



ADAMANT ENTERTAINMENT PRESENTS

M&M
SUPERLINK

THE 6TH SEAL



THE 6TH SEAL

“And I beheld when he had opened the sixth seal, and lo, there was a great earthquake: and the sun became black as sackcloth of hair, and the moon became as blood:”

~Revelations 6:12

“This is Sasha Pendleton with the British Broadcasting Network.. If you’re just tuning in, approximately 1 hour ago, a massive continent-wide earth quake struck North America - wreaking destruction from Quebec to Mexico City. Geologists are at a loss to explain this previously unknown phenomenon - but they confirm that monitoring stations across the continent have reported a series of seismic events with magnitudes ranging between 7 and 9. The most severe activity has been on the Eastern Seaboard. Severe aftershocks have been erupting intermittently.

Power and land line communications are down across the US, Canada and Mexico. Most broadcast networks are off the air at the moment. However, we are getting a report from one of correspondents in Centennial City via a satellite connection. We go now to Hugh Donaldson in Centennial City.

Hugh, can you tell us what’s going on where you are?”

Sasha, it’s chaos here. If you can see the orange glow against the night sky behind me – you can tell that entire blocks of the city are on fire. The source is presumably ruptured gas lines although there have been reports of arson. Fire crews are responding as best they can - but many roads are impassable and water lines are simply down in many areas. Its sheer pandemonium, the dead and dying are everywhere - I haven’t seen carnage on this scale outside of a war zone. It’s horrific. From the patchy reports we’ve received from other cities - this scene of devastation is being echoed all across the continent.

Sasha - the only explanation scientists have offered is that an eruption of a dormant faultline running through the New England states triggered a sort of seismic chain reaction - causing every fault line in North America to erupt. I can’t emphasize enough the scale of the disaster here. Every city in North America has been severely damaged. Millions are feared dead. Power is down from coast to coast. The Mississippi River is flowing backwards as a result of the quake. The only word that adequately describes the scale of this disaster is biblical.”



INTRODUCTION

The Sixth Seal is a supplement for **M&M Superlink** that focuses on how heroes deal with a disaster of epic proportions and its apocalyptic aftermath. It contains several adventures that can be played together as a story arc or individually, at the GM's discretion.

In **The Sixth Seal**, heroes will deal with a massive earthquake striking their country. After the quake itself, the nation is in ruins and civilization has effectively collapsed. The heroes must fight against the forces of violence and lawlessness to reinstate law and order in their home city. The scope of the disaster is nation-wide in order to provide a reasonable explanation for the lack of outside aid and relief efforts. No help is available from the federal government because everyone is preoccupied dealing with the disaster in their own backyard. The military is occupied keeping security around the Washington Beltway and around major military installations. The most military support the average city can hope for is, at best, a few National Guard troops. Although international groups such as the UN offer assistance, their capacity is limited and stretched to the breaking point by the sheer enormity of the need. On the same note, there is not a mass exodus from urban areas because there really isn't anywhere better to go. Some of the very rich have the resources (such as a private jet) to leave the country for another continent where things are more civilized. Others, who still have workable vehicles that are capable of navigating the damaged roads and highways (jeeps, ATVs) may head for the country in hopes of a less violent environment. These people are the exception. Most have to struggle with the situation where they are.

In terms of tone, **The Sixth Seal** is more inclined towards a darker "Iron Age" type setting. It's possible to attain a lighter feel through limiting the use of lethal damage in combat and glossing over some of the grittier aspects of life after the quake. The important thing is to communicate the tone of your setting to your players and be consistent with that tone throughout the campaign. If you've told your players to expect a grim-and-gritty, 90's-style, Iron-Age game – and suddenly a spunky teenage reporter with a -bowtie and a camera around his neck shows up and asks to be their sidekick, you'll get some funny looks.

(Note: if you'd prefer NOT to have a continent wide disaster, Appendix B will offer a variant plotline in which the disaster is confined to the heroes' home city.)

The action in **The Sixth Seal** is centered on Centennial City – which is merely intended to be a stand-in for the heroes home city in your own campaign world. While you can certainly set a game in Centennial City - the locations, situations and enemies described here are designed to be easily transplanted to whatever city you are currently running your campaign in.

This book is divided into 5 sections:

Section 1 sets the scene and has adventure scenarios that take place in the immediate aftermath of the earthquake.



Section 2 gives background information on life in the wake of the disaster.

Section 3 provides adventure scenarios that take place a few weeks or even months after the quake strikes, when civilization has effectively collapsed.

Appendix A provides several “seasoning encounters” – straightforward, quick-play adventure scenarios that provide additional depth or flavor. (These can be inserted into the longer adventures or played individually.)

Appendix B provides an alternate plotline in which the earthquake only impacts the heroes’ home city.

SOME IMPORTANT TERMS

Mini-Challenges – are moments or scenes within an encounter that add flavor to an adventure or help reinforce the “feel” of the comic book genre.

Plot Points - are tidbits of information that are central to the adventure or scene. They may be just some basic tactical information (“*Hey, there’s a 30 foot tall monster attacking city hall!*”), an insight that changes the nature of a fight (“*Hey – that monster is vulnerable to fire!*”) or a big reveal that changes the nature or tone of the entire session (“*Hey! That monster is actually my dad!*”). These will be grouped together for convenient reference during gameplay

Roleplaying Opportunity - These are specific opportunities for players who like to do “in-character” play-acting to really shine. Although role-playing is always encouraged, it’s understandably easy (especially in the supers genre) to fall into the habit of using action to resolve every challenge. Acting “in-character” can fall by the wayside. So, we highlighted specific situations that lend themselves particularly well to a few minutes of role-playing.



SECTION 1

THE EARTHQUAKE HITS

ADVENTURE 1: DISASTER STRIKES!

GAME AT A GLANCE:

Action

- Dealing with the emergencies that spring up in the aftermath of the quake (*Earthquake and Aftermath*)
- Fighting the super-powered arsonist Brimstone (*Burn, Baby, Burn!*)

Mini-Challenges

- Disaster Montage
- Baby in the Burning Building
- Tanker truck

Plot Points

- The city has been struck by a major earthquake.
- A super-powered arsonist (Brimstone) is wreaking havoc.
- Brimstone is heading for a refinery.

AFTERSHOCK (OPTIONAL)

After the earthquake, aftershocks are still rocking the city. Whenever one strikes, everyone must make a DC20 Reflex check to avoid falling to the ground. At the GM's discretion, the heroes might need to dodge falling debris or rescue civilians who get trapped after a building collapses. If the GM does decide to throw in aftershocks, no more than a couple in an adventure is advised, preferably at dramatic times - such as in combat or during a chase scene.



SCENE 1 - EARTHQUAKE AND AFTERMATH

The heroes are likely at work or home in their secret identities or relaxing in their headquarters when the quake hits. A DC20 Reflex check is required to keep from being thrown to the floor. Pictures clatter off the wall, bookcases are knocked over and windows shatter in their panes. Many buildings are severely shaken or collapsed. The heroes may need to initially dig themselves or their family and coworkers out of the rubble before they can deal with the larger situation.

After the quake has subsided, the city is in ruins and flames. Older buildings lay in rubble with muffled cries of survivors barely audible over the cacophony of sirens. Even more modern buildings (that have been engineered to survive earthquake damage) are moderately damaged. Highway overpasses and bridges are damaged and unusable, creating miles-long backups of cars as panicked citizens try to flee the city. Fires are flaring up across the city from ruptured gas mains. Mobs roam the streets looting and rioting.

The heroes are summoned by their contact in the local police department to help deal with the disaster. A makeshift command center has been established in the parking lot in front of City Hall (since City Hall itself has collapsed.) With phone lines down, Steven Ullman, the rumpled and harassed looking police commissioner is coordinating disaster response with a cell phone in one ear and a walkie-talkie in the other. (*This will be a good opportunity for heroes unfamiliar with each other to get acquainted as they are thrown together in dealing with the crisis.*)

Give each PC a chance to articulate how they'd like to respond to the disaster – just some basic description of how their character will help out – such as the hero with ice powers flying to the scenes of the fires to put them out, the super-strong hero heading for the rubble to help dig for survivors or the speedster helping to run injured people to the Red Cross tents since many roads are impassable.

To avoid the scene dragging, becoming too general or vague, or if the heroes seem unsure of how to respond, provide specific descriptions of situations. One useful way to do this would be to have the Police Commissioner dispatching them with requests for help.

Here are some suggestions. Select some that are suited to the strengths of your group:

Mini-Challenge – Disaster Montage

- “St James Hospital was devastated by the quake. They’ve got no power, no water and their roof could cave at any minute. We need help NOW getting the patients in the ICU evacuated to hospitals in the suburbs. You’ve got to move fast if those people are going to have a chance!”
- “A group of office workers have called in to say they’re trapped on the 13th floor of the Dahaki Tower downtown. Their elevators and staircases have collapsed. Their gas main has ruptured and there’s a fire on the ground floor of their building. They need someone to get them out of there fast.”



- “We’ve got reports of looters ransacking Chirpy’s Gun Store down on Baltic and 27th” (Use 10 minion level Thugs. Use thug stats from Chapter 11 of M&M)
- “There’s a panic at Washington Square Mall. People are going wild and trampling each other trying to get outside.” (Roleplay the heroes doing crowd control. Alternately, a DC20 Diplomacy or Intimidation checks to calm panicked citizens and get them to act rationally.)
- “A DPS delivery driver is pinned in his wrecked trucked over on South and Wayans. The cops on the scene need help freeing him from his vehicle. They need to give him first aid quickly if he’s going to have any chance of surviving.”

If you want to measure how effective the heroes’ actions are have them make a DC20 check. A success helps the overall situation, a failure does makes no difference and a critical failure indicates the hero has fumbled and inadvertently made the situation worse (accidentally knocked more rubble where rescuers were trying to dig out survivors, ran too fast over a bridge that looked stable - causing it to collapse). Allow use of hero points for rerolls.

After the heroes have dealt with these initial emergencies, everything is strangely quiet for a moment. But this calm is just a temporary lull – as a serious call comes in.



SCENE 2 - BURN, BABY, BURN!

Introduction

The heroes get a communication from Steve Ullman – Commissioner of Centennial City Police:

“Heroes! We’re getting reports from downtown. A super-powered pyromaniac has hit the streets around 12th and Main with his gang of thugs. They’re torching everything in their path. There are people still trapped in those buildings because of quake damage. You’ve got to get down there!”

Villains:

Brimstone (PL10 Fire Blaster). There are a couple easy ways to increase the threat in the scenario. One is to give Brimstone a partner in crime called Hellfire with the same stats. The other is to use the PL 15 Master of Energy in chapter 11 of M&M with 18 points in Element Control (Fire) with the alternate powers of Blast, Immunity- Fire and Fire Control)



Brimstone's thugs - 3 per hero – use Thug stats from Chapter 11 in M&M.

Villains Tactics: Brimstone's thugs will try to distract heroes by attacking them and by setting smaller fires while Brimstone causes as much damage as possible. Brimstone will run rather than fight if he can. His only goal is to torch as much of the city as possible.

Allies Present:

Cops trying to keep order on the street.

Onlookers Present

Office workers, apartment dwellers, random panicked civilians.

Plot Point: Brimstone is heading for the refinery

While his thugs try to distract the heroes, Brimstone is making a beeline for the natural gas refinery in the city's industrial district. If he manages to torch the main refinery building, it will cause massive explosions, igniting many nearby buildings (Blast 20 Area Explosion). After the heroes have dealt with a few of the thugs and extinguished a few of the fires, they will be alerted via communication from the police that an analysis of the arsonists' path makes it clear that they're headed for the refinery. (Alternatively, a panicked police officer or civilian on the street could have figured it out and flags down one of the heroes to tell them.) (Refinery: Toughness 14) This should increase the urgency of stopping Brimstone.

