

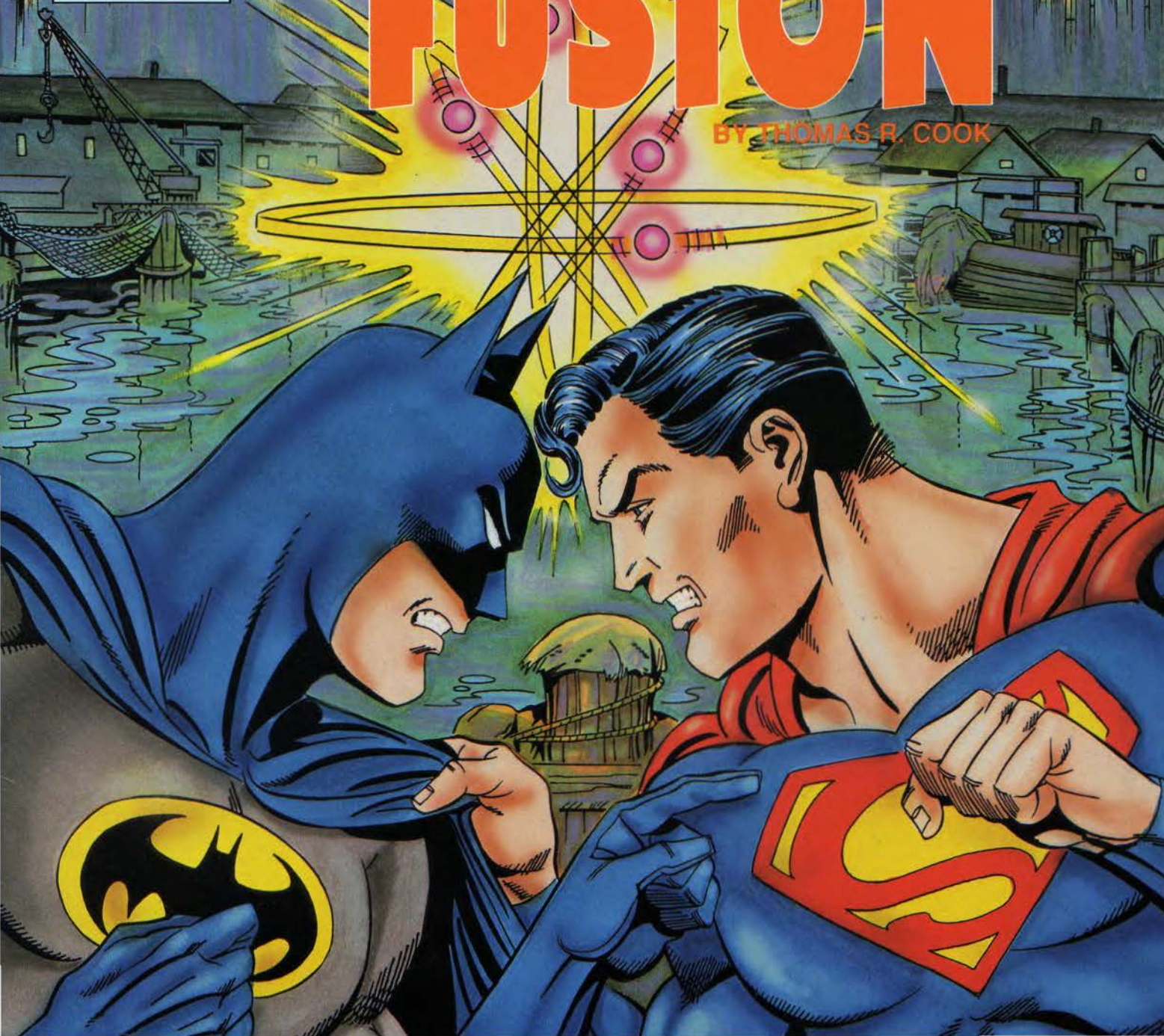


HEROESTM
ROLE-PLAYING GAME

WORLD'S
FINEST

DEADLY FUSION

BY THOMAS R. COOK



DEADLY FUSION

Batman Booklet
(Used by the Batman Player)

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INTRODUCTION

Welcome to the DC HEROES Match-Play adventure, *Deadly Fusion*, featuring the Batman and Superman. This adventure is designed for use with the second edition of the DC HEROES Role-Playing Game, but may also be used with the first edition. This two-Player adventure is unique in that it requires no formal Gamemaster (GM). Instead, each Player takes turns acting as GM for the other Player until the adventure's climax, which is run as a two-person solo-interactive adventure, without a GM.

This booklet contains the Superman adventure and is to be used by the Batman Player, who will act as GM for Superman during the adventure. This module uses the Action genre described in Appendix B of the *Rules Manual*.

Match-Play Format

With this unique match-play format, two people are allowed to role play a DC HEROES adventure while both get a chance to play, unlike a normal one-on-one adventure in which one person role plays a Character and the other person merely GMs the adventure.

The match-play system works like this:

You, the Batman Player, begin play first, with the Superman Player acting as GM for your *Part I: Knightfall*, contained in the Superman booklet. After this, the Players switch roles, and you act as GM for the Superman Player for his *Part I: Nighttime Patrol*, contained in this booklet.

Once each of these sections is complete, the Players switch roles again. You role play the Caped Crusader while the Superman Player acts as GM for your *Part II: Clowning Around*, contained in the Superman booklet. After this, the Players switch roles again, with you acting as GM for the Superman Player for his *Part II: Taking Care of Business*, contained in this booklet. Both Players will switch roles two more times (as detailed above) and play/GM their respective Part III.

The following game play flowchart explains who plays and who GMs during the adventure.

Once both Players have played and acted as GM in Part III, SWITCH

BOOKLETS and turn to the final section: *Part IV: Cold Fusion*. This section is the adventure's climax and contains Batman's *Encounter Nine: Explosive Situation*.

Both the Batman and Superman Characters play *Part IV: Cold Fusion* at the same time, using a unique solo-interactive system included in the last section of both booklets. You will often be asked to make a decision regarding your Character's actions; depending on your choice, you will be instructed to reveal some bit of information to the other Player, information which will affect how the other Player perceives the events of the adventure.

The Batman and Superman adventures interweave to form a complete story. Because they are both part of the same storyline, they both contain important material to which you (as GM) have access but to which your hero Character (the Batman) has no access. It is an important yet difficult role-playing challenge to have your Character act only on information he gains from his own adventures, not from information you read as GM.

Note: This match-play adventure can be played with two Players and a third person acting as GM. In this case, the third person should familiarize himself with both adventure booklets and GM both the Batman and Superman adventures separately until the climax, *Part IV: Cold Fusion*, when he should GM both Players' adventures simultaneously.

GAME PLAY FLOWCHART

Batman		Superman
Plays	Part I: Knightfall	GMs
GMs	Part I: Nighttime Patrol	Plays
Plays	Part II: Clowning Around	GM
GMs	Part II: Taking Care of Business	Plays
Plays	Part III: Confrontation	GMs
GMs	Part III: On the Waterfront	Plays
Plays	Part IV: Cold Fusion	Plays
booklet used		

GM's BACKGROUND

SCIENCE TODAY

Metropolis—Recent experiments performed at Metropolis State University's Physical Sciences Labs apparently suggest that a clean, safe method of harnessing nuclear power is presently available. Dr. George Gray, award-winning physicist and head of the MSU team which uncovered the findings, recently revealed that his team struck a breakthrough in controlling nuclear reactions in a room temperature environment, leading to a flurry of speculation and activity from the scientific community at large. Although Dr. Gray refused to comment specifically on what his team's findings were, he did provide the following information on their experimental procedures and the process:

"The concept of fusion as a means of power has been around for some time now. As early as the 1920s, scientists were conducting experiments, searching for an inexpensive method of producing great power from abundant materials, seeking, in effect, a limitless energy source. Several scientific groups in the 1950s continued the search, but to no marked avail.

"In a fusion reaction, subatomic particles move so closely together that they bond and release tremendous energies in various forms. The quest is to find a method of instigating such a reaction which requires less energy input than the amount of energy registered on output. In the past, the process of dealing with these fusion reactions was a 'thermonuclear' one, as extreme temperatures—in the neighborhood of 100,000,000



Gray

degrees Centigrade—were required to excite the structures sufficiently and produce the desired fusion result.

"The process we have been undertaking is called 'Cold Fusion' because it can effectively be performed at room temperature, thus eliminating the need for such high temperatures and the energies required to create them. The process begins with the electrolysis of a saline and heavy water solution—the standard medium when conducting nuclear power experiments—in which deuterium atoms, an isotope of hydrogen, replace the hydrogen atoms of typical H_2O .

Under our present electrical consumption, there exists in the top ten inches of Lake Superior alone sufficient deuterium to power the United States for nearly fifty centuries.

"Once the heavy water state is obtained, we introduce into the solution a preformed rod of palladium, an extremely ductile metal, used commonly in telephone equipment and pollution control, which functions for us as an excellent catalyst during chemical reactions involving hydrogen and oxygen.

"Around the palladium rod is wrapped an coil of pure platinum through which is run an electrical current, which attracts deuterium atoms to the palladium rod. Eventually, so much deuterium is absorbed into the palladium's latticelike structure that the deuterium nuclei fuse, releasing energy in the form of neutrons and heat."

Dr. Gray's team is presently awaiting final results toward verification of their experiments and anticipates public announcement of the process at a Metropolis news conference sometime this week. The team has been

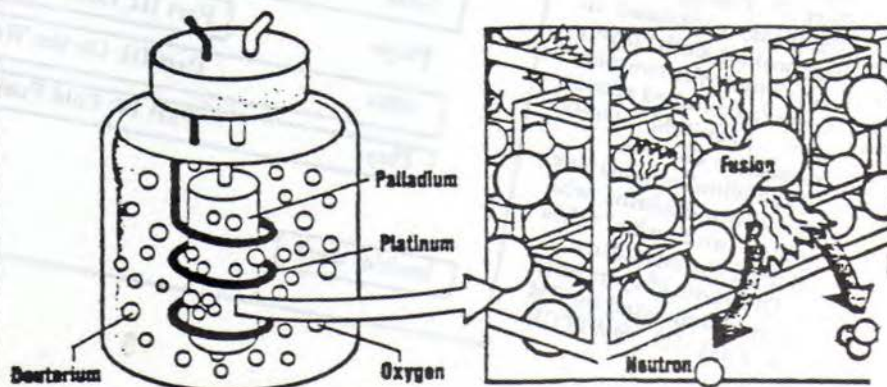
continually working the past several months toward establishing definitive proof of their findings. If successful, the university team hopes to see utilization of the process in further space exploration and powering of major cities throughout the globe by the year 2000.

Profile: Dr. George Gray

A man driven by scientific curiosity, Dr. George Gray describes himself as a "levelheaded problem solver, more at home on the back nine of Pebble Beach or in the club boxes at Metropolis Stadium than stuck in a cramped lab behind an argon laser."

Doctoral graduate of the prestigious Georgia Tech husband, and recent father, the physicist admits to having four his niche in the technic scientific field. "It was really ideal situation," G comments on his joining of ranks of Metropolis S University. "I had rec completed my doctoral t and was ready to mo California, working research grant, when Pr

Fusion in a Bottle



Palladium encircled by platinum is

The deuterium atoms are squeezed

BATMAN

CHARACTER SHEET



THE BATMAN

DEX: 10	STR: 5	BODY: 6
INT: 12	WILL: 12	MIND: 12
INFL: 10	AURA: 8	SPIRIT: 10
INITIATIVE: 36	HERO POINTS: 150	

• Skills: *linked

Acrobatics: 10*, Artist (Actor): 8, Charisma: 12, Detective: 12*, Gadgetry: 12*, Martial Artist: 10*, Military Science: 12*, Thief: 10*, Scientist: 12*, Vehicles: 10*, Weaponry: 10*

• Advantages:

Area Knowledge (Gotham City); Connections: Arkham Asylum (High), Gotham State Prison (High), Gotham City Police Department (High), Gotham State University (High), Justice League International (High), Superman (High), Street (High); Connoisseur; Genius; Intensive Training; Iron Nerves; Leadership; Lightning Reflexes; Sharp Eye

• Drawbacks:

Catastrophic Irrational Attraction to seeking justice; Secret Identity; Traumatic Flashbacks (Crime Alley)

• Equipment:

Batarang w/Rope

[STR: 7, BODY: 8, Gliding: 2]

The length of the Batrope is 4 APs.

Razorwings (x8)

[BODY: 7, EV: 1, Gliding: 1]

Bonus: Batman can throw up to four Razorwings in a single phase as one attack. He adds one to his final die roll (after rerolling doubles, if appropriate) for each Razorwing past the first that he throws.

Batcall

[BODY: 3, Animal Summoning: 13, R#: 3]

Limitation: The Batcall only summons bats.

Infrared Flashlight and Goggles

[BODY: 3, Thermal Vision: 12, R#: 2]

Laser Torch

[BODY: 5, Heat Vision: 10, R#: 4]

Limitation: The Laser Torch has a Range of 0 APs.

Micro-Cassette Recorder

[BODY: 3, Recall: 10, R#: 2]

Limitation: The Recorder only Recalls audio information.

Miniature Camera

[BODY: 3, Recall: 3, R#: 2]

Limitation: The Miniature Camera only Recalls visual information.

Plastic Explosives (x4)

[BODY: 1, Bomb: 8, R#: 3]

Rebreather

[BODY: 3, Sealed Systems: 9, R#: 2]

Smoke Capsules (x4)

[BODY: 1, Fog: 12]

• **Alter Ego:** Bruce Wayne

• **Motivation:** Seeking Justice

• **Occupation:** Billionaire Playboy

• **Wealth:** 20

• **Background:**

Self-appointed guardian of Gotham City's darkened streets, the Batman is a grim and silent figure, prone to acts of outrageous violence in his pursuit of justice against the city's criminal element. He is a man relentlessly driven in his quest, a callous and obsessive veteran of a dark and malignant war.

Forever traumatized by the violent and senseless murder of his beloved parents at the hands of street thug Joe Chill, Bruce Wayne has devoted his life to the eradication of evil from his city. For years he trained under the auspices of the greatest minds in the world to become a master of martial combats, sciences, philosophies, and the arts. With this regimen he prepared for his lifelong battle against a criminal element as diverse and as practiced as himself.

To the outside world, billionaire Bruce Wayne is a mystifying personage of affluence and regal estate; he is viewed by many as an irresponsible playboy, by others as a financial wizard, and by still others as a guardian of the needy. His various financial, scientific, and civic contributions (most notably the

resources provided by the Wayne Foundation) set him apart as a community leader to be emulated. Bruce Wayne is a man of almost mythic proportions, both heralded and condemned by a public who truly knows little about him.

As the Caped Crusader, the Batman is one whose public persona is no more uniform than his image as Bruce Wayne. While many accept him as a blessing upon Gotham, others denounce his actions as those of a vigilante. Yet any who have seen his darkened form through the shadowed alleys of Gotham City know the numbing fear his presence evokes: a gripping terror of promised retribution against any who would defile the streets of his city or threaten its law-abiding citizenry. In his mind, society is at war with the criminal element, and Batman is the general who will lead the forces of justice to victory.

Note: Statistics for Batman's vehicles can be found on p. 42-43 of the *Rules Manual* and p. 22-25 of the *Batman Sourcebook*.

Batman Information

The following information contains relevant data concerning the persons and events featured in this adventure. A solid knowledge of the Batman's friends and foes will help you role play the Caped Crusader more effectively. Players who are very familiar with the Batman Character may wish to skip this section, picking up with the *GM's Background* for the Superman adventure which follows.

Superman

You know Clark Kent to be a hard-hitting reporter renowned for his truthfulness and thorough coverage of any story. Kent is a fair and levelheaded journalist, ace newspaper man for the *Daily Planet*, and is respected both personally and professionally by his peers. His is the reputation of an amazingly pleasant and considerate man with an underlying edge of cleverness and sensibility.

You know Superman to be an overwhelmingly powerful and diligent force for good. With a resolve as determined as any in the universe, Superman battles against the criminal element throughout the globe and beyond, yet always maintains a careful and watchful eye on his beloved home city of Metropolis. He is a man devoted to his cause and his country—so devoted, you have recently thought,

that his patriotism prevents him from making the most of his abilities.

You and he have fought alongside each other many times, yet your methods are strikingly different. For the valiant Man of Steel, the law, with its myriad of strangulating rules, is ultimate. Without such laws, he claims, the criminal has no basis upon which to be judged. Your goals seem the same, but your procedures are worlds apart; you often wonder what would occur if either was pushed too far.

The Joker

Indeed your greatest enemy, the "Clown Prince of Crime" is a demented psychopath of ultimate proportions. The most perversely violent and twisted of criminals alive, the Joker represents everything against which you stand. He kills with impunity and pleasure with a gruesome, animalistic savagery to defy comprehension. His is a warped mind secondarily cursed

with a phenomenal genius, the combination of which makes him doubly-lethal as your singular nemesis; his age-old personal struggle against you is punctuated by the recent murder of your young protégé, Jason Todd.

Lex Luthor

You know of no one more cunning or expert than Lex Luthor. As the world-renowned chief executive officer of the multi-billion dollar LexCorp International, Luthor has his hands in nearly every scientific, technical, and business venture imaginable. He is a man whose thirst for power is paramount and who will stop at nothing to accomplish his goals. As a man of personal determination equivalent to his greatest enemy's, Superman, Luthor's true criminal genius is evident in the fact that none of LexCorp's many activities is ever strictly illegal.

Player Notes

Use this section to mark your answer to the offer made to you by the Joker during *Encounter Eight: Joker's Wild*.

Yes

No

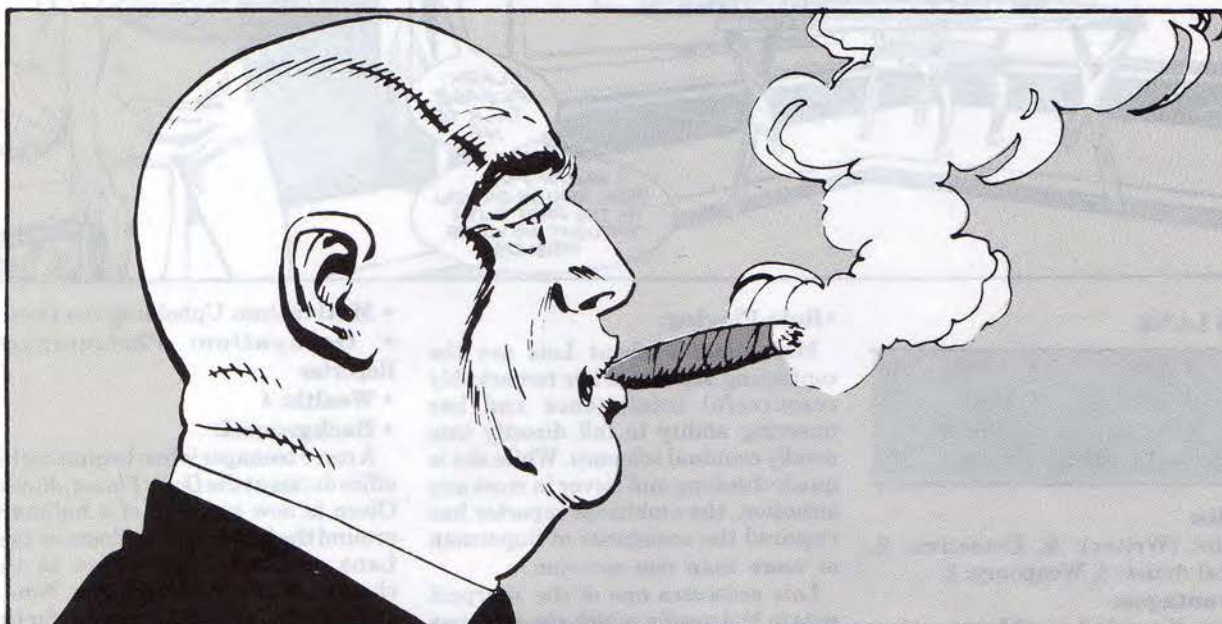
GM Notes

Use the following section as a GM aid when running the Superman Encounters. Check off each number once its corresponding Encounter has been played:

1 2 3 4 5 6 7 8 (Solitaire)

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

NON-PLAYER CHARACTERS



LEX LUTHOR

DEX: 4 STR: 3 BODY: 4
INT: 14 WILL: 6 MIND: 6
INFL: 8 AURA: 6 SPIRIT: 5
INITIATIVE: 26 HERO POINTS: 125

• Skills:

Charisma: 10, Gadgetry: 15, Scientist: 15

• Advantages:

Connections: Business Community (High), Underworld (High), U.S. Military (High); Connoisseur; Genius; Leadership; Omni-Connection; Popularity; Scholar (business, robotics, weapons)

• Drawbacks:

Dark Secret (illegal activities); Catastrophic Irrational Attraction to destroying Superman; Minor Physical Restriction: artificial hand; Public Identity

• Equipment:

METAL HAND

[BODY: 14, EV: 7]

16 AP ABCD Omni-Gadgets (x2)

• **Motivation:** Power Lust

• **Occupation:** CEO of LexCorp

• **Wealth:** 25

• Background:

The chief executive officer of LexCorp International, Lex Luthor is a supremely intelligent, cunning man whose nearly overwhelming desire to destroy the Man of Steel is second only to his drive to maintain his status as the world's greatest businessman. Unquestionably Superman's greatest foe, Luthor has many times brought Superman to the brink of death with his formidable plots to rid Metropolis of its hero. Luthor ultimately hopes to regain his title as most-powerful man in the city, a position afforded him prior to the Man of Steel's arrival.

Driven by his mad genius from an early age, young Luthor arranged for the murder of his parents, thus receiving full benefits of a forged insurance policy he himself had taken out on his family. Using the blood money to establish the foundations of his now-monumental empire, Luthor went on to seek fruition of his power-hungry dreams, destroying any and all persons who would get in his way with a cold-hearted savagery which has become his hallmark to those who know his true character.

• Role-Playing:

Most notable about Lex Luthor's

demeanor is his phenomenal ego: his belief and regular pronouncement that he is the most brilliant and most-powerful man in the world, an assumption which is not without its arguable validity. Luthor is a scientific and business marvel, a man possessing a steel-trap mind and a profoundly determined will. With an awesome financial kingdom at his disposal to support his every criminal whim, Luthor is a man with whom only a fool trifles.

(4) PERSONAL GUARDS

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

• Skills:

Gadgetry: 2, Martial Artist: 4, Weaponry: 5

• Drawbacks:

Minor Irrational Fear of Lex Luthor

• Equipment:

BODY ARMOR

[BODY: 12, Energy Absorption: 8]

Laser Pistol

[BODY: 4, AV: 3, EV: 4, Ammo: 10, R#: 2]

8 AP ABC Omni-Gadgets (x2)



LOIS LANE

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

•Skills:

Artist (Writer): 5, Detective: 2, Martial Artist: 3, Weaponry: 2

•Advantages:

Area Knowledge (Metropolis); Connections: Daily Planet (High), Superman (Low); Sharp Eye

•Drawbacks:

Catastrophic Irrational Attraction to getting into trouble

•Motivation: Thrill of Adventure

•Occupation: Reporter

•Wealth: 7

•Background:

One of Perry White's prize reporters, Lois Lane is a small-town farm girl who moved to Metropolis seeking the action and adventure afforded the city-dweller. Given her first journalism opportunity with the Planet, Lois soon proved herself an outstanding reporter, heralded most notably for her keen intelligence and fierce determination.

While usually assigned top stories, having received several awards for excellence including her own Pulitzer, Lois has recently had to share top-billing with her new-found competitor, Clark Kent. While Lois respects Kent's abilities and grudgingly accepts him as a friend (covering perhaps her true interest behind a facade of competitiveness), Lois now finds herself even more motivated to prove her own abilities and continue her metropolitan notoriety.

•Role-Playing:

Most notable about Lois are the conflicting aspects of her remarkably resourceful intelligence and her unerring ability to fall directly into deadly criminal schemes. While she is quick-thinking and clever in most any situation, the ambitious reporter has required the assistance of Superman or more than one occasion.

Lois possesses one of the sharpest wits in Metropolis, which she exercises with impunity to cut-down and chastise any would-be critic with reprehensive flare. She is a woman of remarkable character and style, one equally comfortable attending a posh, royal reception or investigating the decrepit underbellies of Suicide Slum.

JIMMY OLSEN

DEX: 3	STR: 2	BODY: 2
INT: 3	WILL: 3	MIND: 4
INFL: 3	AURA: 3	SPIRIT: 5
INITIATIVE: 9	HERO POINTS: 15	

•Skills:

Artist (Photographer): 3, Thief: 2, Gadgetry: 2

•Advantages:

Connections: Daily Planet (High), Superman (High)

•Drawbacks:

Serious Irrational Attraction to curiosity, Minor Irrational Attraction to Impressing Cat Grant

•Equipment:

Signal Watch

[BODY: 2, Telepathy: 20, R#: 2]

Limitation: Signal Watch only allows Jimmy to summon Superman.

•Alter Ego: James Bartholomew Olsen

•Motivation: Upholding the Good

•Occupation: Photographer/Reporter

•Wealth: 4

•Background:

A mere teenager when beginning his office duties at the *Daily Planet*, Jimmy Olsen is now as much of a hallmark around the bustling City Room as Lois Lane or Clark Kent—often to the chagrin of editor Perry White. Now a cub reporter and photographer for the Planet, Jimmy spends much of his time alongside Clark, Cat, or Lois covering stories, which occasionally proves more of a hindrance than a benefit.

Recently, Jimmy was exposed to a deep-space virus upon Superman's return from his self-imposed exile. The virus invaded young Olsen's DNA structure, causing the reporter's body to transform into an extremely malleable, plastic-like form. The realization that this condition was inadvertently caused by contact with Superman has somewhat strained Jimmy's relationship with the Man of Steel. (This condition is currently dormant and, as such, will not come into play during this adventure.)

•Role-Playing:

Jimmy is an enthusiastic youth, perhaps a bit overly interested in proving his worth and abilities to the *Daily Planet* staff; particularly Perry White, who more often than not finds the young reporter a nuisance (although Perry does appreciate Jimmy's determination and interest in journalism). Jimmy is an exceptionally brave young man, willing to enter into any situation to get the scoop. He has often had to rely on his quick wits and resourcefulness to get

him out of dangerous situations when Superman is not available.

CATHERINE GRANT

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

• Skills:

Artist (Actor): 3, Artist (Writer): 3, Charisma: 3, Detective: 2

• Advantages:

Area Knowledge (Metropolis); Connections: *Daily Planet* (High), WGBS-TV (Low), Superman (Low)

• Drawbacks:

Serious Irrational Attraction to proving herself professionally, Minor Irrational Attraction to teasing Jimmy Olsen, Miscellaneous: Parent

• **Motivation:** Thrill of Adventure

• **Occupation:** Reporter

• **Wealth:** 8

• Background:

Cat Grant came to Metropolis seeking fame as a journalist. Perry White gave Cat her initial position at the *Daily Planet*, where the new reporter proved to be an adequate if initially-unexceptional journalist. It wasn't until WGBS president, Morgan Edge, offered Grant a starring position on the television network that Cat became the recognizable personality she is today.

While employed by Morgan Edge at WGBS-TV, Grant continued to pursue her print media efforts, to the point that she uncovered and revealed Edge's involvement with the notorious crime syndicate, Intergang. This revelation led to a confrontation with Superman, which caused Edge to suffer a massive heart attack. Cat had been delivering the Intergang information to Clark Kent anonymously at first, but with the matter brought into the open, she revealed herself to be the informant and investigator of the information, which elevated her in the opinions of many of the *Planet's* personnel.

Recently fired from her prestigious WGBS position, Cat is now employed full-time at the *Daily Planet* as a print journalist, a profession for which Cat has shown increasing competence.

• Role-Playing:

Cat Grant is an exceptionally attractive woman possessed of a self-determined will and the intelligence to use both of these qualities to her advantage. Cat often seems to hide feelings of inferiority behind a front of bravado and overt good-naturedness,

much of her flirtatious attention falling playfully on the bewildered Jimmy Olsen. While Cat has expressed interest in and even occasionally pursued the attentions of Clark Kent, she is primarily a woman born to play the field, jovially considering herself too precious a commodity to waste on just one man.

MARGARET SAWYER

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

• Skills:

Charisma: 3, Detective: 4, Martial Artist: 3, Thief: 2, Weaponry: 4

• Advantages:

Area Knowledge (Metropolis); Connections: Metropolis Police Department (High), *Daily Planet* (Low), Superman (Low); Leadership; Sharp Eye

• Equipment:

.38 Pistol

[BODY: 4, EV: 3, Ammo: 6, R#: 3]

• **Motivation:** Seeking Justice

• **Occupation:** Detective, Special Crimes Unit

• **Wealth:** 5

• Background:

A devoted officer of the law, Maggie Sawyer worked her way up from the beat-cop ranks of Metropolis' police force, fighting every step against her own good looks and renowned tenacity. Maggie performed her job with an astonishing zeal and efficiency, often feeling she had to go one step beyond the call of duty to defeat the sexist assumptions which plagued the force.

Maggie was previously married but the relationship became extremely strained, an unpleasant experience she rarely discusses openly. A top-flight detective, Maggie now heads up the Metropolis Police Department's Special Crimes Unit, a position suiting the fiercely determined Sawyer.

• Role-Playing:

Maggie is a tough, no-nonsense cop who performs her duties with a steadfast reliance on the system that punishes the criminals she daily sees tearing the heart from her city. She is a clever and levelheaded officer who is forceful when necessary. To her friends, however, she is a considerate and sensitive woman, a side rarely seen by the underworld ranks, whose view of this hard-nosed cop is usually down the barrel of her gun or at the knuckled curve of her approaching fist.

WILLIAM HENDERSON

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

• Skills:

Detective: 4, Thief: 3, Weaponry: 5

• Advantages:

Area Knowledge (Metropolis), Connections: Metropolis Police Department (High), *Daily Planet* (High), Metropolis City Hall (Low)

• **Motivation:** Upholding the Good

• **Occupation:** Police Inspector

• **Wealth:** 5

• Background:

Inspector Bill Henderson is one of the Metropolis Police Department's most used and abused officers. A student of police and military procedures since an early age, Henderson joined the force fresh out of college and rapidly advanced through the ranks to detective, where he spent most of his years with the department. Henderson was promoted to Inspector following a series of meritorious honors and service awards.

Bill is a close friend of *Daily Planet* reporter Lois Lane, and often provides Lane with information on stories which he would otherwise keep from the media, as Lois has assisted Henderson on several instances as well. Henderson and his counterpart in the Special Crimes Unit, Maggie Sawyer, have a good relationship and work well together when circumstances place them on similar cases (although Henderson normally operates alone, feeling he does his best work following his hunches on his own time).

• Role-Playing:

Bill Henderson is a long-time cop who knows how to deal with people of all persuasions. His casual demeanor often belies the intensity with which he performs his job. He is a man obsessed with maintaining the security of his city and its citizens, and he will go to any lengths to support that cause.

While many co-workers read Henderson's slow, calculated manner as a sign of his age and time spent on the force, Bill merely prefers to carefully analyze his situations rather than act impulsively, finding that little-known clues are easier to find with a mind that is clear and precise.

Note: Statistics for Perry White can be found in the *Background/Roster Book* in the second edition of the DC HEROES Role-Playing Game.

Part I: Nighttime Patrol

Note to the Batman Player: Do not run these first three Superman Encounters until you have played the Batman in Part I: Knightfall, which the Superman Player will GM for you from his booklet.

Synopsis

In the Superman Encounters which follow, the Man of Steel learns from Maggie Sawyer of an emergency situation at Metropolis' water processing plant, where the city's water supply is contaminated by a mysterious substance. Furthermore, Superman is continually summoned by Jimmy Olsen's signal watch to a junkyard, where Jimmy is being beaten by armored villains.

Following these various incidents, Clark Kent will be given the opportunity to file stories on the events, leading play to Part II: Taking Care of Business.

Encounter One: Casual Flight

Setup

Use this Encounter when the Superman Player is ready to begin the Superman adventure, which begins with the Man of Steel on his nightly patrol of Metropolis.

Player's Information

The cool night air rushes past your face as the lights, sounds, and people of your adopted city speed past hundreds of feet below you. With peerless supersenses, you monitor the activity which even at this hour permeates Metropolis.

This late evening, you allow yourself a mere sixty minutes for your nighttime patrol, having just recently escaped the flurried activity of the Daily Planet newsroom, where your editor-in-chief, Perry White, expects you again soon for yet another assignment.

For the moment, however, covering far and wide, from Hell's Gate to Bakerline to Queensland Park, a feeling of pride wells within you. This city is a beacon of hope to the teeming millions, representing all that is good and true of the American dream.

Yet, in your wisdom, you know no beacon shines without

a background of darkness, and it is against that darkness—and the criminal element which seeks to hide within it—that you fight your never-ending battle.

Your first few sweeps of the bustling city pass uneventfully, perhaps a sign of an ultimately quiet night. But the stillness is soon broken by the faint, rhythmic wailings of distant police sirens, coupled by telltale red and blue flashes through the city streets, and, almost simultaneously, by the piercingly familiar pulses of Jimmy Olsen's signal watch.

GM's Information

If Superman chooses to examine the police sirens/lights with his Extended Hearing and/or Telescopic Vision Power, positive RAPs against an OV/RV of 6/6 will reveal that several squad cars are converging on one distinct location: Metropolis' water processing plant in the city's northwestern section of New Troy.

If Superman chooses to attempt to locate the origin of Jimmy's signal watch transmission, he may do so with his Directional Hearing Power against an OV/RV of 8/8. Positive RAPs will reveal that the source of the sound is in

Metropolis' local auto junkyard, located in the southeastern section of New Troy.

If Superman follows the police sirens/lights to the disturbance at Metropolis' water processing plant, play proceeds with **Encounter Two: The Water Plant**. If Superman investigates the summons from Jimmy's watch, play proceeds with **Encounter Three: The Auto Yard**.

Encounter Two: The Water Plant

Setup

Use this Encounter when Superman has decided to follow several police cars' sirens/lights to investigate events at Metropolis' water processing plant.

Player's Information

Far along the southeastern portion of New Troy rests the city's bay area. Amid the many small brownstones and lofty high-rises you see nearly four dozen policemen. Their squad cars are strategically blocking the entrance road to Metropolis' water processing plant.

Red and blue flashing lights play spasmodically along the

expanse of chain-link fence which encloses the plant's grounds. While most of Metropolis' finest presently stand cautious guard along the plant's perimeter, a noticeable number stands around an unmarked car stationed directly outside the plant's main gate.

The officers surrounding this car take notice of your arrival and begin to clear you a path; one officer leans into the car and mumbles something to its occupants. As you near the main gate, the silhouette of a shapely female figure exits the driver's seat of the car; as the woman turns to face you, you catch the slightest glimpse of weariness upon the face of Capt. Maggie Sawyer. But her features quickly return to form a time-induced professional mask, hiding what you know to be the sensitive woman beneath it.

"So, Superman," Maggie says sarcastically, "what brings you out on this fine summernight. Surely it can't be the dead bodies we have inside here . . ."

Allow the Player sufficient time to react, then continue with the following:

"Here's what we can figure so far," Maggie begins, "Sometime after ten o'clock we're notified of an emergency here at the plant. Once we show up, the whole place is buzzing with alarms and we find this guy we have in the car stumbling around dumbstruck outside the gates. He hasn't told us much—he's still in shock—but our reconnaissance team has seen several plant employees inside the building, apparently dead.

"We haven't gone in yet, but now that you're here, maybe you can help us out."

GM's Information

If Superman tries to speak to the rattled plant technician in Capt. Sawyer's car, the man will do nothing but babble about his friends, muttering items such as, "They're dead . . . all of 'em. Greg and Mel . . . I can't believe it . . ."

If Superman attempts to calm the man and discuss the events with him, consider this a Character Interaction attempt against an OV/RV of 11/11; positive RAPs will calm the worker for an amount of time equal to the RAPs gained, before he again becomes agitated and unintelligible.

If Superman is able to calm the employee, the worker can reveal the following information:

"It was at the start of my shift—around ten or ten-thirty—I was on line with the guys monitoring the inlet and filtration systems. This new guy comes in and says he's here to check the equipment and make sure it's working okay. Well, some of us thought it was weird, being so late and all, so we let the guy alone but checked out his ID.

"While Greg's off checking it out, this guy starts fiddling with the monitors, changing the readings and all. So Mel jumps up and tells him to stop. The guy just turns around and shoots Mel right in the head. Greg ran in to stop him, but he got it too. I just go so scared, I took off an' ran. This guy was messing with all the equipment and pegging the guys left and right.

"I started outta the center. I just wanted outta there. But then I heard the guy mumble something and . . . and he . . . I guess he shot himself or something, 'cause he keeled over . . . with blood all pouring out of his head . . . it was AWFUL!"

With this the man will again become hysterical and incoherent. If Superman tries to ask the worker what it was the intruder muttered before dying, such an attempt will require another Character Interaction attempt against an OV/RV of 17/17. Positive RAPs will reveal that what the worker heard the man say was, "Mission complete, Mr. Luthor."

If Superman uses his Telescopic and X-Ray Vision Powers

on the plant (or physically enters the building), the OV/RV is at 12/12. Positive RAPs will reveal that there are five dead bodies inside the plant, all of them in or around the main control center for the plant's water filtration and distribution into the city.

Once Superman enters the facility, read the following to the Player:

The main control complex for Metropolis' water processing plant runs smoothly and silently, the quiet hum of the area disturbed only occasionally by intermittent beeps and clicks of automated systems checking and double-checking themselves. The vast array of computer panels along a far wall seem to be operating perfectly, with no discernible alteration to programming.

The floor of the complex is littered with human bodies, four of which lie crumpled against the center's glass entryway; bloodless holes penetrate their foreheads and chests. A fifth body sits casually against the control panel wall; small rivulets of dried blood fall from each ear, a scene repeated from the body's nose and mouth.

If Superman examines the four employees' bodies for any unusual marks or items, positive RAPs on an Action Check using the Unskilled Detective Skill against an OV/RV of 3/3 (apply +2 Column Shift modifiers to the OV and RV) will reveal fatal holes in each of the workers' foreheads and chest areas. Further examination of the sites with Microscopic Vision against an OV/RV of 13/13 shows that the wounds were cauterized by use of intense heat.

If Superman examines the intruder's body (an OV/RV of 5/5 to the Detective Skill) and gains positive RAPs, he will find that the intruder possessed a small, high-tech laser; 7 RAPs will also reveal that he wore a communication device on his lapel. Both of these items have since been internally melted beyond functional ability.

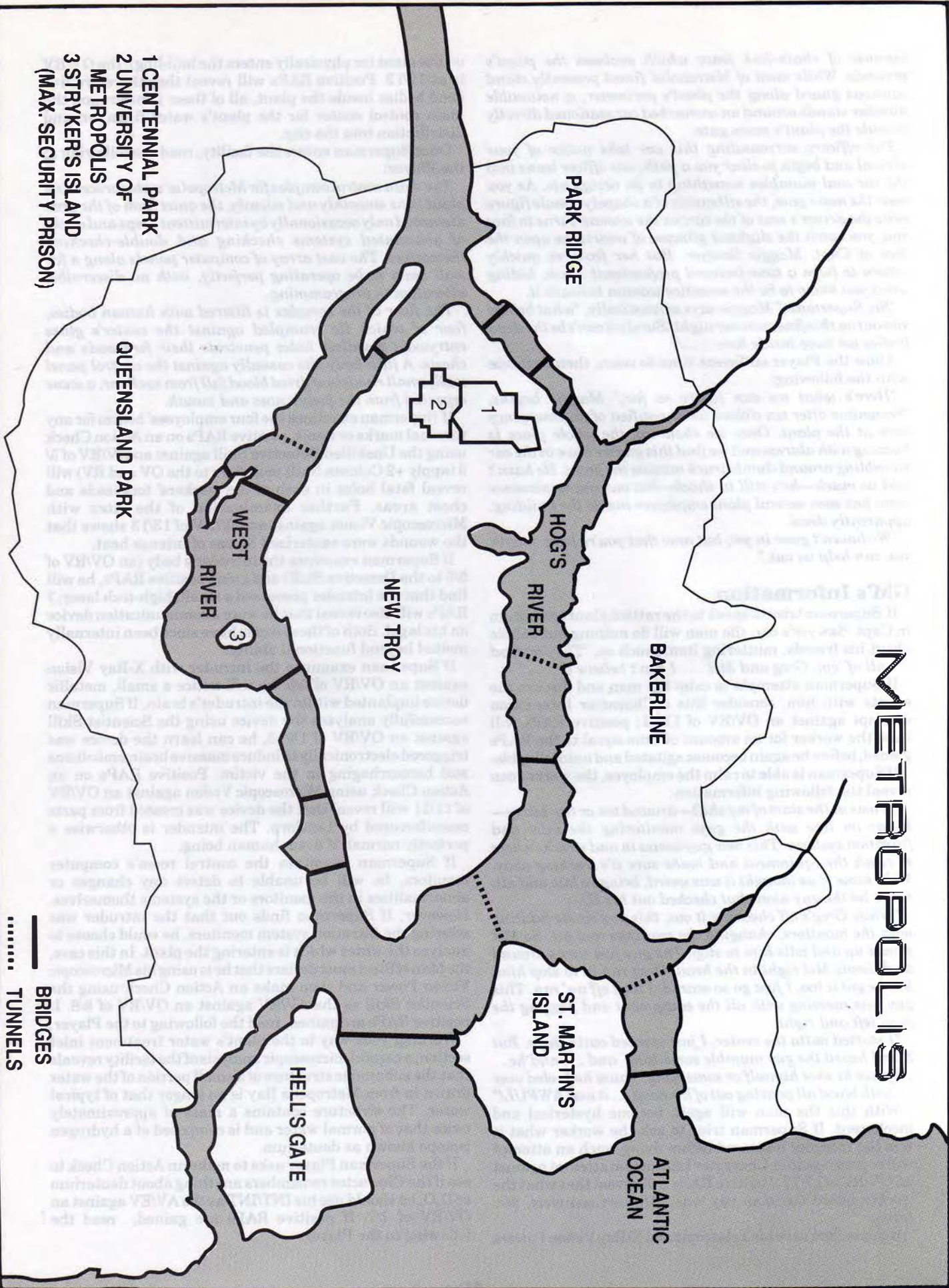
If Superman examines the intruder with X-Ray Vision against an OV/RV of 5/5, he will notice a small, metallic device implanted within the intruder's brain. If Superman successfully analyzes the device using the Scientist Skill against an OV/RV of 13/13, he can learn the device was triggered electronically to induce massive brain embolisms and hemorrhaging in the victim. Positive RAPs on an Action Check using Microscopic Vision against an OV/RV of 11/11 will reveal that the device was created from parts manufactured by LexCorp. The intruder is otherwise a perfectly normal, if dead, human being.

