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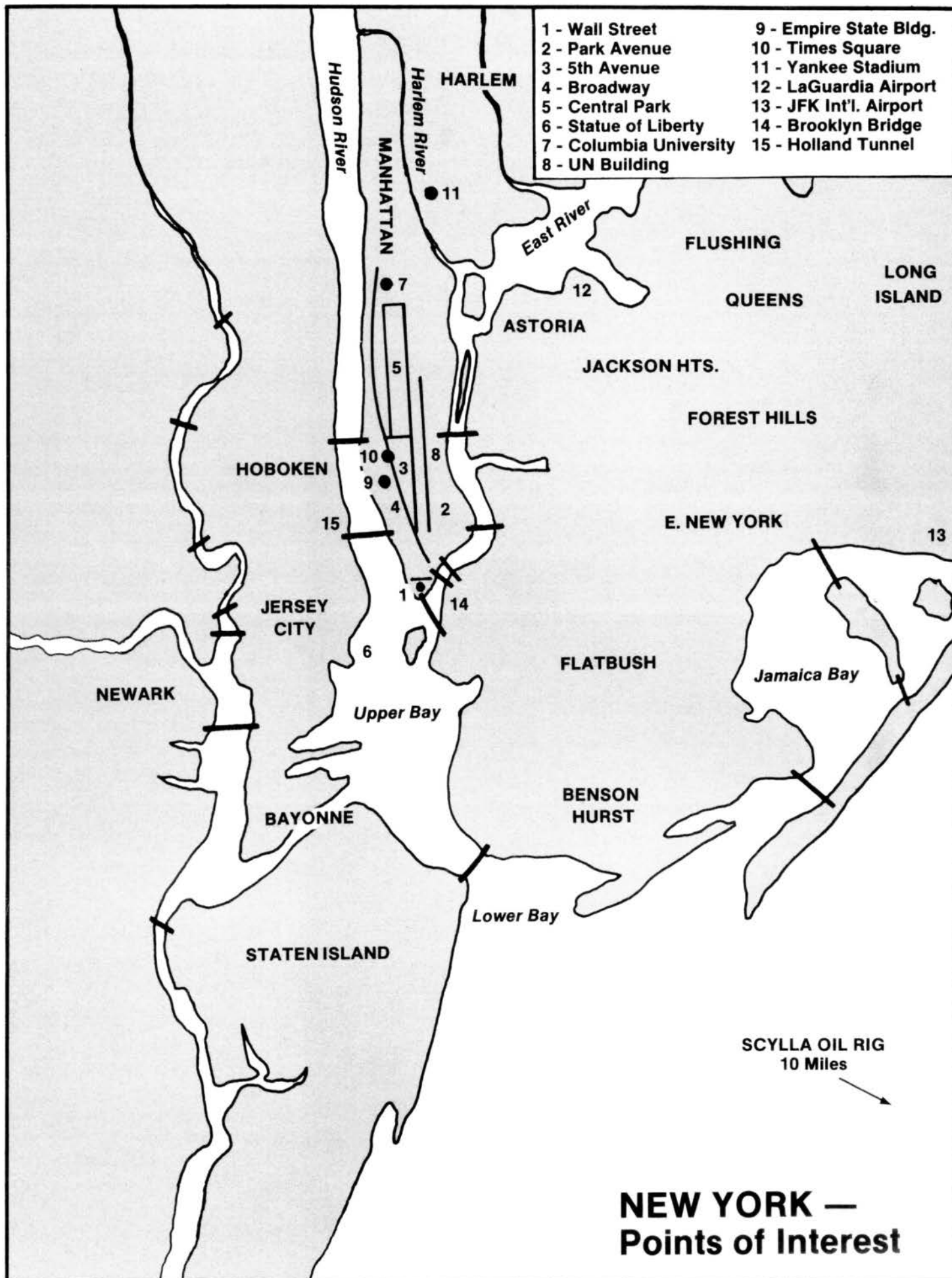
ROLE
PLAYING
MODULE



Rigged Results



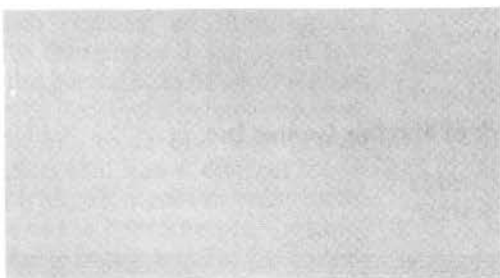
By Bruce Humphrey



Rigged

Results

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Rigged Results

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GAMEMASTER'S INTRODUCTION

For three thousand years, pirates have been the terror of the seas. In ancient Greece and Rome, during the Dark Ages, and during the Renaissance, buccaneers have roamed the seaways. Where trade went by water, pirates followed, until their operations spanned the globe. And throughout recorded time, the greatest and most successful pirates have been organized. Their predations have been

planned and financed by a shadowy union called the Reavers, whose beginnings are obscured by the mists of history.

The Reavers have continued — nay, expanded — their age-old calling into the twentieth century. They have learned the value of avoiding publicity. Secrecy had always been a byword, where pirate treasure and hideouts were concerned, but now the Reavers

even hide their members in a cloak of confusion and double-dealing. They work through “fronts,” financing powered villains and other evil groups. Ships disappear, towns are raided, terrorists financed, and wars begun. None of it is traceable to the Reavers. Hiding among the thousands of islands and along the vast coasts of the world, these modern-day pirates operate a vast syndicate.



GAMEMASTER'S BACKGROUND

The Reavers

The Reavers' organization, though not active in the official DC universe, is intended to give the GM guidance in creating his or her own organizations of villains. The Reavers can also be used in a continuing campaign as a source of villain financing, scientific advances, and adventures.

The Reavers' organization is divided into seven regions, or “kingdoms.” Originally there was a kingdom for each of the “seven seas.” Power struggles between Reaver Kings have changed the different areas of control, but each region still has a central location. Each kingdom and its ruler have the same name. For example, the king of the Atlanto region is called “Atlanto.” When a region is ruled by a Queen, the region's name is changed, if necessary, so that it takes on a feminine ending, as in “Arctica.”

Atlanto — This area extends from Nova Scotia and Spain on the north, down to the southern tips of Africa (Cape of Good Hope) and South America (Cape Horn). One of the richest Reaver kingdoms, Atlanto is also the region in which *Rigged Results* takes place. The secret base

for Atlanto is located in the Bermuda Triangle, in the Sargasso Sea. Atlanto's headquarters is hidden among the thousands of wrecked ghost ships lost in this mystery-shrouded graveyard of the ocean.

Arctica — This region is an icy realm that covers the entire north polar ice cap. Though it is not as rich as other Reaver realms, Arctica is a legendary stronghold, and repository of ancient secrets. The secret Arctica base, a great, mobile iceberg, sails the frigid waters of the north. The iceberg contains a vast network of tunnels and is serviced by a fleet of submarines which operate from harbors carved into the floating ice mountain.

Indusus — This is one of the oldest of the Reaver kingdoms and probably the richest in ancient treasures. Its minions were robbing traders long before Sinbad sailed and they must have thrived on the spoils of ancient Babylonian and Indian sea merchants. None but Reavers have seen the legendary Indusus stronghold, but it is known as the “Isle of Lost Souls” and is said to lie far out to sea. Indusus controls the waters of the Indian Ocean, from Australia to Africa.

Mediterranus — Medityrranus is, with Indusus, the most ancient of the Reaver kingdoms. Medityrranus controls the waters of the Mediterranean Sea and the secrets of the Egyptians, Greeks, and Romans are buried in its hoard. From its undersea base near the Greek island of Thera, built amid the last, lost colony of Atlantis, the Medityrranian Reavers ply the shipping lanes.

North Seamaster — One of the most recent Reaver kingdoms, with a Viking history which extends back a thousand years, the kingdom of North Seamaster covers the North Atlantic Ocean between northern Europe and Greenland. Vast shipping lanes have made this kingdom very rich in modern goods. Its stronghold lies within a seaside Icelandic volcano.

Pacificanis — Probably the most powerful Reaver kingdom, Pacificanis covers the entire Pacific Ocean. It is both exceedingly rich and well-connected to another villainous organization: the Brotherhood of Blood, based in Zandia. On occasion, Pacificanis and Blood have aided one another with money or men. Even though the the Pacificanis kingdom has worked closely with Brother Blood, Blood has

never attempted to exert undue influence over Pacificanis, perhaps because he doesn't want to jeopardize a useful partnership by an attempt at control. Many of Pacificanis' followers are also followers of Blood.

Celestia — Celestia is the newest Reaver kindgom, and the one with the most potential. Its realm is space, and in the last twenty years it has become a primary supplier of Reaver technology. The Queen of Celestia has temporarily chosen a hidden underground ocean known as Valusia, which extends under much of Asia and Europe, for her headquarters. Several "bottomless" lakes in those two continents open into Valusia, as do tunnels from the world's major oceans. Celestia's base is an undersea launching platform for satellites. She is slowly building a space station which will become her new base; some parts of this station are already in orbit.

ORGANIZATION

The various kings and queens of the Reavers are considered equals. They meet once every few months at concealed locations. At these conferences, they notify one another about their major projects. Because of the damaging nature of publicity, the kings and queens band together to discredit or kill any individuals who try to expose their organization.

Harbormasters, responsible directly to the kings, control the individual havens to which the pirate fleets report. All of these havens are called Harbors, regardless of location. A Harbormaster has full responsibility for his base, as well as a large area of sea and shore around it. Many Harbors are located in respectable ports and operate mostly within the law, although they service dozens of pirate craft. Other Harbors are gigantic ships, which appear to be lawful supertankers or warships.

The Reaver syndicate is extensive and well-organized. Their trademark is the use of sea-myth references in their titles and code names. Safe harbors and ships are named for sea monsters and gods. Some of their servant classifications make reference to sea myths; Sirens and Tritons are good examples.

The Reavers' seafaring strength is such that, if all their ships could be gathered in one force, the Reavers would have the greatest fleet in the world. Even the smallest vessels carry comparatively heavy armament, ranging from machine guns and light can-

non to surface-to-air (SAM) and surface-to-surface missiles. The largest Reaver ships are mobile fortresses, with batteries of missile launchers, laser cannon, and helicopter gunships. Some of the Reavers' ships are disguised as cargo and fishing ships.



The commander of an individual Reaver vessel is designated a Captain. He plans and carries out small-scale raids and pirating ventures. Several Mates, responsible to him, command squads of Crewmen. Mates also pilot aircraft and small boats, and carry out tactical leadership. Sirens, who report to Harbormasters, lure ships into Reaver traps by acting as navigators, falsifying charts, or passing misinformation. Nereids are Reaver scouts, passing information to Harbormasters and Captains concerning sailings, government activities, and cargoes. Tritons are androids developed by Celestia and now used by all Reaver kindoms.

The office of Navigator falls outside the typical Reaver chain of command, and was created to develop and direct operations that require the cooperation of several ships or Harbors. A Navigator's status thus can be equal to that of a Harbormaster or Captain. Helmsmen carry out the plans created by Navigators, directing the resources of each Harbor involved.

The Reavers are primarily concerned with the same bottom line as any large corporation: continuing the organization and showing a profit. Power is not as important to the Reavers as money. They have considerable in-

vestments in equipment, legal operations, and corporations. More important to them than money, however, is their secrecy and security. The Reavers will sacrifice ships and even Harbors to preserve their secrecy. Their members are devoted and will not betray the organization.

Because money is important to the Reavers, they have a strict budgetary system. Reaver Auditors are feared by Harbormasters and Captains in the same way as Federal Examiners are feared by banking houses. Reaver operations are run in a very business-like manner. Although the Reavers are aggressive, determined opponents, they do not hesitate to "cut their losses" when the costs begin to outweigh the gains.

The Reavers' piracy takes many forms. Smaller ships continue the ways of their forebears: stopping, boarding, looting, and sinking other small or lightly-manned ships. Many of these Reaver ships follow storm patterns, hoping to come upon unwary or damaged ships; they also use storms to mask their attacks, so the authorities believe the sinking was an accident of nature. Large Reaver ships and teams of smaller ships carry out a variety of activities. Alerted by Nereids of approaching targets, Reaver "packs" will harass and assault these ships by night. Ships in war zones are susceptible since their loss does not often raise suspicions.

But Reaver activities are not limited to the open seas. Harbors are used as bases for bank robberies, terrorist extortion; crimes to which there are seldom any living witnesses. Heroes may meet Reavers anywhere, although they do tend to favor water-related locations and crimes.

To the world at large, the Mafia is an ancient and powerful force. The Reavers make the Syndicate look like a hastily-formed society of bridge players. Not only do the Reavers participate in many (some might claim most) major crimes, they bankroll strategists and contrive international conspiracies. Terrorism, arms dealing, spying, kidnapping, and blackmail are all tools of the Reavers. Many villain groups operate on Reaver-supplied loans, and powered villains are a primary Reaver target for aid. No matter where they go, heroes who have crossed the Reavers are always within reach of these modern-day pirate lords.

PLAYER CHARACTERS

The Players may select any combination of Teen Titans, as listed below. Following the name of each Titan is a Character value number. The GM should total these numbers once all Players have made their choices. If the sum of the Character values exceeds 20, refer to the "Greater Titans group" encounter listings for individual encounters in the module. The numeric values are intended to represent each Character's relative value in *this* module only; do not use these values for any other adventures.

Statistics for the Teen Titans listed below are in the *Gamemaster's Manual*.

Teen Titans

Aqualad	(3)
Robin (Jason Todd)	(3)
Starfire	(6)
Nightwing (Dick Grayson)	(4)
Cyborg	(5)
Jericho	(3)
Changeling	(4)
Wonder Girl	(6)
Kid Flash (now The Flash)	(3)

NOTE: All stats for Kid Flash (now The Flash) are the same as in the *Gamemaster's Manual*, except that his Superspeed is now 10 (the speed of sound), and his Initiative is 17. In addition, the Limitation on the use of his Superspeed Power no longer applies.

OTHER TEEN TITANS

Speedy and Hawk are not regular Titans; they were both early members of the team, and still help out on occasion.

HAWK (2) <i>alias Henry "Hank" Hall</i>					
DEX:	7	STR:	4	BODY:	5
INT:	3	WILL:	4	MIND:	5
INFL:	3	AURA:	3	SPIRIT:	4
INITIATIVE: 13 (19) HERO POINTS: 65					

SKILLS:

Martial Artist: 6, Military Scientist: 4

LIMITATIONS:

Catastrophic Irrational Attraction: Vengeance for his brother's death—tends to initiate Killing Combat with villains.

Special Limitation: (see below)

Hawk is the surviving member of the Hawk and Dove team. Dove, his brother, was killed by agents of the Anti-Monitor during the *Crisis on Infinite Earths*. His brother's death has sent Hawk into a sullen rage, which he takes out on villains and heroes alike. Never one to allow a villain to escape without harm, Hawk recently has become exceedingly violent. He is not above turning a villain's weapons against the evil-doer himself, or allowing a villain to die in the course of a combat. Hawk is not a team player and considers the rest of the Titans to be "soft" on criminals.

SPECIAL LIMITATION:

If struck by a villain during combat, Hawk will turn on that villain and attack with all of his power. After the opponent is unconscious *and* if Hawk passed his Irrational Attraction roll, Hawk's Player must roll a 9 or better on 2D10 or Hawk will continue to beat his opponent. Hawk will continue automatically if he failed his Irrational Attraction roll and entered Killing Combat; no die roll is needed. At this point it becomes necessary for the other Player Characters to intervene.

SPEEDY (3) <i>alias Roy Harper</i>					
DEX:	6	STR:	3	BODY:	5
INT:	4	WILL:	6	MIND:	5
INFL:	5	AURA:	4	SPIRIT:	4
INITIATIVE: 15 (19) HERO POINTS: 50					

SKILLS:

Acrobatics: 4, Detective: 5, Gadgetry (arrows): 3

Martial Artist: 4, Weaponry (bow): 5

EQUIPMENT:

Bow [DEX: 0, STR: 6, BODY: 4]

Uses: 12, Duration: 8

Arrows: 4 AC Omni-gadget (5 AP) arrows, rest normal

CONNECTIONS:

U.N. (High-level), Teen Titans (High-level)

An experienced hero, Speedy studied under Green Arrow and uses equipment very similar to his mentor. He has been working for the United Nations in law enforcement. Intelligent, dedicated, and serious, Speedy is very much a team player.

THE UNDERWATER ENVIRONMENT

Much of *Rigged Results* takes place on water, and Characters have a better-than-average chance of getting dunked. Because heroes may need to act even in the drink, the text below includes both information from the original rulebooks and extensions and specifics not found elsewhere.

- +1 column shift (to the right), on any action's Resistance Value involving movement or combat action. This also applies to Knockback.

- Subtract 2 from the RAPs of all movement.

- Submerging to a great depth will harm Characters. Each AP of depth over 5 is rolled as a normal Physical Attack with the Character's STR as the OV/RV. So, at a depth of 6 APs (200 yards), the Character is attacked with AV/EV of 1/1. At 7 APs of depth, the Character is attacked with AV/EV of 2/2. One new attack is made each time the Character changes one or

more APs in depth.

- Subtract 5 from the Initiative of each Character underwater.

- A Character may hold his breath for 5 APs of time (2 minutes). For each additional AP, he must do an Action Check with his STR as AV/EV and his BODY as OV/RV. Any successful RAPs means the Character falls unconscious. He will drown in 7 APs (eight minutes) if not rescued.



