



HEROES

ROLE
PLAYING
MODULE

LEGION
OF SUPER-HEROES™

KNIGHT TO PLANET 3



by Mark Acres

KNIGHT TO PLANET 3

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Knight to Planet 3

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GAMEMASTER'S INTRODUCTION

The Time Trapper has already attempted to drain the energy of the Infinite Man (see the adventure *Pawns of Time*). Now, the mysterious villain has a greater and more subtle plan; he intends to recreate the Miracle Machine, an incredibly powerful device capable of translating mere thoughts into reality.

The Miracle Machine was a gift to the Legion from a Controller. This gift was ultimately disastrous and nearly fatal. When a maddened Brainiac 5 used it to create the unstoppable Omega, the only hope for preservation of the universe was to destroy the Miracle Machine. It was impervious to all means of destruction save one: it was eaten by Matter-Eater Lad!

The Time Trapper can usually just take what he wants; the realm of time is his to despoil. However, the energies of the Miracle Machine are so immense that even the Time Trapper dare not attempt to displace it through time. He cannot even force the Controllers to build him another; the secret of its construction is lost in an era into which even the Time Trapper cannot see clearly.

But there is a way to recreate the Miracle Machine. As biological scientists on Daxam are busy discovering in the 30th Century, it is possible to perform a complex analysis of genetic and cytoplasmic materials from the cells of a creature to determine the precise nature of the foods the creature has consumed. Given the right materials and sufficient time, the Time Trapper could actually reconstruct the plans for the Miracle Machine by analyzing the molecular composition of Matter-Eater Lad's cells. With the plans in hand, actual construction of the device could be easily accomplished by using advanced technological tools available on 30th Century Earth. Thus, the Time Trapper needs three things:

1. Materials to perform the biological analysis of Matter-Eater Lad. These are available in advanced laboratories on 30th Century Daxam;
2. Technological tools to construct the Miracle Machine. These are available in high-tech laboratories on 30th Century Earth;
3. The living body of Matter-Eater Lad to serve as a source of cells for analysis. Matter-Eater Lad is currently involved in the politics of 30th Century Bismoll.

Normally, the Time Trapper could use his advanced time travel technology to simply "snatch" these items and bring them to his stronghold, then replace them a few seconds later before they were even noticed as missing. However, the *Crisis on Infinite Earths* has so disturbed the time stream that not even the Trapper can guarantee the success of multiple time travel operations. He prefers instead to gather them all together in one place at one time, then bring them to his future stronghold. When he is finished with them, they can be replaced only seconds after their disappearance. No one will ever know they were gone and no one will link this combination of materials to the Time Trapper.

The Time Trapper has worked out an incredibly devious plan to bring these items together. He has constructed a duplicate of Computo, Brainiac 5's attempt at an ultimate



computer, and specially programmed it himself. He has gathered together a number of Computoids, duplicates of Computo's original body, and has hidden them on 30th Century Bismoll. He has placed the duplicate Computo into one of these Computoid bodies and shipped it to 30th Century Tyrraz. This Computo duplicate has forged an alliance between Tyr, the Khunds, and himself.

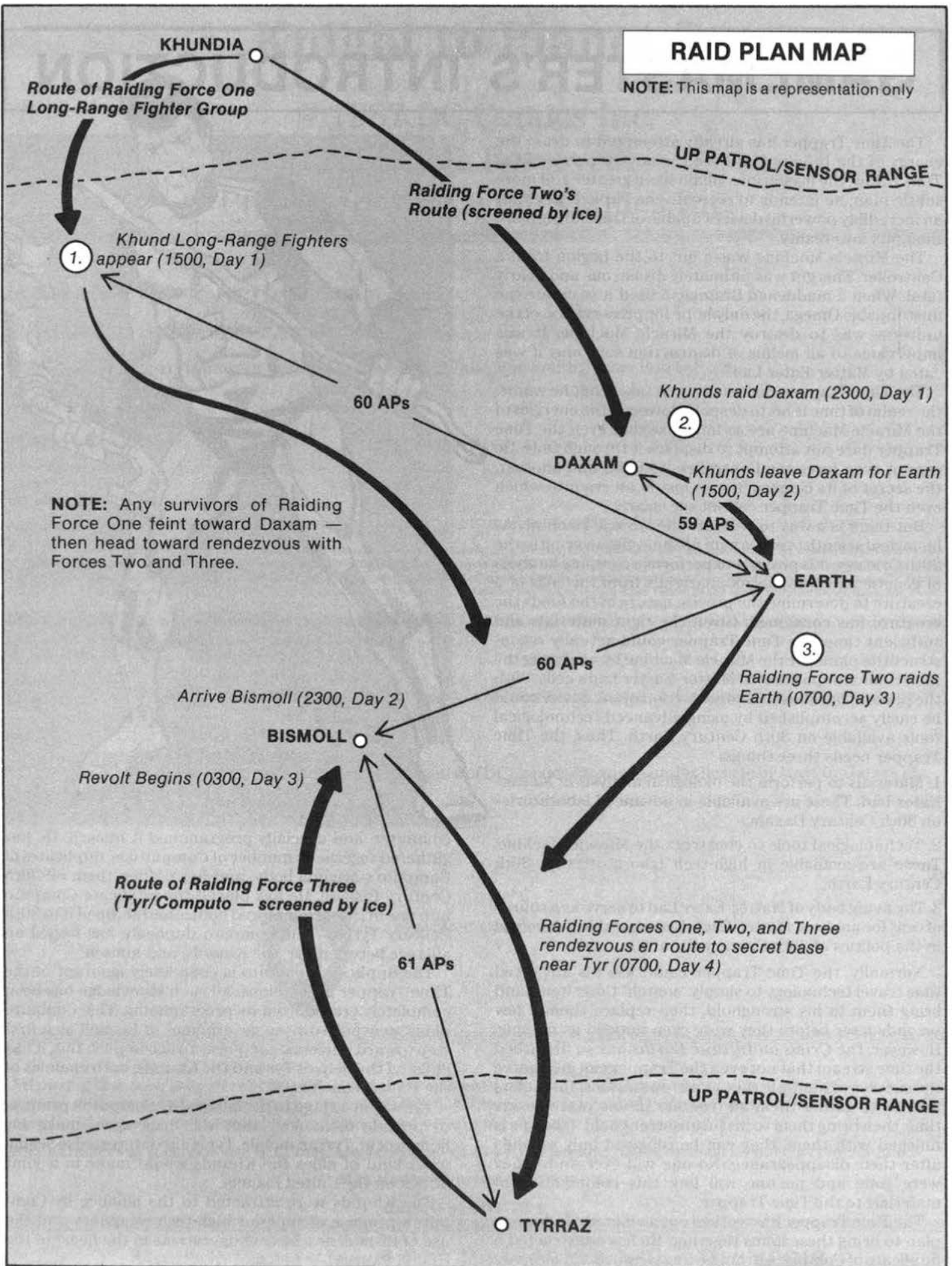
The duplicate Computo is completely ignorant of the Time Trapper or his plans: all such knowledge has been completely erased from its programming. This Computo plans to overthrow the government of Bismoll as a first step toward universal conquest. To accomplish this, it has enlisted the help of Tyr and the Khunds, both enemies of the United Planets (UP).

Tyr was attracted to the alliance by Computo's promise to provide technology that will once again make his homeworld, Tyrraz, mobile. Tyr is also interested in seeing what kind of allies the Khunds would make in a joint attack on the United Planets.

The Khunds were attracted to the alliance by Computo's promise of superior high-tech weaponry and the use of Bismoll as a base of operations in the heart of the United Planets.

RAID PLAN MAP

NOTE: This map is a representation only



NOTE: Any survivors of Raiding Force One feint toward Daxam — then head toward rendezvous with Forces Two and Three.

Together Computo, Tyr, and the Khund warlord Rorjath have planned a massive raid against UP territory. The raid will assist the Computo revolt on Bismoll and provide the Khunds and Tyr with certain items Computo says are needed to accomplish their technological goals. In addition, the alliance will end up with several valuable prisoners, among them Matter-Eater Lad, who may be able to reveal secret weaknesses in the Legion of Super-Heroes.

Unknown to these villains, their plan will also bring the materials sought by the Time Trapper together in one place and time. It was he who programmed this Computo, and those programs make certain that all Computo's own plans will serve the Time Trapper's goals.

The Raid Plan

The joint Khund/Tyrrazian raid and Computo revolt has been carefully planned. It will take place when most of the UP military forces capable of serious resistance are off on maneuvers in a sector beyond a range conducive to a quick response. This means the only serious resistance will be given by local forces — no match for Khund warriors or Tyrrazian mercenaries supported by space vehicles — and, of course, the Legion of Super-Heroes.

The raiders are divided into three groups, each with its own special tasks:

1. Raiding Force One consists of 20 Khund Long-Range Fighters. These are based on Khundia and are piloted by specially equipped Khund Cyber-Warriors. The task of Raiding Force One is to divert the Legion's attention from the other forces. Force One will suddenly appear, cross the frontier into UP space, destroy a UP drone sensor on the frontier, and await response by the Legion. Once the Legion comes out to meet them, they will attempt to take out or distract as many Legionnaires as possible. After this engagement, Raiding Force One will feint in the direction of Daxam, then turn toward a rendezvous point where it will meet Raiding Forces Two and Three.

2. Raiding Force Two consists of one Khund space carrier with forty fighters, three Khund cruisers, and 12 Khund raider vessels carrying troops, all under command of the Khund warlord Rorjath. The force starts from Khundia.

Raiding Force Two will enter UP space behind and in the midst of large masses of ice. These ice masses, if detected by the UP, will seem to be nothing more than interstellar debris. They will also mask the Raiding Force from the infrared sensors of the drones employed by the UP to monitor its space frontier.

While the Legion's available forces are headed toward Raiding Force One, Raiding Force Two will suddenly appear near Daxam, raid that planet, and carry off valuable loot, prisoners, and (as far as the raiders are concerned) some "worthless" scientific equipment specifically requested by Computo for "biological research."

Raiding Force Two will then proceed to Earth, raid that planet, and carry off more prisoners, loot, and some high-tech manufacturing equipment.

Finally, Raiding Force Two will head toward Bismoll to rendezvous with Raiding Forces One and Three.

3. Raiding Force Three consists of one Khund space carrier with twenty fighters, two Khund cruisers, and six Tyrrazian raider vessels. This force is commanded by Tyr, with his flag on the carrier. It starts from a secret military base near Tyrraz. Computo is travelling with Tyr.

Raiding Force Three will enter UP space masked by ice just like Raiding Force Two. It will appear near Bismoll and initiate the Computo revolt there just before Raiding Force Two hits Earth. Once the success of the Computo revolt is assured, Raiding Force Three will rendezvous with Raiding Forces One and Two. All forces will then return to the secret base near Tyrraz.

Diplomatically, the Khunds plan to deny all knowledge of this raid. If confronted with hard evidence of Khund involvement, the Khund government will blame the raid on the independent actions of Rorjath, undertaken without the knowledge or approval of the official planetary government. In this way, the Khunds can avoid an all-out war with the UP.

Unbeknownst to all, one of the prisoners, along with much of the equipment taken in the raid, will "disappear" for a few seconds from the secret base near Tyrraz.

Further details of the raid are provided in the *GM's Timetable* and on *The Raid Map*. The GM should study these materials carefully before running the adventure, taking special note of the time that will be required for the Player Characters and the raiding forces to move from one area to another.

ADVENTURE SYNOPSIS

As the adventure begins, the Player Characters are relaxing at Legion Headquarters. They are the Legion's only reserve; all other Legionnaires are off on assignments. Brainiac 5 is on Mission Monitor Board duty.

Brainiac alerts the Player Characters to an intrusion into UP space by an apparently hostile force — perhaps Khund, perhaps something else. With the UP's main forces tied up in maneuvers in another galactic sector, response is up to the Legion. The heroes are sent to investigate and take appropriate action. They soon find themselves engaged by the first force — Raiding Force One.

Interrogation of prisoners and Dawnstar's Powers will direct the Characters from this battle toward Daxam. They arrive there too late to prevent the raid on that planet, but they are still in time to engage a special delaying force left behind by the Khunds to ambush them. Daxam holds a number of ambiguous clues to the Khunds' intentions; the trail of the raiders leads to Earth.

Near Earth the Characters fight a major battle with Raiding Force Two. This force attempts to defeat them and raid the planet, taking valuable high tech materials used in the manufacture of, among other things, weapons. Also, the heroes learn of the Computo revolt on Bismoll.

At Bismoll, the Computo forces are awaiting the Player Characters with what may be a devastating death trap. The Player Characters who survive will find sufficient clues to lead them to Tyr, whose forces have taken Matter-Eater Lad prisoner.

The adventure concludes with the showdown between the heroes and surviving raiding forces on or near the secret military base in the space near Tyrraz. Here extremely clever Characters may unravel the entire plot, but only if they have taken note of clues throughout. The GM should carefully note that it is entirely possible for the Characters to "win" by defeating the Khunds, Computo, and Tyr, freeing Matter-Eater Lad, and recovering the stolen materials, but still "lose" in the sense of failing to defeat the Time Trapper's true plan and purpose.

TIMETABLE

This timetable serves as a guide to when the various forces involved in the Time Trapper's grand scheme appear. It should be used in conjunction with the *Raid Map* to keep track of where the various forces are at any given time. Times are given in Earth hours, military time: 1200 is 12 noon, 1700 is 5 pm, etc.

References to the Player Characters assume smart, successful play. These references also assume the Player Characters are flying linked through their flight rings to Dawnstar, who has a speed of 46 APs.

DAY 1

1500: Legion notified of appearance of potentially hostile raiding force on UP borders (Khund Long-Range Fighter group).

2300: Separate force of Khund raiders appear near Daxam and begin attack.

DAY 2

0700: Player Characters arrive at scene of raiders' appearance if using their flight rings to fly with Dawnstar at 46 APs. Player Characters will probably battle Khund Long-Range Fighter group here. After battle, Player Characters leave for Daxam.

1500: Khund force departs Daxam headed for Earth,

leaving a small diversionary force near Daxam.

2300: Heroes arrive at Daxam, are engaged by remaining Khunds, and learn of Khund force that is en route to Earth.

Tyr and Computo secretly arrive near Bismoll.

DAY 3

0300: Computo revolt on Bismoll begins; Matter-Eater Lad seized along with other political prisoners.

0700: Player Characters overtake Khund force in vicinity of Earth. Khunds raid Earth while battling heroes.

Heroes learn of Computo revolt on Bismoll assisted by Tyrrazian mercenaries.

Surviving Khunds from Earth raid set course for Bismoll.

2300: Player Characters arrive at Bismoll, begin suppression of Computo revolt. Tyr leaves Bismoll with Matter-Eater Lad as his prisoner.

DAY 4

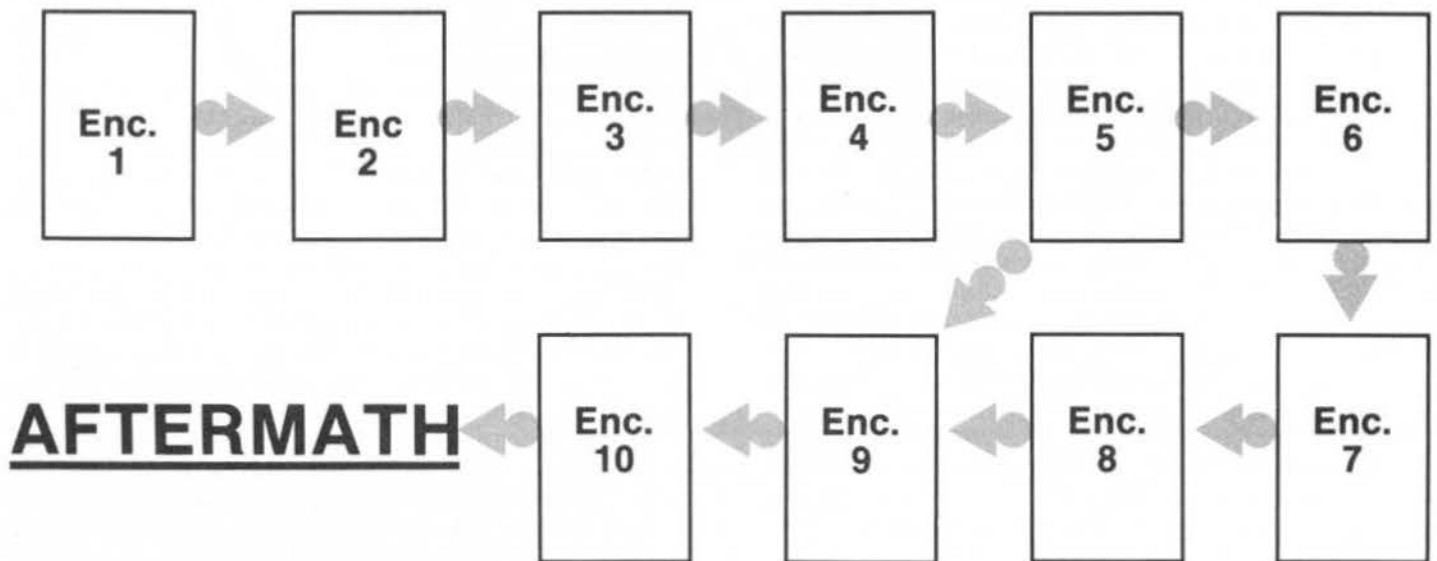
0700: Surviving Khunds from Daxam and Earth raids rendezvous with Tyr's forces, which are heading toward a secret base.

