



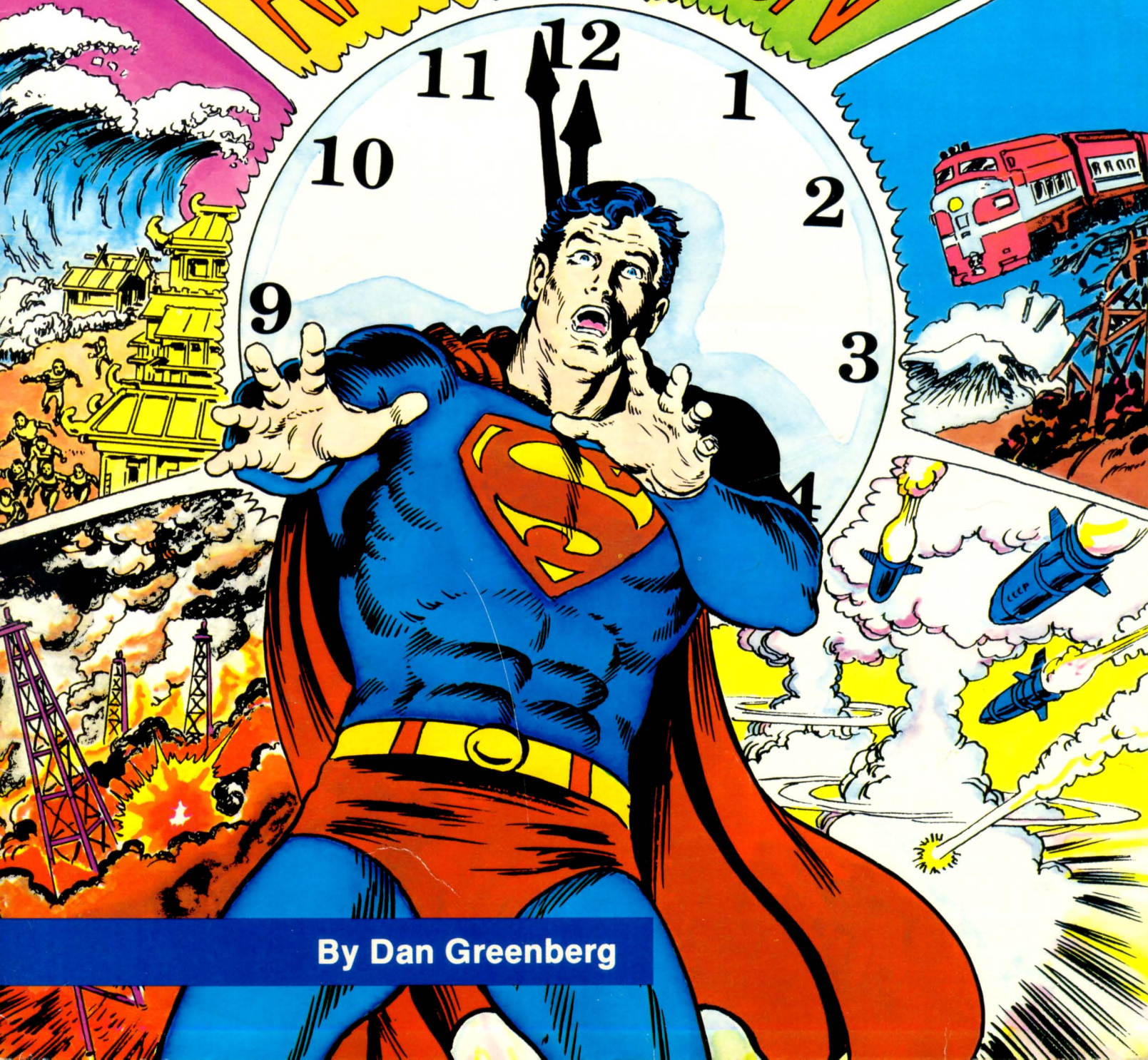
HEROES

ROLE
PLAYING
MODULE

SUPERMAN™

C·O·U·N·T·D·O·W·N T·O

ARMAGEDDON



By Dan Greenberg

COUNTDOWN TO

ARMAGEDDON

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Countdown To Armageddon

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Introductions

Gamemaster Information

In Countdown to Armageddon, Superman must match wits with the frightening new incarnation of his old enemy, Brainiac.

Brainiac is out to replace human life on earth with mechanical, cybernetic life. Superman doesn't find out the full ramifications of the plot until later in this module. Until then, he will be confronting global disasters spawned by Brainiac's plan. These disasters will not exactly strain Superman's uncanny powers to their limits, but they will slow him down, and with Brainiac's countdown ticking away, every second will become very precious.

As time ticks away, the disasters mount. Superman will be required to be in many places at once. The problem will no longer be how to rescue a falling jetliner, but to decide which falling jetliner to rescue or whether to stop the missile headed for Metropolis or continue working with his Super Computer to synthesize an antidote to the cause of the problem.

Superman is incredibly powerful, but he can't be everywhere at once. His challenge is to be where he is needed most and deal with the problem skillfully and efficiently. To bring the countdown to a successful conclusion, he must use his mind as well as his exceptional powers.

Countdown to Armageddon is a one-on-one adventure for one Gamemaster (GM) and one player. Instead of a team of DC heroes fighting a menace, Superman goes through the adventure alone, without other player character heroes. This gives the GM the freedom to concentrate on details that often get lost in team adventures, such as secret identities. Superman can switch to Clark Kent and live his normal life without the risk of slowing the game or boring other players. One-on-one games can allow for more role playing and a more in-depth gaming experience.

Technical GM Notes

Role Playing Brainiac

Brainiac appears late in the module. The suspense and tension built over the long string of disasters can make a powerful climax. When Superman is captured, the furious pace suddenly halts. The sudden calm sets the stage for Brainiac's dramatic entrance.

The more slowly, more calmly Brainiac moves and talks, the greater the contrast between him and Superman and the greater the tension. Brainiac feels he is in complete control. Play him that way. His arrogance will make his final moment of terror all the more powerful when Superman escapes his trap and comes after him.

Brainiac's Voice

Speak slowly, deeply, and with as much resonant hollowness as you can. Practice doing the voice before the game. If you like, you can get the hollow effect by speaking through a short cardboard tube. Be careful not to let Brainiac sound silly; he is one of the most richly developed villains in the DC Universe and a good GM can get a lot out of him.

Sunspots

In Action Comics #546, Superman uses sunspot activity to make Brainiac malfunction. Brainiac has since developed defenses against this.

Hero Points

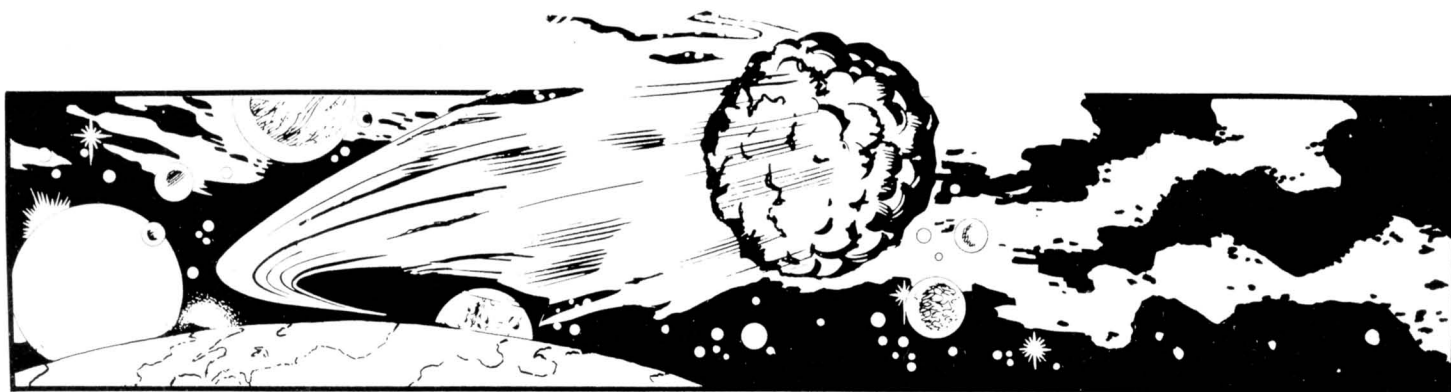
At the end of each section there is a list of decisions Superman could have chosen for that section, the encounter these decisions occur in, and the Hero Point awards that go along with these decisions.

The Timeline

Time is very important in Countdown to Armageddon. You, as the GM, must keep careful track of time. Therefore, we have included the GM's Timeline to keep track of the passage of time. It consists of check off boxes for each encounter, ten-minute intervals, minutes, and phases. Keep overall track of time by checking off the encounter and ten-minute tracks. When it becomes necessary to keep track of minutes or phases, use the minute or phase tracks.

Listed with each encounter is the time the encounter is most likely to take place. This can help you determine the average time each encounter will take. For example, The Morning Train section, Encounter 4 (**Panic on the Train**), happens at 8:23:30 A.M., just 30 seconds after Encounter 3 (**Moving Again**), which occurs at 8:23 A.M. (Note that a few Encounters are too flexible to have an estimated time.) Superman's actions will undoubtedly alter the flow of time somewhat. Record the actual revised time of such events next to the suggested time. Also note what future encounters the changes will affect. Precise timekeeping will make the game flow smoothly and keep you from getting lost. Don't get bogged down in keeping detailed accounts of every phase, and don't let timekeeping break up the flow of the game. Rather than take several minutes calculating time flow, approximate. Try to be consistent, but when in doubt, improvise.





Timeline

This is how the situation will go, barring Superman's interference.

One Month Ago: Brainiac finishes synthesizing his Cybernetic Bacteria and creates tons of it, being sure to keep it locked in sealed canisters. (In large doses it would be dangerous to his ship and could prove fatal to him.)

He mixes some Bacteria in with purple knockout gas and puts the mixture into eight gas grenades. He then forms ten bars of pure gold (worth \$10,000 each).

Day -3: Brainiac places capsules of Cybernetic Bacteria into carefully selected meteorites. All but the first meteor are too small to be detected by earth tracking stations. He places the gold bars and gas grenades into a heat resistant container, and hides the container in the hollow of a six-foot large meteorite. He warps into Earth orbit and releases the meteorites at different altitudes and with different trajectories.

From Earth's orbit, Brainiac scans computerized criminal information services, locates Adam Brock, a soldier of fortune, and puts through a telephone call to him via satellite. Without identifying himself, he hires Brock to break into the S.T.A.R. Computer Complex early on Day 1 to steal the Star 7 Operations Log Book. He promises to provide a special form of knockout gas for the mercenaries to infuse throughout the Complex.

He tells them to find their initial payment (in gold) and the gas grenades on a recently crashed meteorite in Rielly's Field, just outside Metropolis. He promises to pay \$100,000 upon acceptance of the job, and \$1 million on delivery of the book, promising to meet them at Rielly's Field at 9:40 A.M., on Day 1 to pick up the book. He has no intention of meeting or paying them, as he has no need for the book. All he wants is for the Cybernetic Bacteria to get into the Star 7 to use it as a prototype. After the conversation, Brainiac warps away to the safety of space.

