



HEROES

ROLE-
PLAYING
MODULE

THE
DOOM
PATROL!™

Moonshot



by Paul Kupperberg and Ray Winninger

The Doom Patrol Sourcebook

by Paul Kupperberg

Character Statistics by Ray Winninger

Contents

Chapter One: History of the Doom Patrol	3
Chapter Two: Members of the Doom Patrol	
The Chief	8
Robotman	9
Negative Man	10
Elasti-Girl	11
Beast Boy	12
Mento	13
Celsius	13
Negative Woman	15
Tempest	15
Lodestone	17
Karma	18
Blaze	19
Chapter Three: Headquarters and Equipment	20
Chapter Four: Adversaries of the Doom Patrol	
The Brotherhood of Evil	
The Brain	24
Monsieur Mallah	24
Madame Rogue	25
Mr. Morden	25
The Animal-Vegetable-Mineral Man	25
Nicholas Galtry	26
Garguax	26
General Immortus	27
Dr. Goodman	28
Kalki	28
Mr. 104	29
Reactron	29
Shrapnel	30
General Zahl	30
Appendix: New Powers	31
How To Use This Book	Inside Back Cover

Moonshot

A Sourcebook and Adventure featuring The Doom Patrol

© 1988 DC Comics Inc.

All Rights Reserved.

Published by Mayfair Games Inc.

Sourcebook by: Paul Kupperberg

Adventure by: Ray Winninger

Edited by: Jack A. Barker

Featuring Characters and Concepts Created By: Arnold Drake, Bob Haney, Murray Boltinoff, Bruno Premiani, Paul Kupperberg, Joe Staton, Steve Lightle, and Erik Larsen

Cover Art:

Layout: Ed Hannigan

Pencils: Kevin Maguire

Inks: Bob Smith

Colors: Bob LeRose

Interior Art: DC Staff

Maps: Jerry O'Malley and Gregott

Playtesting and Advice: Bill Karh, Rob McLees, Mike, Non-Mike, and the members of the Cutting Edge

Editor's Thanks To: Dad, Mom, SaDee, Gunnar, Charlie, Mike and Chuck

Abu Hallam, The Agency, Alfred Pennyworth, Amalgamated Services Inc., Ambush Bug, Amethyst, The Animal-Vegetable-Mineral Man, Sven Larsen, The Arsenal, The Baron, Batcomputer, Batman, Beast Boy, Changeling, Garfield Logan, Belle Reve Federal Prison, The Black Vulture, Blaze, Scott Fischer, The Brain, The Brotherhood of Evil, The Bug Man, Matt Cable, "Lucky" Louie Candoni, Captain Carrot and his Amazing Zoo Crew, Captain Zuhl, General Zuhl, Celsius, Arani Desai Caulder, The Challengers of the Unknown, Checkmate, The Chief, Dr. Niles Caulder, The Claw, Cobra, The Conclave, The Cossack, Cyborg, The Doom Patrol, Earth-C, Morgan Edge, Elasti-Girl, Rita Farr, Ferris Aircraft, the Flash, The Floronic Man, Jason Woodrue, Nicholas Galtry, Garguax, Gemworld, General Immortus, Dr. Sebastian Goodman, Gotham City, Green Lantern, Hawk, Jack Hess, Dr. Janus, Kalki, Dr. Ashok Desai, Karma, Wayne Hawkins, Kor, Kruus, Land of the Homo Magi, League of Challenger Haters, Lex Luthor, LexCorp, LexAir, Lodestone, Rhea Jones, The Lords of Order, Madame Rouge, Laura DeMille, Dr. Will Magnus, Major Disaster, Mandred, Mento, Steve Dayton, Metallo, Meteor Man, Professor Ormsby, Metropolis, Midway City, Mr. Morden, Mordru, Mr. 103, Mr. 104, John Dubrovny, the Atomic Criminal, Monsieur Mallah, The Mutant Masters, Negative Man, Larry Trainor, Negative Woman, Valentina Vostok, The New Teen Titans, Nightwing, Peacemaker, The Plastic Men, Power Girl, Qurac, Dr. Radick, Reactron, Martin Krull, Robin, Robotman, Cliff Steele, Rog, Shrapnel, Mark Williamson, Harry Stein, Suicide Squad, Sunderland Corporation, Superman, Swamp Thing, Task Force X, Tempest, Joshua Clay, The Terminator, Slade Wilson, Dr. Tyme, Videx, The Vigilante, Dr. Victor VonLeub, Warrior, Michael Watkins, Dr. Weir, Wingard Academy, The Wrecker, Yaramishi Rama Yogi, Zarox-13, Zatanna (and any component thereof) are trademarks of DC Comics Inc., used under license by Mayfair Games Inc.



is a trademark of DC Comics Inc., used under license by Mayfair Games Inc.



is a registered trademark of Mayfair Games Inc.

No part of this book may be reproduced in any form or by any means except for the inclusion of brief quotations in a review, without permission in writing from the publisher. Permission is granted to the purchaser of this book to copy the maps and histories for personal use, provided that none of the copies is sold or traded.

All characters in this book are fictitious. Any resemblance to actual persons, living or dead, is purely coincidental.

Manufactured in the United States.

ISBN: 0-912771-89-5



Mayfair Games Inc. • P.O. Box 48539 • Niles, IL • 60648

HISTORY

of the Doom Patrol

The following information has been gathered at the request of the National Security Council as part of their ongoing investigation into non-government affiliated vigilante groups. Much of the contents of this report has been culled from the popular press, where the exploits of The Doom Patrol have received considerable attention over the years.

There are many facts about the Patrol not available to the general public nor, for that matter, to the casual government investigator without highest eyes only security clearance. Much effort has been made to piece together the diverse histories of the group's members and their foes, and to create a reliable chronology of their efforts. And while all the information contained herein has been verified through independent sources whenever possible, there are numerous episodes in the Patrol's history where circumstances render verification all but impossible.

This first section has been broken down into a year-by-year chronology in order to facilitate an understanding of the deep ties that run through the three separate groups that have, since its inception, operated under the banner of The Doom Patrol.

Pre-History

The original Doom Patrol was the brainchild of Dr. Niles Caulder, considered one of the greatest scientific and medical minds of our time. Caulder's reputation brought him to the attention of General Immortus, a criminal genius with origins based in antiquity, and whose life had been sustained by an ancient and now lost source of immortality. When it was discovered that his immortality was waning, Immortus sought out Caulder's scientific expertise in the field of molecular biology.

Caulder became suspicious of his mysterious patron and attempted to withhold his discoveries from Immortus, but the villain persisted to the point of implanting an explosive in Caulder's body to prevent further betrayal. Caulder foiled the explosive and temporarily released himself from Immortus' hold, but at the cost to him of the use of his legs and his freedom to live his life under normal circumstances.

Caulder went on to attain great wealth through the creation and patenting of many inventions. He began offering his scientific expertise to first local, and then Federal legal authorities. His reputation in political circles and the government intelligence community grew rapidly as Caulder attempted to utilize his knowledge and influence to battle the likes of Immortus, similar individuals and criminal organizations.

It soon became obvious to Caulder that government organizations were straightjacketed by rules and regulations that prevented them from pursuing these destructive elements as vigorously as their existence warranted. The idea began to form in Caulder's mind for a group of superpowered individuals who could fight crime and terrorism without the restrictions and inherent weaknesses of non-powered agents. This group was to become the Doom Patrol.

Year One

The Doom Patrol is formed by Caulder, who establishes their headquarters in Midway City. He summons adventurer Cliff Steele, pilot Larry Trainor, and actress Rita Farr, each the victim of bizarre accidents that had changed them and given each of them great powers which made them outcasts from society.

Caulder's reasons for forming the group are outlined in his opening speech to the trio of recruits (taken from a transcript of the initial meeting maintained by the doctor):

"You three are victims of a cruel and fantastic fate. I summoned you here to give you the opportunity to cheat your fates by offering you the opportunity to experience fantastic adventures more incredible than any humans have ever known."

*"...I know you have all become quitters, outcasts, but I offer you a purpose. The world is full of catastrophes to be checked, evil to be fought, people to be helped. They look at you and are revolted. They call you **freaks** and think that your handicaps are all there is to who you are."*

*"We can prove them **wrong**. We can turn their scorn to grudging admiration. Join with me, my friends. Together, we can make a **difference**."*

This newly created Doom Patrol, under the leadership of Caulder (dubbed "The Chief" by his proteges) faces its first threat as they battle General Immortus for possession of an alien weapon that has crashlanded on Earth. Immortus is apparently killed in this episode. The Doom Patrol's alliance remains an uneasy one as the individuals struggle to become a team.

The Patrol next encounters Dr. Janus, a.k.a. Josef Kreutz, a former member of the Nazi Ministry of Propaganda. They next undertake to battle an alien invasion force fronted on Earth by a trio of influential American citizens who are later revealed to be aliens themselves. It is at this time that Caulder's identity is revealed to the world and his colleagues in the Doom Patrol by a news reporter in *The Midway Graphic*.

The Doom Patrol forges their personal links as a team and Negative Man faces a major crisis when his negative energy form becomes trapped outside of Larry Trainor's body for longer than his sixty second time limit. The Patrol is almost destroyed in its infancy as the negative energy being runs wild in Midway City before it is captured and returned to Trainor's body.

Immortus returns having survived his previous encounter with the Doom Patrol. He captures Robotman by taking over control of Steele's robot body. Immortus uses his hostage to force the Patrol to retrieve a legendary Babylonian treasure trove. Immortus escapes capture after Negative Man frees Robotman from the villain's thrall.

Caulder begins to have second thoughts about his choice of team members. He even goes so far as to persuade Rita Farr to resume her Hollywood career, so that she will be unable to accompany the Patrol on a hazardous mission against radioactive beings beneath the planet's surface. Seeing through his deception, Farr reaches her teammates in time to prevent their destruction at the hands of the subterranean creatures.

Caulder reconciles his doubts, though he will never lose his protective attitude towards Elasti-Girl. The full strength of the Doom Patrol is needed when the self-proclaimed Brotherhood of Evil makes its first appearance. Consisting of The Brain, Madame Rouge, Monsieur Mallah, and Mr. Morden, the Brotherhood attempts to steal one of the Chief's inventions, Rog, a robot vehicle intended for lunar exploration. Rog is destroyed and Mr. Morden is imprisoned, but the three villains who will plague the Patrol for years to come escape.

Madame Rouge goes under cover to lure Negative Man into a plot to steal the plans for a matter-expanding device. The Chief and Negative Man are aware of her deception on her behalf of the Brotherhood, but their efforts at stopping the Brotherhood's plans are ruined as the matter-expanding ray is used in an attempt to rob the Federal Reserve bank. Rouge is taken into custody.

The Chief reveals his true origin to the Doom Patrol just as a mysterious criminal mastermind calling himself The Baron captures the Doom Patrol. The Baron is revealed to be General Immortus and offers to exchange his captives for Caulder's immortality serum, but once more the ageless villain is defeated and, in his escape attempt, Immortus is again apparently slain.

Year Two

Dr. Sven Larsen, a former student of the Chiefs, is the Patrol's next foe when he transforms himself into the Animal-Vegetable-Mineral Man. He attempts to exact revenge on Caulder, who Larsen wrongly believes stole one of his inventions. The Animal-Vegetable-Mineral Man is subdued by that very invention, which freezes him in his transmuted form.

Madame Rouge's powers are greatly enhanced by The Brain in order to disguise herself as Elasti-Girl and infiltrate the Patrol. The scheme is foiled, and Madame Rouge begins to show signs of the split personality which will eventually lead to her alliance with the Chief and the Patrol.

Several major influences are introduced into the Doom Patrol in this second year as millionaire psychologist Steven Dayton creates a special helmet that gives him psychokinetic powers, which he uses as the hero known as Mento. Simultaneously, an exiled alien criminal called Garguax appears on Earth, intending to use the planet as a testing ground for weapons he plans to use to conquer his homeworld. Mento, seeking to impress and romance Elasti-Girl, infiltrates Garguax's group and teams up with the Patrol to help defeat the alien menace and his android creations, the Plastic Men.

Mento remains a presence in the day-to-day life of the Patrol as he vies for Elasti-Girl's attentions despite the objections of her teammates who distrust the playboy millionaire's motives. Mento does, however, come to the rescue of Elasti-Girl in the Patrol's battle with Dr. Tyme, a villain who controls the flow of time.

The Brotherhood of Evil returns. Madame Rouge disguises herself as the biologist, Dr. Wilder, and offers Robotman the chance to have his human brain transplanted into a cloned human body. This is a ruse to allow The Brain to steal Robotman's body for his own use. The Brotherhood is foiled when the Chief remobilizes Robotman and the villains escape.

The Patrol is next faced with the spectre of one of its earliest missions as Dr. Radick, the son of Dr. Janus, insinuates himself into the team's good graces in order to avenge his father, who has died in prison.

The Chief embarks on a solo mission with the assistance of his "Action Chair," a heavily armed motorized wheelchair. The Claw, a criminal who uses trained birds to commit robberies, destroys the Chief's chair, but Caulder defeats his foe in hand-to-hand combat.

In an attempt to cure Elasti-Girl and Negative Man of their afflictions, the Chief inadvertently switches their powers. Robotman, incapacitated in the experiment, is replaced by the Chief in a robot suit when the Patrol is forced into battle against the Animal-Vegetable-Mineral Man. The effects of this bizarre switch are reversed after the defeat of their foe.

The Patrol faces its greatest challenge when The Brotherhood of Evil, General Immortus and Garguax join forces to dominate the world with the help of a madness-inducing ray beamed from their base on the moon. The extent of this menace is so great that Cobra, a powerful worldwide financial cartel of dubious intentions, goes so far as to abduct the Patrol so that they can aid in defeating the deadly alliance. Though their madness ray is destroyed, the evil triumvirate begins transforming people into giant crystalline zombies to do their bidding. Elasti-Girl falls victim to the crystal-curse. Mento is recruited to help in defeating the villains. At the conclusion of the mission, Mento requests admission into the ranks of the Patrol but is turned down by a single secret blackball vote, cast by Elasti-Girl, whose feelings for Mento lead her to believe he would be a disruptive influence on the group.

Year Three

The Doom Patrol begins its third year with the Chief calling for the disbanding of the team. Unknown to his team, he is dying of radiation poisoning. The Patrol is reorganized by Negative Man and confronts the menace of Mr. 103. Defeated, they appeal to the Chief for help and learn of his illness. With his assistance, the Patrol defeats Mr. 103 and the villain is forced to use his control over the elements to cure the Chief. The Doom Patrol is reunited.

Through his sources in the intelligence community, the Chief learns of a plot to trick the U.S. and Soviet Union into nuclear war. Negative Man's great speed enables him to disarm the threatening nuclear devices and prevent the outbreak of war.

Despite his worth to the team, Larry Trainor begins expressing doubts over his role as Negative Man. When the Bug Man, who utilizes robotic insects for his crimes, captures Elasti-Girl, Trainor recognizes his responsibilities as Negative Man and reconciles himself to his unique existence.

The Doom Patrol meets Beast Boy. After young Gar Logan invades their Midway City headquarters to prove his abilities, the Patrol allows him to join them on a routine mission against costumed criminals. Beast Boy acquits himself well in combat, but his request to join the Patrol on a permanent basis is denied because of his age.

Beast Boy continues to vie for membership in the Patrol and reveals his past to the Chief. Beast Boy's guardian, Nicholas Galtry, allies himself with Dr. Weir in a scheme to steal the secret of reverse-evolution left to the young hero by his late parents. The Patrol and Beast Boy defeat Weir's prehistoric menace and capture the evil scientist.

Galtry hires a hit man to kill Gar to prevent the youth from discovering that his guardian has been looting his inheritance. Learning of this, Beast Boy turns to the Patrol for help. They are busy facing the threat of Kranus, a supposed alien robot tyrant who is revealed to be The Brain. The Brotherhood's mastermind is defeated. Beast Boy's assassination fails to take place, leaving the Patrol skeptical as to Beast Boy's claims.

Further investigation into Beast Boy's plight is put aside as the Challengers of the Unknown contact the Patrol for help against the League of Challenger-Haters, a quartet of powerful villains. Beast Boy and Mento join the two teams, and a member of the Challengers dies in the course of defeating the menace.

The Patrol also teams up with the Flash as General Immortus, Garguax, and the Brotherhood of Evil return for another attempt at world domination.

The Patrol, Mento, and Prof. Ormsby travel into space to study a giant meteor. An accident transforms the professor into the Meteor Man, whose fiery powers threaten Earth. With the help of Beast Boy, the Patrol and Mento defeat their foe and return him to normal.

Mento's romantic pursuit of Elasti-Girl finally pays off as she agrees to marry him. Their plans are almost ruined by Garguax and the Brotherhood of Evil's complex scheme, but the truth is discovered and the two heroes are wed at last.

Year Four

The Patrol accepts Beast Boy as an honorary member. Over her new husband's objections, Elasti-Girl continues full-time activity with the team. She joins them to battle Mr. 103, who has gained an immunity to the device used to defeat him in previous encounters. Elasti-Girl also learns of Galtry's embezzlement of Beast Boy's inheritance.

Learning of Gar Logan's involvement with the Patrol, Galtry diverts some of the embezzled funds to finance the work of Mr. 103. Defeat seems imminent until Mento, searching for Elasti-Girl, intervenes and saves them. Before his escape, Mr. 103 reveals his involvement with Galtry.

The Brain attempts yet another attack, this time as the robot Ultimax. Elasti-Girl is caught by a shrinking gas that sends her into a microscopic universe where she is taken captive and



sentenced to die, until Mento comes to her rescue. Mento uses his influence to engage Galtry and the mysterious financier, Abu Hallam, in a financial fight over Beast Boy's inheritance. Abu is revealed to be Monsieur Mallah after Mento's defeat. Madame Rouge continues to show signs of her split personality. The rest of the Brotherhood and Garguax join the battle and assist in the capture of the Patrol. By the time Beast Boy arrives, he finds the Patrol, apparently killed in combat.

The Chief is able to revive them due to a defect in the Brotherhood's weapons. Hoping to lure the Brotherhood and Garguax into a trap, the Patrol keeps the secret of its survival a secret. This works to their advantage as Garguax sends the giant killer android Mandred to kill the Chief and Beast Boy.

The Brotherhood, seeing that the Patrol is alive, attempts to destroy the heroes anew. The Brotherhood's weapons continually fail due to Madame Rouge's sabotage. The Brotherhood is routed, though Rouge's motives for her change in loyalties remains a mystery.

Mento's estate has continued the investigation into Galtry's criminal activities during the hero's supposed death, and Dayton redoubles his efforts after the Patrol is revealed to be alive. Having applied to the courts to become Beast Boy's legal guardian, Mento wins his case and he Elasti-Girl adopt the boy.

Garguax's criminal superior tracks his disciple to Earth. Zarox-13 forges an alliance with Garguax and the Brotherhood against the Patrol. Not trusting Zarox-13's true intentions for this alliance, The Brain approaches the Chief to propose a joint effort between the Brotherhood and the Patrol to stop the alien criminals.

Zarox-13 launches his plan to conquer the Earth but is met with resistance by the combined forces of the allied Patrol and Brotherhood. Zarox-13 is defeated. In the course of their temporary partnership, the Chief learns Madame Rouge's origin and of her unstable personality. He sees the possibility of curing her of her evil ways. He invents a ray that he hopes will bring back her long-repressed good side.

Year Five

The Arsenal appears, but the Doom Patrol is left to defeat him without the help of the Chief. His attention is focused on his efforts to cure Madame Rouge with a device he hopes will alter her mental processes. However, the Brain is using a similar device that reinforces her evil side, and the conflicting energies begin having an effect on her.

The Chief also misses the Patrol's battles with Kor, a scientist transformed into a rampaging Neanderthal with access to modern weapons, and with the Mutant Masters, a trio of radiation-mutated creatures seeking revenge for their affliction.

Madame Rouge at last breaks down under the conflicting influences of the Brain and the Chief and splits into two beings: one good, the other evil. The two Rouges engage in a battle to the death. Fortunately, the good Rouge is the victor and allies herself with the Patrol.

Her first mission with the group is against the Mutant Masters, who are finally defeated by a disguised Chief who tricks them into turning their own powers against themselves.

Rouge's rehabilitation and declaration of love for the Chief causes him to neglect his duties with the Patrol. The heroes leave, but return when the Black Vulture, a crook once foiled by the Patrol and who subsequently adopted a costumed identity, attempts to kill the Chief.

The Brain and Monsieur Mallah return, seeking revenge against Madame Rouge for her betrayal. Videx, with his control over light, is sent to destroy the Patrol and bring Rouge back to her former comrades. Beast Boy assists in Videx's defeat.

Robotman is taken in by the guru Yaramishi Rama Yogi and transformed into a pacifist. The guru captures the rest of the team and attempts to destroy them through psychological means. The only casualty of this assault is Madame Rouge, as the guru's interference undoes the Chief's rehabilitative efforts and she returns to evil.

The Patrol next battles the Wrecker, a deranged former

scientist out to destroy modern technology from his base in Earth orbit. The rocky family life of Mento, Elasti-Girl, and Beast Boy begins to show signs of stabilizing, at least momentarily.

Madame Rouge emerges from hiding, her plans made to seek revenge on all her former allies. After apparently destroying the Brotherhood of Evil, she turns her attentions on the Doom Patrol. Seeking to protect the public and sanctuary for themselves, the heroes retreat to a secret island base established years before by the Chief for emergencies.

With her new ally, Captain Zahl, Rouge confronts the Patrol and issues an ultimatum. The Patrol must either submit to death or she and Zahl will destroy the tiny fishing village of Codsville, Maine.

Certain the Patrol will opt for life, Rouge broadcasts their confrontation, seeking to humiliate the pompous heroes in the eyes of the world. The Patrol, however, chooses to sacrifice itself and before Rouge can stop him, Zahl destroys the island.

The Doom Patrol is destroyed.

Mento vows vengeance against Madame Rouge and Captain Zahl.

Robotman's robot body allows him to survive the explosion that apparently killed his teammates. Though immobilized, his human brain is kept alive for the weeks his shattered body drifts across the Caribbean before washing ashore on Jamaica.

Suspecting this might happen, Dr. Will Magnus, a noted expert on robotics and correspondent of the Chief, had set out in search of Robotman. Magnus finds Steele and returns to the United States to rebuild Robotman's body from an entirely new design.

Year Six

Lt. Col. Valentina Vostok attempts her defection from the U.S.S.R. aboard an experimental Soviet jetfighter. Taking a circuitous route over the Caribbean to avoid detection, Vostok experiences engine trouble and is forced to ditch in the sea. She goes down with her plane and emerges with the powers of Negative Woman.

Arani Caulder emigrates to the United States from India and files a claim on the estate of Niles Caulder, the Chief.

Robotman, a beneficiary of the Chief's estate, retires from the heroic trade and the public eye. He purchases a horse ranch in Southern California, shedding the name Robotman and gaining a reputation as a local hermit.

Joshua Clay, under the assumed name of Jonathan Carmichael, is forced to drop out of medical school in order to prevent a blackmailer from revealing his past to the authorities. He lives on the run.

Valentina Vostok arrives in America and attempts to discover the cause of her strange new powers.

General Immortus discovers his immortality is fading. He begins to delve into the Chief's past in the hopes of discovering some secret that might hold a cure for his deteriorating condition.

Arani Caulder takes up residence in the Doom Patrol's former Midway City headquarters.

Year Seven

Arani Caulder assumes the codename Celsius and begins gathering the members who will make up the new Doom Patrol. Valentina Vostok, having traced the source of her power to the death of Negative Man, seeks out Celsius at the Patrol headquarters. She agrees to join Celsius, whose primary goal for the new team is the search for her husband. Celsius believes the Chief survived Madame Rouge and Captain Zahl's attack.

Utilizing military, medical and press reports accessible via computer, Celsius learns of Joshua Clay and tracks him down, offering him membership in the new group. He accepts.

The new Doom Patrol holds its first official meeting. Present

are Celsius, Vostok, codenamed Negative Woman, and Clay, called Tempest.

Robotman returns to Midway City to close up the old headquarters, unaware of the new group's existence. Celsius' explanation is cut short by the arrival of General Immortus. The ancient criminal's condition is deteriorating rapidly and his search has uncovered the existence of Celsius, the Chief's wife.

Taken by surprise by Immortus' attack, the Doom Patrol is captured and taken to the General's secret sanctuary on the moon. Under torture, Celsius reveals her origins and the secret of her own immortality, bestowed on her by the Chief at the time of their marriage.

Immortus duplicates the serum before the Doom Patrol escapes. The serum, engineered to Celsius' specific biology, has only a temporary effect on Immortus. He is last seen aging rapidly while his lunar base explodes around him.

The Doom Patrol returns to Earth where American intelligence agent Matt Cable attempts to take Negative Woman into custody. The Cossack, a Soviet robot sent to abduct Negative Woman and return her to Russia, arrives on the scene. The Doom Patrol defeats the Cossack and its KGB handler and Negative Woman begins negotiations with the government to allow her to stay in America.

Tempest and Negative Woman fall in love.

The Doom Patrol drops out of the public eye for several months following the last episode. The team begins to search for the Chief, who Celsius believes is still alive. Robotman doubts this and concentrates his efforts on locating Madame Rouge and Captain Zahl to bring them to justice for the murder of his teammates.

Robotman returns to Dr. Magnus and has the scientist create a duplicate of his original body designed by the Chief. Robotman contracts with LexCorp to keep him supplied with future spare parts and life-support equipment.

A year after gaining her powers, the negative radiation inside Negative Woman begins to endanger everyone around her. The radiation leakage drives her mad with pain, sending her on a destructive rampage throughout Metropolis.

Superman, on the trail of a teleporting madman called Ambush Bug, teams up with the rest of the Doom Patrol to stop the energy creature with a lead-lined container. Vostok's condition is stabilized, but now she must live her life wrapped head-to-toe in special protective bandages.

Negative Woman withdraws after the change in her condition, abruptly breaking off her personal ties with Tempest.

Their search has brought the Doom Patrol into contact with branches of the government intelligence community and through those channels the group is asked to help apprehend Reactron. Celsius agrees to take time off from her self-appointed quest at Tempest's insistence when it is learned that Reactron is an old enemy of his from the army.

Power Girl comes across Reactron independently of the Doom Patrol's investigation and teams with them to help capture the nuclear powered villain.

Internal squabbles begin to have their effect on the Doom Patrol. The others resent Celsius' using the team as a private missing persons agency when they should be fighting crime.

Negative Woman is the first to leave, going into seclusion in New Mexico as a special intelligence analyst for a government espionage unit known as the Agency.

As Negative Woman was the only true bond holding him to the group, Tempest leaves shortly afterwards.

The new Doom Patrol officially disbands.

Year Eight

Robotman is contacted by Beast Boy, who is now called Changeling and a member of the New Teen Titans. Robotman joins forces with the Titans to at last track down Madame Rouge and General Zahl and avenge the deaths of the original Doom Patrol.

Tempest resumes his medical education under his "Jonathan Carmichael" alias and graduates. He buys into a New York medical practice, which he will eventually take over on his own.

Celsius continues what the others believe to be her fruitless search for the Chief after relocating to the old abandoned Union Station in Kansas City.

After discovering that Celsius has sold the old Midway City headquarters and disappeared, Robotman retires to his Southern California horse ranch. He formally drops his codename and insists on being addressed as Cliff Steele.

Negative Woman vows never to use her powers again after being appointed head of the Agency. Because of her experience in the field, her responsibilities include the supervision of costumed heroes in intelligence work, including Peacemaker and the Vigilante.

Celsius begins a search for possible members of a new Doom Patrol.

Year Nine

Celsius leaves Doom Patrol headquarters for the first time in almost a year to travel to Jamaica where she uncovers what she considers irrefutable proof that the Chief is indeed still alive.

Celsius meets with Cliff Steele in Southern California to present her proof and tricks him into joining her to take up the Chief's trail. Steele, in turn, travels to New York to convince Tempest to return to the team. Tempest reluctantly joins them. Together the trio returns to the island where the original Doom Patrol was destroyed to gather further clues in the search for the Chief.

Steele finds the body of Elasti-Girl, the only original member other than Steele to be found, confirming her death.

When Celsius renews her efforts, Negative Woman is assigned to maintain surveillance on the group, reporting Celsius' movements to her superior.

Kalki launches his attack, aimed at capturing Celsius as the prelude to his plot to destroy the Earth as part of his self-proclaimed divine mission. The Doom Patrol is captured and imprisoned in Kalki's Jamaican headquarters. Negative Woman comes to investigate and is herself captured.

Before he is destroyed, Kalki is revealed to be Celsius' father. Larry Trainor (Negative Man) is found, having survived the destruction of the Doom Patrol, though at the loss of his powers, which now reside in Negative Woman.

The Doom Patrol is, unofficially at best, reunited. Rhea Jones arrives in Kansas City at Celsius' invitation and becomes a trainee of the newly reorganized Doom Patrol. She is followed by Wayne Hawkins, who joins because he needs a place to hide out after committing a murder.

Though powerless, Larry Trainor's body still contains residual energy that forces him to remain bandaged and leaves him in a weakened state. Negative Woman fears she might be forced to give up the negative energy in his favor.

A bizarre, illegal psychological experiment terrorizing an entire Ozark Mountain community leads Celsius to believe she has located the Chief. An unknown executive in the intelligence community is responsible for leaking the information that sets the Doom Patrol after the perpetrator of this experiment. The responsible party, however, is not the Chief but a former colleague of Caulder's named Dr. Goodman.

Larry Trainor begins seeking a way to get his powers back from Negative Woman.

Scott Fisher arrives in Kansas City to become the third Doom Patrol trainee.

Upon their return to Kansas City, the Doom Patrol is asked by Harry Stein, Negative Woman's replacement as head of the Agency, to undertake a mission in South America.

Hawk, a one-time member of the Teen Titans, had been captured running arms to the contras in Nicaragua and the Patrol is to rescue him before a competing group assassinates

him or he is turned over to the Russians.

The three Doom Patrol recruits remain in Kansas City, where they encounter Shrapnel. The police spot Wayne Hawkins in this encounter and begin to home in on him. Shrapnel runs rampant through the city until the Doom Patrol returns from South America and joins in stopping him. Shrapnel, a paid assassin, is able to make his hit and escape capture.

The Plastic Men, the android henchmen of Garguax, appear on Earth to steal nuclear warheads from the American and Soviet military.

Larry Trainor leaves the shelter of Doom Patrol headquarters and travels to Belle Reve Prison in Louisiana. He tells no one where he is going.

Tempest officially gives up his medical practice to devote himself full-time to the Doom Patrol. He and Negative Woman struggle with the wreckage of their past relationship; he wants to rekindle their romance despite her handicap, but she continues to resist him.

Metallo, a human brain inside a robot body, discovers that robot parts he had altered in LexCorp warehouses for his own use have been shipped to Cliff Steele. He invades Doom Patrol headquarters seeking the return of these parts. Metallo gains mental control over those parts already in use in Steele and turns Steele against his comrades.

Hearing of the battle, Superman goes to the Doom Patrol's aid. Superman frees Steele from Metallo's control while Scott Fisher's heat powers, going inexplicably out of control, seem to destroy the villain, although no sign is found of his robot head and human brain.

Tempest begins medical tests on Scott to determine the cause of his loss of control.

The Chief is revealed to be alive, although this fact remains hidden from all of the Doom Patrol except Negative Woman. Having survived, as Celsius believes, he had gone into hiding before volunteering his services to the President as an intelligence analyst and special advisor on paranormal activities.

Behind the scenes, Caulder was Negative Woman's superior at The Agency, reformed and renamed the Checkmate branch of Task Force X, and was the catalyst for sending the Doom Patrol on several vital missions, including against Dr. Goodman and Garguax. Negative Woman continues to report to the Chief on the Doom Patrol's activities.

Garguax attacks, kidnapping Cliff Steele from his command ship in lunar orbit. During his years of absence, Garguax had returned to and destroyed his homeworld in an attempt to conquer it. He plans to conquer Earth with its own nuclear weapons and make it his new home.

Steele's body is destroyed in combat with Garguax's champion but the alien keeps the now non-threatening Steele's brain alive to witness Earth's fall.

Larry Trainor breaks Reactron out of Belle Reve Prison to use the villain's radioactive powers to help him take his negative energy back from Negative Woman. Reactron absorbs Negative Woman's energies and leaves her for dead. The overflow of energy implodes inside Reactron as he delivers the negative energy to Trainor. Trainor, however, survives and finds his powers have returned.

In space, the Doom Patrol battles Garguax, who launches several nuclear missiles at Earth. The repowered Negative Man intercepts them and destroys the missiles before they reach Earth, but the explosions release his hold on the negative energy and he only barely makes it safely back to Earth before the energy returns to Negative Woman.

Garguax is defeated and the Doom Patrol returns to Kansas City to find a cured Larry Trainor, the last vestiges of lethal radiation gone from his body. He elects to remain with the Doom Patrol.

Wayne Hawkins, who has been growing increasingly distant from the others over the preceding months, escapes when the police arrive at Doom Patrol headquarters to arrest him for murder.

This is the Doom Patrol's current year.

MEMBERS

of the Doom Patrol



(The Chief's Omni-Gadgets are incorporated into his wheelchair.)

The Original Team

THE CHIEF *alias Dr. Niles Caulder*

DEX: 2	STR: 2	BODY: 4
INT: 15	WILL: 7	MIND: 12
INFL: 8	AURA: 7	SPIRIT: 5
INITIATIVE: 25 HERO POINTS: 110		

SKILLS:

Charisma: 7, Scholar: 15, Medicine: 15, Military Science: 8, Detective: 10, Gadgets: 20, Scientist: 25

EQUIPMENT:

Wheelchair

DEX: 0	STR: 4	BODY: 8
INITIATIVE: 0 HERO POINTS: 0		
CHARGES: 31		
COST: 261 HPs + \$22K		

POWERS:

Force Field: 10

OMNI-GADGET (2)

CLASS A:	4
CLASS B:	4
CLASS C:	6
COST: *HPs + \$1400	

LIMITATIONS:

Miscellaneous: The Chief is confined to his wheelchair and cannot move without it.

CONNECTIONS:

Doom Patrol (High), Police (High), Scientific Community (High), U.S. Government (High)

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB:

Special Advisor to the President, former leader of the Doom Patrol

RACE: Human

BORN:

Tyler's Creek, Arkansas
December 25, 1931

MARITAL STATUS: Undetermined

HEIGHT: 5' 11"

WEIGHT: 203 lb.

EYES: Brown

HAIR: Red

BACKGROUND:

From an early age, it was clear that Niles Caulder was no ordinary child. The only son of a widowed coal miner, the youngster was reading high school level textbooks even before entering grade school. His father was a poor man who knew he could never afford the education his brilliant child so obviously required, so he allowed Niles to be sent away to an

exclusive academy for exceptional children on a special scholarship.

Niles, raised in a tiny Ozark Mountain town, found himself a stranger in a strange land among the special children of the affluent who were his classmates at the Wingard Academy in Midway City. The young man sought refuge in his studies, at which he excelled. His rich and spoiled classmates soon acquired a grudging admiration for the coal miner's son who defied their silence and hazings with style and grace. An indifferent athlete at the onset, the boy saw sports as a further entry into the society of his peers and applied himself to acquiring athletic ability with the same diligence he gave his studies.

At Wingard, Niles was encouraged to follow his interest in the sciences. He graduated valedictorian of Wingard at thirteen years old and was accepted at Harvard University, where he continued his studies, graduating *magna cum laude* in biology at age fifteen. He was then accepted by the Yale Medical School and passed his medical boards at nineteen.

His professors expected Niles Caulder to pursue a career in medical research and many high hopes were pinned on his taking that direction, but instead he applied to and was accepted by the Massachusetts Institute of Technology as an undergraduate. Caulder began studying the new field of computers and robotics, receiving his doctorate in engineering two years later.

Once again, Caulder defied all expectations and veered off into yet another direction and another doctorate, this one in bio-engineering. Following this amazing educational hat trick, Caulder went into seclusion, devoting his scientific energies to a secret project that his peers could only guess at, supporting himself through the sale of several ingenious, albeit minor, patents to industrial sources.

Several years later, Caulder was contacted by a mysterious patron who engaged him to discover a biological cure to aging. Caulder accepted the challenge, but his suspicions were aroused and he launched an investigation into the identity of his benefactor. When he discovered that he was the pawn of General Immortus, Caulder attempted to get free of his deal. He fled to India as a doctor with the Peace Corps, where he met Dr. Ashok Desai, a brilliant research scientist in his own right. Desai was obsessed with curing the diseases endemic to his native land and went so far as to experiment on himself with an untested gene-altering serum designed to destroy disease. The formula resulted in driving Desai mad and affecting a spontaneous mutation of his body. Caulder, meanwhile, found the answer to the genetic puzzle he was working on, a discovery he was anxious to keep from Immortus.

(There is some confusion regarding the facts of his meeting during this period with Arani Desai, the estranged daughter of Caulder's colleague. It is known that he treated her in the Red Cross street hospital where he was stationed, but her claims to have married the young doctor have never been confirmed.)

Immortus eventually found Caulder in India. Caulder fled back to America, but Immortus caught up with him. In order to insure Caulder would not stray again, Immortus had a bomb surgically implanted in the scientist's chest that only the ancient criminal could safely remove while Caulder was still alive.

Attacking Immortus, Caulder forced the old man to shoot him so that a robotic surgeon of Caulder's creation could remove the explosive and then revive him. The robot did this, but a mistake in surgery cost Caulder the use of his legs. To cover the fact of his survival and to prevent Immortus from discovering the secret of immortality, Caulder destroyed his notes and laboratory and vanished, going underground.

During those years, Caulder began offering his services to the government on scientific matters. He was called upon when an Air Force test pilot, Larry Trainor, was stricken with a strange radiation sickness that rendered him deadly to others. Caulder formulated special chemically treated bandages which allowed Trainor to walk in public again.

Caulder volunteered his medical and robotic engineering skill to the case of Cliff Steele, a fast living adventurer whose body was smashed beyond hope in a racing accident. Only Caulder possessed the skills that could save Steele by transplanting his human brain into a robot body of Caulder's creation.