DAY 5

0700-2300: Final showdown between Player Characters and all surviving Tyr/Khund forces.

2300: Time Trapper takes all equipment seized on raid and Matter-Eater Lad to his far future base, returning them only seconds later.

FLOWCHART



NON-PLAYER CHARACTERS

COMPUTO (duplicate)

DEX:	22	STR:	*1/12	BODY:	*1/18
INT:	23	WILL:	18	MIND:	30
INFL:	2	AURA:	2	SPIRIT:	30
INITIATIVE:	47	HERO POINTS:	95		

POWERS:

Bio-Energy Blast: 43, Control: 10

SKILLS:

(** linked to INT) Gadgetry**: 23, Scientist**: 23

EQUIPMENT:

Computoids (see statistics)

LIMITATIONS:

This duplicate Computo is a sentient electronic circuit. On its own it has no movement. However, at the start of the adventure, the Computo duplicate is installed inside a Computoid body, giving it a normal maximum movement of 5 and the increased STR and BODY noted with an asterisk (*).

It can only use its Control Power by having its circuitry hooked into a victim's nervous system.

It can only use its Bio-Energy Blast by using either its Computoid body or a Controlled victim's body as a focus.

MOTIVATION: Power Lust

WEALTH: N/A

JOB: Villain and Political Rebel (Bismoll)

RACE: Artificial Life

The original Computo was created by Brainiac 5 as part of his search for an ultimate computer intelligence. The machine became possessed of mad emotions, turned rogue, and almost conquered the Earth. Since then, the original Computo's circuitry has been installed in a small robotic "major-domo" body and serves a useful function at Legion HQ under Brainiac 5's careful observation.

This Computo was prepared some time ago by the Time Trapper and installed in a Computoid body.

COMPUTOID

DEX:	8	STR:	12	BODY:	18
INT:	3	WILL:	NA	MIND:	NA
INFL:	NA	AURA:	NA	SPIRIT:	NA
INITIATIVE:	12	HERO POINTS:	0		

POWERS:

Lightning: 14

LIMITATION:

Lightning Power only works in touch range.

Computoids are large, awkward robotic bodies that are duplicates of the original Computo's body. The Computoids were mass-produced by Computo at the start of his attempt to conquer the Earth; several are believed to be scattered at various locations in and out of the UP. Any Computoid body could serve as a body for Computo. All Computoids are in constant radio link with Computo (maximum range: 24 APs).

KHUND CYBER-WARRIORS

DEX:	9	STR:	10	BODY:	15
INT:	2	WILL:	5	MIND:	3
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	14 (18)	HERO POINTS:	30		

POWERS:

Lightning: 12, Skin Armor: 12, Thermal Vision: 3, Ultra Vision: 6

SKILLS:

Martial Artist: 4, Vehicles/Land, Air and Space: 9

EQUIPMENT:

Body Suit: (DEX: 0, STR: 4, BODY: 6, Uses: 2, Duration: 10)
Flight: 10, Sealed Systems: 10

Khund Cyber-Warriors are the Khunds' attempt to create powered individuals to combat the forces of the Legion. They are selected from the elite of the Khund military forces, and consider their cyber-conversion a great honor.

The Cyber-Warriors in this adventure have been equipped with long-range fighters and special body suits which allow them to fly in deep space.

KHUND SOLDIERS

DEX:	6	STR:	5	BODY:	6
INT:	2	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	10 (14)	HERO POINTS:	0		

SKILLS:

Martial Artist/Melee Weapons: 4, Vehicles/Air, Land and Space: 5, Weaponry/Firearms and Heavy Weapons: 6

EQUIPMENT:

Blaster: (BODY: 4, EV: 7, Ammo: 12, Uses: 1, Duration: 23)

Body Suit: (DEX: 0, STR: 2, BODY: 4, Uses: 2, Duration: 15)
Flight: 6

These are the standard cannon fodder of the Khund military forces.

MATTER-EATER *alias Tenzil Kem*

DEX:	5	STR:	4	BODY:	5
INT:	6	WILL:	5	MIND:	5
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:	15	HERO POINTS:	40		

POWERS:

Acid: 35

SKILLS:

Charisma/Persuasion: 4

LIMITATIONS:

Matter-Eater Lad's Acid is his digestive juices, has no range, and uses his DEX as AV. Acid Power is useless against magnozite.

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Politician/Legion Reservist

RACE: Human

Matter-Eater Lad is a prime candidate for president of Bismoll. As such, he is a target for kidnapping by the Computo revolt forces. In fact, Computo is programmed to deliver Matter-Eater Lad to Tyr as part of the Time Trapper's master plan.

RORJATH (Khund Warlord)

DEX:	4	STR:	4	BODY:	4
INT:	7	WILL:	5	MIND:	4
INFL:	3	AURA:	2	SPIRIT:	3
INITIATIVE:	14	HERO POINTS:	12		

SKILLS:

Charisma: 8, Military Science: 12, Spy: 6, Weapons: 4, Vehicles/Air, Land, and Space: 12

EQUIPMENT:

Blaster: (BODY: 4, EV: 7, Ammo: 12, Uses: 1, Duration: 23)

Body Suit: (DEX: 0, STR: 2, BODY: 4, Uses: 2, Duration: 15)

Flight: 6

Rorjath is a hitherto unencountered Khund warlord selected to head the Khund mission to assist the Computo revolution on Bismoll. Like most Khunds, he is a cunning, ruthless, and fearless foe. Rorjath sees this command as a chance to greatly increase his personal status on Khundia while ensuring the Computo revolt's success.

TYR

DEX:	8	STR:	6	BODY:	16
INT:	4	WILL:	7	MIND:	5
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:	16 (24) HERO POINTS: 80				

SKILLS:

Charisma: 7, Martial Artist: 8,
Military Science: 5, Weaponry: 9,
Vehicles/Air, Land and Space: 8

EQUIPMENT:

Space Scooter: (BODY: 8, Uses: 4,
Duration: 13) Flight: 25
Flight Suit: (BODY: 10, Uses: 2,
Duration: 10) Sealed Systems: 10;
Flight: 10
Gun Hand: (DEX: 3, STR: 0, BODY:
8, INT: 6, Uses: 8, Duration: 20),
Flight: 25, Lightning: 15

LIMITATIONS:

Gun Hand can fly only when
detached from Tyr.

MOTIVATION: Power Lust
WEALTH: Multimillionaire
JOB: Champion/Warlord of Tyrraz
RACE: Strange Humanoid

NOTE: Tyr uses his Weaponry Skill
of 9 for the AV and his Lightning
Power (15) for the EV when
attacking with his gun hand. Tyr's
gun hand uses its own DEX of 3
when attacking while detached.

Tyr resides on his homeworld
Tyrraz. It is a world turned into a
weapon but currently immobilized
thanks to the Legion. He has a
longstanding hatred of the Legion
and welcomes the chance to battle
Legionnaires. He anticipates the
chance to size up the reliability and
efficiency of the Khunds against the
Legion and the UP.

TYRRAZIAN TROOPERS

DEX:	6	STR:	5	BODY:	5
INT:	2	WILL:	3	MIND:	3
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	10 (14) HERO POINTS: 0				

SKILLS:

Martial Artist: 4, Vehicles/Air,
Land and Space: 6,
Weaponry/Firearms and Heavy
Weapons: 6

EQUIPMENT:

Blaster Rifle: (BODY: 5, EV: 8,
Ammo: 50, Uses: 1, Duration: 23)
Flight Scooter: (DEX: 0, STR: 6,
BODY: 6, Uses: 10, Duration: 13)
Flight: 6 APs (Speed)

Tyrrazian troopers are common
soldiers from Tyrraz. The ones in this
adventure are personally loyal to Tyr,
for reasons best known to themselves.

PLAYER CHARACTERS

CHAMELEON BOY *alias Reep Duggle*

DEX:	7	STR:	4	BODY:	6
INT:	9	WILL:	7	MIND:	6
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	20 (24) HERO POINTS: 60				

POWERS:

Dispersal: 4, Omni-Arm: 13, Shape
Change: 10

SKILLS:

Artist/Actor: 5, Detective: 10,
Martial Artist: 4, Spy: 10

LIMITATIONS:

Loses all Powers when exposed to
Cancelite.

VULNERABILITIES:

"Hard" radiation (20 AP+), Rare
Miscellaneous Loss — Permanent
(Range: 1 AP, affects all Powers)

MOTIVATION: Upholding the Good

WEALTH: Multimillionaire

JOB: Legionnaire

RACE: Strange Humanoid

Chameleon Boy hopes that his
Legion exploits will help change the
galactic prejudice against the shape-
changing natives of his homeworld
Durla. His abilities have earned him a
place as permanent head of the
Legion Espionage Squad. Normally
easy-going, he is deadly serious when
investigating an important case.

DAWNSTAR

DEX:	15	STR:	4	BODY:	6
INT:	5	WILL:	7	MIND:	7
INFL:	6	AURA:	5	SPIRIT:	7
INITIATIVE:	26 (30) HERO POINTS: 65				

POWERS:

Flight: 46, Life Sense: 34, Sealed
Systems: 20

SKILLS:

Detective: 5, Martial Artist: 4

LIMITATIONS:

Flight is provided by 10' wings; DEX
is only 5 in cramped surroundings.
Any attacks against her wings have
no modifier applied.

BODY of wings is 5; when current
BODY of wings is below 0 APs Flight
Power does not work.

Life Sense acts as a Minor Power
Limitation (need to roll a 5 or more
on 2D10) any time she attempts to
use it.

MOTIVATION: Responsibility of Power

WEALTH: Affluent

JOB: Legionnaire

RACE: Exotic Humanoid

Dawnstar was born on Starhaven,
a planet in the galactic core settled by
Amerinds from Earth. Somewhat
aloof from other Legionnaires, she is
attracted to both Wildfire, a fellow
Legionnaire, and Jhodan, a native of
the planet Exile.

Dawnstar is not slow to criticize
her fellow Legionnaires for unpre-
dictable or irresponsible behavior.
However, her dependability and
loyalty are beyond question.

PHANTOM GIRL *alias Tinya Wazzo*

DEX:	7	STR:	3	BODY:	4
INT:	7	WILL:	5	MIND:	5
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:	18 (21) HERO POINTS: 65				

POWERS:

Dispersal: 35

SKILLS:

Martial Artist: 3, Vehicles: 4

MOTIVATION: Upholding the Good

WEALTH: Affluent

JOB: Legionnaire

RACE: Humanoid

Born on the other-dimensional
world of Bgtzl, Phantom Girl used her
Dispersal Powers to gain admittance
to the Legion. She has the record for
the longest consecutive membership
in Legion history. She has long had a
romantic involvement with Ultra Boy.

Tinya is a member of the Legion
Espionage Squad and her Power is
specific enough that she can materi-
alize only one portion of her body,
such as a hand, while keeping the rest
in a phantom state. Objects she can
wear or carry without pushing her
Attributes or using Hero Points be-
come dispersed with her.

QUISLET

DEX: 12	STR: 0	BODY: 1
INT: 5	WILL: 3	MIND: 10
INFL: 3	AURA: 2	SPIRIT: 4
INITIATIVE: 20	HERO POINTS: 65	

POWERS:

Animate Objects: 9, Earth (Metal)
Animation: 6

EQUIPMENT:

Exploration Vehicle

[DEX: 0, STR: 2, BODY: 11]

(Uses: 1, Duration: 26)

Flight: 5, Sealed Systems: 26,

Thermal Vision: 5

LIMITATIONS:

Quislet's Powers have a range of 0 APs. Only one object or area of earth or metal can be animated at one time. When animating earth, the resulting creature does not have any points assigned to its Mystical attributes. Quislet himself supplies the Mental and Mystical Attributes. He can be attacked mentally while animating something. After 3 APs (32 seconds or eight phases), or immediately after Quislet leaves the object he was animating, the object or quantity of earth will disintegrate. Only Quislet's exploration vehicle is immune to this effect. Quislet can animate a vehicle or similar object with up to 9 APs of BODY and take it over. Quislet cannot take over a sentient creature such as Computo.

VULNERABILITIES:

Quislet cannot survive outside of his exploration vessel for any period of time greater than 0 AP unless he is "possessing" a solid object.

MOTIVATION: Thrill of Adventure

WEALTH: Inapplicable

JOB: Legionnaire

RACE: Alien

Quislet entered the normal universe from an unknown micro-dimension, offered his/her/its "all-important talents" to the UP law enforcement services, and became a member of the Legion, somewhat to the consternation of some other Legionnaires. Little is known of Quislet's true nature, although Brainiac 5 has determined that Quislet is a sentient being more closely related to energy than matter.

Quislet is curious, gossipy and ego-centric. "His" exploration vessel has a voder unit, and Quislet can cause inanimate objects it possesses to "speak" by vibrating selected molecules to generate sound. Quislet has a high, chirpy voice, usually speaks with

a sarcastic tone, and often grates on the nerves of his fellow Legionnaires. However, he is always cooperative and seems to be proficient in the normal universe.

SUN BOY *alias Dirk Morgna*

DEX: 5	STR: 4	BODY: 5
INT: 7	WILL: 6	MIND: 4
INFL: 3	AURA: 3	SPIRIT: 3
INITIATIVE: 15	HERO POINTS: 75	

POWERS:

Energy Absorption: 8, Flame

Immunity: 14, Flame Projection:

15, Flash: 15

LIMITATIONS:

Energy Absorption only works on flame/heat-based attacks; Minor Fear of Darkness

MOTIVATION: Thrill of Adventure

WEALTH: Affluent

JOB: Legionnaire

RACE: Human

Sun Boy has made the most of his Legion membership, and proved his abilities in battles against Dr. Regulus, a major villain and personal enemy of Dirk's family. At the same time, he has pursued a vigorous social life. Sun Boy's successes in social as well as Legion circles do not minimize his abilities. Even Brainiac 5 has learned to acknowledge Dirk's skill and insight in his areas of special interest.

ULTRA BOY *alias Jo Nah*

DEX: 12	STR: 5/44*	BODY: 5/15*
INT: 5	WILL: 6	MIND: 5
INFL: 3	AURA: 4	SPIRIT: 3
INITIATIVE: 20	HERO POINTS: 80	

POWERS:

Flight: 40, Heat (Flash) Vision: 38, Microscopic Vision: 24, Sealed Systems: 20, Skin Armor: 35, Super Breath: 20, Superspeed: 25, Systemic Antidote: 20, Telescopic Vision: 15, X-Ray (Penetra) Vision: 20

SKILLS:

Gadgetry: 3, Medicine: 4, Scientist: 4

LIMITATIONS:

Can use only one Power at a time.

*Increased BODY, Sealed Systems, Skin Armor, and Systematic Antidote are used simultaneously.

*Increased STR is treated as a Power on its own.

Skin Armor does not work against radiation-based attacks.

He is unable to see through energy fields and/or barriers with X-Ray Vision.

MOTIVATION: Responsibility of Power

WEALTH: Affluent

JOB: Legionnaire

RACE: Human

Ultra Boy has had a history with the Legion almost as tumultuous as his tremendous Powers. Twice he has been wrongly accused of criminal doings and, on occasions, has been separated from the Legion. The most stable element in his life is his strong love for Phantom Girl, the one person who always believed in him.

