



HEROES

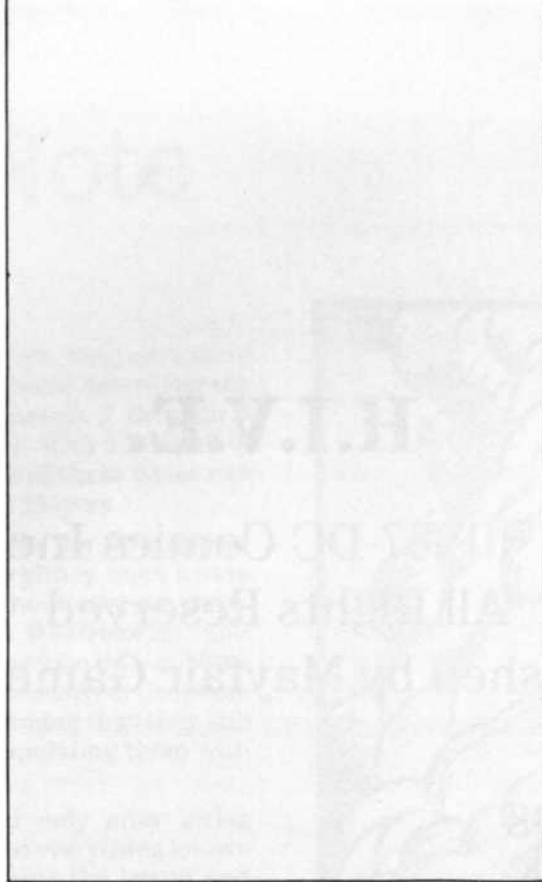
ROLE
PLAYING
MODULE



H.I.V.E.



by Troy Denning



H.I.V.E.

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H.I.V.E.

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Editor's Note

The H.I.V.E. Bases

H.I.V.E. is designed for play as a single, long adventure but can also be used as a reference book describing the shattered remains of H.I.V.E. Encounters 2 through 6 each describe a separate H.I.V.E. base. With a little bit of development on the GM's part, each of these bases can provide a separate adventure for the Players.

For example, Encounter 4: *Beneath the Fire Island* describes a H.I.V.E. base dedicated to piracy. Such a base should interest the Players even without a larger story-line. Both Encounter 2: *Operation Waterworks* and Encounter 3: *Return to the Rockies* describe H.I.V.E. bases which the Teen Titans have already destroyed. Use these bases as adventure locations by assuming that they still exist or have been rebuilt and by populating them with H.I.V.E. villains.

These bases have been designed only after giving thorough and careful consideration to everything known about H.I.V.E. and its goals. By studying the layout and design of these bases, the GM can design his or her own H.I.V.E. bases for use in any campaign.

A Note on the Module Difficulty Rating System

Each DC Heroes module has an estimate of Character powers. This estimate takes the form: "For (a certain number of) Characters Generated using (a certain number of) Hero Points."

To determine whether or not your Characters are powerful enough to play adequately in this module, add up the number of Hero Points needed to generate the Attributes, Powers, and Skills of each Character, including those Powers and Attributes in special equipment that are unable to be purchased. Ignore the Batman Option and Link Costs. Add in their banked Hero Points and the amount of Hero Points spent for equipment and labs.

Compare the resultant Hero Point levels to the bracket amounts listed below. If the average Character in the team falls within the bracket, the module will probably be a good challenge for the group. It is allowable to have several Characters one or two brackets below the stated bracket if one or two other Characters are above the bracket.

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



H.I.V.E. History

Status Report

REPORT: H.I.V.E.

ACRONYM: H.I.V.E., for Hierarchy of International Vengeance and Extermination.

GOAL: World domination through terrorism.

HISTORY: First established by H.I.V.E. Master, date unknown. Master recruited seven criminal scientists and first attempted to achieve goal through politics by forcing Al Diamond into powerful Congressional position. Attempt foiled by Lois Lane and Jimmy Olsen.

H.I.V.E. Master later discovered and captured alien in Asia; used alien's knowledge to transform H.I.V.E. into truly powerful organization. Alien released by Teen Titans when they encountered its sons, Thunder and Lightning, and helped them find their father.

Due to various skirmishes with the law, several of the original scientists have been captured or killed. These scientists have been replaced with new recruits.

Using its scientific knowledge, H.I.V.E. attempted to destroy Teen Titans by recruiting Grant Wilson, son of the Terminator; provided him with powers and identity as the Ravager. The Ravager died in battle; father accepted contract.

The Terminator used Tara Markov to infiltrate the Titans and learn their weaknesses. Tara (alias Terra) died in terrible battle in H.I.V.E.'s Canyon Headquarters; Result: Terminator's capture and base's abandonment.

H.I.V.E. later lured Titans to undersea headquarters near Atlantis; H.I.V.E. Mistress nearly destroyed Titans in clever trap. Appears H.I.V.E. Mistress recently destroyed husband for unknown reason. Titans escaped trap with the help of Raven and destroyed base. Mistress apparently killed herself and seven top advisors when realizing defeat.

Authorities assume H.I.V.E. destroyed. International divisions quickly fell into anarchy. Recent reports suggest a regrouping under new leader.

END REPORT

There are pains in the neck and there are "*pains in the neck*." For H.I.V.E., the Hierarchy of International Vengeance and Extermination, the Teen Titans are definitely "*pains in the neck*" — and everywhere else, too.

The Teen Titans have caused terrible problems for H.I.V.E. since the teenage-wonder group formed. They freed the source of H.I.V.E.'s awesome scientific knowledge, the alien father of Thunder and Lightning. They destroyed the Canyon Headquarters, one of H.I.V.E.'s largest and most important bases. Worse still, the Teen Titans destroyed Operation Waterworks and foiled H.I.V.E.'s plan to blackmail the world—a blow which resulted in the apparent death of the H.I.V.E. Mistress and shattered the organization. (See "Status Report" sidebar for a complete background on H.I.V.E.)

The Teen Titans have certainly earned their number one place on the shattered H.I.V.E.'s list of enemies. Now the survivors of H.I.V.E. plan to restore their organization to its glory—at the expense of the Teen Titans! A previously-unknown woman named Nightlight recently stumbled across the secret of generating antimatter. She quickly created a machine capable of harnessing the tremendous amount of energy created by the tension between matter and antimatter and developed a plan to use this energy to force the world to submit to her will.

To carry out her plan, however, Nightlight needed the help of a large organization. She contacted the shattered remnants of H.I.V.E. and used the promise of enormous wealth and power to forge these jagged shards into an efficient organization once again. Several of the scattered bases united their efforts and soon created Nightlight's machine—an orbiting laser capable of dealing terrible destruction to the Earth from space!

After building the base, all H.I.V.E. needed was fuel. Reasoning that her plan was sure to attract the attention of heroes, Nightlight designed her machine to use those heroes as its fuel. She envisioned the process working something like this:

- 1.) Nightlight demonstrates the machine and delivers her ultimatum to the world,
- 2.) Heroes respond to the threat by attacking Nightlight's base of operations, and
- 3.) Nightlight captures the heroes and uses them to fuel her machine to carry out her threats.

Of course, Nightlight would require at least one group of heroes to fuel the machine for her first demonstration. As such, she decided to select the Teen Titans for this honor, in repayment for all of their past interference with H.I.V.E. operations.

The Adventure: GM Synopsis

H.I.V.E. sets Nightlight's terrible plan in motion by using an illusion to lure Aqualad and two of his friends into a deadly trap. H.I.V.E. intentionally allows Aqualad to escape because it knows Aqualad will run to the Teen Titans for help.

As predicted, Aqualad flees to Titan Tower. There he informs the Player Characters that he saw H.I.V.E. Mercenaries take a struggling Raven to the old H.I.V.E. base near Atlantis.

When the Player Characters arrive at the base, H.I.V.E. attempts to capture them but does not expect to succeed. Instead, H.I.V.E. has cleverly planted clues leading the Player Characters to believe it has taken Raven to its old Canyon Headquarters.

At the Canyon Headquarters, H.I.V.E. makes its first serious attempt to capture the Player Characters. If H.I.V.E. succeeds, it transports the Player Characters to its South Pacific base in stasis chains (see **Characters** for description). If H.I.V.E. does not succeed, it has left enough clues scattered about the abandoned base to lead the Player Characters to the South Pacific base.

The South Pacific base is the largest H.I.V.E. base yet discovered. Most Characters will battle through it blindly in search of Raven and/or any of their fellows who may have been captured. Such Characters may find themselves exhausted by the huge base's defenses long before success.

Characters both worn down and captured at the South Pacific base and those following their investigative instincts should proceed to H.I.V.E.'s Himalayan launching facility. Here, inquisitive Player Characters learn that H.I.V.E. has found a way to create a matter/antimatter energy generator and that the evil organization plans to use it to blackmail the world into subservience. The Characters may even find a hint or two that they themselves somehow figure into H.I.V.E.'s plan.

The Player Characters should then proceed aboard H.I.V.E.'s space shuttle to its orbiting base. Here, Nightlight will attempt to lure or force the Characters into her energy generating arena, where the Player Characters will be forced to use their wits and their endurance to battle their anti-selves — with the Earth as the prize!

Timetable

H.I.V.E. is trying to observe the following timetable for its plot. To a great extent, however, the timetable depends upon the Characters themselves. Because H.I.V.E.'s plan revolves around setting trap after trap for the Characters, it is prepared to accommodate any variations to the schedule the Characters may introduce.

Two years Ago: Nightlight discovers the secret to creating antimatter.

23 months ago: Nightlight convinces the shattered H.I.V.E. organization's South Pacific and Himalayan bases to take part in her plan.

22 months ago: H.I.V.E. starts retooling its Himalayan base for use as a launching facility.

20 months ago: H.I.V.E. begins stealing the aerospace equipment it needs to establish its own space program.

18 months ago: H.I.V.E. learns of and steals prototype for secret Russian anti-radar screen.

16 months ago: H.I.V.E. launches its first shuttle.

One year ago: H.I.V.E. completes preliminary structure for its orbiting base.

Six months ago: H.I.V.E. completes living quarters for its orbiting base.

One month ago: H.I.V.E. completes basic weapons system for orbiting base. Antimatter generator and energy generating arena operational.

One week ago: H.I.V.E. finalizes traps for the Player Characters.

Day One: H.I.V.E. lures Aqualad into trap with illusionary Raven.

Characters Arrive at Operation Waterworks: Grouper attempts to capture Player Characters. Anticipating Grouper's failure, H.I.V.E. plants clues leading Characters to Canyon HQ in pursuit of Raven.

Characters Reach Canyon HQ: Pika attempts to capture Player Characters. Anticipating his failure, H.I.V.E. plants clues leading Characters to South Pacific base.

Characters Reach South Pacific Base: Hotshot attempts to wear Player Characters down and capture them. Characters either discover location of Himalayan base or are delivered there as prisoners.

One Hour Before Characters Reach Himalayan Base: A H.I.V.E. shuttle lifts off from the Himalayan base carrying the final components needed to complete the orbiting base and the antimatter generator weapon.

Three Hours After Characters Reach Himalayan Base: The last H.I.V.E. shuttle is ready for takeoff.

After Characters Enter Energy Generation Arena: A powerful laser strikes the North Pole and begins to melt the Polar Cap. Exhausted Characters are returned to Earth, no longer dangerous.

Following Polar Cap Melt: H.I.V.E. delivers its ultimatum to world governments.

Several Hours Later: A group of heroes arrives and is trapped in Energy Generation Arena. H.I.V.E. uses heroes to power a more effective demonstration of its new-found power: it annihilates Hoboken, New Jersey.

One Hour Later: The world governments yield to H.I.V.E. or the Earth is destroyed.

H.I.V.E. Security Guard

DEX:	3	STR:	3	BODY:	3
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	7	HERO POINTS:	0		

SKILLS:

Martial Artist: 3, Weaponry (Firearms, Heavy Weapons, Melee): 3

The standard H.I.V.E. Security Guard serves in H.I.V.E.'s elite corps of soldiers and maintains H.I.V.E.'s strict code of conduct, shooting offenders on sight. The standard Security Guard is usually armed with a H.I.V.E. Plasma Rifle and fights as part of a team. In addition, Security Guards are familiar with the operation of H.I.V.E.'s various heavy weapons, described below.

The Security Guards at each base will know where the prison is located and whether or not anyone is currently being held there but will otherwise have little information.

Employee #63 *alias Hotshot*

DEX:	10	STR:	8	BODY:	8
INT:	6	WILL:	6	MIND:	4
INFL:	3	AURA:	7	SPIRIT:	8
INITIATIVE:	19	HERO POINTS:	50		

Appearance: Encounter 4**SKILLS:**

Gadgetry: 10, Spy: 9, Weaponry (Melee and Firearms): 4

EQUIPMENT:

Soot Suit

[DEX: 0 STR: 0 BODY: 12]

Uses: 15 Duration: 12

POWERS:

Flame Being: 10, Flame Immunity: 10, Flame Project: 12, Flame Animation: 10, Flame Control: 8

#63, Hotshot, is the H.I.V.E. Master of the South Pacific base. Although he hopes the Player Characters will be captured at the Canyon Base, he is not foolish enough to expect it. He feels, however, that the sheer size of his base will wear them down and that he will be able to deliver the entire group to the Himalayan base in stasis chains.

He knows there is no Raven, the location of the Himalayan base, and that the Player Characters are needed on the orbiting base to finalize H.I.V.E.'s plans for world domination.

Employee #22 *alias Pika*

DEX:	6	STR:	4	BODY:	6
INT:	9	WILL:	8	MIND:	9
INFL:	3	AURA:	3	SPIRIT:	5
INITIATIVE:	18 (26)	HERO POINTS:	40		

Appearance: Encounter 3**SKILLS:**

Gadgetry: 8, Martial Artist: 8, Thief: 5, Weaponry (Melee and Firearms): 7, Acrobatics: 8

EQUIPMENT:

Helper Helmet

[INT: 10 WILL: 10 BODY: 15]

Uses: 15 Duration: 8

POWERS:

Active Sonar: 9, Illusion: 13, Super Ventriloquism: 6

#22, Pika, was responsible for the illusion that lured the Player Characters to Operation Waterworks. He was told to capture the Player Characters and deliver them to the submarine that would be waiting for him off the California shore. He knows the location of the South Pacific base but little else. Of course, he also knows that the Player Characters are pursuing an illusionary Raven.

Employee #37 *alias Polarizer*

DEX:	8	STR:	6	BODY:	7
INT:	5	WILL:	6	MIND:	6
INFL:	10	AURA:	7	SPIRIT:	6
INITIATIVE:	23	HERO POINTS:	60		

Appearance: Encounter 5**SKILLS:**

Gadgetry: 12, Occultist: 4, Charisma: 8

EQUIPMENT:

Super Sunglasses

[DEX: 0 STR: 0 BODY: 8]

Uses: 15 Duration: 8

POWERS:

Lightning: 10, Weather Control: 15, Animate Objects: 9, Animate Image: 16, Vampirism: 10

#37, Polarizer, is the H.I.V.E. Master of the Himalayan base and is responsible for supplying the orbiting base with whatever it needs. He knows the H.I.V.E. base needs the Player Characters in order to generate the required power to complete its plan of world domination. Of course, he knows the location of the orbiting base at any given time.

Employee #45 *alias Nightlight*

DEX:	8	STR:	8	BODY:	8
INT:	12	WILL:	12	MIND:	12
INFL:	6	AURA:	4	SPIRIT:	6
INITIATIVE:	26	HERO POINTS:	70		

Appearance: Encounter 6**SKILLS:**

Scientist: 18, Gadgetry: 16, Weapons (Firearms and Melee): 9

EQUIPMENT:

Space Suit:

POWERS:

Sealed Systems: 18, Gravity Increase: 12, Mind Blast: 10

#45, Nightlight, was not a H.I.V.E. member until recently, when she realized that the shattered H.I.V.E. organization might be restored enough to provide the logistical support she needed to construct her Antimatter Generator and use it to dominate the world. She joined the organization and used it to construct her orbiting base. Of course, she knows all of the details about the plan to lure the Player Characters into the Energy Generation Arena.

Employee #84 *alias Dr. Grouper*

DEX:	4	STR:	3	BODY:	3
INT:	2	WILL:	3	MIND:	4
INFL:	2	AURA:	2	SPIRIT:	3
INITIATIVE:	8 (14)	HERO POINTS:	30		

Appearance: Encounter 2**SKILLS:**

Gadgetry: 8, Martial Artist: 6, Thief: 7, Weaponry (Melee, Firearms): 6

EQUIPMENT:

Super Scuba suit:

[DEX: 0 STR: 0 BODY: 15]

Uses: 8 Duration: 15

POWERS:

Water Freedom: 6, Two Dimensional: 8

#84, Dr. Grouper, was told to capture the Player Characters when they came to Operation Waterworks. He believes the woman that was brought here was the real Raven and can tell the Player Characters that she was taken to Canyon Headquarters for "further processing."

Although he knows about the South Pacific base, he does not know its purpose or location. He only knows that he was to deliver the Player Characters to a submarine that would take them there.

H.I.V.E. Equipment

With the exception of the Anti-Matter Powered Laser, the equipment listed here may be found at any H.I.V.E. base.

AV	EV	Short	Medium	Long	Ammo	Cost (\$)	Duration
H.I.V.E. Plasma Rifle							
2	7	0-3	4-5	6-7	5	1,500	23
Automatic Ion Cannon							
5	10	0-2	3-5	6	1	2,500	23
Anti-Matter Powered Laser							
N/A	N/A	33	34-37	38	N/A	X	23
Electric Whips							
4	10	0	1	N/A	5	1,000	23
Stasis Chains							
20	20	N/A	N/A	N/A	1	4,500	23

N/A - Not applicable. X - Not available for purchase.

Descriptions

H.I.V.E. Plasma Rifle: This is H.I.V.E.'s standard issue weapon. About the size of a modern assault rifle, the H.I.V.E. Plasma Rifle fires a stream of pure energy at the target and functions well in any environment — on earth, underwater, or in near-vacuum.

Automatic Ion Cannon: H.I.V.E. uses these as automated security devices in particularly sensitive areas. The Automatic Ion Cannon fires a super-charged set of atomic particles at its target and is usually controlled by a computer.

Antimatter Powered Laser: This is H.I.V.E.'s latest toy. Powered by the tension produced between matter and antimatter, the Antimatter Powered Laser is capable of destroying whole worlds.

H.I.V.E. intends to use the Player Characters to power the first demonstration of the weapon's effectiveness. RAPs produced by the Player Characters' conflict with themselves (see Encounter 7) are enhanced by an Energy Conversion Process, producing ten times the number of APs of energy that the Player Characters release.

These APs can be divided as the controller wishes into AV/EV and the weapon will continue to fire as long as its energy source remains undisturbed. (See Encounters 6 and 7 for more detail.)

Electric Whips: H.I.V.E. conceals these highly-electrified cables in strategic hallways throughout its bases in order to capture intruders. The whips strike out at their targets like giant snakes, attempting to entangle and electrify the victim at the same time. Any Character successfully hit is caught in the cables.