Caulder soon grew tired of the need to live on the run and decided to create a force that could help him destroy the evil that caused his misery. He summoned Larry Trainor, Cliff Steele, and Rita Farr to the old Midway City mansion which he had chosen as a base of operations and asked them to be that force, under his direction. Though they knew him only as "The Chief" (a precaution to protect his identity from being accidentally revealed), the trio accepted his offer to become The Doom Patrol.

The Chief led the Doom Patrol for five years before their destruction by Madame Rouge and Captain Zuhl. Special shields secreted in Caulder's wheelchair saved him from death, although not from injury, and he was eventually rescued by a Coast Guard search party seeking survivors. Despite their efforts, no others were found. A top priority security lid was placed on Caulder's survival. Believing his good friends and companions dead, Caulder saw no reason to ever return to public life. Even the eventual news of Robotman's survival did not draw him out of his new life as a special advisor to the President.

Caulder currently maintains residence in Washington, D.C., where only the President and selected members of the National Security Council are aware of his existence and contributions.

ROBOTMAN <i>alias Clifford Steele</i>					
DEX:	6	STR:	9	BODY:	15
INT:	5	WILL:	7	MIND:	6
INFL:	6	AURA:	4	SPIRIT:	4
INITIATIVE:	17 HERO POINTS: 65				

POWERS:

Cling: 2, Regeneration: 5, Running: 5, Sealed Systems: 11, Thermal Vision: 5

SKILLS:

Charisma: 6, Gadgetry: 4, Vehicles: 5

EQUIPMENT:

Chest Camera					
DEX:	0	STR:	0	BODY:	5
INITIATIVE:	0 HERO POINTS: 0				
CHARGES:	15				
COST:	208 HPs + \$90K				

POWERS:

Telepathy: 13 (audio/visual information only)

LIMITATIONS:

Miscellaneous: Cling only works on metal surfaces.

Miscellaneous: Regeneration will not work if Robotman's current BODY is reduced below 5 APs. In such a case, he must be repaired as though he were a Gadget.

CONNECTIONS:

Doom Patrol (High), Teen Titans (High)

MOTIVATION: Unwanted Power

WEALTH: Affluent

JOB: Adventurer/Race Car Driver

RACE: Artificial Life

BORN:

Brooklyn, New York

June 14, 1948

MARITAL STATUS: Single

HEIGHT: 6' 4"

WEIGHT: 540 lbs.

EYES: Photo-electric cells

HAIR: None

BACKGROUND:

As a child growing up in the Brooklyn slum of Brownsville, Cliff Steele was a dedicated reader of the great adventure novels of Edgar Rice Burroughs, Jack London, H. Rider Haggard and others. While his friends played stickball in the grim reality of the Brooklyn streets, Cliff would lose himself in the fantasy world of epic adventures, dreaming of the day when he would assume the role of these fictional heroes.

Cliff possessed a daredevil's spirit from the start and was always the first kid to climb, jump or burrow through any obstacle. He was an excellent athlete, and even though he tested as highly intelligent, Cliff's only interest in school was keeping his grades at a level that allowed him to participate on the track, football, baseball and basketball teams.

The day of his graduation from Thomas Jefferson High School, Cliff enlisted in the Marines. He was accepted for training in the Green Berets and Officer Training School. With a second lieutenant's commission, Cliff served a tour of duty in Viet Nam. That experience soured him on the military and when his enlistment was up, Cliff declined to re-enlist. He decided instead to pursue his lifelong dreams of adventuring.

Cliff began by performing several well-publicized and dangerous stunts, including walking across New York's George Washington Bridge atop the cable connecting the two sides. With the attention and publicity he gained, Cliff was able to attract promoters and sponsors willing to back him on even more spectacular stunts and expeditions. He climbed mountains, searched for treasure on the ocean floor, sailed around the world alone on a rubber raft, trekked solo through the jungles of South America and Southeast Asia; in short, he performed all the feats of derring-do he had only dreamed of as a child.

Cliff's career as an adventurer was ended in a fiery automobile racing accident that all but killed him. He was burned over literally his entire body and his internal injuries were too severe to be repaired. As he had gone into the crash, Cliff believed he would die; thus, no one was more astonished when he came to in the hospital than Cliff himself. Expecting to find himself injured, Cliff found something even more horrifying.

He had become a robot, his brain transplanted into what was in Cliff's eyes, a monstrous metal body. The shock was too much for him and Cliff snapped under the strain, going on a rampage of destruction in search of the man who had turned him into a monster. Cliff eventually recovered from his temporary insanity. There were no repercussions from his rampage, as Cliff discovered that an unknown party with considerable influence had explained Cliff's actions to the authorities and cleared him. It was several years later that Cliff learned that the man who had cleared him was the same one who saved his life: the Chief.

Cliff attempted to resume his adventuring career, but there was no market for a robot attempting death-defying stunts. When Cliff received a mysterious summons from Midway City promising him the opportunity for adventure, he went to see what was being offered.

The summoner was the Chief, and the offer was to become a member of The Doom Patrol. Cliff accepted, operating under the codename Robotman.

Cliff's robot body enabled him to survive the explosion that presumably destroyed the Doom Patrol several years later. He was rescued by Dr. Will Magnus, a robotics expert who built him a new body. Cliff decided against resuming his heroic career, and with an inheritance left to him by the Chief, he bought a horse ranch in Southern California and retired from the public eye to mourn his murdered companions.

It was almost a year before Cliff was able to return to Midway City, planning to close up the Doom Patrol's headquarters and sell the property. However, instead of a deserted building, he found the members of a new Doom Patrol conducting their first meeting. Cliff rejoined the team.

During this period, he had Dr. Magnus build him a new body, duplicating the Chief's original design. From then on, LexCorp would supply Cliff with necessary spare parts.

When the new team broke up, Cliff returned to California and his ranch. Except for a short time when he teamed up with the New Teen Titans to track down Madame Rouge and General Zuhl, Cliff remained in seclusion at his ranch.

A year later, Celsius came to Cliff claiming she had uncovered evidence that the Chief was still alive. In spite of his better judgment, Cliff agreed to accompany her on the search. This led him back

into full-time active membership in the Doom Patrol, where he remains today.

Optional Robotman Rules

Robotman seems to have a problem keeping his metal body intact. This phenomenon can be simulated as follows:

Any time that Robotman receives ten or more RAPs of damage from a single blow, there is a chance that the attack has knocked off one of his limbs. Roll on the following table:

Robotman Limb Loss Table (1D10)

Roll	Result
1-2	Arm knocked off
3-4	Leg knocked off
5	Head knocked off
6-10	No effect

For each of his arms that is knocked off, Robotman's STR and DEX are each reduced by 2 APs. If one of his legs is knocked off, Robotman will only be able to Run at a rate of 2 APs. If both of his legs are knocked off, Robotman can no longer move at all. If his head is knocked off, Robotman immediately drops unconscious. Whenever any of Robotman's limbs is removed, he must be repaired as though he were a Gadget in order to recover.

Robotman keeps plenty of spare parts on hand at Doom Patrol Headquarters, as well as at his ranch in California. In a pinch, parts can be delivered to him almost anywhere by LexCorp.

NEGATIVE MAN *alias Lawrence Trainor*

DEX: 6	STR: 3	BODY: 4
INT: 6	WILL: 6	MIND: 5
INFL: 3	AURA: 3	SPIRIT: 3
INITIATIVE: 15	HERO POINTS: 55	

SKILLS:

Vehicles: 6, Weaponry: 3

POWERS:

Split: 1

When Trainor uses his Split Power, he separates from himself a strange "negative energy being." While this creature is separated from his body, all of Trainor's Physical Attributes are reduced to 1 AP. The negative energy being has the following statistics:

NEGATIVE ENERGY BEING

DEX: 18	STR: 8	BODY: 10
INT: 6	WILL: 6	MIND: 5
INFL: 3	AURA: 3	SPIRIT: 3
INITIATIVE: 27		

POWERS:

Dispersal: 20, Flight: 25, Lightning: 15

LIMITATIONS:

Miscellaneous: Range of Lightning is Touch.

Miscellaneous: Cannot Disperse through Lead.

SPECIAL:

The negative energy being is not sentient in itself, but is controlled by Trainor, who can mentally monitor everything the creature "sees" and "hears." The negative energy being is immune to Mental and Mystical attacks. All such attacks must be aimed at Trainor to affect the creature.

If the negative energy being is ever separated from its host for more than sixty seconds (4 APs or 15 phases), Trainor begins to die as though subject to a Fatal Vulnerability. In such a case, he loses one AP of BODY per two phases until dead or reunited with the creature.

CONNECTIONS:

Doom Patrol (High),
U.S. Air Force (Low),
Ferris Aircraft (Low)

MOTIVATION: Unwanted Power

WEALTH: Comfortable

JOB: Test Pilot

RACE: Human

BORN:

Albuquerque, New Mexico

February 9, 1954

MARITAL STATUS: Single

HEIGHT: 6' 0"

WEIGHT: 190 lbs.

EYES: Blue

HAIR: Blond

BACKGROUND:

Larry Trainor took his first airplane ride when he was thirteen years old and became hooked on aviation. A neighbor who owned a World War I vintage Sopwith Camel agreed to give the youngster flying lessons in exchange for chores around the house. Within a year, Larry was soloing in the Sopwith Camel and was ready for bigger and better planes.

He began hanging around a local airfield, becoming known to the mechanics and pilots. Soon, he was running errands and helping pilots work on their aircraft in exchange for lessons and flying time in a progression of planes. Still, that did not satisfy his love of flight and Larry spent every cent he could earn on his flying.

As Larry was the youngest of seven children of lower middle-class parents who could ill-afford his obsession with flying, he found the Air Force to be the answer to his problem. With his parents' consent, he enlisted at seventeen.

The military offered Larry the opportunity to further his education, a necessity in order to qualify for pilot training. Until that time, he was assigned to the ground crew, rapidly establishing himself as a capable and knowledgeable mech-

anic. Several years later, the now commissioned young lieutenant was training in Air Force fighters while continuing advanced studies in aerodynamics, in which he would eventually receive a doctorate.

Larry completed his training at the head of his class and was assigned to a bomber wing based in Germany. His skill as a pilot brought Larry to the attention of Air Force brass who tapped him for a slot in their test pilot program.

By that time a major, Larry accepted the challenge with vigor, test piloting a series of experimental aircraft. His natural abilities as a pilot soon established him as the top man in the field. Several aircraft companies approached Larry with high paying offers to work for them as a civilian test pilot. Deciding that if he was going to risk his life, it made more sense to do it for a six-figure income from civilian firms than for his military pay, Larry left the Air Force when his enlistment was up.

As promised, Larry was much in demand and continued to fly the fastest, most dangerous missions. He was chosen by Ferris Aircraft to pilot the X-19, an experimental jet orbiter.

During one of the last tests for the X-19, Larry was testing its handling on a vertical climb. According to the X-19's flight recorder, Larry had reached an altitude of 123,456 feet when a freak solar flare caused by sunspots reached Earth, catching the plane and its pilot in a flash of an unknown radiation washed along in the solar winds. The radiation knocked out the jet's controls, but Larry was able to make a miraculous deadstick landing despite being stricken by the radiation.

Larry was placed immediately into isolation for testing. The scientists were baffled by his sickness. No one could identify the type of negative radiation that permeated his body, apparently harmless to himself but deadly to anybody within fifty feet of him.

It was after months in isolation, with Larry on the edge of insanity, when someone stepped forth with a remedy to his immediate problem. Years later, Larry learned he owed his salvation to the Chief, but at the time he was merely grateful for the specially treated bandages that allowed him to rejoin society.

The Chief's blessing turned out to be a curse. Though free to walk among people again, the bandages that swathed him from head to toe like a creature from a horror film kept him as isolated as his radiation-proof cell. Larry became a hermit, unable to find employment, living in an abandoned shack in the Gotham City rail yards.

Larry discovered the negative energy being residing inside him when some children playing on the train tracks got stuck before an oncoming locomotive. Spontaneously, Negative Man (as the entity was soon named) sprang from Larry's

body and at speeds that were later clocked at half the speed of light, rescued the youngsters. Larry maintained full, conscious control over the negative energy creature.

He had hit rock bottom, but the discovery of this power brought a new purpose to his life. Negative Man began to operate independently until he was contacted by the Chief and became a member of the Doom Patrol. He served with the team for the duration of its existence.

At the instant Madame Rouge and Captain Zahl destroyed the Patrol's island headquarters, Larry released Negative Man in an attempt to stop the villains. Larry was overcome by the blast, and Negative Man became trapped in a shell of lead melted by the heat of the explosion.

Without the presence of the negative energy in his body, Larry lapsed into a coma. He might have died if he had not been found and placed on life support by agents of Kalki scouting the area immediately after the explosion. Because of the residual negative energy still in his body, Larry became an unwitting participant in Kalki's plot to destroy the world. He remained in his coma, a prisoner, for almost three years.

When Celsius' newly reformed Doom Patrol became involved in stopping Kalki's scheme, Larry was rescued. He was taken back to America to recuperate in the team's new Kansas City headquarters.

Though the negative energy being now resided in Valentina Vostok, Larry was not free of the imprisoning bandages due to the small but still deadly amount of radiation that permeated his body. He would never be free of the bandages or his debilitating weakness, as long as he remained in his twilight state of existence. Negative Woman, however, refused to even discuss the possibility of giving up the powers she believed had become rightfully hers.

Larry remained depressed and withdrawn, locking himself in with the Doom Patrol's computers in his search for a cure to his condition. He found what he believed to be the answer in an old Doom Patrol foe: Reactron, who was imprisoned at the time in Belle Reve Federal Prison in Louisiana. Larry traveled to Louisiana, using his Doom Patrol connections to gain access to the prisoner.

According to Larry's calculations, Reactron possessed the capability to absorb the negative radiation from Negative Woman and return it to him. He broke Reactron out of the prison and they returned to Kansas City where Larry sent the villain to complete his task. Reactron did so and Larry Trainor became Negative Man once again.

However, Negative Man's second career was a short one. Almost immediately he went to assist the Doom Patrol, which was battling Garguax in outer space. Negative Man intercepted several nuclear missiles

sent at the planet and detonated them before they hit Earth's atmosphere. His hold on the negative energy was tenuous and the nuclear explosion he was caught in knocked the negative being from his body, at which point it returned to Negative Woman.

This would have been the final straw for Larry except for the fact that when the energy was driven from his body, it removed the last vestiges of radiation from him as well. For the first time in years, Larry was able to remove his bandages, completely cured.

Now powerless, Larry elected to remain with the Doom Patrol, where he still resides.

ELASTI-GIRL *alias Rita Farr*

DEX:	6	STR:	4	BODY:	6
INT:	5	WILL:	6	MIND:	5
INFL:	5	AURA:	3	SPIRIT:	3
INITIATIVE:	16	HERO POINTS:	55		

POWERS:

Growth: 4, Shrinking: 12

SPECIAL:

For every AP of Growth that Elasti-Girl uses, her STR is increased by 2 APs.

SKILLS:

Artist/Actor: 3, Charisma: 5

CONNECTIONS:

Doom Patrol (High),
Hollywood Film Industry (Low)

MOTIVATION: Unwanted Power

WEALTH: Affluent

JOB: Starlet

RACE: Human

BORN:

Los Angeles, California
May 18, 1957

MARITAL STATUS: Married

HEIGHT: 5' 7"

WEIGHT: 120 lbs.

EYES: Brown

HAIR: Brown

BACKGROUND:

Like so many girls raised in California, Rita Farr dreamed of growing up and becoming a glamorous movie star. Unlike most of these young ladies, Rita's dream came true.

The only child of a film editor father and make-up artist mother, Rita was the darling of her parents and their Hollywood friends. She was entered in and won her first beauty contest when she was three years old, and throughout her adolescence she continued competing in local and national contests while studying acting, voice and dance.

Rita was also an avid swimmer and her competitive nature drove her into the amateur arena. She landed a slot on America's 1972 Olympic swim team and

returned from Munich with a gold medal in the 800-meter freestyle competition, as well as two silver medals. She was fifteen years old.

At twenty Rita won the Miss America Pageant in Atlantic City and that exposure lead to offers of work in modeling. Rita's stunning good looks and natural ability soon made her one of the top models in the country and she appeared on the cover of every leading fashion magazine. Her next step was back to her old hometown where she began her career in films.

Rita's first movie, *The Time After Sunset*, was an immediate hit, and Rita was singled out for her outstanding work in a supporting role. Over the next several years, Rita made a series of films, each one more successful than the last. Her next to last role, as a tormented young housewife in *Suburbia*, won her a Best Actress Academy Award.

Seeking a break from a succession of heavy, dramatic roles, Rita decided that her next film would be *Gulliver Smith and the Three Diamonds of Doom*, a lighthearted adventure movie filming in the jungles of South America. The part called for her to engage in numerous hazardous stunts, but Rita, a health and fitness fanatic as well as a member in good standing of the stunt men's union, felt confident she could handle them.

The cameras began to roll, and as called for by the script, Rita dove into the swirling waters of the river. She became caught in an undercurrent that swept her away from the film location and any chance of rescue by her co-workers. Rita fought the deadly current and, miles down river, finally swam free and made it to the bank before collapsing from exhaustion.

She lay where she fell, in the middle of a bizarre marshland exuding strange gases that mingled with fumes funneled up through nearby geysers from the center of the Earth. Rita breathed these fumes for hours until a search party from the movie found her. Aside from some muscular aches she attributed to her struggle in the water, Rita seemed to suffer no ill effects from her exposure.

However, when filming resumed the following day, Rita discovered to her horror that she had somehow acquired the power to expand to giant size or shrink down to the size of an insect. Reporters from the entertainment media relayed this astonishing event to the world before Rita's public relations people could cover up the story. The young woman who had been raised to be perfect in everything found herself suddenly and seriously flawed, an object of curiosity and gossip different than the glare of publicity she had lived under as an actress. She felt she had become a freak.

Echoing the great Greta Garbo, Rita Farr expressed her desire to be alone and

retired behind the walls of her Malibu estate. She resisted all attempts at interviews and visitors. One communication promising her a reason to abandon her self-inflicted exile came from a mysterious source in Midway City. Her interest piqued, she responded and traveled incognito to meet the man who made that seemingly impossible promise.

It was the Chief, and Rita was invited to join his Doom Patrol as Elasti-Girl. She accepted, recognizing that the group offered her an opportunity to make something of the life she had given up on many months earlier.

Rita formed a special bond with the Chief for the duration of the Doom Patrol's existence. During that time she met and married millionaire Steve Dayton, also known as Mento. The couple adopted young Garfield Logan, also known as Beast Boy.

When Madame Rouge and Captain Zuhl attacked the Doom Patrol on its secret island base, Rita was the only fatality. Her body was not recovered until three years later, when Cliff Steele returned to the island with the newly reformed Doom Patrol to search for clues to the Chief's whereabouts.

BEAST BOY alias Garfield Logan

DEX:	5	STR:	2	BODY:	6
INT:	4	WILL:	6	MIND:	5
INFL:	7	AURA:	4	SPIRIT:	5
INITIATIVE:	16	HERO POINTS:	40		

POWERS:

Shape Change: 6

SKILLS:

Charisma: 7

LIMITATIONS:

Power: May only Shape Change into all-green animals.

CONNECTIONS:

Teen Titans (Low),
Doom Patrol (High),
Dayton Industries (Low)

MOTIVATION: Thrill of Adventure

WEALTH: Affluent

JOB: Junior High School Student

RACE: Human

BORN:

Lake Mwaru, Zaire, Africa
1967

MARITAL STATUS: Single

HEIGHT: 5' 3"

WEIGHT: 125 lbs.

EYES: Green

HAIR: Green

NOTE:

These figures represent Beast Boy's stats during his tenure with the Doom Patrol. His improved abilities as a member of the New Teen Titans can be found in the *Gamemaster's Manual*.

BACKGROUND:

Garfield Logan was born in the jungles of Upper Lamumba, Africa, where his parents, medical researchers, did their work. While still an infant, Gar came down with a rare tropical disease that only animals were able to survive. In a last ditch, desperate effort, Dr. Logan attempted an experimental medical treatment with an untested machine that altered Gar's genetic structure.

Gar recovered from the disease, but the cure turned his skin and hair permanently green and imbued the boy with the ability to transform himself into any known animal. Years later, the Logans were killed in a flood though Gar tried to save them. Left alone in the jungle, Gar was eventually found and adopted by the chief of a local tribe.

Gar was later returned to America where he was placed under the care of his legal guardian, Nicholas Galtry. It was later learned that Galtry had been looting the Logan estate, secretly draining the boy's considerable inheritance. When his crooked guardian learned that Gar was Beast Boy, Galtry schemed with several different criminals to have the boy murdered.

Gar attempted to join both the Doom Patrol and the Teen Titans, but neither team would accept the underage shape-changer without his guardian's permission. Beast Boy established himself as a constant presence around the Doom Patrol, joining them on numerous missions and proving his worth to the group.

Steve Dayton, Mento, eventually proved Galtry's criminal culpability in his handling of Gar and the Logan estate and was awarded guardianship of the youngster. After his marriage to Rita Farr, Elasti-Girl, the Daytons legally adopted Gar. Beast Boy was finally an accepted member of the Doom Patrol.

After the destruction of the Doom Patrol and the death of his adopted mother, Gar and Dayton grew apart as Dayton became obsessed with hunting down his wife's killers. Gar revealed his secret identity to the world and sought work as a television actor, eventually landing a role in the shortlived science fiction series, *Space Trek 2022*. Beast Boy also became a member of Teen Titans West, a short-lived branch of the famous East coast hero group.

Nicholas Galtry re-entered Gar's life, this time as a costumed villain called the Arsenal, a name taken from an old Doom Patrol foe. It was at this time that Beast Boy changed his codename to Changeling and, shortly after, joined the New Teen Titans. He was eventually reunited with Cliff Steele, Robotman, who aided the Titans in hunting down the Doom Patrol's killers.

Changeling remains active with the Titans in New York.

MENTO *alias Steven Dayton*

DEX:	4	STR:	3	BODY:	3
INT:	7	WILL:	5	MIND:	3
INFL:	6	AURA:	4	SPIRIT:	3
INITIATIVE:	17 HERO POINTS: 60				

SKILLS:

Gadgetry: 9, Scientist: 9, Scholar (psychology, business): 7

EQUIPMENT:**Mento Helmet (original)**

DEX:	0	STR:	0	BODY:	5
INT:	0	WILL:	0	MIND:	0
INITIATIVE:	0 HERO POINTS: 0				
CHARGES:	22				
COST:	457 HPs + \$215K				

POWERS:

Illusion: 13, Mental Blast: 8, Mind Blast: 8, Telekinesis: 9

Mento Helmet (improved)

DEX:	0	STR:	0	BODY:	6
INT:	0	WILL:	0	MIND:	0
INITIATIVE:	0 HERO POINTS: 0				
CHARGES:	22				
COST:	2717 HPs + \$1.43B				

POWERS:

Control: 15, Force Manipulation: 25, Illusion: 18, Mental Blast: 13, Mind Blast: 13, Telekinesis: 20, Telepathy: 20

LIMITATIONS:

Miscellaneous: The improved Mento Helmet slowly destabilizes the wearer's sanity.

LIMITATIONS:

Miscellaneous: Mento now has terminal cancer.
Miscellaneous: Later in his career, Mento was mentally unstable (the effect of prolonged use of the Mento Helmet).

CONNECTIONS:

Dayton Industries (High), Doom Patrol (High), Teen Titans (Low)

MOTIVATION:

Upholding the Good, later Psychopath

WEALTH: Billionaire**JOB:** Scientist, Businessman**RACE:** Human**BORN:**

Tacoma, Washington

MARITAL STATUS: Widower**HEIGHT:** 6' 1"**WEIGHT:** 189 lbs.**EYES:** Grey**HAIR:** Brown**BACKGROUND:**

Steven Dayton seemed to have everything a man could desire. He was the fifth richest man in the world, a man both feared and respected in the world of international finance, and a renowned

professor of psychology. However, all his wealth and influence was unable to win him the one thing in the world he wanted most: the hand of Rita Farr, Elasti-Girl of the Doom Patrol.

In order to meet her, Dayton discovered a way to artificially increase his brain's latent psychokinetic power with a helmet of his own creation, and adopted the secret identity of the crime-fighter Mento. Though Mento never officially joined the Doom Patrol, he was considered an "honorary freak" and joined them on several missions.

Dayton and Elasti-Girl were eventually married, and after considerable legal efforts against Nicholas Galtry, guardian of Garfield Logan (Beast Boy), the newlyweds adopted the youngster.

Dayton continued his research and improved his helmet, making it more powerful. In addition to increasing his ability to levitate objects and project mental blasts capable of penetrating or destroying their target, this one also enabled him to cast realistic illusions. He continued assisting the Doom Patrol up until the time Madame Rouge and Captain Zahl destroyed the team.

Dayton vowed vengeance against their killers and devoted several years and millions of dollars seeking them out. His quest took him away from his business and his adopted son, and after he had been missing for several months, the former Beast Boy (now called Changeling) contacted his old Doom Patrol comrade, Robotman, to help find the missing Mento.

He had been captured by the villains he sought and it was up to Robotman, Changeling, and the New Teen Titans to rescue him and finally bring Rouge and Zahl to justice.

Dayton returned to America with Changeling, where they continued living together as father and son until prolonged exposure to Mento's helmet began to have an adverse effect on Dayton's mind. This eventually drove Mento insane and he turned against his son and former allies.

With the assistance of the empathic Titan, Raven, Mento was cured. Dayton repaired his relationship with Logan and today he concentrates on his business affairs.

CONNECTIONS:

Doom Patrol (High)

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Crimefighter

RACE: Human

BORN:

Calcutta, India

March 11, 1943

MARITAL STATUS: Undetermined

HEIGHT: 5' 4"

WEIGHT: 114 lbs.

EYES: Blue

HAIR: Black

BACKGROUND:

Arani Desai was the daughter of a noted Indian doctor and researcher, Ashok Desai. Dr. Desai was devoted to Arani's mother, who died in childbirth. Thereafter, he had little interest or time for his infant daughter.

Arani's upbringing was left to a series of servants and nannies as Dr. Desai devoted his life to his medical research. As she grew older, the child attempted to break through to her father, but he seemed to view Arani as the cause of his beloved wife's death and was ambivalent to her at best. Arani tried everything to reach Dr. Desai, but he was indifferent to her scholastic achievements as well as her athletic triumphs.

By the time she was fourteen, Arani's cries for attention started to take a turn for the worse. She began running away from boarding school, which led to her expulsion. Returning to Calcutta, she started running with a local gang of street toughs and was picked up several times

The New Doom Patrol

CELSIUS *alias Arani Desai Caulder*

DEX:	6	STR:	3	BODY:	4
INT:	7	WILL:	6	MIND:	6
INFL:	7	AURA:	6	SPIRIT:	5
INITIATIVE:	20 (25) HERO POINTS: 55				

POWERS:

Flame Project: 10,
Ice Production: 10

SKILLS:

Charisma: 6, Martial Artist: 5,
Scientist: 5

LIMITATIONS:

Power Burnout (all Powers): If any number of Powers are used for more than four consecutive phases, Celsius must make an Action Check using the APs of the Power to be used as the AV/EV and 8/8 as the OV/RV for each additional phase that any given Power is used. Failure to obtain any positive RAPs means that her Powers have "burned out" and she may use no Powers during the current phase or the following two phases.

For example, if Celsius uses her Flame Project during three consecutive phases, then uses Ice Production on the fourth phase, the Action Check described above must be made on the fifth phase if she wishes to use either of her Powers. The same procedure must be used during any subsequent phases that any Powers are used.



by the police. Because of her father's reputation and influence, the authorities would bring her home rather than charge her, but these confrontations never broke through Desai's cold indifference.

Arani ran away from home for the last time when she was seventeen, burrowing deep into the street world of Calcutta. She felt she belonged with the orphaned and unwanted.

Calcutta was and remains one of the worst places in the world in which to be poor, and Arani soon fell victim to malnutrition, which led to even more serious complications. After Arani refused to be brought to her physician father for treatment, her companions left her at the door of a Red Cross street hospital, manned by Peace Corps volunteers. One of these volunteers, Dr. Niles Caulder, found the girl and brought her inside.

Arani remained in that hospital recuperating for five weeks under Dr. Caulder's care. She stayed on several months after that, helping out in the understaffed facility in any way she could in order to remain near the handsome young doctor who had saved her life.

NOTE: Here Arani Desai's story becomes unclear. These events are being reported as she says they happened, but it is impossible to

confirm the details of the remainder of her time in India at this time.

Arani and Dr. Caulder fell in love. He revealed to her the secret of his past, including his reasons for coming to India to hide from the wrath of General Immortus and his discovery of the secret of immortality. The couple were soon married. Niles Caulder's gift to his bride was the immortality serum he had created.

Shortly thereafter, Caulder learned that Immortus had tracked him to India and was closing in on him. To throw his pursuer off the trail Caulder decided to return to America. He left Arani in the care of a sect of monks in the remote seclusion and security of a monastery high in the Tibetan Himalayas, while he went home to attempt to deal with General Immortus.

While under their watchful eye, Arani began studying the contemplative religion of the gentle monks. She learned to work through the anger and resentment she felt towards her father and to find the peace of the inner self. That centering of her spirit, however, created an even greater upheaval within her, allowing Arani to find the latent power she held inside. It is believed that Arani had always contained her powers of projecting intense heat and cold; a result perhaps, of a mutation caused accidentally by her

father's early work in genetics. The addition to her system of Dr. Caulder's gene-altering immortality serum most likely served to activate these powers.

Arani remained at the monastery for several years, honing her powers and awaiting word from her husband. Infrequent travelers through the remote mountains brought occasional news from America, including in one instance, an old newspaper that told of the exploits of the Doom Patrol and its leader, the Chief. Arani recognized him as her husband and saw this as a sign that he would soon be coming for her.

He never did, and the next Arani heard of Caulder was the news of his death at the hands of Madame Rouge and Captain Zahl.

One month later, Arani Caulder arrived in Midway City. She engaged an attorney and filed a claim on the estate of Niles Caulder. She brought with her records that satisfied the probate court, which ruled in her favor.

Taking the codename Celsius, she moved into the old Doom Patrol headquarters and began making plans to recreate the group so that she might track down her husband's killers and bring them to justice. Her investigation soon led her to believe that the Chief had somehow survived the explosion and she vowed not to rest until she found out what had happened to him.

Using the Doom Patrol's computers, Celsius began to search for members of her planned new Doom Patrol. During this time, Valentina Vostok came to the headquarters seeking someone who could provide answers to her newfound powers and Celsius convinced her to become the team's first recruit.

Military records pointed Celsius towards Joshua Clay and she sent Vostok, now dubbed Negative Woman, to invite him into the group. Upon his return to Midway City, Robotman also joined the team and the new Doom Patrol was born.

Celsius' obsession with finding her husband caused internal tensions in the team that, combined with other factors, led to the group's disbanding a year later.

Celsius continued her search alone but soon found that she could not do the job by herself. She planned to start the Doom Patrol up yet again after traveling to the island where the Chief and the original team had supposedly died. There she discovered what she believed was irrefutable evidence of Niles Caulder's survival, and rather than waste time with trainees, she went directly to Robotman in California and presented her case. Tempest was drawn back into the team and Negative Woman rejoined them a short time later. The Doom Patrol lived again.

New recruits slowly joined the team while Celsius tried to keep them on the path of her search for the Chief. She currently remains as leader of the Doom Patrol.

NEGATIVE WOMAN *alias Valentina Vostok*

DEX: 6	STR: 4	BODY: 5
INT: 7	WILL: 6	MIND: 5
INFL: 6	AURA: 5	SPIRIT: 3
INITIATIVE: 19 (25) HERO POINTS: 55		

SKILLS: *linked*

Vehicles: 6*, Weaponry: 6*, Martial Artist: 6*, Charisma: 5, Thief: 6*, Military Science: 7*, Detective: 6

POWERS:

Split: 1

When Vostok uses her Split Power, she separates from herself a strange "negative energy being." While this creature is separated from Vostok's body, all of her Physical Attributes are reduced to 1 AP. The negative energy being has the following statistics:

NEGATIVE ENERGY BEING

DEX: 18	STR: 8	BODY: 10
INT: 7	WILL: 6	MIND: 5
INFL: 6	AURA: 5	SPIRIT: 3
INITIATIVE: 31		

POWERS:

Dispersal: 20, Flight: 25, Lightning: 15

LIMITATIONS:

Miscellaneous: Range of Lightning is Touch.

Miscellaneous: Cannot Disperse through Lead.

SPECIAL:

The negative energy being is not sentient in itself, but is controlled by Vostok, who can mentally monitor everything the creature "sees" and "hears." The negative energy being is immune to Mental and Mystical attacks. All such attacks must be aimed at Vostok to affect the creature.

If the negative energy being is ever separated from its host for more than five minutes (7 APs or 75 phases), Vostok begins to die as though subject to a Fatal Vulnerability. In such a case, she loses one AP of BODY per two phases until dead or reunited with the creature.

CONNECTIONS:

Doom Patrol (High),
Checkmate (High)

MOTIVATION: Seeks Justice**WEALTH:** Comfortable**JOB:** Government Agent**RACE:** Human**BORN:**

Moscow, Russia, U.S.S.R.
October 23, 1954

MARITAL STATUS: Single**HEIGHT:** 5' 5"**WEIGHT:** 115 lbs.**EYES:** Blue**HAIR:** Blond**BACKGROUND:**

Valentina Vostok was one of two children of a well-to-do Moscow family, her father a member in good standing of the Communist Party and manager of a large industrial plant. As a child, Valentina was fascinated by the exploits of the Soviet space corps and dreamed of one day riding the mighty ships into space.

Valentina applied herself diligently in school, vying for a coveted slot in a leading Soviet university where she could study astrophysics under the best teachers in Russia. She was accepted by the university and graduated with honors.

She volunteered for the Soviet Air Force and qualified for flight training, after which she was selected for training in the space program.

Valentina was chosen to be a pilot-cosmonaut for the Soyuz series of flights. The ambitious young captain received a promotion after her first flight in Soyuz-17 and rose to the rank of lieutenant colonel after her courageous performance piloting the disaster-ridden Soyuz-20. She was also awarded a Medal of Commendation of the Soviet people.

However, Valentina was experiencing a crisis of faith in her native land. As part of her role in the cosmonaut corps, she began to travel outside of Russia, and slowly but surely, she began to see the inequities of the Soviet system. When she spoke of these doubts out loud, her friends turned away in fear and her superiors cautioned her to be silent. As she persisted, she felt the iron hand of the system begin to close around her. Even though Valentina elected to keep silent after that, her doubts had turned to convictions and she decided to leave Russia for the freedom of the West.

Valentina confided her plans to her fiancé, Colonel Lvuv, hoping he would come with her to America. Not only did Lvuv refuse, he reported her intentions to the KGB. Valentina only narrowly escaped arrest in an experimental long-range jetfighter.

Valentina's escape route took her over the location where the original Doom Patrol had been destroyed. At this point, she began experiencing engine troubles that brought the aircraft down into the sea. A faulty ejection seat trapped her in the cockpit as it plunged into the ocean and crashed into the lead cocoon that had trapped Negative Man at the time of the Doom Patrol's destruction.

The negative energy being was released and sought out a human host to replenish itself after its years without contact. It entered Valentina and instinctively affected her escape. Valentina was in complete control of the energy being, and although she could not understand what had happened to her, she flew to America.

Rather than turn herself over to the authorities, as she had originally planned,

Valentina kept her presence in the country a secret, afraid she would be made into a guinea pig because of her powers. She eventually learned of the negative being's connection with the original Doom Patrol, and with slim hopes of learning anything there, she traveled to Midway City and the old Doom Patrol headquarters.

There she found Celsius and joined her, taking the codename Negative Woman. She was the first member of the new Doom Patrol, later to be joined by Tempest and Robotman.

A year after gaining her powers, Valentina began to pose a radioactive threat as the negative energy started leaking through from inside her. It became necessary for her to be wrapped entirely in specially treated bandages as had her predecessor, Negative Man.

Negative Woman's romance with Tempest, begun before she was forced into the bandages, began to suffer as her affliction caused her to withdraw into herself. The bandages not only kept the radiation inside her, they also kept Tempest out. Eventually, it became too emotionally painful for her to stay with the Doom Patrol, and she was the first to leave.

Having gained important contacts through her work with the Doom Patrol, Valentina offered her services to the U.S. government. She began as an intelligence analyst and was soon assigned to monitor the activities of paranormal heroes involved in covert operations, including the Vigilante and Peacemaker. Her small operation in New Mexico was soon code-named the Agency, and expanded with Valentina in charge. As part of her duties, Valentina also kept a watchful eye on her former colleagues from the Doom Patrol.

Changes in the political environment soon led to Valentina's removal as the Agency's head, but her superior had a new assignment prepared for her that involved her joining the newly reformed Doom Patrol and reporting on their activities. Unknown to her teammates, Valentina was reporting to the very man Celsius was obsessively searching for, Niles Caulder, who had gone underground after the world believed he was dead.

Negative Woman remains with the Doom Patrol.

TEMPEST *alias Joshua Clay*

DEX: 6	STR: 3	BODY: 6
INT: 6	WILL: 5	MIND: 5
INFL: 4	AURA: 3	SPIRIT: 3
INITIATIVE: 16 HERO POINTS: 50		

POWERS:

Bio-Energy Blast: 13, Flight: 7

SKILLS:

Medicine: 6, Vehicles/Land: 4,
Weaponry: 3

CONNECTIONS:

Doom Patrol (High)
MOTIVATION: Unwanted Power
WEALTH: Comfortable
JOB: Physician
RACE: Human
BORN:

The Bronx, New York City
August 10, 1950

MARITAL STATUS: Single

HEIGHT: 6' 1"

WEIGHT: 203 lbs.

EYES: Brown

HAIR: Black

BACKGROUND:

Joshua Clay was raised by a church-sponsored orphanage in one of the worst slums in the country. He was placed in several foster homes over the years, but none of these arrangements proved to be permanent. As he got older, Joshua became more and more difficult to handle, making his placement in a foster home next to impossible.

