

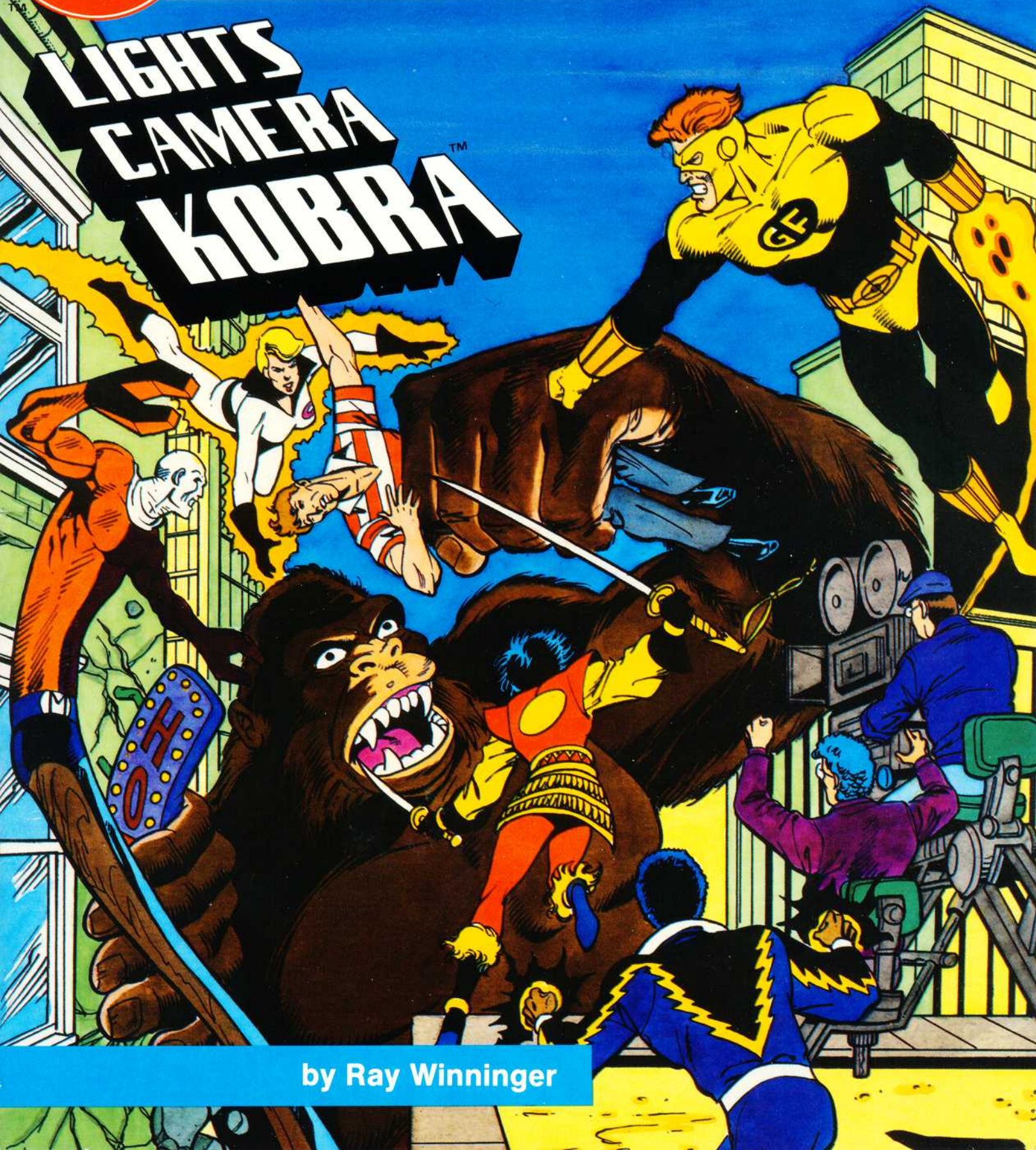


HEROES

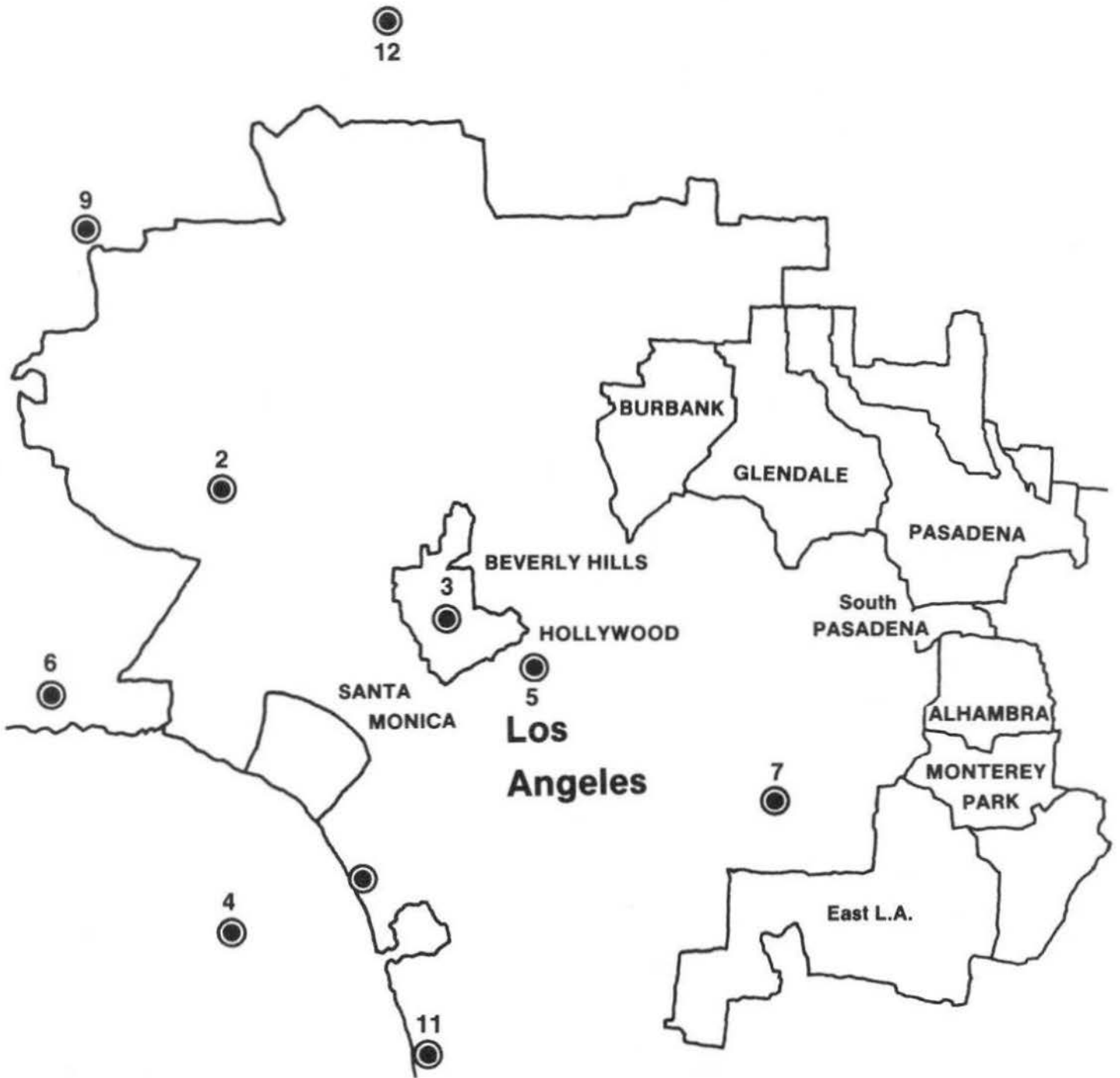
ROLE
PLAYING
MODULE

THE OUTSIDERS™

LIGHTS CAMERA KOBRA™



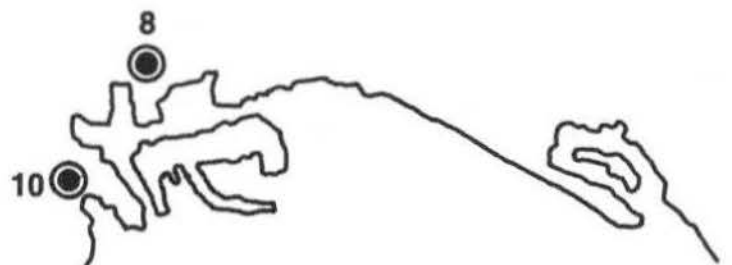
by Ray Winninger



L.A. TRAVEL TIMES

Cross reference LOCATION and DESTINATION. Result is distance in APs.

LOCATION	1	2	3	4	5	6	7	8	9	10	11	12
1.film set		14	13	12	13	14	14	14	15	15	13	16
2.AERODYNE	14		13	14	14	13	15	15	13	15	15	15
3.Weston's	13	13		14	12	14	14	15	14	15	14	16
4.St. Markovia	12	14	14		14	13	15	15	15	15	13	16
5.LAPD HQ	13	14	12	14		14	13	15	15	15	14	15
6.Frost's	14	13	14	13	14		15	15	14	15	14	15
7.F. Malonee	14	15	14	15	13	15		14	15	15	14	16
8.Tony Callero	14	15	15	15	15	15	14		16	12	14	16
9.Test. Fac.	15	13	14	15	15	14	15	16		16	15	15
10.Warehouse	15	15	15	15	15	15	15	12	16		14	16
11.Raymond's	13	15	14	13	14	14	14	14	15	14		15
12.GALAXY	16	15	16	16	15	15	16	16	15	16	15	



LIGHTS CAMERA KOBRA

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Lights, Camera...Kobra!

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GAMEMASTER'S INTRODUCTION

HISTORY: BEFORE THE ADVENTURE

MAY, 1983

Markovia, a small Western European nation, is overrun. The ruthless usurper Baron Bedlam imprisons a number of visiting foreign nationals for ransom. Since one of the hostages is Lucius Fox, a Wayne Foundation employee and personal friend of millionaire Bruce Wayne, the Batman travels to Markovia to rescue him, accompanied by school teacher Jefferson Pierce (also known as Black Lightning). When the two heroes arrive in Europe they meet Katana, a deadly martial artist; Halo, a lone-some young lady with the ability to control powerful energy auras; Metamorpho, the famous "Element Man"; and Geo-Force, Markovia's hero prince. Together the heroes foil Bedlam's schemes and free Markovia.

The Batman is so impressed with the group's effectiveness that he invites his newfound friends to join him in Gotham City, forming a team that will fight for justice and the rights of the individual. Accepting this offer, the heroes become the Outsiders, and under the tutelage of the Batman they rapidly become one of the most effective crime-busting teams the world has ever seen.

JULY, 1985

The Batman and the Outsiders stumble onto the cult of Kobra, a deadly villain, and prevent Kobra and his minions from taking over U.S. missile defenses. Kobra manages to escape in the Ark, his massive floating nerve center, but his criminal organization suffers a tremendous blow.

DECEMBER, 1985

Over a dispute in philosophy, the Batman leaves the Outsiders. The team, now under the leadership of Geo-Force, moves to Los Angeles, California and sets up a secret headquarters on the off-shore energy research center, Station Markovia. The Outsiders introduce Looker as their newest member, and accept sponsorship from the government of Markovia. The new team is able to rapidly demonstrate its effectiveness even without the Batman.

AUGUST, 1986

The Outsiders again encounter the nefarious Kobra, who is engaged in fierce competition with S.K.U.L.L., a rival criminal organization. With the aid of the Batman, their mentor, the Outsiders are able to defeat Kobra and S.K.U.L.L., damaging both.

Shortly after this encounter, one of Kobra's followers attempts to wrest control of his criminal syndicate from him. The resulting conflict almost destroys both the cult of Kobra and the Ark, which Kobra is forced to crash-land outside of Los Angeles.

NOVEMBER, 1986

Bruce Wayne buys a house on the West Coast and begins dividing his time between LA and his beloved Gotham. He manages to settle his differences with the Outsiders and the Batman rejoins the team.

FEBRUARY, 1987

Windfall, an ex-member of the Masters of Disaster, a group of the Outsiders' most persistent opponents, joins the team at the invitation of Halo.

Meanwhile, Kobra recovers from his wounds. Isolated from his criminal organization and with the Ark in ruins, Kobra begins scheming anew!

KOBRA'S PLAN

World conqueror? Criminal mastermind? Religious leader? Genius? Kobra is all of these things and more, and now he's back!

During the aforementioned conflict with his traitorous minion, Kobra's Ark was so badly damaged by an explosion that he was forced to crash-land, barely able to summon enough control over the vessel to insure that it set down in a secluded area — near a deserted ranch house just outside of Los Angeles, California.

The Ark was not the only part of Kobra's once earth-shaking power to lie in ruins. His international criminal organization was shattered, and many of his loyal minions were captured or killed during the internal power struggle and the clashes with the Outsiders. Only Eve, his personal assistant, and a select group of his minions managed to escape with him.

Kobra's humiliating defeat renewed his hatred for mankind, and he began

working on a new plan to fulfill his ultimate ambition — conquest of the Earth! The Ark had always been Kobra's headquarters and nerve center, and before any new schemes could be hatched he had to repair it. Unfortunately, this required exorbitant funding which Kobra was in no position to provide. Before repairs could begin on the Ark a new, profitable, criminal syndicate had to be established. Kobra began by sending out his few remaining minions to infiltrate the mobs and crime gangs in the Los Angeles area.

It was through his underworld infiltrators that Kobra became aware of The Screen Bandits' Guild, a local group of villains. The Guild is headed by FX, otherwise known as Rodney Raymond, an ex-special effects expert who uses his unique talents for science and gadgetry to build the devices which give the group members their powers. Each of the Guild members was unfairly blacklisted from the movie industry for one reason or another (see their individual backgrounds, which follow), and this common link drew them together.

The Guild always uses a movie modus operandi to mock the Hollywood that rejected them, basing crimes on famous movies, swindling film companies, or using movie props to commit their crimes. The Guild's crimes are always brilliantly planned to the last detail and often rely on Raymond's special effects, androids, and other high-tech gadgets. Raymond has had enough experience with the local mob (see his background) to insure the mob was always blamed for the Guild's endeavors.

The members of the Screen Bandits' Guild commit their crimes for the thrills and challenges the crimes provide more than anything else, and they are just as interested in seeing Hollywood debased and mocked as they are in the material gains their crimes bring. Although they are certainly criminals, Raymond and his colleagues like to avoid violence when possible, and take great pains to see that no innocents are harmed by their exploits. They seldom steal from those who can't afford the loss, usually targeting film companies and their wealthy executives.

Kobra saw the Guild members as the perfect potential recruits to his cause, and it took the charismatic villain little effort to bring the Guild under his complete domination. He convinced the Guild members that he and his cult-like followers only wanted to rule the world in order to make it a better place for all, and sold them on the idea of repairing his Ark. Soon the Guild became members of the Cult of Kobra, and the damaged Ark was secretly transported to their headquarters at the abandoned Galaxy Studios. Raymond immediately put his genius to work on devising new crimes to raise funds.

After a number of small crimes and swindles (most of which were attributed to the local mob like the Guild's previous crimes), Kobra grew impatient. Repairs on the Ark were coming along steadily, and Kobra began to toy with the idea of drawing up plans for a high-powered weapons system for the vessel, with which he could blackmail the world. The Guild, of course, could not be allowed to discover that he was planning to arm the Ark. He had promised them a bloodless, peaceful revolution once the world learned to accept his ways.

Kobra and the few scientists that remained in his organization began developing the weapons system in secret, with their scientific genius allowing them to carry through the design stage quickly and efficiently. Soon they had built a powerful amplifier which could multiply the effectiveness of a beam weapon fired from space by more than a thousandfold. The one component that was missing was the beam weapon itself.

Kobra learned of Aerodyne Industries' new AlphaLoc missile defense laser in a local trade journal. The AlphaLock was everything that Kobra needed, and acquiring it would require much less effort than developing the technology on his own. The plans would be well guarded of course, and he would probably have to figure out some way of involving the Guild without their discovering his true intentions, but it could be done.

Kobra began by having one of his minions infiltrate Aerodyne. From this he learned that at least three thefts were necessary to acquire the laser and insure its proper linkage to his amplifier. The plans for the laser proper were kept separate from the working prototypes of a power coupler necessary for the operation of the

laser and a focal cortex necessary to connect the laser to the amplifier.

Stealing the first two items would be easier than he thought. The plans were often transferred back and forth between Aerodyne's R&D center and a local military base by a commercial armored car. The car also carried various payrolls and valuable items, so Raymond would not be the least bit surprised if Kobra announced it to be their next target.

The power coupler was kept on the grounds of the estate of Allen Frost, owner of Aerodyne. Frost was an extremely wealthy man, and again it would be no surprise to the Guild if his estate were targeted for robbery. The focal cortex, which was kept at Aerodyne's secluded weapons testing facility, would be more difficult to acquire, but Kobra figured that by the time he had the first two items he would no longer have a real need for the Guild. He could test their loyalty by asking them to retrieve the cortex, and if they refused he could eliminate them and get it himself.

Kobra impatiently put Raymond to work on a scheme for acquiring the plans and the power coupler, and he ordered Raymond to abandon subtlety in favor of speed, to adopt a more direct plan. Raymond constructed some androids that would easily be capable of the thefts, but like most of his creations, they could not perform complex actions unless a human controller was within a short distance. Raymond had to devise a way that he could get close to the thefts without arousing suspicion.

It was then that he learned of *Silent, Secret, Deadly*, the latest Ross Rand, *Superspy* film which was currently shooting in LA. The film often used location sets on the streets of LA, many of which were very close to the route the armored car took from Aerodyne to the military base. Also, Allen Frost himself was having a special charity ball at his estate for the cast and crew of the film. It was almost too good to be true. All Raymond had to do was join the film crew and he could get close to both targets without arousing suspicion.

He had Kobra's minions introduce a special drug into the food of the film's current special effects coordinator. The almost undetectable drug made its victim extremely ill, forcing him to be relieved of his duties. Raymond then offered himself as a last minute replacement. The filmmakers

were reluctant to hire Raymond, with his reputation for criminal involvement, but they had little choice if the movie was to be completed on schedule. Raymond and Kobra then began to implement their plan. What they didn't realize was that Lia Briggs (Looker of the Outsiders) is actually one of the minor stars of *Silent, Secret, Deadly*. This is how the Outsiders will become involved in the scheme.

In the *Lights, Camera, . . . Kobra!* adventure the Outsiders must prevent Kobra from acquiring the AlphaLoc and completing his plan.