Mini-Challenges

- **Baby in the Burning Building** - A woman is screaming outside of a burning apartment building. "My baby is still inside!" she wails. Flames are licking up the walls, the support beams are buckling and the building looks like it could collapse at any moment. The cops are holding back several would-be-rescuers from running inside. Heroes with Super Strength, Gravity Control, Telekinesis or other powers (allow players some creative license) can brace the building to keep it from collapsing while rescuers finish clearing it. Keeping the building up long enough for everyone to be rescued: Strength 50 Heavy Load. (Note: The heroes are not supporting the entire weight of the building. They're merely bracing the support beams to keep it from collapsing.)
- **Tanker Truck** - A pool of fire inches closer to a jack-knifed gasoline tanker. The panicked driver is desperately shifting back and forth - vainly trying to move his rig. Lifting the tanker out of the way: Strength 35 Heavy Load. (If the tanker goes up treat it as: Blast 11 Area Explosion)



BRIMSTONE

PL10

Abilities

STR 11 DEX 18 CON 13

INT 12 WIS 14 CHA 15

Combat: Attack +6 (normal), +10 (blast), Damage +10 (blast), Defense +11, Initiative +4

Saves: TOU +9/+1* (*without force-field) FOR +5
REF +7 WILL+7

Skills: Acrobatics 6 (+10), Concentration 8 (+10)
Intimidate 6 (+8) Notice 4 (+6)

Feats: Attack Specialization (blast) 2, Improved Critical (blast), Improved Initiative, Power Attack, Startle

Powers: Fire Control 10, Flight 5 (250 MPH), Force Field 8, Immunity 10 (fire/heat effects), Strike 6 (fire, Aura)

Costs:

Abilities 23 + Skills 6 (24 ranks) + Feats 6 + Powers 60 + Combat 34 + Saves 12 = **Total 141**

Aftermath

For a moment, it almost seems as if peace returned to Centennial City. The fires have been extinguished, the sirens are silent and for just a few minutes, everything is quiet. But it's a troubled peace. Thousands have died today and there is a somber feeling as night falls and the city is wrapped in complete darkness.

A Red Cross refugee camp on the outskirts of town appears to be the only source of light. The future is uncertain. For tonight, people huddle close together, whether in the Red Cross tents or the rubble downtown.



ADVENTURE 2: PRISON RIOT!

GAME AT A GLANCE:

Action

- Containing the Riot
- Rescuing the Warden

Plot Points

- The power has been knocked out at the meta-human prison, setting off a riot.
- With the power out, the power nullifying measures have failed.
- Some prisoners are back to full power already – some aren't because they still have the nullifying chemicals in their system.
- Doctor Anarchy has taken the warden hostage.
- *Optional: Doctor Anarchy may be impersonating the warden.*

Role-playing Opportunity

Negotiating with Doctor Anarchy for the warden's release

SCENE 1 - CONTAINING THE RIOT

A few days after the quake, a devastating aftershock rocks the city. (Reflex Check at DC20 to keep from falling.) A desperate call comes in over the police band radio:

"There's a serious situation at the Meta-Max prison on the outskirts of town. The prison had its main power and backup generators knocked out by the quake. The cells are open and the prisoners are rioting! The guards are doing their best – but the prison was used to house the state's super-powered prisoners. They need backup FAST!"

The Meta-Max prison is on the outer west-side of Centennial City. When the heroes arrive, there will be a full-fledged battle between the guards and the prisoners in the prison yard. (**Note:** the Prison Yard is enclosed with a solid, super-hard dome that prevents any prisoners with flight powers from escaping.)

Villains:

The supervillains in Meta-Max prison are kept dosed with power-nullifying drugs pumped into their air supply. With the disruption of power at the prison, the ventilation system (and hence the drug flow) stopped. The prisoners are slowly recovering their powers. Only 2 of them are fully powered up when the heroes arrive.

Fenris - a super-strong street thug who used to run with skin-head gangs on the city's south-side.



Voltaic – electrically powered mob enforcer – doing a stint for roughing up an informant.

The other prisoners will be treated as super-powered minions. (These prisoners are treated as minions because they are still under the influence of the drugs that keep their powers in check. There will be 10 prisoner minions for every hero. (Obviously, this number can be adjusted, at the GM's discretion to modify the encounter.)) For the minion prisoners, use the stats for Powerhouse in Chapter 1 in M&M. If desired, mix in a few other archetypes from Chapter 1 for variety. The GM should absolutely feel free to insert campaign villains that the PC heroes have defeated in earlier games. Their old enemies will be eager to get some payback and having them there will add a sense of continuity to the campaign.

Villain Tactics

Fenris and Voltaic are straightforward in their tactics: Voltaic creates a diversion by attacking the guards while Fenris bashes through the wall in the prison yard, enabling their escape. In 3 rounds from when the heroes join the fight, Fenris will have cracked the outer wall. Within 5 rounds, he will have created a rupture and waves of prisoners will race towards it. Most of the other prisoners have picked up on this strategy and will do their best to distract the heroes from what Fenris is doing – attacking wildly and ferociously.

Campaign-specific villains introduced by the GM will engage in one of two tactics -- either attack the PC heroes in an effort to exact some revenge, or use every power at their disposal in order to escape from the prison.

Allies Present

Prison guards. (Use SWAT officer stats in Chapter 11 of M&M)

Conclusion

The prison staff has special power-nullifying manacles and helmets for the prisoners. The National Guard arrives with specially modified helicopters to transport the inmates to another prison. While the prisoners are being manacled and led away, the prison guards inform the heroes of another serious situation that requires their attention: one of the prisoners has taken the warden hostage

SCENE 2 - RESCUING THE WARDEN

Doctor Anarchy's tactics are slightly more subtle than the other prisoners.

He has backed himself into a corner of the warden's office in the northeast corner of the prison. He is mind controlling the warden. Two of his inmates buddies are there to defend him. He is threatening to shoot the warden unless he can speak with the governor about a pardon for all three of them. He is very serious about his threats and doesn't grasp that with the current disaster, his chances of being able to speak to the governor are close to nil.



Villains:

Doctor Anarchy – Able to control others minds, Doctor Anarchy is a frustrated stage hypnotist who turned to crime when stardom didn't come quickly enough.

2 Prisoners – Use Powerhouse stats from M&M Chapter 1. Treat as minions -- or, alternatively, use two minor villains from your own campaign.

Allies Present

Prison guards. (Use SWAT officer stats in Chapter 11 of M&M)

One of the senior prison guards will pull the heroes aside and give them this advice:

"With all the confusion after the quake, there's no way that Anarchy will get a chance to talk to Governor. And he's very serious about killing the warden. If you can't talk to sense to him – you need to take him out hard and fast."

There are many approaches the players may take – from persuading him that his plan can't work, to playing "Good Cop/Bad Cop", to distracting him while a sneak attack is planned. Any of tactics will be more fun if acted out, but feel free to use appropriate checks (bluff, diplomacy, intimidate etc).

Conclusion

If any prisoners managed to escape during the battle, the heroes may search for them using appropriate powers at a DC check of 35. If you decide to employ GM's Fiat and have a prisoner(s) escape to be a recurring threat later, make sure you distribute hero points appropriately.

Optional complication – Doctor Anarchy has been using his Illusion and Morph powers so that he looks like the warden and vice-versa. Anarchy will use his Mind Control power to have the warden (posing as him) put on a good show so as not to draw suspicion. If undetected, he will play the part of the warden until he can be "rescued". At the first opportunity, Anarchy will make a break for it. Although he's a good mimic, he is afraid the guards will sniff him out if he interacts with them for too long.



FENRIS:

PL10 (150)

Abilities

STR 34 DEX 14 CON 34

INT 10 WIS 12 CHA 12

Combat: Attack +8/6, Damage +12, Defense +8, Initiative +9

Saves: TOU +12 FOR +14 REF +5 WILL+5

Skills: Bluff +6 Intimidate +8 Knowledge: Streetwise +6 Notice +6 Search +4 Sense Motive +6

Feats: All-out Attack, Attack Focus: melee 2, assessment, diehard, dodge 2, fast overrun, chokehold, improved grab, improved grapple, improved pin, improved initiative, improved overrun, power attack, takedown attack 2, teamwork, taunt

Powers: Enhanced Strength +10 Enhanced Constitution +14

Growth +4 (feat: innate, extra: continuous +1, flaw: permanent -1) Immovable +3 (extra: unstoppable +1) Impervious Toughness +10 Super Strength +4 (Feats: Ground strike, Thunderclap)

Tradeoffs:

+2 DMG/-2 ATK

+2 TOU/-2 DEF

Costs:

Abilities 23 + Skills 6 (24 ranks) + Feats 6 + Powers 60 + Combat 34 + Saves 12 = **Total 141**



VOLTAGE

PL: 10 (154)

Abilities

STR 30/16 **DEX** 18 **CON** 30

INT 10 **WIS** 12 **CHA** 10

Combat: +4 init, +8 ATK, +8 DEF (+ dodge, + flat-footed) +10/10 DMG (unarmed/electric control)

Saves: TOU +10 FORT +10 REF +5 WILL +5

Skills: Bluff +6 Climb +6 Intimidate +6 Knowledge: Streetwise +4 Sense Motive +6

Feats: Attack Specialization: Electric Control, Dodge 2, Improved Initiative, Startle

Powers: Electrical Control +10 (Extra: Penetrating +1) - Alternate Power: Enhanced Strength +14 Enhanced Constitution +16 Impervious Toughness +10 Immunity +5 (Electric Damage) Strike +7 (extra: Aura +1) Super senses +3 (Darkvision) Super Strength +3

Costs:

Abilities 20 + Combat 32 + Saves 5 + Skills 7/28 + Feats 5 + Powers 85 - Drawbacks 4 = 154 pts



DOCTOR ANARCHY

Use the Puppeteer Archetype from M&M Chapter 11 with the following additions.

Powers: Illusion +6 (Visual Sense/Touch, Feats: progression 3); Morph +3 (Any humanoid)



SECTION 2

LIFE AFTER THE QUAKE

After the quake, power is out, water lines are down, most roads are effectively impassable. Shortages of food, fuel and the collapse of infrastructure are the facts that define life in North America after the quake. Although there are silos full of grain in the rural areas, with most roads unusable, there's no way to get it to people in the cities who are starving. Official estimates have the US military repairing major highways within 8 to 12 months. Until that time, city residents can count on only sporadic food air-drops from the military or international sources. They will have to mainly rely on their own food supplies to survive. Scavenging is the rule of the day. Packs of survivors roam the streets of the cities, fighting for whatever scraps they can find.

The US military makes the occasional food drop with airplanes or helicopters, but their food and fuel supplies are limited because the broken transportation infrastructure limits their ability to restock. The international community has attempted to help. Naval vessels from various nations anchor off the Atlantic and Pacific coasts to stage UN aid deliveries. Despite the generosity of the international community, the resources devoted to disaster relief for North America are dwarfed by the size of the need. The US government initiates negotiations with the UN and EU to increase their contributions.

The military is largely occupied with maintaining order in Washington DC and a few other key cities and important military installations. Their resources are stretched thin with just those missions and so most other areas must rely on their local police forces and a few National Guard troops. It's far from enough. Social order has collapsed in many places. Most urban areas are quickly carved up by street gangs and other criminal factions. Life becomes almost feudal, with the citizens trapped in the criminals' territory having to provide tribute in return for "protection". (Tribute generally takes the form of half of whatever food they can scavenge or any food they have hoarded from before the quake. The cash economy has collapsed in most cities; money or traditional valuables are worthless.) A few areas in Centennial City are not under the control of criminals. Centennial Park and St Augustine's Cathedral both house large groups of homeless and refugees. Additionally, the police and National Guard have claimed a supermarket warehouse as their base of operations on the city's south-side and a few hundred refugees are under their protection there. A few dedicated doctors have declared the hospital district a free zone and provide medical care to anyone from any faction who comes to them.

Fights for territory are a daily fact in life as the gangs battle for dominance. The practice of tagging – spray painting graffiti to identify who owns what turf – is universal now – with even the cops and some heroes taking it up.

While the other factions squabble back and forth in daily territory battles, the police and National Guard



are determined to liberate the city from their grasp. They employ a “clear and hold” strategy in which they drive the gangsters out of a neighborhood and then establish a “precinct house” to maintain security there as the main force moves on. The police foster close ties with the heroes of the city, with some heroes even taking up residence at the fortified grocery warehouse that serves as the police HQ. For the others, the police have a limited supply of commlinks with extremely long charge batteries (donated by one of the city’s technology-based heroes.) Their last-resort alternate communication method is the super-speedster Blue Streak who has volunteered to help the cops with communication and intelligence gathering.