If Superman examines the control room's computer monitors, he will be unable to detect any changes or abnormalities in the monitors or the systems themselves. However, if Superman finds out that the intruder was altering the filtration system monitors, he could choose to analyze the water which is entering the plant. In this case, the Man of Steel must declare that he is using his Microscopic Vision Power and then make an Action Check using the Scientist Skill as the AV/EV against an OV/RV of 8/8. If positive RAPs are gained, read the following to the Player:

Working your way to the plant's water treatment inlet section, a careful microscopic analysis of the facility reveals that the subatomic structure of a small portion of the water drawn in from Metropolis Bay is no longer that of typical water. The structure contains a mass of approximately twice that of normal water and is composed of a hydrogen isotope known as deuterium.

If the Superman Player asks to make an Action Check to see if the Character remembers anything about deuterium or D₂O, he should use his INT/INT as the AV/EV against an OV/RV of 7/7. If positive RAPs are gained, read the following to the Player:

METROPOLIS



Recalling your chemistry and physics classes, you remember that deuterium is an isotope of hydrogen, one often used in atomic experiments in the form of deuterium oxide, D₂O, or heavy water. The compound was most frequently used in atomic fission and fusion experiments to generate atomic power and material for nuclear weaponry.

If Superman attempts to trace the flow of the heavy water to its source, he will be unable to do so, due to the huge number of inlet valves which serve Metropolis' water processing plant, coupled with the as-yet scant trace amounts of deuterium oxide present.

Once Superman has completed his investigation of the plant, he should report back to Maggie Sawyer, who will ask to be completely informed of the Man of Steel's findings and of any suggestions he might have on the case. (If Superman does not attempt to talk with Maggie Sawyer, the GM should have her approach the Man of Steel and ask him what he has found out.) After this, Maggie will send her men in for their own examination of the site. Once Superman has finished the investigation, read the following to the Player:

"I don't get it, Superman," Maggie says mystified. "Why would some guy waltz in and waste some water processors just to fiddle with some dials?" Sawyer puts a hand to her throbbing temples and rubs slightly. "Anyway," the captain continues, "thanks for your help. I'll let you know if anything new develops."

As Capt. Sawyer turns to head into the facility herself, the familiar voice of Inspector Bill Henderson calls out from behind you. "Maggie! Wait up!" Jogging past you, the Inspector tosses a guilty look your way and says, "Never ends, does it Superman?" and hurries up to Capt. Sawyer's side, speaking to her quietly as the two head toward the processing plant. "Maggie, just got word about a disturbance over in north New Troy . . ." Henderson begins, as their voices diminish into the distance.

If Superman uses his Extended Hearing to listen in on Henderson's report to Sawyer, he will hear Henderson continue, "... reports indicate that several heavily armed crooks are demolishing New Troy's auto junkyard and beating up on some kid." "Better get my people to check it out," Maggie Sawyer says and heads into the water plant.

At this point, Superman should remember that Jimmy had been signaling for assistance from the auto junkyard for some time. If the Player asks to make a Perception Check and is playing through this Encounter before playing through Encounter Three, he can hear Jimmy's signal watch cut off with a disquieting crunch.

If Superman decides to investigate the disturbance at the auto junkyard in response to Jimmy's watch summons, play proceeds with **Encounter Three: The Auto Yard**.

If Superman has already played Encounter Three, play ends here and the Players should now SWITCH ROLES, with you assuming the role of the Batman in **Part II: Clowning Around**, which the Superman Player will GM for you from his booklet. (The Superman Player should, however, be encouraged to investigate the auto junkyard now, so that the GM will not have to flip from **Part II: Taking Care of Business** back to **Part I: Nighttime Patrol** should the Man of Steel later choose to do so.)

Troubleshooting

Should Superman attempt to contact Lex Luthor at any time prior to their confrontation in Encounter Seven, a representative of LexCorp will inform the Man of Steel that Mr. Luthor is unavailable, having been called to various

business meetings. If the Superman Player is absolutely adamant about speaking to Luthor (such that the game is rendered slow and unplayable), the GM might have Luthor and his guards meet with Superman, explain that he (Luthor) knows absolutely nothing about the problems but that he will investigate them himself, as his reputation is being tarnished.

If Superman does not think to speak to the distraught plant employee to learn the events behind the Encounter, the GM could have Maggie Sawyer contact Superman later, stating that the worker calmed down sufficiently to relate the necessary events to the Metropolis police.

If Superman misses the important opportunity to examine the water supply and discover the presence of the deuterium oxide (heavy water), the GM could suggest the Player use Superman's Recall Power to remember that the distraught employee mentioned that the intruder paid particular attention to the inlet filtration monitors. This should lead Superman to examine the water as detailed previously.

Encounter Three: The Auto Yard

Setup

Use this Encounter when Superman decides to investigate the disturbance at Metropolis' auto junkyard, from whence Jimmy Olsen has been signaling for assistance.

If Superman is arriving here having already played **Encounter Two: The Water Plant**, see **Troubleshooting** before beginning this Encounter.

Player's Information

As you near the northwest section of New Troy, you see several bright flashes of light and hear thunderous explosions rock the entire city area. Shards of metal, ripped free from the skeletons of discarded automobiles, fly through the air like shrapnel.

As you approach the vast expanse which serves as the city's largest auto junkyard, you see four large, armored men alternately tearing into nearby automobiles, collecting what appear to be very specific portions of the cars, and beating quite mercilessly young Jimmy Olsen. With undaunted vigil, Jimmy regularly hoists his camera in the direction of his assailants and snaps several photos.

GM's Information

With a successful Action Check using his INT/WILL against an OV/RV of 5/5, Superman can recognize the armored suits in which these villains operate as being similar to old LexCorp battlesuits. Their operation also seems similar.

Of the four armored villains present, all will be busily destroying the auto junkyard, searching specifically for the cars' anti-pollution devices and pausing only to attack Olsen whenever he presents himself as a target.

Once Superman arrives, three of the villains will turn on the Man of Steel and Team Attack to their fullest extent, while the fourth will attempt to escape. If the villains are caught or in jeopardy of being caught, the fourth villain will press a small button on his armored glove, causing the items which the villains had been stealing to teleport away without a trace.

(4) LEXCORP VILLAINS

DEX: 4	STR: 6	BODY: 5
INT: 3	WILL: 3	MIND: 4
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 13	HERO POINTS: 15	

• Skills:

Martial Artist: 5, Vehicles: 6, Weaponry: 4

• Advantages:

Area Knowledge (Metropolis), Lightning Reflexes

• Equipment:

BATTLESUIT

[DEX: 20, STR: 24, BODY: 28, INT: 3, WILL: 2, MIND: 2, Energy Blast: 25, Flight: 12, Hypnotism: 10, Illusion: 6, Sealed Systems: 14, Telekinesis: 10, R#: 3]

If any of the villains are in immediate danger of being captured and/or defeated, they will all attempt to flee from the Man of Steel. If Superman is able to either defeat or capture any one of the villains, read the following to the Player:

As the armored villain is apprehended, he turns to face you, perhaps seeking one final blow against his mighty opponent. Instead, his eyes grow wide with a deep and awesome fear. His entire body begins to quiver, and, quickly surveying his accomplices, you see they too are experiencing the same effect.

Amid what appears to be great seizures, your opponents scream, a soul-chilling cry born of excruciating pain. Their eyes bulge from some intense internal pressure, and their teeth chattering uncontrollably until, finally, their bodies drop like lifeless rag dolls to the dirt of the auto yard. Thin wisps of smoke rise casually from their electrified bodies.

If Superman examines the armored villains (Unskilled Medicine or Scientist Skill against an OV/RV of 9/9), he will find that they died of intense brain disorders caused by a malfunctioning short circuit in the armored suit, which was mentally controlled. Analysis of the suit itself (with an Action Check using the Detective Skill against an OV/RV of 6/6) will reveal it to be nearly (if not) an exact duplicate of an old LexCorp-designed battlesuit, with all parts recently manufactured by LexCorp. The suits and their occupants are otherwise normal.

As the devices which the villains were stealing were teleported away, Superman will be unable to analyze the devices themselves. However, if the Man of Steel attempts to use his Recall Power (had he looked closely at the items earlier), he can remember the crooks were taking anti-pollution devices from surrounding automobiles.

The Vision

As Superman completes his examination of the armored villains, read the following to the Player:

As you turn and leave behind the smoking remains of the armored villains, you feel a wave of nausea slide across your consciousness, as a fierce pounding begins to hammer into your head. Glancing up from your pain, you see three apparitions appear in front of you: ghostly figures dressed not in earthly clothes but in the recognizable accouterments of your home world, Krypton.

The apparitions' pallid skin glows with a greenish tinge around the loose flesh which dangles from the figures' bony forms. The trio scuffles toward you, and in a garbled unison the images of Zod, Zora, and Quex-Ul taunt you:

"Yet another series of murders upon your bloodied hands, Superman? Was it not enough you killed us mercilessly, dooming us to painful deaths on a desolate alien world?"



General Zod raises a bony finger in your direction and, through rotted, blackened teeth, says, "Who were you to judge our actions, although they led to others' deaths? See now the future, son of Krypton, for it is you who shall cause the deaths of your own millions!"

With the wave of one decrepit hand, Zod transforms the crystal night embracing Metropolis into a vision of barren wasteland. It seems now a stark cityscape barren of life, where buildings stand in an empty graveyard.

The trio then turns back toward you, their faces a bubbling turmoil of melted green flesh, their words a cacophonous jeer. "You live the insidious lie, Kryptonian. You can never truly belong on this petty planet. Yours is the ultimate isolation; you are a stranger in any land. And to what purpose, Man of Steel? To what purpose . . . ?"

With their final words echoing painfully in your ears, the images of Zod, Zora, and Quex-Ul fade away, leaving once again the backdrop on a crystal clear night across Metropolis. The wrenching grasp leaves your insides as the tension drifts from your muddled head. From what seems a million miles away, you hear a familiar voice calling your name.

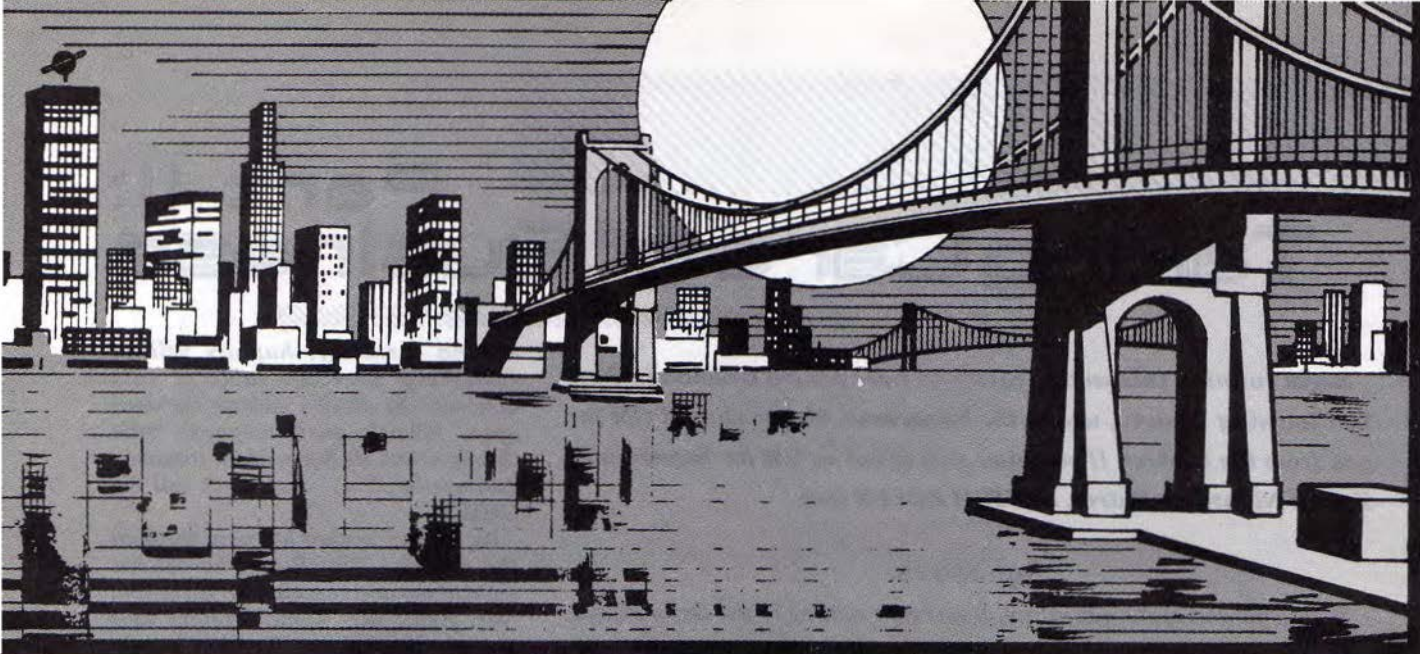
"Superman?" Jimmy says, wiping a slight trail of blood from his beaten and bruised mouth. "Superman, are you okay?"

Jimmy will attempt to help Superman to his feet if necessary, although the Man of Steel will regain complete control and feel no ill effects from the unusual vision after a few moments.

At this point, Jimmy will be seriously roughed-up, but he will ask to go to the *Daily Planet* to drop off his pictures before stopping by the hospital ward. If Superman asks young Olsen what he was doing at the junkyard, Jimmy will explain the following. If Superman doesn't ask, in his enthusiasm, Jimmy will babble about it anyway. In either case, read the following to the Player:

"Wow, Superman, it was really great! I got this lead on a story about this wave of thefts from LexCorp businesses. See, lots of equipment and scientific stuff has been stolen from LexCorp lately, and so Cat Grant looked up several businesses owned by Luthor's company.

"This place turned out to be one of 'em, so Cat sent me to check it out—I guess figuring not much could happen at a junkyard. Boy, will I show her! Anyway, I was hanging around when these guys flew in and started tearing up cars to get at something. They kept taking the same items, so I got a few shots, figured I could figure it out later by using the



awesome computers at the Planet. That's why I've got to get back and develop these shots.

"Boy, I'll bet Mr. White will give me a staff job right now with what I got here tonight! Wait'll I get back and tell Mr. Kent! So what d'you say, Superman . . . take me back to the Planet?"

If Superman asks Jimmy where he received the lead on the LexCorp thefts, Jimmy will pause, appear to think quite seriously about the question, and then say, "Y'know, Superman, that's a good question. I know it was a tip from someplace, but I sure can't remember from where! It's like I just knew it was gonna be here." Jimmy will look at the Man of Steel and, with a genuine boyhood smile and a shrug of the shoulders, say, "Weird, huh?"

Jimmy will be quite insistent that Superman take him to the *Daily Planet*, citing that it could really be a boost to his budding career if he turns in these shots early enough for the first edition. If necessary, Jimmy will walk to the *Planet* building in spite of his injuries; in fact, Jimmy is in fairly serious condition and should receive medical treatment, to which he will agree if Superman drops him and the film off first.

Jimmy's comment that he plans to return to the *Planet* and tell "Mr. Kent" about the events should remind the Player that Clark is to appear at work this evening. When Clark appears at the *Daily Planet*, Jimmy will excitedly inform him of the events and playfully warn Clark that he had better watch out for the new, up-and-coming *Planet* ace.

At this point, the Player should be encouraged to investigate the water plant (**Encounter Two: The Water Plant**) if he has not already done so. Otherwise, the Players should now SWITCH ROLES, with you playing Batman in **Part II: Clowning Around**, which the Superman Player will GM for you from his booklet.

Upon returning to the Superman adventure, begin play with *Encounter Four: The Daily Planet*.

Troubleshooting

If the Superman Player arrived at this Encounter having already played Encounter Two, and if the GM feels particularly adventurous, he may wish to challenge the Superman Player in the following manner:

Due to the Man of Steel's late arrival, the GM could play the Encounter as if the armored villains had already left the scene, leaving a very bloodied and unconscious Jimmy

Olsen at the site. In this fashion, Superman would have only Jimmy's photos to go on (should the Player realize this) to explain the events which occurred in this Encounter (the anti-pollution device thefts, the potential LexCorp link, etc.). Superman would thus be allowed to examine the area somewhat, after which young Olsen could possibly come around and explain the events, if necessary.

If Superman insists on taking Jimmy to the hospital now, the GM should allow this and then have Superman drop Jimmy off at the *Daily Planet*. Jimmy will not, however, agree to let Superman drop off the photos himself, as this might ruin his chance for recognition as an up-and-coming reporter.

If the Superman Player completely misses the fact that the villains were specifically stealing anti-pollution devices, the GM should have Jimmy show Clark his photos in Encounter Four.

In either case, Kent will have the opportunity at the *Daily Planet* to investigate the various clues he has uncovered, should he wish to learn more about D₂O (heavy water), the anti-pollution devices and their components, and so on. If the Player wishes to investigate any of these aspects during play, the GM should suggest that the most opportune place to begin would be the *Planet's* facilities, and move play to Encounter Four (being certain to SWITCH ROLES first, recommencing the Batman adventure before continuing with that Superman Encounter).

If the Superman Player does not realize Kent should appear at the *Daily Planet* next Encounter or seems reluctant to do so (thus providing a less-than-smooth game play transition), the GM might wish to describe a very brief remainder of Superman's night patrol then have Kent, once again at home, receive a call from Perry White asking him in to the office for an assignment.

As indicated previously, should Superman attempt to contact LexCorp for information on these events, a LexCorp representative will inform Superman that Mr. Luthor is unavailable for comment. However, the representative can confirm that several facilities have reported a rash of thefts, although nothing irreplaceable was stolen—merely electrical equipment, various common metals, and so on.

This concludes *Part I: Nighttime Patrol*. Do not continue with the following until you have switched roles and played Batman in *Part II: Clowning Around*.

Part II: Taking Care of Business

Begin running this section after you have played Batman in Part II: Clowning Around, which the Superman Player should GM for you from his booklet. If you have just acted as GM for Superman's Part I: Nighttime Patrol, SWITCH ROLES now.

Synopsis

In this portion of the adventure, Superman returns to the Daily Planet, where he can conduct research on the various clues discovered in the first part of the adventure. Eventually, Perry White assigns Kent to cover a scientific news conference given by a local physicist. At the conference, the physicist is attacked by several armored villains. Events occurring at the conference and information available at the Planet should lead the Man of Steel to Part III: On the Waterfront.

Encounter Four: The Daily Planet

Setup

Use this Encounter once Clark Kent arrives at the *Daily Planet*. Here, Clark will be able to research clues he has uncovered and will receive yet another assignment from Perry White.

Player's Information

Even at this late hour of the night, the City Room of the *Daily Planet* bustles with activity, as reporters tap away at their terminals and assistants run hither and yon with urgent late additions.

Across the massive City Room is the office of Perry White, notorious chief editor of Metropolis' most respected newspaper. A somewhat battered but resilient Jimmy Olsen stands proudly next to Perry's desk. His left arm is set in a sling, and he beams with expectation as White shuffles through a set of recently developed photos. After some consideration, White hands the photos to Olsen, mutters something in Jimmy's direction, and then waves the cub reporter out of the office.

In a burst of excitement, Jimmy grabs the photos with his good hand and heads for White's office door at top speed, maneuvering recklessly

around furniture, happily yelling something unrecognizable at this distance. As Jimmy swings the door open, White's gruff response rolls through the City Room like a runaway steamroller, "... and don't call me CHIEF!"

As Jimmy makes his way through the crowded City Room, he catches sight of you and veers in your direction. "Mr. Kent! Mr. Kent!" Jimmy says ecstatically, "I did it! The Chief bought my photos from the auto junkyard! Front Page! It's a hold the press-er. D'you believe it?!"

GM's Information

If the Player allows, Jimmy will continue to boast about his sale of the photos, playfully bragging that Kent had better watch out for the newest reporting sensation in Metropolis. If

Clark does not ask Jimmy about the photos (as Kent was not present at the site), Jimmy will start to explain about the armored villains stealing car parts and how Superman intervened.

If Clark asks to see the photos, Jimmy will be a bit reluctant, claiming that he must rush the pictures to press before the final deadline arrives. If Clark is insistent, Jimmy will show Kent the photos, which will be of the armored villains destroying automobiles in the junkyard and of Superman arriving to stop the criminals. Also included in the set will be several close-ups of the particular items which the villains were stealing.

As Clark looks through Jimmy's photos, Olsen will excitedly comment on their contents. "Really great stuff, if you ask me. Okay, so the composition's a little off, but so what?! It's action! Adventure! The Chief still can't figure out why Luthor'd steal from his own company—maybe insurance or something—but I got it all right here! Neat, huh?"

If Clark tries to identify the items in the photos, a successful Action Check using his INT/WILL against an OV/RV of 7/7 will allow Kent to recognize the devices as anti-pollution controllers, items installed on automobiles to prevent excessive contaminants from being emitted by car exhausts. If Kent does not attempt such an identification, Jimmy will volunteer the information as a way of speeding up Clark's analysis of the photos.

Once Clark is finished looking through the photos, Jimmy will hurry off with the pictures saying, "Thanks, Mr. Kent. Gotta go. Be back in a little while... I want to get in on that news



conference tonight, too!" After saying this, Jimmy dashes off to take his photos to press.

At this point, Clark will be able to research the various clues he has obtained during the first portion of the adventure. If the Player does not realize this, the GM should have him make an Action Check using Superman's Recall Power against an OV/RV of 5/5 to remember that Jimmy mentioned using the computer himself (see the previous Encounter). Kent's method of research is at the Player's discretion. The *Daily Planet* has computer terminals linking it to various facilities, such as the Metropolis Library, S.T.A.R. Labs, and so on, and possesses excellent files and microfiches on a variety of topics. Kent could also choose to telephone various contacts to gain information. (Methods of research are always subject to GM acceptance.)

The following charts list pertinent cumulative information that Clark can gain through investigative research, as well as listing the informations' respective Opposing and Resistance Values:

Deuterium Oxide (D₂O) [OV/RV: 5/5]

- 1 RAP:** *It is also called "heavy water" in scientific circles.*
- 1/2 RV:** *Deuterium is created when normal hydrogen, usually in a liquid state such as H₂O, is electrolyzed. This releases hydrogen gas and leaves the deuterium isotope bound to the oxygen as heavy water.*
- Full RV:** *Deuterium oxide is commonly used in atomic power experiments as a medium for nuclear fission and fusion.*

Note: If Kent chooses to investigate the Metropolis Harbor area (being the source of water to the city's processing plant), believing that it may contain additional deuterium, the Player must declare that he is using his Microscopic Vision Power and then make a successful analysis of the harbor water against an OV/RV of 8/8 while using the Scientist Skill. This will reveal that there is a startlingly high concentration of deuterium throughout the harbor waters. However, no precise source may be located due to the predominance of the deuterium over hydrogen at this point.

Anti-Pollution Devices [OV/RV: 8/8]

- 1 RAP:** *Found on most modern foreign and domestic automobiles, these items diminish the release of environmentally hazardous materials into the atmosphere.*
- 1/2 RV:** *Such items are often purchased by metallurgical companies seeking to reclaim a metal used in the devices called palladium.*
- Full RV:** *Palladium is a member of the platinum family of metals, is produced commercially throughout the world, and serves as an excellent catalyst for chemical reactions involving hydrogen and oxygen.*

Luthor's Battlesuits [OV/RV: 7/7]

- 1 RAP:** *The battlesuits you encountered in the auto junkyard appear to have been exact duplicates of a battlesuit design previously used by LexCorp.*
- 1/2 RV:** *A major design flaw in the battlesuits, which were mentally controlled, was that continued use inhibited many higher-level brain functions, leading to an effective short circuiting of the user's brain and killing the suit's occupant.*
- Full RV:** *Luthor has since completely discontinued production and use of the deadly battlesuit until an efficient and safe replacement can be designed.*

Once Clark has had an opportunity to research the various clues he has uncovered, Perry White will summon Kent into his office and assign him to cover a news conference this evening. At this point, read the following to the Player:

The busy murmur of activity throughout the Planet's City Room grows suddenly still as the door to Perry White's office is swung open with typical force. With a frown of concentration etched on his face and a half-smoked, half-chewed cigar protruding from his mouth, White surveys the near-silent City Room until his gaze lands firmly on you. Pointing a stubby finger in your direction, he says, "Kent! get in here. Today!"

Read the following once Clark enters Perry's office:

From behind his desk, Perry White shuffles several papers and grumbles, "Shut the door." Finally, he glances up at you and says, "Your lucky day, Kent. You get a quiet one this time." White takes the crumpled cigar from his mouth and grinds it into his overflowing ashtray.

"Apparently, Metro State U has uncovered something interesting in its science department, and one of their department heads is holding a news conference tonight. Look, I know you're no atomic scientist, but you're an ace reporter, and if anybody can make this thing interesting, you can.

"The conference is at the Wrigley Building around the block at midnight. Just show up, ask a few questions, and bring the story back, nothing big. We need to show our interest to the university boys now and then; it just so happens you got the bill this time. I'm sending Cat Grant to cover the conference more in-depth for the Sunday supplement, so I said you'd be along with her. Now, you've only got about fifteen minutes, so get outta here."

With a practiced wave of his hand, Perry points you toward the door, his attention seemingly already on another topic. As you reach for the doorknob to White's office, the door magically opens for you, as Jimmy Olsen runs right into you.

"Whoof! Oh, uh, sorry, Mr. Kent," Jimmy says, embarrassed. "Chief, you're sending Mr. Kent with Cat to this conference? Can I—ace photographer—go get some shots?" Awaiting his response, Jimmy bops back and forth in front of White's desk anxiously.

With uncharacteristic patience, Perry looks at young Olsen and says calmly, "My boy, have you and Ms. Grant finished the story you were working on before? No?" White's face suddenly turns livid with exasperation, as he points the way out of the office.

"Then why don't you **GET ON IT?!'**" For emphasis, White slams his fist down on his desk, a point missed by young Olsen, who is already rapidly out the door.

As you leave Perry's office, Jimmy sulks up to you and scornfully asks, "Geez, who rained on HIS parade?" before scampering off to another end of the City Room to casually eavesdrop on Lois Lane, hoping to learn of an interesting story.

If Clark follows Jimmy and/or looks casually around the office area, he will notice Lois Lane and Inspector Bill Henderson quietly conversing near Lois' desk, with Jimmy sitting cautiously alongside the two. If Clark eavesdrops on the conversation (Extended Hearing against an OV/RV of 6/6), he can hear the following:

Henderson: "... with five dead at the scene. We don't know what the guy was doing, but we think he might have tried to contaminate the water supply."

Lois: "I don't know how it relates, Bill, but Luthor's up to something. The armored goons who beat up Jimmy just to steal material from a junkyard owned by LexCorp, your trouble at the water plant, and I just got a call to meet some guy down at the docks."

Jimmy: "Hey, Miss Lane. Can I go along, too?"

Henderson: "I don't think either one of you going is a good idea. Why don't I send—"

Lois: "No, Bill. This is my story and I want all of it. I'll let you know what happens. If this is Luthor's game, I'm going to beat him at it this time."

Her point made, Lois gets up and heads for the City Room elevators, presumably to make her clandestine meeting. Shaking his head disapprovingly, Henderson exits by the stairs, with Jimmy hot on his trail asking about any hot leads or new supervillains on the loose.

If Clark approaches Lois and asks her about the story, she will brush him off and give him no information, saying, "Bug off, Kent. You're not going to swipe **THIS** story from me, too!"

At this point, whether Clark eavesdropped on Lois' conversation or not, Cat Grant will arrive, followed by her own weighted-down photographer, and will say, "Okay, Clarkie, ready for the next hot scientific story? Let's go!" Cat will take Kent's arm and proceed toward the elevators.

When Clark decides to follow up on Perry's assignment and accompany Cat to the news conference, play proceeds with **Encounter Five: Confusion**.

Troubleshooting

If Clark wishes to follow Lois to her meeting at the dockyards, Cat Grant will do her utmost to dissuade Kent, reminding him that his editor-in-chief assigned him the news conference story for tonight.

The GM should make sure that Clark goes to the news conference now, as any other action would be out of Character for the mild-mannered reporter. Once Kent is at the conference, however, he may insist on leaving early. If this happens, the GM should modify Encounter Five to have the armored villains attack before Clark/Superman can leave the scene.

If Kent is adamant about following Lois to her meeting at Metropolis' dockyards, play ends here and the Players should now SWITCH ROLES, with you assuming the role of Batman in **Part III: Confrontation**, which the Superman Player will GM for you from his booklet.

Encounter Five: Confusion

Setup

Use this Encounter when Clark Kent has agreed to accompany Cat Grant to cover a news conference by one of Metropolis' leading scientists.

Player's Information

Even at the witching hour, the festive ballroom at Metropolis' Wrigley Building abounds with reporters and media personalities from around the East Coast, each abuzz with his or her own suspicion as to what the latest scientific marvel from Metropolis State University is. A large display placard near the speaker's podium bears the likeness of prominent scientist and physicist Dr. George Gray, chair of MSU's physics department.

At precisely twelve o'clock, a small group of distinguished looking persons emerges from a door in the far corner of the grand ballroom and approaches the main platform. Each person takes a seat at the row of tables aligning the podium. As the crowd grows quiet, one gentleman approaches the podium and addresses the audience.

"Ladies and gentlemen of the media," the man says with ceremonial poise, "I thank you for attending at so late an hour. It is with great honor and excitement that I introduce to you one of this nation's foremost scientists and the unquestionable winner of next year's Nobel Prize: Dr. George Gray!"

Amid appreciative applause, Dr. Gray, a distinguished man of perhaps thirty years of age, nears the microphone and raises his hand modestly to silence the crowd. Addressing the audience and the panel surrounding him, Dr. Gray says, "My good friends: since the dawn of the industrial age, mankind has raped Mother Earth of her vital resources nearly to the point of irreversible damage.

"This great nation of ours consumes forty percent of the world's energy output, and still we hunger for more. We are gluttons who reap the harvest yet ignorantly neglect the future. We have long sought a clean, economical, and efficient means of powering our nations: one which would allow mankind the energy it needs to better itself civically, scientifically, and morally; yet one which would not darken our skies with acid rain nor gouge great wounds into the body of our Earth.

"With the help of my assistants and colleagues whom you see here tonight, we have achieved that goal. From this day forward, no light shall grow dim for want of electricity, no home grow cold for want of life-sustaining heat."

Gray then takes several folders from his briefcase and holds them before the audience. Smiling, he says, "These pages represent all our lifetimes of work. And so, on behalf of my esteemed colleagues, I unveil to you the power source of tomorrow . . ."

With a dramatic gesture, Dr. Gray throws back a tarpaulin and uncovers a great poster depicting a section of glass tubing filled with water. Inside the glass is a device consisting of wires, more tubing, and metal rods. Dr. Gray turns back toward the audience, his eye sparkling, "Ladies and gentlemen, I introduce to you the power of Cold Fusion!"

GM's Information

At this point, Dr. Gray will accept questions from the



reporter gallery, some of which should be posed by Clark Kent, as this is the best method for Kent to learn about the process. Should the Player seem unwilling or unable to initiate the questioning of Dr. Gray on the Cold Fusion process, the GM should have several other reporters (such as Cat Grant) ask Dr. Gray questions.

The research performed on the Cold Fusion process is legitimate, and the scientists involved have nothing to hide from the press. The following information, presented in question/answer format, covers the essential information available at the news conference:

Q: How does Cold Fusion work?

A: "In our laboratory experiment, we encircled a small rod of a metal called palladium with platinum and enclosed the two in a glass container filled with heavy water. In this water, hydrogen atoms have been electrolyzed away to become deuterium, an isotope of hydrogen which reacts with the palladium when an electrical current is passed through it. The molecules eventually fuse, releasing energy in amounts greater than that used to conduct the experiment."

Q: Why is it called "Cold" Fusion?

A: "The process is called 'Cold' Fusion because it can be performed at room temperatures, whereas before, we needed extremely high temperatures—approximately 100,000,000 degrees Centigrade—to bring about the reaction."

Q: Couldn't it be dangerous, dealing with nuclear power?

A: "While it is true that the experiment does deal with nuclear energy, and some of the energy released during the process is given off as neutrons, we feel that on such a scale as would be used to power—say—a city, the amount of neutron bombardment could be sufficiently contained."

Q: What could neutron bombardment do?

A: "Again, I emphasize that on the level we plan, little effect would result. However, hypothetically, on a very large scale, using vast amounts of heavy water and the necessary metals, the effect could be similar to that produced by a neutron bomb. Neutrons can be very hazardous to life forms but pass harmlessly through non-living objects such as buildings. But, again, there is no need to construct devices anywhere near that large to supply our power needs."

Q: Why haven't you released preliminary findings before?

A: "We felt it best to be positive about our results and present you, the media, with accurate, verifiable evidence before raising an issue which was—until tonight—merely hypothetical."

Q: Who has been funding your research?

A: "All of our research has been performed at the Metropolis State University's Physical Sciences Department. Some of our funding is from the university itself, but most of the operation budget comes from a grant from LexCorp, for which we are extremely grateful."

Q: How does LexCorp plan to use this new power?

A: "We have been guaranteed scientific rights to the process and have been provided with funding from LexCorp

in exchange for all rights to commercial and industrial marketing of the process. It is our understanding that LexCorp plans to make the process available for powering space explorations and other scientific research projects—while equipping our cities with the energy form as well."

Q: Is the process prohibitive in any way?

A: "The most vital element in the procedure is a sufficient quantity of heavy water, which is easily formed through electrolysis of common salt water, platinum, and palladium, each of which is available in quantity from sites around the world."

Once at least half of these questions and their answers have been revealed, the session will be disrupted by several armored villains seeking to kill Dr. Gray and destroy his plans. Read the following to the Player:

As the famed physicist continues to address the myriad of questions put to him, the very foundation of the Wrigley Building begins to vibrate, first slowly, then with an increasing intensity. Suddenly, the tiled ceiling explodes inward in a hail of multicolored projectiles, as six armored men fly downward toward the podium.

One of the villains takes careful aim at Dr. Gray and fires. The fragile wooden podium in front of the physicist explodes in a thousand pieces; Gray himself is thrown roughly against the wall, his diagrams and formulas littered about him. As the remaining villains disperse to wreak havoc inside the ballroom, the intruders' leader glides to a casual descent directly in front of the dazed Dr. Gray.

DR. GEORGE GRAY

DEX:	2	STR:	2	BODY:	2
INT:	6	WILL:	3	MIND:	4
INFL:	3	AURA:	2	SPIRIT:	3
INITIATIVE:	11	HERO POINTS:	20		

• Skills:

Gadgetry: 6, Scientist: 8

• Advantages:

Connections: Metropolis State University (High), LexCorp (Low); Genius; Leadership; Scholar (Physics)

(6) ARMORED VILLAINS

DEX:	6	STR:	3	BODY:	3
INT:	2	WILL:	2	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	14	HERO POINTS:	25		

• Skills:

Martial Artist: 5, Vehicles: 6, Weaponry: 5

• Advantages:

Lightning Reflexes

• **Equipment:**
ARMORED SUITS

[DEX: 12, STR: 16, BODY: 18, INT: 2, WILL: 2, MIND: 2, Energy Absorption: 8, Energy Blast: 14, Flight: 14, Force Field: 6, Full Vision: 12, Heat Vision: 8, Invisibility: 8, Power Reserve: 16, Thermal Vision: 6, R#: 2]

The leader of the villains will attempt to destroy Dr. Gray's plans and then turn his attention on the physicist himself, entering Killing Combat against Dr. Gray once the plans are destroyed. The remaining villains will not enter Killing Combat against innocents, but will simply create a diversion for their leader by harassing bystanders, destroying media equipment, and so on.

During the situation, Cat Grant will be attempting to cover the story whenever and wherever possible. If Clark attempts to leave the area, Cat will notice. In this case, read the following to the Player:

Amid the turmoil and havoc, lovely Cat Grant maintains her professional cool; she is furiously jotting down notes, talking into her personal cassette recorder, and rushing about the entire scene to the dismay and peril of her harried photographer. As you attempt to slip quietly away, she grabs you by the coattails and says, "Clarkie, where do you think you're going? This is excellent stuff. C'mon, get some guts!"

Unless Clark exits at Superspeed (or by some other similar method), Cat will dog Kent to cover the story with her, making it nearly impossible for Kent to change to Superman. Other methods of alleviating the situation (such as using Heat Vision against the villains or Super Breath to save Gray from his opponent) are up to the Player to create and are at the GM's discretion.

If Superman does arrive on the scene, four of the villains will attempt to deter Superman while two of the villains will concentrate on destroying Dr. Gray's notes and the physicist himself. If this has been accomplished, all remaining villains will Team Attack the Man of Steel.

As soon as their number reaches three or fewer, the villains will attempt to flee the premises, shouting to Superman before they leave, "Back off, Superman, or the Olsen kid gets it!" After this threat, the villains will fly full speed away from the Wrigley Building.

If, following the battle, Superman wishes to Interrogate a defeated villain, he can learn the preceding cumulative information on a successful Action Check.

The villains can offer Superman no additional information,

Villain Interrogation

1 RAP: *"These suits were delivered to us with instructions on how to use 'em and five grand apiece. We don't know who sent 'em to us, but the pay was good, so we took the job."*

1/2 RV: *"We were supposed to invade this news conference, destroy some notes, and eighty-six the physicist guy to buy some time for our employer, don't ask me why. Afterwards, we were to meet some guy to give him the suits and pick up another five thousand."*

Full RV: *"The guy was to meet us at the dockyards, down on Metropolis Harbor. That's where they've got the Olsen kid now."*

save the location of the meeting place at the dockyards, which will coincide with Lois' meeting at the beginning of the next Encounter.

If Superman or Clark Kent asks Dr. Gray (or one of his esteemed colleagues) what he might know of this attack or of Luthor's involvement, he will say, "I really don't know, Superman. As far as we at Metro State are concerned, LexCorp is a wholly beneficial company that funds our research." None of the scientists have ever met Luthor personally, yet each will steadfastly state their belief that Luthor is a model citizen.

Once the disturbance has quieted down, Cat Grant will begin a brief search for Clark Kent, should he have disappeared to become Superman. If Cat does not locate Clark in a relatively short length of time, she will assume that he returned to the *Daily Planet* and will expect to contact him there. It is at the Player's discretion as to whether or not Clark talks to Cat here after the attack or when he returns to the newsroom to file a story on the event.

At this point, play should stop here, and the Players should now SWITCH ROLES, as you continue playing Batman in **Part III: Confrontation**, which the Superman Player will GM for you from his booklet.

Upon returning to Superman's adventure, the Superman Player should continue play with *Encounter Six: The Dockyards* under one of the following conditions: 1) if Superman recalls Lois' intended meeting at Metropolis' dockyards and/or travels there based on information gained during an armored villain Interrogation, or 2) if Superman decides to follow any villains who escaped from the Wrigley Building news conference.

Troubleshooting

If Clark/Superman is at a total loss as to how to continue with the adventure, the GM should have Clark report back to the *Daily Planet* and file a story on the conference and the attack. While Clark is there, Perry White could express concern over Lois and/or Jimmy's absence, fearing either might have run into trouble while on a story.

If Clark either did not receive or the Player forgot the clues pertaining to Lois' meeting at the dockyards or Jimmy being captured by the armored villains, the GM could either ask the Superman Player to make an Action Check using his INT/WILL or Recall Power against an OV/RV equal to the RAPs of time passed. Positive RAPs will allow Clark to remember the necessary information. If this Action Check is unsuccessful, Perry could inform Kent of Lois' and/or Jimmy's supposed whereabouts.

If Clark or Superman ventures to Metropolis State University's Physical Sciences Department to investigate the Cold Fusion story and/or any illegitimate links to LexCorp, no such information can be found. LexCorp has been legitimately funding the scientists' research, as it often does on scientific endeavors for which the LexCorp employees themselves have insufficient time.

This concludes *Part II: Taking Care of Business*. Do not continue with the following until you have switched roles and played Batman in *Part III: Confrontation*.

Part III: On The Waterfront

Begin running this section after you have played Part III: Confrontation, which the Superman Player should GM for you from his booklet. If you have just acted as GM for Superman's Part II: Taking Care of Business, SWITCH ROLES now.

Synopsis

In this final one-on-one portion of the adventure, Superman follows several clues to Metropolis Harbor's dockyards, where Lois Lane and Jimmy Olsen have been led and captured by armored villains. The Man of Steel investigates further to discover a complex scientific set-up within one of the dockyard's warehouses, where a sinister plot to destroy Metropolis and Gotham City is rapidly reaching its climax.

Encounter Six: The Dockyards

Setup

Use this Encounter when Superman or Clark Kent travels to Metropolis Harbor's dockyards on the suspicion that Lois Lane and Jimmy Olsen are in trouble.

If Superman is arriving at this Encounter by following the villains who escaped from the news conference in Encounter Five, see **Troubleshooting** before beginning play.

Player's Information

The downtown section of Metropolis seems quiet this early morning, as the first few rays of dawn glitter along the city's dockyard waters. Several battleships line the outer portion of the harbor, great silhouettes which bookend the harbor's mouth, leading out toward the tranquil sea.

The vast complex of warehouses which comprises the dockyards doubles as a miniature city itself, housing everything from businesses to chic nightclub locations. Under the cover of darkness, the warehouses' facades can range in appearance from ominously foreboding to neon-lit outrageousness, yet, in the solitude of a Metropolis morning, each sits harmlessly on the city's waterfront. Gentle harbor waters lap rhythmically underneath their stilted foundations.

Suddenly, the sharp echoing of footsteps disrupts the early quiet, as some shadowed figure walks quickly, but cautiously, along the length of one of the dockyard piers. As the figure nears one huge, inauspicious warehouse, another person steps out from amid the shadows and approaches the former. Cautiously, the two meet and appear to begin conversing.

GM's Information

The former person walking the pier is actually Lois Lane, arriving to meet her scheduled contact, the latter person

from amid the warehouse shadows. Superman can identify Lois by gaining positive RAPs on an Action Check using his Telescopic Vision Power against an OV/RV of 6/6.

If Superman listens in on Lois' conversation by using his Extended Hearing Power against an OV/RV of 6/6, he can hear the following:

The familiar voice of Lois Lane rings up to you from within the warehouse shadows.