When he was nine, Joshua was adopted by Benjamin "The Spoon" Spooner, a notorious Harlem gangland figure. Spooner had adopted the boy to use as cover in an illegal operation, but the authorities captured him before the plan came to fruition. Despite his motives, Spooner had become fond of the street-smart, tough-talking Joshua, and kept in touch with the youth during his long imprisonment.

A poor street kid without even a family to call his own, Joshua had quickly grown to like the extravagant lifestyle he had been exposed to while in Spooner's care. He saw crime as the answer to his dilemma. At eleven, he ran away from the orphanage and took up permanent residence in the streets with the junior branch of the Wild Bloods, a vicious Bronx street gang.

Joshua rose rapidly through the ranks of the junior organization and then graduated to the older gang of Wild Bloods. Though he was far from the toughest kid on the street, he soon proved one of the shrewdest. Joshua recognized that he was more intelligent than the majority of his peers but knew better than to flaunt his knowledge before this group, which had a deep suspicion of education. In defiance of this creed, Joshua began attending night school.

However, the streets were a far more powerful influence on Joshua in those days, a fact his juvenile record proves. He was arrested numerous times on a variety of charges, including burglary, auto theft, assault and weapons possession. New York's overloaded criminal justice system kept turning the young man back out onto the streets, until his first arrest as an adult offender a few months after his eighteenth birthday.

At the same time, Joshua's number came up in the military draft lottery. The judge offered Joshua the choice of jail or

service in the armed forces. He chose the military.

Joshua had already come to see that the life he had been leading held no future for him and decided to use the chance the judge had given him to begin anew. He applied himself in training and was placed in medic training with the U.S. Marines. For the first time in his life, Joshua had found something that interested him and he decided to make medicine his life.

In 1969, at the height of the war, Joshua's unit was sent to Viet Nam. The young medic distinguished himself in the field when, under heavy shelling, he rescued four wounded marines left behind enemy lines. His unit quickly came to respect and rely upon the young corporal who always seemed to be at their side when he was needed.

Sgt. Martin Krull was Joshua's platoon leader and a deep antagonism developed between the two men. Joshua hated the man's angry, abusive manner. Krull was equally frustrated by Joshua's defiance of his command and jealous of the respect the soldiers held for the medic. Joshua, however, was determined to maintain a clean record and avoid trouble, and so he never raised objections to Krull's baiting. He had already planned to stay in the Marines and pursue his education to gain a medical degree.

One week before Joshua's tour of duty in Viet Nam was due to end, he accompanied Krull and their squad on a routine search and destroy mission in a small village. Though no evidence was found of Viet Cong occupation, Krull followed standard procedure and burned the village. When the villagers protested, Krull opened fire on them. His soldiers, believing themselves under attack, also began shooting.

Joshua tried to stop Krull, but the sergeant resisted all his attempts. Horrified and frightened by the slaughter he was witnessing, Joshua discovered the power he possessed for the first time. Without warning, a white hot flash of energy welled up inside him and erupted from his hands to strike Krull down.

Scared by what had just occurred, Joshua fled. He could not understand it, and believing he had killed Krull with the blast, was afraid of possible repercussions. He was able to stow away aboard an outgoing supply plane, and with considerable ingenuity, made his way back to the States. He kept his strange powers a secret.

A deserter and wanted man, Joshua had no hopes of making a life for himself under his own name. He wandered the country for a couple of years before he again came in contact with Benjamin Spooner.

Out of prison, Spooner was still in the rackets and provided Joshua with contacts, money and false papers that allowed him to enter school under the

name Jonathan Carmichael. Joshua eventually graduated college and entered medical school.

Joshua graduated medical school and entered a residency program in Seattle. However, a one time associate of Spooner's discovered Joshua's true identity and tried to blackmail him with this information. The blackmailer was killed before he could reveal Joshua's secret, but Joshua believed that his cover had been revealed. He fled to Midway City.

Joshua gave up, resigning himself to his life on the run and the menial jobs he was forced to take. He had not used his terrifying powers since striking down Krull in Viet Nam, but life in the streets of Midway forced his hand in self-defense on several occasions. Word began to spread about this mysterious, reclusive figure, eventually reaching the ears of Celsius, who was then gathering members for her new Doom Patrol.

Celsius tracked Joshua down and, through Negative Woman, offered him a position on the team. Having nowhere else to go, Joshua accepted.

Over the next year, Joshua, known as Tempest, regained his self-respect and confidence. He was also able to investigate the incidents that had adversely affected his earlier life and discovered that Martin Krull had survived his attack and that the disappearance of Dr. Jonathan Carmichael was still an unanswered question in the Seattle hospital he left behind. During this time he also fell in love with Negative Woman, but their romance was doomed by the consequences of her powers.

Internal disputes led to Negative Woman's leaving the Doom Patrol and Joshua. Since the discovery that he could return to his life as Dr. Carmichael, Joshua had been considering leaving. With Negative Woman gone, he saw no reason to remain.

Joshua returned to Seattle and picked up where he left off, completing his residency. A doctor visiting from New York was so impressed with Dr. Carmichael's performance that he invited Joshua to join his lucrative practice, with the promise of taking it over when the older man retired. When his residency was completed, Joshua went to New York.

Six months after his arrival, the doctor died suddenly and Joshua was able to work out an arrangement with the doctor's estate to buy out the Park Avenue practice. Several months later, Joshua's old teammate from the new Doom Patrol, Robotman, appeared at his office to bring him back into the group, which was reforming in order to search for the Chief. Joshua had vowed never to return to a life of heroics, but events forced him to rejoin the group.

Eventually, Joshua abandoned his medical practice altogether and returned full time to the Doom Patrol, where he remains.



The New Recruits

LODESTONE *alias Rhea Jones*

DEX:	4	STR:	3	BODY:	4
INT:	5	WILL:	4	MIND:	5
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	12 HERO POINTS: 40				

POWERS:

Flight: 7, Force Field: 8, Magnetic Control: 8

SKILLS:

Charisma: 5

CONNECTIONS:

Doom Patrol (High)
Hill Bros. Circus (Low)

MOTIVATION: Upholding the Good

WEALTH: Comfortable

JOB: Circus Performer

RACE: Human

BORN:

Fort Belvoir, Virginia
April 29, 1964

MARITAL STATUS: Single

HEIGHT: 5' 5"

WEIGHT: 119 lbs.

EYES: Green

HAIR: Red

BACKGROUND:

Rhea is the daughter of Air Force engineer Major David Jones and Cynthia Robbins Jones. Major Jones' work kept the family moving regularly around the country. When Rhea was 13, the family was stationed in the Pacific Northwest, where the Major's duties would often take him to top secret locations, forcing him to leave his wife and daughter for long periods.

During one of these missions, Cynthia Jones was killed in a car accident on her way to pick Rhea up from school. Rhea was left in the care of the family's neighbor and friend, General Mitchelson.

Due to the nature of his mission, the Major could not be notified of his wife's death. Rhea overheard the general, who was trying to contact Jones, say that he was at an installation in the Arctic Circle, but something had happened to sever communications with the base. An emergency crew was about to leave to invest-

igate. Rhea, lonely, frightened, and scared for her father's safety so soon after her mother's death, was determined to go to her father. A lifelong "Air Force brat," Rhea was practiced at sneaking onto the base and was able to stow away aboard the transport flying to the Arctic Circle.

Once there and finding out where her father was, she wasted no time in dashing inside after him. The remote installation was conducting experiments into the earth's magnetic field with a massive electro-magnetic generator. The research team had lost control of the generator and it threatened the planet's magnetic field unless it could be shut down. Accomplishing this was a suicide mission for which engineer Jones, who had helped construct the generator, volunteered. He was inside the generator building, attempting to manually pull the fuel rods from the electro-magnetic generator's nuclear reactor.

The area around the generator building had been cleared and Rhea was able to get inside without anyone attempting to stop her.

Rhea found her father as he was collapsing from the power of the electro-magnetic waves beating on him. He had succeeded in pulling the fuel rods and

preventing the nuclear generator from melting down, but the electro-magnetic energy had reached critical levels.

The electro-magnetic generator imploded and the powerful field generated by the accident tore everything apart at the molecular level. The building, the equipment, Major Jones, and several feet of perma-frost beneath the installation all disintegrated in the cataclysm. Everything except for Rhea. She had been at the center of the electro-magnetic field, surrounded and protected by the very force that had destroyed everything else.

Rhea was rushed back to the States to undergo examination. Her body had absorbed a seemingly impossible amount of electro-magnetic energy, altering and intensifying the magnetic field around her. As a result, she was able to merge her magnetic field with the Earth's and use the Earth's magnetic energy to supplement her own strength and agility, even "fly" by controlling the flow of magnetism. She spent a year in a government research facility being poked, prodded, tested and held under guard. Rhea hated the confinement, but with her parents dead she had nowhere else to go. This gilded cage had become her prison.

When Rhea saw a television news item about a circus that would be appearing nearby, she made a decision. With her powers, it was relatively easy for her to leave the hospital and she joined the circus as it was packing to go. Her magnetic powers made it just as easy to be hired as the circus' strong girl act. No one asked about her strength and she did not offer to reveal her origins, but in the circus nobody asked questions.

For the next nine years, Rhea traveled with the Hill Brothers' Circus, becoming part of the "family" and growing to love her new life as Rheena, the Amazon Girl. She was treated as an adult and individual from the start and needed only to do her job to be accepted by one and all. It was a thrilling life for the teenager.

During one of the circus' winter hiatuses in Florida, Rhea received a letter from a woman in Kansas City offering an invitation to come and discuss her abilities, and containing airline tickets and a check for \$10,000. Her curiosity piqued, Rhea went to Kansas City and met Celsius of the Doom Patrol. Explaining that she was seeking powered individuals to form a new version of the team, she had found Rhea through reports and reviews in newspapers about her circus act. Rhea accepted, deciding to use her vacation to see what the Doom Patrol had to offer.

Rhea adopted the codename Lodestone, although this newest version of the Doom Patrol seems to maintain a lax attitude concerning the use of such names. Her years in the circus had helped Rhea hone the use of her magnetic powers, and she quickly established herself as one of the Doom Patrol's most powerful and resourceful members.

Rhea remains active with the Doom Patrol.

Lodestone and Magnetic Control

Lodestone's power of Magnetic Control is different from the standard power described on page 16 of *Powers and Skills* as follows: Magnetic Control allows Lodestone to control the flow of magnetic fields around herself and nearby objects. This allows her to move and manipulate magnetic and partially magnetic items at a distance.

In order to lift an object, Lodestone must make an Action Check using the object's weight in APs as the OV/RV. The RAPs of this roll equal the distance (in APs) that Lodestone is able to move the object. The OV and RV of the object are both increased by 2 columns if at least 50% of the object is not iron based metal (for example, if Lodestone wishes to lift a ton of paper with her power she must roll against an OV/RV of 9/9; a ton of iron has an OV/RV of 6/6). Note that by using her power to lift objects off the ground and fling them at her enemies, Lodestone can make a sort of physical attack (use her APs of power as the AV/EV).

Unlike the power described in *Powers and Skills*, Lodestone can use her power to affect living tissue within the limitations listed above.

KARMA *alias Wayne Hawkins*

DEX:	3	STR:	3	BODY:	3
INT:	4	WILL:	5	MIND:	5
INFL:	4	AURA:	2	SPIRIT:	2
INITIATIVE:	11	HERO POINTS:	40		

POWERS:

Reflection/Deflection: 20

Wayne's Power is a special variant of the Reflection Power. Whenever a sentient being makes a deliberate attack upon Karma, the attacker must make an Action Check using his/her MIND as the AV/EV against an OV/RV of 20/20. If there are no positive RAPs, the attack is conducted normally. If there are positive RAPs, the attack automatically strikes its originator. This is an Automatic Action for Karma, and he is allowed to reflect an unlimited number of attacks each phase.

SKILLS:

Thief: 3, Vehicles: 2, Weaponry: 3

LIMITATIONS:

Power: Reflection only works against willing, sentient attackers.

CONNECTIONS:

Doom Patrol (High),
Street Gangs (Low)

MOTIVATION: Thrill of Adventure

WEALTH: Comfortable

JOB: Thug

RACE: Human

BORN:

Berwyn, Illinois

December 3, 1963

MARITAL STATUS: Single

HEIGHT: 5' 10"

WEIGHT: 165 lbs.

EYES: Brown

HAIR: Black

BACKGROUND:

Wayne was born in Berwyn, Illinois, a community on the south side of Chicago. The fourth of six children in the family of city sanitation worker "Butch" Hawkins, Wayne was a difficult child, always surly and uncooperative, prone to uncontrollable temper tantrums and outbursts of anger. His parents were hard working people, but they did not know how to control Wayne. With five other children to care for they were unable to take the necessary time to help the boy.

He also proved a problem in school, picking fights, refusing to obey teachers and failing his courses. When he was seven years old, he suffered the first attack of what the family physician diagnosed as epilepsy. He continued to suffer from these attacks, their frequency growing as he got older. Everyone believed this abnormality accounted for Wayne's behavior. Overhearing this said about him, the boy believed their diagnosis and it made him even more uncontrollable than ever.

By the time he was ten years old, he was a "junior" member of one of the numerous street gangs that ran the streets. He quickly developed a reputation as a fierce, merciless fighter and a kid ready to take on any dare, any challenge, as though needing to prove himself to a world that believed him a freak. His epileptic attacks continued, often taking the form of a fighting frenzy in which he became totally lost and from which no one could draw him out until it had passed by itself.

During these attacks, Wayne seemed to be practically unstoppable. No matter how hard a rival gang member tried, they were never able to hurt this raging dynamo of violence. Danger always missed him.

By age fifteen, Wayne was a full-fledged hoodlum. His father had thrown him out of the house and he ran wild, moving up to gang leader at sixteen. By then he was heavily into burglary and car theft and although the police were aware of who he was, they were unable to touch the young criminal to arrest him. They were, however, able to put enough pressure on Wayne to drive him out of Chicago.

He went to New York, where he believed he stood a chance to climb to the top of the criminal ladder with his incredible luck. New York did not prove so simple a city to conquer, and months after his arrival, Wayne was still just another one of the nameless thousands of youths who

come to the city every year. He lived on the streets and in slum tenements, supporting himself through burglary.

Wayne eventually linked up with a Hell's Kitchen street gang and, his incredible luck still holding, he rose in the ranks to leader of the gang. By the time of his twenty-second birthday, Wayne's seizures had ceased and his "luck," a seeming invulnerability in fights, had become stronger than ever before. Wayne grew cocky in the face of this, and as in Chicago, the police were aware of his identity and his crimes, but it proved impossible to physically lay hands on him.

While Wayne's position as leader of his gang gave him a certain measure of power, he wanted more and began to move on the territories of neighboring gangs. Once more, his unusual luck carried him through several of these gang wars, but one gang decided to fight back with more than knives and guns. Wayne returned home one evening just moments before his apartment exploded from a bomb planted there by the rival gang.

Wayne escaped serious injury, but for the first time in his life, he had been hurt and it scared him. He went into hiding, but a narrow escape from a second bomb convinced him that New York was no longer a healthy place for him to be. Several weeks before the first attempt on his life, Wayne had received an invitation to go to Kansas City to discuss a business proposition. Wayne had ignored the letter at the time it arrived, but he remembered it then and decided to accept the invitation.

En route to his meeting in Kansas, Wayne was involved in an episode at a shopping mall in which one man died and a police officer was shot as a result of trying to stop Wayne after a shoplifting incident. As usual, Wayne's luck allowed him to escape and he fled to Doom Patrol headquarters, the source of the invitation. There he met the third incarnation of the team and was accepted into the group.

Tempest's examination revealed that Wayne's mind gave off brainwaves that were capable of disrupting the part of an attacker's mind controlling his balance. In other words, a deliberate attempt to harm Wayne, such as a punch or taking aim with a weapon, would produce a reflexive action in Wayne's mind that created a sort of subtle vertigo in the attacker, causing him to miss Wayne and turning the threat back on the attacker.

Wayne was given the codename Karma, but from the start it was obvious he did not fit into the group. He was argumentative, nasty and more often than not missing when the action heated up. His first intention was to hide out with the Doom Patrol until it was safe to leave town, but despite his original plans, he began to find himself wanting to stay with this group that had accepted him.

The decision was taken out of his hands

when the police discovered his whereabouts and came to Doom Patrol headquarters to arrest him on suspicion of murder. Wayne was forced to battle his way through his teammates in order to escape.

Wayne Hawkins remains at large.

BLAZE *alias Scott Fischer*

DEX:	4	STR:	2	BODY:	3
INT:	4	WILL:	4	MIND:	5
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE: 11 (14) HERO POINTS: 35					

POWERS:

Flame Projection: 13

SKILLS:

Martial Artist: 3

EQUIPMENT:

Damper Gloves

DEX:	0	STR:	0	BODY:	6
INITIATIVE:	0	HERO POINTS:	0		
CHARGES: 40					
COST: 216 HPs+\$95K					

POWERS:

Flame Immunity: 13

LIMITATIONS:

Blaze's body constantly emits heat through his hands. His damper gloves prevent him from accidentally harming anyone. If he does not remove his gloves for an entire twenty-four hour period, however, allowing the built up heat to escape, he is attacked by the flame himself (AV/EV of 6/6) every ten minutes thereafter until the gloves are removed or he is killed.

LIMITATIONS:

Miscellaneous: Flame Projection is always on, and has a range of Touch.

CONNECTIONS:

Doom Patrol (High)

MOTIVATION: Unwanted Power

WEALTH: Comfortable

JOB: Unemployed

RACE: Human

BORN:

Union City, New Jersey

June 21, 1970

MARITAL STATUS: Single

HEIGHT: 5' 10"

WEIGHT: 140 lbs.

EYES: Blue

HAIR: Blond

BACKGROUND:

Scott Fischer was the only child of Larry and Jean Fischer. Scott's father was the superintendent of a Noxxon Petrochemical refinery in New Jersey. When Scott was five, his father received an emergency call from the refinery's chem-

ical storage dump on a Saturday while he was watching his son. Having no one to leave him with, Larry Fischer took Scott along with him on the emergency call.

His father left Scott safely in an office, but the boy soon grew bored waiting and wandered outside to find his father. Scott found his way to the dump site and crawled in through a break in the fence and began looking through the rows of barrels, climbing on top of them for a better look.

His father saw him perched atop the containers of toxic waste and yelled for him to get out of there. Startled, the boy knocked over several containers, smashing them open and falling into the resulting mixture. He lay in it several minutes until his father reached him.

The effects of this chemical bath did not become apparent for over a year when he exhibited the power to generate extreme heat from his hands. At first the power would appear sporadically, but it was soon with him at all times. The doctors discovered that the very structure of his cells had changed and they now generated heat at a rate several thousand times faster than the norm, with the excess heat siphoned out through his hands. Special gloves were created by researchers at S.T.A.R. Laboratories that contained this great heat and allowed Scott to live a relatively normal life.

Scott was forced to wear the gloves at all times lest his heat destroy anything or anybody he touched. Naturally this made life hard for the youngster and he was constantly being teased by the other children, who were unaware of the real reason for keeping his hands covered.

At age thirteen, Scott became ill, which led to a diagnosis of a rare form of leukemia. It was not believed that he would survive the disease, but after a series of experimental treatments, Scott went into remission. By the time he was sixteen, there was no trace of the disease left.

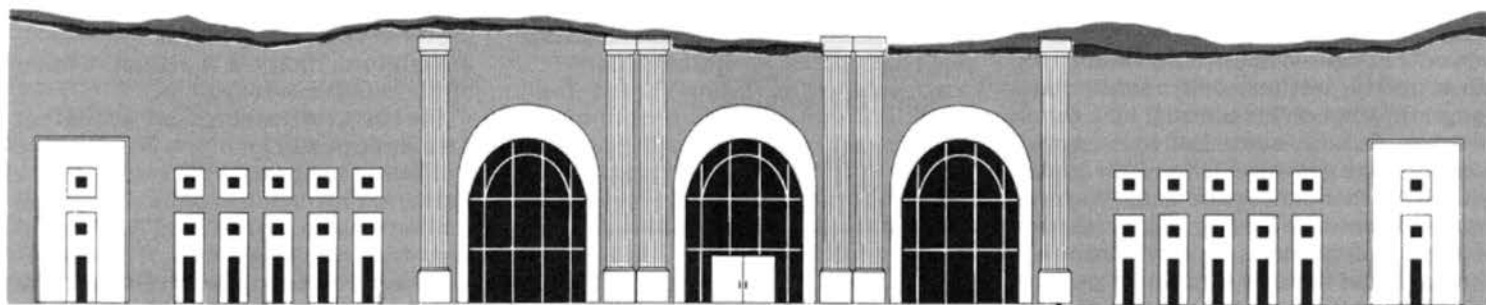
Scott's powers caused a breach in his relationship with his father, who blamed himself for what had happened to his only child. His guilt led him to withdraw from Scott.

On Scott's eighteenth birthday, a woman came to visit the Fischer household to offer Scott an opportunity to develop and utilize his powers. She was Celsius, then planning her new Doom Patrol. Larry Fischer accepted the offer and, several months later, the boy was summoned to Kansas City.

Scott, codenamed Blaze, was accepted as a trainee for the new team. Of all the members of the Doom Patrol, he was the youngest and least experienced and the others tended to keep him safely behind the lines, out of danger. Scott resented the treatment and worked hard to prove to them that he did not need to be babied.

Scott remains on active duty with the Doom Patrol.

HEADQUARTERS AND EQUIPMENT of the Doom Patrol



The Doom Patrol is headquartered in Kansas City's Union Station, an abandoned relic of the country's great age of railroad transportation. The old train depot and terminal building had stood in great disrepair for a number of years before Celsius came to an agreement with the city to take over the site.

In exchange for a considerable expenditure toward the rehabilitation of the building, a multi-million dollar bond towards possible damages, and an agreement to aid the city's authorities upon request, Union Station became the new headquarters of the Doom Patrol. An estimated ten million dollars went into refurbishing the station and installing the complex maze of equipment necessary for their operations.

The entire building has been fitted with sensors and automated security devices that are controlled from a central location inside the Station.

Security Systems

DEX: Var STR: Var BODY: Var
INT: 10 WILL: 10 MIND: 2
INITIATIVE: Var HERO POINTS: 0
CHARGES: 80
COST: Var HPs + \$Var

POWERS:

Recall: 25, Omni-Arm: 10, Danger Sense: 10, IR Vision: 10, Super Ventriloquism: 10, Bio-Energy Blast: 8, Force Field: 10

SKILLS:

Military Science/Tracking: 10, Thief/Security Systems: 10, Detective/Identification Systems: 10

LIMITATIONS:

Danger Sense and Super Ventriloquism are limited to alerting Doom Patrol personnel to unauthorized attempts at entering the headquarters.

Force Field is only activated at the entrances when unauthorized persons attempt to enter the station.

Members of the Doom Patrol can enter the premises through any of three entrances, after the security sensors have identified them visually, by infra-red, voice pattern, and fingerprint comparison. In the cases of Robotman and Blaze, special digitized sensors implanted in the former's robot hand and the latter's gloves replace fingerprints.

The entrances are located at the front of the Station, at the rear, and at a third, which is camouflaged and leads directly into the sub-cellar hanger area. Attempted entry without authorization results in the triggering of the security systems. All other points of access to the Station, including the old rail tunnels, have been sealed.

Union Station is informally divided into four areas: headquarters, living quarters, storage, and large areas which remain closed off and unused.

Ground Level

The headquarters section of the Station is divided between the first floor and the sub-basements of the building. The main floor contains the entry hall, Doom Patrol conference room, gymnasium, kitchen, and dining facilities. The remainder of the area on this level has been converted into a storage area.

Sub-Level One

The first level below ground contains the headquarters' secure area. Located on this level are their communications and scientific facilities.

The Doom Patrol's communications systems are among the most sophisticated in the world, housed in the Monitor Room. They are linked, via satellite relays and landbased lines, to virtually every corner of the world. Many of the additions made to the equipment were built according to designs created by Niles Caulder when he was leader of the group. They allow the Doom Patrol to receive and decode most shielded or otherwise secured transmissions, giving them access to radio and communications traffic of most of the world's military or intelligence organizations.

Communication System

DEX: 0 STR: 0 BODY: 5
INT: 5 WILL: 5 MIND: 1
INITIATIVE: 5 HERO POINTS: 0
CHARGES: 40
COST: 1555 HPs + \$1.16B

POWERS:

Recall: 10, Telepathy: 25, Super Ventriloquism: 20, Super Hearing: 10, Comprehend Languages: 8

SKILLS:

Detective/Police Procedure/Clue Analysis: 5, Military Science/ECM/Tracking: 8, Spy/Coding: 8, Thief/Security Systems: 6

LIMITATIONS:

All Powers are restricted to accumulating and processing broadcast audio/visual transmissions.

Similarly, Caulder also created a means to bypass the security measures of most computer systems, including those of the military and government agencies.

The computers can also be programmed to monitor the world's major news gathering organizations and sound an alert when key names and locations are used, affording them a constant watch for developing trouble.

Next to the Monitor Room is the Training Theater, a sophisticated, high-tech training facility. The Theater can be programmed from the adjacent Control Booth to suit the powers and abilities of the individual team members and present them with a series of automated hazards and opponents to test or exercise their skills. Sensors in the automated devices score these training sessions.

Training Equipment

DEX: Var STR: Var BODY: Var
INT: 0 WILL: 0 MIND: 0
INITIATIVE: 0 HERO POINTS: 0
CHARGES: Variable
COST: Variable

POWERS:

Equipment used for training Doom Patrol members is always being added to and updated. Some Powers that have been incorporated into the systems in the past include:

Projectile Weapons (non-lethal): 6, Claws: 6, Omni-Arm: 10, Gravity Increase (hydrolic weights): 9, Flame Project: 5, Sonic Beam: 5, Fog: 8, Heat Vision: 5, Acrobatics: 10

LIMITATIONS:

Variable

Also on this level is the Medical Facility, containing a fully equipped medical laboratory, a small operating theater for emergency medical treatment and a three-bed hospital ward. The med-lab also serves double duty as a forensics lab.

The remainder of this level remains sealed off and unused.

Sub-Level Two

The entirety of the second underground level is given over to the Doom Patrol's motor pool and aircraft hangar.

The vehicles are mainly for local transportation, and while most have been modified to include protective armored plating and powerful engines, they are intended to be inconspicuous in

the streets of the city. The fleet includes two vans, three motorcycles, an eighteen-foot truck, two jeeps, and three cars of various makes.

The Doom Patrol maintains a variety of aircraft for long distance missions. These include a Rockwell T-39 Sabreliner, a Beech Super King Air VC-12A and a Hughes OH-6A Cayuse helicopter. Their main aircraft is a specially engineered LexAir AirHopper VF-119, adapted for vertical takeoffs and landings and capable of a top speed of Mach Two.

LexAir Airhopper VF-119

DEX: 0 STR: 9 BODY: 10
INITIATIVE: 0 HERO POINTS: 0
CHARGES: 55
COST: 1056 HPs + \$375K

POWERS:

Flight: 11, Radar Sense: 12, Telepathy: 12

SKILLS:

Military Science/Tracking: 6

LIMITATIONS:

Radar Sense, Telepathy, and Tracking represent the aircraft's communications and flight information systems. The Airhopper maintains contact with the communications systems at the station (see previous) at all times.

A tunnel from the subterranean hangar opens into the old train yards behind the station. A sling device, much like those used to launch planes from the decks of aircraft carriers, make take-offs possible without an extended runway. The train yards have been cleared to provide a safe area for small-aircraft landings.

Aircraft Launcher

DEX: 0 STR: 15 BODY: 8
INT: 5 WILL: 0 MIND: 0
INITIATIVE: 5 HERO POINTS: 0
CHARGES: 40
COST: 648 HPs + \$470K

POWERS:

Illusion: 4

SKILLS:

Acrobatics: 15

LIMITATIONS:

Illusion can only be used to camouflage the launcher to appear to be part of the deserted railyards.

Acrobatics is only used to launch and recover aircraft.

Routine maintenance of the aircraft and vehicles is done on the premises.

Second Level

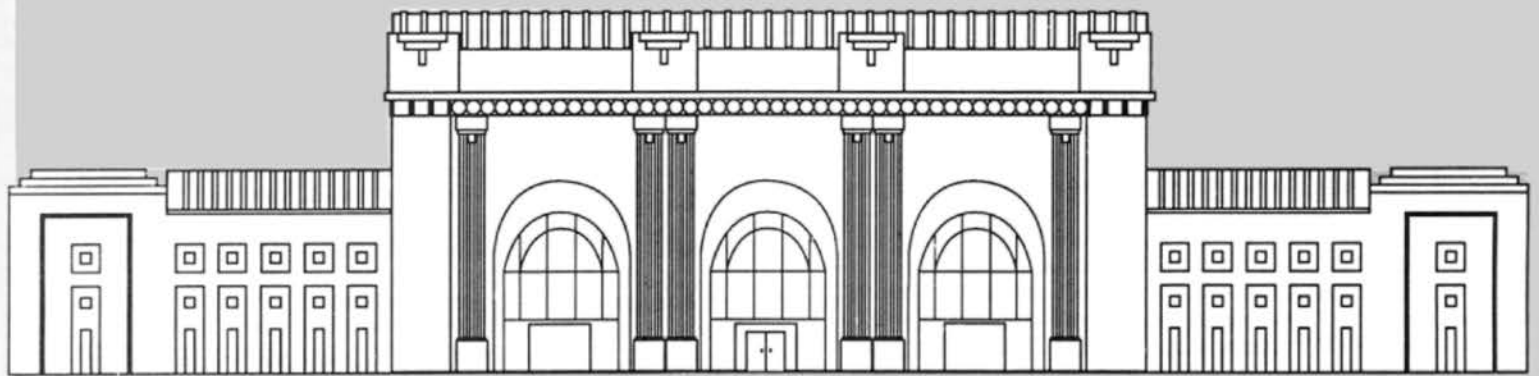
The second floor of Union Station serves as living quarters for the members of the Doom Patrol. Each member has his/her own private quarters and bath. The common areas include a library, a steamroom, a jacuzzi, and a living room equipped with a stereo, a home entertainment center and a large screen television.

Third Level

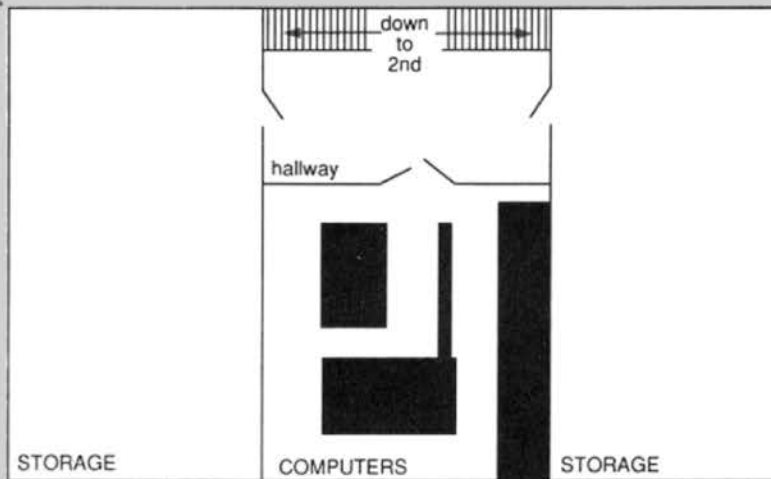
Except for the computers that monitor and control the Station's defensive systems (kept separate from the other equipment for security purposes), the top floor of the building remains closed off and unused.

HEADQUARTERS

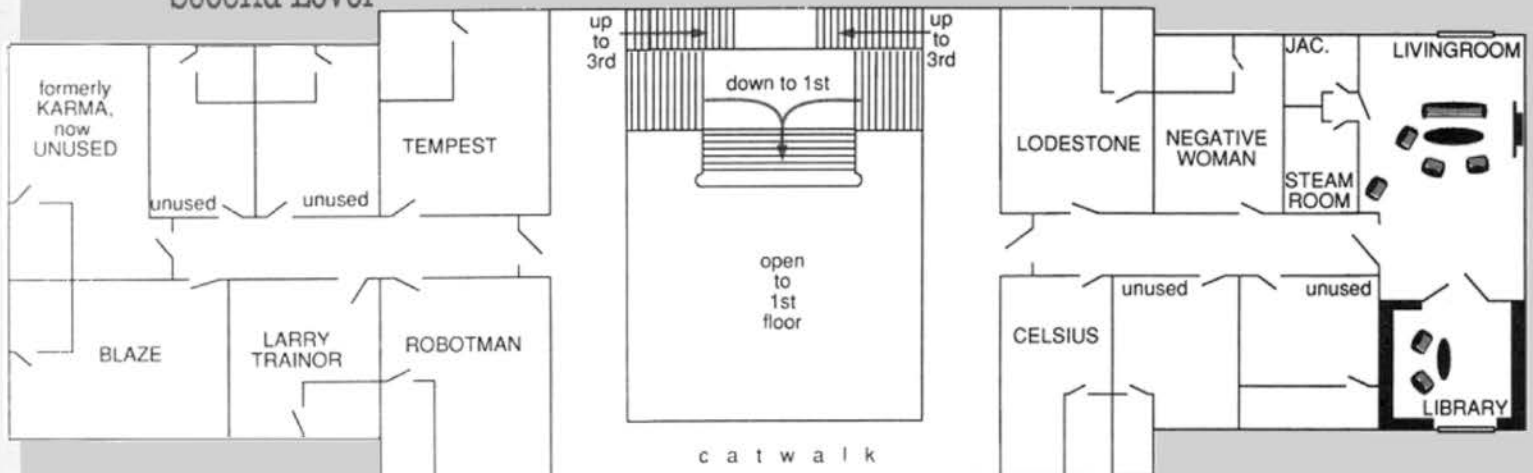
of the Doom Patrol

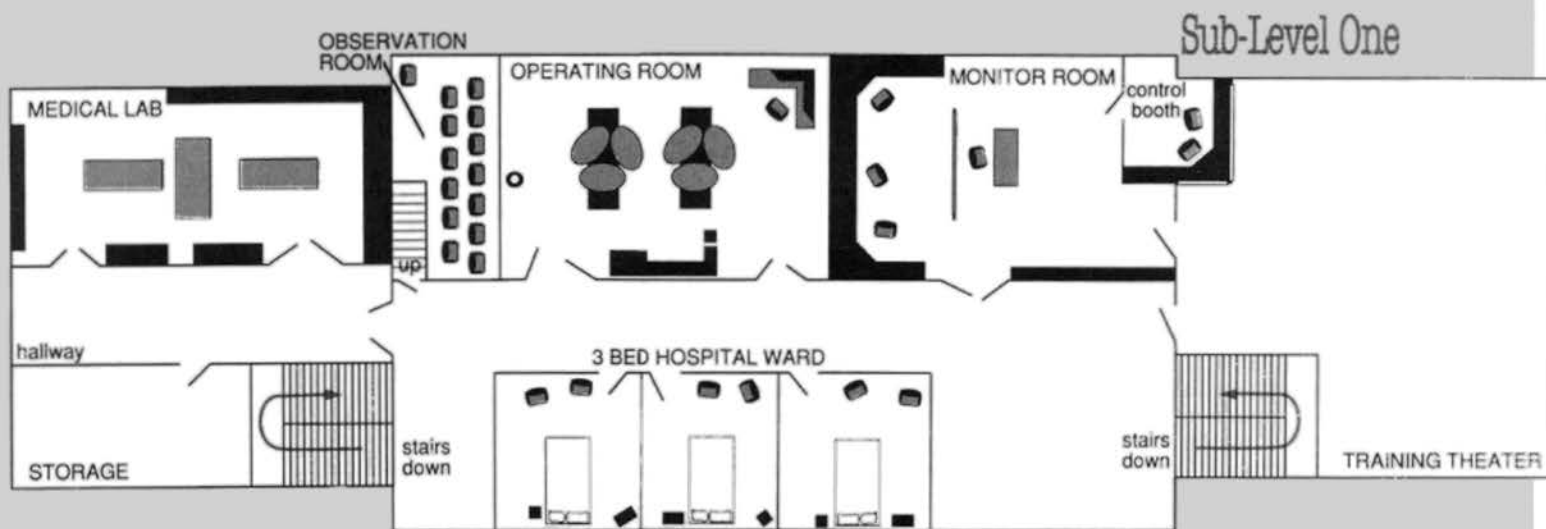
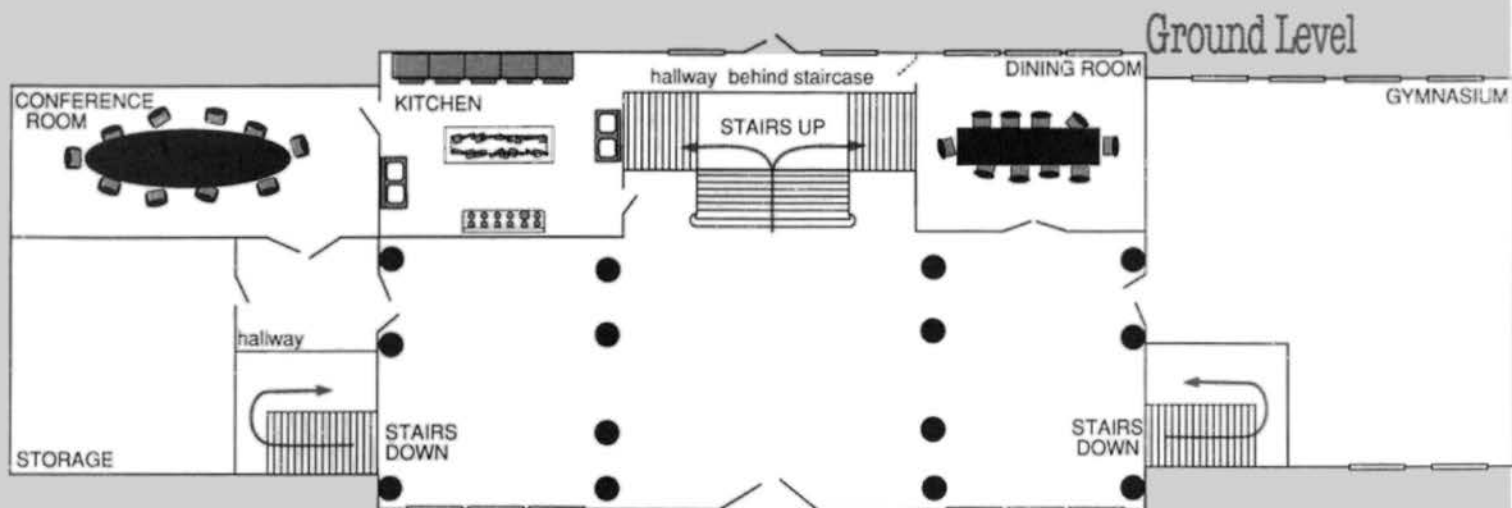


Third Level



Second Level





ADVERSARY

of the Doom Patrol

The Brotherhood of Evil

THE BRAIN *alias Unknown*

DEX:	2	STR:	8	BODY:	7
INT:	13	WILL:	11	MIND:	17
INFL:	6	AURA:	5	SPIRIT:	7
INITIATIVE:	21	HERO POINTS:	55		

POWERS:

Mental Blast: 7, Iron Will: 8

SKILLS:

Charisma: 6, Scientist: 7,
Scholar: 6

LIMITATIONS:

Miscellaneous: The Brain must be kept in his mechanical housing and constantly fed nutrients in order to survive.