NOTABLE FACTIONS AND AREAS:

The Hospital District – the one unguarded district in Centennial City. Some of the city’s surviving doctors have gathered at Lutheran Central – the hospital that was least damaged in the quake. Here they provide medical care to anyone from any faction who comes for help.

The Ultra-Mob- A gang of super-powered thugs and criminals. Before the quake, the Ultra-Mob was the dominant organized crime faction in the city with a finger in just about every illegal operation from drug trafficking to extortion and protection rackets. The Ultra-Mob’s territory is centered on the wreckage of Jame’s Mark Hotel near the airport – formerly a posh 4 star operation. The Mob has been using the hotel’s large kitchen to keep themselves supplied with food and water as other resources in the city have become depleted. They are led by a charismatic super-powered thug called the Midnight Bombardier. Although not the most powerful of supervillains, the Bombardier is smarter than most and has a skill for leadership.

The Ghost Posse –part mystical death cult - part street gang - the Posse had a firm grip on the west-side of Centennial City before the quake. They were also the primary source in the city for black market magical items. After the quake, the territory is centered around the Centennial City Area – where they have their HQ. The leader of the Ghost Posse, Nekrotic, has the shakiest position of any faction leader. His gang’s lack of its own food supply is starting to make his followers mutinous and desperate. The Posse survives only by scavenging and raiding other factions. Nekrotic recently forged an alliance with the newly emerged vampire faction, in the hopes that this would improve his position.

The Rattail Grenadiers – A loose confederation of skinheads, street thugs and survivalists, the Grenadiers chose to establish themselves in Centennial City as the first step in the founding of a nation based on their cobbled-together philosophy of racial purity and hate. A deeply divided group, they would splinter within days if not for the iron rule of the Templar, the supervillain whose force of personality and raw power unites them. The survivalist segment of the Grenadiers had been planning for something like this for years. Hence they have large cache of freeze-dried food to share with the rest of the gang. The Grenadiers took advantage of the chaos to loot a cache of advanced weaponry from Prime Labs R+D lab and are now better armed than ever before.



The 59er Disciples – the smallest of the major factions in Centennial, the 59er Disciples were a minor gang before the quake that specialized in shakedowns and carjackings. After the quake, they have claimed the High Gate Park apartment complex as their turf – and they rule it tyrannically. Their leader is Dead Hand Jenkins, a mutant with greatly enhanced strength. Jenkins had the foresight to raid a garden supply store during the rash of looting after the quake. He forces the people staying in his turf to garden and they maintain a community storehouse of their harvest. This storehouse is a frequent target of raids by other factions. Like the Rattail Grenadiers, the 59ers looted Prime Labs after the quake and made out with a bundle of advanced military grade weapons.

The Centennial Police and National Guard Faction –(Usually just called “the police” or “the police faction”) the stalwart police of Centennial have allied with some local National Guard troops and have fortified an Acme Groceries distribution warehouse on the southwestern outskirts of town as their base of operations. (The warehouse contains enough food and water to last them for a couple years - maybe longer with rationing.) A few hundred refugees live under their protection there - as well as the surrounding blocks that the cops claim as their “turf”. Steve Ullman - Police Commissioner for Centennial City is the leader of the outpost. The police and National Guard are trying to retake the city block by block from the gangs and criminal factions.

Centennial Park - A couple thousand refugees make their home in Centennial Park - the 200-acre nature preserve in the north central part of the city. Centennial Park is now the site of the largest single refugee settlement in the city. In addition, with its large lake, it's one of the few easily accessible sources of potable water in the city. The refugees in the park are under the protection of the Red Specter, a determined street vigilante who has claimed the park as his “turf”.

St. Augustine's Cathedral -Father Gonzales and several other devoted clergymen have kept their church and social center open to serve the city as best they can. They have a food bank and shelter that currently houses about 20 families. They care for and defend whoever comes to their door. The clergy and refugees of St. Augustine's are under the protection of Silver Lynx - a supervillain and infamous international criminal who has taken them on as her wards.

Vampires – the undead of Centennial have chosen to take advantage of the chaos and are operating openly in the neighborhood near St. Augustine's Cathedral. Thomas Amber, the Elder Vampire in Centennial has been living in the shadows and sewers of the city for 250 years. In his life, he was a wealthy and cultured Englishman who had the bad fortune to get bitten by a vampire while abroad in the miserable and backwards American colonies. He's rather tired of living in the shadows like a vagrant and thinks the current calamity gives him the perfect opportunity to operate in the open and maybe even rule this horrid little city. He's currently trying to build his own undead army.



Prime Labs – the premier high technology research and development firm in Centennial City, Prime Labs specialized in developing advanced weaponry for the military. It was destroyed during the quake. Soon thereafter, the facility was raided and most of the on-site arsenal of prototype weapons wound up in the hands of the city's street gangs and criminals.

PERSONALITIES - STATISTICS FOR NPCS

GANG MEMBERS:

Ghost Posse Gang Bosses

Use the Gang Leader Archetype from Chapter 11 of M+M with the following additions:

Powers: Darkness Control 6, Snare 6 Summon Zombies 1 [use the Zombie archetype, M&M, Chapter 11, Continuous, Fanatical, Horde, Mental Link, Progression 4 (up to 10)],

Ghost Posse Gang Members

Use Thug Archetype from Chapter 11 of M&M with the following additions:

Powers: Darkness Control 6, Snare 6

59er Disciples Gang Members

Use Thug Archetype from Chapter 11 of M&M

If you run the **Arms Race** Adventure in Section 3, make the following changes :

One in four thugs in the gang will have gotten his hands on some of the super weapons – add 2 of the following to his stats:

- *Disintegrator Pistol – Disintegrate 10*
- *Thought Amplifier Helm – Mental Blast 10*
- *Force Field Belt – Force Field 8 (Impervious)*
- *Low-Grav Boots – Leaping 2*
- *Energy Gauntlets – Strike 4*
- *Jet Pack – Flight 2*
- *Power Harness – Super-Strength 2*

(This represents the technology that the gangs looted from Prime Labs after the quake):

Rattail Grenadier Gang Members

Use Thug Archetype from Chapter 11 of M&M

If you run the **Arms Race** Adventure in Section 3, make the following changes:

One in four thugs in the gang will have gotten his hands on some of the super weapons – add 2 of the following to his stats:

- *Disintegrator Pistol – Disintegrate 10*
- *Thought Amplifier Helm – Mental Blast 10*
- *Force Field Belt – Force Field 8 (Impervious)*



- *Low-Grav Boots – Leaping 2*
- *Energy Gauntlets – Strike 4*
- *Jet Pack – Flight 2*
- *Power Harness – Super-Strength 2*

(This represents the technology that the gangs looted from Prime Labs after the quake):

Ultra-Mob Gangsters

Use Thug Archetype from Chapter 11 of M&M

Vampires

For ordinary vampires, use the Vampire Lord archetype in Chapter 11 of M&M

For an Elder Vampire, us the same archetype, with the following additions:

Powers: Super Strength +5, Mind Control +5 (dependent on sight).

Police and National Guard Faction

Use Police Officer, soldier or SWAT Team Officer Archetypes from Chapter 11 of M&M.

If you run the **Arms Race** Adventure in Section 3, make the following changes:

One in four police or soliders will have gotten his hands on some of the super weapons – add 2 of the following to his stats:

- *Disintegrator Pistol – Disintegrate 10*
- *Thought Amplifier Helm – Mental Blast 10*
- *Force Field Belt – Force Field 8 (Impervious)*
- *Low-Grav Boots – Leaping 2*
- *Energy Gauntlets – Strike 4*
- *Jet Pack – Flight 2*
- *Power Harness – Super-Strength 2*

(This represents the technology that the gangs looted from Prime Labs after the quake):



RED SPECTER

PL: 10 (144)

Abilities:

STR 20 DEX 18 CON 20

INT 12 WIS 14 CHA 10

Combat: +8 init, +10/8 ATK, +12 DEF (+4 dodge, +4 flat-footed) +5/10 DMG (unarmed/claws)

Saves: TOU +8/5 FORT +7 REF +8 WILL +5

Skills: Acrobatics +8 Climb +6 Intimidate +6 Knowledge (tactics) +8 Notice +8 pilot +6 sense motive +8 Stealth +4 Survival +6

Feats: Acrobatic Bluff, All-out Attack, Attack Focus (Melee) 2, Defensive Attack, Defensive Roll 3, Diehard, Distract (Intimidate), Dodge Focus 4, Fast Overrun, Fearsome Presence, Improved Block 2, Improved Defense, Improved Disarm, Improved Grab, Improved Grapple, Improved Initiative, Improved Overrun, Move-by Action, Power Attack, Takedown Attack 2, Taunt, Uncanny Dodge

Powers: Device: Battlesuit +5 Flight +5 Impervious Toughness +8, Strike "Specter Gauntlets" +5 (feat: mighty, improved critical, extra: penetrating +1) Super Strength +2 Super Senses +2 (extended sight, low light vision)

Costs: abilities 34 + combat 32 + saves 9 + skills 13/52 + feats 30 + powers 26 = 144 pts

The original Red Specter was active against Fifth Columnists and saboteurs on the domestic front during WW2. Stan Muholland is the second hero to bear that name. He discovered the Red Specter battlesuit while cleaning out his grandfather's attic and he assumed the heroic persona to honor his memory. This incarnation of the Specter is a street-level avenger who patrols the city by night, thwarting criminals and supervillains.

After the quake, the Specter wages a one-man guerrilla war against the criminal factions. He maintains habit of making stealthy nightly patrols of the city. This combined with his network of informants help him keep on top of almost everything happening in the city. He has taken up protecting and caring for the refugee camps in Centennial Park as a personal mission. He defends the block around the park and tags nearby landmarks with his insignia to warn the marauding gangs and warring factions that it is his "turf".



Silver Lynx

PL: 10 (144)

Abilities:

STR 24 DEX 24 CON 24

INT 12 WIS 14 CHA 16

Combat: +11 init, +11/6 ATK, +8 DEF (+2 dodge, +4 flat-footed) +7/9/4 DMG (unarmed/claws/pistol)

Saves: TOU +3/7 FORT +7 REF +10 WILL +6

Skills: Acrobatics +10 bluff +6 climb +10 Knowledge: history +6 knowledge: art +6 Notice +6 sense motive +4 stealth +8 Feats: Acrobatic Bluff, All-Out Attack, Attack Focus [Melee] (9), Defensive Attack, Defensive Roll, Dodge Focus (10), Evasion (2), Move by Action, Power Attack, Uncanny Dodge

Powers: Enhanced Strength +14 (14) Enhanced Dexterity +14 (14) Enhanced Constitution +14 (14) Leaping +2 (2) Supermovement +1 (Wall-Crawling) (2)
Supersenses +1 (low-light vision) (1)

Equipment: Ninja hand claws (Shuko) +2 (feat: improved critical, mighty) [4] Heavy Pistol +4 [8]

Costs: Abilities 12 + combat 28 + saves 7 + skills 14/56 + feats 28 + powers 47 + Equipment 8 = 144 pts

Supervillain and infamous international thief. Lynx grew up poor, but soon discovered that she had certain strengths and abilities that would help her out of a jam. She was stronger, tougher and more agile than the other kids. She learned how to put these skills to good use, and by 17 she was one of the top professional thieves working in the US and she'd moved her mom and siblings into the best neighborhood her lucrative career could afford.

Lynx doesn't just steal for the economic rewards; she also does it because she has an undeniable thrill-seeking urge. By her mid-20s, the Lynx was raiding the most prestigious museums around the world and selling her ill-gotten goods in the international black market in art and antiquities. There were warrants for her arrest on 3 continents and she showed no sign of ever slowing down.

Until the quake.

She was in Centennial incognito to visit her family when it hit. With their home demolished and no other place to go, Lynx and her family have relocated to the St. Augustine's Cathedral where she uses her considerable abilities to defend the church and the refugees who seek shelter there.