Effects of Water on Physical Powers

- **Water** is not always clear. Normal vision underwater is 5 APs (300 feet). Depending on the amount of dirt suspended in the water, this can fall to 0 APs in a muddy river. And for every 2 APs of depth, 1 AP is subtracted from the normal range of vision due to darkness. Depth and dirt modifiers are additive, so a dirt factor of 2 APs and a depth of 2 APs subtracts 3 APs from the range of vision (remember, depth is not a one-to-one ratio).
- Items which are not continually propelled, such as thrown rocks or fired arrows, have a range 2 APs less than normal through water. Thus Wondergirl, throwing a stone that weighs 4 APs, would normally hurl it a distance of 7 APs (11 APs of STR minus 4 APs of Weight equals 7 APs of Distance thrown). If she is doing this underwater, subtract 2 APs from the distance, for a new distance of 5 APs ($7 - 2 = 5$).
- The Water Freedom Power negates all the above, except the rule for thrown items.

- **Acid:** +2 Column Shift (to the right) on the target's Resistance Value on any attack through water using this Power, due to dilution.
- **Bio-Blast:** -2 Column Shift (to the left) to the target's Resistance Value on any attack through water.
- **Bomb:** -1 Column Shift on target's Resistance Value on any attack using this power, because water communicates the shock more strongly than air.
- **Flame Being:** Inoperative while character is in water.
- **Flame Project:** Inoperative through water, but may be fired from the surface into the air.
- **Flash:** Range is affected by underwater range of vision rule.
- **Flight:** Inoperative through water, but once the Character is on the surface, he or she may use the Power to become airborne.
- **Fog:** Inoperative in water, but may be used on the surface.
- **Gliding:** Inoperative while the Character is in water.
- **Icing:** Add 2 APs to user's Effect Value.
- **Ice Production:** Add 1 AP of volume to ice created.
- **Invisibility:** -1 Column Shift to the user's RV when someone attempts to

perceive him, due to visible water currents swirling around an otherwise invisible Character.

- **Jumping:** Treated as a form of movement (see rules above).
- **Poison Touch:** +1 Column Shift to the OV/RV due to dilution.
- **Running:** Treated as a form of movement (see rules above). If the Character is running at greater than 12 APs, he may run across the surface of the water as if it were solid.
- **Sonic Beam:** -2 Column Shift on OV/RV because water conducts sound better than air.

Effects of Water on Mental Powers

- **Air Animation:** Inoperative in water.
- **Air Control:** Inoperative in water.
- **Air Walking:** Operative only on the surface.
- **Analytical Smell/Tracking Scent:** Inoperative unless the Character is able to breathe water.
- **Earth Animation:** Inoperative unless on or near the floor of the body of water; the "being" is created with 2 less RAPs than the APs of the Character's Power.
- **Earth Control:** Inoperative unless on or near the floor of the body of water; +1 Column Shift to the OV/RV.
- **Heat Vision:** Limited to underwater range of vision (see rules above), or subtract 2 APs from range of Power, whichever is less.
- **Thermal Vision:** Inoperative. The temperature of the water blinds the Character.
- **Weather Control:** The Character can change the temperature and flow of the water as if it were air, but OV/RV are twice normal.

Timeline

This is the villain's schedule of events. If the heroes are successful at interfering with the timetable in any great degree, whether through investigation or attack, the Reavers and/or the Masters of Disaster may deem it advisable to readjust their deadlines.

DAY 1 □

6 am—Tidal wave strikes the city.

6:10 am—Appearance of first note from "Charybdis."

6:30 am—Characters move out amid reports of looting and hysteria in the city. Adventure begins. Encounters with looters.

7:30 am—Mayor locates Titans to ask their help.

8 pm—Second note from "Charybdis."

9 pm—Appointment on the docks. Satchel stolen.

9:15 pm—Latest time Reaver speedboat leaves warehouse.

9:20 pm—Yacht Krataiis "rams" speedboat, which disappears.

9:30 pm—Discovery of false payoff.

11:30 mid.—Yacht reports to oil rig.

2 am—Masters of Disaster move out to attack Mayor.

4 am—Masters of Disaster reach City Hall.

DAY 2 □

6 am—Time set for second wave to destroy city.

ADVENTURE SYNOPSIS

The Reavers have recently established a new Harbor close to the New York City shoreline. Their base is officially known as the first oil drilling platform to be located in this area. It is actually the center for Reaver activity on the northeast coast of the United States. The old Reaver base in New York is located in a fortified warehouse on the waterfront.

The first operation planned for the new Harbor is a scheme to extort a billion dollars in diamonds from the city. Using a wave-making device, the Reavers send a small, warning, tidal wave crashing against the city as the adventure starts, causing widespread damage and alarm. Immediately afterward, "Charybdis" (a Reaver alias) delivers a ransom note to the mayor, threatening a greater wave unless he turns over the diamonds. The Titans are called in at this point, for the mayor intends to offer a fake payoff as bait.

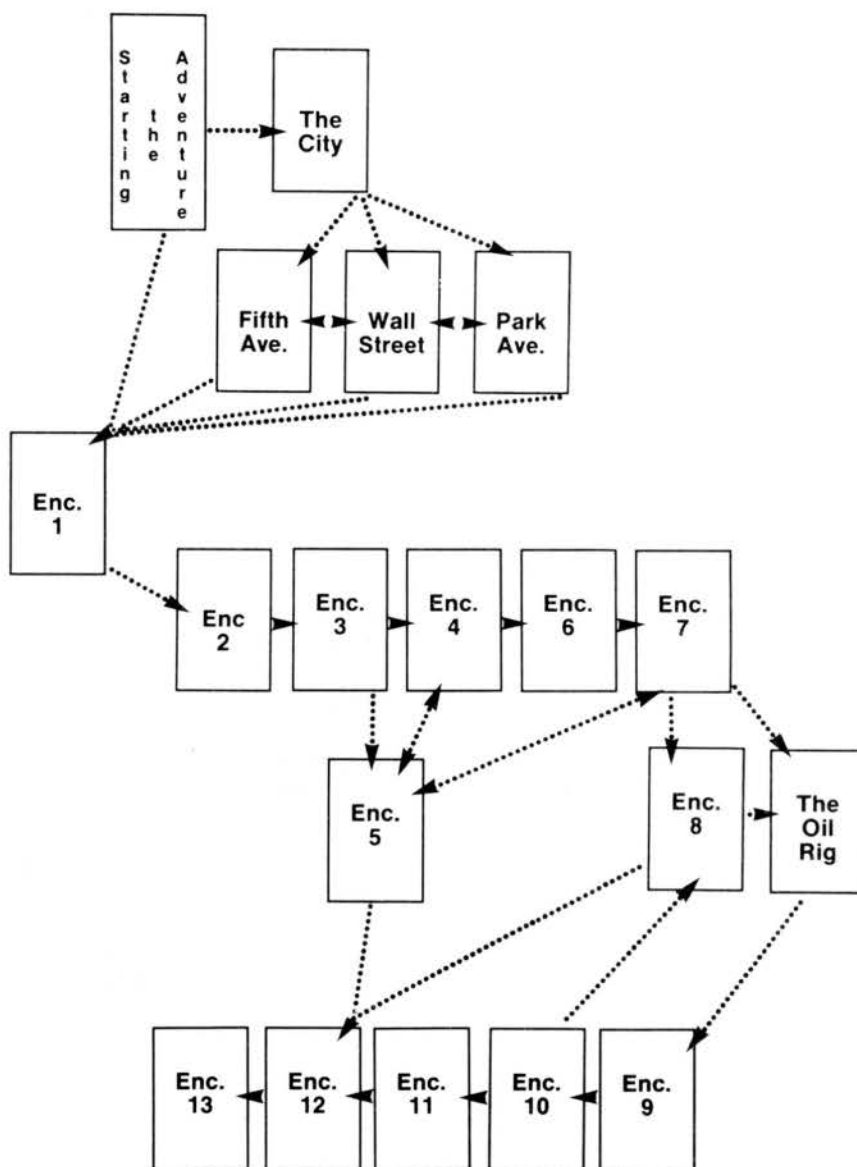
When the Titans go to the location of the "drop", a pier not far from Whirlpool Trade and Transport, the payoff trunk is snatched from them by a disembodied hand. Just then a speedboat leaves the nearby WT&T warehouse, heading out to sea. And one of the occupants is carrying a trunk.

In an apparent accident, the speedboat is rammed by a large yacht and

"destroyed." Actually, the yacht takes the smaller craft aboard and the mayor's ruse is discovered. The yacht immediately heads for the oil rig to report. Clues lead the Titans to the rig, where they attempt to prevent the villains from setting off the wave-maker by fighting the villain group, the Masters of Disaster. The natural seismic instability of the wave-maker site actually does-in the villains, however: when they trigger the device the resulting wave smashes the rig instead of the city.

And in the confusion of the battle for the rig, the Masters of Disaster escape. They head toward City Hall to take revenge on the Mayor.

FLOWCHART



NON-PLAYER CHARACTERS

MAYOR RICHARD LOCK

DEX:	3	STR:	3	BODY:	3
INT:	5	WILL:	5	MIND:	4
INFL:	4	AURA:	5	SPIRIT:	3
INITIATIVE:	12	HERO POINTS:	25		

SKILLS:

Detective: 3, Artist/Actor: 3, Charisma/Persuasion: 2

Mayor Lock is the recently elected mayor of New York. A former chief of police for the city, he is a leader who likes to get his hands dirty and really run things.

LUCIUS CRANE *alias "Caribbean" Crane*

DEX:	5	STR:	4	BODY:	6
INT:	7	WILL:	6	MIND:	5
INFL:	5	AURA:	5	SPIRIT:	6
INITIATIVE:	17	HERO POINTS:	35		

SKILLS:

Gadgetry: 4, Military Science: 7, Scholar/Oceanography: 6, Vehicles/Water: 9, Weaponry: 4

POWERS:

Swimming: 4

Captain Lucius Crane is a huge old seaman who talks in a gravelly voice and likes to reminisce about the "days of the sailing barks and brigs." He is very sharp, extremely active, and imaginative. He earned his nickname during World War II, when he took on the Nazi's submarine presence in the Caribbean almost single-handedly. He is now the skipper of *Pelican*, which is assigned to the New England coast and based in New York.

Pelican holds the current record among East Coast law enforcement ships for the most drugs confiscated from smugglers.



CITY HOODS

DEX:	3	STR:	3	BODY:	3
INT:	2	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	3
INITIATIVE:	7	HERO POINTS:	12		

SKILLS:

Weaponry: 2

EQUIPMENT:

3 out of 4 hoods carry a .45 Automatic Pistol (AV: 0, EV: 4, Ammo: 7); the remaining 1 in 4 carries a Submachine gun (AV: 5, EV: 5, Ammo: 3).

These hoods have low morale and each will flee after taking one AP or more of damage to his BODY from a hero's attack. All of the hoods will flee from combat when half of their number are unconscious or already fleeing.

REAYER HOODS

DEX:	4	STR:	3	BODY:	4
INT:	3	WILL:	4	MIND:	3
INFL:	2	AURA:	3	SPIRIT:	3
INITIATIVE:	9 (12)	HERO POINTS:	15		

POWER:

Swimming: 2

SKILLS:

Vehicle/Water: 3, Weaponry: 3, Martial Artist: 3

EQUIPMENT:

.45 Automatic pistol (AV: 0, EV: 4, Ammo: 7)

Reavers are dedicated criminals and can be vicious in combat. A group of Reavers will not lose morale or flee until at least 3/4 of their number are dead or unconscious. They are trained at secret paramilitary and terrorist bases and are chosen for their fitness and intelligence.

Reaver Suits

The leaders of the Reaver organization are entitled to wear a specially designed protective suit. Two common classes are described here:

"Privateer" Class—for Harbormasters and Captains

[DEX: 9, STR: 9, BODY: 6]

(Uses: 8, Duration: 10), Bio-Blast: 7, Swimming: 7, Sealed Systems: 6, Flash: 4

"Freebooter" Class—for Mates, Nereids, and Sirens

[DEX: 0, STR: 0, BODY: 8]

(Uses: 8, Duration: 10), Flight: 6, Swimming: 7, Sealed Systems: 9, Sonic Beam: 7

"HOOK" HARTLESTON

DEX:	4	STR:	3	BODY:	4
INT:	5	WILL:	6	MIND:	6
INFL:	3	AURA:	4	SPIRIT:	4
INITIATIVE:	12 (15)	HERO POINTS:	35		

POWER:

Swimming: 2

SKILLS:

Martial Artist: 3, Vehicle/Water: 7, Weaponry: 4

EQUIPMENT:

Reaver Suit: "Privateer" Class—

[DEX: 9, STR: 9, BODY: 6] (Uses: 8, Duration: 10), Bio-Blast: 7, Swimming: 7, Sealed Systems: 6, Flash: 4, Omni-Arm (custom alteration to suit): 6

Harbormaster "Hook" Hartleston was once a navy patrol boat captain out to achieve glory in Korea. He took his boat too close to Inchon during the invasion and came back missing a hand. Until recently, his Harbor at Whirlpool Trade & Transport was the premier Reaver base on the U.S. northeast coast. With the building of the oil rig off the coast, his operation has become subordinate. "Hook" is looking to re-establish his influence.

STARFISH *alias Teela Corsin*

DEX:	8	STR:	3	BODY:	4
INT:	8	WILL:	7	MIND:	7
INFL:	7	AURA:	6	SPIRIT:	5
INITIATIVE:	23 (28)	HERO POINTS:	40		

POWERS:

Swimming: 4

SKILLS:

Charisma: 6, Martial Artist: 5, Occultist: 6, Spy: 5, Vehicles/Water: 5, Weaponry: 3

EQUIPMENT:

Reaver Suit: "Freebooter" Class—

[DEX: 0, STR: 0, BODY: 8] (Uses: 8, Duration: 10), Flight: 6, Swimming: 7, Sealed Systems: 9, Sonic Beam: 7

Harbormistress Teela Corsin is the daughter of a Middle Eastern shipping magnate. As a lark, she began passing information to the Reavers, and led to the destruction of Corsin Shipping. The exercise showed Teela where the real power and wealth was. She has risen rapidly in the Reavers, to become a Harbormistress at the age of 28. Although she is entitled to wear the more powerful "Privateer" Reaver suit, she prefers the mobility of the "Freebooter" suit.

ANDROIDS

An Android is a Gadget. Any Character with at least 4 APs of Gadgetry and at least \$120,000 in materials (electronics, plastics, and metal) may create an adequate Android. With at least 2 APs of each Physical and Mental Attribute, Androids look and act human.

The Character building the Android must spend one day installing each Physical and Mental Attribute. Androids may not be given Mystical Attributes. The Character's Gadgetry is used as the AV/EV; the OV/RV are half that value. The resulting RAPs are the rating of the Attribute being worked on. Each AP the Android is given has a materials cost of \$10,000, so some androids will exceed the \$120,000 minimum (see the average cost of Reaver-built Androids below). The materials are expended with each attempt to install APs, whether or not the Installation roll is successful. If the Character fails an installation attempt, he may try again not less than one day later, using another \$10,000 in materials.

ANDROID POWERS

Once their APs have been installed, Androids may be given Powers from a limited

list of those available to characters. Two limitations exist: the Gadgeteer's ability, and the availability of the Power.

Notice that the columns of the Powers Available table are the Gadgetry rating of the builder. A Character with 7 APs of Gadgetry is skilled enough to install any Mental Power except Force Shield and Density Increase. A Character with 3 APs of Gadgetry is only skilled enough to install one Mental Power, Recall, but has a number of Physical Powers he or she can choose from.

Many Characters' Powers simply cannot be recreated artificially, while others would require too much space (by definition, an android is a robot which appears to be human). Android Powers are basically limited by the amount of space available in an Android's body for their various mechanisms.

The Android's total Internal Space, or IS, is 6. The number(s) in parentheses following the name of the Power represents the amount of IS each Power takes up within an Android. Using this guideline, it is obvious that even if the Gadgeteer is unhampered by restrictions of knowledge or money, even if he or she

makes successful Installation rolls, an Android might house the Jumping (IS: 2), Omni-Arm (IS: 3), and Skin Armor (IS: 1) Powers, but no more.

Some Powers require material components to make them function, i.e. gasoline or acid. If so, there will be a second number in the parentheses following the Power, which indicates that the material component takes up additional space within the Android. Each additional point of IS taken up by the material component consists of 1 use of the Power, so that an Android with 2 uses of Acid would give up 3 units of IS to that Power (1 for the Power, 2 more for acid storage). When installing a Power, extra RAPs over the Gadgetry rating needed to install the Power may be used to reduce its size (miniaturization). The size of the Power may not be reduced to less than 1, however, plus 1 per material component (or use) of the desired Power.

Giving an Android very high Attribute APs will also take up IS. Every 2 APs over 4 of any Mental or Physical Attribute will take up 1 unit of IS.