Any Character caught by a whip has his/her DEX reduced by the STR of the whip (8). A Character so entangled may break free of the whip in the following ways:

If the entangled hero has a STR greater than that of the whip, he or

she may shrug it off effortlessly. Otherwise, he or she must make a Physical Attack against the restraint with the Character's STR as both the Acting and Effect Values (Characters may use a DEX of 0 if the whip has reduced DEX APs to a negative value; otherwise, utilize positive DEX APs). The STR of the whip is the Opposing Value, its BODY the Resistance Value. When the whip's BODY reaches zero, the Character is free.

Stasis Chains: H.I.V.E. invented these chains solely for the purpose of capturing the Player Characters.

Once a Player is knocked unconscious or rendered defenseless and H.I.V.E. Mercenaries can reach him or her, the Character is locked in a set of these special chains.

The chains are equipped with a special electronic sensor which can tell when someone wrapped inside of them is about to regain consciousness and which automatically exert enough damage to knock the victim back into deep unconsciousness before he or she awakens.

Unfortunately for H.I.V.E., these chains have two drawbacks. First, they must be applied when the victim is already defenseless (entangled, unconscious, etc.). Second, if the victim is left in the chains for more than twenty-four hours, he or she could die from the constant stress to his or her body (GM discretion).



H.I.V.E. Submarine

The Player Characters have several opportunities to board a H.I.V.E. submarine. Use the following description if and when the Player Characters encounter a H.I.V.E. submarine.

H.I.V.E. Submarine

[STR: 8 DEX: 0 BODY: 8]

HP Cost: 180 Uses: 11 Duration: 19

POWERS:

Sealed Systems: 19, Swimming: 5 (Speed), Radar Sense: 15 (Radar), Passive Sonar: 15 (Sonar), Starbolt: 12 (Plasma Cannon, can only fire at targets the size of a small whale — 10 APs — or larger)

The H.I.V.E. submarines are used to commit acts of piracy on the high seas in order to supply H.I.V.E. with the materials it needs for its operations. Each submarine carries three small jet aircraft:

H.I.V.E. Aircraft

[STR: 11 DEX: 0 BODY: 7]

HP Cost: 80 Uses: 6 Duration: 13

POWERS:

Flight: 11, Starbolt: 10 (Plasma Cannon, can fire at targets man-sized — 2 APs — or larger)

Each H.I.V.E. submarine carries 120 H.I.V.E. Mercenaries armed with Plasma Rifles. If the Player Characters enter a H.I.V.E. submarine, they will immediately meet a security detachment of 40 Mercenaries (4 firing teams) and will encounter another security detachment of 30 Mercenaries (3 firing teams) on the bridge.

NOTE: Near each hatch is one box of square green and one box of square yellow badges which may be pinned onto a Character's uniform. These are security badges for the various H.I.V.E. bases.

Player Characters may learn the following by Interrogating the Cap-

tain (Standard H.I.V.E. Security Guard) or by using Scientist or Gadgetry Skill to override the computer security program (OV/RV 5):

Submarine Knowledge

RAPs Information

- 1-2 The submarine is used to commit acts of piracy.
- 3-4 The submarine delivers its loot to the South Pacific base which is located near the island of Nuku'alofa.
- 5-6 The submarine only steals aerospace cargo.
- 7+ The submarine occasionally carries cargo to a secret Port facility near Chan Chiang, China.

If the Player Characters attack the submarine, it will defend itself as best it can. Otherwise, the submarine attacks only if the Player Characters approach within one-quarter mile.

H.I.V.E. Team Tactics

Through painful experience, H.I.V.E. has learned that its soldiers are no match for heroes. Therefore, H.I.V.E. has developed team tactics which allow it to take advantage of superior numbers to even the odds in battles with heroes.

H.I.V.E. Mercenaries and Security Guards fight in firing teams of ten. All ten members of a firing team are trained to attack the same target, thus increasing their effectiveness. So, when the Player Characters encounter fifty H.I.V.E. Security Guards, they actually encounter five firing teams.

When the Player Characters enter battle with one or more firing teams use the following procedure:

- 1.) Determine Initiative normally, treating the firing team as one Character and taking the lower Initiative (between Standard Security Guard and Mercenary) as the team Initiative.
- 2.) When it is the firing team's turn to act, roll one Action Check for the entire team but reduce the defender's Opposing Value by three columns. (This is a type of Team-Attack.)

- 3.) If the defender is hit, roll one ten-sided die. This is the number of members of the firing team that actually hits the defender.
- 4.) Treat each hit separately, using the appropriate Effect Value.
- 5.) Once any member of a firing team is knocked unconscious, the firing team's effectiveness is destroyed and remaining members flee.
- 6.) No more than two firing teams will ever fire at the same Character(s).

Example: Cyborg enters battle with two H.I.V.E. Security Guard firing teams. Cyborg's Initiative is 20 and each firing team's Initiative is 7. Cyborg rolls a 7, the first firing team rolls a 9, the second, a 3. The Initiative order is Cyborg (27), first firing team (16), and second firing team (10).



Cyborg attacks one member of the first firing team with his laser and hits, knocking the man out. The first firing team flees and does not fire at Cyborg.

The remaining firing team fires at Cyborg with its Plasma Rifles. It uses It uses the Acting Value of the Security Guards: 3. Cyborg's Opposing Value is 6. Reducing this by three columns, Cyborg's Opposing Value becomes 0. The firing team must roll a 5 to hit Cyborg. It rolls an 18, hitting Cyborg and earning four column shifts on the Result Table.

The GM, rolling a ten-sided die to see how many members of the firing team hit Cyborg, rolls an 8. Eight members hit. The Plasma Rifles have an Effect Value of 7 and Cyborg's 11 AP Skin Armor gives him a Resistance Value of 15. Checking the Result Table, each member of the firing team does 3 APs of damage to Cyborg.

Fortunately, each hit is treated individually and Cyborg can spend up to four Hero Points to absorb the damage from each hit. Since he will be knocked unconscious if he does not spend the Hero Points, Cyborg spends three Hero Points to absorb the damage from each hit, for a total of 24 Hero Points. He doesn't fall unconscious but, boy, is he mad!

Investigation Chart

Most of the information needed to conduct the various investigations in this adventure is provided within the encounters' texts. Some Player Characters may have other contacts which can provide additional information on the subjects listed below, however. If the Players are not running Teen Titan Characters, Aqualad automatically acts as a high-level contact for the Titan computer.

Subject: *Unusual Criminal Activities in South Pacific.*

Source: *Titan Computer.*

Automatic High-Level: Several international incident reports have been filed with the United Nations recently, complaining about incidents of piracy throughout the South Pacific. The computer pinpoints a deserted volcanic island near Nuku'alofa as the most likely source of these unusual disturbances.

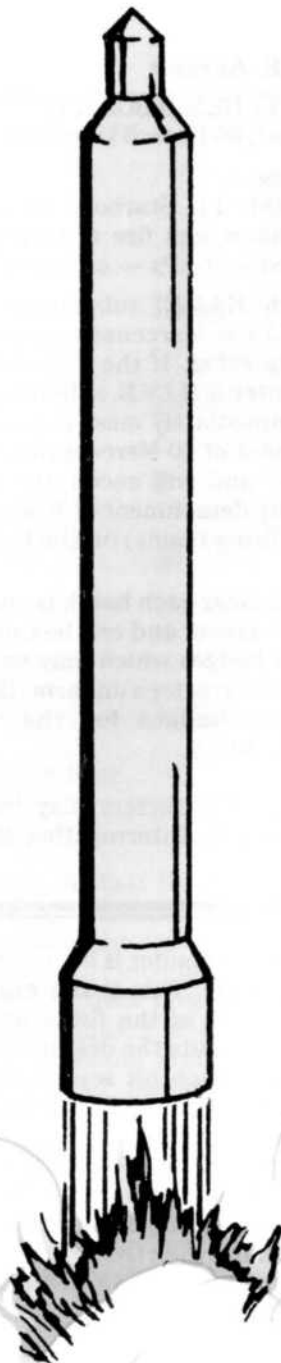
Source: *CIA or other international intelligence or criminal monitoring agency.*

No Contact: We don't know anything about any South Pacific crime spree. Who's calling please?

Low-Level Contact: Some cargo ships have disappeared without a trace in the South Pacific. It could be piracy.

High-Level: The disappearing cargo ships have one thing in common: they were all carrying aerospace equipment. We're trying to establish whether or not a third-world government could be involved.

Some natives have complained about sea monsters infesting waters off a deserted volcanic island near Nuku'alofa. At first, we thought there might be a connection, but our investigation turned up nothing.



Subject: *H.I.V.E. history/current activities.*

Source: *Titan Computer.*

Automatic High-Level: Read or allow the Players to read the "Status Report" in the introduction. Can provide maps of Operation Waterworks and the Canyon Headquarters if requested (show maps of these two bases to the Player Characters).

Source: *FBI, CIA, or other large crime-fighting organization.*

No Contact: H.I.V.E.? Like bees?

Low-Level Contact: The Teen Titans put H.I.V.E. out of business years ago.

High-Level Contact: Although H.I.V.E. is out of business, there are rumors indicating someone is trying to regroup it. This contact can provide the same report that the Titan computer can provide, minus the maps.

Subject: *Mysterious Rocket Launches.*

Source: *Titan Computer.*

Automatic High-Level: U.S. Air Force and Intelligence activity suggests that a large rocket was launched three days ago from a remote location in the Himalayan mountains on the border of China and Tibet.

Source: *CIA or other U.S. Intelligence organization.*

No Contact: China doesn't have a space program.

Low-Level: Up until three days ago, we didn't believe that China had a space program. Something has happened to force us to re-evaluate that belief.

High-Level: A large rocket was launched three days ago from a remote location in the Himalayan mountains on the border of China and Tibet.

Encounter 1: Raven Lives!

SETUP

H.I.V.E. baits its trap by allowing Aqualad to escape fiendish confinement. As H.I.V.E. predicted, Aqualad immediately runs to his friends (the Player Characters) for aid.

PLAYER INFORMATION

For the first time in months, the sun is shining on this glorious Saturday morning and not a single world catastrophe threatens to shatter the rare moment of peace and quiet. It seems like a good day for a picnic, provided you can find a locale secluded enough to guarantee your isolation.

As you start to pack your lunch, however, the door opens and Aqualad enters the room. He is frightened, exhausted, and grievously wounded. "It's them again!" he screams. "The H.I.V.E. is back and they've captured Raven!"

Aqualad sinks to his knees. After a moment of rest, he continues with his story. "I was swimming near Atlantis with two friends. We heard the sound of a woman struggling and of course we rushed to her aid. What we found astounded me! It was as if I were looking into the past.

"A dozen H.I.V.E. Mercenaries in scuba suits were dragging a woman toward their old base near Atlantis. At first, I thought I was imagining things. We destroyed that base over two years ago and the whole H.I.V.E. organization with it — at least that's what I thought.

"But even more disconcerting than the divers was their captive. It was Raven! I had heard that she perished in the battle with Trigon and I was so astounded to see her that I almost forgot her predicament.

"Eventually, my friends and I chased the divers all the way back to the old H.I.V.E. base. The divers disappeared into the ruins before we could stop them. We separated to search for her. That was the last I have seen of either them or Raven.

"Soon after I entered the abandoned dome, several dozen divers attacked me. As you can see, I barely escaped that battle but you can bet they won't forget me. I decided to come here for help, as Raven is your friend and you are familiar with such H.I.V.E. treachery. You've got to help her. She's in terrible danger . . ."

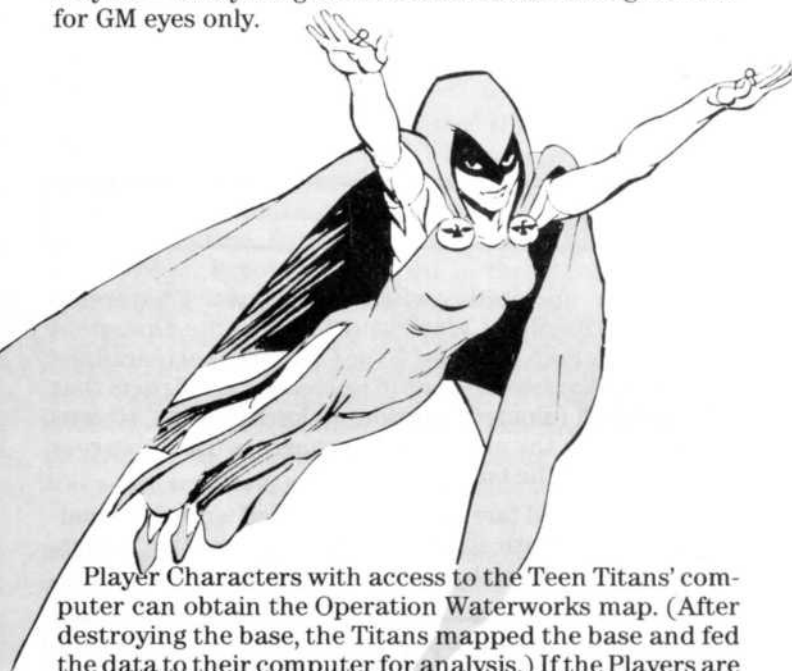
GM INFORMATION

The woman Aqualad saw is an illusion. H.I.V.E. arranged Aqualad's "accidental" sighting of her in order to

lure the Player Characters into its trap. Of course, H.I.V.E. had to make the "accidental" sighting convincing, so they wounded Aqualad and captured his friends. This also ensures that Aqualad cannot actively aid the Player Characters.

Prudent Characters will research H.I.V.E. and the underwater base before rushing out to rescue Raven. Read the "Status Report" sidebar in the adventure Background to Player Characters researching H.I.V.E.

NOTE: Be certain to read only the "Status Report" to the Players — everything else in the adventure Background is for GM eyes only.



Player Characters with access to the Teen Titans' computer can obtain the Operation Waterworks map. (After destroying the base, the Titans mapped the base and fed the data to their computer for analysis.) If the Players are not using Teen Titan Characters, they may obtain the map simply by contacting Titans' Tower and requesting information on H.I.V.E. and/or Operation Waterworks. (Encounter 2 assumes that the Players have this map; the GM should thus feel free to show it to them.)

Aqualad can tell the Player Characters where to find Operation Waterworks. He can otherwise add nothing to what he has already stated in Player Information.

TROUBLESHOOTING

This adventure is written for groups using the Teen Titans and assumes that the Characters have access to all of the Teen Titans' resources. If the Players are running Characters other than the Teen Titans, Aqualad will volunteer to use his contacts to gain access to all Teen Titan equipment for them. In such a case, the Titans themselves will be unavailable for assistance.

Should the Players fail to leave for Operation Waterworks immediately, Aqualad will urge them to use the Titan submarine and leave as soon as possible.

Encounter 2: Operation Waterworks



SETUP

Use this encounter when the Player Characters approach Operation Waterworks. Study the Operation Waterworks map carefully. If the Characters acquired the Operation Waterworks map in Encounter 1, tell them that the screened (shaded) portion no longer exists. (It was demolished in the explosion following the Titans' earlier destruction of the base.)

The GM should familiarize him/herself with the penalties associated with attacks in the water (see the "Underwater Combat" section on page 25 of the Player's Manual).

PLAYER INFORMATION

After many hours of travel through the darkest depths of the Atlantic Ocean, you have reached your destination. The ruins of the underwater H.I.V.E. base lie south of the Mid-Ocean Canyon and Northwest of the Mid-Atlantic Ridge at 30,000 feet. The pressure here is nearly 1,000 atmospheres (10 APs), much more than any normal human can survive without artificial support.

The doors of the shattered dome hang ajar. About one-third of the dome still appears to be intact, although it is difficult to believe that any portion of the base remains unflooded. Except for an occasional passing eel, nothing stirs in the ruins.

GM INFORMATION

H.I.V.E. recently repaired three rooms in the dome to prepare its trap. Refer to the "Repaired Rooms" description as the Player Characters approach the H.I.V.E. Master's Suite, the Climate Control Room, and the Nuclear Fuel Storage Room.

The map itself contains a short description of each area's function. Feel free to read or show these descriptions to the Player Characters. However, the entries listed here are for GM eyes only. They describe the base as it currently appears and outline the events that occur if and when the Player Characters enter a particular area. Not all areas are described below; if an area is not described, it appears as described on the map, unchanged.

Operations Level

Nuclear Power Plant: Now reduced to radioactive rubble, the nuclear power plant contains a few corroded and useless weapons from Level A weapons locker and ten useless deep-sea diving suits from Level A Suit-up room. Anyone lingering here more than a few seconds suffers a radiation attack (treat as Physical Attack; AV/EV: 5/5).

Radiation Decontamination/Suit-up: This room contains fifteen radiation suits (not suitable for work in water) and assorted kitchen utensils from Level B Galley and Level C Officer's Mess.

Torpedo and Missile Arsenal: Now rubble. The blast that destroyed the base originated in the Power Control Tower on this level, detonating the missiles and torpedoes stored here.

As the Player Characters move from this area, the thirty H.I.V.E. Mercenaries in the Climate Control Area attack.

Climate Control Area: See "Repaired Rooms" below.

Nuclear Fuel Storage: See "Repaired Rooms" below.

Radiation Lock: The radiation lock no longer exists. An airlock leads into the Nuclear Fuel Storage area.

Level A

Submarine Bay: This area contains a large, flooded deck filled with useless docking equipment. Nearly half of this deck no longer exists, leaving an open area above the Operations Level.

Divers Suit-up Room: No longer exists.

Weapons Locker: No longer exists.

Level A Security: Contains a few corroded and useless weapons.

Trap Room: An empty space open to the ocean.

Level B

Galley: No longer exists.

Crew Mess: It certainly is. Only one corner of the room stands; it is filled with useless personal equipment.

Level C

Computer Room: Only one corner of this room still stands; it is filled with corroded computer equipment.

Officers' Mess: About one half of this room still stands. It is filled with useless personal equipment. H.I.V.E. recently installed a secret emergency escape hatch leading from the Master Suite to the back corner of this room (OV/RV to detection is at 10/12).

H.I.V.E. Mistress' Suite: See "Repaired Rooms" below.

Control Level: No longer exists.

Repaired Rooms

Operations Level

Climate Control: A 40' (2 AP) waste-disposal tube runs from this room into the ocean; the airlock that once sealed the interior of the room from the ocean now stands ajar.

A recently installed steel security door (BODY: 17) leads from the Torpedo and Missile Arsenal into this room. Thirty firing ports have been cut in the steel wall adjacent to the Torpedo and Missile Arsenal.

When the Player Characters enter the Torpedo and Missile Arsenal, the thirty standard H.I.V.E. Mercenaries (all wearing H.I.V.E.'s special deep-sea scuba suits and acting as three firing teams of ten each) hiding in this room will open fire through the firing ports with their plasma rifles.

The lock on the steel door has OV/RVs of 10/10 to Lock Picking. Should the Player Characters manage to enter the room, the thirty Mercenaries flee through the waste-disposal tube at the rate of six every combat round. They do not return to the base.

Nuclear Fuel Storage: A recently installed airlock leads into this room. Inside rests some of the industrial grade uranium that once fueled the base's nuclear power plant. Anyone caught in this room suffers a radiation attack (AV/EV: 12/12) every round after the first (treat radiation attacks as Physical attacks).