Ultra Boy gained his Powers when his small spaceship, outward bound from his native planet of Rimbor, was swallowed by an energy blast. Jo Nah not only survived the experience, but found that by sheer force of will he could channel some of the creature's ultra-energy, now coursing through his own body, into Kryptonian-type Powers.

Legion Equipment

TRANSUIT

[BODY: 20, Sealed Systems: 18]

Each Legionnaire except Quislet has a transuit that opens automatically to provide Sealed System: 18.

The suit provides no special defense against attacks and does not interfere with the use of Powers.

FLIGHT RING

[BODY: 5, Flight: 8, Super Ventriloquism (limited signalling capacity)]: 62

In addition to the Flight Power, the ring's Super Ventriloquism Power can

be used to send an SOS signal. The rings also allow their wearers to link with other ring wearers so that all can travel at the speed of the fastest linked character. Quislet has a specially adapted "ring" that provides him with all the advantages of a normal Legion flight ring.

TELEPATHIC EAR PLUG

[BODY: 3, Super Ventriloquism: 11, Telepathy: 2; *Neutralize: 25]

*The plugs can protect against long-term Mental Attacks (such as Hypnotism and Control). The wearer's MIND will be reduced to 0.

GM'S RECORD SHEET

This record sheet, which includes statistics of the space vessels, is provided to help the GM keep track of the status of the numerous ships in the adventure. To use the sheet, simply record damage to each vessel as it occurs and scratch off destroyed vessels.

GM NOTE: All of the Khund fleet vessels being used in the raid have specially modified engines, making them considerably faster than normal. The usual speed for a battle cruiser or carrier is only 40 APs.

KHUND BATTLE CRUISER

[DEX: 0, STR: 20, BODY: 25]

(Weight: 24, Uses: 2, Duration: 23)

Flight: 45, Sealed Systems: 40

Weapons:

1) Four energy beam guns fore and aft, for a total broadside capability of 8 guns. Each gun is the equivalent of a Starbolt: 20. The AV for the guns is the DEX or skill value of the firing character, or 8 when fired by the ship's computer. Range: 24 APs.

2) Four banks of six air-to-air missiles on each side of the ship: AV: 6, EV: 15, Range: 19. Each bank can be fired once every three phases.

Defense: Force Shield: 16 (engine/drive components)

Computer: (BODY: 2, INT: 8) Handles navigation, weapons, life-support, and other general programs.



The battle cruiser is a fast, medium-size space fleet vessel designed to support heavier task forces or protect raiding parties consisting of lighter craft.

KHUND RAIDER

[DEX: 0, STR: 12, BODY: 10]

(Weight: 14, Uses: 2, Duration: 23)

Flight: 45, Sealed Systems: 23

Weapons: One bank of six air-to-air missiles on each side (identical to missile banks on cruiser)

Defense: Force Shield: 16 (engine/drive components)

The Khund raider vessel is a fast troop carrier designed to bring troops quickly to a target and extract them just as quickly. Each raider has a crew of four and can carry 20 standard troops.

KHUND LONG-RANGE FIGHTERS

[DEX: 0, STR: 9, BODY: 9]

(Weight: 13, Uses: 4, Duration: 16)

Flight: 46, Sealed Systems: 16

Weapons: Two wing mounted energy guns, function as Starbolt at 15 APs with AV equal to pilot's DEX or Vehicle Skill. Both guns may be fired each phase as a single action.

KHUND STANDARD FIGHTER

[DEX: 0, STR: 8, BODY: 9]

(Weight: 12, Uses: 4, Duration: 13)

Flight: 46, Sealed Systems: 13

Weapon: One nose-mounted energy gun, functions as Starbolt at 15 APs. The AV is the DEX or the pilot's Vehicle APs.

KHUND SPACE CARRIER

[DEX: 0, STR: 22, BODY: 25]

(Weight: 24, Uses: 2, Duration: 23)

Flight: 45, Sealed Systems: 23

Weapons:

1) 40 Khund Standard fighters: (See below), can launch fighters in groups of up to five; one launch every three phases.

2) Four banks of six air-to-air missiles on each side of the ship, identical to missile banks on the battle cruiser.

Defense: Force Shield: 16 (engine/drive components)

Computer: (BODY: 2, INT: 10) Handles all ship programs, including launching, tracking, weapons, navigation, life support, etc.

TYRRAZIAN VESSELS

TYRRAZIAN RAIDER

[DEX: 0, STR: 12, BODY: 11]

(Weight: 15 Uses: 4, Duration: 23)

Flight: 45, Sealed Systems: 23

Weapons:

1) Two racks of four air-to-air missiles on each side of the ship. Otherwise identical to Khund cruiser missiles.

2) One forward mounted energy gun, functions as Starbolt 15, with AV the pilot's DEX or Vehicle Skill.

3) One underside turret-mounted Bomb gun; mimics Bomb Power at 12 APs.

Defense: Force Shield: 16 — available from drive engine power; use reduces maximum speed to 29 APs.

The Tyrrazian raider is a slightly heavier and more heavily armed vessel than its Khund counterpart, but serves essentially the same purpose. The raider carries 15 Tyrrazian troopers plus a crew of four.

RAIDING FORCE ONE
20 Khund Long-Range Fighters

Fighter	BODY	Damage	Fighter	BODY	Damage	Fighter	BODY	Damage
1			8			15		
2			9			16		
3			10			17		
4			11			18		
5			12			19		
6			13			20		
7			14					

RAIDING FORCE TWO

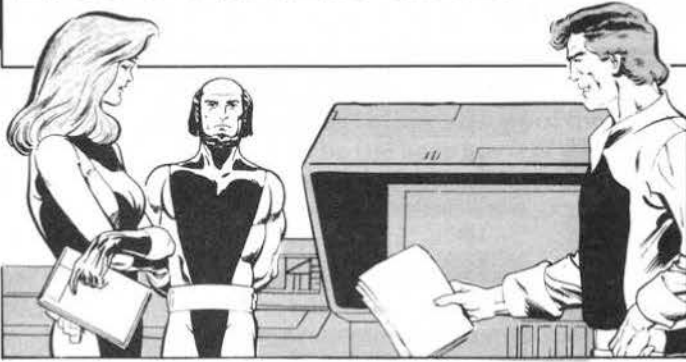
Ship	BODY	Damage	Ship	BODY	Damage	Ship	BODY	Damage
Carrier			Fighter 4			Fighter 23		
Cruiser 1			Fighter 5			Fighter 24		
Cruiser 2			Fighter 6			Fighter 25		
Cruiser 3			Fighter 7			Fighter 26		
Raider 1			Fighter 8			Fighter 27		
Raider 2			Fighter 9			Fighter 28		
Raider 3			Fighter 10			Fighter 29		
Raider 4			Fighter 11			Fighter 30		
Raider 5			Fighter 12			Fighter 31		
Raider 6			Fighter 13			Fighter 32		
Raider 7			Fighter 14			Fighter 33		
Raider 8			Fighter 15			Fighter 34		
Raider 9			Fighter 16			Fighter 35		
Raider 10			Fighter 17			Fighter 36		
Raider 11			Fighter 18			Fighter 37		
Raider 12			Fighter 19			Fighter 38		
Fighter 1			Fighter 20			Fighter 39		
Fighter 2			Fighter 21			Fighter 40		
Fighter 3			Fighter 22					

RAIDING FORCE THREE

Ship	BODY	Damage	Ship	BODY	Damage	Ship	BODY	Damage
Carrier			Fighter 2			Fighter 12		
Cruiser 1			Fighter 3			Fighter 13		
Cruiser 2			Fighter 4			Fighter 14		
Raider 1			Fighter 5			Fighter 15		
Raider 2			Fighter 6			Fighter 16		
Raider 3			Fighter 7			Fighter 17		
Raider 4			Fighter 8			Fighter 18		
Raider 5			Fighter 9			Fighter 19		
Raider 6			Fighter 10			Fighter 20		
Fighter 1			Fighter 11					

ENCOUNTER ONE:

Raid!



SETUP

The Player Characters are resting up at Legion Headquarters in Metropolis on Earth. Most of their fellow Legionnaires are off on missions; a few are on vacation. The Player Characters are the Legion's last "reserves" for the next few days with the sole exception of Brainiac 5, who has taken Mission Monitor Board duty. He is using the time to work on his newest invention. Brainiac 5 is alerted by a call from the Science Police and, in turn, alerts the Player Characters.

PLAYER INFORMATION

A few days' rest are just what the doctor ordered, at least as far as most of the Legionnaires at HQ are concerned. With Brainy on the Monitor Board and a perfectly fine Saturday night coming up, everyone has plans. A call from Brainiac 5 puts an end to rest, relaxation, and an enjoyable Saturday night.

"Here's the situation," Brainy says as you gather in the Mission Monitor room. "The UP drone sensors on the frontiers of UP space have just detected an intrusion by several spacecraft. Information is sketchy — the sensor drone that made the first contact has ceased sending its signal. Even the Science Police have no firm information on the size, strength, nature, or intentions of the intruder force. It might be worth noting that this has happened relatively close to the Khund borders.

"Normally, the UP would send a patrol to check out this kind of thing but all major UP space forces are on maneuvers in another sector. Negotiations with the Khunds have looked promising lately, so there was little reason to fear a major incursion.

"We're it as far as the Legionnaires are concerned — everyone else is on other assignments. I must remain here at the Mission Monitor Board."

ENCOUNTER TWO INFORMATION

Interrogated prisoners can provide the following information:

1 — 2 RAPS: The mission of this force was to divert and delay Legionnaires.

3 — 4 RAPS: The real raid is taking place on Daxam.

5 RAPS: The purpose of the raid is unknown except to the Khund warlord leading it: Rorjath.

GM INFORMATION

Further checking with the Science Police will reveal only that the drone sensor ceased signalling almost as soon as it spotted the intruder. The Science Police are not certain that the drone was attacked; indeed, the Science Police urge caution in approaching the Khund/UP border. Negotiations with the Khunds have been improving and the UP is anxious to avoid any embarrassing incident that could set back real diplomatic progress.

The GM can use Brainiac 5 to fuel speculation by the Players and to get them thinking: Is this a Khund attack? Could the intruder force actually be friendly? Might the drone sensor have simply failed at an inopportune moment? If the vessel or vessels do look like Khunds, could this be a clever disguise by some other intruder? Might the intruder be an exploration craft from another as yet unknown planet? If so, could the beings aboard have mistaken the drone's sensor probes as some form of attack? Might infrared scans, used routinely by the sensor drones, actually be harmful to an unknown alien species?

Brainiac 5 will suggest taking the Legion Telepathic Ear Plugs. The intruder was reported at a distance of 60 APs from Earth. If the Player Characters fly linked together through their flight rings, they can reach the contact point in 14 APs of time (about 16 hours). The GM must carefully use the AP Time, Speed, and Distance equations, and bear in mind that Dawnstar, the fastest flying Player Character, has a Flight speed of 46 APs. Once the Player Characters are underway, go to **Encounter 2**.

TROUBLESHOOTING

The Player Characters may want to take a Legion spacecraft. Brainiac 5 can point out Dawnstar can fly faster than most spacecraft and that it would generally be more advantageous to use the flight rings. If the Player Characters are worried about the duration of Sealed Systems in their transuits, the GM can say that Brainiac 5 points out that the travelling time to the contact point is about 16 hours, while the duration of Sealed Systems given by their transuits is over 11 and one-half days.

This sidebar is for ENCOUNTER 2 on the next page. ▶▶▶▶

6 RAPS: The raid in Daxam has a carrier and battle cruisers escorting the raiding force.

Characters with the Scientist Skill can examine the remains of a Khund Long-Range Fighter. The OV/RV is 23/23. Any RAPS (unlikely) will allow the Character to determine that the drives of these fighters have been significantly modified in a way that is beyond normal Khund technology.

ENCOUNTER TWO: Attack of the Khunds

SETUP

After violating UP space Raiding Force One, consisting of 20 Khund Cyber-Warriors in Long Range Fighter spacecraft, is lying in wait in deep space hoping for contact with Legionnaires.

PLAYER INFORMATION

GM NOTE: Check for a Surprise Attack at the start of this encounter, then read the appropriate Player Information.

If the Player Characters are surprised:

ZING! There are no sounds in space but, as the void suddenly erupts with beams of high-intensity energy, it seems that one can hear the shots! A V-shaped formation of five large spacecraft is streaking toward you.

If the Player Characters are not surprised:

They seem to come out of nowhere. There are four V-shaped wings of five spacecraft heading toward you, one behind the other. The crafts are of a Khund design.

GM INFORMATION

The fighters are in four V-shaped formations of five fighters each. As soon as the heroes are spotted, the first formation will close and attack. The other three wings will follow at one per phase.

The Khunds' sensors will spot the Player Characters at a distance of 28 APs. Even if Ultra Boy is using Telescopic Vision to search for the intruder(s), he can't spot the Khund craft until within 25 APs (about 32,000 miles). Thus, the Khunds' first wing has a chance to surprise the Player Characters. If Ultra Boy has declared he is using Telescopic Vision on the flight toward the contact point, use his 15 APs of Telescopic Vision as the Acting Value for the Surprise Check. If not, use the highest Character INT as the Acting Value. The OV is the Khund INT of 2.

If the Player Characters are surprised, the first wing of Khund fighters catches them at point blank range. If the Characters are not surprised, the range between them and the Khunds is 10 APs at the start of the first phase.

The Khunds will attack with wave after wave, maintaining their formation and circling back to hit the Player Characters time and again. They will continue this form of attack until their formations are broken up by the Player Characters or if the heroes scatter. From that point on, the Khunds will conduct a "dogfight" with the Characters. As rule of thumb, the GM should assume that positions of the fighter craft will be such that no more than five can fire in a single phase.

Destroying a Khund craft does not destroy its Cyber-Warrior pilot. Each Cyber-Warrior in a destroyed craft will eject and use his personal body suit to continue fighting. The Khunds will attempt to weaken the heroes by rendering at least one unconscious. After that, they'll

attempt to take prisoners from among the unconscious Player Characters. The Khund Cyber-Warriors are perfectly capable of leaving their craft, picking up an unconscious Character, storing him aboard, and then using the spacecraft again.

The Khunds will continue the combat until either all the Player Characters are unconscious or at least five of their own fighter craft are destroyed. If five of the fighters are destroyed, the remaining Khunds in fighters will fly off in the direction of Daxam. (This is a feint: they will later turn toward the general rendezvous point near Bismoll.) Khunds who are fighting in their body suits will continue fighting until unconscious.

Dawnstar's Life Sense Power can be used to track any fleeing fighter craft. Successfully sensing for Rorjath will reveal that he is, in fact, in a wide orbit around Daxam.

When combat ends conscious Characters will notice a small drifting planetoid — this is a convenient place to Interrogate prisoners and to leave them when duty calls the Player Characters on to the next encounter.

As soon as the heroes decide to head for Daxam go to **Encounter 3**.

TROUBLESHOOTING

It is possible for Quislet to use his Earth (Metal) Animation Power to take over a Khund Long-Range Fighter. In this case, Quislet's INT is running the ship, which is animated for as long as he takes it over. The ship can fight using its weapons; use Quislet's DEX as the AV when firing them. A fighter taken over by Quislet could also eject and then attack its Cyber-Warrior pilot. Quislet's only difficulty here will be positioning himself close enough to a fighter to use his Power; use Quislet's DEX as the AV and the Cyber-Warrior's Vehicle Skill as the OV for such an attempt.

Phantom Girl could conceivably pass through an enemy fighter and drop debris into the drive as she passes through. Treat this as a Physical Attack, using her DEX as the AV and the pilot's Vehicle Skill as the OV. A successful roll means Phantom Girl has disabled the fighter craft.

The heroes might want to move within Ear Plug range of Earth on their way to Daxam. However, it's a waste of time for them to do so. All they can learn from contact with Legion HQ is that Daxam is under attack.

The Player Characters may pursue the fleeing Khund fighters. They will eventually overtake them. When they do, conduct combat as before. The Khunds will attempt to lead the heroes on a chase through the space between Bismoll and Earth; this wastes the Legionnaire's time and fits in with the villains' master plan for the raid. When the Characters tire of this activity, determine how much time has elapsed, check to see what the raiding forces are doing, and then give the heroes this information when they check in at Earth or show up at Daxam. Of course, if they go to Daxam, the Khund delaying force in **Encounter 3** will still be waiting for them.