"Okay, I'm here. What have you got for me?" Lois says, seeming slightly irritated.

"Ain't you the pushy dame," the other figure says brusquely. "I've got this for ya, Lane. Mr. Luthor says youze should back offa dis reportin' you're doin'."

"Is that right?" Lois replies, unfazed. "But what does 'Mr. Luthor' have to hide—and why can't he tell me himself?"

"Look, I don't ask questions," the informant says, "I was just told to get youze offa this story, one way or another. It can be easy," the man pauses briefly, reaching into his pocket and returning with a long knife, "or it can be tough." The man steps closer to Lois and further into the early morning light, which casts a rosy glint upon the blade. "Now, which is it gonna be, dearie?" he says, drawing the knife closer to Lois' face.

With surprising speed, the Planet reporter steps cautiously back one pace and then shoves the spike of her high-heel directly into the man's left kneecap. Her opponent reels back toward the warehouse doors, clutching his knee and screaming in pain. Another swift kick sends the man's knife flying, but not before he can grab Lois' wrist and cry out, "Arrrrgh! You boys get out here! The witch nailed me!"

A moment later, four armored figures appear, flying from the back of the warehouse toward Lois and her injured attacker. The villains move with amazing speed, leaving the resourceful reporter no room for escape. As they land and surround her, one of them grabs Lois by the neck and lifts her effortlessly into the air.

(4) ARMORED VILLAINS

DEX:	6	STR:	3	BODY:	3
INT:	2	WILL:	2	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	14	HERO POINTS:	25		

• Skills:

Martial Artist: 5, Vehicles: 6, Weaponry: 5

• Advantages:

Lightning Reflexes

• Equipment:

ARMORED SUITS

[DEX: 12, STR: 16, BODY: 18, INT: 2, WILL: 2, MIND: 2, Energy Absorption: 8, Energy Blast: 14, Flight: 14, Force

Field: 6, Full Vision: 12, Heat Vision: 8, Invisibility: 8, Power Reserve: 16, Thermal Vision: 6, R#: 2]

As soon as Superman makes his presence known, the informant will attempt to escape. If Superman captures and Interrogates the informant, he will learn nothing more than what the man previously told Lois.

Once Superman moves to combat the armored villains, the one who has captured Lois will move into the warehouse through the horizontally sliding front doors, while the remaining three will turn to battle Superman, Team Attacking the Man of Steel to their fullest extent. The villains will threaten Superman upon initial contact, saying, "You really want to get your friends hurt, Superman? Back off now, and nothing'll happen to 'em."

As soon as Superman defeats one of the armored villains, the remaining two will attempt to enter the warehouse.

If the Man of Steel successfully Interrogates one of the villains, he can learn the following cumulative information:

Villain Interrogation

- 1 RAP: *"We were just hired to keep the Lane dame off her story for the next day or so. We're just here for extra muscle."*
- 1/2 RV: *"The Olsen kid was nosing around earlier, and we got him tied up inside. We don't know anything about all the gizmos and stuff. Hey, it was just supposed to be a job."*
- Full RV: *"Luthor's the guy behind all this. I mean, these suits are his, we're just supposed to get people off his back. We don't have anything to do with it!"*

If Superman uses his X-Ray Vision to examine the warehouse, he will find the structure is shielded from the inside with a coating of lead, preventing him from seeing the warehouse's contents. However, should Superman maneuver enough to look inside the main sliding doorway when it is opened, he can see the warehouse is filled with an unbelievable array of computer and scientific equipment. Similarly, two large windows on opposite sides of the warehouse are not lead-lined (to avoid unusual local suspicion), and Superman can see the same equipment should he look through them.

If, at any time, Superman wishes to survey the harbor water, he should declare that he is using his Microscopic Vision Power and then make a successful analysis of the harbor water using the Scientist Skill against an OV/RV of 8/8. Positive RAPs will reveal the following cumulative information:

Water Analysis

- 1 RAP: *"The water is almost entirely composed of deuterium oxide."*
- 1/2 RV: *"This condition leads far into the ocean water as well."*
- Full RV: *"It looks as if the harbor water is being supercharged with electrical power."*

If Superman further investigates the harbor's contents by using his Detective Skill and Telescopic Vision Power

against an OV/RV of 11/11, he can learn that the harbor is riddled with special, high voltage power lines leading from the warehouse out into the ocean's depths. Attempts to follow the pathways of the power lines should prove unsuccessful, as the complexity of the path and the number of normal electrical and communication cables would make rapid location impossible.

When Superman decides to enter the dockyard warehouse to follow the armored villain(s) and save Lois and/or Jimmy, play proceeds with **Encounter Seven: Luthor's Offer**.

Troubleshooting

If Superman arrived at the dockyards by following the armored villains from Encounter Five, the GM should modify this Encounter in the following manner:

As Superman approaches the dockyards, he will see Lois kick her informant and hear the man cry out, "The witch nailed me!" At this point, the armored villains from the news conference will arrive and alert the other villains of Superman's presence. The four armored villains will emerge from the warehouse as indicated, and play then proceeds normally.

Encounter Seven: Luthor's Offer

Setup

Use this Encounter when Superman enters the dockyard warehouse, either in pursuit of any villains or in search of Lois Lane and/or Jimmy Olsen. For statistics on the armored villains, refer to the previous Encounter.

Player's Information

The inside of this seemingly harmless warehouse is a stunning sight. Behind the plain, wooden exterior lies a vast array of high-tech equipment, dozens of computer terminals and rows of information storage banks. Huge video monitors dominate the western walls, on whose faces line after line of technical data fly past. The entire facility is a scientific and mechanical marvel, surely a multi-million dollar laboratory to surpass any you've seen before now, with every item functioning at a break-neck speed.

Note: If Lois Lane was not captured by the villains during Encounter Six, modify the following three paragraphs to fit this situation.

In the center of the complex, two armored villains are restraining a struggling Lois Lane, behind whom lies an unconscious Jimmy Olsen, his bandaged left arm dangling over a large, opened doorway which leads to the harbor waters below.

Tightening his mechanized grip around Lois' bare neck, one of the villains says through a broad smile, "Why, please come in, Superman. This is an unexpected visit, but I'm sure we can accommodate you."

Struggling constantly, Lois looks in your direction, her brow anxiously furrowed. She shakes her head vehemently for you to stay away.

Once Superman is well within the boundaries of the warehouse and makes an attempt to move against his opponents, read the following to the Player:

Your first offensive step causes one of the armored villains to slam his hand down upon a nearby panel. The facility's huge doorway quickly slides shut with a great crash, and the lights within the warehouse drop in illumination ever so

slightly—just as the various computer monitors flicker infinitesimally. Then, you start to feel yourself grow weak. Your knees begin to buckle underneath your weight, and your vision blurs dramatically. The warehouse complex starts to take on a strange green glow as you realize the entire facility is being bathed in kryptonite radiation.

GM's Information

At this point, the remaining armored villains will commence attacking Superman with all their combined effort. For Superman to overcome the effects of the kryptonite radiation, he must either escape from its Range (the Man of Steel possesses both Fatal and Loss Vulnerabilities of 2 APs to the substance) or locate the source of the radiation and destroy it.

In the center of the warehouse's ceiling is a large light-scattering cannon which is bathing the facility in the kryptonite radiation. Should Superman attempt to physically escape from the ray's area of effect, the armored villains will halt their attack in favor of restraining the Man of Steel within the warehouse complex.

KRYPTONITE CANNON

[BODY: 18, R#: 2]

Allow Superman to attempt to escape or in some way defeat the combined effects of his armored opponents and the deadly kryptonite radiation. While Lois will be left free during the attack on Superman, her primary concern will be to transport herself and the injured Jimmy Olsen to safety.

Once Superman has been exposed to the radiation for four phases, read the following to the Player:

A deep, sickening feeling begins to permeate your body, engulfing your insides with an implosive, wrenching pain. All around swim flashing images of deep green, punctuated by occasional flashes of light as your mind gradually overloads, nearing its breaking point.

Suddenly, the warehouse's main doorway flies open as dozens of armed guards rush into the complex. Flashing red lights atop the various mobile vans parked outside intermingle with the sickening kryptonite rays like some warped, psychedelic Christmas display. Silhouetted against it all is one powerful, recognizable figure, one whose physique belies his true physical and mental strength.

"So, my dear Superman," Luthor says, stepping into the green haze before your eyes, "how curious to find you here. And, please . . . there's no need to bow on my account." The most powerful man in Metropolis grins broadly at his subtle joke.

Amid a flurry of activity, several of Luthor's men rush toward your recent armored attackers, who lash out with powerful energy blasts, sending the guards forcefully against the warehouse's opposite walls. With a sneer of distaste, Luthor reaches into his pocket and withdraws a control device, its face covered with a myriad of buttons.

With the push of one switch, the armored villains fall heavily to the ground, apparently powerless to control themselves. Luthor looks down at you almost casually. "They were constructed of LexCorp equipment, you know," he says blandly, "and I always . . . include a margin of safety."

Through the opened warehouse doorway, you see various medical personnel emerge from the LexCorp vans and rush to assist young Jimmy Olsen and a begrudging Lois Lane. Luthor again turns back to you. "My people have been following these unusual events for me, Superman, and I feel

we need to discuss our mutual situation."

With yet another wave of his hand, Luthor deactivates the powerful ceiling device which had, until now, been flooding the area with deadly kryptonite radiation. Thankfully, you feel boundless energy course once again through your powerful form.

Flanked by four of his personal guards, Lex Luthor approaches and assists you to your feet. "I believe we both have a problem, Superman," Luthor begins, "a problem which could not only destroy this city but our great neighbor to the south as well. And in this plot, you and I have both been played the fool." Luthor looks at you carefully, his eyes intensely serious.

At this point, read the following aloud as **GM to Player**, temporarily breaking play action:

In this Encounter, Lex Luthor is going to explain his side of the story and ask you an important question. Just as we did in the Batman adventure, when you have decided on Superman's answer to Luthor's request, do NOT tell me (your GM) what you have decided. Instead, mark Superman's answer on his Character Sheet. If you need more information, you may have Superman investigate the warehouse and ask Luthor more questions soon.

Once you have made a decision, let me know, but remember—do NOT tell me what that decision is.

*When the Superman Player acknowledges that he understands, read the following information (resuming play now, as **GM to Character**):*

Luthor paces casually, absently surveying the immense computer facility housed in the warehouse. "For several weeks now," Luthor begins, "unknown agents have been infiltrating LexCorp facilities and LexCorp-owned businesses, stealing what at first seemed to be relatively unimportant merchandise: technical, electrical, computerized devices and scientific equipment which, while costing the company millions, suggested no threat.

"Recently, however," Luthor continues, "I have personally become the victim of the result of these thefts: framed by actions and falsely accused of perpetrating crimes on the evidence that the criminals mentioned my name and utilized LexCorp equipment during the events."

Luthor sighs quietly while weighing his decisions. "The information I have learned is staggering, Superman. This complex is one part of a plan to totally destroy both Metropolis and Gotham City by irradiating each with lethal levels of neutron bombardment."

This man who is your ultimate enemy then turns and faces you, a troubled and worried look upon his surprisingly aged face. "You and I have locked ourselves in mortal combat many a time, Superman. Yet I have no desire to see this city destroyed. My battle with you is of a personal nature, and, as a businessman, it would be insanity to destroy the very markets in which I deal, to murder one's own patrons.

"No, Superman," Luthor says quietly. "Indeed, the day shall come when I will see you grovel before me, but it shall not be at the cost of my financial empire, a commodity which I shall defend with every effort, even if it means siding with my greatest enemy. This moment we face a mutual threat, and the silent voices of millions of ignorant citizens cry for our unification."

Luthor walks slowly outside the warehouse, along the pier overlying Metropolis Harbor. The rising sun's rays warm his hardened features as he continues, "Far across this harbor, Superman, across the miles of ocean water which

may prove to be our undoings, is the enemy of this day: a mind of such preternatural insanity that the boundaries of great Gotham City could not contain it, nor the efforts of the fabled Caped Crusader prevent it. My suspicions lead me to believe that Batman has also fallen into the scheme, believing me responsible for the events occurring in Gotham as well.

"Surely you can see the true face of such evil, Superman: a pallid, bloodless face beneath locks greener than your most kryptonite-induced nightmares—the grinning mask of the Joker!" Merely speaking the name, Lex Luthor grits his teeth in disgust, clenching his powerful bionic fist in a barely controlled fury.

"The maniac has established Metropolis and Gotham as the integral points in his mad scheme, yet the actual catalyst of the experiment, the device which will create the nuclear effect, is strategically located between the two cities, in a location now known to me. I offer you my complete and total cooperation in defeating the Joker's scheme if you, in turn, agree to travel to that site and learn how to put a stop to his plan."

With a quick move, Luthor grabs you by the forearm and stares directly into your steel-blue eyes. "I have never been more serious, Superman," Luthor says vehemently. "We both now face an ultimate challenge. We must put aside our personal vendettas and combat what is now a greater threat. Will you go and stop the Joker's plan?"

Note: When Superman is prepared to answer, remind the Superman Player NOT to tell you, the GM, but to mark the Man of Steel's answer on his Character Sheet.

If Superman wishes to confer with Lois Lane regarding the potential validity of Luthor's story, the reporter will accept the possibility that Luthor has been framed by the Joker. She had been following a story on the LexCorp thefts, and Luthor's claims would seem to fit correctly: the items stolen and their uses, coupled with Luthor's actions here, would lead Lois to believe Lex's story. Lois will, however, remind Superman that Luthor is a phenomenally clever man, perhaps capable of devising such a ruse, although the same could be said of the Batman.

While Jimmy is unconscious and can offer no information to Superman, Lois can inform the Man of Steel that she and Jimmy were working together as reporter/photographer, and that Jimmy's findings seem to add up the same way.

Investigations

Superman should be allowed and encouraged to examine the warehouse's scientific equipment and instruments which are in operation all about the facility. A successful Action Check using the Scientist Skill against an OV/RV of 10/10 will reveal the below cumulative information in the Warehouse Examination sidebar.

If Superman examines the large doorway located in the center of the warehouse's floor, read the following to the Player. (Should the Player have missed the clue or forgotten it in the ensuing discussions, allow Superman to use his Recall Power).

Deep beneath the cool Metropolis Harbor waters under the warehouse rests a huge device which hums and vibrates with a nearly-living intensity. Hundreds of multicolored electrical wires run along its metallic surface, weaving into and out of the device itself. The various connecting wires and electrical cables from the device return to the warehouse facility's machinery and then lead back out into Metropolis Harbor, where they are lost to the ocean depths amid the array of city power and communication lines.

If Superman carefully examines the device, he can learn the following cumulative information by making an Action Check using the Unskilled Gadgetry Skill (apply modifiers) against an OV/RV of 8/8:

Converter Device

- | | |
|-----------------|---|
| 1 RAP: | <i>The device is actually a powerful electrical converter.</i> |
| 1/2 RV: | <i>The converter serves two purposes: (1) it has been steadily electrolyzing Metropolis Harbor, altering normal water into its heavy water isotopic form, and (2) it redirects a major portion of its converted power to the fusion reactor's primary site, which is somewhere between Metropolis and Gotham Harbors.</i> |
| Full RV: | <i>Disconnection of the device could initiate electrical feedback from the main fusion site. This would cause a tremendous explosion somewhere along the device's path, as the atoms of the deuterium-rich waters mix violently with surrounding oxygen atoms.</i> |

Warehouse Examination

- | | |
|-----------------|--|
| 1 RAP: | <i>The equipment in this warehouse was all manufactured by LexCorp, although it is readily available from any number of commercial outlets. The equipment is presently operating a scientific project in collaboration with a similar establishment in Gotham City, where each location has been electrolyzing the cities' respective harbors.</i> |
| 1/2 RV: | <i>The computations presently being performed relate to theoretical Cold Fusion processes, where deuterium atoms are absorbed by an element known as palladium. In such a process, deuterium and palladium atoms are fused together, releasing great amounts of energy and vast numbers of neutrons.</i> |
| Full RV: | <i>The process is presently in its final stage of actualization. Should it prove successful on such a wide scale—with Metropolis and Gotham City as the electrical terminals placed in their now deuterium-rich harbors—the cities could effectively be destroyed through nuclear radiation.</i> |

Questions, Questions . . .

If Superman has further questions of Luthor, Lex will answer them with concern, since he seems to truly seek the Man of Steel's assistance in stopping the Joker's plan to destroy Metropolis. Use the following section to answer any questions Superman may ask.

Q: You claim not to have been involved in any of these events. How did the Joker obtain all this equipment if it is his plan?

A: "As I have stated, Superman, much of this equipment has been stolen recently from many of my corporations. LexCorp is a legitimate foundation, and we welcome business from any corner of the globe. That the Joker could either purchase legally or appropriate items manufactured by my company is hardly unbelievable. Any child could purchase these devices had he the finances, and, with the necessary information and scientific knowledge, any of this is possible. Need I remind you that, although he is totally insane, the Joker is also one of the most brilliant minds in the world?"

Q: What about the fact that the intruder at the water processing plant and various armored villains mentioned you as their employer?

A: "Really, Superman, I never once contacted those men. Obviously, when the Joker did so—anonymously, I'm certain—he either used my name or instructed the men to say they were my employees."

Q: Why would the Joker want to destroy Metropolis and Gotham City?

A: "The unstable mind knows no logic, Superman, save its own twisted version. The Joker has obviously become so crazed in his fanatical obsession to kill his own mortal enemy, the Batman, that he will stop at nothing to accomplish that end. I believe he has enlisted Batman on his side, having colored the Caped Crusader's image of me as the villain behind the plot. The Joker's ultimate goal must be to destroy our two cities and the Batman along with them."

Q: If the Joker is actually doing this to destroy or humiliate the Batman, isn't it Batman's problem? And what if the Caped Crusader is involved?

A: "The destruction of our cities is the problem of every man, woman, and child living within them, Superman!



While it is possible the Caped Crusader has learned of the Joker's plot, I fear the Clown Prince of Crime has colored the Batman's perceptions of me as the villain behind the plot, thereby recruiting Batman to his side—much as I wish to join forces with you. If so, we must take steps to locate the device before they do, to insure its proper destruction. While I am aware of your relationship with the Caped Crusader, I am certain ours would be the victorious side in any conflict, would it not?"

Q: If you know where this thing is, Luthor, why don't you go there and destroy it yourself?

A: "Should you prove unwilling to champion the cause, Man of Steel, I intend to do just that. Nothing will belay my efforts to thwart the Joker's plan. However, I am no dreamer; I realize that in events of such a scale, powers such as yours could well prove more advantageous than my own superior intellect."

Q: If I do not agree to join you, Luthor, what do you plan to do?

A: "As I have stated, Superman, I am steadfastly opposed to the Joker's insidious plan. Should you refuse my offer, I shall travel to the site personally and attempt to rectify the situation, against all odds, if need be. Should you refuse my offer, I strongly suggest you do not get in my way."

Q: Why can't we simply destroy the device's power supply from here?

A: "My technicians have analyzed the structure of the device and have informed me that any disruption of the power supply could potentially lead to a cataclysmic explosion at one or, perhaps, both terminals due to a feedback situation from the fusion device. We must examine the device at the site to determine the best method of disconnection."

Note to the Batman Player: This concludes Part III: On the Waterfront. DO NOT CONTINUE WITH THE FOLLOWING. Instead, inform the Superman Player that you should now SWITCH BOOKLETS to play your respective solitaire adventures. Give this booklet to the Superman Player for his solo-interactive adventure and instruct him to turn to p. 26 to resume his adventure with Part IV: Cold Fusion.

Similarly, the Superman Player should give you the booklet containing the Batman solo-interactive adventure. You, the Batman Player, should resume your adventure with **Part IV: Cold Fusion**, found on p. 27 of the Superman booklet.



Part IV: Cold Fusion

This section contains the Superman solo-interactive adventure. You, the Superman Player, will play the solo-interactive adventure as the Batman Player simultaneously plays his own. At various times, you will require information available in this booklet.

When the section you are presently reading instructs you to do so, PAUSE in your reading and wait for the other Player to reach the same point in the Batman adventure. (It is possible the Batman Player will reach this point first and will be waiting for you.) At such a point, exchange the required information and then continue play as instructed.

Encounter Eight: Critical Verdict

Begin this Encounter after you, the Superman Player, have finished

playing the Man of Steel in Part III: On the Waterfront. Play begins with #1: Luthor Awaits.

1- Luthor Awaits

Standing amid a vast computerized headquarters housed within this waterfront warehouse, Lex Luthor stares intensely at you, an unusual look of concern upon his rounded face. Above the hum and whirs of high-tech equipment, Luthor says, "So, Superman, may I have your decision? Will you go to the site and stop the Joker's plan, or must I once again prove myself the true defender of Metropolis?"

If you refuse Luthor's request, go to #3.

If you refuse Luthor's request and initiate battle to apprehend the businessman, go to #7.

If you agree with Luthor's request, go to #6.

If you agree to Luthor's request only if he agrees to turn the Joker over to the authorities upon defeat, go to #4.

2 - Tables Turned

"The prime example of heroism," Luthor says sarcastically, his hand

outstretched to you. "While we have always been opponents, Superman, I did bear some level of respect for you once—once. But now, I see your true colors: not the valiant red, white, and blue of the country you espouse to cherish, but the bright yellow of the sun which ignorantly empowers your cowardly body!" Luthor glares at you, his eyes seething.

"Then this day shall belong to Lex Luthor!" he yells at you, slamming his fist on a nearby console for emphasis. "I am perfectly serious about this, Kryptonian, but if you are not man enough to forego personal interests to stop a greater misdeed, then I shall prove that I am. Starting now!"

With a blinding speed, Luthor turns to you, preparing to enter the heat of combat with a heartfelt fury.

At this point, you (the Superman Player) will need to access Lex Luthor's statistics located in this booklet's Non-Player Characters section (page 7), as you will be enacting the roles of both Superman and Luthor.

Note: It would be understandable to favor Superman when role-playing the combat to follow. However, in the interests of accurate game play (and to get the most out of the adventure), you are encouraged to have each Character fight to his maximum. Luthor is serious in his cause and would, if necessary, spend every last Hero Point to defeat Superman. Also recall that Luthor may use the warehouse's kryptonite beam and/or his personal guards against Superman, if need be.

After accessing Luthor's statistics, begin phase-by-phase combat normally, using the standard rules for the DC HEROES Role-Playing Game.

If Luthor wins the battle go to #9.

If Superman wins, go to #5.

3 - Denial

Luthor looks at you amazed and not without a hint of anger. "The mighty defender of Metropolis," he laughs scornfully, "Hah! A hero who would allow the death of millions before swallowing his damnable pride and joining forces with the enemy?"

"Contemptible," Luthor screams at you, distressed. "Fly away and hide then, Man of Steel, and watch impotently as millions perish! I swear to you, Superman, I am serious now. The very future of two cities rests on our actions here, and I am going to stop this plan!" Luthor glares at you with a mixture of resentment and worry.

"I will not ask again," he says, grasping your costumed shoulder. "Millions of people seek your help. Will you go to the site and put a halt to the Joker's plan?"

If you reconsider and agree to Luthor's request, go to #6.

If you agree to the request only if the Joker is returned to proper authorities upon his defeat, go to #4.

If you still refuse Luthor's request, go to #2.

If you still refuse Luthor's request and initiate battle to apprehend the businessman, go to #7.

4 - Another Option

A steely glint reflects deep within Luthor's eyes at your demand as he quickly turns to face you, his features flushed with anger. "How dare you suppose . . ." Luthor shouts furiously. With a glance around the warehouse, Luthor recomposes himself before continuing. "Do not suppose, Superman, that I plan to allow our criminal justice system to simply slap the Joker's wrists and escort him back to that social club Gotham City calls an asylum." Luthor gazes intensely at you.

"The Joker has succeeded in tarnishing my reputation amongst my personal and business peers as well as hindering my corporate profits with his thievery. No, I plan to deal with the Clown Prince of Crime in my own manner—one which shall bear a great lesson to his warped and feeble mind!" With a powerful stroke, Luthor's clenched metal fist slams down upon a wooden support beam, crushing it into a shower of splinters.

"I intend the fiend no permanent damage," Luthor continues, "I shall merely instruct him in the necessities of remaining in one's own league in such matters. His is a mad whim which has gone on long enough, and I am the force to crush it completely." Luthor

smiles at you slyly, "Go to the site, Superman. We both know you must. Leave other matters to those best suited to deal with them."

If you agree to Lex Luthor's terms, go to #6.

If you remain adamant that the Joker be returned to civic authorities following his defeat for you to be part of this plan, go to #16.

5 - Final Breaths

The battle between you and Lex Luthor runs as fast and furious as the computerized hardware that fills the surrounding warehouse facility. Each punch is a bone-jarring blow to fell all but the most formidable of opponents. Eventually, however, Luthor, his jowled face lined with rivulets of blood and sweat, lets down his guard briefly but sufficiently for your keen abilities to capitalize on the moment.

With one well-placed blow Luthor is sent reeling, smashing into a far warehouse wall. He staggers against the wall gasping for breath, his metallic hand massaging his forehead in anguish and disbelief. Realizing the severity of his situation, Luthor gazes up at you.

"Superman," Luthor says amid wheezing breaths, a thin stream of blood trickling from his mouth, "you must believe me. This is no trick; the Joker plans to destroy both cities if we don't stop him, and to do that you must go to the site and examine the device—figure out how to disconnect it." Luthor grasps one end of your fluttering cape and tugs upon it to emphasize his point.

"Put aside our personal differences for once, Kryptonian! Are you so blind that you won't see? At least go to the site and look. These monitors pinpoint its location. You may be our last chance now." Luthor's other hand reaches slowly toward you, grasping nothing but thin air as he slips slowly into unconsciousness, his voice trailing down a long and darkened corridor.

If you wish to reconsider Luthor's plea, go to #20.

If you choose to ignore Luthor's plea, go to #18.

6 - Joint Forces

After carefully considering your options, you announce your agreement to Luthor, who smiles widely and offers his hand as a symbol of your temporary siding.

"An admirable choice, Superman," Luthor says straightforwardly, "and one which proves you worthy of your renowned status. I often consider it

unfortunate we find ourselves at odds so frequently. We would make excellent partners—a point I am certain we shall prove this day." After a surprising pat on your massive shoulders, Luthor walks over to a vast computer console abounding with monitors.

"Now, then, Superman," Luthor continues, "our best plan is obviously for you to go and examine the device on site to determine how to disconnect it. Judging from these configurations, the device is housed on a small ocean station between Metropolis and Gotham City . . . right here." Luthor points to an area directly centered between the two cities—obviously the most logical site.

"Now, I think we must assume the Batman's involvement in this somehow. The Joker is an amazingly intelligent man—certainly not on a par with myself, mind you, but cunning nonetheless. If he has persuaded the Caped Crusader to side against us . . . well, you may be in for a bit of a battle."

Luthor turns to you and begins to say something, hesitating briefly, "I . . . I know we've had our disagreements, Superman, but I truly wish you the best of luck here. I confess that in this particular instance I can think of no person I would prefer as my ally."

Note: PAUSE in playing this Superman solo-interactive adventure. Announce that you are ready to proceed to the site and wait until the Batman Player is also prepared.

When the Batman Player is ready, ask him what plan he has chosen in approaching the site. Similarly, inform the Batman Player that you have chosen plan "E." Each Player should continue now by turning to the section indicated.

If the Batman Player chooses plan "A," go to #8.

If the Batman Player chooses plan "B," go to #10.

If the Batman Player chooses plan "C," go to #19.

7 - Combat!

While you aren't certain what Luthor has planned, you know it can't amount to any good. With superhuman speed and agility, you launch quickly into the attack, a red and blue blur shifting across the warehouse, hoping to catch Luthor off-guard.

At this point, you (the Superman Player) will need to access Lex Luthor's statistics located in this booklet's Non-Player Characters section (page 7), as you will be enacting the roles of both Superman and Luthor.

Note: It would be understandable to favor Superman when role-playing the combat to follow. However, in the interests of accurate game play (and to get the most out of the adventure), you are encouraged to have each Character fight to his maximum. Luthor is serious in his cause and would, if necessary, spend every last Hero Point to defeat Superman. Also recall that Luthor may use the warehouse's kryptonite beam and/or his personal guards against Superman, if need be.

After accessing Luthor's statistics, begin phase-by-phase combat normally, using the standard rules for the DC HEROES Role-Playing Game.

If Luthor wins the battle, go to #9.

If Superman wins, go to #5.

8 - Criminal Presence

Far into the turbulent waters of the Atlantic Ocean sits a small, seafaring research station, obviously anchored securely to the ocean floor far below. The station itself looks somewhat like a miniature lighthouse, possessing one platform (perhaps ten or twelve feet square) and holding one large, rotating beacon, which serves as a warning to avoid potential collisions.

On one side of the large, metal shack supporting the beacon is a small door leading down into the body of the station, which is situated just below the oceanic waterline. The station itself seems quite normal and unobtrusive: an unusual housing structure for such a potentially lethal device as it purportedly holds. The only disquieting aspect of the entire scene is the presence of the Joker, who stands along one railed edge of the platform carefully watching your arrival.

As you approach the station's platform, the Joker eyes you cautiously, openly suspicious of your presence here. "So, then . . . I see we share an interest in the device within this station," the Joker says. "And what exactly would your plans be here?"

Note: At this point, PAUSE in playing the Superman solo-interactive adventure and decide if you want to discuss matters with the Joker or immediately enter combat against him.

Wait until the other Player has reached the same point in the Batman adventure and then announce your decisions together.

If you want to discuss matters with the Joker, announce that you choose plan "I." If the other Player chooses plan "G," go to #22. If the other Player chooses plan "H," go to #15.

If you want to immediately enter

combat against the Joker, announce that your decision is plan "J." If the other Player chooses plan "G," go to #21. If the other Player chooses plan "H," go to #17.

9 - Final Offer

Silhouetted in the light of his kryptonite ray, Lex Luthor lands one tremendous punch, a blow which sends you to your knees gasping for breath. The high-tech electronic surroundings of the Metropolis Bay warehouse begin to waver in front of your eyes; the lights from the facility's computer monitors seem much too bright, almost dazzling.

A sudden jolt runs down your aching back as Luthor forcefully grabs your costumed shoulders, whipping your face up to meet his own. The round-faced, sardonic grin which you have come to know all too well now fills your view and swims throughout your consciousness.

"An excellent exercise, old friend," Luthor says from a thousand miles away, "but I told you I was serious about this one. The Joker is our enemy here, not each other, although I am certain we will be again someday. I ask you once more—for the final time, Superman: will you go to the site and stop the Joker's plan . . ."

" . . . or will you feel the full power of Lex Luthor's might?" Luthor raises his metal fist high above your head, poised for your response.

If you reconsider and agree to Luthor's request, go to #12.

If you still refuse, go to #13.

10 - Surprise Guest

Far into the turbulent waters of the Atlantic Ocean sits a small, seafaring research station, obviously anchored securely to the ocean floor far below. The station itself looks somewhat like a miniature lighthouse, possessing one platform (perhaps ten or twelve feet square) and holding one large, rotating beacon which serves as a warning to avoid potential collisions.

On one side of the large, metal shack supporting the beacon is a small door leading down into the body of the station, which is situated just below the oceanic waterline. The station itself seems quite normal and unobtrusive: an unusual housing structure for such a potentially lethal device as it purportedly holds. The only particularly interesting aspect of the entire scene is the black-shrouded presence of the Batman, who stands along one railed edge of the platform carefully watching your arrival, his

ebony cape billowing in the sea breeze.

As you approach the station's platform, the Caped Crusader eyes you cautiously, unusually suspicious of your presence here. "Normally, I might be surprised to see you here," Batman says, "but somehow I'm not; I guess we share an interest in this device. But, what exactly do you plan to do here, provided I let you?"

Note: At this point, PAUSE in playing the Superman solo-interactive adventure and decide if you want to discuss matters with the Batman or immediately enter combat against him.

Wait until the other Player has reached the same point in the Batman adventure, then announce your decisions together.

If you want to discuss matters with Batman, announce that you choose plan "I." If the other Player chooses plan "G," go to #22. If the other Player chooses plan "H," go to #15.

If you want to immediately enter combat against the Batman, announce that your decision is plan "J." If the other Player chooses plan "G," go to #21. If the other Player chooses plan "H," go to #17.

11 - Successful Analysis

While the device is complex and scientifically advanced, you gather sufficient information regarding its design to realize that any attempt to disconnect it from this location would prove amazingly hazardous to both Metropolis and Gotham City; the feedback would result in powerful explosions at both cities' harbors.

The only method of safely disconnecting the device is for the connections supplying it with power from each of the cities to be severed simultaneously: an impossible task for one man—even yourself. By saving one city, you inadvertently choose to doom another to devastation, yet you force yourself to accept the lesser of two horrible evils.

If you choose to return to the Gotham City Harbor and disconnect the device in the warehouse, go to #23.

If you choose to travel to Metropolis and disconnect the device housed within its harbor, go to #26.

12 - Strategy Session

Luthor gazes at you seriously; the import of your two actions and decisions here weigh heavily in the air. Solemnly, he walks over to one of the computer console's chairs and sits down, absently running a hand across

his bald head. Then he glances up and meets your eyes intensely.

"Now, then, Superman," Luthor begins, "our best plan is obviously for you to go and examine the device on site to determine how to disconnect it. Judging from these configurations, the device is housed on a small ocean station between Metropolis and Gotham City . . . right here." Luthor points to a nearby monitor, at an area directly centered between the two cities—obviously the most logical site.

"Now, I think we must assume Batman's involvement in this somehow. The Joker is an amazingly intelligent man—certainly not on a par with myself, mind you, but cunning nonetheless. If he has persuaded Batman against us . . . well, you may be in for a bit of a battle."

Luthor turns to you and begins to say something, hesitating briefly, "I . . . I know we've had our disagreements, Superman, but I truly wish you the best of luck here. I confess that in this particular instance I can think of no person I would prefer as my ally."

Note: PAUSE in playing this Superman solo-interactive adventure. Announce that you are ready to proceed to the site and wait until the Batman Player is also prepared.

When the Batman Player is ready, ask him what plans he has chosen in approaching the site. Similarly, inform the Batman Player that you have chosen plan "E." Each Player should continue now by turning to the section indicated.

If the Batman Player chooses plan "A," go to #8.

If the Batman Player chooses plan "B," go to #10.

If the Batman Player chooses plan "C," go to #19.

13 - Defiant!

You steadfastly refuse to join in Luthor's mad scheme, although he decries you for doing so. Your final vision is Luthor's metal fist rushing at you, bathed in the green glow of his kryptonite ray, then a jolt of pain courses through your aching, superhuman form and the welcome blackness of unconsciousness washes over you like an ebony tide.

Superman has been defeated for this adventure and you, the Superman Player, must now adopt the role of Lex Luthor, as the Metropolis businessman leaves for the site and attempts to stop the Joker's plan. Refer to Luthor's statistics on page 7 of this booklet.



Note: PAUSE in playing this Superman solo-interactive adventure. Announce that you are ready to proceed to the site and wait until the Batman Player is also prepared.

When the Batman Player is ready, ask him what plan he has chosen in approaching the site. Similarly, inform the Batman Player that you have chosen plan "D." Each Player should continue now by turning to the section indicated.

If the Batman player chooses plan "A," go to #8.

If the Batman Player chooses plan "B," go to #10.

If the Batman Player chooses plan "C," go to #19.

14 - Beyond Understanding

Try as you might, the device is of such a complexity as to thwart your attempts to perceive its design. The device continues to hum with a growing power as you stand beside it, helpless to halt its progress.

Suddenly, an inner voice seems to arise. You feel a strange presence enter your mind, filling your consciousness with a vision of the device and revealing its intrinsic design to you. Your thoughts grow sluggish and difficult as the voice speaks cautiously in your mind, pressing its issue toward you: an urgent

cry to disconnect the Gotham City terminal first!

As the voice diminishes into the rhythmic pounding of the ocean waves against the station's exterior, your head slowly clears. You begin to wonder if the voice was really there at all, or if the astounding pressures of this critical mission are simply beginning to take their toll.

If you choose to return to Gotham City Harbor and disconnect the device in the warehouse, go to #23.

If you choose to travel to Metropolis and disconnect the device housed within its harbor, go to #26.

15 - Sneak Attack

As you calm slightly, preparing to discuss the unusual matters with the man in front of you, he quickly moves in for the attack, obviously preferring to enter battle against you rather than discuss the situation rationally.

Note: PAUSE in playing the Superman solo-interactive adventure, announce you are prepared for combat between your Characters, and wait until the other Player is also prepared. Once both Players are ready, the battle progresses under normal, phase-by-phase structure of the DC HEROES Role-Playing Game.

If your Character wins the battle, go to #29.

If your opponent wins, go to #24.

16 - Adamant

Lex Luthor looks at you carefully, a wry smile playing upon his lips. Eventually, his upturned lips become a broad grin, as Luthor proclaims, "Your reputation for determination does you no justice, Superman."

Luthor walks over and stands toe-to-toe with you, looking you square in the eyes. "An admirable quality in a crimefighter, I assure you." With a quick surveillance of your hardened features, Luthor apparently makes his decision. His smile grows serious as he turns away, addressing you absently. "Luthor agrees to Superman's terms," the notorious businessman proclaims, his voice booming throughout the warehouse, "The Joker shall face legal proceedings for his crimes, ineffective as they shall be."

"But first," Luthor says, spinning around, raising one metal fingertip toward you, "hear this: we must plan carefully if we are to defeat the Clown Prince of Crime . . ."

Go to #12.

17 - On Your Marks

It quickly becomes obvious that neither of you trusts the other, for at almost the same instant you turn and move to battle each other atop the crusty, wind-blown top of the oceanic station platform.

Note: PAUSE in playing the Superman solo-interactive adventure, announce you are prepared for combat between your Characters, and wait until the other Player is also prepared. Once both Players are ready, the battle progresses under normal, phase-by-phase structure of the DC HEROES Role-Playing Game.

If your Character wins the battle, go to #29.

If your opponent wins, go to #24.

18 - Dramatic Exit

With Luthor's defeated form lying motionless at your feet, you gaze casually around the Metropolis Bay warehouse, marveling at Luthor's ingenuity. But it is the audacity of the criminal mind—the grandiose scale to which it strives—that remains its downfall.

With a mighty hoist, you lift Luthor's voluminous body onto your shoulders and stride out of the warehouse. A group of squad cars, responding to calls of your activity, rush up to the dockyards. The officers are soon

bombarding you with questions regarding your defeat of Lex Luthor.

Note: PAUSE in playing this Superman solo-interactive adventure. Announce that you have made a decision on proceeding to the site and wait until the Batman Player is also prepared.

When the Batman Player is ready, ask him what plan he has chosen regarding the site. Similarly, inform the Batman Player that you have chosen plan "F."

If the Batman Player chooses plan "C," go to #25.

Otherwise, the conclusion of this adventure is now totally dependent on the events occurring in the Batman solo-interactive adventure. The Batman Player should inform you of the results after completion of that adventure, at which point you should both proceed to the Endgame section.

19 - Desolate Station

Far into the turbulent waters of the Atlantic Ocean sits a small, seafaring research station, obviously anchored securely to the ocean floor far below. The station itself looks somewhat like a miniature lighthouse, possessing one platform (perhaps ten or twelve feet square) and holding one large, rotating beacon, which serves as a warning to avoid potential collisions.

On one side of the large, metal shack supporting the beacon is a small door leading down into the body of the station, which is situated just below the oceanic water line. The station itself seems quite normal and unobtrusive: an unusual housing structure for such a potentially lethal device as it purportedly holds.

The station's only door opens with a salt-encrusted creak, remnant of the years of exposure to sea air. Down a long stairwell, leading below the surface of the icy Atlantic, is a small room filled with electronic wiring and scientific hardware; all of which connects to an unusual device housed inside a sturdy glass casing, which rests slightly submerged in the ocean waters. The device itself is composed of a large, metallic-looking rod around which is encircled a metal coil.

The device seems nearly alive with powerful energy: a vibrant force which seems to grow with every passing moment.

Make an Action Check using the Scientist or Gadgetry Skill against an OV/RV of 18/18 to analyze the device. (A Character possessing neither Skill may attempt "Unskilled Use" by

applying +2 Column Shift modifiers to the OV and RV.)

If you receive 9 or more RAPs, go to #11.

If you receive fewer than 9 RAPs, go to #14.

20 - Contemplation

With Luthor's defeated form lying motionless at your feet, you begin to reflect on Luthor's comments, weighing the truly dramatic consequences should your lifelong enemy's words prove correct.

Reflecting on your two careers, you recall Luthor's nearly single-minded and relentless pursuit of your demise: a personal vendetta which knows no limit. Yet Luthor pursued your assistance with such sincerity—such unusual fervor with no concern for himself—that you wonder if his accusations against the Joker could be correct.

In an instant, you decide your course of action: to examine the site, perhaps as much to satisfy your own curiosity as anything else. A glance toward your fallen enemy assures you it is safe to leave him behind, and an examination of the computer monitor console provides you with the device's location: dead center between Metropolis and Gotham City. You head out toward the site, uncertain of what you will find there.

Note: PAUSE in playing this Superman solo-interactive adventure. Announce that you are ready to proceed to the site and wait until the Batman Player is also prepared.

When the Batman Player is ready, ask him what plan he has chosen in approaching the site. Similarly, inform the Batman Player that you have chosen plan "E." Each Player should continue now by turning to the section indicated.

If the Batman Player chooses plan "A," go to #8.

If the Batman Player chooses plan "B," go to #10.

If the Batman Player chooses plan "C," go to #19.

21 - Seize the Moment

Standing beside the railing atop the station platform, your opponent turns from you, talking almost casually about the device beneath the waters. It is a perfect opportunity for attack, one which you do not waste.

Note: PAUSE in playing the Superman solo-interactive adventure, announce you are prepared for combat between your Characters, and wait

until the other Player is also prepared. Once both Players are ready, the battle progresses under normal, phase-by-phase structure of the DC HEROES Role-Playing Game.

If your Character wins the battle, go to #29.

If your opponent wins the battle, go to #24.

22 - Mutual Discussion

You hesitantly approach your opponent, a man you know to be both powerful and clever—one of the most brilliant minds on Earth. As you prepare to breach your topic, you are amazed when your opponent himself does the same.

"Obviously," he begins, "we are here bearing similar interests. Perhaps we had best discuss matters before they get out of hand." He eyes you cautiously, ready for the slightest motion of malcontent.

