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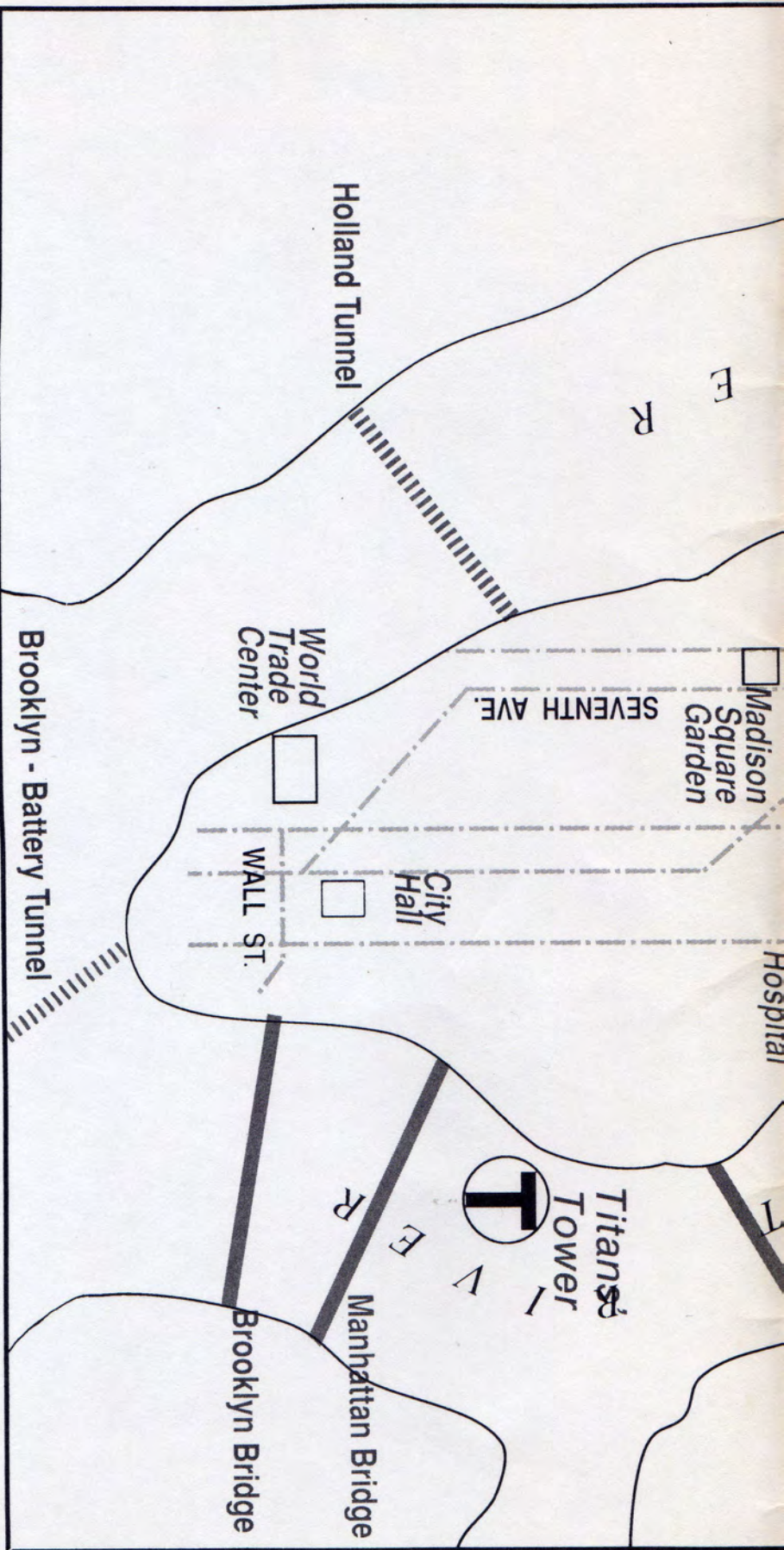
ROLE
PLAYING
MODULE

FLASH™



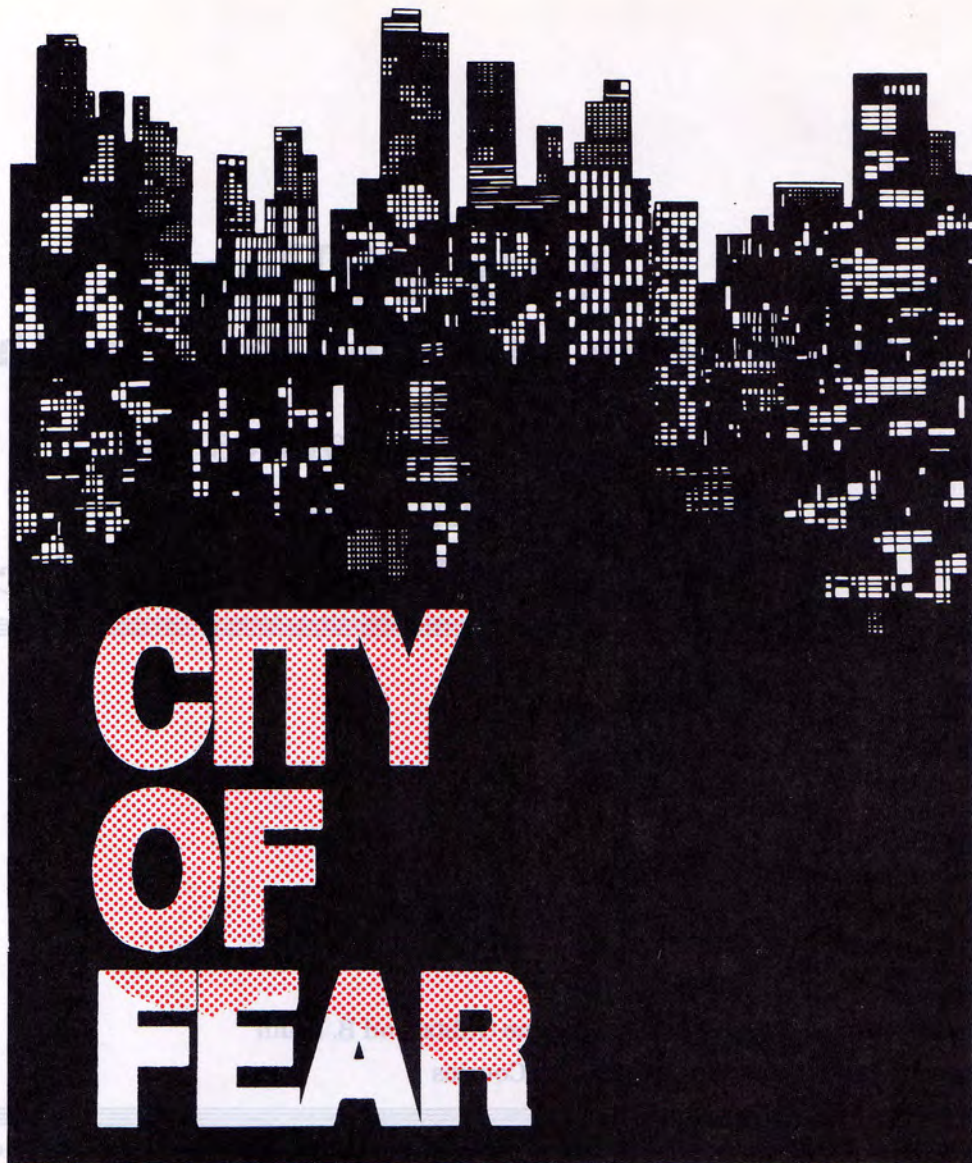
by Scott Jenkins

City of Fear



Manhattan

Player's map



by Scott Jenkins

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City of Fear

A One-On-One Adventure featuring the Flash

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Published by Mayfair Games Inc.

Author: Scott Jenkins
Editor: Jack A. Barker

Cover Art:

Pencils: Greg LaRoque

Inks: Larry Mahlstedt

Colors: Bob LeRose

Interior Art: DC Staff

Maps: David Bromley, G. Scott, and B. Mann

Playtesting and Advice: Kevin Mitchell, Suzanne Gitlitz, and B. Mann

Editor's Thanks To: Gramps, Dee, and Manny Cousins

The Flash, Wally West, Barry Allen, Kid Flash, Vandal Savage, The New Teen Titans, Titans' Tower, Nightwing, Wonder Girl, Starfire, Cyborg, Jeremy Dark, Dark World Enterprises, Crisis On Infinite Earths, The Anti-Monitor, Velocity 9, Brainiac, Scarlet Speedster, The Fastest Man Alive, S.T.A.R. Labs (and any component thereof) are trademarks of DC Comics Inc., used under license by Mayfair Games Inc.



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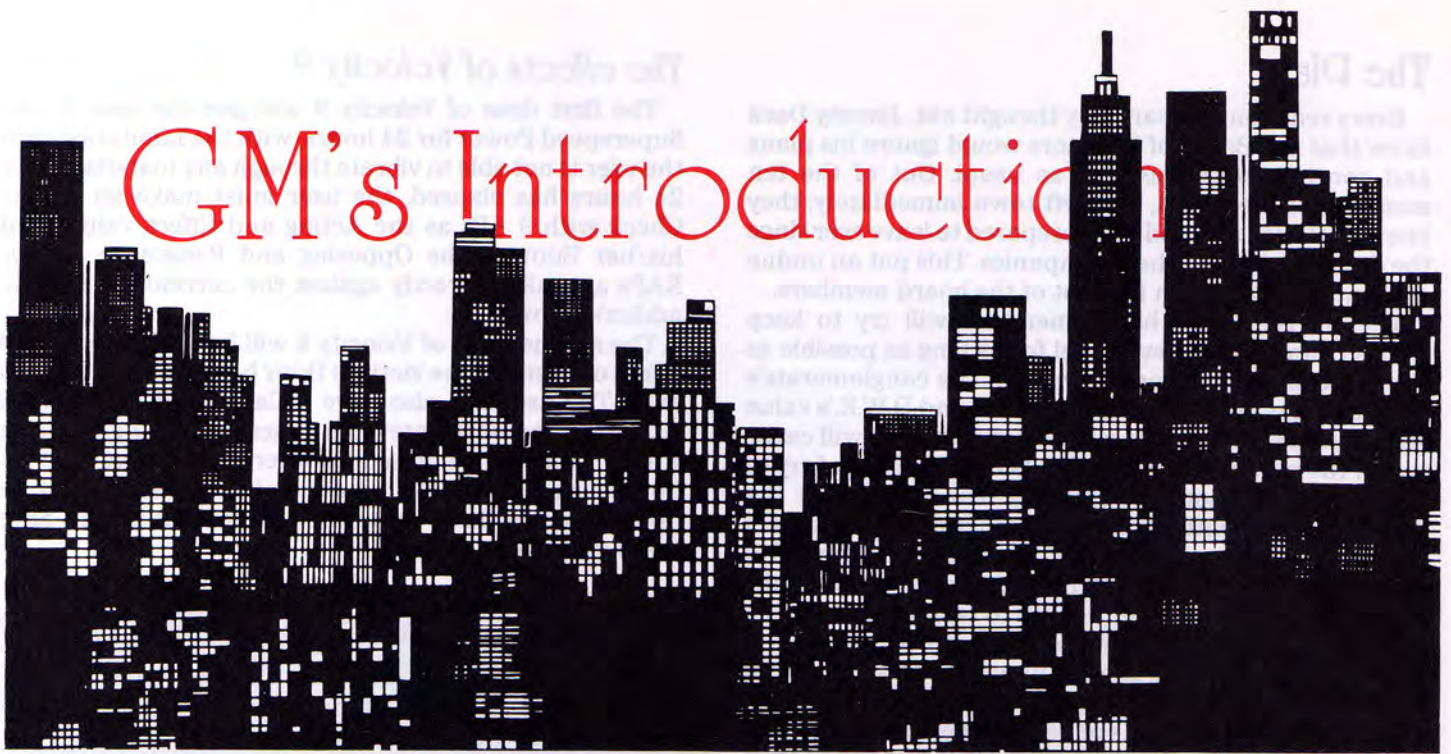
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Manufactured in the United States.

ISBN: 0-912771-91-7

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GM's Introduction

Jeremy Dark

What bothers most people about Jeremy Dark are his eyes. They are too black and too deeply set in his head; other than that, he is perfect. His face is perfect: smooth and chiseled into clean, firm lines that would, on any other face, inspire confidence. When set against his deep, black eyes, however, the face intimidates. His smile is flawless: thin lips pulled back over perfect pearly teeth; but the eyes make it the smile of a madman, of a killer who enjoys his work. He dresses perfectly: three-piece suits hand-tailored and hand-cleaned, ties knotted just right and off by just the right amount, shoes cobbled from the softest and rarest skins, polished with the finest oils and scuffed only where they should be scuffed; the watch is antique, and gold, and rare. His hair is perfect, his manicure, perfect. He has the casual look of success. He is used to being what and who he is, and if it were not for those eyes that pulled you in, and held you, and dissected you bit by bit, tearing you synapse from synapse, fiber from fiber, and quenching themselves on your screams; if it were not for his eyes, you would think that maybe, just maybe, this man had a soul. If you could survive his eyes, you would know the truth.

No one knows if he was the son of a Mr. and Mrs. Dark, or if he took the name himself. No one has gotten close enough to him to ask, and records on him are sketchy at best.

It is a known fact that he is one of the top 100 richest men on Earth, but no one knows his exact worth or rank. He got there by making business decisions that seemed insane, longshots that would never pay off, but did. In hindsight, those decisions were shown to be coldly and carefully calculated. He is young, less than forty, but there are no records to support this. He has been seen with a number of women, but none on a regular basis. None of them has gotten close enough to really know him well.

Dark owns a number of companies under the corporate umbrella of Dark World Enterprises, and he takes a personal interest in all of them. When role-playing Jeremy

Dark, the most important characteristic for the GM to display is Dark's subtle means of manipulation. Dark sees others simply as tools to be used to further his own ends. For Dark, control is power. Despite the wealth he has accumulated through D.W.E., money is only important to him as a measure of his control. Manipulating and controlling is what Jeremy Dark does better than anyone else.

Two days ago, Dark set in motion what was for him the ultimate manipulation. At the weekly meeting of the Board of Directors of D.W.E., Jeremy Dark made a short and simple speech.

"All of you know me as a man who takes chances that some consider insane," he began. "You also know that those chances have always worked out for the best — the evidence of that is your presence here. You are all leaders of men, kings in your industries, the best and the brightest that this nation has to offer.

"I never would have taken any of those chances if my motives were not pure, and if my heart was not absolutely sure of the outcome. However, it was not all in the name of the so-called Almighty Dollar. If that was all there was to life, then what would be the purpose of living?"

"Those chances were not taken to increase your ability to buy shiny new toys, or to surround yourselves with attractive escorts. The reason I have put myself so much at risk is for the single purpose of the great and glorious future that I have planned.

"The second phase of my plan begins with the immediate and total liquidation of Dark World Enterprises, as outlined in the packets in front of you. I'm leaving this task up to you, because I am going underground. I will not explain.

"The only thing that should concern you is the fact that there is no place for any of you in my new regime. You are shallow, materialistic, and you lack the foresight that I need. Most importantly, you do not understand the simple concept of fear. There is no way that you will survive in my new New York. This is your only warning: leave New York. Immediately. It is your only hope."

The Plan

Every reaction was carefully thought out. Jeremy Dark knew that the Board of Directors would ignore his plans and continue with business as usual. Out of the ten members of the Board, four left town immediately: they knew Dark well and had been prepared to leave ever since the day Dark bought their companies. This put an undue amount of pressure on the rest of the board members.

The six remaining board members will try to keep things running on an even keel for as long as possible as things begin to deteriorate: word of the conglomerate's problems has leaked out to the public and D.W.E.'s value will drop as stockholders sell their shares. This will cause two of the remaining Board members to panic, and try to get Dark's attention by spreading fear throughout the city. This will eventually cause another of the remaining six, Adam Trente, publisher of *The New York Herald*, a paper owned by Dark World Enterprises, to try and take over D.W.E., which will set him up to take the fall for the damage that Dark's ultimate plan will cause.

Dark's plan calls for the simultaneous destruction of the major tunnels and bridges of Manhattan Island. In addition to killing millions of people, the devastation will cause a Wall Street panic that Dark intends to use to turn his millions into billions.

The Story

Because of the violence that two members of the Board of Directors will cause, Dark World Enterprises will come under investigation by the Flash. Adam Trente will try to divert the Flash's attention with threats or bribes. During the course of his investigations, the Flash will have the opportunity to learn three apparently unrelated facts:

- that an unusually high number of children have disappeared;
- that crime in the streets has lowered to almost nil;
- and that a shipment of high explosives has been stolen.

Once the Flash is aware of these facts, he should find out that Jeremy Dark has apparently gone insane and plans to destroy the major bridges and tunnels that link Manhattan to the rest of the world, killing many innocent people in the process.

