

ADVENTURE NUMBER 3 FOR **CHAMPIONS**

DEATHSTROKE

by KEVIN DINAPOLI



HERO GAMES

MARK WILLIAMS
82

DEATHSTROKE

By

KEVIN DINAPOLI

Edited By

BRUCE HARLICK

Maps By

MICHAEL T. GRAY

Artwork By

MARK WILLIAMS

Graphics By

MICHAEL T. GRAY

MARIA THEREN

MARK WILLIAMS

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92 A 21st Ave ,San Mateo CA. 94402

INTRODUCTION

DEATHSTROKE is an adventure featuring those masters of mayhem, THE DESTROYERS, who were first seen in ENEMIES II. This adventure contains two related scenarios which can be played as individual encounters or together as part of a campaign. This adventure is complete and includes modifications to make it tougher or easier as the situation dictates. To complete this book, detailed personality sketches are provided for the villains. This is to enable players to play the villains as well as heroes.

Running an adventure in which all the super-types are controlled by players is an experience not to be missed. This type of a game will allow for relatively large games where the referee does not have to juggle countless supervillains and agents. The players will no longer be faced with "outsmarting" only the referee, but several fellow players as well. A detailed section covering this subject will precede the statistics section located at the end of this book.

The gamemaster will find that each individual scenario will contain all the maps, plot outlines, and playing suggestions needed to make for an enjoyable evening of role play. There is also a new government agency making its debut in this

adventure: Special American Tactics (SAT). The somewhat peculiar nature of this agency should prove an interesting sideline for any campaign. You will find a complete outline for the organization and full statistics on its agents elsewhere in this book.

As always, the guidelines in this book are just that, guidelines. Please feel free to add, subtract from, multiply, or divide them in any way it suits you, the gamemaster. Nothing should be taken as absolute in any game system. This adventure is no exception. Read through this book thoroughly first, before playing.

This scenario is split up into three parts. First you will find all the background material you will need to set up this adventure. Next comes the two scenarios themselves, followed by the statistics for the villains and their henchmen.

This adventure is designed for five or six heroes built on between 250 - 325 points. If this adventure is to be used in a higher power campaign, either reduce the number of heroes involved or modify the villains until they are on par with the campaign. If this adventure is to be used with less powerful heroes, then increase the number of participants or decrease the power of the villains.

SCENARIO #1... PROJECT DECOY

GM's note: Read through all the material presented before you start the scenario. This will help you understand it, and all the options that go with it. The GM should tell the players where they are, and how they are hearing the prologue, and then read the prologue out loud to them.

Getting The Heroes Involved

Should the player characters have their own super group, it would be very easy to get them involved. The authorities will contact them and request their presence as part of their negotiating muscle. If the heroes you are running are not in a team together, read them the prologue. Tell them that they heard or saw the report. It will be up to them to make their own way to the scene of the crime. Don't make it too difficult for the heroes to get there. There is nothing more frustrating to have finally made a plausible excuse to get out of work, ducked out on your Aunt May, fought your way through rush hour traffic and to arrive on the scene just as the battle is over.

Prologue

"This is your eyewitness correspondent, Gyro Jim, on the scene of one of the most dramatic blackmail attempts ever to hit this city. About twenty minutes ago, five armored men led by a super villain who calls himself DOCTOR DEATH attacked and took over the First National Bank here in the financial district. Within seconds of the attack, the security guards were over-powered and everyone in the bank was taken hostage.

"Five minutes ago, all but ten of the hostages were released and the evil band's terms were made known. DOCTOR DEATH and his cronies are demanding half a billion dollars and safe conduct out of the country or they say that they will explode a nuclear device that they have assembled in the bank. The released hostages have confirmed that some sort of glowing device has indeed been constructed. The authorities are attempting to negotiate now. This is Gyro Jim reporting the news as it happens."

The Plot

In actuality, this whole operation is a setup. DOCTOR DEATH and his cronies are really Agents of DEATHSTROKE. DEATHSTROKE is using the blackmail attempt to lure any heroes in the area away from possible interference with their real objective, the theft of some rare isotopes by an elite Battle Squad. The heroes who show up at the bank must be fooled into thinking that this is a real crisis and they must be detained at the bank until the Battle Squad has finished its mission.

Shortly after the superheroes have arrived on the scene of the blackmail attempt (2D6 segments after the heroes have gotten to the scene) a SAT fire team will roar up on motorcycles. The team leader will approach the heroes, flash his credentials, and suggest a joint operation. This SAT fire team is actually DEATHSTROKE in disguise, making sure that their other agents will have plenty of time to steal the isotopes.

The SAT team will attempt to pair off with the heroes as they take up their positions. Once everyone involved is in place, DEATHSTROKE will have one phase of surprise in which to attack the heroes.

Tactics

DOCTOR DEATH: It is very important to build up DOCTOR DEATH as the real villain in the scenario or at least until the superheroes are attacked by the SAT team or learn who the SAT team really is. DOCTOR DEATH stands at least six feet six inches tall. A deep red glow emits from his eye sockets. His muscles bulge and ripple with every movement. His voice has just enough of a mechanical undertone to make him sound like something other than...human. He doesn't walk; he strides. Every fiber of his being exudes an aura of confidence and surging power. It is very important that the GM conveys this image to the heroes involved.

When DOCTOR DEATH uses his main weapons, the blaster gloves, his entire body will glow a deep red. The beams themselves are thick conduits of red plasma energy surrounding a core of utter blackness. The sound the beams make as they cut through the air is similar to the sound made by running fingernails down a blackboard. The first time that DOCTOR DEATH manifests this power, he will get a 3D6 add to his Presence Attack.

In reality, DOCTOR DEATH and his assistants are elite Agents of DEATHSTROKE. He has rehearsed his part well and will do his best to give the impression that he is the greatest master villain of all time. The heroes will have plenty of opportunity to observe him as he will be visible through the glass exterior of the bank holding a hostage. He will attack the heroes seconds before they (the superheroes) are attacked by DEATHSTROKE. His attack, if nothing else, will shatter the glass, allowing the other agents to fire upon the superheroes as they battle DEATHSTROKE.

DEATHSTROKE Agents: The agents are equipped as a Battle Squad without the officer or special weapons man. They will Find Weakness on a superhero when given the chance. They also have two extra Blackout Grenades each. The Heavy Weapons man is carrying two Sleepgas Grenades instead of the Blackout Grenades. Once the battle starts, all the hostages will be herded into the computer terminal room, two sleep grenades will be hurled into their midst, and the door will be locked. If things begin to go badly for the villains, these hostages will be used as an ace in the hole. The agents will be constantly harrasing the heroes from their vantage point inside the bank. They would have also erected barriers along the window using desks, chairs and filing cabinets (consider them 3/4 concealed when they are being fired at).

DEATHSTROKE: The whole operation is meant only to delay the heroes. They won't use any killing attacks in this scenario unless it's against an

inanimate object such as a wall, car, etc. They will try to pin down the heroes if possible with the help of supporting fire from their agents dug in at the bank.

Disguise Limitations

Any hero who has fought DEATH COMMANDO in the past should be given a chance to notice something familiar about DOCTOR DEATH's assistants. Their armor is an exact replica of the armor worn by DEATH COMMANDO (minus the color scheme and jet pack). If the hero successfully makes an Intelligence Roll at -1, they should be told that there is something familiar about the armor. If the roll is made by half, they should be told that the armor looks a great deal like the armor worn by DEATH COMMANDO.

As the members of DEATHSTROKE begin to use their powers, bits of the SAT armor must be discarded:

DEATHSINGER: In order for his sonic powers to be effective, the face plate has to be raised. This will disrupt the integrity of the armor such that it has an Activation Roll of 11 or less. The faceplate rises up inside the helmet to prevent it from being slammed down at the wrong moment. If DEATHSINGER should ever roll an 18 on his Attack Roll, the faceplate will slam down at a very inopportune moment. Apply DEATHSINGER's sonic attack to himself, without giving him any defense for his Force Field.

DEATH COMMANDO: DEATH COMMANDO isn't wearing SAT armor at all. He is wearing his own armor under a costume. The first energy blast that hits him will destroy the outer costume, revealing his true colors.

STINGER: This suit activates on an 11 or less due to modifications enabling the use of his glider wings and arm blade.

FROST: The ice powers of this villain would be fully impaired by this kind of armor. Frost is wearing an outer garment similar to that worn by DEATH COMMANDO. This costume will be destroyed the first time he uses his powers, revealing his normal uniform.

ARROWHEAD: Due to ARROWHEAD's bulk, he is not able to fit into the SAT armor. Like Frost, he is just wearing a costume over his normal uniform.

The members of DEATHSTROKE have a built-in communications device in their mask. This enables them to keep in contact with each other as well as the agents in the bank. They are also wearing nose filters to counter the effects of the gas charges carried in the motorcycles that they arrived to the scene on.

Enhanced Senses And Danger Sense

IR Vision: A character using IR vision will only pick up an abnormality from FROST due to his ice powers. The IR vision will not pick up his heat signature so much as the absence of one.

X-Ray Vision: The armor and disguises have lead fibers woven into them. While it would be possible to see into the armor (through the spaces between the fibers) a detailed image would be impossible to make out. In real SAT armor these fibers serve as radiation protection. X-Ray Vision will see right through DEATH COMMANDO, ARROWHEAD and FROST's

disguises as their costumes do not have the lead fibers in them.

N-Ray Vision: N-Ray Vision will see right through their disguise.

Discriminatory Smell: Anyone who has this power and who has fought STINGER before would be allowed to make a smell Perception Roll to recognise the scent. For reasons to be explained in the last scenario all of DEATHSTROKE and their agents smell like STINGER. The Perception Roll will be at -3 on DEATHSTROKE due to the armor and disguising garments worn over their uniforms, and normal against the agents and DOCTOR DEATH.

Danger Sense: Due to the large amount of danger coming from the bank it will be difficult to detect a specific presence of danger from DEATHSTROKE. If the Danger Sense roll is made by half, the character will get a bad feeling about the SAT team. A successful roll will give the character his full DCV in the surprise phase of DEATHSTROKE's attack.

Telepathy: It is possible for a character with Telepathy to discover the real reason for the blackmail attempt by reading the minds of either the agents or DEATHSTROKE. This was taken into account when the operation was planned. Through hypnosis various psychic blocks were placed in the minds of those involved. Should any mind reading concerning the specific reason behind the blackmail attempt be attempted, the Telepathy roll must be made at 4x the target's INT. In addition, the psychic blocks will give a temporary 24 hour Ego Defense of 7 for use against Mind Reading only. By the time the location and timing of the isotope theft was discovered by Telepathy, and the heroes arrived on the scene, the theft would have still been completed. A successful telepathic reading, however, should count towards a die roll modification on any Detective Work done concerning Dr. Draconis. A telepath will be able to tell the difference between the real SAT team and DEATHSTROKE in the "Early Arrival" option. See the option section.

The SAT Motorcycles

The motorcycles that DEATHSTROKE ride in on are special devices indeed. Each bike has a gas canister that will explode on command from DEATHSTROKE, or if the bike takes more than half its BODY in damage. This gas acts as a 4D6 NND, Area Affect in a 4' radius. The defense is 10 pts. of Life Support. DEATHSTROKE will explode the gas canisters as a diversion when they begin their escape. If the motorcycles take more than 3/4 BODY in damage, the gas tank will explode in addition to the gas canister. The explosion is a 3D6 killing explosion. The motorcycles have a DEF of 5 and 8 BODY. When built on the vehicle system given in CHAMPIONS II, these motorcycles have a Base Move of 6", a Multiple of x6, an Acceleration of 3, a STR of 15, 8 BODY and Defenses of 5. With the gas canisters, these motorcycles cost 64 points.

The Bomb

The bomb is made up of 4 modules each weighing 50 lbs. for a total weight of 200 lbs. It is lead lined and emits detectable amounts of radiation. The bomb's interior looks exactly like a small nuclear device would, but the device is totally harmless. The device has a +5 PD, +5 ED Force Field surrounding it. The instant that the field is breached, a recording

will start, saying "I am a thirty second bomb...29...28..." The unit itself is a featureless black monolith standing 7 feet tall and 2 feet square. Connected to the base is a pair of cables leading to a small black control box. The box has a built-in LED clock with the only other feature being a red button marked "ACTIVATE". The bomb has a DEF of 4 and 4 BODY.

Time Limit

The GM should set a time limit of two or three turns on the scenario. At the end of this time, DEATHSTROKE and their agents will attempt to break off combat and escape.

If the motorcycles are still in one piece, the gas charges will be activated, and ARROWHEAD and DEATHSINGER will ride away on two of them. If they can't get to a motorcycle, they will be carried away by FROST and DEATH COMMANDO.

The agents in the bank will grab two of the hostages. Throwing darkness grenades into the street, they will proceed to the manhole sewer access points in the street, using the hostages as shields. Throwing more grenades to conceal their actions, they will slip into the sewers, collapse the tunnels behind them, and escape. Each hostage used in the escape will receive \$10,000 and an apology before they are released. The agents will release the hostages while still on the surface, if possible.

Remember, if things aren't looking good for the bad guys, they will cause diversions, take hostages or do whatever is necessary to distract their opponents. Possible diversions include exploding the gas charges in the motorcycles, setting cars on fire, throwing Blackout Grenades, and generally wreaking mayhem.

As soon as the action stops, the following things will happen. A legitimate SAT fire team and liaison officer will arrive. The SAT team will question everyone while the liaison officer tells the heroes about the isotope theft. During the conversation, a STRONGHOLD van will arrive on the scene. They will report having intercepted a signal while en route. The message reads "Project Decoy is a success. Draconis encounter is green. All agents report to debriefing stations." It is at this point that some of the heroes might begin to think that there was more to this battle than meets the eye. If questioned by the heroes about what a "Draconis" is, the SAT liaison officer will reply that they are treading on thin ice and had best stop asking stupid questions!

OPTIONS

It is possible that DEATHSTROKE will be defeated and captured during the course of the scenario. This outcome had been planned for. Prior to the engagement, an Undercover Agent of DEATHSTROKE was planted in the area as a lookout. If DEATHSTROKE is defeated and captured, the lookout will signal another team of agents. This special team has been outfitted to resemble a STRONGHOLD team complete with prisoner van.