Day -2: Meteorite orbits' begin to decay. They slowly fall toward Earth. Brock and his men get black market S.T.A.R. clearance maintenance IDs.

Day -1: Meteorites enter Earth's atmosphere. Brock and his men get rest for the up coming day.

Day 1:

6:00 A.M.— Just before dawn of Day 1, the first meteorite lands in Rielly's Field. It is six feet in diameter and contains the gas grenades and the gold.

8:00 A.M.— Brock and his men arrive, open the meteorite, remove the gold and gas grenades, and leave the field. The Cybernetic Bacteria begin to spread through the field.

8:15 A.M.— Brock and his men hide the gold and drive

to the S.T.A.R. Computer Complex, disguised as maintenance men.

8:55 A.M.— Brock and his men plant the gas grenades in the air filtration system. They set the timed releases for 9:30 A.M., and crawl along the maintenance shafts toward the Star 7 room.

9:00 A.M.— The second meteorite falls just outside of Tokyo, Japan.

9:30 A.M.— The gas pours through the S.T.A.R. Complex. Everyone within falls unconscious. Brock and company climb out of the maintenance shaft into the underground area of the Star 7 room. They raise the floor panels, enter the room, steal the log book, and escape the way they came, leaving no trace of their presence with the cameras that monitor the hallways.

The Cybernetic Bacteria begin infecting the Star 7 and all other equipment at S.T.A.R.

9:45 A.M.— Brock and his mercenaries drive back to Rielly's Field to await the arrival of their mysterious employer. They experience some car problems, due to the Bacteria. Brainiac never arrives. They get angry and leave with their gold bars and the log book.

12:00 P.M. (Noon)— The third Cybernetic Bacteria meteorite falls in Saudi Arabia.

3:00 P.M.— A fourth Bacteria meteorite falls near Moscow.

6:00 P.M.— A fifth Bacteria meteorite falls near London, England.

9:00 P.M.— A sixth Bacteria meteorite falls near San Francisco.

12:00 A.M. (Midnight)— The seventh Bacteria meteorite falls near Australia.

Day 2: The remaining Bacteria meteorites saturate the planet. Disasters are constant. Twenty percent of the human population is destroyed. Nuclear weapons are exploding throughout the world.

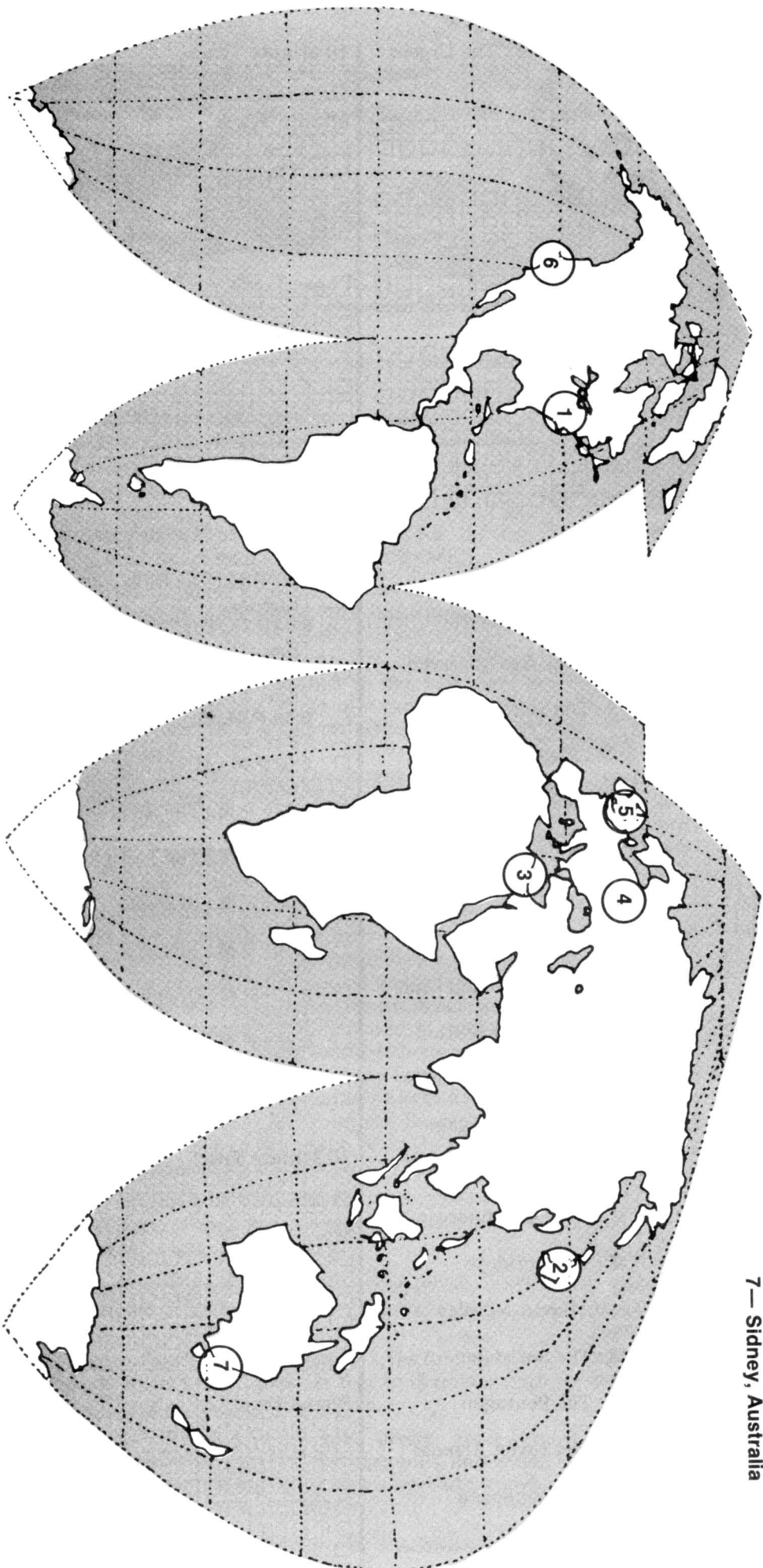
Day 15: Ninety-seven percent of all electronic systems in the world are completely taken over. Mankind is once again plunged into the Dark Ages. Some sections of the world are irradiated by nuclear explosions. Forty-five percent of mankind lies dead or dying.

Three Years Later: The first large cybernetic creatures appear.

Five Years Later: The first truly intellectual cybernetic creatures appear. They finish exterminating mankind and revere Brainiac as a god. Brainiac takes his plan to the stars.

Meteorite Locations

Below is a map of the world. The numbers on the map refer to meteorite locations and the order in which they landed.



Player Introduction

In this adventure, you are going to be judged on how well you role play Superman. The criteria will not only be to bring the adventure to a successful conclusion, but will also be to play Superman in character.

Superman is a very complex individual. He is an alien on earth with powers beyond the imagination of most of the people he knows. And yet, despite his superior nature, he is neither arrogant nor vain. He has deep compassion and a sense of honor that is at the very heart of his being. Without these, he would be powerful, but he would not be Superman.

In role playing the Man of Steel, keep in mind his extraordinary virtues as well as his extraordinary powers. He will always help those in trouble, even if it means risk, danger, and personal suffering. He has placed the entire human race under his protection. Despite his superior powers and lofty commitment, he treats all people with respect and compassion.

Try to keep him determined in the face of adversity and humble in the face of success. He is amazingly cool and calm, even in combat. It takes a lot of punishment or torment of innocents to upset him, but when his anger is aroused, it is terrible to behold.

He is fiercely committed to his ideals and will die before betraying them. His greatest ideal is the sanctity of life. Superman cares deeply about each and every person on earth. He has sworn to never kill another intelligent,

living being, and he will hang up his cape forever if he is the cause of even one person's death.

Despite his deeply held commitments, Superman is neither grim nor brooding. He has a warm personality and a rich sense of humor. He loves life all the way down to the simplest things and takes pleasure even in day-to-day life.

He especially enjoys his time as Clark Kent. When he is Kent he can relax and put life in perspective. As Superman he is expected to be utterly perfect and he dares not make a mistake. As Clark Kent he has the luxury of being imperfect. His secret identity of Clark Kent is very important to him, and he will not risk compromising it casually. His secret identity has had many close calls, but he has always kept it secret.

Keep in mind Superman's nobility, his ideals, and his confidence and you will be role playing Superman very well.

At the end of this adventure, I (your GM) will tell you how well you filled Superman's boots.

Superman starts out with 210 Hero Points, and must gain at least 100 during the adventure to be considered a mediocre hero.

Don't be afraid to spend Hero Points; Superman would not hesitate to use them, but would not spend them foolishly.

Remember, there are many heroes, but there is only one Superman.

History

Brainiac's Plan

Brainiac intends to destroy all human life on Earth and replace it with a new breed of mechanical life. He wishes to become a "creator of life" in preparation for his final battle with a being called the Master Programmer, whom he fears with all his inhuman soul. He believes that the Master Programmer has created Superman to be an "Angel of Death," to hamper his plans and ultimately destroy him.

By creating his own race of intelligent creatures, Brainiac believes he will achieve a godlike status rivaling the Master Programmer. Much as his creatures compete with and destroy organic life, Brainiac will compete with and destroy the Master Programmer.

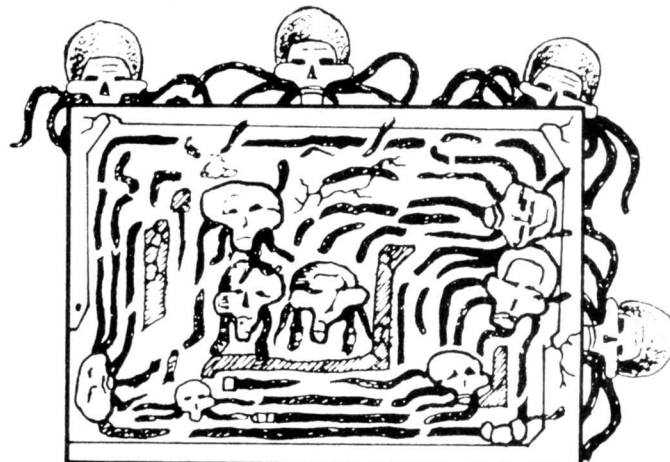
The Cybernetic Bacteria

To achieve this state, Brainiac has devised Cybernetic Bacteria, microscopic, cybernetic organisms that bond with electronic devices on contact. It can take over any sort of host with an electronic component, from calculators to microwave ovens to computers. Once inside, the Bacteria begin to grow, replicating themselves along the circuitry in three stages.