Dark is not insane. His plan is to create a state of emergency in New York that will drive the Stock Market into a major plummet. He plans to buy as much available stock as he can get his hands on while the prices are low. When the "Emergency" is over, and investors realize that they panicked for no reason, they will buy back into the market at prices that Jeremy Dark will dictate, changing him from a multimillionaire to a multibillionaire almost overnight.

Dark is convinced that there is nothing that anyone, hero or fiend, can do to stop this increase in his wealth.

Velocity 9

Velocity 9 is a drug created by Vandal Savage that turns its users into speedsters with powers similar to the Flash's. The problem with the drug is that the users have to take stronger and stronger doses of it, or else their bodies will literally burn up. The addiction to the drug is so powerful that addicts will kill without hesitation or remorse to get it. The fact that it is a Superspeed drug could link its existence to the Flash in the eyes of the media-manipulated public.

The effects of Velocity 9

The first dose of Velocity 9 will give the user 9 APs Superspeed Power for 24 hours, with the Limitation that the user is not able to vibrate through any material. After 24 hours has elapsed, the user must make an Action Check with 9 APs as the Acting and Effect Values and his/her BODY as the Opposing and Resistance Values. RAPs are taken directly against the current level of the addict's BODY.

The second dose of Velocity 9 will have the additional effect of bringing the victim's BODY back up to its normal level. The user will also have a Catastrophic Irrational Attraction to do whatever it takes (including entering Killing Combat) to obtain another dose before that 24 hour period is up. The amount of the dosage must be doubled every three days in order to continue to have these effects on the user.

Rules Recap: Perception Checks

A Perception Check is a roll that is made by the Gamemaster to see if a Character is aware of something going on in the world around him/her.

The character's Acting Value is his/her INT and the Effect Value is his/her WILL. If that which is perceived is an item or Physical Action that is deliberately hidden by a person, the Opposing and Resistance Values are the target's INT and MIND. If that which is perceived is a mood or emotional state, the OV and RV are the target's INFL and AURA.

If the perceived is an event or clue or something which does not fit into the above categories, the OV and RV are taken from the Universal Modifier Table (at GM's discretion).

This is a roll that should be made by the GM in secret and the information should only be given to the Player if the Roll is successful, and according to the RAPs that are received.

A Player may initiate a Perception Check by saying that s/he is on Alert Status, but this can only happen during a situation where the Character would normally be alert, such as during a stakeout.

Hero Points may be added to increase the Character's INT and WILL up to twice the regular value. If nothing happens in that phase, the Hero Points are lost. The RAPs of perception are handled in a similar way to the Interrogation rules, according to the following chart:

RAPs	Information Perceived.
N	Nothing perceived.
1-2	A quick glance; a shadow moving.
3-4	The previous information, and that it is a recognizable shape or movement with direction and a certain distance from the perceiving Character.
5	The above information, and that it is a definite object or event.
6 +	The previous information, and that it is a definite object or event.

These are guidelines to help the GM. If the perceived event is not a motion or shape, but a sound or something felt, tasted, or sensed with mental powers, the information given out is left to the GM's discretion.

Player Character

THE FLASH *alias Wallace West*

DEX: 6 STR: 4 BODY: 4
 INT: 4 WILL: 4 MIND: 6
 INFL: 3 AURA: 3 SPIRIT: 3
 INITIATIVE: 13 (15) HERO POINTS: 40
 METABOLIC POINTS: 25

POWERS:

Superspeed: 8, Force Field: 8 (see following)

SKILLS:

Scientist: 3, Detective: 4,
 Vehicles: 10, Military Science: 3,
 Charisma: 7

EQUIPMENT:

Costume

DEX: 0 STR: 0 BODY: 9
 CHARGES: 25
 COST: 96 HPs + \$1800

Costume Storage Ring

DEX: 0 STR: 0 BODY: 1
 CHARGES: 15
 COST: 168 HPs + \$65K

POWERS:

Shrinking: 12

LIMITATIONS:

Cannot use Superspeed to vibrate through objects
 Top Speed is 10 APs (see following)
 High metabolism (see details following)

CONNECTIONS:

Teen Titans (High), New York Police (High), S.T.A.R. Labs (High), Westchester County Police (High)

MOTIVATION:

Responsibility of Power

WEALTH:

Struggling

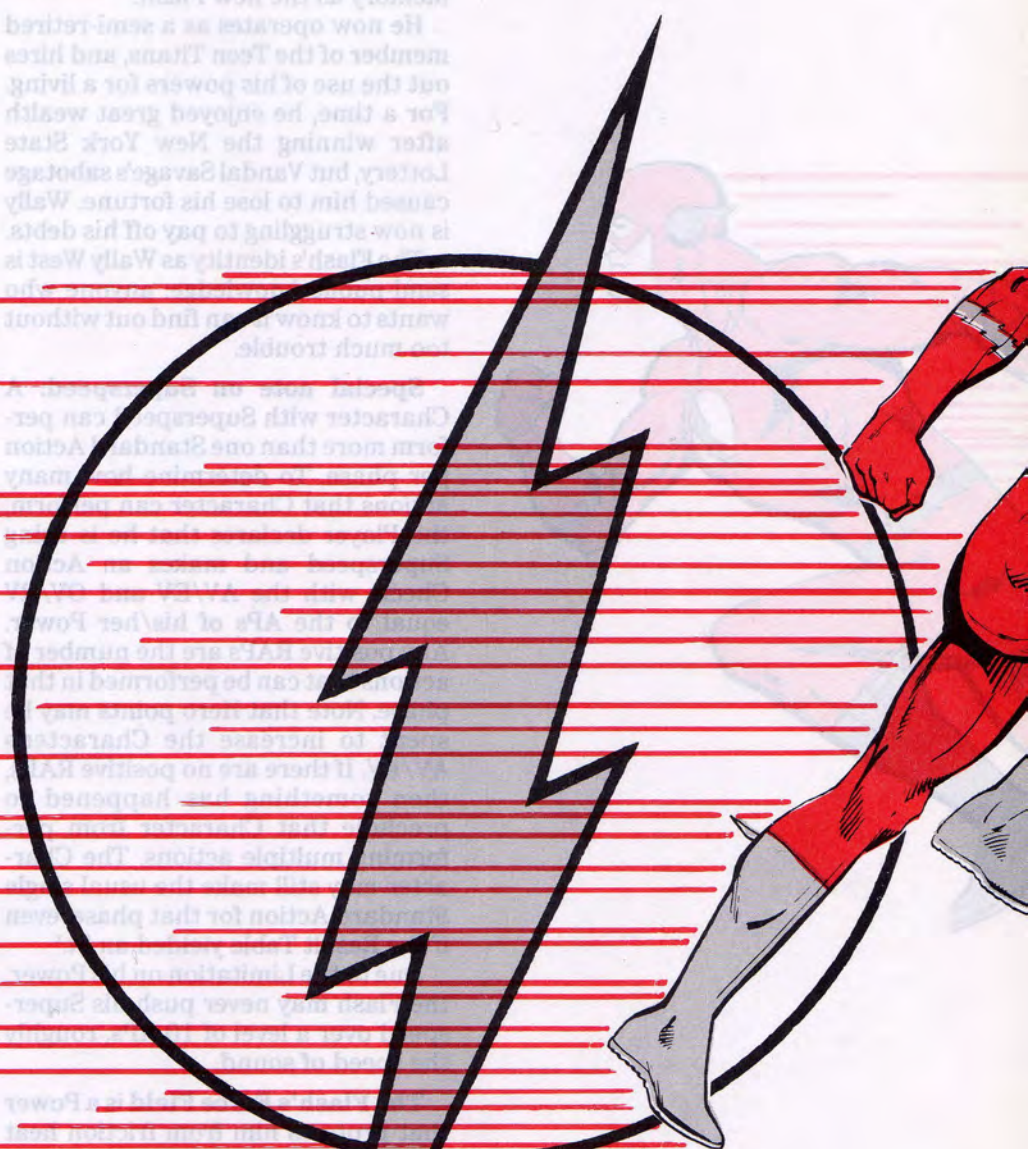
JOB:

Freelance Hero

RACE:

Human

Wally West began his heroic career as the protege of Barry Allen, the original Flash. A victim of the same strange mixture of chemicals that gave Allen his powers, young Wally was also able to control the internal vibrations of his molecules and move at speeds near that of light. He adopted the identity of Kid Flash and served as the Flash's partner for several years.





struck by an energy bolt which altered his metabolism yet again. The deadly side effects of his Superspeed were gone, but his top speed was now reduced to the speed of sound, and he could no longer vibrate his molecules through solid objects. Since Barry Allen had died in the Crisis, Wally decided to carry on his mentor's memory as the new Flash.

He now operates as a semi-retired member of the Teen Titans, and hires out the use of his powers for a living. For a time, he enjoyed great wealth after winning the New York State Lottery, but Vandal Savage's sabotage caused him to lose his fortune. Wally is now struggling to pay off his debts.

The Flash's identity as Wally West is semi-public knowledge: anyone who wants to know it can find out without too much trouble.

Special note on Superspeed: A Character with Superspeed can perform more than one Standard Action per phase. To determine how many actions that Character can perform, the Player declares that he is using Superspeed and makes an Action Check, with the AV/EV and OV/RV equal to the APs of his/her Power. Any positive RAPs are the number of actions that can be performed in that phase. Note that Hero points may be spent to increase the Character's AV/EV. If there are no positive RAPs, then something has happened to preclude that Character from performing multiple actions. The Character may still make the usual single Standard Action for that phase, even if the Result Table yielded an 'N.'

Due to the Limitation on his Power, the Flash may never push his Superspeed over a level of 10 APs, roughly the speed of sound.

The Flash's Force Field is a Power that protects him from friction heat that he generates while running. It cannot be used for anything else. The Force Field can be extended to protect an object or person that the Flash is carrying while he runs, but this kind of use is not automatic. In order to extend the field, he has to make an Action Check with the AV/EV equal to the AP value of the Power, and the OV/RV as the current AP value of the speed he is running. Speed APs in this case are the APs of distance the Flash is traveling per phase, up to a maximum equal to his Superspeed APs. Positive RAPs indicates success. If the Action Check fails, or if the Flash deliberately drops the shield from

any object or person that he is holding while he runs, that thing gets battered by the wind. Treat this as a Physical Attack using the Flash's current speed as the AV/EV, 0 as the OV, and the object or person's BODY as the RV.

The Flash's Metabolism

The Flash has a very rapid metabolism, and will lose the energy to function much quicker than most other heroes. He can regain his strength by eating large meals and by sleeping for long periods of time.

To keep track of his current energy level, a system of Metabolic Points is used. They are gained and lost in the following ways:

- For every 13 APs of time (eight hours) that the Flash is awake, he loses 1 Metabolic Point.
- For each phase that he uses Superspeed, he loses an additional point.
- He can push his Superspeed power to a maximum of 10 APs, but he loses one additional Metabolic Point for each phase that he pushes the Power.
- He can regain Metabolic Points up to a maximum of 30 by sleeping for at least 14 APs of time (twelve hours). This is equivalent to 1 MP per two hours of sleep. The Flash must sleep at least eight hours to regain any MPs. When his MPs fall below a level of 5 or less, the Flash automatically falls asleep for at least twelve hours, so it is in the Player's best interest to make sure the Flash is in a friendly location when he finally does burn out.
- The Flash can gain up to five Metabolic Points by eating a large meal. For every one AP of volume (two cubic feet) of food he eats, he gains one MP. He can do this up to four times a day.
- In times of dire emergency, the Flash has been known to exert himself past the limits his metabolism normally would permit. In this sort of case, the Flash may generate MPs to keep himself going by spending Hero Points at a rate of three HPs for one MP. However, he must go to sleep for at least sixteen hours immediately after exerting himself no matter what his current MP level, and he will regain MPs at only half the regular rates listed previously.

Note: The upper limit of Metabolic Points that the Flash can have is 50. He cannot create more MPs than he is allotted at the beginning of a particular adventure simply by eating and sleeping. Otherwise, he would wind up a fat, lazy hero.

Unfortunately, because he was exposed to the chemical mixture while still undergoing puberty, Wally began to experience severe metabolic problems a few years after gaining his powers. If he had continued using his Superspeed, deadly side effects would have surely killed him.

Wally temporarily abandoned his heroic identity, but selflessly returned to action during the **Crisis on Infinite Earths**. In the final battle against the Anti-Monitor, Kid Flash was

Non-Player Characters

JEREMY DARK

DEX:	4	STR:	3	BODY:	4
INT:	9	WILL:	8	MIND:	9
INFL:	15	AURA:	8	SPIRIT:	14
INITIATIVE:	28 HERO POINTS: 70				

POWERS: **linked*

Hypnosis*: 9, Control: 4

SKILLS: **linked*

Scholar (business, psychology): 4,
Detective: 3, Charisma*: 15

CONNECTIONS:

Dark World Enterprises (High),
Corporate America (High), Inter-
national Finance (High), Trilateral
Comission (High), U. S. Govern-
ment (High), U.S. Military (High),
International Society (High)

MOTIVATION:

Power Lust

WEALTH:

Multi-millionaire

JOB:

Chief Executive Officer of Dark
World Enterprises

RACE:

Human

Jeremy Dark long ago mastered the subtle arts of manipulating and controlling others for his own benefit. Using his abilities, he created Dark World Enterprises, which rapidly became a force to be reckoned with in the world of international finance. Dark is now setting in motion the second phase of his plan, which he is convinced will allow him to amass a fortune so large that it will make D.W.E.'s holdings look like peanuts.

Dark's plan involves the destruction of billions of dollars of property and the sacrifice of many lives. Dark has foreseen the possibility of heroic interference and taken steps that he believes will keep New York's resident heroes occupied while his plan is carried out.

No matter what happens, Dark will never lose his composure. He is supremely confident of his ability to maneuver his way through any situation. For more information about Dark's background, see the **GM's Introduction** at the beginning of this module.



PARKER BLACK

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

SKILLS:

Artist (writer): 4, Charisma: 3,
Detective: 3, Scholar (journalism): 4

EQUIPMENT:

Reporter's Notebook

DEX:	0	STR:	0	BODY:	1
INT:	0	WILL:	0	MIND:	0
PAGES:	30				
COST:	16 HPs + \$80				

POWERS:

Recall: 3

LIMITATIONS:

Power: Recall only works to record
what is written on its pages

CONNECTIONS:

New York Herald (Low), Street
Gangs (Low), New York Govern-
ment (Low), New York Police
(Low)

MOTIVATION:

Upholding the Good

WEALTH:

Comfortable

JOB:

Newspaper Reporter

RACE:

Human

Parker Black is a newspaper report-
er who cares about his job and the
city that he writes about. Sometimes
he cares too much, bringing him into
conflict with his bosses over how
close he gets to a story. When this
happens, he is usually assigned to
another beat. Black is currently work-
ing the police blotter, a.k.a. the city
crime beat.

LORI SANDERS

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

SKILLS:

Scholar (business, clerical): 3,
Charisma/Persuasion: 4, Vehicles/
Land: 2, Acrobatics/Aerobics: 3,
Thief/Forgery: 3

CONNECTIONS:

Dark World Enterprises (High),
New York Health Club (Low)

MOTIVATION:

Mercenary

WEALTH:

Comfortable

JOB:

Jeremy Dark's personal secretary

RACE:

Human

Jeremy Dark interviewed hundreds of applicants before hiring Lori Sanders as his personal secretary. She is extremely competent at her job, and has helped Dark fine tune certain elements of his plan. In fact, she has learned so much that Dark now considers her a liability, and so will have no qualms about sacrificing her to keep the Flash off his trail.

ADAM TRENTE					
DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	4	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	8		HERO POINTS:		30

SKILLS:

Charisma: 3, Scholar (journalism): 4

CONNECTIONS:

New York Herald (High), New York Government (High), New York Society (High), New York Archdiocese (High), New York City Police (High), The Mafia (High), U.S. Government (High), U.S. Military (High), S.T.A.R. Labs (High)

MOTIVATION:

Greed

WEALTH:

Multimillionaire

JOB:

Newspaper publisher;
Head of Information Services,
Dark World Enterprises

RACE:

Human

Adam Trente is comfortable with power. Using his influence, he can get anything he wants. With a phone call he can find out intimate details of anyone's life, and if he so chooses, he can publish that information. He is fully aware of the extents and limits of his power, and as such he is willing to "play the game" within those limits. However, if a situation arises where he would benefit from pushing the limits of what he is allowed to do, he has no compunctions about doing so.

He has his own information network, separate from Jeremy Dark's, and if there is anything Trente wants to know, his sources will uncover it within 48 hours. His confidence in the efficiency of his network allows him to say on any subject, "I'll give you an answer in 48 hours." To date, Trente has never missed a deadline.