This bogus team will reach the scene before any legitimate STRONGHOLD force. The 'defeated' villains will be restrained, loaded into the van and driven to safety. Should any heroes request permission to accompany the villains, it will be respectfully

denied. This is against all STRONGHOLD policy, and any hero who knows STRONGHOLD will know this is not a STRONGHOLD van.

News of the isotope theft will be made public just as the phony STRONGHOLD van speeds away. Seconds later, the real STRONGHOLD van will show up with the news of the monitored radio signal. If a search for the bogus van is made, it will be discovered on a roll of 14 or less several miles from the bank. The van will be empty save for a note left on the driver's seat. The note read "The power is ours, the choice is yours. Hugs and kisses... DEATHSTROKE."

Regardless of whether members of DEATHSTROKE are captured, the group will be up to full strength by the next scenario. This may seem a bit high handed, but the scenario will be more fun if all of DEATHSTROKE is there to defeat.

Captured Agents

Captured agents will react any one of three ways towards the heroes who captured them. Roll a D6 and consult the following chart.

1-3: The agent is hostile and insulting in the worst way. The agent is a real 'hard case.'

4-5: The agent will not resist, but will say nothing.

6: This agent has a special mission to carry out if he is captured. He has been instructed by DEATHSTROKE to convince his captors that he has been forced against his will to join in the decoy. He will say anything short of revealing the location of the main base to sound believable. Once he has wormed his way into the heroes' and/or the authorities' confidence, he will try to wreak havoc against the enemies of DEATHSTROKE. This agent will not be won over by idealism or physical violence. He has had training in shielding his thoughts. A telepathy roll of 3x his INT must be made in order to discover his real motives. An example of what he might do is to work for the authorities or heroes. In reality, he is a double agent. If played well this could add quite some excitement to the gray area between scenarios.

INTERROGATION: Heroic Dialogue vs. The Third Degree

The best way to win a captured agent over to the heroes' way of thinking is by the Heroic Dialogue Method. A victory of the hero's ideology over that of the agent's beliefs will loosen the agent's tongue considerably. If a hero questions a captured agent roll 3D6. On an 11 or less, roll 1D6 and consult the chart below. If the roll is missed, the agent will remain silent.

1-2: The agent will offer misleading information.

3-5: The agent was impressed. The next few days will be spent thinking over what directions his life has taken. Eventually, he will give over the location of DEATHSTROKE's main base.

6: As above, but the agent will offer to personally guide the heroes past the base's outer defenses and into the complex itself. The agent will be totally genuine in his intentions. Of course the heroes are free not to believe this agent, especially if they have encountered the previously described double agent.

Physical violence or the threat thereof can also get a reaction from the captured agent. Roll 3D6. On an 8 or less the agent will crack. Subtract 2 from the roll for every Body Pip of damage that gets past the agent's defenses during questioning. If the roll was successful, roll a D6 and consult the following chart:

1-4: The agent will give misleading information.

5 : After licking his wounds, the agent is more afraid of the heroes than his former employers. He will tell the location of the main base.

6 : The torment was too much. The agent falls into a hysterical coma. Should this happen, the authorities will not be at all pleased with the hero doing the questioning or the hero's superpowered friends, and will not allow any further questioning of their captives.

Each type of interrogation may be used only once on an agent. It is possible to use both types of questioning on an agent. If the third degree was used on an agent prior to the heroic dialogue, apply the following modifications to the reaction chart:

1-4: Misleading information.

5 : The general location of the main base will be given. A Detective Work roll at -1 must be made to get the specific location. If the roll is missed or there is no one in the heroes' party with the skill, a search must be made. DEATHSTROKE will know of a search in the area and put the base on alert.

6 : The agent will go into a hysterical coma as in (6) above.

The 'misleading information' result on the chart is to be treated as a negative modifier to any Detective Work done using the information as a basis. Anyone working off of the misleading information provided by the agents must make a Detective Work roll at -3 just to discover that the information was false. If several agents were captured and questioned, it is possible to get any number of stories and leads. Some could be genuine...some not.

Early Arrivals

If the GM wishes to throw some real confusion into this scenario, the real SAT fire team could arrive after one turn of battle instead of at the end. An early arrival by the SAT fire team could prove to be a disadvantage or an advantage to the villains depending on how they handle the situation.

If some of DEATHSTROKE is still wearing their SAT armor, they could attempt to convince the real SAT team that the heroes had attacked brother agents. This would confuse the heroes no end. Are these new red, white and blue armored beings good guys or reinforcements for the people who have just attacked them?

The government would consider the harming of one of its SAT team members in a very dim light. Heroes accused of attacking the real SAT team would be in no position to bargain should they be called in for questioning. SAT might ask the accused heroes to perform a service in exchange for dropping charges.

Of course, should the villains attack the arriving SAT team, the jig would be up. The fire team will defend themselves most vigorously, and call for

aid from both the known heroes in the battle, and their back up fire team. The SAT backup will take the form of one additional fire team with heavy weapons. It will take them one full turn after being called to arrive on scene.

The Isotope Theft

Regardless of what happens, those isotopes will be stolen. Some might find this a bit frustrating, but the villains who get defeated all the time are usually never worth fighting more than once. Think of how much better it would feel when the villain is finally defeated after achieving most of his goals. There will be plenty of chances to defeat the master plan of DEATHSTROKE in the final scenario.

Should you wish to try playing out the isotope theft, some hints are in order:

- 1) The isotopes are being transported in an armored car (DEF 10, Body 11). Use the intersection map available with the CHAMPIONS rules and place the car at any stop light.
- 2) Guarding the isotopes are five UNTIL Defender Agents. See VIPER'S NEST for the statistics.
- 3) The van will be attacked by surprise by a seven man team equipped as a Battle Squad. The special weapons man will be carrying a weapon designed to stop the armored car. The attackers will immobilize the armored car at the intersection and the battle begins.
- 4) There are no peepholes to shoot out of on the van, so the agents will have to leave the protection of the car in order to repulse the agents. The attackers are equipped with a laser cutting torch to cut through the car. Two of the agents will be carrying an 8 charge, 3D6 killing, Armor Piercing, No Range cutting torch.
- 5) The DEATHSTROKE Battle Squad has 4 turns in which to steal the isotopes. The size and weight of the isotopes are negligible.
- 6) It is possible that the Agents of Destruction fail even though the odds are in their favor. In this case, for adventure purposes, the isotopes will be stolen between scenarios in a gigantic overpowering raid -- A GM fiat to ensure the continuation of events that lead up to the final scenario.

The Bank

As stated in the introduction, the bank is located in the Financial District. Use the street map provided with the boxed edition of CHAMPIONS for the outside area. The following changes must be made:

- 1) The roofs of the surrounding buildings are not easily accessible by non-flying characters. For the purposes of this scenario, the shortest building is marked "Rose's" on the map and is thirty stories tall. Assign heights of between 30 and 42 stories to the other buildings. The Bank is in the ground floor of a 35 story building.

- 2) The frontage of the bank is the same as on the map. The entire front of the bank is glass with three glass doors set in. The two side doors are used only in an emergency. There is no Instant Teller.

- 3) By the time the heroes arrive on the scene, the Agents of DEATHSTROKE have constructed their barricade along the front window.

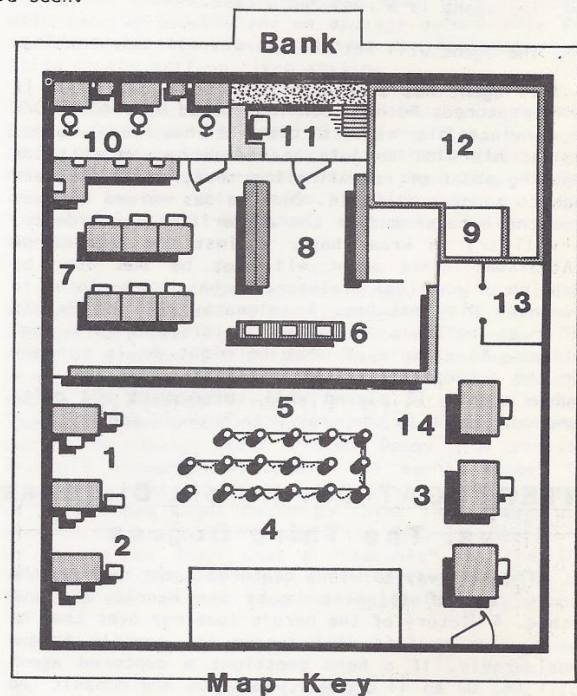
- 4) All the streets have been blocked off in a one block radius from the bank.

Hostages

The ten remaining hostages are all normals. Seven of them are female bank tellers and three of them are male clients.

Agent Placement

At the beginning of the scenario, one agent is in the back of the bank where he has put the hostages asleep in the computer room. One agent is with the bomb. The other three agents and DOCTOR DEATH are near the front of the bank near the window so as to be seen.



1,2: These are tables where deposit slips are made out and various leaflets are kept. The tables stand waist high and weigh 200 lbs apiece.

3: These are desks used by various bank officers. The desks are made of mahogany and are covered with ledgers, pens, pencils, etc.

4: This is a red velvet rope which directs the line for the tellers' windows.

5: The bank counter is made of wood and stands a little higher than a person's waist. The counter is bolted to the floor. It would take an STR of 35 to pry it loose.

6: This is a table which carries a number of machines used in the day to day running of the bank.

7: These desks are used by various bank clerks. The desks are metal with a wood finish. There are various bank ledgers, papers, pens, etc. scattered over them.

8: This area of the bank is filled with many file cabinets. Each cabinet is 5 feet tall, 1 1/2 feet wide and weighs 200 lbs fully loaded. There are a total of 27 cabinets.

9: This is an anteroom leading to the vault. The bomb is here.

10: This is an input room for the bank system. There are three terminals and two printers. All the machinery in this room is bolted down. An STR of 25 is needed to rip the equipment out.

11: This is where the bank's personal minicomputer and nation wide system interface is located. The computer takes up the space along the wall opposite the door. To the left is the computer terminal. To the right are the stairs leading up to a small coffee room and bathroom that is used by the bank employees. The room has a table, three chairs, a coat rack and a Mr. Coffee machine.

12: This is the vault and safe deposit box area. The bank vault contains \$100,000 in cash and an additional million dollars could be taken in stocks, bonds, and jewelry stored in the safety deposit boxes.

13: Here is the Bank Manager's office. It contains a real oak desk, plush gold carpeting and a coat rack.

14: This desk is used by the secretary to the Bank Manager. It is the same as the desks in area 3.

Breaking Things Chart

Material	Def	Body
Tables	3	3
Desks	4	5
Velvet rope	1	1
Stantions for rope	4	6
Counter	5	5
Table	4	5
Equipment on Table	2	2
Desks	4	5
File Cabinet	6	5
Bomb	4	4
Equipment	5	4
Computer	4	4
Vault Door	16	9
Vault Walls	16	9
Desk	4	5
Coat Rack	4	4
Coffee Machine	1	3
Glass Windows	3	3
Bank Walls	6	5
Any Chair	4	5

BETWEEN THE SCENARIOS

Dr. Strangluff Draconis had walked the fine line between genius and insanity for most of his adult life. His natural inclination was towards weapons development and he became the United States' premier weapons inventor a few years after receiving his Ph.d. He had interests other than weapons and he pursued them with equal passion. Draconis was a fine sculptor, an excellent painter and had a passion for reptiles. One of his goals in life (other than destroying the world) was to breed a true dragon.

While his passion for art and reptiles didn't bother the government, his habit of 'slumming it' among the criminal elements of the scientific community did. It was on one of his adventures to the scientific underbelly that he first met STINGER. At first he thought the radical theories put forth by STINGER's secret ID as typical 'mad scientist' drivel. In time however, he began to think more seriously about the philosophy touted by STINGER.

It was the government itself who pushed him over the brink. Strangluff was the best weapons designer working for them. His weapons were so powerful, that the leaders of the U.S.A. decided that they should never be used. Dr. Draconis objected to having his life's work shut away in the dark, never to be used. In time, he drew too much attention and was given a cabin in the mountains where he could rest. He was also given two Federal Agents as bodyguards. Dr. Draconis was under house arrest.

Somehow, he got back into communication with Dr. Turnwall. He was interested. He wanted to be free to pursue his weapons development in peace...Dr. Turnwall had recruited another rogue scientist for DEATHSTROKE.

It was a matter of days before DEATHSTROKE had freed Dr. Draconis. The U.S. government initiated one of the most exhaustive searches in its history, but to no avail. Thus, when the authorities got wind of the mention of "Draconis" at the end of the ransom attempt, they became very nervous.

The isotopes that were stolen as a result of DEATHSTROKE's actions were an integral part of the weapon that Draconis had trade to DEATHSTROKE for his release. This weapon is known only as "THE DAGGER". Look as they might, it would be three months before the authorities heard from Dr. Draconis and DEATHSTROKE again.