Powers Available for Androids

Gadget. Rating	3	4	5	6	7	8	9
Mental Powers (IS)	Recall (1)	Active Sonar (2) Full Vision (2) Telescop. Vision (1) Thermal Vision (1)	Extend. Hearing (1) Heat Vision (2) Micro. Vision (1) Radar Sense (2) Super Hearing (1)	Compreh. Lang. (2) Directn'l Hear. (1) Ultravision (1)	Life Sense (2)	Force Shield (3)	Density Incr. (4)
Physical Powers (IS)	Acid (1/1) Bomb (2) Flame Project (3/1) Flash (1) Fog (2/2) Poison Touch (1) Running (1) Swimming (2)	Flame Immun. (2) Flight (3) Gliding (2) Icing (3/1)	Flame Being (4/1) Jumping (2) Omni-Arm (3) Skin Armor (1) Solar Susten. (2)	Bio-Energy Blast (3) Cling (1) Ice Product. (3/1) Sonic Beam (3)	Absorpt. Field (4) Starbolt (3)	Energy Absorpt. (4)	Force Field (3)

INSTALLING POWERS

In order for the Gadgeteer to install a Power, he must select it, have materials (materials cost \$10,000 times the Gadgetry rating of the Power), and roll to install each Power. The Gadgeteer's APs of Gadgetry are his AV/EV, and the OV/RV are half

that value. If the RAPs equal or exceed the Character's APs of Gadgetry, the Power is installed, and the APs are equal to the Android's Link Attribute APs. Failure to install a Power expends the materials assigned to the task. Installation of a Power takes three days.

ANDROID SKILLS

Androids may also be given Skills. In the chart below, the number preceding the Skill is the APs of Gadgetry required for installing the Skill. Skills have APs equal to the Android's INT and have an IS rating of 1. When an Android is assigned a

Skill, either a Character with that Skill or a training program must be available to enable the Android to become proficient in that Skill. See *Powers and Skills* and the *Player's Manual* for more information on training.

ANDROID SKILL CHART

Gadgetry Rating	Skill
4	Scholar
5	Military Science
6	Vehicle
7	Detective or Medicine
8	Gadgetry

Androids are created (typically) by a Reaver NPC with a Gadgetry Skill of 6 or greater, using \$250,000 worth of materials. Reaver Androids are identified by a metal plate on their upper back that has the word "Triton" and a three-digit serial number. Numbers below 150 denote Powered Androids kept by major Harbors and ships.

Special NPCs

ANDROIDS					
DEX: 6	STR: 5	BODY: 4	INT: 2	WILL: 3	MIND: 5
INFL: NA	AURA: NA	SPIRIT: NA	INITIATIVE: 8	HERO POINTS: NA	

POWERS:
Bomb: 5

Each Android is fitted with a self-destruct mechanism (Bomb Power) which destroys it within 4 APs of the time it is captured or reduced to a BODY of 0.

Note that Androids cannot be attacked by Mystical Powers that only affect Mystical APs (e.g. Magic Blast). Mystical Powers that do Physical or Mental damage (Lightning, Voodoo) are treated normally. Androids may not be affected by Personality Transfer, as they have no Mystical function in which the Character's identity may reside. Nor will hypnotism work on an Android. Controlling an Android sets off its self-destruct program. Making any attempt to probe an Android's "thoughts" will erase its memory banks and activate the self-destruct.



Masters of Disaster

Masters of Disaster is a recently-formed group of mercenaries who work for virtually anyone with enough money to pay them royally. Led by the forceful personality of New Wave, they tend to work less as a team and more as individuals (except Heatstroke and Coldsnap). Windfall has recently given up the group, to work with the Outsiders, but may return at some future time. For this adventure she is not present.

SHAKEDOWN

DEX: 6	STR: 12	BODY: 18	INT: 2	WILL: 3	MIND: 4
INFL: 3	AURA: 4	SPIRIT: 4	INITIATIVE: 11	HERO POINTS: 30	

POWERS:

Shake: 7, Telekinesis: 4

Shakedown is a powerful opponent in straightforward combat, but his lack of strong motivation for crime and his relative lack of intelligence make him less effective than some of his cohorts. He is a good follower. In a head-on fight, his Powers and Physical Attributes make him useful.

Shakedown is in love with Windfall and will attack anyone who hurts her. His feelings have aroused the ire of New Wave.

HEATSTROKE					
DEX: 8	STR: 3	BODY: 6	INT: 5	WILL: 4	MIND: 5
INFL: 4	AURA: 5	SPIRIT: 5	INITIATIVE: 17	HERO POINTS: 40	

POWERS:

Flame Immunity: 6, Flame Project: 7, Flight: 7,

FATAL VULNERABILITY:

1 AP of damage from contacts with cold.

Heatstroke is a fire-oriented Character with no extreme criminal tendencies. She is in love with Coldsnap, but is harmed by proximity to him. Heatstroke takes one AP of damage from contact with freezing cold. This also means that she takes one additional AP of damage from any cold-based attack.

COLDSNAP					
DEX: 7	STR: 4	BODY: 7	INT: 4	WILL: 4	MIND: 5
INFL: 4	AURA: 4	SPIRIT: 5	INITIATIVE: 15	HERO POINTS: 40	

POWERS:

Ice Production: 7

FATAL VULNERABILITY:

1 AP of damage from contacts with heat.

Coldsnap produces ice, typically by snapping his fingers. His Power differs from the standard Ice Production in that he can make up to three separate attacks simultaneously with it. Each attack must be made against the same target, and for each additional attack beyond the first, 1

AP is subtracted from the AV/EV of all attacks (firing three times at a target means that each attack has an AV/EV of 4). Each attack is rolled separately. He takes one AP of damage from any contact with heat or heat-using Characters; any heat-based attack does one additional AP of damage.

Coldsnap is in love with Heatstroke, though their respective vulnerabilities prevent them from touching. When Heatstroke is hurt, Coldsnap's first reaction is to protect her, then he will attack whomever hurt her. Coldsnap and Heatstroke work well together.

NEW WAVE					
DEX: 7	STR: 3	BODY: 4	INT: 5	WILL: 5	MIND: 6
INFL: 3	AURA: 4	SPIRIT: 4	INITIATIVE: 15	HERO POINTS: 45	

POWERS:

Water Form: 8, Water Freedom: 8, Acid: 8, Fog: 8, Dispersal: 5

New Wave uses Water Form (see *New Powers*) as her primary Power, with the other Powers linked to it. She is the most devious of the Masters of Disaster, and her ruthless mind is probably the reason she leads the group. She is a vicious and cunning opponent, often experimenting with new facets of her Powers. Usually, however, she prefers to simply pummel her opponent with her Wave Form. Against more powerful enemies, she has been known to turn into a raincloud (Fog) and cause acid rain (Acid) to fall from herself.

New Wave hates her sister Windfall for being "weak and gullible." Still, she considers Windfall too good for Shakedown.

NEW POWERS

WATER FORM

LINK: BODY RANGE: NA
TYPE: Automatic BASE COST: 30

A Character with this Power has a body made entirely of water. The Character can have the appearance of either a normal being or a mobile wave.

The mobile wave form of this Power causes the Character's DEX to drop by 2 APs. However, the Character's STR becomes equal to the Power's RAPs. The wave is equal in volume to the RAPs of the Power.

Water Form also makes the Character vulnerable to cold-based attacks; there is a -2 Column Shift to the Character's RV on such an attack. The Character will turn entirely to ice when the BODY is reduced to 0 as a result of a cold-based attack.

SHAKE

LINK: STR RANGE: Normal
TYPE: Standard BASE COST: 15

A character with the Shake Power may use it in two different ways: through the ground to create an earthquake over a large area or against a single Character during combat.

When used through the ground, Shake creates a zone of shaking and tossing earth. Any Character within the area is attacked by the APs of the Power as the AV/EV vs. his DEX/STR as the OV/RV. With positive RAPs, any affected Character takes *half* of the RAPs in damage. Any structure in the area is attacked with the *full* APs of the Power. The area affected is equal in diameter to the APs of the Power (maximum, this may be reduced by the using Character). The center of the affected area can be no more than the APs of the power distant from the using Character.

When Shake is used in combat, it can have either melee or ranged effects.

In melee, a Character with the Power may make a double attack when striking the target with his body (hands, feet, head, etc). The extra attack is the Shake vibrations, as they are communicated to the target through the user's body. The AV/EV of the Shake attack is the APs of the Power. The initial melee attack has a -1 Column Shift to its OV. The Shake attack is only carried out if the first attack succeeds.

In a ranged attack (or if the using Character is holding a previously struck enemy), the APs of Shake are the AV/EV. The OV is the defender's DEX and the EV is the defender's WILL. Any RAPs are the number of phases the affected Character is

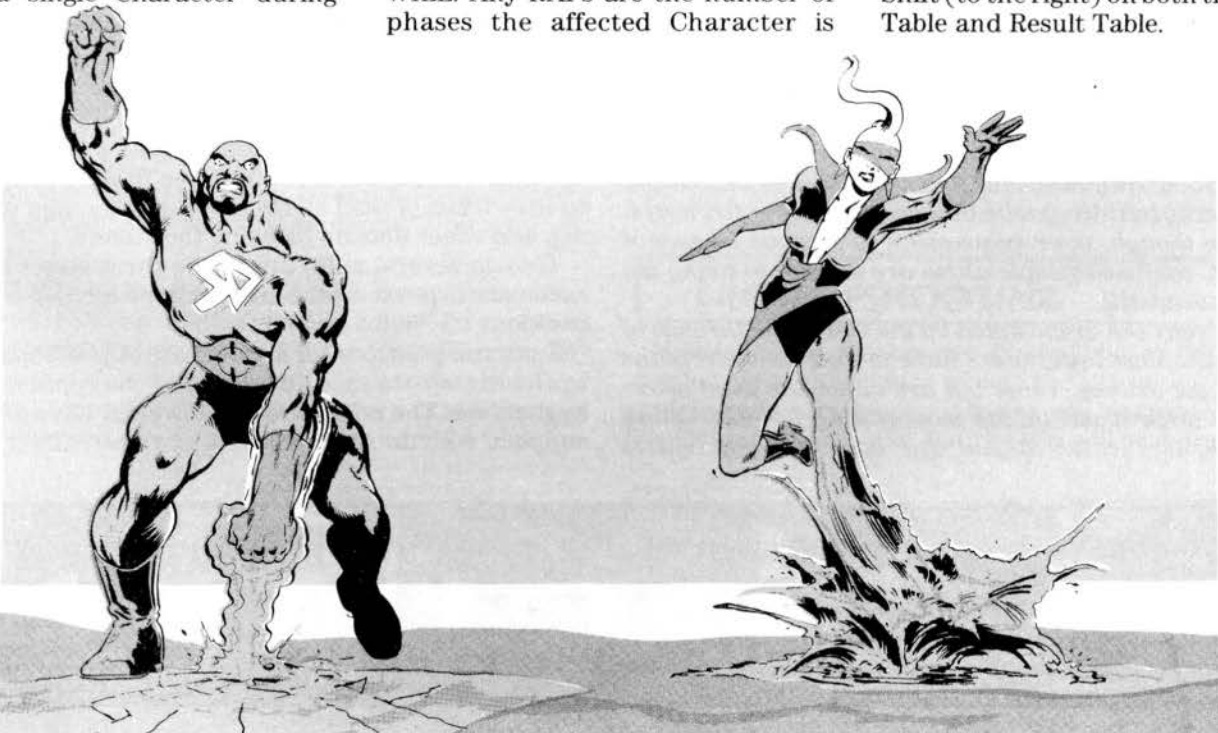
"shaken". That Character cannot use any Powers during this time.

REACH

LINK: INT RANGE: Normal
TYPE: Standard BASE COST: 5

This is a form of the Warp Power. The character can pass his hand through a dimensional door and grab or place any item, no matter how far away he is, to the range of the Power. There is one limitation: the Character using this Power must see his target. Anything with a volume and weight not in excess of the Power's APs and less than or equal to the user's STR may be passed through the door. A human being will not go through the door, nor will anything that the hand cannot grasp.

The hand of the user disappears from the end of this arm and appears at his target location, where it can be used normally (both in combat and Power use). If the hand sustains 2 APs of damage, the Power will no longer operate; the hand will fade and return to the user. Once the action is completed, at the discretion of the Character, the hand (and anything it grasps) will fade and return to the user. Anyone who makes an attack on the hand suffers a +2 Column Shift (to the right) on both the Action Table and Result Table.



STARTING THE ADVENTURE

SETUP

The Characters begin the adventure at the Titans' Tower, right after a miniature tidal wave strikes New York. The heroes hear about the wave on a news report.

PLAYERS' INFORMATION

Stunned, you gather at Titans' Tower. An hour ago a fifteen foot wall of water came crashing down on Long Island and swept up the East River. The Tower shook as the wave smashed against it. Wharves crumbled like straw, boats were cast up into streets, and water ran among the buildings. When the wave passed, Titan's Tower, not significantly damaged, stood amidst a panicked city.

You turn on the radio, hoping to find out more information, and hear the following news report:

"This is news station WNXT. We have a report on the disaster live from our helicopter. Jim, are you there?"

"Yes, Dan. The most serious situations appear to be in the Wall Street, Fifth Avenue, and Park Avenue areas. The

crowds are incredible. I'm picking up a number of police reports on the radio. The sheer number of people on the streets, plus damage to buildings and transportation, are making it almost impossible for the police to effectively control the looting and robberies. The dockside areas seem to have sustained the brunt of the wave. We've received an exclusive report that the mayor has called for National Guard reinforcements, but, with mobs of citizens leaving Manhattan by every available means, there's no telling whether the Guard will be able to get on to the island . . ."

GM INFORMATION

The Players should attempt to deal with the crisis by travelling to one of the three street areas mentioned above. Each location — Wall Street, Fifth Avenue, and Park Avenue — occupies a different portion of the *Street Encounters Map*. Clues and information can be gained at each location. Should Characters not go to the street locations, allow them to proceed directly to **Encounter 1: The Mayor**. If the Players ignore the opportunity to help, they will forfeit one Standard Award at the end of the adventure. They also miss out on vital clues.

The City

SETUP

If they decide to help the city, have the Players choose the location toward which they are heading.

PLAYERS' INFORMATION

You travel through a city jammed with confused, frightened people. Water has wreaked havoc with parked cars and just about anything that was not nailed down; looting has left many buildings with broken windows or fire scars. Generally though, your impression is that the masses of panicked, confused people alone are enough to bring the city to a standstill.

As you near the areas noted by the radio, the throngs of people thin. Most bystanders have moved away from the center of the looting. Those left are either the most determined to stick it out or the most greedy for loot. Many possible looters scatter at your approach, and you realize

that just your physical presence might be helping to quell the disturbances. You see no conflicts that need your intervention until you near (insert their destination: Wall Street, Park Avenue, or Fifth Avenue).

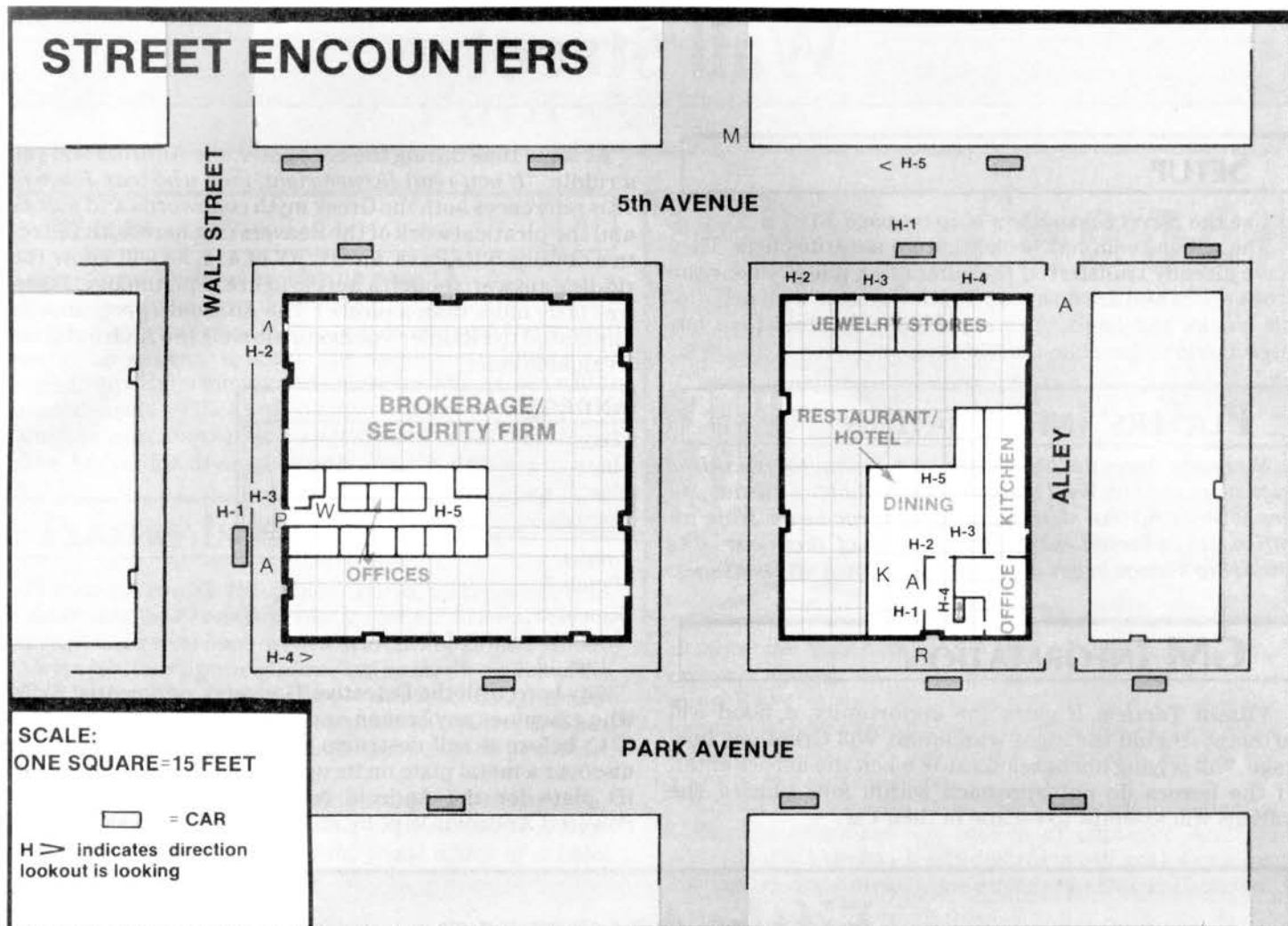
GM INFORMATION

Wherever the heroes go in New York during this adventure, make certain to mention that the wave has left damage and debris. Mention the water flowing in the streets, sodden trash spread all over, broken pieces of wood fencing, and other flotsam blocking the streets.