STANLEY HUTTON					
DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	4	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	8		HERO POINTS:		8

SKILLS:

Detective/Law: 4, Charisma: 5,
Weaponry: 5

EQUIPMENT:

Uzi Machine Gun					
DEX:	0	STR:	0	BODY:	1
INITIATIVE:	0		HERO POINTS:		0
CHARGES:	22				
COST:	55 HPs + \$700				

POWERS:

Projectile Weapons: 6

CONNECTIONS:

American Bar Association (High),
U.S. Government (Low), Dark World
Enterprises (High)

MOTIVATION:

Power Lust (Psychopath)

WEALTH:

Multimillionaire

JOB:

President, Hutton, Dewey & Howe;
Legal Consultant, Dark World
Enterprises

RACE:

Human

Stanley Hutton is a successful lawyer who wins most of his cases because of the simple fact that he does not like losing. He finds and uses information that, in most cases, makes the people he is up against prefer to settle out of court, whether they were at fault or not. He clawed his way to the top of his profession and wondered if there was anywhere else to go when Jeremy Dark contacted him.

Dark opened up a new world to him. He showed Hutton the manipulations and machinations that were behind Dark World Enterprises. Dark then used Hutton to perform a series of vicious, brutal take overs that left a number of people literally out in the cold. Hutton had done things that were legal but immoral before, but never on this scale. For instance,

there was a grain embargo, seemingly engineered by Spotswoode Mills, that caused millions of deaths in small countries. Hutton knew the truth: it was Dark's doing. Dark then bought Spotswoode Mills, replaced their executives with his and opened his arms to the world.

Slowly, Hutton began losing control, losing the urge to think for himself, doing what Dark told him to do and nothing else. There was publicity and recognition for his "hard-nosed legal style," but there were also deaths on his hands.

One day, Hutton went to his office and Jeremy Dark was there.

"Sign here, and here, and here," Dark said. "You are now the head of the legal arm of Dark World Enterprises. I've bought you out."

HARRISON UPJOHN					
DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	4	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	8		HERO POINTS:		8

SKILLS:

Charisma: 3, Weaponry: 4,
Scholar (business): 4

CONNECTIONS:

National Association of Securities
Dealers (High), U.S. Government
(Low), Wall Street (High), Dark
World Enterprises (High)

MOTIVATION:

Greed (Psychopath)

WEALTH:

Millionaire

JOB:

President, Upjohn, Inc.

RACE:

Human

Harrison Upjohn took two years off between college graduation and beginning business school to work as a stock broker. He made enough money to pay his bills, but also learned that the really big money was to be found further up the investment line. He pursued his business school studies with a vengeance, and after getting an M.B.A. with honors, he burst onto the financial scene with enough contacts and background to land a job as an investment banker. He rode the economic wave to fortune and finally decided to open up his own investment houses that made it easy and convenient for consumers to invest.

Then the calls began. These anonymous calls gave Upjohn advice that

seemed insane, but inevitably proved themselves true. There were whispered conversations in gentlemen's clubs, and soon hundreds of thousands of dollars were invested. Upjohn's customers made millions of dollars in a few short weeks, and the authorities wondered how Upjohn knew what to do. Just as indictments were about to be issued, Jeremy Dark came in like a knight in shining armor, and saved Upjohn, Inc. Then he bought it.

Harrison Upjohn never discovered the source of those mysterious calls.



MICHAEL DONOVAN

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

SKILLS:

Weaponry: 4, Charisma: 3, Scholar (engineering): 4

CONNECTIONS:

OPEC (High), U.S. Government (Low), National Rifle Association (High), Dark World Enterprises (High)

MOTIVATION:

Greed

WEALTH:

Millionaire

JOB:

President, Texahoma Oil

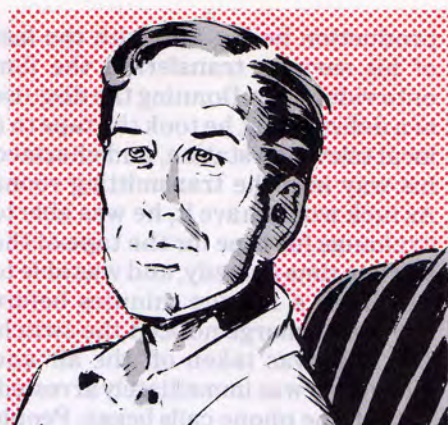
RACE:

Human

Michael Donovan had a great idea in 1982. At that time, the price of oil was dropping worldwide because of the great supply that had been "found" after the energy crunch of the mid-seventies. The falling prices were starting to cut deeply into the profits of the wildcat drillers in the American Southwest. It came to a point where, despite the fact that they had wells with oil in them, it was costing the drillers more to pump and refine the oil than they were getting from selling it.

Donovan thought that a good well was still a good well, and was not something that you came across every day. So he scraped up all the cash that he could come across and started buying wells. He figured that he could find someone who could afford to pump and refine the oil, and he would take the profit. Working with the lowest bidders, he was able to make a decent living for himself.

Jeremy Dark contacted Donovan and showed him that there were people who were willing to pay him



even more to leave the oil in the ground so that he wouldn't drive their prices lower.

Donovan took their money and continued to buy more oil wells, soon becoming the nation's largest "invisible" oil company.

Jeremy Dark became his partner and took over the company within six months, making Texahoma Oil a subsidiary of Dark World Enterprises.

JONATHAN LAU

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

SKILLS:

Scientist: 4, Charisma: 3, Martial Artist: 4, Gadgetry: 3

CONNECTIONS:

Japanese Royalty (Low), Pentagon (High), S.T.A.R. Labs (High), Dark World Enterprises (High)

MOTIVATION:

Upholding the Good

WEALTH:

Multimillionaire

JOB:

President, Sonimoto Electronics

RACE:

Human

Jonathan Lau is one of the world's top men in the electronics industry. He began his career in a small electronics shop in Okinawa, where he perfected a few basic patents for high-density microchips. Realizing that he could make more in marketing high tech consumer products than he could with pure research projects, he hired top M.B.A.s and salesmen to work with him, creating a new line of products based on his patents. He was approached by Jeremy Dark a few years later, and Dark showed him how the same products could be sold to the military at twenty to thirty times the unit price that civilian consumers would pay. The same products could then be brought to the consumer two years later for the suggested retail price.

Dark formed a partnership with Lau, then took over the operation six months later, under the umbrella of Dark World Enterprises.

JAMES SILVERSTEIN

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

SKILLS:

Artist (filmmaker): 4, Scholar (filmmaking): 3, Charisma: 6

CONNECTIONS:

Hollywood (High), Dark World Enterprises (High), S.T.A.R. Labs (High)

MOTIVATION:

Upholding the Good

WEALTH:

Millionaire

JOB:

Movie Director; President, Sunrise Entertainment

RACE:

Human

James Silverstein left home after finishing high school and went to California to try his luck as a film director. After a few months of showing his 16mm films to anyone who would watch them, he realized that no one wanted to commit a film project to a seventeen-year-old, no matter how good he was.

Being seventeen, he figured that he had nothing to lose except his job, and he was tired of asking people if they would have fries with their order. He took his films to a video

production house, and with the last of his savings, transferred the film onto video tape. Donning the disguise of a delivery boy, he took the tape to a local television station, and charmed his way into the transmitting room. As luck would have it, he was able to exchange his tape for the tape of the a prime time comedy, and was able to run it for a full ten minutes before anyone in charge noticed the switch. The tape was taken off the air and Silverstein was immediately arrested.

Then the phone calls began. People who had seen the first ten minutes of the show wanted to see the rest of it. The news spread by word of mouth, then by the eleven o'clock news, then by the networks. The television station decided not to press charges, ran the film, and when it had such good ratings, they gave Silverstein a paid college scholarship to the film school of his choice. After graduating from UCLA, he enjoyed a seven year contract in program development for the very network he had "invaded."

When Silverstein's contract with the network was up, he went to the major studios and began directing in quick succession, six of the top ten grossing films of all time. He then became a film producer, and for a while, he was happy. When he ached to get behind the camera again, Jeremy Dark contacted him. Dark set up a private production company for him and Silverstein once again directed films, this time under Dark's supervision.

Hell's Underground *gang members*

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

SKILLS:

Martial Artist: 4, Weaponry (Firearms/Melee Weapons): 3

EQUIPMENT: *(varies by individual)*

Switchblade

DEX:	0	STR:	0	BODY:	1
INITIATIVE:	0 HERO POINTS: 0				
CHARGES:	N/A				
COST:	25 HPs + \$60				

POWERS:

Claws: 2

Saturday Night Special

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

POWERS:

Projectile Weapons: 3

Nunchuks

DEX:	0	STR:	4	BODY:	1
INITIATIVE:	0 HERO POINTS: 0				
CHARGES:	N.A.				
COST:	28 HPs + \$250				

LIMITATIONS:

Minor Fear of Authority

CONNECTIONS:

Street Gangs (High)

MOTIVATION:

Thrill Seekers

WEALTH:

Struggling

JOB:

Mostly unemployed; some members have menial jobs

RACE:

Human

Hell's Underground is a street gang comprised of youths from the New York City slums. They are extremely distrustful of police or any other authority figures. They make their headquarters in the tunnels underneath Manhattan and have been recruited by Jeremy Dark to assist him in his plan to destroy Manhattan's bridges and tunnels. Several members of the gang have been befriended by reporter Parker Black, but they only trust him so much.

National Guardsmen

DEX:	3	STR:	3	BODY:	3
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	7 (10) HERO POINTS: 15				

SKILLS:

Martial Artist: 3, Vehicles: 2, Medicine (First Aid): 2, Military Science: 2, Weaponry (Melee Weapons): 2, Weaponry (Firearms/Heavy Weapons): 3

EQUIPMENT: *(varies by individual)*

Automatic Rifle

DEX:	0	STR:	0	BODY:	1
INITIATIVE:	0 HERO POINTS: 0				
CHARGES:	22				
COST:	55 HPs + \$700				

POWERS:

Projectile Weapons: 6

Bazooka

DEX:	0	STR:	0	BODY:	1
INITIATIVE:	0 HERO POINTS: 0				
CHARGES:	1				
COST:	125 HPs + \$3000				

POWERS:

Projectile Weapons: 8, Bomb: 6

Tear Gas Grenades

DEX:	0	STR:	0	BODY:	1
INITIATIVE:	0 HERO POINTS: 0				
CHARGES:	1				
COST:	16 HPs + \$80				

POWERS:

Fog: 3

.45 Pistol

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

POWERS:

Projectile Weapons: 4

Jeep

DEX:	0	STR:	8	BODY:	6
INITIATIVE:	0 HERO POINTS: 0				
CHARGES:	40				
COST:	248 HPs + \$5800				

POWERS:

Glow: 6, Running: 7, Skin Armor: 2

Personnel Carrier Truck

DEX:	0	STR:	7	BODY:	7
INITIATIVE:	0 HERO POINTS: 0				
CHARGES:	40				
COST:	215 HPs + \$2600				

POWERS:

Glow: 6, Running: 6

CONNECTIONS:

National Guard (High), U.S. Military (Low)

MOTIVATION:

Patriotism

WEALTH:

Comfortable

JOB:

Soldier

RACE:

Human

When Dark's plan starts to "hit the fan," the New York authorities will call in the National Guard to restore order. The Flash may encounter them, in which case they have orders to detain him for questioning. If he offers resistance, they will open fire on him.

The Encounters

1 SHOT IN THE DARK

Setup

At any moment throughout the day, there are at least half a million people riding on the subways of New York City. During the morning rush hour, that number is quadrupled. During the peak of the morning rush hour, Stanley Hutton ambled to the end of the 42nd Street/Times Square subway platform and stepped off, unnoticed by any other commuters. Staying to the side of the tunnel, he strolled to a point where he could see the trains entering and leaving the station, and he picked a spot where searchers would have to deliberately look to find him. He chose an escape route that would bring him back to the platform where he could melt into the crowd.

Then he felt it: a rumbling that almost shook him off his feet and turned into a roar that almost deafened him. Two trains were coming: forty tons each of gleaming steel and graffiti, plastic and grime, each packed with hundreds of commuters. Stanley Hutton smiled, and reached beneath his camel-hair topcoat. He pulled an Uzi from the shoulder holster and opened fire on the trains.

The adventure begins when the Flash notices the crowds of panicking commuters fleeing from the subway station. Hutton's mind has snapped, and he is trying to prove to Jeremy Dark that he can generate fear. The Flash will have the double chore of protecting the terrified subway passengers and stopping Hutton's shooting spree.

Player Information

It's Thursday morning, and you are running south along Broadway at a leisurely 250 miles per hour. The people all seem frozen as you dodge, sidestep and leap over the congestion that is New York City. At 42nd Street, you see a panicked mob pouring out of the all of the Times Square stations at once, while policemen, reporters from the papers and network news crews try to fight their way down.

GM Information

Stanley Hutton is shooting at the trains. Injuries to the passengers will not be too serious, as standing on the tracks next to the train, Stanley Hutton has to shoot almost straight up to hit the windows. Most of the damage that occurs is from the sprayed glass and the panic.

Read to the Player after the Flash has entered the subway station: *One train has pulled into the station and*

the panicked mob is pouring out of the train, through the station and into the streets. Positive RAPs on a Perception Check (OV/RV: 3/3) will allow the Flash to overhear someone in the crowd shout, "Help! There's a maniac down there shooting at the trains!"

A train will pass Hutton every eight phases, as the snap decision is made not to keep any trains in the tunnel while they are being shot at. After three trains have passed, the tunnels will be clear and no further trains will come through. At this point, Hutton will discard his gun and attempt to escape by mingling with the crowd. Between each train, roll one die to determine the number of incidents that will happen between the Flash and the train. After the number of incidents has been determined, roll two dice to determine each incident on the following table. Reroll any duplicate results. The Flash should try to get these people to safety before pursuing Hutton, and in some cases it will take two phases. The letters preceding each incident refer to the locations of the victims on the Subway Station Map on page 11.

Subway Incidents

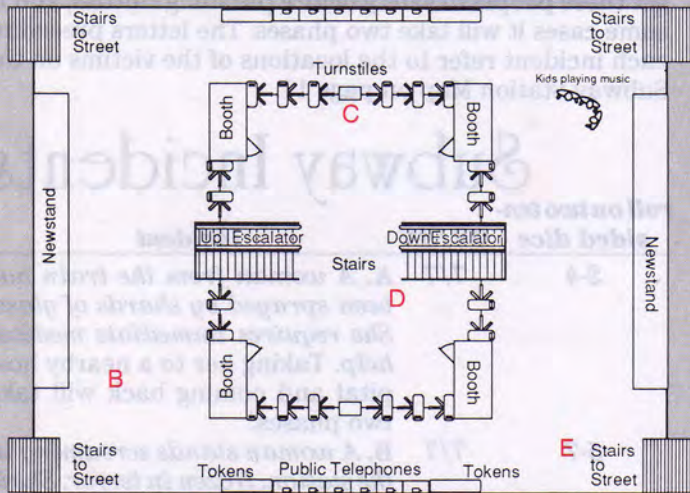
roll on two ten-sided dice	OV/RV	Incident
2-4	7/7	A. A woman from the train has been sprayed by shards of glass. She requires immediate medical help. Taking her to a nearby hospital and coming back will take two phases.
5-7	7/7	B. A woman stands screaming in the station, frozen in terror. She is going into shock. She needs immediate medical attention. Taking her to the hospital and returning will take two phases.
8-9	8/8	C. A man is being crushed against the gate by the mob. Carrying him to safety will take one phase.
10	6/6	D. An old woman faints. She will be trampled if she is not moved to safety. Taking her to a safe place will take one phase.
11	5/5	E. A young woman falls; she is about to be trampled. Picking her up and moving her to safety will require one phase.
12	8/8	F. A man was bumped onto the tracks. If this is a phase when a train is passing, a train is bearing down on him. If this is not a train passing phase, he groggily reaches for the electrified rail for support. Getting him off the tracks to safety will take one phase.

continued on next page

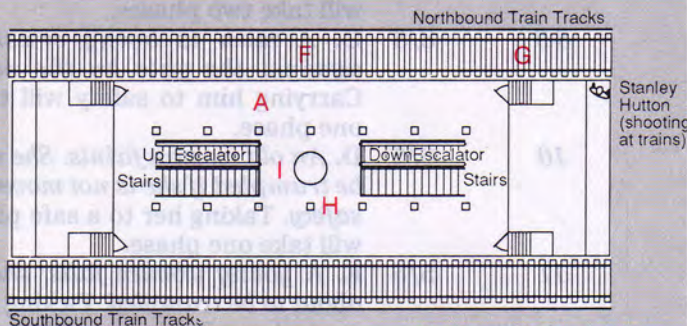
Subway

- 13-15 6/6 **G.** A teenager leaps onto the tracks and heads for the tunnel. He will be shot if he isn't stopped. Pulling him back to the safety of the platform will take one phase.
- 16-18 6/6 **H.** A man is slammed into a steel beam by the tide of people. His head is bleeding. He needs immediate medical attention. Carrying him to a nearby emergency room and running back to the station will require two phases.
- 19-20 7/7 **I.** A young boy from the train has been shot. He has dragged himself onto the platform and needs immediate hospitalization. Taking him to a nearby emergency room and coming back will take two phases.