The remains of two men rest in the corner of the room. The bone structure of the two suggests that they were Atlanteans. Raven's soul-rings lie tangled in black rags near one of the skeletons but otherwise there is no sign of Raven. (The rings are actually forgeries. Anyone successfully using Counterfeit Recognition at OV/RVs of 16/16 on the rings realizes that it required the resources of an immense organization to so professionally duplicate Raven's rings.)

After the Player Characters enter the room, the airlock slams shut. If some of the Player Characters elect to stay outside, the airlock slams shut once their friends have entered the fuel storage room. Characters begin to suffer radiation attacks as described earlier at the beginning of the next round. Characters wearing radiation suits suffer a modified attack of 8 APs rather than the full 12. For Cyborg or any other Character whose body is more than fifty-percent metal, the Effect Value of the attack is halved.

The 10' thick lead walls and door have BODIES of 17 APs. The door's lock has OV/RVs of 10/10 against Lock Picking attempts. Until the airlock is opened or a hole is punched through the walls, the room is completely airtight.

Level C

H.I.V.E. Mistress' Suite: An airlock was recently installed in this room to provide a comfortable working environment for the leader of this mission, member #84, Dr. Grouper. He is resting in this luxuriously appointed room when the Player Characters arrive at the base.

When the Player Characters investigate this area, Dr. Grouper and the ten H.I.V.E. Mercenaries assigned to his personal guard fight for one round here then flee through the escape hatch into what was once the Officers' Mess. If the Player Characters have not yet explored the Operations Level, Dr. Grouper flees to the Torpedo and Missile Arsenal, where the majority of his force ambushes the Player Characters (see the "Climate Control" section).

If the ambush fails, Dr. Grouper flees into the Nuclear Fuel Storage room, uses the Two-Dimensional power of his Super Scuba Suit, and sneaks out of the room just as the airlock slams shut.

If the Player Characters have already survived these traps, Dr. Grouper simply flees toward his rendezvous with the rescue submarine.

Although luxuriously appointed, this room contains little of interest to the Player Characters except for a nautical chart. An X has been drawn on the chart over a point about one-half mile southwest of their present location. "Submarine Rendezvous" is printed below the X. Additionally, a note is scrawled in the margin: "Raven delivered for transport to Canyon HQ."

If Dr. Grouper and his cronies are lucky enough to capture any or all of the Player Characters, they will place their victims in stasis chains and go to the rendezvous point. Even if Dr. Grouper did not capture any Player Characters, he will flee to the rendezvous point where a 400' submarine will pick up him and his men.

If the Player Characters attempt to board the submarine, see the submarine description in the **Characters** section under "Villains." If questioned about Raven, the crew reluctantly informs the Characters that she was taken to H.I.V.E.'s old Canyon HQ aboard one of the submarine's jets. No one aboard the submarine (not even Dr. Grouper) is aware that the Raven brought to Operation Waterworks was an illusion created by Pika (see Encounter 3).

If the Characters simply follow the huge submarine, it will make a show of attempting to elude them, but intentionally will not, and will then go back to its base (see Encounter 4).

TROUBLESHOOTING

From here, the Player Characters may go to either Encounter 3: **Return to the Rockies** or Encounter 4: **Beneath the Fire Island**. Remind Players puzzling over the location of the Canyon Headquarters that the Teen Titans previously destroyed a H.I.V.E. base in the Rocky Mountains called the "Canyon Headquarters." If they don't know where to find this headquarters, the information is certainly available to them via the Titan computer.

If the Player Characters are captured or follow the submarine to the South Pacific base, go to Encounter 4. Otherwise, play proceeds to Encounter 3.

Encounter 3: Return to the Rockies

SETUP

Use this encounter when the Player Characters reach the Canyon Headquarters. Clever Player Characters will research the Canyon HQ at the Titan's computer before arriving here. Give the map of the Canyon Headquarters to Players who do so. Tell them the shaded areas show the rubble and damage caused by the Teen Titans' earlier battle with Terra and the Terminator.

PLAYER INFORMATION

Although it's still intact, H.I.V.E.'s old Canyon Headquarters looks abandoned and run-down. The once-glistening dome is now dull and tarnished while all paths leading to its formerly grand entranceway are cluttered with fallen rocks and half-melted snowbanks.

Three sets of footprints lead into the dome's main entranceway.

GM INFORMATION

As the Characters enter the dome, a voice will cry out, "Be careful my friends! I am not worth the risk of your lives." The voice will seem to be Raven's (with OV/RVs to Perception Checks of 13/13) and comes from the auditorium in the center of the dome.

The map contains a short description of each area's function. The GM should feel free to read or show these descriptions to the Players. The entries listed below are for GM eyes only. They describe the base as it currently appears and outlines events that occur if/when the Player Characters enter a particular area. Not all areas are described below; if an area is not described, it appears as described on the map, unchanged.

Note that the Player Characters will probably enter the dome on Deck B.

Deck A

This deck cannot be reached directly from Deck B.

Elevators: These elevators no longer function. Player Characters may climb up the cables to Decks C, C1, D, and E.

Environment Control: From here, Player Characters can enter the circulation vents and climb/crawl to any point within the dome without being observed visually. (Unfortunately for such clever Players, however, Pika uses Active Sonar to track their movements and will have a contingent of thirty H.I.V.E. Mercenaries (three firing teams) ready to meet the heroes wherever they attempt to exit the vents.)

Deck A Security Station: This room has recently been looted.

Holding Cells: There is a trace of radiation on the west wall.

Decontamination/Suit-up Room: This room contains a dozen radiation suits and geiger counters. Each suit provides a +4 column shift to any Character's OV/RV against a radiation attack.

Nuclear Fuel Storage: Any Character in this room suffers a radiation attack (AV/EV: 15) each phase. Characters wearing radiation suits suffer only a 10 AP attack. For Cyborg and any other Characters whose bodies are more than fifty percent metal, the Effect Value of the attack is halved.

A secret tunnel is hidden beneath a pallet of uranium pushed against the far wall. This pallet can easily be pulled away from the wall. The tunnel leads to a jetcopter hidden in the next canyon.

Nuclear Power Plant: Pika recently reactivated this power plant on a limited basis. The temperature near this room is about 100 degrees Fahrenheit. Anyone in the room suffers a radiation attack, AV/EV: 20/20. For Cyborg and any other Characters whose bodies are more than fifty percent metal, the Effect Value of the attack is halved.

Dressing Rooms: When the Characters reach these rooms, they hear Raven's voice say, "I am in the auditorium, my friends. You may be able to save me yet. Please, hurry!"

Environment Control for Auditorium: Because of the degenerative condition of the auditorium, results of any Player Character experimenting with the equipment in this room are determined on a roll of a ten-sided die.

Environmental Roll

Roll	Effect
1	Poison gas released into auditorium; H.I.V.E. Mercenaries on Deck C1 cough and gag, then flee the dome.
2-5	The auditorium begins to flood. On round 1, Raven's voice screams, "It is too late for me! Flee while you may, my friends." By the end of round 2, the water begins to flood all of Deck A. By the end of round 3, Deck A is completely submerged.
6-7	A terrible groan echoes throughout the auditorium.
8-9	The ground begins to shift in the auditorium. Raven's voice screams in terror and pain.
10	No effect.

Auditorium Floor: The floor of the huge H.I.V.E. auditorium is currently filled with boulders and clumps of earth, debris of Terra's violent temper when she and the Terminator lost their fight with the Teen Titans on this

site. A huge chasm filled with boulders runs the length of the floor. Four pillars of broken rock rise from the floor of the auditorium almost to Deck C.

As the Player Characters enter this area, Raven's voice cries, *"I'm down here, in the bottom of the chasm! You must save me!"* Any Character looking down the chasm sees what appears to be Raven.

If the Player Characters begin to try to free Raven, the two-hundred H.I.V.E. Mercenaries on Deck C1 (if still present) open fire. If any Character reaches "Raven," she will suddenly disappear and her voice will echo from high up within the dome, *"Oh no! The fiend has stolen me again. I only weigh you down, my friends. I can no longer defend myself. Please leave and save yourselves!"*

If the Characters do not attempt to save Raven, she will noticeably disappear, saying the above speech, leaving the Player Characters to the Mercenary firing teams.

Deck B

Baracks: These rooms are empty now.

Exercise and Training Room: The floor in this room is stained by many dark splotches.

Security Stations: These are empty, except for broken closed-circuit security monitors.

Elevators: These elevators no longer function. Player Characters may climb up the elevator cables to Decks B1 and C, however. AV/EVs to such an attempt are the Character's STR/STR, the OV/RVs being the Character's BODY/BODY. Due to the adverse condition of the cables (greased, in disrepair) OV/RV modifiers of +2 are added to any attempt, with any positive RAPs indicating successful climb/descent.

Deck B1

Elevators: These elevators no longer function. Player Characters may climb up or down the cables to Decks C or B.

Deck C (Production Floor)

Outer Elevators: These elevators no longer function. Player Characters may climb down the cables to Decks B1 or B.

Inner Elevators: These elevators no longer function. Player Characters may climb up or down to Decks A, C1, D, or E.

Special Weapons Workshop: This room contains a large bow with a quiver of six arrows. Two arrows contain a 10 AP sleep gas, two contain a 10 AP contact explosive, and two have a barbed tip attached to a thin 100 yard wire so that the attacker can drag his or her victim back. The workshop also contains a steel bullwhip which, when used, continues to constrict until it crushes its victim. The constriction is a Physical Attack at AV/EV: 10/10. A successful defense against the constriction allows for an escape attempt at OV/RV: 15/15.

Deck C1

Elevators: These elevators no longer function. Player Characters may climb up or down the cables to Decks A, C, C1, D, or E.

Security Posts: Two-hundred H.I.V.E. Mercenaries are presently crowded onto this deck in order to ambush the Player Characters when they enter the auditorium. One round after the Player Characters enter the auditorium, the Mercenaries open fire.

If the Player Characters enter Deck C or C1, the Mercenaries meet them immediately.

Deck C2

Stairs: These stairs lead up to Deck D.

Deck D

Stairs: These stairs lead down to Deck C2.

Elevators: These elevators no longer function. Player Characters may climb the cables up or down to Decks A, C, C1, or E.

Outer Ring of Offices: These offices once housed the administrative headquarters for each of H.I.V.E.'s various forms of organized crime. Player Characters will find outdated files relating to H.I.V.E.'s world-wide activities per the title of the office. None of this information proves valuable.

The Office in Charge of Project Teen Titan Termination shows signs of being recently looted. The file drawers bear such titles as "Raven, Hypothesized Origin" and "Changing, Known Deficiencies."

Poisons Laboratory: After, and only after, the Characters have attempted to free the illusionary Raven from the bottom of the chasm in the auditorium, Raven's voice echoes from this room. *"It is over, my friends. Flee!"* The voice repeats this over and over until the Titans enter this room.

If and when the Player Characters do enter the room, the door slams shut behind them and a puff of smoke explodes in the corner. The room immediately fills with a poison knockout gas. Treat the gas as a Mental Attack with AV/EV: 4/15 and the OV/RV: the Player Character's DEX/MIND. Anyone falling unconscious remains unconscious for the number of APs below 0 that his or her MIND falls.

Explosives Laboratory: This room contains the ingredients for making almost any type of modern explosive. Creations are at GM's discretion.

Robotics Laboratory: After, and only after, the Characters break out of the Poisons Laboratory, a terrible moan echoes from this room continuously, the voice seeming to belong to Raven. When the Characters enter this room, there is an illusion of Raven lying in the corner (OV/RVs to Perception Checks are at 13/13).

One round after they enter, the illusion disappears and dozens of steel tentacles spring out of the ceiling, trying to grab and hold the Player Characters (AV/EV 10/10). The RAPs of a successful grab are the number of APs of time the Characters are entangled by the cables; the entanglement is automatic.

If the Characters are successfully entangled for 5 APs of time, several Mercenaries will enter the room and bind each Character with stasis chains. As H.I.V.E. is well acquainted with Jericho's power, Pika has instructed all of the Mercenaries to avoid eye contact with Jericho (see Jericho's Limitations).

Artificial Human Enhancement Laboratory: This room contains bionic limbs, eyes, hearts, etc. It also contains several foul-smelling beakers of liquid (unpleasant effect of a Mental Attack of Attraction/Repulsion at 3 APs). Nothing in here is readily usable, although Cyborg might find a few replacement parts.

Deck E

Outer Elevators: These elevators no longer function. Player Characters may climb down the cables to Decks A, C, C1, and D.

Inner Elevators: These elevators function. Player Characters may ride them up to Deck F or climb up the cables as usual.

Scientist and Manager Housing: Player Characters taking the time to search this area thoroughly (for 8 APs of time or a successful Perception Check at OV/RVs: 8/8) find three notebooks in three separate rooms. One notebook contains the rough prototype plans for a submarine that can carry aircraft in its belly. Another notebook contains a scientist's notes theorizing that it might be possible to harness Trigon's power by using Raven to control him. The third notebook contains a preliminary design for building an antimatter generator.

Security Station: Ten H.I.V.E. Mercenaries guard the elevators leading to the top floor. They will open fire as soon as the Player Characters enter the room but will act individually, not as a firing team, and as such will not flee upon the loss of one member.

Deck F

Elevators: These elevators function. Player Characters can ride them or climb the cable down to Deck E.

Computer Center: This room contains a master computer once responsible for running the entire dome. Pika reactivated it in order to run the base. Player Characters successfully using Scientist or Gadgetry Skill to override the computer's security program (OV/RVs: 5/5) may learn the following:

Computer Security

RAPs Information

- 1-2 Pika recently received a message via satellite dish: *"Project Limitless on schedule. Deliver energy source to Pacific station via submarine for further processing."*
- 3-4 The South Pacific base is located near the island of Nuku'alofa.
- 5+ The computer can monitor the entire base from here or from the Master Control Suite (see next entry).

H.I.V.E. Mistress' Relaxation Suite, Control Suite, and Dining Room/Kitchen: This was the living quarters for the H.I.V.E. Mistress when she came to this dome. The entire dome can still be monitored from the Control Suite via computer terminal. From here, Pika uses his Active Sonar and the computer to monitor the Player Characters throughout the dome. By the time the Player Characters reach this point, however, Pika has long since started his roundabout journey to the escape tunnel on Deck A.

Player Characters using the monitoring equipment in this room see Pika leave the Decontamination Room in a radiation suit and enter the Nuclear Fuel Storage room.

If Pika is lucky enough to capture the Player Characters, he will bind them in stasis chains and take them to the hidden jetcopter in the next canyon. From there, he will go to a submarine awaiting him off the coast of southern California and take the Player Characters to H.I.V.E.'s South Pacific base as prisoners.

If the Player Characters defeat Pika's traps, Pika will flee to his jetcopter and fly to the submarine. He hopes to lure the Player Characters into following him to the South Pacific base.

Should the Player Characters capture Pika, they may learn the following through Interrogation:

Pika's Knowledge

RAPs Information

- 1-2 Since the destruction of Operation Waterworks, the remaining H.I.V.E. bases have been operating independently.
- 3-4 A mysterious woman known as Nightlight recently organized the bases.
- 5-6 Pika created the illusionary Raven to lure them here into a trap.
- 7+ Nightlight ordered Pika to capture the Player Characters.

TROUBLESHOOTING

The next step should be clear to the Player Characters: find the South Pacific base and infiltrate it. (Of course, this may not be necessary if they were captured — H.I.V.E. will deliver them to the base free of charge!) The Player Characters can find the base by following a H.I.V.E. submarine to it.

If the Player Characters miss their chance to find the base by tracking a submarine, Aqualad will suggest they feed the data they have into the Titan computer. A few moments later, the computer will point out that there have been dozens of acts of piracy in the South Pacific lately. The computer will pinpoint a deserted volcanic island near Nuku'alofa in the South Pacific as the most likely source of the raids.

Encounter 4: Beneath the Fire Island

SETUP

To a great extent, the Player Characters' reasons for coming to the South Pacific base will depend upon how much success they have had up to this point. If they have done poorly, at least some of them will come to the base as prisoners. In addition, the Player Characters will not yet realize they are trying to rescue an illusionary Raven. Their objectives here, therefore, will be to free themselves and/or their friends and to find and rescue Raven.

If the Player Characters have fared adequately, all of them will approach the South Pacific base of their own free will. They probably will not realize that they have been trying to free an illusionary Raven, so their primary objective will be to free their captive friend. They might even realize that their present conflict has ramifications beyond Raven's rescue and so their secondary mission would be to discover just what H.I.V.E. is doing.

Player Characters who have done extremely well will realize that H.I.V.E. has been using an illusionary Raven to lure them through a series of encounters designed to wear them down. Clever Player Characters will also realize that although H.I.V.E. has been playing rough, it has thus far avoided any serious attempt to kill them. Such Player Characters approach the South Pacific base in search of information and stand the greatest chance of leaving the base with what they desire.

The GM should take a moment to think about what objective his/her Player Characters are pursuing. Although H.I.V.E. would prefer that the Player Characters were its prisoners by now, it is prepared to deal with Characters intent upon freeing their fellows or Raven. H.I.V.E. has not considered the possibility that the Characters have seen through its ruse, however, and is poorly prepared to deny such Characters their goal.

As the Player Characters progress through this encounter, the GM should keep their objectives in mind; what proves a disaster to the one group may be just the clue another needs.

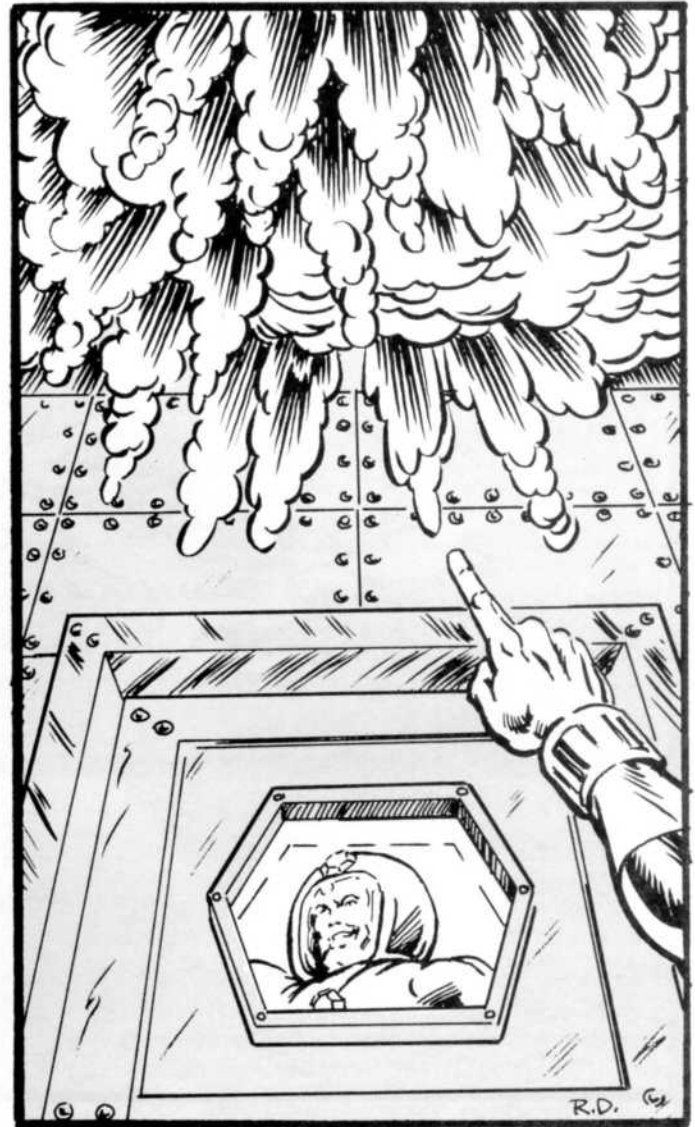
If some of the Player Characters are H.I.V.E. prisoners and the others are coming to rescue them, the prisoners will awaken in their cell (Deck E) about the time the rescuers arrive.

