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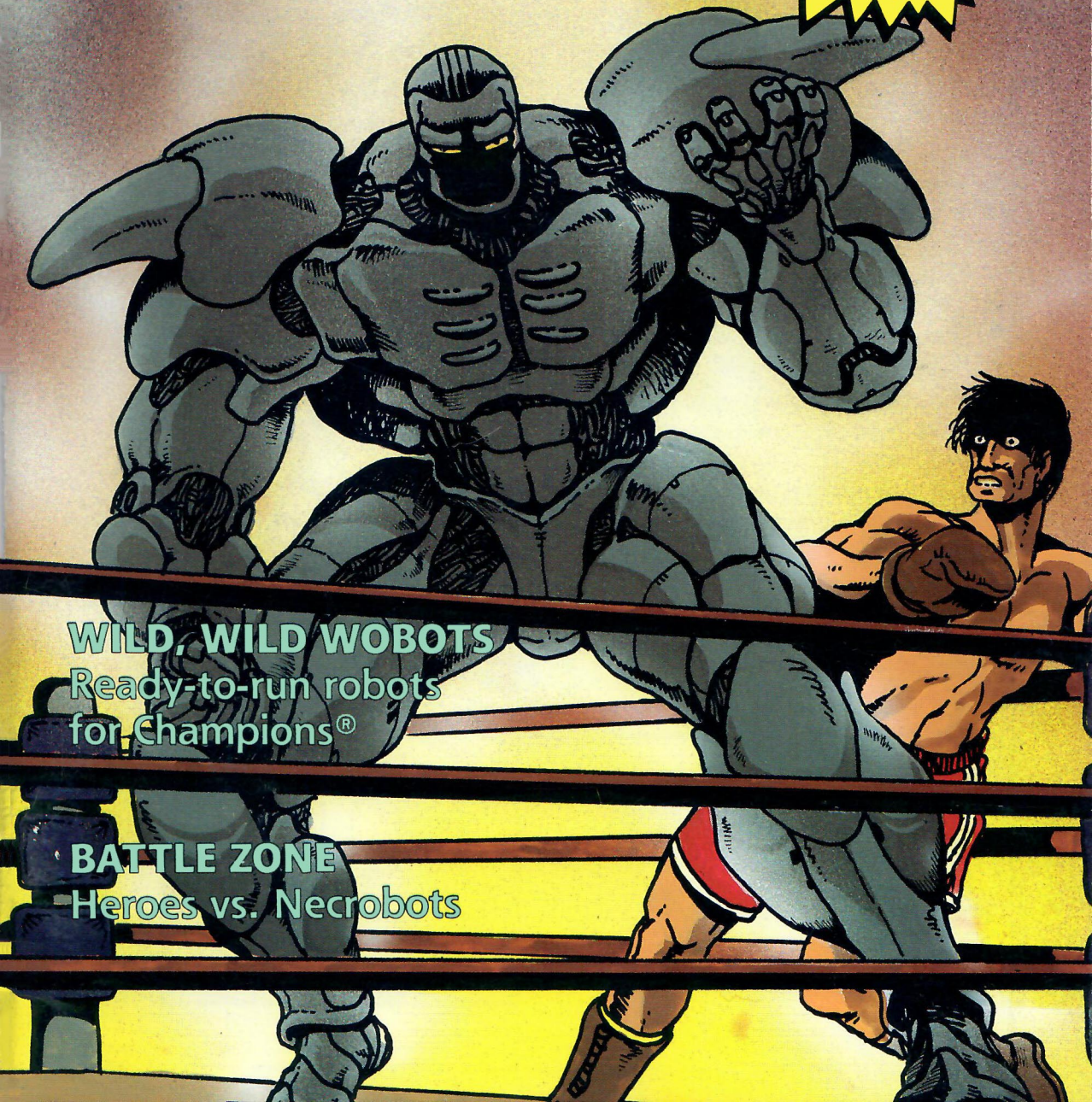
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HEROES

ROLE-PLAYING GAME



THE HERO GAMES QUARTERLY

ADVENTURERS

AC CLUB™

ISSUE #14 \$3.00

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SPECIAL HARDWARE ISSUE

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NUFF SAID

Well, it's time for my eleventh and last "Nuff Said" column, and there's quite a bit to talk about.

NO JOKING MATTER

Last issue, I made some wisecracks about it being our Lucky 13th issue. Naturally, those remarks blew up in my face. If there really is such a thing as Unluck, then Issue #13 had three dice of it. For those of you who had to wait so long to get the issue, here's an explanation of what went wrong.

I turned over the files for #13 to Iron Crown at Gen Con(r) last year. It was already a bit late; that was its first delay.

Cash-flow pressures kept Iron Crown from printing it immediately. That was the issue's second delay.

When that problem was straightened out, and Iron Crown was ready to print the issue, they decided that the readers, who had already had to wait too long to receive their next AC, should have a special bonus. For that reason, they asked that the material that was supposed to have been Issue #14 be put into Issue #13 instead, as a sort of bonus issue. (That's why this issue is my last instead of #15. The material that was to have been #14 ended up as the back half of #13; the issue you have before you is what would have been #15.) However, ICE made this decision at a time when I was knee-deep in another writing deadline, which I had to finish before I could return to AC #13. That was the issue's third delay, and it was a doozy.

Finally, once the additional material (now referred to as Issue #13 1/2) was turned over to ICE, delays involving the printing company slowed the issue down still further. That was the issue's fourth and last delay.

All in all, this set of four circumstances meant that it was almost a year between the publication of #12 and #13, for which we can only apologize. If all has gone well (and I'm knocking on wood here), #14 should have followed much more closely on the heels of #13.

WHAT'S NOT HERE

Because of the delays with #13 and our attempt to get #14 out more quickly, we haven't yet received any letters on #13. So, unfortunately, there is no letter-column this time around.

Additionally, an article promised for this issue, "Supe 'Em Up," has been made obsolete by the publication of *Champions Hardcover* and its new vehicle rules, so it will not be appearing here.

FORMAT CHANGE

As you've doubtless noticed, *Adventurers Club* is now being published in a new format. The 6⁵/₈" x 10" comic book size means that ICE will have a greater choice among companies which can print

the magazine, which will help eliminate one of the categories of delays which held up last issue. And of course, the magazine will also fit in comic book racks.

SPECIAL HARDWARE ISSUE

This issue is our Special Hardware Issue. Just about everything within these pages is devoted to gadgetry and machinery in the Hero System.

In this issue, you'll find a rollicking *Champions* adventure involving lots of high-tech machinery and urban destruction, an article on *Champions* vehicles, and a slew of gadgets for *Champions* and *Fantasy Hero* campaigns.

In addition, as a bonus for those of you who have already bought the new hardcover *Champions* (and those of you who are about to), every character and gadget in this issue is given game stats for both third and hardcover *Champions*. For those of you who don't have the hardcover yet, this is a chance for you to get an advanced look at some of the changes to the system.

Starting next issue, *Adventurers Club* will contain material designed exclusively from hardcover *Champions*.

RED OCTOBER

Gaming is a hot topic on many computer bulletin boards, and some boards are set up primarily for gaming.

One such is Red October, an Austin, TX bulletin board which deals primarily with the Hero System. It doesn't carry any official sanction from Iron Crown Enterprises, but is still an interesting forum for Hero Games discussion. Hero designers who log on regularly include myself and Mike Nystul, principal author of *The Spell Book*. If you're interested in giving it a look, you'll find it at (512) 834-2548, 24 hours a day; it supports up to 2400 baud.

POST-12 RECOVERY

At long last, it's time for me to say goodbye to the *Adventurers Club* editor's chair. In the time I've been editor, I haven't exactly kept the magazine published on schedule, but I've tried to improve the writing quality and (above all) game campaign usefulness of the magazine's contents. I hope I've had some success in that.

I'll continue writing for the AC, and you may see some of my contributions as early as next issue.

I have a lot of faith in the new editor, J. David George, and I hope you'll show him the same patience, ingenuity and exuberance you've shown me.

Thanks, and farewell.

Aaron Allston

City of Angels

Ever since the world as we knew it ended, people have been saying that chivalry is dead — they've been saying it for a long time anyway, but this time they're sure. No one does anything for any motive except survival. Dog-eat-dog, survival of the fittest, might makes right... I've heard all those cliches and more. And I refuse to conform to them. Lieutenant Jimenez wanted me to take his St. Christopher's medal to his folks in L.A. No reward, no treasure at the end of the road. Just a favor to a friend, that's all. I promised I'd do it, and I will.

City of Angels is a module for use with GDW's World War III role-playing game, **Twilight: 2000**. The adventure takes place near the blasted ruins of the Los Angeles area of Southern California. The story revolves around the obligation of one of the players to an old commanding officer. Living up to his promise thrusts him, along with his companions, into a journey through the hardest hit areas of the nuclear exchange of World War III. The group must contend with all the harsh realities of post-holocaust life, complicated by rival gangs warring over territories in what was once known as the *City of Angels*.

Information presented in this module includes source material and maps for the L.A. and Orange County areas, an overview of Southern California, and optional rules which include civilian character generation.

City of Angels can be run on its own, or can be easily adapted to fit an existing campaign.

Design: Craig Sheeley

Development: Craig Sheeley, Jay Adan

Craig Sheeley

City of
Angels

Twilight:
2000

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SUPER HYPE!

HARDCOVER CHAMPIONS

There's only one project for Superhype this issue — but what a project! As many of you have heard through the rumor mill, HERO Games will release a hardcover set of the *Champions* rules in summer 1989. But this is much more than just a hardcover version of the current *Champions* — it incorporates a complete revision of the entire HERO System. It kicks off a new generation of HERO products just as the HERO system enters its second decade.

WHY THE REVISION

The question whether or not to revise the HERO system was not taken lightly. First, HERO was already the best roleplaying game available. As the saying goes, "if it ain't broke, don't fix it." Second, people like you have been playing various parts of the HERO system since 1980. The last thing we wanted to do was change everything on you. And, of course, doing a revision of a game as established as the HERO System is a gargantuan effort.

But after carefully considering all this, we decided that a Revision would still be a good idea. There are two main reasons we went through with it: consistency and quality.

CONSISTENCY

It has always been our intention to create a single, unified set of rules for all game genres. But in the past, we had made an effort to publish games aimed at a certain genre. Moreover, because of the need to publish games, we never had a chance to sit down and decide — once and for all — how we wanted to handle certain Powers, effects, and game mechanics. As a result, each of the HERO System games handled things somewhat differently: *Fantasy Hero* spells weren't quite the same as *Champions* Powers or *Justice Incorporated* Talents. Every game was similar to the rest, but not quite the same.

This had several effects. Because not all the rules were in one place, players who wanted them had to buy all the books. For example, Lip Reading Skill was only in *Justice Incorporated*, while Speed Reading was only in *Danger International*. Players wanting the Disadvantage "Rivalry" had to buy

Robot Warriors, while the Power "Damage Reduction" was only in *Champions III*. We didn't want to force our customers to keep buying every rulesbook we've ever published, just to get every Skill or Power.

In Addition, the minor variations among the games made it harder to play HERO. A player who learned to play *Champions* knew basically how to play *Fantasy Hero*, but not quite. There were just enough little things to trip him up. Additionally, it wasn't possible to simply transfer a character from one HERO campaign to another, because the rules were different.

Finally, the lack of a single set of rules made it difficult for us to publish supplements and support games. Because there was no HERO System rulesbook, we had to put the rules in every book that we published. This made it harder to publish games like *Star Hero*, and made it more expensive for you, our customers.

By revising the HERO system, we hope to fix all these problems. There is now a single set of rules, so there are no inconsistencies. Moreover, all the rules are in one place — there will be no more leafing through 4 or 5 rulesbooks to find an obscure detail. This should make it easier for us, and cheaper for you. Not a bad bargain.

QUALITY

The other big reason for the revision was playtesting and quality control. It has been 10 years since the first HERO game was published. In that time we have received hundreds upon hundreds of letters from players like yourself. We've learned a lot. Moreover, we have had some of the finest minds in the gaming industry play the game. All of these people have given us feedback on what needed work, which rules work better than others, and so forth. We wanted to take advantage of this feedback to improve the game.

Doing a revision also allowed us to improve the production quality of the game. The original HERO games were published over a 9 year period. During that time the production quality of roleplaying games improved tremendously. Revising the system let us use better art, better writing, and better graphics to ensure that HERO Games looks sharp as it heads into its second decade.

WHAT'S NEW

The first step in the revision was to pull together all the rules that have been published before. The Revised HERO System thus has a comprehensive Skills list and Powers list. We've also added new Powers and Skills.

We have also changed a few rules. These changes are a result of your feedback, and reflect places where you felt the game didn't work as well as it could. Additionally, it wasn't possible to make all the HERO System rules consistent without changing some of what has gone before.

With the rules changes, we had one real goal: To make this the most comprehensive and elegant system ever designed. Wherever possible we cleaned up and unified mechanics, and tried to take out arbitrary differences between abilities. We also worked to broaden Powers and their effects. Many changes don't affect the point cost, but do affect the way the ability is used.

Skills: All of the Skills from all the HERO games are listed alphabetically. New Skills like Acting, Oratory, and Range Skill Levels are included. New Martial Arts rules allow superheroes and normal heroes to use the same mechanics. Talents and Perks are broken out into their own sections.

Powers: The Powers now include all the Powers from *Champions* (including *Champions II* and *III*), along with the spells from *Fantasy Hero*. A real effort has been made to unify the various Powers so that they work in a consistent and balanced fashion. For example, we altered the Movement Powers so that the costs and non-combat velocity work identically, regardless of the Power. We made a similar effort with Mental Powers and the Adjustment Powers (Absorption, Aid, Drain, Transfer). The costs for some Powers are changed slightly, to reflect playtesting comments.

Modifiers/Advantages/Limitations: As for Powers, these now include all the Modifiers from previous HERO products. There are numerous new Advantages and Limitations to help players simulate the abilities of any character from fact or fiction.

Disadvantages: This is where there was the largest discrepancy between *Champions* and the normal-scale games. Moreover, the Disadvantage section had been the subject of extensive feedback. The new HERO system for Disadvantages is streamlined and consistent. It also incorporates the Disadvantages from all previous HERO games.

