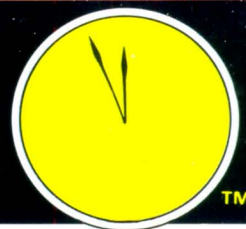




HEROES

ROLE
PLAYING
MODULE



WATCHMEN



by Dan Greenberg

Who
Watches the
Watchmen?

TO USE THIS BOOK

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

GAMEMASTER'S INTRODUCTION

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

CHARACTERS

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

ENCOUNTERS

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

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

GAME RESULTS

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

MORE ON BACK COVER:

Who Watches The Watchmen?

Table of Contents

GM Introduction	3
Timeline	3
Player Handout: Police Fact Sheet	4
Flowchart	5
Player Introduction	6
Player Characters	6
Non-Player Characters	9
Role-Playing Metropolis and Manhattan	11
Encounter 1: Crimebusters	13
Investigations	
#1 — Missing: Hollis Mason	14
#2 — Missing: Wally Weaver	15
#3 — Missing: Ben Charles	16
#4 — Missing: Sally Jupiter	17
#5 — Missing: Jeffrey Iddings	18
#6 — Missing: Cindy Radway	18
#7 — Missing: Matilda Gardner	19
Encounter 2: Comparing Notes	20
Encounter 3: American Negro Alliance	20
Encounter 4: Follow Newton Ramsey	22
Encounter 5: Mole's House	24
Encounter 6: Concert in the Park	24
Encounter 7: Assault on Moloch's Lair	27
Encounter 8: Defy the Devil	29
Encounter 9: The Rescue	30
Encounter 10: The Aftermath	32
How to Use This Book	Inside Back Cover

Who Watches the Watchmen?

© 1987 DC Comics Inc.

All Rights Reserved.

Published by Mayfair Games Inc.

Author: Dan Greenberg

Editor: Thomas Cook

Cover Art:

Sketch, Pencils and Inks: Dave Gibbons

Color: John Higgins

Interior Art: Dave Gibbons

Maps: Jerry O'Malley and Ike Scott

Playtesters: Hugh Caldwell, Ardyth Gilbertson, Anne Jaffe, Sam Shirley, Bill Snee, and Lisa Wichmann

American Negro Alliance, Batman, Battery Park, Edward Blake, Edward William Bright, Captain Metropolis, Ben Charles, the Comedian, Mary Ann Cooper, Daniel Dreiberg, Dr. Manhattan, Ralph Eastman, Dwight Finglass, Fort Lee, Matilda Gardner, Nelson Gardner, Alexander Gross, Lenard Harris, Jeffrey Iddings, Edward William Jacobi, Laurel Jane Jupiter, Sally Jupiter, Laurie Juspeczyk, Walter Joseph Kovacs, L.A. Cafe Pool Hall, Lois Lane, Long Island Nursing Home, Billy Stevens, Hollis Mason, the Minutemen, Moloch, Howard Morgenstern, Nite Owl, Jon Osterman, Owliship, Ozymandias, Thomas Pawereski, Phantom, Cindy Radway, Newton Ramsey, Rorschach, Milton Sabino, Silk Spectre, Carol Sinkfield, Janey Slater, Stickman, Superman, George Douglas Turner, Mole Varrows, Edward William Vaughn, Adrian Veidt, Watchmen, Billy Watts, Wally Weaver, (and any component thereof) are trademarks of DC Comics, used under license by Mayfair Games Inc.



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



is a registered trademark of Mayfair Games Inc.

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

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

Manufactured in the United States.

ISBN: 0-912771-73-9



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

GM Introduction

Nite Owl. Rorschach. Silk Spectre. Ozymandias. The Comedian. Together with Captain Metropolis and Dr. Manhattan, they are the Earth's most powerful heroes. But the earth of the Watchmen is a markedly different place than the standard DC Heroes universe and the heroes are different as well.

The adventure takes place in 1966. Prosperity runs high, America is strong, and heroes are very, very popular. It is only logical that some of the heroes think about joining forces to solve the world's problems as a team.

One fateful day in April, the costumed hero known as Captain Metropolis contacts all active heroes and proposes they band together as the Crimebusters. He suggests they emulate the Minutemen, a popular group of costumed heroes from the '40's. Although some of the heroes favor working as a team, the meeting disintegrates and the heroes go their separate ways.

Captain Metropolis broods on his failure. He knows societal evil is on the rise and special forces are needed to combat subversion in America. He knows heroes are needed to save the world but he doesn't know how to make the heroes see this.

During his own investigations into the activities of the crime-lord Moloch, Captain Metropolis learns that the "Satan of the Underworld" has been giving anonymous donations to the more radical protest groups to encourage their operations. Since the authorities fear these groups, the police are always sent out in force whenever they are active. This diverts the police from fighting crime and gives Moloch more freedom to maneuver.

Moloch's donations are small and the distraction provided by the protest groups is almost negligible in the grand scheme of Moloch's plans; in Captain Metropolis' mind, however, this is a conspiracy of epic proportions. His mind races for a way to combat what he sees as organization among the nation's forces of evil with disorganization among the nation's forces of good.

In a vision of crystal clarity, Metropolis conceives a scheme to directly involve America's masked heroes

in the nation's evils, making them acknowledge the vast problems that grow in America's bosom.

Captain Metropolis then investigates the heroes and locates people close to them. He contacts capable underworld figures, hiring them to arrange the kidnappings of people close to each of the heroes. He then leaves a trail of clues pointing to each of the subversive groups he wishes investigated, ultimately leading to the crime-lord Moloch. During the adventure, Captain Metropolis arranges to have timepieces ominously presented to Characters as an emphasis to the hostages' plights.

If all goes according to plan, the masked heroes will want to work together to solve the kidnappings. After meticulously orchestrating this plot, Captain Metropolis leans back and waits.

Captain Metropolis' Plan

In order to make the trail of blame point to Moloch, Captain Metropolis, disguised in a red demon mask, contacts members of the underworld, his voice distorted by an electronic scrambler. He wants them to suspect he is Moloch but doesn't want them to be too sure, so he just calls himself "M."

Captain Metropolis has been trying to track down evidence to convict Mole Varrows of drug trafficking but has thus far been unsuccessful. In a flash of inspiration, Captain Metropolis hires Mole to mastermind the kidnapping. Disguised as "M," Metropolis tells the flamboyant drug dealer to hire a radical youth group for some of the kidnappings and to hire professional black kidnappers for the jobs involving his own mother and two former heroes, Hollis Mason and Sally Jupiter. Metropolis tells Varrows that the black kidnappers are to masquerade as members of the American Negro Alliance, a powerful new civil rights group.

In order to kidnap Wally Weaver, Metropolis hires a small-time hood named Milton Sabino to get the kidnappers onto a military base. After Varrows has orchestrated the kidnappings, Metropolis shoots him, leaving tell-tale evidence in Varrows' apartment implicating "M."

TIMELINE

April, 1966

Captain Metropolis contacts heroes, who decline team offer.

Metropolis investigates Moloch, plans kidnappings to frame Moloch.

Metropolis investigates heroes, hires underlings to kidnap victims, leave clues.

Metropolis contacts underworld members, including Mole Varrows, in guise of "M."

Metropolis instructs Varrows as to kidnappings, later murders Varrows.

ADVENTURE START

Friday, June, 1966

Captain Metropolis again contacts heroes, urges associations.

Characters undertake kidnap investigations.

Characters reunite to compare information.

Characters investigate the American Negro Alliance.

Characters follow PFC Newton Ramsey.

Characters arrive at Mole Varrow's apartment, find him dead.

"Stickman" appears at a concert/rally in Battery Park.

Confrontation at Moloch's Penthouse apartment; Characters penetrate defenses, meet/Interrogate Moloch, "find" incriminating note.

Characters rescue kidnap victims from 666 Waterside Drive location.

Characters meet at Metropolis' home for their final discussion/decisions; possibly reveal Metropolis' ulterior scheme.

POLICE CALL SHEET

Town Hall Precinct
3600 N. Halstead

Week of 6/6 to 6/13/66

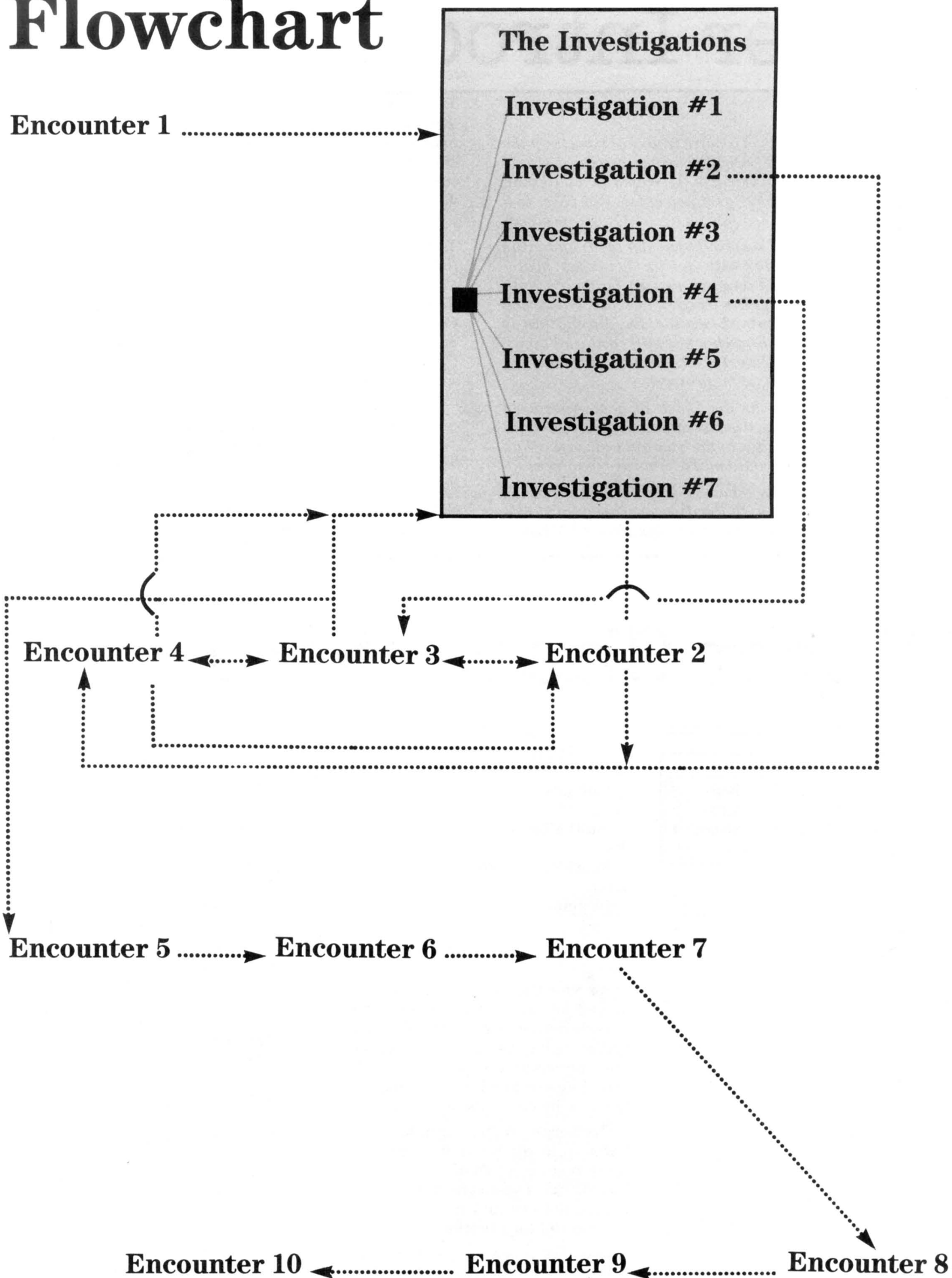
Shift Morning

Watch Commander Sgt. O'Malley

Switchboard Operator/Badge # Kirk / SC 937 0176 CEC

Call Received	Subject
1.) Monday June 6 6:44 AM	Anonymous caller reported the abduction of Hollis Mason from his home on the city's West side. Considerable force is believed to have been used. Little evidence present. No suspects.
2.) Monday June 6 10:37 PM	Fort Lee Commander Lt. Col. Howard Morgenstern reported the forcible abduction of Wally Weaver and the assault and battery of Private Newton Ramsey, eyewitness. No suspects.
3.) Tuesday June 7 9:32 AM	Midtown precinct requests an all points bulletin on the disappearance of Chief of Police Ben Charles who failed to report to his 34th St. precinct Monday morning. No witnesses or suspects.
4.) Wednesday June 8 12:14 PM	Patrolling Officers reported the probable abduction of one Sally Jupiter from her home in the morning hours. Signs of a forced entry and scuffle are present. Investigation pending.
5.) Wednesday June 8 3:05 PM	Parents of Jeffrey Iddings report the kidnapping of their son, second time in as many weeks. Parents were witnesses to the abduction and gave preliminary descriptions of kidnappers.
6.) Thursday June 9 10:47 AM	Mr. Ralph Eastman reported the disappearance of Cindy Radway from her apartment building. Last reported sighting of Radway was her entrance of apartment around 11:00 PM, Wednesday, June 8.
7.) Thursday June 9 4:46 PM	Carol Sinkfield reported the abduction of Matilda Gardner from her Long Island nursing home facility. Three black men allegedly struck duty nurse and fled with Gardner. Details sketchy.
8.)	
9.)	
10.)	

Flowchart



Player Introduction

Welcome to 1966. This is a more innocent time than the world of 1986; there are only glimmerings of the disturbingly different place the world of the Watchmen will soon become. America is secure and powerful, Viet Nam is a popular war, and masked heroes are still well received.

An amazed world is starting to grasp the frightening implications of a Dr. Manhattan. Nite Owl is just beginning to show the world how crime can be fought with technological wizardry. Silk Spectre has just embarked on her career as a costumed heroine. Dr. Manhattan is still with Janey Slater. Rorschach is still sane and lucid. The Comedian is still alive. It is the dawn of the hero era and it looks as if it will go on forever.