Detective Work

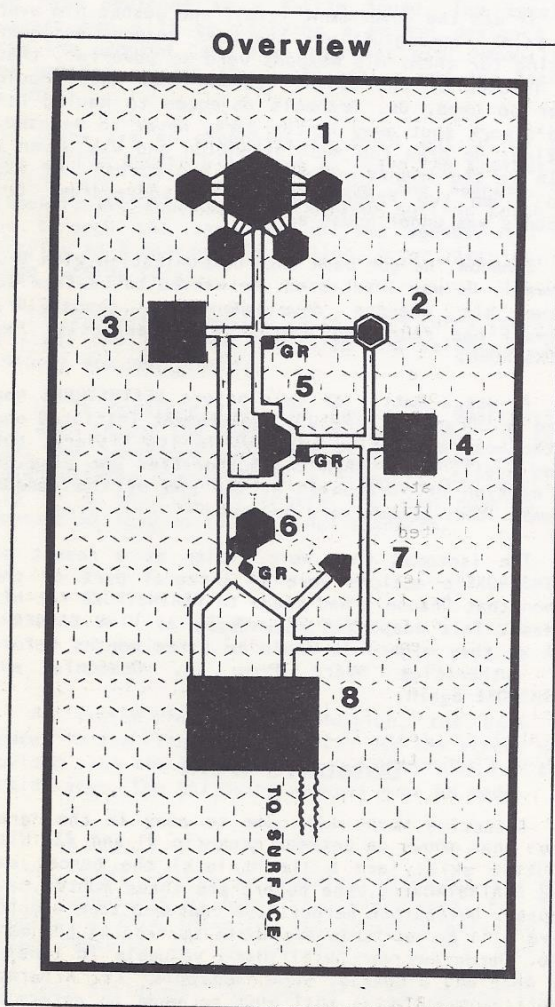
Detective Work will come to play in the 'gray area' that shows up between scenario #1 and #2. With a little skill (and a little luck) the heroes can find DEATHSTROKE's base before the three months have elapsed. Unless the heroes have captured some agents, there will be no leads available to finding the main base. Detective Work will prove valuable in finding out what or, properly, whom 'Draconis' is. A normal Detective Work Skill roll must be made to determine

exactly who he is. An additional skill roll at -2 can be made to find out his last known whereabouts. A missed skill roll will alert the federal authorities that someone is meddling in government affairs.

If the hero is performing the Detective Work in a secret I.D., he will be contacted by Federal agents and told in no uncertain terms to quit his investigations. Allow the character one more roll at -1. A successful roll will reveal the story of Draconis' escape, but the same Federal agents who contacted him before will be hot on the trail of the hero's secret identity. If the roll is failed, the character will be arrested. This is a chance for some creative role play on the part of those involved while our erstwhile detective tries to talk his way out of the mess that he's found himself in. Eventually, the character should be allowed to go free.

If the hero is performing the Detective Work while in hero identity, the government will learn of it. The hero will be approached during the course of his investigations, whether or not the skill roll was made successfully. The agents will appraise the hero of the situation as presented in the introduction. Any high powered help would be appreciated by the government. The government still wants Dr. Draconis returned to their care if he is still alive.

DEATHSTROKE Base



SCENARIO #2... DESTROY DEATHSTROKE

GM's Note: Read through this scenario carefully. When you are ready to start it, read DEATHSTROKE's first message to the players. Once the heroes have gotten together with the government, read them the entire introduction as it is written. If the players don't get together with the government, then don't give them the rest of the information in the introduction. Have the players explain how they are going to attempt their infiltration of DEATHSTROKE's base, and get to it. The fate of the free world depends upon you.

Introduction

"At 2000 hours on 4 July 1983, all radio and television communication in the United States were blocked. This message, given by DEATHSINGER of DEATHSTROKE, was broadcasted:

"People of the United States! Meet your new rulers...DEATHSTROKE! The government of this country has 72 hours to initiate the dissolution of its legislative, executive, and judicial branches or we shall initiate the meltdown of every single nuclear reactor in the country. The power is ours, the choice is yours. Think on it. Which is worse: To be governed by criminals who pose as honest men or to be governed by criminals who are honest about themselves?!"

"Needless to say, DEATHSTROKE's threat wasn't taken seriously. But at 1800 hours on 6 July 1983, the nuclear reactor at Three Mile Island experienced a sudden and inexplicable pre-meltdown condition. At 1820 hours, this condition reversed itself. At 1840 hours the same thing happened again. Upon computer analysis of the fluctuations in the radiation levels, a message was discovered in morse code. The message was, 'The power is ours the choice is yours. Love and kisses, DEATHSTROKE.' That is when we decided a military operation would be necessary

"By this time, due to the nature and power of DEATHSTROKE's broadcast, we had discovered the location of the base. A joint UNTIL and SAT assault was being planned, but due to their mutual dislike it would be days before an operation could be mounted. The world didn't have days. The Army was called in, but it was soon decided by those in command that the Army's firepower was insufficient for the job. This is where you heroes come in.

"Your job is simple. Infiltrate DEATHSTROKE's base, destroy the device known as 'THE DAGGER', capture DEATHSTROKE, and recover DR. DRACONIS. You have exactly 5 hours to do this. The government has the utmost confidence in your abilities, but I should warn you now: If you are not out of the base in 5 hours we will explode an atomic device on it. Our experts assure us that there is a 50 percent chance that this will be sufficient to destroy 'THE DAGGER', the base, DEATHSTROKE, and, of course, yourselves. So

don't fail. The fate of America, and the free world depends on you!!

Getting The Heroes Involved

The heroes could become involved in any number of ways. They could be working for SAT as payment for attacking a SAT team in the first scenario. The heroes could have been approached by UNTIL. There exist plenty of opportunity for the heroes to have discovered the location of the base on their own in the first scenario. It would be difficult for the heroes NOT to become involved. This is especially true if the heroes have played in the first scenario together.

If for some reason the heroes have not heard DEATHSTROKE's first message, or do not plan to do something about, have the government call them in to help. If the heroes don't want to cooperate, have the government draft them for the duration. If the heroes in question still don't cooperate, then lock them up in STRONGHOLD. Any hero who won't help save the world should be locked away.

The Effects Of Actions In The Previous Scenario Upon This Scenario

In the first scenario the possibility exists for an agent of DEATHSTROKE to defect and offer to lead the heroes into the base complex itself. If this happens, the heroes will be able to skirt the surface defenses and end up in the hanger area. The base will be caught by surprise and should take a little time in preparing an adequate defense for the invasion. If the heroes want to go after the base immediately the following conditions would exist:

- 1) The base would not be on alert status. There would be only three agents on monitor duty.
- 2) The attack drones would not be operating.
- 3) The DAGGER would be unfinished.
- 4) STINGER's giant mantises would not be ready for combat. They would still be in the holding pen.
- 5) DEATHSINGER's message would not be made, and the government would not consider DEATHSTROKE or 'THE DAGGER' a serious threat.

If the heroes wait more than a week, or if they discovered the location of the base using Detective Work only #1, #3, and #5 above would still apply.

If the heroes waited until after DEATHSINGER's broadcast, the base, THE DAGGER, and all defenses would be on full alert.

Base Defenses

1) Killer Bee Swarms: The base perimeter is ringed by several hives of killer bees. The bees will swarm and attack whenever their territory is breached by unauthorized individuals. The bees are controlled electronically from the base. The bees are kept in their hives two hours out of the day to allow the agents to freely exercise without wearing their

armor. When the bees attack, they attack as a 1D6 area effect killing attack and a cloud of Darkness that is impervious to all except X-Ray and N-Ray Vision. Anyone with any resistant Physical Defense will not be affected by the killing attack. Any swarming by the bees will alert the base. A patrol squad will be sent to investigate.

2) Giant Insects: The second line of defense consists of the giant praying mantises that STINGER has bred. Any large force of heroes will be met by STINGER and 3 to 6 of the giant insects. STINGER will be riding one of the mantises. The others are controlled in the same manner as the killer bees. If STINGER is downed, any surviving insects will attempt to take him to the base. These insects may also be accompanied by giant spiders as described below. If a placed shot at -9 is made against the insect's head, the control relay device stands a chance of being destroyed. The control devices have a DEF of 3 and 2 BODY. If it is destroyed, roll 1D6. On a 1-4 the insect goes berserk, on a 5 it runs away, and on a 6 it falls over dead.

3) Giant Spiders: Hidden about the base in secret alcoves in the ceiling are giant spiders. Normally these creatures are kept in stasis. When the base is placed on alert, the spiders are awakened and will attack intruders when they pass under the section of passage that they are guarding. The spiders are equipped with a 5D6, DEF 5 Entangle and a poison that acts like a 4D6 NND - Force Field or Physical Damage Resistance.

NOTE ON THE INSECTS: The insects recognize intruders by their scent. This is bred into them in the breeding vats. All inhabitants of the base carry a device to mask their scent with that of a friendly one. The device is implanted under the skin in the case of DEATHSTROKE. The agents and Draconis have the device woven into the base uniform and armor. The Bees will not attack animals or other insects.

4) Missile and Radar Installation: The missiles are guided by radar. Each missile launch site (see map) has its own radar. The base chance to spot a man-sized, flying target is 15 or less on 3D6. Targets must be either carrying metal, have a force field up or have 20 or more points active in density increase to be spotted. All other characters are spotted at -3. Radar has a range modifier of -1 per 2 strat hexes. Normal airplanes have a +5 modifier due to size. Radar has a minimum altitude that it can track targets at. Any target flying below 2" is below the minimum altitude that the radar can track, and cannot be spotted by it.

The missiles are the same as those listed in CHAMPIONS. They fly 550" or 12 strat hexes a segment. They take no range modifiers against any target spotted for them on radar, and cannot fire at any target without a radar lock-on. The gunners for the missiles are considered OCV of 5 and speed of 3. Each missile site has 8 missiles. The missile site is operated remotely from the base and is accessed through escape tunnels.

5) Hovercraft: DEATHSTROKE has 5 hovercraft for combat and transport duty. The hovercraft can carry a driver, gunner and 5 fully armored agents. These crafts are fully armored and have a DEF of 10 and 10 BODY. While moving, the hovercrafts have a DCV of 2. When the hovercraft is still, it has a DCV of -4. The drivers have a speed of 3 and the gunners have an OCV of 6. The hovercraft have a MAX of 32, an ACC of 2, a DCC of 4 and a TURN of 5. The craft each mount a 9D6 Autofire only Blaster with 100 charges.

THE BASE

1. Lab Complex

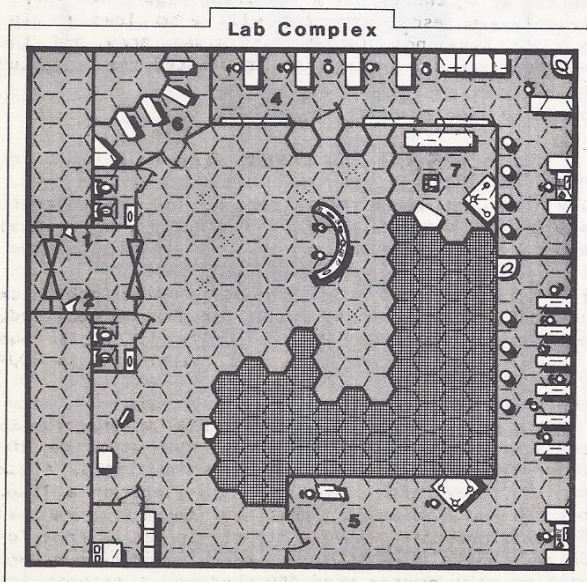
1,2) Guard stations: Two guards are posted here twenty-four hours a day. From their consoles, they can monitor activity in the outside corridor. They can also activate the giant spiders in their hidden alcove in the ceiling. The guards are in full armor. They are carrying blaster rifles and gas grenades. Any forced entrance into this area will automatically cause a general alarm. A security roll at -3 must be made in order to bypass the door alarm. Of course, the guards wouldn't be totally unresponsive to someone trying to open the door. Their corridor scanners operate in the IR and UV range.

4) Biology Lab: There is one scientist assigned to the lab. He is more of an assistant to STINGER rather than an independent researcher.

5) Electronics Lab: There are three scientists who have been contracted to man this fully equipped lab. The lab is cluttered with all manner of equipment. The blasters that the agents use were perfected in this lab.

6) STINGER'S Lab: This is STINGER's personal lab. The dominant feature is the large breeding tank in the center of the lab. It was here that the giant insects were bred. The lab is filled with genetic patterning equipment, computers, equipment modules and containment cylinders.

7) DRACONIS' Private Lab: Here is where THE DAGGER is stored. There are two small breeding vats; one for insects, one for reptiles. DRACONIS' experiments with cyborg reptiles proved more difficult than he thought and he ended up using the insects from STINGER'S breeding tank. DRACONIS has installed false sections into THE DAGGER to conceal his powered armor and completed cyborg ants. He lives in the lab off of a ceramics studio. He has installed 6 entangle field generators near the master console which can also affect the surrounding six hexes. The field



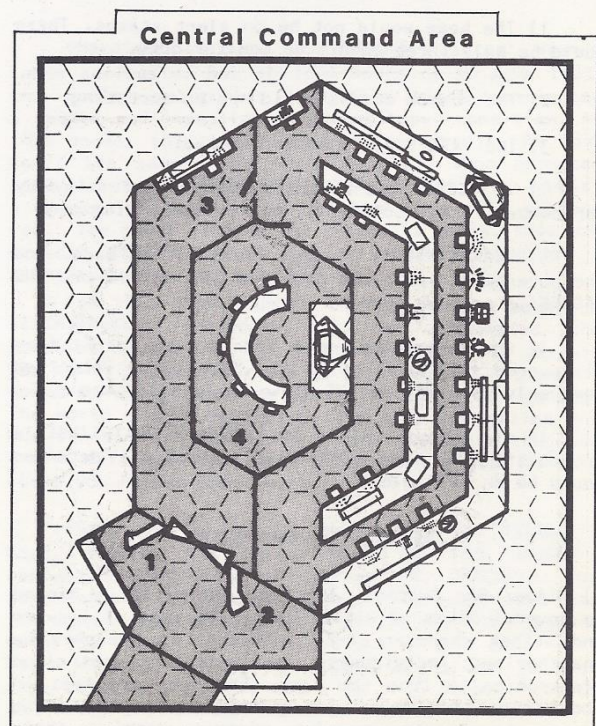
generators generate a 8D6, DEF 8 Entangle field. The field generators take 8 BODY before they're destroyed. Reaching the field generators would take some creative angling to bounce an Energy Blast up to reach them. If a placed shot at -7 is made against the master console, then the switching mechanism has been hit and the field will come down. Remember that once DRACONIS initiates the final ignition sequence, the power drain will free anyone who has been entangled. Also the moment THE DAGGER itself has had the appropriate number of BODY damage done to it by an energy blast, it will go critical and implode.

2. Central Command Area

1-3) Guard Stations: These guard stations are similar to those guarding the Lab Complex.

4) Central Communications and Coordination area: This section is arranged in four tiers. The highest tier is occupied by the watch officer. During a base alert, one of DEATHSTROKE would also be present unless they were actively defending the base.