Combat: The combat rules have been reworked to make combat easier, but without losing any of the intricacies it had previously. In addition, there are optional rules to let you make combat as complicated or simple as you like.

EVERYTHING ELSE

All of the above will appear in the HERO rules section of *Champions*. In the future, this section will be published separately so that HERO gamers other than *Champions* players can have access to the new rules. In addition to the rules, the hardcover *Champions* will contain:

Champions Sourcebook. The *Champions Sourcebook* contains 10 years of super roleplaying wisdom. All the best articles from *Champions*, *Champions II*, *Champions III*, and the *Adventurers Club* have been included. There are also new guidelines on how to design a superhero campaign.

Champions Campaign Book. The Campaign Book has the old *Champions* villains rewritten to conform to the new rules. There is a ready-to-play superhero team — the Champions. And there is an all-new adventure featuring the latest exploits of VIPER.

All in all, the hardcover *Champions* weighs in at a hefty 350 pages, and sports a cover by none other than George Perez. (Yes, *the* George Perez). All this comes to you for only \$28.00 — less than you'd have paid for *Champions I*, *II*, and *III*. What a bargain! We just hope you have as much fun reading it as we did writing it.

Rob Bell

NEW ATTRACTIONS!

And don't think that we're going to let the *Champions* hardcover sit out there all by itself. By the time you read this, there should be a new wave of HERO products on the stands, with a new batch ready to kick off the new year. HERO fans should look for the following products:

Mindgames (by Scott Heine): This 48 page Organization book will detail the secret machinations of PSI, the Parapsychological Studies Institute.

Challenges For Champions (by Andy Robinson): This 64 page book will have 10, count 'em, scenarios, along with guidelines for ways that GMs can design their own.

GM's Screen and Accessories: This include new character sheets, and 60 cardboard characters.

Classic Enemies (by Scott Bennie): All your favorite villains, with new write-ups and artwork.

Mystic Masters (by Allen Varney): Tells you how to do comic-book superheroes.

The Zodiac Conspiracy (by Doug Shuler): This exciting organization book describes the villainous members of Zodiac.



**"Care for
an apple,
boys?"**

Strangers in Paradise

This DC™ Heroes Role-Playing Game Adventure + Sourcebook features Wonder Woman™ against an Evil plot to disrupt a conference between the representatives from Man's World and the Amazons of Paradise Island™. The adventure contains the first appearance of Eris™, who will appear next year in the comic series.

Strangers in Paradise also contains a complete Sourcebook describing the world of the Amazon Princess™ from the gods of Olympus to her friends (Steve Trevor™, Julia Kapatelis™, Myndi Mayer™, etc.) and her foes (the Cheetah™, Ares, etc.).

*Original Cover and
interior artwork by George Perez*

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BATTLE ZONE

A CHAMPIONS ADVENTURE

BY JOHN HABERMAS

In *Battle Zone*, the heroes become embroiled in an other-worldly conflict brought violently to the streets they've sworn to protect. Who are these mechanized combatants tearing up cities across the country? Should the heroes risk taking sides, or search for answers in the aftermath?

This *Champions* adventure can accommodate, with proper adjustment, any number of characters, though it is currently geared for three to five in the 240-285 point range.

Players should read no further.

GM INTRODUCTION

In *Battle Zone*, the heroes must confront two warring alien forces who have brought their conflict to the cities of Earth. Though easily condensed or expanded, this adventure consists of three main combat situations and various role-playing opportunities in between.

In the beginning, the heroes may have a difficult time distinguishing the good guys from the villains. For this reason, GMs should read through the whole adventure before play, paying particular attention to the cast of characters and noting how they will react to different situations.

THE STORY SO FAR...

The sterilization of the rebel forces lit the countryside with fire and death. Soon the evil Technocracy would be sure in its power and the world would be forever enslaved.

A simultaneous strike destroyed nearly all the insurgent strongholds. The two remaining rebel displacer battalions mobilized for one final assault, even as the empire's Necrobots advanced on their positions. Instead of fending off the mechanized killing machines, however, the displacers launched a surprise offensive on the government Fortress itself.

Catching the technocracy off-guard, the rebels breached the Fortress' defenses and started to fight their way to Control, where the cybernetic monarch and his council were gathered. But the Technocracy recovered quickly, and soon the Fortress resounded with the whine of Necrobot enforcers.

As the battle raged above, a penetration squad of displacers commanded by the legendary Lieder Ares (code name: Arsenal) made their way through the inner sanctum. Fortress Control loomed ahead when Arsenal ordered the final charge toward the council chambers.

But his battle-computer was jammed, and he had no way of detecting the static-zone in their path. Their teleports disengaged halfway through the jump and they stood paralyzed in the middle of the great hall.

A swarm of Necrobots emerged from Control, followed closely by their cybernetic Emperor. With a triumphant, synthetic laugh, the evil monarch ordered the rebels' extermination. The Necrobots advanced to the edge of the zone and their weapons began to fire.

There was only one chance. Circuits fused and safety mechanisms overloaded as Arsenal directed the power of the static field around him into his armor. Then, suddenly, in a massive burst of electromagnetic energy, Arsenal, his companions and his would-be executioners were gone.

Cut to the present: Night, prime-time, the campaign city. The location will vary according to the campaign setting, but it should be the most prestigious arena in town (i.e., Madison Square Garden in New York, Joe Louis Arena in Detroit, etc.).

"What an incredible display of athletic ability we've seen so far this evening. Wouldn't you say, Bob?"

"Definitely, Al. It just doesn't get more exciting than this!"



"Were back now, getting ready to start round five in what is destined to be one of the most memorable heavyweight championships in the history of sports, and it's all coming to you live."

"There's the bell, and it gets underway quickly as both fighters — What the #!@!%&! is that!"

The camera catches it: The air above the ring crackles with electricity, and in a sudden burst of radiance, a glistening metallic figure falls from the sky, dropping straight into the ring, burning the canvas where it touches.

Smoke drifts about the armored form as it slowly comes to a prone position in the center of the scorched ring. Its head rises and scans its surroundings, apparently startled by the hushed crowd. Suddenly it stands, and as mysteriously as it appears, it is gone.

"Ladies and gentlemen, I apologize for my colorful language, but I'm sure you were just as shocked by that spectacle as I. We'll have that on replay in just a moment, but right now we bring you to — Holy #!@!%&! Here we go again!"

Another ball of energy explodes above the ring, and three more, larger, machine-like beings tumble to the ring. But these don't disappear. Seemingly oblivious to those in their path, the mysterious visitors move for the nearest exit and the crowd panics at their advance.

At the doors, they pause just long enough for shimmering pulses of red light to erupt from their chests. The wall shatters before the brilliant onslaught; when the burning dust settles, the metallic trio is gone.

HERO INVOLVEMENT

So it begins. A monumental battle is wreaking untold destruction throughout the city. The extra-dimensional teleport has scattered the rebel displacers and their foes across the Earth and this is just one conflict of the many the heroes must face. Getting them involved is relatively simple.

The characters may have been watching the event on television or from the audience. (For those tuned to other stations, special-report news bulletins will interrupt with pertinent information.)

Heroes on patrol could hardly miss the action, and police bands would be a flurry of chaotic information.

Finally, if the heroes live under a rock, they'll be deluged by calls (from citizens, the police, and alarmed DNPCs) wondering what's keeping them.

EPISODE ONE: THE BATTLE ZONE

The ideal setting for this episode is a part of the city where you have low buildings and (normally) busy streets.

By the time the heroes get to the site, most of the cars sit abandoned, their drivers having fled. Few pedestrians are left, but news crews from the various networks abound, competing for the best coverage. (If the heroes were in the arena and just followed the Necrobots out, then the news crews did too, which is how they arrive so fast.)



If it's been a couple of minutes or more since the displacer and Necrobots arrived, then the area is now a disaster zone, with surrounding buildings gutted and automobiles (used in the fight) lying smashed everywhere, thrown through building-fronts and on top of nearby buildings; the death-toll on pedestrians and innocents may be as great as you wish.

The player-characters arrive just as the Necrobots deliver the final body-rending blows to the rebel soldier.

The Necrobots, having trouble adapting their programming to this new environment, have simply deemed it hostile. Nearly every outside stimulus will be considered an act of aggression and retaliated against, as the first hero attempting communication will discover.

Adjust this fight to the power-level of the heroes. If three Necrobots don't seem like much of a challenge, add more. If they're too tough, damage a couple of them; not every one will have every weapon system listed for them, as some of those systems burned out in the interdimensional teleport.

If the heroes lose the fight, the Necrobots won't go out of their way to kill them. They were ordered to kill the rebels; they'll simply blast aggressive native elements until those elements no longer move, which (in the case of superpowered heroes) may be a far cry from killing them.

FOLLOW-UP

Win or lose, the heroes will end up with a dead rebel on their hands and have no clue to his identity or origin. If any Necrobots were defeated, the same goes for them. (If the Necrobots won, or some escaped, they will move on, leaving a miles-long trail of witnesses, then they will disappear without a trace. These specific Necrobots will resurface during the final conflict.)

If the heroes have access to high-tech facilities, they will probably want to analyze the dead rebel (and any Necrobots left behind). Remember, though, that they won't have time for anything but the most cursory of examinations before the next episode.

The rebel turns out to be a humanoid being in a sophisticated suit of power armor. On further analysis (perhaps taking place after the next episode or two), he turns out to be completely human, with no detectable genetic differences from Earth humans.

The suit he's wearing is very difficult for PC techs to analyze, because it's the result of a very different type of technology from anything any PC has ever seen. A PC making pertinent scientific rolls (cybernetics, robotics, physics) by 5 or better can figure out pretty much what each suit sub-system does (so you may describe, in general terms, the displacers' powers). A PC making those same rolls by half may actually (eventually) effect repairs in the systems covered by the skill he rolled so well.

If any Necrobots were captured, a PC merely making his pertinent rolls can tell that they come from the same technology as the displacers' suits. Skill rolls by 5 reveal information about the robots' powers, and by half will allow for repairs and understanding of the Necrobots' susceptibility to electricity. Computer Programming by 5 will reveal that the captured Necrobots purged their stored memory upon capture; there's nothing there for programmers to analyze.

Soon after these events, the heroes will hear of similar battles raging in this region. They'll probably want to investigate. If not, governors and mayors will be begging their assistance.



EPISODE TWO: THE SECOND BATTLE

According to authorities, at a site nearly a hundred miles from the player-characters' battle-site, another set of armored figures (one rebel and several Necrobots) appeared out of nowhere. (If the PCs compare times, this was almost exactly at the same time that their encounter appeared in the arena.) They fought and wrecked a market area (dozens dead, more injured), and then the displacer disappeared; soon, so did the Necrobots. The PCs were then alerted by authorities and asked to come.

Not long after, the rebel and Necrobots reappeared not far away, continuing their fight. More property destruction was in the offing. The rebel again disappeared, soon followed by Necrobots.

As the PCs get near the site, the rebel again surfaces, flushed by his Necrobot pursuers. This battle takes place outside a shopping complex, in a crowded parking lot. The player-character heroes will arrive in time to enter the fray, and this time, the rebel is alive and still engaging the mechanical killers.

THE HEROES' VIEW

When the heroes get there, they'll first see the displacer pick up a parked car (empty, though the heroes won't necessarily be able to tell) from the lot and hurl it at a Necrobot standing prominently on a nearby building. The Necrobot swats it away, sending it barreling to the street below. (The GM might want to put innocents in its path — especially if they were inclined to sit back and watch some of the fight before involving themselves.)

Verbal communication with the displacer is impossible. His external speaker/mike was burned out during the extra-dimensional teleport. The Necrobots, with their simple vocabularies and one-to-three-word sentences, aren't very good conversationalists either. It will be up to the players to provide all the soliloquies for this fight.

Telepaths could establish communication with the displacer, and get an early idea of who the good guys and bad guys are in this conflict. However, the Necrobots will consider telepathic communication a hostile act, and move to eliminate the intrusive telepath.

Regardless, once the PCs enter the fray, the Necrobots consider them enemies, too, and will attack them.

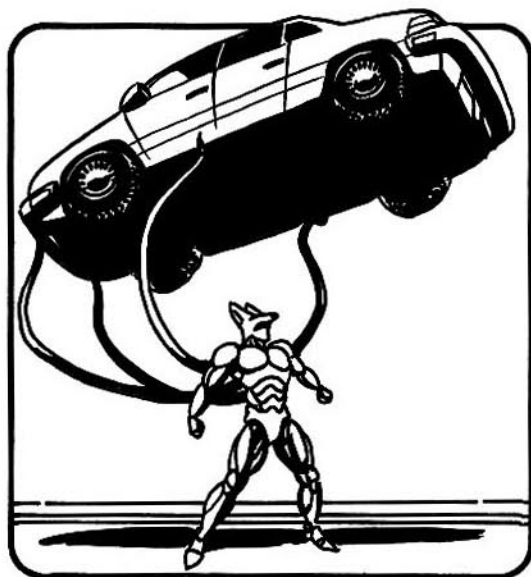
MOTIVATIONS AND RESPONSES

The displacer's thoughts are chaotic and confused. He doesn't know where he is, but feels honor-bound to destroy the Necrobots, "for no humans are safe when the mechanized enforcers walk among them." He will do his best to safeguard civilians (and the PCs should see this), but won't hesitate to retaliate against anyone who attacks him or tries to interfere with the Necrobots' destruction.

The Necrobots have no regard for human life and will never consider their safety in any situation. Their mission is to destroy the rebel displacer unit. Interference with that objective in any way is considered an act of aggression and will be dealt with accordingly.

AND FURTHERMORE...

- (1) The battle-zone is a nice place for DNPCs to show up; regardless, there will be present some fanatical reporters looking for the story of their lives.
- (2) Displacers hate self-motivated machines, making it open season on robot or mechanical-looking characters as well as the Necrobots.
- (3) Keep the heroes guessing, if possible. Have news reports speculate that the displacers might be escaped villains that the Necrobots (who are supposed to be secret government robots designed to track down superpowered villains) are trying to bring to justice. (Don't use the name Necrobots until the heroes first hear it from a displacer.)
- (4) Remember that all these combats take place in a relatively short period of time. Characters whose powers are based on Limited Uses/Charges will probably not be able to get them back between fights.