Read Player Information I to prisoners as they awaken in their cell (Deck E). Read Player Information II to all other Characters as they approach the base.

PLAYER INFORMATION I

(For H.I.V.E. prisoners only.)

As you slowly drift back to consciousness, you find that you lie on a very hot floor which has given you first and second degree burns wherever it touched your bare skin.



You are in a barren room of at least 1800 feet square. The steel floor is hinged in the middle.

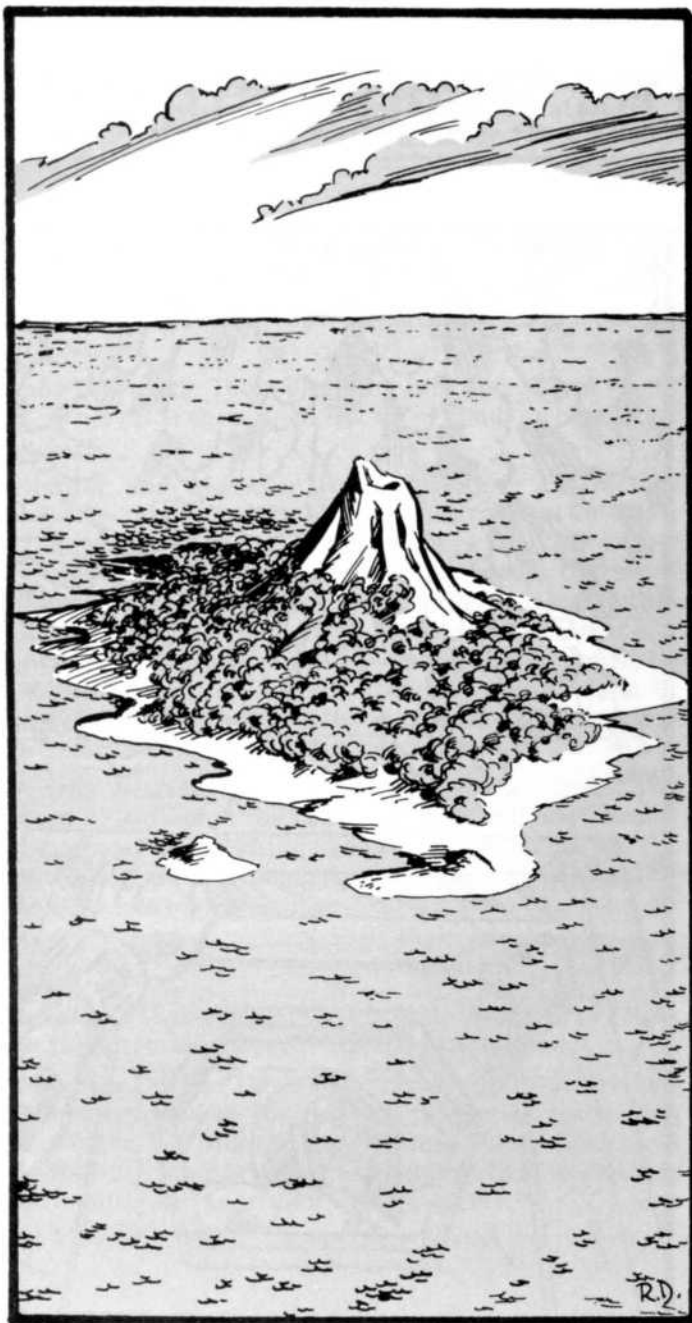
The steel walls of your cell are a little cooler to the touch but are still well beyond the realm of comfort. A door with a single window rests in the center of one wall. A man looks in through the window. As you stir, he turns away from the window and says something imperceptible.

Something begins to hiss near the ceiling and you look up to see a white-colored gas shooting into the room.

NOTE: Proceed with the description for Deck E: Holding Cell.

PLAYER INFORMATION II

A deserted volcanic island rises out of the ocean ahead. As you approach, you see that dense jungle covers its slopes and green filmy water fills its crater.



GM INFORMATION

Player Characters exploring the exterior of the island discover two hidden, locked steel doors, one on the outside of the crater and one on the inside. Both of these doors have security alarms (AV/EV: 11/11) that will detect any type of penetration into the base via these avenues. (Player Characters using the Security Systems subskill of Thief may be able to override the alarms.) The tunnel inside the crater leads to Deck F; the tunnel outside the crater leads to Decks E and F. Refer to appropriate descriptions when the Player Characters reach those rooms.

Far below the surface of the ocean, five 60' by 60' tunnels lead into the base's underground submarine docks. If the Player Characters are following (or are inside) a H.I.V.E. submarine, they will most likely enter the base via this route.

The map contains a short description of each area's function. Use this description as a basis for describing each area to the Player Characters as they explore the base. The entries below describe in greater detail what the Player Characters will encounter in each room. If an area or room is not described below, it appears as described on the map.

In many instances, what the Player Characters find depends upon whether or not a security alarm has been sounded. Note that if a fight breaks out on any level, a security alarm goes into effect on all levels.

Deck A

This is a green security level. Every person on this deck wears a green security badge displayed prominently on his or her coat. There are one-hundred H.I.V.E. Security Guards roaming the floor of this deck, inspecting badges and maintaining H.I.V.E. discipline. They will shoot on sight anyone not dressed as a H.I.V.E. employee or anyone not wearing a green security badge. The Security Guards wear both green and yellow security badges.

Elevators: These elevators lead to Decks B and C. Two H.I.V.E. Security Guards stand in front of each.

Cargo Elevators: These elevators lead to Deck B. Both are in constant use as the H.I.V.E. laborers move stolen cargo from Deck A to the warehouses on Deck B. Four H.I.V.E. Security Guards stand near each cargo elevator.

Submarine Docks: When the Player Characters arrive, one submarine will be being resupplied for action and one will be in the process of offloading its cargo of stolen electronic aerospace equipment.

Of course, if the Player Characters arrive here in their own submarine, the one-hundred security guards on the floor open fire as soon as the hatch opens to reveal the heroes.

60' Diameter Pipe: Anyone entering the area protected by this pipe suffers a Physical Attack from the heat (AV/EV: 16/8). The pipe encloses a shaft which leads down to a lava pool which provides the base's geothermal power.

Deck B

Forty Security Guards are stationed on this level. They will shoot on sight anyone not dressed as a H.I.V.E. employee or anyone not wearing a green security badge. The Security Guards wear both green and yellow security badges.

Cargo Elevators: These elevators lead down to Deck A. Ten Security Guards stand near the elevators. If a security alarm has sounded, they will ask anyone leaving the elevator to name his/her destination and will attack anyone who does not say he or she is going to one of the warehouses.

Elevators: These elevators lead up to Deck C and down to Deck A. Ten Security Guards stand nearby. If a security alarm has sounded, they will ask anyone leaving the elevator to name his or her destination and will attack anyone not citing either the warehouses or the power plant.

Warehouses: These huge rooms house the plunder of H.I.V.E.'s pirate fleet. Warehouse A contains solid rocket fuel and sectionalized booster engines. Warehouse B contains electronic aerospace equipment, life support systems, and other essential equipment for personal survival in space. Warehouse C contains portable equipment for producing liquid hydrogen and liquid oxygen as well as a sectionalized liquid-fuel booster-engine. Warehouse D contains launch support equipment such as satellite-tracking dishes, communications equipment, and a new radar jamming device (OV/RV: 40/10 to Radar Sense) recently developed by the Russian airforce.

60' Diameter Pipe: See Deck A description.

Deck C

One hundred H.I.V.E. Security Guards are stationed on this floor. They will attack on sight anyone not dressed as a H.I.V.E. employee or anyone not wearing a green security badge. The security guards wear both green and yellow security badges.

Outer Elevators: These elevators lead down to Decks A and B. Ten Security Guards are stationed at each elevator. If a security alarm has sounded, the guards will ask anyone leaving the elevators where they are going and will attack anyone not citing the crew quarters, cafeteria, or assembly deck.

Inner Elevators: These elevators lead up to Decks D and E. Ten security guards are stationed at each of these elevators.

Deck C Security Office: The sixty guards not stationed at elevators on this floor are on duty here. They will break into six firing teams and run toward the sound of any trouble, approaching from two different directions when possible. When attacking, two firing teams will be able to shoot at one target.

Submarine Crew Quarters: The crews of two submarines are resting here. They know nothing of Raven or any prisoners. If forced to talk following any successful Persuasion/Intimidation attempt at OV/RV: 5/3, they can tell the Player Characters the following:

- 1.) they always attack ships carrying aerospace equipment and
- 2.) they often take cargo from here to a secret port facility just off the coast of China.

Investigations of any Captain's quarters at OV/RV: 8/5 will yield the same information in the Captain's log.

Deck C Canteen: If the security alarm has been sounded, the Canteen will be empty. Otherwise, Player Characters questioning the Canteen's patrons learn only that the base brig is on Deck E. (If one of the Player Characters has previously been captured, the patrons will mention that there are supposed to be "some pretty tough characters" presently in the brig. No one in the Canteen has any information pertaining to Raven.)

Cafeteria: If the Player Characters try to question anyone here, a H.I.V.E. Security Guard will ask if he can answer their questions. If the Player Characters accept his offer and ask him about Raven, any Player Characters who may have been captured, or even hint that they have little knowledge of the base's operations, the guard will say he does not know the answer to their question and leave.

The guard would have been attempting to confirm his suspicion that the Player Characters are not H.I.V.E. employees. After sounding an alarm, he will return with twenty Security Guards.

On the other hand, if the Player Characters refuse his assistance in any fashion, the Security Guard will assume the Characters to be typical low-level H.I.V.E. employees and leave.

60' Diameter Pipe: See Deck A description.

Deck D

Twenty H.I.V.E. Security Guards are stationed on this Deck. They will attack on sight anyone not dressed as a H.I.V.E. employee or anyone not wearing a green security badge. The Security Guards wear both green and yellow security badges.

Elevators: These elevators lead down to Deck C and up to Deck E. Ten Security Guards stand outside each elevator.

Personal Living Quarters: The two administrators who occupy rooms A and B run a good portion of the base. If successfully Interrogated, they can reluctantly provide the following information:

Administrators' Knowledge

RAPs Information

- | | |
|-----|--|
| 1-2 | "The primary function of this base is to steal aerospace equipment and send it to H.I.V.E.'s secret port facility in China near Chan Chiang." |
| 3-4 | "We assume H.I.V.E. is using that equipment to operate a fairly sophisticated space program but we have no direct knowledge of such a program." |
| 5 | "Our Base Commander recently received orders from his superiors to capture heroes like yourselves and deliver them to a base hidden somewhere in the Himalayas." |
| 6+ | "Our organization never captured your Raven; one of our employees used his powers to create an illusion of her to lure you into a trap." |

Deck E

The 150 H.I.V.E. Security Guards stationed on this Deck will attack on sight anyone not dressed as a H.I.V.E. employee or anyone not displaying a yellow security badge.

Outer Elevators: These elevators lead down to Decks C and D. Ten Security Guards stand outside each elevator.

Inner Elevator: This elevator leads up to Deck F. Ten Security Guards stand outside this elevator. They will attack any Character who attempts to enter the elevator and is not wearing a red security badge.

Hallways: The hallways on this Deck contain special security devices: ion cannons and electric whips. If a security alarm has been sounded, these devices will be



automatically activated and will attack anyone in the hallway. Two ion cannons will shoot at any person traveling on the floor and six electric whips will descend from the ceiling to attack anyone flying above the cannons' range. These weapons will continue to attack until deactivated in the Security Command center on Deck F or until destroyed.

Commanders' Quarters: The four highest ranking H.I.V.E. commanders (the Base Commander, the Security Commander, the Operations Commander, and Piracy Commander) live in these rooms. Although all four men are presently on Deck F in their respective offices, the Player Characters may learn everything listed in the earlier Interrogation Chart by examining the contents of any of the four rooms. Unfortunately, unless the Characters first deactivate the security devices guarding the room (OV/RV: 0/7), they will automatically trigger a security alarm.

Administrative Offices: All of the administrative tasks associated with running the base are performed here. By examining the records in this room, Player Characters may learn everything listed in the earlier Interrogation Chart.

Production Laboratory: This room contains a small laboratory for producing poisons, knockout gases, and other of the base's useful items. It contains chemicals and a few scientists who will run at the first sign of the Player Characters.

A secret door is hidden behind a rack of glassware (OV/RV: 8/8 on a Perception Check). The door opens into the tunnel leading to the outer edge of the crater. If the Player Characters enter the base via this room and did not trip a security alarm when they opened the door at the other end, the four scientists in this room will attempt to flee when the secret door opens and will sound a security alarm if they escape.

Computer Center: The entire base can be controlled from here. Any Character with Gadgetry or Scientist skill may attempt to override the computer's programming (OV/RV: 16/5) and if successful may alter the temperature, lighting conditions, air circulation, or alarm status of any part of the base.

The RAPs are the number of rounds that pass before the Base Commander's office realizes someone has tampered with the computer and sounds a manual security alarm. If the Player Characters have successfully overridden the computer's programming, however, the automatic defenses on Decks E and F will not function.

Security Office: At any time, one-hundred and ten H.I.V.E. Security Guards are stationed in this office. They will attack on sight anyone entering this room who is not dressed as a H.I.V.E. employee and anyone not wearing a red security badge.

If the Player Characters defeat the Security Guards in this room and have not overridden the computer's automatic security programming, a powerful knockout gas will be released into the air as the last of the guards fall and/or flee. Treat the gas attack as a Mental Attack with AV/EV: 6/7. The RAPs are the number of APs of time the Characters remain asleep. If all the Characters fall unconscious for 5 APs or longer, they will awaken bound in stasis chains in the Holding Cell.

NOTE: There are a dozen red security badges in the drawer of the reception desk.

Holding Cell: Player Characters taken prisoner in earlier encounters awaken in this room. Those Characters who were taken prisoner awaken just as their teammates enter the Security Office.

As soon as the captured Player Characters awaken in this room, a H.I.V.E. guard will notice that they are awake and will trip a handle to fill the room with more knockout gas. The Player Characters will have two rounds to escape the room (walls and doors with STRs of 17 APs apiece, doorlock of 10 APs) before the gas takes effect.

Treat the gas as a Mental Attack with AV/EV: 6/7 during each round. If the Player Characters fail to escape before they all fall unconscious again, they will be unable to escape H.I.V.E.'s clutches at this base. Play then proceeds with Encounter 5.

In the much more likely case that the Player Characters escape the room, H.I.V.E. has one last nasty surprise for them. Just as the Characters begin to break out of the Holding Cell, the floor will open, dropping them toward the lava pit below. Characters will immediately begin to suffer heat damage as per the description on Deck A for the 60' pipe.

Three rounds later, any Character who was unable to break his or her fall will land in the lava pool. He or she will suffer a heat attack of AV/EV: 16/19 each round until he or she escapes the lava pool. Any Character who was

asleep when the floor opened must be rescued by friends or awoken after one round of exposure in the pool.

NOTE: Lava exposure should be dealt with as Killing Combat.

Deck F

Forty H.I.V.E. Security Guards are stationed on this deck. They will attack on sight anyone not dressed as a H.I.V.E. employee or anyone not wearing a red security badge.

Elevator: This elevator leads to Deck E. Unless a security alarm has been sounded, all forty Security Guards will be stationed in the room outside the elevator. If an alarm has been sounded, they will be in the H.I.V.E. Master Living Quarters.

As soon as the Player Characters enter the room surrounding the elevator, a 10 AP Force Field will seal them in the room. At the beginning of the next round, the area will fill with flames, inflicting a heat attack of AV/EV: 10/10 upon them until they break out of the force field or douse/stifle the flames.

H.I.V.E. Master's Living Quarters: This luxurious apartment belongs to the H.I.V.E. Master of this base. If a security alarm has been sounded, these quarters will be occupied by twenty Security Guards standing around the pool and twenty Security Guards in the kitchen, all waiting for the Player Characters to emerge from the secret tunnels leading to the outside.

H.I.V.E. Master Control Center, Security Command Center, Base Command Office, Operations Command Office, and Piracy Command Office: Player Characters may investigate the contents of these offices or Interrogate the H.I.V.E. employees found in these offices. Investigation OV/RVs are at 3/6.

Personnel in the offices are standard H.I.V.E. Mercenaries. The chart below describes what the Player Characters may learn here:

Office Investigation

RAPs Information

- 1-3 The primary function of this base is to steal aerospace equipment from technologically-advanced nations.
- 4-5 H.I.V.E. delivers stolen equipment to a secret port facility in China. (Its location is described sufficiently to direct the Player Characters to Encounter 5.)
- 6 H.I.V.E. is definitely operating a sophisticated space program but no one at this base has any direct connection to the program.
- 7 The H.I.V.E. Master recently received orders from his commander to capture the Player Characters and deliver them to a base hidden somewhere in the Himalayas.
- 8+ There is no mention of Raven here.

Special Note on Hotfoot and the Commanders: Hotfoot and his commanders have anticipated that the Player Characters would come here. They hope to wear the Player Characters down by allowing the heroes to fight their way through the base. After the Player Characters have done so (and if the Characters have not escaped), Hotfoot and his commanders will attack.

In accordance with this plan, they will immediately flee to the opposite extreme of the base from the one the Player Characters enter. For instance, if the Player Characters enter the base at Deck A, Hotfoot will wait for them on Deck F.

Hotfoot's attack plan has one weakness: if the Player Characters turn back after going part way through the base or if they escape, Hotfoot will have no opportunity to attack them. (This is probably best for the Player Characters. The key to successful completion of this adventure is to expend as little energy as possible at this base while still collecting necessary information.)

If the Player Characters do encounter Hotfoot, they may learn the following information through a successful Interrogation:

Hotfoot's Knowledge

RAPs Information

- 1-2 "I planned to capture you heroes here or at our Canyon Headquarters."
- 3-4 "We've found a way to generate an unlimited amount of energy through the use of antimatter. Even now, we're completing the generator."
- 5 "While we had intended to use the generator to trap and destroy you heroes, the generator does not depend on your capture."
- 6+ "I used an illusionary Raven to lure you saps into my trap; I don't have any idea where the real Raven is."

If Hotfoot succeeds in capturing the Player Characters, he will slap them into stasis chains and deliver them to the Himalayan Base straightaway. The Characters will awaken in a holding cell there; go to Encounter 5.

If the Player Characters avoid capture, they should be very curious as to why H.I.V.E. wanted to capture them and will probably move to investigate the secret port facility in China. Encounter 5 contains information on what the Player Characters find at the secret Port Facility.