NEKTROTIK

PL10 (153)

Abilities:

STR 10 DEX 12 CON 10

INT 16 WIS 20 CHA 18

Combat: Attack +8, Damage +0 (unarmed), +12 (magic), Defense +8, Initiative +1

Saves: TOU +12 FORT +5 REF +6 WILL +12

Skills: Concentration 10 (+15), Knowledge (arcane lore) 8 (+11), Notice 5 (+10), Search 5 (+8), Sleight of Hand 8 (+9)

Feats: Fearless, Master Plan, Ritualist, Trance

Powers: Astral Form 6 (Power Feats: Alternate Power - Flight 3 and Force Field 12 [Extras: Impervious]), Magic 12 (Spells: Darkness Control 12, Mind Control 12, Snare 12, Summon Zombies 1 [use the Zombie archetype, M&M, Chapter 11, Continuous, Fanatical, Horde, Mental Link, Progression 6 (up to 100)], Super-Senses 4 (Magical Awareness, Acute, Extended, Radius)

Costs: Abilities 26 + Skills 9 (36 ranks) + Feats 4 + Powers 65 + Combat 32 + Saves 17 = 153 pts

Leader of the Ghost Posse. A street thug who wields black magic against his enemies. He believed the quake to be a sign from the Dark Old Ones that his gang serves. He interpreted the sign to mean that they would soon manifest physically in this world. When that didn't happen, there were rumors in the Ghost Posse that perhaps he was out of favor with their gods. Combined with his gang's frustration about their lack of a reliable food source, rumblings started that he should be removed as leader.

Nekrotik recently forged an alliance with the vampire forces in Centennial. This has had the effect of solidifying his position, for now. Deep in his heart, he wonders if the vampires might have been the Old Dark Ones all along, but he hasn't worked up the courage to ask them.



DEAD HAND JENKINS

PL: 10 (150)

Abilities:

STR 34 DEX 14 CON 34 INT 10 WIS 12 CHA 10

Combat: +6 init, +8/6 ATK, +6 DEF (+ flat-footed) +12 DMG (unarmed)

Saves: TOU +12 FORT +12 REF +5 WILL +6

Skills: Bluff +6 Intimidate +12 Sense Motive +6

Feats: All-out Attack, Attack Specialization: Unarmed, Blindfight
Challenge: Powerful Intimidation, Chokehold, Diehard, Dodge Focus 2, Endurance, Fearsome Presence 3, Improved Block, Improved Grab, Improved grapple, Improved Throw, Improved Initiative, Improved Pin, Power Attack, Startle, Steadfast

Powers: Immunity +9 (Life Support) impervious toughness +12 Super Strength +8

Tradeoffs

+2 DMG/-2 ATK
+2 TOU/-2 DEF

Costs: Abilities 54 + Combat 24 + Saves 8 + Skills 6/24 + Feats 21 + Powers 37 = 150 pts.

Leader of a small time gang, the 59er Disciples. Jenkins is a mutant with enhanced strength and toughness. In and out of the penal system since he was 14, Jenkins has always felt like the world has been against him. Now, after the quake, he sees the chaos of Centennial City as his chance to finally make his mark on the world as the supreme warlord of the city. Jenkins controls High Gate Park apartment complex on the city's north-side. He rules the complex through fear and intimidation and is anxious to expand his territory.



The Templar

Use Battlesuit Archetype from Chapter 11 M&M

Leader of the Rattail Grenadiers, a racial supremacist street gang. The Templar is Mark Whatley, a bright young man with an aptitude for technology but also a surly personality that kept him from rising too far at the defense contractor where he worked as an engineer. One day, while poking around a musty old storage room, Mark came across the Templar Mark V Power Armor. It had been developed for military use in mid-1960s, but it was forgotten and doomed to obscurity when the Army canceled the contract. Realizing that this was destiny calling, Mark smuggled the battlesuit home, restored it to working condition and launched a career as an armored supervillain.

Unfortunately, life moonlighting as a super-powered criminal was not all that he had hoped for. Most of his criminal schemes were thwarted by the large hero community in Centennial City – and he spent most of his time paranoid that his secret identity would be discovered and he'd be facing years in prison for his failed plots. The Templar settled unhappily into the ranks of C-Level supervillains, barely one step ahead of the law and always looking for that next "big score" that invariably would go as badly as each previous "big score"

Things were pretty grim until he met the Rattail Grenadiers. His powered battlesuit made him an object of admiration among the street thugs. He found that he could insinuate himself into a position of leadership rather easily. Soon, instead of being a mook looking for the next bank or armored car to knock off, he was the leader of a criminal organization with lots of willing cannon-fodder to do the dirty work for him. Although he pays lip service to their racist rhetoric, for the Templar, it's just a means to the end. After the quake, he wants to establish himself as king over the wasteland that was once Centennial City – and if leading the skinheads and survivalists is the best way to do that, so be it.



ATOMIKNIGHT

PL10 (147)

Abilities:

STR 26 DEX 14 CON 16

INT 10 WIS 12 CHA 12

Combat: +7 init, +10/10/8 ATK, +8 DEF (+ flat-footed) +9/10 DMG (unarmed/radiation)

Saves: TOU +12 FORT +7 REF +4 WILL +6

Skills: Bluff +4 Disable Device +4 Drive +4
 Intimidate +8 Knowledge: Current Events
 +4 Knowledge: Technology +6 Knowledge:
 Streetwise +6 Notice +6 Search +4 Sense Motive
 +6

Feats: All-out Attack, Attack Specialization
 (Radiation Control), Blind-Fight, Chokehold,
 Critical Strike, Defensive Attack, Defensive Roll,
 Eidetic Memory, Fearless, Fearsome Presence,
 Improved Disarm, Improved Grab, Luck, Master
 Plan, Move-by Action, Power Attack, Seize
 Initiative, Taunt, Weapon Break

Powers: Enhanced Strength +10 Immunity +5
 (Radiation) Leaping +4 Protection +9 Radiation
 control +10 AP: Disintegration +5 Super Strength
 +4

Costs: Abilities 20 + Combat 32 + Saves 14 +
 Skills 13/52 + Feats 19 + Powers 49 = **147 pts.**

An amoral radiation-powered mercenary villain. He was looking to make some profit by looting the technical district of Centennial City in the wake of the disaster. He personally ransacked the ruins of Prime Labs after the quake and quickly sold the advanced weaponry to the highest bidders. Atomiknight is not truly evil; he simply lacks a conscience and sees no greater good than his own continued survival and enrichment.

Note: Atomiknight works for the highest bidder. He may be encountered working for any of the factions in Centennial City, as long as they have made it worth his while. He's most partial towards working for the Ultra-Mob since they pay the best. But he's not picky.



Midnight Bombardier

PL: 10 (150)

Abilities:

STR 24 DEX 10 CON 24

INT 26 WIS 14 CHA 10

Combat: +12 init, +10/6 ATK, +10 DEF (+4 dodge, +3 flat-footed) +7/10 DMG (unarmed/blast)

Saves: TOU +10 FORT +8 REF +4 WILL +7

Skills: Computers +3 Craft: Electronic +3 Craft: Mechanical +3 Diplomacy +2 Gather Info +3 Knowledge: Technology +4 Notice +3 Sense motive +3

Feats: Assessment, Attack Specialization: Blast 2, Connected, Contacts, Fearsome Presence 4, Improved Initiative, Inspire 2, Intimidate, Investigate, Leadership, Master Plan, Minions 20, Speed of Thought, Startle, Well-informed

Powers: Blast +10 (20) Impervious Toughness +5 (5) Protection +4 (4) Flight +2 (4)
Minions: Thugs (M&M, Chapter 11)

Costs: Abilities 39 + Combat 24 + Saves 10 + Skills 24/96 + Feats 44 + Powers 33 = **150 pts**

The Midnight Bombardier is the leader of the Ultra-mob - a gang of super powered criminals who used to control the flow of drugs and most other profitable illegal activities in Centennial City. Bombardier is a charismatic man with a gift for leadership and organization. His gang has established their base of operations at the Jame's Mark Hotel and they now control a significant chunk of the city. Beyond survival and the daily wars with other factions for turf, Bombardier sees the current chaos as the perfect chance to settle a few old scores with the Centennial Police Department.



MEMBERS OF THE ULTRA-MOB

Iron Liberator

Use Powerhouse Archetype from M&M Chapter 1

Former Red Army infantry solider, Iron Liberator was mutated in a government sponsored program and transformed into a Soviet super-soldier. He came to America with the best of intentions in the early 90s, but he found that weren't many opportunities for a former communist superman in the US. Down on his luck and short on cash, he wound up working for Bombardier. Iron Liberator is an honest man who is troubled by working for the Ultra-Mob. Before the quake he was able to silence his qualms and just focus on doing his job. Since the quake, he is deeply disturbed by what he has to do as a member of the Ultra-Mob. Although he hides his misgivings under a stony stoicism, he is the one most likely to switch sides given a chance.

Red Front

PL: 10 (149)

Abilities:

STR 14 DEX 18 CON 16 INT 14 WIS 14 CHA 14

Combat: +12 init, +10/6 ATK, +10 DEF (+2 dodge, +4 flat-footed)
+2/10/10 DMG (unarmed/blast/blast)

Saves: TOU +10 FORT +6 REF +8 WILL +5

Skills: Acrobatics +10 Bluff +8 Concentration +6 Intimidate +8
Knowledge: History +6 Knowledge: Tactics +8 Notice +8 Sense
Motive +6

Feats: Acrobatic bluff, Attack Specialization 2 (power blast), Dodge
focus 2, Improved initiative 2, Move by action, Startle, Uncanny
Dodge

Powers: Blast +10 (extras: penetrating) (31) - Alternate Power: blast
+10 (Autofire +1) [30] Flight +2 (4) Protection +4 (Extra: Impervious
+1) (8) Immunity +10 (age, life support) (9)

Costs: abilities 30 + combat 28 + saves 10 + skills 19/76 + feats 10
+ powers 52 = **149 pts**

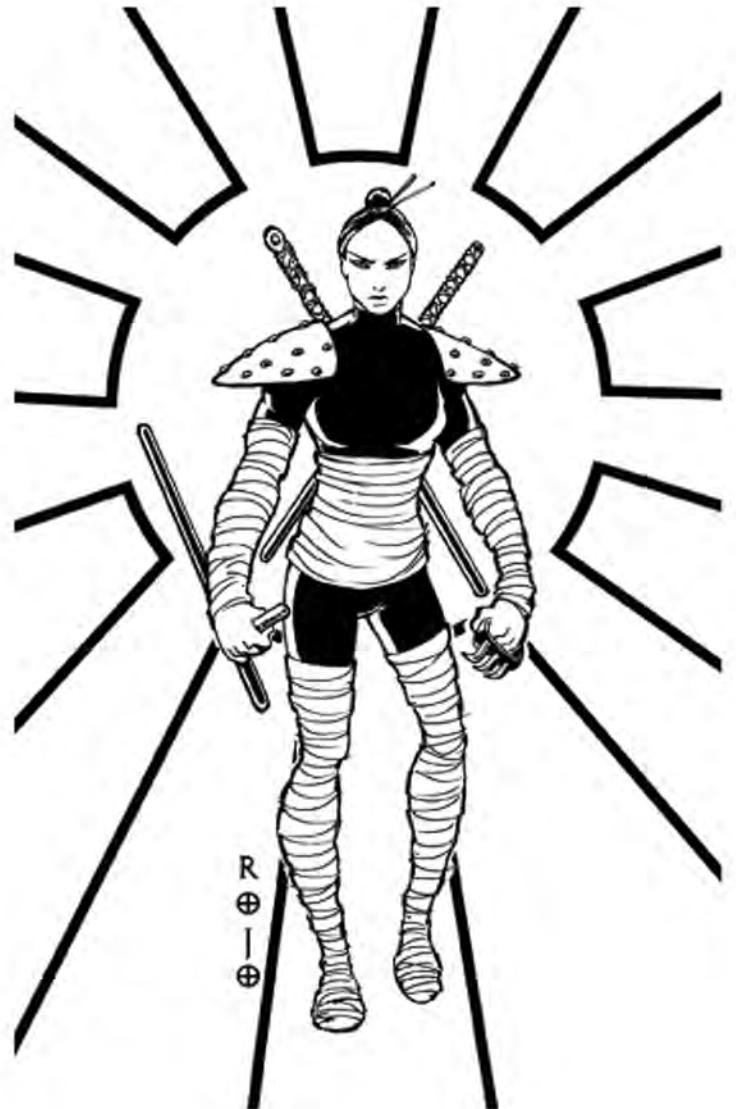


Like Iron Liberator, a former Soviet super-hero. Red Front gained her powers through a state-sponsored mutation treatment. She is fiercely patriotic and still harbors a grudge about what she sees as the mistreatment of her nation at the hands of the West in recent years. She came to America after the collapse of the Soviet Union, but unlike Iron Liberator, Red Front did not come to America looking for a better life. She came to strike back at the country that had turned her homeland into a laughingstock nation run by mobsters. Working for Bombardier has given her many opportunities to do that.

