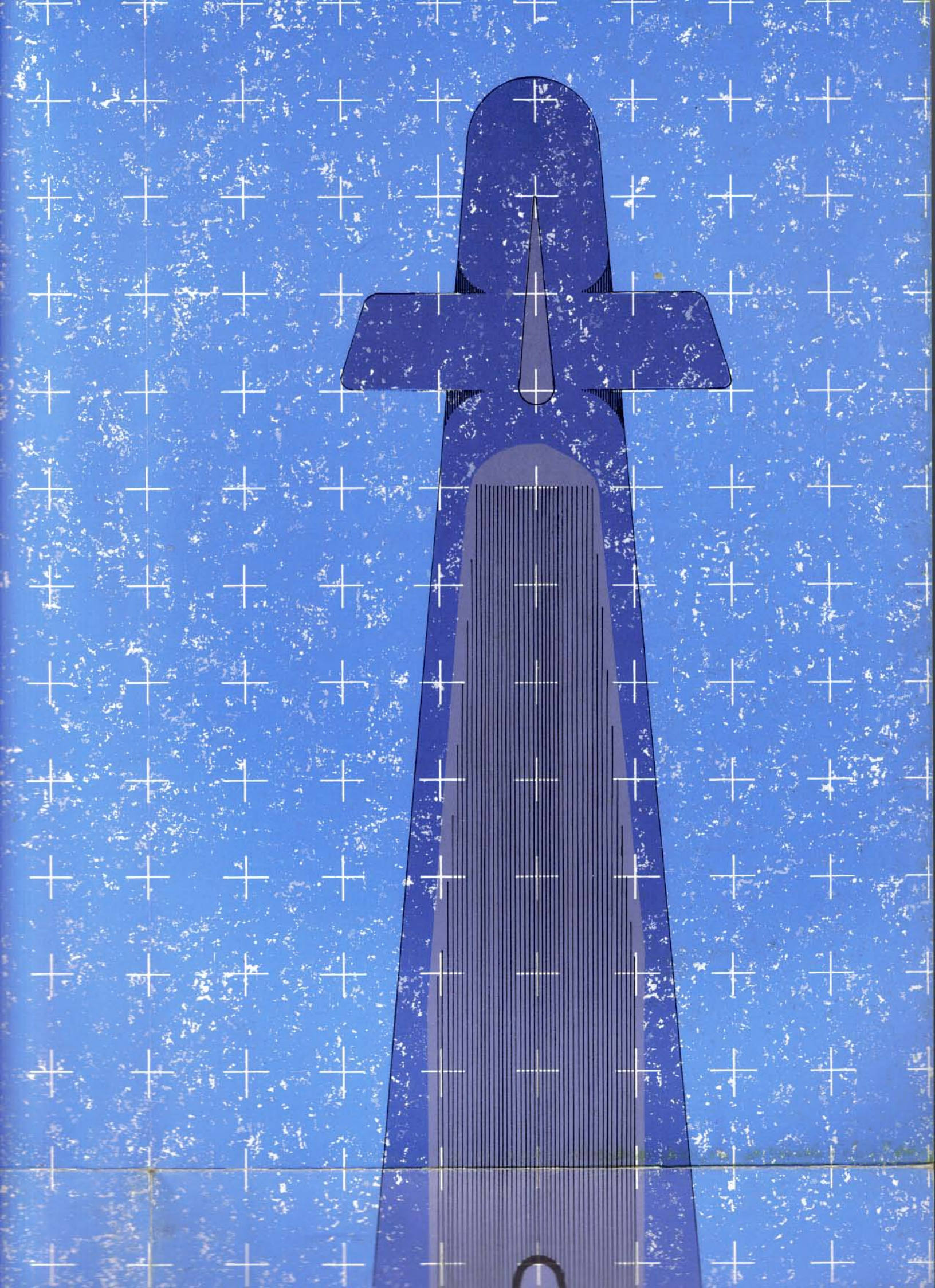


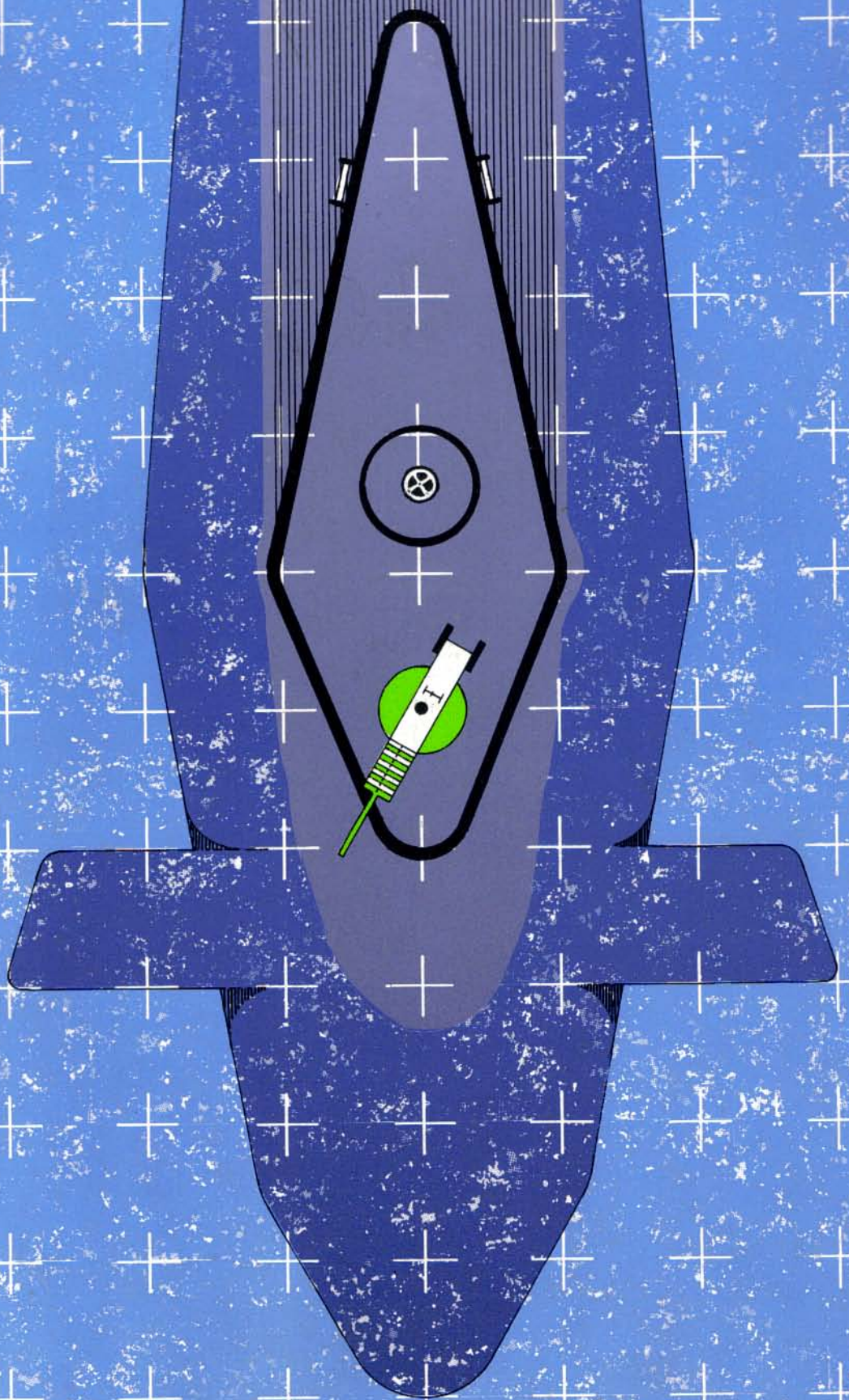


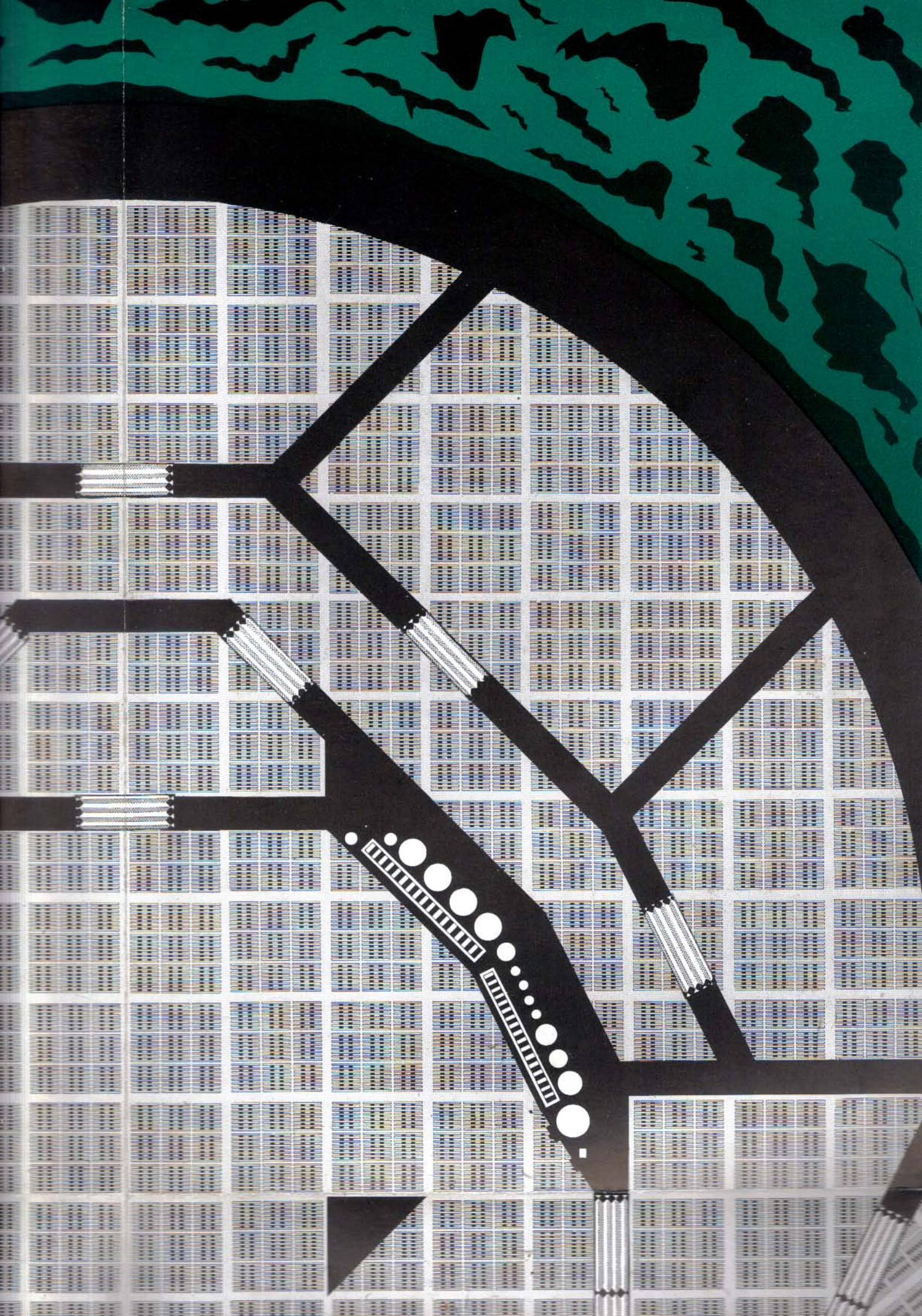




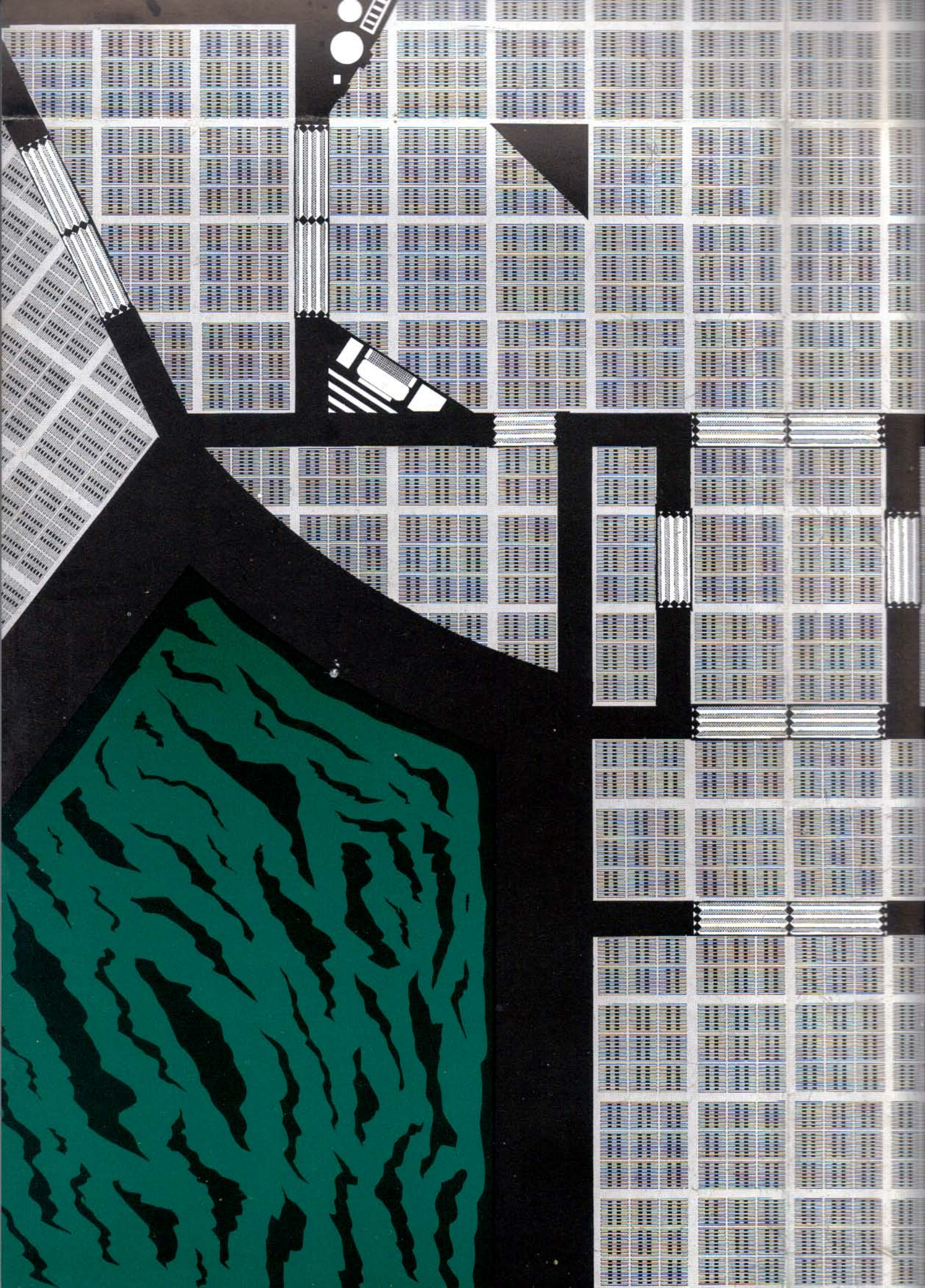


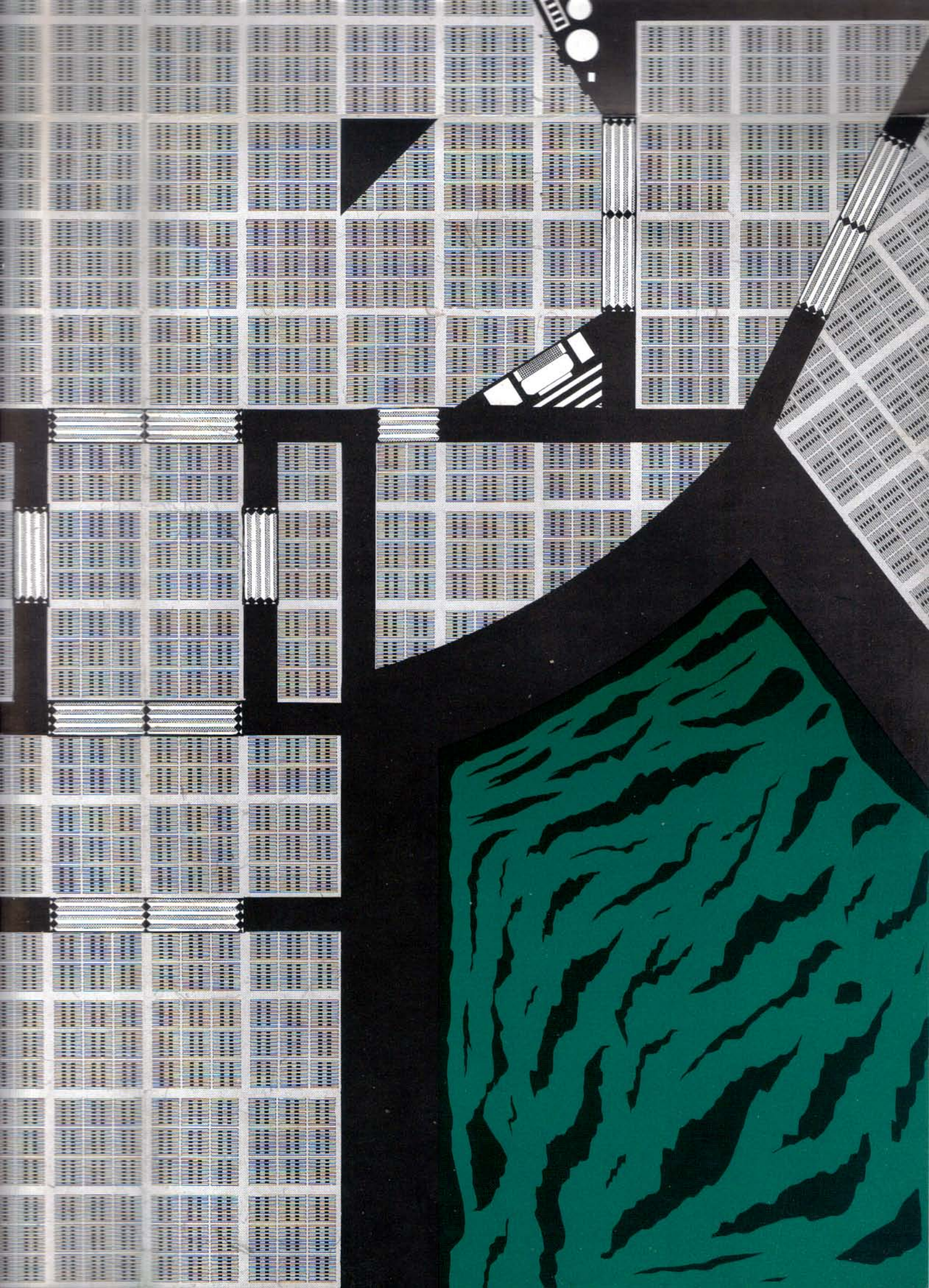


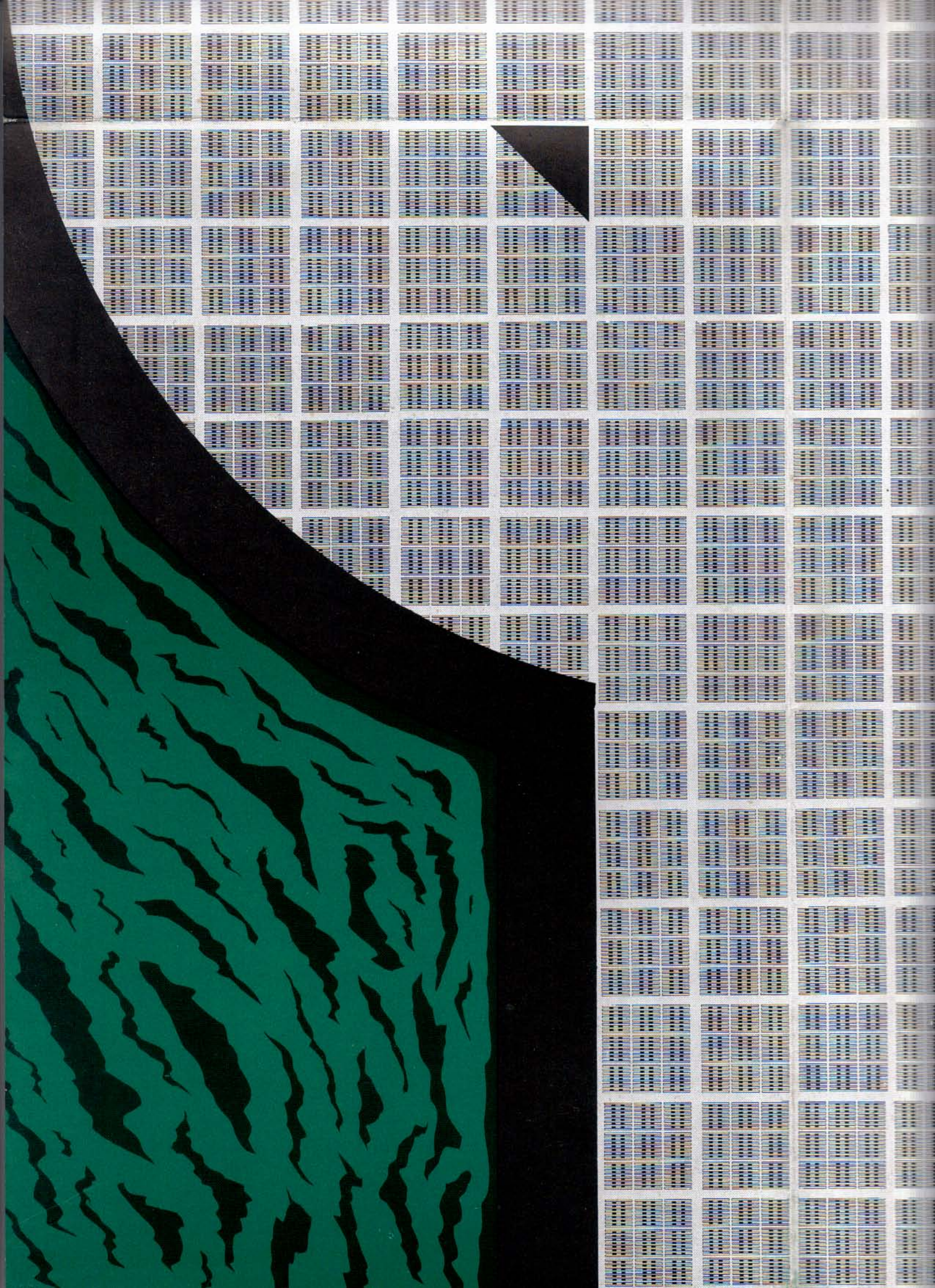


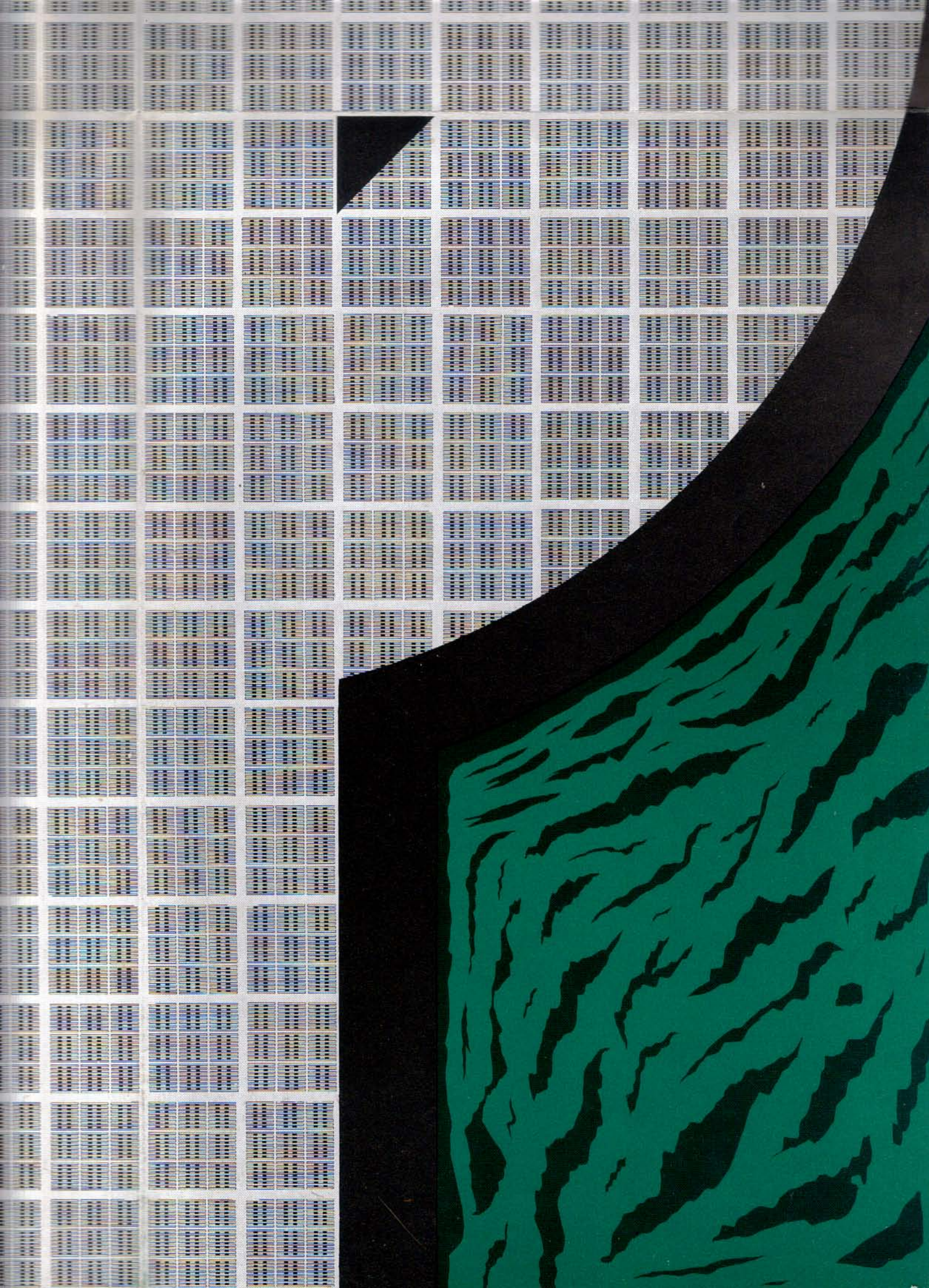


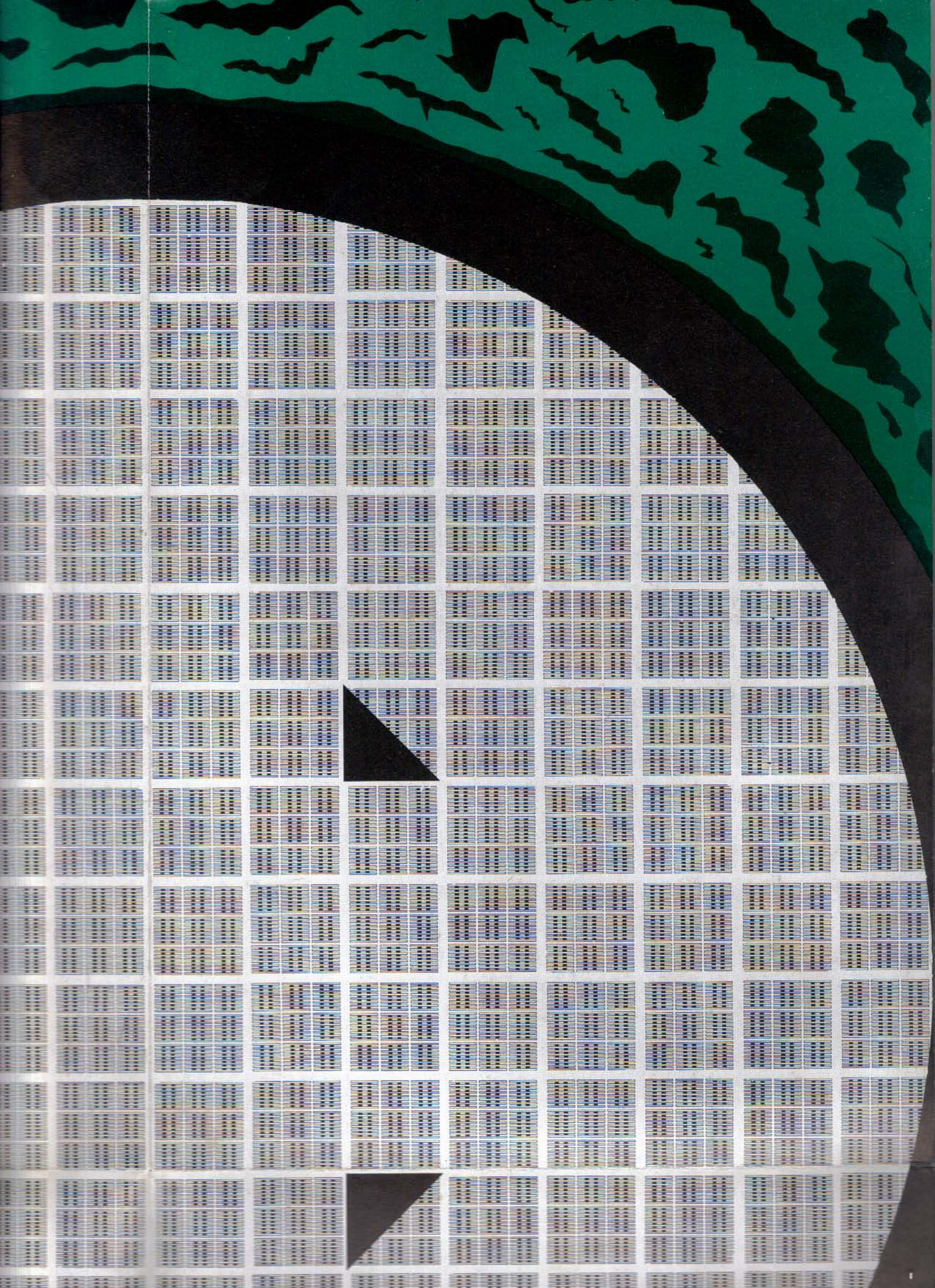


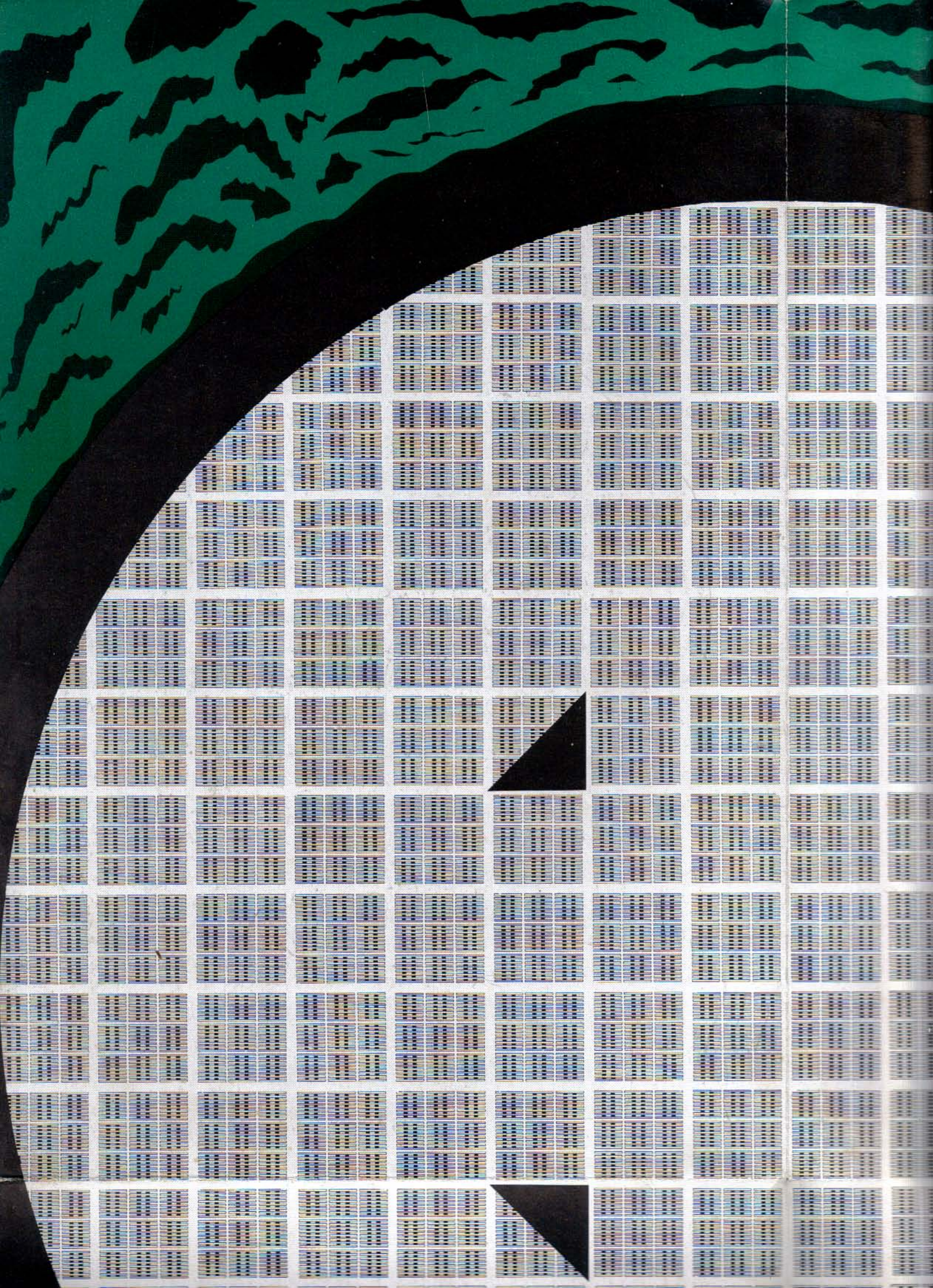












FROSTORM

Alias: Johann Westerhaus

EGO: 12	STR: 8	DEX: 11	VIG: 10
Movement: 5m/10m sliding		Dodge Modifier: 0	
Damage Modifier: 0		Strike Modifier: 0	