TROUBLESHOOTING

By the time they finish this encounter, the Player Characters should realize that H.I.V.E. has been trying to lure them into a trap for some mysterious purpose. If the Player Characters do not yet realize this and still believe that H.I.V.E. has Raven, the GM should suggest that H.I.V.E. has taken Raven to its Himalayan base.

Encounter 5: Himalayan Launchpad



SETUP

Use this encounter when the Player Characters investigate the destination of the aerospace equipment that H.I.V.E. has brought from its South Pacific base. Player Characters unfortunate enough to have been captured and brought here awaken near the reactor, freed of their stasis chains. For such Player Characters, start this encounter with the Reactor Description; do not read any of the Player Information to them.

Before coming to this base, free Player Characters will probably wish to investigate the secret port facility in China. The GM should start this encounter by reading Player Information I to them, proceeding then to Player Information II.

A few Player Characters will come straight to this base, at which point the GM should start the encounter with Player Information II.

PLAYER INFORMATION I

H.I.V.E.'s secret port facility in China appears to be nothing special. It resembles a small coastal village except that a crane for unloading cargo submarines towers over a four-hundred-foot dock.

A very wide dirt road runs toward the Himalayan Mountain range lying far in the distance.

NOTE: Allow the Player Characters to explore the village if they wish. They would find several thousand gallons of diesel fuel and three large flatbed trucks nestled amongst the village homes. Village residents are present but can offer no pertinent information to the Player Characters. When the Players decide to follow the road, read Player Information II to them.

PLAYER INFORMATION II

High in the Himalayan Mountain Range on the border of China and Tibet, four small peaks rise to approximately 15,000 feet. Atop each peak sits a dome. Two pipes run from the dome on the far left to the dome on the far right, spanning a distance of about 150'. A sixty-foot-wide road runs about 100' from the dome on the near left to the dome on the far right. The dome on the far right has a seam down the middle, as if it opens.

The dome on the far left is about 120' in diameter, the dome on the near left 180' in diameter, the dome on the near right 120' in diameter, and the dome on the far right 180' in diameter.

GM INFORMATION

H.I.V.E. uses this base to launch space shuttles carrying materials for its space station (see Encounter 6). The shuttles return to earth at any one of several secret landing strips throughout the world. After landing, the shuttles are disassembled, stowed aboard two of H.I.V.E.'s cargo submarines, and returned to the base for reassembly via the secret port facility in China.

Refer to the descriptions below as the Player Characters explore each dome.

Dome A

If the liquid hydrogen and oxygen tanks are ruptured (BODIES: 17) and the rock wall (BODY: 13) separating the two tanks is punctured, a tremendous explosion (Bomb of AV/EV: 18/18) results. The same thing happens if the two steel pipes running to Dome D are broken. This explosion will destroy the base's effectiveness as a launching facility but Dome C will survive intact. Player Characters intentionally igniting the solid fuel in tanks C and D cause a similar explosion.

Dome B

This dome houses the repair facility for the shuttles. Cranes and other types of heavy machinery crowd its floor but the most unique feature is its swiveling repair deck which rotates the shuttle around for servicing at various work-stations. A shuttle is presently nearing the stages of launch preparation here.

The electronic repair shop contains the facilities to construct nearly any kind of electronic equipment, including the radar masking device with which all H.I.V.E. shuttles are standardly equipped. (This device, which was stolen from the Russians, recently failed on one shuttle mission, causing considerable alarm in both Russian and U.S. military circles.)

Using the fabrication shop, H.I.V.E. can create virtually any piece of equipment it needs to repair the shuttle.

Player Characters investigating the Supervision Office will find a wire-rimmed, bespectacled standard H.I.V.E. employee who is responsible for keeping the shuttles in good flying condition. If the Player Characters successfully Interrogate him, they may learn the following:

Employee's Knowledge

RAPs Information

- | | |
|-----|---|
| 1-2 | <i>"The shuttle in the dome should now be ready for launch within a few hours."</i> |
| 3-4 | <i>"All H.I.V.E. shuttles are equipped with radar-masking equipment. On the last launch, this equipment failed, but the problem has now been repaired."</i> |
| 5 | <i>"This shuttle has been fitted with a special stasis chamber for containing heroes."</i> |
| 6+ | <i>"H.I.V.E. intends to use this shuttle to deliver captured heroes to its orbiting power station."</i> |

An elevator leads down to the nuclear power plant from this office.

Nuclear Power Plant: A special cell has been constructed around the nuclear reactor. If the Player Characters arrived at this base as prisoners or are captured at some point during this encounter, they will awaken here, in a small cell with one door.

A single H.I.V.E. guard wearing a radiation decontamination suit stands outside the door, watching the Player Characters through a plexiglass window. As the Characters awaken, the guard will turn away and say something imperceptible.

On the next round, knockout gas will begin to hiss into the cell. This gas should be treated as a Mental Attack with AV/EV: 7/7. If all the Player Characters fall asleep before escaping this chamber, they will fail to escape this base and will then re-awaken at H.I.V.E.'s orbiting base. (Play then proceeds with Encounter 6.)

If they escape the cell, the Player Characters will briefly enter a room subject to some radiation. If they *linger here* more than three rounds, they will suffer a radiation attack at AV/EV: 16/6.

Dome C

Deck A

The fifty standard H.I.V.E. Mercenaries here will attack the Player Characters if they are not dressed as H.I.V.E. employees. Otherwise, the Player Characters meet no resistance here. The elevator leads up to Deck B.

Deck B

Outer Elevator: This elevator leads to Deck A.

Inner Elevator: This elevator leads up to Decks C, D, and E.

Security Office: Twenty Security Guards lounge in this office. If there is a security alert, they will rush upstairs to Deck D. The Player Characters will arrive and meet them just as the guards leave their office.

Deck C

Ten security guards stand outside the elevator here and will attack any Player Characters leaving the elevator. (They know all H.I.V.E. astronauts by sight and have instructions to shoot anyone else entering this level.)

If the Player Characters enter the Astronaut Flight Room, they will find all of the equipment necessary to operate a H.I.V.E. shuttle, including EVA suits (BODY: 9; these resemble the old bulky suits astronauts wore in the Apollo days).

As the Characters enter this area, from a totally hidden location, Polarizer will use his Animate Objects power to animate an EVA suit. It will attack the weakest Player Character with a Physical attack at AV/EV: 9/9. No matter how much the Player Characters punch the suit, it will take no damage.

To destroy the suit, the Players must specify that they are ripping it or using an energy attack to blast the suit to pieces. If the suit succeeds in knocking out the weakest Player Character, it will attack the next weakest, and so on.

Deck D

Elevator: This elevator leads up to Deck E or down to Deck C. As the elevator stops at Deck D, a pleasant female voice says, *"Please state your security code NOW."* The elevator doors open on the next round. Unless the Player

Characters say aloud, "9999," four ion cannons will fire at them as soon as the elevator doors open.

Mission Control: This room is crammed with desks and computer terminals. A 24' x 24' video screen dominates the far wall. When the Player Characters enter this room, a 20' high image of Polarizer will appear on the screen. Polarizer will immediately animate the image on the screen to have it say, *"Prepare for your doom, worms!"* Each Player Character should make a Mental Attack on the image (OV/RV: 16/16). Any Character making his or her roll will notice that the image is becoming three-dimensional.

Roll Initiative for the Player Characters and Polarizer. When Polarizer's turn to act comes, the image will step out of the screen and uses Polarizer's Lightning power to shoot a 10 AP Starbolt at one Character, Cyborg, if he is present, who receives a -2 column shift against this electrically based attack. The image (DEX: 6, BODY: 10) will continue to attack with Lightning until it is defeated.

Computer Control: A huge computer dominates the center of this room. Characters successfully using either Scientist or Gadgetry skill to override the computer's programming (OV/RV: 9/9) learn the following:

Computer Programming

RAPs Information

- | | |
|-----|---|
| 1-2 | The last mission was launched six hours ago. |
| 3-4 | The next mission should be launched in three hours. |
| 5 | The antimatter energy generator in H.I.V.E.'s orbiting space station will be completed when the last mission arrives. |
| 6+ | For maximum efficiency, heroes (such as the Player Characters) will be used to power the antimatter energy generator. |

Tracking Room: The Player Characters can quickly and easily pinpoint the exact location of H.I.V.E.'s orbiting space station: it is displayed at all times on a prominent video screen.

Deck E

This is Polarizer's private suite. From here he can oversee the activities of Mission Control without being seen.

Elevator: This elevator leads to Decks B, C, and D. When the elevator stops on this floor, a pleasant female voice says, *"Please state your security code NOW."* Unless the Player Characters say aloud "1111," an invisible 20 AP energy grid will activate at the entrance to the elevator. When the Player Characters attempt to exit the elevator, the energy grid will Multi-Attack them (at a +3 Column Shift, even if there are fewer than five Characters in the party).

Polarizer himself waits on the other side of the Energy

grid. He will attack using Lightning. If his BODY falls below 4, he will use Vampirism on the first available Character to restore his lost APs.

Dome D

Two hours after the Player Characters' first sighting of Himalayan Base, two huge doors on the western side of this door will open and a shuttle will be escorted into Dome A. The crane will attach a cable to the nose of the shuttle and begin to lift it. Another hour later, the dome itself will open and the shuttle will be ready for launch. It will not launch until its cargo (the Player Characters) are safely aboard.

If the Player Characters are captured and do not escape, they will be loaded into the cargo bay of the shuttle (which has been turned into a stasis chamber) and flown to H.I.V.E.'s orbiting base.

The Characters are more likely to have the situation well under control and will probably enter the shuttle either as pilots or with a pilot under their influence. (Any Character with Space Vehicles skill can fly the shuttle; OV/RVs for shuttle piloting are at 4/4; any RAPs indicate adequate control of the shuttle.)

In either case, as soon as the Player Characters are aboard, an automatic countdown sequence will echo throughout the base, *"5... 4... 3... 2... 1... Lift off!"* The shuttle will hurl toward H.I.V.E.'s orbiting base.

If the Player Characters are in control of the situation, Polarizer will make one last attempt to knock them unconscious. Five minutes into the launch, when the Player Characters are experiencing the slightly uncomfortable 3G force of acceleration, a video monitor in the back of the cabin will pop on, displaying a 6" image of Polarizer (DEX: 6, BODY: 10, all other Stats: 0).

Beginning the following phase, the image will jump out of the screen and attack the Player Characters with Polarizer's 10 AP Lightning power. Any Player Character that stated he/she was strapping him/herself in for launch must spend this round freeing him/herself from the seats before returning the attack. Polarizer's image will continue to attack until the Player Characters are unconscious or the image is destroyed.

After this attack, the rest of the journey to the orbiting base will progress smoothly.

TROUBLESHOOTING

If the Player Characters destroy the base in this encounter or if the shuttle is launched, the Player Characters will have no way of reaching the orbiting H.I.V.E. base quickly. In this case, they may use their contacts in the government to borrow one of N.A.S.A.'s shuttles (probable elapsed time to shuttle arrival: 9 APs).

There is also some danger that the Player Characters will not deduce for themselves that they should take the H.I.V.E. shuttle and destroy the H.I.V.E. base. In this case, one of the surviving H.I.V.E. members will snidely remark, *"It's a good thing you're too big a bunch of chickens to take the shuttle to the orbiter. You'd probably just be destroyed anyway. I guess H.I.V.E. will have to find some tougher heroes to provide its power."*

Encounter 6: Starry Night

SETUP

Use this encounter when the Player Characters reach the orbiting H.I.V.E. base. If the Player Characters arrive here as prisoners, go to Encounter 7: *Against Ourselves*.

PLAYER INFORMATION

The orbiting H.I.V.E. base retains the dome design common to the earthbound bases you have visited recently, but it adds a new twist. Because it floats freely in space, the flat surface one would normally assume to be the bottom contains the only entrance. Actually, the rounded top appears to be the bottom. The function of the base is difficult to explain, for like so many other H.I.V.E. projects, this seems twisted somehow.

Imagine an onion, cut it neatly in half, so that you can see its circular layers. Spin it like a top, flat side up. This is what this H.I.V.E. base looks like.

A docking entrance tube extends from the center of the flat side of the base.

GM INFORMATION

Make sure the Players understand what the H.I.V.E. base looks like. If necessary, show the Players the accompanying illustration of the orbiting base.

As the Players approach, a message will come in over their radio. *"This is H.I.V.E. base to shuttle. Please dock now and report directly to command center for your next assignment. Your cargo will be off-loaded as soon as possible."*

The Player Characters will receive this message even if they are not flying a H.I.V.E. shuttle. Nightlight hopes to lure the Player Characters onto the base and directly into the energy chamber by pretending to be unaware of the identity of the shuttle crew.

The docking tube connects to an airlock with a door on each wall. The door directly ahead opens after the Player Characters enter the airlock. If they go through the open door, Nightlight has succeeded in luring them into her trap. Go to Encounter 7.

If the Player Characters do not go through the open door, a voice urges them, *"Please report directly to the Command Control, astronauts."* To open any of the other doors, Player Characters must use the Security Systems subskill of Thief at OV/RV: 0/5 or physically break through the doors (BODY: 17 APs).

The doors to the right and left of the airlock room open into the cargo storage areas noted on Deck C, while the doors to "up" and "down" open into the reception areas on Deck C.



The Player Characters' best chance of defeating this H.I.V.E. base is to find the antimatter generating equipment and destroy it before they stumble into the trap Nightlight has laid for them. Many of the descriptions below are keyed to whether or not the Player Characters have destroyed this generator, so the GM should keep that in mind when running this encounter.

Refer to the appropriate descriptions as the Player Characters explore this base. Keep in mind that there is no possibility that they can successfully disguise themselves; Nightlight has been expecting them for days.

Deck C

The gravity here is 2/3 normal due to the spinning dome's centrifugal force.

Cargo Storage: These rooms are empty at the present time. If the Player Characters enter these rooms, four automatic ion cannons will begin firing at them.

Reception Area: These rooms are empty at the present time. If the Player Characters enter these rooms, two electric whips will attempt to grab each Player. (Electric whip information is located in the "H.I.V.E. Equipment" section.)

Hallway: There are two H.I.V.E. Mercenaries in this hallway, one behind door A and one behind door D. As soon as they are sure the Player Characters have seen them, the Mercenaries will attempt to flee down the hallway.

If the antimatter generator has been destroyed, the Mercenaries will no longer be present.

Doors A, C, and D: These doors lead directly to the energy generation arena. If the Player Characters enter them, go to Encounter 7.

Door B: This door leads to Deck B.

Master Control Center, Computer Center: As long as the antimatter generator still functions, each of these rooms contains ten H.I.V.E. Mercenaries who will attack the Player Characters as they enter. At either location, Player Characters successfully Interrogating one of these technicians or using his or her Gadgetry or Scientist skill to override the computer programming may learn the following information:

Energy Awareness

RAPs Information

- | | |
|-----|---|
| 1-2 | H.I.V.E. intends to use the energy it generates to threaten the world with complete destruction. |
| 3-4 | The key to generating this energy lies through doors A, C, and D on this Deck. |
| 5 | H.I.V.E. intends to demonstrate its new-found power by melting a significant portion of the polar ice-pack. |
| 6+ | The beauty of this plan is that the world governments are sure to send their greatest heroes to attack the base. H.I.V.E. can then trap these heroes in the energy generation arena and (after the Player Characters are exhausted) use them to power the energy generator. |

The energy generation arena lies through doors A, C, and D. (If the Characters enter this area, they will automatically engage the energy production cycle.)

Matter/Antimatter Tension Control Center: This room contains its own computer as well as a full ton of boron. It regulates the flow of energy from the energy generation arena to the energy conversion center.

When the Player Characters attempt to enter this room, they encounter an invisible force field with OV/RV: 0/14.

Nightlight will be waiting for the Player Characters here. Relying upon her suit's Energy Absorption power to

accept and disperse damage, she will use Gravity Increase to immobilize her opponents and Mind Blast to disable them. If the battle goes adversely for her, she will attempt to flee into the room housing the Antimatter Generator.

Energy Conversion Center: This room is essentially a giant laser powered by the energy generation arena. When energy enters from the arena, the laser converts the energy into super-intense light and focuses on a target. If this room is damaged, the laser will simply dissipate the energy at random striking points with AV/EVs of 12/24.

Antimatter Generator: This room contains a small machine about the size of an automobile which generates the antithesis of anything placed in the energy generation arena. If this machine is destroyed (OV/RV: 0/20), H.I.V.E. can no longer use this base to effectively blackmail the world.

Unfortunately for the Player Characters, the machine generates a vacuum within the confines of the room. Any Character entering this room without Sealed Systems suffers a 13 AP Physical Attack each phase he/she remains here.

Deck B

This is the living level of the base. Player Characters can find lines of EVA suits (with effective Sealed Systems of 10 APs) in the equipment repair room. Otherwise, they find nothing noteworthy on the entire level.

When they first enter the level, twenty H.I.V.E. Mercenaries will attack them.

Door E leads both up to Deck C and down to Deck A.

Deck A

This is the operations level of the base. Door F leads up to Deck B. When the Characters enter this level, twenty H.I.V.E. Mercenaries will attack.

Characters can force the immediate abandonment of the base by shutting down the air recycling plant on this level; however, in such an instance the Player Characters had best have Sealed Systems themselves or they will be as likely to perish as the base inhabitants. If the Characters do shut down the air supply, only Nightlight will remain to oppose them in the Matter/Antimatter Tension Control Center on Deck C, unless the Player Characters have already disposed of her as well.

Shutting down the air supply does not destroy the antimatter generator.

TROUBLESHOOTING

There should be little trouble with this encounter. The Player Characters' goals are simple: find out what H.I.V.E. is doing and put a stop to it. H.I.V.E. intends to lure the Characters into a trap and use them to power its new weapon. If the Characters get bogged down somewhere, several H.I.V.E. Mercenaries or Nightlight could ambush the Characters then flee into the energy generation arena.

Alternately, Nightlight could enter the arena herself, thus powering H.I.V.E.'s weapon, and the Player Characters would have to follow and stop her or allow H.I.V.E. to use the energy she creates to subjugate the world.

Encounter 7: Against Ourselves

SETUP

Use this encounter when the Player Characters enter the energy generation arena. If the Characters were brought to the base as captives, before reading the Player Information, inform them that they awaken feeling terrible.

PLAYER INFORMATION

You are in a bowl-shaped room, which is spinning around its center. Near the edges of the bowl, the surface spins quite rapidly, simulating a strong gravity field. Near the center of the bowl, the surface seems to spin very slowly, the simulated gravity being less strong there. Of course, unless you are on one of the surfaces, there is no gravity at all.

A large video screen showing a picture of Earth dominates the flat wall.

A blinding green light flashes and deafening thunder causes the very room to tremble. A moment later, you each see images of yourself standing on the opposite side of the room. The air vibrates with explosive energy.

Your counterparts move to attack.

GM INFORMATION

The antimatter generator has generated the antithesis of each Player Character. These anti-Characters possess exactly the same attributes and abilities as the Player Characters with the exception of having no Hero Points. The anti-Characters' Resistance Attributes are at the same current levels as the Player Characters'.