BLACK DEATH

Use Kung Fu Killer Archetype from M&M Chapter 11

Martial arts expert serving Bombardier as repayment for a favor he did the Japanese mafia (the Yakuza) many years ago. Black Death is quiet, efficient and scrupulous. She believes that by serving Bombardier she is fulfilling his duty and that is all she needs to know.



PSIMANCER

Use Psionic Archetype from M&M Chapter 1

A psionic loan-shark who used his mental powers to terrify his clients into paying promptly without leaving evidence, Psimancer had a lucrative business when he was recruited by Ultra-Mob. Now he lets someone else worry about the business side and he concentrates on what he does best – destroying people with the power of his mind.



SECTION 3

POST-QUAKE ADVENTURES

(As with other adventures in this book, the levels and numbers of the villains are suggestions. Adjust the number and power levels of the villains to provide the level of challenge you want. Don't forget you can use the minion rules for henchmen or thugs to speed up combat.) .

ADVENTURE 1: ARMS RACE

GAME AT A GLANCE:

Action

- Defending the UN aid shipment from the gangs (*Pandemonium at the Park!*)
- (Optional) Ending the firefight in Centennial Park with a minimum of collateral damage to the refugees (*Containing the Chaos*)
- Closing down Atomiknight's weapons market (*Shutting it Down*)

Mini-Challenges

- Crowd Control
- Fire Fighting
- Airborne Objects

Plot Points

- The government has requested the heroes help in making a delivery of relief supplies (food, blankets, medicine) to Centennial City
- The Rattail Grenadiers try to hijack the delivery
- The city's gangs are now armed with high-tech military grade weapons – making them much more dangerous.
- (Optional) The 59er Disciples also enter the scene – to make their own attempt on the aid delivery. A super-powered battle breaks out between the two gangs with civilians caught in the middle.
- The weapons came from the wreckage of Prime Labs - the city's premier military research and development company
- The supervillain Atomiknight has set up a makeshift weapons market in the wreckage of Prime Labs.

Roleplaying Opportunity

- Negotiating with Atomiknight



SCENE 1 - PANDEMONIUM AT THE PARK!

It's several weeks after the quake, and the UN is ready to start supplying disaster relief aid to the US. Aid that comes in the form of packets containing food, clothes, blankets etc) has been delivered to secure locations – such as military bases. From there, the government will distribute the aid packets to the rest of the country. Fuel being scarce, the government has requested that heroes assist in distributing the aid. Heroes with super-strength and flight powers are in high demand to help with these missions. Through the police, the heroes are summoned to a regional military base to pick up the aid deliveries for Centennial City. Heroes will be given helicopters with soldiers to help, if they request it.

The plan is to distribute the aid to safe and secure locations within the city – such as the police headquarters, the refugee camp at Centennial Park and the Hospital District.

The first stop is Centennial Park – a 200 acre green space in the middle of the city which is now home to the largest single refugee camp. As the park comes into sight, the heroes can see the tent city in the middle of the park that houses 2000 of the city's residents.

As they land in a clearing, they are greeted by a large crowd of hungry looking civilians, eager for this delivery. Also greeting them is Red Specter, the vigilante who watches over the park.

A few moments later, they are startled by the sight of a group of Rattail Gangsters charging (or, in some cases, bounding or flying) from the tree line towards them. Clearly, the Grenadiers mean to hijack the aid delivery – but even more disturbing is the equipment they're wielding: disintegrator pistols, energy gauntlets and thought amplifier helmets – it looks like the Grenadiers have upgraded their ordnance to the super-powered level. They're infinitely more dangerous now.

Villains: (use stats given in Section 2 for all)

- 5 Rattail Grenadiers Gang Members per hero
- The Templar (at GM's discretion)

Villain Tactics

The Grenadiers are staging a hit-and-run mission. Some of them will try to distract the heroes while those with flight and leaping powers will make try to make a mad dash and grab armloads of the UN aid packets. If the Templar is present, he will focus on attacking the heroes who stick the closest to the aid packets.

Allies Present

- Red Specter (Note: feel free to describe what Red Specter is doing to help set the scene – but make sure to leave the result of the fight up to the heroes)
- Soldiers (if the heroes requested help). Use Soldier Archetype from Chapter 11 of M&M)

Onlookers Present

- Refugees



OPTIONAL SCENE - CONTAINING THE CHAOS

A few rounds after the Grenadiers attack, the 59er Disciples, equipped with their own high-tech weaponry charge in. "Step off – that's ours!" bellows the head 59er as they open fire on the Grenadiers and enter the fray

The refugee camp in Centennial Park is caught in a cross-fire between the Grenadiers and the 59er Disciples. Refugees are running scared as the gangs battle with super weapons. Stray shots set fire to trees or disintegrate statues into dust. Gangsters wearing power harnesses lob boulders and cars at each other.

Additional Villains: (use stats given in Section 2 for all)

- 3 59er Disciples Gang Members per hero
- Dead Hand Jenkins (at GM's discretion)

Villain Tactics

The 59ers initially had the same plan as the Grenadiers. But with the other gang here – this looks like a good time to settle old scores – and the battle turns into a super-powered grudge match.

MINI-CHALLENGES (Note: these will work with or without the optional scene)

Crowd Control – As the gangsters open fire, several of the refugees who were gathered around to receive the aid packets panic and run, terrified, in every direction. Shots are flying wildly and running scared in random directions greatly increases their chance of taking a hit. DC 20 Diplomacy or Intimidation Check to get the crowd calmed down and wisely seeking cover.

Fire Fighting - Stray shots from the crossfire have set several of the refugee tents ablaze. No one has noticed it yet – but in just a few minutes the whole tent city could be burning. Creative use of appropriate powers to put out the fire is encouraged. If you want to have the player roll, assign a DC20 to whatever check is appropriate.

Airborne Objects – A gangster in a power harness uproots an oak tree and launches it at his target. He misses and the tree is now sailing directly towards a group of refugees who have taken cover under a picnic table. DC 15 check for Flight or Speed to get to object in time. (using Hero Points, Extra Effort and similar abilities is encouraged.). A +5 Strength Check against the thrower's Strength (in this case 24) to catch the object successfully.



Conclusion

If you were using just the first scene (*Pandemonium at the Park!*), the Grenadiers were at the park to make a snatch-and-grab. After they've suffered some losses or managed to grab a few armloads of the aid packets, they'll fade back into the forest and make a run for it.

If you used the optional scene (*Containing the Chaos*), after a few rounds, both gangs realize they don't like the odds involved in fighting a two front war and they begin to withdraw.

If you wanted to make this into more of a battle royale, play the gangsters as being less concerned with their losses and more determined to get some payback. For example, maybe Dead Hand Jenkins has a serious grudge against the Templar – and he's decided that this is the time and place to make his move. Jenkins isn't the sharpest knife in the drawer and will be so focused on revenge that he won't care about losses to his gang. The Templar, on the other hand, is more intelligent but he knows that if he retreats from Jenkins, it will make him look weak to the Grenadiers and that might spell the end of his days as leader (especially now that some of his gang members have these super weapons.)

Once the fight is over, the heroes and Red Specter are inspecting a disintegrator pistol that was dropped during the fight.

"Where the hell did they get this from?" Red Specter asks. "Last thing this town needed was a bunch of super-powered gangsters. Not like things aren't dire enough. Damn it. We need to find where they're getting his stuff and shut it down."

There are multiple approaches for finding out where the weapons are from. The most obvious is shaking down one of the gangsters for the info. There are surely unconscious Grenadiers or 59ers lying around after the fight. Alternately, chasing down the retreating gangsters to grab one for interrogation is a viable option, as is snatching one from their regular territory. Also, a technically inclined hero to make a DC15 Knowledge: Technology Check to identify that the weapon came from Prime Labs – which is a well known scientific research facility in downtown Centennial.

However the heroes find out that the weapons came from Prime Labs – when they get there, they find that the building has been devastated in the quake. A quick investigation of Prime Labs also reveals that the supervillain Atomiknight has set up a makeshift weapons market in the ruins of the facility.



SCENE 2 - SHUTTING IT DOWN

Standing in the open air wreckage of what looks to have been a rather large lobby with an assortment of advanced weaponry on display is Atomiknight – a known supervillain and mercenary. There are a handful of 59er Disciples looking over his wares while a few combat robots keep watch on the gangsters. A massive combat robot lies on its back a few yards away.

Villains: (use stats given in Section 2 for all)

- Atomiknight
- 5 59er Disciples
- 3 combat robots – (Use stats for Combat Robots from Chapter 11 in M&M)
- Omni-bot (Use stats for colossal robot from Chapter 11 in M&M)

Villains Tactics

The Disciples haven't bought any of the high-tech weapons yet – and hence they're feeling outgunned against super-powered opponents. The combat bots will attack them if they lay hands on any without paying first. So, they will try to run.

Atomiknight will at first attempt to negotiate a deal with the heroes. If that proves fruitless, he will order the Omni-bot and the combat robots to attack while he flees.

Allies Present:

- Red Specter (At GM's discretion)

Roleplaying Opportunity: Negotiating with Atomiknight

Atomiknight has only been peddling the weapons for a day or so – but he's already raked in quite a bit of food, medicine, seeds, batteries and other valuable items. (Note: the cash economy has collapsed and most trade is being done in barter now.) He'd much rather keep some of his ill-gotten gains than lose it all by running. He has no moral compunctions about what he did and he figures given the dire circumstances, maybe he can make a deal with the heroes.

"Look, guys. I've got a huge stash of medicine, food – what have you. How about you take half, I take half – you can close down my operation and we'll both forget this ever happened. We don't have to be enemies. Everyone's just doing what it takes to survive these days. What do you say?"

This could be a good opportunity for some dialogue between the heroes and Atomiknight. He will try to pitch himself as a useful information source:

"I'm something of a freelancer with contacts in several of the factions. I could be pretty handy if you needed info at some point. Knowledge is power, as they say. Yaknow?"



Note: If the fight in the park turned into a long, massive battle for the heroes, it might make sense for the GM to handle this encounter as an epilogue. The roleplaying opportunity gives the GM one way to run it that way. If, on the other hand, the action in the park went quickly then this scene with Atomiknight could provide a big fight that serves as the climax for the session. If that's how you'd like run it, play Atomiknight as more of a hot-head who attacks the heroes on sight with the combat robots and the Omni-bot following suit.

Covering All the Angles

Although Atomiknight is sincere about splitting his profits with the heroes and giving them info on the various factions in the city (for a price, of course) – he doesn't hold out much hope. While he's been talking, he's discreetly used a remote control to activate the Omni-bot. If it starts to look like the heroes aren't going to be agreeable, he'll order the colossal robot (and the 3 combat robots) to attack and try to make a run for it.

Conclusion

After the fight, the heroes will probably want to take a few minutes to sweep through the rubble of Prime Labs and account for any other super weapons that may still be on hand. The remaining stash of weapons that were on display should be disposed of. Red Specter will likely suggest turning them over to the Centennial Police to help in their fight to liberate the city.

OPTIONS:

As it's written now, this adventure changes the status quo in Centennial City for the worse because the gangsters acquire super weapons and are much more dangerous.

How many super weapons are we talking here? The assumption is that the 59er Disciples and Rattail Grenadiers got enough of the weaponry from Prime Labs for 1 in 4 of their members to have a couple of items. There will be enough left over at Prime Labs for the cops to be able to do likewise.

This could be changed. If the heroes cut a deal with Atomiknight, he would happily give them a list of everyone he has sold weapons to (and exact locations of the various gang strongholds where they would be) so that the heroes could track them down. Alternately, a hero could devise some technical means to track the weapons from Prime Labs, such as a unique energy signature that can be traced. Any of these options (and there are easily many more) would enable make the city safer by removing the weapons from Prime Labs. Lastly, If the GM doesn't want to have any super-powered ordnance on the streets in future adventures, it could easily be explained that the weapons from Prime Labs were laboratory prototypes and deteriorated quickly under heavy use in the field.