Though several miles apart, the three street encounter areas are located on the same map, which also notes the positions of villains and NPCs.

Each street encounter involves a group of hoods sent out by the Reavers to take advantage of the confusion caused by the wave. The hoods are not powerful, but each group is supplied with an Android to support and direct it.





The five hoods in each villain group involved in the street encounters are standard city (non-Reaver) hoods. In each encounter they are indicated by the letters H-1 through H-5 on the map. They are well armed, but will flee as soon as at least three of them are attacked by superior numbers of heroes. The Androids have differing roles in each group, but will fight until they are destroyed. If captured, they will self-destruct within 1 minute. Androids are located at points A on the map. If the other villains flee, the Android will follow, once it is certain that no captive hoods remain behind.

General Villain Tactics: The hoods are covering their activities with .45 automatics (see NPCs for stats), and will attack the heroes at range. When the Titans arrive, any villain near a vehicle will use it to attempt to run down any convenient character (hero or bystander). Otherwise, one of the hoods will grab a convenient bystander (as noted on

the map) as a hostage to threaten during the ensuing fight. Androids will attempt to slow the heroes long enough for the hoods to escape with their loot.

As the heroes finish the encounter, a police car will drive up and a lone policeman, all the department can spare, will get out. He will take any captives into custody. He will also inform the Titans that the Mayor is looking for them and has sent out an APB asking that they be told to come to City Hall for a meeting (**Encounter 1**).

TROUBLESHOOTING

Make sure the Players are aware that, as heroes, they should leap at the chance to help the city in this situation. Skipping the street encounter(s) will not prevent them from winning in the end, but the win will be more difficult.



Wall Street

SETUP

Use the *Street Encounters Map* on page 13.

The villain team has broken into a securites firm. They have already transferred their haul to a pile (P) near the front doors and are now loading their vehicle with negotiable stocks and bonds. The supervising Android here has been made to look like the Riddler.

PLAYERS' INFORMATION

Since the wave hit before business hours, there is little sign of anyone on Wall Street. However, not far ahead, you see several furtive shapes carrying large boxes from an office and placing them in the trunk of their car. The building's large brass door has been blown off its hinges.

GM INFORMATION

Villain Tactics: If given the opportunity, a hood will attempt to hold the night watchman, Will Grindling, hostage. Will is lying unconscious at **W** when the heroes enter. If the heroes do not approach within four phases, the villains will attempt to escape in their car.

At some time during the encounter, the Android will yell a riddle: "If you read *Homer* right, then who was Jason?" This references both the Greek myth codewords and names and the piratical work of the Reavers (if a hero with Detective obtains 5 RAPs vs. an OV/RV of 4/4, he will know the riddle's answer: though a heroic figure in mythology, Jason was little more than a pirate). The Android's programmer implanted the Riddler's persona too well: the Android gives a valuable clue.

ANDROID <i>Triton 569</i>		
DEX: 8	STR: 6	BODY: 6
INT: 4	WILL: 4	MIND: 4
INFL: na	AURA: na	SPIRIT: na
INITIATIVE: 12	HERO POINTS: na	

POWERS:

Bomb: 5

EQUIPMENT:

Laser Pistol (AV: 3, EV: 4,)

Uses: 10

Any hero with the Detective, Gadgetry, or Scientist Skills who examines any broken or captured Android (OV/RV of 5/1) before it self-destructs will, with 4 or more RAPs, discover a metal plate on its upper back. This is the Reaver ID plate for the Android (numbers below 150 denote Powered Androids kept by major Harbors and ships).

Fifth Avenue

SETUP

Use the *Street Encounters Map* on page 13.

The villains have smashed windows in a half dozen jewelry stores and are loading valuables into satchels.

The Android, which has been made to look like the Batman, waits in the shadows for the police or the heroes.

PLAYERS' INFORMATION

The damage elsewhere in New York is nothing compared to Fifth Avenue. The looters have been busy. Storefronts gape empty and doors have been knocked in. Far ahead you see several figures industriously working the storefronts of Jewelers' Row.

GM INFORMATION

Villain Tactics: When the heroes appear on the scene, the villain nearest the getaway car will try to run down any hero in the street (the car accelerates at a rate equal to the RAPs generated by the driver's Vehicle Skill (3), to a maximum 6 APs per phase). If no hero is handy, he will try to hit Mandy Arakian (M), a teen-age girl. The other hoods will flee down the street toward the Android, which will reveal itself and go through the motions of taking them into custody. However, it neglects to take away the villains' guns.

Any hero, like Nightwing or Robin, who has worked with the Batman gets a Perception Check (using his INT/WILL as AV/EV) vs. an OV/RV of 6/6 to discover the ruse. Any Titan who tries to talk to "the Batman" will be told that he happened to be in town and thought he might be of help. The Android will answer all other questions with non-committal grunts and shrugs as he tries to hustle the hoods away.

If one of the heroes interrogates a hood (OV/RV of 4/4) and earns at least 4 RAPs, the thug will admit "I heard da big muckety-mucks talk about 'The Masters,' and how dey'll deal wit' any of you super-punks who interfere. Some scary broad is in charge 'a dese 'Master' guys, I guess." The hood will not say more.

ANDROID <i>Triton 326</i>		
DEX: 9	STR: 7	BODY: 5
INT: 5	WILL: 5	MIND: 5
INFL: na	AURA: na	SPIRIT: na
INITIATIVE: 14	HERO POINTS: na	

POWERS:

Bomb: 5

Any Character with Detective, Gadgetry, or Scientist Skills who examines any broken or captured Android (OV/RV of 5/1) before it self-destructs will, with 4 or more RAPs, discover a metal plate on its upper back. This is the Reaver ID plate for the Android (numbers below 150 denote Powerful Androids kept by major Harbors and ships).

Park Avenue

SETUP

Use the *Street Encounters Map* on page 13.

The villain team here is holding up a high-class restaurant filled with rich people. The restaurant is on the ground floor of an expensive hotel. The villains are forcing the diners to give them money and valuables. The heroes will be directed inside by Richard Avellino (R), the manager, who is outside watching for any help that might come.

The Android is dressed exactly like the hoods.

PLAYERS' INFORMATION

This street, lined with affluent stores, apartments, and restaurants, has been a prime target for looters. Here a few cars have even been turned over, and one still burns. It seems like every pane of glass facing the street below the fifth floor has been broken. People watch the city from the relative safety of higher windows. Ahead a man darts out into the street, waving for you to approach. As you near, he runs up breathlessly.

"They've been threatening the customers!" he shouts at you, motioning for you to follow him. He heads a half-block down the street, where the front doors of a hotel stand open. The hotel is one of the most expensive ones in the city. He slips along the building carefully, peers in the doorway, then turns and hastily scampers back to you.

"I'm Richard Avellino, the manager of the hotel restaurant. Most of the hotel's customers came down for breakfast this morning after the wave hit. They, well, felt safer inside today. Then this awful gang of ruffians with guns burst in and ordered everyone to give them money! I was in the foyer when they came in, and they didn't see me, but the screams and shouts told me what was going on. I've phoned the police, but I don't think they'll be here soon. You must help those people!"

GM INFORMATION

Villain Tactics: As the Characters enter the building, the villains are at the locations noted. Once the heroes attack, the hoods will take well-known socialite Karrie Madigan (K) captive, if given the opportunity. If the heroes wait to see what the villains will do, the hoods will first order the crowd to lie down along the east wall. Once their victims have complied, the villains will edge out of the restaurant through the front door (tracing a direct line from their relative positions).

In combat, the Android will fall as soon as it is struck by one of the heroes, faking injury and waiting for a chance to leap back and surprise the heroes' team. All the hoods will flee by the nearest door (front or back) if, after six phases, the heroes are winning the fight.

If the Android here is destroyed, one of the hoods will say, "I sure am glad you got it, anyway. Those things scare the heck out of me. They had a bunch of them wandering



around the warehouse and they always gave me the creeps." He will also, if interrogated successfully (6 or more RAPs earned against an OV/RV of 4/4), give the location of the warehouse at 517 River Street. This is the address of Whirlpool Trade and Transport. He will not know or say anything else.

Any Character with Detective, Gadgetry, or Scientist Skills who examines any broken or captured Android (OV/RV of 5/1) before it self-destructs will, with 4 or more RAPs, discover a metal plate on its upper back. This is the Reaper ID plate for the Android (numbers below 150 denote Powerful Androids kept by major Harbors and ships).

ANDROID Triton 817

DEX:	6	STR:	6	BODY:	7
INT:	5	WILL:	5	MIND:	5
INFL:	na	AURA:	na	SPIRIT:	na
INITIATIVE:	11	HERO POINTS:	na		

POWERS:

Bio-energy Blast: 7, Bomb: 5

EQUIPMENT:

Shotgun (AV: 5, EV: 5)

Uses: 2

TROUBLESHOOTING

Since the Mayor has sent out an urgent request to see the heroes, they will not be able to follow up on the Whirlpool Trade and Transport clue immediately, but it will corroborate their suspicions when they go down to the wharf.

If the Titans split up to visit each location, let them. If any of the villain teams defeat the Titans, the villains will simply take their loot and flee. The Titans will awaken to find a policeman investigating the area.

Fleeing villains will head for Whirlpool Trade and Transport. Allow the heroes to follow, but have a policeman intercept them.

If the Players take the time to go to another street encounter, then several police will show up afterwards, forcefully repeat the Mayor's message (see **Encounter 1**), and escort the Player Characters to City Hall.

ENCOUNTER ONE:

The Mayor

SETUP

Everywhere they turn in the previous encounters, the Titans will hear that the Mayor is looking for them. The police have been instructed to copy down the Mayor's message. Each policeman the Titans encounter will open his or her notebook and read the following to the Titans:

PLAYERS' INFORMATION

"Titans, please come to my office at City Hall immediately. The fate of New York rests with you. I must charge you with a grave mission and a great responsibility. The present crisis is nothing compared to what is to come if we do not meet within the hour. If you wish, any police officer will accompany you here. Please come as soon as you receive this message."

Once the Players decide to go to the Mayor, continue:

Upon arriving at City Hall, you are escorted straight to the Mayor's office. You enter to find the Mayor standing at his office window, hands behind his back, staring out at the city. In the distance, smoke rises over buildings. You hear the faint wail of police and fire sirens.

"Thank you for coming," the Mayor says without turning. "And thank you for helping the city in this time of crisis. Despite the upheaval of this morning, we will all be tested further in the coming hours. New York is being held for ransom."

He motions to an aide, who steps from behind you, takes a paper off the Mayor's desk, and hands it to you. It reads:

Mr. Mayor—

This morning you were treated to the first test of a little experiment. The small wave which swept into New York can and will be followed by one or more larger tidal waves, which will make this morning's washing look like a pond ripple. To prevent this you must pay us the equivalent of \$1 billion in diamonds by 9 p.m. tonight. We know you can get your hands on the diamonds, do not try to play for time. We can and will do exactly as we say. Unless you pay, New York will be inundated—wiped from the map. Further instructions will be issued closer to the delivery time. Good faith on your part will be rewarded with the life of your city and the location of our wave machine. Failure to deliver our price will earn you annihilation.

Charybdis

The Mayor turns to you. He looks ten years older than the man who took office just a few months ago.

"I cannot allow this ransom to be paid," he says, leaning against his desk. "If it is, the city is certain to go bankrupt; the chaos you've seen out there today will be nothing compared to what happens when all city services stop."

"There is a chance that this is a hoax, or that they will not carry through their threat. The Chief of Police feels, as do I, that even if the ransom is paid, these 'Charybdis' (pronounced Carib—as in Caribbean—dis) characters might activate the wave machine anyway. Or continue to use the threat to extort greater and greater penalties from us."

"Therefore, I'm asking you to save the city. We will make a false payoff and I want you to deliver it. I want these despicable creatures, and you are the only ones who are able to bring them in. I need not tell you what may happen if they get the fake ransom and get away as well. At 9 p.m. I need you to bait a trap and catch 'Charybdis' for me."

GM INFORMATION

The note is reprinted for photocopying on the last page of this module. The message appeared on the Mayor's desk minutes after the wave hit the city. At the time, all the doors to the office were guarded or watched, and the Mayor himself was standing six feet away, looking out of his window. The Mayor knows the villains who sent the message and planned the wave are well informed, for only a few people in the city administration know that the \$1 billion in diamonds that they have demanded is actually immediately available. Normally such a sum would take days—even weeks—to gather, but an enormous shipment of diamonds has recently arrived in New York. The diamonds are the crown jewels of a small wealthy European kingdom and they were to be displayed in the Metropolitan Museum of Art.

The note was delivered by an Android with the Reach Power. The Android simply went to an office building across the street with a view into Mayor Lock's office, then moved the note to the Mayor's desk when Lock's back was turned.

Mayor Lock will insist that it was impossible for anyone to have gotten into the room to deliver the note, since his back was turned for only a few seconds. Also, as he turned around, he thought he saw the paper settling to the desk.

With all officers on duty, the Mayor admits that the police force is stretched to the breaking point. He regrets that they will not be able to offer the Titans back-up unless the heroes are absolutely certain of the location of the villains' base, or the Titans actually have suspects in custody.

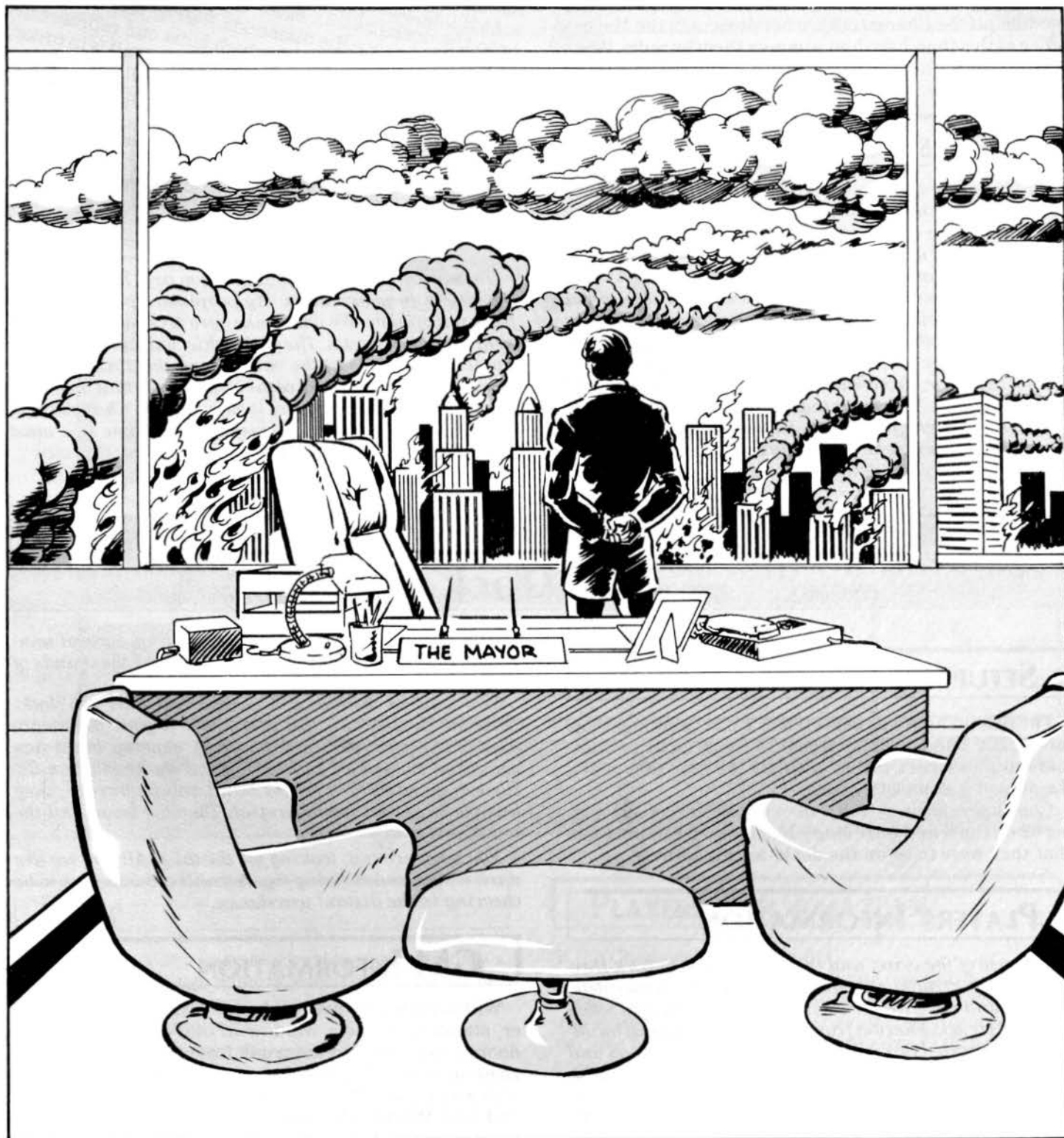
Allow the Characters to ask any questions or make any investigations they wish between now and Charybdis' next contact. City Hall has access to a small library as well as city records, etc; information concerning Scylla Oil and Mining, however, is held in the harbor archives which open at 8 a.m.