SIDE VIEW



STATION



PLATFORM

The Flash's objective in this encounter is to reach the tunnels and stop the shootings before any more trains enter the station. Once the Flash is able to reach the tunnels, he should be able to easily find and disarm Stanley Hutton. As Hutton shoots, he will shout: *"Dark! I'm looking for you, Dark! Can't you see me? I want to join you! Take me with you!"*

Immediately after the Flash captures Hutton, there will be a mob of reporters wanting to question the hero. They will ask him things like, *"Who is this guy?"* and *"Why was he shooting at the trains?"* The Flash should not be able to answer any of the questions, but the Player may try to make something up.

A simple Perception Check (OV/RV: 2/2) will let the Flash notice that: *One of the reporters, a man with hair that looks like the frayed end of a rope, is hanging back from the crowd of newsmen. He is not interested in you, but rather, is looking at a group of kids that are playing makeshift instruments for money that people are throwing in a cup. He tosses them a bill that is so large that the kids stop playing and look at him in surprise. One pockets the bill, says "Thanks," and they continue playing.*

The police will approach the Flash and take Hutton away. Roll a Perception Check (OV/RV: 4/4). If there are any positive RAPs, the Flash notices that the kids who were playing the music are gone.

One of the policemen will walk up to the Flash and speak to him. Read the following to the Player:

"Flash, we're glad you're here. We just got an anonymous tip about a dangerous situation down in the Wall Street area. It seems some nut planted a bomb around there somewhere, and it's set to go off at the last tolling of Trinity Church's nine o'clock bell. We have no idea where it is or what to do, and we only have three minutes left. You're the only one who can do something about it. Please help us."

Play proceeds with **Encounter Two: The Market Bomb.**

Troubleshooting

The Flash should try to save the people in the train station, but if there are too many rescue situations between him and Stanley Hutton, he may have to make the decision whether or not it makes more sense to find the man shooting at the trains.

2

THE MARKET BOMB

Setup

This encounter should occur immediately after **Encounter One**. The Perception Checks in this Encounter should be rolled by the Player, as s/he should be on Alert Status. Hero Points may be spent by the Player to increase the Flash's chances of a successful Perception Check.

The street map of the Wall Street area should be used by the Player and the GM so that they will both know where they are. The fastest way for the Flash to get to the Wall Street trouble area is to run straight down Broadway from 42nd Street.

The Flash, running at Superspeed, will have time to look through all the streets, but will only have time to stop for a bomb or body search three times.

Player Information

You head south at top speed towards Wall Street. You are at the corner of Wall Street and Broadway almost before you realize it. You have no idea where the bomb is or who planted it. Your only hope is to try and find the bomb or the bomber. The Trinity Church bell begins to ring. There are only seconds left!

GM Information

The bell of Trinity Church will begin to ring just as the Flash hits the corner of Wall Street and Broadway. Time

will seem to stop as the Flash can get to any point in the area as the bell rings. When he stops to take any sort of action, each stop will take one phase (the equivalent of three gongs).

This means that the Flash can only stop three times to confront suspects. Make sure that the Player realizes this before beginning the Encounter.

The OV/RV for any Perception Checks done in this area is 4/4. The Perception Checks are made as the Flash runs and are subject to the normal rules of time. The Flash can declare that he is making a Perception Check as he reaches each street, but if he continues moving without making any decisions, the church bell will ring once after every fourth check while he runs. For information about what the Flash perceives, see the following table.

2 RAPs or Less: *You see a myriad of people, mostly men in dark grey suits and khaki or camel hair overcoats. The others include women, some brightly dressed, some in business suits; other men, younger and older, dressed in jeans or chinos and work jackets, delivering coffee, delivering packets, washing windows; homeless people, dressed in filthy, rancid rags, shaking plastic cups for a gift of loose change.*

3 RAPs or More: Depending on which street the Flash is on, the GM cross-references which gong the bell is on and gives the information to the Player according to the following chart. This is done by first reading the letter description of the suspect(s) perceived to the Player, followed by the corresponding information for the current ring of the bell. There are five possible suspects, but only one (labeled "A") is the bomber the Flash is searching for. If the Flash stops to confront a suspect, read the appropriate section following the perception descriptions.

Suspect A

GM Only: This is Harrison Upjohn, head of Research for Dark World Enterprises. He has just set a bomb to destroy

Perception Check Information Table

Gong of the Bell at Trinity Church (check three boxes each time the Flash stops)

Street	1	2	3	4	5	6	7	8	9
Trinity Place	B	*	*	*	*	*	*	*	*
Broadway	A,C,D,E	C,D	C,D	C,D	C,B	C,B	C,B	B	B
Liberty Street	*	*	*	*	*	*	D,E	*	*
Exchange Place	*	*	*	A	A	A	B	B	*
Pine Street	*	D	*	C,E	C	C	*	*	*
Wall Street	A,C,D,E	A,C,E	A,C,E	*	*	*	*	*	*
Cedar Street	*	*	D	D	D,E	D,E	C	C	C
Rector Street	B	B	B	B	B	*	*	*	*
Beaver Street	*	*	*	*	*	*	*	*	A
Broad Street	*	*	*	*	*	A	A	A	A
Nassau Street	*	*	E	E	A,E	D,E	D,E	D,E	D,E
Maiden Street	*	*	*	*	*	*	*	*	D,E
New Street	*	*	A	A	*	*	*	*	*

* No special information. No one stands out in the crowd. Read the description for 2 RAPs given previously.

the scaffolding and renovation work of the building at the corner of Wall Street and Broadway. He has calculated that the blast will send a maximum amount of shrapnel and debris flying through the area, stopping traffic and disrupting one of the most important intersections in the world.

You see a finely dressed man in a dark grey pinstriped suit. He has jet black hair and greying temples.

Bell One: *Turning the corner of Broadway and Wall Street, he strides east with a look of determination on his face. Hanging on a leather strap over his shoulder is a canvas bag.*

Bell Two: *He quickens his pace heading east along Wall Street. He unshoulders a canvas bag and carries it by the handles.*

Bell Three: *He turns right on New Street, and trots south. He swings a canvas bag by its leather straps to avoid hitting a man in a grey suit.*

Bell Four: *He breaks into a run, heading south on New Street towards Exchange. He clutches a canvas bag under his arm like a football.*

Bell Five: *He hits the corner of Exchange and Nassau at top speed, clutching a canvas bag under his arm like a football. A car screeches and swerves to avoid slamming into him. He steps and waits, steps and waits, trying to cross the street.*

Bell Six: *Running flat out and sweating, he makes it across Exchange Street to the corner of Exchange and Nassau where Nassau veers off into Broad Street. He wipes at his forehead with the sleeve of his Ralph Laurent suitcoat and tosses aside a canvas bag to give his arms greater freedom for running.*

Bell Seven: *He is running, wild eyed, at top speed down Broad Street. He tears at his suitcoat, trying to shake it off without stopping.*

Bell Eight: *He is running as fast as he can down Broad Street. He's tearing at his suitcoat: it's slowing him down. Most of it is off; he's trying to shake it off his left arm.*

Bell Nine: *At the corner of Broad Street and Beaver he clutches a lamppost and collapses, gasping for air. His jacket hangs, pulled inside out, on one sleeve. In the distance, an explosion rips through the air.*

Stopping Suspect A

At Bell 1: There is enough time to search the immediate area, find the bomb, have Upjohn turn off the timing mechanism (Persuasion roll OV/RV: 3/3) and turn him over to the police.

From Bell 2 to Bell 4: If the Player does not remember details, the Flash can remember (by doing an Action Check against his own memory; OV/RV: 2/2 against his Mental stats; any positive RAPs means success) that he first saw this man on the corner of Wall Street and Broadway. The Flash will have enough time to go back, and attempt to use his Military Science Skill (OV/RV: 4/4) to dismantle it, or run with it to the river and throw it in so the explosion won't hurt anyone. He will know where the bomb is because of the efforts of a policeman who witnessed the planting of the bomb and it trying to clear the area. His partner chased after the man who planted the bomb (the man the Flash just captured).

From Bell 5 to Bell 8: The Flash can make an Action Check against his own memory (OV/RV: 4/4 against his

Mental stats). Any positive RAPs will remind him that he first saw this man on the corner of Wall Street and Broadway. The Flash will have enough time to go back and run the bomb to the river and throw it in, where the explosion won't hurt anyone. He will see where the bomb is due to the efforts of a policeman who saw Upjohn plant the bomb, and is attempting to clear pedestrians out of the area. His partner chased after the man who planted the bomb (the man whom the Flash has just apprehended).

Bell 9: The explosion occurs. The police converge at the scene of the explosion to handle any injuries and soothe any panicked people. A policeman runs up to the corner of Beaver and Broad and identifies the gasping man as the person he saw planting the bomb. The policeman's partner was able to clear most of the passersby from the area of the blast, so there were not too many injuries.

Suspect B

GM Only: This man is not the bomber. He is running in an attempt to get to work on time.

You see a short, olive-skinned man with greasy hair. He is wearing a black army coat and is running at top speed.

Bell One: *He crosses over Trinity Street onto Rector.*

Bell Two: *He is almost graceful as he dodges and weaves his way through the human traffic that is walking against him down Rector Street.*

Bell Three: *He almost slams into a policeman as he tears his way down Rector. "Sorry," he mumbles almost inaudibly, then curses under his breath as he continues.*

Bell Four: *He looks in the direction of the church bells, and continues down Rector at top speed.*

Bell Five: *He rounds the corner of Rector and Broadway and slams into a line of people at a coffee truck. He scrambles to his feet and calls them exactly what they are calling him, and moves on.*

Bell Six: *He pushes and shoves his way north on Broadway. It is difficult: the sidewalk is packed with people. He steps into the street: there are less people there, making it easier to run. A yellow cab nearly misses him. He is back on the sidewalks.*

Bell Seven: *The Don't Walk sign is flashing at the corner of Broadway and Exchange. He hits the curb just as the lights turn red, and is right in the middle of the street as a fleet of taxis scream towards him and swoop past.*

Bell Eight: *Well, not at top speed. At the moment, he is bobbing and weaving, but basically standing in the same space as dozens of automobiles swish past him on both sides, forcing him to stay in the middle of the street. Then he sees his chance: a cab slows to let out a customer. He dives for the safety of the curb and heads down Broadway at top speed.*

Bell Nine: *He pounds his way down Broadway and makes a sharp left into an office supply store. "Hi, boss!" he says with the last of his breath, maybe a little too loudly for the space of the small store. "Boy! Don'tcha just love that church bell? It tells you when it's exactly nine o'—" The explosion of the bomb at the corner of Wall Street and Broadway slams through the air.*

Stopping Suspect B

Bell One to Three: *"Hey!" he says. "I thought you was a hero! I thought you was one of them guys who*

was supposed to do good stuff for people. Now here you are, in your stupid red suit, stoppin' me from goin' to work, and I'm gonna get fired. Why don't you go and save the universe or something?"

Bell Four to Eight: "Hey!" he says. "What're you doing? I thought you was one of those guys who does good stuff for people. You're stoppin' me from goin' to work, and are gonna get me fired. Why don't you go save the world or something?"

Bell Nine: "Hey!" he says. "What d'you think you're doing? I thought you was one of those hero guys. You and your stupid little red suit are stoppin' me from goin' to work, and I'm gonna get fired. Why don't you—" The explosion of the bomb at the corner of Wall Street and Broadway slams through the air. You never get to hear the rest of the man's suggestion.

If this happens, see **Troubleshooting**.

Suspect C

GM Only: This is not the person the Flash is looking for. Two teenagers (Suspects D and E) are playing a prank on him.

You see a large, bearded man, with thinning, sandy blond hair. He is wearing a grey suit and a yellow tie.

Bell One: Two teenagers bump into him, then apologize. They brush him off, straighten his lapels and take off at top speed in two different directions.

Bell Two: He looks at two teenagers who, after bumping into him, have run off in two separate directions. He has a puzzled look on his face. He checks his pockets and his face pales. Then his face turns red.

Bell Three: He looks up Broadway, then down Wall Street. He hesitates, then plows through the crowd, going north on Broadway.

Bell Four: He lumbers north up Broadway. He bumps into a man at the corner of Broadway and Pine and curses as the lights change. Dozens of automobiles zoom across the intersection.

Bell Five: "I see you," he bellows at a teenager. "I know who you are. I'll get you." He steps into the intersection and steps back as a cabbie who would rather kill than slow down whisks by.

Bell Six: He looks at a fleet of taxis zooming by and looks up Broadway to see a dirty blond teenager in a denim jacket running away. He gathers his courage and wades into the river of screaming metal. He steps lightly, pauses, waits and dives across to the other side. He plows through a crowd of people at the other side of the street who are waiting for the light to change before they cross.

Bell Seven: He loosens his tie, wipes his forehead, and chugs towards a kid. He banks around the corner of Broadway and Cedar and heads east.

Bell Eight: He looks east on Cedar. He looks west. He looks in doorways, and peers into windows. Breathing heavily and sweating, he leans against a wall and presses his hand against his heaving chest. His breath stops. His mouth falls open.

Bell Nine: Gasping for air, he leans against a wall. He reaches into his coat pocket and finds his wallet. He looks inside and finds five crisp, new, \$100 bills. The explosion of the bomb at the corner of Wall Street and Broadway slams through the air.

Stopping Suspect C

Bell One to Three: "You — hero!" he says, pointing at

you. "You gotta stop that kid!" His finger lashes out, pointing up Broadway. "The little punk stole my wallet."

Bell Four to Eight: "Flash!" he says, pointing your way. "You gotta stop that thug!" He points up Broadway. "That little creep ripped off my—" He stops as his hand slaps his chest. He reaches into his inner pocket and pulls out his wallet. He looks inside and sees five crisp, new \$100 bills. His jaw drops open.

Bell Nine: "Hey!" he says, pointing at you. "You gotta get that punk!" He points up towards Broadway. "The rotten punk took my—" His hand slaps his chest as an explosion rips through the air. You never get to hear the man's complaint. "Never mind," he says and ducks into a nearby building.

If this happens, see **Troubleshooting**.

Suspect D

GM Only: This youngster is not the one who planted the bomb. He and his partner (Suspect E) are playing a prank on a businessman (Suspect C), making him think that they have stolen his wallet, when in fact, they planted \$500 on him.

You see a teenager with dirty blond hair, wearing a denim jacket and black jeans. He has a manic look in his eye and a grin that is a little too wide.

Bell One: He is walking with another teenager, one with dark, curly hair and who is wearing a day glow orange sweatshirt and orange, hightop canvas sneakers. They bump into a large, bearded sandy-haired man in a grey suit. The teenagers apologize, help the man straighten himself out, then run off in two separate directions. The kid in the denim jacket heads north on Broadway.

Bell Two: He is running north on Broadway, gaining momentum as his feet slap the pavement. He swishes past people who, in comparison, seem to be moving in slow motion.

Bell Three: He reaches the corner of Broadway and Cedar and stops cold as he slams into a tall thin man in a dark blue suit. He flashes a smile and cocks his head and is off again. Suddenly, the lights change and traffic leaps forward, bearing down on him.

Bell Four: He runs down the center of Cedar trying to time it just right so the twin lines of cars whip past him. He waits until a yellow cab next to him passes him and he skips across Cedar.

Bell Five: He kicks into high gear as he sprints east on Cedar.

Bell Six: He lets out a whoop as he whips around the corner and sees a teenager with dark, curly hair hopping across the street to join him, running at top speed north on Nassau.

Bell Seven: He is running north on Nassau with another teenager. They are laughing and shouting as they cross Liberty Street.

Bell Eight: He is running north on Nassau and laughing and shouting with his partner, a teenager wearing an orange sweatshirt.

Bell Nine: He and his partner, a teenager with dark and curly hair, slow down as they reach New Street. They are laughing and out of breath as an explosion rumbles through the air. They laugh harder.