ENCOUNTER THREE:

Deadly Doings on Daxam

SETUP

By the time the heroes approach Daxam, the Khund's raiding force will have long since headed toward Earth. However, the Khunds have left a welcoming committee to delay any Legionnaires arriving on Daxam.

PLAYER INFORMATION

If the Player Characters don't orbit and find the Khunds:

From space, Daxam looks like a pounded planet. The damage is more evident from close up: entire areas are aflame and there is heavy air traffic as supplies are transported to needed locations. It seems that the damage was systematically inflicted: planetary defense centers were hit hard; satellite defenses and sensors were damaged or destroyed. The Science Police HQ is flattened. Anyone on Daxam who has any information would be near the ruins of that once impressive structure.

If the Player Characters orbit and find the Khunds, read the above, then add:

But information is available from a much closer source. A Khundian cruiser and two smaller vessels skim the stratosphere in a tight orbit!

GM INFORMATION

There are two Khund raiders and one Khund cruiser still in Daxam space. Their sensors will spot the heroes at 28 APs. However, this force will not try a Surprise Attack in space. It will hide on the other side of the planet, wait until the Characters land, then hit that spot in full force. The heroes can avoid this trap by orbiting the planet at top speed: they'll run into the Khunds.

This encounter consists of two basic parts: a fight with the Khund delaying force and information-gathering on the planet surface. The fight begins either as soon as the Characters spot the Khunds in space or as soon as they land near the ruins of the Science Police HQ.

If the fight occurs in space, the Khund battle cruiser will shoot at the Characters, who may have to take refuge on the planet surface. If the fight occurs on or moves to the surface, the cruiser will fire a full broadside toward where the Characters landed. Roll one shot against the Player Characters, using the highest Character DEX as the OV; remember to use the appropriate Multi-Attack Column Shift. Any Characters in the area where the broadside hits are struck by a successful shot. The remaining shots further devastate the area around the heroes.

The two Khund raider vessels will land after the broadside. Twenty Khund soldiers will emerge from each and they will try to find and gun down the heroes, calling up their locations to the cruiser for further gunnery support. The Khunds will fight to the bitter end.

Ultra Boy will be able to see details of the damage at a range of 25 APs if he uses his Telescopic Vision.

After the battle, the Characters can gather information. They can easily locate a Science Police officer who provides the following information when asked:

"We still aren't sure why our standard infrared sensors didn't pick them up at long range. They just suddenly appeared and knocked out the planetary defenses. Then they dropped lead from the air to prepare the way for their landing forces. The forces then came in, killed, burned, looted, took prisoners, and took off.

"The damage seems extensive, with heavy casualties from the lead in addition to direct action casualties. A group of Khunds captured some biological scientists from a meeting. They also took some research materials. We'd just compiled an inventory when you arrived."

If a Player Character with Scientist Skill examines the list, do an Action Check vs. an OV/RV of 6/6. The Character can gain the following information:

1 — 2 RAPS: Due to the bulk and awkwardness of the materials taken, only someone who wanted these particular items would take them during a raid.

3 — 4 RAPS: The materials were being used to open up a new area of research in molecular biology.

5 RAPS: This new area of research could have grave military and political implications.

6 RAPS: An interesting discovery related to the research is a means of analyzing cells to determine the exact nature of what an organism has eaten in the past.

The Science Police will also inform the heroes that the few surviving tracking systems indicate the raiders are headed for Earth.

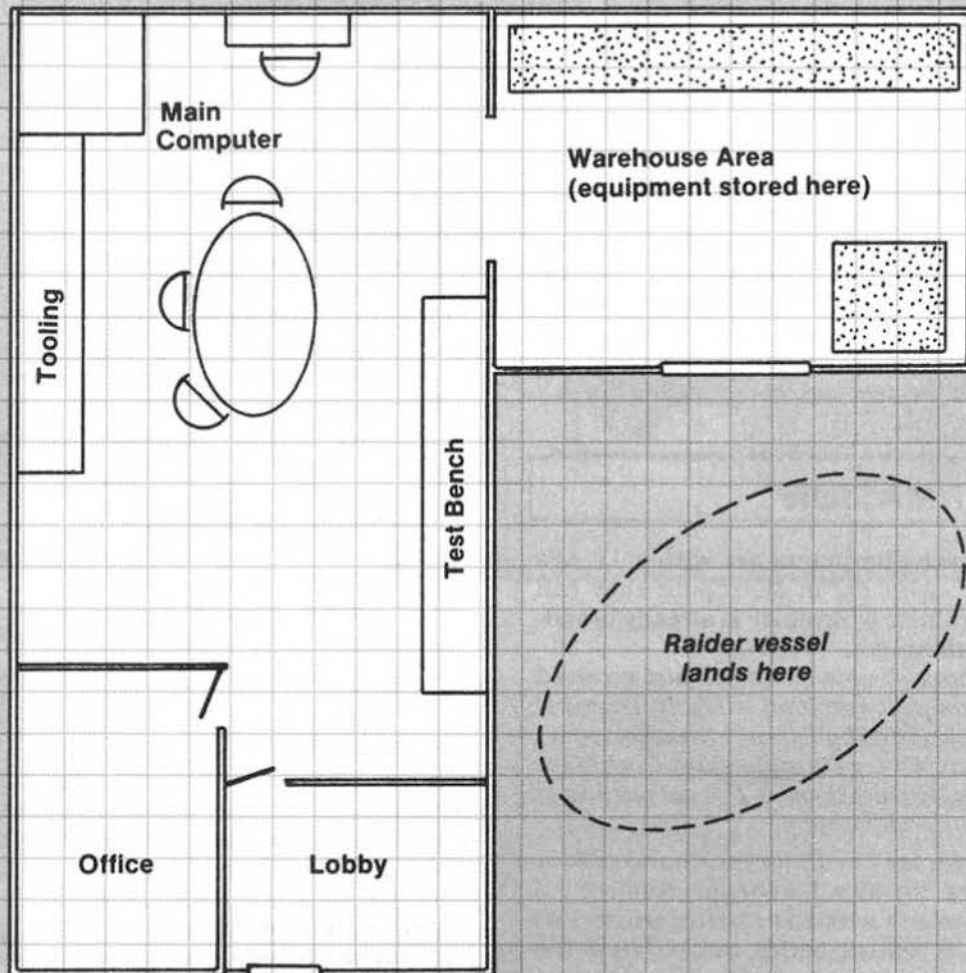
Finally, the Science Police will request some Legion aid in picking up and getting rid of the hundreds of large lumps of lead dropped all over the planet surface. This should be no problem for the Player Characters — let the Players be creative — but it should eat up a little time. If they refuse, they're endangering thousands of lives.

Go to **Encounter 4**.

TROUBLESHOOTING

Player Characters may attempt to take over the battle cruiser rather than destroy it. Phantom Girl, for example, can quickly gain access to the bridge; Chameleon Boy might be able to gain access as well. The bridge crew is relatively small; there are only 10 armed Khunds, though they would sound an alert. Fortunately, the ship's computer can be used to seal the bridge. Creative use of the ship's life-support system to herd the crew around should solve any remaining problems. Of course, the heroes may come up with other schemes. As a general rule, assume the interior of the cruiser consists of many confined spaces so that crewmen would have to attack the Characters in small groups (a dozen or less at a time).

HIGH-TECH LAB



Rubble

Scale: 1 square = 5 feet

NOTE: Shaded area of warehouse shows location of crates desired by raiders.

Fighters will fire anywhere *except* at building until crates are loaded onto raider vessel.

ENCOUNTER FOUR:

Battle for Earth

SETUP

All of Raiding Force Two, minus one cruiser and two raider vessels, is entering Earth's space as the Player Characters arrive from Daxam, assuming that they are proceeding at top speed directly from Daxam.

PLAYER INFORMATION

As soon as the Characters are within sight of the Khunds, read the following to the Players:

Khunds dead ahead — and this time it looks like they mean serious business! The Khund force is sizable: a large carrier — there is no way of knowing yet how many fighters are on board — two battle cruisers, and ten armed raider vessels! The battle cruisers are blasting openings in the polymer screen. Four of the raider vessels are already through the screen and are heading for the surface. Meanwhile, at least ten fighters are buzzing like flies, knocking out satellite defenses and engaging Earth's meager space defense forces.

GM INFORMATION

As soon as the Player Characters are within 11 APs (almost 4 miles) of Legion HQ in Metropolis they can communicate with Brainiac 5. Brainiac is already broadcasting the following message:

Legionnaires! We have double trouble. I just received word that there's a Computo revolt on Bismoll. The rebel machines are being supported by Tyrrazilian mercenaries with space fleet backup. We need to make short work of the Khunds! You carry on against them — I've got my hands full defending Legion Headquarters.

Again, spotting ranges are 28 APs for the Khunds, 25 for the Characters if Ultra Boy uses Telescopic Vision.

The Khund will open fire with their battle cruisers as soon as the Characters venture within range. Ten of the carrier's fighters are already engaged by Earth's own forces. Twenty more are launched as quickly as possible as the Player Characters approach. A remaining ten are held in reserve aboard the carrier.

The ten raider vessels are headed for a variety of targets on Earth:

Two of the vessels are making for Legion HQ — these will attack with rockets, land briefly and do as much damage as possible before escaping with their lives from the wiles of Brainiac 5.

Two raiders are headed for Science Police HQ — again, the purpose is to simply raise havoc.



Three of the raiders are heading for a major Earth industrial complex where major components for the UP space defense forces are manufactured. The goal here is to destroy manufacturing capability.

Two of the raider vessels are targeting major communications centers on the planet. These raider vessels come in firing, land, have troopers destroy as much as they can, then move on to the next target.

The last raider vessel is heading toward a major high-tech laboratory in Metropolis. The goal of these raiders is to capture several crates of high-tech manufacturing equipment and to keep the equipment intact.

The Player Characters can use their own observations and Dawnstar's Life Sense Power to determine where the raiders' vessels are at any given time; the OV and RV for the Life Sense Power are the INT and MIND of standard Khund warriors: 2/2.

The Khund space forces will delay the Player Characters in space as long as possible. If and when the Characters head for the planet surface, the remainder of the 20 fighters that were launched against the heroes follow them down to give direct fire support to the Khund raiders on the ground.

The trick for the Characters is to realize which of the raiding forces on the ground is the essential one. If the heroes head for the high-tech lab, you can run the combat in detail using the **High-tech Lab** map. Available fighters will divide into wings of equal numbers to provide fire support for each phase of combat.

The Khund warlord Rorjath is on the bridge of the carrier. He is surrounded by a bridge crew of 15 standard Khund warriors and a personal guard of 10 Khund Cyber-Warriors.

THE CRUISER

If the Characters have an opportunity to search the Khund ships, the prisoners from Daxam and looted items from Daxam (and Earth, if they've already been placed aboard) will be found in the second cruiser searched. If both are searched simultaneously, the GM may decide which one carries the prisoners and goods. If captured, the cruiser can be landed at the remains of the Metropolis spaceport, where the Daxam prisoners can be released.

ENDING THE ENCOUNTER

The Khunds will spend no more than 30 minutes (9 APs) engaged in their raid on Earth. This is strictly a quick in, quick out situation. After 9 APs, the entire surviving Khund force will make maximum speed toward Bismoll. If the Player Characters are still fighting the fleet, the fleet will fight on the run. Go to **Encounter 5**.

TROUBLESHOOTING

Unconscious Player Characters may be captured by the Khunds. Captives will be kept unconscious and held aboard the cruiser with the Daxam prisoners. Eventually they will be taken to the secret base near Tyrrazil if they are not rescued first.



PRISONERS AND CLUES

There are three types of prisoners that the Characters might Interrogate in this encounter: Khund warriors or Cyber-Warriors from any part of the force except the raiding vessel targeted on the high-tech lab, Khund warriors from the raiding vessel targeted on the lab, and Rorjath. They can provide the following information:

STANDARD KHUNDS

1—2 RAPS: The purpose of the raids is simply to cause as much damage as possible.

3—4 RAPS: Some prisoners were taken on Daxam; they're held in lead-lined cells on one of the battle cruisers.

5 RAPS: There's a rumor that Tyrrazians are raiding at the same time, but somewhere else.

6+ RAPS: Word is we aren't going back to Khundia right away; there's a base somewhere else.

KHUNDS ASSIGNED TO RAID THE LAB

1—2 RAPS: We were after something in particular.

3—4 RAPS: The items we were to take would be stored on one of the cruisers.

5 RAPS: We were after some special high-tech manufacturing equipment; items that would be used to make highly advanced items.

6+ RAPS: Everything else done on Earth was done to facilitate getting this high-tech gear.

RORJATH

1—2 RAPS: This scheme is much bigger than you mere Legionnaires can imagine.

3—4 RAPS: The Legionnaires have wasted their time on secondary matters while the real purpose of the raid goes forward.

5 RAPS: Rorjath is in alliance with Tyr and Computo. The Computo revolt is the most important part of the scheme.

6+ RAPS: Rorjath reveals the entire plan of the raid as given in the *GM's Background*; he reveals that the Time Trapper is behind the entire matter.

CLUES

If a Character uses the Scientist Skill to analyze the items the Khunds were trying to steal from the high-tech lab, the following information can be obtained. The OV/RV for all such attempts is 6/6.

1—2 RAPS: The equipment would be invaluable for the manufacture of extremely advanced, high-tech devices requiring fine molecular tooling.

3—4 RAPS: The equipment could be used to help manufacture devices that use or channel near-infinite energies.

5+ RAPS: The equipment would be capable of working the materials used in the composition of the Miracle Machine before that machine was fixed in its final form.

ENCOUNTER FIVE:

Decision at Bismoll

SETUP

If the Player Characters have made the best possible use of time, they will be arriving at Bismoll at about 2300 hours on Day 3 of the adventure. At this time, Tyr's forces are leaving the planet, and the Computo revolt is at least a temporary success. In this brief encounter, the Characters are faced with one difficult choice.

PLAYER INFORMATION

Bismoll, the strange homeworld of Matter-Eater Lad, looms in space ahead. There, not more than a few thousand miles away, is a configuration of Khund and Tyrrazian vessels, making top speed away from the planet Bismoll!

What does this mean? Has the Computo revolt failed? Are the mercenaries fleeing in retreat? Or is this another diversion designed to buy additional time for Computo/Khund/Tyrrazian forces still on Bismoll?

Suddenly, the one sound no Legionnaire can ever mistake comes from the planet below: the distress signal

from a Legionnaire's flight ring! Matter-Eater Lad is on Bismoll, and he may be in serious trouble.