It is June. Two months ago, each of you, America's primary masked heroes, discussed joining forces to fight crime. You rejected the idea at the time but a situation has recently developed that could make it one worth pursuing.

Just this morning, a series of bizarre kidnappings occurred. They started with the disappearance of Hollis Mason, the original Nite Owl, from his New York home.

Then Wally Weaver, an associate of Dr. Manhattan's, disappeared from a heavily-protected military base. Shortly after the disappearance, Ben Charles, a police chief who cooperated with Ozymandias in a number of cases, vanished while walking to his police station. Sally Jupiter, the original Silk Spectre, never showed up at a photography session and has been missing since.

In a particularly tragic case, twelve-year-old Jeffrey Iddings was abducted from his home just two days after Rorschach rescued him from a cruel kidnapping attempt. Cindy Radway, an actress who has been seen with the Comedian, disappeared from her Fifth Avenue apartment. Captain Metropolis' elderly mother, Matilda Gardner, was discovered missing from her Long Island nursing home.

Police investigated, but no motive was established in any of the incidents and no ransom notes were left. It is Friday, the day of the kidnappings. Captain Metropolis has called an emergency meeting of the heroes to discuss the problem.

GM NOTE: Play should proceed from this point with Encounter 1: **Crimebusters**.

Player Characters

NITE OWL alias Daniel Dreiberg

DEX:	5	STR:	4	BODY:	3
INT:	6	WILL:	3	MIND:	2
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE: 15 (21) HERO POINTS: 30					

SKILLS:

Acrobatics: 4, Charisma: 5, Detective: 7, Gadgetry: 6, Martial Artist: 6, Medicine: 3, Scholar: 5, Scientist: 8, Thief/Stealth: 6, Vehicles: 7

EQUIPMENT:

Computer (On Owlship with terminal in Utility Belt): [INT: 3, WILL: 0, MIND: 0, BODY: 2], Uses: 4, Duration: 21, Flashlight, 4 Handcuffs, Infrared Goggles (no Infrared Flashlight needed), Laser Torch, Medical Kit (+2 OV/RV), Micro-Cassette Recorder, Radio (communicates with Owlship and other Radios), Miniature Camera, Rebreathing Apparatus, Remote Control for Owlship, 4 Smoke Capsules, 3 Tracers, 3 ACD Omni-Gadgets at 5 APs each, Owlship.

CONNECTIONS:

NYPD, Street (low level),

MOTIVATION:

Upholds the Good

WEALTH:

Multi-Millionaire

JOB:

Multi-Millionaire

RACE:

Human

As Nite Owl, Daniel Dreiberg is a skilled inventor who uses his ingenious devices in the service of fighting crime. He has a strong sense of honor and personal integrity and fights crime not so much for publicity but because he cares about people.

Dreiberg's greatest creation is the Owlship, an airship that is faster and more responsive than any other. On board he carries an arsenal of technological devices and can create new devices to fit a situation.

Dreiberg is a very good friend of Hollis Mason, the original Nite Owl.

Owlship

[DEX: 0 STR: 10 BODY: 8]

HP Cost: 52, Uses: 6, Duration: 12

POWERS:

Flame Project: 7

Flash: 8

Flight: 5 APs (Speed)

Fog: 12

Lightning: 6 (Limitation: Hull of Ship only)

Magnetic Control: 9 (Limitation: Hull of Ship only.)

Mind Blast: 10 (Sonic Screechers. Limitation: Acts as a Multi-Attack on Characters within 5 AP distance of the Owlship.)

Passive Sonar: 12

Radar Sense: 12 (Radar)

Swimming: 4

Sealed Systems: 18

Telescopic Vision: 6

Water Control: 7 (Water Cannon. Limitation: Can only be used to project a blast of water.)

The Owlship is a technological marvel capable of utterly silent flight.

Due to its curved design and concealed turbines, the ship cannot be detected by radar. It is highly maneuverable and can even be used underwater. The ship's hull can be electrified or magnetized. Weapons and riot control devices built into the ship include water cannons, flame throwers, fog screen, and sonic screechers that can immobilize a crowd.

Inside, the ship is large enough to carry a dozen people comfortably and still have room for Nite Owl's bulkier equipment and a well-stocked workshop. The ship's equipment includes telescopes and a PA system with heavy-duty external speakers and stereo attachment. A winch-operated 300-foot ladder allows Nite Owl to quickly move from the ship to the ground and back. Two collapsible hover-bikes are stored in the rear of the ship.

The flight controls are attached to a motorized rail, allowing Nite Owl to work the instruments from either of the two cockpit windows, the interior of the ship, or even sitting on top of the ship. The ship can be controlled from the ground via a remote control Nite Owl carries in his utility belt.

Hover-bikes

[DEX: 0 STR: 4 BODY: 6]
HP Cost: 36, Uses: 9, Duration: 12

POWERS:
Flight: 7

Hover-bikes are small, fast flying scooters that Nite Owl uses when he needs maneuverability in close quarters. They are also used by his fellow crime-fighters.

SILK SPECTRE <i>alias Laurel Jane Jupiter</i>					
DEX:	6	STR:	3	BODY:	2
INT:	3	WILL:	3	MIND:	2
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE: 12 (18) HERO POINTS: 25					

SKILLS:
Acrobatics: 7, Martial Artist: 6, Charisma: 6, Vehicles/Land: 2, Medicine/First Aid: 3, Scholar: 3, Detective/Police Procedures: 5,
EQUIPMENT:
None
LIMITATIONS:
Miscellaneous: Has no great desire to be a hero.

CONNECTIONS:
NYPD, Street (low level),
MOTIVATION:
Unwanted Power
WEALTH:
Affluent
JOB:
Socialite
RACE:
Human

Laurie Jupiter is the daughter of Sally Jupiter, the original Silk Spectre. She was born shortly after Sally Jupiter quit the Minutemen for a career in advertising. Sally regretted giving up the life of a costumed adventurer and encouraged Laurie to take up the Spectre identity when Laurie was still very young.

Laurie is a skilled combatant and has been trained from birth in gymnastics and the martial arts. However, she has neither the drive nor the enthusiasm for crimefighting her mother had. At the time of this adventure, Laurie is sixteen and has not yet changed her name back to Juspezyk.

Laurie is an inexperienced crime-fighter, but is also very resourceful and brave. She is very close to her mother, Sally Jupiter, the original Silk Spectre.

THE COMEDIAN <i>alias Edward Blake</i>					
DEX:	5	STR:	5	BODY:	6
INT:	3	WILL:	3	MIND:	2
INFL:	4	AURA:	4	SPIRIT:	5
INITIATIVE: 12 (20) HERO POINTS: 25					



SKILLS:
Acrobatics: 3, Charisma: 8, Martial Artist: 8, Military Science: 6, Spy: 5, Thief/Security Systems: 5, Vehicles: 3, Weaponry: 4
EQUIPMENT:
Submachine gun, Leather Body Armor [DEX: 0, STR: 0 BODY: 6, Uses: 5, Duration: 20], 2 .45 Automatic Pistols, 3 Tear Gas Grenades, 2 Knives, Rebreathing Apparatus,
LIMITATIONS:
Minor Irrational Attraction to violence.
CONNECTIONS:
Government Intelligence, United States Military, Streets (low level)
MOTIVATION:
Thrill of Adventure
WEALTH:
Affluent
JOB:
Covert Operative
RACE:
Human

As the Comedian, Edward Blake is a very cunning, cynical mercenary. He is brutally powerful and destructive, an amoral bruiser who thinks all of society and all human aspirations are big jokes and that he is the only person who "gets" the punch line.

Far from being a pure-hearted hero, Blake is the veteran of many covert operations and is an expert in blackmail, torture, and political assassination. He spent a lot of time on military campaigns and is an expert in strategy and tactics.

A passionate man with a strong appetite for alcohol and women, Blake is strong-willed enough to keep his excesses and self-destructive tendencies from impairing his operations. Likewise, he will not allow any person or relationship to interfere with his work. His relationships with women and friends tend to be very shallow. Consequently, he is a very lonely man.

As the Comedian, Blake is the biggest and toughest of all the heroes and he knows it. Despite his insufferable arrogance and monstrous cruelty, he has a strange sort of integrity.

The Comedian has been having a relationship with actress Cindy Radway whom he met at a state function when he was in his Comedian costume. Radway does not know of his Edward Blake identity.

RORSCHACH *alias Walter Joseph Kovacs*

DEX:	5	STR:	5	BODY:	4
INT:	3	WILL:	4	MIND:	3
INFL:	5	AURA:	5	SPIRIT:	4
INITIATIVE: 13 (20) HERO POINTS: 35					

POWERS:

Aura of Fear: 4

SKILLS:

Charisma: 7, Detective: 10, Martial Artist: 7, Medicine/First Aid: 3, Acrobatics/Climbing: 10, Thief: 5, Vehicles/Land: 3

EQUIPMENT:

Mask (Double-layered latex with two viscous fluids, one black and one white, that change in response to heat, creating symmetrical patterns), Grapple Gun (stats follow)

CONNECTIONS:

NYPD, Streets (low level)

MOTIVATION:

Seeks Justice

WEALTH:

Struggling

JOB:

Garment Worker

RACE:

Human

Walter Kovacs is a menial worker in New York's garment district who decided to fight crime after a defenseless woman was violently murdered outside her own apartment building, the attack going unreported, the woman, unaided. As a result of his childhood in the squalid section of New York, Kovacs grew to hate the injustice in the world.

Kovacs became Rorschach, a grim, mysterious crimefighter whose main weapons are a keenly deductive mind and an almost frightening unpredictability. He is a brilliant tactician because he is always doing the unexpected. Rorschach usually works alone but will often team up with Nite Owl, especially when fighting gangs. He is an unstable Character whose displaced aggression towards his mother is vented on criminals.

Rorschach recently completed a case in which he rescued a twelve-year-old boy named Jeffrey Iddings from an extortion gang.

Grapple Gun

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

HP Cost: 4, Use: 1, Duration: 8

Rorschach's Grapple Gun is a modified CO₂ gun that fires a flexible grappling hook with a burst of compressed air. A long cable (5 APs in length) is attached to the grappling hook, allowing Rorschach to quickly and quietly scale buildings. The gun is a gift from Nite Owl.

If Rorschach fires the Grapple Gun at another person, it is considered Killing Combat.

OZYMANDIAS *alias Adrian Veidt*

DEX:	10	STR:	4	BODY:	4
INT:	12	WILL:	3	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE: 24 (33) HERO POINTS: 30					

POWERS:

Suspension: 5, Recall: 30

SKILLS:

Acrobatics: 7, Martial Artist: 9, Charisma: 7, Detective: 7, Spy: 6, Gadgetry: 7, Medicine: 6, Military Science: 4, Scholar: 12, Scientist: 8, Thief/Escape Artist, Stealth: 5, Vehicles: 5

EQUIPMENT:

None

LIMITATIONS:

Power: Suspension will only work for one week at a time.

Miscellaneous: Will never attack first in combat.

CONNECTIONS:

NYPD, Streets, New York Stock Exchange, Universities (low level)

MOTIVATION:

Responsibility of Power

WEALTH:

Affluent

JOB:

Dilettante

RACE:

Human



Adrian Veidt, "The World's Smartest Man," is a self-made genius who uses nearly 100% of his brain capacity. When he was younger, he spent many years travelling the world in search of wisdom. He immersed himself in physical, mental, and religious disciplines ranging from the finest University studies to Tibetan mystic training. His mind functions as a synthesis of the best of the world's thinkings.

Veidt's reaction times are blindingly fast, on the upper end of human potential. His excellent muscular control makes him a superb acrobat and escape artist.

In discussion of his own abilities, Ozymandias is exceptionally modest. He is quite comfortable with his brilliance, avoiding appearing as clever as he truly is (which is enough to understand the value of not acting brilliant), and tries hard to downplay his reputation to keep from alienating people.

Consequently, Veidt appears very genial and friendly, never arrogant or vain about his superiority over everyone else. He realizes that the best way to handle people is to make them feel comfortable around him. He will never use his abilities unless absolutely necessary and would never show off. In addition, Veidt likes to keep people in the dark about his abilities, reasoning that it is to his advantage to keep his enemies from knowing what he can do. In combat he never makes the first move, preferring to observe his opposition and capitalize on weaknesses.

In many ways, Veidt is a cryptic and impenetrable man. There is more going on under his surface than there appears to be to the world. Because of his mastery over his body, Veidt betrays few of his true feelings.

Veidt has used his genius to make money on the stock exchange, although in 1966 his is not nearly as rich a life as it will be in the '80's. Veidt does not use his great intellect indiscriminately, however, as he is very concerned with using his talents fairly and justly.

Ozymandias has been openly cooperating with his friend, Chief of Police Ben Charles, in a number of cases. Charles does not know of his identity as Veidt.

Non-Player Characters

CAPT. METROPOLIS *alias Nelson Gardner*

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

SKILLS:

Detective: 4, Martial Artist: 4,
Medicine/First Aid: 2, Vehicles: 3,
Weaponry/Firearms: 3

EQUIPMENT:

Utility Belt, Handcuffs, Voice
Scrambler

CONNECTIONS:

NYPD, Streets, Military (low level)

MOTIVATION:

Seeks Justice

WEALTH:

Affluent

JOB:

Ex-Military

RACE:

Human

Besides the Comedian, as Captain Metropolis, Nelson Gardner is the only member of the 1940's masked hero team the Minutemen who is still active in 1966. He is a former career military man who turned his attention to crime fighting partly out of a boy scout sense of decency, partly out of a love of publicity. He holds very firmly to his ideals and pursues them with a crusading zeal. He is a polite, almost old-fashioned man.

Gardner has successfully applied military strategy to cleaning up vice, waging a military campaign on organized crime. In the 1960's, Gardner is not in the best of physical conditions and is beginning to question his place as a costumed adventurer in a world flush with heroes.

Gardner believes strongly in organization and control and thinks that heroes are operating inefficiently when they act individually. While he often sees conspiracies where they do not exist, Gardner cares deeply about his crusade and wishes to build an army for his war on crime.