ADVENTURE 2: RISE OF THE UNDEAD

GAME AT A GLANCE:

Action

- Repulsing the vampire raid at St. Augustine's Cathedral (**Attack at the Cathedral**)
- Exterminating the vampire nest (**Taking the Fight to Them**)

Mini-Challenges

- Abducted

Plot Points

- The government hopes that capturing and extraditing Silver Lynx will improve their bargaining position in negotiations for more disaster relief aid.
- Silver Lynx is the sole defender of St. Augustine's Cathedral.
- St. Augustine's Cathedral has been under nightly vampire attack for the last week.
- The Ghost Posse is allied with the vampires
- Silver Lynx knows where the vampire nest is.

Roleplaying Opportunity

- The Arrest of Silver Lynx

SCENE 1 - ATTACK AT THE CATHEDRAL

It's mid-evening when Police Commission Steven Ullman summons the heroes. He outlines the situation quickly:

"For the time being, our only even semi-consistent food supply comes from the international aid drops. Unfortunately, they're sporadic at best. Our government has been negotiating with the EU to get them to increase the amount of aid they're sending. These negotiations have hit an impasse. This afternoon, a couple of guys from the State Department came in on a chopper and told me they think that a good will gesture - such as turning over a criminal wanted in several EU member nations might be just the thing."

Which brings us to Silver Lynx. She is a super-powered cat-burglar who has been charged with antiquities trafficking and grand theft all across the US and Europe. She's known to have enhanced



strength and agility but the full extent of her powers is unknown. An Interpol informant has reported that she is hiding out in the wreckage of Centennial City - specifically in area around St. Augustine's Cathedral. It's possible she has family in the area.

If she does have family in Centennial, you might be able to use that. Her dossier says that she's fiercely loyal to them. If you explain that her capture will lead to increasing the food shipments being air-dropped into the city - she might come along peacefully."

He passes the heroes the Interpol dossier on Silver Lynx. She's a tall, olive-skinned brunette with super strength and heightened agility and a rap sheet 10 miles long.

Villains:

- 5 Vampires (Use Vampire Lord Archetype from Chapter 11 M&M)
- 4 Ghost Posse thugs per hero (Use stats given in Section 2)

Allies Present

- Silver Lynx
- Armed refugees (Use Thug Archetype from Chapter 11 M&M)

It will be dark when the heroes arrive at St. Augustine's. There's a battle going on - with a large mob trying to batter its way in through barricaded windows and doors.

Closer inspection will reveal that it's a mob of vampires accompanied by Ghost Posse thugs. Silver Lynx is fighting like a tiger as she leads the refugees' resistance to the vampire attack. The refugees are armed with whatever they could find in the cathedral –including, of course, holy symbols to use against the vampires. The GM should describe how Silver Lynx heroically fights for the refugees at the church, but keep her character in the background. Let the outcome of the battle be determined by the players' actions.



Mini-Challenges:

Abducted: A vampire bashes her way through one of the stained glass windows and into the church. She leaps in, snatches a small girl from her mother's arms and leaps back up, fleeing into the night. The mother cries hysterically for someone to bring her daughter back.



SCENE 2 - TAKING THE FIGHT TO THEM

After the fight, the heroes are officially welcomed to the St. Augustine's and they meet Father Gonzales, the priest who oversees the cathedral. "They've been coming every night for the last week. We tried to send word to the police. Thank the Lord they finally sent you."

Silver Lynx eyes the heroes warily and listens to what they have to say. She agrees to come with them on one condition: they help her wipe out the local vampire nest once and for all.

"They've been coming every night. There are always more of them, no matter how many we kill. They replenish their numbers from their victims. I've been scouting around and I think I've found where they hide during the day. They've got a bunch of those Ghost Posse clowns as guards. With all of us, I think we could take them and burn the nest out."

At dawn, Silver Lynx leads the heroes to the vampires' lair. It's in the remains of a subway station. The entrance is guarded by a Ghost Posse Gang Boss (with 5 zombies summoned) and several Ghost Posse thugs. If desired, the Ghost Posse leader, Nekrotik might be present. He has recently formed an alliance with the vampires as they seemed to be the best chance he had to increase the power and dominance of his gang. He may be on hand to make sure everything is secure.

Villains:

Guarding the entrance there are

- Ghost Posse Gang Thugs (3 per hero)
- Ghost Posse Gang Boss (with 5 zombies summoned – see stats in Section 2 for reference))
- Nekrotik (at GM's discretion) (Use stats given in Section 2)

In the subterranean subway station itself, there are:

- 6 vampires
- Elder Vampire (Use Vampire Lord stats from M&M Chapter 11 with the following addition, Super Strength +5, Mind Control +5 (dependent on sight)).

(Note: Allow the heroes some leeway with combat. If someone has a creative or fun idea (using rosary beads as weapons or ripping up the street above the station to expose the vampires to sunlight, let them run with it and see how it goes.)

Villain Tactics

The Ghost Posse Gang Members will fight the heroes in the streets. The Gang Boss and Nekrotik (if present) will withdraw to the subway station entrance and summon more zombies to fight the heroes. If the fight goes badly for them, the Boss and/or Nekrotik will run inside to the vampires' nest (the vampires are sleeping in abandoned subway cars) and alert them to the danger.

The vampires are feral and ferocious and will eagerly engage in hand to hand combat. The Vampire Lord prefers a more hands-off approach. He will use Animal Control (swarms of rats are found in the subway



station. Use stats for Rats found in chapter 11 of M&M) and Mind Control powers initially, only deigning to dirty his hands with combat when absolutely necessary.

At the GM's discretion, if the fight looks like its going badly, some of the vampires may attempt to flee into the subway tunnels. Even though many of the tunnels are partially caved in – they can use their Insubstantial power to switch to gaseous form and slip through. They may also employ this tactic to just be able fade into the shadows and then come back in a few minutes with the element of surprise - using their Stealth, Startle and Sneak Attack feats to gain an advantage.

Roleplaying Opportunity: The Arrest of Silver Lynx

If the fight at the subway station was successful, Silver Lynx will at least appear to honor her deal to turn herself in to the heroes. This will be a very unpopular decision with the refugees at St. Augustine's (and Lynx's family of course. Her mother, grandmother and daughter are all staying there.) The promise of more frequent food shipments for the entire city is not a big selling point when it requires the extradition of Silver Lynx - who has literally kept them alive for the last week. How do they know that there aren't more vampires? What will they do if the Rattail Grenadiers show up and claim the church as part of their turf? Any promises of security and support from the police faction are greeted with skepticism. The police are a long way away and weren't even aware that the church had been under siege by the undead for the last week.

This is a difficult situation and there aren't easy answers. It pits the morality of sacrificing for the greater good of society against the compelling need for immediate survival. This is intended to provide something challenging for the heroes to chew on. There are a lot of options the heroes could choose – from telling Ullman that they "couldn't find" Lynx, to evacuating everyone to the police warehouse for protection to promising to take up residence in the church and defend it themselves once Lynx is gone. There are tons of other options that your players might come up with. Be flexible and if they come up with something interesting – give it a shot.

Conclusion

Regarding the vampires, it's up the GM to decide if that was the only nest in the city. It's possible that other nests had sprung up and gone unnoticed and have been spreading their territory with the help of the Ghost Posse. If Nekrotik is killed in the combat, it's possible that the vampires might take advantage of the leadership vacuum in the Ghost Posse by taking control of his gang.



ADVENTURE 3: BARBARIANS AT THE GATES

GAME AT A GLANCE:

Action

- Repulsing the attack of the gang army (*The Battle is Joined*)

Plot Points

- The headquarters of the police is under attack by a combined army of several gangs.
- The police are staging a battle of attrition – trying to wear down their enemies by staging a fighting retreat from the outer barricades back to the warehouse

Roleplaying Opportunity

- St. Crispin's Day Speech* – the cops and soldiers are demoralized at the sight of the forces arrayed against them. A few inspiring words from a hero could go a long way.
- Deal with the Devil* - During the battle, one of the factions may try to negotiate switching sides for a share of the police food supply.

SCENE 1 - THE BATTLE IS JOINED

It's several months after the quake and the police and the National Guard in Centennial City have been relatively successful in their efforts to liberate the city from gangs and criminals. Roughly half of the city is under their control now. The gangs have been driven back again and again – the territories condensing as they are all driven into the Northeast corner of the city.

Midnight Bombardier –the leader of the Ultra-Mob decided to turn the tide. He called a council of all the gang leaders and persuaded them to put aside their differences and grudges:

"If we don't get rid of the cops – there won't be any of us left soon. Besides, they're sitting on the best food source left in town – and I don't know about you – but my guys are awfully hungry these days."

Under Bombardier's leadership the gangs of the city join together for a combined assault on the police headquarters.

It's hard to hide an army of the size Bombardier has assembled. The Ghost Posse, the Ultra-Mob, the Rattail Grenadiers and the 59er Disciples all converging on the same location makes quite a dramatic sight. As soon as they realize where all of the gangsters are heading to, the cops call back as many officers and soldiers as they can from their various smaller bases throughout the city. They will still be



outnumbered 2 to 1. If they are not already at the police headquarters, the heroes get a call on their commlink or a message personally delivered by the police super-speedster Blue Streak. The cops are assembling all the city's defenders for this last stand.

Villains:

- The 59er Disciples, the Rattail Grenadiers, the Ghost Posse and the Ultra-Mob -- This is intended as a large, epic-scale battle. Adjust the number of thugs from the different factions as appropriate to give an interesting challenge
- All surviving supervillains from the major factions are present. (Atomiknight might be present, if one of the factions is paying him well enough.)

Allies Present

- Almost all of the Centennial City Police and the local National Guard
- Red Specter
- Any other NPC heroes the GM wants to include

Important Objects

The police have surrounded their base with a couple of rings of barricades. The barricades are made from abandoned cars (Size: Large Toughness: 8) and a few concrete highway barricades (Size: Medium Toughness: 7) they've dragged or pushed into place. The construction of the barricades happened in the first few weeks after the quake when the police were fortifying the warehouse.

The Gathering Storm

As the sun sets, the gang army gathers a good distance from the police barricades. They are a fair ways out but are still visible from the fortified warehouse the police use as their headquarters. The gang army spreads out to encircle the police base. The Ghost Posse takes the east side. The Rattail Grenadiers take the north side. The Ultra-mob is on the west. The 59er Disciples have the south side. As night falls, they light bonfires and begin catcalling to the assembled soldiers, police and heroes. Knowing that he couldn't hope for the element of surprise, Bombardier is going for a psychological advantage – hoping to demoralize and shake the confidence of the defenders with the sight of the massive numbers of his forces.

Roleplaying Opportunity: St. Crispin's Day Speech

Even for the hardened veterans assembled at the police stronghold, this is an intimidating sight. They're outnumbered and outgunned. This is a critical moment - the battle that could decide the future of the city – and they're all feeling like the last defenders at the Alamo as they waited for the final charge. There's a palpable fear in the air. This would be the perfect moment for a charismatic hero to say a few words to raise the morale of the troops. This can be accomplished with a DC20 Diplomacy check. A more interesting method would be for the player to roleplay the speech that her character gives. It's suggested that you reward and encourage this sort of roleplaying by awarding Hero Points (which might come in very handy in the coming battle.)



GAME MASTER TIP: HANDLING THE BATTLE

Once the battle starts, to keep the action moving, dispatch the heroes to critical hot spots. This will help keep the battle more cinematic and help it flow, rather than getting bogged down into an overlong slugfest. An easy way to set up this technique is to have Commissioner Ullman (or whoever is leading the Police faction at this time) pull the heroes aside before the battle begins.

“Your role in this is going to be to negate the enemy’s super-powered threats. I’m pretty sure our side can handle the thugs and gangsters even with their superior numbers – but the supers are the wild card. This is the fight for all the marbles, don’t let us down.”

During the fight, point the heroes towards new encounters either by describing the situations to them or by having Ullman call them over their commlink. (If the characters don’t have a police commlink – they will be issued one before the battle. Alternatively, the speedster Blue Streak could zoom back and forth across the battlefield relaying messages.)



The Battle Begins

At midnight, with a massive feral howl, the gang army surges forward. The mobs crash against the barricades. The thugs begin slugging it out with the cops along the front line –the desperate sounds of hand-to-hand combat echo across the desolate warehouse lot. Here are some sample hot spots to send the heroes to.