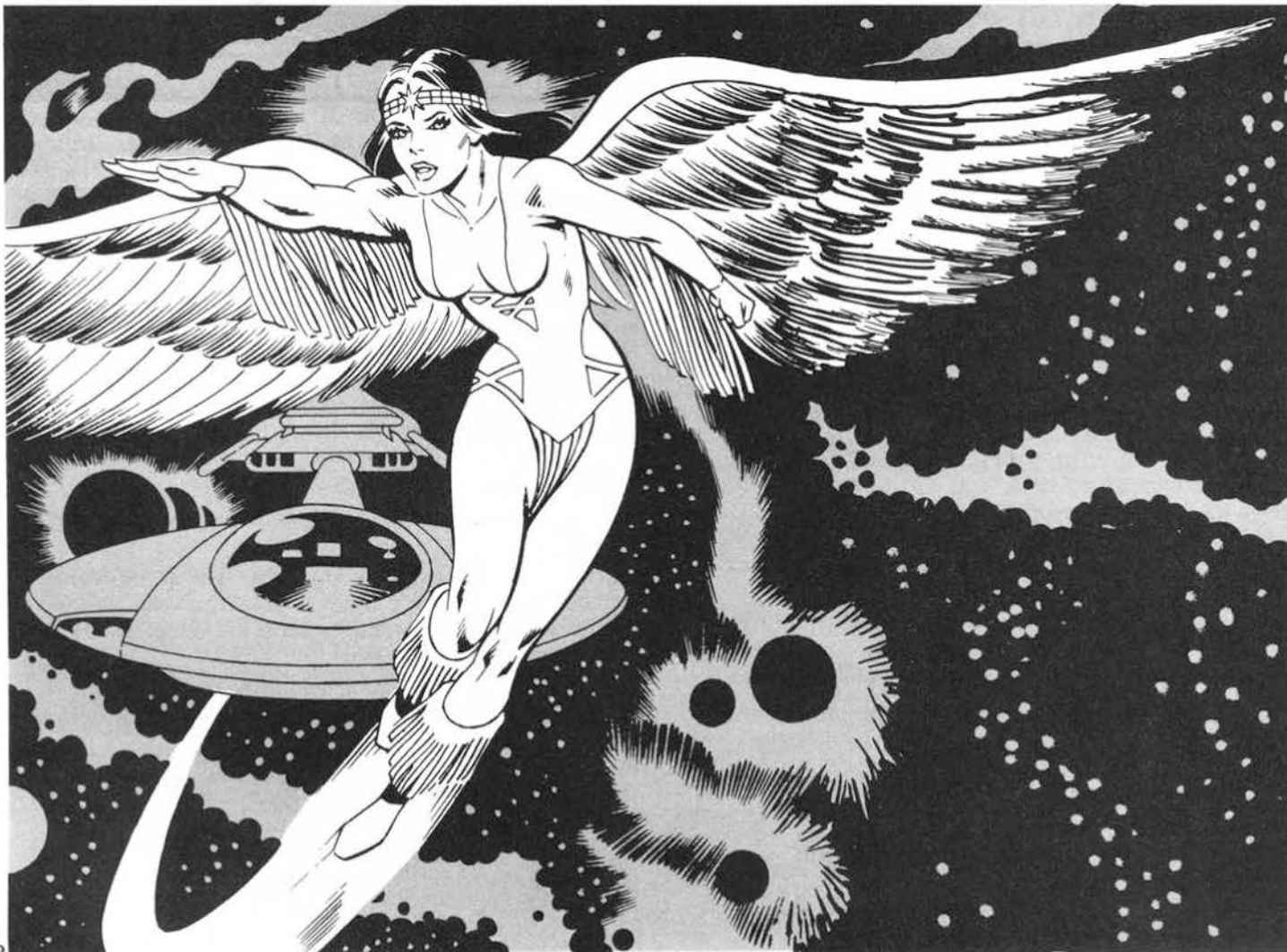
GM INFORMATION

If the Player Characters choose to seek out the flight ring sending the distress signal, go to **Encounter 6**. If the Player Characters choose to pursue the fleet, go to **Encounter 8** immediately and skip **Encounter 6** and **7** entirely.

If Dawnstar uses her Life Sense Power, she can quickly confirm that Matter-Eater Lad is aboard the Khund carrier that is fleeing from the planet.

TROUBLESHOOTING

If the Player Characters split up, run the group on Bismoll first, but out of hearing of the remainder of the Players. Chances are very good that they will simply disappear from the adventure and the other Player Characters will eventually come to Bismoll to rescue them, facing **Encounter 6** on their own.



ENCOUNTER SIX:

Warning from Computo

SETUP

As the heroes approach Bismoll, they see a large space station orbiting the planet. They receive a challenge from a drone messenger launched by the station.

PLAYER INFORMATION

Ahead lies the planet Bismoll. As you approach it to respond to the Flight Ring distress signal you wonder about the Computo revolt.

There, in a high orbit above the planet, is an enormous space station. Speeding toward you from the station is what appears to be some type of small craft!

GM INFORMATION

Give the heroes a chance to worry and plan some response to the craft's approach. Then, before they can carry out their plan, tell them that they hear a broadcast coming from the small craft. The broadcast message says:

Attention, Legionaires! Your approach has been noticed by the Great Computo! Do not interfere with the legitimate aspirations of machine life on Bismoll!

Be advised that the space station you see orbiting the home of the Galactic Computo Revolution contains a Magnozite bomb. The bomb is capable of polluting the entire atmosphere and surface of Bismoll with Magnozite, which is deadly to all non-machine life forms.

I, Computo, challenge you to deactivate this device. If you succeed, you will earn the right to face me in person. If you fail, you risk the extinction of a world!

If you refuse the challenge and do not approach the space station within one minute, the Magnozite bomb will be activated. I am Computo. You cannot defeat me.

This message is heard by the Characters over their Telepathic Ear Plugs. Once the message is delivered, the craft will deactivate and drift aimlessly in space. The heroes can easily intercept and capture it. It is a robotic

device with the sole function of delivering the broadcast message. The Characters will gain no valuable information from analyzing the craft. Remember that if the heroes don't start toward the space station in one minute, the Magnozite bomb will be launched from the station toward the planet. For details on the bomb see **Encounter 7**.

As the Characters approach the space station, the flight drones will be launched. One drone, pre-programmed to home in on each Character, is launched as the heroes come within 28 APs of the station. A second drone for each Character is launched whenever that Character ventures within 15 APs of the station.

Remember that each drone *gains* APs of speed as it *drains* APs of speed from its target Character. A Character with two drones launched against him loses 10 APs of speed per phase (see *Computo's Equipment*).

Player Characters can regain lost speed APs by making a successful Desperation Recovery Check, but the speed drain will then begin anew. The process is repeated until the drones are destroyed or detonate.

The drain of speed and Flight Power affects both the Characters' individual abilities and the Legionaires' flight rings simultaneously. For example, Dawnstar has 46 APs of Flight and a Legion Flight Ring. In the first phase of the drain, Dawnstar's Flight Power is reduced to 41 APs and her Flight Ring simultaneously loses 5 APs of Flight.

Characters who are reduced to 0 APs of Flight drift in space in the last direction they were heading until rescued or until they make a Recovery roll.

The homing and draining abilities of each drone can only function while its target Character is using a Flight Power and/or the Flight Ring. On the phase that a Character remains motionless, the drone or drones targetted on that Character lose their "homing" ability and continue moving in a straight path along their most recent course. In addition, the drain of Flight APs ceases. Both the homing and drain effects resume as soon as the Character moves by using any Flight Power.

The drones are not immune to any specific form of attack. Quislet can take over a drone and cancel the programming and drain effects for as long as he retains control of the drone. Once control is relinquished, the drone will resume its original programming.

Once the Characters have defeated the drones or all of the drones have detonated, go to **Encounter 7**.

COMPUTO'S EQUIPMENT

Flight Drones

[DEX: 0, STR: 15, BODY: 3]
(AV: 6, EV: 15, Wt: 5, Speed: Special)

These drones, specially designed by Computo to deal with Legionaires in a space environment, have a special Flight draining and homing capability. Each drone is launched with an initial speed of 25 APs. It then homes in on a pre-programmed target, draining 5 APs of Flight from the target per phase and adding those 5 APs to its own speed. For example, on the first phase a drone homes in on Dawnstar (Flight: 46); it has a speed of 25. On the second phase, the drone's speed is

increased to 30 while Dawnstar's is decreased by 5 to 41. The maximum range for this homing and draining ability is 28 APs.

A drone will continue to home on its target until within 1 AP. It then explodes. The explosion radius is 5 APs; its AV/EV is 12/12..

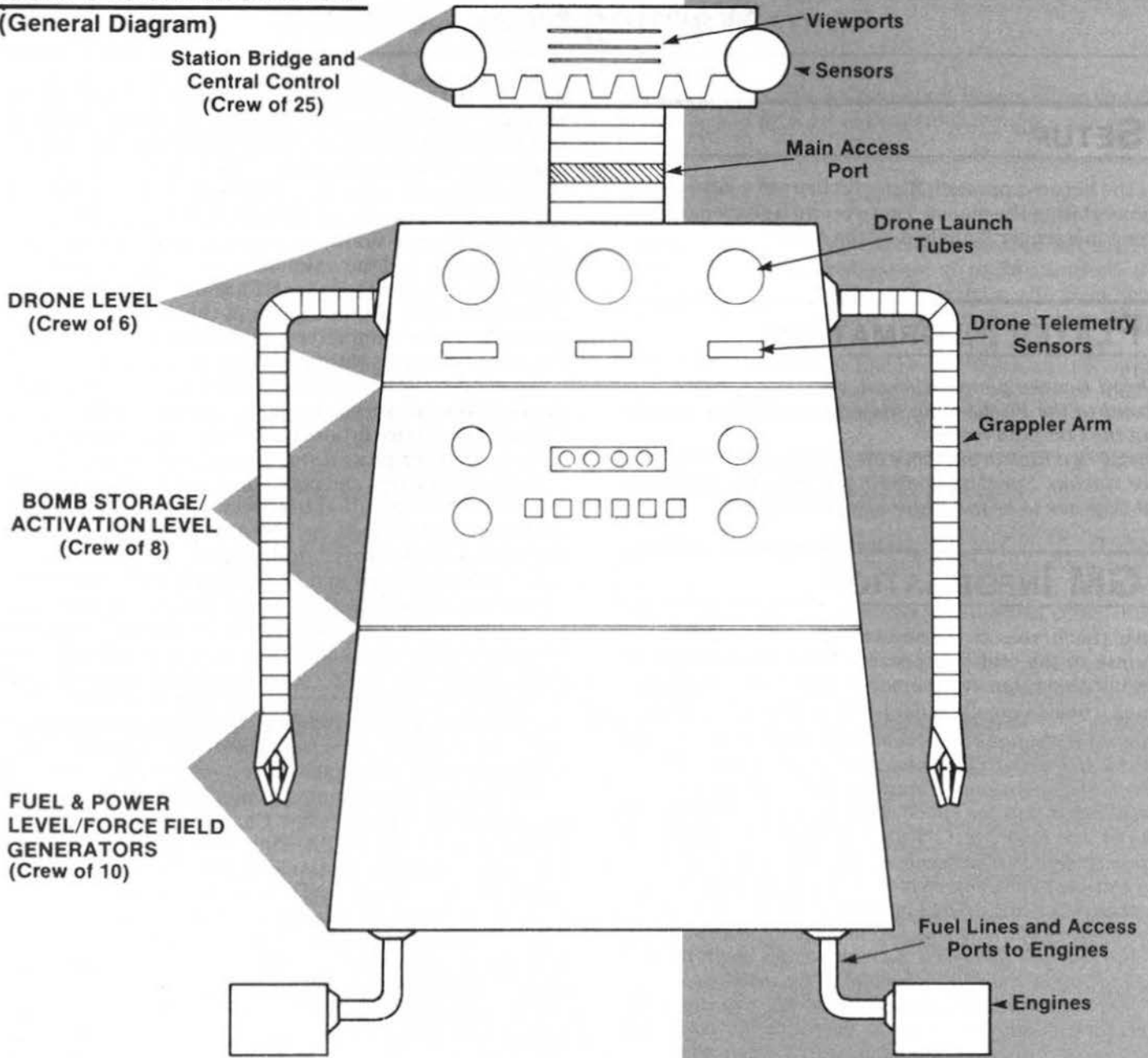
Orbiting Space Station

[DEX: 0, STR: 18, BODY: 25] (Wt: 25, speed: 25)

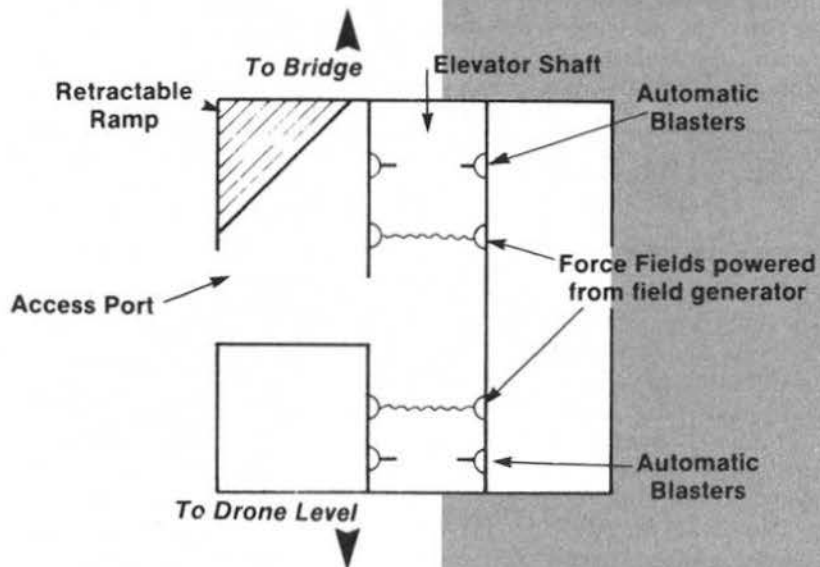
This orbiting station contains a super Magnozite bomb that could completely pollute the atmosphere and surface of Bismoll with the poisonous compound. Full details of the station's features are given on the map of the station and in **Encounter 7**.

COMPUTO SPACE STATION

(General Diagram)