The second tier has two banks of equipment consoles. These consist of international communications and internal monitoring. Located against either wall are three computer terminals. The third tier consists of the fire control stations for the Sidewinder missile installations on the surface. These stations also control entrance and exit to the base as well as control of the hangar access to the outside. The final tier consists of the external monitoring equipment and the control stations for the giant insects.



3. Deathstroke Living Area

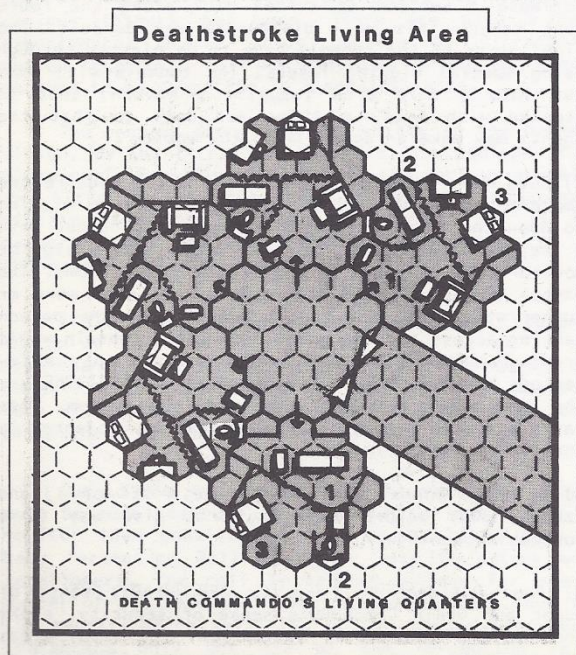
Except for DEATH COMMANDO, all of the living units follow the same pattern. The carpeting is plush, there is real wood paneling on the walls and the bed comes with silken sheets.

1) Living room: As mentioned above, the living room is carpeted with a plush, very expensive rug. The room comes equipped with a couch, central table, love seat and easy chair. Near the door is a small intercom. The table is made of ebony.

2) Separated from the living room and the bed room by a heavy velvet curtain is the bath area. This room has a toilet, huge sunken tub and brass fixtures with ivory handles. The floor is set with imported (of course) Italian tile.

3) Bedroom: The bedroom is separated from the living room by a curtain similar to that of the bath area. The room has a king-size bed, a walk-in wardrobe and several control and monitoring consoles. The bedroom also has a complete entertainment system.

The individual members of DEATHSTROKE have made their marks on their area, however. FROST'S room is usually around forty degrees. He has collected a variety of silver and glass art objects. STINGER usually has the heat and humidity rather high. DEATHSINGER constantly has atonal music playing. ARROWHEAD'S room is decorated in a very lavish manner. DEATH COMMANDO'S living quarters stand out for its spartan quality.



Death Commando's Living Quarters

1) Workshop: This is a fully equipped work space for DEATH COMMANDO to work on his armor and weapons in private. The work table usually has several unassembled units on it. The walls are painted beige.

2) Bath area: This is a modest bathroom consisting of a toilet, shower and sink.

3) Bedroom: The one comfort that DEATH COMMANDO allows himself is the king-size bed. He has a small wardrobe and a special unit to hold his armor. Along the wall are the control and monitoring consoles and a stereo. The only other fixtures to the room are an overstuffed easy chair and a universal weight machine.

4. Hangar

1) The main attraction is the VTOL transport and its landing/elevator pad. The craft can go supersonic. The jet can carry a maximum of thirty people providing that the cargo space is converted into seating. Normally the airplane can carry a crew of three and six passengers plus its complement of cargo. The wings fold for access to the base. The hangar is equipped to handle any maintenance or repair problem that should arise.

2) Here on individual elevator pads rest the hovercrafts of the complex. They charge off of power generated at the power plant. Facilities for full maintenance and repair are also available for these crafts.

3) Giant insect holding and monitoring area: This is where STINGER's giant Praying Mantises are kept until needed. These insects are taken to the surface and exercised by STINGER once a day. Access to the surface is through a tunnel that has a camouflaged exit to the surface. Should the surface door be tampered with, the insects will be automatically awakened and a general alert will sound. In order to bypass the door alarms, a security systems skill at -5 must be made.

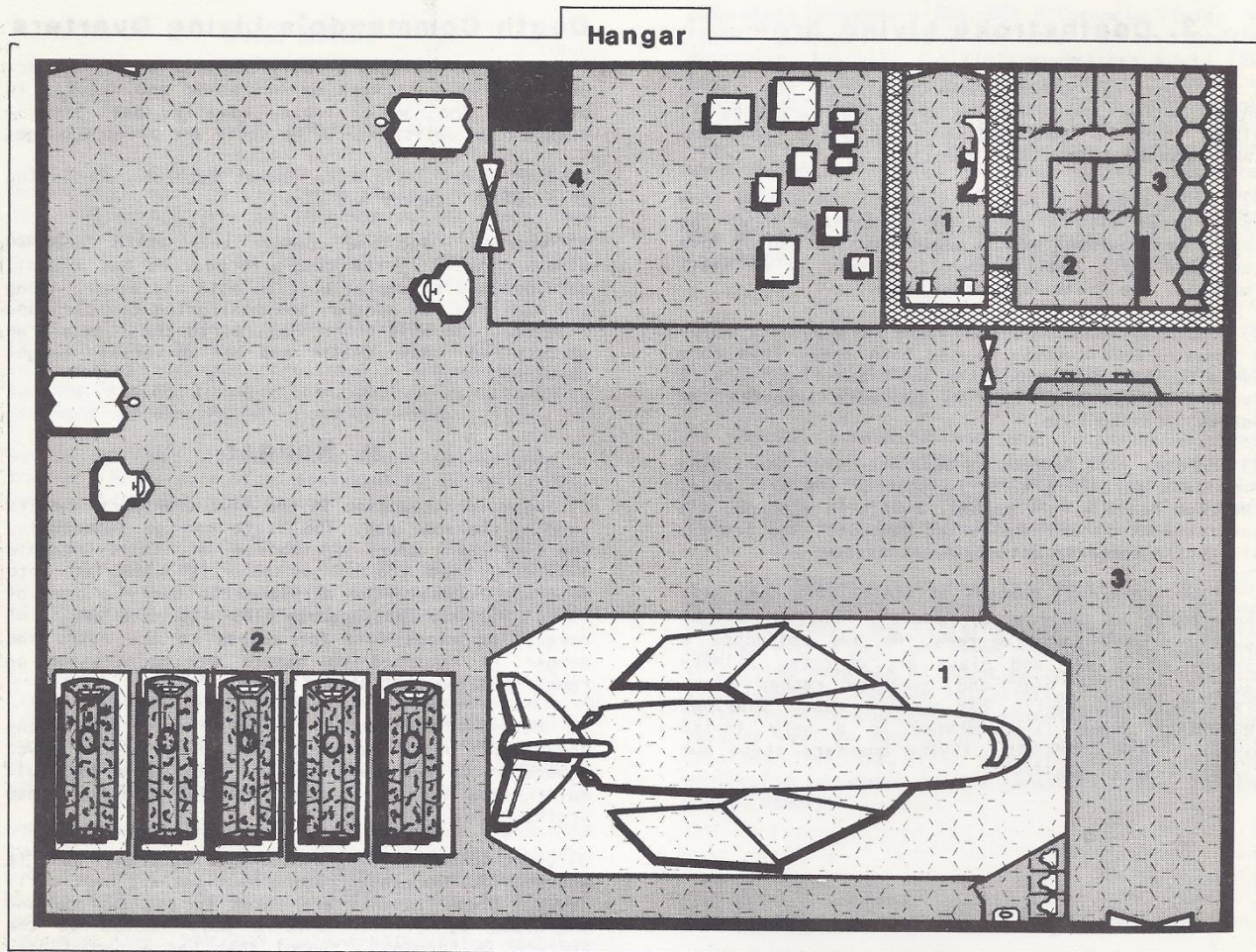
4) General Surface Access: The only way to the surface is through the elevator pads or insect tunnel. The escape tunnels will also lead to the surface, but not in the immediate area and the surface access point has to be blasted the last ten feet.

5. Detention Area

1) The only time this area is occupied is when there are actually prisoners in the cell or special restraining areas.

2) The fourteen cells are made out of five inch thick reinforced steel for the walls. One cell is modified, making it impossible for a person to go desolid and escape through the wall. The walls will take 14 BODY before cracking.

3) The special restraining area contains apparatus to contain the most powerful of beings. Based on the technology that keeps the insects in stasis, these restraining apparatus are the equivalent of a 10D6, DEF 10 Entangle. Each unit can be moved and all nutrients that its occupant needs are fed intravenously. Most captured heroes would be put here if they were energy projectors or had a strength of



greater than 50. The power drain that would affect DRACONIS' Entangle field would also effect these devices. In case there was a prisoner who could possibly break out of the containment apparatus, a drug would be continually fed through the feeding tube, rendering the hero, at worst, too groggy to attempt to escape or, at best, totally unconscious. The GM should use their own discretion as to the drug's effects.

NOTE: The wall separating the cell area and the monitoring room is two meters thick, renders Desolidification useless and would have a DEF of 14 and 20 BODY before beginning to give way. The door is the weak link and has only a DEF of 13 and 7 BODY before cracking. The door fits into the wall perfectly and shows no seams. It takes X-ray or N-ray Vision to spot it. Trying to bypass the circuitry would prove impossible.

6. Miscellaneous Features

1) Escape Tunnels: Most areas have escape tunnel access points. These are secret passages that would be opened only in the event of a base evacuation. The access points are shafts of various sizes (the one for the sick bay has an elevator) that go down for fifty feet where it breaks out into a huge underground cavern. Located in this cavern are several vehicles which, between them, can accommodate the entire population of the complex. Several tunnels have been enlarged to make, in effect, a subway

system that surfaces almost a hundred miles from the base. At several places along each tunnel, explosive charges have been set that, when activated, will collapse a section of tunnel back along the route just taken. This will discourage any pursuit. The final yards of the tunnels have to be blasted through using special digging lasers. The tunnels will come out into a safe area (usually a cavern) that is stocked with food, clothing and cars so that the agents may make an escape into the world.

2) Code Key: Many of the bulkhead doors require the implementation of various code keys. Anyone wishing to open the door would type his agent ID number onto a keyboard adjacent to the door. He would be monitored by a guard or one of the guard rooms. The master computer would then transmit a code word or number which would have to be matched by the person wanting access and the guard room watch captain would grant passage. The whole sequence takes only a few seconds to complete. The members of DEATHSTROKE are the only ones capable of bypassing the system. They carry a special ultrasonic 'key' that is implanted in the tip of their fingers.

3) Bulkhead Doors: The doors have a DEF of 13 and take 7 BODY before they begin to give way to a forceable opening.

4) Area Designation: Due to ARROWHEAD's sense of humor and DEATH COMMANDO's sense of security, every door in the complex is mislabeled. The vital areas are labeled something like 'men's room', 'library' or

'bar'. The non-vital areas such as the gym, kitchen and entertainment areas are marked things like 'weapons storage', 'NO ADMITTANCE- DANGER' and the like. Each door would be labeled something different in an effort to mislead any intruders. The GM can use his/her own discretion in making up names. Likewise there are misleading direction signs all along the corridors.

5) Running down the corridors of the base and emanating from the life support and recycling area are the central conduits. These conduits carry all the air and water pipes, power and communication cables.

***Note to the GM:** DEATHSTROKE's base is much bigger than shown here. We have only detailed out the sections you will need for the adventure. Feel free to map out the rest of the base - remember it was designed to hold 150+ people comfortably. Other sections of the base might include a medlab, gym, danger room, kitchen, etc. The base is somewhat like the one in VIPER'S NEST in content, but each room or section would be in its own space, connected to the rest of the base by a tunnel.

Interior Defenses

Agents: The soldier/agents of DEATHSTROKE are all highly trained. Any technician or scientist can operate as a base defender. The elite soldiers are known as Battle Squads. A squad consists of 7 agents. One Battle Squad is always patrolling the surface along with one hovercraft.

During a full alert, all base personnel will be in armor. When not on alert, only the Battle Squad on-duty and the guards will be in armor. All base personnel will be in armor three turns after the sounding of an alert.

Sensor Devices: The base is continually monitored (inside and out) by sensors of various types. The surface is monitored by an army of free flying drone cameras which have been engineered to resemble various insects and bugs. There are also a few experimental drones which operate as ultrasonic motion detectors. Roll an 8 or less on 3D6 for these sensors to be operating in a specific area.

The regular drone cameras operate in the normal vision, UV and IR ranges. They are also equipped for microscopic magnification. Due to the various animals and birds in the area, these drones are sometimes mistaken for food and are destroyed. This is rather common and the "natural" destruction of a drone will not cause alarm.

If a drone is destroyed through the violent action of an invading superhero, there is an 11 or less chance on 3D6 that the drone picked up enough of an attack to cause suspicion. The agents on monitor duty will heavily scan the area. If the heroes are discovered, an alarm will be sounded.

Due to the many drones covering the area, there must be more than one agent on monitor duty. A full monitor team consists of five agents. They have a base Perception Roll of 11 or less to detect any interlopers. The roll is reduced by one for every member of the team not covering the monitors. Due to the magnification abilities of the drones, shrunken characters only get 1/2 of the Perception roll modifiers for purposes of being sighted.

Shrunken characters get their full Perception modifiers if there is less than a full crew on monitor duty. If the base is not on alert, there will only be three agents on monitor duty at any one time. It would have been possible for the sensors to be routed through the computer, but it was decided that monitor duty would 'build character', so to speak.

Sensor	Action to negate sensor
TV	Invisibility Darkness Staying out of sight (Make Stealth Roll)
IR/UV	Invisibility to same Darkness that covers IR/UV Staying out of sight
Motion sensor	Encase drone in Force Wall Move a maximum of 1" per turn Have 3 or more levels of Shrinking Be Desolidified
All of the above	Be led in by a reformed DEATHSTROKE agent.