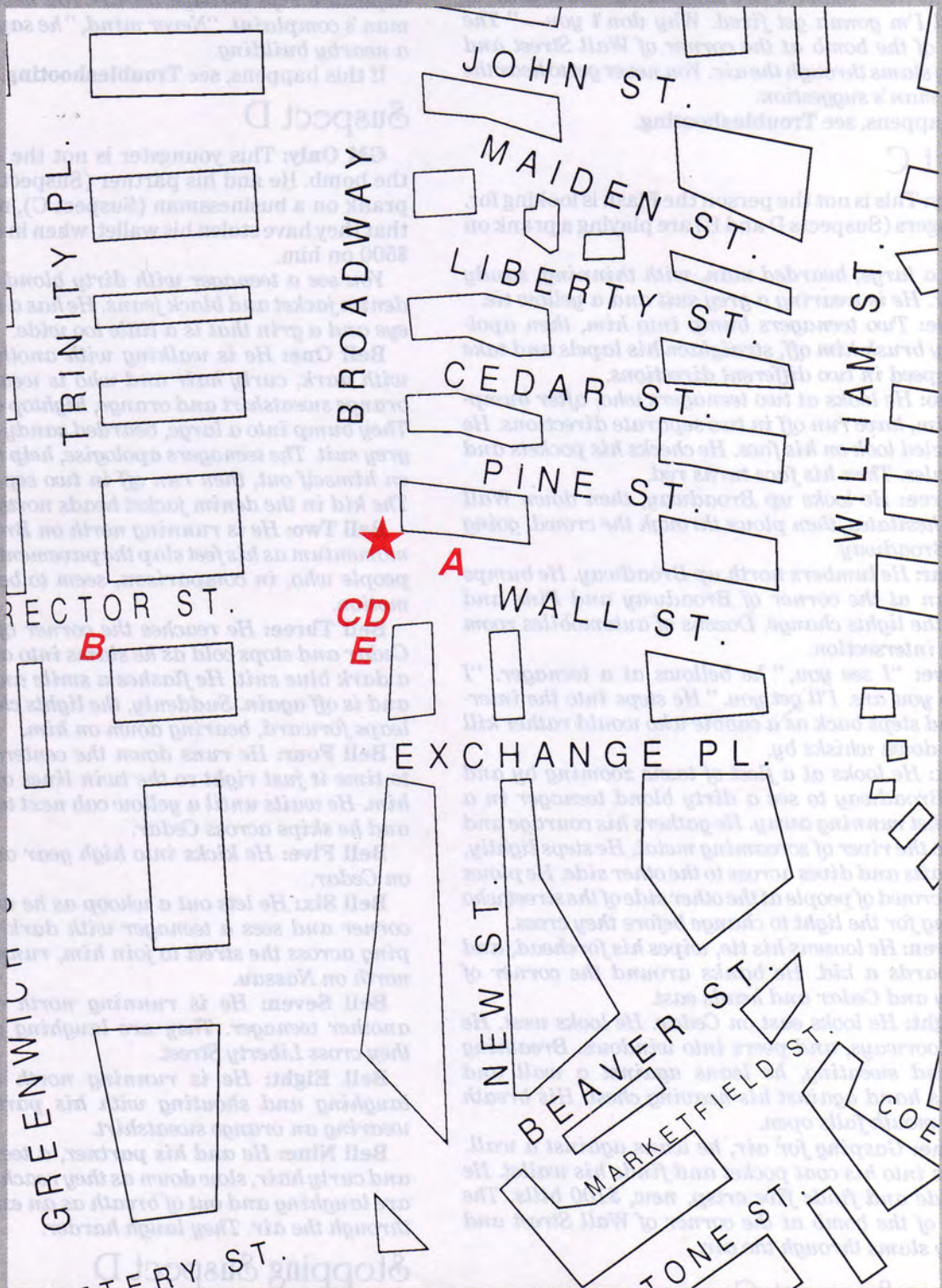
Stopping Suspect D

Bell One to Three: "You caught me red-handed, Flasher." He holds his hands out, crossed at the wrists.

Wall Street Area

A-E represent the starting positions of suspects.

★ is the location of the bomb.



"Slap the cuffs on me, but don't make 'em too tight: I play the piano, you know."

Bell Four to Five: " 'Ey! Yo! Flasher! Whatsa matter wit' you, eh? Ain't you gotta stop da bad guys or somethin'? Why you gotta pick on me?" There is no evidence on him that he is a pickpocket or a bomber.

Bell Six to Eight: " 'Ey! Flashy! What d'you think you're doing, eh? Ain't you gotta catch some crooks or somethin' like that? Why you pickin' on us for?" The kid with the dirty blond hair smirks at you with what could pass for a twinkle in his eye.

His curly haired friend isn't so friendly. "Yeh, homeboy, we ain't no space dudes, we're from uptown. You're out of your jurisdiction. So why don't you get your tired self out our face before we forget your powers and hurt you? Chump."

Bell Nine: " 'Ey, Speedo! What're you up to, eh? Don't you haveta stop da bad guys or somethin'? Why you gotta harrass us?" The kid with the blond hair grins at you with a smug look in his eye.

His cohort isn't so friendly. "Yeah man, we ain't no supervillains, we're from uptown. You're out of your jurisdiction. Why don't you get your red—" Suddenly, an explosion rumbles through the air. The two look at each other and start to laugh so hard, they drop to the sidewalk. "Oh, Mr. Flasheroo! I think that's for you."

If this happens, see **Troubleshooting**.

Suspect E

GM Only: This teenager is bad-mannered, but is not the bomber. He and his cohort (Suspect D) are tricking a businessman (Suspect C) into thinking that they have pickpocketed his wallet, when they have really put \$500 in it and switched its location in his pockets.

You see a teenager with curly brown hair. He is dressed in a day glow orange sweatshirt, blue jeans, and orange hightop tennis shoes.

Bell One: He is walking with another teenager, wearing a denim jacket and black jeans. They bump into a large, bearded, sandy-haired man in a grey business suit. The teenagers apologize, straighten out the man's suit, then take off in separate directions. The kid in the orange sweatshirt runs east on Wall Street.

Bell Two: He is running east on Wall Street, gaining speed. He flies past people who barely notice the fleeing youngster.

Bell Three: He is running east on Wall Street, going full out. He sprints past other pedestrians, who seem to be crawling by comparison.

Bell Four: He slows as he goes around the corner of Broadway and Nassau and heads north, then returns to full speed running.

Bell Five: He reaches the corner of Nassau and Cedar and charges into the street. The traffic bears down on him, but he nimbly jumps out of the way.

Bell Six: He hollers as he dodges across the street, and spots a teenager with greasy blond hair coming around the corner of Cedar Street to join him, running at top speed north on Nassau.

Bell Seven: He is running north on Nassau with another teenager. They are laughing and shouting as they cross Liberty Street.

Bell Eight: He is running north on Nassau, laughing and shouting with his partner, a teenager wearing a black denim jacket and jeans.

Bell Nine: He and his partner slow down as they reach New Street. They are laughing and out of breath as an explosion rumbles through the air. They laugh harder.

Stopping Suspect E

Bell One to Five: "Yo, homeboy, you ain't got no reason to stop me, 'cause last time I checked, there ain't no law against running. So why don't you get your red butt outta my face before I forget your powers and hurt you. Yeah, I'll hurt you: I seen you on TV fightin' outer space dudes, but you ain't never messed with anyone from uptown. So you'd best be careful. I'll mess you up, chump."

Bell Six to Eight: His blond friend shouts, " 'Ey! Yo! Flasher! What d'you think you're doing, eh? Ain't you gotta catch some crooks or somethin'? Why you pickin' on upstanding citizens like us?" The kid smirks at you with what could pass for a twinkle in his eye.

His curly haired friend isn't so friendly. "Yeh, homeboy, we ain't no space dudes, we're from uptown. You're out of your jurisdiction. So why don't you get your tired self out our business before we forget your powers and hurt you? Chump."

Bell Nine: The blond teen shouts, " 'Ey! Speedo! What're you up to, eh? Don't you haveta stop the bad guys or somethin'? What for you gotta harrass us?" The kid with the dirty blond hair smiles at you with an amused look in his eye.

His cohort is not so polite. "Yeah man, we ain't no supervillains, we're from uptown. So why don't you get your red—" Suddenly, an explosion rumbles through the air. The two look at each other and start to laugh so hard, they drop to the sidewalk. "Oh, Mr. Flasheroo! I think that's for you."

If this happens, see **Troubleshooting**.

Nothing much will happen for the rest of the day. If the Flash decides to investigate, he can do so now, using the **Interlude: Investigation** section which follows. The two teenagers know nothing about the bomb. They were instructed to play the prank on the businessman, and that it was a joke. They are members of a gang called the Underground Kings. If they were caught before the hand-off, they will be taken into custody, but will mysteriously vanish from their cells within 24 hours. There will be no clue to the method of their disappearance.

There will be messages for the Flash at his home, at Titans' Tower and with the police stations that Adam Trente, the publisher and chief executive officer of *The New York Herald*, wants to see the Flash at Trente's office at 10 A.M. the following morning. When the Flash proceeds to Trente's office, play continues with **Encounter Three: Flash Forever**.

Troubleshooting

If the bomb explodes while the Flash is elsewhere, the police will handle the emergency. One cop will find Harrison Upjohn on the corner of Beaver and Broad Street and will hear him babbling about Jeremy Dark. Upjohn will be taken into custody. However, since they are taken to different precincts, there is no way that the connection between Sutton, Upjohn and Jeremy Dark will be found by the police. The Flash may discover the connection during his investigation (see **Interlude** which follows).

INTERLUDE: INVESTIGATION

The Flash has a number of resources through which he may investigate this morning's happenings. He should start with the newspapers or the police. The information he gets there should lead him to the offenders' offices and/or their homes. When he investigates those places, there will be people there that he can Interrogate for more information. Finally, the Flash may wish to Interrogate the perpetrators of the morning's incidents themselves. The Opposing and Resistance Values for the Action Checks the Flash must make are listed in the appropriate sections following.

I. The Subway Gunman (Stanley Hutton)

OV/RV vs. Detective Skill on Police or newspapers: 2/2

- 1-3 RAPs** *The shootist's name is Stanley Hutton. He is a lawyer.*
- 4 + RAPs** *The previous, and that he works for the firm of Hutton, Dewey, and Howe.*

OV/RV at Stanley Hutton's Legal Office: 4/4 (Blanche Anderson, Hutton's secretary)

- 1-2 RAPs** *"Stanley Hutton is a nice man who would never do something like that. He is very solid and dependable. He makes hundreds of thousands of dollars a year."*
- 3-4 RAPs** *The previous, and "He has been acting a little strange lately, but not that strange. There have been rumors about his family life, something about a divorce, but what could make him shoot innocent people?"*
- 5-7 RAPs** *The previous, and "He's been acting strange ever since the last Board Meeting. He brought me a thick manila envelope and told me to shred it, but it wasn't even opened. Why, it still had Mr. Dark's personal wax seal holding it shut."*
- 8 + RAPs** *The previous, and "Jeremy Dark was always able to get Mr. Sutton to do whatever he wanted. That's why Mr. Sutton sold the firm and became the official legal arm of Dark World Enterprises. He never wanted to sell in the first place; he said it was wrong, but he did it anyway. It turned out to be the best thing he ever did financially, but he seemed to hate his job after that."*

OV/RV at Home: 4/4 (Stanley Hutton's wife, Emily Baxter-Hutton)

- 1-2 RAPs** *"I honestly can't tell you what's wrong with him. We haven't really talked for the past year."*
- 3-4 RAPs** *The previous, and "Ever since Dark World Enterprises took over his business, he's become a different man."*
- 5-7 RAPs** *The previous, and "Yes, I planned to divorce him. I had to; it was like I didn't exist any more. Everything was Jeremy Dark this, and Jeremy Dark that. Stan was obsessed with him, said he hated Dark, but to me it seemed as though he loved Dark and hated himself. I couldn't stand to see Stan destroying himself like that, so I told him that I had to leave."*
- 8 + RAPs** *The previous, and "I couldn't even talk to him since last week; the day of the board meeting. Something must have happened that sent Stan into shock: he hasn't spoken a word to me or anyone else that I know of since then."*

OV/RV on Stanley Hutton: 6/6

- 1-2 RAPs** *Hutton stares at you: "Dark was right," he says. "You must be strong to survive. The weak, the foolish, will not survive."*
- 3-5 RAPs** *The previous, and "I should have left New York when he told us to. I should have known that he was right; he is always right. Jordan, Murphy, Wilson, and Fredricks listened to him: they left. I thought I was different; I thought I could survive. I should have listened."*
- 6 + RAPs** *The previous, and Hutton stares into space and says, "Like Dark, I went underground. Like Dark, I inspired fear. Why was he different? How is his plan different from mine? 'Fear is the key,' he said. The key to what? He said that he didn't want us, he wanted New York. My God, what does he want from New York?"*

II. The Wall Street Bomber (Harrison Upjohn)

OV/RV vs. Detective Skill on Police or newspapers: 2/2

- 1-3 RAPs** *His name is Harrison Upjohn. He is a big businessman.*
- 4 + RAPs** *The previous, and that he runs Upjohn, Incorporated, one of the largest investment brokerage houses in Manhattan.*

OV/RV at Upjohn's Brokerage Office: 4/4 (Madge Jones, Upjohn's secretary)

- 1-2 RAPs** *"Harrison Upjohn would never do something like that. He is so responsible, he hasn't missed a day of work since I've worked for him. His salary is close to hundreds of thousands of dollars per year."*

3-4 RAPs The previous, and "He has been behaving a bit weird the last few days. I've heard some office rumors about his family life; something about his wife not liking that fact that Mr. Upjohn has a girlfriend who is pregnant, but how could that make him set a bomb?"

5-7 RAPs The previous, and "He's been doing funny things ever since last week's Board Meeting. He brought me a thick closed envelope after the meeting that he had me destroy, even though I could tell he hadn't opened it."

8 + RAPs The previous, and "Jeremy Dark could always make Mr. Upjohn to do whatever he wanted. I'm sure that's why he sold Mr. Dark the firm and became the official investment arm of D.W.E. Mr. Upjohn didn't want to sell, I think, but he said he didn't have any choice. It turned out to be extremely profitable financially, but he didn't seem to enjoy his job any more after that."

OV/RV at Home: 4/4 (Harrison Upjohn's wife, Charlotte Upjohn)

1-2 RAPs "I don't know what happened to Harry. We've lost touch over the past few months."

3-4 RAPs The previous, and "He's been pushing himself ever since the takeover."

5-7 RAPs The previous, and "There was no other woman, it was another man: he was obsessed with Jeremy Dark. Harry said he hated Dark, but he would say and do things that he would never have even considered before. I mean, I've known Harry for thirty years, suddenly he changed into this stranger. I couldn't stand to see him become twisted like that, so I had to leave him."

8 + RAPs The previous, and "He's been acting even more strangely the past week. I think it started right after the Board Meeting. He refused to talk about what happened, but it must have been pretty serious."

OV/RV on Harrison Upjohn: 6/6

1-2 RAPs Upjohn looks around blankly, and mutters: "Dark was right," he says. "None of us is strong enough. We're too weak to survive. How could I have been so stupid?"

3-5 RAPs The previous, and "I should gotten out when he told us to leave the city. He was always right, and I was always wrong. Some of the others left. I thought I was strong enough to survive. I should have known better. I should have known better."

6 + RAPs The previous, and "Fear is the key. I created fear. Dark was right. I showed you all that Jeremy Dark was right. He was always right: not what he said in his books, not what he said on television or radio interviews, but what he said to us: fear is the key."



3

FLASH FOREVER

Setup

This encounter takes place the morning after the day of the incidents which took place in **Encounters One** and **Two**. Although begun as a meeting between the Flash and Adam Trente, it should be run mostly as a conversation between the Flash and Parker Black. If the Flash shows some knowledge of Dark World Enterprises, Parker will open up to him. If not, it will be a straight interview in which Black is frustrated and clearly doesn't want to speak to the Flash.

Player Information

"Do you know that if it weren't for those incidents yesterday morning, this would be a crime-free week in Manhattan?" Adam Trente speaks in a smooth, resonant voice; both he and his voice are full of confidence and power. You are sitting in his office, along with a third man, Parker Black, a young reporter who is taking notes.

"I believe," continues Trente, "that this is because of the efforts of you heroes: the criminal element has finally gotten the message to stay out of New York. Yesterday's incidents can no doubt be written off as acts of lunacy, but they affected enough people that I would like to publicly thank you on behalf of the citizens of New York. My plan is to lead off with a series of articles about you and your exploits, that will lead into 'Flash Day,' a gala celebration in your honor."

"Parker here has the honor of being the one to interview you. I think you'll get along well."

Parker has a look on his face as though today were the third Monday of his week. His voice sounds almost, but not quite, cheerful. "Well," he says, "Let's get to my office and get started."

GM Information

Parker has a burning curiosity about yesterday's events and he will follow up on it at any cost. He knows that something big is happening, but he cannot seem to piece it all together, nor can he do anything about it.

When Parker and the Flash are alone in Parker's office, Parker will begin questioning him for the interview. After getting some background on the Flash, he will shift the focus of the interview to yesterday's events, asking questions that Trente does not want the Flash to answer. Parker's office is bugged, so when this topic comes up, Trente's men will abruptly interrupt the meeting and take the Flash to see Trente again, while three others take Parker to one of the sub-basement parking garages to beat him to a pulp.

The Interview

"Okay, I guess that the best thing to do is to start from the top: why haven't you chosen to keep your 'secret identity' a secret?"

"What made you decide to become a hero?"

"If your job is as dangerous as it seems, why do you keep doing it?"

"You're out there, putting your life at risk stopping the bad guys. Why do you think they set themselves up to fight you? What do you think it is that makes someone do 'evil' things?"

"Here's a specific example: why do you think that two members of the Executive Board of Directors of Dark World Enterprises would freak out and start going after the lives of innocent people just days after D.W.E.'s Chief Executive Officer, Jeremy Dark, vanished?"

Two men in dark suits, wearing leather gloves and dark glasses, enter the room. "Flash," one says, "something just came up and Mr. Trente would like to see you immediately. Please."