Defence Class: 4		Frames per Round: 4	
HTK: 35	Divider: /3	HTC: 33	Divider: /2
Recover: 1d6/Hr Hospitalised at: 3		Push-back: 20 Recover: 1d6/Rd Stag: 6 Stun: 3	



Notes

Usual Attacks: WC Damage
Fist/foot 2 2d6HTC 1d6-6HTK
Frost Cannon 3 25d6 over 5 Rounds

THE HORROR

EGO: 20	STR: N/A	DEX: 16	VIG: 20
Movement: 6m		Dodge Modifier: Cannot Dodge	
Damage Modifier: 0		Strike Modifier: +1	
Defence Class: 6 vs Energy Attacks		Frames per Round: 4	
HTK: 75	Divider: -	HTC: 75	Divider: -
Recover: 1d6+1/Hr Hospitalised: Never		Push-back: Never Recover: 1d6+1/Rd Stag: 15 Stun: 7	



Usual Attacks: WC Damage Notes
Energy Attack 4 20d6 per Round -3 to both target's Damage Dividers

MICRON

Alias: Jack Peters

EGO: 8	STR: 10	DEX: 11	VIG: 12
Movement: 6m (2m)		Dodge Modifier: +2 (+1)	
Damage Modifier: 0		Strike Modifier: 0	
Defence Class: 6		Frames per Round: 4	
HTK: 40	Divider: -	HTC: 42	Divider: -
Recover: 1d6/Hr Hospitalised at: 4		Push-back: 20 (10) Recover: 1d6/Rd Stag: 8 Stun: 4	



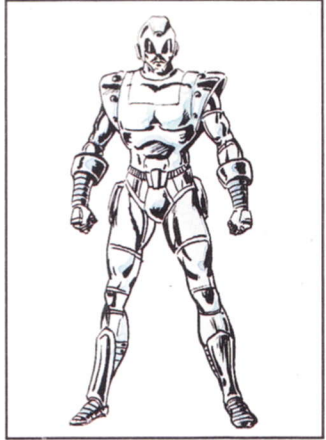
Notes

Usual Attacks: WC Damage
Fist/foot 3 2d6HTC 1d6-6HTK

OVERLORD