A Character with Scholar in Mythology (such as Wonder Girl) will know that *Charybdis* is the name of a mythical sea creature that used a whirlpool to sink ships. The creature figures in the legends of Jason and the Argonauts and is related to *Scylla*, another monster of Greek myth. A Character with Detective can find this information (by searching through books at the City Hall Library) with positive RAPs vs. an OV/RV of 8/1.

If a Character with Charisma speaks to anyone at harbor archives or any harbor officials (such as the Coast Guard), and earns any positive RAPs against an OV/RV of 2/2, that hero will discover that ships docking since the wave hit have conflicting stories. Vessels within about one mile of New York reported the wave. Ships further out, as far as 8 miles, ran in choppy seas. Ships and an oil rig ten miles or more from the coast reported only normal swells; nothing in the least unusual. Harbor officials are awaiting further information, and in the meantime have closed the port, and the archives, to all business.

TROUBLESHOOTING

Give the Players information as you see fit, but do not give them more than the name of Scylla Oil and Mining as yet. If they wish to return to the streets to visit other street encounter sites, allow them to do so. Mayor Lock, however, will be violently opposed to such an action, as he is nervously awaiting the next contact with Charybdis.



ENCOUNTER TWO:

The Second Note

SETUP

At 7 p.m. the second note appears. (Again, the note is reprinted for photocopying on the last page of this module.) If the Characters are not present in the Mayor's office at this time, have him summon them by radio. When they arrive at City Hall, they are ushered into the Mayor's office without delay.

PLAYERS' INFORMATION

The tension in the small office has everyone's nerves stretched wire-thin. Everyone jumps at each telephone call concerning the situation in the city. The Mayor is white-knuckled with tension.

"I want to thank you for being so prompt. A short while ago, another note sort of, well there's no other way to put it, but it just appeared. The Chief of Police and I were in here with two other officers. My eye was caught by some movement in the center of the room. The note was fluttering to the floor, from out of nowhere! I mean, it just appeared there." It is clear that the Mayor is holding back hysteria by sheer effort of will. He looks around the room, then down at the note he is holding in his hands.

He reads:

Mr. Mayor:

At 9 p.m. you or your representatives will walk out onto the docks at 521 River Street. They will carry a trunk containing the diamonds. You or they will wait there for five minutes, at which time our representatives will remove the burden. At 11 p.m., if all is in order, you will receive a final message. It will contain the exact coordinates of our wave machine and how it may be disarmed.

"Failure to follow our directives means that New York will die.

(signed) Charybdis"

The Mayor turns to you, "There you are. The welfare of the city is in your hands. My people are preparing the false payoff now. We will make sure it is in your possession in a few minutes. The police chief will cut back on the number of guards at the vault where the diamonds are being stored. That will give the appearance that they have been removed. At any rate, it should take 'Charybdis' a little time to discover our ruse. By that time you must have them and their machine or we will lose this city."

ENCOUNTER THREE:

The Dock

SETUP

The second note was delivered at 7 p.m.; now night has fallen. The Titans will be driven to the area by two unmarked police cars, if they wish. By the time they reach the area, it is completely dark.

Characters begin at the front of 521 River Street (building 82 on the *Warehouse Map*). If necessary, remind them that they were to be on the docks at this address.

PLAYERS' INFORMATION

Because of the wave, and the closing of New York Harbor by the port authority, this area of the city is completely dark and deserted. Several buildings collapsed when the wave struck. Flotsam from destroyed docks and buildings was carried throughout this area. Piles of wood and rubble lean against intact structures. Some of the buildings which still remain upright were obviously ransacked by the wave or looters, and stand as empty shells.

The normally busy dock area is dark and forbidding. The warehouse a few hundred yards away gives the only

indication of life. High up on the building, several windows are brightly lighted and you can hear the sounds of people working.

You wait in darkness. A church bell tolls 9 o'clock. Someone shouts, and you turn toward your teammate who is carrying the large trunk. A glowing hand has appeared suspended in air. It grips the trunk handle. Before you can reach for the hand and its burden, they become hazy and insubstantial. Then the hand and the trunk are gone.

You spin around, looking for the thief. All you see are dark waves and a rising fog. A small crowd seems to be cheering in the distant warehouse.

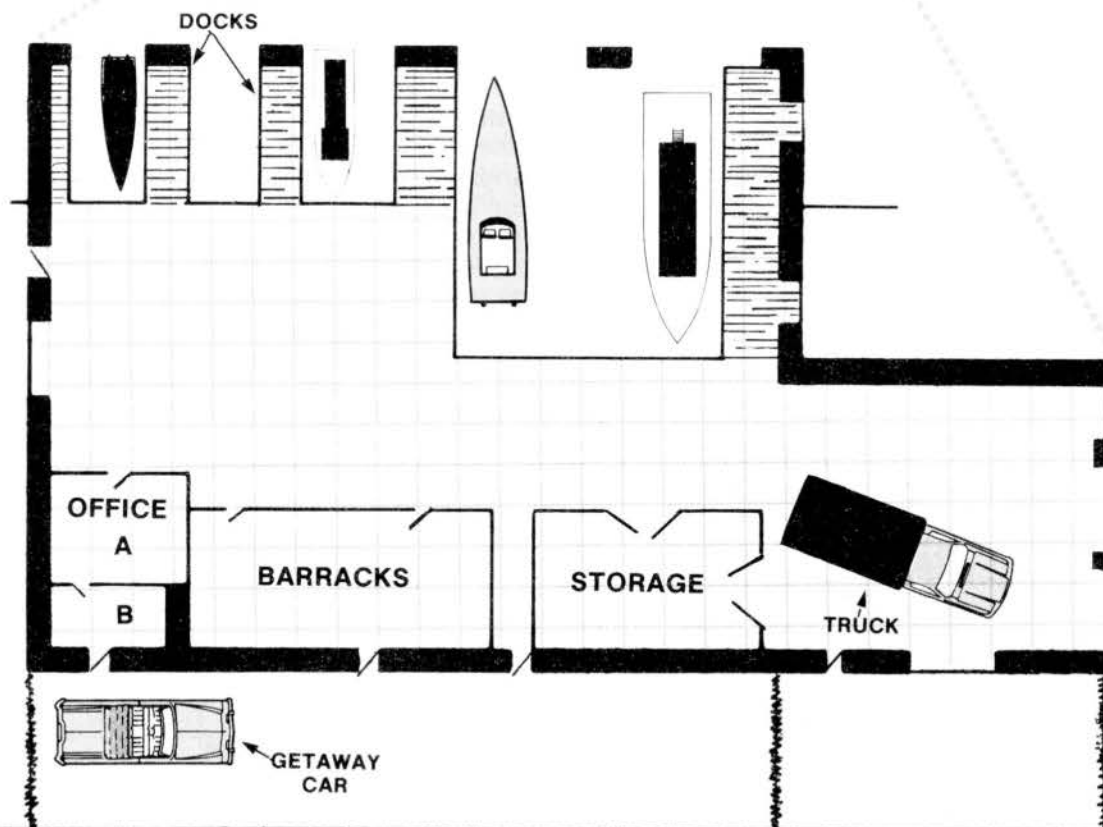
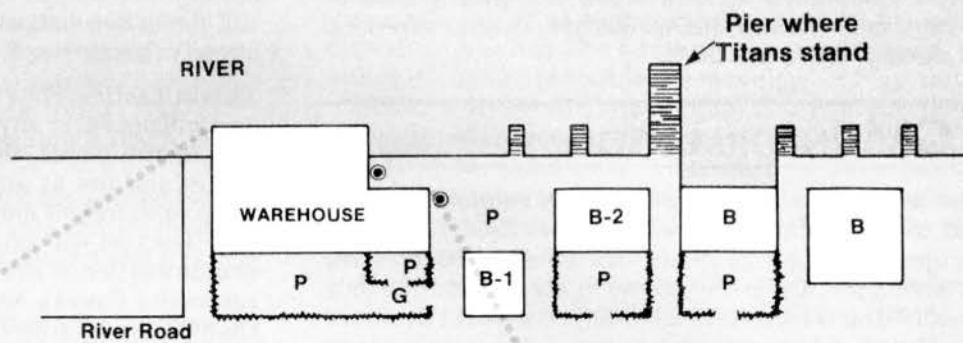
GM INFORMATION

Within the warehouse, an Android with the Reach Power, standing beside a window in one of the east truck doors, has just stolen the trunk from the Characters. He gives the loot to the Harbormaster, who gives it to a group of Reaver hoods. These plan to take the booty to the yacht, and from there to the oil rig, at 9:15. If the heroes attack the warehouse, the group with the trunk will escape unnoticed in the confusion of battle.

WAREHOUSE

SCALE: 1 SQUARE = 10 FEET

- = WINDOW
- = DOOR
- = FENCE
- = WATCHERS
- G = GATES
- P = PARKING AREA
- B = BUILDINGS



ENCOUNTER FOUR:

The Warehouse

SETUP

The warehouse is a large blocky structure with only a few doors and one high window which overlooks the heroes' location. On the north side of the warehouse is a large business sign that reads:

Whirlpool Trade and Transport
517 River Road

If the Characters move off beyond building B2, then they will achieve normal surprise when they attack the warehouse. Otherwise, they will be watched and those inside the warehouse alerted.

PLAYERS' INFORMATION

If the Characters are unnoticed:

You see a large, well-lit warehouse containing interior docks and numerous shipping crates. Over a dozen men are working around the warehouse. One group loads various boats with crates and prepares to ship out. Several of the men are carrying weapons, but most are helping others move equipment and boxes.

If the hoods notice the Characters:

Over a dozen men turn toward you, stunned, as you enter. They quickly recover, though, and leap into action

Guns are turned on you, and freight moving vehicles swing around and head toward you. One man, dressed in a strange metallic suit, swings his arm in your direction and shouts, "Kill them all!"

GM INFORMATION

The warehouse walls were recently reinforced to 13 BODY to withstand the wave. The doors (BODY: 8, Wt: 4) slide upward like garage doors. One window (BODY: 2, Wt: 1) is twenty feet above the pavement outside and can only be reached on the inside by a ladder. Fenced-in (the fence has a BODY of 4) parking areas are on the north side of the warehouse. The building was built out over the water, and there is a five-foot opening between the river bed and the warehouse's sea doors on the south when closed.

The interior of the warehouse is open except for several rooms. The main work area leads onto the docks (BODY: 6), where several small launches and speedboats (Speed: 6, STR: 3, BODY: 4, Wt: 5) are moored, as well as one large yacht (Speed: 5, STR: 11, BODY: 13, Wt: 12). The work area is scattered with boxes (BODY: 3, Wt: 2) and various pieces of equipment, except for the loading area, which is kept clear for vehicles. Various equipment movers and freight haulers (Speed: 4, STR: 5, BODY: 4, Wt: 5) are around the work area and will be driven as weapons by the hoods.

The interior walls of the warehouse are generally BODY 6, except for those around the Harbormaster's living quarters (B), which are 9. The storage area contains stacks of boxes and extra moving equipment. There are also three deactivated Androids stored here awaiting repair (none of them are powered). The barracks has sleeping and storage areas for the sixty hoods who live here. The Harbormaster's office (A) is wood paneled and has shelves of books about the seas, oceanography, ship-building, and New York businesses. A large oak desk (Weight: 3) is in the northwest corner. A wood-faced steel door (BODY: 8) leads to the Harbormaster's living quarters/Reaver office (B), which holds a storage locker (for the Harbormaster's Reaver suit), a bed, and a small desk. The east wall of this office is lined with communications and decoding equipment. A secret door (OV: 5 against Detection, any positive RAPs finds it) hidden behind a parking lot dumpster opens near the Harbormaster's get-away car.

There are a total of 11 city (non-Reaver) hoods, three armed with submachine guns (AV/EV 5, 4 Ammo), and 3 Androids (non-Powered) in the warehouse at this time. Numerous other hoods normally based here have been sent out to loot, steal, and keep the police occupied.

HOODS

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

SKILLS:

Weaponry: 2

EQUIPMENT:

4 of the hoods have .45 Automatic pistols (AV: 0, EV: 4)

Uses: 7

3 carry Submachine guns (AV: 5, EV: 5)

Uses: 7

Each hood will flee after taking two APs or more of damage to his BODY from a hero's attack. All of the hoods will flee when half of their number are unconscious or already fleeing.

Villain Tactics: Four hoods will be asleep in the Barracks and will not enter any battle until the fourth phase. Of the rest of the hoods, those armed will take cover behind crates and fire at any heroes. Two unarmed hoods will jump onto freight movers to ram or run over the Characters. The rest will move in for hand-to-hand combat. Androids will fire on the heroes or melee, depending on their respective Powers. Non-Powered Androids who are more than 50' from the heroes will throw crates. "Hook" Hartleston, the Harbormaster, is wearing his Reaver suit and will use its Powers and his laser pistol (AV: 3, EV: 4, Ammo: 10) as opportunity permits.

Hartleston will direct the battle and rally villains for counterattacks, but if he is incapacitated the hoods and Reavers will lose their morale. The hoods and Reavers will fight normally until the point at which their morale breaks, then will flee out doors or to boats. If the hoods break, the Harbormaster will run to his office and set an installation self-destruct device (acts as a Bomb attack; all within the warehouse will take a 12/12 AV/EV attack when it explodes in two minutes), then leave out the secret door and drive away in his Lamborghini.

GREATER TITANS Group: There are 10 Reaver hoods (five armed with submachine guns: AV/EV: 5, Ammo: 4) and 4 Powered Androids (**Triton 041:** normal APs, Acid: 6; **Triton 132:** normal APs, Flame Project: 5; **Triton 037:** normal APs, Omni-Arm: 5; **Triton 084:** STR: 6, DEX: 6, Reach: 4).

REAVER HOODS

DEX:	4	STR:	3	BODY:	4
INT:	3	WILL:	4	MIND:	3
INFL:	2	AURA:	3	SPIRIT:	3
INITIATIVE:	9	HERO POINTS:	15		

POWER:

Swimming: 2

SKILLS:

Vehicle/Sea: 3, Weaponry: 3, Martial Arts: 3

EQUIPMENT:

6 of the Reavers have their .45 Automatic pistol (AV: 0, EV: 4)

Uses: 7

Reavers are dedicated criminals and can be vicious in combat. A group of Reavers will not lose morale and flee until at least ¾ of their number are unconscious. They are trained at secret paramilitary and terrorist bases and are chosen for their fitness and intelligence.

Information from the Encounter

Androids will fight to the end, then self-destruct. Any captured and studied before they blow up will have the word "Triton" and a three-digit model number on a plate on their upper backs. This is the Reaver ID for the Android (numbers below 150 denote Powerful Androids kept by major Harbors and ships).

All captured villains, Reaver or hood, will claim to be only minor criminals who have been hired by a woman. The Harbormaster will claim to be just a henchman for this same woman. None will admit to knowing her name.

However, a Character using Charisma can worm out some information. Positive RAPs from questioning enhanced by *any* Charisma Subskill against an OV/RV of 2/3 will draw this comment from a non-Reaver hood: *"I don't know who was running this, but they sure had a thing for funny names. They even call them Androids 'Tritons'."*

A hero using Persuasion and earning 3 RAPs vs. an OV/RV of 3/3 for Reaver Hoods, or an OV/RV of 5/6 for "Hook", learns the crates in the warehouse are filled with a conglomeration of stolen items. A cabin cruiser in one of the berths has many of these crates aboard and it is fully fueled for a long trip.

A hero using Interrogation and earning 4 RAPs vs. an OV/RV of 2/3 for Reaver Hoods, 3/4 for "Hook", will hear one complaint, GM's choice, from each suspect approached: *"This guy in the suit didn't know what he was doing."* *"Those Android things give me the creeps."* *"Why couldn't we have had some help? They had lots of muscle out on the boats."*

A Character using Detective Skill and earning 3 RAPs against an OV/RV of 4/4 will notice that all captured Reavers and the Harbormaster have a small skull and crossbones tattooed on their upper backs. Next to that tattoo, all have a small green spiral tattoo as well. The first

mark is the Reaver insignia, the second is the Reaver symbol for the Atlanto kingdom. The Harbormaster has a blue circle tattoo as well, indicating that he has served with Medityrannus. The Reavers are so well trained, they would die before revealing the meanings of their tattoos.

If the heroes get to the living quarters/Reaver office (B) before the warehouse blows up, a flashing red light and digital clock readout will tell them they have little time left. Nearby, a map is marked with an X. The map shows the waters off New York, and the X is the location of the Scylla oil rig.

After the fight, the heroes will be able to hear the sound of the escaped speedboat's engines, growing fainter.

TROUBLESHOOTING

If the Players are unable to decide to attack the warehouse, you may try several things. If they stand too long on the docks, the speedboat leaves the warehouse and a villain team of hoods/Reavers charges from the building to attack. If they somehow wander off during the course of the dock or warehouse encounters, send in Captain Crane to get them back on track.