The major difference between the two Characters is their basic motivation: the Player Characters possess a constructive instinct, the anti-Characters possess a destructive instinct. Each anti-Character will move to attack his or her counterpart immediately.

Several special conditions apply to this battle.

- 1.) The anti-Characters will always attack their counterparts. If their counterparts are unconscious, the anti-Characters will attack any Character trying to escape through the door in the flat wall. Otherwise, they will not attack.
- 2.) When any Character (Player or Anti-) attacks his or her counterpart successfully, an explosion results. The RAPs of the attack are the AV/EV of the (Bomb) explosion; the blast affects all Characters in the room.

If more than one Character successfully attacks his or her counterpart, the RAPs from the attacks will explode cumulatively. At the end of the phase, all Characters will suffer the effects of the explosion.

- 3.) At the end of each phase, the GM should tally up the total number of RAPs earned by both sides and multiply this number by ten. This is the total number of APs released into H.I.V.E.'s energy beam from the struggle between the Player Characters and their anti-Characters.

When 400 total APs are released into the energy beam, a bright blue beam will appear on the video screen. This beam will begin targeting the North Pole. When 2,500 APs have been released, the screen will show a close-up of the Polar icecap melting.

- 4.) If present, the anti-Jericho will use his Personality Transfer on Jericho in the fourth phase if possible.
- 5.) No Character may be killed by knockback or other accidental damage. The anti-Characters will not enter Killing Combat.

When the Player Characters have knocked out all of their opponents, the energy generation arena will cease to produce energy. The anti-Characters who pass their Recovery Checks will wake up one hour later and begin to battle again, if the Player Characters are still present. (See "Recovery" in the Player's Manual, pages 18 and 19.)

TROUBLESHOOTING

If the Player Characters are all knocked out, each may make a recovery check one-hour (game time) after reaching unconsciousness. The anti-Characters will be waiting patiently.

After each time a Player Character is knocked out, the Character's MIND should be reduced by 1 AP (not subject to Recovery until after escape from the arena). When a Character reaches 0 MIND APs, he or she can no longer recover from a knockout. H.I.V.E. will ship the Character back to Earth as a warning to obey its orders; the Character will recover several weeks later — after H.I.V.E. controls the world.

The Player Characters can escape by exiting through the door in the middle of the video screen. Before opening the door, the Characters must override its automatic locking mechanism (OV/RV: 11/11) by using Security Systems which requires a full minute (4 APs). They must then open the door's lock (at OV/RV: 11/11) which requires another round (0 AP).

If the anti-Characters are conscious when the Player Characters escape the room, the anti-Characters will follow them through the rest of the base and continue to battle — with disastrous results for H.I.V.E. The energy released by the battles would cause monumental damage to the base!

Endgame

If the Characters destroy the antimatter generator or H.I.V.E.'s orbiting base, they succeed. The world goes on as before.

If the Characters fall prey to the energy generation arena, however, Nightlight will return them to Earth as an example of her power. They will wake up several weeks later in a prison hospital. H.I.V.E. now controls the world completely, with millions of new recruits.

Needless to say, the Characters are now considered criminals and all of their property has been confiscated. Many of the world's other heroes have mysteriously disappeared (been used to feed Nightlight's antimatter powered laser).

If the GM wishes to run a campaign in which the Player Characters struggle to free the world from H.I.V.E.'s clutches, he/she should remember that this new world is a totally corrupt place. The Player Characters will be without resources or friends and must rely solely on their own powers and abilities to defeat Nightlight and H.I.V.E., which is turning its attention toward other worlds.

If the GM does not wish to run such a campaign, Nightlight could arrange to have the Player Characters deposited on an abandoned planet near Tamaran, where Starfire's family rescues them. Alternately (and on a more up-beat note), another hero-team such as the Green Lantern Corps, the Justice League, or even Superman by himself could enter in the nick of time and defeat Nightlight's forces and plans of world-dominance.



Standard Award

The GM should remember to reward additional Hero Points for exceptional role-playing (acting in Character, saving innocents, etc). The Standard Award for this adventure is figured as follows:

Level of Opposition:	
Superior	25
Critical Points:	
(One) Even Odds.....	3
Area of Consequence:	
Worldwide.....	15
Severity:	
Permanent, Nonfatal	10
Total Standard Award	53

How to Use This Book

This book is divided into four sections: GM's Introduction, Characters, Encounters, and Places. In any of these sections, text in italics is to be read to the players.

Gamemaster's Introduction

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

Characters

This section contains information about the major characters, both Player and Non-Player, involved in the adventure. Heroes and villains which appear in the Gamemaster's Manual only give Hero Points and information; the basic abilities are the same as given in the Gamemaster's Manual. In addition, the information which can be obtained from each Non-Player character appears here.

Encounters

The DC Heroes Role Playing system is based on encounters. That is, the players go from situation to situation instead of location to location, as in other Role Playing games. Each encounter is broken up into at least three sections: Setup, Players Information, and GM Information. When necessary there will also be Troubleshooting, Rules sections, and/or Sidebars to help the GM run the game.

Places

Descriptions and maps pertaining to the encounters are in this section. Brief descriptions including game statistics are provided.

A Note on the Module Difficulty Rating System

Each module which Mayfair will publish will have a estimate on the power of characters. This estimate will be in form stating **For 5-7 Characters Generated using 1000-2000 Hero Points.**

To determine whether your characters will be powerful enough to use the module, add up the number of Hero Points needed to generate the Attributes, Powers, and Skills of the character, including those Powers and Attributes in special equipment that are unable to be pur-

chased. The Batman Option and Link Costs are ignored. Add the banked Hero Points and the amount of Hero Points spent for equipment and labs.

Compare the Hero Point levels to the bracket amounts given. If the average character in your team falls within the bracket, the module will likely be a good challenge for them. Having several characters one or even two brackets below the stated bracket will be all right if there are a couple characters above the bracket.

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

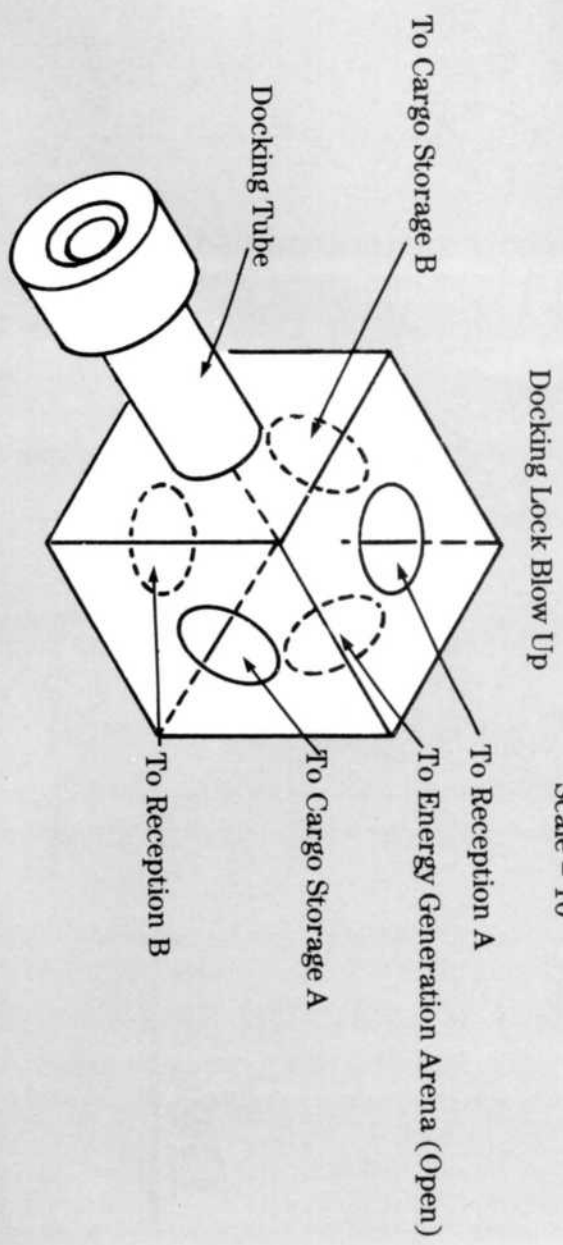
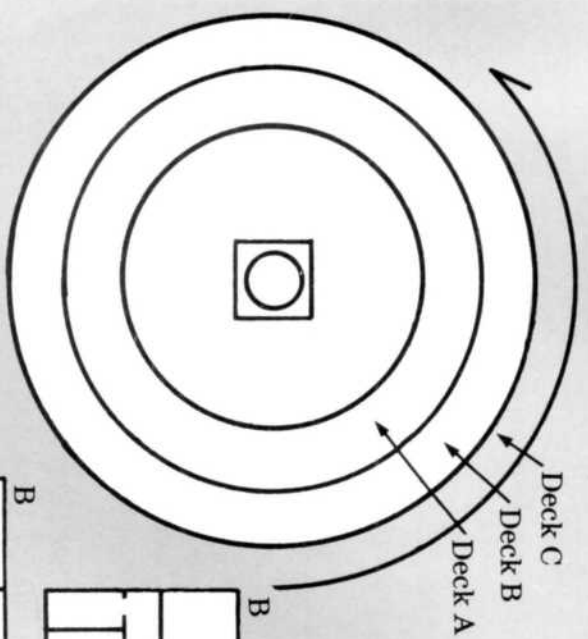
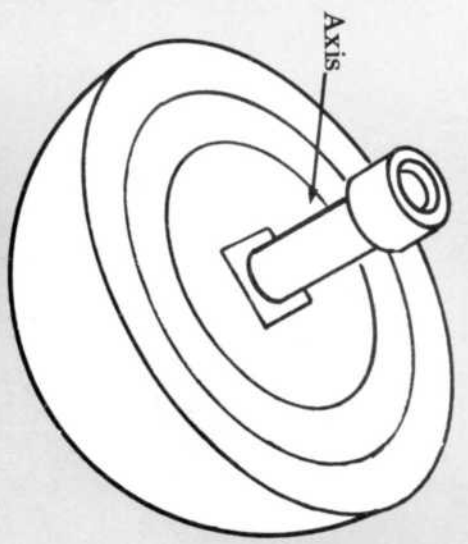
ABBREVIATIONS

AP		Attribute Point
AURA		Aura Attribute
AV		Acting Value
BODY		Body Attribute
DEX		Dexterity Attribute
EV		Effect Value
GM		Gamemaster
INFL		Influence Attribute
INT		Intelligence Attribute
MIND		Mind Attribute
NA		Not Applicable
NPC		Non-Player Character
OV		Opposing Value
RAP		Result Attribute Point
RV		Resistance Value
SPIRIT		Spirit Attribute
STR		Strength Attribute
WILL		Willpower Attribute

Orbiting Base

Do Not Show to Players
Scale = 10'

Angle View



A Connects to B

Antimatter Generator		Matter/Antimatter Tension Control Center		Energy Conversion Center	
A		B		C	D
Computer Center		Cargo Storage B	Reception	Cargo Storage A	Master Control Center

Looking "Down" Deck A

Exercise Room		Equipment .Repair		Kitchen		Galley		Barracks	
				E					

Looking "Down" Deck B

Food Storage		Batteries, Solar Power Plan		Air Recycle		Climate Control	
			E				

Looking "Down" Deck C

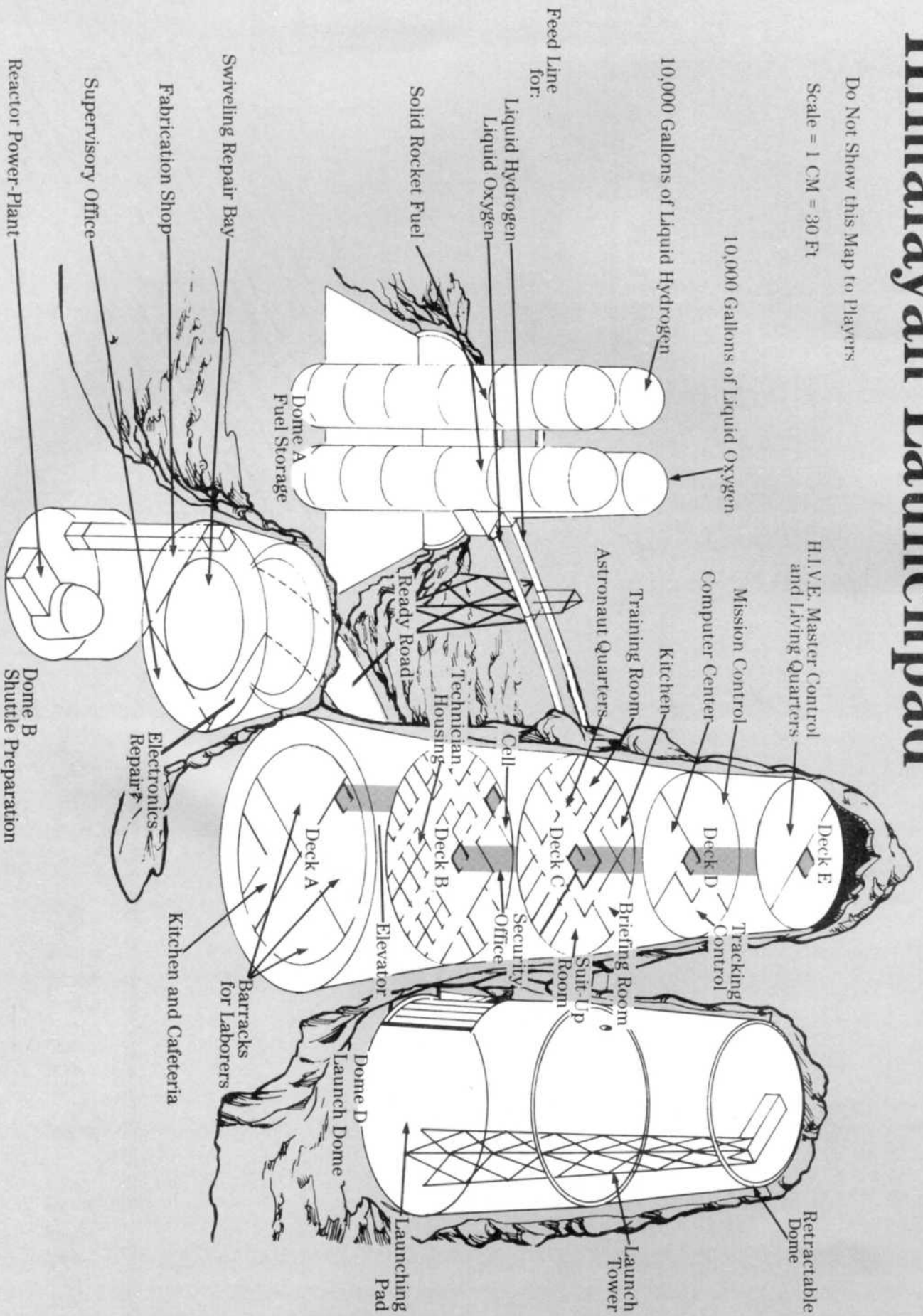
Water Recycle and Waste Disposal

Laboratory

Himalayan Launchpad

Do Not Show this Map to Players

Scale = 1 CM = 30 Ft



Deck E

Deck E is the Elite Quarters Deck and Administration Center

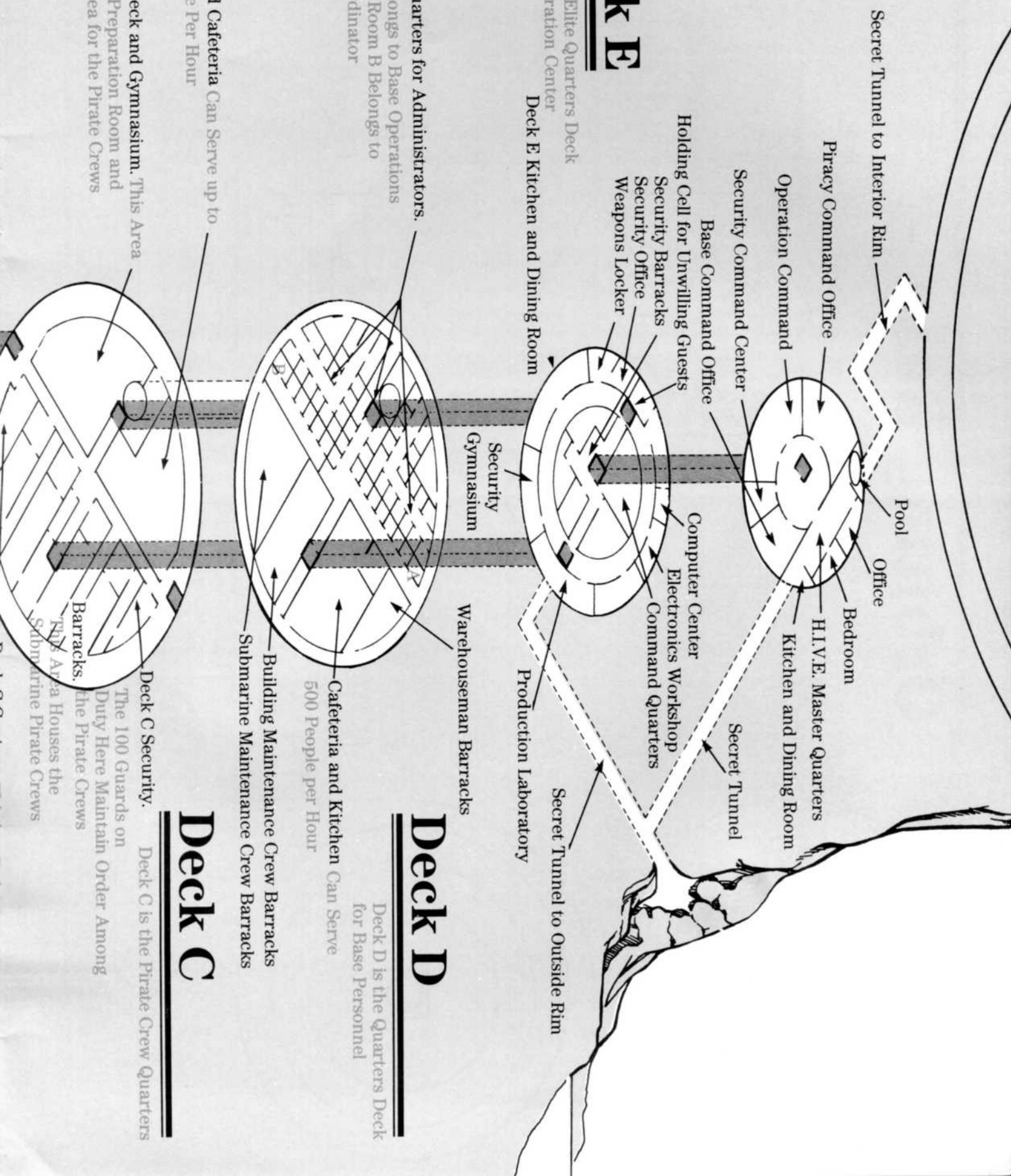
Deck E Kitchen and Dining Room

Personal Quarters for Administrators.