THE STORY REVEALED

As before, the Necrobots will fight to the utmost of their ability. If they lose, they lose as before. If they win, though, instead of killing their displacer opponent, they will go into the night as before, leaving their opponent behind, alive. (These Necrobots, too, will reappear later, at the climax of the scenario).

So no matter what the outcome of the fight, the heroes will have a living (though perhaps severely injured) rebel soldier to question.

In the company of humans, Cartur, the rebel, will freely relate his account of the oppressive Technocracy and the rebellion to free the world from its evil influence. (If the PCs have telepaths among them, the telepath can communicate with Cartur and translate. If the PCs have no telepaths, or universal translators, or other such useful devices, you can use the advice given later in "The Parallel-Earth Connection" to establish why Cartur and the others speak English.)

Depending on what happened during the fight, everyone will probably be on good terms (though Cartur will not trust robotic/artificially intelligent heroes). He has a gung-ho personality and comes off like a farm-boy-turned-Marine with the education of a college physics professor. He had thought himself to be the only surviving member of his squad; when, soon enough, he learns that some of his companions still live, he'll want to seek them out himself, but his injuries prevent it.

Instead, he'll ask the heroes for their assistance. He'll especially want them to find his commander, Arsenal, because "he'll know what to do."

(If the heroes can heal his injuries, he'll still want their help, because they know this world and he does not.)

If the PCs had been defeated in the last fight, the Necrobots left Cartur alive, and the rebel will be somewhat confused by this. This is very uncharacteristic behavior for the mechanized killers, especially since the last order they received, from the Emperor, was to kill all the displacers.

When playing Cartur, make sure to stress his sense of urgency — his fear that his friends, along with many civilians, are in imminent danger while the Necrobots are still on the loose.

His friends, by name, are team leader Lieder Ares (aka Arsenal), Draeder (whom Cartur identifies as the murdered displacer of the previous fight), Mortus, Traker, Warris, and Cartur himself.

EPISODE THREE: FINDING THE DISPLACERS

The heroes' job now, if they accede to Cartur's wishes, is to find the rest of his Displacer friends. This won't be all that difficult.

If the heroes do some analysis of information, they'll discover the following facts:

Tonight, when one rebel displacer was appearing at the arena (as seen in the introduction), five other rebels (including Cartur) were appearing at exactly the same time, each in the company of enemy Necrobots. The arrival sites, when plotted on a map, turn out to be the corners of a giant hexagon, and each arrival site is 100 miles along a straight line from the next hexagon corner/arrival site.

At each arrival site, the rebel displacer and Necrobots did battle. Since then, there have been scattered reports of these battles reappearing and continuing; apparently, the displacers are being continually pursued and attacked by the Necrobots.

CONTINUING THE ADVENTURE: THE SHORT WAY

Note that in some campaigns it may not be possible for heroes to travel quickly. When this is the case, the GM should shorten the distance between encounters. For example, instead of the arrival pattern being a hexagon 100 miles to a side, it could be a hexagon two miles to a side — confining the adventure to the campaign city and its immediate surroundings.

There are four more displacers out there, and if the GM wants this mid-section of the adventure to be short, so that it can all be played in one or two sessions, the rest of the displacer encounters should be strictly non-combat, role-playing situations. The heroes arrive at each new battle zone just after the fight is over.

In each case, the battle field shows the signs of arduous combat and rampant destruction.

In two instances, displacers have been defeated and left for dead. One, by the name of Mortus, is dead, and one, by the name of Traker, is injured but still alive.

In one case, the heroes catch up to the battle zone to find a somewhat damaged female displacer, whose name is Warris, standing over the defeated forms of three Necrobots.

In the last case, witnesses tell of one displacer who was captured by a multitude of metal monsters. This was, of course, Arsenal, Lieder Ares.

CONTINUING THE ADVENTURE: THE LONG WAY

If the GM wants to stretch out the adventure, he can stage each battle separately. He'll need to do something different and unique with each combat: Fighting the same things over and over can get very tedious otherwise.

The heroes have already had Combat One in city streets surrounded by small buildings, and Combat Two in a supermarket parking lot.

EPISODE: MORTUS/DEPARTMENT STORE

Combat Three, where they come upon Mortus already mortally wounded, takes place in a huge, multi-story department store. When the heroes come across the scene, the Necrobots have cornered Mortus in the appliances section and have beaten him nearly to death with freezers and washer-dryer combinations in addition to their own powers. There are many civilians hurt and more in danger, especially when the PCs arrive. The Necrobots will use available cover (such as the furniture section) and all the interesting available objects at hand (jewelry cases, clothing racks, generators, etc.) when defending themselves.

Whether or not the heroes can save the mortally-wounded Mortus depends on special or magical abilities they might have. Ordinary medicine will not save him, but Heal/Aid or Regeneration Usable on Others can. If he cannot be saved, he will make a brief dying speech to Cartur and the heroes, begging them to find Arsenal before he, too, is slain.

EPISODE: TRAKUR/SUBWAY

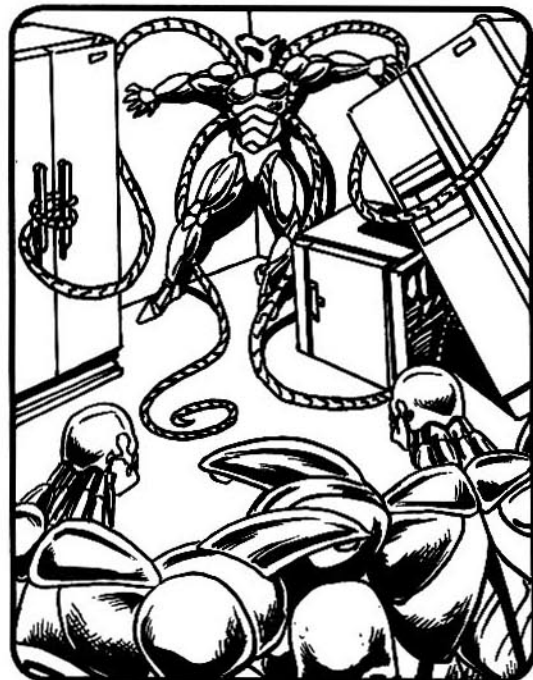
Combat Four, where the heroes come across Trakur being defeated, takes place in a crowded subway station, if the setting has a subway, or in a busy, active railway area otherwise. The crowds waiting for the trains are panicked by the horrific fight and are running in all directions; the trains are running by fast and frequently, and at least one hero, in the fight, should find himself in the position of being thrown down on the tracks in front of an oncoming train.

EPISODE: WARRIS/AMUSEMENT PARK

In Combat Five, the last fight before the adventure's climax, they find Warris frantically fighting overwhelming Necrobot odds, and doing well, though there is no doubt that their numbers will ultimately defeat her.

This fight takes place in an amusement park, and the Necrobots have used everything on hand as weapons for bashing; they've hurled (occupied) bumper-cars, torn sections of track off the roller-coaster, derailed the children's choo-choo, etc. By the time the heroes arrive, the roller-coaster cars are hurtling down toward the section where the track is missing, the children's train is barreling down the road toward the highway or a busy street, the fight is still going on, and the heroes have a job on their hands if they're to keep more people from being hurt.

The displacer Warris is frantic, but not for her own sake. Earlier, she was able to join up with Arsenal, just in time for the two of them to be ambushed by a large squad of Necrobots. Though she tried to fight her way to Arsenal's side, she was kept from him as he was defeated and borne off by a part of the Necrobot squad.



THE FINAL BATTLE

Regardless of whether the GM has taken the long or short road to get to this point, the other, rescued, displacers will react incredulously to the concept of a Necrobot taking a displacer alive (or to leaving living ones behind). Though artificially intelligent, the Necrobots cannot adopt new directives without receiving signals from a control station... surely there can't be one on Earth?

DON'T CALL ME SHIRLEY

As the characters will probably guess, the displacers and the Necrobots weren't the only ones to shift to Earth in that extra-dimensional teleport.

The Emperor is here, too, and he's not happy. Though he knows his council is loyal to him (they have to be; he replaced them with android duplicates years ago), he's afraid his technicians won't be able to find him. Working from this assumption, he's taking steps to get back all by himself.

The Emperor appeared near a radio station at almost the exact center of that huge hexagon arrival pattern. On his personal radio, he received intermittent confirmation that his Necrobots were fighting the displacers, but his radio was damaged by the interdimensional shift, and he couldn't issue new orders. So he "commandeered" the nearby radio station and began broadcasting a series of programming carriers to his mechanical minions.

He ordered his Necrobots to defeat their current opponents and then come immediately to his new position. (Since his new orders did not require the Necrobots to kill the displacers, the robots did not go out of their way to do so.) He ordered that one displacer be taken alive and brought back—Lieder Ares, Arsenal himself.

Using some of the Necrobots for spare parts, he constructed a power-grid to channel the energy from the radio station through Arsenal's armor, into the Emperor's modifications to the displacer harness, which he hopes will send him back to his home world.

HOW CHARACTERS CAN FIND THE EMPEROR AND ARSENAL

There are several ways for the characters to go about searching for the missing rebel commander.

- (1) The heroes already know that the displacer arrivals took place in the pattern of the points of a giant hexagon, 100 miles to a side. Now, when they talk to witnesses to the last fights with the displacers, or when they talk to police (who've talked to those witnesses), they find that the Necrobots all left those last fights and headed in a specific direction — toward the center of that hexagon.
- (2) Carriers scanning the airwaves will stumble across one channel which is broadcasting a carrier wave they cannot identify. If they decide to investigate, it will lead them back to that radio station. A technical character examining the captured Necrobots and thinking to analyze their radio receptors for a fixed frequency will also find this clue.



- (3) Someone Mind Scanning for Arsenal could find him comparatively easily, if the character has the power at a sufficient level.
- (4) Tracking scent or skill can also lead the characters to the radio station.
- (5) Finally, if the heroes wait until dawn (or are simply unable to find Arsenal before then), the police will contact them about the radio station, which is now known to be occupied by Necrobots and is under unsuccessful siege by the police.

THE FINAL CONFLICT

The GM may want to rule that the rescued displacers are too badly hurt to join the heroes in the final battle. If the heroes can have healed them, or the GM simply does not mind having extra NPC heroes along, then they can join the fight (just make sure that they do not take the spotlight away from the PCs). If the rebels are badly enough hurt that they've had to be taken to a hospital, there's a good chance that they won't even find out about the showdown with the Emperor until it's already over.

THE SETUP, PART ONE

If the heroes arrive at the commandeered radio station before dawn (i.e., they tracked it down themselves, without needing help from the police), they'll be the first to discover that it has been taken over. A single Necrobot guards the entrance from a concealed position indoors.

If this encounter instead takes place at dawn, with police already on the scene, two Necrobots will be standing prominently in the entryway as deterrents.

Two other Necrobots guard twelve hostages (the few members of the staff who remained alive after the takeover). They wait in a room on the 14th floor. Nearby, the Emperor has kept himself busy, gadgeteering the captured rebel leader's displacement system for extra-dimensional travel back home. Arsenal's armor is spread out on a makeshift power grid up against the wall. Power cables feed into his armor, then out to his removed chestplate containing the teleport mechanism. Arsenal himself lies unconscious at the foot of the power grid.

This "lab" won't be hard for the player-characters to discover. Most of the 14th floor lies in ruins; few walls remain intact. The power grid is in the center of this mess, in one of the few walls remaining whole, and the hostages are confined in an undamaged room nearby.

The Emperor can't activate the teleportation device until his power grid builds a sufficient charge. Coincidentally, this will occur soon after the heroes reach the lab.

The Emperor should have at least one Necrobot left for every hero involved in the fray, or more if the good guys are really powerful; he will also have two left behind, ordered not to enter the fight yet, acting as his personal bodyguards. The Emperor himself won't hesitate to get a few shots in on the heroes, knowing his Necrobots will try their best to defend him from counterattacks.



THE SETUP, PART TWO: HEROES TOO VERSATILE

The player-characters could have powers that would overcome the Emperor's defenses with comparative ease. Too much see-through vision, teleportation, desolidification and other such powers can make hash of the Emperor's plot.

If the characters have such powers, then the Emperor has another ace in the hole. His current position (including himself, Arsenal, two Necrobot guards, and the power grid) are protected by an invisible force field: one that stops teleports and desolidification cold.

If the heroes are sufficiently fast that they could prevent the Emperor's last actions through sheer speed, then have the Emperor start out already in Arsenal's armor; the armor is not powered up yet (which is important, as you will see momentarily).

If the heroes prematurely cut the Emperor off from his power grid, the Emperor's plot is not just finished. In this case, the Arsenal armor powers up with the charge it has available and begins the extradimensional teleport power-up procedure... even if it doesn't have quite enough power to do it right. And because it doesn't have enough power and is already damaged, it immediately goes into self-destruct mode (as described below). The adventure immediately goes to "The End-Game."

THE END-GAME

This should be a tough fight. The heroes have to protect Arsenal and the other hostages, fight an equal or superior number of Necrobots, and prevent the Emperor from escaping or sniping any of the heroes to death.

Though the Necrobots will probably fail to stop the heroes, the Emperor has deviously arranged for such an emergency. Upon the Necrobots' defeat, or possible victory, the Emperor will produce a small remote control box and push the button it houses.

Suddenly, a blinding field of energy encompasses the area, leaving the heroes trapped in a static zone (a high-point entangle that only works on living things). The heroes won't be able to free themselves in time for the Emperor to make his final move.

Batteries powered, the evil Emperor dons the displacer harness and pauses to laugh at the incapacitated heroes, telling them of his plans to send legions of Necrobots back to conquer the Earth for his Technocracy.

However, the remaining Necrobots suddenly spring to life. "Rebel detected," they announce coldly. "Displacer configuration. Eliminate." They advance upon the Emperor, having detected the energy pattern of his stolen suit, and having concluded that he is now a displacer.

The Emperor's eyes widen in horror as the Necrobots' weapons heat to fire; a desperate "No!" escapes his lips. Then, blasts of searing heat bombard the tyrant, striking through the chestplate gap in Arsenal's armor. When the pyrotechnics finally cease, the Emperor is no more.