Attack Drones: Any corridors in the base which are not protected by the killer bees are patrolled by attack drones. These drones resemble very large mosquitoes. For every hero sighted, roll 2D6. This is the number of attack drones that will attempt to hit that hero. The drones have a DCV of 12 due to their size. Their OCV is 9. A successful attack will destroy the drone as it needs to explode to have its effect. The drones attack is a 2D6 NND-Life Support Explosion. The drones are still rather experimental and so have an activation roll of 14 or less. A failed activation will render the drone inoperative.

Penetrating The Base

It is possible that the heroes are detected the moment they enter the valley. It is also possible that the heroes are led directly into the base by a reformed Agent of DEATHSTROKE. Either way, each possibility must be explored along with DEATHSTROKE'S response.

The surface is protected by patrols and drones. If the heroes are sighted by a surface patrol, the following things will happen:

1) If the patrol sights three or less heroes, they will attack outright. They feel that they have the superior numbers and are capable of at least slowing the heroes up until reinforcements arrive. Two Battle Squads will appear two turns after the initial contact.

2) If the patrol sights 3 to 5 heroes, they will avoid combat and attempt to lead the heroes into an ambush by the hangar entrance. The ambush will consist of the two battle squads and STINGER (accompanied by 2 to 4 giant mantises or spiders).

3) If the patrol sights 5 or more heroes they will do as in (2) except that the rest of DEATHSTROKE will also be waiting in ambush.

As soon as the heroes penetrate the surface perimeter, roll 3D6. On an 11 or less the surface patrol is in the immediate vicinity. The patrol has a base Perception chance to spot any hero on an 11 or less, unless Stealth or other appropriate Skill and/or Powers are used. If the heroes attack the patrol first, then the patrol will attempt to disengage. If this proves impossible, the patrol will fight as the situation dictates. If there are only a few heroes, the patrol will attack with equal vigor. If there are more than 3-4 heroes, the patrol will attempt to lead the battle towards the ambush point.

Whenever a combat, bee swarm or unusual drone destruction takes place, the monitors will scan the area to determine the exact nature and number of the intruders. If the heroes are sighted by the monitors, an ambush of suitable size will be arranged. Of course, the ambush, whatever the situation, can be detected by Danger Sense. Any surface operation will see the appearance of STINGER and his giant mantises.

Should the heroes succeed in penetrating the base itself, the following may happen.

- 1) If the base is penetrated late at night, there is less chance of encountering any agents in the corridors. Roll an 8 or less on 3D6 to encounter one.
- 2) If the base is entered during the day or evening hours, there is a 13 or less chance on 3D6 of meeting an agent in the corridors.

An agent will automatically sound the alarm when met with unauthorized personnel in the base if it is at all possible.

- 3) The interior of the base isn't as actively monitored as the surface is. Interior monitoring has a base chance of spotting intruders on a 9 or less on 3D6. If interior monitoring is on an alert, then the base chance rises to 14 or less.

- 4) Once the heroes are sighted, a battle will ensue involving DEATHSTROKE and their agents against the interlopers. If possible, the base defenders will lure the heroes into a position from which there is no escape and in which DEATHSTROKE and their agents can use their firepower to advantage.

Conclusion

There are two outcomes to the battle. Either DEATHSTROKE loses or the heroes lose. If the heroes lose the battle, they will be captured. The heroes will be placed in the special containment apparatus and will then be wheeled into the lab where THE DAGGER is located. As the final ignition sequence is begun, there is a power surge and the heroes will be able to free themselves from the containment apparatus. This will begin the final confrontation of the adventure.

THE DAGGER is fairly easy to render harmless. Should the weapon take more than 10 BODY in cumulative damage from an energy blast, the Device will explode, destroying the entire base complex in 2 turns. This will necessitate the speedy evacuation of the complex via the escape tunnels or whatever other means is handiest. The machine will be rendered inoperative with only a total of 5 BODY pips of damage. Even if the heroes fail to stop DEATHSTROKE and destroy THE DAGGER there is still hope. THE DAGGER has never been tested at full power, and cannot handle it. So instead of melting down every

nuclear reactor in the United States, the only thing THE DAGGER will melt down is itself.

If the villains lose to the heroes, well, then it is all the more easier to render THE DAGGER harmless. If this happens, it might be fun to have the heroes battle their way past several die-hard agents and a few giant insects to the lab.

OPTIONS

If the players are also controlling the villains, then the following option might prove fun to spring on the villains should they initially defeat the heroes.

The stage is set as above...the heroes are captured and waiting for the melt down of the American Way. A final systems check is started and the fatal switch is about to be thrown. Just then, a communications officer reports that an urgent message has just been received from the government of the United States. They are willing to negotiate. Tell the players in charge of DEATHSTROKE that they didn't want to melt-down the United States anyway. Now DEATHSTROKE gets a chance to really role play. After a few minutes, the "harmless" Straggluff DRACONIS stands up.

"I think that we should stop these negotiations NOW, gentlemen!"

He presses a button on his command console and DEATHSTROKE is entangled in a power field (see map key). As the agents present begin to move, DRACONIS presses another button. There is a discharge of electricity from the agents' armor and they fall to the floor, helpless. He now walks to THE DAGGER and flips a switch. A panel rises and four half insect, half robot, man-sized ants come out and take up positions near the heroes and DEATHSTROKE. DRACONIS speaks...

"Please excuse me while I change into something a little more appropriate. You fools! I was always the superior. You thought to control me?"

He leaves the group in the capable hands of the cyborg-insects. He will return one turn later, garbed in the power armor suit pictured.

"Those miserable slithering toads." he says as he begins a final checkout of THE DAGGER. "They mocked me, they did. While I sat sweltering in some secret lab, churning out my great achievements, they attended Washington functions. I was always in the background!! Then, to add insult to injury, did you think that they'd USE them? No! They told me how dangerous they were and put them in secret weapon storage facilities and ME in the mountains. I HATE THE MOUNTAINS!!!

"Well, the game ends here, my friends. The game ends with me! You, DEATHSTROKE, thought that THE DAGGER was limited to the continental United States. Well, how wrong you were! From this location, every nuclear pile in the world will go critical. EVERYTHING!!! I shall do what my so-called superiors in the government hadn't the courage to do. I SHALL DESTROY THE CIVILIZED WORLD!!! And from its ashes, I shall build a new order, a new society with me as its living GOD!!! I thank you, DEATHSTROKE, for giving me this chance. I shall even let you view the entire event before I kill you. Kill you! Kill you all!!!"

Unfortunately for DR. DRACONIS, and fortunately for our Entangled heroes and villains, the final ignition sequence will cause a power drain over the rest of the complex. The villains will be released from the entangle field. The containment apparatus, in this option, is a self-contained unit. If the villains want any help in defeating the crazy Dr. DRACONIS, they would probably have to set the heroes free. DRACONIS and his cyborg ants should be too powerful for just the villains alone. Even if DRACONIS wins, the world is safe. THE DAGGER will still melt down if full power is used.

OPTION: All the insects from Stinger's breeding vats have the scent reflex previously explained bred into them. These cyborg ants are no exception. Strangluff's armor doesn't have a scent overlay device. Once a turn roll for each cyborg ant. On an 8 or less, racial memory has won out over integrated circuitry and they will attack DRACONIS for 2D6 phases before their internal computer shuts them down. Remember that the heroes don't have a scenting overlay device either, so use your discretion.

OPTION: If you run a fairly high-powered campaign, you would probably want to make the scenario a little harder.

1) Give DEATHSTROKE more levels with their powers and skills. Up the damage they can do with their attacks.

2) Add more villains. Give the heroes more super-types to contend with. (If you're having players control the villains, be a little cautious with this. The more people involved, the merrier. If the crowd gets TOO rowdy, the adventure could take second place to the party.)

3) Increase the number of guardian insects. As it stands, there are three outside corridors that aren't patrolled by the killer bees. Reduce the number of corridors. This increases the chances of having to fight at the outset.

4) Add levels to the agents inside the base and give them a larger variety of weapons such as net guns, high power blasters manned by a crew of three, characteristic draining devices such as a speed inhibitor, etc.

EXPERIENCE

Experience in the first scenario is worth between 1 and 3 points. The last scenario could be worth up to 5 points depending on how well the participants handled themselves. Remember to keep track of the experience earned by the villains as well.

If the participants handled themselves poorly (killed bystanders, made stupid mistakes, etc.) they should be given the minimum amount of experience. Conversely, playing within the character conception, innovative play, and smart thinking should be rewarded. Modification made by the GM to make things tougher or easier should also be taken into consideration when awarding experience.



BACKGROUND

DEATHSTROKE: In The Beginning

THE DESTROYERS were begun by FROST and DEATHSINGER. The two brothers found they made an excellent team, but DEATHSINGER still felt there was something missing. Several times they were forced to abort jobs they had spent a long time planning due to the intervention of superheroes, reinforced security, or just random events. The two brothers even got caught and sent to prison a few times. One day while FROST and DEATHSINGER were incarcerated, they decided to form an organization.

Naturally, DEATHSINGER would lead the group, backed up by his brother. Instead of escaping from jail as they normally would have done, they used the prison's resources to help determine exactly how to set up the group. When they had gathered all the information they could, the brothers escaped, and spent the next few months on a series of raids designed to finance the newly forming group's base, as well as to gather information to help recruit new members.

Through stolen police files, the brothers learned of STINGER who was being held in prison. They broke him out, and STINGER agreed to join the newly forming group, called now THE DESTROYERS. The three villains, now close friends, spent several months on an unplanned rampage of crime before coming across another potential member.

ARROWHEAD, who was on the run from the mob, ran into the trio when they robbed the warehouse where he was hiding out. Instead of fighting them, ARROWHEAD agreed to join them, and quickly put to use the organizational skills that had served him so well during his time with the mob. With the addition of DEATH COMMANDO, the team was complete. After several years of robberies and kidnappings, the group was quite rich, and very happy with themselves. Yet there was still something missing.

The political aspirations of the group started as a snide remark by ARROWHEAD. THE DESTROYERS were laying low between jobs and were watching the evening news. The news story following a feature on THE DESTROYERS' latest robbery was on a political scandal. ARROWHEAD commented that even a common hood like himself could be a better senator than the one who had been caught in the scandal. That remark began a debate which lasted for hours. The group had never argued politics before.

The conclusion of that debate became the basis for THE DESTROYERS' political philosophy: The country would be better governed by criminals who were honest about themselves than the criminal politicians who pose as honest men in order to fool the public. Of course the most qualified criminals for the position were none other than themselves. Realizing that it would be impossible to be elected to public office, THE DESTROYERS decided to seize it.

"We shall be a deathstroke to those amateur hoodlums who cloak themselves in a thin veil of respectability!" cried DEATHSINGER. "yes, yes! We shall change our name. Change it to...DEATHSTROKE. It

has a better ring to it than THE DESTROYERS, anyway."

"Uh..sure, DEATHSINGER." Thus it began. DEATHSTROKE knew that they would need agents and a base of operations for such an undertaking and so began forming the nucleus group for The Agents of DEATHSTROKE.

PLAYING THE VILLAINS

Personality Sketches

FROST: FROST is the most outgoing member of the group. If he's caught in a bad situation, he will do his best to bluff his way out. This is especially useful if the hero that he's fighting has never seen him before. FROST's favorite tactic is to pretend that he has shaken off a Mind Control and that he's in actuality a hero. He will even let himself be put into a vulnerable position to prove it. After all, "...we're all working for the same goals, right? If we heroes can't trust each other who CAN we trust?" He will then try to talk his way into an advantageous position and make a surprise attack. The other members of DEATHSTROKE will go along with this tactic although they won't put themselves in a position where they can be attacked...something FROST seems unafraid to do. FROST is absolutely fearless except when he's exposed to fire. He is also totally devoted to his twin brother, DEATHSINGER.

DEATHSINGER: DEATHSINGER has a total disdain for everyone in the world save the other members of DEATHSTROKE, and is patronizing towards their agents. While it is FROST who usually commands the team during the execution of a mission, it is normally DEATHSINGER who masterminded the operation. Megalomaniac that he is, he is constantly given towards your typical "Puny mortal, prepare to meet the godlike powers of the greatest villain in the world!" type speech. DEATHSINGER, for all his feelings of superiority, will not use his killing attack indiscriminately, for "...the promiscuous use of my godlike powers of life and death would be naught but a betrayal of the great trust that God Himself has given me." DEATHSINGER loves to deliver the coup-d'etat in battle. DEATHSINGER is as devoted to FROST as FROST is to DEATHSINGER.

ARROWHEAD: ARROWHEAD prefers action to words when in a fight. If he is fighting a hero whom he has never fought before, he will avoid using his Energy Blast and wait for a chance to surprise him with it. He will also make use of his Find Weakness Skill whenever he can safely do so. One thing to keep in mind about this villain is that he is a chronic practical joker. ARROWHEAD will also go out of his way to cause The Mob grief and humiliation.

STINGER: STINGER is usually very careful about using his Killing Attack. His favorite tactic is to web an opponent and pummel him senseless using his great strength. He will often web an opponent several times and leave him, coming back later to finish him off. STINGER likes the feeling of bones crunching beneath his fists, and will not use his full Killing Attack on a flesh and blood target unless his opponent possess at least Half Damage Resistance or other resistant defenses.

DEATH COMMANDO: DEATH COMMANDO is the most battle-wise member of the team. While he prefers to attack from ambush, he isn't afraid of an out front battle. He loves to use hostages and other diversions to get

out of a bad situation. DEATH COMMANDO is cold, cool, calculating, and exacting. Never turn your back on this villain if he has taken a dislike to you. He isn't someone that you'd want to date your younger sister...

STRANGLUFF DRACONIS: This character should only be controlled by the GM. Draconis, to all appearances, is totally harmless. He has a fascination with Dragons, reptiles, and pottery. If he wanted to, he could probably make a living as a master potter. Hitler might have been a nice painter... When playing him, play him as the absent-minded professor. If his Ultimate Weapon is damaged to the point of its implosion, he will go totally off the deep end. The heroes' last glimpse of him as they evacuate the area would be the good doctor diving into the reptile breeding vats so he could die with his "children".