"Flash," says Parker. "Adam Trente is on the same Board of Directors."

"Please, Flash," the man repeats. "Come with us."

These men are thugs, with the stats of Soldiers as listed in the *GM's Manual*. The Flash should be able to take care of them in a few phases.

The men will not allow Parker to accompany the Flash, nor will they allow the Flash to stay in the office with Parker.

If the Flash goes with the men, play goes to to **Encounter Four: Deal With the Devil**.

If the Flash decides to take Parker and leave, he can go to any location and Parker will give him the information in the following section.

Parker Black's Information

"I don't know how all this fits together. No matter how it does, my job is probably on the line. I know, for instance, that the mad bomber and the subway killer were both on the Board of Directors of Dark World Enterprises. My boss' boss' boss, Adam Trente, is also on the same Board. Heck, the whole paper is owned by D.W.E.!

"I also know that some of the other members of the Board of Directors have mysteriously vanished. The big man himself, Jeremy Dark, disappeared, and so did his personal secretary, Lori Sanders.

"One thing Trente told you is partially true: the crime rate has dropped to almost zero since Saturday night. What he didn't tell you that there has been an upswing in teenage and juvenile disappearances since that same time. The police are worried that there may be a connection, something that has organized the entire criminal population of New York City and is waiting to strike.

"I'm working with a group of kids, a gang in Hell's Kitchen called Hell's Underground. They seem to trust me, but I think there's something going on that they're hiding. I might be able to head it off before it gets out of hand, but I could use someone like you to watch my back.

"It may be a wild coincidence that crime has stopped right after Jeremy Dark vanished, or that two of his top men are freaking out about leaving New York after they tried to decimate it, but I don't think so. What do you say? Will you help me?"

If the Flash agrees to help Parker, play proceeds with **Encounter Six: Vanished**.

If he doesn't join Parker, go to **Encounter Four: Deal With the Devil**.

4 DEAL WITH THE DEVIL

Setup

Adam Trente's men have separated Parker Black and the Flash. The Flash is being taken to Adam Trente, and Parker is being taken to the garage to have the stuffing beaten out of him.

Player Information

You are escorted back to Trente's office by the two men. Trente is there, but his friendly attitude has been replaced by one of cautious hostility.

"You have to look at what I'm about to tell you from the standpoint of what will result in the greater good for yourself and for society," he says.

"I heard about your interview with Black. Now you know certain things. I know that you know those things. There are two ways that we can play this. One is a parade and such good press that you can walk on water in this city. We can create a publicity campaign that will make you a household word, and we can advise you on the subsequent and very lucrative marketing of your name and image.

"The other way we can play this is to print an expose linking you to the Velocity 9 drug scandal in this city. I can buy sworn statements from any one of the women that you have spent time with in the last year, claiming that you were involved with the Velocity 9 dealers. Circumstantial evidence that I can create will insure that you are put away, or at the very least, will make you a fugitive from justice. It would be your word against mine in a court of law, and your personal habits and history would make it easy for me to drag you and your name through the sewer." He smiles, like a snake.

"All of this can be avoided if you do just one thing for me. Keep your nose out of any further investigation into yesterday's events.

"You see, the men involved were personal friends and business associates of mine. I do not wish to cause their families any more pain than has been caused already.

"As I said: look at this from the standpoint of the greater good. If you ignore this one case, you will be able to do anything in this city.

"What is your answer?"

GM Information

In this encounter, the true heroic character of the Player is tested. There shouldn't be a snowball's chance that the Player will agree to Trente's demands. However, if this happens, Trente will believe that the Flash is trying some ploy and will run the phony series on the Flash's connection to Velocity 9 anyway. The Flash will be in trouble when the story breaks: the only way that he can clear his name is to expose the goings-on at Dark World Enterprises and prove that they were trying to blackmail him.



After the Flash leaves Trente's office, he will not be able to find Parker Black anywhere in the building. A teenager wearing a leather jacket that says "Hell's Underground" on the back, will sprint up to the Flash as he leaves the building. The kid will be out of breath and seem terrified.

"Hey, Mr. Flash! I think a friend of mine needs help. His name is Parker Black, and I seen him bein' taken down to the lowest level of the garage by a couple of goons in black suits. I think they're gonna hurt him. You gotta help him."

When the Flash goes to Parker's rescue, proceed to **Encounter Five: Underground**.

Troubleshooting

No matter what the Flash does, everything Trente threatened will happen. The publisher is in a panic about all that is going on, so he will print the expose on the Flash, no matter how he reacted to Trente's threats. Parker will get beat up because he's gotten too close to the truth.

5 UNDERGROUND

Setup

This encounter takes place directly after **Encounter Four**. The Flash has been alerted to Parker Black's plight and races to the underground parking garage across from the *Herald* offices to rescue the reporter.

Player Information

Reaching the lower level of the parking garage, you see Parker kneeling with his arms pinned behind him by a man in a black suit. There is another man slamming a leather-gloved fist into Parker's stomach, ribs, and face.

"Don't you fools realize that there is something big happening?" Parker gasps through thickened, bloody lips. "Don't you care?"

"Shut him up. Permanently," says the man holding Parker's arms. There is a metallic click and a gleaming stiletto flashes in the gloom.

GM Information

These men are thugs, and have the same stats as the Soldiers listed in the *GM's Manual*. The Flash should be able to deal with them in a phase or two.

Once released, Parker Black will ignore any attempts to give him medical attention. If the Flash tries to insist, Parker will vehemently reply, "There's no time. We have to find out what's happening before it's too late. Those guys were sent by Trente. Maybe he or one of the rest of the members of the D.W.E. Board knows something. Let's go."

If the Flash tries to leave without Parker, the reporter will insist, "I'm going with you. It's not safe for me to be alone."

Play continues with **Encounter Six: Vanished**.

INTERLUDE:

Newsflash One

The newsflash below is broadcast all over the city at any convenient time during the Flash and Parker's investigation. No matter where they are or what they are doing, they will hear the news. If the Flash did not meet with Trente the second time, Parker will know that the Velocity 9 story was set up by Trente to keep the speedster from continuing his investigation.

It's on the front page of the New York Herald and broadcast on radio and television stations everywhere: Flash linked to Velocity 9! The police are looking for the Flash for questioning.

Also in the news: a shipment of explosives has been hijacked on its way to a storage warehouse in Brooklyn. Police are baffled by the crime, but a more serious concern is what will be done with the explosives. Thirteen electronic detonators were also found missing. If anyone has any information about the whereabouts of the missing explosives, please call the police special crimes unit hotline at 555-2665.

6 VANISHED

Setup

This encounter has the Flash and Parker Black searching for information regarding the disappearance and/or whereabouts of Jeremy Dark. There will be clues that the Flash can gain from talking to the remaining D.W.E. Board members.

Player Information

Parker's notes say that four members of the Board of Directors of Dark World Enterprises are left in the city. They are Adam Trente, Jonathan Lau, president of Sonimoto Electronics, Michael Donovan, president of Texahoma Oil, and James Silverstein, president of Sunrise Entertainment. One of them must know something, but what?

GM Information

The members of the Board of Directors of D.W.E. can give the Flash and Parker some idea of what Dark's plot is. For the purposes of the game, the only person that should be asking questions is the Flash. Parker is there to tell him who is next on the list. If the Player starts straying too far off track, the GM may wish to have Parker set him back on course.

Each section that follows has a paragraph that should be read to the Player, followed by the information that the Flash may be able to obtain through Persuasion rolls. The Persuasion Modifiers are given for each Character and the appropriate Column Shifts, as shown in the *Game-master's Manual* and on the *GM's Screen*, should be figured into the calculation. The **Non-Player Characters** section earlier in this module can also be used as a reference for each Board member.

Parker Black will have information on the whereabouts of each Board member and can guide the Flash to each location. The locations where each Board member can be found are noted on the *GM's Map of Manhattan* on page 31. The Player should be allowed to decide in what order to visit the men, and may decide not to visit one or more of them. If the Flash opts not to visit any of the D.W.E. executives, Parker may guide him to the Hole in Hell's Kitchen, where play should proceed with **Encounter Eight: If There's a Hell Below....**

If the Flash asks questions about Jeremy Dark, two column shifts should be added to the Persuasion Modifier, making it harder to obtain information.

Trente In Trouble

Persuasion Modifier: Hostile (+3 Column Shifts)

Adam Trente has absolutely no time to talk to anyone except someone who seems to be his stockbroker on the phone. "I don't care what you have to do. Just get me a good price and sell! I want everything converted to gold, silver and platinum and I want it now!" He slams the phone down so hard it jumps. He rattles the receiver into the cradle and glares at you.

"What the hell do you want?"

If the Flash asks about what's going on, Trente will reply with the following, according to the RAPs of the Flash's Persuasion roll.

- 1-2 RAPs "This is my own personal business. Butt out."
- 3-4 RAPs "Mind your own business. There's a shift in the market."
- 5-6 RAPs "There is a rumor circulating that may affect my investments. I'm just shifting them around."
- 8 + RAPs "There is a chance that the Stock Market will soon crash. There's a rumor circulating that some civil emergency will be declared in New York City. The high rollers in the market, those 'in the know' are pulling their money out, and so am I."

If the Flash asks about Jeremy Dark, Trente will have no clue to his whereabouts or his plans. The most information about Jeremy Dark that Trente can give is that after their last Board Meeting, Jeremy Dark vanished so completely that even Trente's information network can't locate him.

Lau In Action

Persuasion Modifier: Suspicious (+1 Column Shift)

Jonathan Lau is on the phone. He waves you to a chair and speaks in excited Japanese. "Okay, put him on," he says in English, then translates his own words into Japanese. "This is the chance of a lifetime: we can shorten our long-range projections from seventy-five years to

fifty-three if we handle this right. Listen: keep your eye on that list of stocks that I FAXed to you. The moment anything hits sixty percent of what it was yesterday, buy as much as you can without attracting attention. Call me back." He hangs up and faces you.

"What can I do for you?" he asks.

- 1-2 RAPs "Dark vanished after the meeting. Come to think of it, Lori has not been around either. That is Lori Sanders, his personal secretary. He used to throw ideas at her all the time, so I guess he needed her wherever he was going."
- 3-4 RAPs The previous, and "We were told to leave New York. Jeremy told us that we did not understand the concept of simple fear. Maybe that is why Hutton and Upjohn did what they did; to prove to Dark that they could cause fear. Upjohn seemed to be closest; all Hutton did was to cause panic, not the sort of fear that Dark talked about. I am sure he meant the sort of fear that stayed with you for years, that could be used to manipulate people."
- 6 + RAPs The previous, and "Jeremy wanted us to liquidate D.W.E. He gave us packets that outlined how we were supposed to do it, and what we were to do with the money. When he vanished, we decided to ignore the plans and to try and run the business as usual.

"Unfortunately, the business didn't seem to hold together without Jeremy. He had a kind of magic way of telling us things that somehow made us feel that the whole thing worked. He created this business as part of a master plan that he never quite got around to telling anyone. Except maybe Lori Sanders, his secretary.

Donovan's Think Tank

Persuasion Modifier: Neutral (No Column Shifts)

"Dark," says Michael Donovan as he throws a rubber ball across his office that slams into a pile of papers tacked onto the opposite wall. The ball bounces back and Donovan catches it.

"Where are you?" He is standing in the middle of his office, wearing a grey sweatshirt and blue jeans. The office is a mess: there are papers on the floor, papers tacked to the walls, and more papers covering every available surface. There are large pads of white paper hanging on easels, and a blackboard on casters that are all filled with information on one man. There are photographs, press clippings, annual reports, memos, letters, dictated notes, names, addresses, phone numbers and question marks. Donovan whips the ball out again and it raises a cloud of white dust as it hits the name on the blackboard: **Jeremy Dark**. "Where are you?" he shouts. The ball bounces back and he catches it again.

Donovan is ragged, unkempt and unshaven. There are circles of sweat under his arms, streaks down his back, and his eyes are red from lack of sleep.

"I know you. I've seen you," he says when he notices that you are in the room. "You're the hero that stopped Upjohn and Hutton. You don't have to worry about me: I'm still sane." He looks down at himself and chuckles nervously. "Although it may not look it."

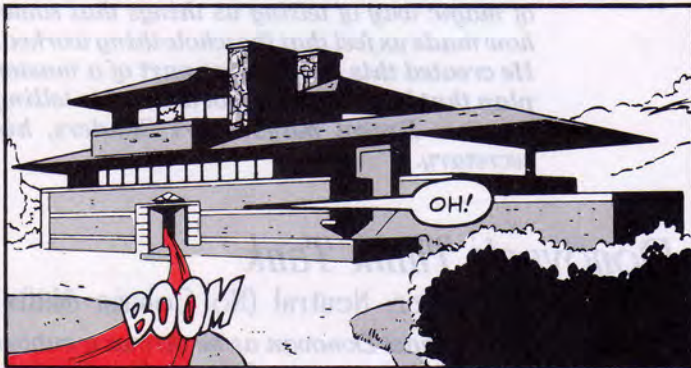
"This is how I think," he spreads his arms indicating the chaos around him. "I surround myself with information and come up with ideas and conclusions. But this time I haven't come up with anything. This is beating the crap out of me. I can't think like Dark. No one can. That's why he runs rings around the rest of the world."

1-2 RAPs "I'll be honest with you: I get the feeling that he got his best ideas after bouncing his thoughts off his secretary. If anyone knows anything about him, she does."

"Her name's Lori Sanders. She lives on the Upper East Side if you want to go talk to her." He gives you the secretary's address.

3-4 RAPs The previous, and "I don't know what happened to her, after the last meeting that Jeremy had with us. I think she vanished too."

6+ RAPs The previous, and "At our last Board Meeting, he gave us orders to liquidate all of D.W.E.'s assets and to get out of New York. He said we didn't know enough about fear to have a place in his new regime, whatever that means. I'm sure Dark wouldn't have told us to leave the city unless he knew there was something going to happen. So I figure that if it was that important, he's on top of it personally. He must still be in New York somewhere, but where?"



Silverstein's Silver Screen

Persuasion Modifier: Awestruck (-2 Column Shifts)

You find James Silverstein at home, watching one of his old pictures in his screening room. The film is "Inchworm," a story about a high school science student who saves his classmates through invention and intellect. The picture did extremely well at the box office and helped permanently establish Silverstein as a motion picture director.

When you walk in he is crying, but not because of what's on the screen. When he sees you, his eyes widen, his jaw drops open, and he leaps out of his chair. He punches a button on the remote control and the film stops. He bounces over to you.

"You're the Flash, aren't you? I've always wanted to meet you, but I never thought I'd get the... oh. You're here on official business, I suppose. This is about Upjohn and Sutton, isn't it?"

1-2 RAPs "I wish I knew what to tell you. I've been trying to figure out how he thinks: Jeremy loved this picture. He told me that when he saw this, he knew that he wanted to work with me."

3-4 RAPs The previous, plus "Jeremy liked children. He always said that the children were the future, and there was no such thing as a child that didn't want and deserve control of his world."

6 + RAPs The previous, and "Take this scene for instance. Jeremy loved it."

Silverstein presses his remote control, and the film begins to run again. The screen shows Greg, the young hero of the movie, organizing a system of information gathering and retrieval based on seemingly unimportant knowledge the other kids have. Once the knowledge is collected and organized, a way is found to bring the bad guys down.

"Jeremy always asked me how this could be set up, the logistics of running it, and how it would work in real life. I don't know what he planned or if anything came of it, but that's how he operated. He would see something he liked and then try to figure out how to make it real."

"I wish I could help you more, but I don't know anything."

Soon after the Flash talks with these men, they will each vanish mysteriously. Trente and the others are unaware that this is happening. It is the work of Jeremy Dark. If the Flash decides to visit Lori Sanders before speaking to all of the board members, they will all vanish before he has a chance to meet them.

If the Flash goes after Lori Sanders, go to **Encounter Seven: The First Crime**.

If the Flash decides to check out the kids, go to **Encounter Eight: If There's A Hell Below...**

Troubleshooting

If the Flash suggests any other course of action besides going to see Lori Sanders or talking to the Hell's Underground kids, Parker Black will suggest very strongly that they check out Dark's secretary.

7

THE FIRST CRIME

Setup

The Flash and Parker Black find Lori Sanders, Jeremy Dark's personal secretary. Dark has sent some of his thugs to watch Lori's apartment. Dark wants to make sure that he has time to carry out his plans, so he sets up Lori as a distraction to take the Flash's attention.

Lori is shot with a dart filled with an overdose of Velocity 9 and the Flash has to keep her from hurting herself and try to get her to a hospital before the OD kills her.

Player Information

Surprisingly, there is someone home. It is Jeremy Dark's personal secretary, Lori Sanders. She is gracious, beautiful, and has a dazzling smile that welcomes you to her Upper East Side penthouse suite.

"Of course you're the Flash," she says, "and unless I'm mistaken, your friend is Parker Black of the Herald. Please come in. I've been expecting you."

Parker shrugs. He can understand her recognizing the Flash, but he has never met her before.