Gardner's mother, Matilda, was recently admitted to a Long Island nursing home.

DR. MANHATTAN *alias Jon Osterman*

DEX: 25	STR: 20	BODY: 23
INT: 26	WILL: 26	MIND: 18
INFL: 10	AURA: 15	SPIRIT: 7
INITIATIVE: 61 HERO POINTS: 110		

POWERS:

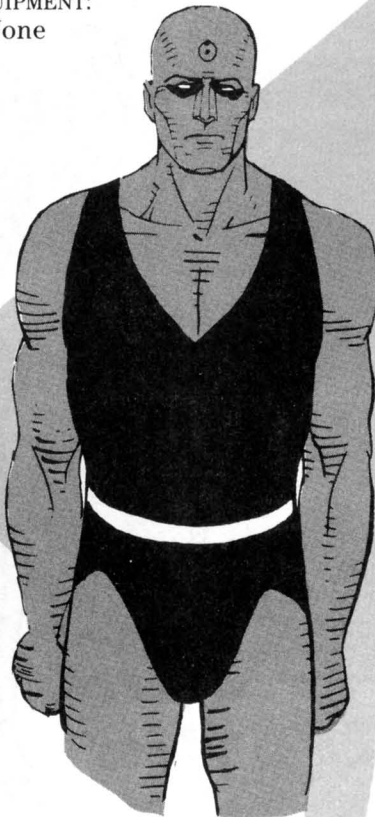
Bio-Energy Blast: 20, Bomb: 15,
Flight: 22, Growth: 10, Sealed
Systems: 25, Split: 12, Systemic
Antidote: 25, Air Control: 15,
Attraction/Repulsion: 11, Com-
prehend Languages: 25, Density
Increase: 24, Dispersal: 25, Earth
Control: 15, Flame Control: 15,
Force Manipulation: 30 (no Power
Limitation, all forms of energy
may be manipulated), Molecular
Chameleon: 23, Life Sense: 14,
Matter Manipulation: 18, Micro-
scopic vision: 33, Precognition: 26,
Recall: 50, Super Hearing: 10,
Telekinesis: 17,
Teleportation: 24, Ultra Vision: 10,
Telescopic Vision: 10, X-Ray
Vision: 7 (no limiting substance),
Transmutation: 32

SKILLS:

Gadgetry: 35, Scholar: 20,
Scientist: 37

EQUIPMENT:

None



LIMITATIONS:

Catastrophic Irrational Attraction
to knowledge of the physical world.
Will not act upon information
gained through Precognition

CONNECTIONS:

Military (high level)

MOTIVATION:

Seeks Knowledge

WEALTH:

Affluent

JOB:

Military Scientist

RACE:

Exotic Humanoid

Jon Osterman was an ordinary nuclear physicist when he was accidentally locked in the test chamber of an Intrinsic Field Separator. The innate quantum field holding the matter in his body together was removed by the machine and he was literally torn apart atom by atom. Through sheer force of will, he reassembled his body by putting its components together in the correct sequence.

The accident gave Osterman full control over his atomic structure and the atoms around him. It also distanced him from humanity. At the most basic, sub-atomic level, he can see no difference between people and inert matter and as such has difficulty treating them differently. Only vestiges of the man he was remain and they are fading away as Osterman becomes more an emotionless, detached observer.

Since concepts like morality and ethics are unquantifiable, Manhattan rarely takes any sort of societal action. Whenever he does act, it is never with a goal of impressing people. He simply deals with problems in the most direct, efficient manner possible.

In addition, Dr. Manhattan can see the universe's entire time-line: before, during, and after the present. Taking action is more like an afterthought for Manhattan, as he already knows what he will do at any point in time. Free will is not important to Manhattan because he knows there is none.

The people closest to Manhattan are his girlfriend Janey Slater and his friend Wally Weaver.

MOLOCH *alias E.W. Jacobi/Vaughn/Bright*

DEX:	3	STR:	2	BODY:	2
INT:	3	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE: 8 (11) HERO POINTS: 22					

SKILLS:

Charisma: 4, Detective/Law: 5,
 Martial Artist: 3, Scholar (Occult
 Lore, Philosophy, Religion): 8, Spy
 (Connoisseur): 5, Vehicles: 3

EQUIPMENT:

.38 Pistol

LIMITATIONS:

Irrational Attraction to Demonic
 Motifs

MOTIVATION:

Power Lust

WEALTH:

Multi-millionaire

JOB:

Crime Lord

RACE:

Human

Moloch is a powerful underworld crime lord who specializes in temptation and vice. He is basically a glorified gangster with a sense of style and a taste in Dante decor.

Moloch started his career as a stage magician and applied his flamboyant sense of misdirection to masterminding criminal activities. Until his defeat at the hands of the Minutemen in the '40's, he controlled a large portion of the vice in New York, including drugs, racketeering, and prostitution.

In 1966, Moloch is back in business in New York but is very careful to handle all his business through a network of subordinates. Moloch keeps himself very clean of incriminating evidence, setting up his own flunkies to take the fall for him if any part of his operation is exposed. The so-called "Satan of the Underworld" is somewhat frightened of this new breed of heroes and does not wish to antagonize them or gain their attention.

Moloch's penthouse operation center is built like a fortress to protect him from a possible assault by the costumed adventurers. Only his most trusted goons know the penthouse's address. It is impossible to find Moloch's address through any Street or Police Connections.

MOLOCH'S GOONS

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

SKILLS:

Thief: 2, Weaponry/Firearms: 2

PFC NEWTON RAMSEY

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE: 7 (9) HERO POINTS: 0					

SKILLS:

Martial Artist: 2, Vehicles: 2,
 Weaponry/Firearms, Heavy
 Weapons: 2

Ramsey is a chronic gambler who is heavily in debt to underworld figures. Captain Metropolis discovered Ramsey's problem through various Military Connections and decided Ramsey would be perfect for an inside job. Metropolis had an underworld bagman named Milton Sabino buy up Ramsey's debts and, through

extortion, forced Ramsey to cooperate in the kidnapping of Wally Weaver.

Ramsey's Character features in Investigation # 2 and Encounter 4.

MILTON SABINO

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

SKILLS:

Thief: 2, Weaponry/Firearms: 2

EQUIPMENT:

.45 Automatic

Milton Sabino is an underworld bagman and hood struggling to make the big time. Reed-thin and wearing rumpled suits, he is doing Captain Metropolis' dirty work in aiding the kidnappings of Wally Weaver, etc. Sabino has never seen Metropolis and only knows him as "M." Sabino suspects he himself is working for Moloch and has no idea his secretive employer is Metropolis.



(3) BLACK KIDNAPPERS

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

SKILLS:

Thief: 2, Weaponry: 2

EQUIPMENT:

Switchblades [AV:0, EV:4, Short: 0,
Medium: 1-2, Long: 3]

The three thugs are named Lenard Harris, Billy Watts, and George Douglas Turner. All have close-cropped hair, hard faces, and are in good physical shape. They wear black leather jackets with the letters ANA written in large orange letters.

Captain Metropolis had Mole Varrows hire the kidnappers to provide professional kidnappings of his friends, Hollis Mason, Sally Jupiter,

and his own mother. The thugs were warned not to harm the kidnap victims and were also told to join the civil rights group American Negro Alliance. They are to wear ANA colors on their black leather jackets, drop ANA pins at the kidnap sites, and frequent ANA headquarters.

(4) PEACE FRONT ACTIVISTS

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

SKILLS:

Weaponry/Melee Weapons: 2

There are four members of the Peace Front: Alexander "Stickman"

Gross, Mary Ann Cooper, Dwight Finglass, and Thomas Pawereski. All are white middle-class youths who wear garish hippy clothes. All have long, stringy hair, loose, tie-died shirts, and torn jeans. Stickman, the leader, wears a vest with no shirt and a top hat. Mary Ann, the only female in the group, is an attractive blonde.

The Peace Front Activists are among the most radical of protest groups. They are dedicated to the overthrow of the US government. While having had little success so far, they are willing to break all laws. The Activists have great enthusiasm but little experience. Mole Varrows hired them to kidnap Ben Charles, Wally Weaver, and Jeffrey Iddings. Mole told them he would coordinate their efforts and help them destabilize the government.

Role-Playing Metropolis and Manhattan

Captain Metropolis and Dr. Manhattan are Non-Player Characters in this adventure for very deliberate reasons. Captain Metropolis is the mastermind behind the plot the heroes are trying to unravel and Dr. Manhattan has such non-human motivations that playing him would be difficult for even the most skilled role-player. Still, they are both heroes in the Watchmen series and if the GM truly wishes to include them as Player Characters, it is the GM's adventure. The following are some guidelines for playing Metropolis and Manhattan.

Captain Metropolis

If there are more than five Players and the GM feels he/she can really trust one, that Player could accept Captain Metropolis. The Player would have to be in on the plot and be willing to follow the set script of the adventure. The Character would be more a "played" Non-Player Character than a standard Player Character and would have to expect some degree of displeasure from the other Characters at the end of the adventure. So the Player should not strive for the same

sort of attachment to Metropolis as he or she would for a normal Character



The advantage to having Captain Metropolis actually run by a Player instead of the GM is that the other Players will be less likely to suspect that Metropolis organized the kidnappings. It is possible they will be suspicious of Captain Metropolis just because he is a Non-Player Character.

The GM should only have a Player control Metropolis if the Player likes the idea and if there is time before the game to fill him or her in sufficiently on the plot.

Since Metropolis' Character kills Mole Varrows as part of the adventure, the Player should realize a role-played Metropolis will not receive a Standard Award at the adventure's completion.

Dr. Manhattan

This adventure is intended to be played without Dr. Manhattan as his appearance can alter the play of the game substantially. But with some care, he could conceivably be run by one of the Players. Since Dr. Manhattan sees the future and the past, he knows of Captain Metropolis' plot

already. He knows Captain Metropolis planned the kidnappings of Wally Weaver and the others.

It is vital, however, that the Player not act on this information and confront Captain Metropolis because, in his timeline, Dr. Manhattan did not confront Captain Metropolis in the past, is not confronting Captain Metropolis in the present, and will not confront him in the future. Dr. Manhattan is tied to his timeline and while he knows the future, he cannot alter it.

In brief, the GM could just tell the

Player about Captain Metropolis' involvement or if the GM chooses to do so, he or she should make it implicit that Manhattan not become involved. If the Player complains that he/she should have been told of Metropolis' plan because Dr. Manhattan would have known, the GM could tell the Player it was the only realistic way to keep Manhattan from inappropriately acting on the information. Besides, the GM was tied to a timeline that did not include telling the Player.

Read the following to the Dr. Manhattan Player (but not in the presence of other Players):

In terms of the play of the adventure, the addition of Dr. Manhattan to the group could make it ridiculously simple for the heroes to achieve their objectives, especially if Manhattan is played like any other hero. Keep in mind that Dr. Manhattan is not like any other hero.

Dr. Manhattan is inordinately detached from his humanity and prefers to observe a situation rather than act upon it. When he does act, he does not always do what most Players would perceive as the most tactically advantageous. Instead, his actions are based on mysterious, unfathomable motivations.

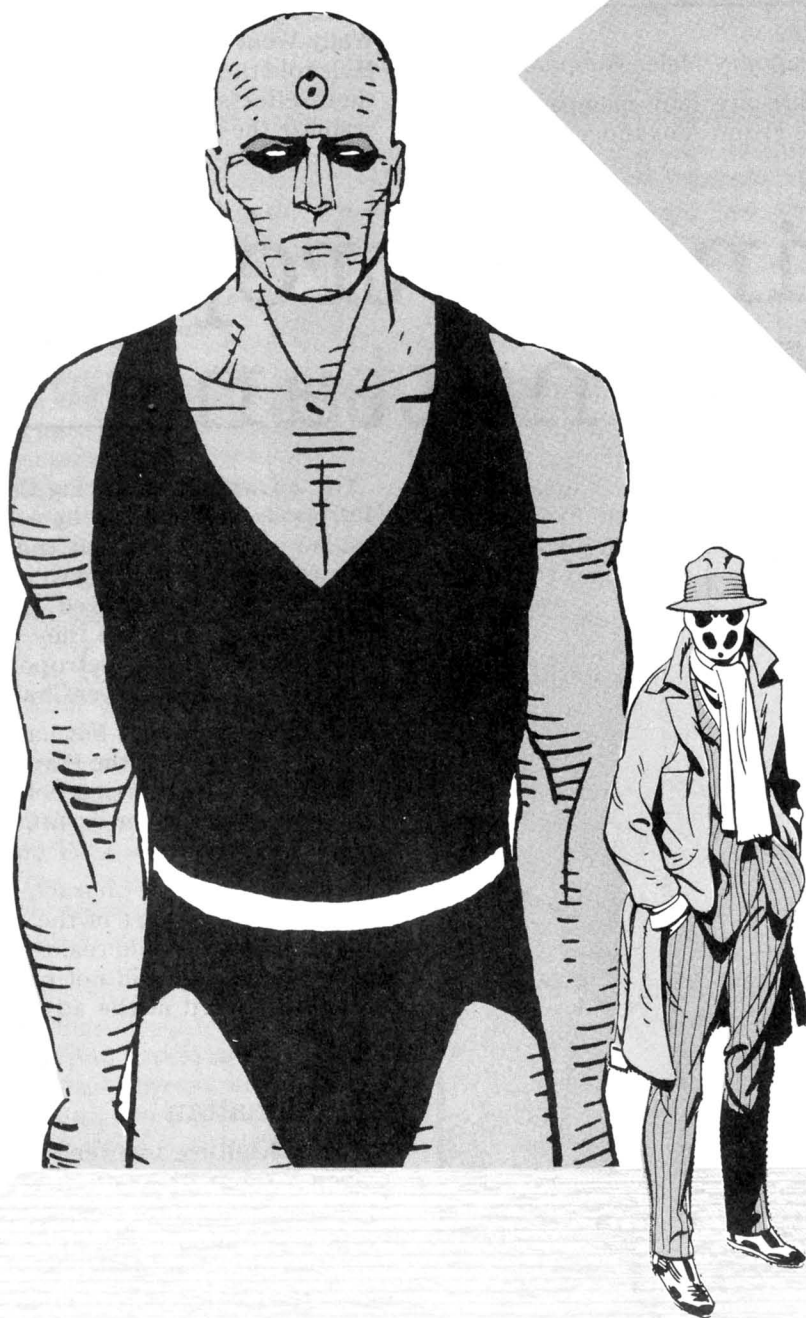
To simulate this in the game, use his Catastrophic Irrational Attraction to knowledge of the physical world.