With the Emperor dead, mopping up the remaining Necrobots should not be too much trouble. Depending on how the GM wants to handle it, the Necrobots might fry themselves out trying to deal with the paradox in their program ("Defend the Emperor" vs. "Destroy Displacers"). In any case, the combat should be wrapped up quickly.

Alternatively, if the prospect of having the Necrobots gun down the Emperor while the heroes sit by helpless seems anticlimactic to you, have them instead get off just one blast before he's able to shout an override command. Now the Emperor is injured; stray fire has damaged his power grid and de-powered his stasis field, freeing the heroes. This gives the PCs the opportunity to fight the Emperor. As they do, though, Arsenal's armor begins to overload; whether the Emperor is defeated or not, the armor will explode before the PCs can get the Emperor out, leaving no trace of the villain.

FOLLOW-UP AND FUTURE ADVENTURES

What happens now? The scenario is technically over, but many ramifications and sequels remain to be explored if the GM wishes. Following are a few suggestions on how to proceed.

In any case, if Arsenal's personal armor was destroyed in the climax, he will instead repair and wear the armor of his friend Draeder, the displacer killed in the first episode.

ASSAULT ON THE FORTRESS

The Emperor's apparent demise could fill the rebels with new hope for the destruction of the Technocracy. Arsenal could eventually duplicate (perhaps with a scientist hero's aid) the experimental circuitry that enabled him to transport himself to Earth, allowing the displacers to return to their homeworld and begin the fight anew.

Realizing that they're the last remnants of the invasion, they could ask the heroes to help them win back their world. A long, tear-jerking speech on freeing the oppressed and downtrodden from the Technocracy's tyrannical regime should spark the heroes into action.

If not, the threat of a potential invasion will. The Technocracy's Council, having had time to trace the missing rebels, will start sending waves of Necrobots to Earth, first to destroy the rebels and then to plunder this new frontier and add its resources to the Empire.

Perhaps the Emperor survived, triggering the teleportation just as his Necrobots fired upon him (or just as Arsenal's armor exploded). The hideously scarred monarch might have a few surprises waiting for the heroes when they get there.

If the Emperor is dead, the rebels may find that his android Council has issued an "Extermination Proclamation," ordering the Necrobots to kill every non-essential living being on their world to make sure the threat of rebellion is forever quenched.

The only permanent way to stop the Technocracy is at its source: The Fortress itself. The heroes and their rebel partners would have to infiltrate the Fortress and rendezvous with a Grand Technician who secretly works for their cause. Code-named Steel Wind, she has devised the Omega Transmission, a carrier-wave that, when broadcast to the Necrobots, will activate the programming that causes them to dump their memory contents and become useless. But the signal has to be sent from the Fortress' Control Center. The fate of two worlds may depend on the heroes' ability to overcome all the technological terrors between them and this goal.

THE DISPLACER REPUBLIC

Another option leaves the displacers stranded on Earth, safe (at least for a long time) from reprisals from the Technocracy. (Without the Emperor to hold things together, the Technocracy might not last long anyway. In fact, he may have engineered time-bombs into Technocracy culture anyway, factors that will destroy civilization when he ceases to rule it.)

But Arsenal and the other displacers are soldiers; war is all they've ever known. They'll thank the heroes and take any further aid the heroes offer, then venture out into this new world. They won't like what they find. Oppression and injustice abound. In this, they'll find direction.

Starting small, with covert missions of assassination and sabotage, the displacers will eventually gain control of a despotic third world country and set it up as their stronghold against tyranny.

With their advanced technological knowledge they build up the economy as well as the military, and soon become powerful enough to incite "wars of conversion" with their neighbors, with the ultimate goal of "enlightening" the world.

Thus, the heroes must eventually face the Displacers again, but this time as enemies. The Displacers play the part of misguided villains who must be stopped (possibly by convincing them they've become what they had fought against for so long) in order to stop the fighting and return stability to the area.

THE HOMEWORLD

It will help the GM to know a little about the displacers' homeworld and the Technocracy, both for this adventure and for continuing the storyline back across the dimensional barrier.

The Technocracy is built upon the ruins of the world's ancient, war-like ancestors, who managed to bury themselves in a world-wide technological cataclysm centuries ago.

Dominating the world's only remaining habitable continent (about the size of North America), the Technocracy should be thought of as a high-tech medieval society with many wild west-like, lawless regions. Frontier settlements are scattered across the deserts and plains while scientists and government officials (usually the same people) dwell in the Fortress, a great armored city.

Necrobot enforcers wander the countryside destroying law-breakers, malcontents and any forbidden devices unearthed in technology mines (i.e., archaeological digs on the sites of pre-cataclysm cities).

Most advanced technology is denied to peasants, out of fear of uprisings. Rebel sympathizers were once plentiful in the frontiers, but in recent years their numbers have been drastically reduced by the Necrobots and the remainder live in fear of more government reprisals. The rebels who remain are in danger from informers, and trust is mostly a thing of the past.

GAMING NOTES

There are no super-beings on this world except those enhanced by technology (i.e. cyborgs, androids, and power-armored warriors).

Weapons technology has developed along a hand-to-hand pattern. Ranged attacks are seldom more sophisticated than Earth's six-guns of the past.

The Technocracy has not yet mastered space travel. Satellite placement is about the extent of their current space capabilities. However, both the Technocracy and the rebel forces have re-discovered or re-invented the teleport technology of their ancestors, and certain theorists (like Arsenal and some Technocracy scientists (like the Emperor) have been dabbling with piercing the dimensional barrier.

The Displacers operate from one of the Ancients' buried sites; there they learned to make the close-fitting suits of power armor they wear.

THE PARALLEL-EARTH CONNECTION

If you'd like to enable the displacers to speak English (or just for fun), you can decide that the homeworld is a bizarre parallel Earth.

Homeworld history follows Earth's until the mid-eleventh century. Then, the Normans under William (the Conqueror), Duke of Normandy, discovered a crashed spacecraft (a huge, automated factory, actually). The cybernetic craft, built to respond to the wishes of its operators, "adopted" the Normans as its new operators, gave them high-tech engines of destruction and taught them how to use them.

These high-tech knights found it child's play to conquer England and then France, and then all of Europe, and eventually all the civilized world. William built a mighty empire, based from England, and was personally seeing to the pillage of the New World (discovered 1080) when he died in 1087.

Then, his empire fell apart and each overlord of each of his dominions used the alien technologies to wage war on and conquer surrounding territories. War raged for two hundred years, depopulating Europe, until the warring sides came to terms.

But peace wouldn't last. In the late 1500s, increasing friction between the English and Spanish empires led to all-out war, all-out nuclear war. Both empires were destroyed, and all of Eurasia became inhospitable. The Dark Ages descended again.

Many colonies survived, especially in the New World, and reverted to the ancient ways, abandoning high technology, shunning it as witchcraft. But only a couple of hundred years later, one of those witch-cults dug into a site of the "Ancients," came away with mighty and ancient weapons, and began again the process of conquest. This was the origin of the Technocracy, which now rules the world from what, on Earth, is called North America. This is why the displacers speak English, albeit a very different dialect from those the PCs speak.



NECROBOTS

Val	CHA	Cost	100+	Disadvantages
50*	STR	30	25	Totally Loyal to Emperor and Technocracy (vc, tc) Casual Killer (vc) Interested Only in Following Orders (vc, x ^{1/2}) Memory Self-Destructs when Captured (frequent, fully) Ignorant of Earth Culture and Technology (common) (on the Homeworld, replace with Ignorant of Human Culture) Susceptible to Electricity, 3d6 Unusual Looks (Scary) 11- Public ID Villain Bonus
23	DEX	39		
33	CON	46		
14*	BODY		15	
13	INT	3	8	
17	EGO	14		
25*	PRE	5		
6	COM	-2	20	
18*	PD	8		
13*	ED	6		
5	SPD	17	15	
20	REC	10		
66	END			
56	STUN	9		
			20	
			10	
			10	
			317	

*Bonuses for Growth already added in.

Pts	Powers	END
60	Multipower, 60 active	
2u	2 1/2d6 AP RKA ("teleport mines"). Delayed Effect (doesn't activate until displacer teleports, -1/2), No Range (-1/2), 2 Uses (-1 1/2)	0
4u	12d6 EB (heat-ray). Beam Effect (-1/4), Full Phase to Use (-1/4)	12
40	A armor, 12 PD/12 ED	0
21	15" Flight (jump-jets), 1/2 END. Must Land Between Phases (-1/2), No Noncombat Multiple (-1/4)	1
28	Growth, 2 levels, 0 END, Always On	0
80	Detect Displacer-Suit Energies, Radius, Locate, Extended Radius to 1600" (+1), +20 to roll	0
34	+17 Skill Levels with Detect (normally used to offset Range Mod, thus RM is -1/20")	0
20	360-degree vision	0
3	Radio Hearing	0
30	Full Life Support	0
12	Reduced END with STR	5
5	Flash Defense, 5 pts	0
16	+2, all combat	

Costs: CHA Powers Total Disads Base
185 + 355 = 540 = 440 + 100

The Necrobots are the Technocracy's automaton enforcers who roam the world, keeping the citizens fearful and under control. They are programmed to destroy law-breakers and insurgents on sight, and eliminate any illegal technology they encounter.

Specially installed for use against the rebel displacer units, Necrobots carry "teleport mines" that magnetically attach to their targets' armor with a successful hand-to-hand attack. In combat, their attachment is often difficult to detect. The mines do not go off until the victim teleports.

Necrobots are both merciless and thorough, and their disregard for human life makes them dangerous to any they come across.

Very sophisticated robots, they can have internal mechanisms temporarily jarred loose, until self-repair circuits make repairs; this is why they have CONs and STUN scores instead of being built like Champions II robots. Likewise, they have built-in, constantly-recharging generators and batteries, and can briefly "tire themselves out" in combat... but they quickly recover.

Originating from a sort of high-tech "old west," the displacers are all that remain of the rebel forces that once opposed the tyrannical Technocracy which rules their homeworld.

The displacers' primary combat weapons are mechanical tentacles which rise from panels on their backs. They have an effective range of 14 meters and can perform a variety of functions. The displacers' canine-like helmets house sophisticated battle computers and cybernetic systems that allow them to use the tentacles as if they were their own limbs.

Different displacers can have different forms of attacks, and GMs should feel free to vary the first slot in the offensive multipower, replacing it with another non-ranged attack of equivalent power.

The displacers have fought for freedom so long that they probably won't know what to do with themselves if they ever get it.

THE DISPLACERS

Val	CHA	Cost	100+	Disadvantages
30*	STR	13	10	2x Effect from Mind Scan
26*	DEX	32		
33*	CON	31	20	Hatred of Self-Motivated Machines (vc, ir)
10	BODY			
13	INT	3		
11	EGO	2	5	Protective of Innocents (c, x ^{1/2})
25*	PRE	10		
16	COM	3	5	Hatred of Cowards (c, x ^{1/2})
6	PD			
7	ED		35	Hunted, Technocracy, 14-
5	SPD	14		
13	REC		15	Secret ID (as member of rebel forces)
66	END			
42	STUN		188	Hero Bonus

Pts	Powers	END
50	Multipower, OIF Battledress, 75 active	
3u	HKA 2d6, Claws/Pinchers 1/2	END 3
5u	EB 10d6, Electrical, 1/4	END 1
2u	Missile Deflection, vs. All, on others (+1/2)	0
47*	Armor, 23 PD/19 ED	0
38*	Teleport 15", 1/2 and attack, 2x Range, 2x Mass, 1/2	END 5
27*	Extra Limbs(4) (Tentacles) (+4 in HtH)	0
29*	Stretching 7" (Tentacles), 1/2	END 3
23*	Running +10", 0	END (Tentacles) 0
13*	Life Support (Self Contained, Vacuum/High Pressure, Temperature Extremes, Radiation)	0
13*	Active Sonar, 12-	0
20*	Danger Sense, 15- (prophetic computer)	0
20	Individual Skills & Powers (see below)	0

* OIF Battledress

Costs: CHA Powers Total Disads Base
108 + 290 = 398 = 298+100



INDIVIDUAL NOTES: ARSENAL (LIEDER ARES)

Arsenal is team commander, an experienced soldier whose squad would follow him to the death (and nearly has done so).

His suit is modified with an experimental (and, until today, untested) dimension-breaking teleport circuit... and additional mass-carrying capability on his teleport.

Pts	Powers/Skills	END
+9*	Teleport Mass to x128, 1/day	0
+9*	Teleport is Extra-Dimensional, 1/day	0
+5	KS: Military Tactics, 14-	
+5	Gadgeteering, 12-	
+4	PS: Mechanical Engineering, 13-	
+5	Demolitions, 12-	
-17	Additional Hero Bonus	

INDIVIDUAL NOTES: DRAEDER

Draeder was the team movement specialist; his suit was modified to grant him extra movement abilities the others did not possess.

Pts	Powers/Skills	END
+9*	2" Tunnelling, 0 END	0
+8*	+5" Swimming (7" total), 0 END on extra inches	+0

INDIVIDUAL NOTES: CARTUR

Cartur's suit was imbued with extra sensory apparatus; his function (other than combat) involved monitoring Necrobots airwaves during the assault on the Fortress. However, his radio burned out in the interdimensional jump.

Pts	Powers/Skills	END
+7*	High-Range Radio	0
+10*	Telescopic Vision	0
+3	Cryptography, 12-	

INDIVIDUAL NOTES: MORTUS

Mortus was the team's high-strength member; even without his armor, he was abnormally strong, and his battledress was modified to make him stronger still.

Pts	Powers/Skills	END
+10	+10 to normal STR (basic STR is 20)	4
+10*	+10 to battledress STR, 0 END on extra STR (full STR is 50)	+0

INDIVIDUAL NOTES: TRAKER

Traker is team stealth and quiet-elimination specialist. His battledress is modified with extra sound-sensing equipment.

Pts	Powers/Skills	END
+10*	Parabolic Hearing	0
+5	Stealth, 12-	
+5	Tracking Skill, 13-	

INDIVIDUAL NOTES: WARRIS

Warris spent several nervous years as a minor functionary of the Fortress in her successful effort to learn as much as possible about the citadel's layout, secret byways, strengths and weaknesses.