GM SYNOPSIS

The adventure opens on the location set of the film *Silent, Secret, Deadly*. In the **Introductory Encounter** the Outsiders are visiting the film set at the invitation of Lia (Looker) Briggs, who plays a supporting role. The crew is shooting two scenes in the streets of LA, one of which is a dangerous stunt. Just after the filming starts, an armored car carrying secret plans will pass close to the set. A pair of androids that look like movie props attack. The resulting confusion will put the stuntmen in a great deal of danger and the Outsiders will have to save them while battling the androids. They won't be able to prevent one of the androids from escaping with most of the car's cargo but they will probably defeat the other. Both the defeated android and the armored car hold valuable clues.

Checking on a cargo manifest found aboard the armored car, the Outsiders will find that the car was carrying, among other things, a cache of rare gems for a nearby jeweler, a mysterious statuette, and the Aerodyne Corporation's secret plans. They can question Aerodyne officials about the plans (**Encounter 2**). They will learn that Allen Frost is the owner of the company, and Looker will remember he is hosting a charity ball for the cast of the film. The statuette (**Encounter 5**) is a dead end. The Outsiders can also question the local jeweler (**Encounter 3**) and learn that the car was actually carrying paste fakes of the valuable gems. From this they will probably deduce that the plans were the most likely target of the theft.

If the Outsiders managed to defeat the android they can take it to Dr. Helga Jace, their scientific advisor, for analysis (**Encounter 4**). Dr. Jace

will find out a great deal about the operation of the android, providing the PCs with more clues.

Shortly after these preliminary investigations, the PCs will receive a message from the LAPD (**Encounter 6**). The police have learned that another, unscheduled piece of cargo was aboard the car — a parcel of rare anti-rejection drugs for a little girl in the county hospital. Unless the drugs are recovered within 48 hours the little girl will die. From this point on the adventure becomes a desperate race against time.

The PCs can interview Allen Frost and learn that the secret plans are useless by themselves (**Encounter 7**), and from this point they will probably stake out his estate and the costume ball (**Encounter 9**), waiting for the villain to steal a power coupler essential to building the weapon outlined in Aerodyne's secret plans. If the PCs missed Aerodyne they can hit the streets in **Encounter 8** and learn that the villain responsible for the armored car theft is actually after Aerodyne's weapon (a small time hood overheard the thief's intentions). From here they will probably head to Frost.

The next theft will take place during the costume ball. Robots will loot

Frost's private safe containing a great deal of money, jewels, and the power coupler. Again, the PCs will probably fail to prevent the theft, but using a device given to them by Dr. Jace in the **Scientific Sidebar**, they may be able to track the escaping robots.

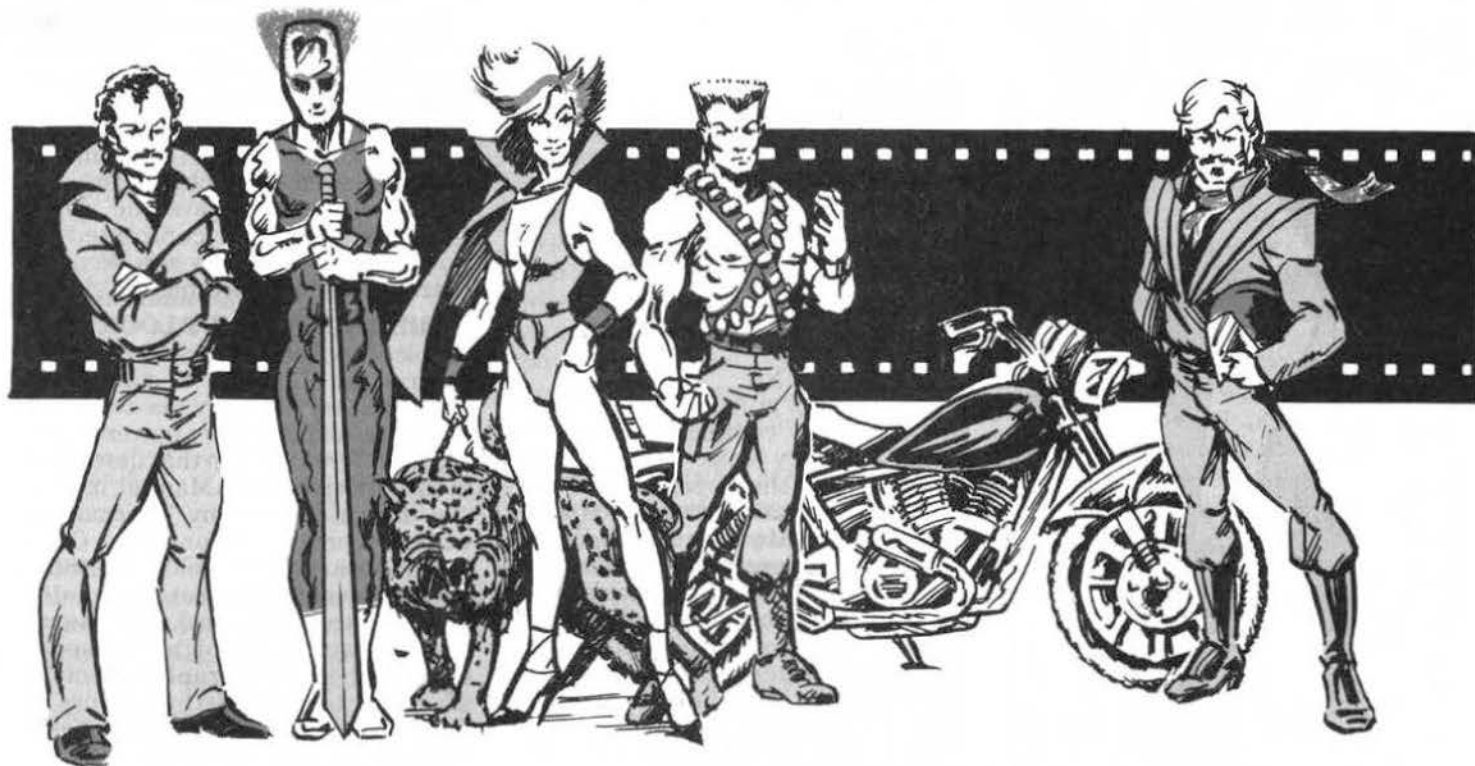
The androids will lead the Outsiders to a warehouse (**Encounter 12**) the androids use as a drop point. After taking care of a couple of androids that were left at the warehouse for protection, the PCs will find the stolen goods gone, but they will find a cryptic map which will eventually prove to be an important clue.

The day after the costume ball the Outsiders will receive a summons from the police (**Encounter 10**). An anonymous tip has been received indicating that Aerodyne's weapon testing facility is the last target. The tip was actually sent by Leading Lady of the Screen Bandits' Guild, who has discovered that the stolen gems of the first encounter were fakes, and that Kobra has been lying to her and the other Guild members all along. The Screen Bandits Guild had been stealing for Kobra because he had promised world salvation; they were unaware of his violent intentions. Leading Lady no longer wishes to have anything to do

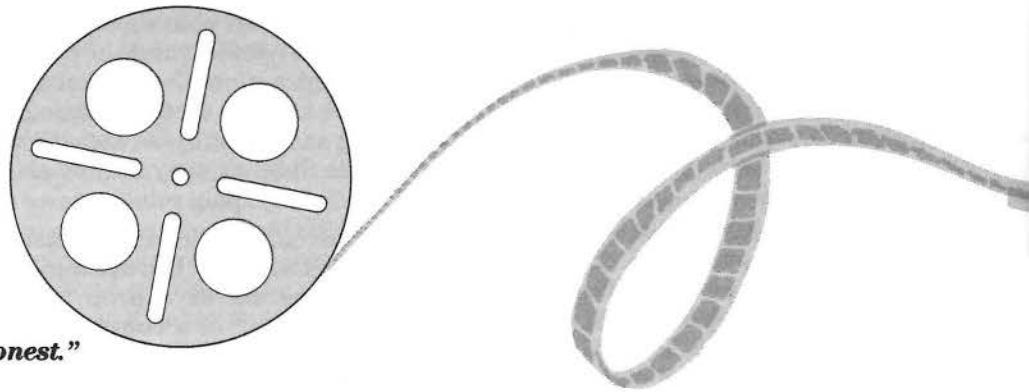
with Kobra. She knows that the Outsiders tried to stop the first two thefts and she secretly hopes they can prevent the third one, but she is not yet comfortable enough to reveal the involvement of her friends, and the location of their hideout.

Naturally, the PCs attempt to stop the third theft (**Encounter 11**). If they failed to trace the fleeing androids back to the warehouse during the earlier theft, they are able to do so now. On the site of the third theft the heroes will discover an important clue, which indicates that someone with a connection to Looker's film is responsible for the thefts. With the help of Looker's photographic memory, in **Encounter 13** they are able to narrow the suspects down to just one, and proceed to his flat, where they find a clue that combines with the warehouse map to lead them to Kobra's hideout. There they confront Kobra and the Guild (**Encounters 14 & 15**).

All in all, the adventure should prove challenging and exciting. The Outsiders must deal with Kobra and the Screen Bandits' Guild, while fighting a desperate battle against time itself.



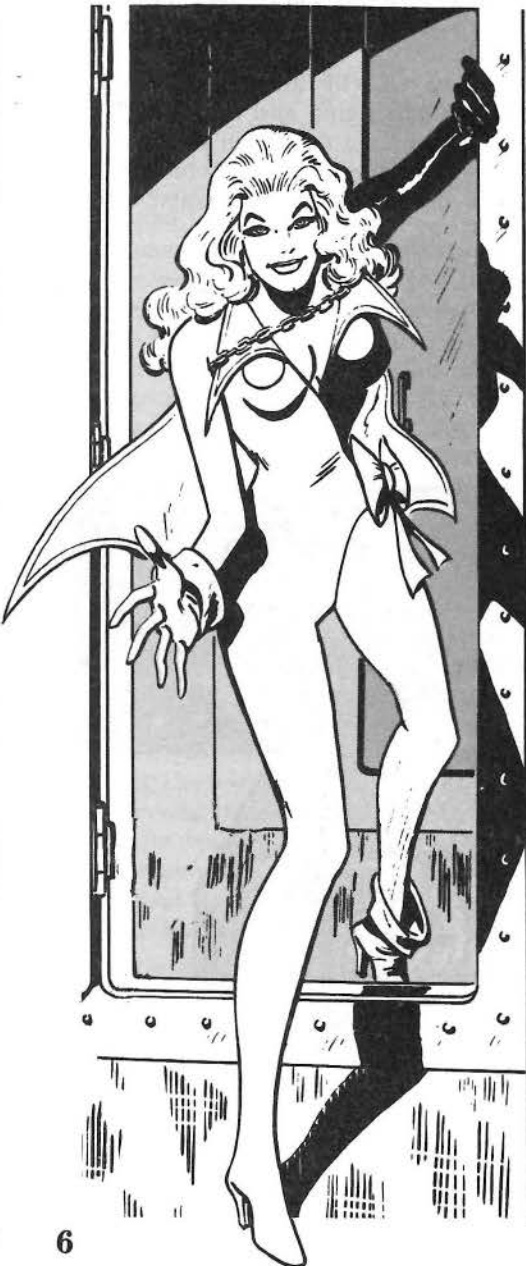
INTRODUCING:



"To live outside the law, you must be honest."
-Bob Dylan

This module was designed using DC's Outsiders as Player-Characters, and balanced assuming that six of the Outsiders would be present. The adventure can be played by as few as four PCs if the GM alters the villains' statistics as noted in their individual descriptions. With a little work, *Lights, Camera... Kobra!* can be adapted to almost any hero group. We suggest that only the most experienced groups attempt to allow a Player to run more than one Character at a time, as this tends to be detrimental to good role-playing. The Batman is an NPC in this adventure (he is in Gotham working on an important case).

The statistics found in this adventure represent the Outsiders as they stand at this stage in their careers. Both the information about the group as a whole, and the individuals' backgrounds and role playing notes, are intended for the Player Characters. This information should be read to the PCs, or photocopied and distributed, before play begins.



Looker *alias Lia Briggs*

DEX:	6	STR:	3	BODY:	9
INT:	5	WILL:	8	MIND:	8
INFL:	7	AURA:	5	SPIRIT:	5
INITIATIVE:	18	HERO POINTS:	70		

POWERS:

Flight: 8, Hypnosis: 10, Life Sense: 8, Mental Blast: 9, Mind Blast: 7, Mind Probe: 11, Recall: 25, Force Shield: 6, Telekinesis: 9, Telepathy: 17, Ultravision: 6

SKILLS:

Charisma: 10

LIMITATIONS:

Only males are affected by Charisma.

CONNECTIONS:

Fashion Industry (low level)

MOTIVATION: Thrill of Adventure

WEALTH: Affluent

JOB: Fashion Model

RACE: Human

BACKGROUND

Emily Briggs grew up with a massive inferiority complex due to her rather ordinary looks. Actually descended from the royal line of an ancient subterranean civilization, and next in line for Abyssia's throne, Emily was taken underground against her will, and subjected to an ancient ritual which gave her formidable powers and almost unearthly beauty. Batman and the Outsiders rescued her and returned her to the surface, and she decided to join the group.

After Emily acquired her new appearance, she changed her name to Lia, a name her father used to call her, quit her job as a bank clerk, and became a high-fashion model. Recently she landed

a minor role in the new *Ross Rand, Superspy* film, *Silent, Secret, Deadly*. Lia also separated from her husband, Greg, who liked her old self better.

ROLE PLAYING NOTES

Lia is absolutely in love with her new self, and never fails to flaunt it. She enjoys turning men's heads, and will never turn down any advantages that her beauty might bring her. She recognizes that her appearance can be a very effective weapon, and she tries to use it often. Lia has a habit of addressing her friends and those she is about to use her hypnotism powers on as "Darling" (i.e. "Brian, Darling, why don't you hand me my file.").

In combat, Looker is extremely confident. Her powers have almost always proven up to challenges, and she rarely fails to have the upper hand. When she is confronted by powers that rival hers she becomes extremely uncomfortable.

THE TRUTH ABOUT LOOKER: A couple of Looker's powers need further description. Lia has a completely photographic memory, as reflected by her Recall power. Her power works a little differently from that described in the Powers & Skills Manual, in that she does not lose any information while sleeping or unconscious. Once she has learned or seen something, she will never forget it (at least under normal circumstances). The same incredibly attuned mind that is responsible for her photographic memory allows her to read lengthy volumes as fast as she can turn the pages, and study every facet of a scene or situation in seconds.

Also, Lia's altered metabolism greatly slows her aging process. She will keep those great looks for decades!

THE OUTSIDERS

Organization

The Outsiders are a group of heroes based in Los Angeles, California. Originally formed when Geo-Force, Black Lightning, Halo, Metamorpho, and Katana all banded together to help the Batman stop the ruthless Baron Bedlam, the Outsiders have since picked up two new members, Looker and Windfall. For a short time the Batman left the group due to a philosophical dispute, but has recently rejoined.

The team has moved to Los Angeles from Gotham only recently, after agreeing to become unofficial agents of the Markovian government. In return it is allowed to maintain a secret headquarters on Station Markovia, and is provided with the services of Dr. Helga Jace, Markovia's Nobel prize-winning scientist, who also serves as a liaison between the group and the government.

Standard Contacts

As unofficial agents of Markovia, all of the Outsiders have high-level connections with the Markovian government; through the Batman the group could easily contact the Justice League of America and the Teen Titans.

Metamorpho *alias Rex Mason*

DEX:	7	STR:	12	BODY:	15
INT:	9	WILL:	4	MIND:	3
INFL:	5	AURA:	4	SPIRIT:	5
INITIATIVE:	21	HERO POINTS:	90		

POWERS:

Omni Arm: 8, Molecular Chameleon: 12

SKILLS:

Charisma: 6, Weaponry: 5

LIMITATIONS:

Must wear a Rex Mason disguise when in public.

CONNECTIONS:

Stagg Industries (high level)

MOTIVATION: Thrill of Adventure

WEALTH: Comfortable

JOB: N.A.

RACE: Human

Special Information:

Metamorpho may change into **any** chemical compound, even without touching it.

If he becomes	RAPs of Power are
A Solid	the BODY.
A Gas	the Fog Power
A Liquid	the Volume (and AV/EV of the liquid if corrosive anesthetic, etc.)

BACKGROUND

Rex Mason was a professional adventurer who had an eye for young Sapphire Stagg. Her millionaire father, Simon Stagg, offered Rex one million dollars to retrieve the ancient Orb of Ra from an Egyptian tomb. Instead of aiding the adventurer, Stagg's lovelorn servant Java ambushed Rex and left him in the tomb. Rex fell into a hidden chamber where he was ex-

posed to an ancient meteorite, from which the Orb was formed, and developed strange powers.

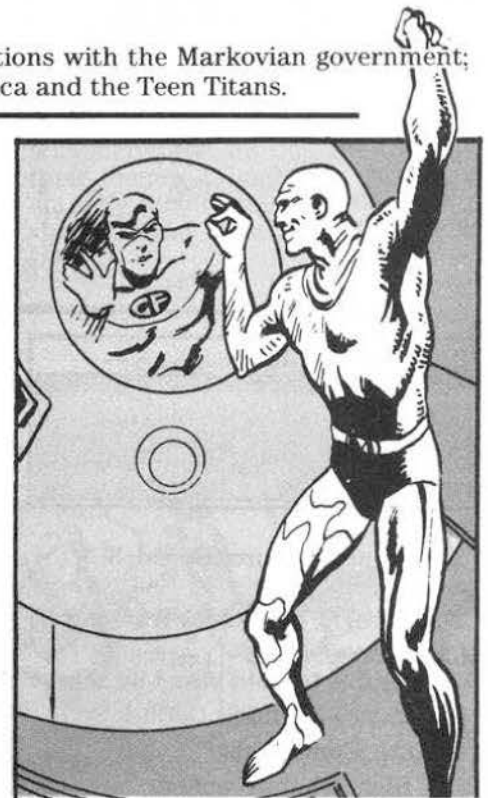
As Metamorpho, Rex holds the distinction of being one of the few persons to turn down membership in the Justice League of America. He just happened to be in Markovia during Baron Bedlam's assault, so he pitched in to defeat the villain, later joining the group on a permanent basis. After moving to Gotham with the Outsiders, Rex was finally married to Sapphire Stagg, and has, more or less, come to terms with Java.

ROLE PLAYING NOTES

Metamorpho is in the hero business for kicks. He is fond of making wisecracks in combat, and gives nicknames to everyone (such as "Shiny" for Halo, and "Red" for Looker). In keeping with his adventurous nature, Metamorpho likes to experiment with his powers in combat instead of always opting for the simple hammer-arm to the head, or anesthetic gas cloud attacks.