In play, whenever you feel Manhattan should take some action, make an Irrational Attraction check. Only if the roll is 18 or more will Manhattan make the action. Otherwise he will stand and observe impassively. In addition, you cannot roll for an action more than once, unless the situation dramatically changes.

For example, suppose Dr. Manhattan and Rorschach meet a thug who attacks Rorschach. The Player wants Dr. Manhattan to Teleport the thug into a jail cell but blows the roll. Dr. Manhattan will observe the situation, hand on his chin, until the thug knocks Rorschach down and directly attacks Dr. Manhattan.

Also, the GM can call for a Miscellaneous Action check at any appropriate time. If the GM feels an action is based on human qualities that the Doctor lacks or is just plain inappropriate to Dr. Manhattan, the GM will ask for a roll. If the roll is 18 or more, the action may continue. (Note that this is in addition to the Irrational Attraction Roll.)

A second option for playing Dr. Manhattan is to simply play him as he is in the Watchmen series. Good role-playing can convince the GM to let you, the Player, limit the Character naturally, rather than artificially limiting the powers through game mechanics contrivances. If he is played in Character, Manhattan will not rip through the adventure in record time. To do so would be gaudy, almost vulgar, a style quite unlike Dr. Manhattan.



Encounter 1

Crimebusters

The Investigations

SETUP

The game begins with all the Characters but Dr. Manhattan gathered in Captain Metropolis' house. Dr. Manhattan is the only hero who did not answer the Captain's summons. (Unless Dr. Manhattan is a Player Character, in which case he is present. Omit the following parenthetical dialogue which assumes he is absent.)

If Captain Metropolis is being played, let his Player paraphrase the following dialogue.

PLAYER INFORMATION

You heroes have once again responded to Captain Metropolis' urgent summons. Meeting in Metropolis' lavish home, you have been waiting, some impatiently, for Metropolis to reveal his intent.

Finally, your mysterious host enters and calls for your attention. Captain Metropolis clears his throat. The room goes quiet. Then he speaks.

"First," he says, "I'd like to say it's good to see you all again. It's unfortunate that we are not meeting under more cheerful circumstances. (I'm sorry to report that Dr. Manhattan cannot be with us. He said his lab work was keeping him too busy but he sends his regards and wishes us to bring this matter to a speedy conclusion.)"

"As I'm sure you know, someone close to each of us has been kidnapped recently. You may not have heard about

any other kidnappings besides those important to you but my Government sources reveal it is true.

"Someone close to each of America's heroes has been abducted: Wally Weaver. Ben Charles. Hollis Mason, Jeffrey Iddings. Sally Jupiter. Cindy Radway. And, most recently, my elderly mother was abducted. This last matter is especially grim because it means someone knows my identity."

Captain Metropolis grows more agitated as he speaks. "I'm sure the same scum are behind all of these and I am going to get them!"

Taking a deep breath he pulls himself back together. "I'll get them alone if need be but I would like to sincerely ask each of you to help me. Let us join forces for this case. We can go our separate ways after these people are safe, if we wish, but for now let's share information and resources on this matter."

As Metropolis looks at each of you in turn for an answer, a distant bell tower ominously tolls the hour.

GM INFORMATION

There will probably be some role-played discussion now, as the other heroes will most likely have a number of things to say about this. Some may be in favor of working together, others may be against the idea. If the heroes are played in character, expect at least Ozymandias and Nite Owl to be in agreement. Rorschach and Silk Spectre will probably reluctantly agree.

The Search for Clues

Once the Watchmen agree to work together, they must decide on tactics. They will probably wish to look for clues around each of the kidnap sites and must devise a strategy for the investigation. They may investigate the kidnappings in any order. While it is very likely that each Character will wish to take part in the investigation of the person he/she knew, each encounter is brief and should move briskly.

The Players may wish to work together as a team in each investigation or split up into smaller units to cover ground more quickly. Dividing into small groups is quite acceptable but Captain Metropolis will ask all the heroes to get together after the investigations to compare findings.

If the Characters do split up, the GM should try to keep the investigations short to avoid the other Players becoming bored. If the game is run well, the action should be entertaining even to those Players not actively involved.

The following seven encounters are brief investiga-

tions of each of the kidnappings. Some have important clues. Some do not. Any combination of clues can get the Characters going in the right direction.

The following are reference numbers for each investigation, listed in the order of occurrence:

- Investigation #1 — *Missing: Hollis Mason*
- Investigation #2 — *Missing: Wally Weaver*
- Investigation #3 — *Missing: Ben Charles*
- Investigation #4 — *Missing: Sally Jupiter*
- Investigation #5 — *Missing: Jeffrey Iddings*
- Investigation #6 — *Missing: Cindy Radway*
- Investigation #7 — *Missing: Matilda Gardner*

If the Players have trouble formulating a strategy, Captain Metropolis will be more than happy to devise the Characters' battle plan. He will suggest that they all investigate each of the sites in the order the kidnappings occurred, although it means investigating his mother's disappearance last.

This plan especially appeals to him because having all the heroes together is a significant display of force. Agreeing to look for his mother last is designed to prove he places proper strategy ahead of personal concern.

The Comedian may give Captain Metropolis trouble. He might be obnoxious toward him, say he doesn't care if Cindy Radway is rescued, or simply refuse to work with the other heroes.

If any of the heroes is not convinced that working together is a good idea, Captain Metropolis will say,

"I know each of you is eager to pursue this matter and rescue the innocents involved before they come to harm but let me say that if these kidnappings are related, it is inefficient and dangerous to entertain several different investigations. We could end up tripping over each other or accidentally ruin someone else's operation. Could you live with yourselves if these hostages were harmed because we couldn't cooperate?"

Investigation #1

Missing: Hollis Mason

SETUP

Hollis Mason was kidnapped from his West Side home early in the morning. If the Characters enter the house to look for clues, use this encounter. The police have already made their investigation of the house.

PLAYER INFORMATION

The living room of Hollis Mason's house is a shambles while the rest of the house is clean and neat. Chairs are overturned, lamps toppled, trophies scattered. A smashed clock ticks off its final seconds. Blood spatters mar a couch and floor.

Mason's dog, Phantom, paces the room in an agitated manner.



It is possible that a shrewd Player will suspect from the start that Captain Metropolis engineered the kidnappings. If he voices this suspicion, Captain Metropolis will act upset and insulted. (To do this correctly, the Game-master should appear confused, as if the very suggestion had taken him/her by surprise. Imagine Batman accusing Superman of arranging to have Lois Lane kidnapped.)

The GM should then pretend to ad lib the Captain's reaction, having Metropolis take a suitably dramatic, tension-building pause and angrily saying something like, *"I will not grace that comment with a reply."*

While Captain Metropolis engineered all this, he is sincere about wanting to put all the thugs involved behind bars.

GM INFORMATION

Player Characters successfully using Detective Skill vs. OV/RVs of 4/5 learn the following information:

Mason's House

RAPs

- 1: The blood splatters are disconnected and are possibly from different sources.
- 2: There are two types of blood on the floor, type A and type O.
- 3: Mason has type AB blood, so none of the blood is his.
- 4: Mason's dog, Phantom, has blood residue encrusted on his muzzle. The blood is type O.
- 5+: Phantom begins to nose some scraps of black leather with flecks of orange paint on them. The leather is the sort used in leather jackets; the paint scraps are fabric paint.

From this information, the Players can conclude that Mason put up a struggle before being subdued and that at least two different assailants received wounds. They can also determine that one of the wounds is a dog-bite and may be severe. In addition, they may suspect that the bitten kidnapper wore a leather jacket.

Play now proceeds to either Encounter 2: *Comparing Notes* or another Investigation.

TROUBLESHOOTING

The Characters may wish to use their Police Connections for more information but the police have uncovered little about the case.

Investigation #2

Missing: Wally Weaver

SETUP

Because Wally Weaver disappeared from a military base, the military, led by Lt. Colonel Howard Morgenstern, is conducting its own investigation. A Character with Military Connections can get the heroes into the Ft. Lee base but it will take a successful Persuasion roll to get Morgenstern to share his information with them.

If the Characters unsuccessfully try to Interrogate or Intimidate Morgenstern, he will escort them off the base, the Investigation abruptly halted. If he is Persuaded to be friendly, he will let them talk to PFC Newton Ramsey, the soldier who was on guard outside the Lab Compound during the time Wally was taken.

PLAYER INFORMATION

Lt. Commander Morgenstern leads you into an infirmary where a good-looking young man with a bandaged head is resting on a cot. Morgenstern says, "This is PFC Newton Ramsey. He'll tell you what happened this morning."

Ramsey looks up at you and smiles weakly. He begins, "I was on guard at the supply entrance of the Lab Compound all last night. I was nearly at the end of my shift when this truck drives up. The driver has a cap pulled down over his face and dark glasses, so I didn't get a good look at him. There was another guy in the passenger seat. I asked to see his papers because there were no deliveries on the roster and I was a little suspicious."

While he talks, a nurse comes over to him and changes his bandage, momentarily revealing an ugly, bleeding scab on his forehead.

"The guy says he's here to see Wally Weaver and that I better let him in. Both guys laugh. I ask again for his papers and he hands me a big leather courier's pouch. It takes both hands to open it, so my gun is just hanging. While I'm fumbling with the pouch, the door flies open, pushing me down and knocking the wind out of me.

"I'm trying to get my breath and grab my gun but the fellows are out of the car and on top of me. The driver moves fast, pulling my helmet off. I look up just as the other guy hits me on the head with a pipe."

The nurse winces and smooths Newton's hair protectively. Morgenstern grunts and dismisses her.

"So that's it. I woke up in the infirmary," Ramsey concludes.

Morgenstern smiles at Ramsey in a fatherly manner. "By the way, son, I've authorized you a two-day pass. You deserve it. I scheduled it for this weekend but if you don't feel up to going, I can postpone it."



"I'm OK," Ramsey says.

Morgenstern turns to you and says, "I hope this helps you. We want Weaver back as soon as possible."

GM INFORMATION

Cmdr. Howard Morgenstern

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

SKILLS:

Vehicles/Land: 3,
Weaponry/Firearms: 2

Ramsey can offer no further information.

After the bandaging, the Gamemaster should call for a Medicine/First Aid Roll against OV/RVs of 3/3. The GM should not inform the Players the reason for this roll nor should he/she say it is a Medicine/First Aid Roll specifically. If at least 1 RAP occurs, a Character will realize that the wound on Ramsey's head, while nasty-looking, is a superficial abrasion and not a club-wound. Also, it does not look severe enough to have caused unconsciousness.

If the Characters confront Ramsey with this knowledge, he will look panicked but insist he is telling the truth. Morgenstern will be very upset that the Characters are harassing his soldier and will not allow them to further Interrogate or Intimidate Ramsey.

It is likely the Characters will investigate Ramsey, either by talking to his fellow troops (OV/RVs: 2/2 vs. Persuasion or Interrogation) or by sneaking a look at his file (OV/RVs: 4/4 vs. Thief). The following information can be gained through successful attempts of either/both of the above:

PFC Newton Ramsey

RAPS

- 1: Ramsey is a chronic gambler who regularly loses his paycheck in shady poker games on the lower east side.
- 2+: Every time Ramsey goes to town on leave, he meets with a loan shark known as Milton.

If the Investigations have been completed, play now proceeds to Encounter 2. If the Players decide to follow Ramsey when he leaves the base, play proceeds with Encounter 4: **Follow Newton Ramsey**. Otherwise, play proceeds with another Investigation.

TROUBLESHOOTING

If the Characters actually start a fight with Ramsey, Morgenstern will order them to stop and then call in the troops. After two rounds, the Characters will be attacked by three MPs with standard rifles and will then have to fight their way off-base against twelve more MPs. If the Characters escape, the Military will attack them routinely whenever they are seen in public for the duration of the adventure.

Investigation #3

Missing: Ben Charles



If Characters with Street Connections ask their contacts about Ben Charles' disappearance, they will be directed to Howie Jacobson, who can be found at the L.A. Cafe Pool Hall in Midtown. Otherwise, inform the Players their Characters are approached by Howie as they near the pool hall and modify the Player Information accordingly.

PLAYER INFORMATION

Howie is a greasy street rat in filthy clothes. Your contacts point him out in the L.A. Cafe Pool Hall. When he sees you, Howie looks a little frightened and stares at you with bug-eyes.

"Look, I dunno whys you're here but I don't know anyt'ing. I knows nuttin'. Zero. So whaddya want...?"

GM INFORMATION

SETUP

Ben Charles was kidnapped walking along 43rd Street to his Midtown police station. The Characters can follow his trail from his house to the precinct but they will find no significant clues.

HOWIE JACOBSON

DEX:	2	STR:	1	BODY:	3
INT:	1	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	5	HERO POINTS:	0		

Howie's mind is not all there.

Howie can easily be made to talk. Characters successfully Interrogating or Persuading him learn the following:

Howie's Knowledge

RAPs

0-1: No information

2: *"Yeah, I saw some cop get nabbed. I see this cop walkin' along 34th dis morning. I hear dis noise, like a whimperin, ya know? It's coming from this alley he's walking' past. He gets real whattya say, cautious, and goes over. This gets me interested, 'cause there might be like, a fight, an' dat would be fun ta' watch. I can barely see in the alley dis girl. She's wearin', like, scruffy clothes, but kinda cute. She's sitting on the ground, like she's hurt."*

"The cop goes over to her and the next thing I see, she puts this handkerchief on his face and he falls over. Out like a light. This car pulls up, she puts him inside, and it drives away."