Note: PAUSE in playing the Superman solo-interactive adventure and announce you are ready to discuss matters. At this point in the game, you and the other Player should role play a discussion between your respective Characters, attempting to gain enough information to resolve the situation.

The Players should feel free to reveal any and all information they wish to the opposing Character's Player, keeping in mind the role-playing aspect of each Character's disposition to his opponent and of what information each Character is aware. Once you have conversed sufficiently, continue play with the following options:

If the Characters agree to analyze the device located within the station, go to #28.

Otherwise, the Characters will initiate combat; go to #17.

23 - Off to Gotham

Pressed on by the urgency of your mission, you return to Gotham Harbor at an incredible rate, rushing into the docking bay warehouse and down to the power converter resting below the facility.

With a rapid stroke, you grasp the tangle of wires and terminal relays that play about the converter's base and pull them from their connections, as sparks fly and electricity crackles madly around the converter. Eventually, the powerful hum which accompanied the device's operation dwindles, only to be replaced by the urgent shouts from Gotham's citizens, passing word of the great blast which

destroyed much of neighboring Metropolis' waterfront to the north.

Your mind reels, concentrating not on the millions of people of this fair city whom you saved from terrors unimaginable, but on the siege of your own Metropolis created by your hand this day. In your grief, you imagine the horrified cries of Metropolis' dock workers as they are bombarded by contaminated, lifeless fish and soaked with irradiated ocean water.

If you are playing the Man of Steel, go to #51.

If you are playing Luthor, go to #43.

24 - Defeat

In a flurry of powerful blows, you find yourself driven to the rusted floor of the station's metal platform, exhausted. Unable to provide any opposition, you watch helplessly as your opponent heads toward the platform's only door, venturing down into the dank recesses of the ocean-based station. The door opens with a salt-encrusted creak, remnant of years of exposure to sea air.

Note: At this point, the outcome of this portion of the Superman solo-interactive adventure is dependent on the actions of the other Player. You should PAUSE now, and await the decision of the other Player relative to completing your adventure.

The other Player should confer with you and offer a mutual solution to the situation. In this case, role play the conversation, discussing matters as Character to Character until some solution is reached, which will ultimately be decided by the other Player.

If your Characters agree to simultaneously disconnect the harbor power supplies and you are playing Superman, go to #34.

If your Characters agree to simultaneously disconnect the harbor power supplies and you are playing Lex Luthor, go to #46.

If your Characters agree to disconnect the power supply in Metropolis Harbor first, go to #33.

If your Characters agree to disconnect the power supply in Gotham Harbor first, go to #41.

If your Characters disagree completely and your opponent chooses to disconnect the power in Metropolis Harbor first, go to #47.

If your Characters disagree completely and your opponent chooses to disconnect the power supply in Gotham Harbor first, go to #45.

25 - Irradiated

As you march triumphantly from the gigantic warehouse along Metropolis Harbor's dockyards, with Lex Luthor's motionless body riding atop your powerful shoulders, you notice that the horizon off the harbor is glowing with a bright, vibrant radiance. The distance glows a deep red and casts an iridescent hue throughout the morning sky.

Suddenly, you feel your entire body tingle with sensation, the effect burrowing into the very core of your being. It courses through your body like a wildfire, invading you to the cellular level. As you progress through Metropolis' streets, your limbs grow heavier with every passing moment, a terrible flush overtakes your system, and your skin starts to feel as if it were afire.

With a dawning horror, you realize that Luthor's words were true; some terrifying nuclear device stationed beyond Metropolis Harbor even now irradiates every living creature in its range with powerful, deadly neutrons. As you grow hot with fever, your mind wanders forward, envisioning the millions of people doomed to ghastly, excruciating deaths and—perhaps worse—the daily tortures of radiation-induced cancer.

As you stand in languid agony amid the Metropolitan streets, a gloating, condescending voice comes from deep within your mind. "See the dawning of a new day, Superman—a day which voids Metropolis and Gotham City of its human infection!" the voice laughs uproariously, as the grinning image of Brainiac appears before your eyes.

"Truly, Man of Steel," Brainiac continues, "you prove your feeble-minded ineffectiveness here, a fact I revel in demonstrating; so short-sighted were you as to overlook the workings of the universe's greatest genius while I so effortlessly eliminated Earth's most pitiful cities! Such a disappointment was the culmination, as both you and the contemptible Caped Crusader simply stood by, impassive. My inevitable victory would have been all the more valuable had either of you made some effort" Brainiac stares down at you maniacally, a savage gleam in his possessed eyes.

"By now you must know it was I behind the plot the entire time," the madman continues. "The process was so simple, went so smoothly: to implicate Lex Luthor in the events in Metropolis by perpetrating the crimes using devices of his own creation; to control the men whom I secretly hired

to perform the deeds into believing Luthor was their actual employer. Imagine that buffoon even contemplating such a brilliant scheme! And then to draw suspicion onto the pitiful Joker, watching the cats chase their own tails!

"Even the famed detective, Batman, was led along the trail, making the process of implicating the Joker frightfully easy. The total defeat of my greatest enemies! My scientific genius played pawns of all involved, resulting in the destruction of two worthless, misbegotten cities—their insignificant inhabitants crushed like helpless insects.

"And yet," Brainiac smiles, "the most wonderful part of my brilliant plan is that you failed the most miserably, Superman, in your inability to see through my plan and save the innocent millions in your cities, unwitting victims in my vendetta against the Man of Steel. I revel in the results: a greater tribulation, as you must be personally held responsible for your inaction—a gem which I shall cherish forever." Brainiac's face turns up as if to the heavens and grins.

"The day belongs to Brainiac, a result of your cowardice, Man of Steel. Go now to the pitiful citizens on whom you turned your back. Let them crawl to you, seeking your laughable assistance as the fires consume them from within—fires ignited of your own incompetence, even as a dog will lick the hand of a master who beats him!

"My thanks for your role in this delightful contest, fool," Brainiac says, smiling widely, "truly a game I shall forever recall—to have so thoroughly ruined the lives and reputations of two of Earth's greatest heroes. Poor, insipid Earth, how much it sorely lacks . . . And so I leave you to wallow in the knowledge of your own abysmal failure!"

With an echoing, frightful laugh, Brainiac's image blurs and then fades completely, leaving you staring on the lifeless city streets and wracked with a searing pain.

You struggle to venture through the beleaguered streets of Metropolis, fearing to return to your own apartment or even the Daily Planet, where you know you would only view the endless televised reports of the results of your failure. For a while, you sit motionless, until you realize that tomorrow is another day—a day on which Brainiac will pay for his horrible crimes.

•THE ADVENTURE HAS ENDED•

To offset the effects of the radiation, treat the exposure as if it were a normal Poison Touch attack with an AV/EV equal to 30/30. Damage sustained is considered Killing Combat.

Regardless of the outcome, play now concludes with Endgame.

26 - Metropolis Bound

Pressed on by the urgency of your mission, you speed toward Metropolis Harbor at an incredible rate, rushing to locate the docking bay warehouse which houses this city's abominable electrical power converter. Hundreds of people clamor around you, excited to catch a glimpse of one of their city's most-renowned personalities.

It seems days before you locate the facility, below which rests the device you seek. With a rapid stroke, you grasp the tangle of wires and terminal relays that play about the converter's base and pull them from their connections, as sparks fly and electricity crackles madly around the converter. Eventually, the powerful hum which accompanied the device's operation dwindles, only to be replaced by the urgent shouts from Metropolis' citizens, passing word of the great blast which destroyed much of neighboring Gotham City's waterfront to the south.

Your mind reels, concentrating not on the millions of people of your own city whom you saved from terrors unimaginable, but on the siege of Gotham City created by your hand this day. In your grief, you imagine the horrified cries of Gotham City's dock workers as they are bombarded by contaminated, lifeless fish and soaked with irradiated ocean water.

If you are playing the Man of Steel, go to #51.

If you are playing Luthor, go to #43.

27 - Clear Vision

Upon reconsidering your insight, you get the definite feeling that your original assumption as to the best method of disconnecting the device was entirely correct. In fact, the thought of following action relative to your vision sends shivers of fear coursing throughout your form, as the result would probably have been ultimately catastrophic.

Obviously, the only safe method of halting the device's culmination is to disconnect both of the harbor power supplies simultaneously. The more you consider the effects of your insight, the more convinced you are that it originated, not from your own subconscious, but from an exterior influence.

If you previously joined forces with your opponent when analyzing the fusion device, go to #39.

If you analyzed the device alone, having previously defeated your opponent in combat, go to #38.

28 - Dual Analysis

With an apparently single-minded goal toward the destruction of the device, you and your heretofore opponent prepare to venture down into the dank recesses of the ocean-based station. The station's only door opens with a salt-encrusted creak, remnant of the years of exposure to sea air.

Down a long stairwell, leading below the surface of the icy Atlantic, is a small room filled with electronic wiring and scientific hardware; all of which connects to an unusual device housed inside a sturdy glass casing, which rests slightly submerged in the ocean waters. The device itself is composed of a large, metallic-looking rod around which is encircled a metal coil.

The device seems nearly alive with powerful energy: a vibrant force which seems to grow with every passing moment.

Make an Action Check using the Scientist or Gadgetry Skill against an OV/RV of 18/18 to analyze the device, remembering to add the Team Attack modifier of -2 Column Shifts to the Opposing Value.

If the attempt receives 9 or more RAPs, go to #36.

If the attempt receives fewer than 9 RAPs, go to #32.

29 - Victory

In a flurry of powerful blows, you drive your exhausted opponent to the rusted floor of the station's metal platform. Unable to oppose you any longer, he watches helplessly as you head toward the platform's only door, venturing down into the dank recesses of the ocean-based station. The door opens with a salt-encrusted creak, remnant of years of exposure to sea air.

Down a long stairwell, leading below the surface of the icy Atlantic, is a small room filled with electronic wiring and scientific hardware; all of which connects to an unusual device housed inside a sturdy glass casing, which rests slightly submerged in the ocean waters. The device itself is composed of a large, metallic-looking rod around which is encircled a metal coil.

The device seems alive with powerful energy: a vibrant force which seems to grow with every passing moment.

Make an Action Check using the Scientist or Gadgetry Skill against an OV/RV of 18/18 to analyze the device.

If you receive 9 or more RAPs on the attempt, go to #36.

If you receive fewer than 9 RAPs on the attempt, go to #32.

30 - Reconsider?

Upon reconsidering your insight, while you once held the definite belief that your original assumption as to the best method of disconnecting the device was correct, the new concept—to disconnect the power supply from Gotham City Harbor first—now rings true to you. And, while you can't shake the feeling that the idea seems unusually forced and artificial, you grudgingly accept that inspiration is occasionally unique in its presentation.

If you previously joined forces with your opponent when analyzing the fusion device, go to #39.

If you analyzed the device alone, having previously defeated your opponent in combat, go to #38.

31 - Metropolis Harbor

Pressed on by the urgency of your mission, you speed toward Metropolis Harbor at an incredible rate, rushing to locate the docking bay warehouse which houses this city's abominable electrical power converter. Hundreds of people clamor around you, excited to catch a glimpse of one of their city's most-renowned personalities.

It seems days before you locate the facility, below which rests the device you seek. With a rapid stroke, you grasp the tangle of wires and terminal relays that play about the converter's base and pull them from their connections, as sparks fly and electricity crackles madly around the converter. Eventually, the powerful hum which accompanied the device's operation dwindles, only to be replaced by the urgent shouts from Metropolis' citizens, passing word of the great blast which destroyed much of neighboring Gotham City's waterfront to the south.

Your mind reels, concentrating not on the millions of people of your own city whom you saved from terrors unimaginable, but on the siege of Gotham City created by your hand this day. In your grief, you imagine the horrified cries of Gotham City's dock workers as they are bombarded by contaminated, lifeless fish and soaked with irradiated ocean water.

If you are playing the Man of Steel, go to #51.

If you are playing Luthor, go to #43.

32 - Inner Feelings

Try as you might, the device is of such a complexity as to thwart your attempts to perceive its design. The device continues to hum with a growing power as you stand beside it, helpless to halt its progress.

Suddenly, an inner voice seems to arise. You feel a strange presence enter your mind, filling your consciousness with a vision of the device and revealing its intrinsic design to you. Your thoughts grow sluggish and difficult, as the voice speaks cautiously in your mind, pressing its issue toward you: an urgent cry to disconnect the Gotham City terminal first!

As the voice diminishes into the rhythmic pounding of the ocean waves against the station's exterior, your head slowly clears. You begin to wonder if the voice was really there at all, or if the astounding pressures of this critical mission are simply beginning to take their toll.

If you previously joined forces with your opponent when analyzing the fusion device, go to #39.

If you analyzed the device alone, having previously defeated your opponent in combat, go to #38.

33 - Metropolitan Team

Pressed on by the urgency of your mission, you speed toward Metropolis Harbor at an incredible rate, rushing to locate the docking bay warehouse which houses the city's abominable electrical power converter. As you arrive, hundreds of people clamor around you, excited to catch a glimpse of one of their city's most-renowned personalities.

The people begin to murmur amongst themselves; several hushed comments and gasps make their way to your ears. Soon, the crowd parts as the man you only recently left upon an ocean-based fusion station approaches, his intense demeanor dramatically paralleling your own intentions. You now possess a determined associate in your mission. With little time left, the two of you head toward the harbor to complete your frantic quest.

It seems days before you locate the facility, below which rests the device you seek. With a rapid stroke, you grasp the tangle of wires and terminal relays that play about the converter's base and pull them from their connections, as sparks fly and electricity crackles madly around the converter. Eventually, the powerful hum which

accompanied the device's operation dwindles, only to be replaced by the urgent shouts from Metropolis' citizens, passing word of the great blast which destroyed much of neighboring Gotham City's waterfront to the south.

Your mind reels, concentrating not on the millions of people of your own city whom you saved from terrors unimaginable, but on the siege of Gotham City created by your hand this day. In your grief, you imagine the horrified cries of Gotham City's dock workers as they are bombarded by contaminated, lifeless fish and soaked with irradiated ocean water.

If you are playing the Man of Steel, go to #51.

If you are playing Luthor, go to #43.

34 - Heroic Actions

With a determination and mettle to define a true hero, you agree to join forces and simultaneously disconnect the power supplies from your two cities' harbors. Pressed on by the urgency of your mission, you speed toward the harbor at an incredible rate, rushing into the docking bay warehouse and down to the power converter which rests below the facility.

The minutes between your arrival and the agreed-upon time of disconnection languish in an infinite expanse of nervous anxiety, and your mind flushes with images of wanton destruction should your decision or timing be incorrect. It is the cost of being a true hero, to daily embrace responsibility for the lives of countless, thankless millions. It is a cost you've paid many times over, and do so again, as the second stick away with dramatic import.

Until the time arrives, and with one rapid stroke you grasp the tangle of wires and terminal relays from about the converter's base and pull them from their connections, as sparks fly and electricity crackles madly around the converter. Eventually, the powerful hum which accompanied the device's operation dwindles, only to be replaced by the calm, rhythmic sound of harbor waters lapping serenely upon the gentle shores.

In your mind, you know your action has met with success, for, although you are distanced from the hearts of Gotham City and your own mighty Metropolis, for one brief moment you felt unified with every sole inhabitant and prepared to cry with them in agony had your efforts been in vain. Instead, all that remains around you is silence, your valiant actions ignored by a

disinterested world. There are no celebrations, no thank-yous, no hint of appreciation from the millions who can still go about their daily lives.

With a casual smile and a hero's contentment of heart, you cherish the blissful silence.

Eventually, the silence is broken, as from deep within your mind comes a disappointed, critical voice. "Curse you, Superman, for your damnable involvement!" the voice rages, as the furious, seething face of Brainiac appears before your eyes.

"Truly, Man of Steel," Brainiac continues, "your actions this day shall return to haunt you, I swear. That you proved able to defeat my plans is unimaginable, to the extent that I was unable to destroy even one of Earth's pitiful cities! And the final cut is that it went so perfectly—until your involvement at the station site.

"By now you must know it was I behind the plot the entire time," the madman continues, "The process was so simple, went so smoothly: to implicate Lex Luthor in the events in Metropolis by perpetrating the crimes using devices of his own creation; to control the men whom I secretly hired to perform the deeds into believing Luthor himself was their actual employer. Imagine that buffoon even contemplating such a brilliant scheme! And then to draw suspicion onto the pitiful Joker, watching the cats chase their own tails!

"Even the famed detective, Batman, was led along the trail, making the process of implicating the Joker frightfully easy. The total defeat of my greatest enemies! My scientific genius played pawns of all involved, save what resulted in my greatest enemy: time itself. In mere hours, Man of Steel, I would have seen fruition of my plan—and for your part, I swear my revenge!

"But what is done is done; genius cannot dwell on past failures. I congratulate you on your luck this day, Superman, and assure you our next confrontation shall prove much less favorable for you!"

With an echoing, frightful laugh, Brainiac's image blurs and then fades completely, leaving in its wake the slow rush of the swelling tides and the increasing sounds of morning bustle along Metropolis' ocean front. Emerging from the confines of the bayside warehouse, you gaze across the bay and admire the beautiful, scenic artwork that is this city's noble skyline.

•THE ADVENTURE HAS ENDED•

Play now concludes with Endgame.

35 - Clarification

The strange experience of perceiving inner voices and visions prompts you to question your own feelings and abilities—an understandable hesitation with such dramatic consequences at stake.

Make an Action Check using your INT/WILL against an OV/RV of 10/10 to question your new insight and verify the method of disconnecting the device.

If you receive 7 or more RAPs on the attempt, go to #27.

If you receive fewer than 7 RAPs on the attempt, go to #30.

36 - Success

While the device is complex and scientifically advanced, you gather enough information regarding its design to realize that any attempt to disconnect it from this location would prove amazingly hazardous to both Metropolis and Gotham City; the feedback would result in powerful explosions in both cities' harbors.

From your analysis, you gather that the only method of safely disconnecting the device is for the connections supplying the device with power from each of the cities to be severed simultaneously: an impossible task for only one man—even yourself. The decision weighs heavily upon you—whether or not to align yourself with

your heretofore opponent in an attempt to thwart nuclear destruction.

As you struggle with the burden, an inner voice seems to arise, warning you against disconnecting both the devices simultaneously. Your mind begins to grow hazy and muddled, your thinking tenuous, as the voice presses its issue toward you: an urgent cry to disconnect the Gotham City terminal first!

As the voice diminishes into the rhythmic pounding on the ocean waves against the station's exterior, your head slowly clears. You begin to wonder if the voice was really there at all, or if the astounding pressures of this critical mission are simply beginning to take their toll.

If you wish to question your new insight, go to #35.

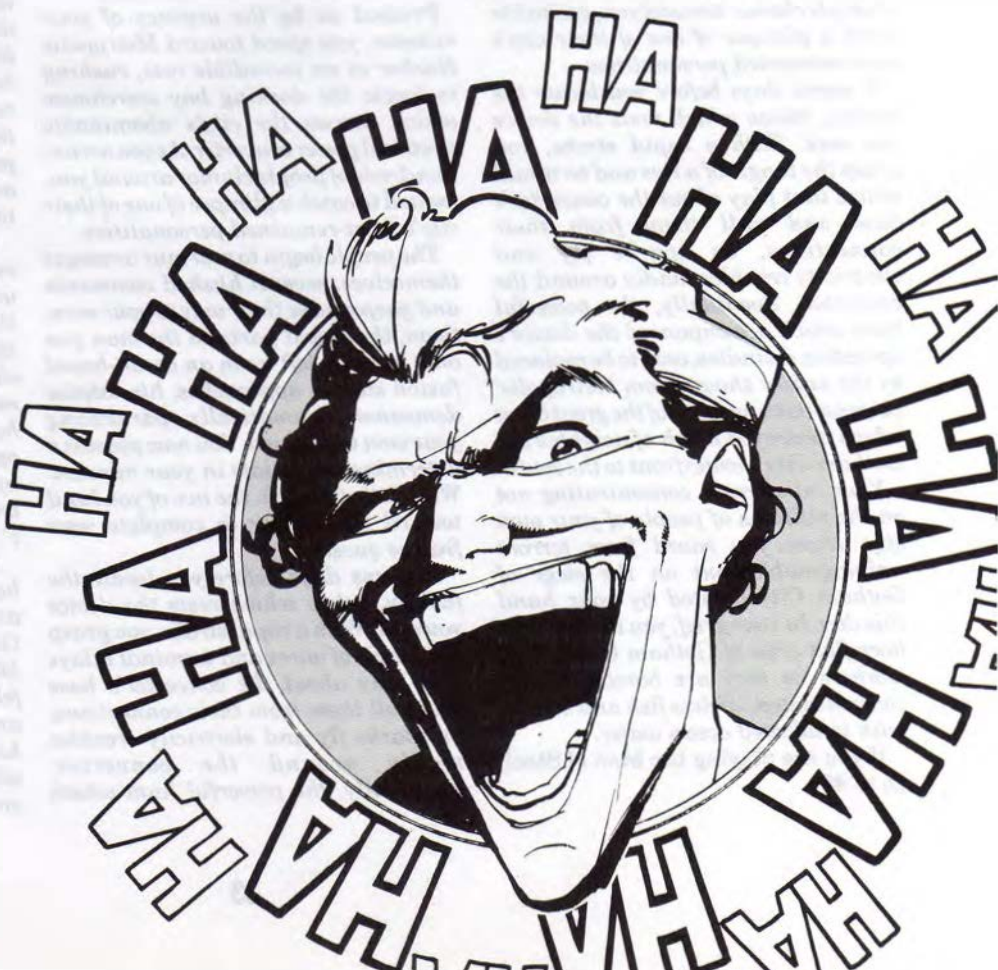
If you previously joined forces with your opponent when analyzing the fusion device, go to #39.

If you analyzed the device alone, having previously defeated your opponent in combat, go to #38.

37 - Conference Time

In the face of such dire consequences, your opponent is apparently as concerned with the result as you are, for the moment you turn to face him, he is already approaching you to discuss the matter.

Note: PAUSE in playing this Superman solo-interactive adventure



and announce that you are ready to confer with the other Player. At this point in the game, you and the other Player should role play a discussion between your Characters, attempting to gain information and a resolution to the situation.

The Players should feel free to reveal any and all information they wish to the opposing Character's Player, keeping in mind the role-playing aspect of each Character's disposition toward his opponent and particularly what information the Character knows and what experiences the Character has had recently.

Once you have conversed and each Character has decided on his own method of action, thereby establishing an ultimate plan, continue play with the following options:

If your Characters agree to simultaneously disconnect the harbor power supplies and you are playing Superman, go to #34.

If your Characters agree to simultaneously disconnect the harbor power supplies and you are playing Lex Luthor, go to #46.

If your Characters agree to disconnect the power supply in Metropolis Harbor first, go to #33.

If your Characters agree to disconnect the power supply in Gotham Harbor first, go to Section 41.

If your Characters disagree completely and you previously

defeated your opponent, the following two options apply: 1) if you want to disconnect the power supply at Metropolis Harbor first, inform the other Player of this and then go to #31, or 2) if you want to disconnect the power supply at Gotham Harbor first, inform the other Player of this and go to #42.

If you wish to combat the other Player's Character, go to #44.

38 - Personal Choice

PAUSE in playing this Superman solo-interactive adventure. As you have previously defeated your opponent prior to this moment, you are now in a position to dictate the actions to follow in this adventure.

If you wish to discuss the situation with the other Player, you may do so now, offering whatever information regarding the adventure you wish to reveal. You may or may not wish to discuss possible options in disconnecting the device with the other Player; as the previous victor, you have ultimate say in completing the adventure.

Once you have conversed with the other Player, if you needed to do so, inform him of your decision regarding disconnection of the device and proceed with play according to the following options:

If your Characters agree to simultaneously disconnect the harbor power supplies and you are playing Superman, go to #34.

If your Characters agree to simultaneously disconnect the harbor power supplies and you are playing Lex Luthor, go to #46.

If your Characters agree to disconnect the power supply in Metropolis Harbor first, go to #33.

If your Characters agree to disconnect the power supply in Gotham Harbor first, go to #41.

If your Characters disagree and you decide to disconnect Metropolis Harbor's power supply first, go to #31.

If your Characters disagree and you decide to disconnect Gotham Harbor's power supply first, go to #42.

39 - Ultimate Choices

As you slowly emerge from the recesses of the submerged station that houses the deadly device, your thoughts are a jumble of options and courses, each of which could potentially save the lives of millions—or doom them to horrible destruction. A cool ocean breeze wafts casually past your hardened features,

a brief repast during events of paramount importance.

You know of the existence of a Cold Fusion device capable of irradiating both Metropolis and Gotham City with billions of nuclear particles. You know that if you disconnect the device from its power sources, the threat of nuclear bombardment is alleviated. Yet improper disconnection could result in an electrical feedback sufficient to destroy one of the cities, exploding the molecules of the air surrounding it.

All the while, the device not twenty feet away from you hurls toward completion of its goal. At once, you know so much—and so little.

Note: PAUSE in playing this Superman solo-interactive adventure and decide if you wish to confer with the other Player, disconnect the device in Metropolis Harbor, or disconnect the device in Gotham City.

Once you have made a decision, announce that you have done so and wait for the other Player to reach the same point in the Batman adventure. At this point, ask the other Player what he has chosen to do regarding disconnection of the device. Similarly, inform the other Player of your choice, as indicated following, and turn to the appropriate section to continue play.

If you want to confer with the other Player as to a plan of action, announce that you have chosen plan "N." If the other Player chooses plan "K," go to #37. If the other Player chooses plan "L," go to #40. If the other Player chooses plan "M," go to #40.

If you decide not to confer with the other Player and want to disconnect the device in Metropolis Harbor, announce that you have chosen plan "O." If the other Player chooses plan "K," go to #50. If the other Player chooses plan "L," go to #33. If the other Player chooses plan "M," go to #49.

If you decide not to confer with the other Player and want to disconnect the device in Gotham Harbor, announce that you have chosen plan "P." If the other Player chooses plan "K," go to #50. If the other Player chooses plan "L," go to #42. If the other Player chooses plan "M," go to #41.

40 - Differing Opinions

Obviously, your opponent wants nothing to do with your discussions as he turns and prepares to leave toward his destination, his mind set on how to deal with the disconnection of the device. It appears the situation now requires drastic measures.

Note: PAUSE in playing this



Superman solo-interactive adventure and announce that you are entering combat against the other Character. Wait until the other Player is ready before proceeding with the battle under normal, phase-by-phase structure of the DC HEROES Role-Playing Game.

If your Character emerges the victor in the battle, go to #38.

If your Character is defeated in the battle, go to #48.

41 - Gotham Team

Pressed on by the urgency of your mission, you speed toward Gotham Harbor at an incredible rate, rushing to locate the docking bay warehouse which houses this city's abominable electrical power converter. Hundreds of people clamor around you, excited to catch a glimpse of one of Metropolis' most-renowned personalities in their city.

The people begin to murmur amongst themselves; several hushed comments and gasps make their way to your ears. Soon, the crowd parts as the man you only recently left upon an ocean-based fusion station approaches, his intense demeanor dramatically paralleling your own intentions. You now possess a determined associate in your mission. With little time left, the two of you head toward the harbor to complete your frantic quest.

It seems days before you locate the facility, below which rests the device you seek. With a rapid stroke, you grasp the tangle of wires and terminal relays from about the converter's base and pull them from their connections, as sparks fly and electricity crackles madly around the converter. Eventually, the powerful hum which accompanied the device's operation dwindles, only to be replaced by the urgent shouts from Gotham's citizens, passing word of the great blast which destroyed much of neighboring Metropolis' waterfront to the north.

Your mind reels, concentrating not on the millions of people of their fair city whom you saved from terrors unimaginable, but on the siege of your own Metropolis created by your hand this day. In your grief, you imagine the horrified cries of Metropolis' dock workers as they are bombarded by contaminated, lifeless fish and soaked with irradiated ocean water.

If you are playing the Man of Steel, go to #51.

If you are playing Luthor, go to #43.

42 - Gotham Harbor

Pressed on by the urgency of your mission, you speed toward Gotham Harbor at an incredible rate, rushing to locate the docking bay warehouse which houses this city's abominable power converter. Hundreds of people clamor around you, excited to catch a glimpse of one of Metropolis' most-renowned personalities in their city.

It seems days before you locate the facility, below which rests the device you seek. With a rapid stroke, you grasp the tangle of wires and terminal relays that play about the converter's base and pull them from their connections, as sparks fly and electricity crackles madly around the converter. Eventually, the powerful hum which accompanied the device's operation dwindles, only to be replaced by the urgent shouts from Gotham's citizens, passing word of the great blast which destroyed much of neighboring Metropolis' waterfront to the north.

Your mind reels, concentrating not on the millions of people of their fair city whom you saved from terrors unimaginable, but on the siege of your own Metropolis created by your hand this day. In your grief, you imagine the horrified cries of Metropolis' dock workers as they are bombarded by contaminated, lifeless fish and soaked with irradiated ocean water.

If you are playing the Man of Steel, go to #51.

If you are playing Luthor, go to #43.

43 - Controlling Force

Incredibly, from deep within your mind comes a gloating, condescending voice. "See the dawning of a new day, Luthor—a day which voids one of Earth's mightiest cities of its human infection!" the voice laughs uproariously, as the grinning image of Brainiac appears before your eyes.

"Truly, my old friend," Brainiac continues, "you prove your feeble-minded ineffectiveness here, playing the role of hero. So short-sighted were you as to overlook the workings of the universe's greatest genius while I so effortlessly eliminated so pitiful a city! Such a disappointment was the culmination, as you proved so unworthy of the task; my inevitable victory would have been all the more valuable had you made any useful effort. Pity that a true hero such as Superman had not the opportunity to test my wiles." Brainiac stares down at you maniacally, a savage gleam in his possessed eyes.

"By now you must know it was I behind the plot the entire time," the madman continues. "The process was so simple, went so smoothly: to implicate you in the events in Metropolis by perpetrating the crimes using devices of your own creation; to control the men whom I secretly hired to perform the deeds into believing you were their actual employer, unbeknownst to all involved. Imagine a buffoon like yourself even contemplating such a brilliant scheme! And then to draw suspicion onto the pitiful Joker, watching cats chase their own tails!"

"Even the famed detective, Batman, was led along the trail, making the process of implicating the Joker frightfully easy. The total defeat of my greatest enemies! My scientific genius played pawns of all involved, resulting in the destruction of two worthless, misbegotten cities—their insignificant inhabitants crushed like helpless insects.

"And yet," Brainiac smiles, "the most wonderful part of my brilliant plan is that Superman failed the most miserably in his inability to see through my plan and save all the innocent millions, unwitting victims in my vendetta against the Man of Steel. I revel in the results: a greater tribulation, as Superman must be held responsible for his own inaction—a gem for which I am indebted to you both." Brainiac's face turns up as if to the heavens and grins.

"The day belongs to Brainiac, a result of your cowardice, Luthor. Go now, if you dare, and observe the effects of a true criminal genius; flatter yourself no more with delusions of your own prowess, for Brainiac is always your better!"

"My thanks for your role in this delightful contest, fool," Brainiac says, smiling widely, "truly a game I shall cherish forever: to have so thoroughly ruined the lives and reputations of Earth's greatest heroes. Poor, insipid Earth, how much it sorely lacks . . . And so I leave you to wallow in the knowledge of your own abysmal failure!"

With an echoing, frightful laugh, Brainiac's image blurs and then fades completely, leaving you to contemplate the failure of what you thought to be your own inspired genius—a total loss which so devastates your self-confidence that you wonder if you shall ever recover.

•THE ADVENTURE HAS ENDED•

Play now concludes with Endgame.

44 - Individual Attacks

It quickly becomes evident that neither of you trusts the other enough to make a decision amicably. Determination deeply fires in your opponent's eyes as he turns to attack; at the same moment, you move to battle him atop the rusted, sea-tossed platform above a device of incalculable destructive power.

Note: PAUSE in playing this Superman solo-interactive adventure, announce that you are prepared for combat between your Characters, and wait until the other Player is also prepared. Once both Players are ready, the battle progresses under normal, phase-by-phase structure of the DC HEROES Role-Playing Game.

If your Character emerges the victor in the battle, go to #38.

If your Character is defeated in the battle, go to #48.

45 - Metropolis in Ruins

Unable to prevent your determined opponent from racing toward Gotham Harbor, you watch helplessly as he leaves you to languish on the cold, wind-swept reaches of the ocean-based station. Almost casually, you glance toward Metropolis, a majestic silhouette on the horizon, then you feel the very air surrounding you begin to tingle with a tremendous energy.

Suddenly an unbelievable explosion pounds your ears as an invisible wall of force throws you violently against the metal railing of the station platform. Before you can glance up to see the first wave of rubble, irradiated ocean water descends on the once-mighty Metropolis. Even at this distance, you hear the mournful cries of its injured citizens and see horrible visions of the thousands who must be suffering immensely.

Your mind reels, concentrating not on the millions of people in Gotham City who must have been saved from terrors unimaginable, but on the siege of your own Metropolis created this day. In your grief, you imagine the horrified cries of Metropolis' dock workers as they are bombarded by contaminated, lifeless fish and soaked with irradiated ocean water.

If you are playing the Man of Steel, go to #51.

If you are playing Luthor, go to #43.

46 - Outraged Fury!

With surprisingly heroic determination and mettle, you agree to join forces and simultaneously

disconnect the power supplies from your two cities' harbors. Pressed on by the urgency of your mission, you speed toward the harbor at an incredible rate, rushing into the docking bay warehouse and down to the power converter which rests below the facility.

The minutes between your arrival and the agreed-upon time of disconnection languish in an infinite expanse of nervous anxiety, and your mind flushes with images of wanton destruction should your decision or timing be incorrect. It is a strange and unusual feeling to embrace responsibility for the lives of countless millions whom you have so often placed in dire jeopardy. You smile at the ironic purity of the situation as the seconds tick away with dramatic import.

Until the time arrives and, with one rapid stroke, you grasp the tangle of wires and terminal relays from about the converter's base and pull them from their connections, as sparks fly and electricity crackles madly around the converter. Eventually, the powerful hum which accompanied the device's operation dwindles, only to be replaced by the calm, rhythmic sound of the harbor waters lapping serenely upon the gentle shores.

Eventually, the silence is broken, as from deep within your mind comes a disappointed, critical voice. "Curse you, Luthor, for your interfering involvement!" the voice rages, as the furious, seething face of Brainiac appears before your eyes.

"Truly, old friend," Brainiac continues, "your actions this day shall return to haunt you, I swear. That you could possibly ally yourself in this cause against me—that you proved able to defeat my plans is unimaginable—to the extent that I was unable to destroy even one of Earth's pitiful cities! And the final cut is that it went so perfectly—until your involvement at the station site."

Brainiac's image scowls at your angrily, "By now you must know it was I behind the plot the entire time. The process was so simple, went so smoothly: to implicate you in the events in Metropolis by perpetrating the crimes using devices of your own creation; to control the men whom I secretly hired into believing you were their actual employer, unbeknownst to all involved. Imagine a buffoon such as yourself even contemplating such a brilliant scheme! And then to draw suspicion onto that pitiful Joker, watching cats chase their own tails!

"Even the famed detective, Batman, was led along the trail, making the

process of implicating the Joker frightfully easy. My scientific genius played pawn so fall involved, save what resulted in my greatest enemy: time itself. In mere hours, Luthor, I would have seen fruition of my plan—and for your part, I swear my revenge!

"But what is done is done; genius cannot dwell on past failures. I congratulate you on your luck this day, Luthor, and assure you our next confrontation shall prove much less favorable for you!"

With an echoing, frightful laugh, Brainiac's image blurs and then fades completely, leaving in its wake the slow rush of the swelling tides and the increasing sounds of morning bustle along Gotham's ocean front. Emerging from the confines of the bayside warehouse, you gaze across the bay and admire the beautiful artwork that is this city's noble skyline.

•THE ADVENTURE HAS ENDED•

Play now concludes with Endgame.

47 - Gotham in Ruins

Unable to prevent your determined opponent from racing toward Metropolis Harbor, you watch helplessly as he leaves you to languish on the cold, wind-swept reaches of the ocean-based station. Almost casually, you glance toward Gotham City, a majestic silhouette on the horizon, then you feel the very air surrounding you begin to tingle with a tremendous energy.

Suddenly, an unbelievable explosion pounds your ears as an invisible wall of force throws you violently against the metal railing of the station platform. Before you can glance up to see the first wave of rubble, irradiated ocean water descends on the once-mighty Gotham City. Even at this distance, you hear the mournful cries of its injured citizens and see horrible visions of the thousands who must be suffering immensely.

Your mind reels, concentrating not on the millions of people in your own Metropolis who must have been saved from terrors unimaginable, but on the siege of Gotham City created this day. In your grief, you imagine the horrified cries of Gotham City' dock workers as they are bombarded by contaminated, lifeless fish and soaked with irradiated ocean water.

If you are playing the Man of Steel, go to #51.

If you are playing Luthor, go to #43.

48 - Ocean Defeat

In a flurry of powerful blows, you find yourself driven to the rusted floor of the station's metal platform, exhausted. Unable to provide any opposition, you watch helplessly as your opponent regards you almost contemptuously, deciding what course of action to take regarding the disconnection of the device and your involvement in the entire situation. With a sudden abruptness to parallel the events, an ocean breeze picks up quickly, sending showers of brine stinging into your eyes.

Note: At this point, the outcome of this portion of the Superman solo-interactive adventure is totally dependent on the actions of the other Player. You should PAUSE now and await the decision of the other Player relative to completing your adventure.

The other Player could confer with you and offer a mutual solution to the situation. In this case, role play the conversation, discussing matters as Character to Character until some solution is reached, which will be ultimately dependent on the other Player's decision.

If your Characters agree to simultaneously disconnect the harbor power supplies and you are playing Superman, go to #34.

If your Characters agree to simultaneously disconnect the harbor power supplies and you are playing Lex Luthor, go to #46.

If your Characters agree to disconnect the power supply in Metropolis harbor first, go to #31.

If your Characters agree to disconnect the power supply in Gotham Harbor first, go to #42.

If your Characters disagree completely and your opponent chooses to disconnect the power supply in Metropolis Harbor first, go to #47.

If your Characters disagree completely and your opponent chooses to disconnect the power supply in Gotham Harbor first, go to #45.

49 - Comparative Speeds

With a final glance toward the device which may herald destruction upon two great cities, you take leave of the platform, as does your opponent, racing to your destinations in an effort to put a halt to the cataclysm. Your mind reels with visions of desolate nuclear landscaping as you realize the urgency of your mission and the importance of arriving first.

Note: PAUSE in playing this Superman solo-interactive adventure and announce that you are heading toward your destination to disconnect one of the devices. Wait until the other Player has reached the same point and then decide at what speed (in APs) you will travel to reach your destination. Hero Point Bidding will not come into play; Players may use Hero Points normally when determining their respective travel

speeds, but once a Character's speed is announced, it will serve as the arrival rate to the device's location.

● Once each Player has determined his ultimate travel speed to the respective harbor, announce that decision. Be certain NOT to announce your decision before the other Player is prepared.

If your travel speed as measured in APs is higher than your opponent's, he will announce plan "S" for himself. If you are heading toward Metropolis, announce that you are enacting plan "T" and go to #31. If you are heading toward Gotham, announce that you are enacting plan "U" and go to #42.

If your travel speed as measured in APs is lower than your opponent's, announce you are enacting plan "V." If the other Player chooses plan "Q," go to #47. If the other Player chooses plan "R," go to #45.

50 - False Start

Obviously, your opponent feels time allows for infinite discussion, as he remains on the platform wishing to address the matter further. However, upon noticing your prepared departure, your opponent jumps into action, moving into combat against you.

Note: PAUSE in playing this Superman solo-interactive adventure and announce that you are prepared for combat against the other Character. Wait until the other Player is ready before proceeding with the battle under



normal, phase-by-phase structure of the DCHEROES Role-Playing Game. If your Character emerges the victor in the battle, go to #38.

If your Character is defeated in the battle, go to #48.

51 - Revelation!

Incredibly, from deep within your mind comes a gloating, condescending voice. "See the dawning of a new day, Superman—a day which voids one of Earth's mightiest cities of its human infection!" the voice laughs uproariously, as the grinning image of Brainiac appears before your eyes.

"Truly, Man of Steel," Brainiac continues, "You prove your feeble-minded ineffectiveness here, a fact I revel in demonstrating; so short-sighted were you as to overlook the workings of the universe's greatest genius while I so effortlessly eliminated so pitiful a city! Such a disappointment was the culmination—as you proved so unworthy of the task; my inevitable victory would have been all the more valuable had you made any useful effort..." Brainiac stares down at you maniacally, a savage gleam in his possessed eyes.

"By now you must know it was I behind the plot the entire time," the madman continues, "The process was so simple, went so smoothly: to implicate Luthor in the events in Metropolis by perpetrating the crimes using devices of his own creation; to control the men whom I secretly hired to perform the deeds into believing Luthor was their actual employer, unbeknownst to all involved. Imagine that fool Luthor even contemplating such a brilliant scheme! And then to draw suspicion onto the pitiful Joker, watching cats chase their own tails!

"Even the famed detective, Batman, was led along the trail, making the process of implicating the Joker frightfully easy. The total defeat of my greatest enemies! My scientific genius played pawns of all involved, resulting in the destruction of two worthless, misbegotten cities—their insignificant inhabitants crushed like helpless insects.

"And yet," Brainiac smiles, "the most wonderful part of my brilliant plan is that you, Superman, failed the most miserably in your inability to see through my plan and save all the innocent millions, unwitting victims in my vendetta against the Man of Steel. I revel in the results: a greater tribulation, as you must be held personally responsible for your

inaction—a gem for which I am truly indebted." Brainiac's face turns up as if to the heavens and grins.

"The day belongs to Brainiac, a result of your cowardice, Superman. Go now if you dare, to the pitiful citizens on whom you turned your back. Let them crawl to you, seeking your laughable assistance from the horrors levied upon them—anguish borne of your own incompetence!

"My thanks for your role in this delightful contest, fool," Brainiac says, smiling widely, "truly a game I shall cherish forever—to have so thoroughly ruined the lives and reputations of two of Earth's greatest heroes. Poor, insipid Earth, how much it sorely lacks . . . And so I leave you to wallow in the

knowledge of your own abysmal failure!"

With an echoing, frightful laugh, Brainiac's image blurs and then fades completely, leaving you to contemplate the unconscionable horrors wrought upon innocent millions this day.

You dread the prospect of returning to the beleaguered streets of Metropolis, fearing to return to your own apartment or even the Daily Planet, where you know you would only view the endless televised reports of the results of your failure. For a while, you sit motionless, until you realize that tomorrow is another day—a day on which Brainiac will pay for his horrible crimes.