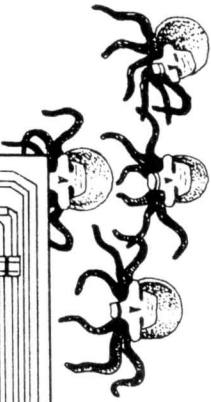
In the first stage, the Bacteria culture grows, each individual virus making many new ones from the material of the host system. Colonies of them form and begin to gain intelligence. This causes the device to malfunction, as electrical connections are made at the wrong time, and connections that are supposed to be made are bypassed.

In the second stage, the Bacteria culture develops a crude form of intelligence, using the electronic system it was grown from as a prototype. As more generations of Bacteria are created, the intelligence of the colony grows. The electronic host system doesn't act spastically, but acts under the direction of the colony.

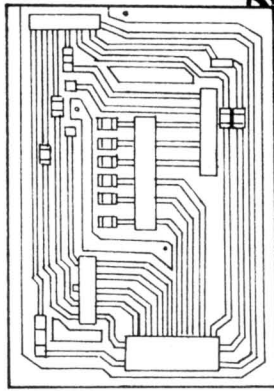
In the third stage, the Bacteria colony breaks down into tiny multi-celled creatures and leaves its host. It searches out new hosts and continues the cycle, each time growing in size and intellect. Over a span of many years, the organisms will become less dependent on hives and evolve into sentient cybernetic beings.



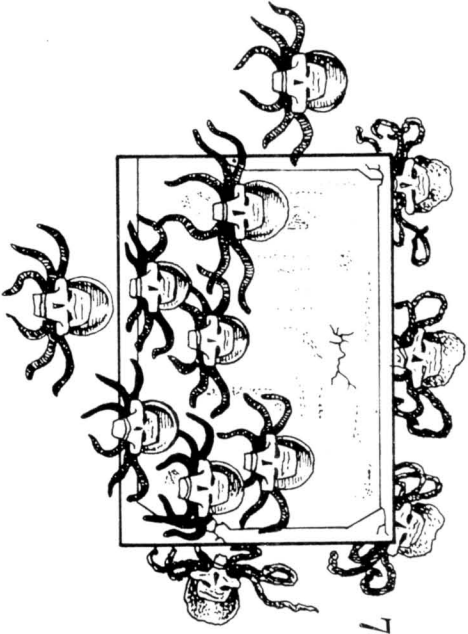
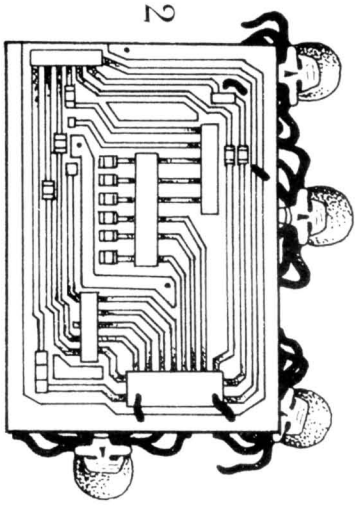
Cybernetic Bacteria Life Cycle



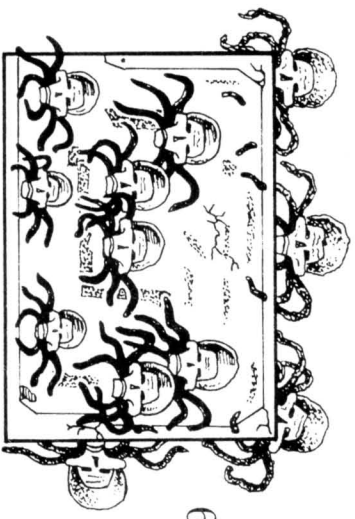
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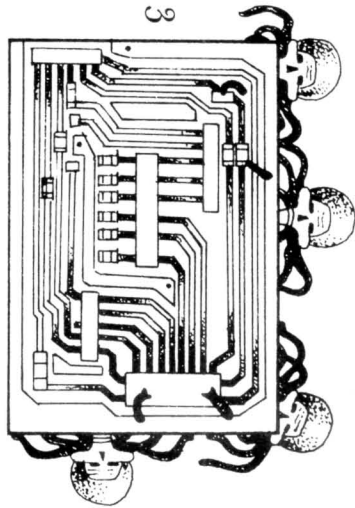
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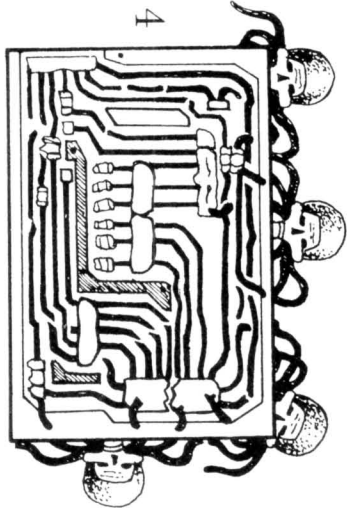
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- 1—Cybernetic Bacteria locate electronic system and attach.
- 2—DNA-like information strands are emitted into the system along with tiny acid droplets.
- 3—Information strands find rich electrical areas to bind with.
- 4—As the Bacteria sinks into the system, the system malfunctions.
- 5—Information strands take over functioning of each electronic part as new Bacteria grows.
- 6—New Cybernetic Bacteria are produced, slightly larger and smarter than before.
- 7—Old Bacteria husks crumple away as new Bacteria are released.

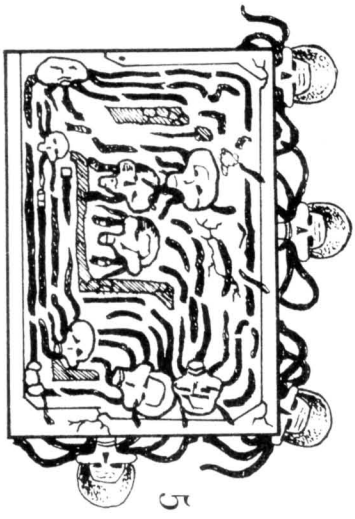
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4



5



The Planet Seeding

Brainiac intends to seed the planet Earth with his Bacteria. As the Bacteria develop, they will first cause electronic devices to malfunction and act erratically. As they grow into their second stage, the Bacteria cause the host to do things it was not programmed to do, which will be completely baffling to its human users.

At the completion of the third and final stage, the Bacteria start the cycle again. If left to carry through its programming, an individual Cybernetic Bacterium will become a sentient being in as little as 5 years. Fortunately, Superman should be able to stop them before then.

The Chaos

Brainiac knows that as his Bacteria grow, the world will plunge into chaos. Computers in banks and money markets will fail causing economic havoc. Unpredictable trains, planes, and ships will cause panic and ultimately the computers controlling nuclear missiles will be commanded to launch. The resulting devastation to the human population will make Earth ripe for conquest by the new race of cybernetic life.

The Aftermath

Once the humans have been obliterated, the new cy-

bernetic life-forms can build their own civilization, acknowledging Brainiac as creator.

Brainiac will then carry his Bacteria to other planets to achieve the same effect until his creations have replaced those of the Master Programmer across the universe. Once this has happened, Brainiac believes the Master Programmer will be rendered powerless and Brainiac will reign supreme.

Superman's Dilemma

Brainiac is finally no longer afraid of interference from Superman. He believes that Superman is powerless to stop the growth of the Bacteria. Superman may be able to protect mankind from the computerized chaos for a while, but Man without his technology will inevitably fall to the legion of cybernetic mutations. Brainiac believes that he can neutralize Superman when Superman finds his ship and confronts him. Even if Superman were to destroy him, Brainiac could reform in an interstellar void in time to witness the final victory.

Believing his plan to be foolproof, Brainiac begins seeding the planet. He places the Bacteria into tiny capsules and imbeds the capsules in meteorites. He flies his spaceship from interstellar space into Earth's orbit, fires the meteorites along precise trajectories, and warps out into space again before he is noticed by Superman.

Non-Player Characters

ADAM BROCK

DEX:	3	STR:	4	BODY:	3
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	7
INITIATIVE:	6	HERO POINTS:	6		

SKILLS:

Charisma/Persuasion: 2, Interrogation: 3, Martial Artist: 3, Military Science: 3, Medicine/First Aid: 3, Thief/Security Systems: 4, Vehicles: 3, Weaponry: 3

MOTIVATION: Mercenary

WEALTH: Affluent

JOB: Mercenary

RACE: Human

EQUIPMENT: .38 Pistol, gas mask

Adam Brock is a self-styled soldier of fortune. He believes that it is his destiny to be a great warrior, but that he was cheated by living during a time of relative peace. Having found little satisfaction in fighting small wars in tiny countries, he has taken to hiring out himself and his small band of soldiers, usually for industrial crime. He is not villainous at heart, and if he were living in wartime he would probably be an honest and courageous soldier.



Background

Adam Brock received his training in military schools in America and in military camps in Third World nations. He is charismatic and a forceful leader, and he has the trust and confidence of his men. He is highly committed to the ideals of the art of war.

The Mission

Brock was hired by Brainiac to break into the S.T.A.R. Computer Complex, plant special knockout gas in the air filtration system, and steal the Star 7 technical progress log book.

Information

If Brock is Interrogated, he will not wish to betray his employer. He has the following information, in Knowledge points—

1— *"My name is Adam Brock. I am the captain of an independent mercenary squad. My serial number in that company is 3001."*

3— *"I received a phone call from an anonymous patron who hired me to steal the Star 7 log book. He said he would provide knockout gas for the job. When we succeeded we were to meet him at 9:35 A.M. in Rielly's Field to exchange the book for our payoff."*

5— *"The guy who hired me had a raspy, mechanical-sounding voice, like he was using an electronic scrambler to disguise his voice."*

MORGAN EDGE

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	2	MIND:	2
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	7	HERO POINTS:	0		

SKILLS:

Artist/Writer: 2, Charisma/Intimidation/Persuasion: 2, Vehicles/Land: 2.

WEALTH: Multimillionaire

JOB: President, Galaxy Communications.

RACE: Human

Morgan Edge is the owner and Director of Operations for Galaxy Communications, Inc..



BROCK'S MERCENARIES

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

SKILLS:

Medicine/First Aid: 2, Vehicles: 3, Weaponry/Firearms, Heavy Weapons: 3

MOTIVATION: Mercenary

WEALTH: Affluent

JOB: Mercenary

RACE: Human

EQUIPMENT: .38 pistol, gas mask

Brock's Mercenaries are two well-trained professional soldiers. Like Brock, they are veterans of small wars in Third World countries. Unlike Brock, they are mostly committed to money and not the art of war. They trust Brock and follow him unquestioningly.

They have the following information in Knowledge Points—

1— *"I was following Adam Brock's orders."*

3— *"Brock hired me to help break into the S.T.A.R. Computer Complex. He had some super knockout gas, and it was supposed to be a real smooth operation."*

NORMAN RAFFERTY

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	7	HERO POINTS:	0		

SKILLS: Charisma/Persuasion: 4

WEALTH: Affluent

JOB: Information Officer, S.T.A.R. Computer Complex

RACE: Human

Norman Rafferty is an aggressive, dynamic businessman. He is outgoing to the point of being abrasive. In his dealings with others he is well-mannered, but slightly scornful as well.