The Agents Of DEATHSTROKE

Once the need for an agent corps was realized, DEATHSTROKE went about recruiting. Abandoning the typical hunting grounds of the wharfside bar, seedy cafe and the like, they made a point of taking on capable personnel. They wanted a group that they could depend on.

The various wars and police actions of the past few years had produced an abundance of veterans who couldn't adjust to civilian life. In some cases these men and women had turned to crime in order to both support themselves and to strike back at the society which no longer needed them. These former warriors were sought out by DEATH COMMANDO and, if they proved worthy, asked to join the corps.

ARROWHEAD used his contacts in the underworld to seek out mobsters who, for various reasons, were on the run from their former "employers". As chance would have it, many of these men and women had fallen from grace due to their friendship with ARROWHEAD when he was with the Spumoni mob. This was ARROWHEAD's chance to pay them back for their loyalty. He contacted them and asked them to join.

STINGER circulated among the scientific community looking for the rogue scientists that the new group needed. It was here that he first met Dr. Strangeluff Draconis. (Dr. Draconis will play an important part in the final scenario) In any case, STINGER found the men that he wanted and soon won them over to DEATHSTROKE's way of thinking. It didn't take much persuading.

DEATHSINGER and FROST went among the radical underground. They sought out people whose philosophies could be bent to agree with their own. Surprisingly, most of the female agents have come from this quarter.

DEATHSTROKE now had a core group of loyal agents and operatives. Numbering close to fifty, they couldn't be accommodated in the villains' former base. STINGER designed a new base which would resemble an insect hive with its various specialized chambers and connecting tunnels. Property was acquired in a remote mountain valley and the move was made.

Preliminary excavations were made by ARROWHEAD and DEATHSINGER while the other members of the group planned a number of world-wide robberies. These robberies would supply the money and materials necessary to finish the base.

The main base currently has a steady population of 100. This number includes DEATHSTROKE, scientists, technicians and three elite Battle Squads, consisting of 7 agents each. DEATHSTROKE also maintain another four Battle Squads scattered throughout the country. These agents serve as undercover operatives and maintain 'safe houses'. DEATHSTROKE agents are well-trained and well cared for. As a result of their criminal operations, each agent has a Swiss bank account containing hundreds of thousands of dollars. These men and women know a good thing when they see it. They are very loyal to DEATHSTROKE and their fellow agents, and are not easily intimidated by the forces of law and order.

All of the DEATHSTROKE agents receive their basic training from DEATH COMMANDO. Those who show great promise are inducted into the elite Battle Squads. Each member of a Battle Squad receive extensive combat training from both DEATH COMMANDO and ARROWHEAD. This training includes their Find Weakness Skill. These Battle Squads consist of 7 agents each. These Battle Squads are made up of one Officer, four Assault Troopers, one Heavy Weapons agent, and one Special Weapons agent.

Agent Tactics

DEATHSTROKE agents prefer ambush and flanking maneuvers, and use skirmish units to draw opponents into ambush or a larger main body of agents. They also make good use of hostages and diversionary tactics if given the chance.

When in combat with superheroes, the agents will keep a two to three inch dispersion when possible. At least half the agents will reserve a half move for cover fire.

Assault agents will always try to Set, Brace, and Find Weakness on their target if given the chance. These agents will not Brace in an exposed position, and will avoid being easy targets. They will concentrate their fire on almost any target, leaving heroes with high defenses for the Heavy Weapons agent to handle.

Heavy Weapons agents are there to take out any target with high defenses. These agents often prefer to ignore their Find Weakness ability, except in extreme cases. They fully believe that their energy weapons have enough power to stop anything that come across.

Special Weapons agents provide a variety of support roles for the Battle Squad. While not on a specific mission, these agents will carry their sniper rifles. Special Weapons agents prefer to hide themselves somewhere that gives them a good view of the battlefield. From their concealed positions, they will Set, Brace and Find Weakness on their targets before firing. Their N-Ray Laser Rifles have no flash to the normal senses, and this makes them extremely hard to spot. If the battle is going badly for the agents, the agents will escape and report back to DEATHSTROKE how and by who they were defeated.

Officers do not play a big part in providing fire support for the team, but are the factor that allows the other agents to coordinate their attacks so well. If the officer is out of the battle, the agents should not function smoothly as a team. Officers have been known to carry special arms and equipment, just like the Special Weapons agent. If

the squad needs more fire power, treat the officer as you would one of those agents.

DEATHSTROKE agents are growing in numbers slowly. While they can't compete with the larger organizations such as VIPER, they can bring a large amount of firepower and expertise to bear on most endeavors. The most common operations that the organization takes part in are robberies of military equipment, heavy metals, banks, and jewelry.

SPECIAL AMERICAN TACTICS

A New Agent Organization For CHAMPIONS

The American intelligence community, the military high command, and some very influential legislators couldn't stomach having to share American facilities, operatives, information, and money with UNTIL. Pressure was brought to bear, and the courts declared UNTIL to have no jurisdiction over American matters. UNTIL could only become involved in international or extra-national affairs, or if specifically asked. Nevertheless, the need for a high powered, high tech government organization was there, and Special American Tactics (SAT) was created. Needless to say, this has caused some animosity in the international law enforcement community. The tension between UNTIL and SAT has grow until it has reached the point where only a disaster of world shattering proportions can get the two organizations to cooperate.

The commander of SAT is Major Brad Barrington, one of the best American agents to come out of the Vietnam war. He is tough, cunning, capable of making competent decisions in a split second, devoted to the American military, hates the commander of UNTIL, and has all the morals of a styrofoam cup. All in all, the perfect choice for the job. About the only difference between Major Barrington and DEATH COMMANDO is that the Major has the sanction of the government.

SAT operatives are chosen from the special forces and intelligence section of each military branch. They go through an intensive six month training and orientation program designed to separate the best from the best. About fifty percent of the trainees drop out of the program. Those who remain become the combat arm of SAT. The best of these agents, about twenty percent, are cross trained with the FBI and CIA for a year and become the undercover operatives of SAT. At present, there are three hundred agents in the agency (this figure includes sixty undercover operatives). The technical and support section of the agency numbers a little over a thousand. The SAT budget is classified, and they can call upon the resources and manpower of any other government branch.

SAT squads each contain five agents. This number includes one agent who has been trained in undercover operations, and is called a fire team. When the fire team is involved in a covert operation, the other four members act as a support group for the undercover operator. There are a total of sixty fire teams presently active within the organization.

SAT agents are supremely overconfident in their abilities. While the agents can be extremely subtle and unobtrusive while on a covert operation, they will display none of those characteristics while on a

public mission. They really enjoy showing off when they can. After all, they're the best there is -- Just ask them!

When not in armor or on an intelligence mission, a SAT team member will dress in the uniform of the military branch that they were in previous to joining SAT. They augment the uniform by wearing, in place of their appropriate service cap, a blue beret with a red, white and blue flash and a red, white and blue three string shoulder cord.

SAT will try to be involved in any investigations involving American super villains and American interests. On most occasions, due to the relatively small number of active fire teams, SAT presence is usually through a liaison officer drawn from the support group. That officer, however, is capable of requesting a fire team on hand if one should prove available. Roll 3D6; on an 11 or less there is an SAT fire team available to the liaison officer. Further details of SAT's organization and equipment are left up to the GM.

GROUND RULES FOR VILLAINY

One of the more interesting aspects of this adventure is the option of having players control the villains as well as the heroes. This can be done with any adventure. The advantage of this is that many people can participate in an adventure without overburdening the GM with a lot of record-keeping. For the GM, it is a delegation of authority. For the players controlling the villains, it entails the exercise of some restraint.

The GM should meet with the villains for a few minutes before the adventure begins. This meeting will set forth the plot and lay down the ground rules under which the adventure will run. The GM will have to supply the villains with the following things:

- 1) Some sort of personality sketch on the villain that each person will play.
- 2) Any needed background which would prove useful to playing the adventure.
- 3) The goal of the villains in the adventure that is about to be played.
- 4) Any limitations on the villains' actions. These limitations include, but are not limited to restrictions on killing attacks, capturing (or not capturing) of selected heroes, etc.
- 5) An idea of what the villains CAN do to the heroes.

The most important information that the GM will be giving the villains are their limitations. It is a good policy to restrict the use of Killing Attacks

when other players are in control of the villains. It is far too tempting to use a Killing Attack if it is available. If the heroes all have Damage Resistance and the Killing Attack is the only way to put some stun on them, it's a different story. If death is a common occurrence in the campaign, then the limitation may not be needed.

It is very important that the players understand the villain's motivation in the adventure. It makes the game go faster and keeps the GM from consistently restraining the villains during the course of play. Every villain has a goal and motivation. The players who control the villains must be aware of this.

It is best to try and choose people with the most experience to control the villains. They have a better understanding of the rules and, quite possibly, have encountered the villains that they are playing before.

After the GM has met with the villains, it is best to let the players have a few minutes to plan their endeavor together. This promotes the feeling of teamwork that is always necessary for an enjoyable adventure. This also gives them the chance to get their creative juices flowing. While the villains are planning their end of the adventure, the GM will have a chance to prepare the players who will be playing the heroes.

As a group becomes more used to playing both sides of the fence, it is possible to create little sub-plots within the adventure as a whole. For example, one of the villains might be given a bit of information that the others don't have. That could be used as a random variable that could take both the other villains and the heroes by surprise. The possibilities are endless.

Finally, the GM must never lose control over the adventure. The GM provides the plotline and limitations within which all the participants must operate. The GM, as always, is the final arbiter. Having players have control over the villains is an interesting variation that should be attempted at least once. It can spice up an occasional adventure or be the foundation of the entire campaign. The choice is up to the GM.

These guidelines can apply to any adventure where the GM delegates his/her control of the villains over to players. Just remember to have a definite goal for the villains to achieve, limitations (where necessary) over certain actions, a character outline and a little organization. It is a little complicated the first few times, but the more it is done, the easier it becomes.

GOOD LUCK AND MAY YOUR CAPE NEVER GET STUCK IN YOUR ZIPPER!

PERSONALITIES

Name: DEATH SINGER

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
20	STR	10		EC Sonic Powers		25	Berserk 14 or less when attacked by Sonics, Recover 8 or less
20	DEX	30	50	1 8D6 EB - Sonic at 1/2 END	4		
23	CON	26					
15	BODY	10	31	2 3D6 RKA - Sonic at 1/2 END	4	15	1 1/2x STUN from Physical KA
18	INT	8				10	2x STUN from Force Field Attacks
14	EGO	8	25	3 +20 PD, +20 ED Force Field at 1/2 END	4	20	Megalomania
20	PRE	10				30	Hunted by Hero Group 8 or less
14	COM	2	20	Active Sonar Hearing			
10	PD	6	7	Disguise 14 or less			
11	ED	6	3	1 Level w/ EB			
5	SPD	20	5	1 Level w/ EC			
14	REC	10	10	Find Weakness for EB on 11 or less		25	Hunted by UNTIL 8 or less
66	END	10				15	Secret Identity
48	STUN	10				77	Villain Bonus
OCV = 7							
DCV = 7							
ECV = 5							
PHA = 3,5,8,10,12							
CHA Cost=166+151 = Power Cost Total = 317				317 = Disadvantage Total			

Damian and Adrian du Morte are the twin mutant sons of the famed nuclear physicist Rodney du Morte. Rodney's accidental exposure to radiation in the course of an experiment brought out latent mutations in his genes...which became an active mutation in his sons. Rodney died of cancer soon after the birth of the boys. His wife Margie soon remarried and took the children to start a new life in Alaska. Margie's new husband did not care for his new sons and mistreated them greatly. For 18 years, he regularly beat both the boys and their mother. Thusly, the boys grew up with little respect for authority and no love for their stepfather.

As they grew older, their powers began to manifest themselves. While in the cold of Alaska Adrian's power could easily remain unnoticed, Damian's sonic mastery did not. Damian delighted in showing that he was "...superior in every way to the puny mortals which surround me...excepting, of course, you, brother." These feelings of megalomania never left Damian. Their stepfather soon discovered Damian's mutant powers and vowed to kill the boys to "make society safe for red-blooded Americans". The boys had advance warning of their stepfather's plan, and fled. Their stepfather followed and the hair-raising chase ended only after their stepfather's death in a freak snowstorm. The brothers left Alaska to seek fame and fortune by way of crime as DEATH SINGER and FROST.