Alias: Klaus Steinbeck

EGO: 14	STR: 8 (28)	DEX: 10	VIG: 8
Movement: 4m/15m		Dodge Modifier: Cannot Dodge	
Damage Modifier: (+13)		Strike Modifier: 0	
Defence Class: 2		Frames per Round: 4	
HTK: 30	Divider: /5	HTC: 28	Divider: /5
Recover: 1d6/Hr Hospitalised at: 3		Push-back: 20 (25) Recover: 1d6/Rd Stag: 5 Stun: 2	



Notes

Usual Attacks: WC Damage Notes
Fist 2 2d6HTC/1d6-6HTK (+13)
Energy Attack 3 23d6 over 5 Rounds +1d6 damage as Stunner
 Strikes at +1

PROTECTOR

Alias: Jeff Anderson

EGO: 14	STR: 40	DEX: 11	VIG: 14
Movement: 6m/20m		Dodge Modifier: Cannot Dodge	
Damage Modifier: +25		Strike Modifier: 0	
Defence Class: 3		Frames per Round: 4	
HTK: 42	Divider: /5	HTC: 45	Divider: /5
Recover: 1d6/Action Hospitalised at: 4		Push-back: 20 (30) Recover: 1d6/Action Stag: 9 Stun: 4	



Notes

Usual Attacks: WC Damage
Fist/foot 2 2d6HTC 1d6-HTK (+25)

PYTHON

Alias: Mai Lee Noh

EGO: 15	STR: 25	DEX: 12	VIG: 9
Movement: 5m		Dodge Modifier: +2	
Damage Modifier: +10		Strike Modifier: 0	
Defence Class: 5		Frames per Round: 4	
HTK: 30	Divider: /3	HTC: 32	Divider: /1
Recover: 1d6/Hr Hospitalised at: 3		Push-back: 20 (25) Recover: 1d6/Rd Stag: 6 Stun: 3	



Notes

Usual Attacks: WC Damage Notes
Fist/foot 3 2d6+6HTC 1d6HTK (+10) or 2d6+3HTK 1d6HTC (+10)
Grapple 3 As for fist/foot
Foe's Response -1
Foe's Response -1

QUAGMIRE

Alias: None

EGO: N/A	STR: 30	DEX: 5	VIG: 15
Movement: 6m		Dodge Modifier: Cannot Dodge	
Damage Modifier: +15		Strike Modifier: -1	
Defence Class: 3 (struck as DC12)		Frames per Round: 4	
HTK: 50	Divider: /5	HTC: Not Applicable	
Recover: 1d6/Hr Hospitalised: Never		Push-back: Never Recover: - Stag: - Stun: -	