Room A Belongs to Base Operations Supervisor; Room B Belongs to Piracy Coordinator

Kitchen and Cafeteria Can Serve up to 1,000 People Per Hour

Assembly Deck and Gymnasium. This Area Serves as a Preparation Room and Exercise Area for the Pirate Crews



Deck D

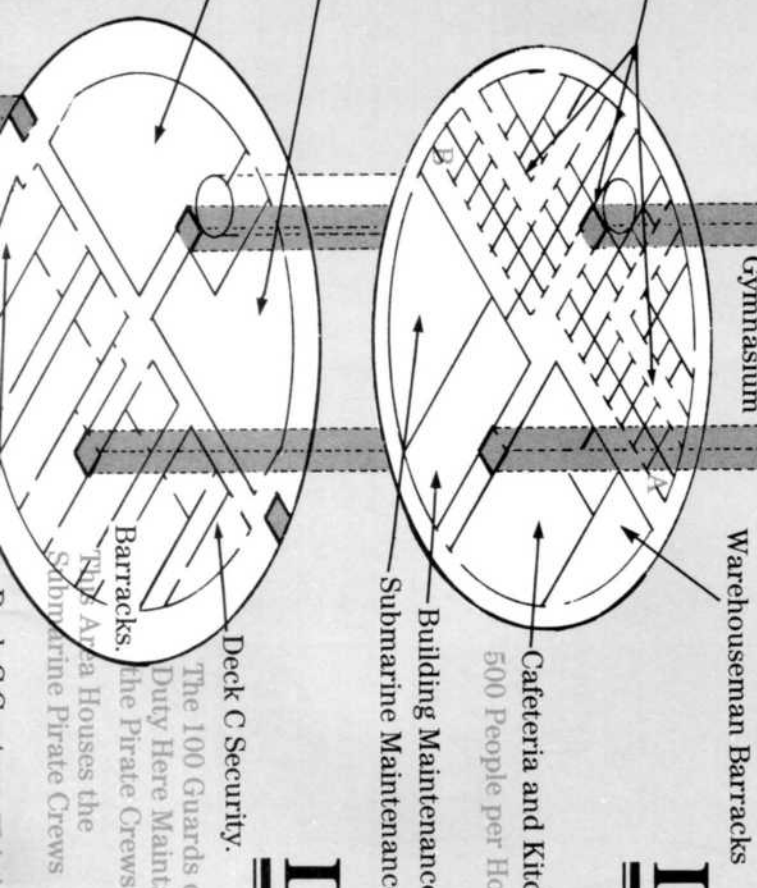
Deck D is the Quarters Deck for Base Personnel

Cafeteria and Kitchen Can Serve 500 People per Hour

Building Maintenance Crew Barracks

Deck C

Deck C is the Pirate Crew Quarters. The 100 Guards on Duty Here Maintain Order Among the Pirate Crews



Geothermal Energy Plant. This Plant Uses the Energy From the Geothermal Vent to Provide the Base's Power

Building Maintenance Workshop. This Workshop Contains Standard Repair Tools Such as Hammers, Saws, etc.

Cargo Elevators
Each of these huge Cargo Elevators carries up to ten tons of cargo to and from the base

Geothermal Vent. This Pipe Encloses a Hole Dropping Into a Lava Pool

Elevators. These Elevators Carry Workers to and from the Working Areas

Warehouses.

Fabrication Shop. This Workshop Contains the Tools Needed to Make Whatever is Required to Keep the Base in Good Repair

H.I.V.E. Stores the Goods it Steals in These Warehouses Until Needed

Deck B

Deck B is the Warehouse Deck

Deck C contains this is a recreation Stand and Conversation Area for the Pirate Crews

Deck A

Deck A is the Cargo Handling Deck

Submarine Bays. H.I.V.E.'s 400' Cargo Submarines Dock in These Five Bays for Loading, Unloading, Service, and Repairs

South Pacific Base

Scale 1 CM = 75 Ft

Do Not Show to Players

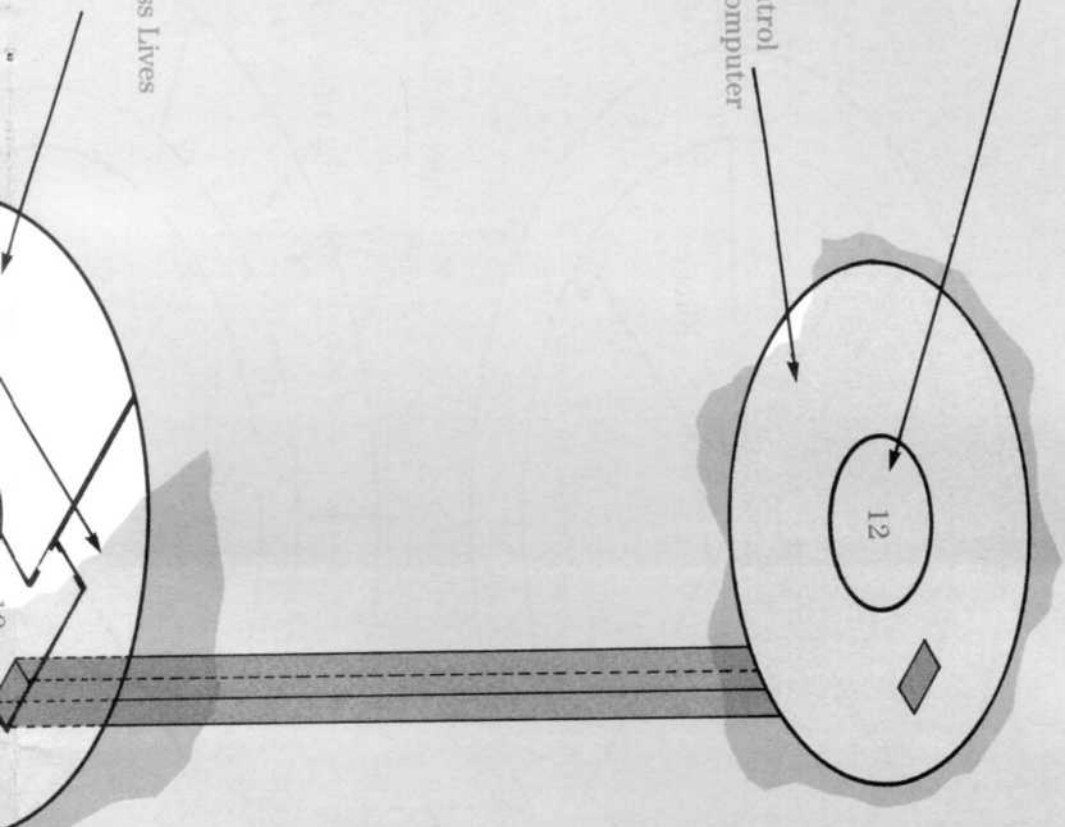
Operation Waterworks

Aviary

The Mistress Controls Operation Waterworks from this Artificial Garden. She Can Also Override Any Computer Command From Here.

Master Control Area

The Mistress' Seven Advisors Control Operation Waterworks Via the Computer Consoles in This Room



Mistress' Suite

This is Where the H.I.V.E. Mistress Lives While at This Base

Control Deck

10. Jericho flies Starfire through a wall of fire, almost crashing her into an energy grid until Nightwing and Aqualad destroyed the Power Center.
12. The H.I.V.E. Mistress, having destroyed herself and her advisors, set one last trap for the Titans here by leaving a lengthy taped message — hoping to delay them until the base self-destructed.

Computer Room

This Room Contains all of the Computer Equipment Used to Control This Base

Officers' Mess

This is the Living Quarters for High-Ranking H.I.V.E. Members

Crew Mess

This is the Living Quarters for the Base's Crew

Galley

The Crew Eats Here. It Doubles as a Recreation Area

Deck C

Areas shaded on this map have been destroyed and are no longer playable.

Deck B

Show This Map to Players if Appropriate
(See Encounter 3)

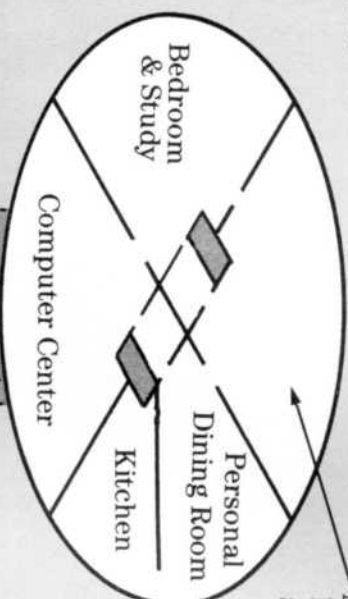
Canyon Headquarters

Scale 1 cm = 25 FT.

Master Control Suite From Here
H.I.V.E. Mistress Can Control
all H.I.V.E.'s Worldwide Operations

Deck F

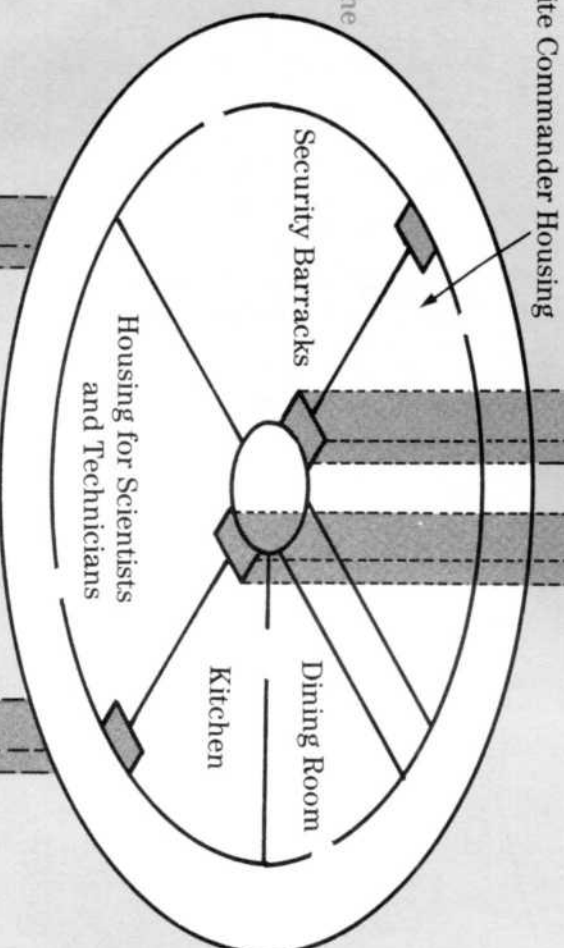
Deck F is the H.I.V.E. Mistress' Private Deck. Only She, Her Assistants, and a Few Special Security Guards are Allowed Here



Note: Map Shows Base as if it
Were Still Functional

Deck E

Deck E Contains the Elite Housing for the Security Guards and H.I.V.E.'s Scientists and Leaders

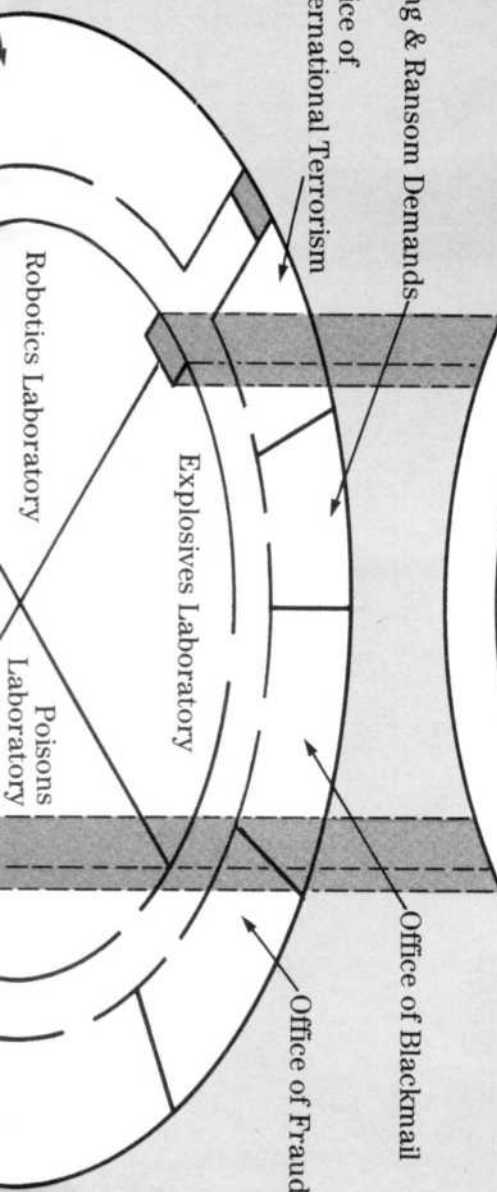


Office of Kidnapping & Ransom Demands

Office of
International Terrorism

Deck D

Deck D is the Administrative and Technical Level. Each Office Title Describes the Responsibilities of That Office



Office in Charge of Project
Teen Titan Termination.
Collects Information on
Teen Titans and Coordinates
Projects to Eliminate Them

Office of Political Corruption

Office of Burglary, Robbery,
and Con-Games

Cybernetics Laboratory

Office of Assassination

Office of Common Murder

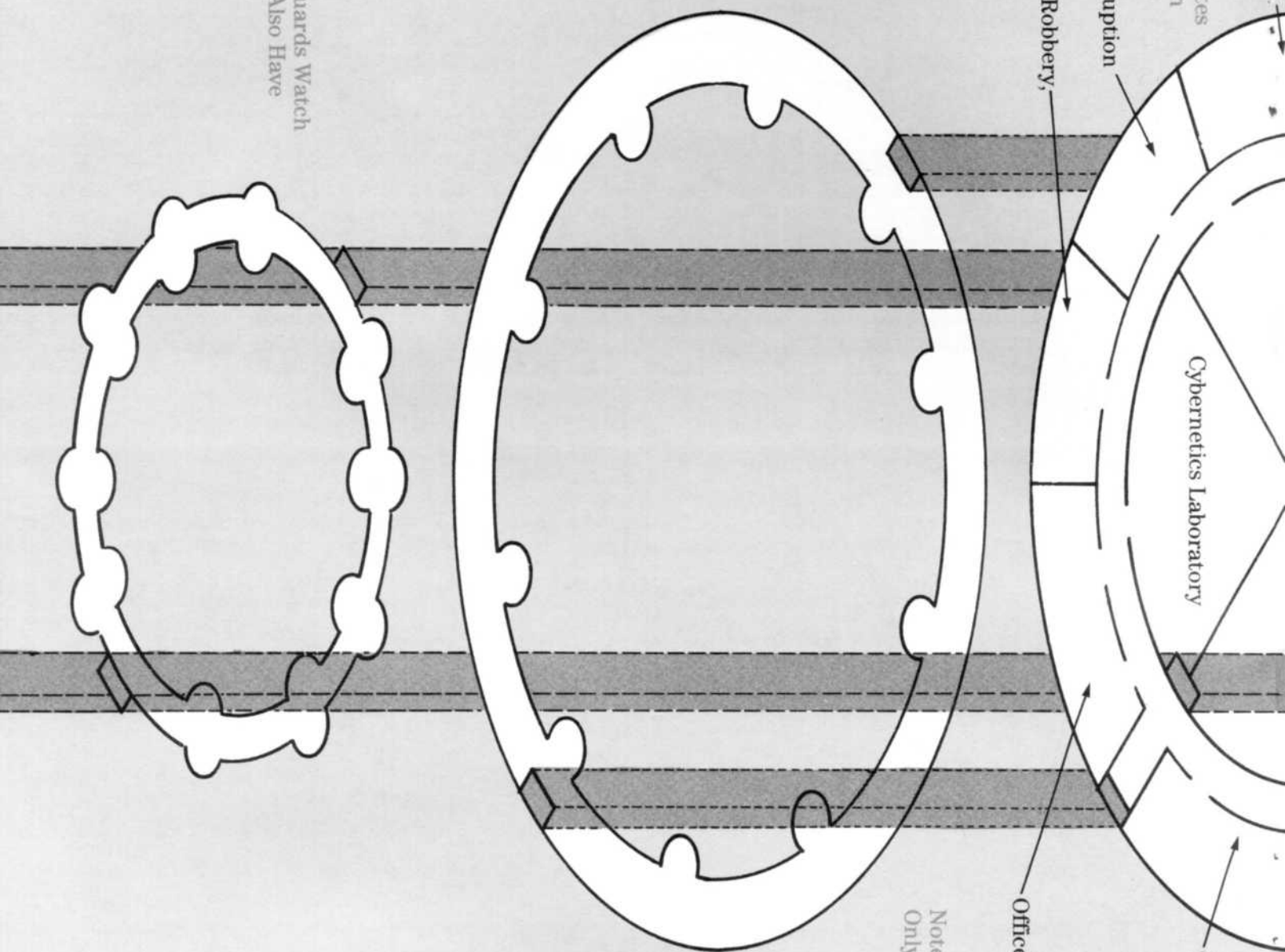
Note That Deck C2 Can be Reached
Only From Deck D

Deck C2

Security Deck
One Hundred Guards Watch
Over Deck From Here. They
Have a Clear Field of Fire Into
the Auditorium, and Can Also
Shoot Into Security.