ENCOUNTER FIVE:

Captain Lucius Crane

SETUP

"Caribbean" Crane should be used as a connective source of information and help. If the Players get off the track, either by failing to enter the warehouse, not following the speedboat, or not having a way to pursue the villains (see **Encounter 7**), introduce Crane.

PLAYERS' INFORMATION

"Looks like you have yer'self a freighter full o' trouble here, youngsters," says a rough voice from out of the darkness.

You turn toward the voice as a large, uniformed shape appears out of the shadows and moves into the dim light. Your first impression is of a huge old seaman, crusty and callused by years aboard ship. Then you look closer and notice his Coast Guard Captain's insignia and the alert look in his eyes.

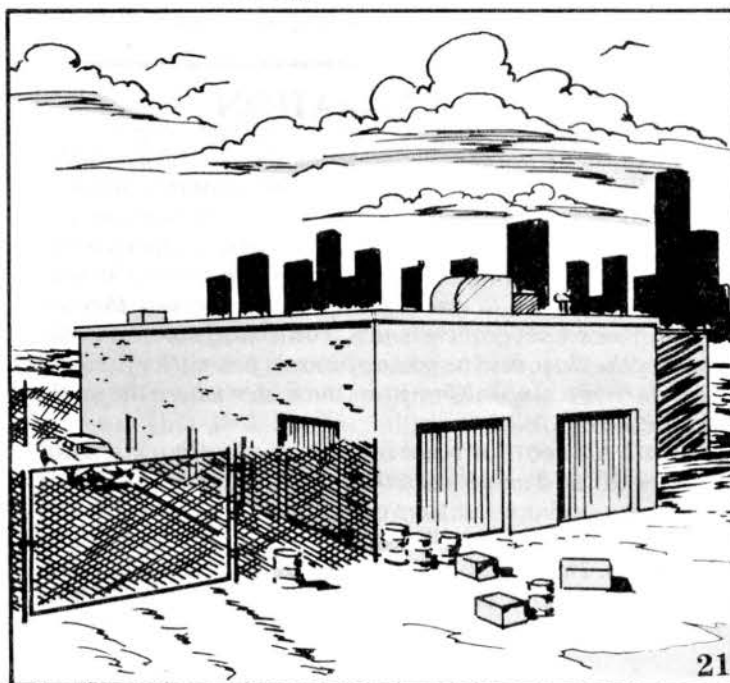
"Had my eye on that warehouse for some time now. Thought they might try something funny in all the confusion today. Then you showed up, and I thought you might need some help."

GM INFORMATION

Depending on what the Characters need, Crane will likely be able to help. He came ashore in a high-speed (6 APs) launch, which is tied to a nearby dock. He will loan it to the Characters if it is needed. If the Player Characters only need information, he will tell them any or all of the following, depending on what the Characters have already found out.

"There's been a passel o' traffic runnin' between this warehouse and one o' the new oil rigs offshore. It's funny, but I haven't been able to find any information about their output or drilling progress. An' experts I've talked to've said the rig's built over nothing but rock — not a speck 'a oil in that whole area. 'Course I haven't had any hard evidence so my boys could board an' look around either. Got a funny name: 'Scylla Oil and Mining.'"

Captain Crane has a map, locating the rig, which he may give to the Characters (use New York map). *"Since we haven't got any real evidence, we can't go and do any hard lookin' around or nothin', now can we?"* He gives the Characters a wink.



ENCOUNTER SIX:

The Speedboat

SETUP

The speedboat which left the warehouse is a sleek, twin-inboard craft. It is travelling toward the safety of the yacht *Krataiis*.

PLAYERS' INFORMATION

You pursue the sound of the villains' speedboat as it dashes through the darkness and deepening fog. It seems to be the only boat on the harbor, and this makes it easy to follow. But the gathering mist makes it seem to vanish, then reappear over and over again. Your blood runs cold at the sound of triumphant laughter.

GM INFORMATION

The boat (Speed: 5, BODY: 4, STR: 4, Wt: 6) is equipped with a smoke-maker, which creates a 7 AP Fog in its wake. Each of the boat's engines has a BODY of 2. The boat will reach *Krataiis* in six phases.

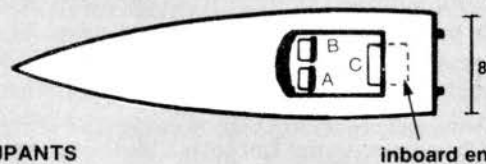
The boat carries three occupants. One is a normal Reaver Hood with a submachine gun (AV/EV: 5, Ammo: 4). The driver of the boat is an Android with standard Attribute APs, but with Water Freedom: 5. The third is

Heatstroke, of the Masters of Disaster.

GREATER TITANS Group: Replace the Reaver hood with Coldsnap, Heatstroke's teammate.

If any heroes pursue the boat in other boats (all with AP 5), swimming, or flying, the villains aboard the first boat will fight.

THE SPEEDBOAT



Villain tactics: Heatstroke teams up well with any other occupant of the boat to fight off any pursuers. She uses her flying ability to attack heroes from the air. Coldsnap, if present, tries to immobilize any pursuing craft by turning the water around it into ice. He may also "walk" on water by first freezing it, then leaping out of the boat to attack on foot. The Android may double back and try to run down any swimming heroes, if the villains are doing well and escape seems likely. If the heroes immobilize the speedboat before it reaches *Krataiis*, Heatstroke flies away with the trunk, the Android tries to swim away with it, or Coldsnap tries to run away with it (in that order). All of the villains will head for the yacht.

ENCOUNTER SEVEN:

Disaster

SETUP

The villains' speedboat is heading out to sea.

PLAYERS' INFORMATION

Ahead, near the speedboat, you see a looming shadow wavering in the fog. Suddenly, the shadow becomes solid—a large yacht bearing straight down on the villains' boat. There is a shrill scream and a single rushing crash as the two craft meet. Shouts from the yacht echo across the water to you as the ship's engines throttle down. You see several crewmen frantically moving at the stern of the ship, and as you approach, you notice floating boards and a single life vest in the water where the yacht has passed.

*"Hail, the boat!" a voice roars over a bullhorn. "What happened? Did we hit something?" The speaker waits for any hero's explanation, then continues. "Well, we certainly can't be blamed. But I'll have to report this to the port authority. This is the yacht *Krataiis* (pronounced *Kra-tie-ee*). Who are you? You'll have to report this as well. Will you search for survivors? We will go for the authorities so*

they can investigate as soon as possible. Keep looking."

The yacht seems to surge forward again and is almost immediately swallowed by the fog.

GM INFORMATION

If the heroes have borrowed Captain Crane's boat, they will make good time in the wake of the villains. The Characters will be witnesses to the above-mentioned scene during phase six.

The yacht *Krataiis* has been sent to rendezvous with the speedboat. But Heatstroke does not know how the rendezvous is to be carried out (she slept through the briefings). As *Krataiis* heads on a collision course with the boat, twin bow doors on the yacht open, and the yacht actually swallows the speedboat. Heatstroke will scream when this happens. Crewmen on the yacht will throw junk behind the craft, in an attempt to make the "wreck" look genuine. The heroes may not be convinced that a collision has taken place, but unless one of the Characters uses the Detective Skill to deduce what the situation really is, they may not board the yacht. See the **Information from the Encounter** sidebar if a Character checks for clues. The yacht will head for the oil rig.

Information from the Encounter

The following information can be derived by a Character with the Detective Skill vs. an OV/RV of 2/2:

1 or 2 RAP — The single life vest has the name *Krataiis* on it.

3 RAPs — There seems to be little wreckage from a boat that size.

4 RAPs—The port authority is in the opposite direction from where *Krataiis* was headed when it disappeared into the fog.

5 or more RAPs — One of the boards in the water seems to be part of a bench, with a circled Greek letter — Kappa — embossed in it.

TROUBLESHOOTING

The heroes' best option is to follow *Krataiis*, as it will head straight out to dock at the oil rig. However, they may do any number of things, such as return to search for clues at the warehouse or downtown.

If the heroes capture the speedboat and its occupants, the Reaver timetable will continue normally, just as if the Mayor had decided not to pay the ransom. Questioning the boat's occupants (Heatstroke and whoever is the other passenger, as the Android will self-destruct on capture) will gain no information, as they know only to ride

out to a certain point in the bay (only the Android knew where) and expect to be picked up by a yacht.

You may want to introduce Captain Crane here if you have not done so before. His cutter, *Pelican*, has been shadowing *Krataiis*. The yacht has been making runs between the warehouse and the oil rig for several weeks and he is suspicious. Whether he was introduced earlier or not, he will locate the Titans at 2 a.m., no matter where they are, give them any information they have missed, and offer to carry them out to the rig. Use of this option will cause the heroes to forfeit one Standard Award (for the missed experience), so send in Crane only if they have no other hope.

ENCOUNTER EIGHT: The Yacht *Krataiis*

SETUP

If the heroes have figured out the clues about the *Krataiis*, they may wish to attack the yacht. Later on, after the oil rig has been dealt with, the Characters may also attack the *Krataiis*, so refer to this section in either case.

GM INFORMATION

Krataiis is a former Reaver raiding ship which is now ferrying Reavers and handling odd jobs around New York. The crew is anxious for more exciting assignments. The oil rig is *Krataiis*' Harbor, although her captain is an old friend of "Hook" Hartleston, who runs the warehouse operation.

As the yacht pulls away from the heroes, the occupants of the speedboat will be brought up to the captain from below. He will check the contents of the trunk and discover the false ransom. Furious, he will head straight for the oil rig. He has been ordered to maintain radio silence, so that no one will be able to discover the Reaver plans. He will not use his radio even if the heroes attack.

The yacht has 8 crewmen, plus the captain. All the crewmen are normal Reavers, and 3 (H1-H3) are armed with pistols (AV/EV of 8/4, Ammo: 7). The captain is a standard Reaver, but wears a Privateer class Reaver suit. Until *Krataiis* docks at the oil rig, any villains aboard the speedboat will also be aboard the yacht, on the main deck with the captain. *Krataiis* takes two hours to reach the oil rig.

GM NOTE: Three Androids will also be on *Krataiis*. *Triton 018*: STR: 6, DEX: 6, Skin Armor: 4; *Triton 042*: STR:

7, DEX: 7, BODY: 8, Flash: 5; *Triton 091*: APs normal, Flight: 7.

Villain Tactics: Most of the crewmen are on deck and thus have a good chance to spot any Titans before they can board the yacht. The villains have no place to run and so will fight fiercely. The last three crewmen still conscious will surrender, if the captain has been defeated. Androids will fight to their own destruction. Villains from the speedboat will fight until they are reduced to 2 BODY APs, at which point they will attempt to flee in any way possible.

If the villains defeat any heroes boarding *Krataiis*, they will tie up any captured heroes (bonds: STR: 9, BODY: 9) and take them to the oil rig.

The *Krataiis*

Krataiis has three levels of decks. Areas 1-5 are on the main deck, 6-8 are on the lower deck, and 9-11 make up the upper deck. The floor of rooms 1-4 is actually two feet lower than the top deck of the hull. Ladders connect the decks. Fuel for the ship is carried in tanks between the hull and the walls of the lower deck. The "catch basin" area, in which *Krataiis* catches the speedboat, is level with the lower deck. Once the doors in the bow have closed, this area is pumped free of water to eliminate weight.

Krataiis has a weight of 12 and a total BODY of 13. Its hull has a BODY of 7. Exterior walls have BODY 6, interior walls and all hatches have BODY 4. Decks (and ceilings) have BODY 8.



Key to Yacht Map

1 — Lounge. Large, overstuffed chairs and couches. Windows around the outer walls are about a foot above the deck outside.

2—Crew cabin. Several multi-tiered bunks, miscellaneous belongings.

3—Captain's Cabin. A bed and a desk. The desk contains a log book written in code. A secret hatch in the deck leads down to *Room 6*.

4 — Storage and Work Area. Cluttered with diving gear, spare parts. Several steps lead up to the main deck, and a ladder leads down to *Room 7*.

5 — Main Deck. Scattered bits of equipment, ropes, nets, etc. The edge of the deck has a low (2' high) rail around it. Several steps lead down to room 4, and a short stepladder leads up to *Room 11*.

Several moorings in the deck indicate where large mechanisms have been removed (a hero using Detective Skill or a Perception Check vs. an OV/RV of 4/4 notices this). These brackets are very similar to the marks made by heavy weapons mounts on coast guard boats (the yacht normally mounts two machine guns (AV: 5, EV: 8), but has lately been performing more peaceful services, transporting stolen goods).

6—Equipment Storage. Full scuba suits, deep-sea diving equipment, crates. The crates are full of stolen jewelry. A ladder leads up to a hidden hatch in the Captain's cabin (*Room 3*).

7—Engine Control and Maintenance. Spare parts for the engines, maintenance equipment (oil, tools), and the control and monitoring board for the engines. A ladder leads up to *Room 4*.

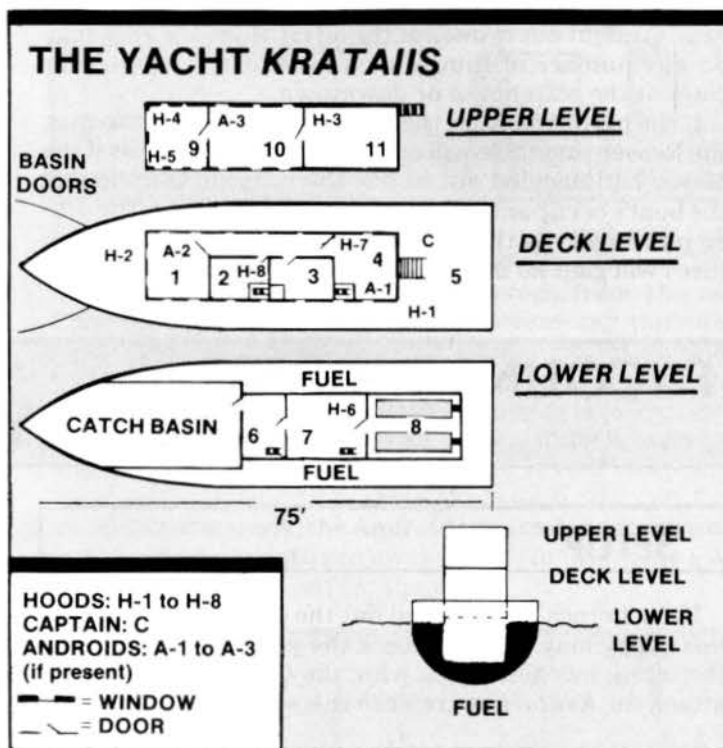
8 — Engine Room. Twin engines can push the yacht at 5 APs of speed.

9—Steering/Control Room. Ship's helm, controls for normal running of the ship. Only in the engine control room (*Room 7*) can these controls be superseded. Radio equipment takes up much of the area.

10 — Living Area. Tables and chairs, a television, and radio.

11 — Top Deck. Open area used for lounging and work. The area has a low (2' high) rail around it, but no roof or walls. A step ladder leads down to the main deck.

The Catch Basin area in the hull of the *Krataiis* contains the villains' speedboat. Normally, this area is used for smuggling, since it is hidden behind a secret door. For this operation, it has been cleared to receive the boat.



THE OIL RIG

SETUP

One way or another, the heroes will have to get to the oil rig. This may be aboard *Krataiis* (as captives or having taken the ship), aboard Crane's *Pelican*, aboard a boat captured at the warehouse, or under their own power. Remember that Crane will come along if all else fails.

Krataiis will moor alongside one of the rig's supporting "legs." Each of these has ladders which lead to the main deck of the rig. The Reavers aboard the rig are expecting *Krataiis* and will be alarmed if she does not arrive.

GM INFORMATION

The oil rig set up by "Scylla Oil and Mining" is a primary Reaver Harbor. It took over from the warehouse site a few months ago. The rig can simulate the functions of an

actual oil rig. Facilities for Reaver ship repair and protection are made to look like typical oil rig equipment. The rig houses a permanent force of Reavers and also serves as a briefing and planning point for Reaver operations up and down the coast. Reaver hoods and Androids rest and prepare here, then are transported to the mainland for their crimes. No non-Reaver hood may be brought to the rig, nor do Reavers go directly to or from the rig when going to or from a crime.

The Scylla Oil and Mining Oil rig stands in 220' (5 APs) of water, ten miles southeast of New York City (see *New York map*). Four steel frame legs (each BODY: 21) support a steel frame platform (BODY: 18) covered with a plasticrete (BODY: 12) surface. Five structures stand on and are built into the platform: a command building, two supply buildings and two crane platforms. The command building also supports the central rig structure and drilling core. A four foot high railing (BODY: 7) runs the entire edge of the main platform.

The oil rig appears to be a normally functioning oil drilling site. Large tanks of unrefined oil are slung under the main platform. The rig core can pump oil directly from these storage tanks to "prove" the rig is functioning. The storage tanks are the same kind as any inspector would expect in a functioning rig. Supertankers actually delivered crude oil to the rig.

The rig is also a complex defensive installation. It is not intended for extended battles, but rather is a strong point which can divert attackers and hold out while the crew of the rig escapes with their equipment and booty. The cranes camouflage surface-to-air defenses. Crane B is actually a Laser Cannon (AV: 10, EV: 18, Ammo: 8, cannon—BODY: 9), while crane C converts to a rocket launcher (AV: 8, EV: 24, Ammo: 6, launcher—BODY: 12, each missile—BODY: 6). These weapons are surface-to-air and surface-to-surface, and may not be used against targets actually on the rig. There are also self-destruct mechanisms prepared on a five minute time delay which will

destroy the rig and damage any Character within 6 APs (AV/EV is 18/18 minus distance in APs). The "drilling core" is actually an elevator/airlock (BODY: 8) which can service submarines at the base of the core.