THE ELEMENT MAN: Rex is able to turn his body into any element or compound automatically. He is also able to turn different parts of his body into different substances at the same time with little effort.

If Rex uses his power to turn into a corrosive acid, a knockout gas, or any other substance that would cause an attack on persons or property, use the APs of his Molecular Chameleon power as the AV/EV of the attack. Note that it is possible to shatter one of his solid forms without knocking



Metamorpho unconscious. If conscious and all the pieces are within 12 APs (again, the level of his Molecular Chameleon power) of distance from each other, Rex is easily able to reconstitute his body.

Metamorpho's Force Manipulation power allows him to turn his body into almost any object with statistics equal to his APs of Force Manipulation. One of his favorite tactics is to turn into a hang glider and allow Katana or Black Lightning to ride him. Such a glider would have 8 APs of Gliding. Rex can also use his Force Manipulation power exactly like the Stretching power. See page 8 of the Powers and Skills Manual for a complete explanation.



Halo <i>alias Gabrielle Doe</i>		
DEX: 6	STR: 3	BODY: 5
INT: 8	WILL: 9	MIND: 6
INFL: 7	AURA: 8	SPIRIT: 10
INITIATIVE: 21	HERO POINTS: 70	

POWERS:
Halo has several powers, each one related to a different color aura surrounding her, as follows:
Red Heat Vision: 8 APs
Orange Starbolt: 8 APs
Yellow Flash: 8 APs
Green Suspension: 8 APs
Blue Warp (Light Only): 8 APs
Indigo .. Attraction/Repulsion: 8 APs
Violet Unknown
White Flight: 12 APs

LIMITATIONS:
Only one color/power may be used at any one time, in addition to flight.

MOTIVATION: Upholds Good
WEALTH: Comfortable
JOB: High School Student
RACE: Human

BACKGROUND
Halo is actually a combination of two intelligent beings: a young human girl, and an alien from a strange dimension. The girl, Violet Harper, was

killed while visiting Markovia. At the exact instant of her death her body was possessed by an Aurakle, a bizarre alien entity. The Batman found the Harper/Aurakle composite on his Markovian mission. She had no memory of either of her past lives, though she instinctively used the great powers that her hybrid form granted her. She helped the Batman and his hero companions repel the threat of Baron Bedlam, then decided to join the Outsiders in Gotham as Halo. Tatsu Yamashiro (Katana) adopted young Halo, and gave her the secret identity of Gabrielle Doe.

Later, the Batman managed to uncover Halo's Violet Harper past, and an encounter with the Aurakles restored her memory of both her previous lives. Halo decided to permanently leave the aliens and instead lead a normal "human" life.

ROLEPLAYING NOTES
Gaby talks in current teen slang, and watches music videos. She still does not entirely understand humanity or its culture, and is horrified by Katana's willingness to kill. Halo has greeted more than one horribly monstrous villain with a disdainful, "Oh, Gross!"

Black Lightning <i>alias Jefferson Pierce</i>		
DEX: 7	STR: 5	BODY: 6
INT: 7	WILL: 5	MIND: 6
INFL: 8	AURA: 5	SPIRIT: 5
INIT: 22 (29)	HERO POINTS: 85	

POWERS:
Lightning: 12, Force Shield: 8.

SKILLS:
Martial Arts: 7, Scholar: (Teaching: 6)

LIMITATIONS:
Vulnerable to Cold based attacks.

MOTIVATION: Upholds Good
WEALTH: Comfortable
JOB: High School Teacher
RACE: Human

BACKGROUND
Jefferson Pierce achieved world wide acclaim when he won the gold medal in the decathlon at the 1976 Olympic Games. Jeff declined the many endorsements and entertainment contracts that were offered him, preferring to lead a quiet life. He became a high school English teacher, but found himself enraged at the corruption of his students by drugs. With the help of Peter Gambi, a tailor, Jeff created the identity of Black Lightning. Using his lightning powers, he battled The 100, a local mob and the source of the drugs. He hung up his Black Lightning costume when an innocent



bystander was accidentally killed by a thug Jeff was fighting. The Batman managed to persuade Black Lightning to come out of retirement and accompany him to Markovia to rescue his friend Lucius Fox.

Originally, Black Lightning received his lightning powers from a belt that he built with the aid of Peter Gambi. Since then his powers have somehow become innate.

ROLE PLAYING NOTES
Black Lightning is an extremely intelligent, experienced, and confident hero. Caution and level-headedness are his trademarks. Jeff always tries to see the good side in people and often gives them the benefit of the doubt. In combat, Black Lightning prefers to mix up his tactics and confuse his opponents by using his Martial Arts and Acrobatics abilities just as much as his Lightning Powers. This makes him even more formidable.





Windfall <i>alias unknown</i>					
DEX:	6	STR:	3	BODY:	4
INT:	5	WILL:	5	MIND:	5
INFL:	4	AURA:	3	SPIRIT:	4
INITIATIVE:	15	HERO POINTS:	45		

POWERS:
Flight: 7, Air Control: 8

LIMITATIONS:
Attack Vulnerability: -3 Column Shift on Charisma attacks by New Wave.

CONNECTIONS:
Masters of Disaster (high-level)

MOTIVATION: Responsibility of Power

WEALTH: Comfortable

JOB: N. A.

RACE: Human

BACKGROUND

Until recently, Windfall was a member of the Masters of Disaster, a group of the Outsiders' most frequent oppo-

nents. She never cared much for her group's criminal activities, and eventually she betrayed them to join the Outsiders. Little has been revealed about her background except that she was probably born with her powers, she is the sister of New Wave of the Masters of Disaster (whom she calls Becky), and at an early age she watched her sister murder their mother, who bore a striking resemblance to Halo. After she left her criminal associates, and before she joined the Outsiders, she wandered through Europe for a time.

ROLE PLAYING NOTES

Windfall is a harmless, insecure young girl. Her desire to be accepted is so great that she stayed with the Masters of Disaster for years, though she deplored their activities. She craves companionship and must always belong to some sort of group. Fortunately, the Outsiders are able to provide her with this companionship and family atmosphere. Windfall is afraid that the other Outsiders do not completely trust her due to the time she spent as their enemy, though the Outsiders actually fully accept her. She has a special bond with Halo (Gabrielle Doe).

Geo Force <i>alias Prince Brion Markov</i>					
DEX:	8	STR:	15	BODY:	12
INT:	7	WILL:	8	MIND:	6
INFL:	9	AURA:	5	SPIRIT:	4
INITIATIVE:	24	HERO POINTS:	95		

POWERS:
Gravity Decrease: 11, Gravity Increase: 11, Bio Energy Blasts: 10

SKILLS:
Charisma: 8, Scholar: 10

CONNECTIONS:
Markovian Government (high level)

MOTIVATION: Upholds Good

WEALTH: Billionaire

JOB: College Student

RACE: Human

BACKGROUND

Brion is the full brother of King Gregor of Markovia. When Baron Bedlam invaded Brion's homeland, Dr. Helga Jace endowed Brion with powers in an attempt to repel Bedlam's evil. Latent powers exist in all full blooded members of the Markovian royal line: Dr. Jace's methods brought them to the surface.

After Bedlam was defeated, Prince Brion moved to Gotham to learn how to make the most effective use of his powers with the Batman's instruction. Brion's nobility and natural leadership qualities netted him the posi-

tion of group leader during the time the Batman was absent.

ROLE PLAYING NOTES

Geo-Force is first and foremost a Noble. His character somewhat resembles that of the mythical knight-in-shining-armor. He is fond of making valiant speeches ("I am afraid I cannot allow you to plague these good citizens anymore, villain!", etc.), and he believes in truth, liberty, and justice above all else. He is almost completely without fear and would not hesitate to give his life to save one of his friends or an innocent. When confronted by a particularly strong injustice he can become enraged, and he has even been known to enter killing combat upon such occasions, though he would never initiate killing combat.





Katana <i>alias Tatsu Yamashiro</i>			
DEX: 10	STR: 4	BODY: 5	
INT: 7	WILL: 6	MIND: 4	
INFL: 13	AURA: 9	SPIRIT: 10	
INIT: 30 (40)	HERO POINTS: 85		

SKILLS (* linked):

Charisma: 12, Martial Artist: 10*, Scholar: (Asiatic Languages): 7*, Thief: 10*, Weaponry: 10*

EQUIPMENT:

Soultaker Katana sword:

DEX: 0 STR: 5 BODY: 18
(AV: 0, EV: 5)

Powers: Permanent Spirit Drain/Control over Victims (Limitation: Power only works on Characters killed by the Soultaker. See explanation that follows)

Short Sword:

DEX: 0 STR: 4 BODY: 17
(AV: 0, EV: 4, RANGE: 0 / 1 / 2)

4 Shuriken:

(AV: 0, EV: 3, RANGE: 0 / 1-2 / 3)

LIMITATIONS:

Serious Irrational Attraction (maternal feelings) towards Halo.

MOTIVATION: Seeking Justice

WEALTH: Comfortable

JOB: Japanese Book store Proprietor

RACE: Human

BACKGROUND

Tatsu grew up in Japan, a master of the martial arts. When she came of age she married Maseo Yamashiro, a young man who loved her dearly, and she soon gave birth to twins.

Through the local mob her brother-in-law, Takeo, acquired an ancient

cursed sword, which forced him to slay Maseo in a battle to the death over Tatsu. The children were killed by a fire that started during the duel, but Tatsu won the sword and used it to drive off Takeo. Seeking vengeance in the guise of Katana, she hunted down Takeo and his mob friends, eventually slaying them all.

Tatsu happened to be in the European nation of Markovia during Baron Bedlam's attack, and helped the Batman and the heroes that would soon become the Outsiders repel Bedlam's tyranny. She accepted the Batman's offer to return to Gotham and form a crime fighting team because she felt she had nothing else in the world.

ROLE PLAYING NOTES

Katana is a warrior trained in the samurai tradition and acts as such. Although compassion is certainly among her repertoire of emotions, she is often gruff and brutal, placing the highest value on honor, fairness, and justice. She will gladly die for any of these principles.

Tatsu has adopted Gabrielle (Halo) Doe and has very strong maternal feelings toward her. She finds a great deal of amusement in the young girl's struggle to become an average American teenager. When Gabrielle is threatened, or when Tatsu is confronted by an expert in combat who rivals her skill, she has been known to enter killing combat, though she would never initiate such.

THE SOULTAKER SWORD: Once a victim is killed by this sword (i.e. the blow that killed the character came from the sword) his or her soul is

trapped in the blade. Soultaker has the powers of Control and Spiritual Drain, both rated at 13 APs, both of which are only usable against intelligent creatures slain by the sword.

When a victim is killed, Katana is allowed a normal Spiritual Drain attack, and may add the results to her own SPIRIT for a time, as described on page 27 of the Powers and Skills Manual.

While holding the sword, Katana is able to telepathically communicate with any soul trapped in the blade, and is able to force a trapped soul to give her information. In such a case, use the APs of the sword's Control power as the Acting and Effect values and the victim's INFL/SPIRIT as the Opposing and Resistance values. The RAPs of this roll are the number of Knowledge Points gained.

Through a complex ritual that takes at least an hour (10 APs) to perform, Katana is able to cause a soul trapped inside the blade to take corporeal form, and then compel it to serve her. A soul that is temporarily released in such a manner has all the statistics, skills, and powers it possessed while alive, save that its MIND and SPIRIT are automatically 0. To draw the victim out, use Katana's INFL and AURA as AV/EV, the soul's INFL and AURA as OV/RV. Any RAPs indicate success. Make a normal Control roll to compel the victim. Any RAPs on this roll means the victim soul performs whatever task Katana specifies, then immediately returns to the sword. If the Control roll fails, the soul automatically returns to the sword.

INTRODUCING: THE NON-PLAYER CHARACTERS

FRIENDLY NPCs

DR. HELGA JACE

DEX:	2	STR:	2	BODY:	2
INT:	8	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	12	HERO POINTS:	5		

SKILLS:

Gadgetry: 10, Scientist: 15

Dr. Jace is the Outsiders' special assistant, on loan from the Markovian government. She lives in their off-shore headquarters, Station Markovia. Dr. Jace has little time for fun and games. At times, she is somewhat cold and seems to relate to computers better than people, though she can also be quite compassionate. She is fiercely loyal to her homeland.

LT. MICHAEL PUBB

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

SKILLS:

Detective/Police Procedure: 3, Medicine/First Aid: 2, Vehicles/Land: 3, Weaponry: 3

Lt. Pubb will meet the PCs in **Encounter 6**, and from that point on he will be their liaison with the LAPD. He will put himself and his men completely at the PCs' disposal. (Statistics for a typical police officer can be found on page 85 of the GM's Manual.)

Pubb is easily annoyed by those who joke about important cases. He speaks slowly and firmly, looking directly in the eyes of the person he is addressing.

ALLEN FROST

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

SKILLS:

Charisma 2, Scholar/Business: 7, Spy/Connoisseur: 3

Frost is the millionaire owner of Aerodyne Industries, a middle-aged man with gray hair and a bushy mustache. He is alert, sensible, and caring. He will be happy to cooperate with the PCs in any reasonable fashion.

NEUTRAL NPCs

FILM CREW

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

SKILLS:

Artist/Actor: 4, Charisma: 4

At Allen Frost's charity costume ball (**Encounter 9**) the heroes have a chance to mingle with crew members. The stats above are provided for any members of the *Silent, Secret, Deadly* cast and crew, and the following profiles allow the GM to role-play the costume ball. For further instructions, see the **Encounter 9** description.

Brandon Bond, the star of *Silent, Secret, Deadly*, and thirteen other *Ross Rand, Superspy* films, is a tall, dashing egomaniac who refuses to admit that his popularity has begun to wane as of late. At the costume ball he will argue with Montgomery, the director, over the filming of several of his scenes, and will insist that he get more camera time. He has been told by his publicist to be photographed often with Lydia Cotton, the film's leading lady, and he will try to do so, though he can't stand the woman. He believes she is trying to steal all the scenes they must play together, and will only be satisfied with making him look like a complete fool.

Albert Montgomery is the short, balding director of *Silent, Secret, Deadly*. He is pretentious, and goes to a great deal of trouble to supervise every aspect of his films, insuring that everything is in tune with his 'vision.' His films are usually panned by the critics (he claims they fail to understand his work), but this has not stopped him from being offered more and more jobs. During the costume ball he

will argue with Bond over the filming of various scenes, and will constantly yell "Freeze!", and then hold out his hands in a window shape, trying to gauge the effectiveness of a scene he has spotted.

Jason Salzborg has produced all fourteen *Ross Rand* films. He is another short, balding man, and his trademark is a short, stubby cigar. He likes to hobnob with the film's stars, though few of them actually like him. During the costume ball he will make sure he gets his picture taken with everyone.

Lydia Cotton is a high fashion model turned movie star. She plays the female lead in the film, and like Brandon Bond, is egotistical and paranoid. She, too, has been advised by her publicist to be photographed with her co-star as much as possible, though she despises the man.

Stu Greely is the writer, and the only likable member of the *Ross Rand* entourage. While he was in college Stu hoped to become a great novelist. Instead, he sold out to television, and eventually films, and to this day feels guilty about it. During the costume ball Bond and Cotton will approach him and ask for certain changes in their dialogue. Stu's standard reply is "It's up to Jason, I don't really care." Stu will approach the PCs and try to converse with them. He is warm and friendly.

Dame Elisabeth McKenzie, "Dame Liz," as the fan press calls her, is an elderly, respected actress, whose most successful films were made during the '40s and '50s. The scarcity of roles for women her age forced her to take a part in *Silent, Secret, Deadly*. This is Elisabeth's first film in years and she will draw quite a bit of press attention during the ball. If she has a chance to speak with the PCs she will let them know that she thinks the cast and crew of *Silent, Secret, Deadly* is nothing but a group of egotistical incompetents. She won't appear to enjoy herself all evening.



HOSTILE NPCs

Kobra and his cult have a long, established history within the DC Universe. See Kobra's Plan in the **GM Introduction** for details.

Note that the villains each have a variable number of Hero Points listed, as a guideline for balancing the adventure for less than six PCs. The number in parenthesis is Hero Points with only five PCs, and the number in square brackets is with four PCs.

KOBRA

DEX: 10	STR: 5	BODY: 6
INT: 10	WILL: 12	MIND: 12
INFL: 10	AURA: 8	SPIRIT: 9
INIT: 30(40)	H. P.: 120(90)[70]	

SKILLS>(* linked)

Acrobatics: 8, Charisma: 15, Gadgetry: * 10, Martial Arts: * 10, Military Science: 7, Scholar: 7, Scientist: * 10, Spy: * 10, Thief: * 10, Vehicles: * 10, Weaponry: * 10

EQUIPMENT:

Battle Armor (DEX: 0, STR: 0, BODY: 8)
Uses: 4, Duration: 18

Features:

Entangle Line (STR: 8), Uses: 12, Duration: 12

Blinding Gas (Flash: 12), Use: 4, Duration: 3

Knockout Gas (AV/EV=12), Uses: 4, Duration: 3

Radio Transceiver (Range = 5 miles (13 APs))

(These features can only be used on one opponent at a time, at Touch

range. Kobra has hidden controls which allow him to attack with less than the full 12 APs of a gas.)

CONNECTIONS:

Financial Community (high-level)
Underworld (high-level) Street (high-level)
Most governments (low-level)

MOTIVATION: Power Lust

WEALTH: Billionaire/Comfortable (in this adventure only)

JOB: N.A.

RACE: Human

Kobra was born a Siamese twin in New Delhi, India. Though his parents were told that one of the twins had died after the separation, the infant was actually kidnapped by a fanatical cult of cobra worshippers.

Kobra was trained by the cult in nearly every form of martial arts and military discipline.

Though he has never attained his goal of global domination, Kobra's cult has survived many challenges. He has the distinction of being one of the few people alive to defeat the Batman in individual hand-to-hand combat.

ROLE PLAYING KOBRA: Kobra is a ruthless, determined villain. He truly believes that he will one day rule the world, and his determination to subjugate the Earth is matched only by the Batman's determination to fight crime.

Kobra is also quite charismatic, and can be very charming. He entices innocents into serving him with the promise of one day bringing a better order to the world, finally revealing all only after his victims have become

firmly loyal. Kobra speaks in a loud whisper, and often pronounces the letter 'S' as a long hiss. His cult followers call him "Naja-Naja." For those interested in researching Kobra for use in future adventures, some of his exploits are chronicled in *Batman* and the *Outsiders* issues #26-27, *Outsiders Annual* #1, and his own series published in 1976-77.