Name: FROST

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
15	STR	5		EC (Ice Powers)		20	2x STUN from Fire attacks
23	DEX	39	62	1 10D6 EB - Cold, at 1/2 END	5	10	1 1/2x BODY from Fire Attacks
30	CON	40				20	3D6 from extreme heat or fire
15	BODY	10	25	2 4D6, DEF 4 Entangle at 1/2 END	4	15	Fear of Fire
13	INT	3				30	Hunted by VIPER on 11 or less
9	EGO	-2	25	3 +15 PD, +15 ED Armor			
20	PRE	10	25	4 20" Running at 1/2 END	2	35	Hunted by Superhero Group 11 or less
10	COM	0	15	+3 Levels w/EC			
13	PD	10					
10	ED	4					
5	SPD	17					
10	REC	2					
70	END	5				15	Secret Identity
41	STUN	3				67	Villain Bonus
OCV = 8							
DCV = 8							
ECV = 3							
PHA = 3,5,8,10,12							
CHA Cost=140+152 = Power Cost Total = 292				292 = Disadvantage Total			

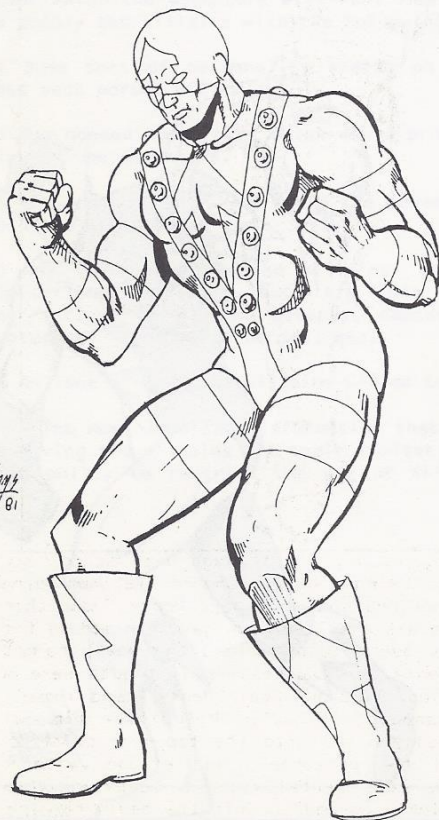




Name: STINGER

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
40	STR	30		EC (Insect Powers)		10	2x STUN from Poisons
21	DEX	33	18	1 21" Gliding		20	Sus to Alcohol 3D6
20	CON	20	43	2 5D6, DEF 5 Entangle at 1/2 END	4	15	Vicious
15	BODY	10				10	Hates Insect Heroes
23	INT	13	37	3 2D6 HKA at 1/2 END	3	30	Hunted by Hero Group on 8 or less
10	EGO	0		4D6 w/STR	7	25	Hunted by UNTIL on 11 or less
20	PRE	10	20	Active Sonar Hearing		10	Hunted by FBI on 8 or less (x 1/2)
10	COM	0	10	1/2 END Cost - STR		15	Secret Identity
20	PD	12	5	+1 Level w/EC		71	Villain Bonus
15	ED	11	12	+4 Levels w/Gliding			
5	SPD	19					
15	REC	6					
40	END	0					
45	STUN	0					
OCV = 7							
DCV = 7							
ECV = 3							
PHA = 3,5,8,10,12							
CHA Cost=161+145 = Power Cost Total = 306 306 = Disadvantage Total							

Farmal C. Turnwall was a mild-mannered entomologist doing research on an obscure insect of the Amazon. While tracing this "strangely intelligent" insect back to it's nest, Farmal was ambushed by a cloud of these insects, and was stung hundreds of times. Running in blind terror, Farmal was finally overcome with pain, and collapsed by an odd-smelling spring. Occasional sips from this spring during the next few days kept him alive during the fever and delirium that followed the attack. When Farmal recovered from the attack he found that the poison from the insects had combined with some odd chemical in the spring which resulted in him receiving some pretty strange powers. Half-crazed by the days of the fever, Farmal abandoned his old life, supporting himself by crime now as the STINGER.



Name: ARROWHEAD

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
60	STR	50	45	6D6 EB - Armor	4	20	Berserk 14 or less when Ego attacked
20	DEX	30		Piercing		10	Recover 8 or less
30	CON	40	6	2 Levels w/ EB		10	Overconfidence
20	BODY	20	11	1/2 END Cost - EB		30	Hunted by VIPER on 11 or less
13	INT	3	15	1/2 END Cost - STR		30	Hunted by UNTIL on 11 or less
10	EGO	0				15	Secret Identity
30	PRE	20				79	Villain Bonus
10	COM	0					
22	PD	10					
20	ED	14					
4	SPD	10					
18	REC	0					
60	END	0					
75	STUN	10					
OCV = 7							
DCV = 7							
ECV = 3							
PHA = 3,6,9,12							
CHA Cost=207+ 77 = Power Cost Total = 284 284 = Disadvantage Total							

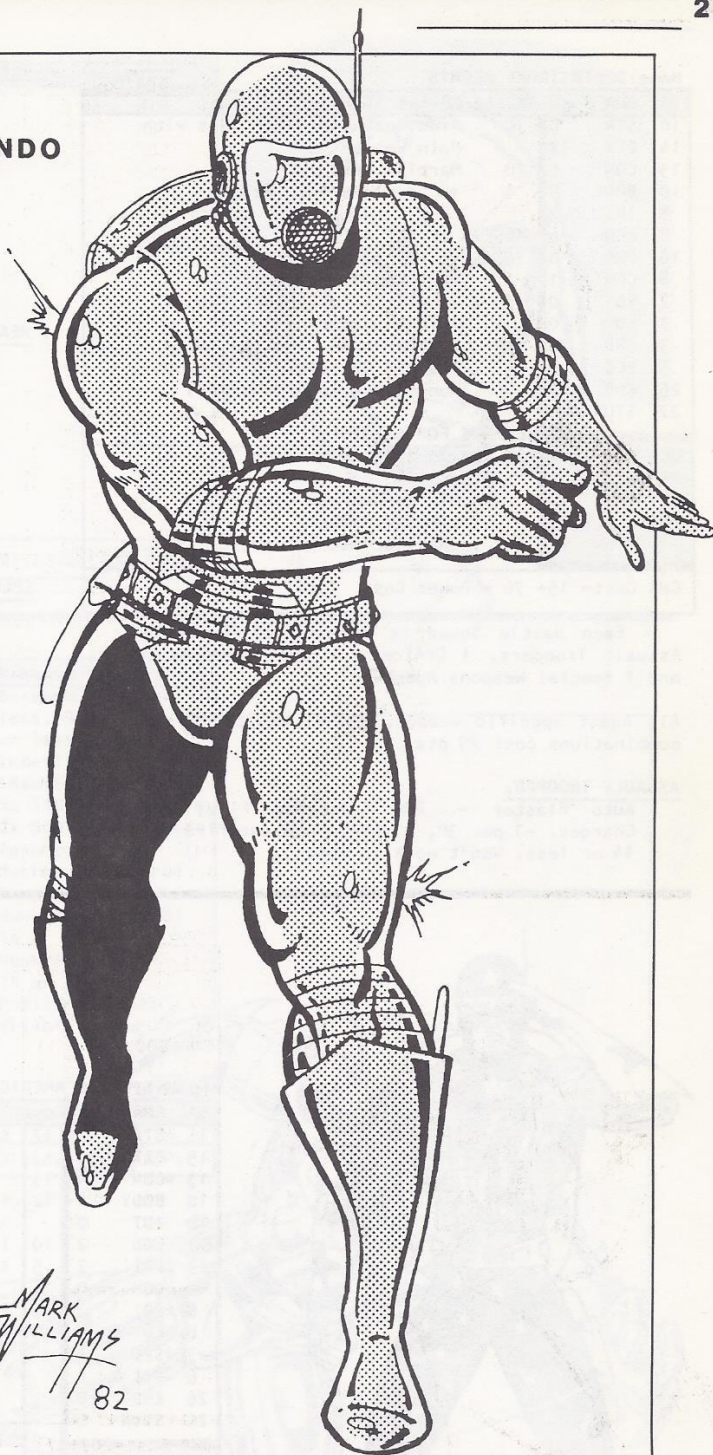
Rocky Scaglioni was a member of the Chicago mob when his don, Nicky Spumoni, asked him to volunteer for a little test. It seemed that the mob was losing much ground due to the influx of super-types, and Nicky had a little experiment set up to see whether or not the mob could produce their own supervillains. Nicky's tame scientists took Rocky, the brightest of Nicky's lieutenants, and within a year ARROWHEAD was born. All did not go well, however, for Nicky. Rocky, aware of his new power, was gaining much support among his fellow workers. Nicky began to send ARROWHEAD on more and more dangerous missions. ARROWHEAD was aware of this but bided his time until he could make his move. On a mission, ARROWHEAD met FROST who convinced him he should forget the mob and join the newly forming DESTROYERS.

VAL	CHA	Cost
15	STR	5
20	DEX	30
20	CON	20
15	BODY	10
13	INT	3
10	EGO	0
10	PRE	0
10	COM	0
8	PD	5
9	ED	5
5	SPD	20
11	REC	8
40	END	0
43	STUN	10

OCV = 7
 DCV = 7
 ECV = 3
 PHA = 3,5,8,
 10,12

CHA Cost=116

Name: DEATH COMMANDO



Cost	Powers	END
15	Martial Arts	
15	+1x Damage Multiplier for martial arts	
29	* 8D6 EB - Blaster, selective fire (32+32+32 Charges, Act. on 14 or less, Won't work under water)	
10	+2 Levels w/Guns	
10	+1 Overall Level	
16	& +8 PD, +8 ED Armor (Act 14 or less)	
7	\$ 10 pts. Life Support	
10	? 10" Flight	2
5	Disguise 12 or less	
5	Stealth 13 or less	
5	Climbing 12 or less	
5	Security Systems 12 or less	
9	Gadgeteer 14 or less	
48	40 Gadget Points	
10	20 pts. PRE Defense	
10	Find Weakness for EB on 11 or less	
	* OAF - Blaster Pistol	
	& OIF - Costume	
	\$ OIF - Helmet	
	? OAF - Jet Pack	

209 = Power Cost Total = 325

100+ Disadvantages

15	3D6 Unluck
10	Hatred of UNTIL
20	Killer
35	Hunted by UNTIL on 14 or less
30	Hunted by Superhero group 8 or less
15	DNPC on 8 or less
	Incompetent (little sister)
15	Secret Identity
12	Hunted by Police 14 or less
73	Villain Bonus

325 = Disadvantage Total

Henry Wadsworth was a born aggressor. All through high school and college he got what he wanted by being a bully, and in Viet Nam being aggressive brought him fast promotions and good pay. Henry found that his country did not mind that he was a killer, but gave him medals for killing well. When the war was over, Henry joined the newly formed UNTIL. But unfortunately for Henry, his aggressive instincts were a liability in this new organization. Time and again Henry found himself in trouble for "overzealous conduct". Finally UNTIL threw him out altogether. Enraged by this, Henry broke into the top-secret lab he had been guarding, killed all the personnel, and escaped with a proto-type battle suit, and some experimental weapons. Henry was then contacted by DEATHSINGER and quickly agreed to join the newly forming DESTROYERS

Name: DEATHSTROKE AGENTS

VAL	CHA	Cost	SKILLS OF ALL AGENTS
10	STR	0	10 Find Weakness 11 or less with Main Weapon
14	DEX	12	10 Martial Arts
13	CON	6	6 +2 Levels w/Main Weapon
10	BODY	0	
8	INT	-2	
8	EGO	-4	
10	PRE	0	
8	COM	-1	
2	PD	0	
3	ED	0	
3	SPD	6	
5	REC	0	
26	END	0	
22	STUN	0	
GADGETS OF ALL AGENTS			
10 * +6 PD, +6 ED Armor (Act. on 14 or less)			
3 # 10 pts. Life Support (Won't work in water)			
8 ! 2"r Darkness (Act. on 14 or less, 2 Charges, x8 PB each, Won't work in high winds)			
WEAPONS FOR AGENTS			
29 Weapons by Agent Type			
* OIF Reinforced Costume			
# OAF Gas Mask			
! OAF Blackout Grenades			
OAV = 5			
DCV = 5			
ECV = 3			
PHA = 4, 8, 12			
CHA Cost = 15 + 76 = Power Cost Total = 91			

Each Battle Squad is made up of 7 agents - 4 Assault Troopers, 1 Officer, 1 Heavy Weapons Agent, and 1 Special Weapons Agent.

All Agent specific weapon, skill, equipment, and CHA combinations cost 29 pts.

ASSAULT TROOPER:

Auto Blaster - 8D6 Selective Fire, 32+32+32 Charges, -1 per 3", -1 per 2" on autofire (Act. on 14 or less, Won't work in water).

OFFICER:

Heavy Blaster Pistol - 6D6 Selective Fire, 16 Charges, -1 er 3", -1 per 2 on autofire (Act. on 14 or less, Won't work in water).

Radio - High Range Radio Hearing and Transmitting (OAF - Radio).

4 Blackout Grenades

+5 INT, +1 PRE

HEAVY WEAPONS AGENT:

Heavy Blaster - 12D6 Energy Blast, 8 Charges, -1 per 5" (Act. on 14 or less).

Flash Visor - 5 pts. Flash Defense (OIF - Visor, Act. on 14 or less).

4 Blackout Grenades

+3 PRE

SPECIAL WEAPONS AGENT:

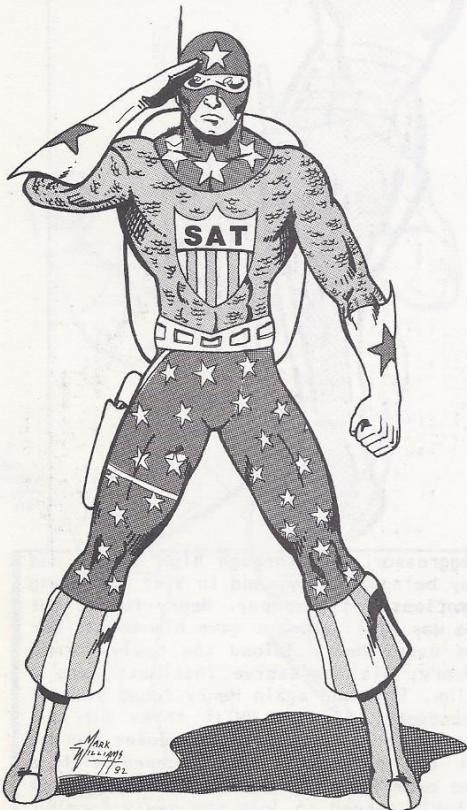
X-Ray Laser - 8D6 Invisible Energy Blast, 8 Charges, -1 per 7" (Act. on 14 or less).

Visor - 5 pts. Flash Defense (OIF - Visor, Act. on 14 or less) and IR Vision (OIF - Visor).

Gas Grenades - 4D6 NND (10 pts. Life Support) in 2"r (2 Charges, Act. on 14 or less).

0 Blackout Grenades

or any other weapon combination, as needed.