3: *"The girl, she had, like, straight blonde hair. She looked messy, like she had been beaten up but now that I think, she also looked kinda dirty. Like maybe a beatnik."*

4+: *"The car was a blue Olds with a long dent in the door on the driver's side. I didn't see who was driving it but there looked like a coupla guys were in it. They mighta had masks on, I cuddin't tell."*

Play now proceeds with Encounter 2 or another Investigation.

Investigation #4

Missing: Sally Jupiter

SETUP

Sally Jupiter disappeared from her home in the morning. When the Characters go to her house, use the following information. All other information pertaining to her abduction leads to this location.

PLAYER INFORMATION

The front door to Sally Jupiter's house has been forced open and there are signs of a scuffle inside. There is some damage to the furniture and an ornate Grandfather clock lies smashed against a far wall, its torn time-piece face forever grinning its 10:14 smile.

GM INFORMATION

Any RAPs of a Detective/Clue Analysis vs. OV/RVs of 3/3 will reveal a black plastic pin with the letters ANA printed in orange. It is professionally printed. If the Characters investigate the matter either on Nite Owl's computer or through their connections, they will discover that the ANA pin is from the American Negro Alliance, a black civil rights group. Analysis of the Grandfather clock reveals nothing. It is a normal clock; if a bit old.

Play now proceeds with Encounter 2 or another Investigation. If the Characters decide to investigate the ANA, play proceeds to Encounter 3: **American Negro Alliance**.

TROUBLESHOOTING

Should the Players not catch on to the link to Encounter 3, the GM could have a policeman enter the house and request the heroes' assistance with the Ben Charles Investigation.

If the Characters do not locate the ANA pin during any Analysis or Investigation, various methods could be used to deliver this clue. As the Characters leave, one of them could see a glint of metal off to the side or even step (perhaps painfully) upon the pin.

If all else fails, the Characters could receive a police report or contact informing them an earlier search had revealed the pin among other miscellaneous items.



Investigation #5

Missing: Jeffrey Iddings

SETUP

If the Player Characters decide to go to Jeffrey's house to question his parents about the kidnapping, use the following: (Note: The Iddings will only speak pleasantly and helpfully to Rorschach.)



PLAYER INFORMATION

The Iddings are sitting in their living room, both looking like they have not slept in days. "Oh, Mr. Rorschach," Mrs. Iddings says. "It happened again. You rescued our

boy from those horrid monsters and today it happened again." She dissolves into sobbing. Mr. Iddings continues, "It was three men with white masks over their whole heads. The masks had some kind of green cross over the face. They also wore jeans and dirty shirts.

"They burst in, grabbed Jeffrey, and ran out. I think there was another in the car, a blue car. Who would do such a thing to a boy who has been held hostage once? He can't sleep nights!"

GM INFORMATION

If Rorschach gently encourages the Iddings to remember further, they will relax enough to recall the following information. (This situation could be roleplayed or Rorschach could Persuade the Iddings to remember more. The Iddings are at OV/RVs: 4/4 due to their grief and distress. However, the Iddings are Friendly toward Rorschach with a -1 Column Shift to Persuasion.)

"Now that I think about it, I believe one of the men was a woman. Yes, I'm sure one was a woman. All of them had long hair tucked into the backs of their shirts. And the green mark on the masks wasn't a cross...it was a peace sign."

Play now proceeds to Encounter 2 or another Investigation.

TROUBLESHOOTING

The Iddings have no more information to reveal. Any further Interrogation, Friendly or not, will only cause Mrs. Iddings to break out sobbing and Mr. Iddings to become angered, demanding the Characters leave.

Investigation #6

Missing: Cindy Radway

SETUP

The doorman at Cindy's apartment building, Ralph Eastman, saw her entering her apartment but he never saw her leaving. As the Characters approach the building, Eastman will move to speak with them.

PLAYER INFORMATION

Ralph Eastman, the doorman at Cindy's posh apartment says, "Look, I told the cops already. Miss Radway came home late last night, around eleven, right before my

shift ended, and went up to her room. The night doorman says she never left.

"This morning her producer calls to find her. No answer. He says it's urgent, so we let him into her apartment. She's gone, we call the cops. That's it. That's all. O.K.?"

GM INFORMATION

A successful Detective Analysis vs. OV/RVs of 5/5 will reveal that Ralph is nervous, edgy, and probably lying.

If Ralph is Interrogated, he will whine, complain and

look desperate, but if the Interrogation is successful (yielding at least 2 RAPs), he will begin crying and say, *"Oh God, don't kill me. I let him up there. She said she never wanted to see him again but I let him go in. He gave me two thousand bucks. He brought her out and she looked really gone, drugged to the gills."*

"Don't kill me. It was Mole. I don't know his last name. He drives a fancy Corvette with a custom paint job of a firebird. He used to sell drugs to Miss Radway but when she cleaned up her act, she told him to get lost. But I let him in and now she's gone."

A search of Cindy's apartment reveals nothing out of the ordinary except the sloppy remnants of several lines of cocaine on the coffee table.

Captain Metropolis will be disturbed at the results of this investigation. He wasn't aware that Mole knew Cindy. Mole obviously performed the kidnapping personally instead of having the Peace Front do it, his way of getting revenge for Cindy's having gone clean.

Play now proceeds with either Encounter 2 or another Investigation.

TROUBLESHOOTING

If the Characters ask their street contacts about Mole, they will be told he is often seen but no one knows his name or address. They will promise to report whenever they find him.

Investigation #7

Missing: Matilda Gardner

SETUP

The Player Characters have gone to Matilda Gardner's nursing home to investigate her disappearance.

PLAYER INFORMATION

Carol Sinkfield, the nursing home administrator, explains, "The nurse on duty in Section 3, where Mrs. Gardner was, saw three negro orderlies wheeling Mrs. Gardner out of the building. When she asked what they were up to, they struck her and fled."

GM INFORMATION

The nurse who saw the kidnapping can provide no more details. She cannot even describe the men except as "large negroes."

No other resident or employee of the nursing home can provide any additional information regarding Mrs. Gardner's abduction. Analysis of Mrs. Gardner's room reveals nothing out of the ordinary.

Play now proceeds with either Encounter 2 or another Investigation.



Comparing Notes

SETUP

Following the series of investigations into the various kidnappings, Captain Metropolis has called a meeting of the Characters in an effort to form some unified team plan of action.

PLAYER INFORMATION

After calling a meeting aboard Nite Owl's Owlship to compare information and discuss potential team actions, Captain Metropolis now stand before the group, a studied expression on his face.

Captain Metropolis asks everyone to present before the group whatever information he or she might have uncovered during the Investigations.

"My friends," Metropolis says, "the time is upon us. Who will begin?"

GM INFORMATION

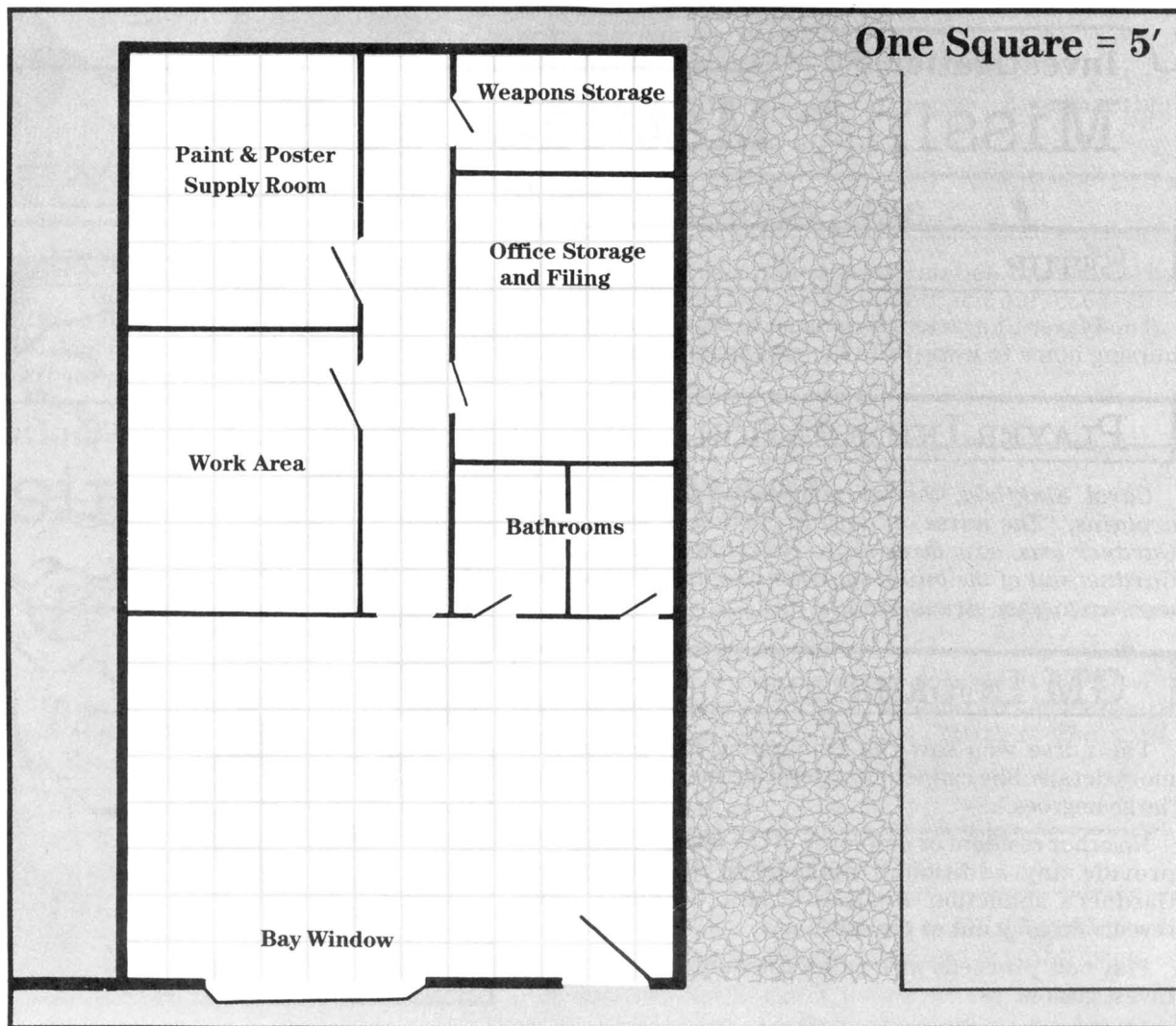
If, after the Investigation discussion, the Players do not know where to continue, have Captain Metropolis suggest that the Characters go investigate the ANA (if they have gotten an ANA clue.) If they discovered that Ramsey faked his accident, Metropolis will not advise they look for Mole as yet.

Around this time, the Characters' Police Contacts can report that they received a letter written in red ink on parchment. The letter reads, *"If any masked hero is in New York on Sunday, the hostages die in agony."*

No other information may be obtained from Analysis or examination of the letter.

ANA Storefront

One Square = 5'



American Negro Alliance

SETUP

The Characters will be led here because of the ANA pin found at Sally Jupiter's house in Investigation # 4 or by Captain Metropolis' suggestion in Encounter 2. The address of the ANA storefront is available in any phone book. The Characters may choose to enter the ANA offices, ask questions of or Interrogate the workers, or raid the ANA files; in each of such cases, read Player Information I followed by GM Information I.

Should the Players elect to stake out the ANA offices, read Player Information II and GM Information II.

PLAYER INFORMATION I

The American Negro Alliance offices are located in a bright storefront in a run-down section of town. Inside, several clean-cut blacks in well-worn suits take phone calls at battered desks, file papers in dented file cabinets, and talk to the steady stream of blacks who come and go with stories of injustice.

GM INFORMATION I

If the Characters enter, the workers will ask to help them and will deny involvement in any illegal activities. Captain Metropolis will be abusive, insist on knowing why they are being "uppity," ask about all of their activities, and demand access to their files. The workers will adamantly refuse to allow the Characters to look in their files. The workers will try to behave reasonably and will fear the heroes are out to stop their civil rights campaigning.

If the Characters calmly and rationally explain the situation, the ANA workers will agree to look into the matter. If the Characters leave peacefully, Captain Metropolis will be upset.

Fighting the ANA

If the Characters try to bully the ANA workers by either Intimidation or Interrogation, a fight will break out. The eight ANA workers will fight to preserve their storefront.

During the fight, Captain Metropolis will rummage through the ANA files and "find" an important document (one he actually has planted in the files). The paper says,

"To the American Negro Alliance —

Send some of your boys to kidnap Hollis Mason, Sally Jupiter, and Matilda Nelson. You'll get \$3000 per job and be furthering the cause.

Signed, the Mole."

The workers will deny knowledge of any such paper. With the paper as evidence, the police will take the workers into custody.

Play now proceeds with Encounter 4: **Follow Newton Ramsey**. Should the Characters have come here prematurely (before completing the Investigations), play could and possibly should continue with the Investigations and then Encounter 2.

PLAYER INFORMATION II

If the Characters take up surveillance of the ANA, read the following:

After two hours, you notice three black men in black leather jackets, the letters ANA painted on the backs. One man has his left hand heavily bandaged, another the right side of his face bandaged. After glancing around hesitantly, the three men enter the offices.

GM INFORMATION II

If the Characters go into the ANA building after the thugs, the thugs will be rude and surly, in contrast to the workers' helpful demeanors. If the Characters ask about the men with the leather jackets, the workers will tell them that the three men joined the ANA within the last three weeks and did not fit in with the ANA's dedication to peaceful change.

The workers do not want violence but if the heroes attack the thugs, the eight workers will have no choice but to join in the fight against the Player Characters.

If the Characters ask for blood samples from the thugs, the workers will find it a reasonable request under the (assumed explained) circumstances, but the three thugs will not allow it. If the Characters are not openly hostile, the workers will start to turn against the thugs, asking them how they became wounded. This will frighten the thugs into attacking first, in which case the workers will not fight alongside the thugs.

Either way, a Character's blood sample test of the two injured thugs acts as a Detective/Clue analysis against OV/RVs of 3/3. A successful analysis reveals the following:

Blood Sample Test

RAPs

- 1: The thug with the wounded jaw has blood type A, the thug with the wounded hand, type O.
- 2: The blood found on Phantom's muzzle was blood type O.
- 3+: The blood found on the floor of Hollis Mason's house definitely belongs to two of the three thugs.