EVE

DEX: 3	STR: 2	BODY: 2
INT: 5	WILL: 6	MIND: 6
INFL: 3	AURA: 3	SPIRIT: 6
INITIATIVE: 11	HERO POINTS: 15	

SKILLS:

Charisma: 6, Vehicles: 3, Weaponry: 3

EQUIPMENT:

Eve carries a *Venom Pistol* identical to that carried by soldier minions (See below).

Eve is Kobra's personal assistant, second-in-command, and lover. He found her living with a band of nomads, and challenged her father to a battle to the death over her. Eve considers Kobra's victory then the greatest day of her life.

Eve is very happy with Kobra, and is the only member of his cult that he does not consider expendable.

KOBRA'S MINIONS

DEX: 3	STR: 3	BODY: 3
INT: 2	WILL: 7	MIND: 7
INFL: 3	AURA: 5	SPIRIT: 5
INITIATIVE: 8 (11)	HERO POINTS: 0	

SKILLS:

SOLDIERS: Martial Arts: 3, Military Science: 3, Vehicles: 3, Weaponry: 4

SCIENTISTS: INT: 6, INIT: 12, all other characteristics same as above. Gadgetry: 5-10, Science: 7-12

INFILTRATORS: Martial Arts: 3, Spy: 3, Thief: 3, Vehicles: 3, Weaponry: 4

EQUIPMENT:

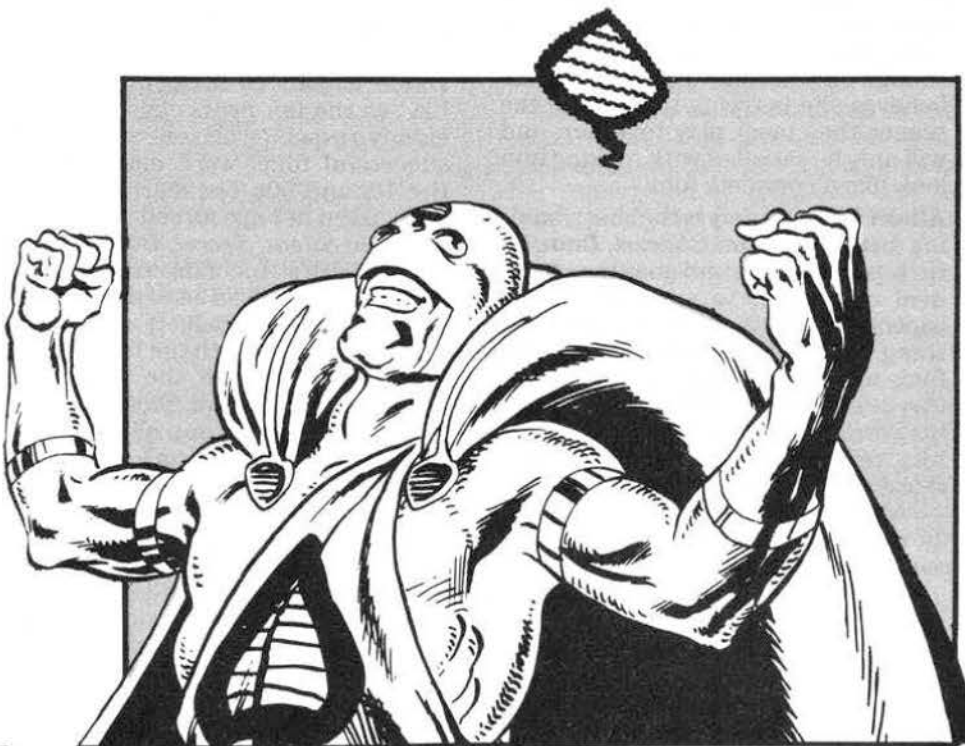
SOLDIERS: *Armor* (DEX: 0 STR: 0 BODY: 5) Uses: 4, Duration: 20

Venom Pistol (AV: 0) Uses: 6, Duration: 4, Poison Touch: 6

SCIENTISTS: None

INFILTRATORS: *Venom Pistol* (as above)

Kobra has three types of subjects: soldiers are used as guards and muscle, scientists conduct research and develop new weapons, and infiltrators are inserted into mobs, businesses, and governments as spies. All of Kobra's minions are unquestioningly loyal to their master, and carry a dose of cyanide hidden in a hollow tooth. Any interrogation effort that receives one or more RAPs causes the victim to swallow his cyanide before revealing any information.



INTRODUCING: THE SCREEN BANDITS GUILD

The Screen Bandits' Guild

The team's background is discussed in Kobra's Plan, above.

Note that the villains each have a variable number of Hero Points listed, as a guideline for balancing the adventure for less than six PCs. The number in parenthesis is Hero Points with only five PCs, and the number in square brackets is with four PCs.

FX *alias Rodney Raymond*

DEX:	6	STR:	2	BODY:	4
INT:	10	WILL:	5	MIND:	6
INFL:	6	AURA:	6	SPIRIT:	4
INIT:	22	HERO POINTS:	90(70)[50]		

POWERS:

Illusion: 8

SKILLS:

Artist: 8, Detective: 5, Gadgetry: 13, Scientist: 6, Thief: 9

LIMITATIONS:

Power Limitation: Illusions are mechanical in nature and must be prepared in advance

CONNECTIONS:

Mob (low-level), Movie Industry (low-level)

MOTIVATION: Mercenary

WEALTH: Affluent

JOB: Special Effects Designer

RACE: Human

FX, once the most important special effects man in Hollywood, is the leader of the Screen Bandit's Guild. Because of some mob-related gambling debts, Raymond was blacklisted from the motion picture industry.

Rodney Raymond, like the other members of the Guild, would never think of doing any permanent harm to anyone. He is the Guild Member most loyal to Kobra.

LEADING LADY *alias Belinda Montcliffe*

DEX:	6	STR:	2	BODY:	5
INT:	4	WILL:	5	MIND:	7
INFL:	9	AURA:	8	SPIRIT:	8
INIT:	19	HERO POINTS:	55(40)[30]		

SKILLS:

Artist/Actor: 6, Charisma: 8

EQUIPMENT:

Bracelets (BODY: 8)
Uses: 6, Duration: 20, Heat Vision: 10
Belt (BODY: 8)
Uses: 6, Duration: 20, Flight 6, Skin Armor: 7

CONNECTIONS:

Movie Industry (low-level)

MOTIVATION: Mercenary

WEALTH: Affluent

JOB: Out of work actress

RACE: Human

When Leading Lady activates her energy belt she is enveloped in a "crystalline" energy aura that acts as a defense screen.

Belinda Montcliffe was blacklisted when she was caught stealing her costume's jewelry. Belinda and her younger brother Todd (see Best Boy) are orphans.

CAMEO

DEX:	5	STR:	5	BODY:	4
INT:	1	WILL:	3	MIND:	3
INFL:	3	AURA:	0	SPIRIT:	2
INITIATIVE:	9				

POWERS:

Analytical Smell/Tracking Scent: 5, Running: 4

SKILLS:

Acrobatics: 5, Thief/Stealth: 5, Martial Artist/Attack Advantage: 3

Cameo is Leading Lady's fiercely loyal, diamond-collared pet leopard. If Leading Lady's life is ever threatened, he will enter Killing Combat.

BEST BOY *alias Todd Montcliffe*

DEX:	6	STR:	3	BODY:	6
INT:	6	WILL:	5	MIND:	7
INFL:	6	AURA:	4	SPIRIT:	5
INIT:	18(22)	HERO POINTS:	50(35)[25]		

SKILLS:

Acrobatics: 5, Martial Arts/Attack Advantage: 5, Thief: 5

EQUIPMENT:

Grenades:

Smoke Uses: 4, Duration: 3, Fog: 5
Blast Uses: 4, Duration: 0, Bio-Energy Blast: 5
Explosive Flash Uses: 2, Duration: 0, Flash: 5
Electro Uses: 4, Duration: 0, Lightning: 8
Freeze Uses: 3, Duration: 0, Ice Production: 7

(NOTE: Number of Uses is the number of each grenade Best Boy carries.)

CONNECTIONS:

Street (low-level)

MOTIVATION: Thrill Seeker

WEALTH: Affluent

JOB: Professional Criminal

RACE: Human

After Todd and Belinda (see Leading Lady, above) were orphaned, Todd became a juvenile delinquent. Since his sister was blacklisted from the movie business, Todd, 17, has supported the pair with his street skills.

STUNT GUY *alias Hondo Mardock*

DEX:	7	STR:	4	BODY:	6
INT:	5	WILL:	6	MIND:	7
INFL:	7	AURA:	5	SPIRIT:	7
INIT:	19(27)	HERO POINTS:	60(45)[35]		

SKILLS:

Acrobatics: 8, Animal Handling: 5, Artist/Actor: 4, Martial Arts: 8, Thief/Stealth: 7, Vehicles: 8

EQUIPMENT:

Motorcycle (SPD: 7 STR: 10 BODY: 7)

Uses: 20, Duration: 13
(NOTE: Stunt Guy makes ram attacks with his motorcycle; use his Vehicle skill as the AV and the STR of the cycle as the EV. Use the victim's DEX and BODY as the OV/RV.)

Lasso (STR: 8 BODY: 8) Uses: 1, Duration: 30

Parachute (BODY: 3) Uses: 1, Duration: 7, Gliding: 3

Fire Suit (BODY: 8) Uses: 3, Duration: 20, Flame Being: 9, Flame Immunity: 8

CONNECTIONS:

Movie Industry (low-level)

MOTIVATION: Thrill Seeker

WEALTH: Affluent

JOB: Brawler

RACE: Human

Stunt Guy was blacklisted because of his alcoholism and his surly temper. He likes to pick fights.

MIRE

DEX:	6	STR:	13	BODY:	15
INT:	6	WILL:	NA	MIND:	NA
INFL:	NA	AURA:	NA	SPIRIT:	NA
INITIATIVE:	18				

EQUIPMENT:

Sword (STR: 15 BODY: 9) Uses: 1, Duration: 24

Mire looks like a giant Academy Awards statuette.

Mire is a robot constructed by FX as a watchdog for the Guild's Galaxy Studios HQ and is not capable of independent thought. He has no Mystical Attributes, Will, or Mind, and is immune to all Mental and Mystical attacks.

Beat That Clock

In *Lights, Camera, . . . Kobra!* the Player Characters must battle time itself in addition to Kobra and his minions. If the Outsiders are to save the life of young Katrin Ali-Hassan they must recover the rare medical supplies within forty-eight hours. Here are some guidelines for handling time in the adventure.

At the end of the module is a Time Log, which the GM can use to keep track of the passage of time. The Log consists of an hour by hour listing, beginning at the point the adventure starts, and continuing through to its end.

After each hour are four small boxes. Each box represents fifteen minutes. Check off the first box fifteen minutes after the hour, the second thirty minutes after the hour, etc.

Some of the encounter descriptions found in this booklet will list exactly how many boxes to cross off depending on what the PCs do. Sometimes the GM will have to determine how much time the PCs' actions consume. To keep the calculations simple, but for most actions the PCs can take, we offer these suggestions:

1) **TRAVEL TIMES:** A chart that lists the distances between the adventure's various locations is included with this module. To determine travel time subtract the APs of the slowest PC's movement rate (whether on foot, flying, or in a vehicle) from the distance travelled, measured in APs. The result is the APs of time the trip will take. Convert this number into fifteen minute increments and check off the appropriate number of boxes. To make your record keeping simpler, always round *up* to the nearest fifteen minute increment. Don't bother keeping track of smaller increments of time.


2) **COMBAT:** On a scratch piece of paper, keep track of the number of phases any battles last. Each combat phase in the DC Heroes game is four seconds long, but time must be allowed for resting, mopping up after the battle, etc. To determine how much time passes during a battle multiply the number of phases the battle lasted by two. The result is how many minutes are consumed. Again, round *up* to the nearest fifteen minute increment.

3) **INTERACTION, INVESTIGATION, ETC.:** To determine how much time is consumed when the PCs interact with NPCs, conduct their investigations, or just sit and think, use the following procedure: with a watch or clock with a second hand, time how long it takes (in real time) to resolve the action. Multiply this amount by three, and the resulting figure is minutes of game time consumed. If you don't have access to a stopwatch or other timing device you can estimate, but pulling out the watch will contribute to the sense of urgency. If the PCs see that they are being timed they will try to hurry (maybe causing them to make a few mistakes).

Example: The Outsiders interview Allen Frost. The GM timed the interview and found that it took six minutes and twenty seconds of real time. Six minutes and twenty seconds multiplied by three is exactly nineteen minutes. Rounding this *up* to the nearest fifteen minute increment, the GM crosses off two boxes.

Feel free to use dramatic license when you are timing the PCs' actions. If your heroes are lucky and/or skillful, and are proceeding very quickly, slow them down a bit. Mark off more time for conversations and thinking. Make them stop to eat or sleep, or increase the travel times due to "heavy traffic," or "bad weather conditions." Conversely, if the PCs are moving slowly you might want to speed them up a bit, and charge them less time for their actions. The ideal situation is to have the PCs return the rare drugs to the hospital with less than fifteen minutes to spare.

USING THE CLOCK

On the last page of this module is a photocopyable cut apart "clock" that can be used as a play aid during the adventure. To use the clock, cut out the clock face and hands. Fold back the top tabs to allow the clock to hang over the GM screen. With a brad or paper fastener (or even a paper clip bent like this: ) attach the two hands of the clock to the face. At the appropriate time, fix the hands of the clock to show the hour indicated in the encounter, and hang the clock over the GM screen. The Time Log lists the times we recommend you show the clock: you can add any other times you wish, to make the adventure more suspenseful.

ABOUT *the* MOVIES

Throughout this module there are references to fictional films. Every time a Player Character encounters an adversary from one of the films mentioned, or asks for information on any such villain, have the PC make an INT roll with an OV/RV of 5/5. If the PC receives 3 RAPs or more, read him all the information on the film. Halo has a one Column Shift to the left bonus to both the OV and RV for any such rolls (teenagers see a lot of movies). Feel free to add as much detail as you like to any of the movie descriptions.

SILENT, SECRET, DEADLY (in production) is the fourteenth film in the *Ross Rand, Superspy* series. Dashing Brandon Bond plays a special government agent who answers only to the President of the United States. In this latest film, Rand takes on his old nemesis, the evil Doctor Neutron, who plans to hold the world hostage in a nuclear power game. Lia (Looker) Briggs plays Honey Colorado, a minor character whose parents divorced when she was six. Honey's mother has died recently, and she has moved in with her father, an entomology professor of considerable means whom Dr. Neutron is using as a pawn. The diabolical doctor also hopes to corrupt Honey. At the time the adventure begins the film will be approximately seventy-five percent complete.

BRUCE is a film about a giant 30' long shark that plagued an East Coast fishing community. The film was a box office smash.

PSYCHO-FREAKS I, II are tremendously popular slasher flicks. In both films, a group of inmates escape from an asylum, don hockey masks, and hunt teenagers in the woods with a gruesome array of weapons. Raymond's androids in **Encounter 9** are patterned after the Psycho-Freaks.

BODYCOUNT is the story of an intelligent, highly trained ex-Green Beret, Johnny Blade, and members of his Viet Nam commando strike team who are reunited by the government as The Freedom Force. The Freedom Force is sent back to North Viet Nam in 1985 to rescue American MIAs held captive since the sixties. Blade and his men are adept at laying ambushes and setting traps so Raymond has patterned his **Encounter 11** androids on them.

INTRODUCTORY ENCOUNTER: PICTURE, PICTURE!

DAY 1, 11:00 AM

Setup

The adventure begins in front of the McKinley Building on Thomas Ave., just east of the Pacific Coast Highway, in Los Angeles, California. Lia (Looker) Briggs has landed a part in the new *Ross Rand, Superspy* film *Silent, Secret, Deadly* and has invited her teammates down to the McKinley Building to watch the location filming scheduled for 11:00 AM. The film crew plans to shoot two scenes today, one of which is a dangerous stunt.

The police have Thomas Avenue blocked off to accommodate the filming, and a small crowd has gathered behind police cordons to watch.

Player's Information

THE SCENE: A large skyscraper on an ocean-side boulevard in Los Angeles. The *Outsiders*, in civilian guise, stand just inside a police cordon. Behind them press about fifty other spectators, all eager to get a good view of the making of Hollywood's latest Ross Rand epic, *Silent, Secret, Deadly*.

"Brandon Bond threatened to walk off the set yesterday!" squeals one teenager.

"He can walk all OVER my set any day" another coos. "He's SOOO gorgeous."

Suddenly, there is a roar from the crowd. Brandon Bond, famous star of the Ross Rand, Superspy films, appears in front of the building and acknowledges his loyal fans. He is joined by Albert Montgomery, the film's direc-

tor, and Jason Salzberg, the film's producer. Jason chomps on his short cigar, pats Bond on the back, and eyes the crowd. Montgomery says sarcastically, "Mr. Bond, why don't we see if we can get it in less than forty takes this time."

"Are YOU telling ME how to act?," answers Bond. From behind the cordon come a number of gasps: the on-set conversation is clearly audible to the watching civilians, and everyone anticipates an explosion. But Montgomery's reply is cut short by another roar from the crowd, followed by whistles and cat-calls. Lia Briggs, one of the film's minor stars (and secretly a member of the *Outsiders*) has made her entrance. (Allow whomever is playing Looker a chance to react to the crowd).

Salzberg steps in. "All right Lia-baby, Brandon: this is the scene where Rand visits Doctor Neutron's HQ front while undercover. On the way in, he meets Honey Colorado."

The crew take their places and Montgomery asks, "Is everybody ready? Even Mr. Bond?" (Bond snarls.) "All right then, ACTION!"

GM's Information

On the last page of this module is a small sample of the script from *Silent, Secret, Deadly* containing the dialogue for the scene referred to above. You should photocopy this page, cut out the script fragment, and hand it to the Player-Character who is running Looker. Role play the scene between Lia and Brandon Bond (the Player reads Lia's lines, you read Bond's) and improvise an appropriate crowd reaction based on how well you thought the scene went.



ENCOUNTER 1: TITANO LIVES!

DAY 1, 11:30 AM

Setup

This encounter immediately follows the **Introductory Encounter**. The film crew is getting ready to shoot the second scene, a dangerous stunt. Just after the filming begins, Rodney Raymond will slip away and guide in two of his androids to attack the armored car carrying the jewels and the AlphaLoc plans.

Player's Information

THE SCENE: Outside the McKinley Building, fifteen minutes later. The director, Montgomery, is satisfied with the filming of the first scene, and has been supervising the crew's preparations for the shooting of the stunt which is to follow. Montgomery and Salzberg, the producer, are busily discussing the stunt with Rodney Raymond, the film's special effects and stunts coordinator, and his stuntmen. Brandon Bond, the film's star, signs autographs.