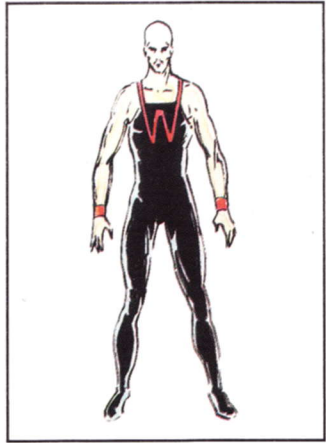
Notes

Usual Attacks: WC Damage
Fist/foot 2 2d6HTC 1d6-6HTK (+15)

WORM

Alias: Frankie Castinetti

EGO: 8	STR: 14	DEX: 17	VIG: 12
Movement: 7m		Dodge Modifier: +2	
Damage Modifier: 0		Strike Modifier: +2	
Defence Class: 6		Frames per Round: 4	
HTK: 40	Divider: -	HTC: 42	Divider: -
Recover: 1d6/Hr Hospitalised at: 4		Push-back: 20 Recover: 1d6/Rd Stag: 8 Stun: 4	



Notes

Usual Attacks: WC Damage Notes
Fist/foot 2 2d6HTC 1d6-6HTK +1d6HTC acid damage if it hits bare flesh

Superpowers
ARMOUR: Grade 1
ENERGY IMMUNITY: (To Cold-based attacks)
SKILLS: Grade 1: Ice-Skating

Advantageous Backgrounds
BRILLIANT SCIENTIST - Mechanical (Cryogenics)

Notes
Johann Westerhaus could have been a successful professional ice-skater (his childhood love) or a highly skilled cryogenic scientist but his naturally unlawful bent and a huge chip on his shoulder led him to design and build a Frost Cannon and a suit of cryogenic armour with which he hoped to chill his way to easy street. However, after a string of defeats at the hands of Superheroes and Supervillains more powerful than himself, he has drifted from one master criminal to another as a mercenary. His old self-confidence is long gone, and his main aim these days is to make as much money as he can with the minimum of personal inconvenience, be it a spell in prison or assault by Superheroes. He will fight on as long as there is a chance to escape and/or finish the job, but he is the first to surrender and plea-bargain if the situation looks lost. Perhaps this is why he is rarely trusted with important information these days.

Ice Slides: For every die expended, he can cover an area of 4 square metres with ice for 1d6 Rounds. Anyone apart from himself moving on the ice must roll 1d20 and score under their Dexterity or fall over, losing 1 Frame and spending another to get up. Frostorm can slide on the ice at twice his normal movement.

Restraint: Whenever a target is struck by an ice Energy Attack which does HTK damage, ice forms on it and acts as a binding inflicting hypothetical damage equal to the total damage done by the attack. However, if someone other than the target wishes to smash the ice, it will have HTK equal to the HTK (only) done by the attack.

Supervisors Notes

CYBERNETICS: Grade 4 Power Simulator:
Frost Cannon for Cold Energy Attack with the following gimmicks: Ice Slides; Restraint

Superpowers
SHRINK: (Statistics that vary when Shrunk are bracketed) Refined for: *Shrink/Grow* in 1 Frame; partial *Shrink/Regrow* for additional +1 Dodge Modifier; *Overthrow*
SPEED: Grade 1: Only when Shrunk and does not get the Dodge Modifier
LEAPING: Grade 2: Only when Shrunk for 20m leap; Refined *Leap & Grow* into *Combat* for the accumulated Damage Bonus for each
MARTIAL ARTS (Pugilism): Grade 1; Sunday Punch battle-cry, 'Yahoo!'

Notes
This retired, middle-aged, ex-Superhero/petty criminal and occasional cohort of the legendary EAGLES Supergroup (see *Legacy of Eagles*) was most active during the early 1960s. With his ability to shrink and re-grow almost instantly, he carved himself a niche as a latter-day Robin Hood, fighting for the rights of the poorer people in the community even if it meant stealing from some of the larger commercial industries.

His wife, Jenny Peters, is a courageous, headstrong newspaper reporter.

Overthrow: This refinement has been developed by Micron over the years. When Shrunk, he grabs the sole of his opponent's foot (he may have several attempts as the opponent is unlikely to notice if he misses!). Once he has done so, he immediately does his quick (1 Frame) grow to normal size. This has the same effect as a Judo Throw by a Grade 1 Martial Artist except that it counts as an attack and may be dodged.

Supervisors Notes

JENNY PETERS
Defence Class: 12 Movement: 6m Frames per Round: 2

Notes
Any two hits or one by a superpower individual will knock Jenny out. She is a brave and spunky girl but lacks hand-to-hand combat experience and can do little effective damage in combat.

Superpowers
TOUGH SKIN: Grade 2
FLIGHT: Grade 2
STRENGTH: Grade 2
HEALTH: Grade 2: Fast Recovery, Regeneration

Advantageous Backgrounds
BRILLIANT SCIENTIST - Chemical (Biophysics)

Notes
As a young idealistic biologist, Jeff rose to become second-in-command of the EAGLES, a legendary team of Superheroes of the 1960s (see *Legacy of Eagles*). A brilliant scientist, he had experimented on his own body to make himself superstrong and invulnerable. His experiments succeeded far beyond his wildest dreams and he was able to tap into the subconscious powers that all people possess without realising it and gained enormous power. Unfortunately, he was unable to repeat the results with other people, creating instead twisted and mutated creatures who proved to be among the EAGLES' most difficult opponents.

The guilt of his failures has lived with him throughout his life and he has always striven to make up for them in any way he can.

With the demise of the EAGLES, he was driven insane by mysterious forces and has since been incarcerated in a specially equipped government asylum (see *Legacy of Eagles*).

Supervisors Notes

Superpowers
SHAPECHANGE: Literally anything of roughly human size, but no change of texture
TOUGH SKIN: Grade 2 but struck as DC12
STRENGTH: Grade 1

Notes
Whether this walking humanoid heap of rotting muck and slime was once human before Overlord's sick experimentation brought it to its current state is not known. What is known is that it is strong, almost invulnerable and can disincorporate its form to fit through the smallest hole or crack. It is controlled by Overlord by a sequence of cybernetic signals which only he understands. It has become the arch-criminal's killer and most feared associate. It has no feelings, thoughts or objectives of its own, except for the most rudimentary.

The creature ceases to function if the signals to it from Overlord are stopped or jammed. This can be done by incapacitating its master or by sending out signals on the same frequency.

Quagmire is never Pushed Back. Such attacks (or attackers) simply pass through its miry body.

Supervisors Notes

Superpowers
INTANGIBILITY: Permanently on; takes no damage from any physical attack except for water-based attacks which do five times normal damage
ENERGY IMMUNITY: Any with a temperature component
ENERGY ATTACK: Grade 15 Fire
FIELD MANIPULATION: Temperature - Heat permanently on, affects everything within 2 metres
FIELD MANIPULATION: Emotion: On first and subsequent encounters, viewers automatically suffer a fear Mental Attack which may be resisted. The Horror rolls 2d6 and adds its Ego, victims roll 1d20 plus their Ego. If the Mental Attack succeeds, the viewer will flee in terror. Once a viewer resists the terror, they need never check again.