Her battledress is modified to give her great climbing ability and speed.

Pts	Powers/Skills	END
+10*	Clinging, STR 30 (Tentacles)	3
+5	AK: The Fortress, 14-	
+5	PS: Architect, 14-	

THE EMPEROR

Val	CHA	Cost	100+	Disadvantages
30	STR	20	15	Obsessed with Technology (c) Distrusts All Living Things (c) Hatred of Rebels (c, x ^{1/2}) Hunted by Rebels, 14- Public ID Villain Bonus
27	DEX	51		
33	CON	46	15	
10	BODY			
23	INT	13	8	
18	EGO	16		
20	PRE	10	35	
10	COM		10	
6	PD		280	
9	ED	2		
5	SPD	13		
13	REC			
66	END			
42	STUN			

Pts	Powers	END
50	Multipower (Cybernetics), No Range, 75 active	
5u	RKA, 2d6 AP and Penetrating, 1/2 END	6
5u	Mental Paralysis, 4d6, 1/2 END	6
85	Entangle, 20d6, Area Effect 20" Radius (+1), Takes No Damage From Attack (+1/2), Hole in Center (+1/4). Works vs. Living Beings Only (no machines or robots, -1/4), OAF (-1), 1/day (-2), No Def (-1 1/2), Wears Off After 1 Turn (-3/4) (Stasis Field)	0
60	Armor, 20 PD/16 ED	0
20	Superleap 24"	4
20	Running +10"	+2
20	Radar	0
3	Scientist	
4	Cybernetics, 14-	
4	Physics, 14-	
4	Robotics, 14-	
4	Mechanical Engineering, 14-	
4	Electrical Engineering, 14-	
4	Computer Science, 14-	

Costs: CHA PowersTotal Disads Base
171 + 292 = 463 = 363+100



CHAMPIONS HARDCOVER SOURCEBOOK

Following are the Hardcover *Champions* versions of the same characters:

NECROBOTS				
Val	CHA	Cost	100+	Disadvantages
50*	STR	25	25	Totally Loyal to Emperor and Technocracy (vc, tc)
23	DEX	39		
33	CON	46		
13*	BODY		15	Casual Killer (vc)
13	INT	3	15	Interested Only in Following Orders (vc)
17	EGO	14		
20	PRE	10	20	Distinctive Features: Not concealable, major fear
6	COM	-2		
15	PD	8		
13	ED	6	20	Memory Self-Destructs when Captured (frequent, fully)
5	SPD	27		
20	REC	12		
66	END		15	Ignorant of Earth Culture and Technology (common) (on the Homeworld, replace with Ignorant of Human Culture)
57*	STUN	9		
			30	Susceptible to Electricity (common, 3d6/phase)
			10	Public ID
			197	Villain Bonus

* Growth effects and bonuses already added in.

Pts	Powers	END
61	Multipower, 61 active	
2u	2d6+1 RKA ("teleport mines"). AP (+1/2). Triggers upon teleportation (+1/4). No Range (-1/2), 2 Uses (-1 1/2)	0
4u	12d6 EB (heat-ray). Reduced by Range (-1/4), Full Phase to Use (-1/4)	6
36	Armor, 12 PD/12 ED	0
10	+10" Superleap	2
20	Growth, 1 level, Persistent 0 END, Always On	0
24	Detect Displacer-Suit Energies, Radius, Extended Radius to 1600" (+1)	0
33	Parabolic +22 vs. Range with Detect Displacers	0
10	360 Degree Sensing on Vision	0
3	Radio Hearing	0
30	Full Life Support	0
12	Reduced END (1/2) with STR	2
5	Flash Defense, 5 pts to vision	0
16	+2, all combat	
Costs: CHA Powers Total Disads Base 195 + 297 = 492 = 392+100		

DISPLACERS				
Val	CHA	Cost	100+	Disadvantages
30*	STR	13	10	2x Effect from Mind Scan
26*	DEX	32		
33*	CON	31	20	Hatred of Tyranny and Oppression (vc, ir)
10	BODY		20	Hatred of Self-Motivated Machines (vc, ir)
13	INT	3		
11	EGO	2		
25*	PRE	10		
16	COM	3	10	Protective of Innocents (c)
6	PD			
7	ED		10	Hatred of Cowards (c)
5	SPD	14	30	Hunted, Technocracy, (more powerful, extensive noncombat, 14-)
13	REC			
66	END		15	Secret ID (as member of rebel forces)
42	STUN			Hero Bonus
* OIF Battledress				
Pts	Powers	END		
41	Multipower, OIF Battledress, 62 active			
2u	RKA 4d6, Electrical	3		
4u	EB10d6, Electrical, 1/2 END	2		
3u	Missile Deflection, vs. All, against others (+1)	0		
42*	Armor, 23 PD/19 ED	0		
27*	Teleport 15", 2x Range, 2x Mass	5		
3*	Extra Limbs (4 Tentacles)	0		
23*	Stretching 7" (Tentacles)	3		
20*	Running +10", 0 END (Tentacles)	0		
11*	Life Support (self-contained, vacuum/high pressure, intense radiation)	0		
17*	Active Sonar, 360-degree sensing	0		
17*	Danger Sense, 16- (prophetic computer)	0		
20	+4 in HtH Combat			
20	Individual Skills & Powers (see below)			
Costs: CHA Powers Total Disads Base 108 + 250 = 358 = 258+100				

INDIVIDUAL NOTES: ARSENAL (LIEDER ARES)

Pts	Powers/Skills	END
+19*	Extra-Dimensional Movement, Alternate Earths, x128 Mass. 1/day (-2)	0
+9	KS: Military Tactics, 15-	
+5	Gadgeteering, 13-	
+5	PS: Mechanical Engineering, 14-	
+7	Demolitions, 13-	
-25	Additional Hero Bonus	

INDIVIDUAL NOTES: DRAEDER

Pts	Powers/Skills	END
+17*	4" Tunnelling, 1/2 END	2
+3*	+5" Swimming (7" total)	+1

INDIVIDUAL NOTES: CARTUR

Pts	Powers/Skills	END
+7*	High-Range Radio	0
+10*	Telescopic Vision, +10 vs. range modifiers	0
+3	Cryptography, 12-	

INDIVIDUAL NOTES: MORTUS

Pts	Powers/Skills	END
+10	+10 to normal STR (basic STR is 20)	2
+10*	+10 to battledress STR, 0 END on extra STR (full STR is 50)	+0

INDIVIDUAL NOTES: TRAKER

Pts	Notes	END
+10*	Parabolic on Hearing, +10 vs. range mods	0
+5	Stealth, 15-	—
+5	Tracking Skill, 13-	—

INDIVIDUAL NOTES: WARRIS

Pts	Powers/Skills	END
+7*	Clinging, STR 30 (Tentacles)	3
+5	AK: The Fortress, 14-	—
+5	PS: Architect, 14-	—
+3	+1 to Perception	—

THE EMPEROR

Val	CHA	Cost	100+	Disadvantages
30	STR	20	15	Obsessed with Technology (c) Distrusts All Living Things (c) Hatred of Rebels (c) Hunted by Rebels (more powerful than, 14-) Public ID Villain Bonus
27	DEX	51		
33	CON	46	15	
10	BODY			
23	INT	13	15	
18	EGO	16	25	
20	PRE	10		
10	COM			
6	PD		10	
9	ED	2	287	
5	SPD	13		
13	REC			
66	END			
42	STUN			

Pts	Powers	END
50	Multipower (Cybernetics), No Range, 75 active	
5u	RKA, 2d6 AP and Penetrating, 1/2 END	3
3u	Mind Control, 15d6, single command "Do absolutely nothing!" (-1/2)	7
92	Entangle, 20d6, Area Effect 20" Radius (+1), Takes No Damage From Attack (+1/2), Personal Immunity (+1/4), Works vs. Living Beings Only (no machines or robots, -1/4), OAF (-1), 1/day (-2), No Def (-1 1/2), Wears Off After 1 Turn (-3/4) (Stasis Field)	0
20	Superleap +20"	4
20	Running +10"	+2
25	Radar Sense, 360-degree	0
54	Armor, 20 PD/16 ED	0
3	Scientist	
4	Cybernetics, 14-	
4	Physics, 14-	
4	Robotics, 14-	
4	Mechanical Engineering, 14-	
4	Electrical Engineering, 14-	
4	Computer Science, 14-	

Costs: CHA +Powers = Total = Disads +Base
171 + 296 = 467 = 367+100

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AUTOGIROS AND AIRSHIPS:

VEHICLES LOST IN TIME

BY BOB CAHILL

Autogiros and Airships are meant to be used with *Justice, Inc.* campaigns, or any other Hero System adventures taking place in the 1930s.

Two widely forgotten vehicles from the past are the autogiro (autogyro, gyroplane) and the airship (dirigibles, blimps). What follows is a description of the vehicles themselves and game characteristics for them.

AUTOGIRO

The autogiro was first flown, by inventor Juan de la Cierva y Cordoniu, in 1923, close to Madrid, Spain. The new innovation was quickly embraced by many airplane enthusiasts.

An autogiro is usually a single-engine airplane which, in addition to the standard fixed wing, has a free-turning rotating blade attached above the cockpit. The blade was not powered and depended entirely on wind to turn it. The purpose of the blade was to shorten takeoffs and landings, allow a more stable flight (due to the gyroscopic effect of the blade), and, in emergencies, when the engine stalled, the blade would allow a good pilot to rotate down to a comfortable landing. Unfortunately, the blade also caused a drag on the plane and slowed it down in actual flight.



The autogiro was being researched for possible wartime uses and also by air hobbyists, and at one time was being called the "family car of the future." This envisioned future had the autogiro acting as transportation from home to work. Since a long runway was not needed, the roofs of downtown buildings and the backyards of owners were to be the takeoff and landing points.

Unfortunately, the development of the helicopter in the mid-'30s quickly caused the autogiro to become obsolete.

AIRSHIP

The Airship became an important flying machine around the turn of the century, though airship experiments had gone on already for several years. What helped speed up the development of the airship was the commercial production of aluminum and smaller, more efficient engines. Aluminum allowed the airship to have a rigid frame, allowing more of an aerodynamic shape, and the new engines allowed greater power with less weight.

Airships ranged from 150 feet long to 600 feet long. The later models (after WWI) could stay aloft for several days and could gain speeds up to 100 miles per hour. The ships could carry several passengers (depending on size) and usually required a crew from 5 to 15.

Airships used lighter-than-air gas for lifting power: Helium in the U.S. and hydrogen everywhere else. (The U.S. did not export helium, and was the only country capable of producing enough for airships.)

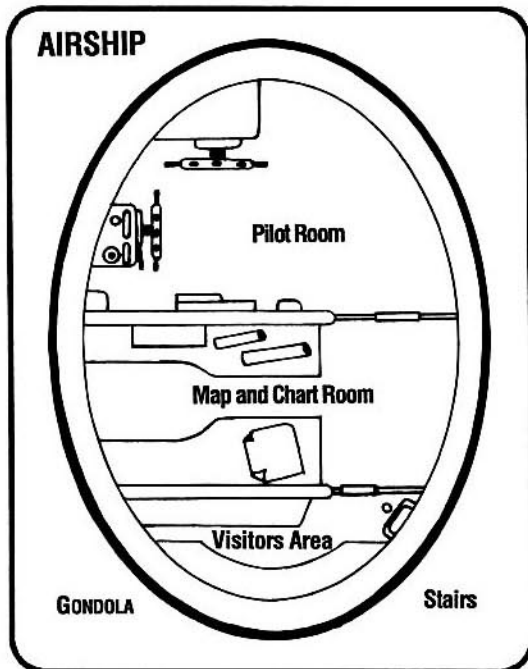
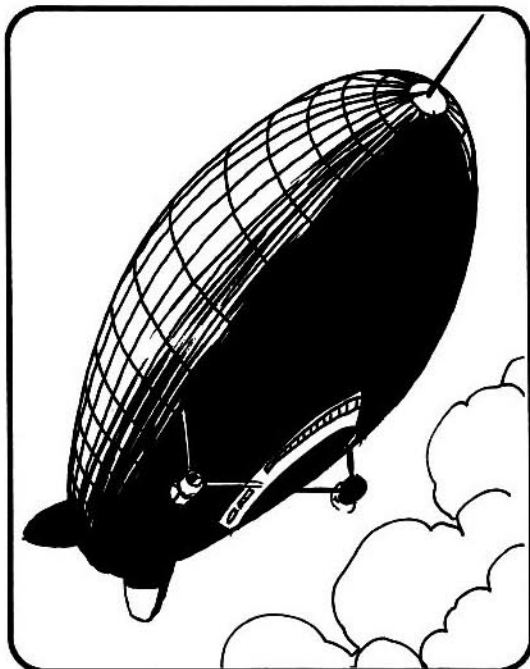
During the time period after WWI, many countries experimented with the airship for military uses; Germany had used airships during the war, but not efficiently. A very few passenger airships were put into use across Europe, and fewer yet across the Atlantic.

Airships were called the "luxury liners of the sky," and it was believed that they would become a much better weapon than the airplane. The primary downfall of the airship was its susceptibility to bad weather; too many airships were lost to storms.

Vehicle	Date	PASS	Range	MAX	ACC	DCC	Turn	Def	BODY	DCVM	DMG	Stall
Autogiro	1924-1936	4	200m	28	1	3	4	2	8	-6	+3d6	4
Airships	1900-1938	150	3000m	25	2	2	5	2	13	-20	+5d6	0 (1)

(1) The airship's ACC, DCC and MAX can be affected by wind.

The ACC will increase by 1 and the DCC decrease by 1 if the airship is going in the direction of the wind, while the ACC will drop 1 and the DCC will gain 1 if the airship is heading into the wind. The MAX will go up 1 for every 10 mph of wind-speed if the ship is going with the wind, and will go down 1 for every 1 mph of wind-speed if the ship is going against the wind. In bad weather, the airship usually will not fly as heavy wind will cause it to become uncontrollable. Airships from Europe will have hydrogen in them (and very stringent safety precautions are taken to keep there from being any fires or sparks of any size aboard), while airships from the U.S. will use the much safer helium.