"Are we ready?" Montgomery asks. Raymond looks at his crew and nods. "Alright. This is the climax, where Rand scales the side of Neutron's HQ with a suction cup rig, only minutes before the first bomb goes off. Halfway up the building a group of Neutron's thugs slip out of windows and start following him up the building with the same suction cup set-ups and combat ensues. Make it good, boys. Aaaaand, ACTION!"

The stunt man dressed like Ross Rand starts up the face of the building, soon pursued by other stuntmen dressed like thugs. The combatants trade blows as they climb.

Suddenly, the ground shakes violently. An earthquake? As quaking comes again, an old lady screams and points toward the Pacific. Lumbering out of the ocean is what appears to be a forty-foot ape! In four ground-shaking strides, the ape walks over to the north-bound lanes of the Pacific Coast Highway, reaches down and plucks up a passing armored car. On the highway, drivers are narrowly averting accidents as some motorists screech to a stop, abandon their cars and run for their lives. The ape rips the cargo parcel from the back of the armored car and tosses it into the ocean. He then sets the car safely down, and the driver flees.

On the film set, the initial shock has finally transformed into panic and screaming. Salzberg shouts and points up toward the stuntmen, "Oh My God! The shaking knocked them loose!" Six stuntmen cling for their lives sixty stories off the ground!

A large wave crashes over the breakwater and there are still more screams as bystanders and crew alike flee into the buildings. Out in the ocean a giant thirty-foot shark swallows the cargo parcel that the ape threw out into the water and disappears into the depths. (Remember to have the PCs roll to see if they recognize the shark from the film *Bruce* [See **About the Movies** section for more information on films and film characters].)

GM's Information

The ape and the shark are androids, of course, controlled by Rodney Raymond who's hiding in the McKinley building. Raymond bought the original shark automaton used in the filming of *Bruce* from the film company. He made the ape android for a movie on Titano's life for which he'd done special effects. Needless to say, he made extensive modifications to both androids before using them for the daring robbery. Raymond can see everything in view of the androids through video cameras in stashed in their eyes.

There is nothing the Outsiders can do to prevent the shark from escaping. It will take each of them two rounds to change into their hero identities, and even if they decide to go after the cargo in their secret IDs, the shark will be lost in the murky Pacific depths.

After the cargo of the armored car is out of the area, Raymond will continue Titano's attack as a diversion.

TITANO android

DEX: 6	STR: 15	BODY: 22
INITIATIVE: 6	HERO POINTS: 0	

POWERS:

Skin Armor: 9, Ultra Vision: 3

SKILLS:

Acrobatics/Climbing: 13

LIMITATIONS:

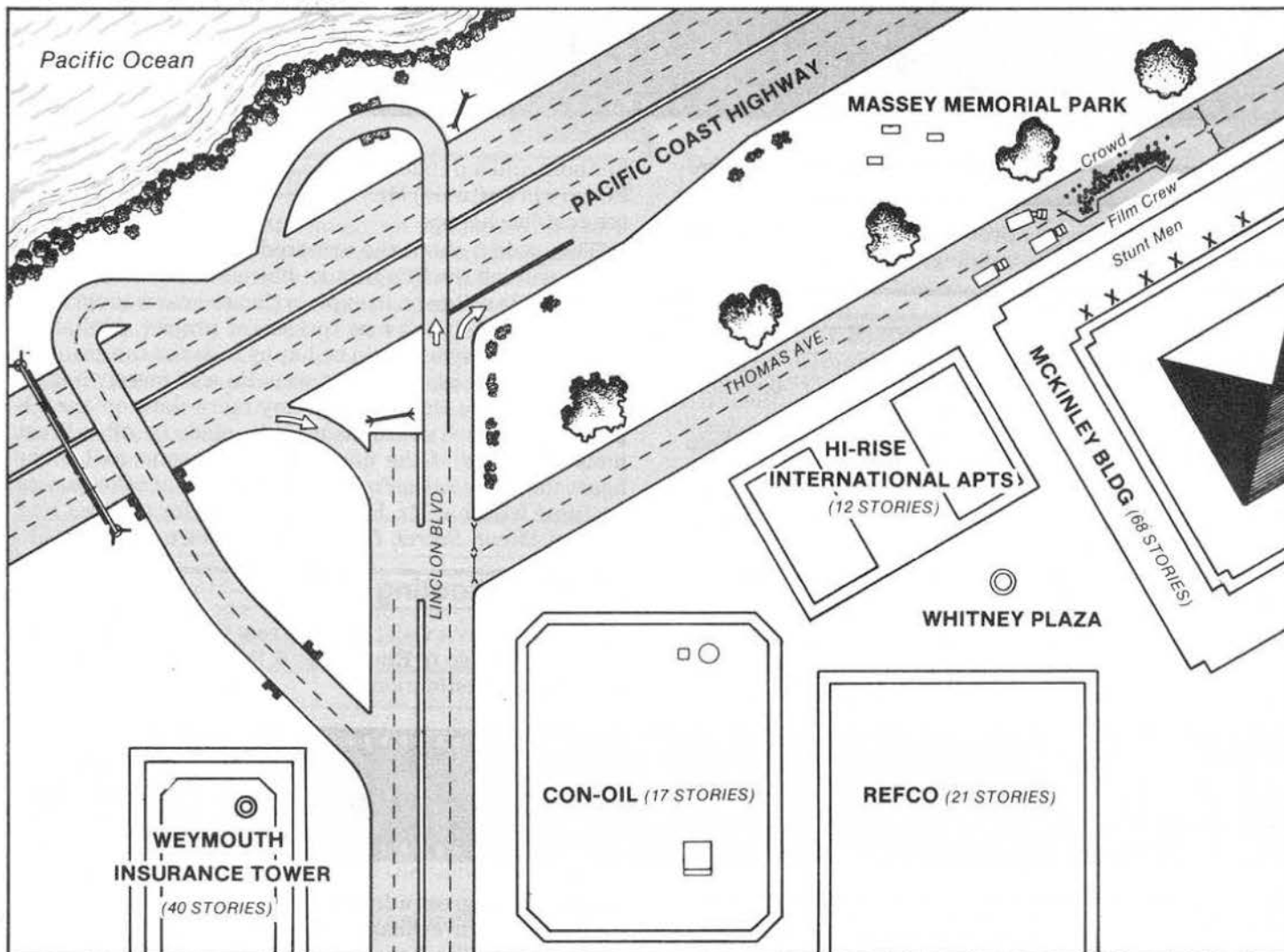
Miscellaneous Limitation: Titano's Opposing Value receives a -1 Column Shift (CS) to all Physical Attacks due to his colossal size.

Miscellaneous Limitation: Titano is an android and must be controlled.

(NOTE: Like most of Raymond's creations, Titano has no Mental or Mystic Attributes and is immune to all Mental and Mystic attacks. His Ultra Vision is used as the AV/EV of any perception check made by Raymond through the cameras installed in the android's eyes. The Titano android is covered with a latex skin/fur that insulates the mechanisms from electrical damage. Consequently, Titano does not receive the two column shift penalty vs. Black Lightning's electrical attacks.)

After the shark is safely away with the cargo container, Raymond will have Titano pick up a couple of abandoned cars and make his way toward the Hi-Rise International Apartments tower, where Titano will climb to the top and make a stand. The android weighs 12 APs. If either Geo-Force or Looker are able to use their powers to suspend the android above the ground it will hurl the cars at him/her and try to regain its footing. On the roof of the apartment tower are 15 barrels of roofing pitch (each weighing 4 APs) that the ape will hurl at the Outsiders if they don't come into the range of his fists. Raymond will press Titano's attack on the Outsiders (being careful not to harm any innocent bystanders) until the group manages to defeat the android, or it manages to defeat them. You should play up this battle as much as possible. Resort to all the old cliches including: Titano nearly stepping on picnickers in Massey Park, throwing fleeing crowds of

LOCATION SHOOT



hysterical people in the PCs' way, Titano grabbing a woman bystander (maybe even Halo or Windfall) before he scales the tower, etc.

In addition to defeating Titano, the PCs must rescue the stuntmen (the Xs on the map above indicate their positions). All of the stuntmen are sixty stories (7 APs) off the ground. Starting one phase after the ape appears, each stuntman must make an Action Check every round using his STR as the AV/EV vs. OV: 2/RV: 2. Failing this roll means the stuntman loses his grip and falls (6 APs per phase: see the falling rules on pg. 25 of the Player's Manual). The stuntmen all have DEX, STR, and BODY of 3. When Titano moves he violently shakes the ground, so increase the OV/RV of the stuntmen's STR rolls to 3/3 on any round that Titano moves. Catching a falling stuntman is a standard action using the catcher's DEX/STR (or APs of power) as the AV/EV, the Universal Modifiers chart for the OV (most non-flight attempts are Difficult), and terminal velocity (7 APs) as the RV. One or more RAPs indicates success.

The blow that finally brings Titano down will cause the android to strike the roof of the apartment tower. Its head will pop off, revealing its true nature. Although the PCs will not be able to analyze the android themselves (they have no Gadgetry Skills), Dr. Helga Jace, the group's scientific advisor, could tell them something. The body would be difficult to move, but the head only weighs 7 APs and can easily be transported back to Station Markovia by Looker, Metamorpho, or Geo-Force.

If the PCs search the wreckage of the armored car they will find that the car is relatively undamaged. Inside is a

shipping manifest that indicates that the car was carrying plans to a nearby military base for Aerodyne Industries, a cache of rare Egyptian jewels for Weston Fine Jewelers, and a statuette known as the 'Corsican Falcon.'

Troubleshooting

The entire film crew will flee inside the McKinley Building and other nearby structures when Titano shows up and no matter how hard the PCs try, they will be unable to keep track of them (there are an awful lot of rooms, closets, and corridors, and the crowd is intermingled). If Looker uses Life Sense, because there are so many people she gets a total CS of +4, and Raymond will burn 10 Hero Points each on the OV/RV against her.

If the heroes don't think of investigating the wreckage of the armored car or the fallen Titano android themselves, have a bystander call them over, etc.

If the Titano android somehow manages to defeat the PCs, Raymond will command it to sink back into the ocean and return to headquarters. After the heroes regain consciousness they can investigate the area.

The next four encounters take place any time after **Encounter 1**, and in any sequence.

If the heroes proceed to Aerodyne to learn what they can about the plans, go to **Encounter 2**. If they make a visit to Weston Fine Jewelers, proceed to **Encounter 3**, if they bring the head of the Titano android back to Dr. Jace for analysis, go to **Encounter 4**, and if they investigate the statuette, go to **Encounter 5**.

ENCOUNTER 2: WAS I THE RIGHT STUFF ?

Setup

The heroes will have no problem finding the address of Aerodyne's headquarters building.

Player's Information

THE SCENE: A twenty-four story glass industrial tower in LA's northwest quarter, headquarters of Aerodyne Industries, an aerospace mega-firm.

Without looking up the receptionist asks, "May I help you?" (Let PCs answer. If they are in costume:) She quickly snaps up her head. "Oh my, It's the Outsiders!" (If the heroes are not in costume, she will reply:) "Oh, you want to see Mr. Stevenson."

GM's Information

The receptionist, whose name is Miss Danvers, has closely followed the exploits of the group and is one of its biggest fans. She will lead the PCs in to see Mr. Stevenson,

her boss and a public relations man for Aerodyne. (If the PCs are in costume) Mr. Stevenson, too, will be excited to see real-live heroes.

When asked about the armored car robbery, Mr. Stevenson will tell the PCs that he has just been informed of the theft. He will go on to explain that the car was carrying plans for Aerodyne's new top secret project, AlphaLoc, and that Aerodyne would be happy to assist the group in recovering the plans in any way. He will regret that he cannot provide the PCs with any more data on the AlphaLoc, but such decisions must be made by Allen Frost himself, owner of the corporation. As soon as Looker hears the name Allen Frost she will remember the charity costume ball that Mr. Frost is throwing for the cast and crew of *Silent, Secret, Deadly* tomorrow evening.

Troubleshooting

If the PCs pay a visit to Allen Frost to learn more about the AlphaLoc, go to **Encounter 6**. See the bottom of page 17 for other destinations.

ENCOUNTER 3: GEMS OF THE NILE

Setup

The Player-Characters will have no problem finding the address of Weston Fine Jewelers.

Player's Information

THE SCENE: A posh jewelry store in an ornately decorated marble building with circular glass windows, in exclusive Beverly Hills. The air inside is cool, and smells of freshly laid carpeting.

"Ahem. May I help you?"

GM's Information

That question came from Mr. Julius Weston, co-owner of the store. Mr. Weston is not very fond of heroes. If the PCs are in costume, one will either have to use Charisma (Persuasion) on him, or Looker will have to use her powers of Hypnosis or Mind Probe. Mr. Weston's attributes are all 2s. There is a +1 OV Column Shift to any persuasion rolls against Mr. Weston because he is Opposed to the PCs. Mr.

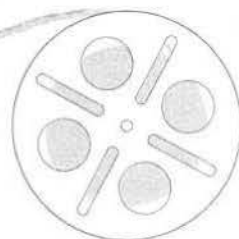
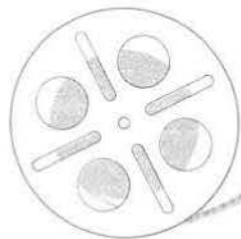
Weston has a great admiration for those who appreciate fine jewelry. If in civilian garb, or any of the PCs specifically state that s/he is making a comment on the jewelry in the store, the +1 modifier to Persuasion rolls turns into a -1 modifier.

RAPs MR. WESTON'S INFORMATION

- 1) "We are fortunate to be able to loan part of a collection of Egyptian jewels to the *Nile Treasures* display next week, including our gems of Pharaoh Ankhala."
- 3) "Our insurance company requires that fakes of all the store's valuable gems be maintained for display purposes; the real gems are held in high-security vaults. The fakes are so good that they themselves are worth several hundred dollars, but they certainly aren't worth the trouble of fashioning two giants to steal."

Troubleshooting

See the bottom of page 17 for other investigations.



ENCOUNTER 4: THE DAY THE EARTH MOVED

Player's Information

THE SCENE: Station Markovia, an automated off-shore energy research station, secret headquarters of the Outsiders. (Allow the PCs to locate Dr. Jace and give her the android head. Wait 2 minutes, then read the following.)

Dr. Jace finally emerges from the lab. "It is a very simple automaton, like those used in films, though this android had a computerized brain installed which was definitely not part of the original construction. Complex actions—the battle you described—would require a human controller within about one half mile. With more time perhaps I can come up with more information."

GM's Information

Record the PC's reactions to Dr. Jace's information on a scratch piece of paper, including any direct requests they make, for use in the **Science Sidebar**.

Troubleshooting

If the PCs don't bring the Android's head back to Dr. Jace, the police will give it to them in **Encounter 6**, suggesting that it might hold some clues. If the PCs were defeated by the Titano android, they should be able to bring back a piece of one of the Psycho-Freaks androids after **Encounter 9**, which will yield the same information as above.

See the bottom of page 17 for other investigations.

ENCOUNTER 5: THE CORSICAN FALCON

GM's Information

If the PCs try to investigate the statuette, they find two likely addresses: *Corsican Bros. Gifts and Gags*, Alhambra, specializing in twin-abillia; and *Spade's Statuary* in S. Pasadena (both are "dead end" investigations).

At *Corsican Bros.*, the help will be delighted with the "realism" of the PC's costumes if they are in hero garb, and in any case gushingly interested in anything but what the PCs want to know.

Spade's is cordoned off with yellow DO NOT CROSS THIS BARRIER tape which PCs will recognize as police investigation. The front windows are soot stained and a broken and blackened plaster Venus lies, as if thrown, in the front yard. LAPD has the fire listed as of suspicious origin, but can give no further information.

Troubleshooting

The *Corsican Bros.* staff are true Valley kids, and impossible to interrogate: attempts with Charisma result in Valley-babble.

See the bottom of page 17 for other investigations.

ENCOUNTER 6: IN 48 HOURS

DAY 1, 8:00 PM

Setup

This encounter takes place at the exact time listed above, no matter where the Player-Characters are.

Player's Information

If PCs are in costume: *A beep from the emergency transmitter concealed in Geo-Force's costume cuts the air. It takes a few seconds to adjust the controls.*

If not: *The micro-transmitter the Batman designed for Geo-force's wallet emits a pager-like tone.*

"Brion? This is Bruce, calling from the Belfrey in Gotham. Brion, you'd better get everyone down to LAPD headquarters immediately, something terrible has happened. I'm going to have to sit this one out; at the moment I have very real problems of my own. Good Luck, Son!"

Give the PCs a chance to respond to the message and tell them that the Los Angeles Police Department HQ is located in downtown LA. When the PCs decide to go to LAPD HQ, read the following: *The trip downtown goes faster than it ever has. The police indicate that Lt. Michael Pubb's office is upstairs.*

GM's Information

Lt. Pubb will show the Outsiders a picture that they will recognize as Abin Ali-Hassan, Arabia's ambassador to the United States. He will go on to inform them that Ali-Hassan's eight year old daughter, Katrin, is in Los Angeles County Hospital for a liver transplant. An unscheduled piece of cargo on the armored car that the heroes saw robbed during the filming was a parcel of experimental anti-rejection drugs necessary for Katrin's therapy. The drugs are extremely rare and it would take at least a week to synthesize a new parcel. Unfortunately, Katrin will die unless she receives the drugs within forty-eight hours.

As soon as the robbery was reported, federal authorities decided that hero involvement was necessary, contacted the Batman in Gotham, and asked him to help. Batman is currently working on an equally important case, but he promised to summon the Outsiders.

Lt. Pubb will appeal to the group for help and pledge the full cooperation of the LAPD. From this point on the adventure becomes a race against time. Place the clock, with its hands set to 8 PM, over the GM screen.

When Kobra found the drugs in with the loot from the armored car robbery, he simply laid them aside. He has no idea how rare they are, and will not be aware of the fact that the little girl's life depends on them until near the end of the adventure.

Troubleshooting

See the bottom of page 17 for other destinations. Both Aerodyne and the jewelry store close at 8 PM, however, so those investigations must wait until morning. *Corsican Bros. Gifts and Gags* is open till 9:30 PM. If the PCs get the Titano android head back from the LAPD, proceed to **Encounter 4**, and if the heroes talk to Allen Frost to learn more about the AlphaLoc, go to **Encounter 7**.

ENCOUNTER 7: THE EXECUTIVE

Setup

This encounter takes place anytime after the heroes visit Aerodyne Industries (**Encounter 2**). Looker will certainly know the location of Allen Frost's mansion, and if the Outsiders call or show up at the mansion and explain that they are investigating the armored car robbery Frost will be happy to see them.