Deck C1

Security Deck. One Hundred Guards Watch
Over Deck C From Here. They Also Have
a Clear Field of Fire Into
the Auditorium



Deck C

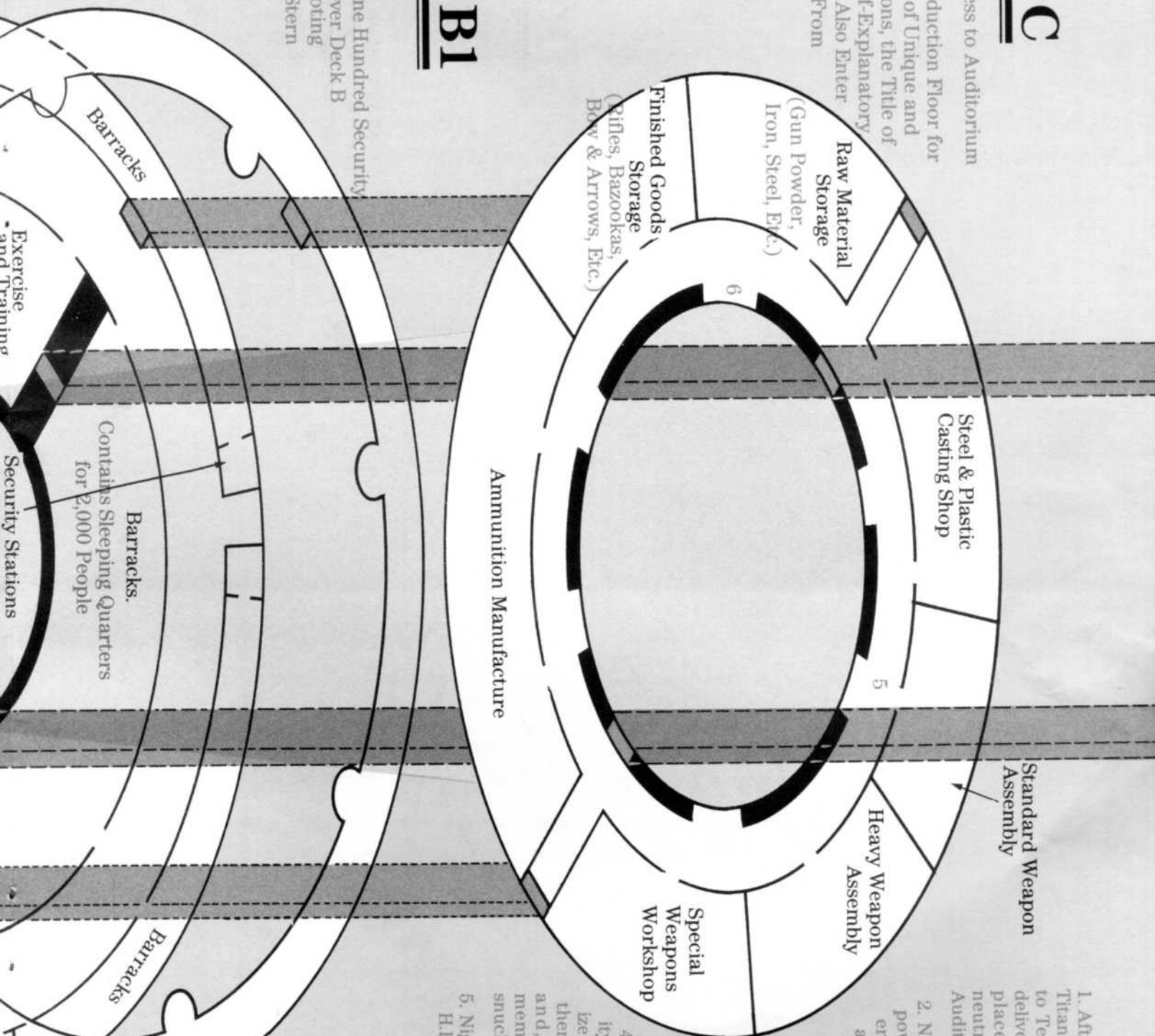
Workshop & Access to Auditorium

Deck C is the Production Floor for H.I.V.E.'s Arsenal of Unique and Dangerous Weapons, the Title of Each Room is Self-Explanatory H.I.V.E. Members Also Enter the Auditorium From Deck C

Deck B1

Security Posts

Security Deck. One Hundred Security Guards Watch Over Deck B From Here, Shooting Violators of the Stern H.I.V.E. Code



Standard Weapon Assembly

1. After capturing all of the Teen Titans except Nightwing (thanks to Terra's betrayal), Terminator delivered them to H.I.V.E., which placed them in the power-neutralizing energator in the Auditorium stage.

2. Nightwing and Jericho overpowered the guard at this entrance and snuck into an access tunnel, bypassing the Security Station.

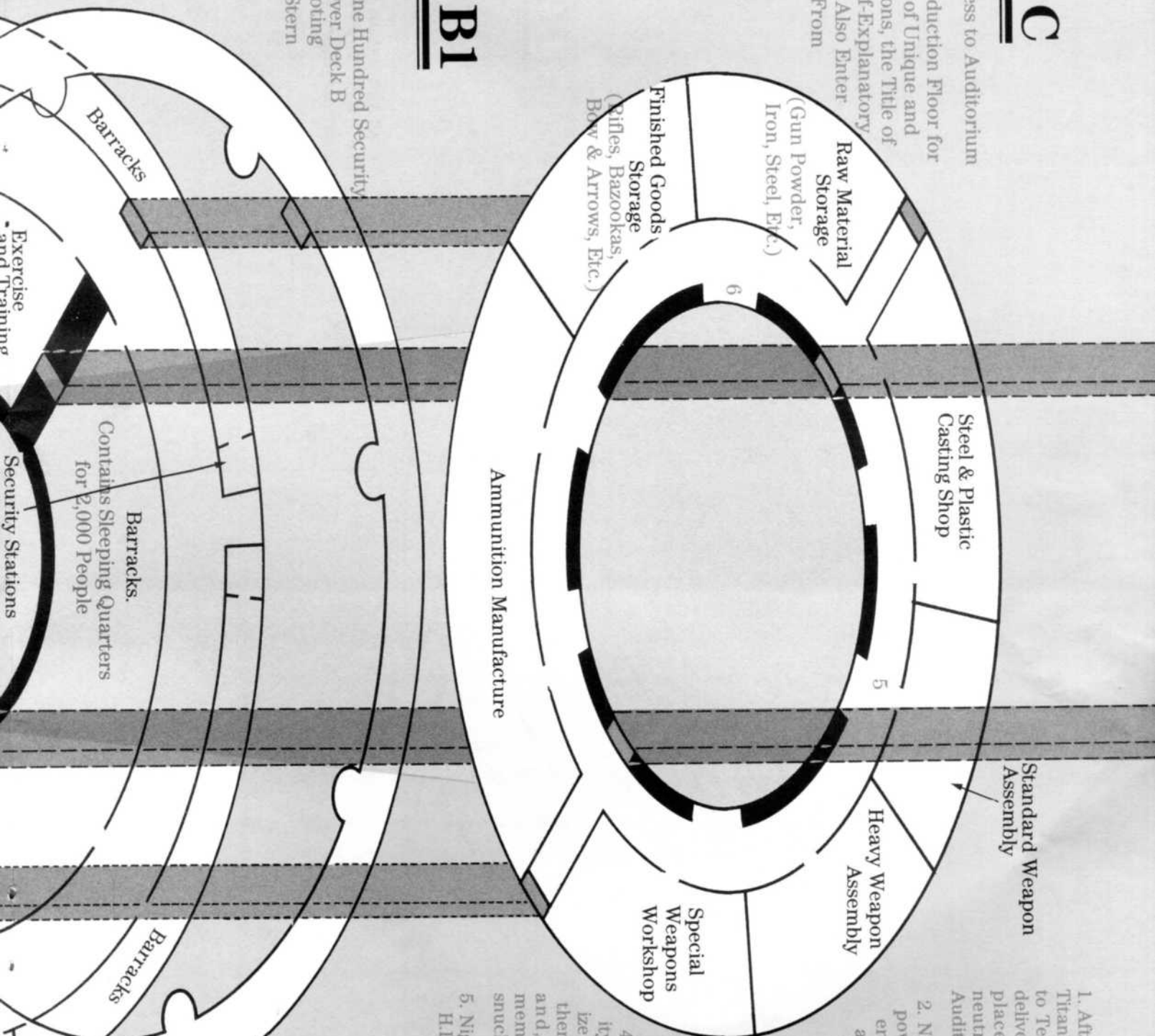
3. The Terminator called his friend Wintergreen from here to see if Nightwing had been captured yet. Unfortunately for the Terminator, Jericho's mother forced Wintergreen to lie.

4. Jericho used his personally transfer power to neutralize two H.I.V.E. mercenaries, then he assumed control of one and, disguised as H.I.V.E. members, he and Nightwing snuck into the auditorium.

5. Nightwing and Jericho attack H.I.V.E. Mercenaries here to create diversion, then flee to 6 via exterior corridor.

6. Nightwing and Jericho meet Terra, who betrays them and knocks them out with her earth-moving powers.

7. Nightwing and Jericho are taken to energator but H.I.V.E. is not familiar with Jericho's power. Jericho uses his power of Personality Transfer on the Terminator and frees Titans. In the following



Exercise and Training

Security Stations

Barracks

In the following

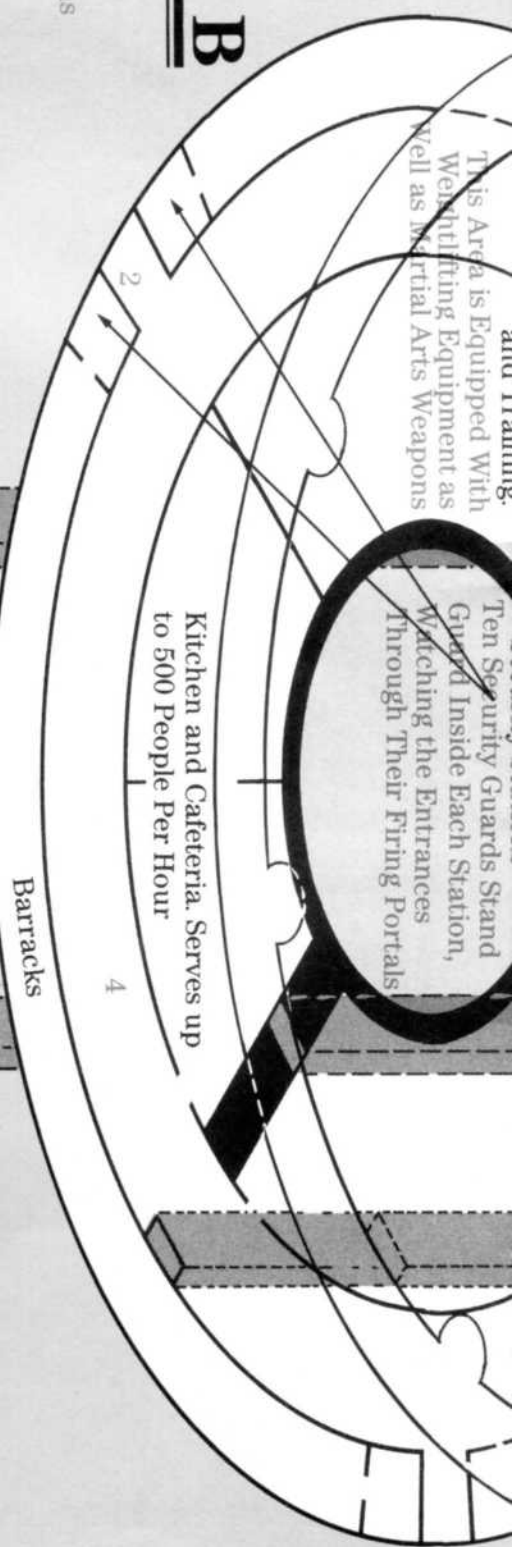
and Training:
This Area is Equipped With
Weightlifting Equipment as
Well as Martial Arts Weapons

Ten Security Guards Stand
Guard Inside Each Station,
Watching the Entrances
Through Their Firing Portals

In the following
battle, Terra dies
and Terminator
is captured.

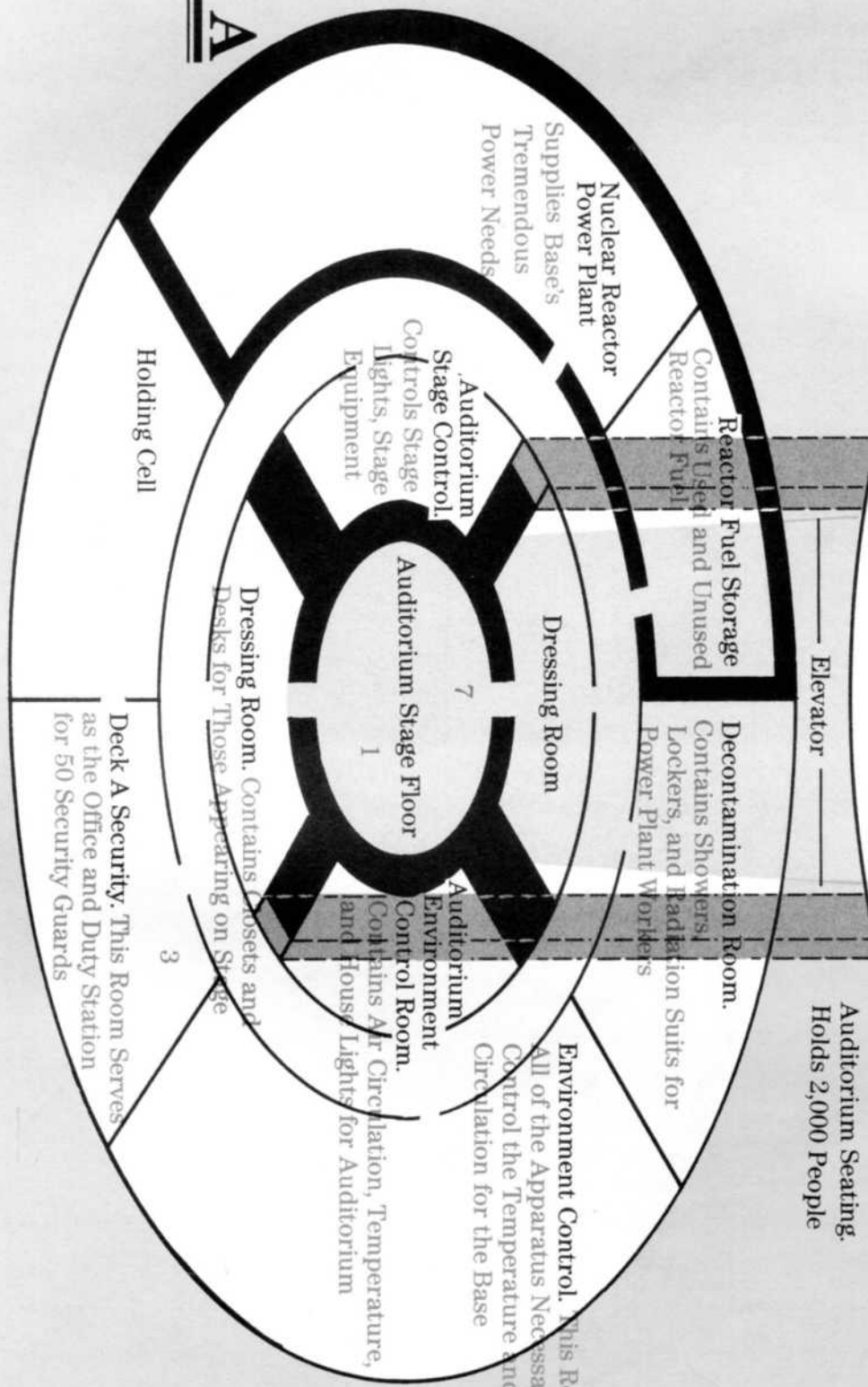
Deck B

Common
Quarters and
Accommodations



Deck A

Operations
Deck



Weapons Locker

This is the Base Arsenal for Small Arms. It is Stocked With the Standard H.I.V.E. Plasma Rifle

Level A Security

Two Dozen Armed Guards Constantly Remain on Duty Here to Respond to Emergencies

Trap Room

For Disposing of Intruders

Submarine Doors

Muster Deck

H.I.V.E. Mercenaries Assemble Here Before Going Out on Duty or to Attack

Diver Suit-Up

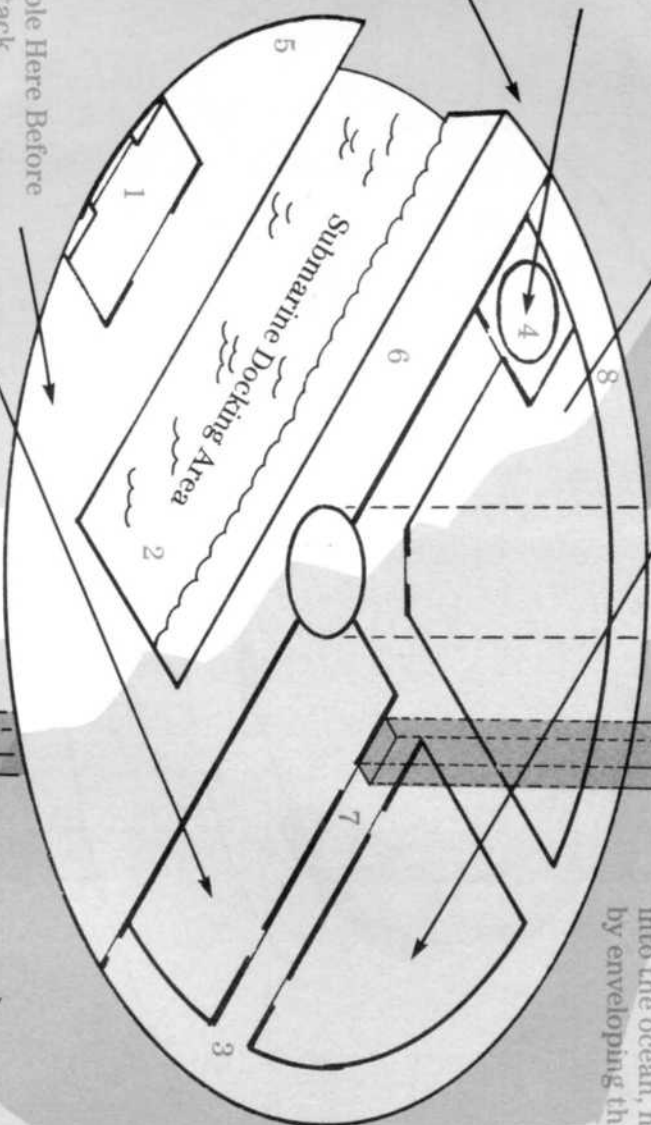
This Room Contains all of the Special Deep-Water Scuba Suits

Power Control Tower

This Tower Controls the Flow of Energy Throughout the Entire Base

Fuel Storage Room

Used and Unused Industrial Grade Uranium is stored here



1. Tula first entered the Base at this Airlock. Raven teleported here to aid Tula when she was ambushed by several H.I.V.E. Mercenaries. In the following battle, Raven went berserk and nearly killed several of the criminals.

2. The Teen Titans first entered the Base in their submarine.

3. The Titans encountered the first team of H.I.V.E. defenders at this junction.

4. The Titans were trapped in this room and ejected into the ocean, nearly dying until Raven saved them by enveloping them in her soul-self.

Areas shaded on this map have been destroyed and are no longer playable.

5. Tula and Aqualad punched a hole in the outer doors here, and Raven brought the Titans to safety here.

6. Here Jericho and the girls fought dozens of H.I.V.E. Mercenaries — and won! They moved toward the Control Center.

7. Aqualad and Nightwing went down toward the Power Center.

8. Starfire was trapped by electric whips here and Jericho used his ability to keep her moving.

Deck A

Torpedo and Missile Arsenal
This Room Houses 150 Torpedos and 25 Missiles for Use Against Intruders and Enemies

Firing Bay

Each Firing Bay Can Launch Up to Four Missiles or Torpedoes at Once

Firing Bay

11
Firing Bay

Firing Bay

Decontamination Room

This Room Contains Showers, Decontamination Stalls, and 15 Radiation Suits for Use in the Reactor and Fuel Storage Rooms

Climate Control

This Room Contains Temperature Control, Water Recycling, and Waste Disposal Equipment for the Entire Base

Reactor

This Small Nuclear Reactor Powers the Entire Base

Operations Deck

9. Nightwing and Aqualad destroyed this Power Control just in time to save Starfire from flying into an energy grid three decks above.

11. Aqualad saved Atlantis by jumping onto a missile fired from this bay and deflecting it.

Includes 12-page, 2-color map section detailing four entire H.I.V.E. bases.



From amidst shattered remnants arise new and powerful forces for evil.

Revitalized by the villainous Nightlight, the Hierarchy of International Vengeance and Extermination has created the ultimate terrorist device — a weapon so awesome it powers itself from the energies of the very heroes who seek to destroy it.

Can even the New Teen Titans™ defeat Nightlight's insidious plan for world domination and prevent the collective fall of Earth's mightiest heroes?

It's a battle which spans the globe and breaches the stars — now begins the onslaught of a newly-energized H.I.V.E.™



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