In his position as Information Officer of S.T.A.R.'s new Computer Complex, Rafferty is trying to expand the public's awareness, trust and respect of S.T.A.R. He is working very hard to combat what he sees as public fear and apprehension of computers, especially computers that approach human levels of intelligence. At times his aggressive manner gets the best of him and he says things he shouldn't or alienates people who were previously favorable toward him. Still, he is effective at his job.

Rafferty's Personality

Rafferty has a habit of being so preoccupied with himself and his ideas that he tends to override what other people have to say. He interrupts people frequently. Dispersed throughout his dialogue in this module are places where he can interrupt, cut in, or derail the train of conversation. The GM is encouraged to play up these moments, and even invent more when improvising Rafferty's dialogue. These interruptions can provide for some interesting role playing, especially with the usually mild-mannered Clark Kent. If you, as GM, feel apprehensive or unsure about running this, just run him as you would any other NPC.

Information:

Rafferty knows that the Star 7 can revolutionize the computer industry and even the world, but he hasn't the faintest idea of how it works. He will tell Clark Kent as much information as is unclassified, such as that the Star can replicate its memory to grasp new ideas, but he won't tell S.T.A.R. secrets. He will cooperate with Superman in any way.



STAR TECHNICIANS

DEX:	2	STR:	2	BODY:	2
INT:	4	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	8	HERO POINTS:	0		

POWERS: Gadgetry: 3

WEALTH: N.A.

JOB: See below

RACE: Human

The S.T.A.R. Technicians at the Computer Complex come in 5 levels of knowledge. The level 0 technicians carry out simple administrative tasks. The level 1 technicians do rudimentary technical tasks: checking readings and replacing and servicing existing equipment. Level 3s carry out high-level research and development, and level 4s work on the Star 7. There are 12 level 4 scientists assigned to work on the Star. They are all hand-picked and very competent. They all respect and trust Superman and will cooperate with him in any way.

SUPER COMPUTER

DEX:	—	STR:	—	BODY:	8
INT:	20	WILL:	10	MIND:	10
INFL:	—	AURA:	—	SPIRIT:	—
INITIATIVE:	—	HERO POINTS:	—		

SKILLS:

Detective: 5, Gadgetry: 10, Scholar: 12, Scientist: 16

Uses: 4

Duration: 22

Other NPCs

Robert Wirth, Eddie Chiang (Clark Kent's film crew), the generals, and all other people in this module have normal statistics.

Section 1:

Enc. 1-9

The Morning Train

SETUP

In this section Clark Kent is on an early train out of Metropolis to cover a scientific news story. The train will pass a switching station near Rielly's Field and become infected with the Cybernetic Bacteria. The Bacteria will cause the train to act erratically and cause the switching station to reroute it down unused tracks toward a washed-out bridge. Superman must save the train before it falls into the river.

Encounter One: The Train Ride

8:10 A.M.

Player Information

It is 8:10 A.M. on a hot July day. You are in your Clark Kent identity, riding the 8:00 A.M. train from Metropolis to the upstate S.T.A.R. Computer Complex. You are traveling with a WGBS-TV camera crew to tape a feature story on the unveiling of the new Star 7 mega-computer. The two crewmen with you are Robert Wirth and Eddie Chiang. They have brought the necessary film equipment to tape your story at S.T.A.R.

As you get comfortable and begin reading a copy of the Daily Planet, the train alternates speed sporadically. The lights flicker and dim uncontrollably.

Gamemaster Information:

At this point Clark may ignore the train's difficulties as the routine problems that plague the Metropolis Train System, and continue reading. The darkness, of course will not prevent him from reading. If he continues to read, go to Encounter 2, **Train Stops**.

If he uses his Super Vision or Super Hearing, he will notice nothing out of the ordinary with the train, engine, train crew, or anything else. Everything seems all right.

If he questions a conductor about the situation, the conductor will say the train is experiencing routine problems.

If Clark switches to Superman at this point he has really jumped the gun. He will be embarrassed to find there is no problem and nothing for him to do. He will then have to go back to his Clark Kent identity.

Encounter Two: The Train Stops

8:16 A.M.

Player Information:

As you continue with what you were doing, the train lumbers to an erratic halt and the lights blink off.

Gamemaster Information:

Clark may ignore the difficulty and continue reading.

If he questions the conductors, they will say there is nothing to worry about.

If he listens with his Super Hearing, he will pick up the worried voices of the two engineers in the cab of the train. They are concerned about the unresponsiveness of the train after passing the last switching station. They are not too worried, however.

If Clark changes to Superman at this point, he has changed to quickly again. This is still not a job for Superman.

Encounter Three: Moving Again

8:23 A.M.

Player Information:

Suddenly the lights flash on, the train lurches forward and starts streaking along again. Some of the passengers grumble and complain about the train. Everything seems to be back to normal.

Gamemaster Information:

The train has just been misrouted by the Cybernetic Bacteria-infected switching station. Clark may still continue his reading. If he questions the conductors, they will reassure him that there is no problem. If he uses his Super Hearing, he will overhear the following:

The conductor seems upset. "I don't know what happened! The switching station must have accidentally rerouted us."

The engineer is in a near-panic. "I can't get the brakes to respond!"

If Clark studies the train's path and the road ahead along the tracks with X-Ray Telescopic Vision, he will see that the tracks are in a state of disrepair, and just one mile ahead is a washed-out bridge over a 30-foot gorge.

If Clark thinks to compute the time until the train crashes, his Super-mind will calculate it to be less than 1 minute (15 phases), at 8:24 A.M.

If Clark decides to switch to Superman, go to Encounter 5, **Changing to Superman**. If not, proceed to Encounter 4, **Panic!**

Encounter Four: Panic!

8:23 - 8:30 A.M.

Player Information:

Suddenly, a loud crashing noise is heard, shock vibrations momentarily rock the train, and wooden debris is seen flying past the windows. A passenger says loudly, "Hey, that sign we crashed through said, 'No trains beyond this point—Bridge washed out.'" The passengers begin to panic.

Gamemaster Information:

If Clark has not changed to Superman, he may now wish to do so. He now only has 32 seconds (8 phases) to avert tragedy. If he does change, go to Encounter 5, **Clark Changes**. If he remains inactive, the train will fall through the collapsed bridge and plunge into the 30-foot gorge below. Ninety-five of the train's 145 passengers will be severely injured in the crash, and the rest killed.



Encounter Five: **Clark Changes**

8:23+ A.M.

Gamemaster Information:

If Clark gets up to change to Superman without a word, his camera crew will be puzzled. If he offers a credible excuse, like going to the snack bar or restroom, they will

not be too suspicious when his exit coincides with Superman's appearance.

Once inside a restroom, Clark can conveniently change into Superman. The window in the restroom is not meant to open. The window frame will take 4 points of BODY damage to be forced open and the wall will take 10 mpoints of BODY damage to be broken through.

If Clark changes in the train car in full view of the passengers, he will have revealed his secret identity. If he changes in the space between cars, roll a Perception Check of the passenger's and the film crew's average INT and WILL (2 and 2) vs. an OV/RV of 6. Use the following for information gained:

Knowledge Points—

1— *"All I saw was a red and blue blur."*

3— *"I saw a man changing clothes."*

5— *"I saw Clark Kent changing to Superman."*

If Clark goes from normal speed to Superspeed in a train car, passengers will see Clark "disappear."

If he goes from normal speed to Superspeed in the space between the cars, he will not be spotted.

Time Taken

Offering excuses to crew: 2 phases or as long as the actual conversation lasts.

Going to Restroom: 2 phases

Going to the space between cars: 1 phase.

Changing to Superman at Superspeed, bursting through the wall, re-sealing hole, etc.: 1 Action each. (3 can be done in one phase).

Encounter Six: **Saving the Train**

8:23+ A.M.

Player Information:

Once outside, the air streaks past you as you race down the tracks. You don't hear the engines turning, but the train continues to hurtle along. You see the gorge looming dangerously ahead.

Gamemaster Information:

The train is hurtling down the unused tracks at 75 mph (6 APs). It is due to hit the bridge at 8:24 A.M. The engineers managed to turn off the engine, but the brakes won't work.

If Superman forms a bridge the train will come to a stop in 10 minutes.

If Superman asks the engineers what is wrong, they will say, *"The malfunction is nothing we've ever experienced before."*

Stopping the Train Head-on

An attempt to stop the train by flying into the front risks crushing the train, or even smashing through it. If Superman attempts this, use his last stated Flight speed as the AV/EV and the train's speed (6 APs) as the OV to determine the damage done to the train. The front of the

train has 13 BODY, which is its RV. The first 6 RAPs of damage will halt the train, the rest will come off its BODY.

If the train comes to an abrupt halt and takes less than 3 RAPs of damage (no more than a 9 RAPS total) 40 passengers will be injured for 1 BODY each.

If Superman slows the train for less than 3 RAPs of damage per phase, no one will take damage.

A result of 10-20 RAPs in one phase will stop the train, crush the front, and injure the engineers and 80 passengers for 1 BODY each

Doing more than 20 RAPs will be almost as bad as letting the train crash. Superman will rocket through the train, ripping a hole in the front of the cab and will send him crashing into the first car before he can regain control. The train will stop after the first 7 RAPs of damage, the next 13 RAPs of damage will crash through the front of the train, and the rest will smash up the cab and first car, wounding the engineers for 2 BODY each, and all but 30 passengers will take 1 BODY each.

Flying with the train.

If Superman decides to fly with the train, his DEX is the AV and his STR is the EV; the OV/RV are 13. If he gets more than 15 RAPs, he has picked up the train.

If he gets less than 15 RAPs, a coupling between cars will break and the end of the train will fall. Roll 1D10 to determine which coupling breaks. If a coupling breaks, Superman will hear it with his Super Hearing. He will have 1 phase to fuse the link with Heat Vision or repair it physically before the rest of the train falls too. This maneuver has an OV/RV of 18 vs. Superman's Heat Vision (30).

If Superman gets at least 1 RAP, the maneuver works and Superman will be flying with the full weight of the train. He can now slow it and set it down at his leisure. Setting it down has an OV/RV of 13 vs. Superman's DEX. Any successful result will cause the train to be set down gently. This will cause the passengers to be shaken up and frightened, but some will enjoy the ride.

Carrying the train.

Carrying the train over the gorge is like flying with the train (DEX vs. an OV/RV of 13), but less dangerous. Properly aligning the wheels onto the tracks across the chasm has an OV/RV of 16/0 respectively. Use Superman's DEX as the AV. Any successful RAPs means this method succeeds. All Superman has to do is hold each car aloft as it flies over the gorge.

Even if he fails to align the wheels with the tracks, but holds each car aloft as it passes over the gap, the train will not crash. The train will bump along the ground, and 20 passengers will take 1 BODY each from the rough ride off the tracks.

Fixing the tracks.

At Superspeed, Superman can easily construct a bridge for the train to pass over safely. There are sufficient pieces of the old bridge to build makeshift trestles and tracks. This will take 3 phases. His Gadgetry Skill is the AV/ EV, and the OV/RV are 10.