- The Ultra-Mob's expert martial artist Black Death charges the barricade. She wades into the ranks of defenders, knocking cops and soldiers into the air with every blow.
- The leader of the Ghost Posse, Nekrotik, has summoned a mob of zombies and they're overwhelming the east flank.
- The Templar, the armored leader of the Rattail Grenadiers, is fighting on the front lines; his energy blasts and super-powered punches are disintegrating barriers and driving the cops and soldiers back towards the warehouse.

Note: It's assumed that bullets have become a scarce commodity in Centennial City at this point. The police are saving their bullets for the snipers and riflemen they've positioned on the roof. The gangsters might be completely out of ammo given the daily nature of their turf battles. (If you ran **Adventure 1 – Arms Race** – a few gangsters and a few cops will still have some of the super weapons that were looted from Prime Labs. No more than 1 in 4 or 1 in 5.) Most of the fighting among the non-super-powered combatants will be melee combat. This is done to emphasize the scarcity and desperation of the scene. If it doesn't work for your game, feel free to handle it differently.

The Barricades Fall

At some point, the outer barriers will be overwhelmed and the cops and soldiers will fall back to the next line of ramparts, dragging their wounded as they go. It looks bad, but it's part of the strategy to wear their enemies out by staging a fighting retreat and make them pay for every inch. Commissioner Ullman signals the heroes on the commlink:

"Cover our guys as they fall back! Whether this is going to be orderly tactical maneuver or the beginning of a rout is in your hands – keep their supers tied up."

Some sample hotspots to send the heroes during this part of the encounter are:

- An Ultra-Mob enforcer, Iron Liberator, plucks an abandoned semi truck trailer from the warehouse lot and throws it headlong towards the inner barricades. The cops on the line dive for cover as the big trailer sails towards them... (DC 15 check for Flight or Speed to get to object in time. (using Hero Points, Extra Effort and similar abilities is encouraged.). A +5 Strength Check against the thrower's Strength (in this case 34) to catch the object successfully.))





- The Ghost Posse has set a handful of zombies on fire and sent them running for the barricades. Midnight Bombardier, Red Front and Psimancer have taken to the air. They're heading for the roof of the warehouse to open a second front behind the defenders. Psimancer is using his mental and illusions powers to keep the snipers on the roof confused while the Bombardier and Red Front are picking them off one by one.

Roleplaying Opportunity: Deal with the Devil

During the fight, one of the super-powered criminals the heroes are fighting might pause for a moment, look the hero in the eye and say something along the lines of: *"Hell with this. If you let me and my boys share your food supply, we'll switch sides right now."* The Ghost Posse and the 59er Disciples are the most desperate of the gangs – they only threw in with the Ultra-Mob because they were starving. These would be the gangs most likely to offer to switch sides. Given his growing moral qualms about working for Ultra-Mob, Iron Liberator is also a candidate – but, in his case, it would be just him defecting. (If Atomiknight is in the battle, he may offer to switch sides simply because he figures the police, with their large warehouse of goods, can compensate him better.) This offer will be at its most tempting right after the outer barricades have collapsed and things are looking a little grim. Saying “yes” might seem like it could turn the tide, but there’d be some ugly consequences after the battle when the heroes have to try and make the alliance work between the police and the criminals.

Planning for the Worst

- If the players are defeated early in the encounter, NPCs (soldiers, police or NPC heroes such as Red Specter or Blue Streak) pull them to safety within the warehouse. With some first aid, they recover in time to reenter the battle as the gang army breaches the warehouse.
- If the heroes are defeated late in the battle, the GM should make a judgment call about how the battle was going at that point. If the heroes had taken out a fair number of the gang army's super-



powered supers, the heroes may find themselves being revived during the victory celebration by their grateful allies.

- If the heroes are defeated late in the battle and things were going badly, they awaken to find themselves at the designated fallback site while a counterstrike is being planned.

CONCLUSION - ENDING THE FIGHT

There are several different possible ways to end this encounter. Here are a few likely ones:

- Once the heroes have successfully neutralized the gang army's super powered threats, the remainders of the army will flee in disarray.
- Only the force of Midnight Bombardier's charismatic personality was holding the army of old rivals together. If he's seen to fall in combat, the alliance may disintegrate on the spot, with the factions opening fire on each other, and making it easy for the heroes and police to mop them up.
- If the battle goes badly and the heroes have to retreat – Commissioner Ullman has prepared for this and has designated a police safe-house several blocks away as the official "fall back and regroup" spot. From there, the heroes and their allies can assess their situation and plan their next move.

SECTION 4

BACK TO NORMAL

As stark as the situation is, there is a light at the end of the tunnel. Within a year, the military will repair most major interstates and the national flow of food and supplies will resume. As the immediate struggle for everyday survival abates, resources and heroes will be freed up to begin helping with the repair of infrastructure and basic services. Especially with the intervention of super-powered heroes, life in North America will begin to return to normalcy within 18 to 36 months. Within a few years, almost all physical devastation caused by the quake will be repaired. Barring an alien invasion or a supervillain deciding to stage a coup, these sorts of disasters are brushed off quickly in a comic book reality.



APPENDIX A: SEASONING ENCOUNTERS

This section contains straight-forward quick play encounters with the purpose of introducing certain factions and individuals or highlighting some aspect of life in the city in the aftermath of the earthquake. As the name of the section implies, they are intended to provide some additional flavor. They could be sprinkled into the larger adventures to provide some depth and variety, run individually for a quick play scenario or combined together in groups of 2 or 3 to simulate the heroes making a patrol of the city. (As with other adventures, the levels and numbers of the villains are suggestions. Adjust the number and power levels of the villains to provide the level of challenge you want. Don't forget you can use the minion rules for henchmen or thugs to speed up combat.)

HOST POSSE

The heroes are patrolling on the west-side of Centennial City. A handful of wild-eyed and starving gang members dressed in the black and grey colors of the Ghost Posse are scavenging amongst the ruins of a collapsed kosher deli for whatever they can find. When they see the heroes approach, one of them mumbles a few words in Latin and waves his hands over the rubble. Several zombies, clearly quake victims, shamble up and begin lurching towards the heroes. The other Ghost Posse thugs draw their guns. "This is Ghost Posse turf!" one screams as they open fire.

Villains:

- 1 Ghost Posse Gang Boss
- 5 Ghost Posse Gang Members per Hero

59ER DISCIPLES

A group of National Guard soldiers has escorted a team of engineers to the city's power plant to get an assessment on what would be involved in getting it operational again. Unfortunately, the plant lies deep in 59er Disciple territory. They were spotted by a scavenging patrol. The Disciples have taken it as an act of war and they've got the soldiers and engineers pinned down in a fire fight at the power plant. The soldiers send out a distress call for backup.

Villains:

- 5 59er Disciples Gang Members per hero
- Dead Hand Jenkins (GM's discretion)

Allies Present

- 10 Soldiers – Use Soldier stats from Chapter 11 in M&M
- 5 Engineers – Use Scientist stats from Chapter 11 in M&M



RED SPECTER

The Red Specter will be encountered around Centennial Park. The first indication of his presence may be the spray painted tags he has left on buildings, wrecked cars and other landmarks. His tagging is a red spray-paint outline of a ghost – it almost looks like a primitive and absurd Halloween decoration. The tags are how the Specter marks his territory as part of his campaign to defend the refugees camped in Centennial Park.

The Red Specter has made a serious enemy in the Ultra-Mob. He may mistake the heroes for more of their super-powered thugs. This may lead to a confused slugfest. Confused heroes trading punches on their first meeting is a tried-and-true comic book staple. In the case of Red Specter, his paranoia will lead him to attack first and ask questions later. After a few rounds, (if the heroes haven't already subdued him) he will come to his senses and realize that the heroes aren't in the employ of the Ultra-Mob and apologize. Slugfests are very rarely fatal in the comics – and both parties generally brush it off as an occupational hazard immediately afterwards. Once he's calmed down, the Specter will explain his hair trigger response.:

"Oh – errm – sorry about that. I thought you were another of the Ultra-Mob hitmen. Ever since I took out one of their enforcers, they've had a grudge. Seems like there's another one coming after me every day."

Whether or not he engages in a slugfest with the heroes, the Specter is glad to see more heroes in Centennial. He will offer them whatever help he can. If it's close to nightfall, he will suggest they spend the night in the park, rather than risk the dangerous trip in the city after dark. The Specter has a network of spies and informants throughout the city. Between the information they provide and his own patrols and surveillance he is the best single information source on what's going on in the city. With his constantly updated intel, he maintains a hand-drawn map of the ever shifting boundaries of the various factions' territories. He will offer to let the heroes draw a copy of it. He will also offer them a spare commlink and tell them to call if they ever need help.

Quotes:

"This is still my city, and I'll defend it until my dying breath."

"You'll want to stay away from St. Augustine's after dark. Strange things happen in that neighborhood at night."

"It's a dangerous city out there. Watch yourself. Take an extra commlink. If you need any backup, don't hesitate to call. I can be anywhere in the city in minutes."



THE RATTAIL GRENADIERS

Patrolling on the city's south-side, the heroes hear cries for help and scornful laughter. If they investigate, they see a handful of young men in the red and white clothes and combat boots favored by the Rattail Grenadiers. They're harassing an old couple who were out scavenging in the rubble. It's hard to tell what set off the Grenadiers - perhaps the elderly couple's race – or just them being in the wrong place at the wrong time. The old man and woman are shuffling down the street as fast as they can. The grenadiers stand back shooting at their feet and laughing as they try in vain to run away.

Villains:

- 5 Rattail Grenadier Gang Members per Hero

ULTRA-MOB & THE HOSPITAL DISTRICT

The Hospital District is the one unguarded area in Centennial City. Several of the city's surviving doctors have gathered at Lutheran Central – the hospital that was least damaged in the quake. Here they provide medical care to anyone from any faction who comes for help.

The Ultra-Mob has decided to seize the district and charge tribute from anyone who wanted to get in. The Centennial Police want to keep it freely available to all. A street battle is blazing between the factions when the heroes arrive on the scene.

Optional Complication: *If the Ultra-Mob is driven back, a few of them (most likely Psimancer and Red Front) decide that if they can't capture it, then they'll destroy Lutheran Central (Size: Huge, Toughness: 10)*

Villains:

- 10 Ultra-Mob thugs per Hero (use Thug stats from Chapter 11 of M&M)
- Psimancer
- Red Front
- Black Death

(If more super-powered threats are needed, add in some others from the Ultra-Mob entry in Section 2 or consider adding more Archetypes from Chapter 1 of M&M.)

Allies Present

- 30 cops and soldiers. (Use SWAT Officer and Soldier stats from Chapter 11 of M&M)

CHAIN GANG

While patrolling northern downtown, or on the way to another location, the heroes notice something disturbing. Dead Hand Jenkins, leader of the 59er Disciples, has a group of a couple dozen civilians bound together with leg shackles. The group is spread out, searching (as best they can) through the rubble of collapsed buildings for food or anything useful. Jenkins is overseeing their work – occasionally



barking order or striking a civilian who's working too slowly. It looks like the 59er Disciples have expanded their turf and they're forcing the people who live in their territory to do slave labor for them. If the heroes approach, Jenkins glowers at them and his thugs draw their weapons. *'This isn't any of your concern. Keep moving,'* Jenkins will growl.

Villains:

- Dead Hand Jenkins
- 4 59er Disciples per hero

Allies/Onlookers Present

- About 20 civilians of various ages and conditions. (Use Bystander stats from Chapter 11 of M&M)

Normally, these people would be treated simply as onlookers. But Jenkins is a brutal, intolerable tyrant. When they see that they may have a chance to be free of him, a handful (7 or 8) might, at GM's discretion, jump into the fray to help the heroes.

Optional Roleplaying Complication: *The King is Dead. Long Live the King*

The civilians will be extremely grateful after the heroes dispatch the 59ers and remove their chains. While they're shaking hands and expressing thanks, someone will state the obvious question.

"What are we going to do now? Jenkins was a thug, but he kept the other thugs off of us. What are we supposed to do now the next time the Ghost Posse or the Grenadiers come around?"