Notes

The Horror is an Elemental Being from before the dawn of the present Universe. The only thing it fears is one freak state of matter: water! It has terrorised entire civilisations, but since being trapped for years beneath tons of the one thing that can destroy it (see *Legacy of Eagles*), it has dwindled far below its normal self.

At the height of its powers, it would have had more Frames per Round, a lower DC, more HTK, more dice in its Energy Attack and a range of powers undreamed of by mortal man. The statistics given above are as it appeared in its weakened state in *Legacy of Eagles*.

It is a singularly deadly and dangerous enemy.

Supervisors Notes

Superpowers
CYBERNETICS: Grade 13: Hologram Projector (Grade 2); Power Boosters: Tracking Scanner (+1 to Energy Attack strike); Stun Gauntlets (+1d6HTC to fist attacks as Stunner); Power Simulators: Heightened Senses - X-ray Scanner and Radar, Health Grade 2 - Environmental Survival Suit (vacuum and underwater), Sidekick (and Cybernetic Controller) Grade 5 - radio transmitter (controls Quagmire); all built in Armour
ENERGY ATTACK: Grade 2: Vibration; built into Armour
ARMOUR: Grade 3
FLIGHT: Grade 1: built into Armour
FORCE FIELD: Grade 1: 10HTK General Force Barrier; built into Armour
STRENGTH: Grade 1: built into Armour

Advantageous Backgrounds
BRILLIANT SCIENTIST (All Fields); RICH - INDUSTRIALIST; CONTACTS - CRIMINAL; POSITION OF POWER (Underworld Boss)

Notes

This master criminal is just another brilliant man whose overdeveloped mind has slipped from the field of science, in which he had built a sizable reputation, and into megalomania. Seeking power and, eventually, world domination, he is currently building an Empire of Crime powerful enough to topple governments. His brilliant but devious mind has gained him a powerful position in the underworld, and several suitably planned crimes have brought him immense wealth. He designed and built his armour with enough equipment to give him the power to crush anything or anyone in his way.

Supervisors Notes

Superpowers
MARTIAL ARTS (Oriental): Grade 3: Python-style - as Grade 2 in all respects (including Judo Throw) but with the following gimmicks: Grapple, Autoparry, Judo Throw
STRENGTH: Grade 1
REACTIONS

Notes

This cool, collected superpowered mercenary is skilled in the unusual python-style of Kung Fu in which the opponent is grabbed and crushed into submission. In an attempt to become Grand Master of the Python, she paid a scientist to develop a serum to bestow on her the abilities of a python. It was partially successful, granting her great strength, fast reactions and a scaly skin, but she was still defeated by the Grand Master and forced to flee China in disgrace.

She has since made a small fortune hiring her skills out to the highest bidder and has built up a good reputation in her work and will do anything to keep that reputation intact.

She is a cold, callous and calculating crook who only gives up if the defeat can somehow be turned into a moral victory.

Grapple: Mai Lee's grapple is a speciality of her Martial Arts style and it does damage as a Two-Handed attack and inflicts both real and hypothetical damage simultaneously. Usually she will use it against Superpowered opponents, and simply attack non-superpowered opponents by fist/foot.

Autoparry: If Mai Lee has grappled an opponent and is attacked by a ranged attack (including Energy Attacks), she can and will use her victim as an Autoparry. The victim will take three-quarters of the damage, Python taking the remainder.

Supervisors Notes

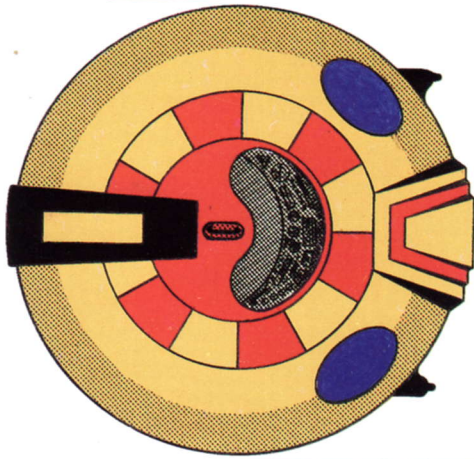
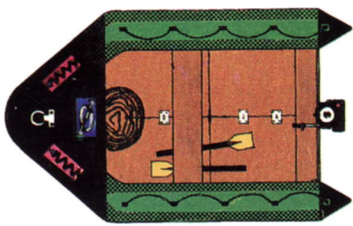
Superpowers
STRETCH: Grade 1 (cannot extend, but can deform body to fit into small pipes and through tiny apertures)
PRECISION: Grade 1 (applies to fist attack)
HEALTH: Grade 1: Abnormal Sweat: secretes a slightly acidic lubricant which makes it impossible to grab him by any normal means and does 1d6HTC to anyone whose bare flesh comes into contact with him either when striking or being struck by him.
SKILLS: Grade 3: Escapology; Locksmith; Burglary - can break into any building and avoid or nullify any alarm system

Notes

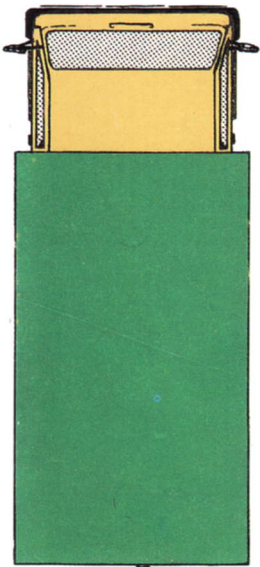
This slimy human is believed to be a mutant. His ability to squeeze through small pipes and holes makes him useful to more powerful Supervillains for information gathering jobs and minor burglaries.

Despite his snivelling and sycophantic manner, Worm can be an extremely tricky and dangerous opponent who has been the downfall of more than one overconfident Superhero. His aims in life are to be a comfortable, easy and successful life as the right-hand crony of some powerful Supervillain (Overlord, at the last report - see *Legacy of Eagles*).

Supervisors Notes



Shock Trooper 10	Shock Trooper 11	Shock Trooper 12	Shock Trooper 13	Shock Trooper 14	Shock Trooper 15	Shock Trooper 16



Shock Trooper 1	Shock Trooper 2	Shock Trooper 3	Shock Trooper 4	Shock Trooper 5	Shock Trooper 6	Shock Trooper 7	Shock Trooper 8	Shock Trooper 9

Jenny Peters	Dice Agent 1	Dice Agent 2	Worm	Quagmire	Python	Protector	Overlord	Micron	The Horror	Frostorm