Name: SPECIAL AMERICAN TACTICS AGENTS

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
15	*STR	3	17	& 7D6 EB - Blaster (16 Charges)			
15	*DEX	10		15 Martial Arts			
13	*CON	4	15	* +8 PD, +7 ED Armor (Act on 14 or less)			
10	BODY	0	12	! 10" Flight	2		
10	INT	0	10	* 8 pts. Flash Defense			
11	EGO	2	10	3 Levels w/Guns			
13	*PRE	2	5	* Radio Hearing			
10	COM	0	15	* 15 pts. Life Support			
6	*PD	2	7				
6	*ED	2	10				
3	*SPD	4					
6	REC	0					
26	END	0					
25	STUN	0					
OAV = 5							
DCV = 5							
ECV = 4							
PHA = 4, 8, 12				& OAF - Blaster Pistol			
				* OIF - Powered Armor			
				& OIF - Jet Pack			
CHA Cost = 29 + 71 = Power Cost Total = 100 100 = Disadvantage Total							

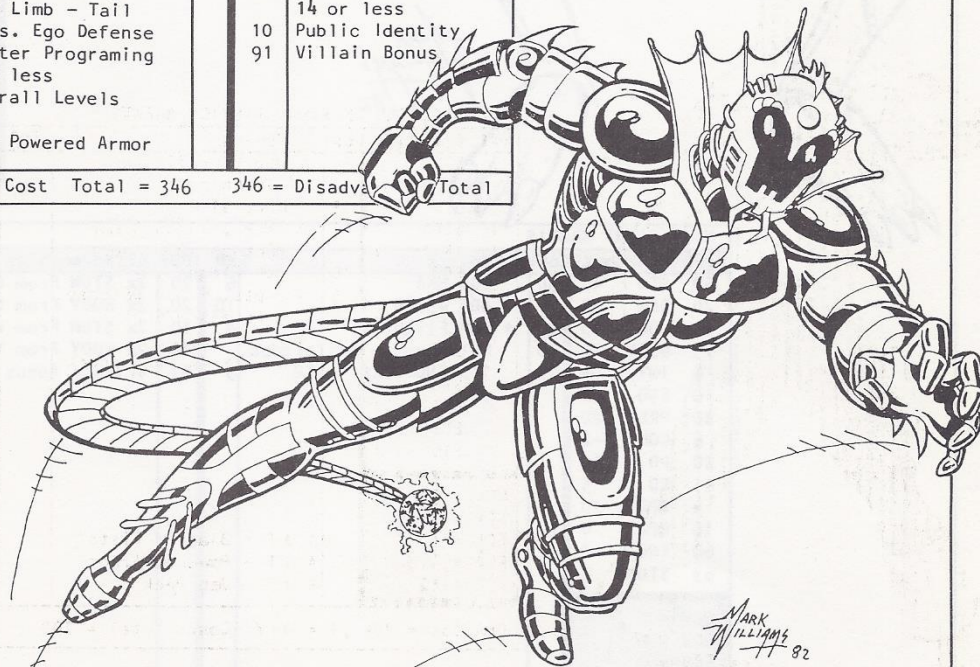
Name: DOCTOR DEATH

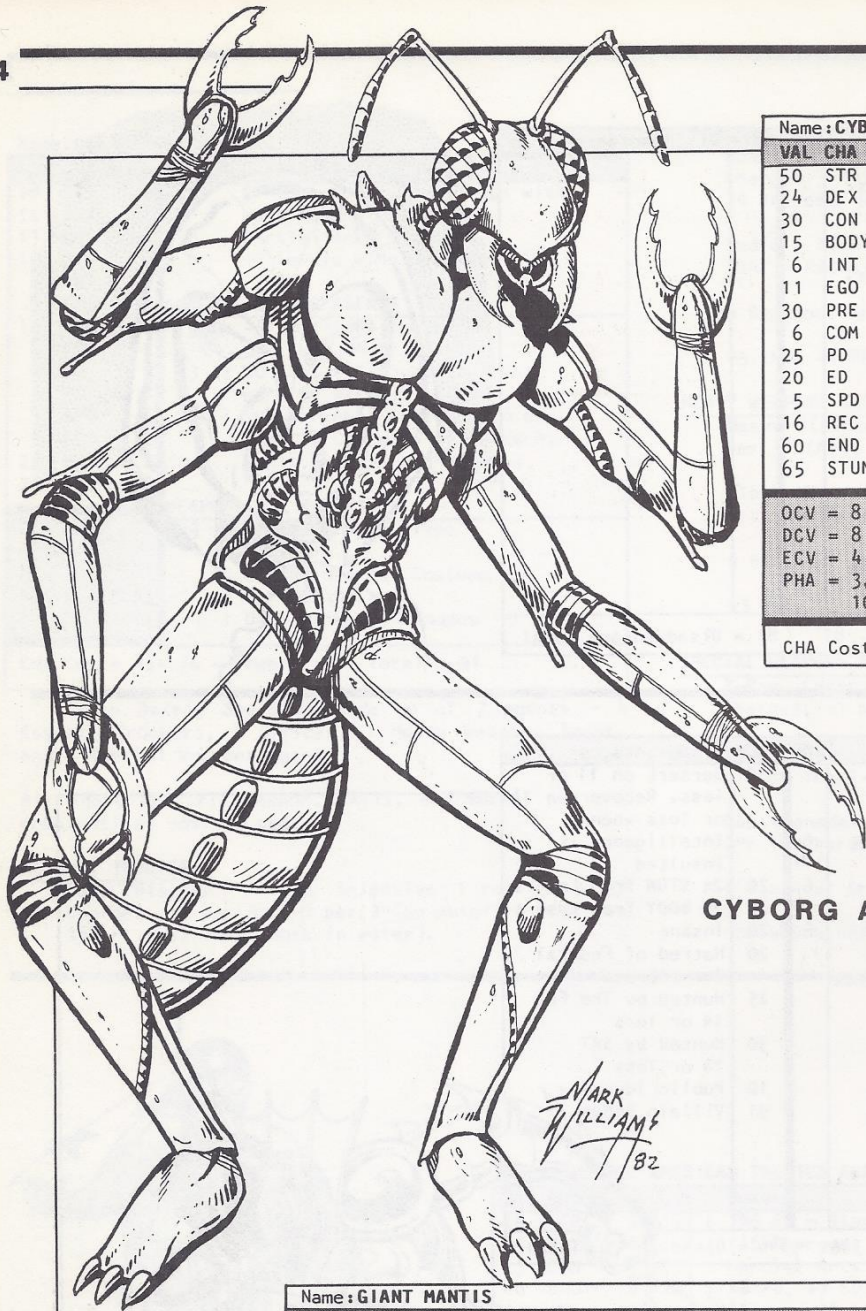
VAL	CHA	Cost	Cost	Powers	END	81+	Disadvantages
15	STR	5	11	* 6D6 EB - Blaster			
15	DEX	15		(Act. on 14 or less,			
10	CON	0		END BAT. - 48 pips)			
10	BODY	0	15	Martial Arts			
10	INT	0	16	! +9 PD, +9 ED Armor			
10	EGO	0		(Act. on 14 or less)			
20	PRE	10	6	2 Levels w/EB			
6	COM	-2					
3	PD	0					
2	ED	0					
3	SPD	5					
5	REC	0					
20	END	0					
23	STUN	0					
OCV = 5							
DCV = 5							
ECV = 3							
PHA = 4, 8, 12				! OIF - Armored Costume			
				* OIF - Blaster Pistol			
CHA Cost= 33+ 48 = Power Cost					Total = 81	81 = Disadvantage Total	



Name: DR. DRACONIS

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
45	*STR	23	37	* Multipower - 75 pt.		30	Berserk on 11 or
26	*DEX	32		Reserve (Act on 14			less, Recover on 14
30	*CON	26		or less)			or less when
15	*BODY	7	3	*u12D6 EB - Blaster at	6		intelligence is
28	INT	18		1/2 END Cost			insulted
14	EGO	8	3	*u4D6 RKA - Laser at	6	20	2x STUN from Lasers
30	*PRE	13		1/2 END Cost		20	2x BODY from Lasers
2	COM	-4	3	*u4D6 STR Transfer at	6	20	Insane
20	*PD	7		1/2 END Cost		20	Hatred of Federal
20	*ED	9	20	* Full Damage Resistance		20	Bureaucrats
7	*SPD	23	20	* Full Life Support		25	Hunted by The FBI
15	REC	0	7	* Ultraviolet Vision			14 or less
80	*END	7	7	* HR Radio Hearing		30	Hunted by SAT
80	*STUN	18	7	* Extra Limb - Tail			14 or less
OCV = 9				* 16 pts. Ego Defense		10	Public Identity
DCV = 9				Computer Programing		91	Villain Bonus
ECV = 5				15 or less			
PHA = 2, 4, 6, 7, 9, 11, 12				4 Overall Levels			
				* OIF - Powered Armor			
CHA Cost=187+159 = Power Cost					Total = 346	346 = Disadvantage Total	



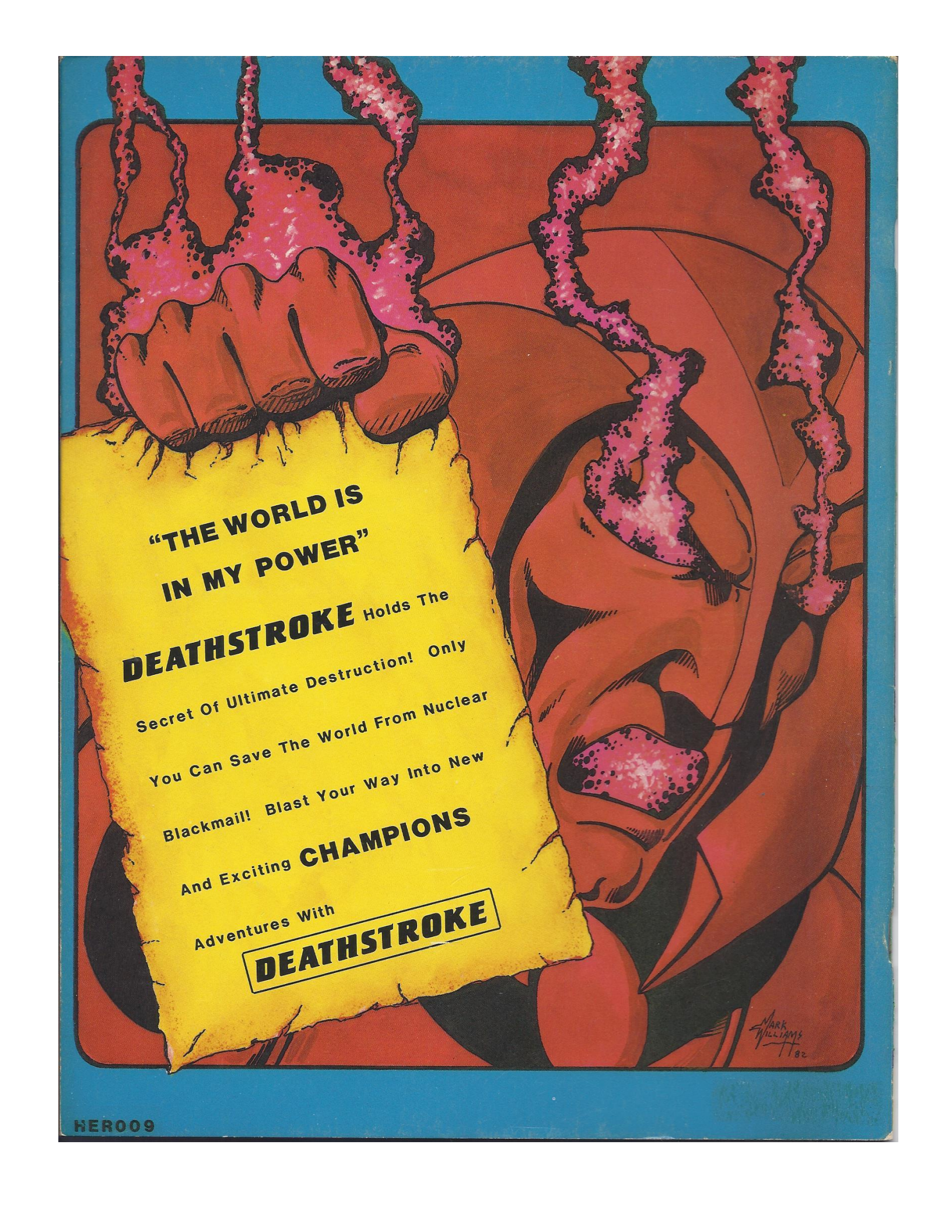


CYBORG ANT

Name: CYBORG ANT					
VAL	CHA	Cost	Cost	Powers	END
50	STR	40	30	2D6 HKA	6
24	DEX	42		4D6 w/STR	10
30	CON	40	10	* 2D6 Ego Attack	4
15	BODY	10		(Act 14 or less)	
6	INT	-4	27	* 12D6 EB - Electric	
11	EGO	2		(No Range, 8 Charges)	
30	PRE	20	20	* Full Damage Resistance	
6	COM	-2	12	15 pts. Life Support	
25	PD	15		(Won't Work in Water)	
20	ED	16	7	* Danger Sense	
5	SPD	16		11 or less	
16	REC	0	30	6" Tunneling thru	3
60	END	0		DEF 6	
65	STUN	0	4	* +3" Running	
			5	Discriminatory Smell	
			8	+4 Enhanced Smell	
				* 1/2 END Cost - STR	5
				* OIF - Cyborg Body	
CHA Cost=195+165 = Power Cost Total = 360					

100+ Disadvantages	
20	2x STUN From Fire
20	2x BODY From Fire
10	2x STUN From Electricity
10	2x BODY From Electricity
15	3D6 From Pesticide
20	Berserk on 11 or less when blood is drawn, Recover on 11 or less
180	Villain Bonus
360 = Disadvantage Total	

Name: GIANT MANTIS					
VAL	CHA	Cost	Cost	Powers	END 100+ Disadvantages
50	STR	40	30	2D6 HKA	6 20 2x STUN From Cold
20	DEX	30		4D6 w/STR	10 20 2x BODY From Cold
30	CON	40	20	* 20" Flight	4 10 2x STUN From Cold
15	BODY	10	30	Full Damage Resistance	10 2x BODY From Fire
6	INT	-4	12	1/2 END Cost - STR	5 91 Villain Bonus
10	EGO	0			
30	PRE	20			
6	COM	-2			
20	PD	10			
11	ED	5			
4	SPD	10			
16	REC	0			
60	END	0			
65	STUN	0			
				* OAF - Wings	
CHA Cost=159+ 92 = Power Cost Total = 251 251 = Disadvantage Total					



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