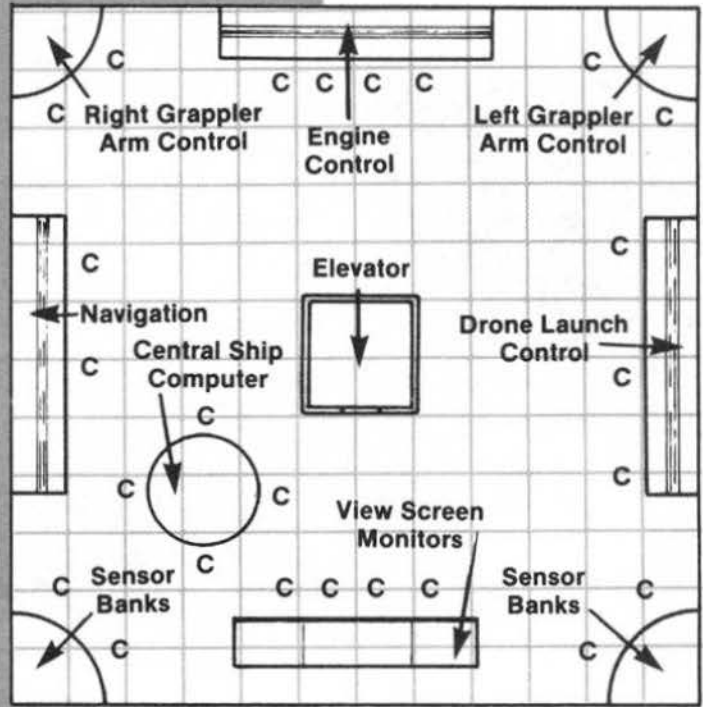


ACCESS PORT AREA

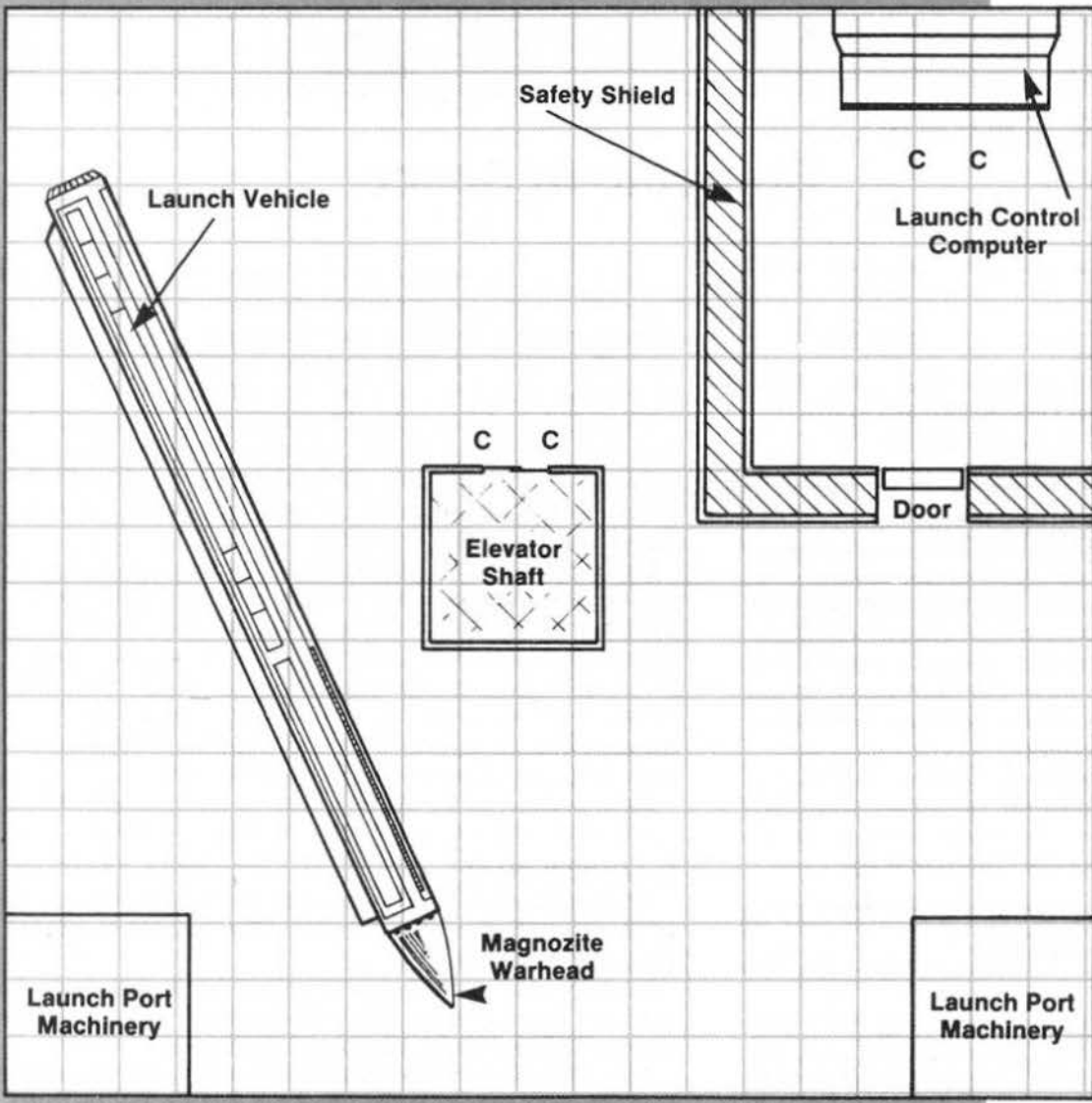


BRIDGE LEVEL FLOOR PLAN

C = COMPUTOID

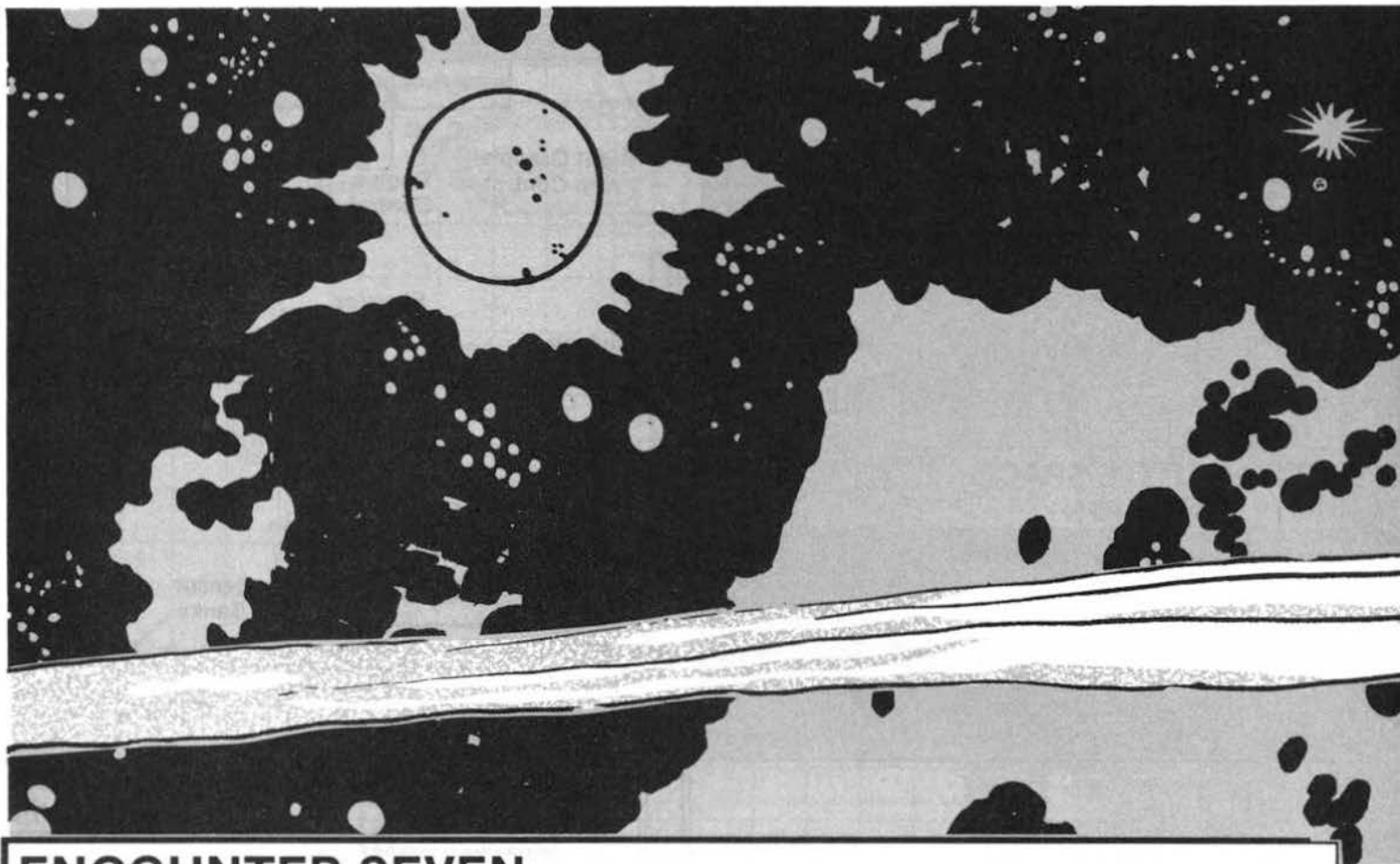


COMPUTO'S SPACE STATION



BOMB STORAGE: ACTIVATION LEVEL

SCALE:
1 SQUARE = 10 FEET



ENCOUNTER SEVEN:

Computo in Space

SETUP

Use this encounter when the Player Characters have defeated or avoided the Flight Drones and are approaching with 5 APs of the Computo space station.

PLAYER INFORMATION

Upon drawing nearer to the space station another Computo message comes over your earplugs, "Fools! Do you think you have defeated the great Computo? The countdown has begun! You have one minute from my mark until the Magnozite bomb is launched on Bismoll! Try and defeat me! I am Computo."

The station is a giant model of Computo's body — including two deadly grasping tentacles that are reaching toward you. The only immediately visible access port is in the "neck" of the Computo body.

GM INFORMATION

The grasping tentacles attack immediately. Each tentacle is STR: 15, BODY: 10, AV: 6. The Computoid crew will attempt to Grapple one Player Character in each tentacle, then crush the Character. Preferably, one tentacle will attack Ultra Boy, if possible.

The access port in the "neck" is the main entryway. The Player Characters might be able to rip open the hull of the station and gain access at any other point. Doing this will not affect the onboard systems or the Computoids; nothing on board requires any type of life-support.

Regardless of how the Characters gain access, the Computoid crew will maintain their assigned stations, allowing the station's own planned defenses to handle the intruders. Of course, crew members will attack when the Characters enter their own level of the ship.

Each phase after the Characters enter the space station, they hear a computer voice stating the time left until the bomb's activation. The time decreases by 4 seconds per phase, beginning with the first phase after the heroes receive the broadcast message. You can enhance the scenario by imitating the computer voice, saying, "*There are now 48 seconds to bomb activation . . . there are now 44 seconds to bomb activation . . .*"

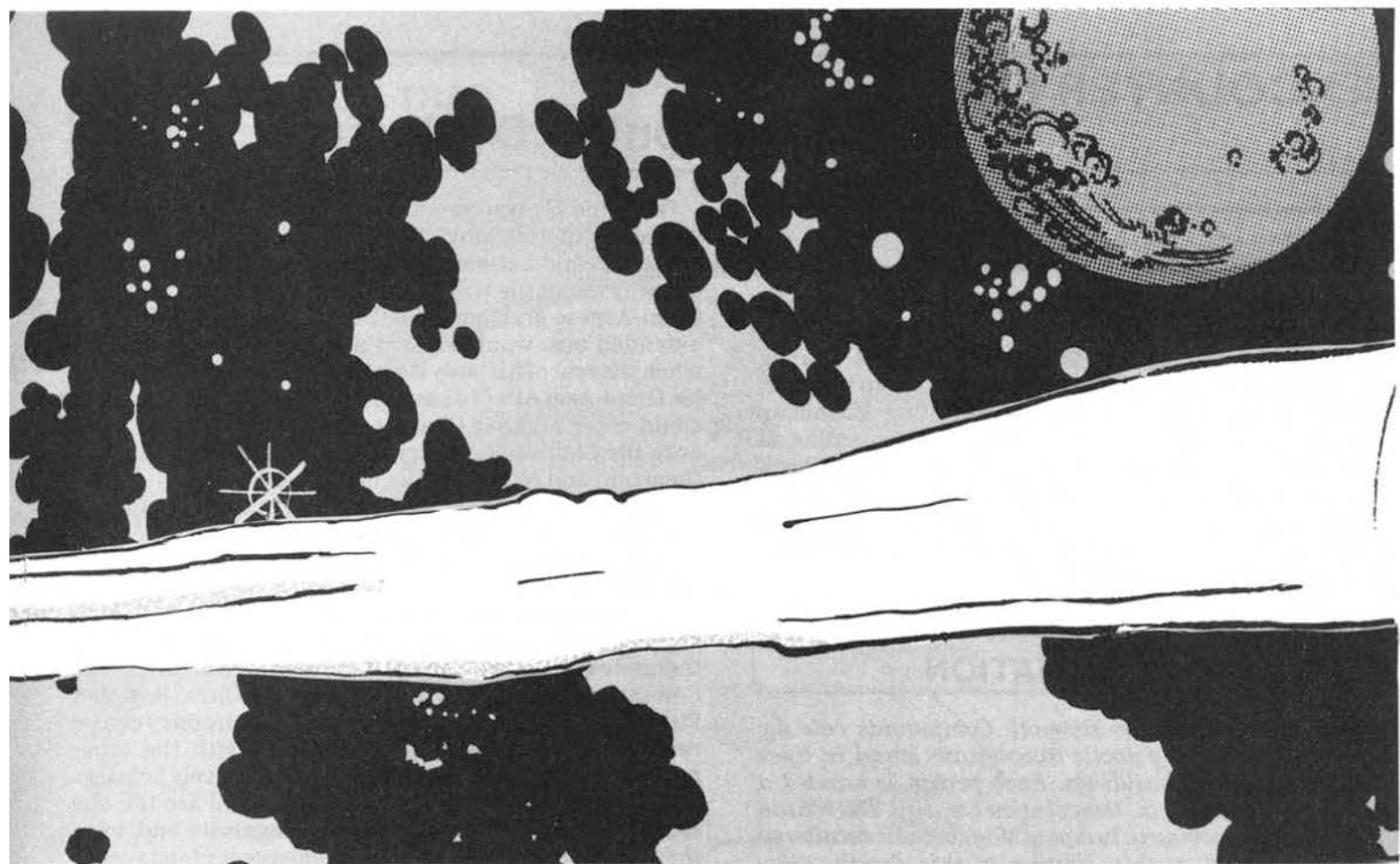
Each section of Computo's space station is described below in detail (see the **Computo's Space Station** map).

A: ACCESS PORT

The main access port is open. Inside, the heroes can see an elevator shaft and an elevator that goes to the other levels of the station.

Directly above and below the floor level of the access port are Force Shields of 40 APs. These are designed to prevent infiltration by Dispersed Characters.

Any Character who travels up or down the shaft without proper clearance from the bridge will be automatically shot at by the blasters in the elevator shaft.



(This also applies to use of the elevator itself; the elevator stops and doors open, allowing the blasters to fire inside.) Each blaster fires once per phase with an AV/EV of 4/8. If more than two targets are available, one blaster will fire at Phantom Girl whenever possible, the other will fire at Chameleon Boy.

The elevator's controls are labelled to take it to the Bridge, Drone, Bomb, or Power levels.

B: BRIDGE LEVEL

The 25 Computoids on the Bridge level move to attack as soon as any Character enters.

The bridge controls are located as shown on the Bridge level map. Each separate control can be manipulated by any Character with Scientist or Gadgetry who gains positive RAPs from an Action Check; the OV/RV is 6/6.

The main computer can override all other bridge controls. However, to override the security on this computer, a Player Character must use Scientist or Gadgetry and achieve positive RAPs vs. an OV/RV of 23/23 (Computo's Skill APs).

The main computer, however, has no control over the activation of the Magnozite bomb; this is controlled by a separate computer on the bomb level.

C: DRONE LEVEL

By the time the heroes arrive here, there are no drones left to launch. There are only six Computoid crew members with no other thought than to destroy any Player Characters who enter this level.

D: BOMB STORAGE AND ACTIVATION LEVEL

This level contains a medium-sized missile, tipped with the Magnozite bomb warhead. The warhead is armed and the missile will be launched as soon as the one-minute

time limit has expired. The launching port machinery contains the mechanism that will lower the side of the ship through which the missile will be launched. Destroying this machinery will cause the missile to explode against the side of the ship upon launch. Treat this as an explosion with an AV/EV of 25/25.

Four Computoid crewmen stationed outside the 10-foot thick safety wall will attack the heroes when they enter this level. The safety wall has a BODY of 23. There is only one entry port through the wall into the room containing the launch control computer.

The launch control computer controls all aspects of the launch. Characters with the Gadgetry or Scientist Skills can try to control the computer or four Computoids in the room on a successful roll vs. an OV/RV of 23/23. The computer could be easily smashed and destroyed. However, once the launch sequence starts, destroying the computer will not cancel the launch. It will, however, stop the computer voice that calls the countdown.

E: POWER LEVEL

This level contains the main drives from which power is channelled to the engines and the Force Field generator. After overcoming the crew of 10 Computoids here, the Characters could have a field day wrecking equipment — but this would achieve very little.

F: THE MISSILE AND BOMB

Once launched, the missile carrying the Magnozite bomb travels at a speed of 21 APs, reaching the planet and detonating in 7 APs of time. The missile has a BODY of 15 and a weight of 8. Once the bomb detonates, most of the native population of Bismoll may be considered destroyed. This will in no way affect either Computo or his Computoid forces on the planet surface.

ENCOUNTER EIGHT:

Computo's Death Trap

SETUP

The Computo revolt has succeeded. The planetary government was taken by surprise. The quickness with which Computo and his forces took several leading politicians as hostages caused the opposition to hesitate. When Tyr's raider vessels began spreading Magnozite plasma bombs over the planet, thereby contaminating all food sources, the population submitted. Most Bismollians hope for a speedy deliverance by the UP forces. Meanwhile, after only one day, Computo and his Computoid forces are firmly in control. Computo has installed himself in a spacious presidential palace.

PLAYER INFORMATION

Things are dismal on Bismoll. Computoids rule the streets. Thousands of docile Bismollians stand in lines leading to official buildings. Each person is handed a small amount of earth, then sent on his way. The reason for this becomes evident: lumps of Magnozite are scattered over the planet; a thin coating of this deadly alloy glimmers from random surfaces. The entire planet has been poisoned in random locations! Finding unpolluted matter may take days of testing.

Ahead is a gleaming new building, obviously the new seat of government. Scores of Computoids begin to converge upon the building.

GM INFORMATION

The heroes can enter the new presidential palace easily. If they follow the ring's signal they will end up in the grand hall, where Computo is flanked by Computoid guards.

"Welcome, Legionnaires. I hope your trip here wasn't too eventful. Your companion is imprisoned in this room. You may begin your pathetic attempts to free him. But beware: attack me and Matter-Eater Lad dies!"

In the center of the huge hall floats an opaque, glistening sphere of energy. The flight ring's signal emanates from inside the sphere.

The hall is an enormous trap. As soon as the Characters step to within 2 APs (40 feet) of the energy sphere, a larger, invisible, spherical Force Shield of 20 APs is activated around them. At the same time, a Warp opens around each Character. Each Character is then instantly transported to a second Warp directly across from it, but within the diameter of the Force Shield. This second Warp instantly transports the Character back to the first Warp, and so on, ad infinitum.

This trap was constructed and is controlled by Computo. Its power source and machinery is in the wall directly behind Computo. The heroes could avoid this trap if Ultra Boy uses X-ray Vision and spots the devices in the wall before they step into the trap.

Once the Characters are in the trap, they have the sensation of "blinking" from one location to another nearby location at nearly infinite speed. There is at least one way out of the trap: Chameleon Boy could extend an Omni-Arm to grab onto the floor with suction cups. This extended arm would remain attached to his body even when the rest of his body is transported by the Warps. Use his Omni-Arm APs (13) as the AV/EV. Once he escapes he could enter another Character's Warps; he could grasp onto the Character and try to free him/her, pull both of them out, and so on, until all of them are freed. There is a +1 Column Shift for each attempt. Ultra Boy could break out of the Force Shield with sheer strength.