CONNECTIONS:

Brotherhood of Evil (High),
French Underworld (High)

MOTIVATION: Power Lust

WEALTH: Affluent

JOB: Criminal Mastermind

RACE: Mechanical Humanoid

BACKGROUND:

Little is known about the origins of this mysterious, disembodied human brain, kept alive in a tank of special nutrient fluids. In researching this bizarre criminal mastermind, a myriad of myths and tales concerning his background were unearthed. These range from his being the brain of Adolph Hitler preserved by Dr. Josef Mengele after the fall of Berlin, to supernatural origins with roots (depending on the source of the story), in Atlantis, ancient Gaul, the American Plains Indians or a coven of witches in Winston-Salem, among others. None of these stories can be verified.

What is known about the Brain is that he began his criminal career in Paris in the early 1970's. He appeared suddenly on the underworld scene and within a year had established himself as the undisputed ruler of the largest crime syndicate in French history.

The Brain established the headquarters for his Brotherhood of Evil beneath an exclusive Paris girls' school. A surprisingly large part of his following consisted of members of French nobility. As his organization grew he added several lieutenants to help him oversee his vast criminal empire, Monsieur Mallah and Madame Rouge (see individual entries).

The Brain led the Brotherhood of Evil in no less than a dozen major attacks

against the Doom Patrol, who stood in the way of the expansion of his criminal empire to the United States. Eventually, the Brain's obsession with the destruction of the Doom Patrol and its Chief led to the neglect and disintegration of the vast French criminal organization. Henceforth, the Brotherhood of Evil came to refer only to his small core of villains.

The Brotherhood often took on allies against the Doom Patrol, including General Immortus and Garguax. However, one bizarre turn of events led to the Brotherhood and Garguax forming an alliance with the Doom Patrol in order to defeat the alien would-be world conqueror, Zarox-13. Afterward, hostilities resumed.

Eventually, the Brotherhood was destroyed when Madame Rouge, having been cured of her evil tendencies and then returned to crime, sought out the Brain and Monsieur Mallah and apparently killed them. With her new ally, Captain Zahl, she then turned her murderous rage on the Doom Patrol and succeeded in seeing to their destruction as well.

The Brain and Mallah survived Rouge's assassination attempt, however, and returned to reform the Brotherhood with new members. The New Brotherhood of Evil went on to become longtime opponents of the New Teen Titans.



MONSIEUR MALLAH

DEX:	7	STR:	8	BODY:	7
INT:	8	WILL:	9	MIND:	8
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:	19	HERO POINTS:	85		

SKILLS:

Acrobatics/Climbing: 10, Scholar: 5, Weaponry/Firearms: 4

EQUIPMENT:

.45 Automatic Pistol

DEX:	0	STR:	0	BODY:	1
INITIATIVE:	0	HERO POINTS:	0		
CHARGES:	6/11				
COST:	37 HPs + \$250				

POWERS:

Projectile Weapons: 4

Submachine Gun

DEX:	0	STR:	0	BODY:	2
INITIATIVE:	0	HERO POINTS:	0		
CHARGES:	20				
COST:	44 HPs + \$800				

POWERS:

Projectile Weapons: 6

CONNECTIONS:

Brotherhood of Evil (High)

MOTIVATION: Devotion to the Brain
WEALTH: Comfortable
JOB: Bodyguard of the Brain
RACE: Gorilla
BACKGROUND:

Another being with a legend-enshrouded past, Monsier Mallah is a gorilla given the intelligence of a human genius by a surgical procedure performed by the Brain.

Originally, Mallah acted as muscle for the Brain while the latter formed the criminal empire that was to become the Brotherhood of Evil. As time went on, Mallah's intelligence increased, eventually reaching its current level. By then the mere threat of encountering the monstrous "Mr. Gorilla" served to keep the French criminal element in line, and the Brain saw he was wasting his brilliant simian henchmen on the street. Mallah became the Brain's chief lieutenant.

Monsieur Mallah stayed faithfully at the Brain's side throughout the following years, for the altered gorilla was slavishly loyal to the being who had allowed him to rise along the evolutionary ladder.

Along with his master, Mallah survived an attempt by their former comrade, Madame Rouge, to destroy them and returned from the ashes of defeat to help form the New Brotherhood of Evil.

MADAME ROUGE *alias Laura De Mille*

DEX:	7	STR:	5	BODY:	5
INT:	8	WILL:	7	MIND:	7
INFL:	6	AURA:	5	SPIRIT:	7
INITIATIVE: 21 (28) HERO POINTS: 95					

POWERS:

Illusion: 12, Stretching: 4

SKILLS:

Artist/Actor: 8, Charisma: 7, Martial Artist: 7, Scientist: 4, Spy: 3, Thief: 6

LIMITATIONS:

Power: Illusion can only be used to alter her own appearance.

CONNECTIONS:

Brotherhood of Evil (High)

MOTIVATION:

Power Lust

WEALTH:

Job: Would-be Conqueror

RACE:

Human

BACKGROUND:

As a stage actress, Laura De Mille was famous for her ability to assume virtually any persona through her skilled use of make-up. A brain injury resulting from a near fatal car accident caused her to develop a split personality that ended her career on stage.

The Brain offered her a cure through surgery performed at his direction by his lieutenant, Monsieur Mallah. The operation cured De Mille of one personality disorder, but it deliberately created

another, causing the woman to become totally evil.

Her mastery of disguise soon earned Laura De Mille a position of power in the Brotherhood of Evil, where she acquired the name that was to become infamous, Madame Rouge.

The Brain later developed a treatment which gave her true powers of disguise. This process gave her elastic powers that allowed her to remold her features like modeling clay, as well as the ability to stretch her body to great lengths.

Madame Rouge eventually began to exhibit signs of her old personality disorder, only this time she started acting out her nobler instincts. On several occasions, she acted covertly against the Brotherhood to foil schemes that would have destroyed the Doom Patrol. She began to realize that she was falling in love with the Chief.

Eventually, the Chief was able to devise a means of reversing the Brain's influence over her. Madame Rouge was apparently cured of her evil tendencies after a battle between the two parts of her personality. She opted to remain with the Chief and the Doom Patrol.

The Brain was unsuccessful in his attempts to bring Rouge back into the fold of the Brotherhood. Where he failed, however, the evil guru Yaramishi Rama Yogi succeeded. While attempting to control the Doom Patrol through psychological means, Yaramishi undid the Chief's rehabilitative efforts. Now resentful of both the Chief for his attempts at subverting what she once again believed was the preferred way of life, and the Brotherhood of Evil for its attempts to kill her after her defection, she went into hiding to plot the destruction of both groups.

Madame Rouge allied herself with Captain Zahl to accomplish her vengeance. She first attacked the Brotherhood, and from all appearances, destroyed her former allies. She then forced the Doom Patrol to retreat to its secret island base that she and Zahl destroyed, apparently killing the Doom Patrol.

Rouge and Zahl continued their alliance years after the supposed death of the Doom Patrol, until Robotman and the New Teen Titans, including Beast Boy (now known as Changeling), tracked them down and the two villains were made to pay for their crimes. Madame Rouge died at the hands of Changeling in this encounter.

MR. MORDEN

DEX:	4	STR:	4	BODY:	4
INT:	6	WILL:	4	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	3
INITIATIVE: 13 HERO POINTS: 15					

SKILLS:

Charisma: 3, Gadgetry: 5, Spy: 4, Thief: 6, Weaponry: 5

EQUIPMENT:

ROG Robot

DEX:	8	STR:	18	BODY:	17
INITIATIVE:	8	HERO POINTS: 0			
CHARGES: 32					
COST: 962 HPs + \$11.75M					

POWERS:

Growth: 4, Sealed Systems: 10, Claws: 5

CONNECTIONS:

Brotherhood of Evil (Low), French Underworld (High)

MOTIVATION:

Mercenary

WEALTH:

Job: International Thief

RACE:

Human

BACKGROUND:

Mr. Morden appeared only once with the original Brotherhood of Evil, during its first encounter with the Doom Patrol.

Morden was born and raised in France, but at an early age he took to the road and traveled the world to gain criminal experience and fortune. Morden achieved a certain amount of international fame as a daring, resourceful thief and criminal mastermind. When he returned to France years later, it was with the intention of joining the inner circle of the only criminal organization he saw as worthy of his talents: the Brotherhood of Evil.

As an initiation into the hierarchy of the French underworld, Mr. Morden was to steal Rog, a giant robot created by the Chief for use as a lunar exploration vehicle. Morden was successful in his assignment, but his actions brought the Doom Patrol after himself and the Brotherhood. In the battle between the conflicting teams, Rog was destroyed and the Brotherhood of Evil escaped.

Fearing the Brain's wrath for bringing the Doom Patrol down on them, Mr. Morden fled France, and at last report, remains in hiding from the Brain and Mallah somewhere in South America.

Other Adversaries

ANIMAL-VEGETABLE-MINERAL MAN

alias Sven Larsen

DEX:	8	STR:	10	BODY:	8
INT:	8	WILL:	8	MIND:	6
INFL:	4	AURA:	2	SPIRIT:	3
INITIATIVE: 20 HERO POINTS: 65					

POWERS:

Self Link (Plant Growth): 20, Growth: 4, Molecular Chameleon: 17, Shape Change: 20

NOTE: The A-V-M Man does not need to touch a substance to use his Molecular Chameleon Power to duplicate it

SKILLS:

Gadgetry: 8, Scientist: 12

LIMITATIONS:

Miscellaneous: When Larsen is not in his transformed state as the A-V-M Man, all of his Physical Attributes (DEX, STR, and BODY) are reduced to 2 APs each.

CONNECTIONS:

Scientific Community (Low)

MOTIVATION: Psychopath

WEALTH: Affluent

JOB: Scientist

RACE: Human

BACKGROUND:

Dr. Sven Larsen was a noted Swedish research scientist before one of his own experiments transformed him into the Animal-Vegetable-Mineral Man, a being capable of assuming virtually any animal, vegetable, or mineral form at will.



Larsen, a one-time student and protege of Niles Caulder (later the Chief of the original Doom Patrol), seemed to have succumbed to this horrible fate in a laboratory accident. The transformation apparently affected the scientist's mind as well as his body, sending him on a destructive rampage and throwing him into battle against the first Doom Patrol.

The Chief, however, soon realized that the Animal-Vegetable-Mineral Man's attack on the group was deliberate. Years before, when the Chief and Larsen were teacher and student, the Swedish scientist wrongly believed that Caulder had stolen an invention that Larsen felt was rightfully his. He had vowed vengeance for this act of scientific piracy, and the creation of the Animal-Vegetable-Mineral

Man was to be the instrument of his revenge by destroying the Doom Patrol and thereby robbing the Chief of his greatest accomplishment.

The very device that Larsen felt had been stolen from him turned out to be the only means capable of stopping him in his transmuted state. By freezing his molecular structure while he was in a state of transformation, the machine enabled the Doom Patrol to capture Larsen and return him to his natural animal-only state.

Larsen returned once again as the Animal-Vegetable-Mineral Man several months later, after a daring escape from prison. He again subjected himself to the treatment that had created the A-V-M Man and went once more after the Chief and his Doom Patrol.

On this return engagement, the Animal-Vegetable-Mineral Man almost gained the victory he desired over the man he perceived as his nemesis. The Doom Patrol was then undergoing a serious crisis, but once again the disputed scientific invention that had led to Larsen's creation of his monstrous alter ego rendered the villain helpless. The Chief then reversed Larsen's transformation and he was handed over to the authorities.

Sven Larsen is currently serving a twenty-year sentence in the Midway State maximum security prison.

NICHOLAS GALTRY

DEX: 2	STR: 2	BODY: 2
INT: 5	WILL: 4	MIND: 4
INFL: 4	AURA: 3	SPIRIT: 2
INITIATIVE: 11	HERO POINTS: 20	

SKILLS:

Detective/Law 3, Scientist: 3, Scholar (business): 3

EQUIPMENT:

Arsenal Battlesuit (second)

DEX: 4	STR: 9	BODY: 13
INITIATIVE: 4	HERO POINTS: 0	
CHARGES: 50		
COST: 620 HPs + \$380K		

POWERS:

Bio-Energy Blast: 8, Digging: 6, Omni-Arm: 5, Skin Armor: 4, Flight: 6, Fog: 5, Poison Touch: 5, Projectile Weapons: 5

SKILLS:

Weaponry: 6

LIMITATIONS:

Power: Omni-Arm can only be used as grappling cables or a net. Power: Fog and Poison Touch are always used together (poison gas). The APs of Fog are the AV, Poison Touch the EV.

CONNECTIONS:

Underworld (Low)

MOTIVATION: Mercenary

WEALTH: Affluent

JOB: Crooked Attorney

RACE: Human

BACKGROUND:

Though not originally a powered villain, Nicholas Galtry was nonetheless responsible for much misery in the lives of the Doom Patrol.

After the death of Garfield Logan's parents in the jungles of Africa, Galtry, as attorney for the Logan estate, was made the boy's legal guardian. Galtry embezzled funds from the boy's inheritance during the years Gar was lost in the jungle, and he had grown accustomed to this wealth. When Gar was found and returned to America, Galtry plotted to kill young Logan and make the family fortune his own.

Gar began operating with the Doom Patrol as Beast Boy, and his plight came to the attention of his teammates. Galtry secured the services of several villains over the years to assist him in destroying Beast Boy and the Doom Patrol, but none of these attempts was successful.

Eventually, millionaire Steven Dayton (also known as the hero Mento), became interested in Gar's troubles and took Galtry to court in order to win guardianship of the boy away from Galtry. The court found in Dayton's favor and Galtry's crimes were revealed.

Years later, Nicholas Galtry returned, having adopted the identity of the second Arsenal, the first having been one of the numerous villains-for-hire he had sent up against the Doom Patrol. As the Arsenal, Galtry resumed his battle with Beast Boy (now known as Changeling, a member of the New Teen Titans). Changeling defeated Galtry's Arsenal guise, and his former guardian remains imprisoned at this time.

GARGUAX

DEX: 2	STR: 3	BODY: 5
INT: 13	WILL: 7	MIND: 8
INFL: 6	AURA: 5	SPIRIT: 5
INITIATIVE: 21	HERO POINTS: 80	

SKILLS:

Charisma: 6, Gadgetry: 25, Scientist: 25, Vehicles/Spacecraft: 10

EQUIPMENT:

Blue Plastic Men

DEX: 6	STR: 12	BODY: 7
INITIATIVE: 6	HERO POINTS: 0	
CHARGES: 30		
COST: 252 HPs + \$23K		

Red Plastic Men

DEX: 6	STR: 7	BODY: 7
INITIATIVE: 6	HERO POINTS: 0	
CHARGES: 30		
COST: 289 HPs + \$30K		

POWERS:

Flame Project: 10

LIMITATIONS:

Power: Flame Project has a Range of Touch only.

Grey Plastic Men

DEX: 7 STR: 7 BODY: 7
 INITIATIVE: 7 HERO POINTS: 0
 CHARGES: 30
 COST: 217 HPs + \$2300

POWERS:

Stretching: 2

CONNECTIONS:

Brotherhood of Evil (Low),
 General Immortus (Low),
 Zarox-13 (High)

MOTIVATION: Power Lust

WEALTH: Millionaire

JOB: Would-be Conqueror

RACE: Strange Humanoid

BACKGROUND:

Nothing has been learned of Garguax's alien origins, including the name or location of his homeworld. He first came to Earth after having been banished or



having escaped from his homeworld due to his criminal activities.

Earth was to be the testing ground for the advanced weapons he planned to use to conquer his homeworld, but the Doom Patrol became involved in his scheme and succeeded in halting the tests.

Garguax next appeared in an alliance with the Brotherhood of Evil and General Immortus. He used his allies in an attempt to dominate the world with a madness inducing ray projected at the Earth from his base on the moon. Once again the Doom Patrol intervened, and Garguax was forced into retreat after his plans were wrecked.

The Garguax/Brotherhood alliance returned on several other occasions, but in each case they met with defeat.

Garguax used several android agents to do his bidding, as his obesity prevented him for partaking in physical activity. Most prominent among these agents have been Warrior, the Mandred, and the Plastic Men. The latter are created in three specialized types, each possessing either phenomenal strength, elasticity or heat powers.

Zarox-13, Garguax's superior from his homeworld, arrived on Earth and allied himself with Garguax, General and the Brotherhood against the Doom Patrol. The Brotherhood, however, was mistrustful of the alien criminal mastermind's intentions and joined forces with the Doom Patrol in order to foil Zarox-13 and Garguax's planned destruction of the planet.

Following the defeat, Garguax escaped and fled the Terran solar system. He spent several years wandering across the galaxy, seeking a new force to aid in the destruction of the much hated Doom Patrol and the conquest of Earth. Garguax conquered a small asteroid colony in a far-flung corner of the universe and used the enslaved alien miners and their resources to create the beginnings of a new war fleet. At the same time as his power increased, so did his weight, until it became almost impossible for him to even walk without support.

Garguax eventually returned to fulfil his vow of revenge against this comparatively primitive world which had repeatedly humiliated him. His Plastic Men were dispatched to Earth to steal a number of American and Soviet nuclear missiles to use as weapons in his planned conquest. The New Doom Patrol was alerted to Garguax's intentions and intervened, destroying his mothership and his plans of conquest.

Garguax's current whereabouts remain unknown.

GENERAL IMMORTUS *alias Unknown*

DEX: 3 STR: 3 BODY: 3
 INT: 9 WILL: 9 MIND: 9
 INFL: 8 AURA: 8 SPIRIT: 6
 INITIATIVE: 20 HERO POINTS: 110

POWERS:

Invulnerability: 7

SKILLS:

Gadgetry: 7, Scholar (history): 6,
 Scientist: 7, Thief: 4, Vehicles: 5,
 Weaponry: 5

LIMITATIONS:

Catastrophic Irrational Attraction
 to regaining his immortality.

CONNECTIONS:

Brotherhood of Evil (Low),
 Underworld (High)

MOTIVATION: Psychopath

WEALTH: Millionaire

JOB: General

RACE: Human

BACKGROUND:

Another Doom Patrol foe whose origins are shrouded in mystery and legend is the ancient villain, General Immortus. Immortus has the distinction of being the man responsible for Niles Caulder's creation of the Doom Patrol.

According to legend, an unknown man came across a naturally occurring chemical compound eons ago, which endowed him with incredible longevity bordering on immortality. He claimed to have ridden with Alexander the Great, Genghis Kahn, and Napoleon (among other historic conquerors). Over the ages, this man gained great wealth and power, and eventually growing bored with life and the business of earning money, he turned to evil. In the centuries that followed, he ruled and lost any number of criminal empires around the world.

Immortus, as he had come to call himself, soon found himself reduced to a mere two centuries supply of his immortality compound. This began a long campaign to reproduce the precious formula, with fortunes being spent to buy the services of the greatest chemists and scientific minds of that time. None, however, was successful.

With time running out, Immortus learned of a brilliant young scientist making tremendous strides in the field of biology. Concealing his true identity, Immortus contacted Dr. Niles Caulder and set him on the search for immortality.

Caulder soon grew curious about the identity of his mysterious benefactor, and upon learning it was Immortus, he sought to break off their association. Despite his best efforts, Immortus was unable to force Caulder to bend to his will and eventually had to kill the young scientist in order to stop the biologist's plot against him. Caulder survived and went into hiding. It was several years until Immortus again located him.

By this time, Caulder had formed the Doom Patrol to combat evil of Immortus' scale. The ancient General and the Doom Patrol clashed on numerous occasions, both through Immortus' own organization and in alliance with the Brotherhood of Evil and Garguax, but these conflicts always ended in the General's defeat. Despite apparently dying at the end of several of these engagements, Immortus always returned again.

Still seeking a renewal of his immortality, Immortus later came after Celsius of the new Doom Patrol. He had learned that she had been treated with Niles Caulder's immortality serum and attempted to duplicate it from samples taken from her body. The duplicate formula had only a temporary restorative effect on Immortus, and while his lunar base crumpled around him as a result of the new Doom Patrol's efforts, he began to age at a greatly accelerated rate. It is unknown whether or not Immortus managed to survive once again.

DR. SEBASTIAN GOODMAN

DEX: 2 STR: 2 BODY: 3
 INT: 6 WILL: 5 MIND: 3
 INFL: 3 AURA: 2 SPIRIT: 2
 INITIATIVE: 11 HERO POINTS: 25

SKILLS:

Scientist: 7, Gadgetry: 5, Scholar (psychology): 6, Medicine: 6

CONNECTIONS:

U.S. Government (Low),
 Underworld (Low)

MOTIVATION: Psychopath

WEALTH: Affluent

JOB: Psychiatrist, College Professor

RACE: Human

BACKGROUND:

Sebastian Goodman was an eminent professor of psychology at the University of California, as well as the head of a top secret government funded think tank that dealt with matters of psychological warfare.

Goodman and Niles Caulder were correspondents and Caulder often appeared as a guest speaker at Goodman's think tank. The two men had a warm but casual relationship.

Some time ago, Goodman's wife and children died during a battle between Green Lantern and his foe Major Disaster. This tragedy threw Goodman into a deep depression from which he seemed unable to climb out. He slowly gave up his duties at the University and resigned from the think tank. Six months later, he left California.

The death of his family left Goodman with a deep and abiding hatred of powered heroes. He became obsessed on the subject while still in California, and during the time he was underground, he started to formulate his revenge on all heroes. Goodman had once reviewed a top secret paper written by Caulder concerning the public's acceptance of heroes in society. In his paper, Caulder had outlined a theoretical experiment involving the sublimation of the ordinary population by a small group of powered individuals.

Goodman implemented Caulder's experiment in the small, remote Ozark Mountain town of Highland Hollows. He utilized a group of artificially powered villains, selected from the ranks of his psychiatric patients to terrorize the populace. He planned to use the doctored results of this experiment to prove his case to the world that costumed heroes should be outlawed.

A government intelligence agent got word of Goodman's work to the outside world, and the Doom Patrol was alerted to what was happening in Highland Hollows. Although the group did not know who was behind the plot, when Celsius heard the nature of the menace,

she believed that the perpetrator was the creator of the experiment, Niles Caulder. The Doom Patrol traveled to the Ozarks, where they encountered Goodman's villains and destroyed his scheme.

Dr. Goodman died in the final encounter, killed by one of his own former patients.

KALKI *alias Dr. Ashok Desai*

DEX: 7 STR: 4 BODY: 5
 INT: 12 WILL: 10 MIND: 12
 INFL: 9 AURA: 9 SPIRIT: 8
 INITIATIVE: 28 HERO POINTS: 85

POWERS:

Dimensional Travel: 20

SKILLS:

Charisma: 7, Gadgetry: 10, Medicine: 8, Occultist: 4, Scholar (biology): 9, Scientist: 15

EQUIPMENT:**Containment Suit**

DEX: 0 STR: 0 BODY: 9
 INITIATIVE: 0 HERO POINTS: 0
 CHARGES: 40
 COST: 247 HPs + \$34K

POWERS:

Bio-Energy Blast: 9, Claws: 6,
 Magnetic Control: 10

LIMITATIONS:

If Kalki's Containment Suit is destroyed, he is automatically sent to the "demon dimension."

OMNI-GADGET (2)

CLASS A: 7
 CLASS B: 7
 CLASS C: 7
 CHARGES: 15
 COST: *HPs + \$2100

NOTE: Kalki's Omni-Gadgets are built into his Containment Suit.

Flight Chair

DEX: 0 STR: 7 BODY: 9
 INITIATIVE: 0 HERO POINTS: 0
 CHARGES: 35
 COST: 367 HPs + \$36K

POWERS:

Bio-Energy Blast: 11, Flight: 9

LIMITATIONS:

Power: Dimensional Travel is limited to sending its target to the "demon dimension."

CONNECTIONS:

Medical Community (Low),
 Religious fanatics (High)

MOTIVATION: Psychopath

WEALTH: Affluent

JOB: Would-be God of Death

RACE: Human

BACKGROUND:

Born in India, Ashok Desai was a brilliant Oxford-educated biochemist in Calcutta. By the time he graduated from Oxford with his doctorate, Desai had gained fame in the field of molecular biology. After several years of further study in England, Desai returned home to India. He was appalled by the disease he saw in his native land and decided to apply his knowledge to eradicating all disease. Only once during the next decade was he lured from his work, by a young woman he loved deeply. But he returned to his work with a vengeance after his young wife died in childbirth. He blamed the child, Arani, for his wife's death and left his daughter in the care of servants.



Several years later, a young American doctor, in India with the Peace Corps, Dr. Niles Caulder, came to work with Desai. With Caulder's efforts aimed at discovering the genetic cause of death, they complemented one another's work and a friendship began to develop. After several weeks of collaboration, Desai believed he had found the answers he sought.

Unwilling to risk another life testing his formula, Ashok Desai used himself as a guinea pig. The serum he had created altered his genetic structure, transforming his body in an instant mutation in ways that even Caulder's genius could not explain. Desai was transformed into a living gateway to a dimension inhabited by evil creatures seeking escape into our plane of existence. Caulder fashioned a containment suit that held the other-dimensional demons at bay. The effects of the serum continued altering Desai's body, twisting it and ultimately affecting the scientist's mind as well.

Desai began with a handful of faithful servants who helped him disappear from view and who believed, as Desai did, that he was the incarnation on Earth of the Hindu god Kalki, who the teachings say would appear at the end of time to bring destruction to Earth. These few grew into hundreds as tales of his power over other-worldly demons spread.

With that growth came power and wealth with which he would attempt to fulfill the ancient Hindu teachings. He created a satellite that would blanket the planet with deadly energies to end life as was foretold. The Doom Patrol was drawn into the plot when Kalki sought out its leader, his daughter (now known as Celsius), to witness his triumph. In the final battle, Kalki apparently fell victim to his own power when his inner demons drew him through the warp in his own body.

Kalki's final fate is unknown.

MR. 104 *alias John Dubrovny*

DEX:	6	STR:	3	BODY:	5
INT:	6	WILL:	4	MIND:	4
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	15	HERO POINTS:	50		

POWERS:

Molecular Chameleon: 10, Transmutation: 15

NOTE: Mr. 104 does not need to touch a substance to use Molecular Chameleon to duplicate it.

SKILLS:

Scientist: 6, Scholar (molecular engineering): 6

CONNECTIONS:

Task Force X (Low)

MOTIVATION: Mercenary

WEALTH: Affluent

JOB: Engineer

RACE: Human

BACKGROUND:

John Dubrovny knew that people thought of him as just an average guy, plodding along and doing just enough to get by. He became determined to show them that he was well above average. While his colleagues relaxed at home, he worked nights on a project of his own, based on the belief from ancient alchemy that elements could be transmuted, as in turning lead into gold.

In the course of his experiments, Dubrovny was exposed to the rays from the transmutation device he had created and found himself transformed into an amalgamation of the very elements he sought to manipulate. Much to his astonishment Dubrovny found he could become any one, or a combination of several, of the 103 known elements at will, complete with all their properties. Adopting the number of elements then known as his name, Mr. 103 embarked on a life of crime.

Mr. 103's criminal activities soon brought him to the attention of the Doom Patrol and the scientific genius of the Chief. The so-called Atomic Criminal gave the Patrol a difficult fight until the Chief discovered a way to neutralize Dubrovny's power and Mr. 103 was captured.

Mr. 103 eventually developed an immunity to the Chief's weapon and escaped, going into hiding to do further research into his powers and condition. This research was underwritten by Nicholas Galtry (see individual entry), legal guardian of Doom Patrol member Garfield Logan (a.k.a. Beast Boy). Once again, the Doom Patrol defeated Mr. 103, and this time the villain was dissipated into thin air and presumed dead.

John Dubrovny survived, however, drifting aimlessly through the atmosphere as a collection of loose atoms until he encountered a powerful upper atmospheric electrical storm that reformed him. Now calling himself Mr. 104 (having added an additional element to his repertoire since his return), he sought out Cliff Steele and Gar Logan to exact his revenge. Mr. 104 almost succeeded in defeating his foes until Changeling's rudimentary knowledge of chemistry brought about yet another defeat.

Mr. 104 was taken into custody and placed in the special holding facility for powered criminals in Belle Reve Federal Prison in Louisiana to serve his sentence. He was eventually released to assist the government-backed espionage team, the Suicide Squad, for a mission in South America.

Mr. 104 died during the course of that mission.

REACTRON *alias Sgt. Martin Krull*

DEX:	7	STR:	6	BODY:	15
INT:	5	WILL:	4	MIND:	4
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	15	HERO POINTS:	65		

POWERS:

Starbolt: 20, Energy Absorption: 10

SKILLS:

Military Science: 3, Weaponry: 3, Vehicles: 3

LIMITATIONS:

Power: Energy Absorption only works on nuclear radiation and similar energy types.

CONNECTIONS:

U.S. Army (Low)

MOTIVATION: Seeks Revenge

WEALTH: Struggling

JOB: Soldier

RACE: Human

BACKGROUND:

Martin Krull was a career soldier, having enlisted in the Marines at the outbreak of the Korean War. After the

war, Krull's unit was assigned to observe hydrogen bomb tests at Eniwetok Atoll in the Pacific. Krull was one of hundreds of American military personnel placed within miles of the exploding devices, a common practice during the tests of the day.

Krull later served as a boot camp drill instructor. He requested active duty in Viet Nam in 1966 and served three tours of duty there. During his final tour, Corporal Joshua Clay served in his squad as field medic. Krull resented Clay's popularity with the men and grew to hate the young medic. Krull seemed to take pleasure in making Clay's life miserable. Clay, however, never rose to his superior's baiting.

On a search and destroy mission in the jungle, Krull instigated a massacre of a village of innocent peasants. The stress and horror of this situation awakened a latent power inside Clay, which he used to strike Krull down. Clay believed his power had killed Krull and fled.

Krull, however, survived the attack but he was not unchanged. Clay's power blast had unleashed a power of his own: the result of his repeated exposure to the various nuclear devices a decade and a half earlier.

Krull gained the ability to contain and control all manner of radiated energy, his entire body serving as a walking nuclear reactor. In order to maintain the stability of his body's energy level, government authorities provided him with control rods and a special outfit to contain any hazardous radiation.

After over a decade in government custody, where he underwent continuous study and observation, Krull escaped and struck out on his own, using the code-name Reactron. By this time, the new Doom Patrol had formed and a chance sighting of a newspaper photograph of Tempest revealed the face of his old foe, Joshua Clay.

Reactron set out to find Tempest and kill him. The Doom Patrol became involved in the battle, as did the heroine called Power Girl, who assisted in the defeat of Reactron. He was taken into custody and sentenced to Belle Reve Federal Prison in Louisiana.

Later, Larry Trainor broke Reactron out of prison to help the former Negative Man regain his negative energy powers from Negative Woman. Reactron accomplished the mission, but the negative energy was too much for him to contain and the overflow of radiation caused him to implode. His body eventually reformed and he was recaptured before regaining consciousness.

Reactron was returned to Belle Reve, where he remains today.

SHRAPNEL *alias Mark Williamson*

DEX: 7 STR: 8 BODY: 12
 INT: 6 WILL: 4 MIND: 4
 INFL: 4 AURA: 3 SPIRIT: 3
 INITIATIVE: 17 HERO POINTS: 50

POWERS:

Self Link/Bomb: 12, Self Link/
 Projectile Weapons: 8

SKILLS:

Thief: 3, Military Science/Demolition: 3, Scholar: 2

CONNECTIONS:

Underworld (Low)

MOTIVATION:

Mercenary/Seeks Revenge

WEALTH: Struggling**JOB:** Assassin**RACE:** Strange Humanoid**BACKGROUND:**

Mark was the only son of widower Walter Williamson, the midwestern regional director of research and development for Amalgamated Services Inc. Walter's duties kept him too busy to devote much time to Mark.

Mark was a straight A student, captain of his football team and president of his class. The young man worshipped his father and even seemed to understand the elder Williamson's devotion to his work in exclusion to Mark.

One Saturday in 1979, during Mark's senior year at Northwestern University, he went to nearby Chicago to pay a surprise visit to his father. He found Walter at the laboratories of Amalgamated Services, where Williamson was in conference with his superiors on a matter both top secret and illegal.

Amalgamated acted as legitimate cover for the organization's true, criminal intentions. When Mark was discovered and it was learned that he had overheard the details of their conspiracy, Williamson's superiors realized they had no choice but to either kill Mark or otherwise prevent him from revealing their secret.

Williamson voiced no objections to these plans despite Mark's pleas for help. Mark was taken away and transported to an Amalgamated Services facility in Colorado. Rather than killing him outright, the scientists decided to use the boy as a human guinea pig for their experiments in genetic engineering. Much to their surprise, Mark survived the transformation they put him through and he emerged as the mutated being known as Shrapnel. This transformation took several painful years.

Mark had become a being entirely composed of hundreds of separate pieces of living metal, each piece acting like the individual cells of a biological body. The conglomeration of all these razor sharp scales created the whole of Shrapnel.

Shrapnel was able to release the scales singularly, in groups, or by exploding his

whole body. The scales flew as fast as bullets and Shrapnel was able to maintain control of their flight. After they hit their target, Shrapnel was able to recall all the pieces and reform himself. The unique and unknown bio-metallic structure of his body fed off elements in the blood of his victims.

Mark survived his ordeal by focusing his agony and rage on his father. He dreamed of the day he would be free of this torment, return to face his father and make him pay for his betrayal. Shrapnel eventually escaped Amalgamated's custody, killing most of the men responsible for his transformation in the process.



Shrapnel went to California where he established himself as an assassin for hire. His first assignment came from Amalgamated Services itself when, unaware of the true identity of the man they had hired, he was sent to Kansas City to kill a company employee who jeopardized one of their current criminal operations. Shrapnel's target was Walter Williamson.

Shrapnel's arrival in Kansas City was anything but unnoticed, his presence terrorizing the city and setting the police on a massive manhunt. The Doom Patrol was called in by the authorities to help capture Shrapnel, who was responsible for the deaths of several police officers. Despite these obstacles, Shrapnel was able to fulfill his contract and kill his father.

He escaped from the Doom Patrol after seriously injuring Celsius in combat. Shrapnel remains at large, his whereabouts unknown.

GENERAL ZAHL *alias Unknown*

DEX: 3 STR: 4 BODY: 5
 INT: 7 WILL: 5 MIND: 5
 INFL: 4 AURA: 3 SPIRIT: 3
 INITIATIVE: 14 (19) HERO POINTS: 65

SKILLS:

Martial Artist: 5, Spy: 6, Thief: 6,
 Military Science: 7, Vehicles: 7,
 Charisma/Interrogation: 5,
 Weaponry: 7

EQUIPMENT:**Luger**

DEX: 0 STR: 0 BODY: 1
 INITIATIVE: 0 HERO POINTS: 0
 CHARGES: 11
 COST: 31 HPs + \$80

POWERS:

Projectile Weapons: 3

LIMITATIONS:

Miscellaneous: General Zahl is forced to wear a neck brace due to an injury he sustained in a battle with the Chief years ago.

CONNECTIONS:

South American Nazis (High)

Madame Rouge (High)

MOTIVATION: Power Lust**WEALTH:** Affluent**JOB:** Nazi**RACE:** Human**BACKGROUND:**

As commander of a Nazi U-boat during World War II, Captain Zahl proved himself a cold blooded, ruthless killer, achieving the highest number of kills of any commander in the German fleet.

Zahl escaped capture by the Allies after the fall of the Third Reich and fled to Argentina. There he established himself as a mercenary and was soon hiring out his services to the highest bidder in armed conflicts around the world. Zahl first met Niles Caulder during the course of one such operation, and in the conflict that followed, the German mercenary was defeated. Injuries he sustained in the battle caused him to be confined to a special supportive metal neck and back brace.

Zahl's injuries forced him into retirement for many years. When he did finally return, he stayed clear of Niles Caulder and his Doom Patrol until he was sought out by Madame Rouge as an ally to help destroy Zahl's old foe.

Zahl joined with Rouge and the two were able to force the Doom Patrol to its remote island base, where the heroes were trapped and finally destroyed.

Rouge and Zahl, who had now assigned himself the rank of General, continued their criminal partnership and were still together years later when Robotman and the New Teen Titans came searching for them.

General Zahl died in that final encounter when bullets he shot at Robotman were deflected back upon himself.

NEW POWERS

CLAWS

LINK: DEX
TYPE: Standard

RANGE: Touch
BASE COST: 15

CLAWS allows Characters to make attacks with edged or sharpened weapons, whether natural defense (teeth, tusks, spines, etc.) or manufactured blades. The APs of the Power are treated as STR for cutting materials.