CHAMPIONS HARDCOVER SOURCEBOOK

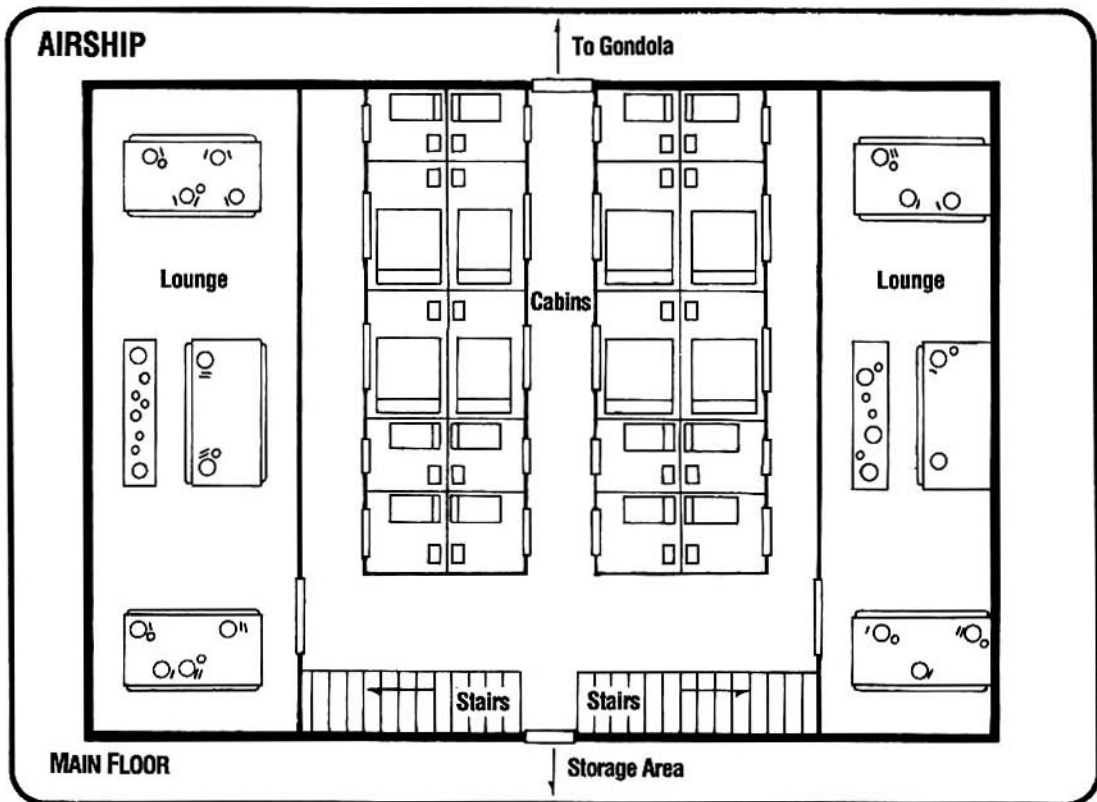
Vehicle	Date	Length (hexes)	Area (hexes)	Mass (kg)	CV	STR	KB	BODY	Def	DEX	SPD	Movement
Autogiro	1924-1936	4	6	3200	-3	35	-5	15	2	12	3	42" (2)
Airships	1900-1938	27	351	(1)	-9	80	-14	24	2	10	2	72" (3)
		54	1250	(1)	-11	95	-17	27	2	10	2	72" (3)
		100	5000	(1)	-13	110	-20	30	2	10	2	72" (3)

(1) We haven't bothered calculating the mass of airships, since most of their volume consists of lighter-than-air gas instead of solid machinery, the normal Mass calculations would be incorrect.

(2) This is combat speed. Non-combat would be 84".

(3) This is combat speed. Non-combat would be 144". At SPD 2, this corresponds roughly to 100 mph.

You can assign these vehicles other pertinent characteristics from the Justice, Inc. stats above, specifically Range, Passengers, and Stall Speed.



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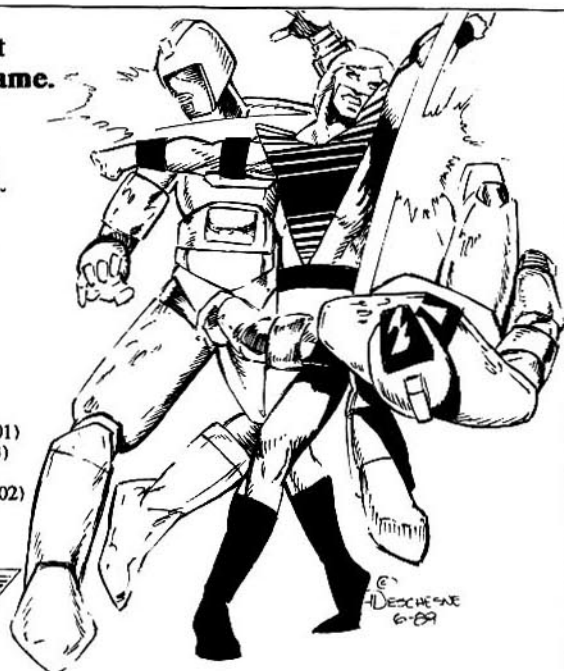
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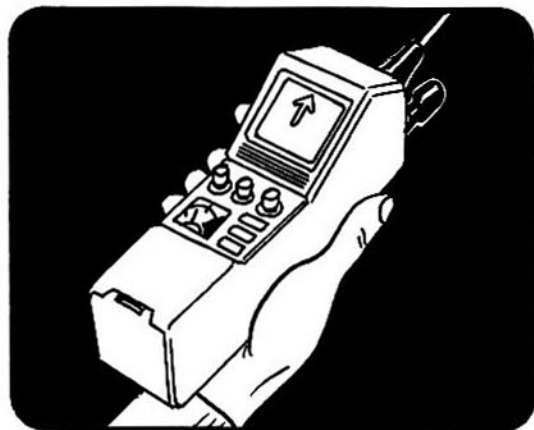
GADGETS!

"Gadgets!" is the column for gadgetry in the Hero System. We present gadgets and vehicles for *Champions*, *Justice, Inc.*, *Danger International*, *Robot Warriors*, and *Star Hero*.

MUTANT DETECTORS

BY BOB MARTINO

A mutant detector is a device that can detect and (sometimes) analyze the tell-tale energy signatures that accompany the use of virtually any mutation-induced super-normal abilities. The process by which these devices work was originally developed several years ago by Dr. Norman Chun-Wu and Professor Dorothy Hammn of the Los Alamos Research Laboratories. Various quasi-legal high-tech companies (like KRONOS and ISE) have since begun producing these devices in limited number and at great cost for various organizations. This article will discuss the most common forms of these devices.



The most readily-available and least expensive of these are the portable models. They come in two basic types. One is hand-held and about the size of a walkie-talkie. The other is small and usually shaped like a wristwatch. They will only register when a mutant power is actually used; thus, a mutant can escape detection by careful control of his abilities.

The range of the device depends on the amount of power being used by the mutant. Give the device +1 on its Perception Roll for every 5 Active Points in the power used, and then subtract for range as normal.

Also, the device will only tell in which direction the contact is, not its exact location, distance, or power level. This often gives the mutant a reasonably good chance to notice that he's being hunted. Several agents are usually needed over a period of several days to narrow down and pinpoint a specific target. ("Hmmm. There seems to be a lot of odd guys walking around in trench coats lately. I wonder why they keep looking at their watches all the time?")

The other type of Mutant Detector is the very large, highly sophisticated, non-portable models (no Genocide base should be without one!). These bulky devices are capable of locating a mutant's exact position with great accuracy, but must still wait for the mutant to use his powers to generate a signal they can lock onto (its range works exactly like the portable model's). The detector can easily be hooked into a computer or AI. It can spot a mutant using 50 active Power Points worth of energy at a range of 30 kilometers. When the subject is present at the site of the device, and the device is set up as part of a Genetics or Mutations laboratory, it can tell a great deal about the specific powers and effects the mutant generates (naturally, it helps a lot if the mutant cooperates with the analysis).

A slightly smaller type of detector can fit into a large van. It can still pinpoint the mutant's location, but does not possess the analytical abilities of the base-sized version. This one will spot a mutant using 50 active Power Points worth of energy at a range of about three kilometers.

All of these mutant detectors can, with a little work, be keyed to the powers of a specific mutant. This requires that the mutant's powers have been previously analyzed and catalogued.

PORTABLE MUTANT DETECTOR (HAND-HELD TYPE)

Detect mutant power use, Radius, Locate (20 active points) — OAF (-1), Only gives direction (-1/4). **Real cost: 9 pts** — In *Super-Agents*, same cost, SIZ 3.

PORTABLE MUTANT DETECTOR (WRISTWATCH TYPE)

Detect mutant power use, Radius, Locate (20 active points) — IIF (-1/4), Only gives direction (-1/4). **Real cost: 13 pts** — In *Super-Agents*, Purpose Concealed When In Use (+1/2), two levels of Miniaturization (+1/2), OAF (-1), Only gives direction (-1/4). **Real Cost: 18 pts.**, SIZ 0.

BASE-SIZED MUTANT DETECTOR

Detect mutant power use, Sense, Radius, Locate (25 active points) — +297 to roll (594 active points). Only for countering range modifiers (i.e., range mod is -1/300", but roll to Detect is no higher than operator's Perception roll) (-2) — Analyze (10 active points). No Range (-1/2) — OAF (-1), Large and Immobile/Base Equipment (-1), Requires a person (or computer/AID) with proper skill to use (-1/4). Real cost: 110 pts — In *Super-Agents*, Gadget (-1) and Clumsy/Large (Room-Sized) (-1); cost is the same.

VAN-MOUNTED MUTANT DETECTOR

Detect mutant power use, Sense, Radius, Locate (25 active points). +27 to roll (54 active points) — Only for countering range modifiers (i.e., range mod is -1/30", but roll to Detect is no higher than operator's Perception roll) (-2) — IIF (-3/4), Requires a person (or computer/AID) with proper skill to use (-1/4), Does not work if vehicle moving (-1/4). Real cost: 24 pts — In *Super-Agents*, Gadget (-1) and Clumsy/Large (Vehicle-Mounted) (-1/2), plus skill use and cannot move limitations. Real cost: 19 pts.

MUTANT POWER NEUTRALIZERS

BY BOB MARTINO

So, you're Joe Genocide Base Commander and your boys have finally tracked down and captured that pesky mutant "hero" who has been giving you so many headaches lately. Congratulations!

The only problem is, well, what are you going to do with him? You can't just kill him, because he's needed for research, but as soon as he wakes up he's going to trash your shiny new base and maybe even (gasp!) turn you over to UNTIL. How embarrassing. Fortunately for you, the base stocks a good supply of Mutant Power Neutralization and Restraint devices.

Mutant Power Neutralizers work by "jamming" the neural network that the mutant relies on to manipulate energy (and his own body). The two examples provided here will neutralize all powers a mutant has, including increased characteristics like STR, DEX, and defenses. It will even lower the Intelligence and Ego of the subject to "normal" levels as a side-effect of the jamming process.

Before first being used, the device must be keyed to the specific powers of the mutant. This process takes about an hour and requires that the subject's powers have been thoroughly studied and classified already. The device can be used on any number of mutants, but must be reset between each use. It contains a power supply that is good for about ten hours. Batteries can be replaced without interfering with the functioning of the neutralizer. Under normal use, they will restrain a mutant who has up to about 85 active power points in his largest powers (including pushing); thus, they will be effective against all but the most powerful subjects.

There are several ways a persistent or lucky character could escape from one of these devices. The GM could allow repeated attempts to drain the battery before its normal ten hours are up. Security Systems skill might help, if the character has been able to smuggle in the proper tools and is able to manipulate them. Finally, as with any high-tech, extremely complicated device, it may simply stop working after a few minutes or few hours (if it fails an activation roll). This is a comic book, after all, so there has to be a way out; let the players work on it.

The first example below is a collar that fits around the mutant's neck and does not interfere with normal activities. The second is a large harness that restrains the subject's arms behind him, making any movement other than walking impossible (it is less than comfortable). Both are Def 10, 1 BODY.

MUTANT POWER NEUTRALIZER, TYPE I (COLLAR)

Neutralize 25d6, Attack against a Special Effect (Mutant Powers), Affects All Powers (+2), 0 END (561 active points) — No range (-1/2), OAF (-1), one hour to ready for use (-2), only works on one specific person (must be re-readied for another) (-2), target must be DCV 0 to attach (-2), activates on 14- (-1/2). Real cost: 62 pts. — In *Super-Agents*, add three levels Reduced Size (+3/4). Active points: 771. Real cost: 86 pts. SIZ 5.

MUTANT POWER NEUTRALIZER, TYPE II (HARNESS)

Same powers as Type I, plus:

Entangle 4d6, character and entangle both take damage from attacks (+1/4), 16 uses. — Same limitations. Real cost: +6 pts (68 pts. total). — In *Super-Agents*, do not use Reduced Size. Harness-type real cost is 33 pts, SIZ 11, for neutralizer, plus 6 pts. and + 3 SIZ for entangling harness.

HAND-HELD DOOMSDAY DEVICE

BY DAVID RAKONITZ

The model FB-1 Hand-Held Doomsday Device creates a small, fierce blast centered on the wielder's hex, while simultaneously shielding the user with a personal energy field. Since the darkness lasts for six seconds, the owner has time to teleport out on his next phase. This item is great for super-villain escapes.

HAND-HELD DOOMSDAY DEVICE

Energy Blast, 14d6, Explosion with a Hole in the Center (+3/4, AC #2), one level of Extended Area (+1/4) (140 active points), No Range (-1/2), 1 use (-2), OAF (-1). — Darkness, 2" radius, immune to all except N-Ray (45 active points), 1 continuing charge of 6 seconds (-1 1/2), Linked to EB (-1/2), No Range (-1/2), OAF (-1). — Teleport 15", two memorized locations (32 active points), 1 use (-2), OAF (-1). Real cost: 49 pts. — In *Super-Agents*, same cost, SIZ 16.