This is one for the players to puzzle over – and it's meant to highlight the chaotic nature of life in the city. Being under the thumb of the 59ers was terrible – but it was better than being prey to any roving gang of scavengers who happened by. This is a question that strikes to the core of what role heroes are supposed to fill in the world. There are many possible options – from relocating the people to the police faction's turf or Centennial Park (which is under the protection of Red Specter) to the heroes deciding to take up this neighborhood as their own turf and defend it.

KIDNAPPED!

Police Commissioner Ullman is ambushed while on street patrol and abducted by the Ultra-Mob. They've sent a message to the police HQ demanding they vacate the grocery warehouse by midnight or Ullman will die. Todd "Crash" Swerksy - the SWAT Team officer who's Ullman's second-in-command summons the heroes and explained the situation to them:

"We have no reason to believe that the Ultra-Mob won't kill Ullman anyway and giving up the grocery warehouse is out of the question – no matter whose life is at stake. The food supply at the warehouse is the key to our survival and we won't give it up, even if it means Ullman's death. That's hard – but it's the way it has to be."



Fortunately, Red Specter's network of informants and spies throughout the city has tipped him off as to where the Ultra-Mob is holding Ullman. He's being guarded by several of the Ultra-Mob's super-powered enforcers in the kitchen of an abandoned roadside diner on the east-side of the city. The cops aren't any match for the super-powered muscle, but the heroes might be. (At the GM's discretion, Red Specter's spies may have even passed on info about the numbers and powers of the guards.)

This is meant to be a quick and urgent life or death situation. There are only a few hours till midnight – and there's really no certainty that the Ultra-Mob is even planning on keeping their word about the deadline anyway. The heroes need to decide on a plan of action and move fast; Ullman's life literally might depend on them acting quickly. If the heroes want backup, several allies are prepared to go with them - including the Centennial SWAT team and Red Specter.

Villains:

- 10 Ultra-Mob thugs per Hero (*use Thug stats from Chapter 11 of M&M*)
- Psimancer
- Black Death
- Iron Liberator

(If more super-powered threats are needed, add in some others from the Ultra-Mob entry in Section 2 or considering adding more Archetypes from Chapter 1 of M&M.)

Allies Present

- 15 cops and soldiers. (*If desired*) (*Use SWAT Officer and Soldier stats from Chapter 11 of M&M*)
- Red Specter (*If desired*)



APPENDIX B

ALTERNATE PLOTLINE

If you'd prefer to have the disaster limited to Centennial City (i.e., the heroes' home town) – here is an alternate scenario where the earthquake only impacts that area.

CATASTROPHE STRIKES!

A long dormant fault-line beneath Centennial City erupts into a massive earthquake. Within minutes, thousands are dead, there's massive infrastructure damage: Bridges are down, many roads are impassable and all power and water services are inoperable. Approximately 2500 people are killed in quake. Between 125,000 and 150,000 people were left homeless out of a population of about 410,000. Old buildings collapse onto their foundations; gas mains rupture and fires break out across the city – a problem compounded by the lack of working water lines to fight them. Panic, rioting and looting ensue as dark smoke chokes the sky. The city is devastated. Police, paramedics and firefighters leap into action – but this is chaos and destruction on a massive scale...

A few days later, the city is dealt another blow during a televised press conference with Frank Livingston, head of the Federal Disaster Relief Agency:

"My fellow Americans, we at the FDRA extend our most heartfelt sympathies to our citizens impacted by this dire tragedy. Our prayers are with those who have lost loved ones and those injured in the earthquake.

Unfortunately, we must add more bad news to their situation. After a thorough review, Congress has been forced to conclude that the funds needed for a rebuilding of the scale that would be required are simply not in the federal budget. Given the myriad of other pressing concerns that our nation is facing in these troubling times, the hard decision was made that we have to rein in spending at home.

The FDRA will be assisting with relocation and rescue efforts. We encourage the citizens of Centennial City to display the innovation and determination that are hallmarks of this great nation as they rebuild their lives in other cities. Thank you, no questions."



In that moment, the death warrant is signed for Centennial city. The news networks follow the story for several hours. A blow-dried cable news analyst sums up the situation later in the afternoon:

“Congress has decided their budget is too tight and a rebuilding effort can not be mounted. An evacuation of the city will be undertaken – after which the city will be sealed off and declared a no-mans land. National Guard troops will be deployed to the perimeter of the city to contain any chaos and restrict travel into and out of the zone. All residents are encouraged to leave immediately. The FDRA will be on-site providing relocation assistance and housing vouchers to those affected by the disaster.”

The city government, heroes and citizen groups protest passionately to no avail. The decision has been made and wheels are in motion that can not be stopped. (**Note:** If the heroes have any contacts in the government and want to role-play trying to use their influence (either as their heroic persona or as their “regular” identity) to reverse their decision, they find themselves stone-walled. Typical responses will be: “Our hands are tied – this decision has been made.” “Sorry I can’t do anything. This is coming from down from on-high.” And “You know, that city was kind of a hole anyway. Sort of a blessing in disguise, if you ask me. All those people will be better off after they relocated anyway.”) Two weeks to the day from the earthquake, all roads into the city are blockaded and Centennial City becomes a legal and literal no-man’s land.

Although the government claims that all citizens who wanted to leave were relocated, the evacuation effort was hurried and mismanaged. Approximately 10,000 refugees, either unable or unwilling to leave, remain in the city. Most of the gang members or criminals with business sense or financial aspirations left the city. However, many elected to stay: the most violent street thugs - those who like the idea of fighting tooth and nail to be the top dog in a lawless wasteland. A few stalwart police and heroes have remained to try to maintain some order but the odds are stacked against them. The street gangs begin dividing the up the city into their own turfs, while the remaining citizens cluster together for safety...

The adventures presented earlier in this book can be run under this new premise. However, the question of why the government issued the rushed and heavy-handed order to abandon the city will likely dominate the players’ thoughts. One such explanation is provided here:



“NEVER FORGET”

The heroes find evidence that Omni-Agent, a well-regarded hero based in Centennial City created the dire situation to launch his political career. Omni Agent is Steven Maxwell - hero and billionaire scientist behind Prime Labs – the city's premier advanced technology R+D facility. Before the quake, Steve Maxwell was a scientific genius and corporate executive who operated openly as the armored superhero Omni-Agent. He was regarded as a dependable hero but something of a glory-hound. (His practice of recording all his battles with cameras built into his battle suit and submitting highlight reels cut from that footage to the local television stations didn't do anything to dispel those rumors.) After the quake, heartbroken by what has become of Centennial City, Omni-Agent has publicly vowed to bring peace to the disaster area and eventually rebuild Centennial City.

The heroes uncover evidence to suggest he might have an evil streak that no one suspected:

- While cleaning looters out of Prime Labs, the heroes find some half-burned files that look like blackmail material on various senators and government officials.
- At a refugee camp in the city, the heroes encounter a Prime Labs employee with a guilty conscience who passes them a dossier that outlines Omni-Agent's plans to use his own private rebuilding of the city as a political springboard to the US Presidency.
- The Smoking Gun (Optional): While investigating some strange energy fluctuations - the heroes find a mysterious machine buried in the middle of downtown. The device has a faulty self-destruct mechanism. A Knowledge: Technology Check with a DC of 15 reveals that it is designed to stimulate seismic activity and also contains advanced technology very similar to that used in Prime Labs devices.

The timing of the big revelation will be crucial. (Note: it will increase the dramatic impact of the revelation of Omni-Agent's true nature if you've inserted him as a friendly NPC in a couple of adventures.) The wisest move would be to reveal these clues after you've run all of the other scenarios that you want to run. As soon as the heroes get a whiff of the conspiracy, odds are that they will aggressively pursue that lead as the “magic bullet” that can resolve Centennial City's problems. They are likely to ignore all other adventure hooks to pursue this angle.

The most interesting way to do the big reveal could be to have the heroes uncover the clues to the conspiracy after Omni-Agent's plans begin to bear fruit. For example:

- Using his own personal resources, Omni-Agent initiates the rebuilding of Centennial City using an army of robotic construction drones.
- Within a few months he has convinced the government to join in the restoration effort.
- Soon, the government announces that Centennial City will be reopened.



- Omni-Agent's widely publicized restoration effort makes him amazingly popular with. He rides the wave of public approval by declaring that he's running for President.
- On the eve of his first debate (or worse yet – after he's been elected), the heroes discover the clues that provide undeniable proof that Omni-Agent's blackmail and manipulations were behind the no-man's land order (or even behind the earthquake itself.)

For Omni-Agent's stats, use the Armored Megalomaniac Archetype in Chapter 11 of M&M.





BY MIKE LAFFERTY

SPECIAL THANKS TO BEN ROBBINS OF LAME MAGE

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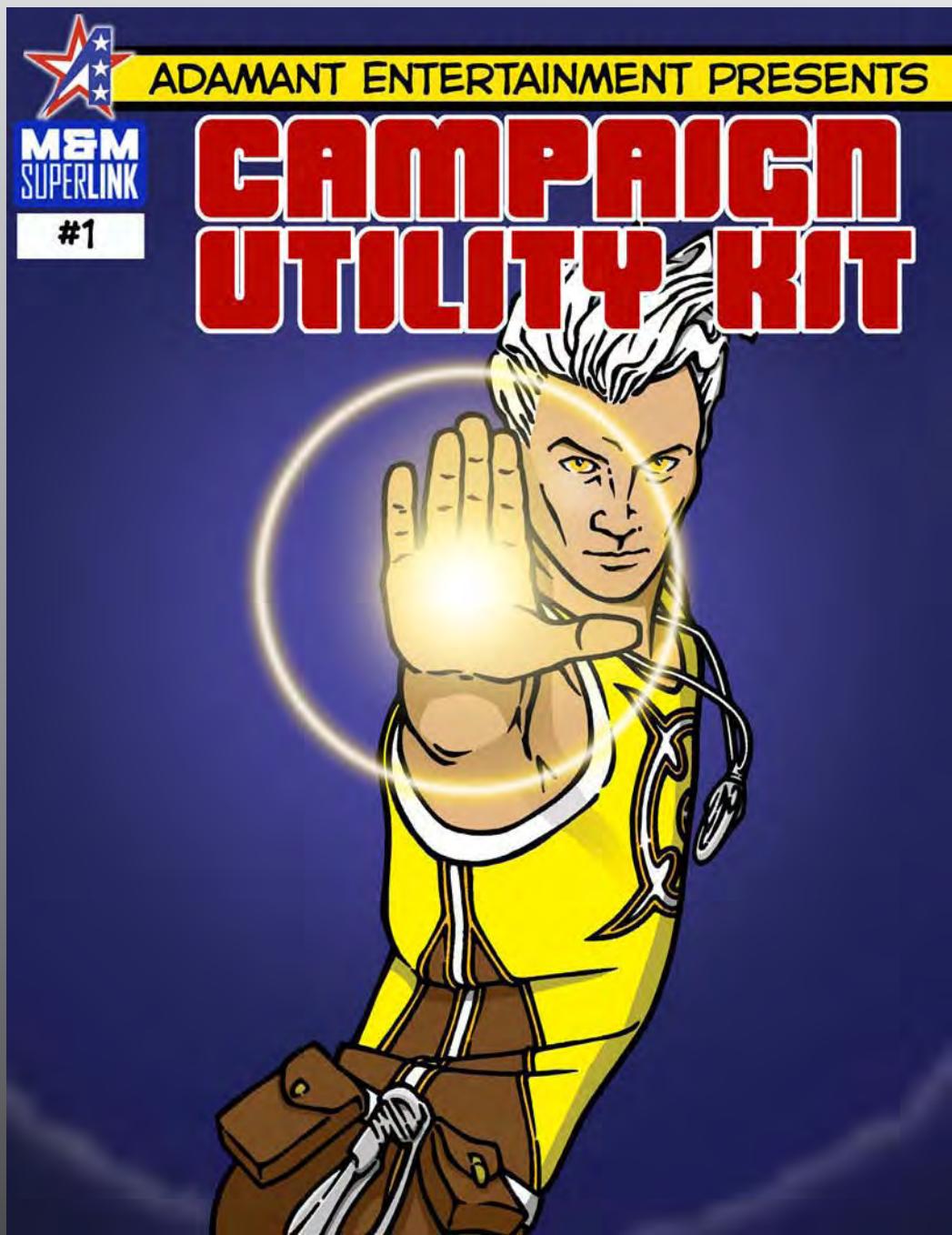
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