The old pieces are weak, however, and the train will sway precariously as it crosses. If Superman gets less than 2 RAPs when building the bridge, part of the bridge gives way, causing the train to fall.

If Superman holds up the tracks, the train will not fall,



and the passengers will barely notice the passage over the bridge.

There are no more dangers ahead, and Superman can now slow the train gently enough not to cause damage. This is the most efficient way to save the train, and the least spectacular.

Other methods of stopping the train, such as forcing the brakes, raising the tracks, or using a slow blast of Super Breath to slow the train will work based on the above guidelines.

Troubleshooting

Once the train has stopped, Superman may alternately help the injured (if any), pull the train to the next station (The S.T.A.R. Computer Complex), and/or return on the train as Clark.

If Clark is away for longer than 5 minutes the film crew will be slightly suspicious. They will begin to entertain suspicions that Clark's disappearance had something to do with Superman's appearance.

To avoid suspicion, Superman must return the way he came at Superspeed (so he won't be seen), repair any damage he may have done on exiting the train, change back to Clark, and return to his seat. Anything less than this will risk raising the film crew's suspicions even more.

If he is gone for longer than a few minutes he will have to give an excuse (like motion sickness). The rest of Clark's alibi is left to the player to ad lib. If the alibi is plausible, the camera crew will not be suspicious, figuring that Clark missed the fun once again.

If Clark raises their suspicions without a good alibi more than twice, they will voice their suspicions, ask him why he's been behaving strangely, and what his connection with Superman is. Clark will have to come up with a pretty convincing alibi to get out of this one. If his alibi is lacking he will lose Hero Points (see end of section for Hero Points).

If Clark decides to cover the incident for WGBS News, go to Encounter 7, **The News Story**. If he decides to cover it for the Daily Planet or ignores it, go to Encounter 8, **On Track Again**.

If the train is wrecked, go to Encounter 9, **The Accident**.

If Superman pulls the train to the next station, go to Encounter 1 of the next section, **S.T.A.R. Labs**.

Encounter Seven: The News Story

8:25 A.M.

Player Information

If you wish to make up and role play a news report on the train incident, you will be awarded a set number of Hero Points (listed at the end of this section).

Gamemaster Information

If the train is wrecked or even if it came safely to a stop, the event is newsworthy.

If the player chooses to have Clark tape a story for WGBS, let him role play the set-up and the taping. The report will vary based on the final outcome, but Clark should have a good story to report and will be congratulated by the station for the scoop.

If the train is wrecked, go to Encounter 9, **The Accident**.

Encounter Eight: On Track Again

8:35 A.M.

Setup:

If Superman does not pull the defective train to the next station, use this Encounter.

Player Information

An old hauling engine comes chugging down the old tracks from Metropolis station. The engine hooks up to the train and hauls it along another set of tracks to the next station, near the S.T.A.R. Computer Complex. The other passengers will be transferred to a working train for the rest of their trips.

Gamemaster Information:

In the first outcome, the hauling train is an older model, with less sophisticated electronic systems, and therefore is less susceptible to the Cybernetic Bacteria. It will not behave erratically as the other train did.

Encounter Nine: The Accident

Player Information:

Helicopters and ambulances from Metropolis General Hospital arrive to carry away the injured. Police, fire, and rescue squads rush in to assist. The scene is chaotic as the injured are taken away. The healthy are flown or driven back to Metropolis or to their chosen destination at the train company's expense. A WGBS helicopter comes to pick you up and fly you to the S.T.A.R. Computer Complex.

Gamemaster Information:

All the vehicles brought to the scene of the accident will become infected and will begin to behave erratically. They will finish cleaning up the train wreck before they begin to malfunction.

Hero Point Awards

Encounter 1— Jumps the gun: -5

Encounter 2— Changes to quickly: -3

Encounter 4— Train stopped, 95 passengers hurt: -20

Encounter 5— Reveals secret ID: -20

Superspeed in train: -10

Encounter 6— Train stopped, 40 passengers hurt: +5

Train stopped, 80 passengers hurt: -10

Train stopped, 115 passengers hurt: -15

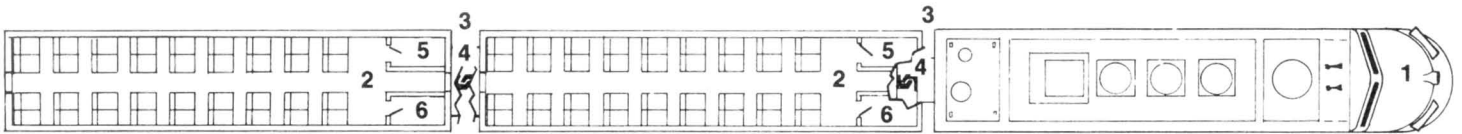
Train stopped, no injuries: +10.

Train stopped, 20 passengers hurt: +5

Camera crew's suspicious: -1 per suspicious act.

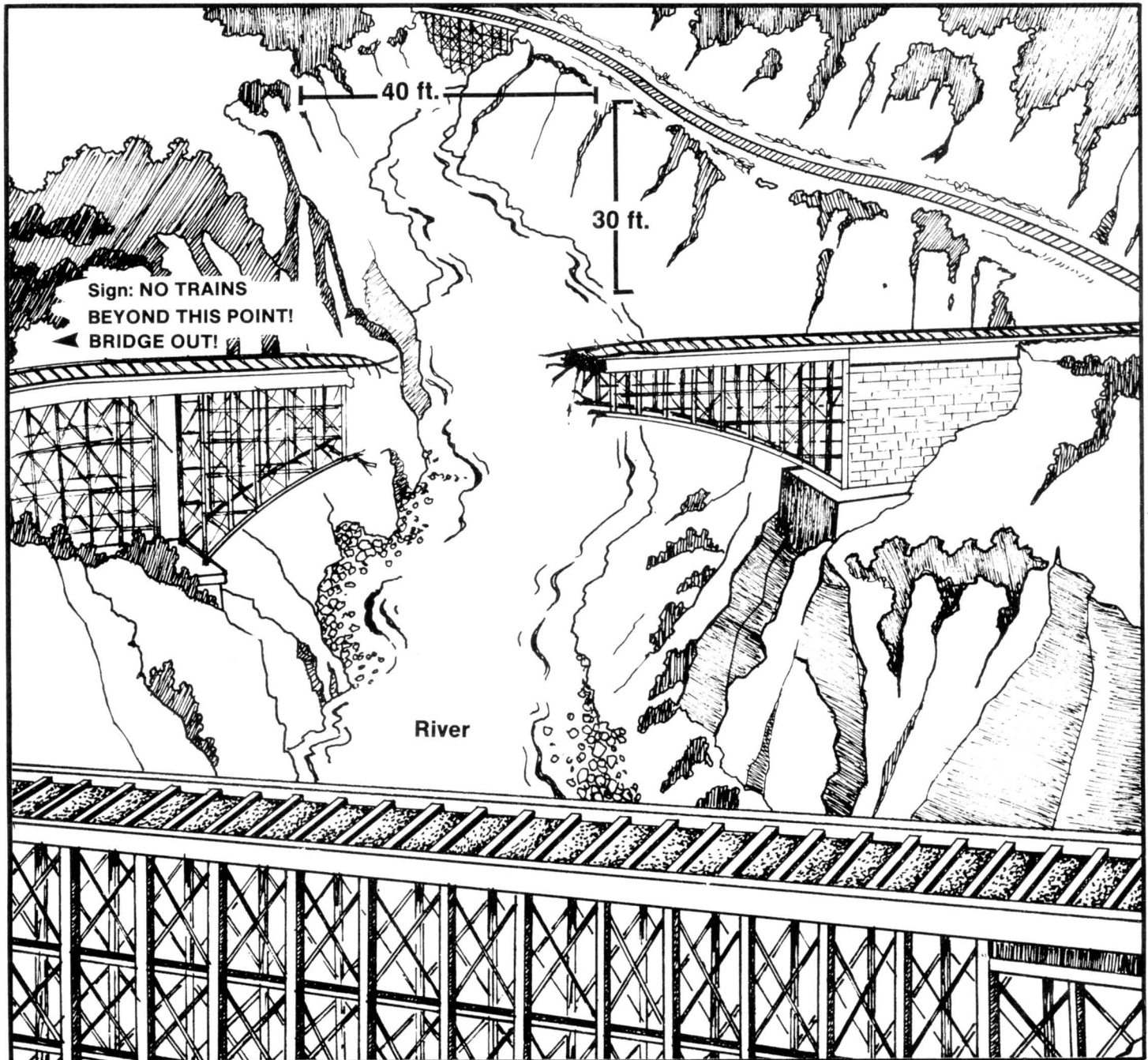
Good alibis: +1 per alibi.

Encounter 7— Role playing news cast: +3



- | | | | |
|----------------|---------------------------|----------------------------|---------------------------|
| 4 conductors | 10 passengers cars | Speed: 7 APs | 1— Engine |
| 2 engineers | 10 couplings between cars | Weight: 12 APs | 2— Car |
| 145 passangers | Each car is 25 feet long | Body: 13 APs (front walls) | 3— Space betwven cars |
| | | 10 APs (side walls) | 4— Couplings between cars |
| | | | 5— Men's room |
| | | | 6— Ladie's room |