Player's Information

THE SCENE: A sprawling mansion just outside of LA city limits, home of Allen Frost, millionaire and head of Aerodyne Industries. The main house is set back in a wooded area with a large iron gate surrounding the perimeter.

If the PCs are in costume, and they called ahead: Frost's security men open the gate immediately. "Mr. Frost has been expecting you. This way please."

If they did not have an appointment: *The security men seem kind of shocked to see real heroes. One of them picks up the phone to the main house. "Mr. Frost, some guys from Infinity Inc. are here."* (Allow the PCs to correct him.) "No wait a minute, they say they're the Outsiders. Right, I'm sending them up to the house."

If the PCs are in civilian clothes: *The guard asks, "Your name and purpose, please?"* If Lia Briggs or the other heroes mention the movie, he ushers them in; otherwise he contacts Frost, and then lets them in.

GM's Information

Mr. Frost will thank the PCs for acting in the interests of his corporation. He is hesitant about revealing the nature of the AlphaLoc because of corporate and government spying. However, he seems to come to a decision. The most important piece of information that he will provide is that the AlphaLoc plans were incomplete. Even if someone were to build the AlphaLoc, the laser would not fire without being integrated into an experimental power coupler that Aerodyne has also developed.

Aerodyne does not keep a full set of the latest blueprints for the power coupler on file, because work is progressing daily, but a complete working prototype exists. For security reasons, Frost keeps the prototype at his own mansion, in a high-security vault back in the gardener's shed, along with his valuables. From this the PCs should easily determine that the thief will go after the power coupler next. Frost will be happy to cooperate with the Outsiders in any way, including letting them stake-out his property, etc.

Troubleshooting

If the heroes choose to stake out Frost's estate, nothing important will happen until the next night during the costume ball. Go to **Encounter 9**. If the PCs are still following up on earlier leads, see the bottom of page 17 for other destinations.



ENCOUNTER 8: EAST L.A. COPS

Setup

This encounter takes place sometime after the police contact the heroes in **Encounter 6**. If the PCs missed the clues at Aerodyne or they fail to meet with Allen Frost, and have no idea where to go next, Lt. Pubb will call, ask for a progress report, and suggest the heroes hit the streets for any word on the armored car robbery. Alternately, if the PCs are proceeding rapidly, the Lieutenant can suggest they hit the streets to consume time. In either case, the PCs will learn (or confirm) that the charity costume ball for the cast and crew of *Silent, Secret, Deadly* at Allen Frost's mansion is the thief's next target.

The police will give the PCs the description and whereabouts of 'Little Frankie' Malonee, an ace informant. Roll 1 die to determine the number of boxes to cross off on the Time Log while the PCs pinpoint Malonee.

After the PCs have talked to Frankie, they can locate Big Tony down on the docks, four miles from Malonee's alley.

Player's Information

THE SCENE: A shady back corner of Midtown, complete with bums, junkies, and street toughs. 'Little Frankie' Malonee shines the shoes of a tall, thin man in a cheap three-piece-suit. Malonee constantly darts his head back and forth, as if he is expecting trouble.

When the PCs head for Big Tony, read the following:

Big Tony stands outside of a seedy nightclub catering to the dock hands. He sees the PCs approach and looks away, trying to look inconspicuous. Though he is trying his best to keep his cool, his fear is easily detectable.

GM's Information

As soon as 'Little Frankie' spots someone heading for him, he takes off down the alley, but catching him won't be very difficult. If the PCs are in costume, Frankie complains that being seen in public with heroes can be hazardous. Frankie has (OV: 3/RV: 3) vs. any Interrogation or mind control efforts, and if the PCs get two Knowledge Points or more he 'comes clean':

"All right, all right. Look, I told you, I dunno nothin', but word is that somebody heard somebody mouthin' off about the armored car heist. How do I know who?" If the PCs are in costume, he will give both of the following names, if not he will only describe Big Tony. *"It was Big... sumpin', maybe it was Big Mouth Rhonda, you know, she's a snitch. Or Big Tony Callero. Down on the docks? Tall guy, wears leather and a baseball cap, can't miss him. But if anybody asks you where you got this, you come down with a sudden case of amnesia, Comprene?"*

Inquiries about Big Mouth Rhonda will dead end in 30 minutes. Mark off two boxes on the Time Log.

Big Tony will simply deny any knowledge of the armored car holdup until the PCs are able to 'crack' him. Big Tony has (OV: 3/RV: 5) against any Interrogation or mind control efforts. If the PCs receive two or more Knowledge Points he will reveal the following:

Science Sidebar

While the heroes are busy conducting their initial investigations, Dr. Jace isolates the radio wave frequency given off by the android head at Station Markovia, permitting her to build the tracking device described below. If the PCs specifically asked, in **Encounter 4**, for a method of tracking androids similar to the one they defeated, or asked about building a device to intercept the radio waves the android gives off, Dr. Jace will finish the device just prior to **Encounter 9**, the second theft. If the PCs made neither of these specific requests, or were defeated by the Titano android, and brought a piece of one of the Psycho-Freaks androids back to the lab, Dr. Jace will not complete the tracking device until just prior to **Encounter 11**.

ANDROID TRACKER (BODY: 4)

Uses: 2, Duration: 11, Life Sense: 15 (usable only on FX's androids)

The Android Tracker is a small box, the exact size and shape of a walkie-talkie. It can give the location, within 200 yards, of any of FX's androids. The Android Tracker can also be set up as a signal device to alert the players to an android attack (like those in **Encounters 9** and **11**), in which case it will only detect the presence of androids, as its range is not fine enough to pinpoint their location.

"O-Okay. Here's the s-story. I planted a phone wire on one of Jackie Dalto's mob lieutenants, you know, hoping to scrape up a little dirt to use for blackmail. I only hit on crooks, you know, I'd never do anything dishonest to nobody that didn't deserve it, I-I swear! Anyways, I hear him talkin' about the armored car, though, get this, Jackie Dalto's mob aren't in on it. I say to myself: 'T-Tony, this guy must be freelancin'.' Anyways, whoever hit the armored car is onto some laser thing and they're goin' after parts tomorrow night at some big charity shebang."

Check off the appropriate number of boxes on the Time Log for travel time plus an extra 10 minutes for the time it takes the heroes to find Big Tony himself.

Looker will immediately realize that Callero must mean the charity costume ball for the cast and crew of *Silent, Secret, Deadly* to be held the evening of Day 2.

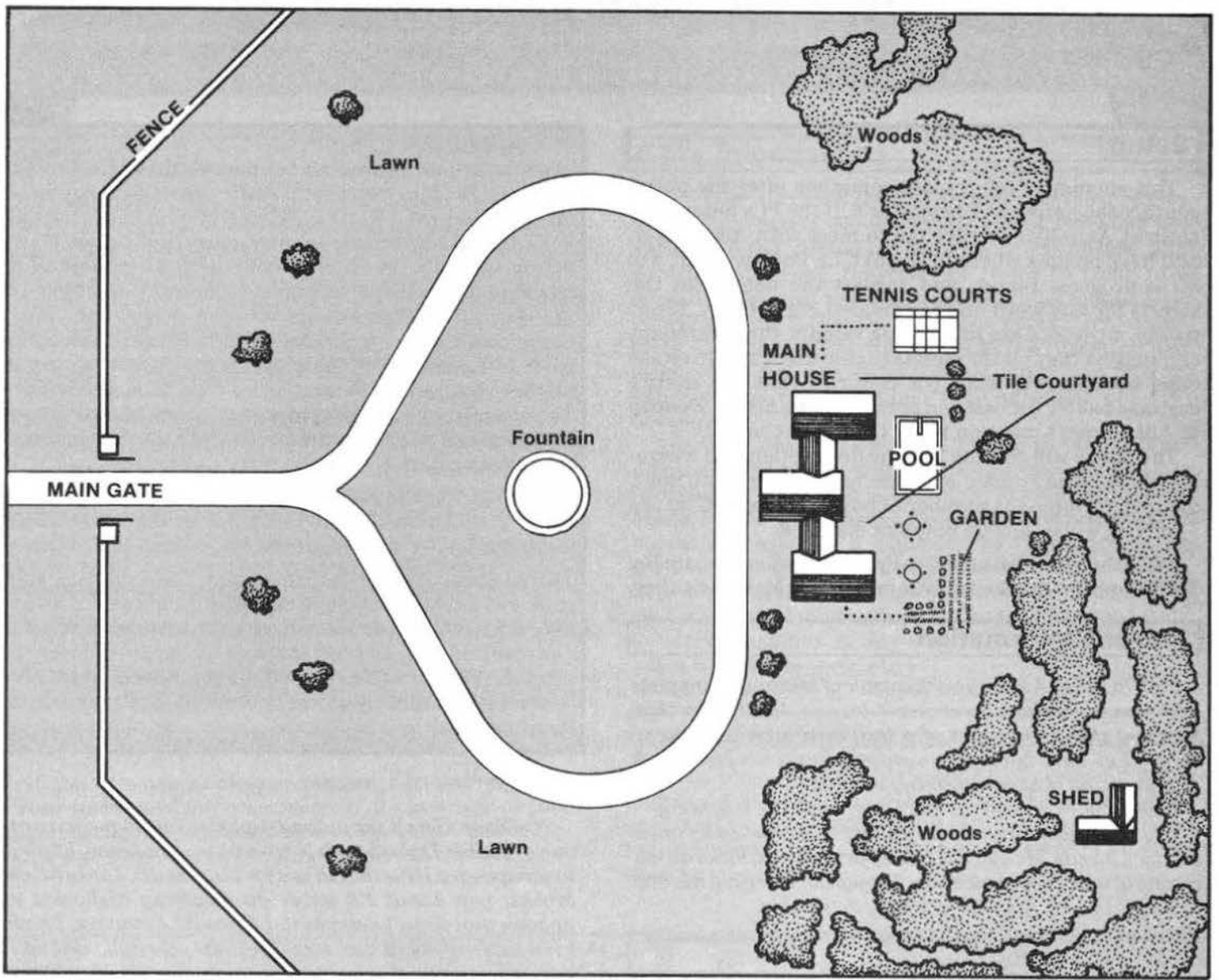
The call Tony intercepted was Kobra passing instructions along to his minion, who had been sent to infiltrate the Dalto mob when Kobra moved into the LA area.

Troubleshooting

If the PCs ask Big Tony for the name of the mob lieutenant he overheard, Tony will inform them that he didn't know the guy's real name, just that he was a new man in the Dalto organization. Both the mysterious lieutenant and Jack Dalto are impossible to locate.

The heroes may wish to backtrack and visit Aerodyne if they haven't done so already (**Encounter 2**), or interview Allen Frost (**Encounter 7**).

FROST'S MANSION



ENCOUNTER 9: 0 IN FRIDAY THE THIRTEENTH

DAY 2, 4:00 PM

Setup

This encounter takes place at the exact time indicated. If the Player-Characters have been staking out Allen Frost's mansion since **Encounter 6** nothing unusual will happen until this time. If the PCs somehow missed all the clues pointing to the villain's next target (not very likely), Lia Briggs (and an escort of her choice, if she so desires) should still be encouraged to attend the costume ball Allen Frost is holding for the cast and crew of her film. Her absence would be very conspicuous.

The ball starts at 4:00 PM and will probably continue until 11:00 PM.

Player's Information

"Good evening, viewers, this is Robin Planarian of *Hollywood Tonight* reporting from the estate of millionaire Allen Frost; where in just a short time, the cast and crew of *Silent, Secret, Deadly*, the new Ross Rand, Super-spy film will be arriving in costume to raise money for needy children. As you know, Mr. Frost's annual extravaganza attracts the hottest stars, wearing the wildest fashions, and this year is no exception. I have it on good authority that my dear friends Brandon Bond and Lydia Cotton will be here tonight, and we'll get a chance to talk to the happy couple. Is Romance in the wings? Who can say for certain. But now, let's step inside."

Read the following to any PCs staking out the gardener's shed just before the Psycho-Freaks androids burst

out. A strange...*digging* noise?...*Oh no! Suddenly the vault door bursts off its hinges, revealing a group of dark figures, and they're wearing hockey masks! The figures stand motionless for an instant. Then, the lead figure yanks a cord and starts up a chain saw!*

GM's Information

SURVEILLANCE SET-UP

By this time the PCs will have almost certainly deduced the villain's next move—the theft of the power coupler from the estate of Allen Frost. If the heroes approach him for his cooperation, Frost will inform them that the power coupler is stored in a high-security vault located in the gardener's shed. The vault is on a time release lock and can't be opened in any way for the next twenty-four hours. If the PCs set up some sort of stake-out, ask them to detail their exact plans (i.e., who is stationed where), and then inform them that nothing interesting happens until the costume ball that evening. Before the ball begins, give the heroes a chance to alter their plans.

Frost will cooperate with the Outsiders in any way and allow them access to any area, with the exception of allowing them to force open the security vault (to station someone inside). Because of the robbery of the armored car, Frost will have a special Aerodyne security team surrounding the perimeter of his estate. He will order his men to cooperate with the heroes.

THE COSTUME BALL

The ball is by invitation only, though Lia may bring an escort, and Frost will make any invitation arrangements the heroes desire. One or more of the PCs will probably be stationed inside the mansion, posing as guests, in order to keep an eye on activity inside.

During the ball itself, press photographers will circulate, trying to take pictures of the stars, including Lia. From time to time, Allen Frost will announce a generous donation just made by some charitable member of the cast or crew. Frost is doubling all donations himself. On hand at the ball are: Brandon Bond (dressed as Robin Hood), Lydia Cotton (as Cleopatra), Albert Montgomery (as Picasso), Jason Salzberg (as a knight in shining armor), Stu Greely (as a gorilla), Dame Elizabeth McKenzie (as Queen Elizabeth I), Rodney Raymond (as Superman), and others. Be sure to ask any heroes attending the ball what costumes they plan to wear. Refer to the Non-Player Characters section for the guests' personalities and a number of suggestions for amusing scenes the heroes can witness at the ball.

BATTLE

At exactly 9:00 PM (remembering to change the clock?) Rodney Raymond will slip down to the wine cellar and signal for the attack. The Guild has transported the androids to a location about a mile north of Frost's estate. On Raymond's signal the androids will tunnel under the estate, up through the floor of the security vault, and empty the contents. Once the androids have come up into the vault, Raymond will take over control of them and guide them through their escape.

Any heroes inside the shed after the androids arrive will automatically be surprised (no actions of any kind) on the first phase after the androids appear. Any heroes immediately outside the shed will hear a noise within, and get into the shed just in time to see the androids tear off the vault door. If none of the PCs are stationed anywhere near

the shed, the vault door being ripped off its hinges will make enough noise to alert any heroes on the grounds of the estate. If the PCs have a functioning android tracker, it will indicate that androids are in the vicinity the instant before the vault door is ripped off (the fact that the androids were underground prevented it from working sooner). Raymond is using fifteen androids based on the horrible murderers from the film *Psycho-Freaks II*. Give the PCs their rolls to recognize them.

PSYCHO-FREAKS androids

DEX:	7	STR:	8	BODY:	9
INITIATIVE:	15	HERO POINTS:	0		

POWERS:

Invisibility: 2, Regeneration: 10, Ultra Vision: 3

EQUIPMENT:

Ice-Picks, Axes, Chains, you name it.

These weapons are only for dramatic effect and have no bearing on combat. Two of the Freaks are armed with chainsaws (AV: 0 EV: 15)

LIMITATION:

Miscellaneous Limitation: Invisibility only works in dark, wooded areas, and only long enough to allow the Freaks to surprise their victims.

Miscellaneous Limitation: The Psycho-Freaks are androids and must be controlled.

(NOTE: Like most of Raymond's creations, the freaks have no Mental or Mystical Attributes and are immune to all Mental and Mystic attacks. Their Ultra Vision is used as the AV/EV any perception check made by Raymond through the cameras installed in the androids' eyes.)

PSYCHO-FREAKS' TACTICS: On the phase after they bust out, three of the freaks will move to close with any heroes that are present, holding off their attacks until the following phase. The remaining twelve freaks will split into three groups and flee through the woods surrounding the gardener's shed. One freak from each of these groups automatically escapes with the loot (including the power coupler), overpowering Frost's perimeter guards during this first phase. The remaining freaks will use their Invisibility power to ambush any PCs that come looking for them. Raymond will fight a delaying action against the PCs until one or the other group is completely defeated. The freaks with the chainsaws will only attack Metamorpho and Geo-Force, and even then Raymond will be careful not to do any permanent harm.

If any vanquished Psycho-Freaks are left alone (i.e., by a hero running off to help his teammates) they will use their regeneration power and rejoin the battle showing all signs of their previous demise. After all the freaks have been defeated in the same general area their regeneration power will no longer function (though one might twitch back to life again for effect). Just for fun, send one of the fleeing groups of Psycho-Freaks out toward the main house, and role-play the reactions of the party guests as the crazed androids swarm over the back lawn.

Troubleshooting

If the PCs check the vault after the battle, they will find it completely emptied of its contents. It will be obvious that the androids tunneled in through the floor, but they packed the tunnel behind them so that it could not be traced back to its source.

If the PCs were defeated by the Titano android in **Encounter 3**, and Dr. Jace has yet to analyse one of the androids, encourage them to bring one of the vanquished Psycho-Freaks back to Station Markovia (**Encounter 4**).

If the heroes have a functioning android tracker and are following the escaping freaks, go to **Encounter 12**.

ENCOUNTER 10: AN INFORMER

DAY 2, MIDNIGHT

Setup

This encounter takes place at the exact time indicated, no matter where the heroes are.

Player's Information

If heroes are in costume: *Someone is signaling on the emergency transceivers the Outsiders wear. It is Lt. Pubb.*

If not: *The pager Lt. Pubb gave Geo Force for emergencies goes off. When answered, he says:*

"I think you should come down to police HQ right away. We just turned up something very interesting."