"I've been under instructions to remain incommunicado to everyone at Dark World, but Mr. Dark told me that you would be calling.

"Please, have a seat," she says, but before she can sit down, she stiffens and gasps. She slowly raises her arm to her neck and pulls out a dart. Horrified, she throws the dart across the room. Her movement is a blur. She turns around, and the movement is so fast that she careens across the room and falls. On the carpet, she begins to shake, her pupils dilate, and she froths at the mouth. She slams her hand against the carpet and it hits with enough speed to send her rolling across the room to smash into the coffee table, knocking over a pile of files that were on it.

You recognize the symptoms as being the effects of a severe overdose of Velocity 9.

"Help me," she says, trying to sit up.

INTERLUDE:

Newsflash Two

The Newsflash below is broadcast all over the city, and the Flash and Parker will hear it at any convenient time after **Encounter Six**.

"The Governor of New York has mobilized the National Guard. Troops are being sent to Manhattan to help local police maintain order. While there have been no outbreaks of violence yet, the feeling at the governor's office is that if there is absolutely no crime in Manhattan, it must be because of some type of sinister plan. The Guardsmen have been given no authority to do anything yet, but will be on hand just in case. A state of emergency has not yet been declared. Stay tuned for more developments as they come in."

GM Information

Every movement Lori makes will become increasingly violent. In two phases, she will try to run off the balcony, unless the Flash is able to stop her. There is not enough room in the apartment to move around at Superspeed and she will slam against the walls, eventually knocking herself unconscious in four phases. Once this happens, the Velocity 9 will start attacking her system and will kill her unless the Flash is able to get her to St. Mary's Hospital, where other Velocity 9 addicts have been treated.

The best way for the Flash to stop Lori from careening around the room is to attempt a Grappling Attack. The OV/RV of a Grappling Attack against Lori while she is shot up with the drug is 9/9. If the Flash is successful in grappling her, she will be able to speak for a few moments. *"Please help me," she says. "Something is going to happen, something bad, at noon today. Those thirteen bombs that were taken: they're going to do something with them at noon. Something big."* The Flash will be able to carry Lori to the hospital with no problem after she has been Grappled.

The Flash and Parker will have to work fast. After shooting Lori, Dark's thugs called in an anonymous call to the police about the Flash's whereabouts. As a result, the police will break in on the scene one minute (15 phases) after Lori is shot. The thugs will get away clean.

No matter what the Flash does, he will ultimately be blamed for Lori's condition because of the negative media coverage. If the Flash takes her to the hospital, Titans' Tower, or other medical facilities, she can be restrained and tranquilized until the drug works its way out of her system. If she is taken somewhere without medical facilities, Lori's mental state will deteriorate and the Velocity 9 overdose will begin affecting her body. See the **GM's Introduction** earlier in this module for more information on the effects of Velocity 9.

There will be enough time for the Flash to drop her off at a medical facility and make it back to her apartment, where Parker will be looking for clues.

Clues in Lori's home (OV/RV against Detective Skill: 3/3):

1 RAP: Four files on various reporters at *The Herald*. Each of them is an independant type who will go to great lengths to get a story. One of the files is labeled 'Parker Black.' It includes pictures, photocopies of his birth certificate, driver's license, high school grades, college transcripts, job applications for every job he's ever had, and some that he applied for and didn't get, income tax returns, financial statements, reports on his movements, friends, and activities, and notes on the probability of his harming 'the plan.' The file lists a worst-case scenerio in which Parker and a Hero would get to Lori Sanders and read this file. In that case, the notes continue; a suitable distraction must be arranged.

2 RAPs: The files described previously, as well as files on various members of the Titans, including the Flash, Cyborg, Nightwing, and Wonder Girl. There are vital statistics and pictures of each hero in action, complete with news clippings and reports on the strengths and weaknesses of each. The largest, most complete file is on the Flash, and includes much of the same sort of information found in Parker Black's file. Its scope is no doubt the result of the Flash's less-than-secretive attitude

towards his true identity. The notes also contain an ominous suggestion that the Flash must be kept from interfering with some master plan.

3 RAPs: The files described previously, and there is a list of stockbrokers across the country and toll-free numbers for each. There is also a list of stocks with a column labeled 'buy at' and a list of prices beneath it corresponding to the various properties.

4 + RAPs: All clues listed previously, plus a list of names and a file of pictures. Parker will recognize these immediately as the teenagers in the Hell's Underground gang he has been working with on this case. There is a message in an envelope labeled "Hero or Reporter." It reads: "*If you are reading this, the order has been sent out to kill these children.*" The note is not signed.

Fifteen phases after Lori is shot with the dart, read the following to the Player: *Police sirens, wailing like banshees, swoop into the neighborhood, getting louder and louder.*

Because of the reports in the news linking the Flash to Velocity 9, the police would like a lot of answers about the fact that Lori Sanders has become a victim of the drug. The National Guard has also been put on alert to capture the Flash.

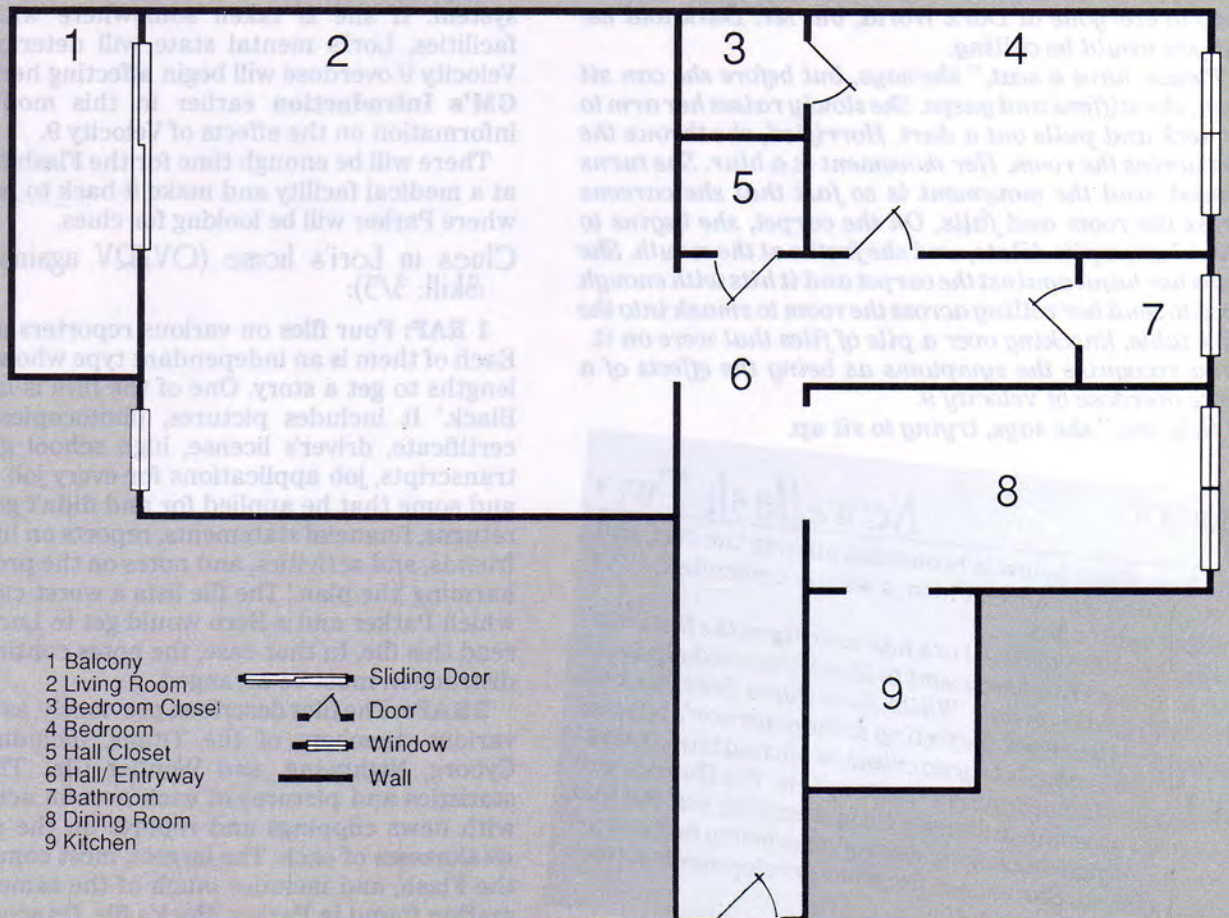
The Flash and Parker can get out to a safe place, but if they have seen the threatening note, they should have no choice but to go to the Hole in Hell's Kitchen.

This encounter leads directly to **Encounter Eight: If There's A Hell Below...**

Troubleshooting

If they are forced to leave the apartment to either chase Lori or to escape the converging police and National Guardsmen, Parker will grab any files that the Flash doesn't and take them with him to the Hole in Hell's Kitchen. If they haven't seen the note, Parker will suggest the Hole as a place they can safely hide out for a while.

Lori Sanders' Apartment



8

IF THERE'S A HELL BELOW...

Setup

Use this encounter when the Flash and Parker go to the Hole in Hell's Kitchen. They will be coming either from their confrontations with the D.W.E. executives (**Encounter Six**) or Lori Sanders' apartment (**Encounter Seven**). They will be tracked to the Hole in Hell's Kitchen and the place will be put under siege by the National Guard and the police. The Flash should have problems fighting the authorities, as he will be unable to see where the shots are coming from, and he has to protect the youths.

Player Information

Parker leads you to a burned-out tenement, with a burned-out store beneath it. In the back of the store, behind what was once a counter, he lifts a metal grate, revealing stairs that lead to a dusty basement that smells of wet garbage.

"Parker, you're okay!" shouts one of a group of tough-looking kids. "We been hearing a lot of bad stuff."

"Chill out, dudes. The Parkster is alright. This is the Flash. He's my friend. He's here to help us."

"We don't need no help," says a tall kid wearing a black jacket.

Suddenly, a number of gunshots ring out.

"Those were warning shots," says a rugged voice over a megaphone. "This is the National Guard. We know you're in there, Flash. We'd like to talk to you. Come out peacefully and there'll be no trouble. You'd better come out: there's no place for you to go. Manhattan is loaded with Guardsmen on every corner, and we've blocked off all thirteen tunnels and bridges leading out of the city. You have three minutes to come out. At 11:55, We're coming in."

"Listen," says the tall kid. "They're gonna get us. They're gonna kill us. We have to go to Dark. I mean, he'll help us if we help him, right?"

Then the gunshots begin again.

GM Information

No one in the Hell's Underground gang trusts the police or the Guardsmen.

If the Flash runs upstairs to stop the Guardsmen, he will be shot at by 2-20 soldiers who will be alerted by the sound of the grate.

Present in the Hole are six gang members, the Flash and Parker. The gunshots coming from upstairs are randomly fired by the Guardsmen to stir up smoke. Roll two dice for each person in the basement. If anyone rolls a 2, s/he has been shot (EV: 6).

The gang will panic. The tall kid, who seems to be the leader, shouts, *"There's too many of them! Let's go to*

Dark!" He will look at the Flash and say, *"We're going to Jeremy Dark. Don't try to stop us."* He will head for a pile of mildewed crates in the corner, and sling a few of them out of the way. There is a hole in the wall that leads into blackness. The tall kid will dive into the hole, followed by the others.

Parker will look at the Flash. *"Well?"*

If Flash follows the kids, play proceeds with **Encounter Nine: We're All Gonna Go**. If he gives himself up, the National Guard will take him into custody, and five minutes later, explosions will destroy the bridges and tunnels leading to Manhattan. The city will be plunged into chaos as the Hell's Underground gangs surge forth and try to wrest control of the city from the authorities. In this case, the Flash may try to halt isolated incidents of violence, but has missed the chance to foil Dark's plan. See the **Endgame** section.

Troubleshooting

There are 100 Guards outside the Hole, carrying an assortment of weapons. If the Flash decides not to follow the kids, ten Guardsmen will come into the basement and open fire. If the Flash tries to reason with them (OV/RV on Persuasion: 2/2; Hostile modifier +3 Column Shifts; Multi-attack modifier +4 Column Shifts), perhaps telling them that he knows that the bridges and tunnels are going to be destroyed, they will either shoot at him if his Persuasion roll fails or follow him into the tunnels if he gets successful RAPs. They are under orders to capture the Flash.

9

...WE'RE ALL GONNA GO

Setup

This encounter takes place immediately after the Flash follows Parker and the Hell's Underground kids into the tunnel hidden in the Hole (**Encounter Eight**). Dark is aware of the Flash's approach, but is confident of his ability to maintain control of the situation. Depending on events in **Encounter Eight**, the Flash may be pursued by National Guardsmen, but they will not arrive in time to affect the outcome of this encounter. The Flash will arrive in a huge underground cavern, where Jeremy Dark is delivering a speech in front of thousands of assembled teenagers, gang members and runaways.

Player Information

After dozens of twists, turns, doublebacks and level changes, the tunnel opens up to a large cavern. There are thousands of young people assembled here, most wearing gang colors, some not. Some stand in groups of a dozen or more, some in smaller groups, and some are standing alone. They are all facing the same direction: looking toward a man wearing a three piece suit, standing at a

makeshift podium. He has the coldest, hardest eyes you have ever seen. Behind him, Adam Trente and the other D.W.E. directors are in custody, shackled by chains that are bolted into the rock wall. He is speaking to the crowd, which reacts with enthusiasm at every pause. His voice echoes eerily in the subterranean cavern.

"I was there, I was there. I watched the greedy little sons of fools who lived in the dark and didn't follow rules. I followed them into the inky blackness; I went into the dark and told them I was Dark and they called me Master. There is nowhere in this city we cannot go, no place closed to us, and nothing we cannot do. Now it is time to make this city ours; time to separate it from the world, and make it an island alone! When the tunnels are blown, and the bridges are destroyed, then my Army of the Dark will rise from the shadows and this city will be mine."

"Flash," he says to you. "Come. My words are for you only."

GM Information

Dark's first move will be to Intimidate the Flash. *"You will not harm me,"* he will say, spending the maximum number of Hero Points possible to boost his Charisma.

Read to the Player when the Flash reaches Dark's side: *"The gangs are charged up to take over the city once the bombs blow. They don't have the weapons that the National Guardsmen do, but they have the numbers and the underground system of tunnels that will be useful in hit-and-run attacks."*

"If you want to stop them, if you want to stop me, stop the bridges and tunnels from blowing. They will be lost without the bombs. You have one minute to try and find the bombs and destroy them. Will even your vaunted speed be equal to the task? I think not."

When the Flash leaves the catacombs, he will find himself in an area just underneath the Brooklyn Bridge. The Flash has fifteen phases (one minute) to locate and disarm as many of the bombs as possible. If the Flash pushes his Superspeed, travel time between locations will be fast enough that he will not lose any phases in transit.

The bombs have been placed at the tops of the towers on the bridges, at the point where the main cables are supported. The cable on the downriver side of the tower (nearest to Manhattan) is the location of the bomb in each case. In the tunnels, the bombs were placed on the ceilings of the tunnels on the upriver side. Positive RAPs on a Perception Check (OV/RV: 4/4) are needed to find each bomb.

The bombs are powerful enough to make the cables on the bridges snap and crash down with enough force to plunge the bridges into the river. The tunnel bombs will split the concrete enough that the river water will slam through and flood the tunnels.

The bombs have been bolted to the structures and cannot be moved, but they can be dismantled (OV/RV: 6/6). The Flash may use his Military Science Skill to try to figure out the correct way to disarm the bombs. Any positive RAPs means a successful disarming of the bomb, and he can proceed to the next location. The Flash may use Superspeed to disarm a bomb more than once per phase (see the note on Superspeed in the **Player Character** section earlier in this module). He cannot, however, try to disarm more than one bomb per phase. Once he has successfully disarmed the first bomb, he will



receive a +1 Column Shift bonus to his Acting Value on attempts to dismantle subsequent bombs. There are no further bonuses for dismantling the other bombs.

On the **GM's Map of Manhattan** on page 32, each bridge and tunnel has two boxes next to its name. Check off the first box when the Flash has successfully found the bomb at each location, and the second when that bomb has been deactivated. The Flash may opt to leave a bomb without successfully disarming it, and return to it later if he has time. In this case, he will *not* have to make another Perception Check in order to locate the bomb again. The **GM's Map of Manhattan** also has a Phase Count Box for keeping track of how many phases are left before the bombs explode.

On the sixteenth phase, any bombs not yet disarmed will explode (Bomb Power of 10 APs, Killing Combat). If the Flash is in the vicinity of a bomb, he will be attacked by the bomb in the normal manner described on page 20 of the *Player's Manual*.

Because of the reports about the Flash, the National Guard is on the lookout for him. Whenever he stops to dismantle a bomb, there will be a one in ten chance that he will be spotted by a squad of Guardsmen who will fire upon him. Treat this as a Team Attack.