Gorge Map

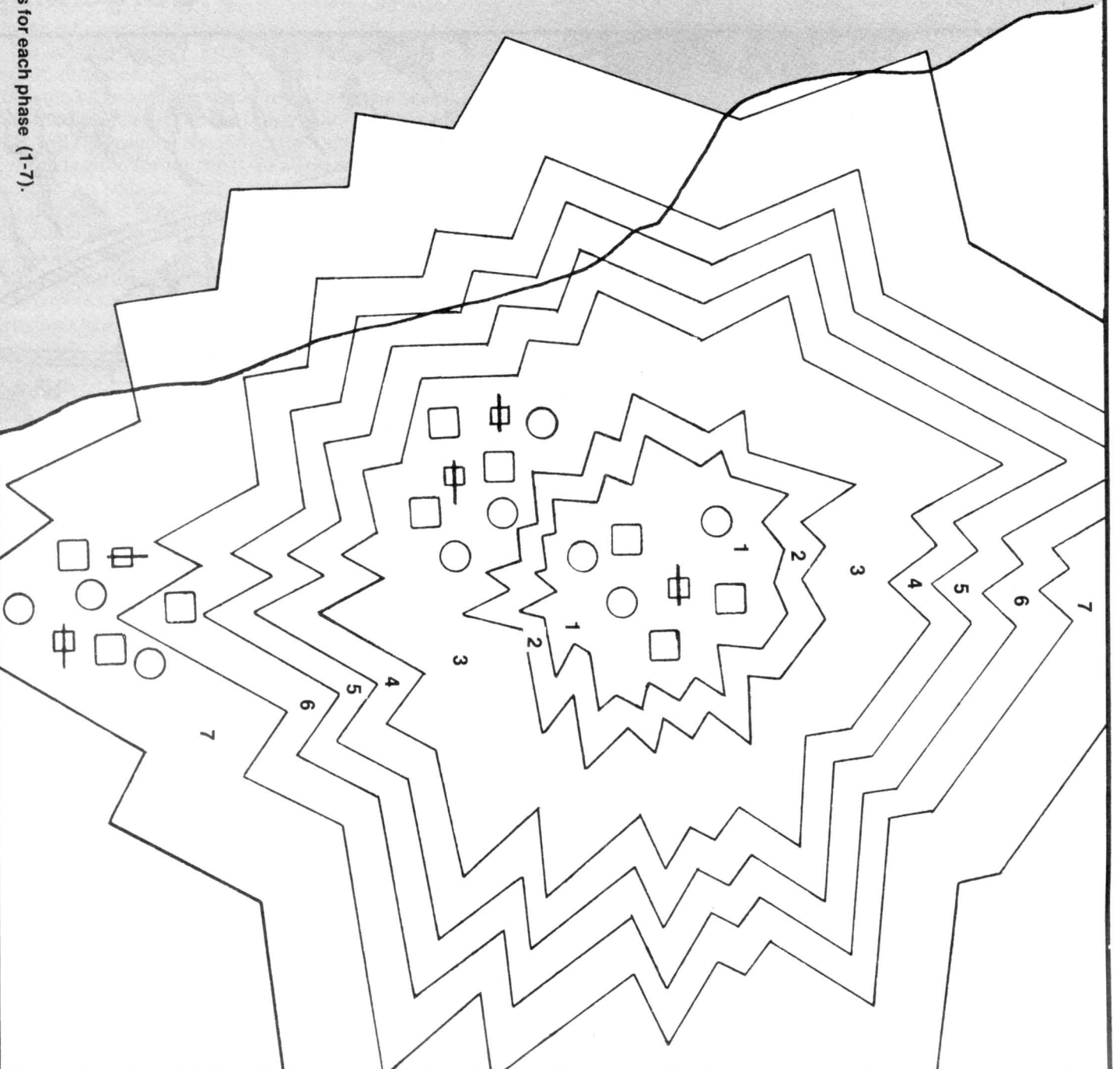


Saudi Arabian Oil Field

RED SEA

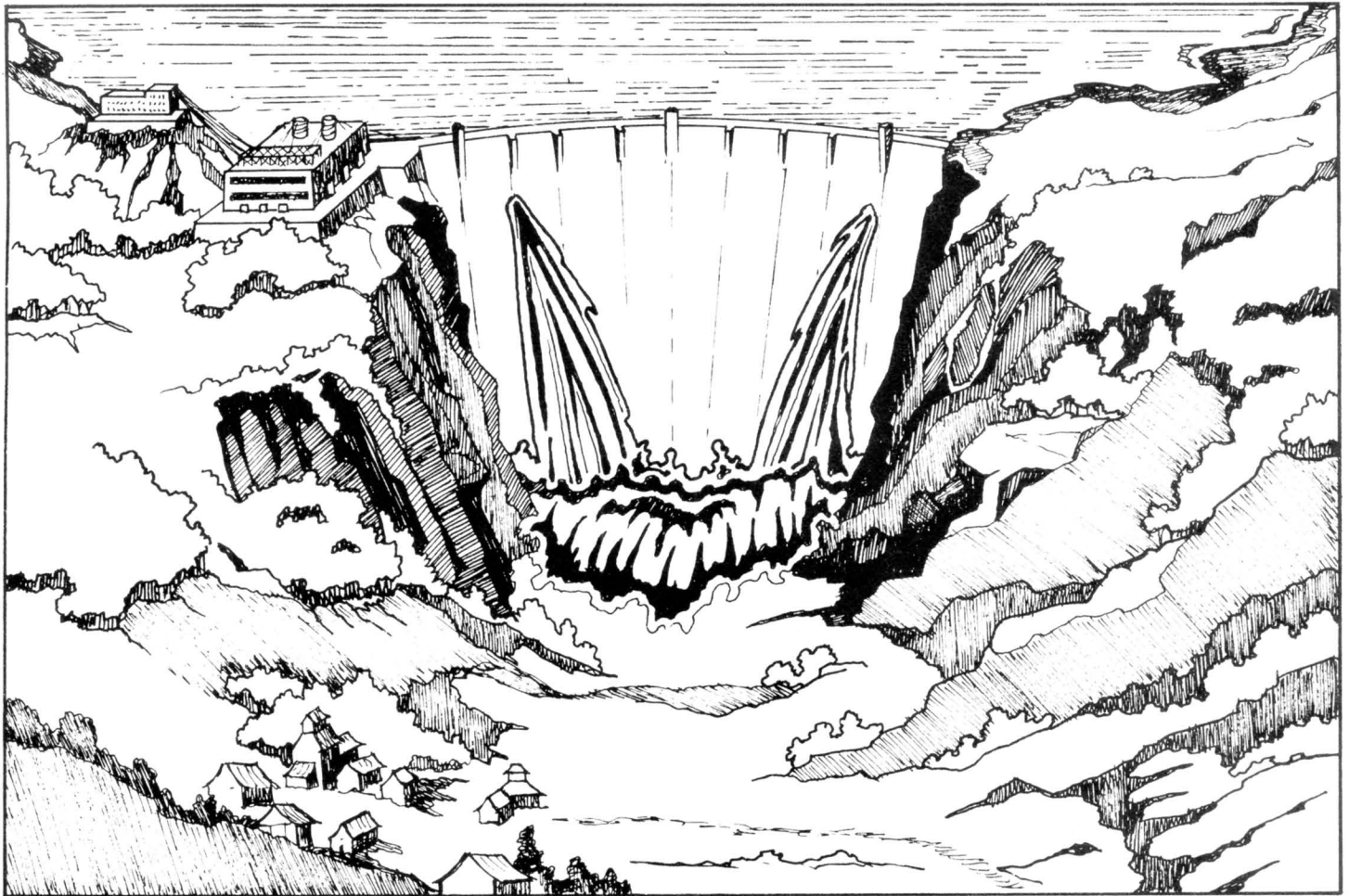


- - Building
- - Oil Well
- ⊞ - Derrick

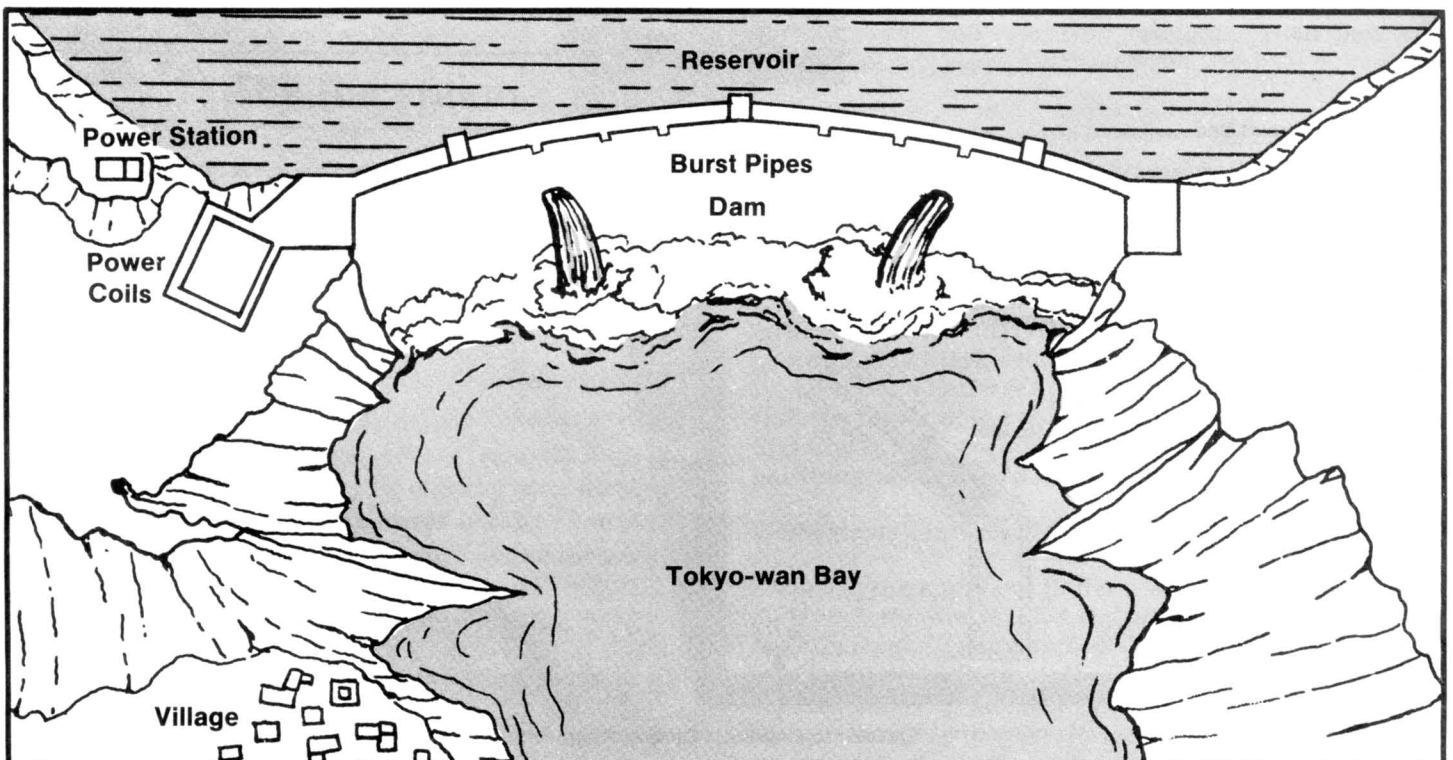


The numbers indicate the spread of the flames for each phase (1-7).