The two supply buildings contain food and equipment supplies, as well as large demolitions charges to be used to destroy the rig if necessary. The blasts which are set off by the self-destruct sequence will center around these buildings. Very little of any real importance is kept outside of the command building.

Despite many documents which may be found throughout the rig, no reference is made to Reavers. The skull and crossbones over spiral insignia of Atlanto Reavers is prominent on many official documents, but only code-names and notations concerning The Organization are present. Captives will not mention the name Reavers, as this is certain to earn them a quick and painful death (even if the captives are in police protective custody).

The Command Building

The command building contains the living quarters for the crew, control and detection devices for the weapons, a central computer, and radio equipment. Weapons and loot are also stored in the secret storage areas here. All Reaver planning and training is done in this building.

LEVEL 1

1 — Kitchen: Large pots of boiling stew (AV: 2, EV: 4) sit on top of gas stoves (BODY: 4, then Bomb: 10 in room). Various types of knives (AV: 0, EV: 2), cleavers (AV: 8, EV: 4), and mallets (AV: 0, EV: 3) are near at hand.

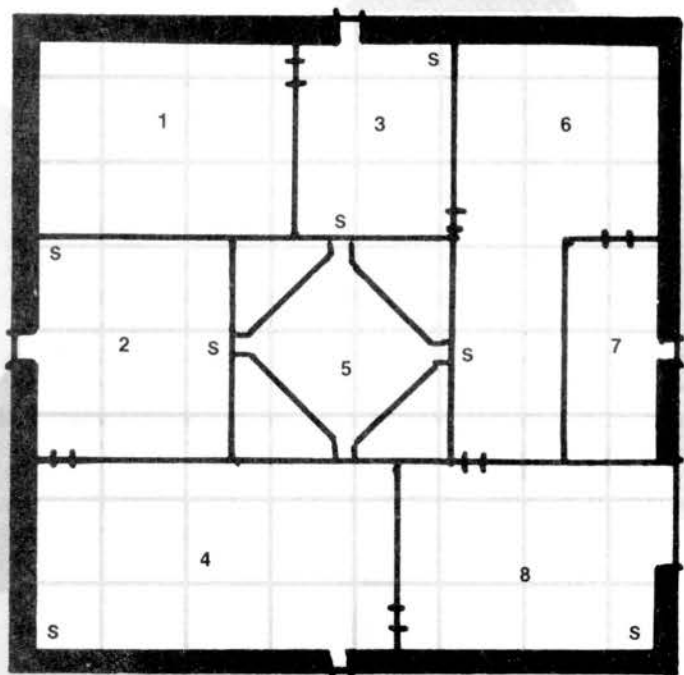
2, 3—Dining Area. The area contains long tables and many chairs. Stairs lead up to second level (**Rooms 2 and 3**). Doors lead outside, and secret doors lead to the weapons room and core escape elevator.

4, 6—Sleeping Area. Designed for dozens of crewmen, the area has numerous bunk beds, footlockers (BODY: 4), and chairs (BODY: 2). Stairs in #4 lead to second level (**Room 1**); doors lead outside or to garage; secret doors lead to weapons room and core escape elevator.

5—Weapons Storage and Core Escape Elevator. This room can be entered by any of four secret doors at its corners. The center of the room has a cylinder running from floor to ceiling, containing the core elevator and airlock to the submarine hatch (down) and central control (up). The room contains dozens of submachine guns (AV/EV: 5, Ammo: 4), pistols (AV: 3, EV: 4, Ammo: 7), and various clubs and knives (AV: 0, EV: 3). The cases of grenades here are unopened. They were being saved against a desperate battle.

7 — Office: This is the payroll and command office for the crew. Daily assignments are given here. Usually several of the crew will go ashore to support some robbery or other criminal operation. Others might be paid or given promotions. A desk occupies this area, and behind it is a small safe (BODY: 4) containing several thousand dollars, plus paperwork describing Reaver New York operations.

8—Garage. A total of six heavy equipment and load movers are housed here. These may be driven in combat (AV: 3, EV: 6, BODY: 4). A stairway leads to the second level, **Room 4**. Doors open into **Rooms 4 and 6** and a garage-type door leads onto the main platform from this room.



A — LEVEL 1

SCALE: 1 SQUARE = 10 FEET
S = STAIRS UP

LEVEL 2

This is the command and control level of the command building. Stairways can be sealed by controls in each of the rooms here (Steel doors, BODY: 9). The entire lower level can also be gassed (sleep gas, AV/EV: 4 each phase for anyone in the area until unconscious or able to exit), with the same controls. Each of the rooms on this level is separate from the others and can be reached only through the lower levels or the central chamber. All of the doors into the central chamber are secret.

The central chambers here and on the lower level are secret from the crew. The walls around these chambers have BODY of 12. In the event of the destruction of the rig, all accessways to the level will be sealed (doors—BODY: 12). The level is an independent module, and will sink to the ocean floor but maintain air pressure and full power on its own power supply for 18 APs. It will also begin signaling for help on Reaver radio frequencies.

In each room, next to the secret door, there is a control plate. The gas and stairwell door controls are here, as well as other controls for destroying the computer's memory banks and setting the rig's self-destruct charges. There are also controls to open the secret doors. Access to the control plate system is on a password code basis, which only Teela Corsin knows.

1—Communications Room. High-power radio equipment, plus scramblers and decoders. Satellite transmission and reception antennas are built into the rig structure above the building. Progress reports on Charybdis are on the relay desk, ready for transmission. Stairs here lead to **Room 4** on the lower level. A secret door leads to the central chamber (**Room 5**).

2—Computer Room. All monitoring of "drilling operations" is done here. The computer is actually running a simulation of a functioning oil rig, for the benefit of any inspectors. It also contains data on Reaver activity on the eastern seaboard. Its data banks can be wiped from the door control panel of each room on level 2. Stairs here lead to **Room 2** on the lower level. A secret door leads to the central chamber (**Room 5**).

The control mechanism for the wave device is also located in the computer room.

3—Teela Corsin's Room. This area is well furnished in an opulent but tasteful manner. Hunting and fishing trophies hang on the walls. African and Reaver artifacts also

occupy tables and corners. There is a bed and desk. Bookshelves contain a well-stocked library of technical books. A small safe (BODY: 15) is inset in one wall. It contains Teela's orders and navigational aids for reaching Atlanto's Sargasso Sea headquarters. Stairs here lead to **Room 3** on the lower level. A secret door leads to the central chamber (**Room 5**).

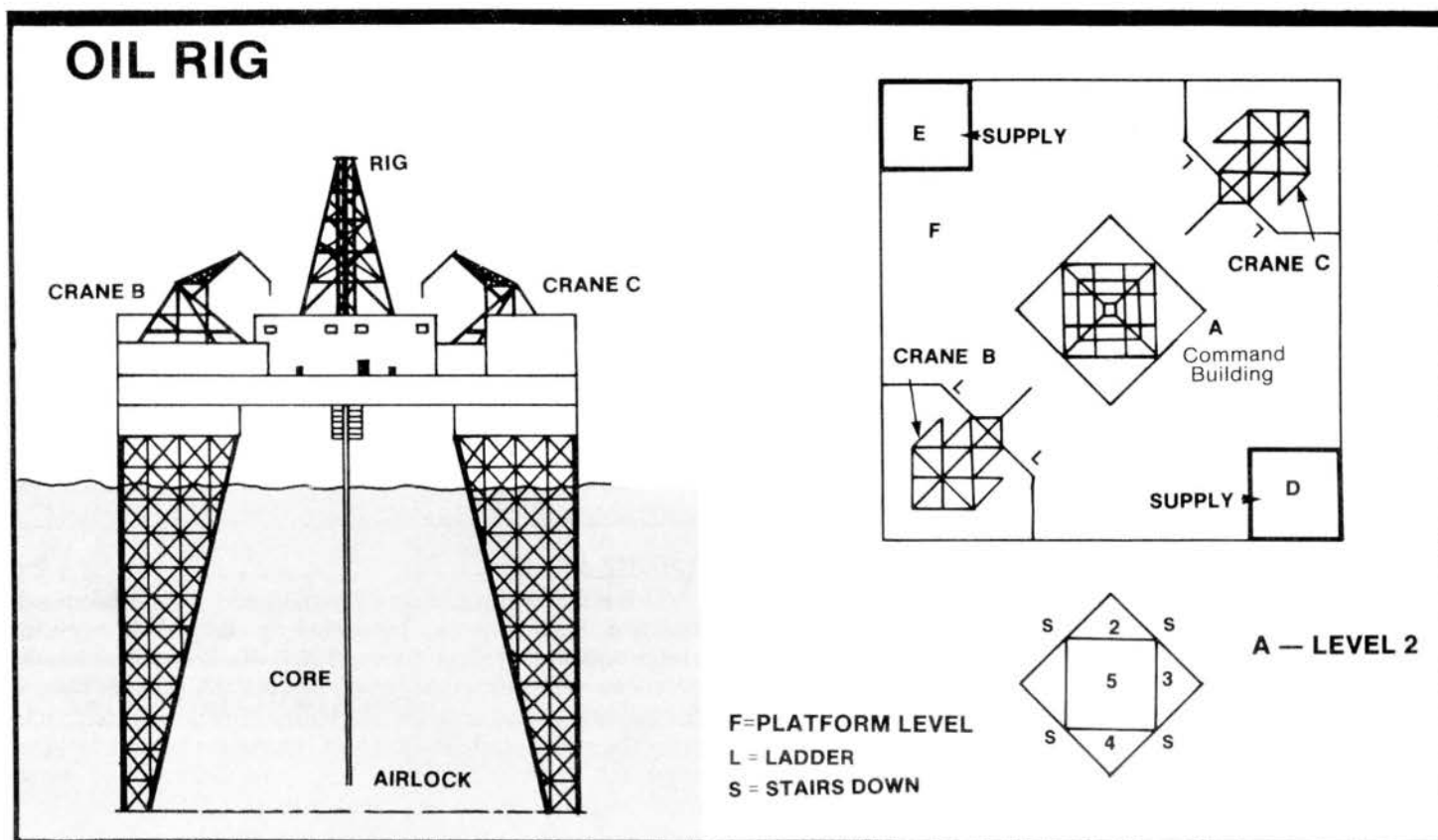
4 — Lesser Conference Room: Used for daily Reaver meetings and to confer with the occasional rig inspection officer. Several ranks of heavy oak tables (BODY: 5, Wt: 3) and chairs, form an auditorium of sorts. A podium, chairs, and a presentation table are at the end of the room nearest the secret door to the central chamber (**Room 5**). Stairs lead down to **Room 8** on the lower level.

5 — Central Chamber: This is the primary conference chamber for the Reaver leaders of the rig. It is also used when major Reaver leaders visit or call to study the operation on the eastern seaboard.

At the center of the chamber a cylinder extends from the floor to the ceiling. This is the core elevator/airlock which leads to the lower level and the submarine hatch near the ocean floor.

Arranged to avoid the central shaft are rows of chairs pointing toward the north wall. At the center of the wall is a low platform and podium with computer access controls. A digitized map of the world may be displayed on the north wall, as well as maps of every major city on the seaboard.

The west wall of the room is lined with 3 de-energized Androids. These replacements will not be activated for combat with the heroes, as it takes roughly 30 hours of work to energize and run system checks on each. The endurance rate for Androids is roughly 30 days, although maintenance will extend their useful lives up to 6 months; thus the need for numerous replacements.



ENCOUNTER NINE:

The Rig Encounter

SETUP

As the Titans are noticed by crewmen and an alarm is sounded, the Player Characters are attacked.

GM INFORMATION

Aboard the rig are 16 Reaver hoods, 8 Androids, the Harbormistress Teela Corsin, and the Masters of Disaster. Any of the Masters who were captured earlier will not be present, but any who escaped from previous encounters will have made their way here.

The Masters are here to counter any hero attacks made on the rig. They will issue from the command building door closest to the main group of Titans. The Masters of Disaster will tend to engage the Titans one-on-one. If the Masters outnumber the heroes, then Heatstroke and Coldsnap will team up (and also make team attacks). The Masters of Disaster will fight with good morale, although they will flee if New Wave's BODY reaches 2 or less and she orders them to leave, or if all the Masters but New Wave reach 2 APs of BODY.

The crew of the rig will remain out of the combat until the heroes or the Masters win. If the Masters win, then the crew will come to bind any captured heroes. If the heroes win, then the crew will attack with their weapons. Teela Corsin will also join in the combat at this point.

The active crew when the Titans attack are 6 Reaver hoods (2 of whom are armed with pistols (AV: 3, EV: 4, Ammo: 6) and 2 Androids, as follows:

ANDROIDS

DEX:	3	STR:	3	BODY:	2
INT:	1	WILL:	1	MIND:	3
INFL:	NA	AURA:	NA	SPIRIT:	NA
INITIATIVE:	4	HERO POINTS:	0		

POWERS:

Bomb: 5

If the heroes move into rooms aboard the rig, they find each room contains one hood and one Android.

GREATER TITANS Group: Active crew are 8 Reavers and 3 Androids. 4 of the Reavers have pistols.

GM NOTE: To pace this battle properly, the active crew in any phase should be no more than 8 Reavers and 4 Androids, with statistics as above. These villains continually join the fight until all 16 Reavers and 8 Androids are eliminated. The effect of this arrangement is a simulation of the crew rushing in from other parts of the rig, and a battle that is not completely bogged down in masses of villains.

For example, a normal team of Titans (20 "value points" or less) clambers aboard the rig. On the main deck they find 6 Reaver hoods and 2 Androids, spoiling for a fight. If, in the first phase, the heroes remove 2 hoods and 1 Android from the battle, that same number of villains will

enter the fray from doorways or other decks in the next phase. If one of the Titans enters a room of the rig, however, the hood and Android in that room will be added to the active crew, for a total of 7 hoods and 3 Androids in the next phase. Remember, so as not to crowd the battlefield too much, the maximum number of villains in any one phase is 8 Reavers and 4 Androids.

Teela Corsin will watch the battle between the heroes and the Masters of Disaster from the command building and will only take part once the Masters flee. She will attack the heroes until her BODY reaches 2 APs, at which point she will flee back into the central chamber to set up the self-destruct system and wipe computer memory. She will also initiate the wave device activation sequence; it will go off 6 APs (4 minutes) later. She will remain in the chamber through the blasts, in hopes of being picked up from the sea floor by the Reaver submarine *Kraken*.

Teela is wearing a life signs monitor. If she is rendered unconscious, a specially programmed Android in the command building will be activated for the purposes of initiating the self-destruct, erasing the computer memory and activating the wave machine. Once it has performed these functions, the Android's own self-destruct will be activated. The Android can perform no other actions.

Results of the Battle

In any case, win or lose, the Reavers are now certain that the Mayor has not honored their deal. The wave device will be set off unless, within 8 phases of defeating the Masters of Disaster, the heroes can destroy the upper level of the command building, capture or incapacitate Teela Corsin, and cause the other crew members to flee. If the heroes are captured, they will be bound with chains (STR: 10, BODY: 10) and be forced to watch while Teela sets off the wave device.



ENCOUNTER TEN:

The Second Wave



SETUP

Read the whole encounter section before reading it to the Players. You will need to make modifications to the Players' text based on the outcomes of the **Rig Encounter** battle. The following description is of a combined effect. Both an earthquake caused by the overload of the wave device and the triggering of the self-destruct charges by Teela Corsin (or her Android) contribute. Read a line or two, then allow the heroes to perform any escape or other actions which they like, read another line or two, and repeat.

PLAYERS' INFORMATION

For long seconds, nothing seems to happen. You almost feel like laughing. Then a gray line appears on the horizon about half the distance between the rig and the city.

"Fools, watch as the wave rises to destroy New York! Watch your failure and your Mayor's stupidity!" shouts the mistress of the rig.

A rumbling sound overwhelms the noise of the sea as the oil rig begins to shake and sway. Reavers fall to the floor, and one of the corner cranes topples, revealing a silvery cannon pointed skyward. The woman Reaver stumbles across the platform toward the central building.

You hear a shout: "Oh, my God, it's heading this way! We'll all be killed!"

The gray line in the sea rises to obscure the horizon. Rushing toward you, the vast wall of water reaches higher and higher, filling the sky. Reavers are scattering in all directions as the central drilling rig tilts and topples to the platform, tearing a huge hole in the frame. Then fire begins to spread along the buildings on the rig. A corner building shivers, then disintegrates in a ball of fire as webs of flame sweep across the surface of the rig. One corner of the platform dips, signalling the crumbling of one of the platform's legs. The shaking goes on as steel frames and solid buildings sway and twist.

The mountainous ridge of water approaches. The corner building of the rig opposite the one which exploded vanishes in a flash. The surface of the rig platform heaves and ripples, cracking and shifting. The huge silver cannon tilts, twists, then slides downward into the building; the resulting explosion tilts the entire rig. Reaver crewmen are rolling escape pods to the edge of the rig, climbing in, and dropping to the sea below.

The rig is breaking up even as the wave reaches it. For an instant, the wall of water seems to hesitate, then it curls over and smashes down on the rig, which explodes in a mass of flame and steam.

GM INFORMATION

The heroes can escape in any number of ways. First there are the Reaver escape pods, many of which are scattered around by the crew's confusion. Flight or Swimming will allow the Characters to remove themselves from proximity to the rig's doom. Any swimming character can ride out the passing of the wave without mishap.