ARMOR IMMOBILIZER

BY DAVID RAKONITZ

Armor Immobilizers are small discs with magnetic and adhesive attachment pads; they are capable of disrupting the electrical impulses of powered armor. They are fired from a gun-like device; if the firer hits a power-armor target, the disk will attach itself to the armor's surface and immediately interfere with the suit's operation.

The disks are small and slick, thus are DCV 8 to grab, and require at least a STR of 5 to remove (hence the OIF instead of OAF). They are Def 4, BODY 1. Removing a disk completely removes the paralysis of the power-armor system.

ARMOR IMMOBILIZER

Mental Paralysis, 2 Def, 5d6 (75 active points), Affects Only Power-Armor Wearers (-1), 6 uses (-3/4), OIF (-1/2). Real cost: 23 pts — In *Super-Agents*, the weapon is bought as a Gadget (-1), and the weapon itself is SIZ 8; but the disks have four levels of Miniaturization on them (+1 advantage); the weapon cost is 40 pts and the disks are SIZ 0.

WRAITH RIFLE

BY DAVID RAKONITZ

Wraith Rifles are high-tech gadgets used by paranormal investigators to damage and capture supernatural beings.

WRAITH RIFLE

Entangle 4 Def, 4d6 BODY, affects desolid, controllable continuous (80 active points), 8 continuing charges of 6 segments each (-0), affects only energy beings or Desolid beings (-1), OAF. — RKA 1d6 (ion blast), controllable continuous (+1/2) (22 active points), 8 continuing charges of 6 segments each (-0), OAF, Linked to Entangle (-1/2). — Real cost: 36 pts. — In *Super-Agents*, same cost, SIZ 12. Earlier models were instead Bulky (back-pack-sized), real cost 33 pts.

CHAMPIONS HARDCOVER STATISTICS

PORTABLE MUTANT DETECTOR (HAND-HELD TYPE)

Detect mutant power use, Range, 360-degree Sensing (18 active points). — OAF (-1), Only gives direction (-1/4). Real cost: 8 pts.

PORTABLE MUTANT DETECTOR (WRISTWATCH TYPE)

Detect mutant power use, Range, 360-degree Sensing (18 active points). — IIF (-1/4), Only gives direction (-1/4). Real cost: 12 pts.

BASE-SIZED MUTANT DETECTOR

Detect mutant power use, Sense, Range, Parabolic 6 levels (+12 vs. penalties) (38 active points). — Analyze (10 active points). No Range (-1/2). — OAF (-1), Base/Immobilize (-1), Requires skill roll (-1/2). Real cost: 9 pts.

VAN-MOUNTED MUTANT DETECTOR

Detect mutant power use, Sense, Range, Parabolic 3 levels (+6 vs. Penalties) (19 active points). — IIF (-1/4), Bulky/Vehicular (-1/2), Requires skill roll (-1/2), Does not work if vehicle moving (-1/4). Real cost: 8 pts. — Mutant Power Neutralizer, Type I (Collar) — Suppress 25d6, Attack against a Special Effect (Mutant Powers), Affects All Powers (+2), 0 END (+1/2) (437 active points). — No range (-1/2), OAF (-1), one hour to ready for use (-2), only works on one specific person (must be re-readied for another) (-2), target must be DCV 0 to attach (-2), activates on 14- (-1/2). Real cost: 49 pts.

MUTANT POWER NEUTRALIZER, TYPE II (HARNESS)

Same powers as Type I, plus:

Entangle 4d6, character and entangle both take damage from attacks (+1/4), 16 charges (50 active points). — Same limitations. Real cost: +6 pts (55 total).

HAND-HELD DOOMSDAY DEVICE

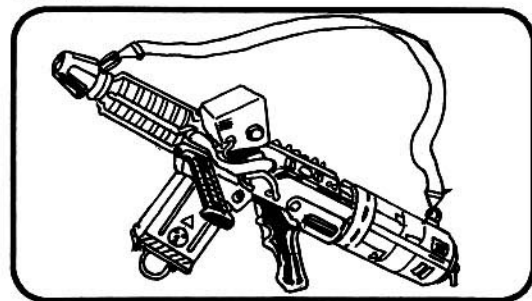
Energy Blast, 14d6, Explosive at -1 DC/2" (+3/4), Personal Immunity (+1/4) (140 active points), No Range (-1/2), 1 use (-2), OAF (-1). — Darkness, 2" radius, vs. entire vision group (30 active points), 1 continuing charge of 6 seconds (-1 1/2), Linked to EB (-1/2), No Range (-1/2), OAF (-1). — Teleport 15", two memorized locations (32 active points), 1 use (-2), OAF (-1). — Real cost: 48 pts.

ARMOR IMMOBILIZER

Mind Control 24d6, built-in Telepathy for commands (+1/4), Single Command Only ("Turn Off All Systems") (-1/2), Mental Power Based on CON (-1/2), Affects Only Power-Armor Wearers (-1), 6 uses (-3/4), OIF (-1/2). — Real cost: 35 pts.

WRAITH RIFLE

Entangle 4 Def, 4d6 BODY, affects desolid (+1/2), continuous (+1) (100 active points), 8 continuing charges of 1 turn each (-0), affects only energy beings or Desolid beings (-1), OAF (-1) — RKA 1d6 (ion blast), continuous (+1) (30 active points), 8 continuing charges of 1 turn each (-0), OAF (-1), Based on Entangle (-1/2). — Real cost: 45 pts.



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Treasure Chest

"Treasure Chest" is a potpourri column of *Fantasy Hero* rules, spells, treasures, monsters, skills, and advice.

ARROWS

BY THOMAS HARR AND MARTIN JAKUBOWSKY

Players in *Fantasy Hero* campaigns often ask if there are different types of arrows available — different from the one generic type of arrow found in FH. In answer to that demand, below are three different types of arrows and the special rules pertaining to them.

ARROWS

Arrow Type	OCV	Range Mod	Effects on Damage	STUN	Notes
Broad Head	-1	-1	+1 DC	+1	(1)
Armor-Piercing	0	0	-1 DC	-1	(2)
Flat Head	-1	-1	—	—	(3)

(1) Metal armor counts at x1.5 value against this arrow. If a broad head hits a metal cuirass worth 6 points of armor, count the cuirass as 9 points of armor.

(2) This arrow treats armor as if worth half its normal value. If an armor-piercing arrow hits a cuirass worth 6 points of armor, count the cuirass as 3 points of armor.

(3) This arrow does normal (not killing) damage. If the arrow would normally do 1d6+1 damage, here it does 4d6 normal dice. To use these stats, simply apply them to the characteristics of the bow they're being used with.

Example: a normal Heavy Long Bow in FH has no modifier to OCV, has a Range Modifier of -1/4", does 2d6 damage, and has a STUN Multiplier of 1d6-1. That presumes a normal, all-purpose arrow. If you substitute a Broad Head, the bow is -1 OCV, has a -1/2" range modifier, does 2d6+1 damage, and has a STUN Multiplier of 1d6. If you substitute an Armor-Piercing arrow, the bow is back to -0 to OCV and a -1/4" Range Modifier, does 1 1/2d6 damage, and has a STUN Multiplier of 1d6-2. If you substitute a Flat Head, the weapon is at -1 OCV, -1/3" range modifier, and does 6d6 normal damage.

THE BROAD HEAD

The Broad Head arrow is used for hunting. With its large, bladed head (often with four edges), it inflicts large wounds. It is not normally used in combat because armor tends to lessen its effective damage.

THE ARMOR-PIERCING ARROW

The Armor-Piercing Arrow is used primarily for combat involving heavily-armored opponents. They pierce armor better but do not inflict as much real damage to what they hit.

THE FLAT HEAD

The Flat Head Arrow has a hard, rounded tip. In modern times and in martial-arts campaign settings, it is used in training to help teach students how to parry arrows. It is also good for subduing opponents without killing them.

PORTABLE HOLE AND SWORD OF SHATTERING

BY TIM W. BROWN

PORTABLE HOLE

This very specialized Transport spell enables the caster to open a magical door through a wall simply by spreading out the fabric of the Hole. As long as it is maintained, anyone can pass through this door.

Effect: Transport. **Base Cost:** 30. **END:** 4. — **Advantages:** Affects Others (x1/2), Area Effect 1 Hex (x1/2), Constant (x1/2), No Magic Roll (x1/2). **Active Cost:** 90. — **Modifiers:** Reduced END x1/4 END (x1/2). **Modified Cost:** 135. — **Limitations:** Concentrate (casting only) (-1/2), Gestures (-1/4), Incantation (-1/4), Visible (-1/2), Independent (-1), Distance Limited to 10" or Thickness of Wall or Barrier, Whichever is Less (-1 1/2), Material (portable hole fabric: Obvious -1/2, accessible -1/2, fragile -1/2, difficult to find -1/2, total -2). **Total Bonus:** -6. — **Real Cost:** 19 pts.



CREATE PORTABLE HOLE

The basic material for the portable hole is fabric from the cloak of a greater (sentient) undead creature. Needless to say, this makes it very rare indeed.

Effect: Create. **Base Cost:** 18. **END:** 12. — **Active Cost:** 18. — **Limitations:** Extra END x3 (-1 1/2), Extra Time (1 day) (-3), Material (cloak from greater undead: obvious, accessible, dangerous to get, prepare 1 day with PS: Weaver, total -3). **Total Bonus:** -7 1/2. — **Real Cost:** 2 pts.

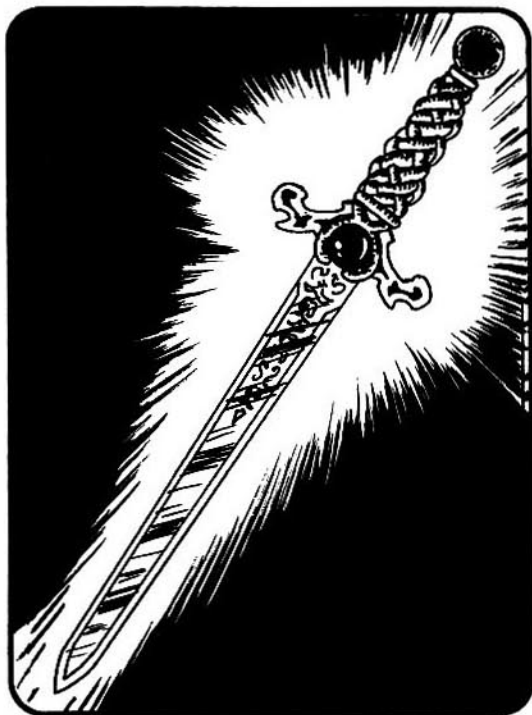
SWORD OF SHATTERING

This weapon normally functions like an ordinary broadsword. But when the command is given, a blast of energy is released which is designed to shatter an opponent's weapon. The wielder must also make a successful Strike at the opponent's weapon (treat as a Disarm maneuver) for the spell to work.

Effect: 1d6+1 Killing Blast. **END:** 7. **Base Cost:** 20. — **Advantages:** Easy (x1/4), Fast (x1/4), No Magic Roll (x1/4). — **Active Cost:** 35. — **Limitations:** Obvious, Accessible Material (sword) (-1), No Range (-1/2), One-Handed Medium-Length Weapon (-1/4), STR Minimum 12 (-1/2), Independent (-1). **Total Bonus:** -3 1/4. **Real Cost:** 9 pts.

Effect: 5d6 Killing Blast. **END:** 26. **Base Cost:** 75. — **Advantages:** Easy (x1/4), Fast (x1/4), No Magic Roll (x1/4). — **Active Cost:** 131. **Limitations:** Obvious, Accessible Material (sword) (-1), No Range (-1/2), Independent (-1), Only Works on Weapons and Armor (-2), END Reserve (recharge 1/3 hours or 1/LTE) (-1/2), Incantation (-1/2). **Total Bonus:** -5 1/2. — **Real Cost:** 20 pts.

Effect: +26 END to Reserve at limitations above. **Real Cost:** 2 — **Total Real Cost of Sword:** 30 pts.



CREATE SWORD OF SHATTERING

This requires a ritual taking a full month, requiring not only a complete forge layout but a small handful of dust from gemstones (diamonds, rubies, or any similar material is acceptable).

Effect: Create. **END:** 12. **Base Cost:** 31. — **Advantages:** None. **Active Cost:** 31. — **Limitations:** Extra END x2 (-1), Extra Time (1 month) (-4), Materials (obvious, accessible, static, prepare 1 day with PS: Armorer, gemstone dust costs 8 sp/use, total -4). **Total Bonus:** -9. **Real Cost:** 3 pts.

CHAMPIONS HARDCOVER SOURCEBOOK

Special Note: The new edition *Fantasy Hero* rules are, as of this writing, not in any form of finished format. Therefore, it should be noted that these statistics are based entirely upon the basic rules in the new *Champions* book.

You might notice the use of the independent limitation within these pages. This Limitation is like the Focus Limitation with one major exception: Once you lose the Focus, it's gone. You lose the points too. Moreover, when you take this limitation, you are conceding that at some point your character will lose the item. Granted, you may not lose it for a few years, but you will still lose it—Active points, Real points and all.

PORTABLE HOLE

10" Teleportation.
Usable on others (+1/2), 1 hex effect (+1/2), 0 END (+1/2), Persistent (+1/2). **Total Advantage=** +2
Concentration (-1/2), Gestures (-1/4), Incantations (-1/4), Visible (-1/2), Independent (-2), OAF=Portable Hole (-1) Distance teleported is limited to 10" or the thickness of the barrier, whichever is shorter (-1 1/2). **Total Limitation=** -6

Total Active Cost= 60 points.

Total Real Cost= 9 points.

SWORD OF SHATTERING

Blade=1d6+1 HKA.
Independent (-2), OAF=Sword **Total Limitation=** -3.

Shattering Effect=5d6 RKA.

Independent (-2), OAF=Sword (-1), No Range (-1/2), Only vs. Weapons and Armor (-2), Incantation (-1/4). **Total Limitation=** -5 3/4.

Magical Energy=Endurance Reserve for Shattering Effect. 21 Endurance and 3 Recovery.

Independent (-2), OAF=Sword **Total Limitation=** -3.