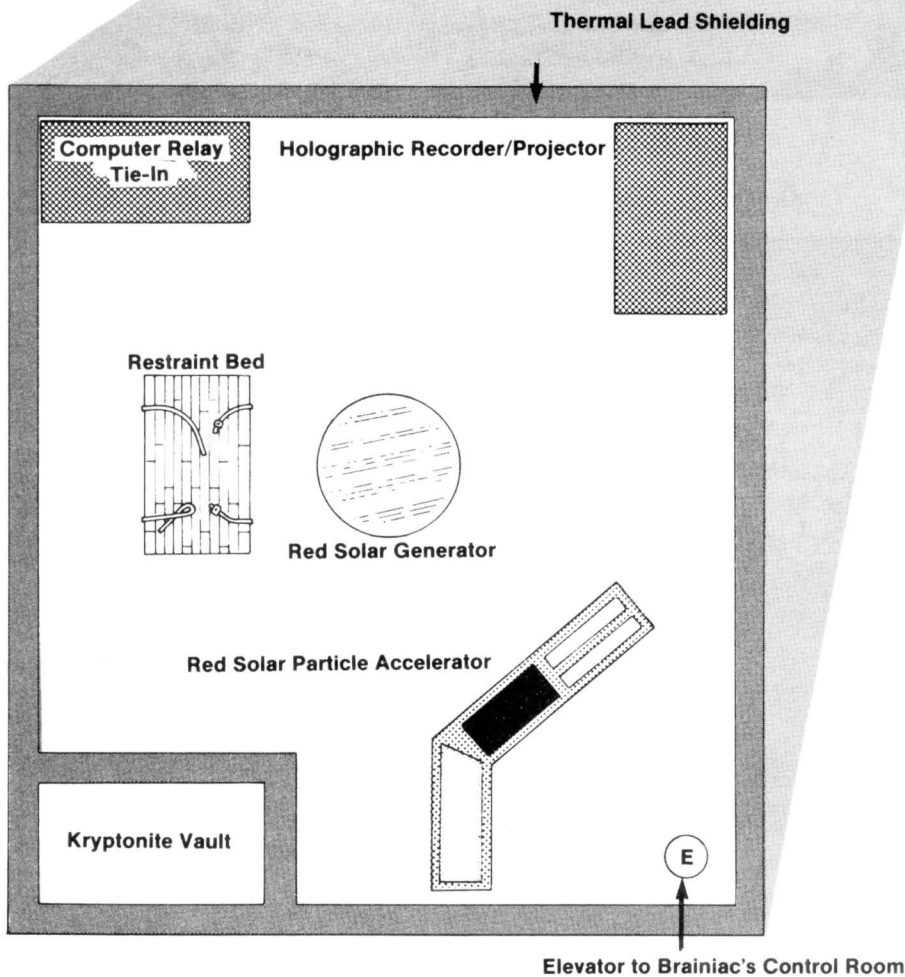
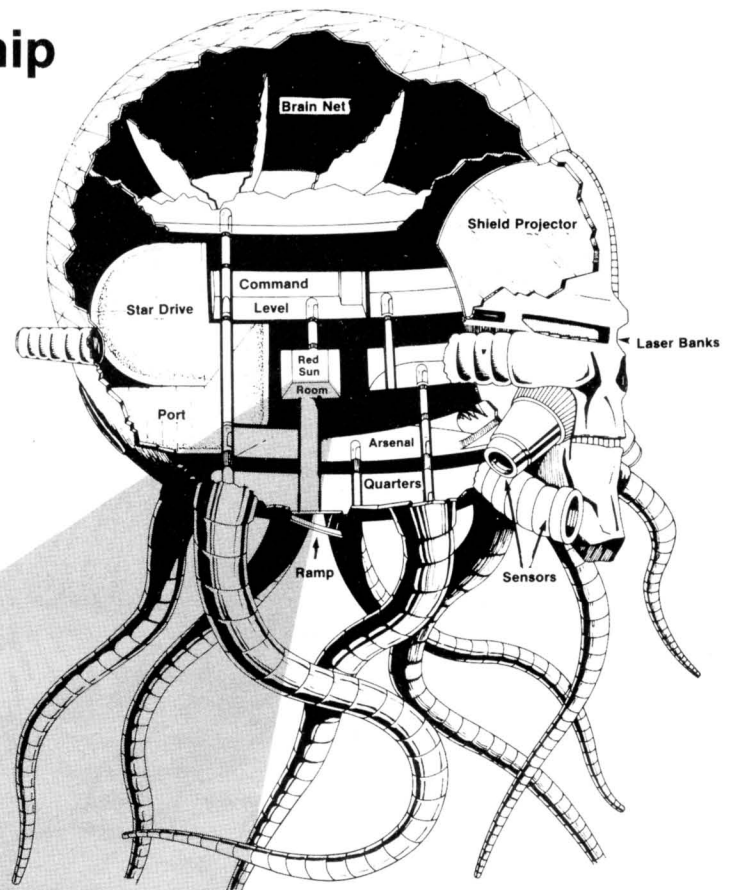
Yokohama Dam



Aerial View Map of Yokohama Dam



Brainiac's Ship



Red Sun Room

Section 2:

S.T.A.R. Labs

Enc. 1-15

Encounter One: At the Complex

4:55 A.M.

Setup

In this section Clark Kent is at S.T.A.R. Lab's Computer Complex. Here he is to make a news report on a new computer known as the Star 7. While taping the report, a Mercenary named Brock and his two henchmen release a sleeping gas which is mixed with the Cybernetic Bacteria created by Brainiac.

Throughout this section Superman must try to capture the mercenaries to find out their motives.

Player Information:

The train arrives just down the hill from the ultra-modern, 5-story building that houses S.T.A.R. Lab's Computer Complex.

After disembarking with your camera crew, you walk up the long path to the Complex and arrive at the main building. Two armed security guards stand at the entrance. One stops you and gruffly says, "let's see your credentials."

Gamemaster Information:

At this point, all Clark has to do is show his press pass and identification (furnished on the gate fold of this module).

Your camera crew shows their credentials. One of the guards studies their IDs for a few moments, while the other scrutinizes your face, hands your papers back, and gruffly say, "Everything seems to be in order, you may pass." He then steps aside allowing all of you to enter.

Encounter Two: The Reception

8:57 A.M.

Player Information:

Inside the bright, air-conditioned lobby, you are greeted by a receptionist. "Good morning Mr. Kent," she says. "I'm soory about the guards not recognizing you, but security demands that everyone entering must be clearly identified." She then gives you and your crew S.T.A.R. Labs visitor lapel pins (located on the foldout section of the cover). "These will identify you as our guests and will keep you from further delays with our security force."

As you are fastening your pin, a stocky man swaggers over to you. "Hello Clark!" he says loudly. "You don't mind if I call you Clark do you? I watch you on the news so often I feel as if I already know you."

Gamemaster Information:

While Clark is in the midst of answering, the man will interrupt him, saying:

"Oh, I'm Norman Rafferty, Information Officer for S.T.A.R. Computer Complex. I'm going to show you

around our facility. What do you think of the place so far?"

Again, just as Clark begins to speak, the man will continue:

"Just let me know what you want to see or where you want to go. I can answer any questions you have concerning the facility."

Rafferty will continue in this manner, speaking before Clark has finished. He is never completely rude about it, but he comes close.

Encounter Three: The Star 7

9:00 A.M.

Player Information:

You are led to the third floor, past rows of security cameras and strange looking security systems, and emerge into a gleaming chrome chamber. Arrayed throughout the room are the large banks of machinery that make up the Star 7 Computer System. Cold white light glints off its polished silver surfaces and a gentle whirring sound fills the air. Three technicians in light green lab coats hover around the equipment, checking readings.

Rafferty says "We're ready to begin the interview when you are, Mr. Kent."

Gamemaster Information:

At this point Clark should have his crew set up their equipment. He simply has to tell them to get ready and they will do so. It will take them 10 minutes to get their equipment set up. During this time they will conduct sound checks and take light readings. When they are ready, they will signal Clark to begin.

Encounter Four: The Interview

9:15 A.M.

Setup:

If the player running Clark is capable of making up the questions for the interview, let him. (Break up Rafferty's answers to fit Clark's questions). If he isn't, or prefers not to, simply run Rafferty's part of the interview. Remember that the player does not have years of broadcast training like Clark. Still, encourage him to try to role play the encounter as fully as possible.

Gamemaster Information:

During the interview, Rafferty will say the following:

"This is the Star 7, S.T.A.R. Lab's latest achievement in artificial intelligence and cybernetics. More than a simple data-processing tool, the Star represents a true leap into the future. It has been designed to simulate complex human thought processes. Its memory structure functions organically. As it gains information, it reshapes the very

structure of its 'brain'. In this way, it can learn to reason just like a human being. When it is completely operational, it will be able to hold conversations so real that all observers will believe the answers to be coming from a person and not a machine."

If asked about the advantages of this, he will say:

"The Star 7 can be put to work solving complex problems that would take a team of trained professionals weeks to resolve. The Star 7 can solve problems in all fields of human endeavor in a fraction of the time it would take people. If there were 4 billion Star 7s, they would make people obsolete." He chuckles when he says that, then realizes it was a very stupid thing to say and stops laughing abruptly, the grin disappearing from his face. He then clears his throat nervously, smiles artificially and adds quickly:

"Of course that would never happen. This is a tool to aid man, not replace him."

Other information he will provide is that the Star 7 will be connected to S.T.A.R. Lab's extensive satellite network to monitor and diagnose problems with other computer systems; the project has been going on for 6 years, and he is not allowed to say who the prospective buyers are.

Encounter Five: Scent of Danger

9:30 A.M.

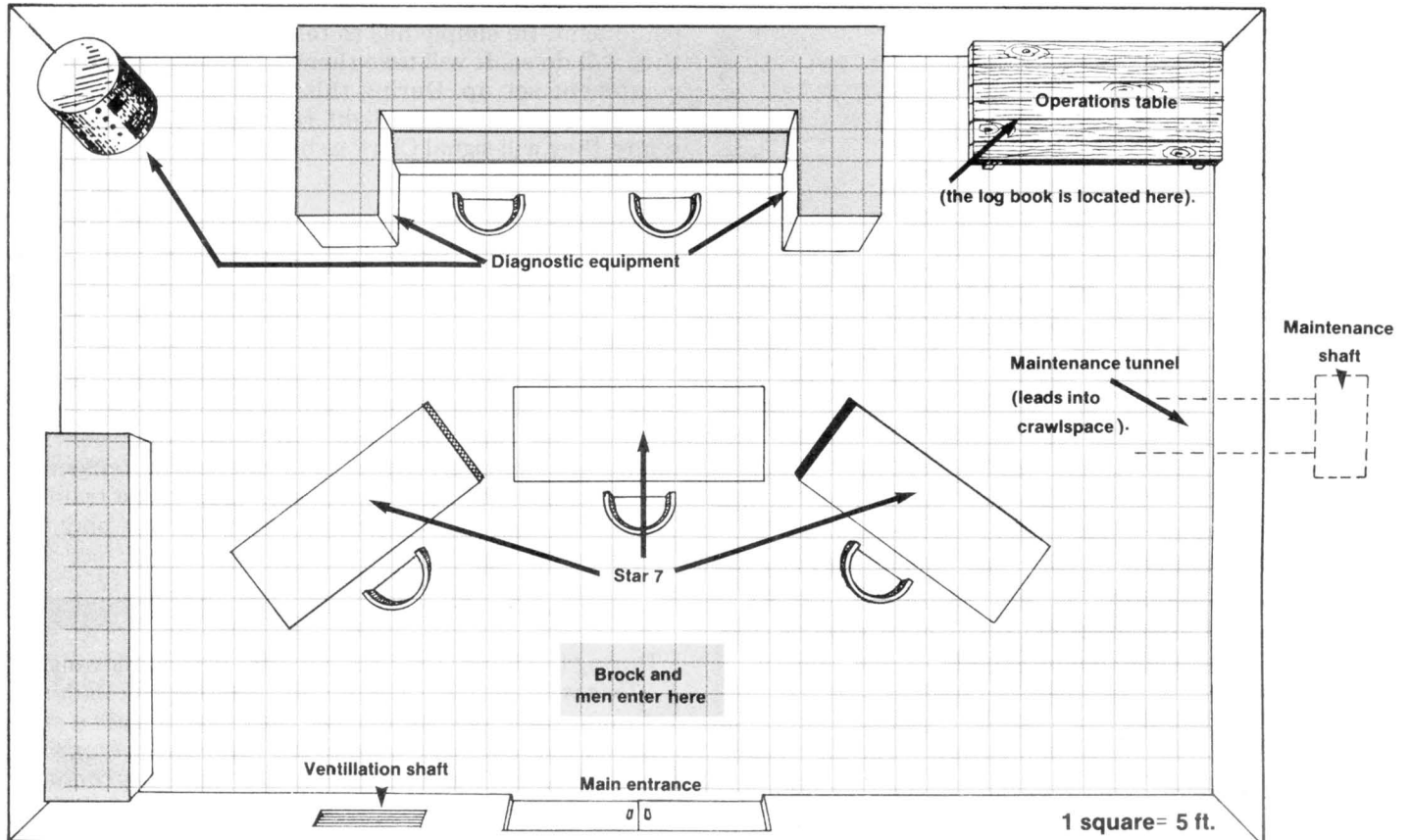
Gamemaster Information:

Please note that there is no Player Information for this Encounter. This is not an oversight, for all of the information needed by the player is included below.