DIMENSION TRAVEL

LINK: AURA
TYPE: Standard

RANGE: Normal
BASE COST: 65

DIMENSION TRAVEL enables a Character to travel between the various dimensions. In the DC Universe, these are separate planes of being that parallel one another but do not connect. A Character with this Power can manipulate the dimensional portals in one of three ways:

Banishment: Dimension Travel can strand a target in a dimension of the attacker's choice. After the attacker chooses the dimension to which s/he is attempting to send the target, make an Action Check using the APs of Dimension Travel as the AV/EV and the target's INFL/SPIRIT as the OV/RV. If the RAPs are greater than or equal to both the target's SPIRIT and the Travel Value of the dimension (see following), the banishment is successful. The banished Character cannot return on his or her own initiative, unless s/he has the Power of Dimension Travel as well, and s/he rolls successfully against an OV/RV equal to the RAPs of the banishing roll.

A banished Character or object cannot have a weight or volume greater than the APs of the banisher's power. Assume that the INFL and SPIRIT of any inanimate object (with no Mystical Attributes) are equal to zero.

Summoning: Dimension Travel can pull a Character or object from another plane onto the user's own. If the target is unwilling, the OV/RV of any such attempt is equal to the target's INFL/SPIRIT. The RAPs of the roll must equal or exceed both the target's SPIRIT and the Travel Value of the dimension from which the target comes. If the target is willing or inanimate (with no Mystical Attributes), the OV/RV is simply the Travel Value of the dimension, and positive RAPs indicate success.

A banished item or Character may not be summoned onto the plane from which it was banished unless the summoner can make a successful Action Check (i.e. receive positive RAPs) using his/her Dimension Travel APs as the AV/RV and the RAPs of the banishing roll as the OV/RV.

Traveling Dimensions: Make an Action Check with an AV/EV equal to the Character's APs of Dimension Travel, and an OV/RV equal to the Travel Value of the target dimension. One or more RAPs indicate success. The traveler may bring willing companions along, but they must be within 0 APs of distance and their total combined weight in APs cannot exceed the APs of Dimension Travel.

Each dimension described following has its own Travel Value reflecting the difficulty of gaining entrance. Note that there are an almost unlimited number of dimensions in the DC Universe, and GMs are encouraged to fill in planes of their design.

Earth Dimension includes not only the planet Earth, but all of the other planets, solar systems, and galaxies as well. Most of the DC heroes are found in this dimension. **Travel Value: 2**

The Land of the Homo Magi lies on a plane just slightly removed from Earth and is the home of the ancestors of Zatanna. **Travel Value: 4**

Earth-C is a dimension whose inhabitants resemble "funny-animal" cartoon characters. It is the home of Captain Carrot and his Amazing Zoo Crew. **Travel Value: 6**

Gemworld is a magical world under the protection of the princess Amethyst, a Lord of Order in human guise. It is also the birthplace of the evil wizard, Mordru. **Travel Value: 8**

Limbo is, for the most part, a huge empty space. It is totally devoid of any kinds of native life. Limbo is best known for being a good place to banish people you don't like. **Travel Value: 8**

The Domain of the Lords of Order is a vast plane of white light. The Lords of Order live here (hence the name), and usually severely punish any trespassers. **Travel Value: 16**

The Demon Prison Dimension is a pocket dimension within which the Lords of Order imprisoned most of the ancient demons. It is a very foul, horrible realm filled with fire, brimstone, and boiling lava. From time to time, the demons travel from here to other dimensions, but the magic of the Lords of Order prevents them from entering the Earth dimension. This makes them particularly hostile towards any Earth people who invade their realm. **Travel Value: 16**

GLOW

LINK: STR
TYPE: Automatic

RANGE: Normal
BASE COST: 10

GLOW allows a Character to produce a steady source of illumination. The APs of the Power are the brightness of the glow. For every AP of distance from the light source, brightness decreases 2 APs; if Glow is 5, a Character standing 3 APs (80 feet) away would not be able to perceive the light and would be in darkness. Zero APs is about the same illumination as a ten watt lightbulb. The following table gives some rough approximations of brightness for certain APs of Glow.

APs	equivalent brightness
1	nightlight
3	living room lamp
5	flood lamp
8	street light
13	theatre projector
18	noon sunlight
24	lightning
29	nuclear bomb

PROJECTILE WEAPONS

LINK: STR
TYPE: Standard

RANGE: Normal
BASE COST: 15

PROJECTILE WEAPONS allows a Character to fire projectiles at an object. It is most often used as a Gadget Power. For example, a



submachine gun has 6 APs of Projectile Weapons enabling it to fire bullets; but a Character based on a porcupine could use Projectile Weapons to throw his/her quills. The APs of the Power are the EV. A Character may substitute his/her DEX for the AV. Projectile Weapons is *not* used for the AV of an Action Check: any weapon without a DEX has an AV of 0.

Most Projectile Weapons have a range, as stated in the *Player's Manual*. Unless otherwise determined, find the range of a weapon by subtracting 3 from the APs of the Power for short range, and adding 1 to the APs of the Power for long range. Medium range is in between the two figures.

Weapons are always used at full power and may not be reduced in STR. Because of this restriction, a Character or Gadget using the Projectile Weapons Power is entering Killing Combat unless the Character declares a Trick Shot.

REFLECTION/DEFLECTION

LINK: WILL
TYPE: Automatic

RANGE: Self
BASE COST: 15

REFLECTION/DEFLECTION allows a Character to redirect an attack aimed at him/her. Use of the Power involves both movement and power, and therefore immobilizes the user once s/he is in position.

First, the Character makes a movement action to adjust his/her body for the best angle of deflection. Second, the Character can normally deflect up to two attacks.

DEFLECTION is the automatic component of the Power. However, the user may choose to redirect the incoming attack to a new target.

REFLECTION, the redirecting of the energy, is a two-part Standard Attack. The AV/EV of the reflection attempt is the APs of the Power, and the OV/RV is the APs of the incoming attack. Any positive RAPs indicate a successful deflection. To determine if the deflected energy hits the target to which it was *reflected*, use the RAPs generated by the deflection (up to equal the original APs of the attack) as the new AV/EV for the reflecting Character's attack. The OV/RV of the reflection's target is determined as usual. RAPs of damage from the reflection are taken from the attribute appropriate to the original attack: For instance, if a Mind Blast was reflected, the damage would be subtracted from the target's MIND.

Hero Points may be spent by both sides to affect the outcome of a reflected attack, and multi-attacks may be made with the appropriate penalties.

SELF LINK

LINK: Variable
TYPE: Automatic

RANGE: Self
BASE COST: 25

SELF LINK is not a specific Power, but rather the ability to vary the standard effect of a Power. Self Link allows a Character to assume an actual form related to the Power that is linked to the Self Link.

The Base Cost for the original Power and Self Link to that Power must be paid as one combined price upon initial purchase. APs must be purchased separately for each but not necessarily at the same time.

Powers that can be Self Linked are as follows (GMs may allow others at their own discretion):

PHYSICAL: Acid, Bomb, Darkness, Flame Being, Flash, Fog, Icing and Starbolt.

MENTAL: Air Animation, Earth Animation, Flame Animation, Ice Animation, Warp and Water Animation.

MYSTICAL: Lightning, Plant Growth and Transmutation.

A Character who takes Self Link/Transmutation will be able to alter the elemental composition of his body at will, while a Character with Self Link/Warp is a living space warp. The APs of Self Link indicate the speed a Character can travel in his/her base Power form, the APs of time s/he can stay so transformed, and the APs of effect for attacks with a Range of Touch.

Example: A Character wishes to be a living bolt of electricity. S/he pays the Base Cost of 10 for Lightning and 25 for Self Link. S/he then pays for 5 APs of Lightning and 7 APs of Self Link. S/he can now touch a person to do 7 APs of electrical damage, or attack at a range of 5 APs. In his/her lightning form s/he can travel 7 APs per phase and can stay transformed for up to 7 APs of time.

When invoking the Self Link, the Character also acquires whatever weaknesses are inherent in the form: -4 Column Shifts against opposed elemental forces (i.e. water/ice versus fire, or fire/air versus earth). Wind attacks act in a similar manner against Self Linked Fog Characters, while Self Linked Flash Characters could be automatically deflected by mirrors and opaque energy fields. The GM should feel free to judge any additional results as appropriate.

A Character gets no extra Hero Points for Limitations or Vulnerabilities that s/he would normally be susceptible to in a particular Self Linked form; s/he has to take the good with the bad. The GM should also put what s/he feels are reasonable upper limits on the APs of certain types of Self Link.

Powers that are Linked to Attributes may not also be Self Linked.

Moonshot.....

by Ray Winninger

Contents

Introduction.....	3
GM's Synopsis.....	5
Non-Player Characters	7
The Conclave	11
Sunderland Corporation	12
New Rule: Computer "Hacking"	13
Encounter One: Kansas City, Here We Come	14
Encounter Two: Take Me Out to the Ball Game.....	16
Encounter Three: Later, Just Outside Town.....	17
Encounter Four: The Drop Point	19
Encounter Five: Confronting Watkins	20
Encounter Six: Watkins' Loft	20
Encounter Seven: No Deal!	21
Encounter Eight: Let's Make A Deal	22
Encounter Nine: At the Safe House	23
Encounter Ten: Louie Ain's So Lucky	26
Encounter Eleven: What Does the CIA Have To Do With All This?.....	27
Encounter Twelve: Just in the Nick of Time.....	27
Encounter Thirteen: Too Late!	24
Encounter Fourteen: See You on the Dark Side of the Moon	24
Encounter Fifteen: The End??	31
Endgame.....	32
How To Use This Book	Inside Back Cover

INTRODUCTION

Deep Space, 100 Millennia Ago

Two intergalactic empires are locked in a fierce struggle for universal domination. Vast starfleets comprised of more than one billion vessels, the product of resources strip-mined from more than a hundred thousand worlds, slam dance across the spacelanes and careen their way through the stars and planetoids that compose the battlefield of space. Voices of countless innocents merge into a single penetrating scream beneath the might of gun batteries as powerful as millions of neutron bombs, nuclear warheads, and nerve gas canisters all tightly bundled together. The excuses for the conflict have been forgotten for generations. Compassion having been identified as a trait of "non-victors" and eliminated from the collective psyche of the two warring empires long ago by their computer "generals," the chances of a peaceful settlement are almost non-existent.

After forty thousand years of conflict, a speck of a star system in the Western Spiral Arm of the Milky Way Galaxy suddenly comes to the attention of the combatants and acquires an odd strategic significance. In order to insure that its enemy is unable to exploit the vast oceans and rich natural deposits found on the system's third planet, one of the warring powers constructs a secret unmanned missile platform beneath the crust of the planet's moon. The missile platform is programmed to automatically launch its payload, effectively gutting the entire planet, should any large space vessel come within a certain radius of the third planet or its neighbors. A few years later, the course of the war bends away from the hapless star system just as suddenly as it came, with the trap lurking below the moon's surface still unsprung.

PLANET EARTH, THE PRESENT DAY

The Washington Gazette

Final Edition

★★★★★

Thursday, December 10, 1987

Faces In The Crowd

People-by Satchmo Hawkins
Meet Jack Hess. He's sexy, sweet, sincere, and successful. Jack strikes me as the kind of guy that you always hoped your daughter would bring home: bright, ambitious, talented, and loaded to the gills (Jack's second book for Sherman and Simpson has recently netted him a stunning seven figure advance). After only two seasons, his political free-for-all, *Moment by Moment*, has managed to keep John and Jane Public tightly glued to their boob tubes every Monday through Friday at 7:30 PM for a round table discussion featuring national figures, world leaders, petty dictators, party chairmen, and the omnipresent Mr. Hess himself.

How does he do it? How did one man manage to take Public Broadcasting, the former refuge of highbrow academia and low-key drama, and turn it into the ideal medium for the

nation's third most popular program?

"The secret of my success is simple," Jack says. "While other public affairs programs attempt to present an unbiased view of current events, I realize that this is impossible, so I am never afraid to let my own personal opinions find their way into my journalism. Giving the public one side of the story is much better than presenting no sides at all. If one of my guests says something that rubs me the wrong way, he or she hears about it!"

Hears about it, indeed. Jack's on-air criticism of liberal Congressional leaders for their resistance of support for the Nicaraguan Contras outraged more than one of the nation's statesmen, while his quips about his guests' sense of fashion delighted millions of viewers ("Senator McKeegan, are we to assume that the fact you are wearing a *mauve* tie is significant?").

Charisma, Lee Indicted for Defamation of Character

CHICAGO, ILLINOIS — Police today arrested Captain Charisma and Serious Lee, the two most influential members of the Midwest group of superheogals. People's Intergalactic without bond

THIRTIETH

The two *Legion of Super Sourcebooks*, the *Hardware* and all four of the *Legion of Super* adventures are now in print. be available at your local shop. please ask your retailer to order. With these books at your disposal, have everything you need for the thirtieth century.

Below are a half dozen more ideas.

1.) To update/hone the abilities and skills, the GM can use *Character* through a GM's Training Ground using a *Legion Combat Center*, etc. (as found in the *Sourcebook II*).

As an alternate, the newly-created, *Legion*

The arrest came following complaints by visiting the Batman, who he "mentally unstable" Batman further as Lee "should be ostracized" community for the

While Captain's comment, Serious alleged vandalism

BOY TRAPPED IN REFRIGERATOR EATS OWN FOOT

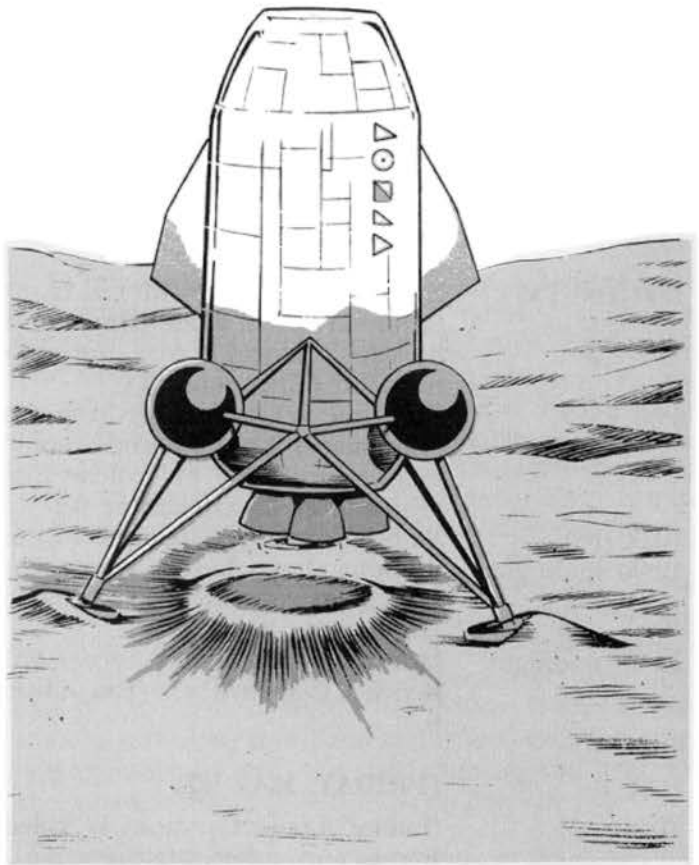
Open of the most bizarre five year

Mr. Hawkins is unaware that Jack Hess also leads another life, a *secret* life. In addition to hosting the nation's most popular public affairs talk show, Hess heads an international black market arms cartel known as The Conclave, which sees to it that some of the world's less scrupulous organizations and dime-a-dozen dictators are well supplied with munitions and supplies. Hess realizes a healthy profit from his dealings with The Conclave, but he isn't really in it for the money. No, Jack's in it for the fun. He sees the world as a giant canvas and himself as a struggling artist. His medium is devastation. His sense of great artistic achievement comes from the largest wars he can ignite, the most insufferable cataclysms he can usher in, and the bloodiest revolutions he can supply.

Moment by Moment, his PBS talk show, is one of Hess' most important tools as an arms dealer. He uses the program to stir up political concern and public outrage. Its amazing popularity has given him a great deal of clout in certain political circles, and has won him a position of respect in the hearts of the American public. A well-timed expose or hard-hitting interview has led to more than one hefty sale for The Conclave. For instance, Hess recently ran a series of special reports on the state of Quraci terrorism that so outraged his sizable audience that the President was forced to step up his campaign against Qurac and Congress was urged to provide additional anti-terrorist funding. All of this resulted in a retaliatory campaign of terror by Qurac and its allies, which led to increased sales for The Conclave, and a new Ferrari Berlinetta Boxer for Jack (his fourth).

It just so happens that the Quracis were forced to default on some of the payments owed The Conclave after this particular sale (for once the American anti-terrorist campaign hurt). Normally, such a turn of events would be disastrous. The Conclave has powerful geopolitical influence and is owed enough favors by high ranking government officials worldwide to make things very difficult for the tiny Middle Eastern nation. In this case, however, the Quracis were able to come up with an acceptable alternative. In exchange for the balance due on their account, they offered The Conclave a strange object which had entered the Earth's atmosphere and landed in the Quraci desert. The object, believed by the American and Soviet tracking stations that picked it up just before it entered Earth's atmosphere to be some sort of alien space probe, was likely to hold secrets of enormous interest to The Conclave, so Hess eagerly accepted the Quracis' offer.

Hess did not regret his decision. The scientists he put to work analyzing the object discovered a great deal. They learned that the object was launched from the moon and made use of technology fantastically advanced over any found on Earth. The scientists also concluded that the object was some sort of targeting probe which was meant to land at a target site (allegedly somewhere on Earth) and send out a signal that would allow a very large weapon to home in on the probe, guiding the weapon right to its target. Apparently, the weapon which was to follow the probe malfunctioned and was not launched. The probe was determined to be several hundred thousand years old, and also seemed to have problems functioning.



All of this excited Hess. The evidence indicated that the probe must have been launched from some sort of secret alien base hidden on the moon for eons. Jack decided that the weapon which was to follow the probe was likely to be on the moon as well, still hidden, since the alien technology used to construct the probe was so fantastic, the weapon was bound to be equally fantastic. With such a weapon Hess could level nations, maybe even destroy the world itself! Hess decided he had to have such a weapon, at all costs.

The probe is a remnant of the secret base built on the moon during the intergalactic war many millennia ago. Over hundreds of thousands of years, the systems on the base slowly deteriorated, and the tracking system designed to activate the launch mechanism and the launching circuitry itself were extensively damaged. A recent malfunction activated the targeting system, rocketing the probe earthbound into the Quraci desert.

Player Characters

This adventure is specifically designed to allow Players to play the roles of the newly re-formed Doom Patrol: Celsius, Tempest, Robotman, Negative Woman, Lodestone, and Blaze. If there are fewer than six Players available, the GM should eliminate Blaze and Lodestone from the list of available Player Characters (in that order). In no case should the adventure be attempted by fewer than four heroes. All of the game statistics for the heroes of the Doom Patrol can be found in the accompanying *Doom Patrol Sourcebook*. In order to make the adventure compatible with other hero groups, GMs are advised that four to six heroes generated using 1000-2000 Hero Points will work best.

GM SYNOPSIS

ADVENTURE TIMETABLE

DAY 1 (THURSDAY, MAY 19)

12:00 Noon Conclave Assassins attack (**Encounter 1**).
 1:00-3:00 PM Doom Patrol should confront Candioni at ball game (**Encounter 2**), then proceed to Candioni's mansion (**Encounter 3**).
 9:00 PM Watkins arrives at drop point (**Encounter 4**); the heroes should either confront or follow him (**Encounter 5, Encounter 6**).
 10:00 PM-12:00 midnight Watkins' ambush (**Encounter 7**), or Watkins shows heroes where The Conclave's regional base is located (**Encounter 8**).
 12:00 midnight Most likely time that heroes will arrive at Conclave base (**Encounter 9**).

DAY 2 (FRIDAY, MAY 20)

10:00 AM "Lucky" Louie Candioni is killed, heroes may investigate the scene of the crime (**Encounter 10**).

11:00-3:00 PM

6:00 PM

9:00 PM

11:00 PM

DAY 3

5:00-6:00 AM

7:00 AM

Heroes may track down Arsenal battlesuit (**Encounter 11**), and visit The Conclave's base (**Encounter 9**) if they have not already done so. Hess and VonLaub arrive in Kansas City
 Conclave raids Sunderland and steals space shuttle two hours ahead of schedule after learning of the Doom Patrol's visit to its local base (**Encounter 12**).
 Time that the information found in The Conclave's base computer listed for the assault on the Sunderland air base (**Encounter 13**).

(SATURDAY, MAY 21)

Conclave and heroes should arrive on moon, and begin penetration of the alien base (**Encounter 14**). Hess fires the alien weapon and destroys the Earth if not stopped (**Encounter 15**).

(All times on the above chart are only rough guidelines.)

Moonshot concerns Jack Hess' attempt to get his hands on the ancient alien weapon hidden on the moon. In order to do so, he is planning to steal one of two new commercial space shuttles which have been put into operation recently in Kansas City by the Sunderland Corporation, a huge international conglomerate. With the shuttle, Hess and his men will proceed to the moon, where they will attempt to find and penetrate the alien base hidden on the moon's dark side, enabling them to salvage the alien weapon.

What Hess does not realize is that The Conclave has recently attracted the attention of certain high-ranking officials in the U.S. Intelligence Committee, among them Niles Caulder (a.k.a. the Chief). Caulder is convinced that The Conclave is up to something big, and has devised a plan to crush the organization with a minimum of government involvement. He recently ordered government agents to intercept a Conclave arms shipment and plant evidence on the scene implicating the heroes collectively known as the Doom Patrol. This evidence will lead The Conclave's officials to believe that the the Doom Patrol was responsible for the hijacking, resulting in an all-out Conclave assault on the Doom Patrol. Because of his past association with the group's members, Caulder has a great deal of confidence in the Doom Patrol and is reasonably certain that once attacked, its members will do everything in their power to discover the source of their assailants' power and crush it once and for all. Hess will be in quite a hurry to eliminate the Doom Patrol. He will not want conflict with the group to interfere with his plans to steal the shuttle and travel to the moon.

Encounter One opens with a group of Conclave assassins attacking the Doom Patrol in the heroes' Kansas City Headquarters. If the Doom Patrol members defeat their attackers, they can check out the assassins' backgrounds, and discover that each of the thugs is a former associate of "Lucky" Louie Candioni, a local mobster. Running a check on Candioni should lead the heroes to the conclusion that the mobster may be found attending the Kansas City Rails baseball game that afternoon.

In **Encounter Two** the heroes can proceed to the ball game, where they can confront Candioni, who will admit that someone hired him to send his boys to "pull a number" on the Doom Patrol. Candioni will break down and offer the heroes a Conclave phone number which he has written down back at his townhouse.

Encounter Three takes place at Candioni's townhouse, where the mobster's men have set up an ambush for the heroes ("Lucky" Louie has an emergency beeper which he activated when he was confronted by the Doom Patrol at the baseball game). If the heroes take care of the ambushers, Louie will give them the telephone number of his contact in The Conclave who took out the contract on the Doom Patrol.

In **Encounter Four** the heroes can use their special equipment to trace the phone number provided by Candioni to an empty flat with an answering machine set up to receive phone calls. In the apartment is a phone log containing various messages and instructions being relayed to The Conclave. If the heroes set up surveillance around the apartment, a man will even-

tually come to pick up the messages. The man is Michael Watkins, a minor Conclave flunky. The Doom Patrol can either confront Watkins (leading them to Encounter Five) or follow him to see where he takes the information he picked up (leading them to Encounter Six).

If the heroes confront Watkins (**Encounter Five**), they may be able to force him to tell what little he knows of The Conclave's leadership. Watkins will then attempt to make a deal with the heroes: his cooperation in their efforts against The Conclave in exchange for his freedom. The heroes must then decide whether or not to take Watkins up on his offer (leading them to either Encounter Seven or Encounter Eight).

If the heroes followed Watkins (**Encounter Six**) he will lead them back to his loft, where they will discover a minor clue. Watkins will begin feeding the information he picked up at the drop point to The Conclave's regional headquarters via a computer link-up. The Doom Patrol can then confront him in Encounter Five, or try to trace down his computer link, leading to The Conclave's safe house (Encounter Nine).

If the Doom Patrol did not agree to his deal, Watkins will send the team into an ambush in **Encounter Seven**, where the heroes will find a clue leading them to The Conclave's regional base of operations (Encounter Nine). If they miss the clue, play goes to Encounter Ten.

If the Doom Patrol agrees to Watkins' request, he will show the heroes where The Conclave's local base of operations is located in **Encounter Eight**, and show the team how they might circumvent some of its security measures.

In **Encounter Nine** the heroes may infiltrate the local Conclave base, where they can discover a great

deal of clues. They can learn of the alien target probe, and details of an operation to take place at Sunderland. They also have a chance to deduce that Jack Hess is The Conclave's leader.

Shortly after the heroes encounter him, "Lucky" Louie Candioni is killed by Conclave operatives for cooperating with the Doom Patrol. In **Encounter Ten**, the heroes can visit the scene of Candioni's death and learn that Candioni was killed by someone who has reactivated the battlesuit of Arsenal, one of the Doom Patrol's old enemies.

In **Encounter Eleven** the heroes can attempt to find out what happened to the old Arsenal battlesuit, learning that the suit was originally seized by the CIA, and later given to The Conclave in exchange for some weapons that the black market organization provided to certain CIA-backed revolutionaries. In this encounter the heroes are also given another opportunity to learn the location of The Conclave's local base of operations (leading them to Encounter Nine).

In **Encounters Twelve** and **Thirteen** the heroes proceed to the Sunderland Corporation's regional headquarters and confront The Conclave's assault force, which has stepped up its timetable in response to the Doom Patrol's efforts. Regardless of the heroes' actions it is likely that Hess and some of his followers will successfully steal the space shuttle and head for the moon, forcing the heroes to do likewise.

In **Encounter Fourteen**, the heroes must make their way to the moon and through the mysterious alien missile base, and in **Encounter Fifteen** they face a final confrontation with Hess, who is determined to fire the alien superweapon and devastate the Earth.

FLOWCHART

Encounter	leads to Encounter(s)
One.....	Two, Ten
Two	Three, Ten
Three	Four, Ten
Four	Five, Six, Ten
Five	Seven, Eight
Six	Five, Nine, Ten
Seven	Nine, Ten
Eight.....	Nine
Nine	Ten, Twelve, Thirteen
Ten	Eleven, Twelve, Thirteen
Eleven	Twelve, Thirteen
Twelve	Fourteen, Endgame
Thirteen	Fourteen
Fourteen	Fifteen
Fifteen	Endgame

NON-PLAYER CHARACTERS

Listed following are all of the necessary descriptions for the Non-Player Characters that figure prominently in *Moonshot*. Assume anyone the heroes encounter who is not specifically described in the text is a normal human, with all Attributes rated at 2 APs. For the sake of convenience, all of the important information concerning the adventure that the major Non-Player Characters can provide is presented in the respective encounter(s) in which they are likely to be Interrogated.

JACK HESS

DEX:	5	STR:	3	BODY:	4
INT:	8	WILL:	8	MIND:	6
INFL:	7	AURA:	7	SPIRIT:	4
INITIATIVE:	20	HERO POINTS:	75		

SKILLS:

Artist: 4, Charisma: 8,
Gadgetry: 4, Military Science: 6,
Scholar (politics): 6, Scientist: 4,
Spy: 6, Thief: 4, Vehicles: 4,
Weaponry: 4

EQUIPMENT:

Rocket Pistol

DEX:	7	STR:	0	BODY:	6
INITIATIVE:	7	HERO POINTS:	0		
CHARGES:	22				
COST:	144 HPs + \$23K				

POWERS:

Bio-Energy Blast: 10

LIMITATIONS:

Hess' Rocket Pistol only fires six shots before it must be reloaded. Reloading requires 4 phases.

Bullet Proof Vest

DEX:	0	STR:	0	BODY:	6
INITIATIVE:	0	HERO POINTS:	0		
CHARGES:	35				
COST:	48 HPs + \$600				

POWERS:

Skin Armor: 6

LIMITATIONS:

Catastrophic Irrational
Attraction to destruction

CONNECTIONS:

Broadcast Industry (High),
Most world governments (High),
Terrorist organizations (High),
The Conclave (High)

MOTIVATION: Nihilist

WEALTH: Billionaire

JOB: Talk show host/Arms dealer

RACE: Human

Background

Jack Hess is a completely self-made man, coming from a lower middle class family of third generation Slavic immigrants. In his youth, Jack worked at a variety of odd jobs to put himself through Harvard, from which he graduated Magna Cum Laude, receiving his Master's Degree in Political Science. After he graduated from Harvard, Hess went to work as a reporter for the *Washington Post*. After only three years with the newspaper, Hess began a daily column of political commentary which was so well received that it was soon syndicated to over one hundred newspapers nationwide. Hess' column led to his PBS talk show, *Moment by Moment*, which met with unparalleled success, its nightly audience estimated to be over twenty million viewers.

While growing up, Hess suffered a number of personal catastrophes. His father accidentally killed Hess' mother during a domestic squabble while Jack was still in high school, and Hess' two best friends at Harvard committed suicide.

Hess secretly began running guns to Latin America while attending Harvard, where he was brought into the business by a friend who was the son of an important military contractor. After Hess and his partner had made a small fortune off illegal arms sales, Hess killed his partner and went into business for himself. While working as a reporter for the *Post*, Hess secretly laid down the basic foundations of the organization that was later to become known as The Conclave, a group

dedicated to spreading black market arms sales that is currently comprised of several hundred agents scattered worldwide. Hess' personal fortune is estimated to be over one billion dollars, and the total contents of The Conclave's coffers may add up to as much as ten times that amount.

Psychology and Role-Playing

Ever since the tragedies which struck him during his youth, Hess has never been the same. He now has a dangerous fascination with destruction, looking upon devastation as the ultimate artistic medium. Jack revels in the chaos he is able to wreak as a powerful international arms broker, and his unholy "artistic ambitions" seem to rise with each of his escapades. Since learning of the mysterious alien weapon hidden on the moon, Hess no longer shoots for anything short of the destruction of the planet Earth itself. He places absolutely no value on any human life, even his own.

Interestingly, Hess is able to hide his destructive tendencies whenever it suits his purposes. Many people who have made his acquaintance describe Jack Hess as a very personable, charming individual; and he is certainly not without a certain charismatic air, which he often exploits to his advantage. Jack is outgoing, confident and colorful. When role-playing Hess, try to bring out his charms, unexpectedly letting his cold-blooded sadism slip through every once in a while. Hess is not above sacrificing his own life to achieve his goals, but would only make such a sacrifice if his own death were to be part of some massive cataclysm.

Hess in the Adventure

Hess lives in New York City, where he writes his syndicated newspaper column, tapes his PBS talk show, and meets with his Conclave advisors. He will not arrive in Kansas City until late in the adventure and will not play a direct role in the proceedings until at least **Encounter Twelve**. Of

course, Hess' underlings do not suspect that he is aiming to destroy the planet, although a few suspect that their leader is interested in more than just money, and may be going somewhat insane.

"Lucky" LOUIE CANDIONI

DEX:	3	STR:	3	BODY:	3
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE: 7 (11) HERO POINTS: 10					

SKILLS:

Martial Artist/Att. Advantage: 4,
Weaponry: 4, Vehicles: 4

EQUIPMENT:

.45 Pistol

DEX:	0	STR:	0	BODY:	1
INITIATIVE: 0 HERO POINTS: 0					
CHARGES: 6/11					
COST: 37 HPs+\$250					

POWERS:

Projectile Weapons: 4

Emergency Signal Beeper

DEX:	0	STR:	0	BODY:	1
INITIATIVE: 0 HERO POINTS: 0					
CHARGES: 11					
COST: 238 HPs+\$70K					

POWERS:

Super Ventriloquism: 13

CONNECTIONS:

Organized Crime (Low)

MOTIVATION: Mercenary

WEALTH: Millionaire

JOB: Mobster

RACE: Human

Background

"Lucky" Louie is the black sheep of the internationally known Candioni crime family. When his father, criminal kingpin Vincenzo Candioni, divided his criminal empire amongst his six sons, Louie was placed in charge of the somewhat less-than-respectable Kansas City operation. The exact circumstances under which he acquired his family's displeasure remains unknown to Louie to this day.

"Lucky" Louie currently runs gambling, numbers, protection, and arson-for-profit rackets in Kansas City, as well as overseeing a number of legitimate businesses. The Candioni organization is one of Kansas City's largest syndicates, and the local police have been

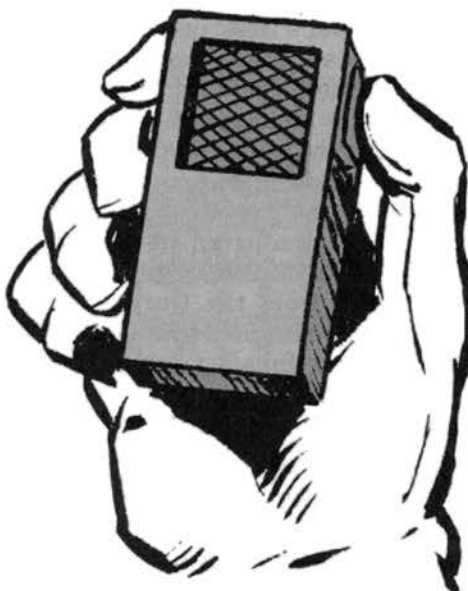
trying to pin something on Louie for years. Their criminal power in the area led Hess' Conclave to contract the Candioni family to eliminate the Doom Patrol after The Conclave's officials were fooled into believing that the heroes had intercepted one of their arms shipments.

Psychology and Role-Playing

"Lucky" Louie is a gruff and unsympathetic man, used to giving orders rather than taking them. Organized crime is all he has known his entire life, and power is the only thing that he respects. Louie likes to feel confident in the strength of his mob power, but when confronted by superior force he is quick to back down in order to save his own hide.

Among the members of the mob hierarchy, Louie has a partially undeserved reputation as a hopeless bungler, which often causes his enemies to underestimate his abilities. One must keep in mind that Louie is an extremely experienced operator and is unlikely to be taken by surprise in any situation. His main faults lie in his overconfidence and rather simple strategies.

When role-playing Louie, be loud and obnoxious. While interacting with others, constantly try to assert his superiority, but be quick to back down whenever superior power is demonstrated.



MICHAEL WATKINS

DEX:	3	STR:	2	BODY:	3
INT:	3	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE: 8 (11) HERO POINTS: 10					

SKILLS:

Martial Artist: 3, Spy: 4, Thief: 4,
Weaponry: 3, Vehicles: 3

EQUIPMENT:

.45 Pistol

DEX:	0	STR:	0	BODY:	1
INITIATIVE: 0 HERO POINTS: 0					
CHARGES: 6/11					
COST: 37 HPs+\$250					

POWERS:

Projectile Weapons: 4

CONNECTIONS:

The Conclave (Low),
Organized Crime (Low)

MOTIVATION: Mercenary

WEALTH: Affluent

JOB: Gun Runner

RACE: Human

Background

Mike Watkins was discovered by Conclave officials while working for a cheap syndicate on the West Coast and recruited into the organization. He currently serves as a "drop man." It is his responsibility to receive messages and relay them to The Conclave's hierarchy, thereby distancing the leaders from the group's activities and providing them with a safety cushion should anything go wrong. After The Conclave laid down plans to steal one of the Sunderland space shuttles and began its operation against the Doom Patrol, Watkins was moved into the Kansas City area.

Psychology and Role-Playing

Mike Watkins' major character flaw is greed. It was greed that initially drew him into a life of crime, and it was greed that enabled The Conclave's leaders to seduce him into their organization. Except when confronted with the potential for monetary or material gain, Watkins is extremely level-headed, and can be quite clever.

Lately, Watkins has become more and more disillusioned with The Conclave's leadership. He has begun to suspect that someone near the top of the organization interested in more than just making a healthy profit (although Mike does not personally know that Jack Hess runs The Conclave).



DOCTOR VICTOR VONLAUB

DEX: 1 STR: 2 BODY: 2
INT: 6 WILL: 3 MIND: 3
INFL: 2 AURA: 2 SPIRIT: 2
INITIATIVE: 9 HERO POINTS: 10

SKILLS:

Gadgetry: 9, Scientist: 10,
Weaponry: 3

EQUIPMENT:

PO8 Luger

DEX: 0 STR: 0 BODY: 1
INITIATIVE: 0 HERO POINTS: 0
CHARGES: 11
COST: 31 HPs + \$80

POWERS:

Projectile Weapons: 3

CONNECTIONS:

The Conclave (High), Scientific
Community (Low)

MOTIVATION: Psychopath

WEALTH: Affluent

JOB: Mad Scientist

RACE: Human

Background

Doctor Victor VonLaub worked as a rocket scientist in Nazi Germany. After the war, he was taken captive by the Soviet Union, but later defected to the West. VonLaub soon discovered, however, that the NATO powers' research policies did not suit his sadistic temperament, and soon began taking on work for various criminal organizations in his spare time. After participating in many such "extra-curricular" activities, VonLaub was offered a permanent position by The Conclave, and soon became Jack Hess' personal scientific advisor (the doctor is one of only a handful of Conclave operatives who knows that Hess heads the organization).

It was VonLaub who spearheaded the research that The Conclave conducted on the target probe that the organization acquired from the Quracis. Like Hess, he is intrigued by the idea of a superpowerful alien weapon being located on the moon, and will do everything in his power to recover it.

Psychology and Role-Playing

Doctor VonLaub is a brilliant scientist. Formidable natural talents combined with a single-

minded dedication to his work make him a very accomplished intellect. Unfortunately, VonLaub has always been deeply afflicted by a sadism which stems from his perception that society has never properly appreciated his talents, a tendency which Hess encourages to its fullest extent. VonLaub is also very sensitive to any remarks upon his frail physical condition.

In manner, VonLaub is cold and silent. He has no special loyalty to Hess or The Conclave, but he will do everything he can for the organization as long as it is paying the bills for his rather expensive research and providing him with interesting problems towards which he might apply his genius (The Conclave regularly conducts its own weapons research and development).

Doctor VonLaub and his pet project, the Arsenal, begin the adventure in New York City. They will not enter play directly until **Encounter Twelve**, when they show up accompanying Hess.