Thug Interrogation

The following information can be gained through a successful Interrogation:

RAPs

- 1: "We were hired by a guy named Mole to kidnap the old folks, the guy, the broad, and the old lady. Mole picked up the hostages in the park."
- 2: "We ain't really with the ANA. Mole just said we hadda pretend we was."
- 4+: "We dropped off the ol' folks at Mole's apartment at 575 5th Avenue."

What the Characters do with the thugs is up to them.

Play now proceeds to Encounter 4: **Follow Newton Ramsey**, Encounter 5: **Mole's House**, or could return to Encounters 1 and 2.

TROUBLESHOOTING

If the Characters do not obtain this last clue, Captain Metropolis will soon announce that his contacts "finally got Mole's address."

Encounter 4

Follow Newton Ramsey

SETUP

If the Characters Interrogated Newton Ramsey in Investigation #2, they may wish to follow him when he leaves the base at 2:00 PM. They may follow on foot, by car, or even in the Owlship but the Characters must make a successful Thief/Stealth roll to follow unnoticed.

Instead of following Ramsey, the Characters may attack and Interrogate him. If they do so, Player Information should stop at the point at which the Characters decide to attack and proceed to the "Nabbing Newton Too Early" section in Troubleshooting.

PLAYER INFORMATION

At 2:00 PM, Newton Ramsey walks out of the main entrance of the Military Base, his head still bandaged, hails a taxi, and rides off. The cab drives into the lower east side of the city. The driver takes Ramsey into a seedy, run-down neighborhood and drops him off in front of an abandoned drugstore.

Ramsey walks past the boarded front door and into an alley on the right of the drugstore. He then vaults onto the fire escape and, racing up to the third floor, climbs into a window and disappears inside.

A large moving van soon pulls up outside the building. Its driver exits the cab, looks around suspiciously, and hurries back the way he came.

GM INFORMATION

At this point the Characters may wait for Ramsey to come out (at which point the GM should read the additional Player Information I), go in the window after him (Player Information II), or they may take up surveillance of the inside of the building (Player Information III). Surveillance requires another successful Stealth Roll, whether the Characters are watching from the window or entering through another entrance.

A Character with Thief Skill receiving any positive RAPs vs. OV/RVs of 2/2 can open the moving van's cargo section. Inside is one small box which is ticking faintly.

Any Character opening the box will find a small, brass quartz clock. The clock immediately lifts up in the air and darts away, rapidly disappearing into the city. Where the clock originally sat is a note which reads,

"My, how time flies when you're having fun!"

This is a reminder from Metropolis that time in of the essence. No amount of Analysis or Detection will reveal

any useful information regarding the van, the clock, or their owner/sender. The driver of the van, should the Characters catch and Interrogate him, knows only that he was paid \$2,000 to deliver this van to this address. No other information is obtainable.

PLAYER INFORMATION I

After three minutes, two gunshots ring out. Then a reed-thin man in a rumpled suit and carrying a briefcase climbs out the window and scurries down the firescape.

GM INFORMATION I

If the Characters let the man go and follow him, he will go to the Regis Hotel and stay there for three days, at which point he will go to the airport and board a plane to Casablanca. The Characters would be unable to follow a departed Sabino.

If the Characters attack Sabino at any point, he will shoot at them desperately. Should this occur, play would proceed to Troubleshooting.

PLAYER INFORMATION II

As you open the window, you see a darkened room, barely lit by streaks of light from the nearby streetlamps. Opening the window spills light into the room and Newton turns around in a panic. Another man in the room, a thin man in a rumpled suit, whips out a gun and attacks.

GM INFORMATION II

Sabino will not, at this point, attempt to actually hurt anyone, Character or Ramsey. He will simply try to make his escape from the Player Characters. If his escape route is formidably blocked, Sabino will threaten the Characters, taking pot-shots above their heads.

Sabino will enter Killing Combat, but only if he feels his life is imperiled. He is presently hostile (+3 to OV) to Persuasion.

The GM should now reference Troubleshooting.

PLAYER INFORMATION III

You see Newton speaking to a thin man who wears an ill-fitting suit. The man hands Newton a suitcase. Newton opens it and counts out money. Then the man reaches into his jacket. He takes out a gun and calmly aims at Newton, who is still intently counting money.

GM INFORMATION III

If the Characters roll a higher Initiative than Sabino, they can stop him from killing Ramsey. If they let Sabino shoot Ramsey, they will see him collect the scattered money, put it in the briefcase, and leave via the window and fire escape. He will go to the Regis hotel.

Characters not at least declaring an attempt to save Ramsey lose one Standard Award at the adventure's end for non-heroic action.

TROUBLESHOOTING

If the Encounter ends with Newton alive and captured, he can be coerced into revealing the following information merely by having a Character ask him (no Interrogation required):

"That man, Milton Sabino, is my loanshark. Sabino said the only way to keep from getting my kneecaps broken would be to let his goons into the base to kidnap Wally Weaver. They also said they would pay me."

"All of Sabino's goons were young. They were hippies, one was a girl, and they drove a blue car. I think the leader was called the Stick or something."

If Sabino is alive and captured at the end of the encounter, he can reveal the following from a successful Interrogation check at OV/RVs of 2/2, modifiers of +2 on each:

Sabino's Knowledge

RAPs

- 1: *"I was hired to pull off this job by a guy who calls himself 'M'."*
- 2: *"M wears a weird red demon mask and his voice sounds like it is electronically scrambled."*
- 3: *"M said he would contact me after Sunday to give me my final payment."*

Play now proceeds with Encounter 2, Encounter 3, or Encounter 5.

Nabbing Newton Too Early

If the Characters corner Newton before he reaches the drugstore to meet with Sabino, they will have blown their chance to get him to talk. He knows the Characters cannot prove he is guilty of anything, so he will not tell them he was hired to let the kidnappers onto the base.

Newton will resist all attempts of Interrogation (at +4, short of real torture). Torture or successful Interrogation causes him to confess to *anything*, thus making all of his information totally unreliable.

When the Characters let Newton go, he will not go to the drugstore for fear of being followed. As a result he will not get paid. He also won't get killed but he doesn't know that.

Should all this occur, the encounter will dead end here. If the Players think up a plan to undo this failure that is truly ingenious or impressive, the GM is encouraged to let it succeed. They might bribe Newton with a lot of money to talk and then have him go to the address as planned so they could nab Sabino.

If the Players are completely stumped, the GM could invent some ingenious way to reveal the information to them, perhaps having the Characters exhaustively search Newton's barracks or having them Interrogate one of his fellow soldiers for the information.

Encounter 5

Mole's House

SETUP

The Characters will have come from either Encounter 3, where the thugs gave them Mole's address, or from Encounter 4, thus continuing the adventurer's kidnapping investigation.

PLAYER INFORMATION

You have arrived at Mole's 575 Fifth Avenue address and make your way, cautiously, through to the bedroom.

Mole's swank but tackily decorated Fifth Avenue apartment is partially splattered with blood. Mole's dead, bullet-ridden body lies sprawled across the kitchen floor.

GM INFORMATION

No pertinent information may be obtained from an analysis or examination of Mole's body, his killer was quite thorough and professional. A Character with Detective Skill successfully examining the apartment versus OV/RVs of 4/4 may learn the information listed in the "Mole's Apartment" sidebar.

A Character with Actor Skill of 6 APs or more can successfully impersonate "M's" voice. No analysis by

Encounter 6

Concert in the Park

SETUP

The Characters get here from Encounter 5. There is a rally and concert already in progress in Battery Park to drum up support for an anti-war demonstration on Sunday. They can watch for Stickman from the Owlship or from the ground. Watching from above in the Owlship gives them a strategic advantage but will keep them from being nearby if trouble starts.

The Characters may also wish to go without their costumes but only the Silk Spectre is young enough to really fit in. Additionally, Nite Owl, Rorschach, and Ozymandias can't unmask in front of the others without compromising their identities.

It is possible that the Characters will attack the youths at some point. The description of the rally is broken up into two sections, based on the most likely times for trouble to start.

Mole's Apartment

RAPS

- 1: A parchment sheet resting on the counter reads,
"Mole, after you drop off the hostages with Stickman, tell him to give an anti-costumed hero speech at today's rally in Battery Park."
- M. "
- 2: Mole had recorded his phone calls. Among the recordings is one brief, twenty-second conversation with "M." All "M" says is *"Is everything on schedule?"* in a weird, crackly voice.
- 4: Under a bookshelf is lodged a small photograph of a tall, handsome man surrounded by people. The only remarkable features in the picture are that the man is bare-chested and wears a dark, imposing top hat and jeans vest. The people surrounding the man seem nearly fanatical with interest.
- 5+: The photograph's sole caption reads "Stickman."

computer or Character can determine that M's voice really belongs to Captain Metropolis.

Police and Street Connections can explain there is a rally in progress at Battery Park to drum up support for an anti-war demonstration this Sunday. The featured speaker is a person called "Stickman."

Play proceeds with Encounter 6: **Concert in the Park.**

SECTION I

PLAYER INFORMATION

The first part of the rally is a concert. Loud, raucous guitar and drum music floats out of monstrous speakers as shaggy-haired musicians cavort lasciviously on the bandstand. The crowd sways and claps appreciatively. Some of the young people in the crowd gyrate spastically to the music.

Suddenly, high in the air flies a bright rocketing flare which hovers over the bandstand stage. The crowd, certain this is part of the spectacular show, roars appreciatively. As the stunning flare begins to fade, its tail seems to point directly at the park's massive sundial which, while false due to the brilliant light, displays an hour much later than it should. The effect is both breathtaking and somehow quite ominous.

As the flare dies, the music and crowd fanfare strive to a new peak.

Captain Metropolis says disgustedly, "That isn't music. It's noise! And to think they are playing on the same stand the Air Force Band and the Singing Sergeants play on every Fourth of July. There is no justice."

GM INFORMATION

During this time the Characters can make inquiries about Stickman and the green peace sign. Any successful Persuasion will reveal that Stickman belongs to the Peace Front group and that, while he is not here yet, the rest of the Peace Front is.

The Characters presently face the other three members of the Peace Front: Mary Ann Cooper, Dwight Finglass, and Thomas Pawereski, who sit around on the grass laughing. Each has a white armband with green peace signs.

If the Characters are at the rally in costume, all the youths who see them will be very interested in them. The teenagers will make numerous comments about "groovy threads." They will love staring onto Rorschach's mask and will gleefully make fun of the Comedian's military look. If the Characters don't make trouble, play continues with Section II.

Should the Characters verbally or physically abuse any of the teenagers, allow the Character(s) and Non-Player Character(s) to attempt to solve their differences themselves. If a particularly forceful or distracting event ensues, police officers will arrive to break up the disturbance. Play then proceeds with Section II. Analysis of the flare or the launching site is futile as the flare residue has since dissipated.

SECTION II

PLAYER INFORMATION

The concert ends with a savage blast of electric guitar chords. A great roar goes up through the throng of teenagers. As the youths calm down, a long-haired young man steps up to the microphone and says, "Thank you." He quiets the crowd and says, "Alright! We have some speakers here, gonna tell you all about our demonstration Sunday."

Several speakers parade up to the bandstand and discuss organization and procedure for an anti-war demonstration and peace march. They detail the many groups involved, the path of the march, and make stirring speeches against the Viet Nam war.

Captain Metropolis fumes with each statement. "We didn't fight against the hun in The Big One just to have our ungrateful kids turn communist," he says, seething.

After a half an hour of this, the long-haired announcer says, "We got a special speaker from the Peace Front. I dunno what he's got to say but you can be sure it's important. Here's... Stickman!"

A charismatic young man steps up to the mike. He is wearing a top hat and a vest but no shirt. The crowd cheers. Stickman says, "Alright! Ya look great out there! Everybody feelin' groovy?" The crowd roars. "What do we

got today? We got Big Brother stomping all over innocent people in Viet Nam. We got pigs here on the streets, trying to stop us from, like, just lovin' each other.

"But now there's some brand new pigs on the streets. They wear groovy costumes and look alright but I'm tellin' ya they are pigs just like the cops here and our butcher squads in Viet Nam!"

The crowd laughs at him. He looks irritated. "Yeah man," he says. "You can laugh now. You can laugh now, man, that's just what they want you to do. But lissen ta me, man. I know. Ya wanna know what they are really up to? Killin' the elected leaders of foreign governments, that's what!" The crowd falls silent.

"That's right, man. And it's gettin' worse. They wanna bust up our demonstration Sunday. If those underwear heroes hassle anyone, if any of 'em even show up Sunday, I wanna know about it! You find me and tell me. We won't let them mess up our protest. I wanna know, cause I'll do somethin' about it!"

As he shouts his last words, the crowd goes wild with applause.

GM INFORMATION

At this point, if the Characters have not figured out that Stickman is suspect, Captain Metropolis will say that Stickman must be the one they are after and will urge them to nab Stickman for Interrogation.

It is possible the Characters will attack or approach Stickman in some way during the rally. If they attack while Stickman is speaking, the crowd will become incensed at the flagrant display of injustice and attack the Characters. Three youths will attack each Character and a full-fledged riot will develop.

If the Characters attack after Stickman has left the platform and gone to the small speakers' area behind the bandstand, there will be fewer youths to attack them, only one youth per Player Character and a riot will be averted.

If any of the Characters enters Killing Combat (like the Comedian using guns), the police will show up and break up the conflict.