•THE ADVENTURE HAS ENDED•

Play now concludes with Endgame.

ENDGAME

Standard Award Guidelines

The following are guidelines for the distribution of Standard Awards to Superman after completion of *Deadly Fusion*. As potential actions by the Man of Steel are many and varied, the GM should feel free to expand upon and/or modify these awards as he sees fit, depending on how well the Player role played, found clever solutions to problems, and so on.

Action	Hero Points
Respond to Jimmy's Watch Summons	5
Take Jimmy for Medical Treatment	3
Interrogate Water Plant Technician	5
Attend News Conference	3
Defeat Armored Villains (At Auto Yard or News Conference)	5
Save Dr. Gray at Conference	5
File Any News Story	3
Travel to Fusion Device Site	10
Successfully Examine Device	5
Join Forces with Opponent	15
Save One City (Gotham or Metropolis)	10
Save Both Cities (Gotham and Metropolis)	25



Deadly Fusion

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DEADLY FUSION

Superman Booklet
(Used by the Superman Player)



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

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INTRODUCTION

Welcome to the DC HEROES Match-Play adventure, *Deadly Fusion*, featuring the Batman and Superman. This adventure is designed for use with the second edition of the DC HEROES Role-Playing Game, but may also be used with the first edition. This two-Player adventure is unique in that it requires no formal Gamemaster (GM). Instead, each Player takes turns acting as GM for the other Player until the adventure's climax, which is run as a two-person solo-interactive adventure without a GM.

This booklet contains the Batman adventure and is to be used by the Superman Player, who will act as GM for the Batman during the adventure. This module uses the Mock-Real genre described in Appendix B of the *Rules Manual*.

Match-Play Format

With this unique match-play format, two people are allowed to role play a DC HEROES adventure while both get a chance to play, unlike the normal one-on-one adventure in which one person role plays a Character and the other person merely GMs the adventure.

The match-play system works like this:

The Batman Character begins play first while you, the Superman Player, act as GM for his *Part I: Knightfall*, contained in this booklet. After this, the Players switch roles, and you play Superman while the Batman Player acts as GM for your *Part I: Nighttime Patrol*, contained in the Batman booklet.

Once each of these sections is complete, the Players switch roles again. You, the Superman Player, act as GM for the Batman's *Part II: Clowning Around*, contained in this booklet. After this, the Players switch roles again, and you play the Man of Steel while the Batman Player acts as GM for your *Part II: Taking Care of Business*, contained in the Batman booklet. Both Players will switch roles two more times (as detailed above) and play/GM their respective Part III.

The following game play flowchart explains who plays and who GMs during the adventure.

Once both Players have played and acted as GM in *Part III*, SWITCH BOOKLETS and turn to the final section—*Part IV: Cold Fusion*. This section is the adventure's climax and contains Superman's *Encounter Eight: Critical Verdict*.

Both the Batman and Superman Characters play *Part IV: Cold Fusion* at the same time, using a unique solo-interactive system included in the last section of both booklets. You will often be asked to make a decision regarding your Character's actions; depending on your choice, you will be instructed to reveal some bit of information to the other Player, information which will affect how the other Player perceives the events of the adventure.

The Superman and Batman adventures interweave to form a complete story. Because they are both part of the same

storyline, they both contain important material to which you (as GM) have access but to which your hero Character (Superman) has no access. It is an important yet difficult role-playing challenge to have your Character act only on information he gains from his own adventures, not from information you read as GM.

Note: This match-play adventure can be played with two Players and a third person acting as GM. In this case, the third person should familiarize himself with both adventure booklets and GM both the Superman and Batman adventures separately until the climax, *Part IV: Cold Fusion*, when he should GM both Players' adventures simultaneously.

GAME PLAY FLOWCHART

Batman

Superman

Plays

Part I: Knightfall

GMs

GMs

Part I: Nighttime Patrol

Plays

Plays

Part II: Clowning Around

GM

GMs

Part II: Taking Care of Business

Plays

Plays

Part III: Confrontation

GMs

GMs

Part III: On the Waterfront

Plays

Plays

Part IV: Cold Fusion

Plays

booklet used

SUPERMAN

CHARACTER SHEET



SUPERMAN

DEX: 15 STR: 25 BODY: 18
 INT: 11 WILL: 20 MIND: 15
 INFL: 10 AURA: 10 SPIRIT: 10
 INITIATIVE: 50 HERO POINTS: 200

• Powers:

Directional Hearing: 8, Extended Hearing: 8, Flight: 15, Invulnerability: 22, Heat Vision: 15, Microscopic Vision: 15, Recall: 20, Sealed Systems: 11, Super Breath: 12, Super Hearing: 8, Superspeed: 14, Systemic Antidote: 18, Telescopic Vision: 13, Thermal Vision: 13, X-Ray Vision: 13

• Skills:

Artist (Writer): 4, Charisma (Persuasion): 15, Scientist: 10

• Advantages:

Area Knowledge (Metropolis): Connections: Batman (High), *Daily Planet* (High), Metropolis Police Department (High), White House (High); Popularity

• Drawbacks:

Secret Identity; Fatal Vulnerability: kryptonite, range of 2 APs; Loss Vulnerability: kryptonite, range of 2 APs; Loss Vulnerability: magic, range of 0 APs; Loss Vulnerability: lack of yellow sun radiation, range of 0 APs

Note: All of Superman's Loss Vulnerabilities affect all of his Attributes and Powers.

• **Alter Ego:** Clark Kent/Kal-El

• **Motivation:** Upholding the Good

• **Occupation:** Reporter

• **Wealth:** 6

• Background:

Superman is the premiere hero on Earth. He is noble, honorable, and the highest example of what a superhero can be. Through his unswerving allegiance to the highest moral values and principles, Superman has earned the admiration of his fellow heroes and fellow citizens alike.

Superman is the sole survivor of the violent destruction of his home planet, Krypton. His father, famed scientist Jor-El, discovered that the planet was emitting poisonous doses of radiation and that its core was unstable. With his people dying and the planet itself doomed, Jor-El took his unborn son's Life-Matrix from its Gestation Chamber and launched it toward Earth in an

experimental Star-Drive of the scientist's own design. The child was born within the ship and, upon reaching Earth, was discovered by a young couple, Jonathan and Martha Kent, who named the boy Clark and raised him as their own son.

As young Clark Kent grew, he found that the Earth's lesser gravity and radiation from its yellow sun gave him incredible powers and abilities. When he reached adulthood, he resolved to secretly use his powers for the good of all mankind. Publicly exposed when he rescued an experimental spacecraft from near-disaster, Clark realized he could no longer keep his presence a secret and, turning to his adoptive parents for assistance, devised the identity of Superman.

Clark moved to Metropolis to become a novelist and feature reporter for the award-winning *Daily Planet* newspaper and, as Superman, now acts as worldwide champion of truth and justice. As a way of life, Clark prefers the day-to-day interests and activities afforded him by his human persona (feeling this to be his true identity) but will never neglect his duty as the Man of Steel.

Superman Information

The following information contains relevant data concerning the persons and events featured in this adventure. A solid knowledge of Superman's friends and foes will help you role play the Man of Steel more effectively. Players who are very familiar with the Superman Character may wish to skip this section, picking up with the *GM's Background* for the Batman adventure which follows.

Batman

You know billionaire playboy Bruce Wayne to be a generous civic leader, one who will champion any cause and after whom countless educational institutions, medical facilities, arts foundations, and community outreach programs have been named. Throughout Gotham City and the world, Bruce Wayne is revered as a most-respected businessman, scholar, and gentleman, one who maintains a balance of intelligence and sophistication in every endeavor.

You know the Batman to be as ruthless and violent as any proclaimed hero to have ever lived. He is a force dedicated to the complete eradication of evil wherever it may be found and in whatever shape. He lives for the fight and experiences it with unbridled ferocity, striking fear into the hearts of any he deems criminal.

You and he have fought alongside

each other many times, and each time you senseless of a man beneath the cowl and more of an enraged animal. You wonder what it would be like to find yourself truly opposed by the Batman; you wonder who would emerge the victor in such a conflict, and when that inevitable conflict shall occur.

Lex Luthor

The billionaire chief executive officer of LexCorp International is surely the most formidable and brilliant of your many foes. Supported by his vast personal and business resources, Luthor has devised several of the most clever and deadly traps from which you have barely escaped. His is a true scientific and business genius, twisted to the ways of criminal kind. His battle with you runs personal and deep, and his quest

for your destruction is a relentless one, marked by countless lives lost. Protected by his unerring ability to mask his illegal activities, Luthor thrives on the failings and weaknesses of others, crushing his opponents with a thoughtless smash of his armored fist.

The Joker

In all your travels and countless adventures, you have never met a more truly psychopathic and demented genius as this. The Joker's mind is one so corrupted as to defy understanding. His trademark is perverse violence and criminal deeds of grandiose scale. He is a madman in every sense of the word: a human soul driven past the brink of insanity, and a maleficent mastermind fueled by a seething hatred toward one specific creature—Batman.

Player Notes

Use this section to mark your answer to the offer made to you by Lex Luthor during *Encounter Seven: Luthor's Offer*. Circle one of the following:

Yes

No

GM Notes

Use the following section as a GM aid when running the Batman Encounters. Check off each Encounter once it has been played:

1 2 3 4 5 6 7 8 9 (Solitaire)

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

GM's BACKGROUND

SCIENCE TODAY

Metropolis—Recent experiments performed at Metropolis State University's Physical Sciences Labs apparently suggest that a clean, safe method of harnessing nuclear power is presently available. Dr. George Gray, award-winning physicist and head of the MSU team which uncovered the findings, recently revealed that his team struck a breakthrough in controlling nuclear reactions in a room temperature environment, leading to a flurry of speculation and activity from the scientific community at large. Although Dr. Gray refused to comment specifically on what his team's findings were, he did provide the following information on their experimental procedures and the process:

"The concept of fusion as a means of power has been around for some time now. As early as the 1920s, scientists were conducting experiments, searching for an inexpensive method of producing great power from abundant materials, seeking, in effect, a limitless energy source. Several scientific groups in the 1950s continued the search, but to no marked avail.

"In a fusion reaction, subatomic particles move so closely together that they bond and release tremendous energies in various forms. The quest is to find a method of instigating such a reaction which requires less energy input than the amount of energy registered on output. In the past, the process of dealing with these fusion reactions was a 'thermonuclear' one, as extreme temperatures—in the neighborhood of 100,000,000



Gray

degrees Centigrade—were required to excite the structures sufficiently and produce the desired fusion result.

"The process we have been undertaking is called 'Cold Fusion' because it can effectively be performed at room temperature, thus eliminating the need for such high temperatures and the energies required to create them. The process begins with the electrolysis of a saline and heavy water solution—the standard medium when conducting nuclear power experiments—in which deuterium atoms, an isotope of hydrogen, replace the hydrogen atoms of typical H_2O .

Under our present electrical consumption, there exists in the top ten inches of Lake Superior alone sufficient deuterium to power the United States for nearly fifty centuries.

"Once the heavy water state is obtained, we introduce into the solution a preformed rod of palladium, an extremely ductile metal, used commonly in telephone equipment and pollution control, which functions for us as an excellent catalyst during chemical reactions involving hydrogen and oxygen.

"Around the palladium rod is wrapped a coil of pure platinum through which is run an electrical current, which attracts deuterium atoms to the palladium rod. Eventually, so much deuterium is absorbed into the palladium's latticelike structure that the deuterium nuclei fuse, releasing energy in the form of neutrons and heat."

Dr. Gray's team is presently awaiting final results toward verification of their experiments and anticipates public announcement of the process at a Metropolis news conference sometime this week. The team has been

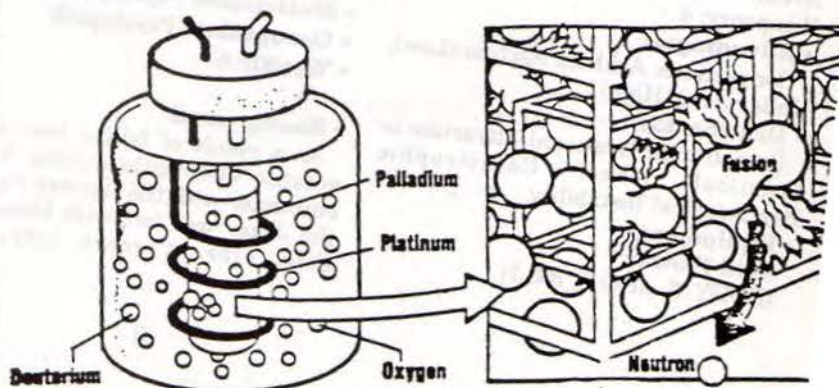
continually working several months, establishing definitive findings. If successful, the university team hopes to see the utilization of the further space exploration of the power of the sun throughout the year 2000.

Profile: Dr. Geo

A man driven by curiosity, Dr. Gray describes himself as a "levelheaded problem solver" more at home on the beach of Pebble Beach than in the boxes at Metropolis. He is more than stuck in a behind an argon

Doctoral graduate from a prestigious Georgetown University, Dr. Gray's husband, and a physicist admits to his niche in the scientific field. "An ideal situation," comments on the ranks of Metropolis University. "I completed my degree and was reared in California, where my research gran

Fusion in a Bottle



////////////////////



- **Skills:**

- **Advantages:**

- **Drawbacks:**

- **Equipment:**

Equipment: Acid Flower

Electric Joy Buzzer

[BODY: 4, Lightning: 9, R#: 2]

JOKER VENOM RING

[BODY: 5, Poison Touch: 8, R#: 2]

Bonus: When the Joker Venom kills, it leaves its victims' lips pulled back in a twisted smile.

One 7 AP AC Omni-Gadget

- **Alter Ego:** Unknown
- **Motivation:** Psychopath
- **Occupation:** Psychopath
- **Wealth:** 6

- **Background:**

hopelessly insane, violent criminal mind. The Joker is unquestionably one of the Batman's most vicious and deadly opponents, one who singles out the Batman as a target for some of his most heinous crimes.

The Joker is a totally demented criminal genius who is driven with a single-minded passion toward the defeat of his ultimate nemesis, the Batman. The Joker kills with impunity, particularly if the effect will prove in any way humorous to his twisted, deviant mind. The "Clown Prince of Crime" is best known for the use of his lethal Joker Venom, which leaves its victims' faces contorted in a macabre version of the Joker's omnipresent grin.

The Joker permanently crippled Barbara Gordon, daughter of Gotham

Police Commissioner James Gordon, with a gunshot that severed her spinal column. He was also personally responsible for the death of Jason Todd, who met his demise as Robin during the Dynamic Duo's conflict with the Joker in the Middle East.

• **Role-Playing:**

The Joker is the most ruthless and unpredictable criminal alive, bar none. He views his entire reason for existence as being a game in which he must prove himself to be the greatest criminal genius in the world, while viciously attacking and publicly demoralizing his ultimate enemy, the Batman, in any way possible.

There exists no deed so heinous, no action so abominable, that the Joker would not commit it, or, should another do so, find it uproariously amusing. The Clown Prince of Crime will grasp any moment possible to spring a vicious practical joke on his opponents, chuckling madly all the while. His startlingly frightening mood swings are indicative of his irreversibly psychotic thought processes.

COMMISSIONER GORDON

DEX: 3	STR: 3	BODY: 3
INT: 5	WILL: 4	MIND: 4
INFL: 4	AURA: 3	SPIRIT: 4
INITIATIVE: 14		HERO POINTS: 15

• **Skills:**

Detective: 5, Martial Artist: 4, Vehicles: 2, Weaponry (Firearms): 4

• **Advantages:**

Area Knowledge (Gotham City); Connections: Batman (High), Gotham City Police Department (High), Gotham City Mayor's Office (High); Leadership

• **Equipment:**

.38 Automatic

[BODY: 4, EV: 4, Ammo: 7, R#: 3]

• **Alter Ego:** James Gordon

• **Motivation:** Seeking Justice

• **Occupation:** Police Commissioner

• **Wealth:** 5

• **Background:**

Commissioner Gordon is the Batman's contact to the Gotham City Police Department. At first assigned to apprehend the Batman by Gotham's corrupt politicians, Gordon came to understand the benefits of the Caped Crusader's techniques. Aside from being allies, the Commissioner and the Batman are also quite good friends.

The appearance of or summons from Commissioner Gordon would be a logical and easily managed method for a GM to provide the Batman with additional motivating information during the

adventure, should the Character require assistance.

• **Role-Playing:**

Commissioner Gordon is an exceptionally intelligent, extremely motivated man. He is a police officer who is truly dedicated to his job. Gordon is the epitome of professionalism, circumspect and self-reliant. He possesses a phenomenal natural instinct which makes him the best in his field, and his leadership abilities find their bases in the courtesy and respect he shows to both his superiors and subordinates.

Gordon is one of the Batman's greatest

supporters and will go to nearly any length to assist the Caped Crusader, a characteristic which often places him at odds with Gotham City's council and even members of his own force. Gordon's hallmarks are his indomitable spirit and his ever-present pipe, which he often fidgets with rather than smokes during an investigation.

Note: Statistics and background information for Alfred Pennyworth and Vicki Vale can be found in the *Background/Roster Book* in the DC HEROES Role-Playing Game, Second Edition.



Part I: KNIGHTFALL

Note to the Superman Player: Begin this Match-Play adventure by running the following three Encounters for the Batman Player.

Synopsis

In the Batman Encounters which follow, the Caped Crusader learns from Commissioner Gordon that an unknown villain has escaped from Arkham Asylum.

Furthermore, Batman learns of a mysterious theft of seemingly harmless scientific goods from Waynetech's research headquarters; the Caped Crusader can also learn that all of the stolen merchandise was produced by LexCorp. Following a battle at the Waynetech research headquarters, the Batman discovers the henchmen had instructions to drop off the stolen merchandise at a local pawn shop. Any attempt to travel to the pawn shop or Arkham Asylum will lead the Batman to Part II: Clowning Around.

Encounter One: Enter the Dark Knight

Setup

Late one evening in Wayne Manor, billionaire playboy Bruce Wayne is notified of several emergencies in the Gotham City area, each of which demand the Batman's immediate attention.

Player's Information

Like a dark shroud, nightfall cloaks stately Wayne Manor, whose museum-like halls echo every footfall which resounds within. Flames from the grand marble fireplace play lithely across your chiseled features as you recline in the elegance of the manor's study.

Outside the ornamented windows, far below in the distance, wink the omnipresent lights of Gotham City. The soft yellow glow of home and business dwellings clearly do not mix with the red and blue flashes of police lights. The city is a living, breathing entity, one which seeks to smother you in the oppressive demands of being its self-imposed guardian.

A faint knock at the study door precedes the entrance of a life-long assistant, a man who has served you as confidante and advisor, father and friend, since even before the day your life was thrown into chaos. With slight but noticeable trepidation,

Alfred crosses the room, his immaculately polished, black, leather wingtips brushing lithely across the demure Persian rug.

"I beg your pardon, Master Bruce," Alfred says politely, "but as I was dusting about below, I noticed a warning light flashing on your monitoring system. I thought it best to inform you posthaste."

If Batman plans to head straight to the Batcave, before he leaves the study, read him the following:

As you are heading out of the study, your eye is drawn out the window, where you see the Bat-Signal flashing in a regular arc across the Gotham sky.

Should Bruce decide not to go to the Batcave, he will see the Bat-Signal as soon as Alfred leaves the room. In this case, read the following paragraph:

As you sit back, your eye is drawn out the window, where you see the Bat-Signal flashing in a regular arc across the Gotham sky.

GM's Information

If Bruce decides to head toward Gotham City and investigate the reason for the Bat-Signal's use, he should drive there in the Batmobile, as play proceeds with **Encounter Two: The Bat-Signal** (do not continue with the following information). Otherwise, Bruce should head to the Batcave and check up on the warning system Alfred spoke of.

The Batcave

Once Bruce has decided to investigate the warning system, read the following to the Player:

A slight but chill breeze fills the air and circulates haphazardly throughout the immensity that is the fabled Batcave. As you enter, automatic sensors detect your presence and activate the cave's lighting system, causing hundreds of your winged namesakes to flee into the darkened crevices which riddle the stone walls.

Along one gigantic wall resides a vast expanse of computer terminals and state-of-the-art electronic hardware, the likes of which would make S.T.A.R. Labs envious. Upon one particular console, a single red light flashes incessantly.

Have the Player make an Action Check using his INT/WILL as the AV/EV against an OV/RV of 2/2. If he gains positive RAPs, he will learn the following:

The console upon which the light is flashing is linked to Waynetech's security system. Apparently a break-in has occurred. But as you watch, the warning light stops flashing.

A similar Action Check will reveal the alert was canceled at its source, Gotham's Waynetech research headquarters.

If Batman calls Waynetech as Bruce Wayne (or has Alfred call), the scientist who answers will claim very courteously, *"There is a slight malfunction in the security monitoring system, but the repairmen have assured me they will remedy the problem as soon as possible."* If asked for his personal ID number, the scientist will immediately respond with *"B26354,"* which will be an appropriate number for one of the scientists on duty at that time. Any investigation conducted over the phone will reveal nothing out of the ordinary at Waynetech.

At this point, Alfred will remind Bruce of the Bat-Signal and suggest he respond to it.

If Batman decides to follow Alfred's lead, play should proceed with **Encounter Two: The Bat-Signal**. If the Batman Player opts to investigate the Waynetech disturbance first, he should take the Batmobile, and play should proceed with **Encounter Three: Waynetech**.

Troubleshooting

If Batman chooses a vehicle other than the Batmobile as his mode of transportation, the GM will need to change any reference to the Batmobile in Encounters Two and Four to that of the appropriate vehicle.

Encounter Two: The Bat Signal

Setup

Begin this Encounter when the Batman has decided to investigate the use of the Bat-Signal, summoning him to Gotham City. In this Encounter, the Batman will learn from Commissioner Gordon that a convict has escaped from Arkham Asylum, and the police department will request that Batman investigate.

Player's Information

The sleek, aerodynamic lines of the famed Batmobile cut gracefully into the velvet darkness which surrounds Gotham City. The great monolithic skyscrapers make a vast, man-made canyon of the city: a canyon filled with both the best of human genius and the most vile of criminal kind.

From high atop the Gothic structure of Gotham's City Hall, the brilliant, golden light casts an all-too-well-known image upon the low cloud cover, a beacon which cuts its way across the night sky: the Bat-Signal.

You know who waits to greet you on that rooftop dozens of stories above the street; he's a man you've known for years. The ever-present gentlemanly pipe and casual demeanor before you could only belong to Commissioner Gordon.

"Batman," Commissioner Gordon mutters, "thank you for responding. I'm afraid Gotham City may once again be in for more than it can handle..."

"We just received a distraught message from the acting warden of Arkham Asylum, Dr. Bruce Underwood. The doctor had only enough time to reveal that an attempted escape was in progress before communications were severed at the source. Witnesses say they heard a large explosion in the detention center, which we believe must have cut off the call.

"My men are establishing a defensive perimeter around Arkham, and I have ordered that no one is to enter the grounds until you arrive."

GM's Information

If asked, Commissioner Gordon can provide Batman with the following list of major criminals who are presently known to be incarcerated in Arkham: Clayface II, Croc, the Joker, the Mad Hatter, Poison Ivy, the Riddler, and Two-Face.

The Batmobile

Once the Batman's meeting with Commissioner Gordon is over, the Caped Crusader should return to the Batmobile, no matter what site he chooses to investigate next. When he does, Batman will hear a familiar beeping coming from within the Batmobile, specifically from the mobile phone within its console. If Batman answers the phone, Alfred will say, *"Yes, sir. I've been trying to reach you for some time now. I'm afraid your monitoring system was flashing again."*

If Batman questions Alfred further, the butler will tell him, *"The light shut off just moments after it began flashing, sir. It was not, however, the same light which flashed previously, although it was on the same board as the first alert."*

If Batman asks Alfred to use the Batcomputer to distinguish the origin point of this alert or uses the Batmobile's microwave link to the Batcomputer to do so himself, read the following:

The console upon which this light appeared is also linked to Waynetech's security system.

If Batman calls Waynetech as Bruce Wayne (or has Alfred call), the scientist who answers will claim very courteously, *"There is a slight malfunction in the security monitoring system, but the repairmen have assured me they will remedy the problem as soon as possible."* If asked for his personnel ID number, the scientist will immediately respond with *"B26354,"* which will be an appropriate number for one of the scientists on duty at the time. Any investigation conducted over the phone will reveal nothing out of the ordinary at Waynetech.

If Batman chooses to investigate the Waynetech incident personally, play proceeds with **Encounter Three: Waynetech**.

The Batman Player should be encouraged to investigate Waynetech prior to heading for Arkham, as this will reveal important information and will prevent the need for the GM to flip from *Part II: Clowning Around* back to *Part I: Enter the Dark Knight* should Batman later choose to investigate Waynetech.

If Batman is adamant about investigating the Arkham Asylum incident on Gordon's request, play ends here and the Players should now SWITCH ROLES, with you assuming the role of Superman in **Part I: Nighttime Patrol**, which the Batman Player will GM for you from his booklet.

Troubleshooting

If Batman wishes to return to the rooftop in order to ask Commissioner Gordon to check out Waynetech or Arkham Asylum for him, the commissioner will already have left in response to another call. The Batman Player must decide which disturbance takes precedence over the other.

Encounter Three: Waynetech

Setup

Use this Encounter when the Batman decides to investigate the unusual circumstances at Waynetech's research headquarters.

Player's Information

The grounds of Waynetech's research headquarters just outside the Gotham City limits are silent on this cool, summer evening. Except for a few company cars, the parking lot is as deserted as the remainder of the area. The intense silence, while a bit unnerving, suggests nothing out of the ordinary.

Twenty yards ahead, along a marbleized sidewalk flanked on each side by an immaculately manicured lawn, two large, glass doors bearing the Waynetech logo shine brightly with interior lighting. Through the entrance is a semi-circular desk surrounded by several television monitors. The only movement inside comes from a slight man in a white lab coat, who walks up to and opens one of the glass doors.

"Hello, Batman!" he calls out, "I'm Dr. Flagg. I saw you on the monitor and just came out to assure you that everything is fine here."

Allow the Batman Player to react, and then continue with the following explanation. If Batman does not reveal himself at this point, see **Troubleshooting**.

"I must have accidentally set off the alarm when my experiment created a tremendous power surge. But everything is back to normal now."

GM's Information

"Dr. Flagg" will be as polite as possible to the Batman, but will refuse any offer of assistance from Batman, claiming the hero must have better things to do.

If Batman asks "Dr. Flagg" where the Waynetech security guard is, the scientist will reply, "John suddenly took ill—I think from the unpleasant odors my experiment has been emitting—but I have been assured that another guard will arrive shortly."

"Flagg" will do everything in his power to prevent Batman's entering the facility, stating, "It would be in everyone's best interest for you to wait to receive proper authorization. Those are the rules. Now please leave, or I will have to call the police and have you removed."

If Batman attempts to force his way past "Dr. Flagg," or if Batman insists on waiting for the new security guard to arrive, the scientist will turn his back on Batman, pull a small walkie-talkie out of his left coat pocket, and say into it, "The night has turned dark." After this, "Dr. Flagg" will attempt to slip away.

The Batman Player should be allowed to make a Perception Check to determine whether or not he hears Flagg's message. Positive RAPs against an OV/RV equal to Flagg's INT/MIND will reveal the following information:

Flagged

- 1 RAP:** *Flagg has his back turned and is acting suspiciously.*
- 1/2 RV:** *You barely make out the words "night . . . dark," before Flagg turns toward the exit.*
- Full RV:** *You distinctly hear Dr. Flagg whisper, "The night has turned dark," before he turns toward the exit.*

"DR. FLAGG"

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

• Skills:

Charisma: 3, Weaponry: 4

• Advantages:

Leadership

• Equipment:

.45 Automatic

[BODY: 4, EV: 4, Ammo: 7, R#: 3]

Walkie-Talkie

[BODY: 3, Super Ventriloquism: 10, R#: 4]

(6) 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

• Equipment:

.44 Magnum

[BODY: 4, EV: 5, Ammo: 6, R#: 3]

Submachine gun

[BODY: 4, AV: 5, EV: 5, Ammo: 4, R#: 3]

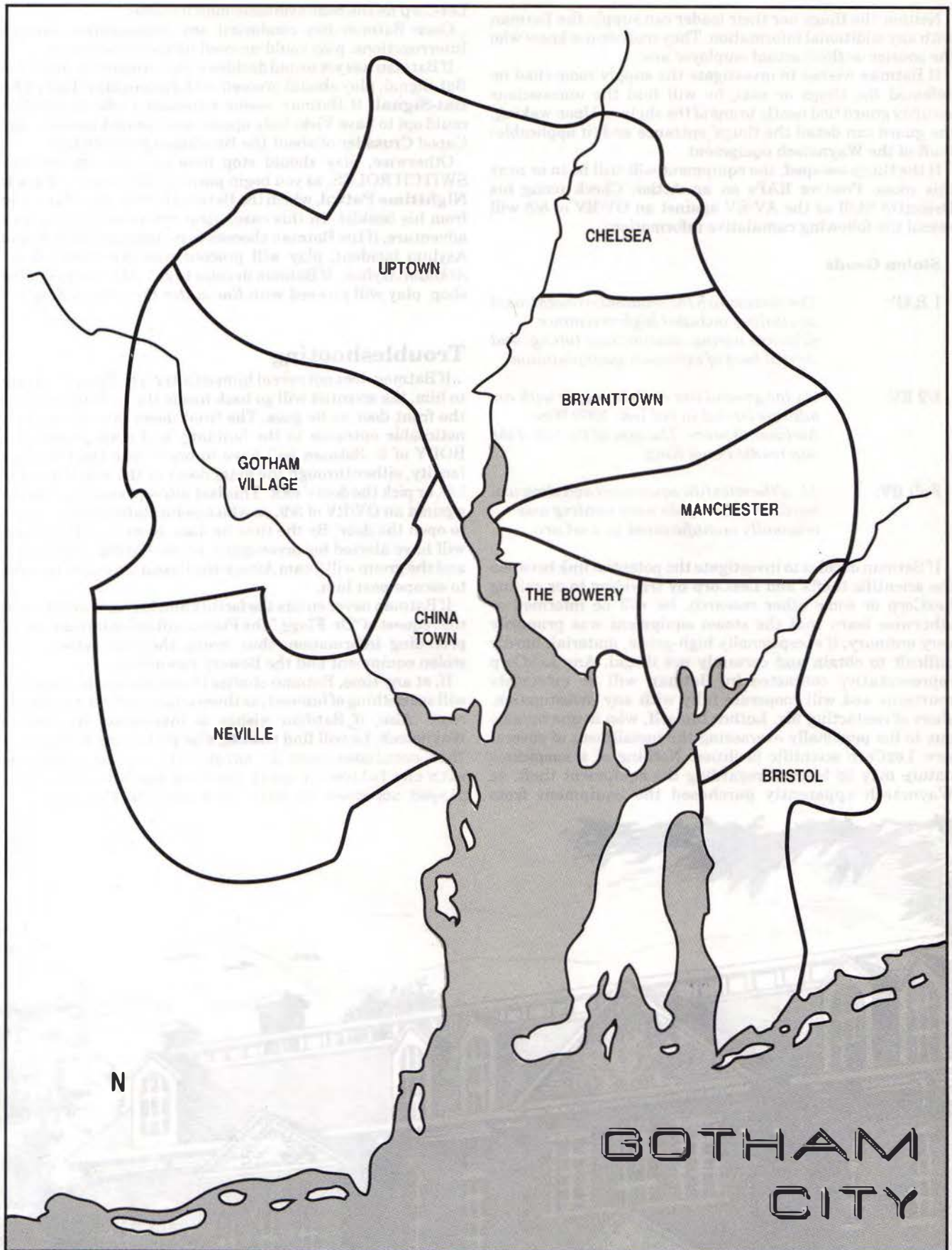
The "scientist" working here is really a member of a team that is stealing equipment from the Waynetech facility. The first alarm Alfred and/or Bruce saw was activated when the group attacked and overcame the real security guard, whose ID number and clearance card are being used by "Dr. Flagg" to pass through the facility's security defenses. The group then entered the Waynetech supply room (where the real guard is held, unconscious) and is now in the process of stealing equipment.

If Batman attempts to stop the fleeing "scientist," the six thugs will immediately break out of the supply room and Team Attack the Caped Crusader, as they also attempt to escape through the front entrance.

If Batman is able to Interrogate a thug, he could gain the following cumulative information:

Thug Interrogation

- 1 RAP:** *"We were paid a pretty penny to steal this equipment from Waynetech, but we don't know who hired us. Somebody slipped the money and instructions under Joe's door yesterday, and we're just doing what we've been paid to do."*
- 1/2 RV:** *"The note said to get the goods and bring them to a pawn shop on West Addison in the Bowery. Then we'd get the rest of our dough."*
- Full RV:** *"I don't know anything else, honest. We weren't supposed to hear from the guy who dropped off the note until tonight."*



Neither the thugs nor their leader can supply the Batman with any additional information. They truly do not know who the courier or their actual employer are.

If Batman wishes to investigate the supply room (had he defeated the thugs or not), he will find the unconscious security guard tied neatly to one of the shelves. Upon waking, the guard can detail the thugs' entrance and (if applicable) theft of the Waynetech equipment.

If the thugs escaped, the equipment will still be in or near this room. Positive RAPs on an Action Check using his Detective Skill as the AV/EV against an OV/RV of 8/8 will reveal the following cumulative information:

Stolen Goods

1 RAP: *The items which the criminals concentrated on stealing included high-resistance electrical wiring, ductile glass tubing, and several bars of extremely pure platinum.*

1/2 RV: *On the ground lies a slip of paper with an address circled in red ink: 1060 West Addison, Bowery. The logo at the top of the slip reads: Pawn King.*

Full RV: *All of the scientific equipment and electrical hardware the crooks were stealing was originally manufactured by LexCorp.*

If Batman decides to investigate the potential link between the scientific thefts and LexCorp by traveling to or calling LexCorp or some other research, he will be informed or otherwise learn that the stolen equipment was primarily very ordinary, if exceptionally high-grade, material, hardly difficult to obtain and certainly not illegal. Any LexCorp representative contacted by Batman will be extremely courteous and will cooperate fully with any investigation, short of contacting Mr. Luthor himself, who is unavailable due to his personally overseeing the installment of several new LexCorp scientific facilities. Nothing of a suspicious nature may be learned regarding the equipment theft, as Waynetech apparently purchased the equipment from

LexCorp as the best available merchandise.

Once Batman has conducted any investigations and/or Interrogations, play could proceed in one of two ways:

If Batman has yet to and decides to investigate the use of the Bat-Signal, play should proceed with **Encounter Two: The Bat-Signal**. If Batman seems reluctant to do so, the GM could opt to have Vicki Vale appear and remind/question the Caped Crusader of/about the Bat-Signal's significance.

Otherwise, play should stop here and you should now SWITCH ROLES, as you begin playing Superman in **Part I: Nighttime Patrol**, which the Batman Player will GM for you from his booklet. In this case, upon returning to Batman's adventure, if the Batman chooses to investigate the Arkham Asylum incident, play will proceed with **Encounter Four: Arkham Asylum**. If Batman decides to go to the Bowery pawn shop, play will proceed with **Encounter Five: Pawn King**.

Troubleshooting

If Batman does not reveal himself after "Dr. Flagg" calls out to him, the scientist will go back inside the building, locking the front door as he goes. The front doors provide the only noticeable entrance to the building, and each possesses a BODY of 6. Batman will have to break into the two-story facility, either through the glass doors or the wall (BODY of 14), or pick the doors' lock. This last attempt requires 3 RAPs against an OV/RV of 9/9, at which point Batman will be able to open the door. By the time he does, however, "Dr. Flagg" will have alerted his accomplices to the Batman's presence, and the group will Team Attack the Caped Crusader in order to escape past him.

If Batman never enters the facility and leaves Waynetech at the request of "Dr. Flagg," the Player will not obtain any of the preceding information, thus losing the link between the stolen equipment and the Bowery pawn shop.

If, at any time, Batman studies the television monitors, he will see nothing of interest, as there is no camera in the supply room. Also, if Batman wishes to investigate the rest of Waynetech, he will find nothing else pertaining to this case. This concludes **Part I: Knightfall**. Do not continue with the following until you have switched roles and played Superman in **Part I: Nighttime Patrol**.



Part II: Clowning Around

Begin running this section after you have played Superman in Part I: Nighttime Patrol, which the Batman Player should GM for you from his booklet. If you have just acted as GM for Batman's Part I: Knightfall, SWITCH ROLES now.

Synopsis

In this portion of the adventure, the Batman learns of the Joker's escape from Arkham Asylum, possibly follows several clues to a Bowery pawn shop where the Joker is rumored to receive stolen goods, and discovers a scheme to divert massive amounts of electrical power from Gotham City's electrical plants.

Encounter Four: Arkham Asylum Setup

Use this Encounter when the Batman, either on request from Commissioner Gordon or following up on clues from the Waynetech thefts, investigates an incident at Arkham Asylum.

Player's Information

The long road from Gotham City to Arkham Asylum twists and turns recklessly, as crooked as the inmates to which the road leads. A light rain begins to fall—yet another subtle reminder of the rampant filth that infests this city, as each acid-filled drop scorches into the Earth with a grip of strangulation.

The Batmobile's tungsten headlights cut into the fabric of night, its reflected beams forming grotesque monstrosities of the surrounding forestry as you whisk past. Yet, with but a casual glance to the side, you realize they are only trees, as trapped in their increasingly poisonous environment as you are in yours.

Eventually, your drive is halted as the massive gates of Arkham Asylum come into view, the vast monolithic structure itself looming beyond. As you near the gates, something darts alongside the Batmobile, rushing up to your window with urgency. With your vision obscured by the rain and deep darkness of the night, all you can make out is a distinct human figure, before a faint tapping comes to your window, and you recognize Sgt. Deckard, the head of Gotham's S.W.A.T. team.

Read the following to the Batman Player once the Caped Crusader rolls down his window or gets out of the Batmobile to speak with Deckard:

"Batman. I sure am glad you're here. We've set up a perimeter around Arkham per Commissioner Gordon's orders, but we haven't been able to contact any of the facility's personnel since the reported explosion and escape. So far we've discovered that the gate requires some special security code and this stone wall is protected by some sort of laser system."

GM's Information

The 15-foot-high wall surrounding Arkham Asylum is protected by heat-sensitive, computer-controlled lasers (Heat Vision: 10 APs), which are capable of attacking targets within the Asylum grounds as well. If Batman attempts to scale the exterior walls and then maneuver through the Asylum grounds to the main complex, or should he stray from the main road to the complex, he must cover 150 yards of open space and defend against six wall-mounted laser attacks per phase. The lasers will continue their attack for as long as Batman remains within the Arkham Asylum grounds.

The main gate is locked with a security code requiring positive RAPs from an Action Check using the Thief Skill against an OV/RV of 20/20. Failure of such an attempt (or any attempt to forcefully enter) results in an electrical shock equal to a Lightning attack of 12 APs. Should Batman successfully enter the grounds by defeating the main gate's security device, he will not be attacked provided he remains on the main road leading to the Asylum's complex.

The Asylum's open ground is heavily mined, requiring a successful Action Check using Batman's DEX/DEX against an OV/RV of 8/8 to avoid detonation of a device (Bomb: 8 APs).

Once Batman reaches the main complex, read the Player the following:

Looming in front of you are two large, reinforced steel doors, obviously the only means of entering this fortress.

Each door has a BODY of 7. To gain entrance, Batman must correctly ascertain the computer controlled security code, which is rated at 13 (correct code is: "47B5A031F89E6." See the Computer Hacking sidebar which follows).

Once Batman gains access to the Arkham Asylum main complex, read the following to the Player:

The hallways of Arkham Asylum glow with an unreal intensity; everything seems too bright, too detailed. And then, briefly, everything dims to slightly under-illuminated. Obviously, Arkham Asylum is experiencing a power surge.

A preternatural silence fills the complex, which is normally a din of threats and insults hurled angrily at any authority figure. While your presence normally evokes a cacophony of vile dialogue formed of hatred and ridicule, this night the very breaths you take seem to pound within your ears.

Abruptly, a loudspeaker blares, "All inmates return to your cells! Guards have orders to shoot all uncontained criminals!" Then, with stunning suddenness, a voice yells out, "There's one of them! You have your orders!" just before a high-intensity laser blast scorches the prison-grey wall just behind and above your head. The sounds of approaching feet thunder through the Asylum halls.

The persons approaching the Batman are actually Arkham Asylum security guards who have been patrolling the hallways in search of freed criminals. Unless the Batman flees in the

opposite direction, the guards will be upon the Caped Crusader and will recognize him in two phases. Until that time, the guards will shoot to kill.

(3) ARKHAM GUARDS

DEX: 3	STR: 3	BODY: 2
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 9	HERO POINTS: 0	

• Skills:

Martial Artist: 4, Weaponry: 4

• Advantages:

Area Knowledge (Arkham Asylum)

• Equipment:

Body Armor

[BODY: 3, Skin Armor: 3]

.45 Automatic

[BODY: 4, EV: 4, Ammo: 7, R#:3]

Once the guards have recognized Batman or have been subdued, one of them will give the following information:

"Sorry about that, Batman. We've been gathering freed inmates and returning them to their cells ever since the escape attempt, so we didn't recognize you at first. We don't know who started this mess, but however it happened, it played havoc with both the security and electrical systems."

At this point, acting Warden Underwood will approach Batman. Being recently transferred from Chicago, Underwood does not know the inmates' street names and refers to them exclusively by number. He will reveal the following as he and two guards walk the Batman into the facility's maximum security ward and the escaped inmate's cell:

"I'm afraid you're a little too late, Batman. Inmate #0810 disappeared approximately two hours ago, although there seems to be no evidence of a breakout. Apparently the inmate tapped into the facility's electrical systems and disabled the security system enough to imprison everyone inside with no possible means of outside communication."

"I was speaking with Commissioner Gordon at the time of the escape, when the line went totally dead. Power was completely lost for approximately three minutes. Once power restored itself, I immediately conducted a complete round-up of all inmates and found only #0810 missing. The funny thing is, we couldn't find any evidence of misdeed."

Once the party arrives at the cell, Underwood will say, *"Please examine whatever you can, Batman. We're completely stumped. All his belongings are here, and nothing seems amiss, but—"*

"—no Joker," interjects one of the guards.