After the bombs have been dismantled or blown up, the Flash, if uninjured, will probably return to the cavern. The remaining Board members will still be chained up, the kids will be heading out through the tunnels, and Parker will be trying to free the captives. Jeremy Dark, however, will be gone. If the Flash goes after him, see **Encounter Ten: Into The Light**, otherwise go to the **Endgame** section.

Troubleshooting

The Flash may try to subdue Dark before he goes to disarm the bombs. In this case, be sure to subtract the phases he uses to combat Dark from the fifteen he has before the bombs explode. Also note that the Flash may have to make a Recovery Check (OV/RV: RAPs of Dark's Intimidation Attack) from Dark's Charisma before he can attack Dark physically.



10 INTO THE LIGHT

Setup

This encounter takes place immediately after the Flash returns to the cavern and tries to follow Jeremy Dark.

Player Information

Dark could not have gotten far, but he seems to know these tunnels like the back of his hand. You speed through the labyrinth trying to pick up his trail.

GM Information

The Flash must make an Action Check roll using his Detective Skill (OV/RV: 9/9) in order to pick up Dark's trail. This is a one-shot attempt. For every minute that has passed since the Flash re-entered the cavern, add a +1 Column Shift penalty to this roll. If he receives positive RAPs, he will find Dark as the villain emerges from a manhole on a side street. Dark will give in without a struggle, and will say the following:

"So, Mr. West, it seems that you have me. But I doubt you will be able to keep me. I will be free by this evening. Your interference has been merely a small setback to my master plan, but I will neither forgive nor forget you for it."

If the Flash's Detective roll fails, Dark will get away and begin plotting his next master plan.

Go to the **Endgame** section.

Troubleshooting

The Flash may attempt to convince one of the gang members to tell him which way Dark went. Treat this as a Persuasion attack (OV/RV: 2/2; Hostile modifier +3 Column Shifts). If he receives positive RAPs, give him a -1 Column Shift bonus to his Detective roll.

RD 28

Endgame

If any of the bombs go off, the chaos will be proportional to the number of explosions. The Flash may have to call in the Titans or other local heroes to help minimize the damage. The damage to the Stock Market will also vary according to how much anarchy was caused, and Jeremy Dark will undoubtedly become much richer and more powerful. For a short time, Manhattan will be overrun by the gangs, who will quietly attack the National Guardsmen overnight, using hit-and-run tactics. The Guardsmen will be taken prisoner and subsequently released when high-powered help (like the Titans) comes to the rescue.

If the Flash is able to defuse all of the bombs, the gangs will become demoralized and the attacks on the Guardsmen will not take place. The Stock Market will not crash, and Dark's scheme will be completely foiled, whether or not he was captured.

Parker Black will have accumulated enough evidence against Adam Trente to either put him away permanently, or force him to print a retraction concerning the accusations leveled at the Flash. Parker will leave that decision up to the Flash.

Even if he was captured, Jeremy Dark has enough connections to make sure he will never do time. If his plan succeeded, he is now the richest man in the world. If his plot only partially worked or if it failed altogether, he will

simply begin making bigger, better, and more daring plans for next time, with a special emphasis placed on revenge against the Flash.

Standard Award

Hero Points

Level of Opposition:

Equal..... 20 Points

Critical Points

Discovering link between D.W.E. Board members

seldom fails..... 2 Points

Finding the Hole in Hell's Kitchen

seldom fails..... 2 Points

Disarming bridge and tunnel bombs

seldom works 8 Points

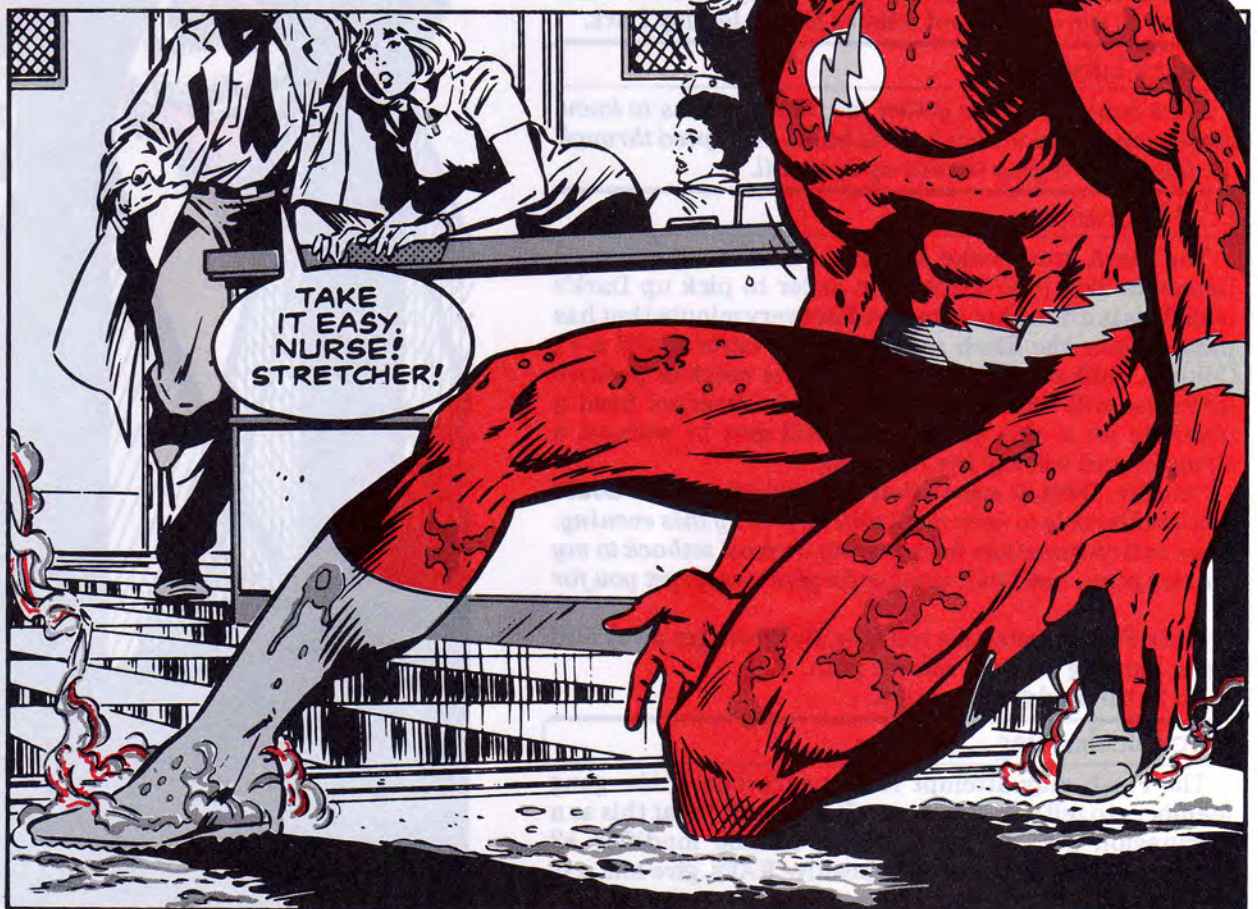
Area of Consequence:

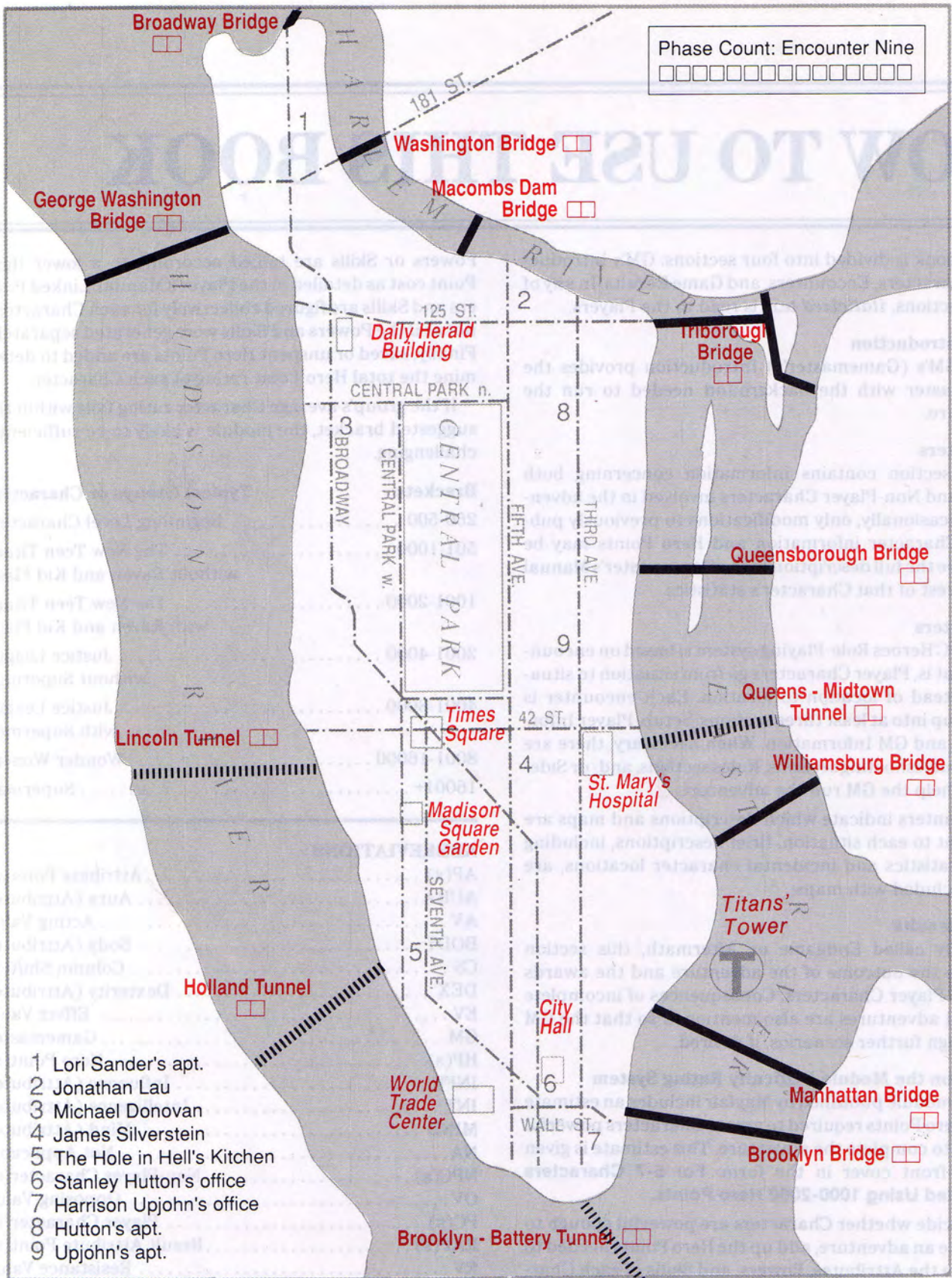
City..... 3 Points

Severity:

Permanent Nonfatal..... 10 Points

Total Standard Award..... 45 Points





Manhattan

gamemaster's map

HOW TO USE THIS BOOK

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

GM's Introduction

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

Characters

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

Encounters

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

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

Game Results

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

A Note on the Module Difficulty Rating System

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

To decide whether Characters are powerful enough to complete an adventure, add up the Hero Points needed to generate the Attributes, Powers, and Skills of each Character. Also include Hero Points expended in the creation of special gadgets and equipment the Character possesses. Heroes using the Batman Option or with Linked

Powers or Skills are tallied according to a lower Hero Point cost as detailed in the Player's Manual. Linked Powers and Skills are figured collectively for such Characters, not as if the Powers and Skills were generated separately. Finally, saved or unspent Hero Points are added to determine the total Hero Point rating of each Character.

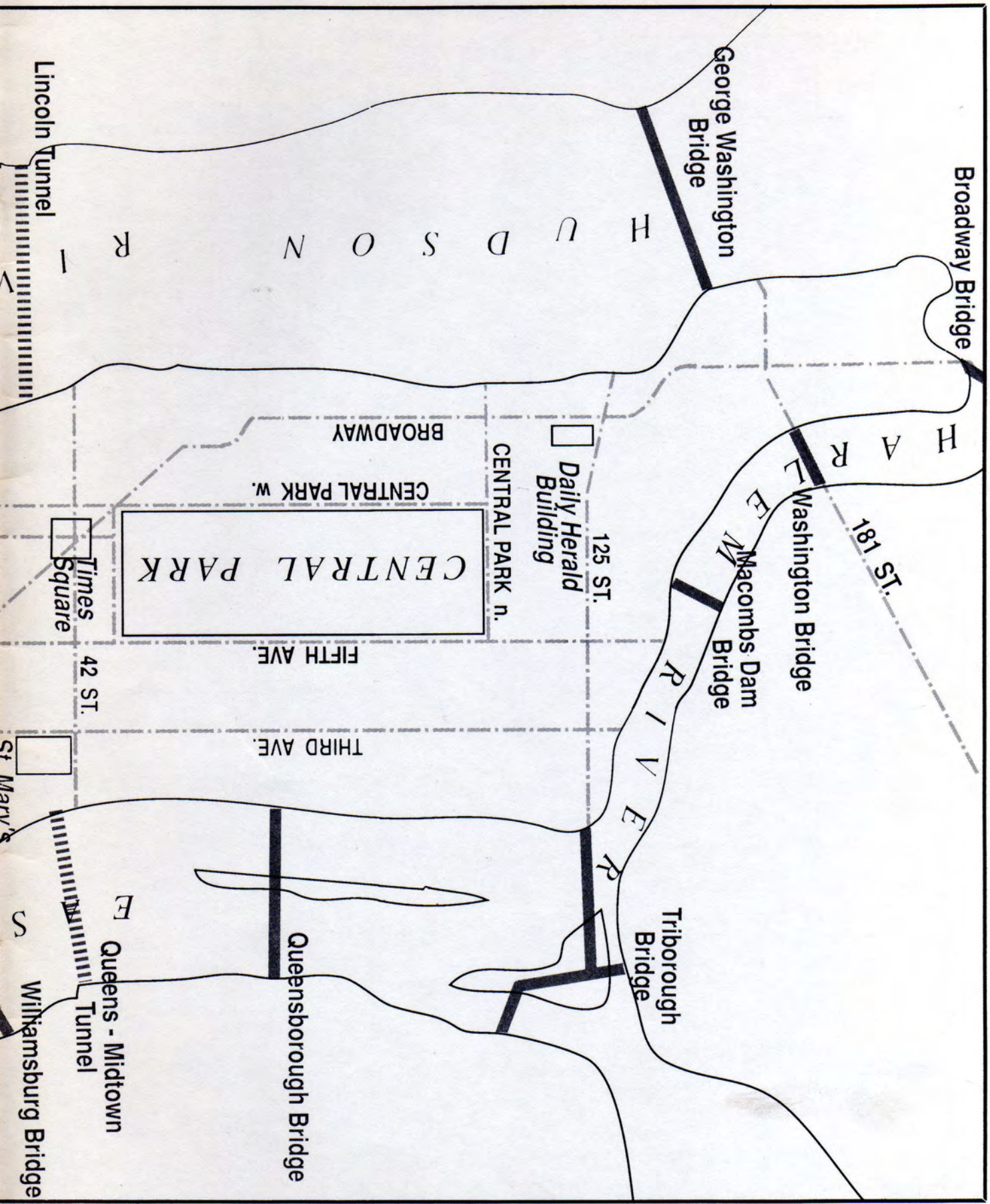
If the group's average Character rating falls within the suggested bracket, the module is likely to be sufficiently challenging.

Brackets

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

ABBREVIATIONS

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



Broadway Bridge

George Washington Bridge

Washington Bridge

Macombs Dam Bridge

Triborough Bridge

Queensborough Bridge

Lincoln Tunnel

Williamsburg Bridge

CENTRAL PARK

Daily Herald Building

Times Square

CENTRAL PARK W.

CENTRAL PARK N.

FIFTH AVE.

THIRD AVE.

42 ST.

125 ST.

181 ST.


BROADWAY

H A R L E M R I V E R

H U D S O N R I V E R

St. Mary's

Queens - Midtown Tunnel



“I created fear. Why is he different? How is his plan different from mine? ‘Fear is the key,’ he said. The key to what? He said that he didn’t want us, he wanted New York. My God, what does he want from New York?”

A morning’s jog through Manhattan at a leisurely 250 miles per hour turns into a series of life-and-death rescues for Wally West™, the new Flash™. First, a maniac starts randomly shooting at commuters on a subway platform. After stopping this killer, Flash is informed by the police of a terrorist bomb threat in the Wall Street area.

Flash is caught in a race against time as he attempts to unravel a web of mystery and intrigue. Determined to live up to the heroic legacy passed down to him by his predecessors, Flash must uncover the truth in time to prevent a disaster which will transform New York into a . . .

CITY OF FEAR

- *City of Fear* features new rules for all Speed-based Characters, as well as complete statistics and history of Wally West, from his days as Kid Flash™ to the present.
- New rules include details on the effects of the Speed drug Velocity 9™.



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0988-240MFG-0700

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