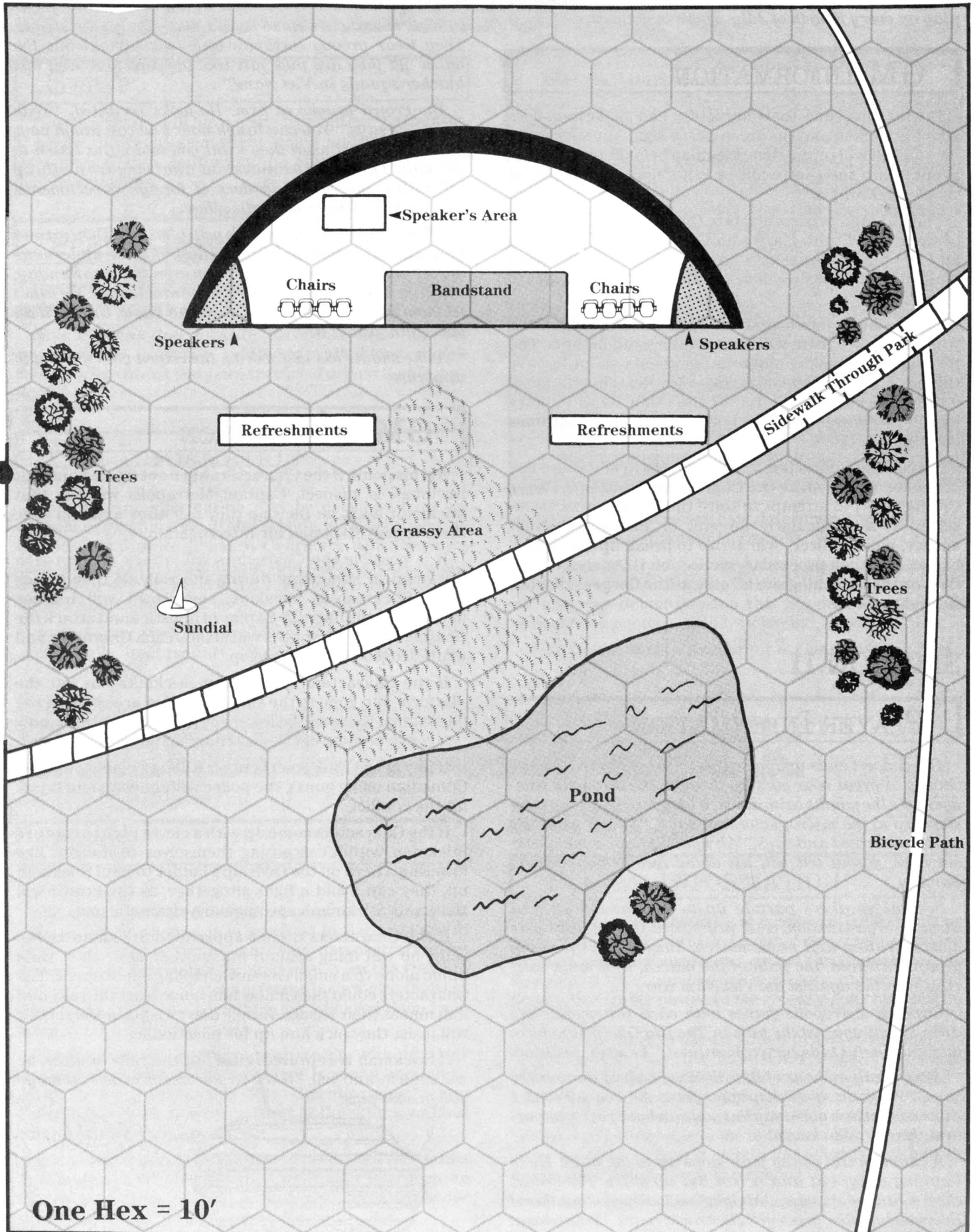
If the Characters come up with a clever plan to capture Stickman without exposing themselves to danger, like lowering a hero on the Owlship's ladder to haul Stickman up, they can avoid a fight altogether, as the crowd will think this Stickman's spectacularly dramatic exit.

If the Characters do not apprehend Stickman at the rally, he will hang around for another hour then walk home alone to a small Greenwich Village apartment. The Characters could then follow him home from the rally and nab him at their leisure. If they don't, Captain Metropolis will insist they pick him up for questioning.

If Stickman is captured, either at the rally or after, he will squirm, and yell, "What do you creeps want? Let me go you fascist pigs!"



Park Concert (Top View)



The following information can be gained from successful Interrogation (normally) or Persuasion (at +3):

Stickman's Knowledge

RAPs

- 1: *"I belong to the Peace Front. We wanna stop the war in Viet Nam. That's not a crime yet, you fascists!"*
- 2: *"The Peace Front wants to overthrow the government through violence and revolution. We want to turn the peaceful demonstration Sunday into a riot."*
- 3: *"This guy called Moloch contacted us by phone. He said he wanted us to kidnap some people for him and he would give us a lot of good acid. He said we should kidnap your buddies because he thinks you costumed zeroes are the only people who can stop us on Sunday."*
"Also, Moloch plans to bring a lot of drugs into the city Sunday with the police busy at the riot and you guys out of the picture. He wanted to screw you guys up. Now you can't do nuthin'."
- 4+: *"Moloch sent some goons over to take your hostage buddies to his new hideout, that new penthouse at 1023 Madison Ave."*

If the Characters do not get this last clue and lose the trail, Captain Metropolis will say his sources tipped him off that Moloch was behind the kidnappings and found Moloch's secret address.

Encounter 7

Assault on Moloch's Lair

SETUP

Clues from Encounter 6 lead the Player Characters here. Once the Characters know where Moloch's home is, they can plan how they will seize it to get their friends and loved ones back.

The two most obvious plans are a silent infiltration or an all-out attack.

PLAYER INFORMATION

Moloch's tower is a thirty-story glass and steel monstrosity that is built like a fortress. Fallout shelter plates on the building-front testify to its structural solidity.

Seen from above, the top of the building is a sculpted garden, complete with terraced paths, statues, and fountains. Two men in suits stand by the door that leads down into the building.

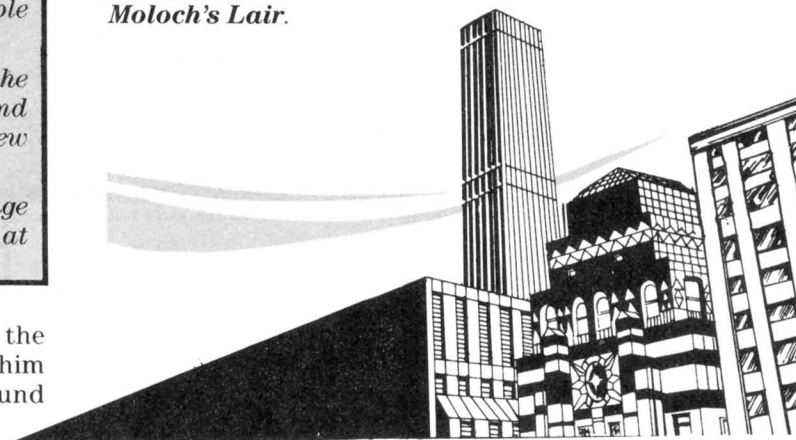
Responsible Parties w/ Opposing Views

During Stickman's speech, the Characters may wish to set the record straight about their activities, perhaps shouting out their opinions. If so, the rally organizers will be more than happy to let them speak at their rally to defend themselves.

The GM should urge the Player to ad lib the speech rather than just make a Charisma or Persuasion Roll. If the speaker is convincing (if the GM feels the Player did a good job of role-playing the speech), the crowd will cheer. After all, masked heroes are popular among young people. Stickman will be humiliated.

If the speaker does a poor job, he/she will get a luke-warm reaction from the crowd and Stickman will gloat menacingly.

Play now proceeds with Encounter 7: *Assault on Moloch's Lair*.



GM INFORMATION

The Characters can get to the penthouse through the elevators, stairs, by climbing the walls, or by flying up on the Owlship.

Moloch's Lair

1) *Main Entrance:* The lobby is a spacious, gleaming room, with exits in stairs and a row of 4 elevators.

If the Characters enter this way, the receptionist will inquire as to their business and will try to keep them in the lobby. She will also press a secret button under her desk to warn Moloch of trouble.

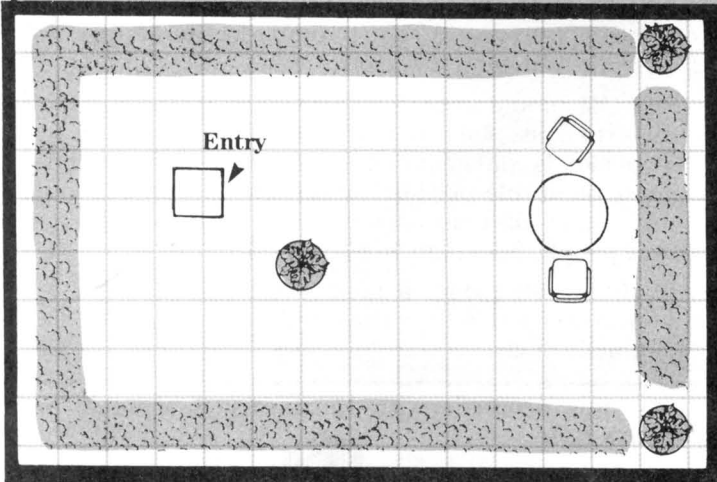
The GM should make a secret Perception Check (INT/WILL) for each Character. If one of the Characters gets 5 RAPs vs. OV/RVs of 7/8, he/she saw the receptionist nervously press the button when they entered.

If the Characters wait more than three rounds, five of Moloch's goons dressed as rent-a-cops will enter the lobby and try to keep the Characters from going further than

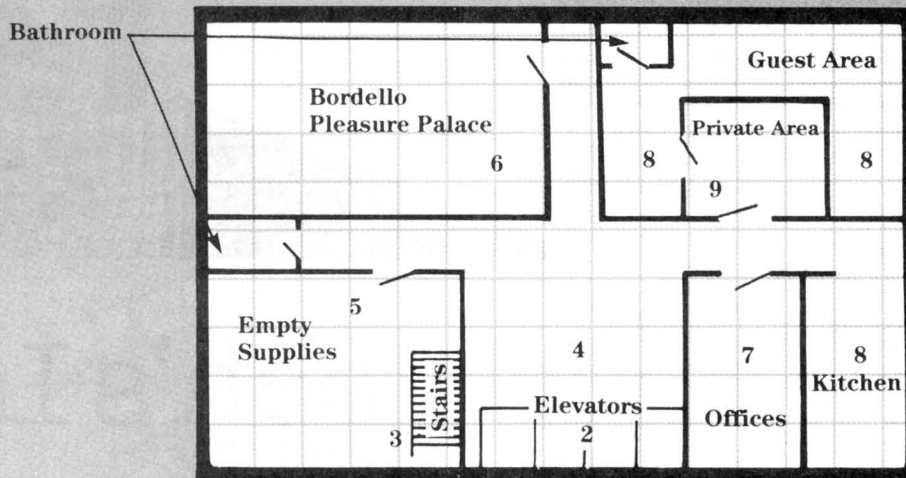
Moloch's Lair

Penthouse Apartment
1023 Madison Avenue

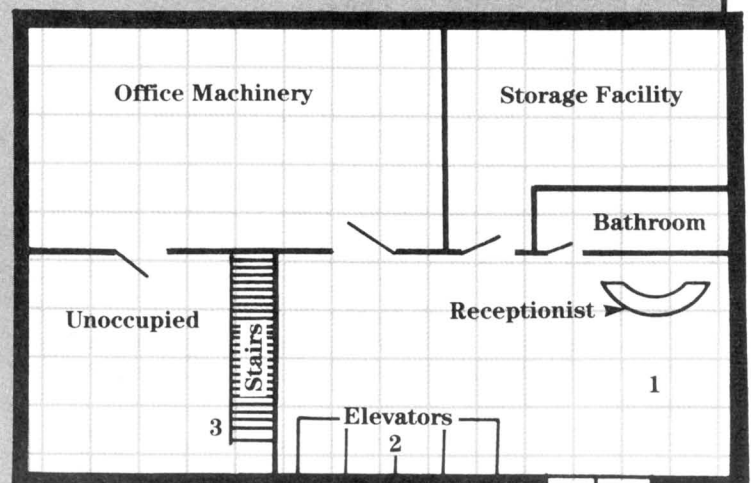
Garden Roof



Penthouse



Lobby



One Square = 10'

the lobby. The “policemen” will battle until their number is reduced to two, at which point the two will flee.

2) *Elevators*: If the Characters take the elevators up, Moloch will turn off the elevator’s power between the eighth and ninth floors. It requires 4 RAPs against OV/RVs of 8/8 to force the doors open.

In seven rounds Moloch’s men will have cut through the cable and the elevator will drop with an EV of 7 against each Character’s RV (see “Falling Damage” sidebar).

If the Characters force open the elevator doors or open the trap door on the ceiling of the elevator and climb out before the cables are cut, they can climb the cables the rest of the way up. This will be an unexpected surprise for Moloch.

3) *Stairs*: If the Characters feel athletic and actually take the stairs up, they will be met on the fifteenth floor by seven of Moloch’s goons who will battle the Characters.

4) *Penthouse Lobby*: The elevators and stairs open out onto a large lobby, eerily lit by red light.

Two goons are stationed here, waiting for the Player Characters to appear.

5) *Supplies Room*: This is a large storeroom for drug supplies.

6) *Pleasure Palace*: Moloch’s private Bordello. There is low lighting here, with eerie, demonic decor to the couches and fixtures. Several prominent businessmen and politicians are here.

Four goons guard this Pleasure Palace.

7) *Offices*: These are a suite of offices with little of interest. The files contain little incriminating evidence against Moloch, are all written to look business-like, and don’t include details of Moloch’s rackets.

8) *Moloch’s Private Area*: There is a dining area, a kitchen, eight guest rooms, and several “entertainment rooms” including a film room, a hi-fi room, and several offices.

9) *Moloch’s Suite*: These rooms are all guarded by thick steel blast doors which lower in times of trouble (like now). The doors require 12 RAPs of damage to destroy. The walls, however, require only 6 RAPs to break through. Inside, the main room is decorated entirely in reds and is dominated by a huge four-poster red-canopied bed.

If the Characters allow any sort of warning in their assault, Moloch will immediately flee to this area and barricade himself in with five armed goons.

Encounter 8

Defy the Devil

SETUP

Once the Characters have captured Moloch, they will probably wish to Interrogate him.