As you enter the Joker's cell, you feel a wave of nausea slide across your consciousness: a fierce pounding begins to hammer in your head. Yet just as quickly as the feeling came upon you, it recedes once again, leaving you standing upon the concrete floor of Arkham Asylum's most-notorious inmate.

The Joker's cell is sparsely decorated with a twin-sized bed, a small table, a footlocker, a washbasin, and several pictures of Batman—definitely reflective of one of the world's most-twisted criminal minds.

Once the Batman has had a brief opportunity to examine a portion of the Joker's cell, roll a Perception Check for the Caped Crusader against an OV/RV of 16/16. If the roll is successful, read the following two paragraphs. Otherwise, continue with the Clues section.

As you stand inside the Joker's cell, a cool breeze wafts past your cowl, obviously emanating from a large hole which you

(strangely enough) just happen to notice, as if it only recently appeared. The hole is formed through the cell's exterior wall, and through it you can see Arkham's open grass-covered grounds leading out toward the main security gate.

Under no circumstance will Warden Underwood or any of the Arkham Asylum personnel see the hole (it is an Illusion of 25), not even if the Batman were to adamantly state that the hole, in fact, existed. If Batman wishes to walk through the hole to prove his point, the others will simply see the him walk through a solid wall and be totally amazed.

Clues

If Batman examines the footlocker at the base of the bed, he will find a half-filled jewelry box, an empty carton of Epsom salts, several packs of matches, and a manila file folder. If Batman asks the warden how the Joker managed to obtain any of these items, Underwood will respond by saying that outside packages are allowed to any inmate, provided the packages are first thoroughly examined for potentially dangerous contents. If Batman asks if the Joker has received any other unusual items, Underwood will state that he can't personally recall, but that Batman is welcome to examine inmate #0810's arrivals log, which lists all incoming parcels.

Should the Batman decide to examine the Joker's log, he can learn that the Clown Prince has recently received the following articles:

- 12 cartons of cigarettes
- 2 12-oz. Gotham State drinking glasses
- 1 roll of picture wire
- 2 pawn shop claim tickets
- 1 2-lb. carton of Epsom salts

If Batman checks inside the manila file folder, he will find photocopies of two claim tickets, dated two days ago and inscribed with a logo reading: *"Pawn King, 1060 W. Addison, the Bowery."*

If Batman asks Warden Underwood about these items, Underwood will say, *"Inmate #0810 had recently expressed an interest in jewelry, so much so he had purchased several rings from other inmates with some cigarettes he had. As for the salts, the poor man developed quite a case of blisters on his feet, which he'd been soaking regularly."*

If Batman asks Underwood what sort of rings the Joker had purchased, Underwood will reply with, *"The rings were of all designs, but he particularly favored platinum jewelry."* If Batman takes the time to examine the remaining jewelry (2 phases), he can determine that none of the remaining items is composed of platinum.

Should Batman wish to carefully examine the Joker's cell, positive RAPs on an Action Check using his Detective Skill as the AV/EV against an OV/RV of 9/9 will reveal the following cumulative information at the scene:

Cell Check

- 1 RAP: *Infinitesimal remnants of shattered glass and salt are embedded in the base of the cell's far wall.*
- 1/2 RV: *A thin but detectable burned trail leads from that site in the wall to the cell's only electrical socket.*
- Full RV: *Along the base of the far wall are tiny globules of fused platinum, most likely caused by an electrochemical reaction between the platinum, salt, and surrounding air molecules. Such a mixing would probably cause a small but powerful explosion.*

Computer Hacking

Most computers possess a protective password system which prevents unauthorized users from accessing the data stored within the computer's memory. For this purpose, these passwords are assigned 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 and letters (see following) in the computer's 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 only three digits. The code, therefore, must be "231," "123," "132," "213," "312," or "321," since only the digits 1 through 3 may be used in the code and each numeral may be used only once. For passwords with a Rating of 10 or higher, begin using letters as numerals, as indicated on the following chart.

Password Rating	Digits Usable	Example
2	12	(21)
3	124	(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	1234567890ABCDEFGHI	(37A0G69DI4F125B8CEH)
20	1234567890ABCDEFGHIJ	(08CIA3BGJ174D925FHE6)

If the Batman Player specifically requests a Perception Check at this point, allow this against an OV/RV of 25/25, reminding the Player (if need be) that he can spend Hero Points. Success reveals the large hole in the wall, as indicated previously. Otherwise, the Batman will not notice the hole and would be unable to pass through it (treat as Illusion Power of 25).

Right before Batman leaves, Underwood will say, "By the way Batman, could you check out our security system controls before you go. Actually, you'll need to figure out what the problem is in order to leave here safely."

Such an attempt requires 4 RAPs on an Action Check using the Thief Skill against an OV/RV of 12/12. Underwood will be extremely grateful to Batman for helping and will ask to be notified should the Caped Crusader locate inmate #0810.

As the Batman begins to leave, read the following to the Player:

As you walk down the halls of Arkham Asylum, the bright illumination fades from a brilliant white to a dim yellow, gradually decreasing until only the barest of light remains to illuminate your path. Yet, just as quickly as they dropped, the lights emblazon once again, as if nothing had occurred. Outside the complex's main entrance, you hear the faint radio chatter of the Gotham police and S.W.A.T. units just beyond the main gate's perimeter.

If Batman wishes to listen closely to the police conversation (requiring positive RAPs on a Perception Check against an OV/RV of 4/4) or asks an officer what the commotion concerns, he will learn that the entire city just succumbed to a minor brownout, as power throughout Gotham waned momentarily. However, the situation was brief and all stations report service is unaffected at this time.

If Batman has not already and wishes to investigate the potential break-in at Waynetech, play returns to **Part I, Encounter Three: Waynetech**.

If Batman wishes to investigate the pawn shop in the

Bowery in response to clues gained here or at Waynetech previously, play proceeds with **Encounter Five: Pawn King**.

If Batman wishes to investigate the mysterious power surges and brown outs which have been occurring, play proceeds with **Encounter Six: Gotham Edison**.

Breaking a Password Code

To access a computer, a Character must know the password—rarely a problem for an authorized user (Batman obviously knows the password to the Batcomputer, as do Nightwing and Alfred). Skilled computer hackers, however, are able to deduce the passwords for computers which they are not authorized to use, allowing the hackers access to the data within the computers. This computer hacking is accomplished as follows:

The hacker makes an Action Check using his INT/WILL (or APs of Scientist Skill, at the hacker's option) as the AV/EV against 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 (once a roll has been failed, he may not attempt to access the computer again). If the roll is successful, the GM reveals one digit of the code to the Player for each RAP received on the attempt (1 RAP = the first digit revealed, 5 RAPs = the first five digits revealed, etc.). The GM should determine beforehand within how many attempts the Player must guess the code in order to successfully access the computer's information. The Player then begins to guess the password code.

Each guess at the code takes one phase (four seconds of game time). After each guess, the GM should inform the Player as to how many code numbers he guessed correctly (but the GM should not inform the Player which of the

numbers are correct). When the hacker finally guesses the proper password code, he has gained access to the computer.

If two or more Players are working together to discover a computer's password code, it is treated as a Team Attack, with the following variations: no more than three Characters may attempt to hack into a computer simultaneously, and only one Character's RAPs (the highest scored) are used to determine how much of the code the GM will reveal to the Players.

Note: In no case do RAPs from multiple Characters have a cumulative effect in a team hacking attempt. Only one Character's RAPs are ever applied. The Players whose Characters are participating in the team hack may consult together on their password code guesses once the GM has revealed the appropriate part of the code.

EXAMPLE:

The Batman (INT of 12) is trying to access the computer system at the Gotham National Bank to determine how much money one of its patrons has on deposit. The GM decides that such information would be fairly well-protected and gives the bank's computer a Rating of 9, assigning it the code "738465912." The GM further rules that the Batman must guess the code in four tries or less to locate the desired information.

The GM tells the Player the computer's Rating ("9"), and the Batman makes an Action Check using his INT/WILL as the AV/EV (12/12) against the computer's Rating as the OV/RV (9/9). Rolling an "11," the Batman receives 6 RAPs. The GM then informs the Batman Player that the first six digits of the computer's password are "738465" and challenges the Player to guess the remaining three digits in four tries.

For his first guess, the Batman chooses "738465192," and the GM informs the Player that one of the numbers is correct. On the second try, the Batman chooses "738465129" — no numbers correct. Next, the Batman accurately chooses "738465912," giving the Caped Crusader access to the desired information.

If Batman had failed the initial Action Check roll, he would have been totally unable to break the code; also, if it had taken him more than the four GM-determined guesses to figure out the three remaining digits, he would have been able to break into the bank's computer but he would have been unable to access the specific information he sought.

The GM should now let the Batman attempt to ascertain Arkham Asylum's computer-controlled security code. The door to Arkham Asylum has a Rating of 13. The code is: "47B5A031F89E6."

Encounter Five: Pawn King

Setup

Use this Encounter when the Batman travels to the Bowery section of Gotham City to follow up on clues linking the pawn shop to the Waynetech break-in and/or the Joker's escape from Arkham Asylum.

Player's Information

From every corner of every alley in this crime-ridden ghetto of the city, hidden, cursing eyes follow your movements. Children in tattered clothing dart into the skeletal buildings

to escape your vengeance, leaving only the bright glint of stainless switchblades reflecting in their shadowed wakes.

Every single inhabitant of this decaying borough at once envies your strength and hates you for it. You claim to stand for good, yet you utilize the methods of evil with impunity and punish those who do the same.

Pulling up to your destination, you see the proprietor of the Pawn King standing nervously behind the store's wire-mesh cage, protectively separating owner from customer. The store itself reeks of a mingled stench of aged sweat and gun oil; obviously the proprietor maintains the highest caliber of clientele.

From behind a thin smile and a wad of chewing tobacco, the spindly shopkeeper cackles, "Heh. The Pawn King ain't got no need fer used cowls today, Batman. Hee hee hee." A thick strand of black saliva drips like molasses from the man's bulging mouth.

GM's Information

The pawn shop owner, 43-year-old Gus Rogers, will be as brazen and verbally abusive as possible to the Batman, whom he sees as a thrill-seeking adventurer. Gus runs a legitimate, if somewhat suspicious, pawn business. While he doesn't appreciate Batman's presence, he will tolerate the Caped Crusader, unless Batman becomes abusive (breaking through the cage, smashing display cases, etc.), at which point Gus will rush to his desk and call the police. If Batman physically attacks Gus, the shopkeeper will pull a gun from the top drawer of his desk and attempt to shoot the Caped Crusader.

GUS ROGERS

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

• Skills:

Weaponry: 2

• Advantages:

Area Knowledge (the Bowery)

• Equipment:

.38 Pistol

[BODY: 4, EV: 3, Ammo: 6, R#: 3]

If the Batman Interrogates Gus, he can learn the following cumulative information regarding the Waynetech/Joker incidents:

What's Up, Gus?

1 RAP: *"Just this week different people have come in and left lots of, well, technical-looking stuff—all in the same account. They paid me good—real good—but that's my business. I didn't know I was doing anything illegal."*

1/2 RV: *"I was supposed to tell these guys to mail the claim ticket to inmate #0810 at Arkham Asylum. That's all I know, honest!"*

Full RV: *"But if you want to get specific, they dropped off all kinds of goods: big bars of platinum, electrical-like wire, sheets of glass, and some other technical-looking stuff."*

If, after a successful Interrogation, the Batman asks Gus when someone is supposed to pick up the items, Gus will laugh and say, *"Heh. You're too late for that one, boyo. He's done been here an hour or more ago. I'd have thought he'd run into you already, 'though, big scary guy that you are. He was as pale as me Aunt Hilda!"*

From this, Batman should rightfully conclude that the Joker personally picked up the goods and is long gone by now. However, if the Batman makes an Action Check using his Detective Skill against an OV/RV of 8/8 on the area surrounding Gus's cage, he can discover the following cumulative information:

Cage Analysis

- 1 RAP: *Several small smudges around the base of the cage appear to be made from soil which matches the composition of that found in Arkham Asylum's open grounds area.*
- 1/2 RV: *Although the smudges have dried recently, it appears the dirt samples were recently mixed with fresh sea water.*
- Full RV: *Embedded in the wooden floor, at the base of the cage area, are several small splinters of wood whose fibers appear to have been regularly exposed to the same sea water. The wood sample is quite old and weather-beaten.*

Once Batman has had an opportunity to examine the pawn shop area somewhat, read the following to the Player:

As you gaze around this small, oppressive pawn shop, searching for the smallest of clues to fit this jagged puzzle, the shop's lights begin to dim, at first slowly, and then dramatically, to create an almost pitch blackness. A furtive glance outside the shop's filthy window confirms that the remainder of the Bowery and seemingly all of Gotham City has suffered from the black out as well.

Within moments, however, the lights begin their slow ascent to illumination, as the dingy surroundings of the Pawn King come once again into sordid view. Almost as noticeable as the total absence of Gus Rogers is the distinctive crash of a rapidly closing door emanating from the rear of the shop.

If Batman chooses to follow Gus through the store, the Caped Crusader will need to breach the protective cage area which separates the shop's customers from its back storage area. The wire-mesh cage possesses a BODY of 6 and is fire-resistant. Should Batman choose to smash through an entire display case in order to reach the back rooms, such an attempt would have an OV/RV of 7/7.

If Batman reaches the back room of the shop or heads outside and runs around through the adjoining alley immediately after Gus leaves, he will see Gus running rapidly down the alley, crashing into cans and crates with abandon. If Batman does not catch Gus in one additional phase, read the following to the Player:

With a speed borne of pure adrenaline, Gus Rogers flees from your dark form at a fantastic rate, running with amazing alacrity deep into the Bowery's desolate heart.

At this point, ask the Player if the Batman chooses to follow Gus further. If the Player requests, allow a Perception Check against an OV/RV of 2/2 to realize that during the next phase of chase, Gus will enter Crime Alley. If the Player wishes to continue the pursuit, read the following to the Player. Otherwise, see **Troubleshooting**.

As the distance between you closes, you can feel the waves of fear flowing from your prey; you smell hot perspiration as it beads upon his soiled clothing. He chances a furtive glance around toward you, and you see stark terror swimming in the pools of his eyes before he rounds a nearby corner and is once again, yet only momentarily, out of your grasp.

As you race around the same corner, certain to capture the fleeing Gus Rogers within moments, your legs freeze beneath you as you come to an uncontrollable, grinding halt. Your chest tightens inside you, your breath escaping in a soundless cry of anguish. Your vision blurs as, through ancient tears, you see a panic-stricken Gus Rogers fleeing into the depths of Crime Alley.

Crime Alley

Batman is presently experiencing a Traumatic Flashback to the time when, as a young Bruce Wayne, he witnessed the brutal slayings of his parents at the hand of a small-time criminal, Joe Chill, here in Crime Alley. The Caped Crusader must now attempt to defeat his Traumatic Flashbacks Drawback to avoid being overcome by emotional stress and being forced to remain frozen in place, reexperiencing the events which form his trauma.

Beginning this phase, Batman must roll an "11" or greater on 2D10 or remain immobile and succumb to the Traumatic Flashback for this phase. If the Batman succeeds in his roll, he may act normally during this phase (and pursue Gus Rogers, if that is his choice), but for each and every phase he spends in Crime Alley, he must make the roll or succumb to the trauma.

The Batman cannot expend any Hero Points to affect the Traumatic Flashbacks roll. Should the Player fail any roll, Batman will remain totally defenseless against attack during that phase, and any attackers would receive the Blindsight modifier to the attack.

Gus Rogers will simply run from the Batman until he can escape the Caped Crusader.

If the Batman is able to capture Gus, the shopkeeper will freely admit the full extent of his knowledge. If this occurs, read the following to the Player:

You rush madly through the streets of Crime Alley, trying to outrun the image of your parents being slain in front of your eight-year-old eyes, balancing on the edge of sanity as the timeless echoes of gunshots pound your ears. Yet yours is the mettle of a superhero, and with a resolve to make any parent proud, you conquer your fears and achieve your goal.

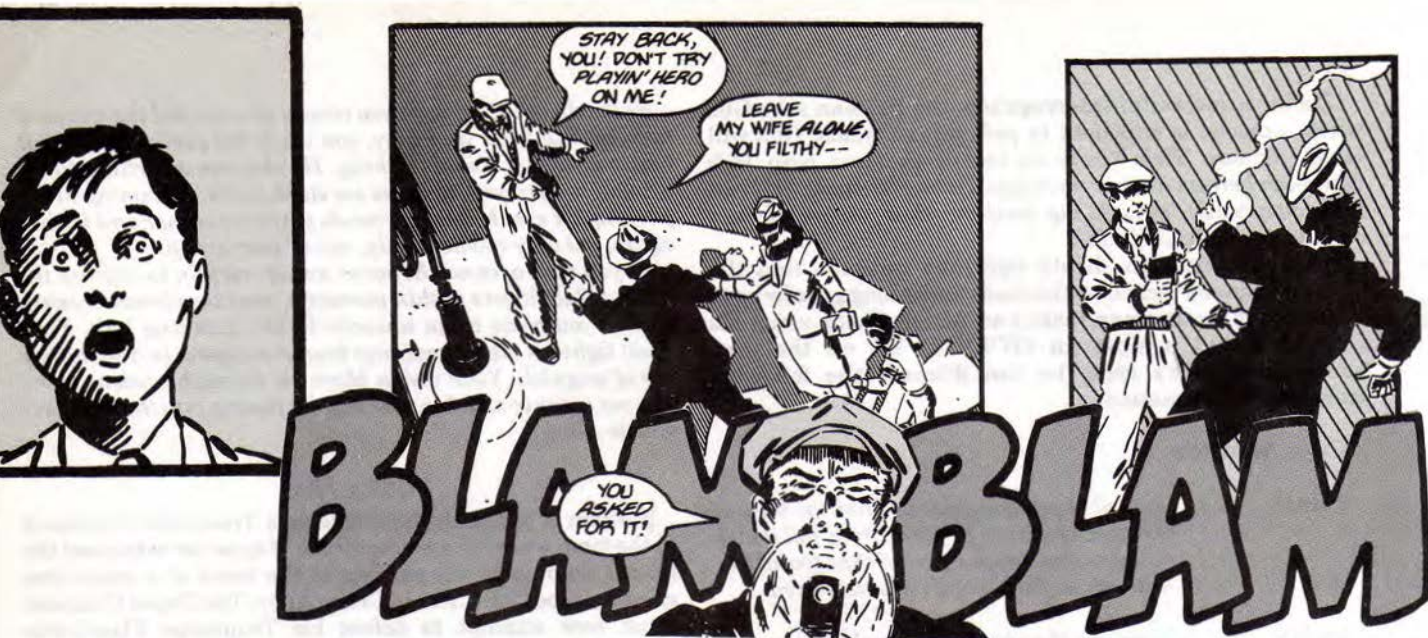
As your powerful, gloved hand clamps down fiercely on the sweater worn by your fleeing prey, Gus Rogers spins around to face you, tears streaming down his terrified face.

"I swear . . . I swear . . . he took it all. The Joker came in and took it all. He'll kill me . . . KILL me . . ." Gus's eyes bulge with tension as rivers of perspiration pour down his forehead. "My part's all over now. If he didn't show up, I was supposed to take it to the docks, but he did, and I didn't, so . . . please . . . I'm just trying to make a buck . . . Don't make me talk . . ."

With a great shaking, Gus collapses into a fit of frightened tears; the man you hold three feet off the ground is no longer a smart-talking entrepreneur, but now a crying child.

If Batman asks Gus to which docks he was to take the merchandise, Gus will say (amid declining sobs), *"Pier 38 in the dockyards, along the Bowery's bayside."* If the Batman asks Gus to what specific dockyard warehouse Gus was to go, read the following to the Player:

The defeated Gus Rogers snuffles wearily and raises his head to face you, his eyes red, his body sagging, and his spirit broken. "Only thing I know," Gus begins, "is that I was to head to pier 38 and wait in—OW!"



With a sudden jerk, Gus glances down at his wrist and rubs it protectively. Almost immediately, the shopkeeper lets out a frightening, pained scream, and his body begins to shake and writhe violently. As he turns toward you, the plaintive, helpless expression which fills his face is quickly altered to a horrendous, twisted grin which stretches from ear to ear. The disgusting sound of bone crushing against bone fills the deserted alley.

Suddenly, Gus's face drains completely of color, turning a near-total white, as his hair stiffens noticeably, and his lips pull back tightly to form pencil-thin lines on this contorted face. His final death throes shake his now-monstrous shape from your grasps as he falls, a lifeless puppet, to the ground.

Your mind reels, fighting to maintain its sanity, as the nightmarish surroundings of Crime Alley return you to your senses. Glancing down at the phantasm which lies at your feet, you find yourself forced to wonder which person Gus Rogers feared more.

If the Batman examines Rogers' corpse, he can find a small puncture mark on Gus's left wrist, caused by a hypodermic injection from Gus's watch. Should Batman need more positive proof, he can retain the watch and analyze the serum in the Batcave, results of which will indeed conclude that Rogers was killed by a variation of the Joker's Joker venom.

If Batman decides to follow up on the recurrent power outages plaguing Gotham City, play proceeds with **Encounter Six: Gotham Edison**.

Note: The Batman Player should be encouraged to investigate Gotham Edison prior to heading for the Bowery dockyards, as this can reveal important information and will prevent the need for the GM to flip from *Part III: Confrontation* back to *Part II: Clowning Around* should the Batman later choose to investigate Gotham Edison. (See **Troubleshooting**.)

If Batman is adamant about investigating the Bowery dockyards, play ends here and the Players should now SWITCH ROLES, with you assuming the role of Superman in **Part III: On the Waterfront**, which the Batman Player will GM for you from his booklet.

Troubleshooting

If Batman does not enter Crime Alley, or if Batman is unable to capture the fleeing Gus Rogers before entering Crime Alley and succumbs to his Traumatic Flashback, thus losing Rogers in the streets, Batman could return to the Batcave with one of the wood splinters as a clue from the pawn shop. Careful computer analysis of the wood sliver

would reveal that particular combinations of sea salt, air, and other intrinsic minerals suggest that the splinter came from wooden planking in Gotham's dockyards. This would afford Batman the option of traveling to the Bowery's dockyards and Encounter Seven (once you have played Superman in *Part II: Taking Care of Business*).

Preferably, the GM should attempt to guide the Batman toward investigating Gotham Edison, if he has not done so already. This could be done by either staging a series of regular brown outs or (for the most stubborn of Players) having Commissioner Gordon request that Batman investigate. Alternately, Batman could encounter Vicki Vale on her way to cover the potential story. In this case, the GM should either encourage the Batman to ask Vicki to remain behind or should remember that Vicki will be at the GothEd facility (and, as such, she could be captured, attacked, or taken hostage).

Encounter Six: Gotham Edison

Setup

Use this Encounter when the Batman travels to Gotham City's power plant to investigate the unusual power fluctuations that have been plaguing the city.

Player's Information

As you pull up outside the chain-link fence surrounding Gotham Edison, the night's cloak begins to separate, revealing the graceful curves of GothEd's three nuclear plant cones.

Beyond the facility's main gate sits its primary control center: a diminutive building whose business entrance faces you. The entrance is preceded by a small security station, which is presently manned by a sole guard. Several maintenance workers, laden with electrical equipment and splicing tools, regularly traverse the facility's reception area. The workers move from one portion of the building to another, passing another security guard stationed behind a desk just inside the main door.

As you observe the casual activity, the lights within the reception area begin to flicker with reckless abandon. One of the maintenance workers slams his equipment to the floor and swears something inaudible, all the while gesturing angrily to someone in another room.



GM's Information

The events actually taking place are these: the security guards and technicians are mercenaries hired to take over the Gotham Edison facility (which they have done) and to attempt to reroute as much of the city's power as possible to one specific location. The regular employees of GothEd, two security guards and four monitoring technicians, are bound and gagged in the main control room, into which the technicians regularly travel.

Batman has two options in gaining entrance to the facility. He may either approach the main entrance or climb the fence and seek an alternative entrance.

If Batman approaches the facility from the main entrance, the first guard stationed outside the facility's entrance will stop the Caped Crusader for identification. In this case, read the following to the Player:

As you approach GothEd's front entrance, the lone security guard emerges from his post and says, "Uh . . . excuse me. Batman, I assume? I'll need to ask you what you're doing here. This is private property, and right now's not the best time to be here."

Allow the Batman Player a chance to respond, then continue with the following:

The guard listens intently to your words, but remains steadfast. "That's all very fine, Batman," the guard continues, "and we appreciate your concern. But I can assure you that we have matters well in hand here. We're having a little trouble with one of the plant's generators, but as you can see, our technicians expect to remedy the problem shortly."

If Batman has any other questions, the guard will answer them pleasantly but will do his best to prevent Batman from entering the facility, claiming, *"I've been instructed to keep all persons away from the building until the problem is alleviated."*

If Batman attempts to scale the chain-link security fence in order to gain entrance to the facility, he can do so with ease, as the ten-foot structure is normal in all aspects. Should the Batman then examine the area surrounding the GothEd building, he can locate an emergency fire door on the opposite side of the facility. The door is locked from the inside and has an OV/RV of 7/7 to Thief Skill attempts. If the Batman does not successfully open the door on such an attempt, an audible alarm will go off, alerting everyone inside the building to the intrusion.

If Batman opens the fire door without sounding the alarm, read the following to the Player:

This door opens onto the opposite end of the main hallway. The second guard is reclining in his chair at the opposite end of the hall.

The guard will notice Batman and/or the opened emergency door the following phase.

If Batman triggers the alarm on the emergency door, the second guard will immediately press a button beneath the desk top. This action will automatically seal and lock all doors within the facility.

If Batman manages to peacefully get past the first security guard or successfully enters the facility through the emergency door, read the following to the Player:

The second guard jumps up from his desk, startled. "B-

Batman. What are you doing here?" He turns toward no one in particular and yells, "I thought I gave strict orders: no admittance until this situation is remedied!?"

If Batman explains his situation, the second guard will calm down and say, *"Gee Batman, I can assure you that everything is fine. When you serve a populace of nearly five million people and businesses like we do, you learn to expect minor delays. Now, if you wouldn't mind leaving us to our work, we'll try to get everything back on line."* After this, the second guard will attempt to escort the Batman outside the facility.

At this point, allow Batman a Perception Check against an OV/RV of 6/6 to notice the second guard touch a small button on his belt. This action is to alert the various technicians in the building to Batman's presence.

Should Batman try to force his way into the facility or should he be noticed by the security guards or technicians, the second guard will run to press the button as described previously. Exterior entrances each possess a BODY of 5, while an electronically sealed door has an OV/RV of 6/6 to Thief Skill attempts. The door to GothEd's main control room possesses a BODY of 10 and an OV/RV of 12/12 to Thief attempts to open it.

If the building is sealed, two of the technicians will be caught outside of the facility's control room and will be forced to join in combat with the security guards against the Batman. The four will Team Attack whenever possible and will spare no effort to disable the Caped Crusader, although they will not kill him.

SECURITY GUARDS

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

• Skills:

Weaponry: 3

• Equipment:

.45 Automatic

[BODY: 4, EV: 4, Ammo: 7, R#: 3]

(8) TECHNICIAN THUGS

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

• Skills:

Gadgetry: 3, Weaponry: 2

• Equipment:

.45 Automatic

[BODY: 4, EV: 4, Ammo: 7, R#: 3]

Laser Torch

[BODY: 4, Heat Vision: 8, R#: 3]

(2) Syringes

[BODY: 2, Poison Touch: 8, R#: 3]

Both of these syringes contain a fluid of unknown properties.

The four remaining technicians within the control room will rapidly attempt to finish the power diversion, which they will accomplish six phases after being sealed inside. Following completion of the project, the four will Team Attack the

exterior walls with their laser torches in an attempt to escape. Should the Batman enter the control room at any point, read the following to the Player:

Inside the main control room, you see four would-be technicians, each holding a laser torch. Just two feet away sit six men, bound and gagged. Two of these hostages are dressed in guard uniforms; the rest are wearing lab coats.

As soon as Batman enters the room, each torch-wielding technician will reach for a hostage and threaten to kill him if the Batman does not allow them free passage. If the Batman attempts to combat the torch-wielding technicians, the villains will turn their efforts on him and then try to escape the way Batman entered. Otherwise, the technicians will deal for their hostages' lives in exchange for the safe escape of themselves and their associates. Should this occur, the villains will return to their own personal headquarters in the city; they will not contact their employers, as they have no method of doing so, should the Batman plan on following the villains.

If Batman manages to defeat the false security guards and technicians, none of them will talk freely, demanding to speak to a lawyer and spouting off about civil rights and vigilance. Should the Batman Interrogate any of the villains, he can learn the following cumulative information regarding the GothEd incident.

Note: If the Batman has already played through *Encounter Seven: The Dockyards* and is at GothEd based on clues from that Encounter, see **Troubleshooting** to appropriately modify the villains' available information.

Thug Interrogation

- 1 RAP: *"We anonymously received envelopes with large amounts of cash. There were schematics inside and instructions to infiltrate this facility after memorizing the electrical power distribution system."*
- 1/2 RV: *"The instructions said to tap into the main power source from the generator plants and divert as much power as possible to coordinates supplied in our instructions."*
- Full RV: *"After diverting the power, we were to inject the hostages with this serum and then leave the scene."*

Should Batman successfully analyze the substance in the villains' syringes (Positive RAPs from an Action Check using the Scientist Skill against an OV/RV of 7/7), read the following to the Player:

This fluid is a derivative of the Joker's Joker venom. When injected into a human body, this serum causes the subject to suffer violent spasms and disfigure to resemble the Joker's visage.

While the criminals do not know exactly where the electrical power has been diverted, they can give Batman the schematic coordinates. If Batman researches this information, he can learn the power is being diverted to a collector junction located within Gotham Harbor just off the Bowery's dockyards.

If Batman examines the rather unusual, high-tech weapons which the villains were wielding, he will note that each was manufactured by LexCorp, although manufacture and possession of which is in no manner illegal (as a representative will inform the Caped Crusader, should he contact LexCorp).

If Batman has yet to examine either the disturbance at Arkham Asylum or the pawn shop, play should continue with **Encounter Four: Arkham Asylum** or **Encounter Five: Pawn King**.

Otherwise, play should stop here and the Players should now SWITCH ROLES, as you continue playing Superman in **Part II: Taking Care of Business**, which the Batman Player will GM for you from his booklet.

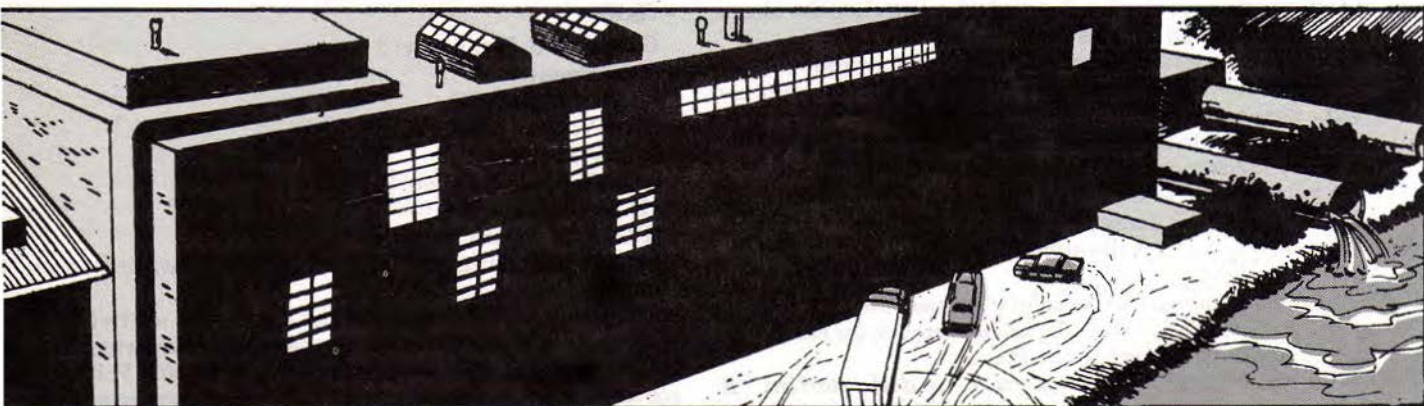
Upon returning to Batman's adventure, the Batman Player should choose to investigate the Bowery dockyards at Gotham Bay, at which point play will proceed with *Encounter Seven: The Dockyards*.

Troubleshooting

If the Batman has previously examined the dockyards, having already played through *Encounter Seven* of Part III, and is here following up on clues available at the power junction site in the bay, modify the previous information available in the villains' Interrogations to include the specific warehouse location (docking bay 94) where the power is being utilized. In this case, should the Batman investigate, play will now proceed with *Encounter Eight: Joker's Wild*.

If the Batman does not Interrogate the villains or does not otherwise learn the location of the power diversion, one of the technician hostages might suggest to the Batman that either the Caped Crusader (or possibly the technician himself) could learn something by examining the electrical circuit rerouting performed by the villains. If this occurs, information is as previously listed, leading to the Bowery dockyards and *Encounter Seven: The Dockyards*.

This concludes Part II: *Clowning Around*. Do not continue with the following until you have switched roles and played Superman in **Part II: Taking Care of Business**.



Part III: Confrontation

Begin running this section after you have played Superman in Part II: Taking Care of Business, which the Batman Player should GM for you from his booklet. If you have just GMed Batman's Part II: Clowning Around, SWITCH ROLES now.

Synopsis

In this final one-on-one portion of the adventure, the Batman follows several clues to Gotham Bay's Bowery dockyards, where immense electrical power has been diverted. The Caped Crusader investigates further to discover a complex scientific setup within one of the dockyard's abandoned warehouses, where a sinister plot to destroy Gotham City and Metropolis is rapidly reaching its climax.

Encounter Seven: The Dockyards

Setup

Use this Encounter when the Batman investigates Gotham Bay's Bowery dockyards.

Player's Information

Early morning sunlight glitters across Gotham Bay's inlet harbor, flashing along the rows of dilapidated waterfront bars and warehouses which line pier 38. The biting aroma of salty air mixed with the stale smell of rotting fish floats through the Bowery, as the slow, methodical lapping of the bay's waves sloshes yet another night's worth of garbage and medical refuse upon an oil-slickened shoreline.

Straddling the littered sidewalks, overweight sailors seasoned with equal parts of saltwater and rum, stagger about and decry their sorry plights. Several drunken specimens work their way over to your area, singing incoherently of sailors' lives on the bountiful sea.

Amid several viscous belches and through blackened, rotting teeth, one of the sots turns to you and says thickly, "S'hay mayte, couldj'a spring fer a wee nip o' the dawg?"

GM's Information

If the Player offers to buy a drink for the old sailors, they will be quite pleased and will answer any questions the Batman might put to them. This course of action should not be encouraged, however, as it is out of character for the Caped Crusader.

If Batman refuses to purchase drinks for the group, the sailors will begin mocking the hero's teetotalist attitude, but

will not grow obstinate. Several of them might still offer information relative to events involving the dockyards (at GM's discretion).

If Batman resists and in any way incapacitates one of the sailors, the scene should get ugly. The old seamen around these docks hang together and will defend each other valiantly. Ten more sober sailors will join the struggle, becoming increasingly more agitated and not settling for less than a bloodied piece of the Batman.

(6) DRUNKEN SAILORS

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

(10) SOBER SAILORS

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

• Equipment:

Knife

[BODY: 8, EV: 3]

Club

[BODY: 3, EV: 3, R#: 5]

If Interrogated, the sailors could offer the Batman the following cumulative information regarding the dockyards (if Batman purchased drinks for the sailors, the old salts will willingly provide this information with no need for Interrogation):

Sailor Interrogation

1 RAP: *"Now that you mention it, Batman, all week long there's been lots o' activity just inside the harbor area. I'd say about 100 yards out in the bay."*

1/2 RV: *"Most of the ruckus came from GothEd workers. They showed up in large, unmarked vans and boated out to some sort of buoy."*

Full RV: *"These GothEd guys had all sorts of equipment and dove down below the buoy. You'd think they were fish or something 'cause they didn't come up for hours. Come ta think of it, while they were down there the whole area went black a few times."*

The sailors can offer no additional information pertinent to Batman's investigation; one of the old salts will, however, claim to have one more vital clue, which he will reveal to Batman for five dollars. If Batman accepts, read the following to the Player:

In a manner befitting the most astute governmental spy, the drunken old sot leans surreptitiously in your direction, steadying himself on a nearby wooden beam. Punctuating his statements in breaths reeking of ancient whiskey, the sailor says, "Y'know, Batman . . . lately the fishin' round here ain't

says, "Y'know, Batman . . . lately the fishin' round here ain't worth spit!" To accentuate his point, the old sailor falls briskly past you, landing face down, square in the center of the decaying boardwalk.

If Batman looks out toward Gotham Bay, he will be able to see a flashing blue light atop the buoy to which the sailors referred. To venture out toward the buoy, the Batman will need to either swim or appropriate some form of water transport (many different boats and small ships are docked in the area should the Caped Crusader care to borrow one, with or without permission). Alternately, the Batman could return to the Batcave for the Batboat, assuming he did not arrive at this location in that fashion.

If Batman heads out toward the buoy, read the following to the Player. If Batman opts not to go check out the buoy, see **Troubleshooting**.

As the morning sun furthers its ascent into the early Gotham sky, a casual glance downward serves adequately to reveal the cause of these sailors' dismay. Hundreds, perhaps thousands, of fish float lifeless atop the blue-grey waters of Gotham Bay. For one whose livelihood depends on the sea, this is a sorry, helpless state indeed.

As you approach the central buoy, its flashing light reflecting irregularly on the waves surrounding it, you gaze down into one of the deepest portions of Gotham Bay. Its bottom is totally obscured by an industrialized murkiness whose fathoms beckon you to the icy grip of a watery grave.

If Batman attempts to dive into Gotham Bay's waters to examine underneath the buoy, he will be unable to either see clearly or retain sufficient oxygen to reach the bottom. To investigate the site, Batman must obtain some form of light or vision aid and a means of oxygen supply (such as his Infrared Flashlight and Goggles and Bat-Rebreather). If he has these items, the Batman can sufficiently function underwater to discover the following:

As the morning light which effuses Gotham Harbor fades with every descended depth, you follow the thin cable which trails from the base of the suspicious buoy. It slithers downward through the bay's murky, stagnant depths until reaching the floor, where it connects to some large junction from which dozens of power cables emerge, trailing off to various portions of the Bowery area.

If Batman decides to further examine the junction box to determine its purpose or to what areas it delivers power, have the Caped Crusader make an Action Check using his Gadgetry Skills as the AV/EV against an OV/RV of 9/9. No RAPs gained results in a short circuiting of the junction and an electrical attack (Lightning) of 18 APs. Otherwise, the Batman can learning the following cumulative information:

Conjunction Junction

1 RAP:	<i>This is a normal GothEd power supply junction box which services the Bowery area with electrical power.</i>
1/2 RV:	<i>The box itself is receiving a tremendous amount of power from its GothEd source, much more power than the entire Bowery area, or ten areas its size, could possibly utilize.</i>
Full RV:	<i>One particular service cable is drawing nearly all of this additional power from the junction, while each of the other cables appears to be providing normal service to the other sites.</i>

If Batman wishes to trace the path of the cable diverting the massive power supply, he should make an Action Check using the Military Science (Tracking) Skill against an OV/RV equal to 14/14 (these stats reflect the depth and amount of mud cover within the bay area). Positive RAPs will reveal that the power is being diverted to an abandoned warehouse (docking bay 94) along the Bowery harbor.

If Batman wishes to research information on the warehouse, he can learn that it was abandoned for over four years but was recently purchased by a company called Symtech. Further research at this point will reveal that Symtech is a subsidiary company of LexCorp.

If Batman performs an analysis of the water supply in Gotham Harbor based on the old sailor's complaint and/or the dead fish he noticed, positive RAPs on an Action Check using the Detective Skill against an OV/RV of 10/10 will reveal that the harbor waters have recently been undergoing constant electrolysis. Vast amounts of electrical energy has transformed the normal water (H₂O) into an isotope water form called deuterium oxide (D₂O).

Further research will inform the Batman that deuterium oxide, also called heavy water, is used regularly in atomic fission and fusion experiments. The process electrolyzes large amounts of saltwater, releasing hydrogen atoms in a gaseous state and leaving behind a heavier water form, where deuterium, an isotope of hydrogen, is bonded to oxygen.

At this point, if Batman has not already done so, he may decide to investigate the power diversion at the GothEd facility, in which case play proceeds with **Encounter Six: Gotham Edison**.

Otherwise, the Batman should follow the power diversion trail toward the abandoned warehouse, as play proceeds with **Encounter Eight: Joker's Wild**.

Troubleshooting

If Batman never heads out to the buoy or is unable to reach Gotham Bay's floor and investigate the electrical junction's power diversion, he will not learn of the presence of the abandoned warehouse. In this case, the GM could have one of the old sailors mention that several of the GothEd workers reported into warehouse docking bay 94 following their work on the buoy. This should be a sufficient lead for the Batman to investigate the warehouse and play Encounter Eight.

Encounter Eight: Joker's Wild

Setup

Use this Encounter when the Batman decides to enter the warehouse at the end of Gotham Harbor's docking bay 94.

Player's Information

At the far end of docking bay 94, jutting out obtrusively into Gotham Harbor, sits a decrepit-looking warehouse; its weathered, wooden sides glow with the soft orange hue of the early morning sun. The area surrounding the seemingly abandoned warehouse is silent, save for the quiet lapping of waves against the structure's bay supports and the occasional cries of seagulls scavenging for meals.

Upon closer examination, the warehouse seems in much better condition than it appears to be from a distance; its edifice is well-maintained, its many windows are efficiently boarded, and its apparently rickety foundation actually

provides sturdy support. The floorboard planks surrounding the warehouse vibrate quietly, resonating with a deep bass. Along the inland side of the warehouse is one large, sliding entrance upon which is painted the warning: PRIVATE PROPERTY—NO TRESPASSING. A faint plane of bluish light cuts its way through the morning shadows, emanating from within the warehouse between the entrance's irregular double-doors.

When the Batman either looks inside the warehouse or enters through the sliding double-door entrance, read the following to the Player:

The simple facade of the debilitated warehouse definitely contrasts with its interior, which houses an unbelievable array of high-tech equipment: computer terminals and informational store centers, immense video monitors, hard copy printers—scientific and technical equipment to dwarf the facilities of any major research corporation.

Reclining in a grandiose chair amid the activity is one tall, thin figure whose startlingly white skin effectively contrasts with his vibrantly green hair. Seemingly oblivious to the electronic fanfare which surrounds him, the Joker stares, captivated, at the complex's main video monitor.