THE ARSENAL *android*

DEX: 8 STR: 10 BODY: 15
INT: 4 WILL: 5 MIND: 5
INITIATIVE: 12 HERO POINTS: 35
CHARGES: 35
COST: 1328 HPs + \$1.16M

POWERS:

Bio-Energy Blast: 10, Digging: 8,
Extended Hearing: 9, Flight: 8,
Growth: 3, Lightning: 8, Mind
Blast: 5, Omni-Arm: 7,
Skin Armor: 5, Telescopic
Vision: 8, Thermal Vision: 8

SKILLS:

Military Science/Tracking: 7,
Thief/Stealth: 7, Weaponry: 8

LIMITATIONS:

Miscellaneous: Growth is
always on and is already
reflected in the listed statistics.

Miscellaneous: The Arsenal can
only use its Lightning Power to
electrify its body.

Miscellaneous: Faulty Circuitry
(see following)

CONNECTIONS:

The Conclave (High)

MOTIVATION: Programmed

WEALTH: n/a

JOB: Enforcer

RACE: Artificial Life

The original Arsenal was a battlesuit built by Nicholas Galtry, Garfield Logan's unscrupulous guardian, in order to destroy the Doom Patrol. At first, the Arsenal battlesuit was manned by a midget, but later Galtry himself used the suit against the Changeling (then known as Beast Boy). After Changeling defeated the Arsenal, the battlesuit was seized by the CIA, who later turned it over to The Conclave in exchange for some weaponry that the criminal organization provided to certain CIA-backed revolutionaries.

Conclave scientist Victor VonLaub has completely restructured the original battlesuit, expanding its powers and capabilities. VonLaub has also installed artificial intelligence circuitry in the battlesuit, allowing it to operate on its own without a human controller. The Arsenal

android now serves as The Conclave's private powerhouse. It is often assigned missions that are determined to be too difficult for human operatives. The Arsenal has also become VonLaub's pet project. The doctor adds improvements to its design whenever he is able, and is extremely sensitive to any criticism of the android. The Arsenal is everything that the doctor has never been, but has always wished to be—strong, powerful, and graceful.

Unknown to Doctor VonLaub, there is a flaw in his redesign of the Arsenal. All of the android's defense mechanisms are wired through a single circuit which is incapable of taking the kind of stress to which it is bound to be subjected. Simulate this as follows: for every Physical Attack that strikes the Arsenal but does not do damage (no positive RAPs), check

off a number of boxes on the Arsenal Circuit Flaw Chart equal to the EV of the attack. This represents the increasing strain on the malfunctioning circuit. After all of the boxes have been crossed off, the strain on the circuit becomes too much, and the android explodes as though it had the Bomb Power rated at 12 APs.

The explosion automatically destroys the Arsenal and affects all other targets within the explosion's 12 AP Range. As the boxes are crossed off, some of the Arsenal's capabilities become diminished as explained in the following chart. This will be noticed by Hess and VonLaub if present, and probably by the heroes as well. If given the opportunity, the doctor will attempt to repair the android (automatically unsuccessful, as the flaw is inherent to the android's new design).

(* Each time a box marked with an asterisk is checked off reduce the Arsenal's DEX, STR, and Bio-Energy Blast by 2 APs—remember to check off boxes *only* if the attack did *not* do damage.)

CONCLAVE



Jack Hess laid the foundations of the organization that would become known as The Conclave shortly after graduating from Harvard. Originally, The Conclave was a small time gun-running operation, but Hess' brilliant leadership has allowed the cartel to develop into one of the world's foremost criminal syndicates. The Conclave now has branches in more than a dozen countries, and deals arms to hundreds of revolutionary, terrorist, counter-revolutionary, and insurgent groups. Hess acquires most of his arms through theft, black market purchases, and deals with various world governments. Recently, The Conclave has begun conducting its own weapons research and arms manufacturing.

Hess still oversees the entire operation himself, although he delegates much of his authority to

his ten handpicked advisors. These ten are among the very few people alive who know that Hess actually heads The Conclave's hierarchy. Scattered across the U.S. and the rest of the world are a number of Conclave safe houses similar to the one described in **Encounter Nine**.

In order to preserve the organization's security, there is rarely any direct communication between The Conclave's leadership and the various safe houses. Instead, messages to and from the station heads are encoded into Hess' dialogue on his PBS television show, *Moment by Moment* (European station heads watch the program via satellite). Only the station heads are aware of Hess' position within The Conclave and the true importance of his program. Messages from one station house to another are often encoded, sent to Hess, and worked into the program.

Following are the statistics for the typical Conclave operatives with whom the heroes will meet in **Encounter Nine** and elsewhere.

CONCLAVE SOLDIERS

DEX:	4	STR:	3	BODY:	4
INT:	2	WILL:	3	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	8 (12)	HERO POINTS:	5		

SKILLS:

Martial Artist: 4, Military Science: 4, Vehicles: 4, Weaponry: 4

EQUIPMENT:

The Conclave's personal arsenal is phenomenal. Operatives are usually armed with a stunning array of weaponry (see the appropriate **Encounter** descriptions).

CONCLAVE BUREAUCRATS

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	3	MIND:	3
INFL:	2	AURA:	3	SPIRIT:	2
INITIATIVE:	7	HERO POINTS:	5		

SKILLS:

Charisma: 3, Scholar (Business, World Affairs): 4

EQUIPMENT:

Handgun

DEX:	0	STR:	0	BODY:	1
CHARGES:	6/11				
COST:	31 HPs + \$80				

POWERS:

Projectile Weapons: 3

CONCLAVE SCIENTISTS

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

SKILLS:

Gadgetry: 5, Scientist: 5

SUNDERLAND CORP.

The Sunderland Corporation

The Sunderland Corporation is a vast industrial conglomerate with branches and subdivisions worldwide. Sunderland is involved in, among other things, chemical manufacture, freight transport, electronics, textiles, aerospace research, transportation, military research, and international finance. Recently, the Sunderland Corporation constructed a fleet of commercial space shuttles, which will operate out of the corporation's private airbase located outside of Kansas City. Jack Hess plans to steal one of these shuttles in order to recover the ancient alien weapon hidden on the dark side of the moon. Statistics on Sunderland's shuttles and their experimental space suits are as follows:

Commercial Space Shuttle

DEX: 0 STR: 9 BODY: 8
INT: 15 WILL: 0 MIND: 0
INITIATIVE: 15 HERO POINTS: 0
CHARGES: 55
COST: 2473 HPs + \$2.64B

POWERS:

Flight: 14, Sealed Systems: 21,
Omni-Arm: 2, Glow: 9,

Radar Sense*: 18, Gliding: 9,
Super Ventriloquism*: 27

LIMITATIONS:

Miscellaneous: Flight only operates outside of the gravitational field of a planet. The shuttle must be launched into space by a booster rocket to escape a planet's gravity.

Miscellaneous: Gliding only works when the shuttle is reentering the atmosphere from outer space. Gliding is used only to control landing, and cannot be used to take off.

*These Powers represent the shuttle's long-range sensor and communications gear.

EVA Space Suit

DEX: 0 STR: 0 BODY: 4
INITIATIVE: 0 HERO POINTS: 0
CHARGES: 20
COST: 417 HPs + \$200K

POWERS:

Sealed Systems: 12, Flight: 7,
Glow: 4, Super Ventriloquism*: 13

LIMITATIONS:

Miscellaneous: Flight can only be used in zero- or low-

gravity situations, such as in outer space or on the moon

Miscellaneous: Physical Powers that are projected from a Character's body (such as a Starbolt or Lightning) cannot be used while wearing an EVA Space Suit.

*Each suit has a built-in radio that allows the wearer to communicate with other people in suits and with the shuttle.

Although the Sunderland Corporation is not actively opposing the heroes in this adventure, its Board of Directors is somewhat less than scrupulous. In the past, the Corporation captured the Swamp Thing and freed the alien criminal Jason Woodrue (a.k.a. the Floronic Man) to study the creature. It was recently revealed that Sunderland is engaged in a private war with Morgan Edge, the owner of the Galaxy Communications Network, and that the Sunderland Board of Directors dispatched a mad terrorist to bomb Edge's Metropolis base of operations.

GMs interested in using the Sunderland Corporation in further adventures are advised to refer to the appropriate DC comics.

COMPUTER HACKING

At a number of points during this adventure, the Doom Patrol members have the opportunity to use their computer system to tap into other computers in order to gain valuable information, a process that is commonly called "hacking." Here are some guidelines for simulating such computer hacking:

Computers in the DC Universe are assumed to have some sort of *protective password code*, used to keep unauthorized users from accessing the data stored in the machine. The passwords are given difficulty Ratings from 2 (a simple password needed to use a home computer) to 20 (an extremely complex password necessary to operate the world's most sophisticated computers).

The password's Rating is also the number of digits in the password code. For example, a password with a

Rating of 8 would have an eight-digit code (such as "76132458"). A password code uses only digits from 1 through the number of the password's Rating, with each numeral being used only once. For example, a password with a Rating of 3 has three digits. The code, therefore, must be "123," "132," "213," "231," "312," or "321," since only the digits 1 through 3 may be used in the code, and each number may be used only once. For passwords with a Rating of 10 or higher, begin using letters as numerals, as shown on the following chart:

Breaking A Password Code

In order to access a computer, a Character must know the password. This is never a problem for an authorized user (Batman obviously knows the password to the Batcomputer, as do Robin, Nightwing, and

Computer Code Chart

Rating	Usable	(example)
2	12	(21)
3	123	(312)
4	1234	(2314)
5	12345	(53421)
6	123456	(361254)
7	1234567	(4352617)
8	12345678	(13624875)
9	123456789	(458372196)
10	1234567890	(0149367582)
11	1234567890A	(385A1092647)
12	1234567890AB	(9754A6120B38)
13	1234567890ABC	(71428CA039B65)
14	1234567890ABCD	(A3091248B5D7C6)
15	1234567890ABCDE	(CA36912DE4057B8)
16	1234567890ABCDEF	(2FA10B6958C3DE47)
17	1234567890ABCDEFG	(G03175AC2D68E4F9B)
18	1234567890ABCDEFGH	(1A2B3C4D5FG78E96H0)
19	1234567890ABCDEFGH	(37A0G69DI4F125B8CEH)
20	1234567890ABCDEFGHIJ	(08CIA3JGB174D925FHE6)

probably Alfred). Skilled computer hackers, however, are able to deduce the passwords for computers they are not authorized to use, allowing them access to the data within them. This is accomplished as follows: the hacker makes an Action Check using his or her INT (or APs of Science Skill, at the hacking Player's option) as the AV/EV and the password's Rating as the OV/RV. If the roll fails (no positive RAPs), the hacker is unable to break the code and cannot access the computer.

A Character may make only one Action Check per hacking attempt (if the roll fails, s/he may not keep rolling until a successful Check is made). If the roll succeeds, the GM reveals one digit of the code to the Player for each RAP received on the roll (1 RAP = one digit revealed, 5 RAPs = five digits revealed, etc.). The GM determines within how many attempts the Player must guess the code in order to successfully access the computer's information. The Player then begins to make guesses at the password code. Each guess takes one phase (4 seconds of game time), and after each guess the GM informs the Player how many of the code numbers s/he guessed correctly (but does not inform the Player which numbers are correct). When the hacker finally guesses the proper password code, s/he has gained access to the computer. The number of guesses that it takes the Player to decipher the password code is a measure of how easily s/he is able to overcome the computer's security (the fewer guesses it takes to break the code, the easier it is for the Character to break into the computer), and may (GM's option) determine exactly what actions the Character can perform using the computer, or what data s/he can recover.

If two or more Characters work together to try and crack a computer's password code, it is treated as a Team Attack (see page 22 of the *Player's Manual*), with the following variations: no more than three Characters may attempt to hack into a computer simultaneously, and only one Character's RAPs, (usually the highest scored), are used to determine how much of the code the GM reveals to the Players (that person is considered to have "made the breakthrough" with the assistance of the others).

NOTE: In no case do RAPs from multiple Characters have a cumulative effect in a team hacking attempt. Only one Character's RAPs are actually applied. The Players whose Characters are participating in team hacking may consult together on their password code

guesses after the GM has revealed the appropriate part of the code.

EXAMPLE ONE: Batman (INT of 12) is trying to tap into the computer system at the Gotham National Bank in order to determine how much money one of its patrons has on deposit. The GM decides that this information would be fairly well protected, so he gives the bank computer a Rating of 9, assigns it the code "738465912," and rules that Batman must guess the code in four tries or less in order to find the information he is looking for. The GM tells the Player the the computer's Rating, and Batman makes an Action Check using his INT as the AV/EV (12/12) against the computer's Rating as the OV/RV (9/9). Rolling an 11, Batman receives 6 RAPs. The GM then informs the Batman Player that the first six digits of the password are "738465" and challenges him to guess the remaining three in four tries.

For his first guess, Batman chooses "738465192" and the GM informs him that he guessed one of the numbers correctly. On his second try, Batman chooses "738465129"—no numbers correct. Next, Batman correctly chooses "738465912," giving him access to the information he desires. If Batman had failed his Action Check roll, he would have been totally unable to break the code; and if it had taken him more than the four GM-determined guesses to figure out the remaining digits, he would have been able to break into the bank computer, but he would not have found the information he sought.

EXAMPLE TWO: Lex Luthor is trying to tap into the computer at the Gotham National Bank in order to transfer funds from some of its patrons' accounts into his own. As above, the bank computer has a rating of 9 and a password code of "738465912." The GM determines, however, that transferring funds between accounts would be very difficult, and rules that Luthor must break the code in one guess or fewer in order to do so. Luthor makes an Action Check using his Science Skill as the AV/EV (25/25) against the computer's OV/RV of 9/9. He rolls an 11 and receives 20 RAPs, so the GM reveals all nine digits of the code to Lex, meaning the Player does not have to guess at all. Luthor quickly pumps a few million dollars into his account and goes about his nefarious business.

EXAMPLE THREE: Cyborg and Nightwing are trying to break into Slade Wilson's personal computer in an attempt to uncover evidence of his activities as the Terminator. Cyborg and Nightwing Team Hack the computer, each using his Scientist Skill (rated at 9 and 7 APs, respectively) against the computer's Rating of 8 (password code "27361845"). The GM decides that they must break the code within two guesses to find whatever secrets the computer holds. Both heroes receive a -1 Column Shift bonus to their Action Check rolls due to the Team Attack. Cyborg rolls an 11 and receives 6 RAPs, Nightwing rolls a 9 and gets 2 RAPs. The Players decide to use Cyborg's RAPs as their score in receiving password code digits from the GM, who gives them the first six numbers, "273618." The two Players put their heads together and guess "27361845," which is correct. They may now locate whatever data Wilson has stored in the computer's memory. Notice that they do not combine their RAPs and learn all eight digits automatically. The team hacking only provides them with a Column Shift advantage on their Action Check rolls.

ENCOUNTERS

Encounter One: Kansas City, Here We Come

Setup

The adventure opens with the heroes in the Control Room of Doom Patrol Headquarters, located in an abandoned rail station in Kansas City, Missouri. As the Encounter begins, the heroes are just finishing off a few minor adjustments on their overhead viewer, a massive viewscreen which allows them to efficiently receive and display video information. It is 12 noon, Thursday, May 19 (Day One of the adventure).

Player Information

Outside, the skyline forms a vast jawbone. The buildings, like teeth, forever shred the daytime sky. It is only seconds before all of the clocks in the city will strike out twelve times in unison. Seas of people make their way in and out of the bleak buildings, walk on the bleak streets, and stare back at their own bleak faces. The least of the horrors is the deafening roar: a symphony of car horns, muttering crowds, and angry cries. The worst of the horrors is the realization that this is only Kansas City.

Things have been quiet for some time now. There is no reason to be spending so much time in the headquarters; but no one really has anywhere else to go. The old rail station at least has the attraction of always housing some diversion capable of occupying the mind for a while. For instance, the new overhead viewer which has just been adjusted could use a few tests.

GM NOTE: When the Characters start working on the viewer, show the Players TV Screen Facsimile #1, then continue:



As Jack Hess: "Well Senator Shade, I don't buy that, and I don't think my viewers will buy it either. Do you mean to say that Congress wants to dispose of seventy-five percent of our chemical warfare stockpiles, while the Soviet Union already has a three to one advantage in chemical and biological weapons? I am not saying that we should necessarily rely on chemical warfare as part of our defense initiative; but just having the stuff around doesn't mean you have to use it, does it? I am perplexed."

The screen goes black and another channel comes up.

GM NOTE: Display Screen #2, and continue:



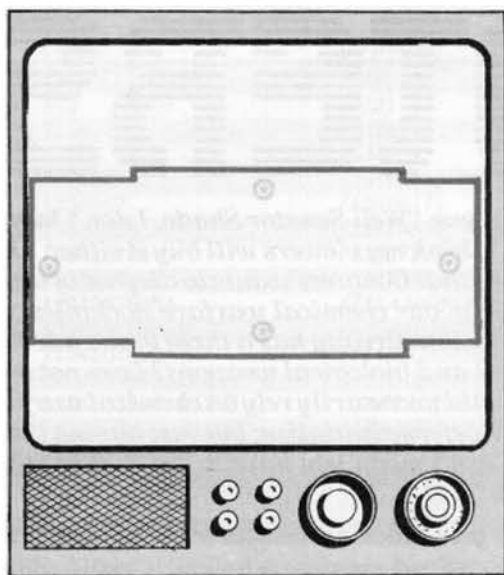
As Sportscaster: "Well Jim, you know the Rails have been having problems all season. Last week they couldn't hit or run to save their lives, and in yesterday's game they blew a couple of key scoring opportunities. Fortunately, this afternoon they return home to Rails Stadium after a six-day road trip to face the Chicago White Sharks, who are an abysmal 10 and 24 for the season."

The outside channel receiver seems to be working well, but what about the internal systems indicators?

GM NOTE: When the heroes switch over to internal systems, display Screen #3 (on page 14) and make alarm-like whooping noises.

GM Information

The intruder alert that the heroes will have picked up on the overhead viewer is real. The intruders are assassins from the Candioni mob, who were contracted to "rub out" the Doom Patrol by The Conclave, after Hess was led to believe that the Doom Patrol had intercepted a Conclave arms shipment (see the Introduction). The assassins (eight present) have been provided with some special Conclave equipment, and have the following statistics:



MOB ASSASSINS

DEX:	3	STR:	3	BODY:	3
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE: 7 (11) HERO POINTS: 15					

SKILLS:

Martial Artist: 4, Thief: 3, Vehicles: 3, Weaponry: 4

EQUIPMENT:

Each of the assassins wears an experimental Soviet KN-7 Battlesuit and carries an XFN Fal II Energy Rifle. The KN-7s were given to The Conclave by the Soviet government in return for "favors." The suits are based on technology that Soviet scientists were able to decipher from studying the Rocket Red Brigade battlesuits developed by the Green Lantern, Kilowog.

KN-7 Battlesuit

DEX:	6	STR:	7	BODY:	6
INITIATIVE:	6	HERO POINTS:	0		
CHARGES: 30					
COST: 222 HPs+\$2600					

POWERS:

Energy Absorption: 3, Jumping: 4

XFN Fal II Energy Rifle

DEX:	6	STR:	0	BODY:	6
INITIATIVE:	6	HERO POINTS:	0		
CHARGES: 12					
COST: 154 HPs+\$1800					

POWERS:

Bio-Energy Blast: 6

The team of assassins was also provided with a special stealth device, allowing them to overcome the headquarters' security system.

Stealth Box

DEX:	0	STR:	0	BODY:	1
INITIATIVE:	0	HERO POINTS:	0		
CHARGES: 12					
COST: 259 HPs+\$125K					

POWERS:

Invisibility: 12

SKILLS:

Thief (Security Systems): 12

LIMITATIONS:

Miscellaneous: Invisibility only affects burglar alarms and other security systems.

Unknown to Robotman and the other heroes, the blips on the security screen do not represent the actual locations of the intruders. The assassins used their stealth box to enter the headquarters undetected, and proceeded to the area where the security system is housed, where they set up the false intruder blips. The assassins are actually hiding on the eastern side of the rail station. Only the blip on the right side of the screen represents the true locations of the assassins. The assassins are hoping that the heroes will split up in order to investigate all the threatening blips. This way, they can ambush and eliminate any heroes coming to investigate the easternmost blip before facing the rest of the group.

Any heroes moving toward the easternmost blip must make Action Checks using their INTs as the AV/EV against the assassins' INT of 2/2 as the OV/RV. Anyone who fails this Action Check is Surprised by the assassins' ambush. It will take any heroes who went to investigate the other blips two phases to reach the ambush site, should one of their comrades alert them during the ensuing battle. At no point during the battle will the assassins declare Killing Combat. Instead, they hope to knock all of the heroes unconscious so that they may take the bodies elsewhere and dispose of the heroes permanently.

Should the heroes defeat the assailants, they can Interrogate them as usual. The OV/RVs of all such Interrogation efforts receive a +1 Column Shift because each of Candioni's assassins is extremely well paid and loyal. The information that can be gained through Interrogation is as follows:

Interrogation Results

RAPs Information Gained

- 1-2 "Yeah, yeah, okay. We was hired to rub out youse guys, so what? What're ya gonna do? Kill us?"
- 3-4 "We work fer "Lucky" Louie Candioni. Some outside operators contracted Louie to wipe ya out. If ya happen to find Louie, pay him back one fer me. He said that dis job would be no sweat. Louie's a chubby redhead with a scar on his cheek, ya can't miss him."
- 5+ "We don't know where ya can find Louie, he keeps hisself holed up pretty good these days. Everytime we wants ta talk ta him we gotta meet at the baseball game. Louie is a big Rails fan, never misses a game. He's got seats right behind the thoid base line."

If all of the assassins are unconscious or otherwise unable to talk, the heroes have another option—they can use their computer system to infiltrate the Kansas City Police Department's computer and scan through the "mug shot" files and try to identify their assailants. The police computer has a Rating of 5 and the code is "25431" (see "Computer Hacking," earlier in this booklet). The heroes must guess the code in four tries or less in order to gain access to the information they are looking for. If their efforts are successful, the heroes will discover the names of each of the attackers, the fact that they are all associates of "Lucky" Louie Candioni, and that each of the assassins has been jailed in the past on charges ranging from battery to armed robbery. After the heroes learn that Candioni is involved in the case (either through Interrogation or breaking into the computer), they can pull "Lucky" Louie's own file. This file contains a photograph of Candioni, and reveals that he is one of the most powerful organized crime bosses in Kansas City and has been suspected of a number of crimes over the years (although nothing has ever been pinned on him). A notation mentions that Louie owns Season Tickets for the Kansas City Rails' home games. His address is listed as "Unknown."

Having seen that the Rails have a home game this afternoon and learning of "Lucky" Louie's fascination with baseball, the heroes should eventually proceed to the ball park in search of the mobster. When they do so, proceed to **Encounter Two: Take Me Out to the Ball Game**.

Troubleshooting

If the heroes don't take the hint and run the tests on the viewer, the Intruder Alert will sound after five minutes or so of game time.

What if the heroes lose? First of all, just before the last hero falls unconscious, s/he can get a good look at two of the assassins (the helmets come off of their battlesuits, their faceplates fly open, or whatever seems appropriate to the GM at the time). Next, as the assassins are carrying the heroes' unconscious bodies out of the headquarters to a van parked outside, a group of little old ladies passing by can notice the unusual activity and scream, causing the thugs to drop their victims and flee. After recovering, the heroes can tap into the police computer as previously outlined and identify the two attackers their comrade saw, which should lead them to **Encounter Two: Take Me Out to the Ball Game**.

If the heroes are having problems accessing the police computer, the GM can intervene and allow a friendly police officer (one of those that will undoubtedly come to pick up the unconscious thugs) to tell them everything they want to know (i.e., all the information in the police computer).

Any lines of investigation other than tracking Candioni to the baseball game will be utterly fruitless. If the Doom Patrol does not proceed to the stadium before the game ends, the heroes will be stymied until they hear news of Candioni's death the following morning (go to **Encounter Ten: Louie Ain't So Lucky**).

Encounter Two: Take Me Out to the Ball Game

Setup

After confronting the assassins in **Encounter One**, the heroes should have learned that the thugs were all working for "Lucky" Louie Candioni, and that Candioni was sure to be attending this afternoon's Kansas City Rails game.

After they arrive at the stadium it will take the heroes about thirty minutes of searching through the stands before they come across Candioni and his men.

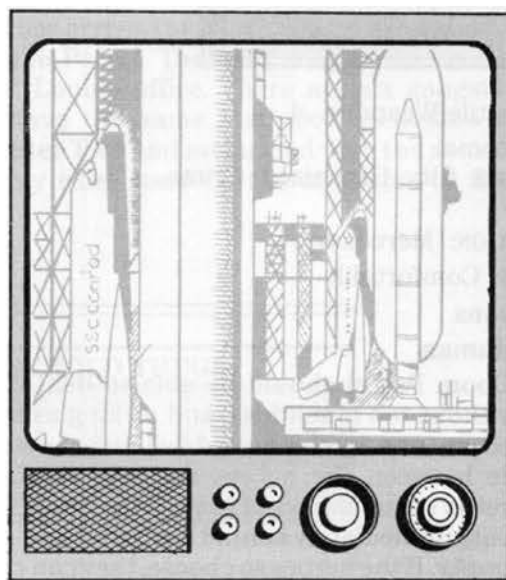
Player Information

Rails Stadium is a mammoth outdoor sports facility, capable of seating 40,625 fans in its three decks and huge bleacher section. Only about half of the seats are occupied today, but the crowd is making twice the usual amount of noise to make up for the poor attendance.

As stadium announcer: "Two outs in the seventh and KC is down 3 to 2. The Rails have men on first and third, and coming to the plate is third baseman **George Brunt!**" The crowd roars its enthusiasm.

Candioni is sitting in the lower box seats just behind third base with two other men who appear to be his goons. Candioni's attention seems split between watching the game and a small battery-operated television resting on his lap.

GM NOTE: If the Characters approach Louie in the ball park, display Screen #4 and read:



As Newscaster: "Officials at the Sunderland Corporation's Kansas City Headquarters held a press conference this morning to introduce the public to the first of Sunderland's forthcoming fleet of commercial space shuttles. On display were the Sunderland Space Craft Conrad and the SSC Lopez, shuttle orbiters able to operate in space for up to two months at a time and to

carry payloads of up to six tons. The shuttles, capable of trips to and from the moon, are also completely outfitted with lunar exploration gear."

GM Information

Unless the heroes take some sort of measures to disguise themselves, they will draw wild stares from the fans in the stadium crowd, half of whom will shout obscenities at them for blocking the view while the other half flees. In any case, no amount of uproar will tip off Candioni, who will be so interested in the ball game that he will not even notice any additional noise caused by the Characters' approach.

If the heroes converge on Candioni while he is still in the ball park, the mobster and his thugs will not notice the heroes until they are right next to him. At that moment, Candioni's face will show a shocked expression, and his two thugs will reach for their guns. It is up to the heroes to deal with the thugs before any shots are fired to insure that no one will be harmed by a stray bullet. The thugs have the following statistics:

CANDIONI'S THUGS

DEX:	3	STR:	3	BODY:	3	
INT:	2	WILL:	2	MIND:	2	
INFL:	2	AURA:	2	SPIRIT:	2	
INITIATIVE:	7				HERO POINTS:	5

SKILLS:

Weaponry: 3, Vehicles: 3

EQUIPMENT:

.45 Pistol

DEX:	0	STR:	0	BODY:	1
INITIATIVE:	0	HERO POINTS:		0	
CHARGES:	6/11				
COST:	37 HPs + \$250				

POWERS:

Projectile Weapons: 4

CONNECTIONS:

Kansas City Organized Crime
(Low)

MOTIVATION: Mercenary

WEALTH: Comfortable

JOB: Goons

RACE: Human

The Doom Patrol should be able to deal with the thugs without too much fuss, and as long as no shots are fired no one in the crowd will even notice any squabble between the heroes and Candioni's goons (the game is particularly exciting at the moment). The three seats immediately behind Candioni and his men are all empty. If the heroes so choose, they can confront Candioni in the ball park and Interrogate him there, or they can try to force him to leave the park and Interrogate him outside.

If any shots are fired, they are bound to hit people in the crowd, which will start a riot. Reduce the combatants' AV/EVs on all Physical Attacks by one Column Shift due to interference from the crowd swarming to escape. If the heroes quickly defeat the thugs, the crowd should calm down and slowly return to normal

(the stadium's First Aid station will be able to take care of any bystanders' gunshot wounds). As things calm down, several security guards will ask the heroes to take Louie into custody and deliver him to the police, which will give the Doom Patrol an opportunity to Interrogate Louie outside the ball park on the way to the police station. The information that can be gained through Interrogation is as follows:

Interrogation Results

RAPs Information Gained

- 1-2 "Okay, okay. Yeah, somebody put out a contract on you guys. It was a gang known as The Conclave. I can't lead you to any of their boys, I swear. All I have is a phone number back at my townhouse."
- 3+ "The only two things I can tell you about The Conclave are that they are very rich, and they are very crazy. They gave us all sorts of special weapons that were supposed to take out you guys."

If the heroes ask (or force) him, Louie will agree to take them back to his town house and give them the phone number for The Conclave's representative. While the Characters are Interrogating him, Louie will have his hands in his pockets, where he keeps his emergency signal beeper. If the group asks to accompany Louie back to his town house to get the phone number, Candioni will trigger his beeper, alerting the goons at the town house that something is wrong. In this case, the heroes will be met with an ambush at Candioni's estate. None of the Characters will notice Louie trigger the beeper unless they specifically state that they are watching his hands, or keeping a close eye on him. If Louie is searched and the beeper is found before there is any talk of the group accompanying him back to the town house, he will not have time to send out the signal. When play proceeds to the town house, go to **Encounter Three: Later, Just Outside Town...**

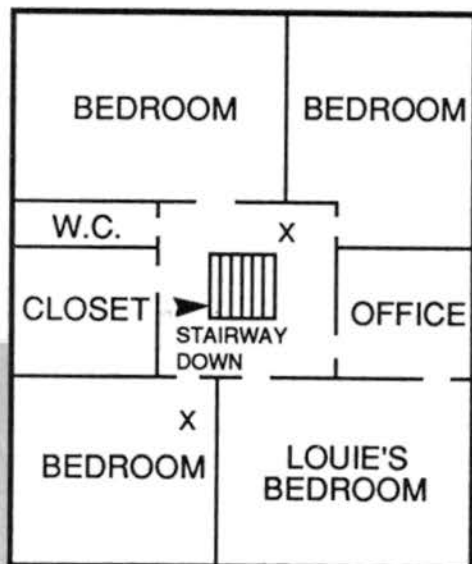
Troubleshooting

It is possible that the heroes will not confront Louie at the ball park at all, electing to wait for him to leave so they can follow him back to his residence. If this happens, Louie and his thugs will pile into a large Mercedes as soon as the game is over and drive back to Candioni's town house on the outskirts of Kansas City. If the Doom Patrol is following Candioni's car, give Louie an Action Check using his INT (2) as the AV/EV against an OV/RV equal to the Thief/Stealth or Military Science score of one of the Doom Patrol members (their choice). If this roll is successful, Louie will spot the tail and engage his emergency beeper, alerting his men at the town house to set up an ambush for the heroes when they arrive. In any case, Louie will head straight back to the town house without delay.

If in custody, the Characters may turn Louie in to the police, or leave him somewhere without allowing him to return to the town house, electing to go back to the estate and search for the telephone number themselves. In this instance, Louie will, if given the chance, activate his emergency signal, causing his goons back at the estate to set up their ambush.

If the heroes do not go to the town house at all, their investigations will turn up nothing until they hear of

LEVEL 2



X POSITION OF LOUIE'S MEN IF THEY ARE NOT AMBUSHING HEROES

LEVEL 1



CANDIONI'S TOWNHOUSE

Candioni's murder the next morning, in which case play proceeds to **Encounter Ten: Louie Ain't So Lucky**.

Encounter Three: Later, Just Outside Town . . .

Setup

After meeting with "Lucky" Louie Candioni at the baseball game, the heroes should at some point proceed to his town house in order to pick up the telephone number of the representative of The Conclave who took out the contract on the Doom Patrol. Depending upon the course of events in **Encounter Two**, Candioni may or may not be accompanying the heroes to the town house. He also may or may not have had an opportunity to use his emergency signal beeper to warn his men at the house that the heroes were coming, giving them ample time to organize an ambush. Instructions for handling each of the various possibilities are provided in **GM Information**.

Player Information

Louie's town house sits on top of a low, rolling hill just outside the Kansas City limits. The house is a large two-story structure, in the provincial style. Two large trees stand on a small knoll just in front of the main entrance, and a long driveway curves sharply in front of the main house and enters the connected garage.

The town house appears to be very heavily secured. There are bars on all the windows, and a heavy metal gate stands in front of the main entrance.

GM Information

If Louie is not accompanying the heroes to the house, the Characters will have to break in somehow. As noted in the above description, there are bars across all the windows, and heavy iron gates reinforce both entrances to the main house. The bars and gates both have a BODY of 7, although anyone who can pick the lock (OV/RV of 5/5) can easily bypass the gates. The normal doors that lie behind the gates each have a BODY of 4 and locks with an OV/RV of 3/3.

If Louie is able to tip off his men at the house before the heroes arrive, the thugs will be lying in ambush for the Doom Patrol. The gang will set up its ambush in "Lucky" Louie's office. There are six gangsters in all (they have the same statistics as Louie's goons in **Encounter Two** and are armed with the same XFN-Fal II energy rifles used by the assassins in **Encounter One**):

HOUSEHOLD THUGS

DEX:	3	STR:	3	BODY:	3
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	7	HERO POINTS:	5		

SKILLS:

Weaponry: 3, Vehicles: 3

EQUIPMENT:

XFN-Fal II Energy Rifle

DEX:	6	STR:	0	BODY:	6
INITIATIVE:	6	HERO POINTS:	0		
CHARGES:	12				
COST:	154 HPs + \$1800				

POWERS:

Bio-Energy Blast: 6

CONNECTIONS:Kansas City Organized Crime
(Low)**MOTIVATION:** Mercenary**WEALTH:** Comfortable**JOB:** Goons**RACE:** Human

The thugs will all be hiding behind furniture in the office, and will open fire on the heroes the instant they open either of the doors leading into the room. Each Player must pass an Action Check using his/her INT as the AV/EV against an OV/RV of 2/2 or s/he will be taken by Surprise by the ambushers. If Louie is with the heroes, he will lead them right up to his office (and the awaiting ambushers if he had time to alert his men—in this case, he will hit the floor the minute the ambush starts and try to remove himself from the battle area).

The telephone number that the heroes are looking for is located in an unhidden safe (BODY of 8, OV/RV of 6/6 on Lockpick attempts) located in Caidioni's office. The number is written on a scrap of paper reading "Conclave 555-9879." There is nothing else in the safe. If Louie accompanied the heroes to the town house and his men were not able to set up their ambush, he will willingly take the number out of the safe and turn it over to the Doom Patrol. If the ambush did occur and the heroes are victorious, Louie (if he is still conscious) will accept defeat and retrieve the phone number.

If the thugs did not set up the ambush, they will be scattered around the house as indicated on the map. If the heroes have come to the town house alone, they must search for the phone number and decide whether to attack the thugs or to attempt to bypass them. It will take the heroes about thirty minutes to search the entire house (OV/RV of search: 4/4).

Once the Doom Patrol has the phone number it is a simple process to find the address where the telephone is located. The computer system at the group's headquarters can give them this information in minutes (no rolls or codebreaking are necessary). The phone number leads to a small flat on Kansas City's east side.

When the heroes go to the flat, play proceeds to **Encounter Four: The Drop Point**. If the heroes are unable to get the phone number or try to investigate in other ways, they will get nowhere until Louie is killed and they hear of his death the next morning, in which case play proceeds to **Encounter Ten: Louie Ain't So Lucky**.

Encounter Four: The Drop Point

Setup

Use this encounter after the heroes have retrieved the phone number of The Conclave's mob representative from "Lucky" Louie's town house, and traced the number to the empty flat on the east side of Kansas City using the computer equipment at their headquarters.

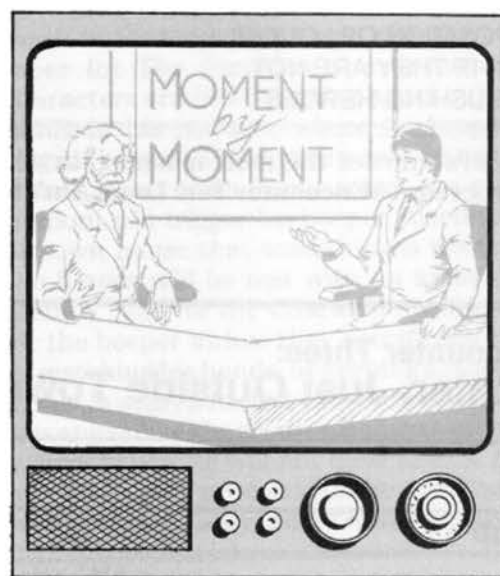
Player Information

There is no problem locating the address corresponding to the phone number found in Caidioni's safe. The building is a run down two-flat buried deep within the Kansas City slums. On the street outside the building, children are spray painting slogans on the walls of the local shops, oblivious to or unimpressed by the presence of costumed heroes. This is definitely a low rent district.

GM NOTE: Read to the Players when they make their way up to the flat:

Inside is a typical one room studio apartment, but nobody lives here. The room is almost completely devoid of furniture. There is a single table, and a color television set. On the table is a phone, an answering machine, and a small black book. The television is switched on.

GM NOTE: Display Screen #5 and read:



As Jack Hess: "Good evening, and welcome to *Moment by Moment*; I'm Jack Hess. On tonight's program we take a look at the situation in Afghanistan, the forgotten war zone — a stupefyingly appalling situation. Joining me in the studio is Professor Wallace Deeever, an expert on Soviet affairs from Metropolis University.

"Let's start with the big questions, Professor: How many men do the Soviets currently have committed to Afghanistan, and what sort of losses are they experiencing?"