PLAYER INFORMATION

Moloch trembles slightly but scowls defiantly before you. “You have all broken into my home. When my

Falling Damage

Damage from falling is always treated as Killing Combat.

There is no AV, as such, no OV; it is assumed that a person/object falling automatically hits the ground or surface below. The EV is the person’s/object’s weight (most Characters have a weight of 2 APs) this is added to the distance fallen to a maximum of 7 APs (Earth terminal velocity). As a guide, if a person falls off a chair the EV is 0 plus the person’s weight (2) APs, if he falls off a building/sky vehicle the EV is 7 APs.

The RV is the falling person’s/object’s BODY. If the person has the Diving subskill of Acrobatics, the Diving APs are added to the RV when taking damage from a fall.

If the Characters Interrogate one of the goons, the goons can be forced to explain where Moloch is in the building. The following information can be gained by a successful Interrogation:

Interrogating a Goon

RAPs

1-2: *“Moloch’s in that area there! Behind those big blast doors.”*

3+: *“The walls are weaker than those blast doors by a damn sight.”*

If the Characters Interrogate the goons about the kidnappings, the goons will merely stare blankly. Only if the goons are severely Interrogated (for more than 6 RAPs), will they “confess.” They will confess to kidnapping whom-ever the Characters suggest. They will confess to kidnapping the Lindbergh baby, Emilia Erhart, etc. They’ll say anything these people want to hear.

Once the Characters enter the room, Moloch will put up no resistance. Play now proceeds to Encounter 8: *Defy the Devil*.

lawyers are done with you, you’ll wish you never saw this place! I’m certain you’ll excuse me while I call the police.”

GM INFORMATION

It is unlikely the Characters will let Moloch go. If they Interrogate Moloch about the kidnappings, he will say he knew nothing about them. No amount of Interrogation or Intimidation will make him change his story. If the Characters ask about anti-war demonstrators, Moloch will say:

"Off the record, I'll tell you I did plan to take advantage of the confusion that Sunday's demonstration would cause to get certain... shipments into town. I even secretly contributed to several militant youth organizations, like the Peace Front, to encourage their activities. But I know of no kidnappings."

During this interlude, Captain Metropolis will secretly hide a parchment note he created to look like it was from Moloch. The note incriminates Moloch in the kidnappings. A successful Perception Check or Detective roll is required to locate the note. If the Characters don't find the note by the time they are ready to leave, Captain Metropolis will "find" it himself and show it to them.

The note reads: *"To all lieutenants,*

After they are delivered to us, move the kidnapped friends of the meddling heroes to 666 Waterside Drive.

— Moloch."

If they show the note to Moloch, he will laugh disdainfully. *"I don't know what kind of a frame-up you are trying to create, but I haven't used parchment in years. Far too expensive."*

The Characters probably won't believe this but whether they do or not, they will most likely race to 666 Waterside Drive to rescue their friends. Play now proceeds with Encounter 9: **The Rescue**.

TROUBLESHOOTING

If the Characters arrest Moloch, he will be out very soon, as there was no hard evidence against him.



Encounter 9

The Rescue

SETUP

The Characters will come here from Moloch's penthouse (Encounter 8).

PLAYER INFORMATION

666 Waterside Drive is a seedy, run-down storefront that still has the words "Live Bait" barely visible above the door. The front window is covered with newspapers. The only thing new about the place is the shiny brass lock on the front door.

GM INFORMATION

BILLY STEVENS

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:	0		

SKILLS:

Weaponry/Melee Weapons: 3

EQUIPMENT:

Switchblade [AV: 0, EV: 3, Short: 0, Medium: 1-2, Long: 3, Dur: 23]

The hostages are indeed in the bait shop. There are three entrances to the place; the front door, back loading door, and a trapdoor around the side that leads into the basement.

If the Characters scope out the building before entering, they will see a light on in the back room. Inside they will see all the hostages bound and gagged in a room strewn with empty pizza boxes. One young thug who looks all of seventeen is sitting in a chair feeding pizza to a bound Wally Weaver. The thug looks exasperated.

The front lock will take 5 RAPs of damage before breaking, the back and basement doors only requiring 3 RAPs. They will open on 4 RAPs of Thief vs. OV/RVs of 3/3. The thug, Billy, is not very observant and it is easy (OV/RVs: 2/2) to use Stealth to get inside unnoticed.

If Billy sees an enemy or if he has not been put out of commission in the first round of combat, he will whip out a switchblade and lunge for the nearest hostage (who will happen to be Matilda Gardner).

The only other way to stop Billy from grabbing a hostage is to successfully grapple him. If Billy gets his hostage, he will timidly threaten, "Stay away or the ol' lady gets iced!" as desperation swims the pools of his eyes.

Any Character trying to stop Billy needs to beat Billy's

Initiative roll to attack him before he hurts Mrs. Gardner. If Billy cuts her, the wound will be severe but will not kill her.

Captain Metropolis will look on in horror. During the fight, he will grab an electronic voice scrambler from his utility belt and speak into it, his voice becoming distorted and strange.

"Put her down, boy," Metropolis says. "I, your master, command it!"

Jose will drop his knife in shock and surprise, presenting no further threat.

The hostages now successfully freed, play concludes with Encounter 10: *The Aftermath*.

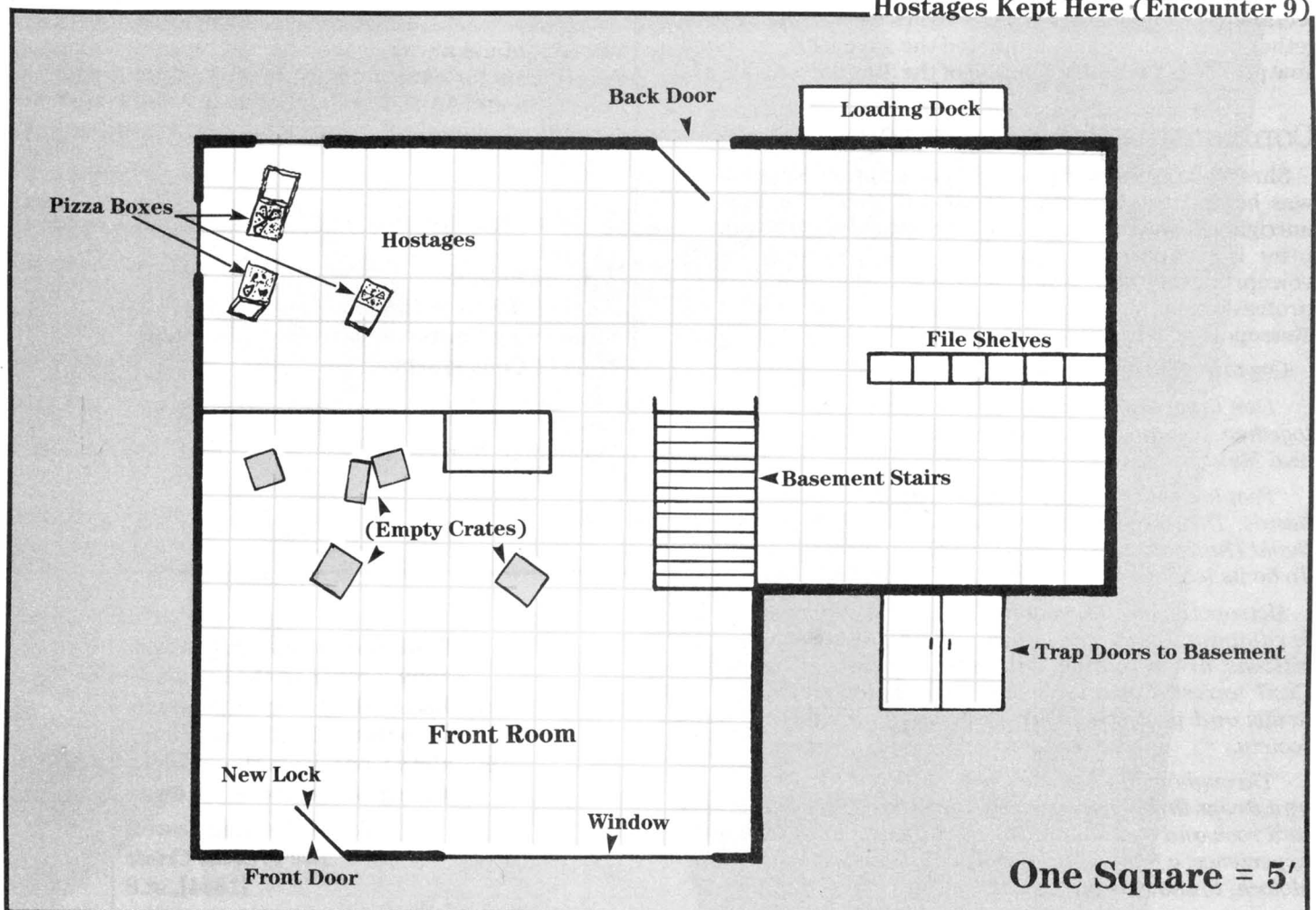
TROUBLESHOOTING

If the Characters ask Metropolis about the scrambler, he will say, confidently, "I thought it would come in handy on an occasion such as this. It was a simple process after analyzing the recording we heard to create a synthesizer to duplicate this 'M's' voice."

Any further persistence on the part of a suspicious Character should be dealt with in Encounter 10: The Aftermath, specifically in the "Confronting Captain Metropolis" section.

666 Waterside Drive

Hostages Kept Here (Encounter 9)



The Aftermath

SETUP

Captain Metropolis calls all the Characters together for one final meeting at his home.

PLAYER INFORMATION

"My very good friends," Captain Metropolis says, "congratulations. Our mission was successful. We rescued our loved ones and averted a drugs-gangster-negro-radical-youth plot to disrupt the national fabric.

"It is a pity the ringleader is still at large but it is only a matter of time before we catch him. And since we did so well as a group, I'd like to propose that we continue working together — as the Crimebusters!"

Captain Metropolis turns to the group hopefully.

GM INFORMATION

The Players/Characters may or may not like this idea. The GM should allow the situation to be role-played out and see what happens. If Characters continue to suspect Metropolis, play out the "Confronting Captain Metropolis" section. Otherwise, should the Players elect to band together or not, they have completed the adventure. Action now proceeds to the distribution of the Standard Awards.

Confronting Captain Metropolis

Shrewd Players may suspect that Captain Metropolis was behind the kidnappings. He will deny the charge outright. However, if a computer analysis of "M's" voiceprint is compared to Captain Metropolis' synthesized voiceprint, they will be shown to be identical, not merely professionally similar. Confronted with this evidence, Metropolis will break down and confess.

Captain Metropolis looks up pathetically.

"Don't you see? I had to do it. I had to get us to work together. We must work together. We are a special breed and Mankind needs us.

"People are far too weak to take their lives in their own hands. They need us to keep watch over them to protect them! That's our special destiny! To watch over Mankind! To be its leaders, its reformers, — its saviors!"

Metropolis soon becomes frantic. "Look!" he says. "Vice is rampant. Crime runs unchecked. All over the country, citizens are becoming agitated. The rioting! Looting! Civil unrest! Communist-inspired students are taking drugs and protesting war, destroying the fabric of our society.

"Throughout the country, our children turn to crime and drugs through the corruptive influence of television and rock and roll music. The world needs us. It took this experience, a few special people banding together to fight Moloch, to show us that need!"

"Don't hate me. We have to work together."

Should a Character bring up the fact that Captain Metropolis killed Mole Varrows, Metropolis will claim that Mole's irradiation *"was just and right. The rapid removal of human vermin from our crime-riddled streets!"*

What the Players elect to do with Captain Metropolis is their matter. They could turn him over to the police, ostracize him from hero society, or they could view his act as a noble, if dangerous, one and consider maintaining their allegiances. The decision is theirs.

If a person is given powers and abilities superior to his fellow human beings, perhaps he or she does have a responsibility to oversee and protect the rights and lives of those people, to uphold moral and societal laws. But if such heroes watch over the lives of Mankind, then the question arises:

Who watches the Watchmen?

Standard Award

The GM should always remember to give out additional Hero Points for exceptional role-playing, the saving of innocents, etc. An additional Standard Award could be considered should a Player or Players reveal Captain Metropolis' actual scheme.

Level of Opposition

Inferior 15

Critical Points

Joining of Forces (*Seldom Fails*) 2

Connecting Newton and Sabino (*Even Odds*) 3

Area of Consequence

City/Local 3

Severity

Permanent Non Fatal 10

TOTAL **33**

**Truth forever on the scaffold,
Wrong forever on the throne —
Yet that scaffold sways the future,
and, behind the dim unknown,
Standeth God within the shadow,
keeping watch above his own.**

**James Russell Lowell
The Present Crisis
[1844], st.8**

A NOTE ON THE MODULE DIFFICULTY RATING SYSTEM

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

To decide whether the Characters are powerful enough to complete a module, add up the Hero Points needed to generate the Attributes, Powers, and Skills of each Character. Also include Hero Points expended in the creation of special gadgets and equipment the Character possesses. Heroes using the Batman Option or with Linked Powers or Skills are tallied according to a lower Hero Point cost as detailed in the Player's Manual. Linked Powers and Skills are figured collectively for such Characters, not as if the Powers and Skills were generated separately. Finally, saved or unspent Hero Points are added to determine the total Hero Point rating of each Character. If the group's average Character rating falls within the suggested bracket, the module is likely to be sufficiently challenging.

ABBREVIATIONS

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

Brackets

Typical Groups or Characters

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

A Pre-Keene Act adventure and investigation containing complete statistics for the Watchmen™!

WHO WATCHES
THE WATCHMEN?

I have your family and friends.
There is nowhere to run... no
place to hide. Your defeat is
imminent. Surrender to the
inevitable.

— "M"

Watchmen,
what of the night?
Isaiah 21:11

MAYFAIR GAMES INC.



*Indicates Trademark of DC Comics Inc. All character names, renditions, associated slogans, and indicia are trademarks of DC Comics Inc. Copyright © 1987 DC Comics Inc. All rights reserved.



0187-227MFG7.00

Made in USA