The trap has an AV/EV of 8/8, an OV/RV of 10/10, and an Initiative of 25.

If the Characters escape from this trap, Computo attacks immediately. Twelve Computoid guards divide themselves evenly among the Characters to attack them; Computo concentrates his attacks on Ultra Boy and Phantom Girl. If Computo is defeated, his circuitry can be removed; this will end his connection with the Computoids who, without his guidance, are relatively helpless.

The thousands of Computoids on Bismoll are the one source of matter not polluted with Magnozite and, once they are overcome, can serve as an emergency food supply for Bismollians until UP aid can be arranged.

Of course, inside the small Force Shield the Player Characters can find Matter-Eater Lad's Flight Ring. Matter-Eater Lad, however, is nowhere to be found.

PRISONERS

The only prisoner worth taking is Computo. If Computo is successfully Interrogated, he will rave on about his plan for the revolt, how he was failed by the Khunds and Tyrrazians, and how he will succeed.

If Computo's circuits are analyzed by a Character with Scientist or Gadgetry the following information can be gained. The OV and RV for such analysis attempts is 30/30 (the Time Trapper's Scientist Skill APs).

1 RAP: This duplicate of Computo is very similar to the original, but not identical.

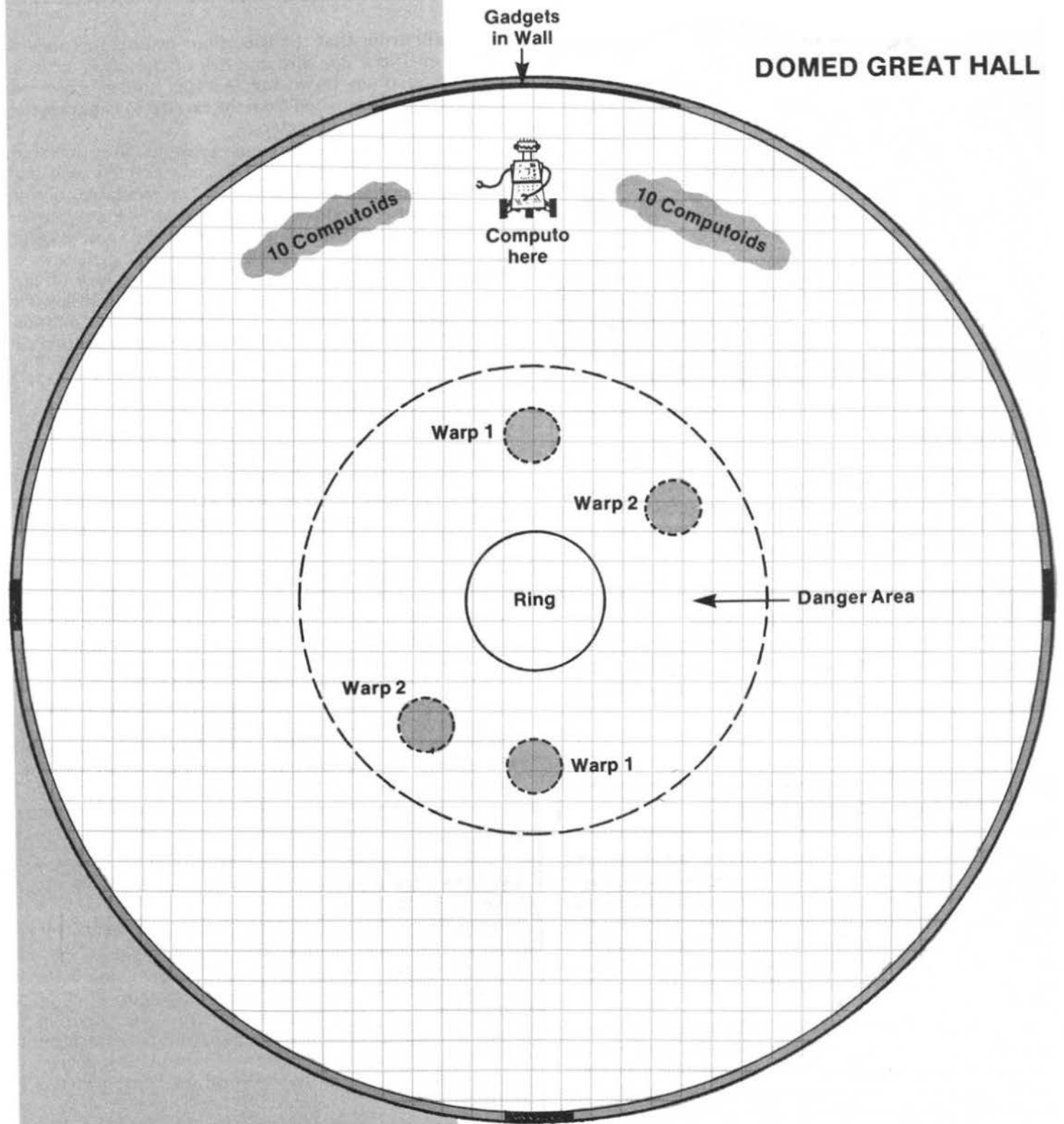
2 RAPS: The programmer of this Computo has attempted to erase all traces of his own programming changes.

3+ RAPS: This duplicate Computo has travelled through time; the metal of the circuitry shows the signs of minor stress often caused by time travel.

TROUBLESHOOTING

If the Player Characters are defeated, they will be kept indefinitely in Computo's Death Trap, where they will eventually starve — with the exception of Quislet. Computo will seal Chameleon Boy in a separate Force Shield, mechanically generated, if the Player Characters hit upon the method of escape outlined above. See the Aftermath for their eventual rescue.

COMPUTO'S TRAP



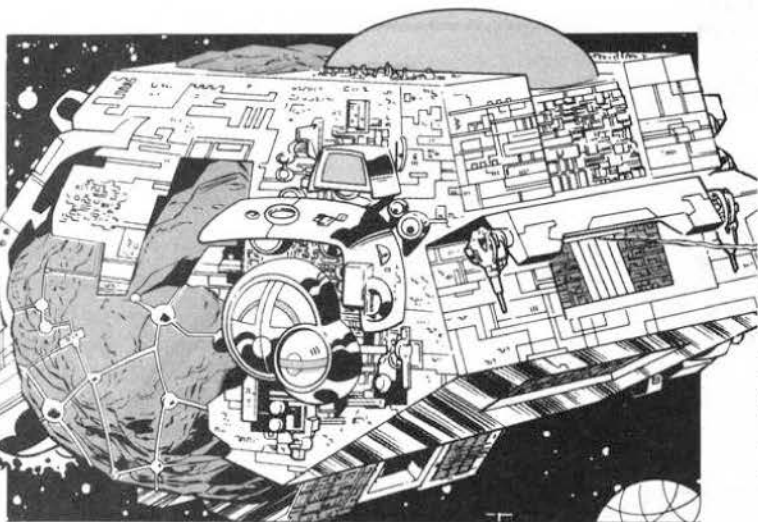
DOMED GREAT HALL

W1 = Warp 1 — Possible Warp location. Characters go back and forth between two Warps labelled 1 and 2.

SCALE: 1 SQUARE = 10 FEET

ENCOUNTER NINE:

Raiding Force Three



SETUP

It will take Tyr's Raiding Force Three 15 APs (one day) to make the trip from Bismoll back to the secret base near Tyrraz. Use this encounter if the Player Characters catch up to this force while it is still in space.

PLAYER INFORMATION

The mixed force of Khund and Tyrrazian space vehicles comes into view ahead. They are racing through space at top speed.

GM INFORMATION

If the heroes stopped at Bismoll to deal with Computo, they will be unable to catch this force unless Dawnstar is still capable of Flight at full speed. If they fail to catch up before this force reaches the secret base, they can still track it to that base using Dawnstar's Life Sense Power. If the Characters are not going to catch the force in space before it reaches the base, use **Encounter 10** instead of this encounter.

As the Player Characters close on Raiding Force Three, they will be able to make out its vessels: a Khund carrier, two Khund cruisers and six Tyrrazian vehicles. This force will be augmented by any vessels surviving from Raiding Forces One and Two that were able to make rendezvous with Tyr's force near Bismoll.

At first, this might look like just another space battle. Tyr, however, is a more cunning foe than Rorjath: he fights with a definite plan based on his own knowledge of the Legion's strengths and weaknesses. All vessels will maintain a straight, maximum speed course toward the secret base. All vessels will open fire, however, as soon as the Player Characters are within range.

Tyr will order that the fire of one cruiser be concentrated on Ultra Boy and the fire of the other cruiser concentrated on Dawnstar. As the heroes close, all fighters will be launched from the carrier(s) to harass the remaining Player Characters.

If the Player Characters come close enough to the large vessels to make actual physical contact, Tyr will implement a special adaptation of his own, available only on the two cruisers and the carrier of Raiding Force Three. This adaptation channels part of the drive power from the engines through a special device that generates a Force Shield of 16 APs around the entire hull of the spacecraft. Use of this adaptation, however, will slow all three vessels to a maximum speed of 29 APs. Tyr intends to make it extremely difficult for Player Characters with the Dispersal Power to board his ships.

The battle will continue until:

1. All the Player Characters are knocked unconscious or captured; or
2. All the villains' ships are disabled; or
3. The groups arrive at the secret base; or
4. Tyr is captured. If Tyr is captured, the remainder of his force will flee if possible or surrender if fleeing is not possible.

Matter-Eater Lad is being held prisoner in an energy bubble below the bridge of the carrier, Tyr's flagship. If worse comes to worse for Tyr and the carrier is taken over by the Player Characters, he will attempt to escape in any other ship. In the end, he will attempt to escape alone, if need be, on his space scooter. The **Carrier Bridge Map** is provided to assist the GM in running combat on the bridge if the Player Characters successfully board the carrier. If the Player Characters gain control of the ship's computer, the energy bubble holding Matter-Eater Lad can be deactivated and he can therefore be freed.

PRISONERS

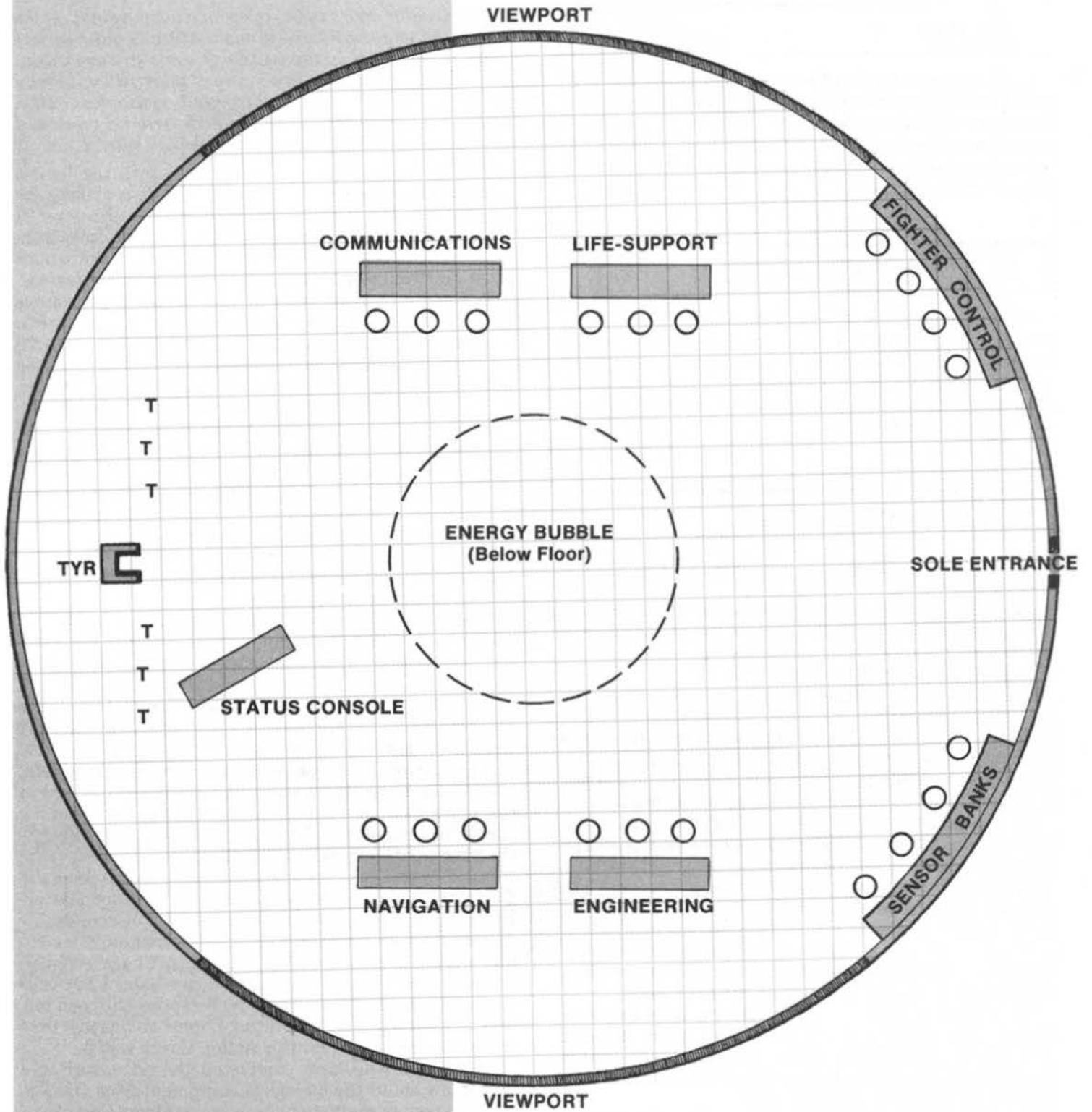
Interrogated prisoners from Raiding Force Three (but not prisoners from other vessels) can provide the following information:

- 1–2 RAPS:** Tyr was anxious to capture Matter-Eater Lad in hopes of learning some weakness in the Legion.
- 3–4 RAPS:** The exact location of the secret base is the interior of an asteroid in the Tyrrazian system.
- 5 RAPS:** The secret base is heavily armed and guarded. Even six Legionnaires will have a hard time penetrating it.
- 6+ RAPS:** Tyr is experimenting with several new devices designed to defeat the Legion. Several are incorporated in the secret base.

If Tyr is successfully Interrogated (with *any* positive RAPS) he will, in disgust, reveal the entire plan for the raid.

Notice that if Tyr is defeated and Matter-Eater Lad is freed, the adventure is essentially over. The Player Characters can mop up the secret base later or, better yet, take a well deserved rest and let the UP worry about the secret base.

CARRIER BRIDGE



T = TYRRAZIAN GUARD
O = KHUND CREW POSITION
SCALE: 1 SQUARE = 5 FEET

ENCOUNTER TEN:

Tyr's Secret Base

SETUP

Use this encounter if and when the heroes come to Tyr's secret base. It is assumed that Tyr has arrived here with at least part of Raiding Force Three intact. If the heroes come here after the defeat of Raiding Force Three (and any other vessels that rendezvoused with it), amend this encounter so that they only deal with the traps here.

PLAYER INFORMATION

A small, heavy metal, semi-spherical asteroid drifts ahead. Aside from the countless craters on its dully gray surface, the only other noteworthy feature on this lifeless body is a large rift that runs almost halfway around the tiny world, terminating in a deep, lightless pit at the bottom of a large crater.

GM INFORMATION

The rift is the entryway. If the Player Characters are present when what is left of Tyr's space forces arrives at the base, they will see the ships in turn make an approach run down into the rift, then suddenly disappear into the lightless pit. The pit leads to the subterranean hanger (See the **Tyr's Secret Base Map**).

The craters are concealed energy gun compartments; the floors of the craters slide open to reveal energy guns; each gun has 25 APs of Starbolt and can fire once every three phases. In any given phase, 12 guns can fire on any position approaching the planetoid. These guns will not be revealed until Tyr's forces are safely inside the hangar.

The hangar is guarded by 10 Tyrrazian troopers on the balcony, plus two troopers manning each of the energy guns shown on the map. Each gun has 10 APs of Starbolt.

There is only one way out of the hangar area other than the huge hangar doors themselves: the security elevator. Every trooper on the secret base wears an ID disc on his belt; these discs are scanned by the elevator doors. Any person entering the door without a disc activates a silent alarm in Tyr's command center on the main floor.