GM's Information

When the PCs arrive at LAPD Headquarters, Lt. Pubb will show them an anonymous note that was delivered to HQ about thirty minutes earlier. In reality, the note was sent by Leading Lady of the Screen Bandits' Guild after she discovered Kobra's treachery (see the **GM Synopsis**

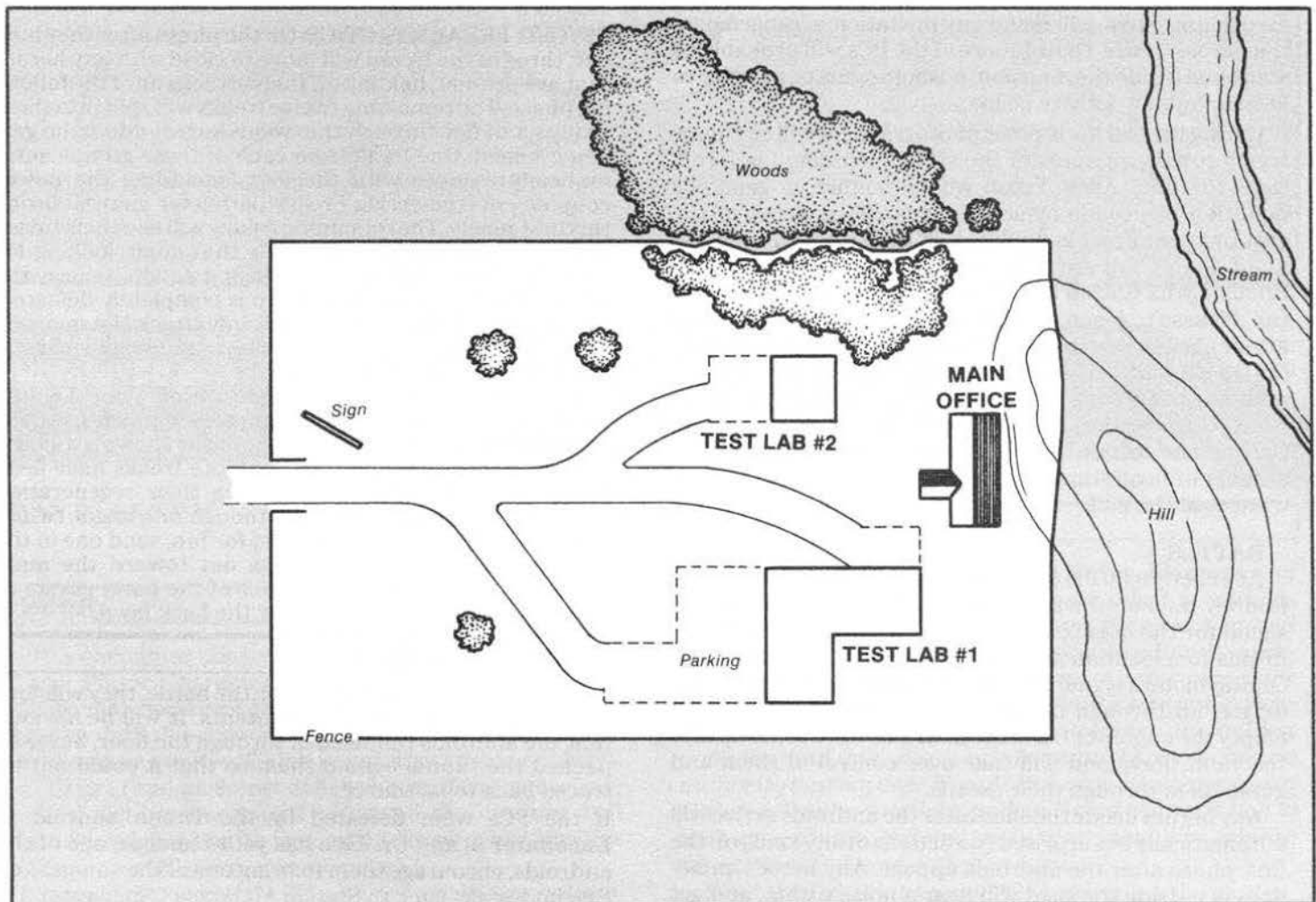
for a more detailed explanation). The note is on the last page of this module. You should photocopy the page, and hand the PCs the cut out copy to read.

The note was accompanied by complete, detailed descriptions of the armored car robbery, and the theft at Allen Frost's estate so that police are certain that the note was sent by someone with a connection to the first two crimes.

If the PCs consult with Allen Frost, he will confirm the facts that Aerodyne does indeed have a weapons testing facility located just outside the city limits, and that there is an experimental focal cortex being developed there. The heroes can learn from either Frost or Dr. Jace that a focal cortex is used to connect a weapon with a power sequence similar to the AlphaLoc's to exterior equipment.

Troubleshooting

If Dr. Jace hasn't finished building the Android Tracker yet, this encounter will be followed by the **Scientific Sidebar**. When the PCs are ready to go to the weapons testing facility, proceed to **Encounter 11**.



ENCOUNTER 11: FIRST BLADE

DAY 3, NOON

Setup

This encounter takes place at the exact time indicated. Allen Frost will give the PCs the location of Aerodyne's testing facility, where an experimental focal cortex is stored in Test Lab #2 (see the encounter map), and alert the facility's twelve guards. See page 85 of the Gamemaster's Manual for typical security guard attributes.

If the PCs don't go to Frost, they can get the location of the facility from Lt. Pubb or the phone book.

Player's Information

THE SCENE: Aerodyne Industries' weapons testing facility. Suddenly a staccato burst of gunfire erupts from the grassy knoll on the north end of the complex. A group of men in combat fatigues swarms over the hill, brandishing submachine guns. Their leader is a screaming maniac clad only in boots, jump pants and a bandana. "This time," he yells, "our boys are coming home!"

GM's Information

The attackers are ten more of FX's androids, this time disguised as Johnny Blade and his Freedom Force. Give the heroes their recognition rolls. FX sits in a van a short distance outside the complex fence, controlling the attack.

FREEDOM FORCE

DEX:	6	STR:	6	BODY:	6
INITIATIVE:	6	HERO POINTS:	0		

POWERS:

Invisibility: 3, Ultra Vision: 6

SKILLS:

Military Science: 8, Thief: 6, Vehicles: 6, Weaponry: 6

LIMITATIONS:

Miscellaneous Limitation: Invisibility only works in natural terrain

Miscellaneous Limitation: The Freedom Force are androids and must be controlled.

(NOTE: Like most of Raymond's creations, the fighters have no Mental or Mystical Attributes and are immune to all Mental and Mystic attacks. Their Ultra Vision is used as the AV/EV of any perception check made by Raymond through the cameras installed in the androids' eyes.)

EQUIPMENT:

Freedom Force SMG (AV: 5 EV:7)

Johnny Blade's M60 (AV: 7 EV: 10)

Guns are loaded with rubber bullets and do only bashing damage.

In addition to the above, the leader android (Johnny Blade) has twenty hero points he can spend.

FREEDOM FORCE TACTICS: Johnny Blade will lead half of the Freedom Force in an attack on Testing Lab #2, where they will grab the focal cortex. The other androids will provide covering fire from the hill, making the appropriate team attacks. As Blade leaves the lab, the androids on the hill set a few traps in the grass and retreat back to the stream to ambush followers. Roll randomly: a third of the heroes walking down the hill encounter a trap. To avoid them. If the victim fails (OV/RV: 6) to avoid the trap, a punji stick springs out of the ground, coated with knock-out poison (AV/EV: 15).

Once Blade makes it back to the hill, a helicopter (Speed: 7, STR: 7, BODY: 5, Weight: 8) will swoop down and escape to FX's drop-point warehouse with as many androids as possible. If the PCs already followed the androids back to the warehouse after **Encounter 9**, they should feel free to take appropriate measures to stop the theft.

While following the androids, the heroes will come across an executive script for *Silent, Secret, Deadly* which blew out of Raymond's van.

Troubleshooting

If the PCs already found the warehouse during **Encounter 9**, they will find the film script as they leave the area.

ENCOUNTER 12: AT THE WATERFRONT

Setup

This encounter takes place after either **Encounter 7** or **Encounter 9**; in either case, the heroes use Dr. Jace's tracker to find a waterfront warehouse. Hired thugs make the final transfer of stolen items to Galaxy Studios.

Player's Information

THE SCENE: A dark, apparently deserted warehouse on the seafront. Dr. Jace's gadget indicates that the androids have stopped inside.

GM's Information

Since there will be no combat, no map is provided of the pierside warehouse. Four large doors lead inward from

the pier, two small doors from the shore side; all are locked. The OV/RV of the locks are 4/5. The doors have BODY: 7, should PCs choose a less subtle method of entry.

Inside, the PCs find stacks of empty wooden crates. In one corner of the room are the thirty-foot shark from **Encounter 1**, and any of the Psycho-Freaks and Freedom Force that escaped **Encounters 9** and **11**, deactivated for storage and harmless. No matter when the heroes arrive, they come in just after the thugs transfer the loot.

Troubleshooting

If the PCs came out of **Encounter 9**, they most likely go on to **Encounter 10**. If the PCs came out of **Encounter 11**, they will probably go on to **Encounter 12**.

ENCOUNTER 13: AN APARTMENT WITH A VIEW

Setup

This encounter comes anytime after the Player-Characters find the pages of the script in **Encounter 11**. By using her photographic memory, Looker will be able to eliminate some of the suspects and possibly narrow the field down to just one—Rodney Raymond. Once she has done this, the Outsiders proceed to Raymond's apartment. (If the heroes aren't heading for Raymond's, see **Troubleshooting** for suggestions.)

Player's Information

The heroes realize that the script must be the final link between the movie crew and the androids.

Once the PCs have reached Raymond's street address:

THE SCENE: *A high-rise apartment building on the ocean front; Raymond's address. (Let the heroes take any precautions they want in approaching the apartment. When they are inside, continue:) The apartment is completely bare—no furniture, no signs of occupation, nothing. The only sign of occupation is a metal sign bolted over the fireplace which reads, **La Maison Bleu!***

GM's Information

Prompt the PCs into a brainstorming session, focusing on who would have access to the executive script. If the Looker Player comments on Looker's photographic memory: i.e., "I should know this," give her the names of the director, Montgomery; the producer, Salzberg; the writer, Greely; and the stunt coordinator, Raymond. Allow the PCs to add any other names they choose. Once the list of suspects is compiled, the heroes can eliminate names based on previous encounters. For instance, Montgomery and Salzberg were too scared by the big ape to be

controlling anything. Again, Looker will 'remember' all this information when (and only *if*) she asks. If Looker attended the ball in **Encounter 9**, she can 'remember' (or another hero might) that she was talking to Stu as the androids began their attack.

Raymond was only using the flat as a place to have his materials for the film sent, and a place to meet with the thugs he hired to take the stolen goods from the warehouse drop point to the Galaxy Studios Headquarters. *La Maison Bleu* is on the map the PCs found at the waterfront warehouse: if they put the clues together, they can find the Galaxy Studios HQ.

Troubleshooting

If Looker did not attend the costume ball, she will only be able to narrow the field down to two suspects, in which case the PCs have several options. **First**, they can guess who the culprit is. Rodney Raymond is the film's special effects coordinator, and it doesn't take the Batman to figure out that a special effects coordinator is a lot more likely to be constructing and operating androids than a screenwriter. **Second**, they can choose to investigate both Raymond and Greely (possibly splitting up). Looker knows the addresses that both men have listed as their residences. A group investigating Greely's apartment will waste almost half an hour (2 boxes on the time log), and find nothing. **Third**, the PCs may wish to call or visit Salzberg, Montgomery, or anyone else on the crew, and ask questions about the two suspects. If the PCs receive three or more RAPs on any Persuasion attempt against any member of the film crew, the NPC will reveal Raymond's criminal background, and the fact that he has not worked in films for years. Since movie people are generally very busy and difficult to locate, this will consume two boxes on the Time Log.

ENCOUNTER 14: CHARGE OF THE LIGHT BRIGADE

Setup

As the heroes approach the Screen Bandits' Guild's headquarters at the abandoned Galaxy Studios, they recognize Kobra's Ark towering above them. Motion detectors alert Kobra to the heroes' presence long before they arrive. Furious, he orders the Guild members (except FX) and six of his soldier minions out to attack. The Guild members, in light of Leading Lady's revelations about Kobra, think they can put the heroes out of the way for now, and then tackle Kobra unencumbered.

Player's Information

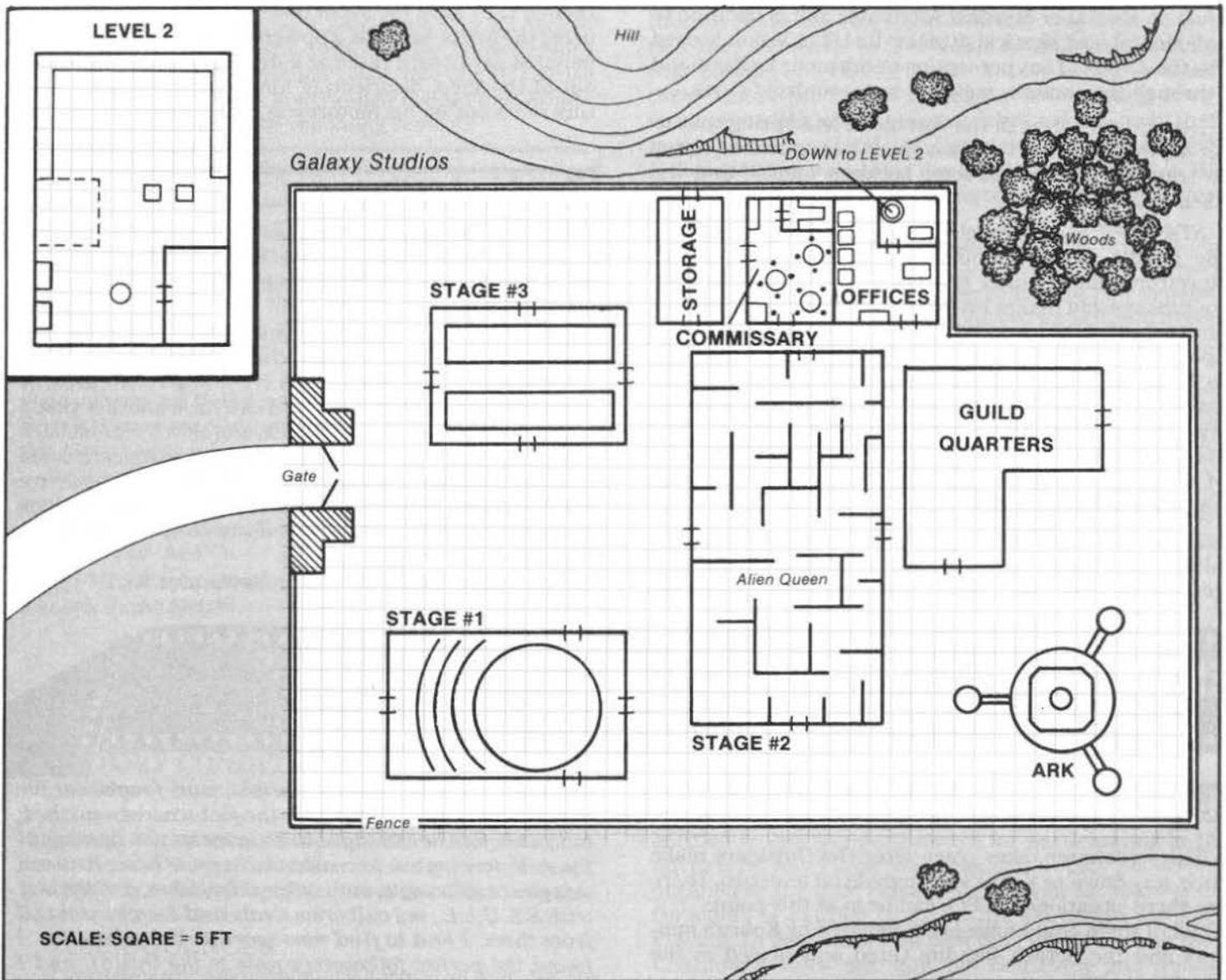
THE SCENE: *An abandoned movie production facility about ten miles outside the city limits. Soundstages and backlots are surrounded by a twelve foot chain link fence. On the north end of the compound towers Kobra's Ark! At first, nothing stirs in the abandoned yard. But then, a*

group of Kobra's minions charge out screaming, "Capture the Infidels, HAIL NAJA-NAJA!"

GM's Information

VILLAIN'S TACTICS: When the heroes first enter the studios, they will be met by Kobra's soldiers, while the Guild members stay back and prepare. After the soldiers go down, the Guild members come forth, taunt the heroes, and run off into the soundstages and storage areas for the heroes to follow. Leading Lady and Cameo enter Stage #1, Best Boy enters Stage #2, Mire enters Stage #3, and Stunt Guy enters the Storage building. FX has prepared traps in these areas, described below, which the Guild members hope will insure that their divide-and-conquer techniques succeed against the invading heroes.

PCs must decide how to attack once the Guild members have fallen back to their individual areas. Although the following scenes are written as if only one hero had fol-



lowed each Screen Bandit, it is also possible the whole party would engage each villain in turn, or some heroes would pair up and some go singly.

Remember to have the Guild introduce themselves during the battle. The Guild members and Kobra's minions are to capture the heroes so that Kobra can gloat over them. Any captives will be taken down to Kobra's stronghold on level two and placed in the Detention Cube (see **Encounter 15**). If the heroes totally defeat the Guild, they will probably search through the studios. Eventually they will come upon the elevator located in the offices, which leads down to Kobra's control room on level two.

STAGE #1: Constructed on this soundstage is an ancient Roman Coliseum floor and part of the seating area. Leading Lady and Cameo stand in the middle of the arena. As the hero approaches, Leading Lady will introduce some of her "friends," while two android gladiators and one android lion emerge from a hole in the floor. The gladiators have stats identical to the Psycho-Freaks the PCs met earlier, except they have no Regeneration or Invisibility powers. The lion has stats identical to Cameo's. Leading Lady, her pet, and the androids will attack the hero, though Belinda is hesitant and not in top form.

STAGE #2: Any hero who enters soundstage #2 will find a science fiction set: a series of metallic maze-like corridors. Dark and eerie (though not dark enough to affect combat), with a strange ooze bubbling through them, the corridors open into a chamber (marked "Alien Queen" on the map) where translucent eggs the size of basketballs lie cemented into the slime. At the hero's approach, FX's Alien Queen android will emerge slobbering from the slime, and attack. Unless the hero can make a successful INT roll vs. (OV: 5/RV: 5), the android will achieve surprise on the first phase. It has razor sharp teeth and claws, and an acidic spittle which irritates the skin, eventually causing unconsciousness due to pain.

ALIEN QUEEN

DEX: 7	STR: 9	BODY: 9
INITIATIVE: 7		

POWERS:

Acid: 9, Ultra Vision: 3

LIMITATIONS:

Miscellaneous Limitation: Alien Queen is an android and has to be controlled.

(NOTE: Like most of Raymond's creations, the queen has no Mental or Mystical Attributes and is immune to all Mental and Mystical attacks. Its Ultra Vision is used as the AV/EV of any perception check made by Raymond through the cameras installed in the android's eyes.)

Best Boy is hiding in the corridors, and springs out to attack the hero after the alien queen has appeared, trying to trap the Player-Character between himself and the alien android.