GM's Information

If Batman glances at the monitor in front of the Joker, he can see that what is displayed is a huge map of the eastern seaboard, with Gotham on the left-hand side and Metropolis on the right, each represented by a steadily illuminated green light. In the center of the image is a flashing red light, located somewhere between the two cities in the ocean.

When the Batman approaches the Joker, read the following to the Player:

With the deceptive stealth which is your trademark, you approach the Joker's position, suspecting some sort of diabolical trick, as the Clown Prince of Crime affords you absolutely no attention. In fact, the Joker never even moves from his reclined spot as you arrive directly at his side.

Cautiously, you examine your deadliest foe; his respiration is slight, and his body is completely motionless. The eyes, which are a mirror into the deepest abyss of human insanity, now stare fixedly at some unknowable, unseen vision. Soon, his whitened lids flutter, then blink, as recognition seeps slowly into his eyes.

A broad smile grows across the Joker's face, as he stretches his limbs wearily. Through a long yawn, the Clown Prince says, "Batman dear, what a wonderful surprise. I've always wanted to see the Batcave in action. But why all the fuss? I'd've come here on a mere invitation."

At this point, the Batman should be extremely suspicious of the Joker's actions and motives. The Joker will explain quite dramatically that the last thing he remembers prior to seeing the Batman's lovely cowed visage was being incarcerated in Arkham Asylum. For several weeks in his cell, he had been developing a terrible headache; at one point, everything had gone blurry, and he had laid down to rest. The next thing he knew, he was here, which the Joker thinks is the Batcave.

Any examination or Interrogation Batman may attempt will reveal that the Joker is not hiding any information; the Joker truly believes his story and thinks that Batman has taken him from Arkham for some mysterious reason.

If Batman tells the Joker that he had nothing to do with the Joker's escape, the Clown Prince of Crime will ask Batman to explain the events of the past night, leading up to their presence here. In as much as the Joker has apparently been framed for the crimes, he will be adamant that Batman tell him everything.

If Batman explains the events of the past night to the Joker, the Clown Prince of Crime will gaze suspiciously at the Caped Crusader while weighing the evidence.

When the Batman is prepared to discuss the events surrounding this adventure with the Joker, read the following information aloud as GM to Player, temporarily breaking play action:

In this Encounter, the Joker is going to explain his side of the story and ask you an important question. When you have decided on Batman's answer to the Joker's request, do NOT tell me (your GM) what you have decided. Instead, mark Batman's answer on his Character Sheet. If you need more information, you may have Batman investigate the warehouse and ask the Joker more questions soon.

Once you have made a decision, let me know, but remember—do NOT tell me what that decision is. When the Batman Player acknowledges that he understands, read the following information (resuming play now, as GM to Character):

The Joker eyes you warily, trying to weigh your truthfulness. Eventually, he says somberly, "An interesting story, Batman, and I must say I admire the genius who has so cleverly played us both. Surely it's obvious to you that I can't possibly be the perpetrator.

"For I live only to see your continual humiliation. Were I to construct such a plan—grand as it might be—should it lead to your destruction, I would have no means to weigh my own genius further. You and I live a mirrored life, my old friend; good cannot exist without evil, nor—I suppose I must admit—can evil exist without good. The day which leads to your destruction shall see my genius pass as well. Romantic, isn't it?" The Joker winks at you lovingly.

"No, these events suggest another hand. Who owns this warehouse, whose corporation has created these devices, who, besides my own self, of course, possesses the cunning and genius to perpetrate such a wide-ranging plan? Look not in our city, Batman, for the man behind these events sits high atop his Metropolitan throne—surely only Lex Luthor would be so bold."

The Joker sits back in his chair, reclining gracefully, smiling at you as if he had solved the riddle of Solomon.

The Joker will act extremely pleased that he solved the case before the mighty Batman, a fact of which he will constantly remind the Caped Crusader. Eventually, however, the Joker will grow serious and demand that Batman stop Luthor's diabolical plan. At this point, read the following to the Player:

An unusual look of seriousness suddenly crosses the Joker's face as he stares at you with intent. "Now, Batman," the Joker says, "you realize we must stop Luthor from completing his plan. I may be insane, but I'm not crazy. I don't care to die—not just yet, anyway—and certainly not by the hands of another. When our times come—and by 'our' I mean mine, yours, Gotham's—it shall be by my own scheme. Any other way would be such a poop.

"It's obvious that Luthor's main fusion site is located off the mainland between Gotham and Metropolis. I think you should go there and examine the device. Find out how to stop this from happening. We may have been on opposite sides before, and I hope we will be again, but for now I offer you my sincere assistance in this. Will you go there and stop Luthor's plan?"

Note: When the Batman is prepared to answer, remind the Batman Player NOT to tell you, the GM, but to mark the Batman's answer on his Character Sheet.

Investigations

The Batman should be encouraged to examine the warehouse's scientific equipment and instruments which are in operation all about the facility. Positive RAPs from an Action Check using his Detective Skill against an OV/RV of 10/10 will reveal the following cumulative information:

Warehouse Examination

- 1 RAP:** *The equipment in this warehouse was all manufactured by LexCorp and is presently operating a scientific project in collaboration with a similar establishment in Metropolis, where each location has been electrolyzing the cities' respective harbors.*
- 1/2 RV:** *The computations presently being performed relate to theoretical Cold Fusion processes, where deuterium atoms are absorbed by an element known as palladium. In such a process, deuterium and palladium atoms are fused together, releasing great amounts of energy and vast numbers of neutrons.*
- Full RV:** *The process is presently in its final stage of actualization. Should it prove successful on such a wide scale—with Gotham and Metropolis as the electrical terminals placed in their now deuterium-rich harbors—the citizens of each city could effectively be killed through nuclear radiation.*

If Batman conducts a search for such a fusion device in the warehouse area, positive RAPs from an Action Check using his Detective Skill against an OV/RV of 8/8 will reveal a floor-based doorway leading into the harbor waters. In this case, read the following to the Player:

Hidden in the shadows under the warehouse, submerged deep in the icy waters of Gotham Harbor, is a huge device which pulses with phenomenal power. Innumerable electrical wires run in and out of the device, both returning to the warehouse machinery and leading out into Gotham Bay and beyond, where they are lost amid the city's array of cables.

If Batman examines the device, he can learn the following cumulative information on a successful Action Check using his Gadgets Skill against an OV/RV of 8/8:

Converter Device

- 1 RAP:** *The device is a powerful electrical converter.*
- 1/2 RV:** *The converter serves two purposes: (1) it has been steadily electrolyzing Gotham Harbor, altering normal H_2O into D_2O , its heavy water isotope, and (2) it redirects the majority of its converted power to the fusion reactor's primary site, located somewhere beyond Gotham Harbor.*
- Full RV:** *Disconnection of the device could initiate electrical feedback from the main fusion site. This will cause a tremendous explosion somewhere along the device's path as the atoms of the deuterium-rich waters mix violently with surrounding oxygen atoms.*

Questions, Questions . . .

If Batman has further questions of the Joker, the Clown Prince of Crime will answer patiently, as he seems to truly want Batman's assistance in defeating Luthor's plan to destroy Gotham. Use the following section to answer questions the Batman may ask.

Q: You claim to know nothing about these events. What about all the items listed as ordered by you at Arkham? Or that you seem to have contacted so many people in pulling off this caper?

A: "I admit that I do recall many of the events. I ordered the salts and other items at Arkham. And the men you encountered were my actual employees. Yet all of this remains a blur, as if I merely observed the events from afar. I have no knowledge of committing the actions. It was as if I were controlled by something—or someone—which is why I suspect Luthor."

Q: What about the deaths caused by your Joker Serum?

A: "With the vast scientific and technical facilities at his service, I am certain Luthor could simulate my Serum to suit his needs and frame me. While I never expected to be the focus of one of his plans, I might have underestimated his determination."

Q: Why would Lex Luthor want to destroy Gotham City and Metropolis?

A: "In his quest to be the ultimate power in Metropolis, and moreover, the world, Luthor must be trying to destroy both cities to achieve total humiliation, and perhaps even destruction, of his own greatest enemy, Superman."

Q: If Luthor is doing this to destroy or humiliate Superman, isn't it the Man of Steel's problem? And what if he is involved?

A: "It's hardly only the Man of Steel's problem when all of Gotham City is threatened, is it, Batman. Superman may indeed be attempting to stop Luthor's plan also, but we can't take the chance if he hasn't learned of the events. And consider our own situation right now—if Luthor's clever enough to trick us both this way, it could well be that he might convince Superman that I'm the one behind this plan. And wouldn't that place the Blueboy as our opposition? If that's the case and Superman is siding with Luthor, we must be extremely careful and doubly certain that we are the ones to reach the site and act first! Should you need to combat him to prove our point, I'm certain you could emerge victorious."

Q: Why can't we just destroy the device at this warehouse?

A: "Until we know exactly how the power is being utilized at the site itself, the possibility remains that by destroying the device here, we could create a feedback of power which might just as easily destroy Gotham City or Metropolis."

Q: Why don't you go to the site yourself, Joker?

A: "Indeed, if I must, Batman, I shall. I'm sincere in my wish to preserve Gotham City—it is my home as well. I must admit, however, that you most likely possess greater abilities and knowledge required to examine the fusion device and defeat Luthor's plan than I do."

Q: If I refuse to follow your suggestion, Joker, what do you plan to do?

A: "I have told you, Batman, that I'm asset against Luthor's plan as you should be. If you refuse to oppose Luthor's plan, then I'll do it myself. And I suggest you not try to stop me."

Q: If I agree to go to the site, will you turn yourself in to the authorities?

A: "I'd planned to remain here to monitor the device, should you prove unsuccessful at the site. However, if you absolutely demand such terms, I will agree."

This concludes Part III: Confrontation. You should now switch roles and play Superman in Part III: On the Waterfront, which the Batman Player will GM for you from his booklet.

Part IV: Cold Fusion

This section contains the Batman solo-interactive adventure. You, the Batman Player, will play the solo-interactive adventure as the Superman Player simultaneously plays his own. At various times, you will require information available in this booklet.

When the section you are presently reading instructs you to do so, PAUSE in your reading and wait for the other Player to reach the same point in the Superman adventure. (It is possible that the Superman Player will reach this point first and will be waiting for you.) At such a point, exchange the required information and then continue play as instructed.

Encounter Nine: Explosive Situation

Begin this Encounter after you, the Batman Player, have finished acting as GM for the Superman Player in Part III: *On the Waterfront*. Play begins with #1: **Joker Awaits**.

1 - Joker Awaits

Standing amid a vast computerized headquarters housed within one of Gotham City's waterfront warehouses, the Joker stares intensely at your cowed

visage, an unusual look of concern upon his distortedly comic face. Above the hum and whirs of high-tech equipment, the Joker says, "So, what will it be? Will you go to the site and stop Luthor's plan, or will it be another dreary battle between old foes?"

If you refuse the Joker's request, go to #7.

If you refuse the Joker's request and initiate battle to apprehend the Clown Prince of Crime, go to #3.

If you agree to the Joker's request, go to #6.

If you agree to the Joker's request only if the Clown Prince promises to return to Arkham Asylum, go to #2.

2 - Optional Plan

With a dramatic gesture, the Joker throws a hand up to his forehead and sighs. "Oh, Batman," the Joker cries passionately, "how you do so hurt me. You cut me to the quick, to suspect me after all I've done for you here. We're a team, you and I, and if you can't trust your teammate, who can you trust?" The Joker smiles at you playfully, giving you a sly wink.

"I truly think it would be better for everyone if I remained here to monitor this equipment. What if something dreadful occurred while you were at the site and only I, the genius of all humanity, were present to offset total disaster?" The Joker dances around the warehouse like a ballerina, his arms flying up and over his head like some obscene atomic explosion.

"However, if you really must be a stinker," the Joker says, landing in a pirouette in front of you, "I suppose offsetting my own destruction through nuclear bombardment would be worth a

return to that dreary place, but I really promise to be good if you let me stay." The Joker clutches his hands to his chest, his eyes huge with longing.

If you agree to the Clown Prince's terms, go to #6.

If you remain adamant that the Joker be returned to Arkham Asylum for you to be a part of this plan, go to #13.

3 - Attack!

While you don't know what the Joker has planned, you're certain it can't amount to any good. With a speed and agility honed through years of intensive training, you launch quickly into the attack, hoping to catch the Clown Prince of Crime off-guard.

At this point, you will need to access the Joker's statistics located in this booklet's Non-Player Characters section (page 8), as you will be enacting the roles of both Batman and the Joker.

Note: It would be understandable to favor the Batman when role-playing the combat to follow. However, in the interests of accurate game play (and to get the most out of the adventure), you are encouraged to have each Character fight to his maximum. The Joker is serious in his cause and would, if necessary, spend every last Hero Point to defeat the Batman.

After accessing the Joker's statistics, begin phase-by-phase combat normally, using the standard rules for the DC HEROES Role-Playing Game.

If the Joker wins the battle, go to #10.

If Batman wins the battle, go to #4.

4 - No More Jokes

The battle between you and the Joker runs as fast and furious as the computerized hardware that fills the surrounding warehouse facility. Each punch is a bone-jarring blow to fell all but the most formidable of opponents. Eventually, however, the Joker—his face lined with traces of blood, his pointed

nose jutting awkwardly to one side—lets down his guard briefly but sufficiently for your keen abilities to capitalize on the moment.

With one well-placed blow the Joker is sent reeling, smashing into a far warehouse wall. He crumples to the floor, gasping for breath. Realizing the severity of his situation, the Joker props himself up on one wobbly arm and gazes up at you: a dark predator towering above its defeated prey.

"Batman," the Joker says weakly, a stream of blood pouring from his mouth, "you must believe me. This is no trick; Luthor plans to destroy both cities if we don't stop him, and to do that you must go to that site and examine the device—figure out how to disconnect it." The Joker smiles painfully, his lips bloody and swollen.

"Turn me in, then, call the police. I'm in no shape to argue. But at least go to the site and look. These monitors pinpoint its location. You may be our last chance now..." The Joker grasps at thin air, reaching out to you as he slips slowly into unconsciousness, his voice trailing down a long and darkened corridor.

If you reconsider the Joker's plea, go to #17.

If you choose to ignore the Joker's plea, go to #15.

5 - Turned Tables

"I can't believe it!" the Joker screams, jumping up and down in a tantrum. "What kind of hero are you? I offer you a sincere opportunity to save millions of people—supposedly the kind of thing heroes love to do—but does the mighty Batman go for it? Nooooo! He'd rather take out his petty tirade on one of his innocent old foes!" The Joker glares at you, his eyes seething.

"Well, fine, then!" The Clown Prince of Crime howls at you, slamming his fist on a nearby computer console for emphasis. "I'm dead serious about this, but if you won't stop this thing, then I will. Starting now!"

With a blinding speed, the Joker leaps at you, entering the heat of combat with a heartfelt fury.

At this point, you will need to access the Joker's statistics located in this booklet's *Non-Player Characters* section (page 8), as you will be enacting the roles of both the Batman and the Joker.

Note: It would be understandable to favor the Batman when role-playing the combat to follow. However, in the interests of accurate game play (and to get the most out of the adventure), you are encouraged to have each Character fight to his maximum. The Joker is

serious in his cause and would, if necessary, spend every last Hero Point to defeat the Batman.

After accessing the Joker's statistics, begin phase-by-phase combat normally, using the standard rules for the DC HEROES Role-Playing Game.

If the Joker wins the battle, go to #10.

If Batman wins the battle, go to #4.

6 - Agreement

After carefully considering your options, you announce your agreement to the Joker, who jumps gleefully into the air and begins hopping around like a March hare.

"Oh, Batman, I can't tell you how happy this makes me," the Joker says, a radiant gleam shining from his bleached face. "We'll stop Luthor yet . . . Nobody outplans the Joker!" The Clown Prince giggles repeatedly as he marches over to a vast computer console abounding with monitors.

"Now, then, Batman," the Joker continues, "our best plan is obviously for you to go and examine the device on site to determine how to disconnect it. Judging from these configurations, the device is housed on a small ocean station between Gotham and Metropolis . . . right here." The Joker points to an area directly centered between the two cities—obviously the most logical site.

"Now, I think we must assume Superman's involvement in this somehow. Luthor is an amazingly intelligent man, certainly not on a par with myself, mind you, but pretty smart nonetheless. If he has persuaded Superman against us . . . well, you may be in for a bit of a tussle."

The Joker turns to you and begins to say something, hesitating briefly, "I . . . I know we've had our disagreements in the past, Batman, but I wish you the best of luck here. I'm really not that crazy—about dying, that is." The Joker's face resumes its usual maniacal grin.

Note: PAUSE in playing this Batman solo-interactive adventure. Announce that you are ready to proceed to the site and wait until the Superman Player is also prepared.

At this point, ask the Superman Player what plan he has chosen in approaching the site. Inform the Superman Player that you have chosen plan "B." Each Player should continue by turning to the section indicated.

If the Superman Player chooses plan "D," go to #12.

If the Superman Player chooses plan "E," go to #8.

If the Superman Player chooses plan "F," go to #20.

7 - Refusal

The Joker looks at you dumbfounded and not without a hint of anger. "The mighty defender of Gotham City," he laughs scornfully. "Hah! You'd allow the death of millions before swallowing your damnable pride and joining forces with the enemy!"

"Fine, then," the Joker screams at you, distressed. "Go back to your cave and quiver in the darkness, Caped Crusader! I'll do this without your help. I swear to you, Batman, I am serious now. My future rests on our actions here, and I am going to stop this plan!" The Joker glares at you with a mixture of resentment and worry.

"I will not ask again," he says, grasping your costumed shoulder. "Millions of people seek your help. Will you go to the site and put a halt to Luthor's plan?"

If you reconsider and agree to the Joker's request, go to #6.

If you agree to the request only if the Joker promises to return to Arkham Asylum, go to #2.

If you still refuse the Joker's request, go to #5.

If you still refuse the Joker's request and wish to initiate battle in order to apprehend the Clown Prince of Crime, go to #3.

8 - Tense Situation

Far into the turbulent waters of the Atlantic Ocean sits a small, seafaring research station, obviously anchored securely to the ocean floor far below. The station itself looks somewhat like a miniature lighthouse, possessing one platform (perhaps ten or twelve feet square) and holding one large, rotating beacon, which serves as a warning to avoid potential collisions.

On one side of the large, metal shack supporting the beacon is a small door leading down into the body of the station, which is situated just below the oceanic water line. The station itself seems quite normal and unobtrusive: an unusual housing structure for such a potentially lethal device as it purportedly holds. The only particularly interesting aspect of the entire scene is the presence of Superman, who stands along one railed edge of the platform carefully watching your arrival, his scarlet cape billowing in the sea breeze.

As you approach the station's platform, the Man of Steel eyes you cautiously, unusually suspicious of your presence here. "Normally, I might be surprised to see you here," Superman says, "but somehow I'm not; I guess we share an interest in this device. But what exactly

do you plan to do here, provided I let you?"

Note: At this point, PAUSE in playing the Batman solo-interactive adventure and decide if you want to discuss matters with Superman or enter combat against him.

Wait until the other Player has reached the same point in the Superman adventure as this and then announce your decisions together.

If you want to discuss matters with Superman, announce that you choose plan "G." If the other Player chooses plan "I," go to #23. If the other Player chooses plan "J," go to #18.

If you want to immediately enter combat against Superman, announce that your decision is plan "H." If the other Player chooses plan "I," go to #26. If the other Player chooses plan "J," go to #21.

9 - Out of Action

With a renowned defiance, you steadfastly refuse to join in the Joker's mad scheme, although he decries you for doing so. Your final vision is the Joker's gloved fist rushing at you, then a jolt of pain courses through your aching body and the welcome blackness of unconsciousness washes over you like an ebony tide.

The Batman has been defeated for this adventure and you (the Batman Player) must now adopt the role of the Joker, as the Clown Prince of Crime leaves for the site and attempts to stop Luthor's plan. Refer to the Joker's statistics in this booklet's *Non-Player Characters* section (page 8).

Note: PAUSE in playing this Batman solo-interactive adventure. Announce that you are ready to proceed to the site and wait until the Superman Player is also prepared.

At this point, ask the Superman Player what plan he has chosen in approaching the site. Similarly, inform the Superman Player that you have chosen plan "A." Each Player should continue now by turning to the section indicated.

If the Superman Player chooses plan "D," go to #13.

If the Superman Player chooses plan "E," go to #8.

If the Superman Player chooses plan "F," go to #20.

10 - Painful Defeat

Amid a flurry of powerful combat, the Joker lands one tremendous punch, a blow which sends you to your knees gasping for breath. The high-tech electronic surroundings of the Gotham

Baywarehouse begin to waver in front of your eyes; the lights from the facility's computer monitors seem much too bright, almost dazzling.

A sudden jolt runs down your aching back as the Joker forcefully grabs your cowl, whipping your face up to meet his own. The twisted, maniacal grin which you have come to know all too well now fills your view, swimming throughout your consciousness.

"A delightful battle, dear," the Joker says from a thousand miles away, "but I told you I was serious about this one. Lex Luthor is our enemy here, not each other, although I hope we will be again soon. I ask you once more—for the final time, Batman: will you go to the site and stop Luthor's plan..."

"...or will it be nighty-nite for the famous Caped Crusader?" The Joker raises his fist high above your head, poised for your response.

If you reconsider and agree to the Joker's request, go to #11.

If you still refuse, go to #9.

11 - Strategy Session

The Joker gazes at you seriously, the import of your two actions and decisions here weighing heavily in the air. Solemnly, he walks over to one of the computer console's chairs and sits down, running a hand through his striking green hair. Then he glances up and meets your eyes intensely.

"Now then, Batman," the Joker begins, "our best plan is obviously for you to go and examine the device on site to determine how to disconnect it. Judging from these configurations, the device is housed on a small ocean station between Gotham City and Metropolis... right here." The Joker points to a nearby monitor, at an area directly centered between the two cities—obviously the most logical site.

"Now, I think we must assume Superman's involvement in this somehow. Luthor is an amazingly intelligent man—certainly not on a par with myself, mind you, but pretty smart nonetheless. If he has persuaded Superman against us... well, you may be in for a bit of a tussle."

The Joker turns to you and begins to say something, hesitating briefly, "I... I know we've had our disagreements, Batman, but I wish you the best of luck here. I'm really not that crazy—about dying, that is." The Joker's face resumes its normal maniacal grin.

Note: PAUSE in playing this Batman solo-interactive adventure. Announce that you are ready to proceed to the site and wait until the Superman Player is

also prepared.

At this point, ask the Superman Player what plan he has chosen in approaching the site. Similarly, inform the Superman Player that you have chosen plan "B." Each Player should continue now by turning to the section indicated.

If the Superman Player chooses plan "D," go to #12.

If the Superman Player chooses plan "E," go to #8.

If the Superman Player chooses plan "F," go to #20.

12 - Imposing Presence

Far into the turbulent waters of the Atlantic Ocean sits a small, seafaring research station, obviously anchored securely to the ocean floor far below. The station itself looks somewhat like a miniature lighthouse, possessing one platform (perhaps ten or twelve feet square) and holding one large, rotating beacon which serves as a warning to avoid potential collisions.

One one side of the large, metal shack that supports the beacon is a small door leading down into the body of the station, which is situated just below the oceanic water line. The station itself seems quite normal and unobtrusive: an unusual housing structure for such a potentially lethal device as it purportedly holds. The only disquieting aspect of the entire scene is the presence of Lex Luthor, who stands along one railed edge of the platform carefully watching your arrival.

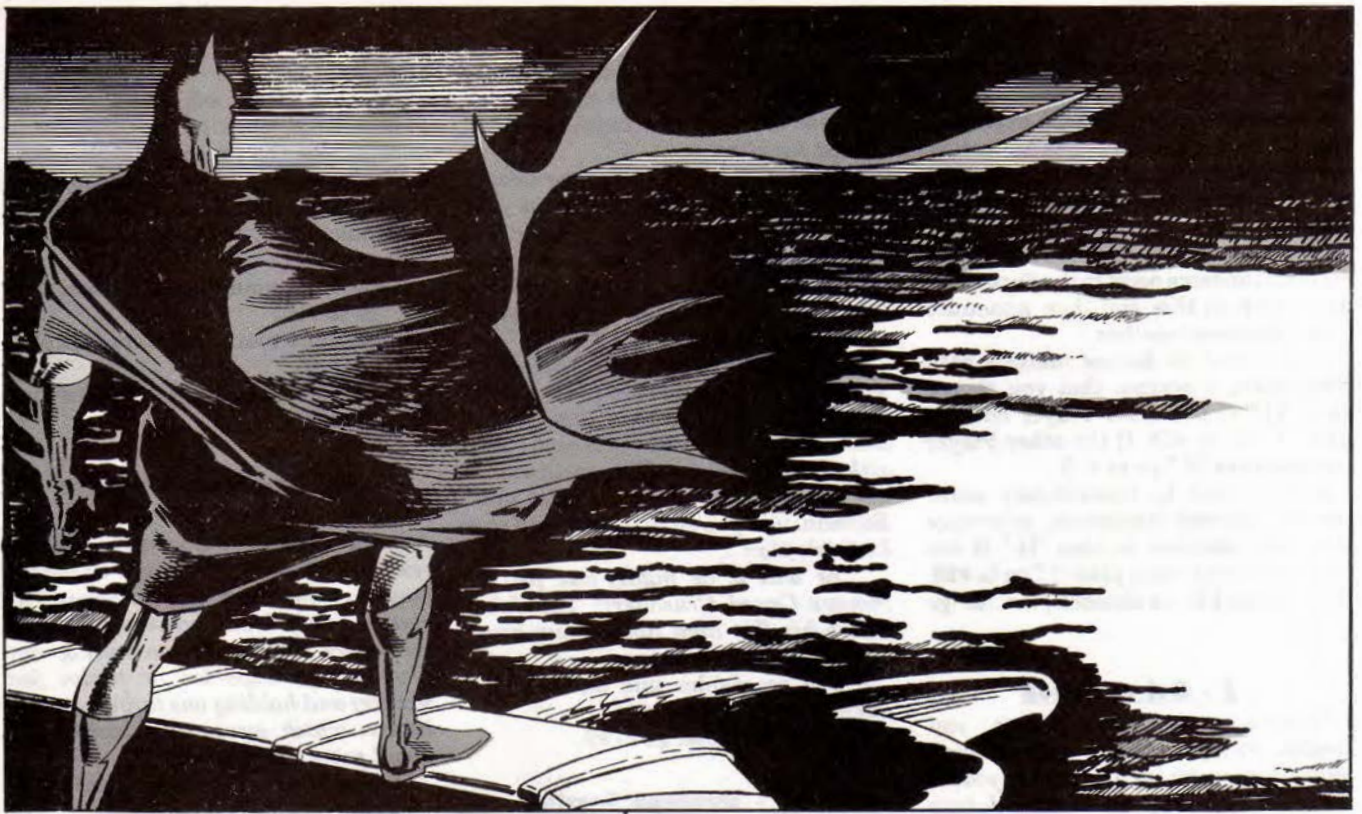
As your approach the station's platform, Luthor eyes you cautiously, openly suspicious of your presence here. "So, then... I see we share an interest in the device within this station," Luthor says, "And what exactly would your plans be here?"

Note: At this point, PAUSE in playing the Batman solo-interactive adventure and decide if you want to discuss matters with Lex Luthor or enter combat against him.

Wait until the other Player has reached the same point in the Superman adventure and then announce your decisions together.

If you want to discuss matters with Luthor, announce that you choose plan "G." If the other Player chooses plan "I," go to #23. If the other Player chooses plan "J," go to #18.

If you want to immediately enter combat against Luthor, announce that your decision is plan "H." If the other Player chooses plan "I," go to #26. If the other Player chooses plan "J," go to #21.



13 - Remain Adherent

The Joker looks at you carefully, a wry smile playing upon his red lips. Eventually, his upturned lips become a broad grin, as the Joker proclaims, "You certainly are the determined one, aren't you, Batman?"

The Joker saunters over to you and places his hands firmly on your shoulders, looking you square in the eyes. "But I admire that in a crimefighter, I really do." With a quick turn, the Joker spins around to address the warehouse, as if it were a congregation of his peers. "And so, ladies and gentlemen of the jury," the Joker proclaims, arms outstretched, "I agree to the Batman's terms. Cart me away—I'll pose no trouble."

"But first," the Joker says, raising one long, pointed finger high into the air, "hear me out. We must plan carefully if we're to defeat Luthor . . ."

Go to #11.

14 - Successful Analysis

While the device is complex and scientifically advanced, you gather enough information regarding its design to realize that any attempt to disconnect it from this location would prove amazingly hazardous to both Gotham City and Metropolis; the feedback would result in powerful explosions at both cities' harbors.

The only method of safely

disconnecting the device is for the connections supplying it with power from each of the cities to be severed simultaneously: an impossible task for one man—even yourself. By saving one city, you inadvertently choose to doom another to devastation, yet you force yourself to accept the lesser of two horrible evils.

If you choose to return to Gotham City Harbor and disconnect the device in the warehouse, go to #19.

If you choose to travel to Metropolis and disconnect the device housed within its harbor, go to #22.

15 - Deaf Ears

With the body of the defeated Clown Prince of Crime lying motionless at your feet, you gaze casually around the Gotham Bay warehouse, marveling at the Joker's ingenuity. But it is the audacity of the criminal mind—the grandiose scale to which it strives—that remains its downfall.

With a mighty hoist, you lift the Joker's crumpled body onto your shoulders and stride out of the warehouse as a squad of police cruisers, responding to calls of your activity, rush up to the dockyards. The officers are soon hailing your defeat of the Clown Prince of Crime.

Note: PAUSE in playing this Batman solo-interactive adventure. Announce that you have made a decision on proceeding to the site and wait until the

Superman Player is also prepared.

At this point, ask the Superman Player what plan he has chosen regarding the site. Similarly, inform the Superman Player that you have chosen plan "C."

If the Superman Player chooses plan "F," go to #24.

Otherwise, the conclusion of this adventure is now totally dependent on the events occurring in the Superman solo-interactive adventure. The Superman Player should inform you of the results after completion of that adventure, at which point you should both proceed to the Endgame section.

16 - Insufficient Information

Try as you might, the device is of such complexity as to thwart your attempts to perceive its design. The device continues to hum with a growing power as you stand beside it, helpless to halt its progress.

Suddenly, an inner voice seems to arise. You feel a strange presence enter your mind, filling your consciousness with a vision of the device and revealing its intrinsic design to you. Your thoughts grow sluggish and difficult as the voice speaks cautiously in your mind, pressing its issue toward you: an urgent cry to disconnect the Metropolis terminal first!

As the voice diminishes into the rhythmic pounding of the ocean waves against the station's exterior, your head slowly clears. You begin to wonder if the

voice was really there at all, or if the astounding pressures of this critical mission are simply beginning to take their toll.

If you choose to return to Gotham City Harbor and disconnect the device in the warehouse, go to #19.

If you choose to travel to Metropolis and disconnect the device housed within its harbor, go to #22.

17 - Second Thoughts

With the body of the defeated Clown Prince of Crime lying motionless at your feet, you begin to reflect on the Joker's comments, weighing the truly dramatic consequences should your lifelong enemy's words prove correct.

Reflecting on your two careers, you recall the Joker's single-minded and relentless pursuit of your demise: a personal vendetta which knows no limit. Yet the Joker pursued your assistance with such sincerity—such unusual fervor with no concern for himself—that you wonder if his accusations against Luthor could be correct.

In an instant, you decide your course of action: to examine the site, perhaps as much to satisfy your own curiosity as anything else. A glance toward your fallen enemy assures you it is safe to leave him behind, and an examination of the computer monitor console provides you with the device's location—dead center between Gotham City and Metropolis. You head out to the site, uncertain of what you will find there.

Note: PAUSE in playing this Batman solo-interactive adventure. Announce that you are ready to proceed to the site and wait until the Superman Player is also prepared.

At this point, ask the Superman Player what plan he has chosen in approaching the site. Similarly, inform the Superman Player that you have chosen plan "B." Each Player should continue now by turning to the section indicated.

If the Superman Player chooses plan "D," go to #12.

If the Superman Player chooses plan "E," go to #8.

If the Superman Player chooses plan "F," go to #20.

18 - Sudden Attack

As you calm slightly, preparing to discuss the unusual matters with the man in front of you, he quickly moves in for the attack, obviously preferring to enter battle against you rather than discuss the situation rationally.

Note: PAUSE in playing the Batman solo-interactive adventure, announce you are prepared for combat between

your Characters and wait until the other Player is also prepared. Once both Players are ready, the battle progresses under normal, phase-by-phase structure of the DC HEROES Role-Playing Game.

If your Character wins the battle, go to #29.

If your opponent wins, go to #28.

19 - Gotham Bound

Pressed on by the urgency of your mission, you return to Gotham Harbor at an incredible rate, rushing into the docking bay warehouse and down to the power converter resting below the facility.

With a rapid stroke, you grasp the tangle of wires and terminal relays that play about the converter's base and pull them from their connections, as sparks fly and electricity crackles madly around the converter. Eventually, the powerful hum which accompanied the device's operation dwindles, only to be replaced by the urgent shouts from Gotham's citizens, passing word of the great blast which destroyed much of neighboring Metropolis' waterfront to the north.

Your mind reels, concentrating not on the millions of people of your own city whom you saved from terrors unimaginable, but on the siege of Metropolis created by your own hand. In your grief, you imagine the horrified cries of Metropolis' dock workers as they are bombarded by contaminated, lifeless fish and soaked with irradiated ocean water.

If you are playing Batman, go to #46.

If you are playing the Joker, go to #42.

20 - Isolated Station

Far into the turbulent waters of the Atlantic Ocean sits a small, seafaring research station, obviously anchored securely to the ocean floor far below. The station itself looks somewhat like a miniature lighthouse, possessing one platform (perhaps ten or twelve feet square) and holding one large, rotating beacon which serves as a warning to avoid potential collisions.

On one side of the large metal shack supporting the beacon is a small door leading down into the body of the station, which is situated just below the oceanic water line. The station itself seems quite normal and unobtrusive: an unusual housing structure for such a potentially lethal device as it purportedly holds.

The station's only door opens with a salt-encrusted creak, remnant of the years of exposure to sea air. Down a long stairwell, leading below the surface of the icy Atlantic, is a small room filled with electronic wiring and scientific hardware; all of which connects to an

unusual device housed inside a sturdy glass casing, which rests slightly submerged in the ocean waters. The device itself is composed of a large, metallic-looking rod around which is encircled a metal coil.

The device seems alive with powerful energy: a vibrant force which seems to grow with every passing moment.

Make an Action Check using the Scientist or Gadgetry Skill against an OVRV of 18/18 to analyze the device. (A Character with neither Skill may attempt "Unskilled Use" by applying +2 CS modifiers to the OV and RV.)

If you receive 9 or more RAPs, go to #14.

If you receive fewer than 9 RAPs, go to #16.

21 - Mutual Combat

It quickly becomes obvious that neither of you trusts the other, for at almost the same instant you turn and move to battle each other atop the crusty, wind-blown top of the oceanic station platform.

Note: PAUSE in playing the Batman solo-interactive adventure, announce you are prepared for combat between your Characters, and wait until the other Player is also prepared. Once both Players are ready, the battle progresses under normal, phase-by-phase structure of the DC HEROES Role-Playing Game.

If your Character wins the battle, go to #29.

If your opponent wins, go to #28.

22 - Metropolis Bound

Pressed on by the urgency of your mission, you speed toward Metropolis Harbor at an incredible rate, rushing to locate the docking bay warehouse which houses this city's damnable electrical power converter. Hundreds of people clamor around you, excited to catch a glimpse of one of Gotham City's most-renowned personalities.

It seems days before you locate the facility, below which rests the device you seek. With a rapid stroke, you grasp the tangle of wires and terminal relays that play about the converter's base and pull them from their connections, as sparks fly and electricity crackles madly around the converter. Eventually, the powerful hum which accompanied the device's operation dwindles, only to be replaced by the urgent shouts from Metropolis' citizens, passing word of the great blast which destroyed much of neighboring Gotham City' waterfront to the south.

Your mind reels, concentrating not on the millions of people of this fair city whom you saved from terrors unimaginable, but on the siege of your

own Gotham created by your hand this day. In your grief, you imagine the horrified cries of Gotham City's dock workers as they are bombarded by contaminated, lifeless fish and soaked with irradiated ocean water.

If you are playing Batman, go to #46.

If you are playing the Joker, go to #42.

23 - Frank Discussion

You hesitantly approach your opponent, a man you know to be both powerful and clever: one of the most brilliant minds on Earth. As you prepare to breach your topic, you are amazed when your opponent himself does the same.

"Obviously," he begins, "we are here bearing similar interests. Perhaps we had best discuss matters before they get out of hand." He eyes you cautiously, ready for the slightest motion of malcontent.

Note: PAUSE in playing the Batman solo-interactive adventure and announce you are ready to discuss matters. At this point in the game, you and the other Player should role play a discussion between your respective Characters, attempting to gain enough information to resolve the situation.

The Players should feel free to reveal any and all information they wish to the opposing Character's Player, keeping in mind the role-playing aspect of each Character's disposition to his opponent and of what information each Character is aware. Once you have conversed sufficiently, continue play with the following options:

If the Characters agree to analyze the device within the station, go to #25.

Otherwise, the Characters will initiate combat; go to #21.

24 - Bombardment

As you march triumphantly from the decrepit warehouse along Gotham Harbor's dockyards with the Joker's motionless body riding atop your powerful shoulders, you notice that the horizon off the harbor is glowing with a bright, vibrant radiance. The distance glows a deep red and casts an iridescent hue throughout the morning sky.

Suddenly, you feel your entire body tingle with sensation, the effect burrowing into the very core of your being, coursing through your body like a wildfire and invading you to the cellular level. As you progress through Gotham's streets, your limbs grow heavier with every passing moment, a terrible flush overtakes your system, and your skin starts to feel as if it were afire.

With a dawning horror, you realize

that the Joker's words were true; some terrifying nuclear device stationed beyond Gotham Harbor even now irradiates every living creature in its range with powerful, deadly neutrons. As you grow hot with fever, your mind wanders forward, envisioning the millions of people doomed to ghastly, excruciating deaths and—perhaps worse—the daily tortures of radiation-induced cancer.

As you stand in languid agony amid the Gotham streets, a gloating, condescending voice comes from deep within your mind. "See the dawning of a new day, Batman—a day which voids Gotham City and Metropolis of its human infection!" the voice laughs uproariously, as the grinning image of Brainiac appears before your eyes.

"Truly, Caped Crusader," Brainiac continues, "you prove your feeble-minded ineffectiveness here; a fact I revel in demonstrating; so short-sighted were you as to overlook the workings of the universe's greatest genius while I so effortlessly eliminated Earth's most pitiful cities! Such a disappointment was the culmination, as both you and the contemptible Man of Steel simply stood by, impassive. My inevitable victory would have been all the more valuable had either of you made some effort . . ." Brainiac stares down at you maniacally, a savage gleam in his possessed eyes.

"By now you must know it was I behind the plot the entire time," the madman continues. "The process was so simple, went so smoothly: to implicate the Joker in the events in Gotham City, provide for his escape by luring him to create a small version of my device; to control the men whom I secretly hired to perform my crimes into believing the Joker was their employer. Imagine that fool even contemplating such a brilliant scheme! And then to draw suspicion onto Lex Luthor—my greatest joy, and all too simple.

"Even the mighty Superman was led along the trail. By perpetrating my crimes with and constructing equipment from items manufactured by LexCorp, the process of implicating Luthor was frightfully easy. The total defeat of my greatest enemies! My scientific genius played pawns of all involved, resulting in the destruction of two worthless, misbegotten cities—their insignificant inhabitants crushed like helpless insects.

"And yet," Brainiac smiles, "the most wonderful part of my brilliant plan is that Superman failed the most miserably in his inability to see through my plan and save the innocent millions in your cities, unwitting victims in my vendetta against the Man of Steel. I revel in the

results: a greater tribulation, as Superman must be held responsible for his own inaction—a gem for which I am indebted to you both." Brainiac's face turns up as if to the heavens and grins.

"The day belongs to Brainiac, a result of your cowardice, Caped Crusader. Go now to the pitiful citizens on whom you turned your back. Let them crawl to you, seeking your laughable assistance as the fires consume them from within—fires ignited of your own incompetence, even as a dog will lick the hand of a master who beats him!

"My thanks for your role in this delightful contest, fool," Brainiac says, smiling widely, "truly a game I shall cherish forever: to have so thoroughly ruined the lives and reputations of two of Earth's greatest heroes. Poor, insipid Earth, how much it sorely lacks . . . And so I leave you to wallow in the knowledge of your own abysmal failure!"

With an echoing, frightful laugh, Brainiac's image blurs and then fades completely, leaving you staring at the lifeless city streets and wracked with a searing pain.

You struggle to return to the darkened halls of Wayne Manor, although you dread the prospect of viewing the endless televised reports of the results of your failure. For a while, you sit motionless on the littered concrete of a Gotham alleyway, until you realize that tomorrow is another day—a day on which Brainiac will pay for his horrible crimes.

•THE ADVENTURE HAS ENDED•

If you wish to attempt to offset the effects of the radiation, treat the exposure as if it were a normal Poison Touch attack with an AV/EV equal to 30/30. Damage sustained is considered Killing Combat.

Regardless of the outcome, play now concludes with Endgame.

25 - Team Analysis

With an apparently single-minded goal toward the destruction of the device, you and your heretofore opponent prepare to venture down into the dank recesses of the ocean-based station. The station's only door opens with a salt-encrusted creak, remnant of the years of exposure to sea air.

Down a long stairwell, leading below the surface of the icy Atlantic, is a small room filled with electronic wiring and scientific hardware; all of which connects to an unusual device housed inside a sturdy glass casing, which rests slightly submerged in the ocean waters. The device itself is composed of a large, metallic-looking rod around which is

encircled a metal coil.

The device seems nearly alive with powerful energy: a vibrant force which seems to grow with every passing moment.

Make an Action Check using the Scientist or Gadgetry Skill against an OV/RV of 18/18 to analyze the device, remembering to add the Team Attack modifier of -2 Column Shifts to the Opposing Value.

If the attempt receives 9 or more RAPs, go to #33.

If the attempt receives fewer than 9 RAPs, go to #27.

26 - Into the Fray

Standing beside the railing atop the station platform, your opponent turns from you, talking almost casually about the device beneath the waters. It is a perfect opportunity for attack, one which you do not waste.