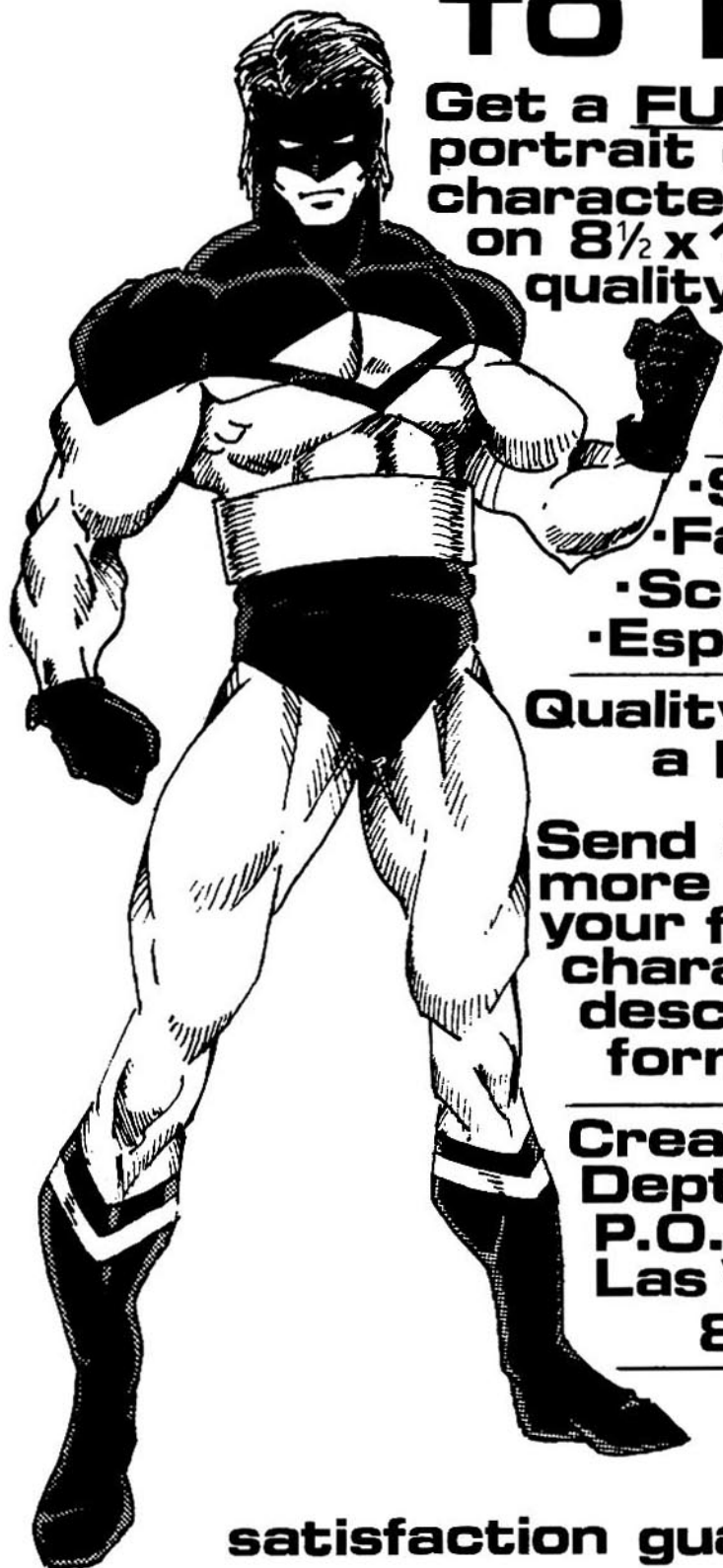
Total Active Cost= 101 points.

Total Real Cost= 17 points.

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The Plot Thickens

"The Plot Thickens" is a column of adventure ideas. Each plot should be short, no longer than 1,000 words, and describe an adventure plot adaptable to many campaigns.

GUILT TRIP FOR CHAMPIONS

BY AARON ALLSTON

This adventure idea only works in campaigns where supers pay more than lip service to their Codes vs. Killing. It's designed to showcase any one specific super, preferably one with high ideals and a naive or inexperienced outlook.

This situation can begin in any fight situation; it's best when the heroes are fighting a villain group with whom they are well-acquainted.

During the fight, one of the heroes hits one of the villains. To our hero's surprise, his enemy is thrown through the air and lands in a bloody heap... stone dead. (It's best when this takes place during one of the hero's best damage rolls of the fight, or when he's using a power he's never used on that particular villain, so that it's not an inexplicable thing for the attack to have killed the villain.)

That's all that happens with the event at that time. The heroes win, or they lose. But the authorities naturally conduct an inquiry into the death.

At the inquest, the hero who did the killing will be surprised to find the civilian authorities looking very stern and unsympathetic. Even his own teammates will look harsh and judgmental to him. And during the most dramatic and moving testimony of the day, the dead man will come up from behind the super and lay his hand on his shoulder.

Regardless of the super's reaction, be it horrified or tightly under control, no one else can see the ghost. Ordinary Detects for psychic phenomena come up with a blank reading. Only the super in question can see the ghost, and it's possible, since evidence is that there is no psychic energy present, that some will consider the super to be crazy.

The dead man will mournfully tell the hero, "You killed me. And now I'm trapped here, forever. So I'm going to haunt you... forever. You'll be in hell instead of me, murderer." And he departs, either fading away or just walking through the nearest wall. Attacks vs. Desolid will not affect him.

And he's true to his word. The ghost will appear at disturbing or inconvenient times: When the hero is alone, when he's appearing in public, when he's with his girlfriend, when he's defusing a bomb and can't be disturbed, etc. This should continue until it seriously disrupts the hero's life or drives him frantic.

Eventually, the ghost will make his desires known. He'll stop haunting the character if the hero will help him "cross over" to the next world. A local medium has summoned the ghost up, heard his story, and

promised to help... but cannot, unless the killer also helps in the seance. The hero must not bring his teammates, for they do not believe in the ghost and their negative energies will certainly cause the attempt to fail.

Whether or not the hero does go alone, the spiritualist is indeed there. The spiritualist is a kindly, sympathetic soul who appears to know a lot about spirits and their ways.

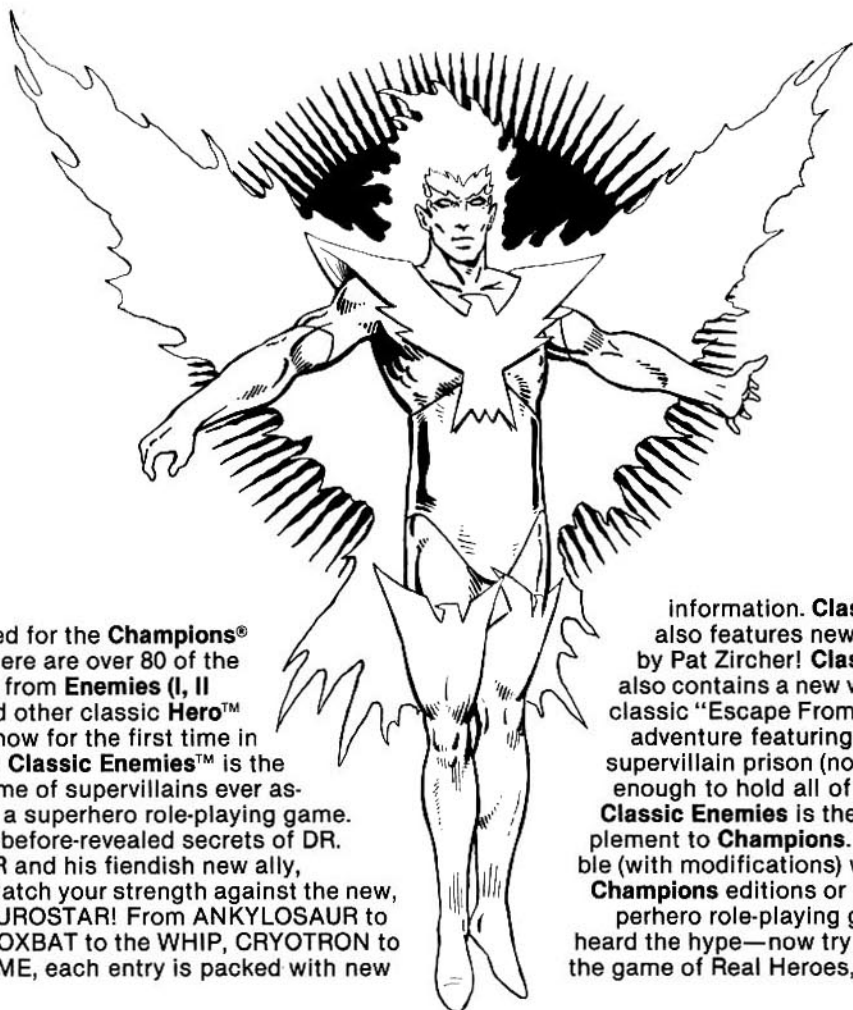
And this is where reality checks in. There was no ghost. One of the hero's or team's Hunteds has set this whole thing up. The dead super was killed by an invisible-power-effects attack wielded by one of the Hunters; our hero is entirely innocent of the death. (Alternatively, the hero could indeed have killed his foe, and the Hunters opportunistically took this time to spring their new plan.) And the "ghost" is merely a Mental Illusions attack projected by the villain-team's psychic villain (or hired psychic mercenary). The unsympathetic looks on the faces of the grand jury or review board were all illusory.

The villain team has equipped the psi with an experimental chair-sized booster-unit which makes his Mental Illusions attack very, very powerful, and invisible to just about every Detect power known to scientist and magician. If your heroes are savvy enough to be able to Detect this anyway, the villains may have planted a special focus on the victim hero which allows him to receive the Illusion without anyone else being able to detect it.

Regardless, the villain makes the spiritualist (another Illusion) disappear and reveals himself, cackling madly away and activating all the super-traps which have been installed at this site. If the hero secretly brought along his friends, you'll have a knock-down, drag-out fight between hero and villain. If not, you'll probably end up with the hero captured after a brief but fierce struggle.

If the latter is the case, you can use this as a springboard to further adventures. Perhaps the villains will brainwash the hero (give him a temporary Total Commitment psychological limitation from the brainwashing, or hit him with a massive Mind Control based on the new 4th Edition Champions rules); alternatively, they will send in a double or robot double who looks just like him in order to infiltrate the hero-group. Give the original player the sheet for the doppelganger to play; it will give him something to do in the upcoming storyline and will give him a chance to play the villain for a change...

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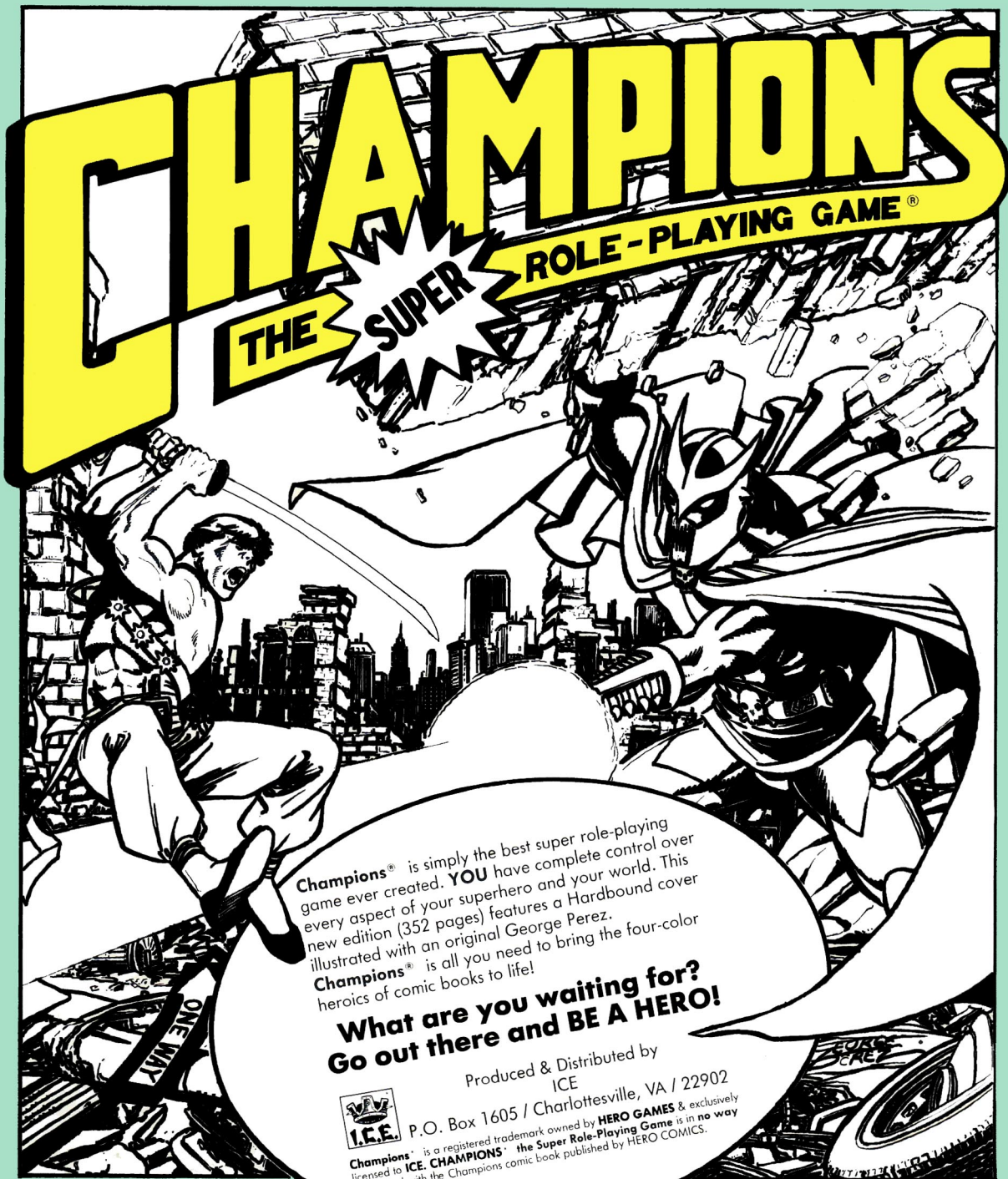
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