GM Information

The heroes will know from the information they received from their computers exactly which of the two flats is the one they want. Other than the items mentioned previously, the apartment is completely deserted.

If the Characters examine the black book, they will find writing on only one page. It reads:

5/13 6:00 PM No. 770 Reports that O'Bloom and the IRA are willing to pay 40 G's for stingers.

5/13 9:21 PM No. 652 suggests a dinner for his friend.

5/14 3:33 PM The Candyman reports that he received the Christmas present we sent.

There is one message currently recorded on the answering machine. It is "BEEP (click)...This is number 770 at 2:42 PM. Our boys need sixteen more stingers. (click)"

There are no other clues to be found in the apartment. The heroes should conclude that this is a message drop area, and deduce the fact that sooner or later, someone will arrive to collect the messages. If they wish, they can set up some sort of surveillance and wait for someone to enter the apartment (either by watching from a nearby building, somewhere out on the street, or by waiting in the apartment itself). One hour after the heroes set up their surveillance a single man (Michael Watkins) will enter the apartment to collect the messages.

If the heroes try to investigate anyone or anything mentioned in the messages found in the flat, they will waste two hours and turn up nothing.

If the Doom Patrol confronts Watkins at the apartment, proceed to **Encounter Five: Confronting Watkins**. If the heroes allow Watkins to collect the messages and leave, hoping to follow him, go to **Encounter Six: Watkins' Loft**. If the heroes do not wait at all, they will turn up no other leads, and should either return to the flat later, with play proceeding to either **Encounter Five** or **Six**, or remain stymied until news of Candioni's death reaches them, with play proceeding to **Encounter Ten: Louie Ain't So Lucky**.

Encounter Five: Confronting Watkins

Setup

Use this encounter if the heroes decide to confront Watkins immediately after he arrives at the flat to collect the day's messages.

Player Information

About one hour later, a tall man with dark hair arrives at the flat. He is wearing a long trench coat, expensive slacks, shoes, and gold cufflinks. He seems quite surprised, but quickly collects himself.

"So," he says calmly, "'Lucky' Louie's boys screwed up?"

GM Information

The man is Michael Watkins, who has come to collect the day's messages, so that he can take them back to his loft and transfer them to The Conclave's local safe house via computer link-up. If the heroes interrogate Watkins, they will receive the information summarized in the following chart. Any Interrogation efforts are at a -1 Column Shift on the OV/RV, since Watkins has recently been growing more and more disillusioned with The Conclave's leadership.

Interrogation Results

RAPs Information Gained

- 1 - 2 "My superiors wanted you guys rubbed out because of some damage you had done us in the past. I don't really know much more. There is supposed to be some kind of big operation going down in this area soon. Maybe it has something to do with that. I can't tell you anything else."
- 3 - 4 "The Conclave concerns itself chiefly with arms sales. We sell to terrorists, revolutionaries, you name it. The business is rather lucrative."
- 5 + "I don't know who is on top of the organization. Whoever it is he's going crazy. I think that The Conclave's leadership has more on its mind than making a quick buck."

No matter how much information the heroes get out of him, Watkins will offer the Doom Patrol the following deal: "You know, I've wanted out of this operation for my own reasons for some time now. I'll tell you what. If you let me walk, I'll show you where The Conclave's local base of operations is located and the rest is up to you. That way the boys further up the line will think that you guys took me out and won't come looking for me. What do you say?"

If the heroes accept Watkins' deal, proceed to **Encounter Eight: Let's Make A Deal!** If they do not accept, proceed to **Encounter Seven: No Deal!**

Troubleshooting

No matter how hard the heroes press him, Watkins will not reveal the location of The Conclave's safe house unless they agree to meet the conditions of his deal. (proceed to **Encounter Seven: No Deal!** or **Encounter Eight: Let's Make A Deal!**).

Encounter Six: Watkins' Loft

Setup

Proceed to this encounter if the heroes chose to follow Watkins to see where he was taking the messages instead of confronting him back at the apartment.

Player Information

The man heads back to a cozy-looking loft in downtown Kansas City, not far from Doom Patrol head-

quarters. The streets outside the loft seem vacant and subdued.

GM NOTE: Read to the Players after they enter Watkins' loft:

The loft is much larger than one would have expected. The furnishings are very contemporary, and the paintings and lithographs that decorate the walls prove that whoever lives here has excellent taste in fine arts. The only feature that seems out of place is an overly large personal computer system, which is switched on.

GM Information

If the heroes enter the loft immediately after Watkins, they will find him busily typing the afternoon's messages into the computer. Watkins' computer system is linked directly to the computers at the local Conclave safe house. If the Players choose to, the group can now confront and Interrogate him. In this case, go to **Encounter Five: Confronting Watkins** (Watkins will again give the group any information they can gain through Interrogation, and offer them the deal outlined on page 19).

If the heroes wait a while before entering Watkins' loft in order to see what will happen, Watkins will leave about an hour after arriving, and go to a nearby health club, where he will spend the next four hours working out. If the heroes enter the loft while it is deserted, they will find a small black book similar to the one described in **Encounter Four** resting on the table next to the computer (which is still switched on). The only thing written in this book is the note: "5/13 — Get the information on Sunderland."

If the heroes try to use Watkins' computer, they must first figure out his password code. The system is an extremely sophisticated personal computer, similar to those used by government officials. It has a Rating of 6 and a password code of "356421" (see "Computer Hacking," on page 11 of this booklet). If the heroes are able to successfully access the computer, they will learn the following:

Computer Information

# of Password Guesses	Information Learned
4 or more	No information learned.
3	The computer is connected to another, much larger, computer system located fourteen miles due west, well outside of the Kansas City limits.
2	All the information listed above, and the fact that the computer is often used for one way data transfer, with the data passing from this computer into the larger system.
1 or fewer	All information given previously, and that the last time the computer was used was just a short time ago.

In any case, the Characters will be unable to gain access to the data transferred to the larger system. The larger computer system is located at The Conclave's local safe house. Watkins uses his computer to pass the messages he picks up from the drop point into The Conclave's computer system, where they are received

and acted upon by the station head. If the heroes broke the computer password in three or fewer guesses, they can deduce the exact location of The Conclave's local safe house. If the heroes proceed to the safe house, go to **Encounter Nine: At the Safe House**. If they confront Watkins at the loft, refer to **Encounter Five: Confronting Watkins**.

Troubleshooting

If the heroes confront Watkins at the loft, they may try to force him into revealing exactly what he uses the computer system for, or where the local Conclave base is located. In the former case, Watkins will refuse to tell the heroes anything, but will not attempt to stop them if they try to access the computer themselves as previously described. In the latter case, see **Encounter Five** for the deal Watkins will offer the heroes.

Encounter Seven:

No Deal!

Setup

Use this encounter after the heroes have confronted Michael Watkins in either **Encounter Five** or **Encounter Six** and have refused to accept the conditions of his deal.

Player Information

A frustrated look comes over Watkins' face as he tries desperately to strike up a deal.

GM NOTE: Read the following as Watkins:

"C'mon, all I'm asking is that you let me walk away and pretend like you never saw me! Otherwise, I'm not saying a word. You might never get to The Conclave without me, you know; and I'm not afraid to take a rap. My bosses got ways of fixing things like that. I guess I'll just have to wait for another chance to get out."

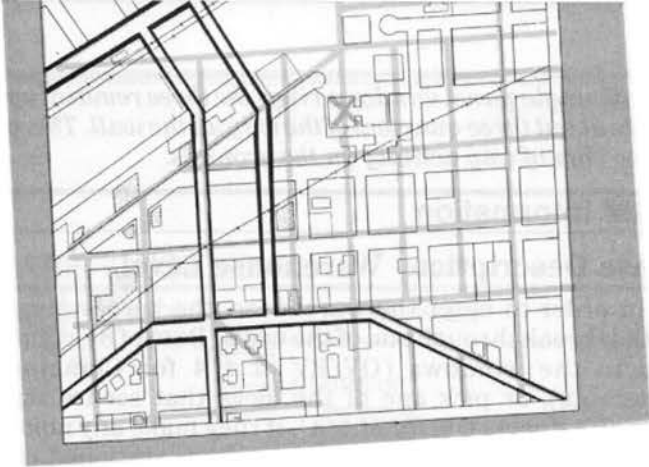
GM Information

If the heroes decide to take Watkins to the police, so be it. True to his word, The Conclave's lawyers will have him out of jail in forty-eight hours.

If the Doom Patrol makes any other efforts to Interrogate or Intimidate Watkins further in an attempt to force him to reveal the location of the local Conclave base, he will feign breaking down and come forward with the following: "All right, all right. The safe house I report to is hidden down in the sewers. Right here." Watkins produces a map of the Kansas City sewer system with an "X" marking the spot of the safe house. Show the Players the fake map found on page 21.

Of course, the supposed safe house in the sewer is a trap that The Conclave's authorities set up long ago for just such a situation. The real base is located just outside Kansas City.

Read the following to the Players as the heroes approach the point marked on Watkins' map: *The sewers are dark, slimy, and smelly, yet it seems that*



Watkins was not lying. At the exact spot indicated on his map there is a loose panel on the wall which slides out of the way to reveal a dark chamber. How appropriate that this tunnel of filth should lead to The Conclave.

As soon as any Character steps into the chamber, s/he will hear a loud thud, produced by a heavy panel which slides out of the ceiling, closing off the entrance to the chamber. Immediately after the panel slides down, a box in the center of the chamber will hum into life and light up, revealing itself to be a time-bomb. The timer will show that the bomb will explode in eight seconds (2 phases), and there are no other exits from the chamber. All of the walls (including the sliding panel) have been reinforced to a BODY of 20. Before the bomb explodes, the trapped Characters must either defuse the bomb, break out of the reinforced chamber, or rely on any of their teammates who did not enter the chamber to find a way to free them from the outside.

There are four wires (red, yellow, black, and green) leading from the bomb's detonator to the pack of explosives. Disconnecting one of the wires (the black one) will defuse the bomb, while disconnecting any of the others will instantly detonate it. Anyone who is defusing the bomb is allowed to make a Gadgetry or Science Skill against an OV/RV of 4/4. Depending on how successful this roll is, the heroes can learn the following:

Bomb Defusal Information

RAPs Information Gained

- 1 - 2 Pulling the red wire will detonate the bomb.
- 3 - 4 Pulling the red or green wire will detonate the bomb.
- 5 + Pulling the red, green, or yellow wire will detonate the bomb.

The heroes have one other option while defusing the bomb: Negative Woman (if present) can pass through the bomb with her energy self in an attempt to short out the detonator. To do so, she must make an Action Check using her APs of Lightning as the AV/EV against an OV/RV of 18/18. If this roll fails to yield any positive RAPs, the bomb will instantly detonate.

The bomb, if it explodes, has the Bomb Power rated at 12 APs. The damage done by the bomb is Killing Damage. Be sure to warn the Players before they decide how many Hero Points they want to spend. The Area of the bomb's effect will be contained by the reinforced walls of the chamber. If the heroes manage to free themselves from the chamber before the bomb detonates, they must still get clear of any openings they

have made in the chamber, or be caught in the explosion.

If the bomb does not explode, there is an important clue that the heroes can find in the trap chamber. The bomb, detonator, and security systems in the chamber are all remotely operated by the computer system located at The Conclave's safe house. Sensors in the sewer pick up the presence of any intruders, and transmits a microwave signal back to the computer which evaluates the situation and responds with another microwave signal which may or may not spring the trap and begin the countdown on the explosives. It just so happens that Negative Woman's energy self is particularly sensitive to these microwave broadcasts. If the bomb does not detonate, she will sense the microwave broadcasts and can easily use the energy being to trace the source of these transmissions and discover the location of The Conclave's safe house fourteen miles west of Kansas City. If the bomb explodes, however, the transmissions will cease, leaving her with nothing to track down. If the heroes proceed to the safe house, skip to **Encounter Nine: At the Safe House**. If the heroes have still not located The Conclave's base, proceed with **Encounter Ten: Louie Ain't So Lucky**.

Troubleshooting

If the heroes try to force Watkins to accompany them when they head into the sewers, he will respond by saying, *"I can't go there with you! I'm only supposed to report in at certain times. If anyone from the base catches sight of me they'll know something is wrong!"*

If the Doom Patrol somehow gets ahold of Watkins after surviving the bomb trap (by visiting the police station if they dropped him off there earlier), he will be surprised to see them, but will refuse to give them any further information, no matter how they try to persuade him.

Encounter Eight: Let's Make A Deal!

Setup

Use this encounter after the heroes have confronted Watkins in either **Encounter Five** or **Encounter Six**, and have accepted the conditions of his deal.

Player Information

A relieved look comes over Watkins' face and he now seems eager to provide information.

As Watkins: *"First, I'll level with you guys. Whoever heads up The Conclave is going crazy. Whatever it is, I'm sure this big operation going down in KC soon is motivated by a lot more than money. I'm getting scared and I want out fast."*

"The Conclave safe house is located in an old abandoned warehouse about fourteen miles west of the city. You can't miss it. Be careful, though. The whole

place is crawling with the best automated defenses that money can buy. Unless you're wearing a ring like mine, you'll trip off every alarm and trap in the place. Now, I'd like you guys to come back with me and trash my place so The Conclave's bigwigs will think you got me; then I am out of here."

GM Information

After the heroes have smashed up his loft, Watkins will give them his ring and tell them that it might come in handy. If the heroes refuse to bust up his loft, Watkins will stress the fact that The Conclave will not believe that the Doom Patrol has gotten to him unless they do some damage. If they still refuse, Watkins will change his mind about giving the heroes accurate information and try to send them into the bomb trap (described in **Encounter Seven: No Deal!**). Watkins' ring contains a miniature transmitter which sends out a signal instructing The Conclave's computer not to trip any of the security systems triggered by its wearer (see the safe house description in **Encounter Nine: At the Safe House**). When the heroes are ready to proceed to the safe house, go to **Encounter Nine**.

Troubleshooting

Other than its location, and the information about the security system previously detailed, Watkins will not give the heroes any further details about The Conclave's stronghold. He is not really interested in the issue of what the heroes will do there, just that his own tracks are adequately covered. If the Characters double-cross Watkins and turn him in to the police after he has given them the information they want, it won't be very sporting of them, but they will be able to proceed to the safe house (**Encounter Nine: At the Safe House**).

Encounter Nine: At the Safe House

Setup

Refer to this encounter when the heroes get around to visiting The Conclave's Kansas City safe house. The Doom Patrol should have learned the location of the safe house by either tracing down Michael Watkins' computer line (**Encounter Six**), making a deal with Watkins (**Encounter Eight**), tracking down the source of the microwaves being broadcast to the sewer trap (**Encounter Seven**), or finding its location in the CIA computer files (**Encounter Eleven**).

Player Information

Located almost fourteen miles due west of Kansas City is an old run-down warehouse located on the outskirts of a small forest preserve, obviously The Conclave's safe house.

The warehouse is a large one-story structure with prefabricated steel walls, and a flat roof that rests twenty feet off the ground. The only visible doors are located on the structure's west side, while a series of

small single-panel windows rings the three remaining sides about three-quarters of the way up the wall. There is no sign of any activity on the grounds.

GM Information

Base Description - Warehouse Level

In order to enter the warehouse, the heroes must either break through one of the walls (BODY of 8), climb up to the windows (OV/RV of 4/4 for Climbing attempts), or pick one of the locks that secure the western doors (OV/RV of 4/4). If they make any noise while entering, three of the four guards stationed on the ground level (see map) will come to investigate. The guards have statistics of typical Conclave soldiers, and are armed with submachine guns:

Submachine Gun

DEX:	0	STR:	0	BODY:	1
INITIATIVE:	0	HERO POINTS:	0		
CHARGES:	6/11				
COST:	37 HPs + \$250				

POWERS:

Projectile Weapons: 4

Inside the structure, on the warehouse level, is a huge pile of empty crates (approximately ten feet high), and three vans, which the safe house occupants use to travel to and from the city. In a room located just off the main warehouse floor is an elevator leading down to the underground level. To gain access to the elevator, the heroes must first defeat the four guards stationed on the top level. Each of the guards wears one of the special rings which nullify the base's security systems.

Safe House Security

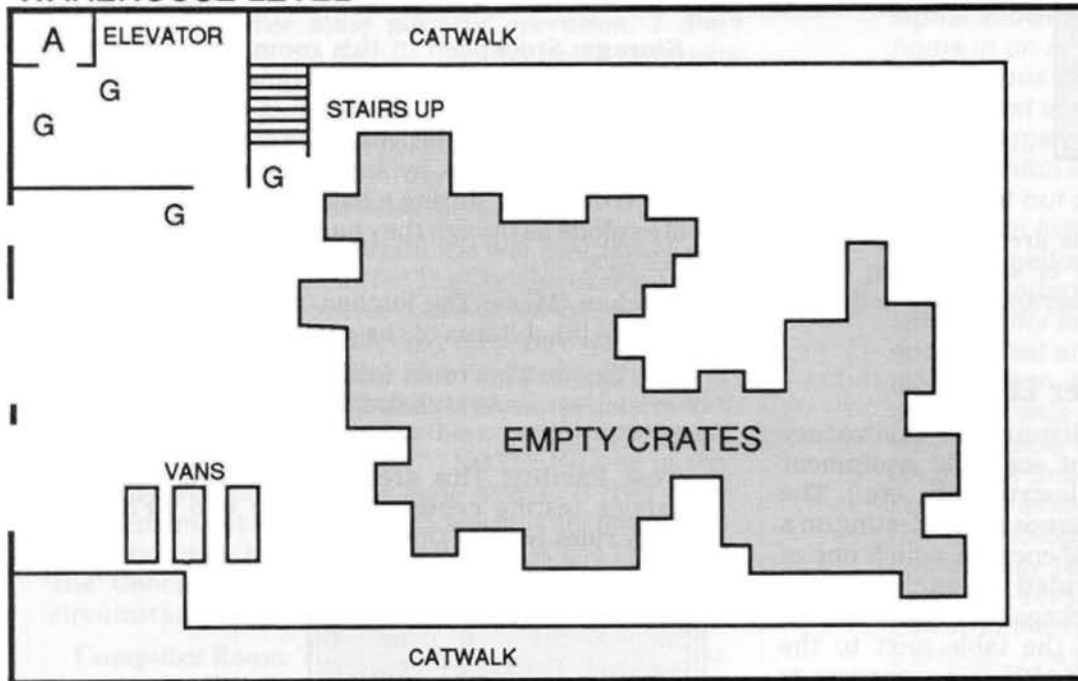
Scattered throughout the safe house are a number of special security systems, which are all controlled and activated by the safe house's computer system. The various security devices are triggered by anyone moving within ten feet of their location. The regular inhabitants of the base and authorized visitors are issued the special rings that stop the computer from triggering any of the security measures activated by the wearer. If the Doom Patrol made a deal with Michael Watkins earlier in the adventure, they will probably know the rings' purpose. The heroes can take the rings from the guards on the upper level and put them on before going any further. None of the rings is big enough to fit on Robotman's oversized fingers, but if the Player states that Robotman is carrying a ring with him, it will suffice to keep the security systems at bay. Every Character must carry a ring in order to safeguard against the security system. The exact effects of the various security devices shown on the map are described following:

Alarm: There is one alarm sensor located in the elevator and ten others scattered throughout the lower level. If the heroes move within ten feet of one of the alarm sensors and do not possess rings, a high-pitched whine will suddenly fill the complex, causing all five guards stationed in the barracks to come and investigate in two phases.

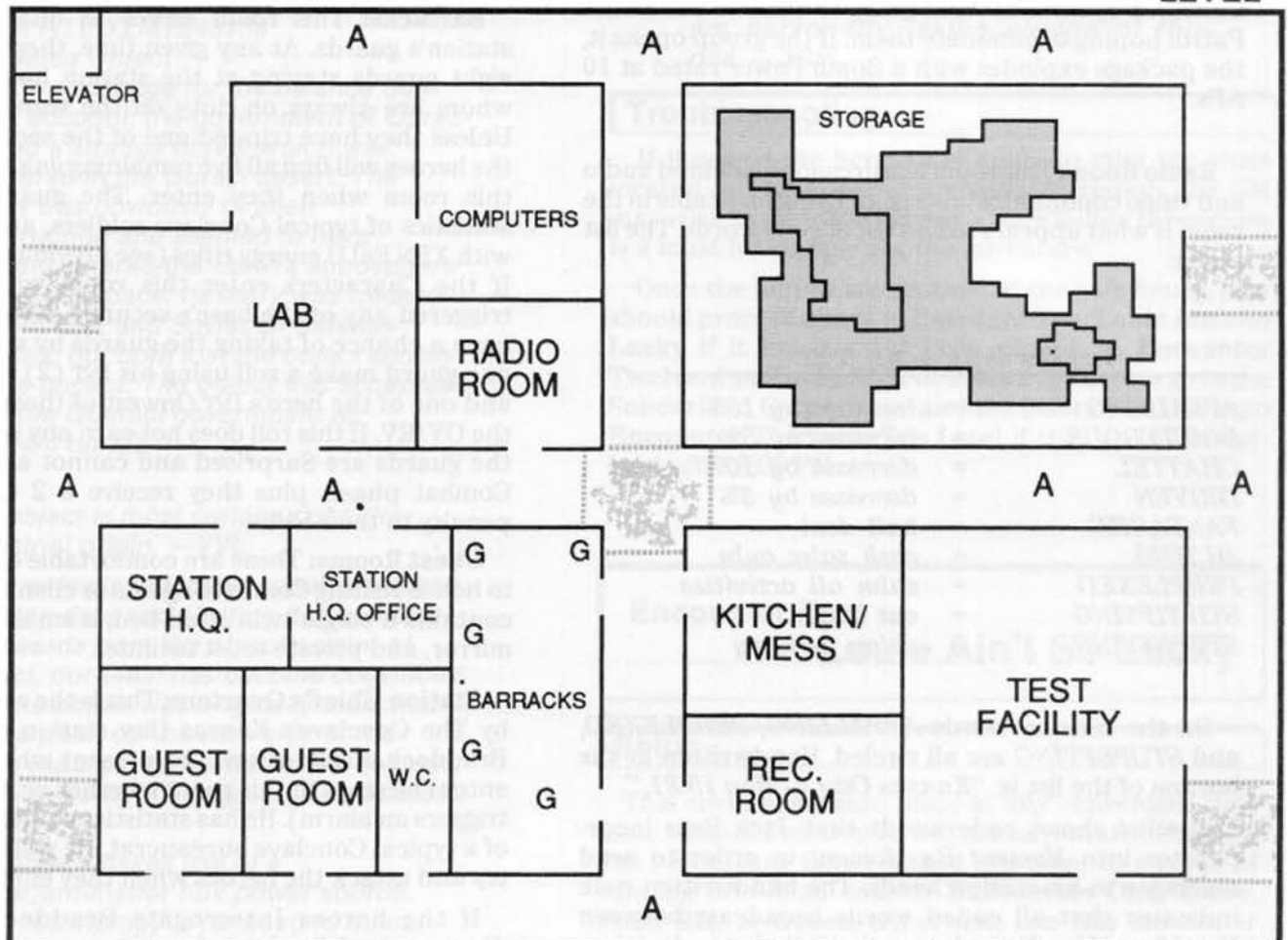
Gas Trap: When one of these devices is activated, plexiglass walls (BODY of 15) suddenly slide down out

CONCLAVE SAFEHOUSE

WAREHOUSE LEVEL



LOWER LEVEL



of the ceiling in the positions marked with dotted lines on the map, isolating the intruders. One phase after the walls come down, the isolated piece of corridor containing the intruders is flooded with a deadly nerve gas:

Nerve Gas			
DEX:	0	STR:	0
INITIATIVE:	0	HERO POINTS:	0
CHARGES:	20		
COST:	169 HPs + \$3600		

POWERS:
Fog: 9, Poison Touch: 9

All attacks by the nerve gas are treated as Killing Combat. When a Gas Trap is set off, the alarm described in the previous paragraph is also activated.

Base Descriptions - Lower Level

Lab: This is a small multipurpose laboratory containing the usual types of scientific equipment (glassware, bunsen burners, instruments, etc.). The room will be empty when the heroes enter. Resting on a lab bench is three kilograms of cocaine, which one of The Conclave's clients provided in exchange for munitions. On a table is a package addressed to Cliff Steele (Robotman). Lying on the table next to the package is a note reading: "*MARV — I want you to make sure the Doom Patrol is finally taken care of, but this time be subtle. We don't want to jeopardize the upcoming Kansas City operation.*" The note is not signed. The package is actually a bomb that the local Conclave operatives were going to send to the Doom Patrol hoping to eliminate them. If the group opens it, the package explodes with a Bomb Power rated at 10 APs.

Radio Room: This room features sophisticated audio and video communications gear. Lying on a table in the room is what appears to be a list of code words. The list reads:

Tag Words for 4/30 - 5/22

APPALLING	=	increase by 10%
BOISTEROUS	=	increase by 5%
CHATTEL	=	decrease by 10%
DRIVEN	=	decrease by 5%
FANTASTIC	=	halt deal
JILTING	=	cash sales only
PERPLEXED	=	calm all activities
STILTIFYING	=	cut losses
STUPEFYING	=	delay delivery

On the list, the words *APPALLING*, *PERPLEXED*, and *STUPEFYING* are all circled. Handwritten at the bottom of the list is: "*Kansas City — May 15-21.*"

The list shows code words that Jack Hess incorporates into *Moment By Moment* in order to send messages to his station heads. The handwritten note indicates that all coded words broadcast between May 15 and May 21 apply to activities being undertaken

by the Kansas City station house. If the Players are sharp, they will recall that the circled words all appeared in *Moment By Moment* broadcasts that they have seen earlier in the adventure (**Encounters One and Four**), and deduce that Jack Hess is somehow connected with The Conclave.

Storage: Stockpiled in this room are hundreds of rifles, machine guns, rocket launchers, and other weapons. Also kept in the room is a huge supply of ammunition and explosives. If the crates of ammo and explosives are struck by any Physical Attack with an EV of 6 or higher during a battle in the complex, they will explode as though they had the Bomb Power rated at 12 APs.

Kitchen/Mess: The kitchen/mess hall area serves all of the inhabitants of the complex.

Rec Room: This room features two long couches, a television set, several chairs, a card table, and a billiard table.

Test Facility: This area is a shooting range and weapons testing center. There are two XFN Fal II energy rifles lying in this room:

XFN Fal II Energy Rifle			
DEX:	6	STR:	0
INITIATIVE:	6	HERO POINTS:	0
CHARGES:	12		
COST:	154 HPs + \$1800		

POWERS:
Bio-Energy Blast: 6

Barracks: This room serves as quarters for the station's guards. At any given time, there are at least eight guards staying at the station house (three of whom are always on duty on the warehouse level). Unless they have tripped one of the security devices, the heroes will find all five remaining guards present in this room when they enter. The guards have the statistics of typical Conclave soldiers, and are armed with XFN Fal II energy rifles (see previous paragraph). If the Characters enter this room without having triggered any of the base's security devices, they will have a chance of taking the guards by surprise. Have one guard make a roll using his INT (2) as the AV/EV and one of the hero's INT (lowest of those present) as the OV/RV. If this roll does not earn any positive RAPs, the guards are Surprised and cannot act in the first Combat phase, plus they receive a 2 Column Shift penalty to their RVs.

Guest Rooms: These are comfortable quarters used to house visiting Conclave agents or clients. Each room contains a single twin sized bed, a small dresser and mirror, and private toilet facilities.

Station Chief's Quarters: This is the room occupied by The Conclave's Kansas City station chief, Marvin Braddock. Braddock will be present when the heroes enter (he stays in this room whether or not the group triggers an alarm). He has statistics equivalent to those of a typical Conclave bureaucrat. He will not bother to try and attack the heroes when they enter.

If the heroes Interrogate Braddock, they can discover the following information:

RAPs Information Gained

- 1 - 2 "The safe house is used as a storage area, to relay messages, to send representatives to meet with clients, and serves as a way station for our agents."
- 3 - 4 "Our leader is due in KC sometime tomorrow to oversee some massive operation. I don't know all the details, but it's going to involve our top agents."
- 5 + "The operation has something to do with the Sunderland Corporation, but I don't know exactly what. We operate on a strict need-to-know basis around here."

If specifically asked, Braddock will give the Doom Patrol the password code for The Conclave's computer if they receive any positive RAPs on an Interrogation effort. If the heroes ask him why they were targeted for assassination, he will reply, "You really shouldn't have intercepted that weapons shipment of ours in the Mid East — the management has been really upset with your little group ever since." (NOTE: No one in the Doom Patrol knows of any such attack. If they deny involvement out loud, Braddock will only act mystified.) Braddock also knows that Jack Hess is the leader of The Conclave, but will not reveal such under any circumstances.

Computer Room: This room contains a terminal that connects to The Conclave's computer databanks. The computer has a Rating of 6 with a password code of "534261." If the heroes can tap into the computer (or if they force Braddock to give them the password) they receive access to the following file:

COMPUTER FILE XLM7548139

SUBJECT: Alien Object

REMARKS: In exchange for the balance due on its account, the government of Qurac offered a strange object which was recovered in the Quraci desert. The object was obviously of alien construction and seemed to have recently entered the Earth's atmosphere from outer space. Its entry was tracked by both U.S. and Soviet air defense systems, but both lost the object shortly before impact. The object was accepted from the Quaraci government as payment on 2/7.

ENTRIES:

- 2/8 The object is most certainly of extra-terrestrial origin. —VVL
- 3/1 After reviewing all of the available space tracking data and plotting its trajectory backwards from the object's point of impact, our team has become convinced that the object was originally launched from a point on the dark side of the moon (approx. coordinates: 45 degrees, 24 minutes by 37 degrees, 14 minutes). —VVL
- 3/4 The object makes use of a matter/antimatter flux power source. Such technology is far beyond human limits. The efficiency of such a power system is most incredible. —VVL.

3/13 The object is many thousands of years old. Exact age still indeterminate. —VVL

4/2 We have at last determined the object's purpose. It appears to be some kind of targeting probe. It is meant to impact in a given target area, then send out a signal allowing some sort of weapon to home in on it. This would yield tremendous targeting accuracy. It is our theory that some kind of automatic signal triggered the launching of the probe, which itself was supposed to have sent out a signal to launch the weapon to follow. Apparently, the weapon malfunctioned.

The hypothesis of the team is that some highly advanced alien culture constructed an automated military base on the moon, targeting it on the Earth, many millenia ago. The weapon itself is very probably still on the moon. Said weapon is undoubtedly devastatingly powerful, since the matter/antimatter flux technology evident in the probe could easily be adapted to make an explosive several hundred times more powerful than Earth's largest nuclear warhead. The alien base must be well hidden, as it has never been detected by conventional Earth lunar surveys. —VVL

4/20 Operation at Sunderland's KC base to commence at 11:00 PM on May 20. Operatives to arrive early afternoon. I am personally taking charge of this one. —JCH

Troubleshooting

If it seems the heroes are going to miss the clues located in The Conclave's computer system, the GM may wish to steer the Players a bit. Finding these clues is a must for completing the adventure.

Once the heroes are finished at the safe house, play should proceed either to **Encounter Ten: Louie Ain't So Lucky** if it has not yet been played, to **Encounter Twelve: Just In the Nick of Time** if the heroes go to the Sunderland Corporation air base before 9:00 PM, or to **Encounter Thirteen: Too Late!** if they go to Sunderland after 9:00 PM.

Encounter Ten: Louie Ain't So Lucky

Setup

This encounter takes place at any convenient time after 10:00 AM on Day Two of the adventure (May 20). The heroes may have reached this point as a result of running into dead ends in **Encounters One, Three, Four, Six, or Seven**. Otherwise, run this encounter immediately after they leave the safe house in **Encounter Nine**. Wherever the heroes are at this point,

they will come across a television tuned to the broadcast outlined following:

Player Information

As the quest for clues continues, a nearby television set suddenly changes from its regular programming to a special bulletin that demands immediate attention.

GM NOTE: Display Screen #6



As TV Anchorman: *"We interrupt this program for a special report. Kansas City police discovered the dead body of 'Lucky' Louie Candioni in a suburban town house this morning, shortly after 10:00 AM. Candioni, reputedly one of the 'godfathers' of Kansas City organized crime, was the apparent victim of a mob-related murder. Police have informed us that his assailant used enormously sophisticated weaponry. 'Lucky' Louie was apparently living in the town house where his body was found. We now return you to our regularly scheduled program."*

GM Information

Candioni was killed by The Conclave. It took very little time for Hess to discover that the mobster had given the Doom Patrol some useful information earlier in the adventure, and ordered Louie murdered in revenge. In the remote chance that the Characters never encountered Louie, Hess had him killed simply because of the failure of his assassins to dispose of the Doom Patrol. If the heroes took Louie to the police earlier in the adventure, he was freed on bail and in his home when The Conclave struck.

If the heroes are curious, they can visit Louie's town house to search for clues. When they arrive, they will find that the Kansas City Police Department has completely sealed off the scene of the crime; but an extremely large hole has been blown through one of the outer town house walls and is visible from outside the police cordon. Robotman can instantly recognize the hole's blast pattern as identical to those produced by the energy cannon featured in the old Arsenal battlesuit (read the Players all of the relevant information from Arsenal's background entry if they are not familiar with it). If the Players ask what other

information Robotman knows about the battlesuit, the GM can tell the Robotman Player that Steele does not know exactly what happened to the Arsenal battlesuit after the Doom Patrol last encountered it, but he believes it was seized by the CIA for study.

The only way that the heroes can act upon Robotman's information is to go back to their headquarters and use their computer terminal to try to break into the CIA computer system and find the Arsenal data file. From this file, they may be able to find out exactly what happened to the Arsenal battlesuit. If and when they decide to do so, proceed to **Encounter Eleven: What Does the CIA Have To Do With All This?!**

Troubleshooting

The only way that the heroes can follow up on the CIA lead is to break into the computer system. Visiting a local CIA office and Interrogating any of its employees or any similar scheme will be completely fruitless.

If the Doom Patrol has already visited the safe house (**Encounter Nine**) and elects not to pursue the Arsenal clue any further, proceed to **Encounter Twelve: Just in the Nick of Time** if they go to the Sunderland air base before 9:00 PM, or **Encounter Thirteen: Too Late!** if they visit Sunderland after 9:00 PM. If the heroes have not been to the safe house yet, the GM should try to steer the Players towards investigating the CIA computer files and proceed to **Encounter Eleven**.

Encounter Eleven: What Does the CIA Have To Do With All This?!

Setup

Use this encounter if the heroes attempt to break into the CIA computer system to track down the old Arsenal battlesuit after they visit the scene of Candioni's death in **Encounter Ten**.

Player Information

Based on the clue found at Candioni's townhouse, it seems obvious that the next step should be to try and access the Central Intelligence Agency Computer Network. Perhaps it will hold some answers to the mystery of The Conclave.

GM Information

The CIA computer has a Rating of 7. Its password code is "5714623" and to access the file on the Arsenal battlesuit the heroes must break the code in three or fewer guesses. The file reads as follows:

DATA FILE 6-1243-25114XXC/2

SUBJECT: Arsenal Battlesuit

REMARKS: *The Arsenal Battlesuit is a highly efficient combat weapon built by Nicholas Galtry and first encountered by the hero team code-named the Doom Patrol. The battlesuit was seized by agency operatives after its second defeat by the Doom Patrol.*

ENTRIES:

1. Lack of funding has prevented any serious research into the suit's operation. It was transferred to a storage facility in Bethesda on 1/13. —MM
2. Battlesuit given to The Conclave in partial compensation for munitions delivered to the Nicaraguan Contras on 3/16. The suit was specifically requested by Conclave representatives, and delivered to a warehouse in a suburb west of Kansas City. —CP

From the information in the file, the heroes can proceed to The Conclave's safe house located under the warehouse (**Encounter Nine**) if they have not already done so. In any case, they should now be aware that The Conclave has access to the extremely formidable Arsenal weaponry.

Troubleshooting

There are no other files in the CIA computer that could be of any use to the heroes in this adventure. If the Characters are unable to break into the CIA computer and have already visited The Conclave's safe house, it is not critical that they find the information on the Arsenal battlesuit. If the heroes rush to The Conclave's safe house, play proceeds to **Encounter Nine: At the Safe House**. If the heroes have already been to The Conclave base, play should proceed either to **Encounter Twelve: Just In the Nick of Time** if the heroes visit Sunderland before 9:00 PM, or **Encounter Thirteen: Too Late!** if they travel to the air base after 9:00 PM.

Encounter Twelve: Just In the Nick of Time

Setup

After the heroes have visited The Conclave's safe house, they will almost certainly decide to head to the Sunderland Corporation's Kansas City air base in order to investigate whatever clues they have uncovered. By this point, they may have even guessed the entire plot. Remember that the computer printout indicated that The Conclave's Sunderland operation was scheduled to begin at 11:00 PM. After he discovers that the heroes visited the Kansas City station house (there is no way the Characters can prevent The Conclave from learning of their visit), Hess accelerates the timetable for the operation by two hours to better guarantee the mission's safety. Before they head to Sunderland, the Player Characters must choose what time they wish to arrive. If they decide to go at 9:00 PM or earlier (in order to scout out the area or make preparations of their own), run this encounter. Otherwise, run **Encounter Thirteen: Too Late!**

The group will have no problem finding Sunderland's Kansas City base of operations; its location is a matter of public record.

Player Information

In a shallow depression set within a small forest, lies the Sunderland Corporation's Kansas City head-

quarters. The first thing that catches the eye when approaching the complex are the two towering space shuttle launch pads that lie in a launch area just east of the main complex. On the grounds are four buildings (two large, two small), and a huge parking lot. The entire compound is surrounded by a twelve foot high chainlink fence that, judging from its low humming sound, seems to be electrified. There is only one gate, located on the south side of the base.

Before anyone can approach any nearer to the complex, there is a sharp noise which seems to have come from the north side of the compound. Something is definitely wrong here. A few seconds later, armed assault troops begin pouring out of the forest north of the shuttle launch area. These have got to be Conclave troops, but according to The Conclave's computer the operation was not supposed to begin for another two hours! There must be at least thirty soldiers attacking the shuttle area. Almost immediately after the assault begins there is a loud pop, and a cloud of gas wafts over the western portion of the complex. The guards coming in contact with the gas are dropping like flies. It looks deadly!