Note: PAUSE in playing the Batman solo-interactive adventure. Announce you are prepared for combat between your Characters and wait until the other Player is also prepared. Once both Players are ready, the battle progresses under normal, phase-by-phase structure of the DC HEROES Role-Playing Game.

If your Character wins the battle, go to #29.

If your opponent wins, go to #28.

27 - Definite Feeling

Try as you might, the device is of such a complexity as to thwart your attempts to perceive its design. The device continues to hum with a growing power as you stand beside it, helpless to halt its progress.

Suddenly, an inner voice seems to arise, and you feel a strange presence enter your mind, filling your consciousness with a vision of the device, revealing its intrinsic design to you. Your thoughts grow sluggish and difficult, as the voice speaks cautiously in your mind, pressing its issue toward you: an urgent cry to disconnect the Metropolis terminal first!

As the voice diminishes into the rhythmic pounding of the ocean waves against the station's exterior, your head slowly clears, and you begin to wonder if the voice was really there at all, or if the astounding pressures of this critical mission are simply beginning to take their toll.

If you previously joined forces with your opponent when analyzing the fusion device, go to #37.

If you analyzed the device alone, having previously defeated your opponent in combat, go to #35.

28 - Defeated

In a flurry of powerful blows, you find yourself driven to the rusted floor of the station's metal platform, exhausted. Unable to provide any opposition, you watch helplessly as your opponent heads toward the platform's only door, venturing down into the dank recesses of the ocean-based station. The door opens with a salt-encrusted creak, remnant of the years of exposure to sea air, as your victor disappears into the station.

Note: At this point, the outcome of this portion of the Batman solo-interactive adventure is dependent on the actions of the other Player. You should PAUSE now and await the decision of the other Player relative to completing your adventure.

The other Player could confer with you and offer a mutual solution to the situation. In this case, role play the conversation, discussing matters as Character to Character until some solution is reached, which will ultimately be decided by the other Player.

If your Characters agree to disconnect the harbor power supplies simultaneously and you are playing the Batman, go to #36.

If your characters agree to disconnect the harbor power supplies simultaneously and you are playing the Joker, go to #49.

If your Characters agree to disconnect the power supply in Metropolis Harbor first, go to #38.

If your Characters agree to disconnect the power supply in Gotham Harbor first, go to #47.

If your Characters disagree completely and your opponent chooses to disconnect the power supply in Metropolis Harbor first, go to #51.

If your Characters disagree completely and your opponent chooses to disconnect the power supply to Gotham Harbor first, go to #41.

29 - Victory

In a flurry of powerful blows, you drive your exhausted opponent to the rusted floor of the station's metal platform. Unable to oppose you any longer, he watches helplessly as you head toward the platform's only door, venturing down into the dank recesses of the ocean-based station. The door opens with a salt-encrusted creak, remnant of the years of exposure to sea air.

Down a long stairwell, leading below the surface of the icy Atlantic, is a small room filled with electronic wiring and scientific hardware; all of which connects to an unusual device housed inside a

sturdy glass casing, which rests slightly submerged in the ocean waters. The device itself is composed of a large, metallic-looking rod around which is encircled a metal coil.

The device seems nearly alive with powerful energy: a vibrant force which seems to grow with every passing moment.

Make an Action Check using the Scientist or Gadgetry Skill against an OV/RV of 18/18 to analyze the device.

If you receive 9 or more RAPs on the attempt, go to #33.

If you receive fewer than 9 RAPs on the attempt, go to #27.

30 - Forced Vision

Upon reconsidering your insight, you get the definite feeling that your original assumption as to the best method of disconnecting the device was entirely correct. In fact, the thought of following action relative to your vision sends shivers of fear coursing throughout your form, as the result would probably have been ultimately catastrophic.

Obviously, the only safe method of halting the device's culmination is to disconnect the two harbor power supplies simultaneously. The more you consider the effects and origin of your insight, the more convinced you are that it originated, not from your own subconscious, but from some exterior influence.

If you previously joined forces with your opponent when analyzing the fusion device, go to #37.

If you analyzed the device alone, having previously defeated your opponent in combat, go to #35.

31 - Verification

The strange experience of perceiving inner voices and visions prompts you to question your own feelings and abilities—an understandable hesitation with such dramatic consequences at stake.

Make an Action Check using your INT/WILL as the AV/EV against an OV/RV of 10/10 to question your new insight and verify the method of disconnecting the device.

If you receive 7 or more RAPs on the attempt, go to #30.

If you receive fewer than 7 RAPs on the attempt, go to #34.

32 - Metropolis Harbor

Pressed on by the urgency of your mission, you speed toward Metropolis Harbor at an incredible rate, rushing to locate the docking bay warehouse which houses this city's abominable electrical

power converter. Hundreds of people clamor around you, excited to catch a glimpse of one of Gotham's most-renowned personalities in their city.

It seems days before you locate the facility, below which rests the device you seek. With a rapid stroke, you grasp the tangle of wires and terminal relays that play about the converter's base and pull them from their connection, as sparks fly and electricity crackles madly around the converter. Eventually, the powerful hum which accompanied the device's operation dwindles, only to be replaced by the urgent shouts from Metropolis' citizens, passing word of the great blast which destroyed much of neighboring Gotham City's waterfront to the south.

Your mind reels, concentrating not on the millions of people of this fair city whom you saved from terrors unimaginable, but on the siege of your own Gotham created by your hand this day. In your grief, you imagine the horrified cries of Gotham City's dock workers as they are bombarded by contaminated, lifeless fish and soaked with irradiated ocean water.

If you are playing Batman, go to #46.

If you are playing the Joker, go to #42.

33 - Success

While the device is complex and scientifically advanced, you gather enough information regarding its design to realize that any attempt to disconnect it from this location would prove amazingly hazardous to both Gotham City and Metropolis; the feedback would result in powerful explosions in both cities' harbors.

From your analysis, you gather that the only method of safely disconnecting the device is for the connections supplying the device with power from each of the cities be severed simultaneously: an impossible task for only one man—even yourself. The decision weighs heavily upon you—whether or not to align yourself with your heretofore opponent in an attempt to thwart nuclear destruction.

As you struggle with the burden, an inner voice seems to arise, warning you against simultaneously disconnecting the devices. Your mind begins to grow hazy and muddled, your thinking tenuous, as the voice presses its issue toward you: an urgent cry to disconnect the Metropolis terminal first!

As the voice diminishes into the rhythmic pounding of the ocean waves against the station's exterior, your head slowly clears. You begin to wonder if the voice was really there at all, or if the pressures of this critical mission are simply beginning to take their toll.

If you wish to question your new insight, go to #31.

If you previously joined forces with your opponent when analyzing the fusion device, go to #37.

If you analyzed the device alone, having previously defeated your opponent in combat, go to #35.

34 - Change of Mind?

Upon reconsidering your insight, while you once held the definite belief that your original assumption as to the best method of disconnecting the device was correct, the new concept—to disconnect the power supply from Metropolis Harbor first—now rings true to you. And, while you can't shake the feeling that the idea seems unusually forced and artificial, you grudgingly accept that inspiration is occasionally unique in its presentation.

If you previously joined forces with your opponent when analyzing the fusion device, go to #37.

If you analyzed the device alone, having previously defeated your opponent in combat, go to #35.

35 - Personal Decision

PAUSE in playing this Batman solo-interactive adventure. As you have previously defeated your opponent prior to this moment, you are now in a position to dictate the actions to follow in this adventure.

If you wish to discuss the situation with the other Player, you may do so now, offering whatever information regarding the adventure you wish to reveal. You may wish to discuss possible options in disconnecting the device with the other Player or not; as the previous victor, you have ultimate say in completing the adventure.

Once you have conversed with the other Player, if you needed to do so, inform the other Player of your decision regarding disconnection of the device and proceed with play according to the following options:

If your Characters agree to simultaneously disconnect the harbor power supplies and you are playing the Batman, go to #36.

If your Characters agree to simultaneously disconnect the harbor power supplies and you are playing the Joker, go to #49.

If your Characters agree to disconnect the power supply in Metropolis Harbor first, go to #38.

If your Characters agree to disconnect the power supply in Gotham harbor first, go to #47.

If your Characters disagree and you decide to disconnect Metropolis Harbor's

power supply first, go to #32.

If your Characters disagree and you decide to disconnect the power supply in Gotham Harbor first, go to #39.

36 - Heroic Efforts

With a determination and mettle to define a true hero, you agree to join forces and simultaneously disconnect the power supplies from your two cities' harbors. Pressed on by the urgency of your mission, you speed toward the harbor at an incredible rate, rushing into the docking bay warehouse and down to the power converter which rests below the facility.

The minutes between your arrival and the agreed-upon time of disconnection languish in an infinite expanse of nervous anxiety; your mind flushes with images of wanton destruction should your decision or timing be incorrect. It is the cost of being a true hero, to daily embrace responsibility for the lives of countless, thankless millions. It is a cost you've paid many times over, and do so again, as the seconds tick away with dramatic import.

Until the time arrives, and with one rapid stroke you grasp the tangle of wires and terminal relays that play about the converter's base and pull them from their connections, as sparks fly and electricity crackles madly around the converter. Eventually, the powerful hum which accompanied the device's operation dwindles, only to be replaced by the calm, rhythmic sound of harbor waters lapping serenely upon the gentle shores.

In your mind, you know your action has met with success, for, although you are distanced from the hearts of mighty Metropolis and your own Gotham City, for one brief moment you felt unified with every sole inhabitant and prepared to cry with them in agony had your efforts been in vain. Instead, all that remains around you is silence, your valiant actions ignored by a disinterested world. There are no celebrations, no thank-yous, no hint of appreciation from the millions who can still go about their daily lives.

With a casual smile and a hero's contentment of heart, you cherish the blissful silence.

Eventually, the silence is broken, as from deep within your mind comes a disappointed, critical voice, "Curse you, Batman, for your damnable involvement!" the voice rages as the furious, seething face of Brainiac appears before your eyes.

"Truly, Caped Crusader," Brainiac continues, "your actions this day shall return to haunt you, I swear. That you

proved able to defeat my plans is unimaginable—to the extent that I was unable to destroy even one of Earth's pitiful cities! And the final cut is that it went so perfectly—until your involvement at the station site.”

Brainiac's image scowls at you angrily, “By now you must know it was I behind the plot the entire time. The process was so simple, went so smoothly: to implicate the Joker in the events in Gotham City, provide for his escape by luring him to create a small version of my device; to control the men whom I secretly hired to perform my crimes into believing the Joker was their employer, unbeknownst to all involved. Imagine that fool even contemplating such a brilliant scheme! And then to draw suspicion onto Lex Luthor—my greatest joy, and all too simple.

“Even the mighty Superman was led along the trail. By perpetrating my crimes with and constructing equipment from items manufactured by LexCorp, the process of implicating Luthor was frightfully easy. My scientific genius played pawns of all involved, save what resulted in my greatest enemy: time itself. In mere hours, Caped Crusader, I would have seen fruition of my plan—and for your part, I swear my revenge!

“But what is done is done; genius cannot dwell on past failures. I congratulate you on your luck this day, Batman, and assure you our next confrontation shall prove much less favorable for you!”

With an echoing, frightful laugh, Brainiac's image blurs and then fades completely, leaving in its wake the slow flush of the swelling tides and the increasing sounds of morning bustle along Gotham's ocean front. Emerging from the confines of the bayside warehouse, you gaze across the bay and admire the beautiful, scenic artwork that is this city's noble skyline.

•THE ADVENTURE HAS ENDED•

Play concludes with Endgame.

37 - Ultimate Decisions

As you slowly emerge from the recesses of the submerged station that houses the deadly Cold Fusion device, your thoughts are a jumble of options and courses, each of which could save the lives of millions—or doom them to horrible destruction. A cool ocean breeze wafts casually past your hardened features, a brief repast during events of paramount importance.

You know of the existence of a Cold Fusion device capable of irradiating both Gotham City and Metropolis with billions of nuclear particles. You know



that if you disconnect the device from its power sources, the threat of nuclear bombardment is alleviated. Yet improper disconnection could result in an electrical feedback sufficient to destroy one of the cities, exploding the molecules of the very air surrounding it.

All the while, the device not twenty feet away from you hurls toward completion of its goal. At once, you know so much—and so little.

Note: PAUSE in playing this Batman solo-interactive adventure and decide if you wish to confer with the other Player, disconnect the device in Metropolis Harbor, or disconnect the device in Gotham Harbor.

Once you have made a decision, announce that you have done so and wait for the other Player to reach the same point in the Superman adventure. At this point, ask the other Player what he has chosen to do regarding disconnection of the device. Similarly, inform the other Player of your choice, as indicated following, and turn to the appropriate section to continue play.

If you want to confer with the other Player as to a plan of action, announce that you have chosen plan “K.” If the other Player chooses plan “N,” go to #40. If the other Player chooses plan “O,” go

to #44. If the other Player chooses plan “P,” go to #44.

If you decide not to confer with the other Player and want to go disconnect the device in Metropolis Harbor, announce that you have chosen plan “L.” If the other Player chooses plan “N,” go to #50. If the other Player chooses plan “O,” go to #38. If the other Player chooses plan “P,” go to #48.

If you decide not to confer with the other Player and want to go disconnect the device in Gotham Harbor, announce that you have chosen plan “M.” If the other Player chooses plan “N,” go to #50. If the other Player chooses plan “O,” go to #39. If the other Player chooses plan “P,” go to #47.

38 - Metropolitan Duo

Pressed on by the urgency of your mission, you speed toward Metropolis Harbor at an incredible rate, rushing to locate the docking bay warehouse which houses this city's damnable electrical power converter. As you arrive, hundreds of people clamor around you, excited to catch a glimpse of one of Gotham's most-renowned personalities in their city.

The people begin to murmur amongst themselves; several hushed comments and gasps make their way to your ears.

Soon, the crowd parts as the man you only recently left upon an ocean-based fusion station approaches, his intense demeanor dramatically paralleling your own intentions. You obviously possess a determined associate in your mission. With little time left, the two of you head toward the harbor to complete your frantic quest.

It seems days before you locate the facility, below which rests the device you seek. With a rapid stroke, you grasp the tangle of wires and terminal relays that play about the converter's base and pull them from their connections, as sparks fly and electricity crackles madly around the converter. Eventually, the powerful hum which accompanied the device's operation dwindles, only to be replaced by the urgent shouts from Metropolis' citizens, passing word of the great blast which destroyed much of neighboring Gotham City's waterfront to the south.

Your mind reels, concentrating not on the millions of people of this fair city whom you saved from terrors unimaginable, but on the siege of your own Gotham created by your hand this day. In your grief, you imagine the horrified cries of Gotham City's dock workers as they are bombarded by contaminated, lifeless fish and soaked with irradiated ocean water.

If you are playing Batman, go to #46.

If you are playing the Joker, go to #42.

39 - Gotham Harbor

Pressed on by the urgency of your mission, you speed toward Gotham Harbor at an incredible rate, rushing to locate the docking bay warehouse which houses this city's abominable electrical power converter. Hundreds of people clamor around you, excited to catch a glimpse of one of their city's most-renowned personalities.

It seems days before you locate the facility, below which rests the device you seek. With a rapid stroke, you grasp the tangle of wires and terminal relays that play about the converter's base and pull them from their connections, as sparks fly and electricity crackles madly around the converter. Eventually, the powerful hum which accompanied the device's operation dwindles, only to be replaced by the urgent shouts from Gotham's citizens, passing word of the great blast which destroyed much of neighboring Metropolis' waterfront to the north.

Your mind reels, concentrating not on the millions of people of this fair city whom you saved from terrors unimaginable, but on the siege of Metropolis created by your own hand this day. In your grief, you imagine the

horrified cries of Metropolis' dock workers as they are bombarded by contaminated, lifeless fish and soaked with irradiated ocean water.

If you are playing Batman, go to #46.

If you are playing the Joker, go to #42.

40 - Mutual Conference

In the face of such dire consequences, your opponent is apparently as concerned with the result as you are, for the moment you turn to face him, he is already approaching you to discuss the matter.

Note: PAUSE in playing this Batman solo-interactive adventure and announce that you are ready to confer with the other Player. At this point in the game, you and the other Player should role play a discussion between your Characters, attempting to gain information and a resolution to the situation.

The Players should feel free to reveal any information they wish to the opposing Character's Player, keeping in mind the role-playing aspect of each Character's disposition toward his opponent and what information the Character knows and what experiences the Character has had recently.

Once you have conversed and each Character has decided on his own method of action, thereby establishing an ultimate plan, continue play with the following options:

If your Characters agree to simultaneously disconnect the harbor power supplies and you are playing the Batman, go to #36.

If your Characters agree to simultaneously disconnect the harbor power supplies and you are playing the Joker, go to #49.

If your Characters agree to disconnect the power supply in Metropolis Harbor first, go to #38.

If your Characters agree to disconnect the power supply in Gotham Harbor first, go to #47.

If your Characters disagree completely and you previously defeated your opponent, the following two options apply: 1) if you want to disconnect the power supply at Metropolis Harbor first, inform the other Player of this and then go to #38, or 2) if you want to disconnect the power supply at Gotham Harbor first, inform the other Player of this and then go to #39.

If you wish to combat the other Player's Character, go to #45.

41 - Metropolis Falls

Unable to prevent your determined opponent from racing toward Gotham

Harbor, you watch helplessly as he leaves you to languish on the cold, wind-swept reaches of the ocean-based station. Almost casually, you glance toward Metropolis, a majestic silhouette on the horizon, then you feel the very air surrounding you begin to tingle with a tremendous energy.

Suddenly, an unbelievable explosion pounds your ears as an invisible wall of force throws you violently against the metal railing of the station platform. Before you can glance up to see the first wave of rubble, irradiated ocean water descends on the once-mighty Metropolis. Even at this distance, you hear the mournful cries of its injured citizens and see horrible visions of the many who must be suffering immensely from the results of this blast.

Your mind reels, concentrating not on the millions of people in your own Gotham City who must have been saved from terrors unimaginable, but on the siege of Metropolis created this day. In your grief, you imagine the horrified cries of Metropolis' dock workers as they are bombarded by contaminated, lifeless fish and soaked with irradiated ocean water.

If you are playing Batman, go to #46.

If you are playing the Joker, go to #42.

42 - Controlling Force

Incredibly, from deep within your mind comes a gloating condescending voice. "See the dawning of a new day, Joker—a day which voids one of Earth's mightiest cities of its human infection!" the voice laughs uproariously, as the grinning image of Brainiac appears before your eyes.

"Truly, Clown Prince," Brainiac continues, "you prove your feeble-minded ineffectiveness here, playing the role of hero. So short-sighted were you as to overlook the workings of the universe's greatest genius while I so effortlessly eliminated so pitiful a city! Such a disappointment was the culmination, as you proved so unworthy of the task; my inevitable victory would have been all the more valuable had you made any useful effort. Pity that a true hero such as the Batman had not the opportunity to test my wiles." Brainiac stares down at you maniacally, a savage gleam in his possessed eyes.

"By now you must know it was I behind the plot the entire time," the madman continues, "The process was so simple, went so smoothly: to implicate you in the events in Gotham City, provide for your escape by luring you to create a small version of my device; to control the men whom I secretly hired to perform my

crimes into believing that you were their employer, unbeknownst to all involved. Imagine a fool like yourself even contemplating such a brilliant scheme! And then to draw suspicion onto Lex Luthor—my greatest joy.

"Even the mighty Superman was led along the trail. By perpetrating my crimes with and constructing equipment from items manufactured by LexCorp, the process of implicating Luthor was frightfully easy. The total defeat of my greatest enemies! My scientific genius played pawns of all involved, resulting in the destruction of two worthless, misbegotten cities—their insignificant inhabitants crushed like helpless insects.

"And yet," Brainiac smiles, "the most wonderful part of my brilliant plan is that Superman failed the most miserably in his inability to see through my plan and save all the innocent millions, unwitting victims in my vendetta against the Man of Steel. I revel in the results: a greater tribulation, as Superman must be held responsible for his own inaction—a gem for which I am indebted to you both." Brainiac's face turns up as if to the heavens and grins.

"The day belongs to Brainiac, a result of your cowardice, Joker. Go now, if you dare, and observe the effects of a true criminal genius—flatter yourself no more with delusions of your own prowess, for Brainiac is always your better!"

"My thanks for your role in this delightful contest, fool," Brainiac says, smiling widely, "truly a game I shall cherish forever: to have so thoroughly ruined the lives and reputations of Earth's greatest heroes. Poor, insipid Earth, how much it sorely lacks . . . And so I leave you to wallow in the knowledge of your own abysmal failure!"

With an echoing, frightful laugh, Brainiac's image blurs and then fades completely, leaving you to contemplate the failure of what you thought to be your own inspired genius—a total loss which so devastates your self-confidence that you wonder if you shall ever recover.

•THE ADVENTURE HAS ENDED•

Play concludes with Endgame.

43 - Stationed Defeat

In a flurry of powerful blows, you find yourself driven to the rusted floor of the station's metal platform, exhausted. Unable to provide any opposition, you watch helplessly as your opponent regards you almost contemptuously, deciding what course of action to take regarding the disconnection of the fusion device and your involvement in the entire situation. With a sudden abruptness to

parallel the events, an ocean breeze picks up quickly, sending showers of brine stinging into your eyes.

Note: At this point, the outcome of this portion of the Batman solo-interactive adventure is totally dependent on the actions of the other Player. You should PAUSE now and await the decision of the other Player relative to completing your adventure.

The other Player could confer with you and offer a mutual solution to the situation. In this case, role play the conversation, discussing matters Character to Character until some solution is reached, which will ultimately be dependent on the other Player's decision.

If your Characters agree to simultaneously disconnect the harbor power supplies and you are playing the Batman, go to #36.

If your Characters agree to simultaneously disconnect the harbor power supplies and you are playing the Joker, go to #49.

If your Characters agree to disconnect the power supply in Metropolis Harbor first, go to #32.

If your Characters agree to disconnect the power supply in Gotham Harbor first, go to #39.

If your Characters disagree completely and your opponent chooses to disconnect the power supply in Metropolis Harbor first, go to #51.

If your Characters disagree completely and your opponent chooses to disconnect the power supply in Gotham Harbor first, go to #41.

44 - Differing Views

Obviously, your opponent wants nothing to do with your discussions, for he turns and prepares to leave toward his destination, his mind set on how to deal with the disconnection of the device. It appears the situation now requires drastic measures.

Note: PAUSE in playing the Batman solo-interactive adventure and announce that you are entering combat against the other Character. Wait until the other Player is ready before proceeding with the battle under normal, phase-by-phase structure of the DC HEROES Role-Playing Game.

If your Character emerges the victor in the battle, go to Section 35.

If your Character is defeated in the battle, go to Section 43.

45 - Separate Attacks

It quickly becomes evident that neither of you trusts the other enough to make a decision amicably.

Determination deeply fires in your opponent's eyes as he turns to attack; at the same moment, you move to battle him atop the rusted, sea-tossed platform above a device of incalculable destructive power.

Note: PAUSE in playing the Batman solo-interactive adventure, announce that you are prepared for combat between your Characters, and wait until the other Player is also prepared. Once both Players are ready, the battle progresses under normal, phase-by-phase structure of the DC HEROES Role-Playing Game.

If your Character emerges the victor in the battle, go to Section 35.

If your Character is defeated in the battle, go to Section 43.

46 - Revelation

Incredibly, from deep within your mind comes a gloating, condescending voice. "See the dawning of a new day, Batman—a day which voids one of Earth's mightiest cities of its human infection!" the voice laughs uproariously, as the grinning image of Brainiac appears before your eyes.

"Truly, Caped Crusader, "Brainiac continues, "you prove your feeble-minded ineffectiveness here, a fact I revel in demonstrating. So short-sighted were you as to overlook the workings of the universe's greatest genius while I so effortlessly eliminated so pitiful a city! Such a disappointment was the culmination, as you proved so unworthy of the task; my inevitable victory would have been all the more valuable had you made any useful effort . . ." Brainiac stares down at your maniacally, a savage gleam in his possessed eyes.

"By now you must know it was I behind the plot the entire time," the madman continues. "The process was so simple, went so smoothly: to implicate the Joker in the events in Gotham City, provide for his escape by luring him to create a small version of my device; to control the men whom I secretly hired to perform my crimes into believing the Joker was their employer, unbeknownst to all involved. Imagine that fool even contemplating such a brilliant scheme! And then to draw suspicion onto Lex Luthor—my greatest joy, and all too simple.

"Even the mighty Superman was led along the trail. By perpetrating my crimes with and constructing equipment from items manufactured by LexCorp, the process of implicating Luthor was frightfully easy. The total defeat of my greatest enemies! My scientific genius played pawns of all involved, resulting

in the destruction of two worthless, misbegotten cities—their insignificant inhabitants crushed like helpless insects.

"And yet," Brainiac smiles, "the most wonderful part of my brilliant plan is that Superman failed the most miserably in his inability to see through my plan and save all the innocent millions, unwitting victims in my vendetta against the Man of Steel. I revel in the results: a greater tribulation, as Superman must be held responsible for his own inaction—a gem for which I am indebted to you both." Brainiac's face turns up as if to the heavens and grins.

"The day belongs to Brainiac, a result of your cowardice, Caped Crusader. Go now, if you dare, to the pitiful citizens on whom you turned your back. Let them crawl to you, seeking your laughable assistance from the horrors levied upon them—anguish borne of your own incompetence, even as a dog will lick the hand of a master who beats him!"

"My thanks for your role in this delightful contest, fool," Brainiac says, smiling widely, "truly a game I shall cherish forever: to have so thoroughly ruined the lives and reputations of two of Earth's greatest heroes. Poor, insipid Earth, how much it sorely lacks. . . . And so I leave you to wallow in the knowledge of your own abysmal failure!"

With an echoing, frightful laugh, Brainiac's image blurs and then fades completely, leaving you to contemplate the unconscionable horrors wrought upon innocent millions this day.

You dread the prospect of returning this night to the darkened halls of Wayne Manor, where you know you shall sit endlessly viewing the televised reports of the results of your failure. For a while, you sit motionless, until you realize that tomorrow is another day—a day on which Brainiac will pay for his horrible crimes.

•THE ADVENTURE HAS ENDED•

Play concludes with Endgame.

47 - Gotham Duo

Pressed on by the urgency of your mission, you speed toward Gotham Harbor at an incredible rate, rushing to locate the docking bay warehouse which houses this city's damnable electrical power converter. Hundreds of people clamor around you, excited to catch a glimpse of one of Gotham City's most-renowned personalities.

The people begin to murmur amongst themselves; several hushed comments and gasps make their way to your ears. Soon, the crowd parts as the man you only recently left upon an ocean-based

fusion station approaches, his intense demeanor dramatically paralleling your own intentions. You now possess a determined associate in your mission. With little time left, the two of you head toward the harbor to complete your frantic quest.

It seems days before you locate the facility, below which rests the device you seek. With a rapid stroke, you grasp the tangle of wires and terminal relays from about the converter's base and pull them from their connections, as sparks fly and electricity crackles madly around the converter. Eventually, the powerful hum which accompanied the device's operation dwindles, only to be replaced by the urgent shouts from Gotham's citizens, passing word of the great blast which destroyed much of the neighboring Metropolis' waterfront to the north.

Your mind reels, concentrating not on the millions of people of this fair city, whom you saved from terrors unimaginable, but on the siege of Metropolis created by your own hand this day. In your grief, you imagine the horrified cries of Metropolis' dock workers as they are bombarded by contaminated, lifeless fish and soaked with irradiated ocean water.

If you are playing Batman, go to #46.

If you are playing the Joker, go to #42.

48 - Relative Speeds

With a final glance toward the device which may herald destruction upon two great cities, you take leave of the platform, as does your opponent, racing to your destinations in an effort to put a halt to the cataclysm. Your mind revels with visions of desolate nuclear landscaping, as you realize the urgency of your mission and the importance of arriving first.

Note: PAUSE in playing the Batman solo-interactive adventure and announce that you are heading toward your destination to disconnect one of the devices. Wait until the other Player has reached the same point and then decide at what speed (in APs) you will travel to reach your destination. Hero Point Bidding will not come into play; Players may utilize Hero Points normally when determining their respective travel speeds, but once a Character's speed is announced, it will serve as the arrival rate to the device's location.

Once each Player has determined his ultimate travel speed to the respective harbor, announce that decision. Be certain NOT to announce your decision before the other Player is also prepared.

If your travel speed as measured in APs is higher than your opponent's, he

will announce plan "V" for himself. If you are heading toward Metropolis, announce that you are enacting plan "Q" and go to #32. If you are heading toward Gotham, announce that you are enacting plan "R" and go to #39.

If your travel speed as measured in APs is lower than your opponent's, announce you are enacting plan "S." If the other Player chooses plan "T," go to #51. If the other Player chooses plan "U," go to #41.

49 - Thwarted Fury!

With surprisingly heroic determination and mettle, you agree to join forces and simultaneously disconnect the power supplies from your two cities' harbors. Pressed on by the urgency of your mission, you speed toward the harbor at an incredible rate, rushing into the docking bay warehouse and down to the power converter which rests below the facility.

The minutes between your arrival and the agreed-upon time of disconnection languish in an infinite expanse of nervous anxiety; your mind flushes with images of wanton destruction should your decision or timing be incorrect. It is a strange and unusual feeling, to embrace responsibility for the lives of countless millions whom you have so often placed in dire jeopardy. You smile at the ironic purity of the situation as the seconds tick away with dramatic import.

Until the time arrives and, with one rapid stroke, you grasp the tangle of wires and terminal relays from about the converter's base and pull them from their connections, as sparks fly and electricity crackles around the converter. Eventually, the powerful hum which accompanied the device's operation dwindles, only to be replaced by the rhythmic sound of the harbor waters lapping serenely upon the gentle shores.

Eventually, the silence is broken, as from deep within your mind comes a disappointed, critical voice, "Curse you, Joker, for your damnable involvement!" the voice rages, as the furious, seething face of Brainiac appears before your eyes.

"Truly, Clown Prince," Brainiac continues, "your actions this day shall return to haunt you, I swear. That you could possibly ally yourself in this cause against me—that you proved able to defeat my plans is unimaginable—to the extent that I was unable to destroy even one of Earth's pitiful cities! And the final cut is that it went so perfectly—until your involvement at the station site."

Brainiac's image scowls at you angrily,

"By now you must know it was I behind the plot the entire time. The process was so simple, went so smoothly: to implicate you in the events in Gotham City, provide for your escape by mentally luring you to create a small version of my device; to control the men I secretly hired to perform my crimes into believing that you were their employer, unbeknownst to all involved. Imagine a fool such as yourself even contemplating such a brilliant scheme! And then to draw suspicion onto Lex Luthor—my greatest joy, and all too simple.

"Even the mighty Superman was led along the trail. By perpetrating my crimes with and constructing equipment from items manufactured by LexCorp, the process of implicating Luthor was frightfully easy. My scientific genius played pawns of all involved, save what resulted in my greatest enemy: time itself. In mere hours, Joker, I would have seen fruition of my plan—and for your part, I swear my revenge!

"But what is done is done; genius cannot dwell on past failures. I congratulate you on your luck this day, Joker, and assure you our next confrontation shall prove much less favorable for you!"

With an echoing, frightful laugh, Brainiac's image blurs and then fades completely, leaving in its wake the slow rush of the swelling tides and the increasing sounds of morning bustle along Gotham's ocean front. Emerging from the confines of the bayside warehouse, you gaze across the bay and admire the beautiful artwork that is this city's noble skyline.

•THE ADVENTURE HAS ENDED•

Play concludes with Endgame.

50 - Halted Departure

Obviously, your opponent feels time allows for infinite discussion, as he remains on the platform wishing to address the matter further. However, upon noticing your prepared departure, your opponent jumps into action, moving into combat against you.

Note: PAUSE in playing the Batman solo-interactive adventure and announce that you are prepared for combat against the other Character. Wait until the other Player is ready before proceeding with the battle under normal, phase-by-phase structure of the DC HEROES Role-Playing Game.

If your Character emerges the victor in the battle, go to #35.

If your Character is defeated in the battle, go to #43.

51 - Gotham Falls

Unable to prevent your determined opponent from racing toward Metropolis Harbor, you watch helplessly as he leaves you to languish on the cold, wind-swept reaches of the ocean-based station. Almost casually, you glance toward Gotham City, a majestic silhouette on the horizon, then you feel the very air surrounding you begin to tingle with a tremendous energy.

Suddenly, an unbelievable explosion pounds your ears as an invisible wall of force throws you violently against the metal railing of the station platform. Before you can glance up to see the first

wave of rubble, irradiated ocean water descends on the once-mighty Gotham City. Even at this distance, you hear the mournful cries of its injured citizens and see horrible visions of the thousands who must be suffering immensely.

Your mind reels, concentrating not on the millions of people in Metropolis who must have been saved from terrors unimaginable, but the siege of your own Gotham City created this day. In your grief, you imagine the horrified cries of Gotham City's dock workers as they are bombarded by contaminated, lifeless fish and soaked with irradiated ocean water.

If you are playing Batman, go to #46.

If you are playing the Joker, go to #42.

ENDGAME

Standard Award Guidelines

The following are guidelines for the distribution of Standard Awards to Batman after completion of *Deadly Fusion*. As potential actions by the Caped Crusader are many and varied, the GM should feel free to expand upon and/or modify these awards as he sees fit, depending on how well the Player role played, found clever solutions to problems, and so on.

Action	Hero Points
Defeat Waynetech Intruders	5
Examine Joker's Cell	5
Notice Hole in Cell Wall	3
Interrogate Gus Rogers	5
Suppress Traumatic Flashbacks	10
Defeat Gotham Edison Intruders	5
Travel to Fusion Device Site	10
Successfully Examine Device	5
Join Forces with Opponent	15
Save One City (Gotham or Metropolis)	10
Save Both Cities (Gotham and Metropolis)	25



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How To Use This Book

This book is a supplement for use with the DC HEROES Role-Playing Game, Second Edition. All the statistics and game mechanics contained herein conform to the rules and guidelines for play presented in the Second Edition boxed set, except where specifically noted in the text.

Types of Modules

This book is one of several different types of gaming modules that are available for use with the DC HEROES Role-Playing Game. The specific type can be found on the upper left-hand corner of the front cover, and will be one of the following:

Sourcebook: A sourcebook contains game-related and background material on a certain subject relating to the DC Universe, most often a specific group of heroes, a certain location, or a special genre. Gamemasters who prefer writing their own adventures will find sourcebooks especially helpful, since in addition to Characters' statistics, sourcebooks contain historical, organizational, and reference material about the sourcebook's subject.

Adventure: An adventure contains a full-length scenario for play with a certain hero, heroes, or teams of heroes. Adventures for individual heroes are called One-On-One adventures and are intended for only two players, one of whom acts as Gamemaster.

Match-Play: A Match-Play adventure is also designed for two players, but features a unique system whereby each player alternates between playing a hero and Gamemastering for his or her partner.

Solitaire: A Solitaire is an adventure for one player, where the book acts as Gamemaster.

Anthology: Anthologies are collections of shorter adventures, each featuring a different hero or heroes, and each written by a different author.

Changes From Previously Published Materials

There are certain Characters whose statistics are somewhat different in this book from those given in First Edition DC HEROES Role-Playing Game modules, the *Background/Roster Book*, and/or previous Second Edition modules. This is because of the constantly-evolving nature of the DC Universe, and new developments which have occurred in the Character's comics. For example, a Character may have gained a new Power or Skill, and that new ability is now included in his or her statistics.

Some Power descriptions in this book may also be different from other descriptions of the same Power. These differences reflect an updated perception of how these Powers work in the DC Universe.

The Gadgetry rules have been modified from the First Edition of the DC HEROES Role-Playing Game and the *Hardware Handbook*. Most of the changes should be self-explanatory, with the following exceptions.

A Gadget whose name is in all capitals (BATTLE SUIT, AUTOMOBILE) cannot be taken away in combat, while Gadgets whose names are in upper- and lower-case letters (Pistol, Radio) can be taken away in combat. A Gadget with italicized Attributes (*STR*, *BODY*) can substitute its APs of the Attribute for the user's APs of the Attribute in all situations, while non-italicized Attributes (*STR*, *BODY*) can only be substituted for the user's Attributes in certain situations, depending on the nature of the Gadget. If a Gadget does not possess Mental and/or Mystical Attributes, it is immune to Mental and/or Mystical Attacks, respectively. The R# listed in a Gadget's statistics represents its Reliability Number.

Gadgets with no R# listed are considered to have a Reliability Number of 0. If a Player rolls the Gadget's R# or lower while using the Gadget, the Gadget immediately breaks down and must be repaired.

Adventure Structure

Adventures are divided into the following four sections. In any of these sections, *italicized type* is meant to be read directly to the Players.

Gamemaster's Introduction: This section provides the Gamemaster with information needed to run the adventure.

Characters: Information concerning both Players' and Non-Player Characters will be found in this section. Occasionally, only modifications to previously published Character information and Hero Points may be listed. See the full description in the *Background/Roster Book* in the DC HEROES Role-Playing Game, Second Edition, boxed set for the rest of that Character's statistics.

Encounters: The bulk of an adventure is a series of Encounters which make up the adventure's storyline. That is, Characters go from situation to situation, each of which is represented by a separate Encounter. Each Encounter is divided into four sections: *Setup*, *Players' Information*, *GM's Information*, and *Troubleshooting*. Brief descriptions, including maps, game mechanics, and incidental Character locations, are often included in the Encounters.

Endgame: This explains the outcome of the adventure and the awards given to the Players. Consequences of incomplete or failed adventures are also mentioned, so that the GM can design further scenarios if desired.

Abbreviations

AP(s)	Attribute Point(s)
AURA	Aura Attribute
AV	Acting Value
BODY	Body Attribute
CS	Column Shift(s)
DEX	Dexterity Attribute
D10	Ten-Sided Die
EV	Effect Value
GM	Gamemaster
HP(s)	Hero Point(s)
INFL	Influence Attribute
INT	Intelligence Attribute
MIND	Mind Attribute
N/A	Not Applicable
NPC(s)	Non-Player Character(s)
OV	Opposing Value
RAP(s)	Result AP(s)
RV	Resistance Value
R#	Reliability Number
SPIRIT	Spirit Attribute
STR	Strength Attribute
WILL	Willpower Attribute
2D10	Two Ten-Sided Dice

A Word About Grammar

The male pronoun (he, his, him) is used in this book as a third-person singular in many instances. This usage is intended as a neuter term, and should be read as "he or she," "his or her," or "him or her" in all instance where it is used to imply a person of either gender. The use of the male pronoun is not intended to exclude women from this game or to suggest their exclusion.



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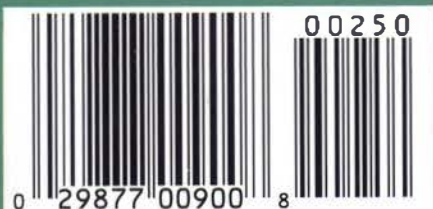
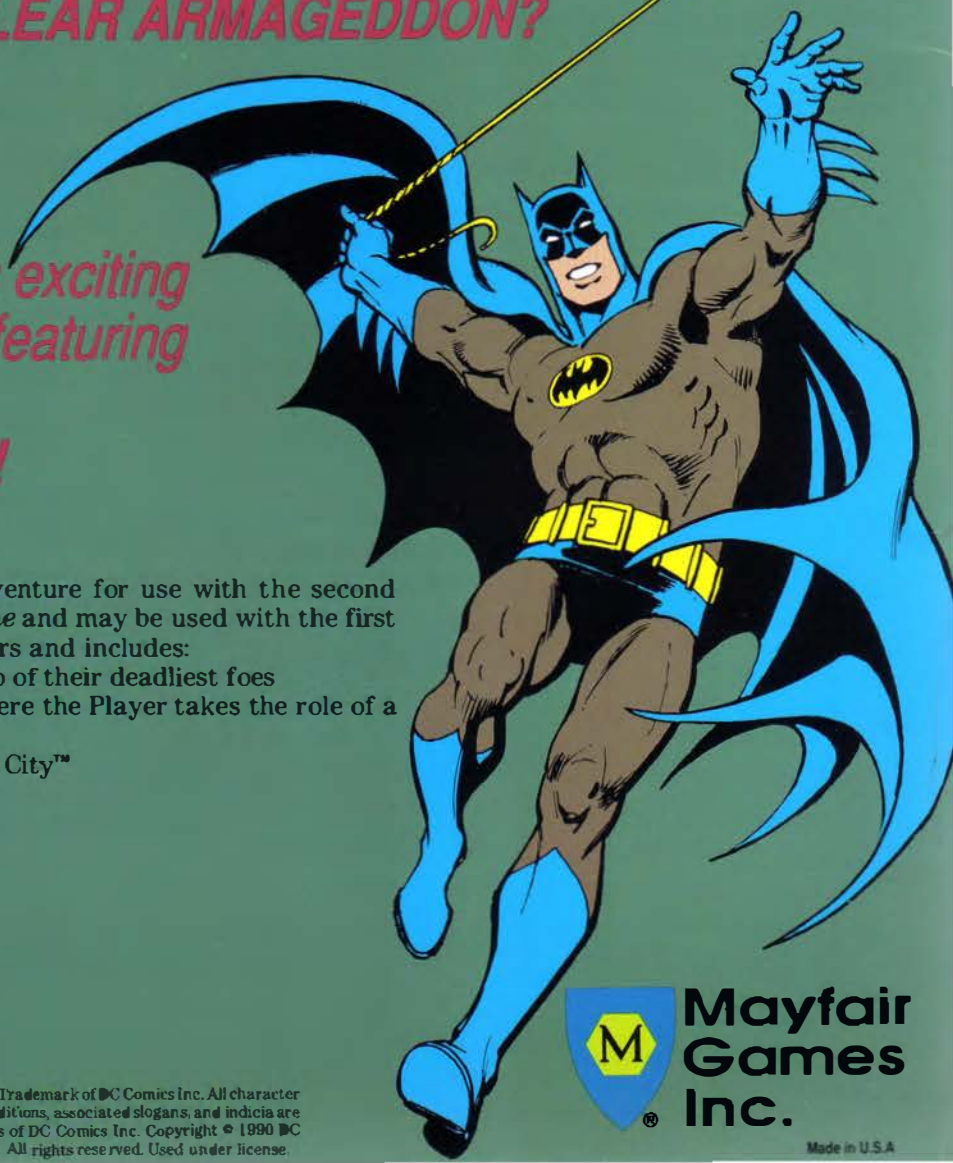
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