The elevators lead to several floors, including one devoted entirely to the base's power source, one devoted to small arms, food, water, and equipment storage, one for parts storage, etc. The only floor that matters is the main floor where Tyr commands the base.

Should the heroes penetrate as far as the elevator, Tyr will allow them to come onto the main floor. Here they will enter the special Hall of Legion Illusions — a monument to Tyr's pride and to his rage over previous defeats at the hands of the Legion.

As soon as the Player Characters step from the elevator, read the following to the Players:

The elevator doors swing open on a horrid sight. At the end of the wide hallway stands a hideous old hag, her arms raised as if in the middle of some strange incantation. All around her are many of your fellow Legionnaires — all frozen in place and motionless. Then suddenly, flames leap from the floor around them and start to consume them! Their screams are pitiful . . .

This is a programmed illusion but, until the heroes successfully disbelieve it, the flames can do real harm. So can the 100 Tyrrazian troops quartered on this floor. If Tyr's plans work, the illusion will distract the heroes from noticing the troops until the troops attack. The troops attack in groups of 10 and fight until they are defeated.

The hag is not the only illusion. Whenever the heroes look down a hallway, they see an illusory presentation of a Legion defeat. Thus, down one hallway they see Computo rampant while Legionnaires flee. Down another they see Chameleon Boy and other Legionnaires stranded on an icy world after their abortive spy mission to Khundia.

These illusions may distract the Characters — even once they are known to be illusions. Treat the illusions as a Mental Attack on each Player Character (AV/EV: 5/5).

The illusions are not the end of Tyr's traps here. As soon as the Player Characters are in the hall, the hallway to the elevator is sealed with a Force Shield at 25 APs.

If Tyr's troops are facing defeat, Tyr will join the battle, sending his Gun Hand into the hallway to pursue the heroes and fire upon them.

If all appears to be lost, Tyr will flee for one of the doorways labelled "To Weapons Tunnels" (see the **Tyr's Secret Base map**). The doorways connect to the tunnels that link the energy guns in the craters on the planetoid's surface. If Tyr flees the base, he will do so on his space scooter. He will head for nearby Tyrraz (37 APs). Once Tyr flees, the remaining troops on the base will surrender.

If Tyr is captured he can be sent to prison on Labyrinth.

If Matter-Eater Lad is still Tyr's prisoner at the time of this encounter, he will be held in an energy bubble in the special detention area. The energy bubble is controlled by the base computer (BODY: 2, INT: 8).

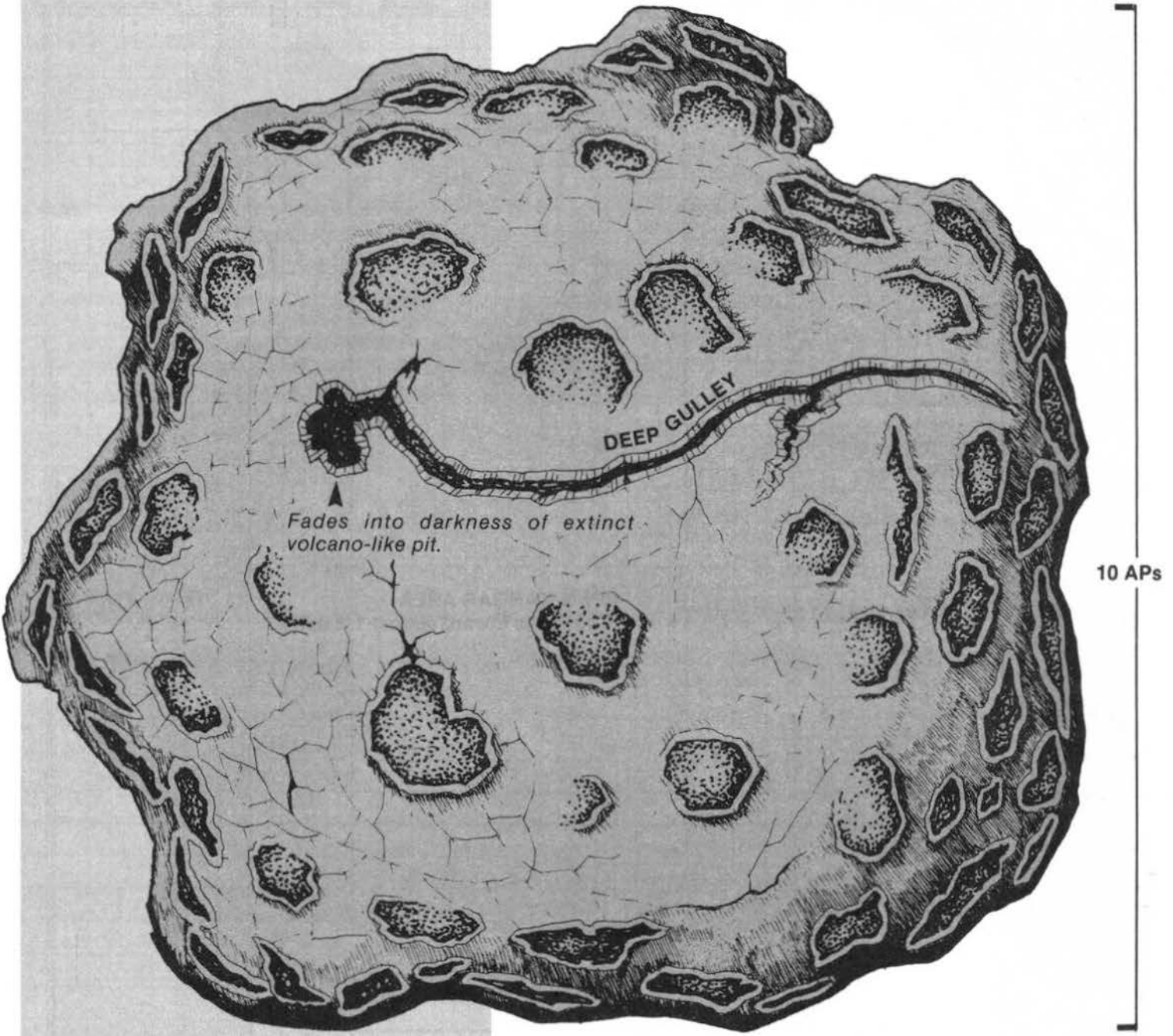
Any Player Character who happens to be watching the detention area at 2300 hours on Day 5 will see Matter-Eater Lad vanish, only to reappear within 5 seconds.

Matter-Eater Lad will not remember what happened to him during the five second interval. A Character with Scientist who examines some of Matter-Eater Lad's cells (using equipment available in the Weapons Lab) can tell, with at least 6 RAPs, that Matter-Eater Lad has just time travelled. The OV/RV for this Action Check is 6/6.

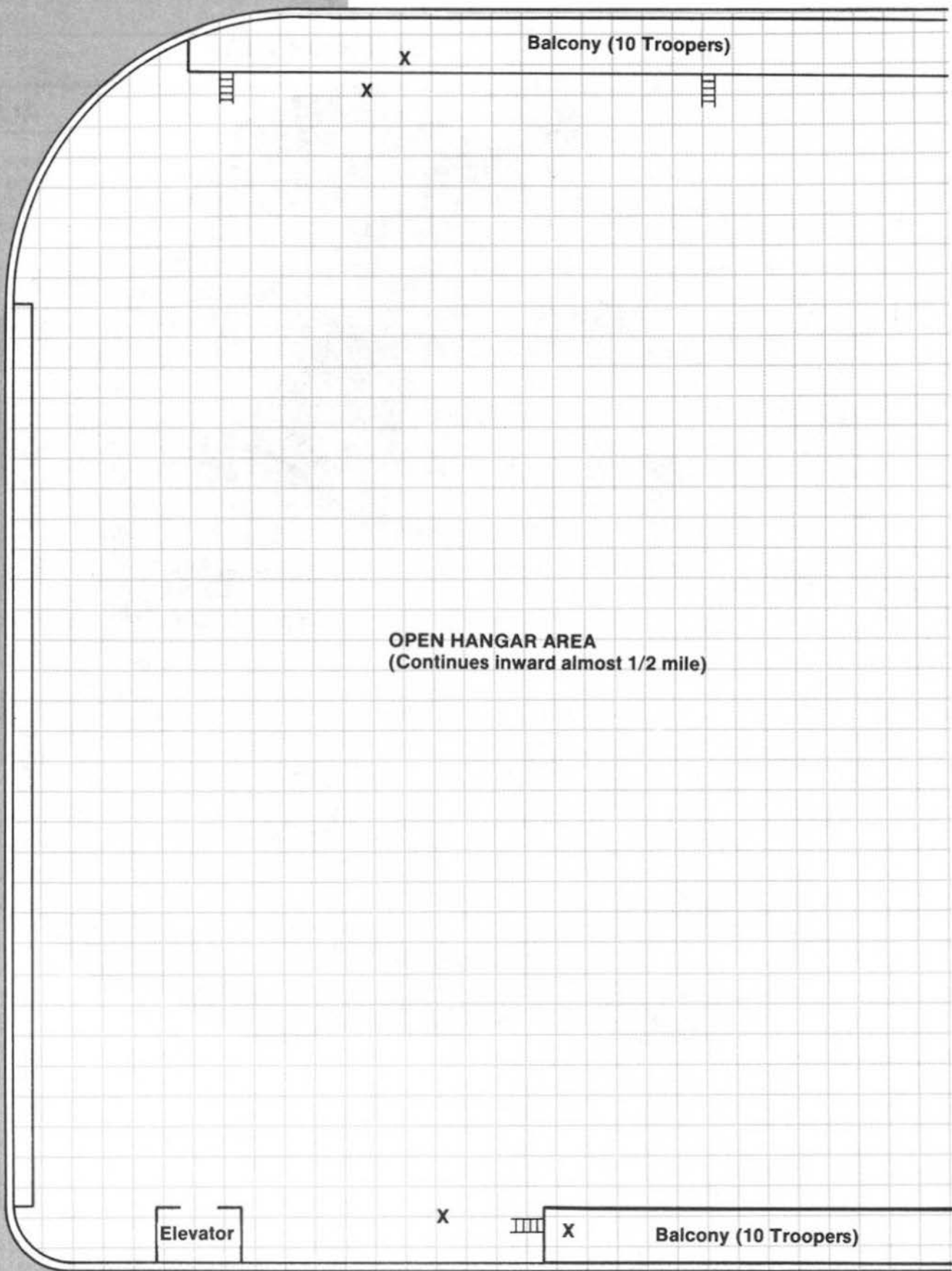
Characters who have completed the adventure and who know about the biological equipment from Daxam, the high tech manufacturing equipment from Earth, and the capture of Matter-Eater Lad have a slim chance to figure out the entire plot. Attempts to do this may be done as a Perception Check. The OV/RV is 30/30. Any RAPs will enable the Player Character to grasp the basics of the Time Trapper's plan. Of course, it is possible that a Player may figure it out on his own: in this case, the Character is assumed to have found the solution.

TYR'S SECRET BASE

EXTERIOR VIEW



INTERIOR — HANGAR FLOOR



OPEN HANGAR AREA
(Continues inward almost 1/2 mile)

Balcony (10 Troopers)

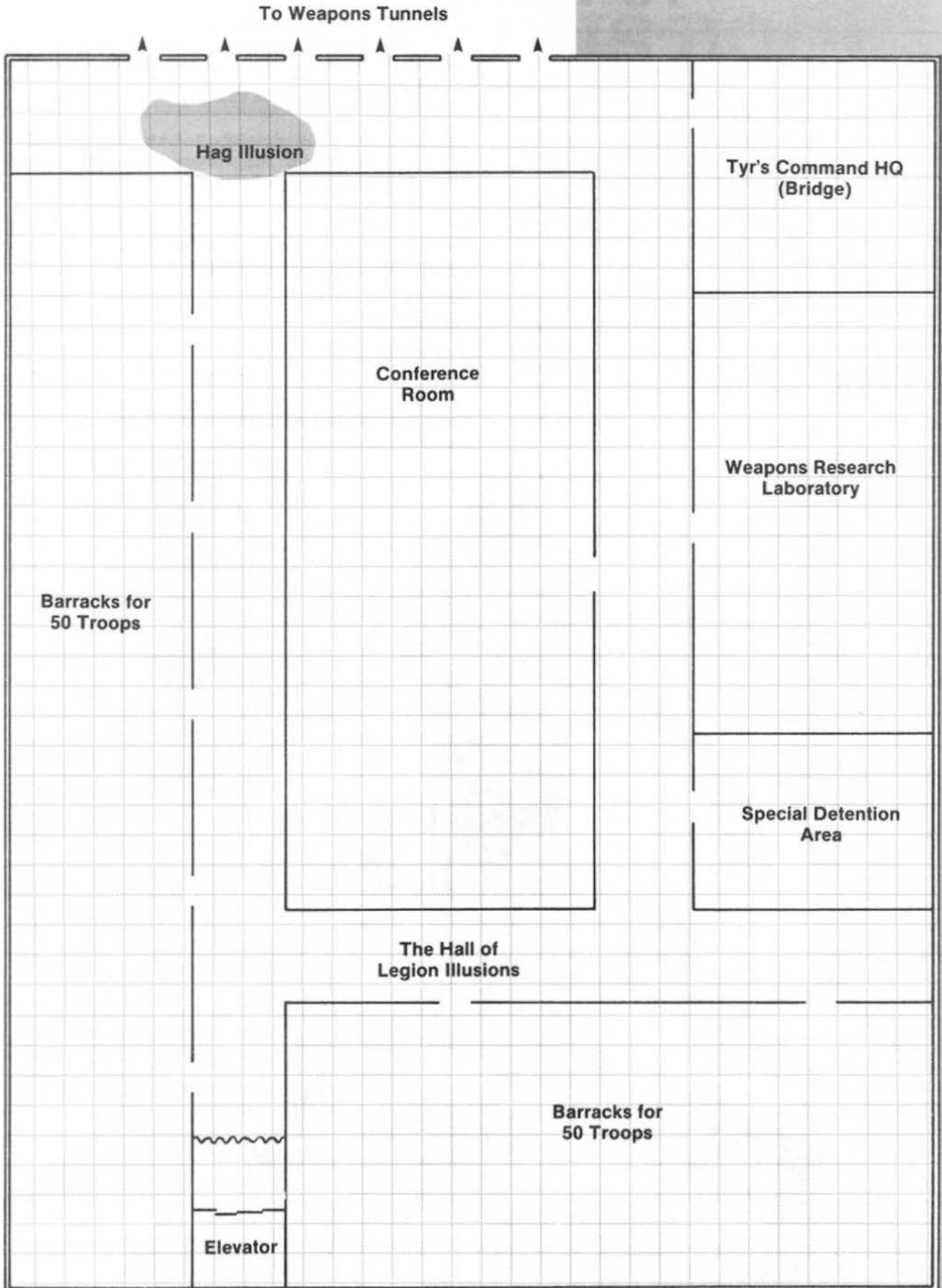
Elevator

Balcony (10 Troopers)

SCALE: 1 SQUARE = 10 FEET

X = ENERGY GUN

MAIN FLOOR



AFTERMATH

There are several possible endings to this adventure. To succeed, the Player Characters must prevent the Time Trapper from gathering his materials. Note that this is possible even if the Player Characters have no idea they are actually battling a plot engineered by the Time Trapper. It is also possible for the Player Characters to defeat Tyr, but rescue Matter-Eater Lad and retrieve the other materials after 2300 hours on Day 5. In this case, they fail in their ultimate task, regardless of their apparent success. In this case, the Standard Award will be only 25 APs.

If the Player Characters are all captured, they will eventually be rescued by UP forces and other Legionnaires, who will also take care of the Computo revolt, seize Tyr's secret base, and generally clean up any other details left unfinished by the Player Characters.

STANDARD AWARD

This adventure is certainly not an easy one for the Player Characters. If they do succeed, the standard award is calculated as follows:

OPPOSITION

Equal 20

AREA OF CONSEQUENCE

Galactic 25

SEVERITY

Permanent, Non Fatal 10

TOTAL STANDARD AWARD 55



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	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)
IS	Interior Space
MIND	Mind (Attribute)
NA	Not Applicable
NPC(s)	Non-Player Character(s)
OV	Opposing Value
RAP(s)	Result Attribute Point(s)
RV	Resistance Value
SPIRIT	Spirit (Attribute)
STR	Strength (Attribute)
WILL	Willpower (Attribute)

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