STAGE #3: Stage #3 holds Galaxy's old west set. Down the middle of the soundstage is a dusty street with storefronts lining either side. After the hero enters the soundstage and makes his or her way into the street, two android gunfighters will call out "Howdy Pardner!" and open fire. The android gunfighters have stats equivalent to those of Blade and his men, except they have no Invisibility power. They are each armed with two special six-shooters, loaded with rubber bullets and only capable of bashing damage (AV: 4 EV: 7). Mire will hide behind one of the storefronts and try to trap the hero between himself and the gunfighters.

STORAGE SHED: Stunt Guy will ambush whoever explores the storage shed. Anyone entering finds the shed completely dark. First, Stunt Guy attempts to blind the

hero with a bank of searchlights (treat the lights as though they have the Flash power rated at 8 APs). After using the lights, he turns a powerful wind machine on the hero (Super Breath rated at 9 APs) and tries to blow him out of the shed, disorienting him further. Finally, Stunt Guy roars out on his motorcycle and attacks.

Troubleshooting

The PCs will be unable to enter Kobra's Ark at any time during the encounter. The walls are Prometheum, OV/RV of 25/12, and the security systems much too complex to allow entry.

It will take the PCs twelve minutes (one box on the Time Log) to completely search the studio compound and find the elevator. If the heroes don't try to search the area, or don't know what to do next, you can have another group of soldier minions emerge, attack, and slowly retreat back to the elevator, tipping the PCs off to its existence. If some of the heroes were overpowered, the others might arrive in time to see the Guild members and/or soldier minions carrying the captive comrades down to level two, again tipping off the uncaptured PCs.

This encounter is followed by **Encounter 15**.

ENCOUNTER 15: INVADING THE LOST ARK

Setup

This encounter takes place after the Outsiders make their way down to Kobra's stronghold on level two. There are three situations the PCs can be in at this point:

- 1) all of them could have been defeated by Kobra's minions and the Screen Bandits Guild and placed in the Detention Cube;
- 2) they could have defeated their attackers and found the passage down to level two on their own;
- 3) or some of them could have been captured, while the others found the passage down themselves.

Player's Information

If all the Outsiders are caught, Kobra says: "Ssso Outsiders, we meet again. I must admit that I am a bit dissappointed that the Batman could not make it this time, but no matter. Before you die I will give you the sssimple pleasure of hearing my latest master plan."

If none of the Outsiders are caught, Kobra says: "You may think you have me trapped, Outssiders, but I sstill have the upper hand! See these vialssss? I believe the police are looking for them, are they not? SSSTAYWHERE YOU ARE: A little girl's life hangs on my whim!"

If some of the Outsiders are caught, Kobra says: "Ssssso you think your friends will rescue you, Outsiderssss? Even now my soldiers hunt them down; they cannot escape me. Too bad the Batman couldn't make my party, but ssssoon I will be able to issue him a special invitation!"

In any situation, Kobra continues: "Since the lasssst time we met, I have had some, shall we say, difficulties with my organization. One of my cult members actually

believed he could rival my might, and fought me for control of the cult. Naturally, the fool was vanquished, but not before he managed to do extensssssive damage to the Ark, forcing me to crashland it near here. Between this power ssstruggle, our little sssskirmishes, and the war with S.K.U.L.L., my cult grew weak, and I wasss isolated from them. I had to find new recruits to my caussse. I found the perfect followers (points to the Guild), and I began usssing them to raise the funds to repair my Ark.

"If you managed to find your way here, you mussst know about the AlphaLoc. Now that my Ark has been repaired, I can install the laser within and connect it to a powerful amplifier of my own dessign (he points to the amplifier which rests on a console with any pieces of the AlphaLoc he managed to steal). The resssulting weapons will be powerful enough to blackmail the world!"

Here, Kobra pauses. "Before you can die, however, one more minor detail mussst be taken care of. Leading Lady, I know of your treachery. You sent the note to my enemies, leading them here, and you have turned most of your comrades against me."

Leading Lady backs up, one hand to her throat. "You lied. You promised a peaceful revolution, a chance to restructure the world so that it was better for all."

Abruptly, Kobra turns to Rodney Raymond. "FX, kill them. They musst all die."

"But Kobra, they are my friends, I couldn't."

The villain pressures: "Do it! For me, Rodney."

FX looks around nervously; then he picks up a machine gun and riddles the entire Screen Bandits' Guild. Screams echo as they slump to the ground.

Pleased with his follower's loyalty, Kobra hisses: "Excccellent; (points to the Outsiders) now it is your turn." Kobra laughs again.

LONG DRAMATIC PAUSE.

Suddenly Kobra's laughter turns to horror as the Guild members all stand once again, seemingly brought back to life. In his surprise, Kobra doesn't notice Leading Lady make her way to the Detention Cube control and release the heroes (if any heroes are trapped inside) and he sets down the drug vials (if he is holding them).

GM's Information

Rodney Raymond used special effects to simulate shooting his friends. The Guild members will join the PCs in a free-for-all battle against Kobra and his minions. As stated above, there are twenty soldiers and four scientists, all of whom fight for their master. The Guild members will concentrate on the minions, leaving Kobra for the heroes. Depending on the time left on the clock, the PCs will probably need to deliver the drugs (which are in plain view even if Kobra wasn't using them to threaten the heroes) sometime during the battle. They should also grab the AlphaLoc components and destroy the amplifier.

As soon as the battle starts, Kobra will try to make his way to the Ark. If he reaches it he will automatically escape. After the battle the Guild members will surrender peacefully to the PCs.

If (1) the Player-Characters were all defeated, they will awaken in the Detention Cube (the amount of time they

were unconscious is up to the GM, and should depend on their progress up to this point), with Kobra gloating over them. If (2) all the PCs made their own way down to level two, they will arrive to find Kobra holding the glass vials that contain the rare drugs, and threatening to smash them unless the heroes surrender immediately. If (3) some of the PCs were captured, while others made their own way down to level two, the heroes will arrive to find Kobra gloating over their unconscious comrades in the Detention Cube, and threatening to kill them if the heroes don't surrender.

The Screen Bandits' Guild will arrive at the Ark one phase after any PCs that are making their own way down to level two (even any members that were just knocked unconscious by the PCs), to be present while Kobra makes his speech. Also in the stronghold are twenty of Kobra's soldier minions, and three scientist minions.

The Detention Cube is a 10' by 10' transparent cube, with one door, located in the ceiling. Escape from the cube is impossible (the walls are reinforced by a force field and have a total BODY of 60). On a control console in the stronghold are two switches connected to the cube. One of them floods the cube with a deadly nerve gas (AV/EV 20/20), the other opens the cube and releases the prisoners.

ENDGAME

VICTORY CONDITIONS

In order to be completely successful, the Player-Characters will have three tasks to accomplish: they must return the rare drugs to the county hospital before their time limit has elapsed, recover the stolen AlphaLoc components, and destroy Kobra's amplifier. If they are able to capture Kobra, so much the better.

CONSEQUENCES

If the drugs are delivered to the hospital on time, Katrin Ali-Hassan recovers and relations between the U.S. and the Arab bloc thaw. After helping to defeat Kobra, the Screen Bandits' Guild surrender themselves to the heroes, who must decide whether or not to bring them in. If brought to justice, the Guild will be given two years probation and released due to their role in the recovery of the drugs (if Katrin was saved). Probation would probably only slow the Guild's criminal activities down a bit, and Rodney Raymond and his cohorts would soon set up shop elsewhere, perhaps leading to a future adventure.

If Kobra is captured he will be given life imprisonment, but will not find escape very challenging.

If the PCs fulfill only one or two of their objectives, they are not entirely successful and their hero point awards should reflect this.

If the drugs were not returned on time, then Katrin Ali-Hassan indeed dies and relations between the United States and the Arab nations take a turn for the worse. The Screen Bandits' Guild will be imprisoned on varying sentences, with Leading Lady turning state's evidence, and then working to spring her fellow Guild members.

If the AlphaLoc components were not recovered, or the amplifier was not destroyed, Kobra will be able to arm his Ark, giving the GM a backdrop for another adventure.

AWARDS

This would probably be a good time to re-read pages 37-38 of the Player's Manual. The PCs are automatically entitled to one standard award for participating in the adventure. Any Player who manages to play his hero as outlined in the Role-Playing Notes given for each of the Outsiders is entitled to an additional award for Role-Playing. To determine how well the Players took on their Characters' roles, ask: how did Geo-Force and Katana react to the child's life being threatened? How did Looker react to the crowd in the **Introductory Encounter**? Did Looker ever use her photographic memory? How did the heroes react to the Batman's urgent message? And how did anyone attending the costume ball act?

If the PCs saved the stuntmen in **Encounter 1** they get an additional award for saving innocent bystanders, and if they fulfilled all three of their objectives, they get another standard award for thwarting the villain.

The Standard Award

Opposition: Inferior	15
Critical Points:	0
Area of Consequence: International	7
Severity: Permanently Nonfatal	10
TOTAL:	32

TIME LOG

A star (★) indicates that the clock should be displayed at the given time.

Note that on the back side of this page are clues for the PCs. If you pull out this page instead of photocopying it, have the Players return the script and note portions when they have read them, so that you can use the Time Log. The Log consists of an hour by hour listing, beginning at **Encounter 5**, and continuing through to the adventure's end. After each hour are four small boxes, each representing fifteen minutes. Check off the first box fifteen minutes after the hour, the second thirty minutes after the hour, etc. See the **Beat That Clock** section for more complete instructions.

DAY 1

Encounter 5

8:00 PM ★

□□□□

9:00 PM

□□□□

10:00 PM

□□□□

11:00 PM

□□□□

DAY 2

MIDNIGHT

□□□□

1:00 AM

□□□□

2:00 AM

□□□□

3:00 AM

□□□□

4:00 AM

□□□□

5:00 AM

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DAY 3

Encounter 8

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Encounter 9

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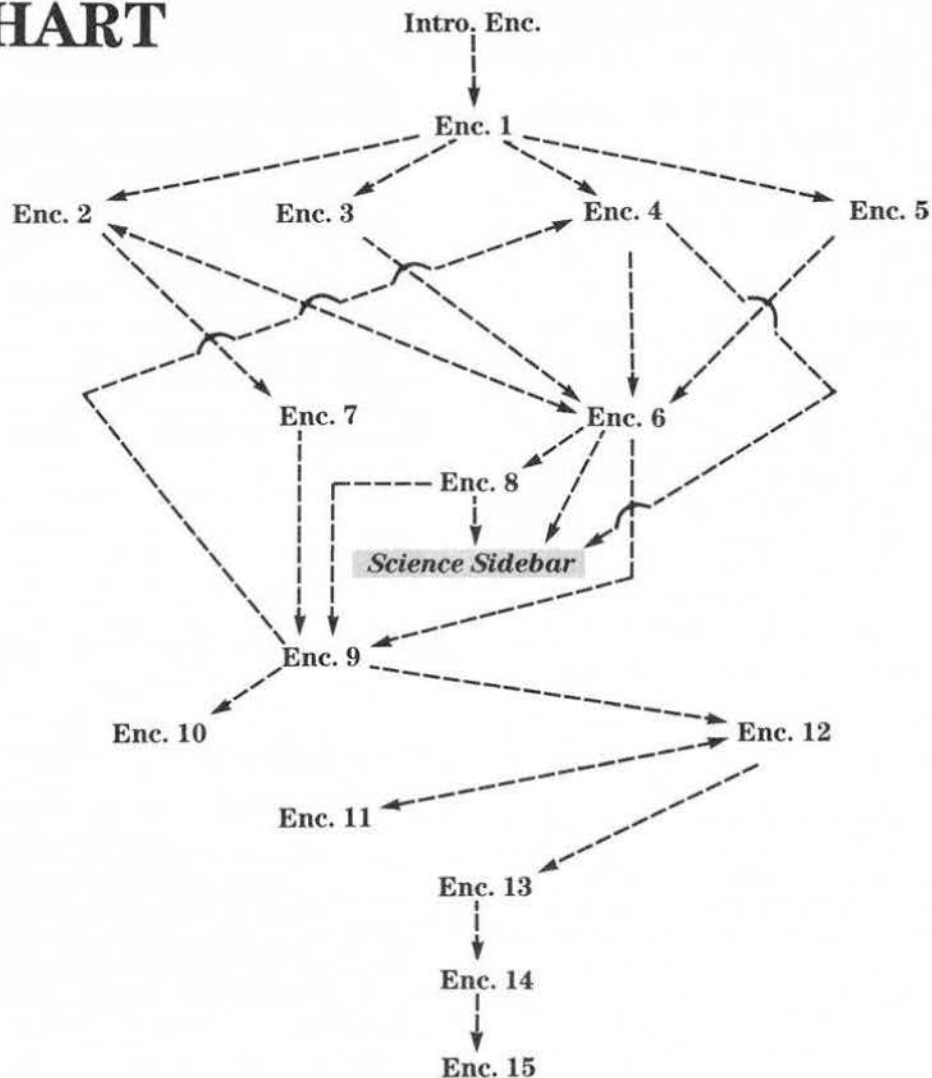
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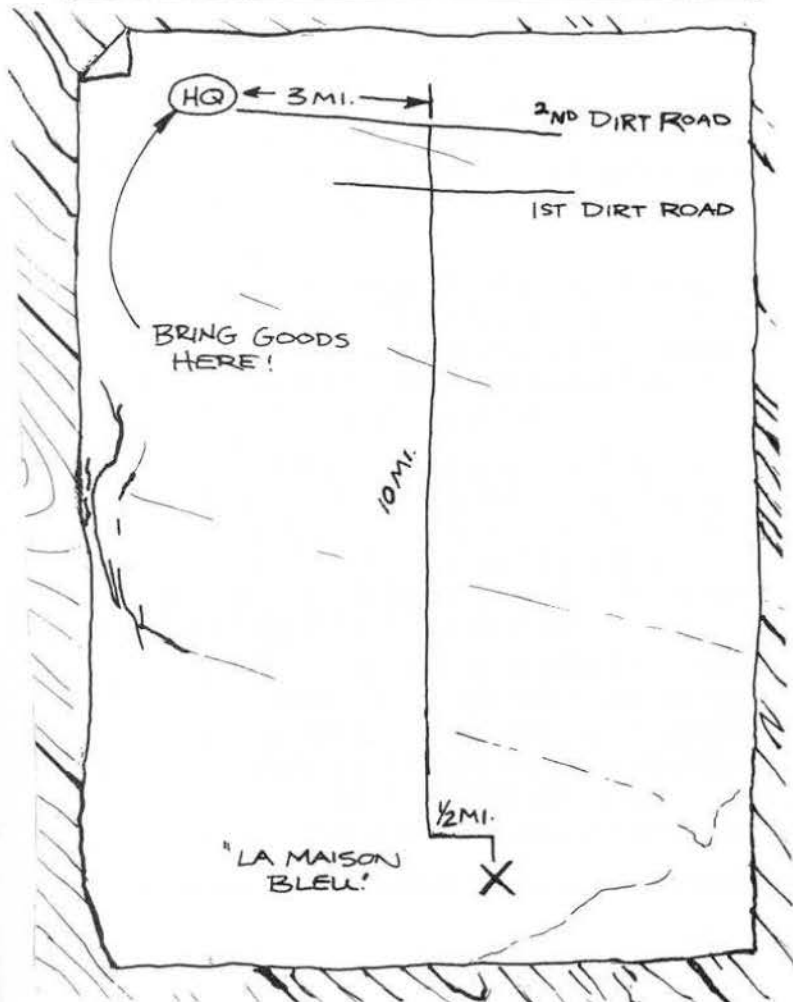
★★Katrin Ali-Hasan will die if the drugs are not returned to the hospital by this time.

FLOWCHART



Outside RS,
 YOU must STOP Him, He's mad. HE HAS ORDERED us TO
 STEAL A FO CAL C ORTEX FROM Aer ODYNE'S FACILITY
 OUTSIDE the c /ITY. I hope TO coNVI nce the OTHERS TO
 FIGHT HIM, BUT i may NOT succeed in thm L. PL eas E, You
 muST HELP

x



SILENT, SECRET, DEADLY SCENE #326 Comos Productions 11567

ROSS RAND IS ENTERING THE NUKLON OIL TOWER, THE SECRET FRONT FOR DOCTOR NEUTRON'S HEADQUARTER IN HIS UNDERCOVER GUISE OF WALT WHITNEY. JUST BEFORE HE ENTERS THE BUILDING, HONEY COLORADO QUICKLY EXITS AND BUMPS INTO HIM. THE TWO EXCHANGE WORDS.

RAND:

Oh, Pardon me, Miss?

COLORADO:

Colorado, actually, but you can call me Honey, handsome, and don't sweat it. It was my fault.

RAND:

Honey. That's an interesting nickname, (flashes his wry smile).

COLORADO:

It ain't no nickname.

RAND:

Don't you mean, "Isn't no nickname?"

COLORADO:

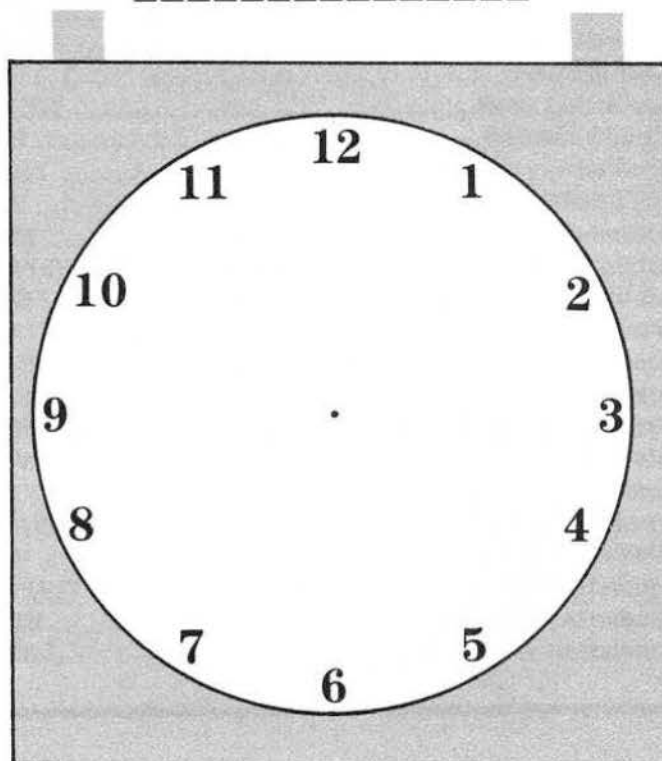
Sorry, my etiquette teacher's always correcting me. It isn't a nickname; my father was an entomologist, and he studied bees.

RAND:

Is that why you're in such a hurry, Honey? Late for your etiquette lesson?

COLORADO:

(Just pauses and smiles) Hmm, maybe. There's my ride. See you around.



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

APE AXES ACTION!

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