GM Information

The Conclave Assault

The assault force consists of thirty troops with statistics equal to those of typical Conclave soldiers, armed with XFN Fal II energy rifles and body armor:

XFN Fal II Energy Rifle

DEX:	6	STR:	0	BODY:	6
INITIATIVE:	6	HERO POINTS:	0		
CHARGES:	12				
COST:	154 HPs + \$1800				

POWERS:

Bio-Energy Blast: 6

Body Armor

DEX:	0	STR:	0	BODY:	2
INITIATIVE:	0	HERO POINTS:	0		
CHARGES:	12				
COST:	31 HPs + \$100				

POWERS:

Skin Armor: 3

Hess, Doctor VonLaub, and the Arsenal are also participating in the attack. The assault will proceed according to the following general pattern:

- Just before attacking, Hess' troops launch a gas cannister, spreading deadly nerve gas over the western portion of the complex to take out all of the Sunderland security forces stationed there. The gas does Killing Damage to anyone it affects:

Nerve Gas

DEX:	0	STR:	0	BODY:	0
INITIATIVE:	0	HERO POINTS:	0		
CHARGES:	20				
COST:	169 HPs + \$3600				

POWERS:

Fog: 9, Poison Touch: 9

The gas makes one attack on each Character in the western portion of the complex per phase. All of The

Conclave's forces wear gas masks, making them immune to the nerve gas. Immediately after the battle begins, it will become obvious to the heroes that the gas is deadly. The heroes will also notice that the Sunderland guards located on the western edge of the base are having problems escaping the gas' effect. Any guards depicted on the map that have not been rescued from the complex by one of the Doom Patrol by the end of the fifth phase will automatically die.

- On the second phase of combat, Hess has two Apache attack helicopters arriving to provide air support. The Apaches have the following attributes:

Apache Attack Choppers

DEX: 6 STR: 9 BODY: 9
INITIATIVE: 6 HERO POINTS: 0
CHARGES: 26
COST: 368 HPs + \$7600

POWERS:

Flight: 7, Projectile Weapons: 7

When the Apaches attack ground targets, use the helicopter's DEX as the AV and the APs of Projectile Weapons as the EV. The Apaches each have a crew of three; all crew members have attributes equal to those of a typical Conclave soldier

- Hess, VonLaub, and five of the troops will immediately head for one of the shuttles and get on board. All of them will be aboard the shuttle by the end of the third phase of combat.
- Ten of the troops will head toward the Launch Control building and fight their way inside. Once inside, they will start a countdown to launch the shuttle Hess, VonLaub, and the soldiers boarded (they were given detailed instructions on how to do so earlier). The troops will enter the Launch Control building on the third phase of combat. The shuttle will launch on the sixth phase of combat.

- Ten of the troops and the Arsenal will stay outside in the eastern alcove of the complex and protect the entire operation. On the fifth phase of combat, the Arsenal will slip away and board the shuttle occupied by Hess, VonLaub and the five Conclave troopers. The heroes should be too busy rescuing Sunderland guards from the nerve gas to prevent the android's escape.

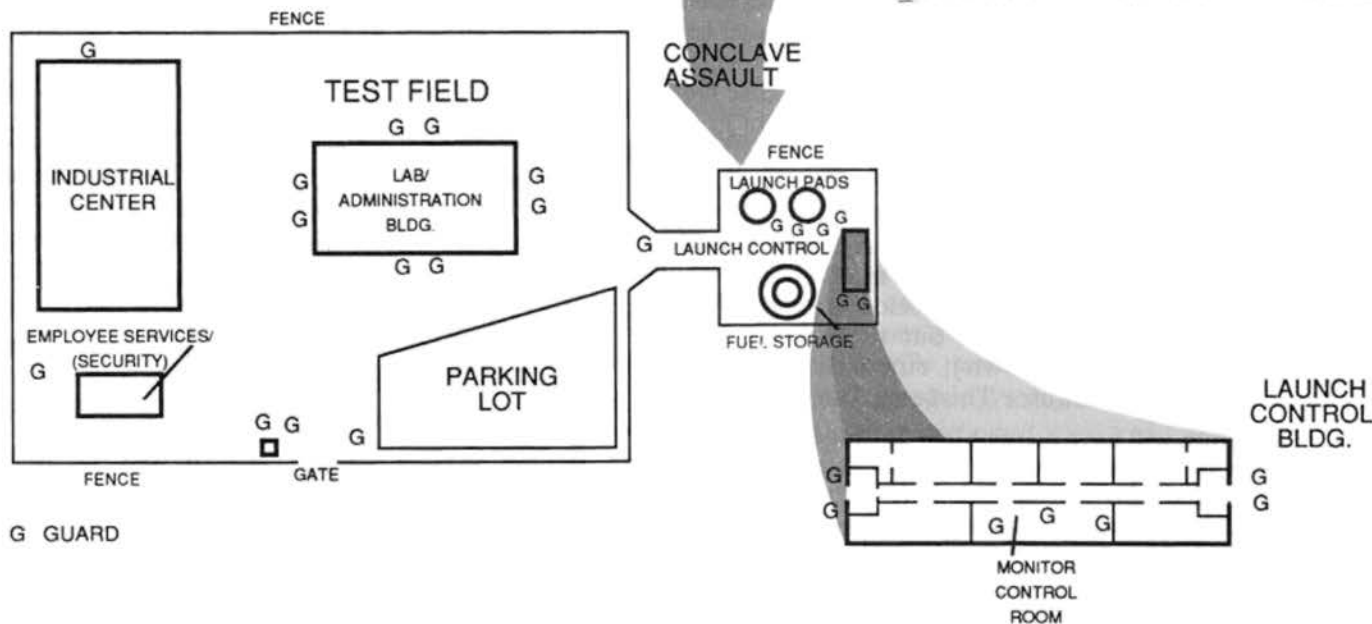
- The remaining five troops will take care of any stragglers in the western portion of the complex.

- Three phases after Hess' shuttle launches, all surviving troops will make their way towards helicopters hidden in the woods and attempt to escape, covered by the Apaches.

The Sunderland guards shown on the map will be completely ineffective in providing any resistance against The Conclave. They will not attack the heroes, but will be reeling so much from the gas attack that they will be unable to provide assistance. For purposes of the battle the GM may ignore them.

Following Hess

After the space shuttle takes off, it will be obvious to the heroes that the only way they are going to catch Hess is to take the other shuttle and pursue him. Unless one of the heroes has deliberately damaged it, the second shuttle will be miraculously unharmed by the battle. To get away in it, the heroes must make their way into the Launch Control building and initiate the second shuttle's countdown. Before they can enter the building, however, they must overcome the ten troops that Hess left stationed outside. By this time all of the Sunderland guards will be dead or taken care of, so there is no one else to stop the heroes from helping themselves to the shuttle. Once inside, Robotman or Negative Woman can initiate the launch automatically (no rolls or computer hacking necessary). The heroes then have two phases to climb aboard the shuttle, after which it will launch. Anyone with a Vehicles Skill of 4 APs or better can fly the shuttle. Statistics for the shuttles (they are identical) are given in the section on the Sunderland Corporation earlier in this booklet.



Troubleshooting

This encounter is not meant to be the climactic confrontation between the heroes and The Conclave, but if the heroes somehow do manage to prevent the shuttle from taking off and capture Hess and VonLaub, the adventure is over and the Doom Patrol is victorious. Proceed to the **Endgame** section for awarding Hero Points. Otherwise, play proceeds with **Encounter Fourteen: See You On the Dark Side of the Moon**.

Encounter Thirteen: Too Late!

Setup

Use this encounter if the heroes arrived at Sunderland later than 9:00 PM.

Player Information

Up ahead is the Sunderland Corporation's Kansas City headquarters, located in a shallow depression set within a small forest.

It seems as though a disaster has struck! There are dead bodies strewn everywhere, and National Guard troops have secured the entire complex. One of Sunderland's new commercial space shuttles is missing from its launching platform! The Conclave must have been here already and taken the shuttle.

GM Information

The heroes should soon realize that their only available option is to steal the remaining Sunderland shuttle and use it to follow Hess and his men. Miraculously, the shuttle was not damaged during The Conclave's assault. Unfortunately, since the attack the Sunderland Corporation's main headquarters in Virginia has had time to call in the National Guard to temporarily secure the compound until the situation can be assessed, making the heroes' task more difficult. For simplicity's sake, assume that there are two National Guard soldiers stationed at each point on the map where one of the Sunderland Corporation guards was stationed. The National Guard troops have the following statistics:

NATIONAL GUARDSMEN

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

SKILLS:

Medicine/First Aid: 2, Vehicles/
Land: 2, Weaponry: 2

EQUIPMENT:

Assault Rifle

DEX:	0	STR:	0	BODY:	1
INITIATIVE:	0	HERO POINTS:	0		
CHARGES:	6/11				
COST:	43 HPs + \$300				

POWERS:

Projectile Weapons: 5

CONNECTIONS:

National Guard (Low)

MOTIVATION:

Patriotism

WEALTH:

Comfortable

JOB:

Soldier

RACE:

Human

To steal the shuttle, the heroes must follow the procedure outlined in the previous encounter (enter the Launch Control building to set the countdown, and then make their way to the shuttle itself in two phases). To do so, however, they must either fight their way wherever they want to go, or make their way past the National Guardsmen by using the Stealth Skill (remember to assess the -2 Column Shift penalty to any Character who does not have the Thief/Stealth Skill).

Troubleshooting

The heroes may attempt to talk to the National Guard troops, and convince them of their urgent need for the shuttle. In this case, have one of the Characters make a Charisma/Persuasion roll against an OV/RV of 5/5. The National Guardsmen should be treated as hostile towards anything suspicious or out of the ordinary (including the heroes). If the hero receives five or more RAPs on this roll, the National Guardsmen will allow the heroes to take the shuttle. Otherwise, the troops attack under the mistaken belief that the heroes were involved in the assault on the air base.

Encounter Fourteen: See You On The Dark Side of the Moon

Setup

Use this encounter after the heroes have obtained the remaining Sunderland Corporation space shuttle, and have given chase to Hess and his men.

The heroes will have no problem tracking Hess' progress in the shuttle, but cannot catch him en route. They can follow his flight path easily.

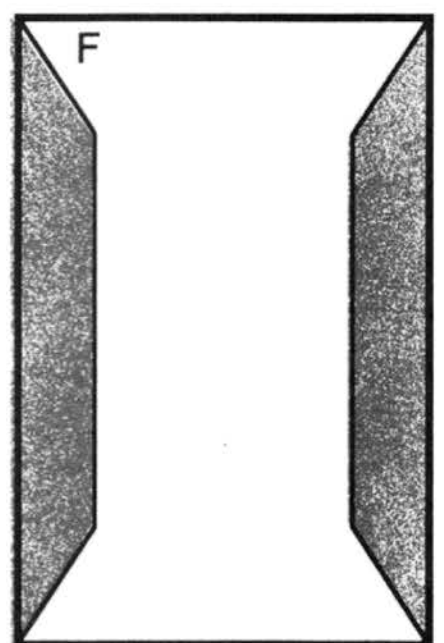
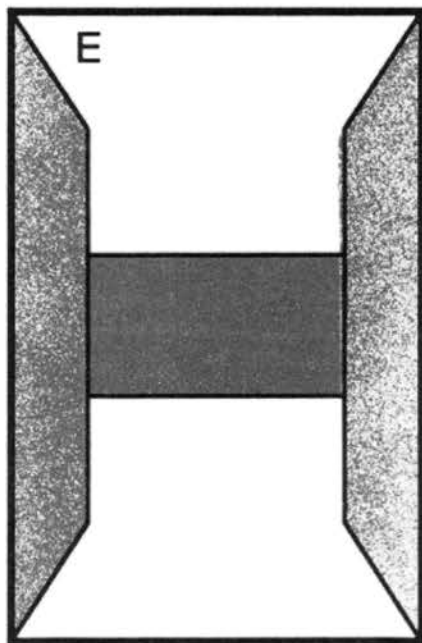
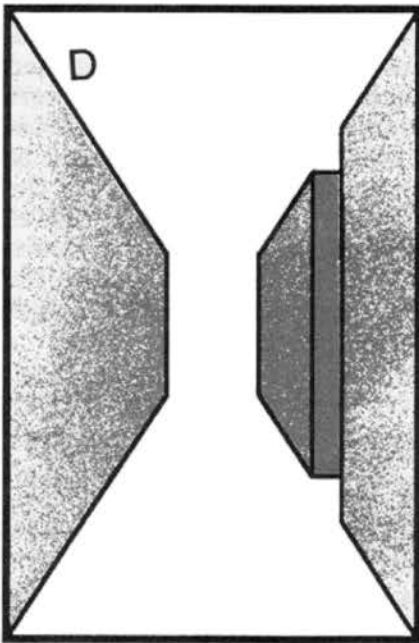
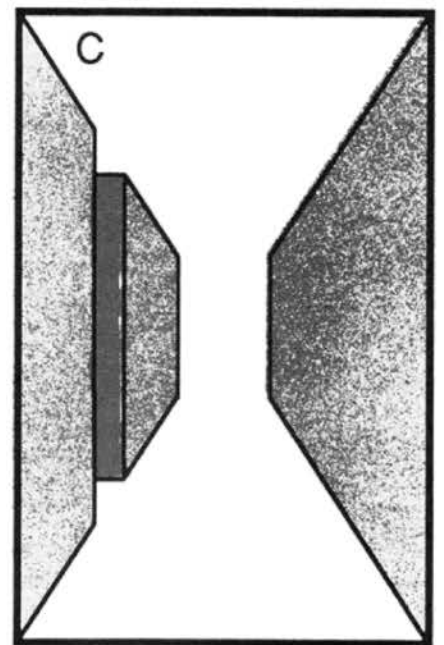
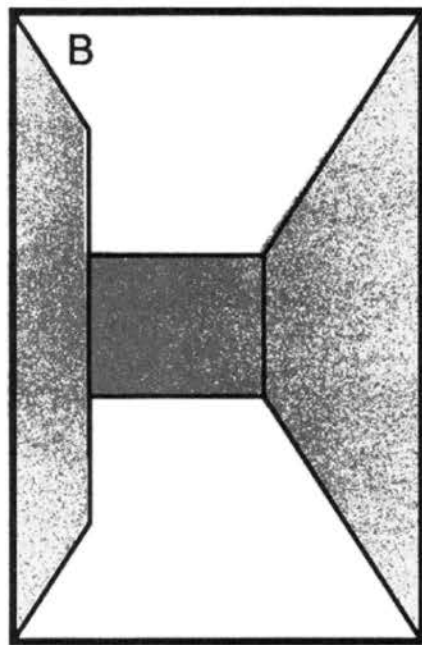
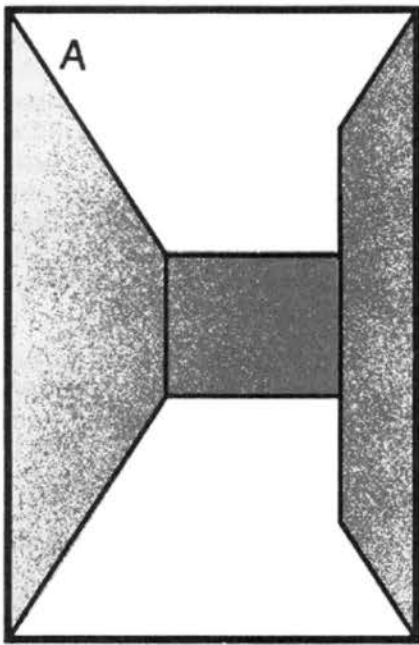
Player Information

The shuttle's equipment has no problem tracking The Conclave's shuttle through the icy depths of space. As expected, the shuttle is heading for the dark side of the moon, where The Conclave's computers indicated that the alien base was likely to be located.

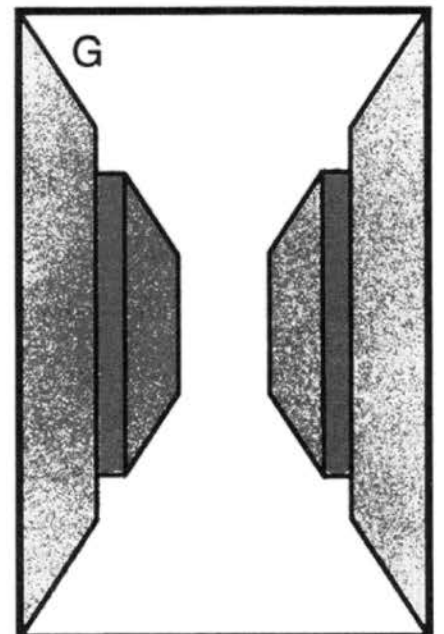
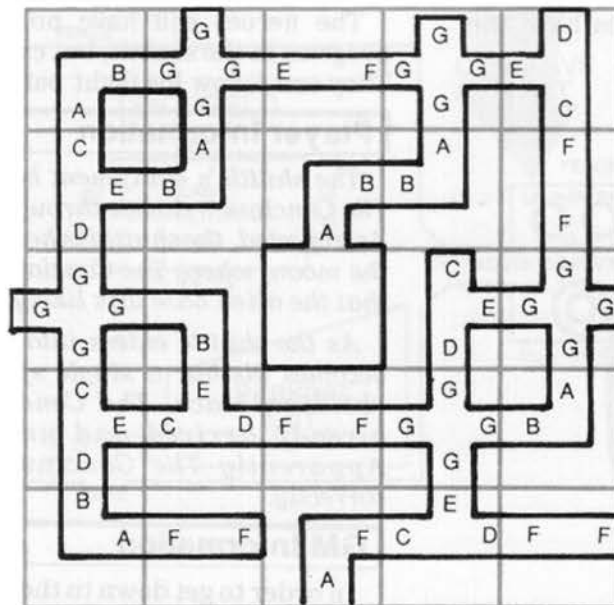
As the shuttle enters into orbit, the base entrance becomes visible: a single spot of light on a field of obsidian black. The Conclave's operatives have already arrived and uncovered the entrance. Apparently The Conclave's scientists guessed correctly.

GM Information

In order to get down to the surface of the moon once they reach the base, the heroes must place their shuttle



ALLEN
BASE



in orbit and use the self-propelled vacuum suits found aboard the craft (statistics for these are found in the Sunderland Corporation section earlier in this booklet). Once on the moon, they can easily enter the alien base (all they need do is go through a simple automatic airlock). Hess will be too preoccupied with penetrating the base and activating the alien weapon to try and stop the heroes at this point. Inside the base the atmosphere is normal, so the heroes can remove their space suits.

NOTE: Read to the Players once they have entered the alien moon base:

The base interiors seem to have been sculpted from some sort of strange black rock. Pipes, wires, and cables of every description completely cover the base walls, and there is a strange glow throughout the corridors even though there is no obvious light source.

Moving in the Alien Base

The layout of the alien base is so complex, that it resembles a maze. The heroes must make their way through this maze in order to find the superweapon, and catch Hess and his associates. There are a series of 3D maze panels included with the encounter map on page 30 to help you recreate this scene.

Take a look at the map of the alien base. Each of the shaded squares of the grid represents a section of the maze corridors. The heroes must travel through these corridors until they reach the weapon control room at the center of the base. In effect, the corridors link the boxes together, indicating all possible paths through that box. As the heroes cross from one box to the next, find the letter on the map that marks the path they are using to enter the box, and display the 3D panel with that letter in the upper left hand corner to the Players. For example, as the heroes enter the first box, display panel "A." After they turn right and enter the second box, display panel "C." If the heroes were to opt to turn left you would display panel "G," if they go straight it would be panel "F," and if they were to turn around, panel "B."

Count the number of moves it takes the heroes to make it to the center control area. If at any time the heroes choose a path that leads to a dead end, as indicated on the map, count it as a move and ask the Players to pick a new route. When the group finally reaches the control room at the center of the maze, proceed to **Encounter Fifteen: The End??**.

Troubleshooting

It is possible that the heroes will begin to feel like they are totally lost. If it seems as though they are wandering hopelessly in circles, the GM may wish to start nudging them in the right direction. Hess will have the alien weapon activated in **Encounter Fifteen** if the heroes take more than fifteen moves to reach the center, so the Characters could possibly home in on the noise of the device warming up, spot the villains' footprints in the dust on the floor, or some other clue could appear at GM discretion. In any case, the heroes should be able to eventually find their way to the center.

Encounter Fifteen:

The End??

Setup

Proceed to this encounter immediately after **Encounter Fourteen**.

Player Information

GM NOTE: Read the sections in bold type only if the heroes did **not** make it to the center of the maze in fifteen moves or less:

*After twisting and turning their way through the strange alien base, the corridors finally terminate in a large black chamber. Standing in the center of the room is a huge device that is obviously a missile. Also present in the room is Jack Hess, the famous talk show host! With Hess are an old man who seems to be a scientist of some sort, and what appears to be a highly modified form of the old Arsenal battlesuit. Lying on the floor are five dead Conclave soldiers. **The weapon is humming. Hess and his associates seem to have somehow activated it!***

As Hess: "Ah, at last we meet face to face. Allow me to introduce myself. I am Jack Hess—perhaps you've seen my program? I am also head of The Conclave, the world's largest and most prolific black market arms supplier, dealers of destruction worldwide! This is Doctor VonLaub my scientific assistant, and I believe you are familiar with the Arsenal battlesuit, but perhaps you are not so familiar with some of its recent modifications. Ha ha ha ha!"

"You are about to witness my ultimate triumph! You see, I do not deal in arms for profit. No, my interests run much deeper than that. I am thrilled by the sheer devastation that my efforts cause. I am an artist, and havoc is my medium. And now, I am going to create the ultimate work of art—the destruction of the Earth itself; the ultimate expression and summation of mankind and all its desires! The only human survivors shall be you, the good doctor, and myself. I was forced to eliminate my other followers here, because they did not exactly agree with my wishes. Do not fear for your own safety—the doctor assures me that we can live here, in this base, for the rest of our lives.

"I knew I should have taken care of your little group much sooner. Ever since you intercepted that important shipment of ours in the Middle East, I knew you might endanger this little undertaking. (GM NOTE: None of the Doom Patrol members has any knowledge of such an attack. If they express their disbelief or deny ever intercepting any shipment, Hess will continue): "But the evidence was clear! We found proof that both Robotman and Tempest were involved in the attack on the convoy; and — ahh, I see what is going on. I am afraid, my friends, that both you and I have been set up. The evidence of your involvement in the disappearance of our shipment seems to have been artificially planted — by one of my enemies, no doubt, as part of an effort to goad me into conflict with you. Well, I am sorry that you had to be dragged into all of this unnecessarily, but it is too late to worry about it now."

"The weapon you see behind me is fully primed and ready to be fired at the Earth! The doctor has repaired all of its malfunctions, and its trajectory is already laid in. We have determined that the missile has four times the power required to shatter the planet upon impact, and only I know the code which can halt the countdown! Ha ha ha ha!"

(LONG PAUSE)

"The more I think about the situation, however, the more I begin to formulate an even better plan. I have just thought of an even more perfectly ironic work of havoc that I could wreak here. Thus, I am willing to make you a deal: is it not true that the original Doom Patrol allowed themselves to be killed rather than permit one of their adversaries to eliminate a town full of innocents? I will offer you the same deal on a global scale! If you will stand there defenseless and allow the Arsenal to slay each and every one of you, I will disarm the missile. Isn't it beautiful, History repeating itself like this? Oh, the irony! I love it! Yes, you must consent! This would be my masterpiece, even greater than the destruction of the Earth itself! Well, what is your response?"

GM NOTE: If the heroes arrived in the weapon control room in less than fifteen moves, continue with the following:

Hess turns to the inert battlesuit and orders it to destroy the heroes! The Arsenal springs to life and the three villains attack!

GM Information

First of all, if the heroes made it to the center of the base in fifteen moves or less, Hess will not have had enough time to activate the weapon. In this case, he, VonLaub, and the Arsenal android will all attack right after Hess finishes delivering his speech.

If, however, the heroes took more than fifteen moves to reach the center of the base, they must decide whether or not to accept Hess' deal. If they do accept and allow the Arsenal to destroy each and every one of them, Hess will keep his word and not destroy the Earth. In this case, the heroes (like the old Doom Patrol before them) have just made a brave sacrifice, giving their lives to protect the innocent.

If the heroes refuse, they can take on Hess and his accomplices, and then try to break the code that will diffuse the missile. Treat the missile as though it were a computer with a Rating of 7 and a password code of "5367214." The heroes will have nine total phases to deactivate the missile, and they can make one guess at the code each phase (remember to subtract the number of phases it takes them to eliminate Hess and his cronies from the nine they have available). Under no circumstances will Hess reveal the code to the heroes.

Troubleshooting

One of the ploys that the heroes may try is to attempt to convince Dr. VonLaub that Hess is mad, and that he should help them defeat Hess in order to save the human race. As stated in his Character Background,

however, the doctor is no friend of humanity and is at least as insane as Hess. He also wants to see the bomb set off, and even if the heroes agree to Hess' deal, the doctor will attempt to fire the missile anyway, against Hess' will (in this case, Hess will attempt to kill VonLaub before the missile is actually fired, since doing so would spoil his "work of art").

If the heroes completely fail to defuse the missile and the GM does not want to bring the campaign to a rather sudden conclusion, the missile could have a last minute malfunction. It is hundreds of thousands of years old, after all. In this case, however, the GM should not grant the Players the Hero Point awards for defusing the missile, Severity, or Area of Consequence.

ENDGAME

Once the missile is defused and Hess and his underlings are defeated, it will be no problem for the heroes to put the alien base and its weapons out of commission permanently. They can then take The Conclave villains back to Earth in the shuttles. With Hess' capture, the power structure of The Conclave will fall apart, effectively destroying the organization. If the Gamemaster wishes to use The Conclave further in his/her campaign, however, remember that Hess is an extremely popular public figure, and that The Conclave employs many hotshot lawyers who will probably be able to exonerate him. The final fate of The Conclave is up to the GM.

If the missile was fired and Earth destroyed, the heroes should either get used to the idea of living on the moon for the rest of their lives, or begin searching for a new planet to call home.

Hero Points for this adventure should be awarded as follows:

Standard Award

Opposition	
<i>Equal</i>	20
Critical Points:	
Discovering Conclave safe house	
<i>(seldom fails)</i>	2
Discovering Sunderland operation	
<i>(seldom fails)</i>	2
Defusing missile	
<i>(even odds)</i>	3
Area of Consequence	
<i>Worldwide</i>	15
Severity	
<i>Fatal</i>	15

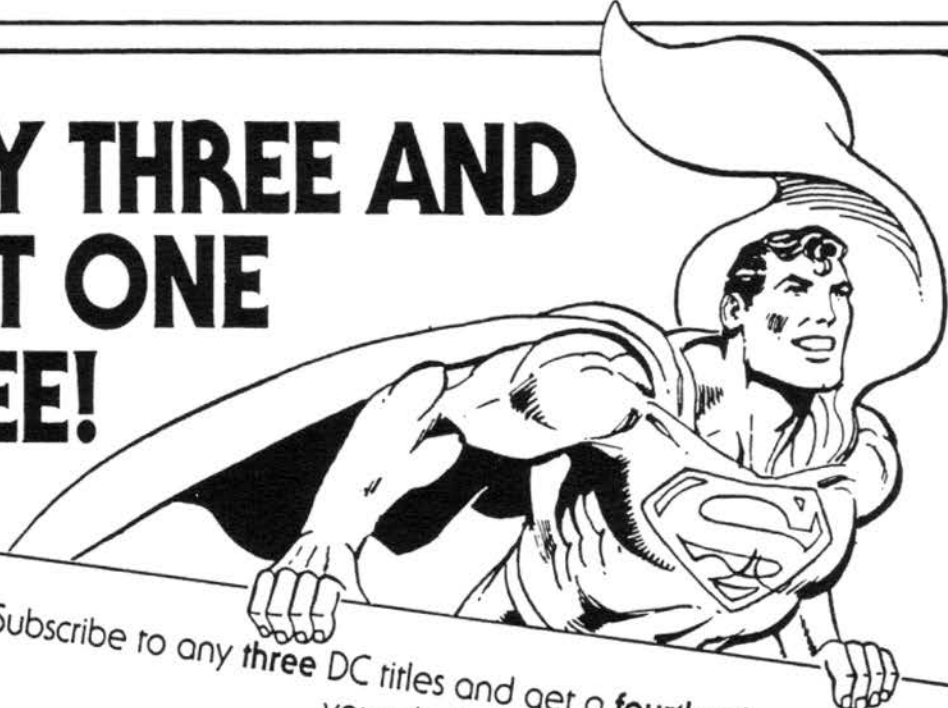
Total Standard Award 57

WELCOME TO THE DC UNIVERSE,

where all our characters await your
imagination. Your favorite heroes and
villains are available at Waldenbooks,
newsstand, and specialty stores,
or use the easy subscription
blank on the back of this
card, and get your comics
delivered at home
FOR LESS.



BUY THREE AND GET ONE FREE!



Subscribe to any **three** DC titles and get a **fourth** subscription of your choice free!

Here's how to take advantage of this great offer. Please indicate whether you are renewing, extending or just starting a new subscription.

FIRESTORM
FLASH
WONDER WOMAN
BATMAN
STAR TREK

\$9.00 for 75¢ Books
SUPERMAN
ADVENTURES OF SUPERMAN
THE DOOM PATROL
GREEN LANTERN CORPS.
ACTION COMICS
CAPTAIN ATOM

DETECTIVE COMICS
SUICIDE SQUAD
TEEN TITANS SPOTLIGHT
JUSTICE LEAGUE
SGT. ROCK*

*indicates bi-monthly



My check or money order for \$ _____ for _____ title(s) is enclosed.
Please add \$2.00 per subscription for Canadian orders and \$10.00 for each other foreign order.

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

BIRTHDATE _____ SEX _____

TITLES

- (1) _____
(2) _____
(3) _____

FREE _____

Check one
(Renew) (Extend) (New)

☐	☐	☐
☐	☐	☐
☐	☐	☐
☐	☐	☐

Please make check payable to:
DC Comics Subscriptions
PO Box 1985, Dept. R-4
New York, NY 10185

Offer expires September 1, 1987

HAVE YOU MISSED?

- 1.) The poster-size maps of the Batcave™?*
- 2.) The complete chronology of the Legion of Super-Heroes™?*
- 3.) The poster-size floor plans of the Titan's Tower™?*
- 4.) The complete map of Gotham City™ used by Alan Moore in the *Swamp Thing*™ comic?*
- 5.) The pre-Keene Act™ adventure of the Watchmen™ with new artwork and cover by David Gibbons?*
- 6.) The interior plans for Brainiac's™ mother ship?*

Then you might have missed the most exciting hero role-playing adventures and sourcebooks around. Our books bring such acclaim as *Comics Buyer's Guide's* comments on the Batman™ Sourcebook: "... believe me, it's going to be hard to find this much info on Batman ... anywhere else." and *White Dwarf's* for the Blood Feud adventure: "easily the best superhero adventure I've ever seen."

Not only do the critics love the DC Heroes RPG, but the fans voted our game the best role-playing game for 1986 at both Gencon and Origins (The Gamer's Choice & H.G. Wells Awards). The modules are perfect to build a campaign in the present or the future; in our award-winning system or any other. Don't pass up our great line. Collect them all:

CHECKLIST: CURRENT TITLES

201 DC HEROES ROLE-PLAYING GAME	216 LEGION OF SUPER-HEROES: VOL. 2
202 H.I.V.E.™	217 KING OF CRIME
203 BLOOD FEUD	218 DON'T ASK
204 SEIGE	221 ETERNITY, INC.
205 BATMAN	222 AN ELEMENT OF DANGER
206 WHEEL OF DESTRUCTION	223 PAWNS OF TIME
208 PROJECT PROMETHEUS	224 KNIGHT TO PLANET 3
209 COUNTDOWN TO ARMAGEDDON	225 MAD ROOK'S GAMBIT
210 DOOMSDAY PROGRAM	227 WATCHMEN
211 FOUR HORSEMEN OF APOKOLIPS™	228 DREAM MACHINE
212 NIGHT IN GOTHAM	229 RIGGED RESULTS
213 LEGION OF SUPER-HEROES: VOL. 1	231 LIGHTS, CAMERA ... KOBRA™
214 HEX™: ESCORT TO HELL	232 HARDWARE HANDBOOK
215 FIRE AND ICE	

* Indicates Trademark of DC Comics Inc. All character names, renditions, associated slogans, and indicia are Trademarks of DC Comics Inc. Copyright © 1987 DC Comics Inc. All Rights Reserved. Used Under License.

*You'll find: 1) in the *Batman Sourcebook*, 2) in *Legion of Super-Heroes Sourcebook Vol. 1*, 3) in *The Boxed Game*, 4) in *Night In Gotham*, *The Boxed Game*, and the *Batman Sourcebook*, 5) in *Watchmen* & 6) in *Doomsday Program*.



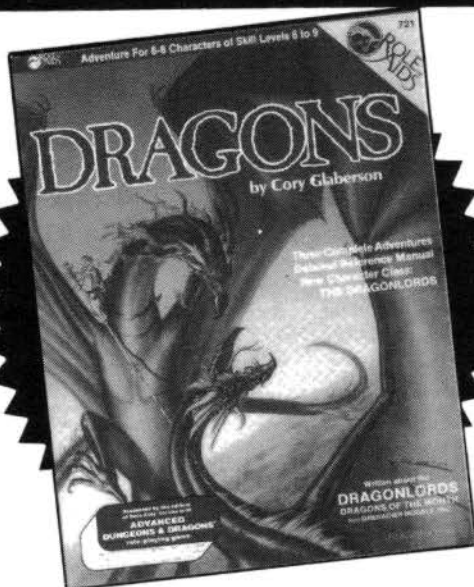
Return Address:

Place
First Class
Postage
Here



Mayfair Games
P.O. BOX 48539
Niles, IL 60648

☐ Check For Catalog.



DRAGONS

Learn the secrets of the fearsome Dragons. Complete in one book are the cultures, myths, magics, and battles of the proud race of Dragons. Then join in a series of adventures in the Dragonlands, introducing a new character class: The Dragonlords. For six to eight characters from Skill Levels six to nine. Written about Grenadier Model's *Dragons of the Month*™ miniatures.

Don't miss these other great Role Aids adventure and references:

WIZARDS (Reference/Adventure)	#708	FINAL CHALLENGE (Solitaire Adventure)	#722	ELVES (Reference/Adventure)	#711
DARK FOLK (Reference/Adventure)	#707	THRONE OF EVIL (Adventure)	#723	ICE ELVES (Adventure)	#733
FANTASTIC TREASURES (Reference)	#719	LICH LORDS (Adventure)	#726	ELVEN BANNER (Adventure)	#732
FANTASTIC TREASURES II (Reference)	#730	ANGRY WIZARD (Fez™ Adventure)	#720	MONSTERS OF MYTH & LEGEND	#724
DWARVES (Reference/Adventure)	#704	THE CONTRACT (Fez™ Adventure)	#710	CLOCKWORK MAGE (Adventure)	#728

WE'RE THE OTHER COMPANY.

Presented by the editors
of Role Aids for use with
**ADVANCED
DUNGEONS & DRAGONS**
role-playing game.

ADVANCED DUNGEONS & DRAGONS is a registered trademark of TSR, Inc. This use of TSR's trademark by Mayfair Games is not approved by TSR.

Role Playing Game Response Card

We want to know what you think of our role playing game. Please fill out this card and send it back to us along with any suggestions you might have.

In which adventure did you get this card?

Where did you buy this adventure?

- ☐ Hobby Store ☐ Mail Order
☐ Bookstore ☐ Department Store
☐ Comic Store ☐ Other _____

Name & address of your local game store:

Where have you seen this game advertised?

Please rate the following aspects of this adventure: (5 = excellent, 1 = poor)

- 1 2 3 4 5 Clarity
 1 2 3 4 5 Playability
 1 2 3 4 5 Organization
 1 2 3 4 5 Maps/Graphic Aids
 1 2 3 4 5 Value
 1 2 3 4 5 Value compared to similar competitor products

How many role-playing adventures did you buy in the last 6 months? _____

Your age: _____

Would you recommend that a friend to buy this adventure? ☐ Yes ☐ No

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)
MIND	Mind (Attribute)
NA	Not Applicable
NPC(s)	Non-Player Character(s)
OV	Opposing Value
PC(s)	Player Character(s)
RAP(s)	Result Attribute Point(s)
RV	Resistance Value
SPIRIT	Spirit (Attribute)
STR	Strength (Attribute)
WILL	Willpower (Attribute)

THE DOOM PATROL!™

The Original Hard-luck Heroes are Back!

- Imagine a secret weapon hidden on the moon for eons, capable of destroying the Earth four times over.
- Imagine a vicious psychopath with a thirst for devastation running the biggest black market arms cartel in the world.
- Now imagine that this lunatic is about to get his hands on this ultimate means of destruction.
- It's not imagination. It's happening *now*. And mankind's only hope is the outcast group of heroes known as The Doom Patrol™.

Moonshot™ represents a bold new format for the DC Heroes Role-Playing Game™. It contains a full-length pull out adventure, as well as a 32-page Sourcebook by Doom Patrol co-creator and current author Paul Kupperberg.

You'll meet the Doom Patrol's deadliest enemies, and its greatest heroes: Robotman™, the Chief™, Elasti-Girl™, Celsius™, Tempest™, Negative Man™, Negative Woman™ and more! You'll find schematics and descriptions of the Doom Patrol's new headquarters in Kansas City, Missouri.

It's everything you ever wanted to know about the old and new Doom Patrol, the heroes dedicated to protecting the world that shuns them!

MAYFAIR GAMES INC.



0 29877 00900
ISBN 0-912771-50-X

*Indicates Trademark of DC Comics Inc. All character names, renditions, associated slogans, and indicia are trademarks of DC Comics Inc. Copyright © 1988 DC Comics Inc. All rights reserved. Used under license.

0588-238MFG0900

Made in USA