By activating the full power of the wave device, the Reavers caused a massive earthquake in their area. The device was set on a major fault line, the primary energy of which heads out to sea. This caused the backfire of the device, making the wave move in the wrong direction and multiplying its size (The wave is 7 APs from crest to crest and it strikes with a force of 20 APs of STR). The earthquake itself would have caused the rig's destruction, even without the action of the wave. A smaller wave, comparable in size to the first which hit New York, heads toward shore, with similar results.

The sea is soon littered with escape vehicles and the debris of the destroyed rig. The majority of these escape pods are small, cushioned, spherical craft which hold 4 to 6 people. Others are larger or smaller, but all are scattered across the now calm surface of the sea. In fifteen minutes, Reaver vessels will begin arriving to rescue crewmen and clear the area of evidence.

ENCOUNTER ELEVEN: The Submarine *Kraken*

SETUP

The first Reaver vessel to appear is the submarine *Kraken*. It was lurking in the area. Other vessels will arrive later because they were based further away or were required to help other nearby Reaver craft. The heroes may wish to attack *Kraken* when it arrives.

Kraken is a small, 12-man submarine. Normally it is a raiding vessel, but it has been working with Scylla recently.

GM INFORMATION

Kraken has a maximum speed of 4 APs. It has DEX: 0, STR: 8, and BODY: 10. Its Powers are: Sealed Systems: 20, Radar Sense: 10, and Passive Sonar: 7. *Kraken* carries 6 torpedoes sealed in their tubes (DEX: 3, STR: 15, BODY: 4, Speed: 7). Just forward of center, it has a small conning tower structure through which the main hatch opens, and there is a small escape hatch in the forward torpedo room. All interior walls have a BODY of 10 and hatches which provide airtight seals. Like all Reaver vehicles and bases, *Kraken* is armed with self-destruct charges to prevent its capture (15 AP Bomb attack to all inside or within 2 APs of *Kraken* when she self-destructs).

The crew are all standard Reaver hoods, including the captain. The captain, however, also wears a suit of Reaver "Freebooter" armor (see the description under NPCs).

Submarine Map

1 — Torpedo Room: Very small, cramped area containing little but status reading panel on the state of the torpedoes.

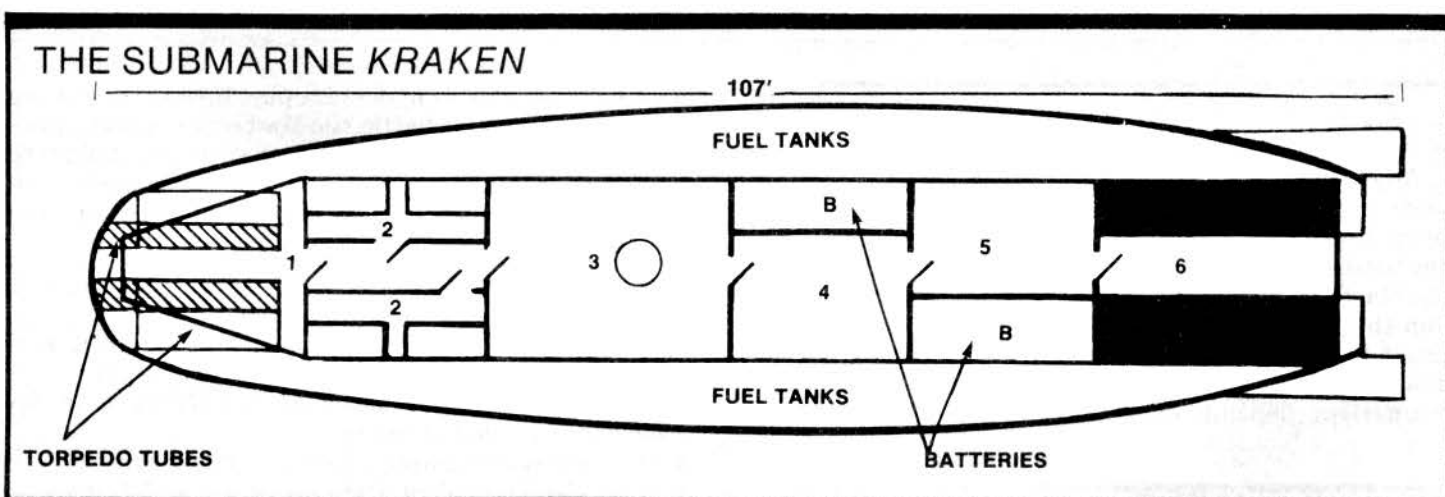
2 — Bunks: Double bunk beds which the crew uses in shifts. Ceiling lockers contain crew valuables.

3 — Control Room: Lined with control panels. Chairs bolted to the deck are used by crew at the helm, navigating, scanning with radar and sonar, and watching the ship status panels. At the center is a ladder leading up into the "conning tower" and the main hatch. Only enough space is left to walk through the center of the room from the forward hatch to the aft.

4 — Cabin: Captain's and passengers' cabin. One wall is lined with ship's batteries, to power it while underwater. The room has one bed and desk, bolted to the floor, and a locker in one wall for the captain's personal items.

5 — Supply Room: Food and booty are stored here, along with spare parts. One wall is lined with banks of batteries.

6 — Engine Room. Twin engines drive the propellers of *Kraken*.



In rescuing the Reavers from the rig, *Kraken* can only do so much. Only four crewmen can be spared from their stations to go above deck and pull in the Reavers. Because of space limitations, the *Kraken* can take on only 8 Reavers from the rig's crew, and then only to transport them to another vessel.

If *Kraken* is attacked, the captain will direct the crew in their fight, and take part until he is down to 1 BODY. He will wait until the last possible instant before triggering the sub's self-destruct, as he is very fond of his command.

Other Reaver vessels which arrive to aid the rig's crew are primarily yachts, with the same layout as *Krataiis*.



ENCOUNTER TWELVE: To New York

SETUP

Any Reaver hoods that were interrogated before or after the wreck of the rig will sneer and reveal a vital point: the Masters of Disaster never meant to take part in the battle on the rig. New Wave was heard plotting, when the Masters thought they were alone, to sneak away and join the looting. Whether this information is given as a taunt by victorious Reaver captors, or as a complaint against the villains who left the Reavers to fend for themselves, depends on how the encounter at the rig went.

GM INFORMATION

The Masters of Disaster will leave for City Hall as soon as they think they can safely get away. Since most of their pay was to come as a percentage of the ransom, New Wave is extremely upset. Once she learns that the ransom was a trick, her thirst for revenge becomes an obsession. She bullies the others into going to Mayor Lock's office: there

must be some way to make him pay. If the heroes have beaten the Masters in battle, the Masters then take a boat and flee. Reaver crew will mention the overheard plans to the heroes at the slightest opportunity, particularly if the Titans seem to be ready to capture the Reavers or if the heroes are themselves helpless.

In getting back to the city, the heroes have several options:

1. Several speedboats, battered by the wave but in running order, are floating amid the debris of the rig.
2. They can fly back under their own power or in any vehicle they piloted to the rig.
3. They can commandeer a captured Reaver vessel.
4. If all else fails, allow Captain Crane and *Pelican* to sweep into the area to capture Reavers. *Pelican* travels at a maximum of 5 APs.

The heroes will find New York in similar straits as when they left, particularly if the wave device caused a second wave. Streets remain deserted and strewn with flotsam. However, since such large numbers of New York's inhabitants have successfully evacuated the area, the Titans will have no trouble reaching City Hall.

ENCOUNTER THIRTEEN:

City Hall

SETUP

If the heroes reach City Hall no later than an hour after the Masters of Disaster left the rig, they have arrived before the villains. Read sections **A** and **C** to them. If they were slower, allowing the Masters of Disaster to get to the Mayor ahead of them, read sections **B** and **C**.

PLAYERS' INFORMATION

A. You reach city hall. Seeing a police guard on the front steps, you breathe a sigh of relief. The Mayor is returning the real diamonds to the Museum director as you enter his office.

"Titans, I know you . . ." the Mayor begins, looking up from his conversation.

You see a shadow fall over the window. The window shatters, knocking the two men to the carpet. New Wave reforms her watery body, standing over the officials as Heatstroke swoops into the room. From an icebridge leading from the building across the street, Shakedown and Coldsnap climb through the gaping hole in the wall.

B. A policeman lies unconscious on the steps in front of City Hall. As you run into the building, you pray you aren't too late. You pass one more policeman slumped near the Mayor's office door, then you are bursting into his office. You find New Wave choking the Mayor and a

Museum official within her wave form. Casting them to one side, she reforms in front of the rest of the Masters of Disaster.

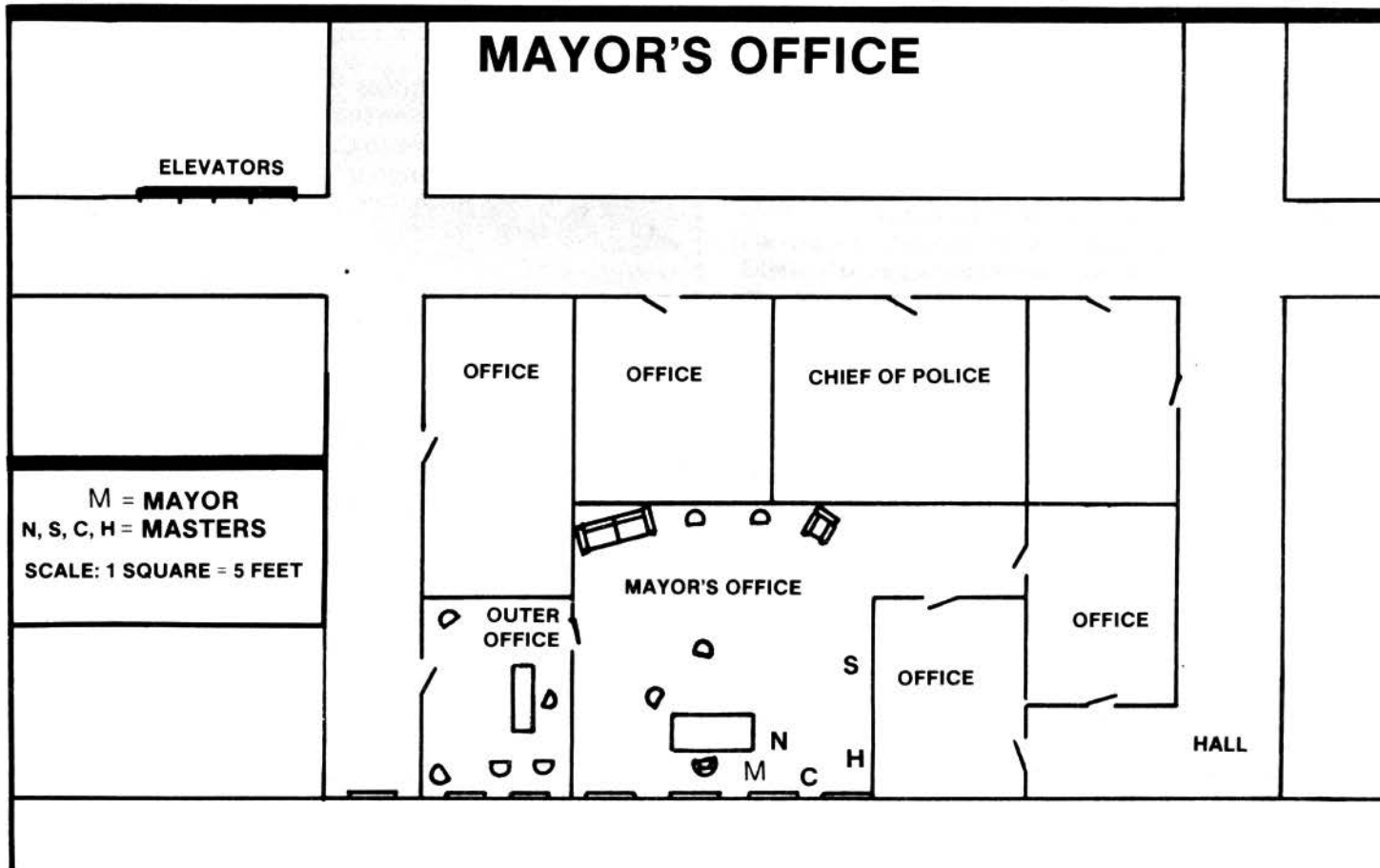
C. "No politician is going to keep me from my money," sneers New Wave. "We're going to trash you brats and then have a little conference with the Mayor concerning the diamonds he owes us. So good of you to have called the Director in for us." She smiles at the second man's Museum identification pin.

GM INFORMATION

When New Wave noticed the Museum Director's pin on the Mayor's guest's lapel, her plan crystalized. She insists the Mayor hand over the diamonds, which she figures must have been stored in the City Hall vault during the crisis.

This battle should be a fairly even match. Base the Masters' attack on how well the Titans have done previously. For example, if the Titans are injured, the Masters should make a few clumsy mistakes.

Villain tactics: This is a head-on battle. Shakedown will use his Shake Power only after he has a chance to throw some furniture (couch—DEX: 0, STR: 4, BODY: 3; desk—DEX: 0, STR: 5, BODY: 3; chairs—DEX: 0, STR: 3, BODY: 2). If the Titans are in a bad way, allow the Masters to get in one another's way, since they don't work well together.



AFTERMATH

Mayor Lock and the Museum Director will congratulate the Titans if the heroes win the battle. After inviting his guest to take a seat (in the outer office, if no chairs remain whole), the Mayor turns to the Titans with these words:

If the Reavers triggered a second wave:

"Well, Titans, I was going to give you heck for allowing a second wave to hit the city, but, between these reports and what happened in my office, all I can say is thank you. You handled a truly difficult situation very well indeed. The city owes you much."

Otherwise:

"Splendid, simply splendid! There has been no further damage to the city. I must congratulate you Titans on a job supremely well done."

In any case:

"I'm sorry to see that so many of these criminals escaped. Captain Crane of the Coast Guard has reported that numerous vessels—including submarines, if you'll believe it—recovered the crew of the oil rig before he could stop them. Well, if he couldn't, I guess no one could have."

"A major disaster has been averted, and it couldn't have been done without you young people. Thank you again, and I hope you will always be here when the city needs your special powers."

If the heroes are defeated, New Wave will have them and the Museum Director bound, and accompany the Mayor to the City Hall vault for the jewels. She will leave Mayor Lock inside the vault for the police to rescue.

CONSEQUENCES

The Reavers are not at all pleased with the operation. Teela Corsin, who was picked up from the command module after the rig disaster, is on probation.

Due to the actions of the Titans, officials of state and federal agencies have begun investigations into the activities in the New York area. The organization is severely disrupted by the exposure of the warehouse and oil rig locations. Any captives refuse to talk, while high-priced lawyers have them out on bail within hours. This is the kind of publicity the Reavers try to avoid, so this entire operation has become just short of disastrous. But since no individual leader can be blamed, the Reavers instead blame the heroes. The Titans are now on the Reaver "enemies" list.

If captured, the Masters of Disaster will remain in jail for some time. They do not know enough about their employers to justify any Reaver action to free them. The Titans are on the Masters' "enemies" list.

If the Masters of Disaster escaped with the crown jewels, the Museum, in concert with the owner nation, will offer a substantial reward for their recovery. The Director was so awed by the final battle he witnessed that he will insist the Titans get no blame for the loss of the jewels.

STANDARD AWARD

Opposition—Individually inferior, but equal due to number	15
Critical Tasks	None
Area of consequence—City	3
Severity—Temporary, Non-fatal	5
Standard Award	28

The notes Charybdis delivered to the Mayor's Office in **Encounters 1** and **2** are reprinted here for you to photocopy and hand out for the Players' use.

"Mr. Mayor:

"This morning you were treated to the first test of a little experiment. The small wave which washed past New York can and will be followed by one or more larger tidal waves, which will make this morning's washing look like a pond ripple. To prevent this you must pay us the equivalent of \$1 billion in diamonds by 9 pm tonight. We know you can get your hands on the diamonds, do not try to play for time. We can and will do exactly as we say. Unless you pay, New York will be inundated — wiped from the map. Further instructions will be delivered closer to the delivery time. Good faith on your part will earn you the life of your city and the location of our wave machine. Failure to deliver our price will earn you annihilation.

(signed) Charybdis."

Mr. Mayor:

At 9 p.m. you or your representatives will walk out onto the docks at 521 River Street. They will carry a trunk containing the diamonds. You or they will wait there for five minutes, at which time our representatives will remove the burden. At 11 p.m., if all is in order, you will receive a final message. It will contain the exact coordinates of our wave machine and how it may be disarmed.

"Failure to follow our directives means that New York will die.

(signed) Charybdis"

Cut Along Dotted Line

HOW TO USE THIS BOOK

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

GM's Introduction

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

Characters

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

Encounters

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

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

Game Results

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

A Note on the Module Difficulty Rating System

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

To decide whether Characters are powerful enough to complete an adventure, add up the Hero Points needed to generate the Attributes, Powers, and Skills of each Character. Also include Hero Points expended in the creation of special gadgets and equipment the Character possesses. Heroes using the Batman Option or with Linked

Powers or Skills are tallied according to a lower Hero Point cost as detailed in the Player's Manual. Linked Powers and Skills are figured collectively for such Characters, not as if the Powers and Skills were generated separately. Finally, saved or unspent Hero Points are added to determine the total Hero Point rating of each Character.

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

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

ABBREVIATIONS

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

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