At this point in the interview, Clark gets a roll vs. his

Star 7 Room

Each floor panel can be raised, revealing cables in the 2 feet of crawlspace below.



Supersenses. (His Analytical Smell is 10, and the OV/RV of the gas is 12.) If he is successful, read the following aloud:

You notice the faint smell of a powerful knockout gas in the air.

These are the first wisps of the gas that Brock and his team are pouring into the air filtration system. He has 0 APs of time in which to react before the purplish smoke starts pouring out of the ventilation grid into the room.

If he continues with the interview, go to Encounter 6, **The Gas Attack**.

If he uses his X-Ray Vision to trace the path of the smoke to its origin, he must roll his APs of X-Ray Vision vs. an OV/RV of 5. If he gets at least 10 RAPs, he will see that the smoke originates from a smoke-grenade in the air purifier in the building's sub-basement. If he gets less than 10 RAPs, all he will see is smoke in the ventilation system.

If he tries to leave to change to Superman, Rafferty will be confused and will insist on knowing where and why Clark is going.

If he changes to Superman on the spot his identity will be revealed, but he may have a chance to stop the gas before anyone is affected.

If he tries to stop the gas as Clark Kent, he must work out a suitable ploy. Successfully using a Trick Shot and his Super Breath will force the gas back through the filtration system while not allowing his secret identity to be exposed. This maneuver has an OV/RV of 16, requires 6 RAPs of force to stop its approach, and 8 RAPs to send it back. Even if this maneuver is successful, gas will get into the Star 7 because there is a separate ventilation duct leading from the air purifier to the Star 7 for cooling.

If this maneuver is successful, and those in the room are not knocked out, skip Encounter 6, **The Gas Attack**, and go to Encounter 7, **Mercenaries**.

Encounter Six: The Gas Attack

9:30:20 A.M.

Player Information:

Suddenly, purplish smoke comes billowing out of a ventilation grid. One of the technicians notices it and yells, "Alert security!"

Rafferty, the S.T.A.R. technicians, and your film crew begin gasping and slowly stagger to the floor.

Gamemaster Information:

The Knockout gas will put the people in the room to sleep for 9 APs of time (about 32 minutes.)

If Clark does not feign going to sleep with the rest of them, they will all remember his apparent immunity and be somewhat suspicious of him upon awakening. Also, the camera is recording the whole scene.

If Clark changes where he is or does anything other than pretend to fall asleep, he will be under suspicion later when the tape is viewed.

Staggering out of range of the camera while pretending to be overcome by the gas will avoid the above complications.

After the gas has poured out for one phase, everybody will be asleep, and won't notice Clark if/when he changes to Superman. Clark has 5 phases before Brock and his men show up.

If Clark/Superman uses his X-Ray Vision on the building, he will see that the whole building is full of the purple knockout gas.

If he uses his X-Ray Vision or if he deliberately scans below the floor, he will see three men wearing maintenance uniforms and air-filter masks crawling out of the maintenance tunnel into the two-foot space under the floor of the Star 7 room. (The floor that the Star 7 is on is a series of panels suspended over the real floor. The many cables that plug into the Star 7 run under this false floor.)

If Clark/Superman sees them with his X-Ray Vision, he will have 1 phase (0 APs) to act before they raise the panels and enter the room. There are any number of tactics (psychological as well as combative) he can employ, such as standing on a panel to prevent one or all of them from getting out of the crawl space, or getting a length of cable to lasso them. He could just wait for them to arrive, and be discovered as they enter the room.

Encounter Seven: Mercenaries

9:30:40 A.M.

Player Information:

Suddenly, three of the floor panels rise off the floor and three men wearing maintenance uniforms and air-filter masks emerge from under them.

Gamemaster Information:

Brock and his men intend to steal the Star 7 log book, which is on the main console table.

If Clark has stopped the gas, they will be very surprised and will order everyone in the room to lie down or be shot.

If Clark has not changed to Superman and is feigning unconsciousness with the others, they will ignore him.

They will grab the log book and leave. They will flee the building and drive away in a waiting car. Superman can follow as he sees fit.

Brock and his men will go back to Rielly's Field in their severely malfunctioning car to await payment for the log book; payment that will never arrive.

If Clark has changed to Superman, they will stop suddenly and stare, awe-struck. They are surprised for 1 phase, so Superman gets 1 free action. If they are still standing the next phase, go to Encounter 8, **The Fight**. If captured, go to Encounter 9, **Interrogation**.

Encounter Eight: The Fight

9:30:48 A.M.

Player Information:

The intruders pull .38 caliber pistols from their baggy pockets. One of them shouts "You better let us go, Superman, or we'll shoot up these sleeping people!"

Gamemaster Information:

If Superman attacks them, resolve the combat normally. If Superman is fast enough or uses a Multi-Attack, Sweep Attack, or lasso he will have little trouble subduing them before they can get a shot off. Alternately, he can use his Persuasion Skill to talk them out of shooting. He can use any number of tactics, such as telling them that hurting innocent civilians would make him *very angry*.

If any of the mercenaries gets an attack, he will enter Killing Combat and shoot at the unconscious Rafferty, the film crew, and the technicians. The mercenaries know that they have no chance of winning, they just want to scare Superman into letting them go.

Troubleshooting:

If Superman lets them go, they will flee the building, hop into their waiting car, and drive to Rielly's field to report their failure. Superman may follow as he sees fit. Along the way the car will malfunction, skidding all over the road.

If Superman stops them along the way, they will try to use the same hostage ploy, threatening to shoot innocent pedestrians if Superman doesn't leave them alone. This ploy will not work if he confronts them in the Field, as there are no bystanders there, so they will surrender in fear.

At the point where Superman subdues or apprehends them, proceed to Encounter 9, **Interrogation**.

Encounter Nine: Interrogation

9:31+ A.M.

Setup:

This encounter could take place in a number of locations. It could occur in Rielly's Field (with or without the log book), in the S.T.A.R. Computer complex, or once the mercenaries have been taken to jail. It all depends on when Superman decides to interrogate them about their mission.

If Superman interrogates them at the jail, he will be there for 7 APs of time.

Gamemaster Information:

The mercenaries will be terrified, and answer as best they can. Refer to the Non-Player Character section for the mercenaries' Knowledge Points.

After the interrogation, Superman will most likely want to go to the Star 7 room to change back to Clark Kent. He could leave the mercenaries unconscious, fly them the 30 miles to the Metropolis police station (a 2 minute flight at speeds that won't injure the men) or leave them bound at S.T.A.R. Labs to be discovered when the S.T.A.R. officials awaken. If he leaves them at S.T.A.R. and goes to change back to Clark, there will be some confusion if Superman does not leave a message of some kind.

If Superman lets them go, he will not be doing his job.

If Superman goes with them to the Field to await their mysterious employer, it will soon become clear that their employer is not going to show up.

Encounter Ten: The Aftermath

10:00 A.M.

Setup:

The substance of this encounter will depend on whether Superman or Clark Kent is found in the S.T.A.R. building when the effects of the gas wear off. If Superman is there, the S.T.A.R. agents will fear Clark Kent has been kidnapped, and Superman must fabricate a believable story either now or later, as Clark, to explain his absence. Any discrepancy in the story will lessen the Hero Point award after the adventure. The S.T.A.R. agents will ask Superman to fill them in on what has occurred.

If Superman is there as Clark when the S.T.A.R. agents wake up, no one will know what happened. S.T.A.R. technicians will scurry to check for thefts or damage to the Star 7. If Superman left some kind of message, the matter will become clear quickly.

Gamemaster Information:

The scene will be total confusion for 10 minutes. Then it will be determined that nothing is missing (unless the log book was taken and not returned) and there is no damage (unless the mercenaries shot up the unconscious people).

If the Star 7 was damaged in the fight, it will take the total RAPs of damage in hours to get it working again.

If he chooses, Clark may tape a segment for the evening broadcast on the attack.

If the mercenaries are there for Interrogation when Rafferty and the S.T.A.R. agents wake up, or if Rafferty finds out what the mercenaries wanted, he will be puzzled by why they wished to steal the log book. He says, *"The log book is just an account of our progress with the Star, it's a matter of public record. Anyone can get access to it just by calling us. The joke is on whomever masterminded this."*

From the clues, the person playing Superman may be able to determine that the theft was just a ruse for a greater crime. He may also suspect that the gas was part of the plot and may wish to examine it. If the player does not come to these conclusions, but wishes to use his Detective Skill to figure it out, he must roll vs. an OV/RV of 8. If he gets at least 1 RAP, he can determine that the attack was a ruse. If he gets 3 or more RAPs in Knowledge Points, he will realize that the knockout gas was a cover for another, stranger gas.

If he examines the gas with his X-Ray Vision, go to Encounter 3, **The Gas Observed**, in the next section, **Disaster**, and then return here.

If he takes a sample of the gas to the Fortress of Solitude for study, use the next section, **Disaster**, Encounter 1, **At the Fortress**, adjusting the encounters and times listed for the change in planning.

If the Superman player is thinking like a reporter, he will call Galaxy Communications to report what has happened before he goes there or sends the crew there. If Clark calls WGBS or the Daily Planet, Producer Josh Coyle will want to talk to him. Josh will say with mock irritation:

"Clark, Clark, why are you always late? All these delays have gotten us way behind schedule. You've got to be on the air at 11:00 A.M. for the News Summary, and all the trains between the S.T.A.R. Computer Complex and Metropolis have become hopelessly snarled since this morning. We're going to send a WGBS helicopter for you. You're not going to be late this time, even if I have to go up there and get you myself."

If Clark doesn't call WGBS, Josh will call the S.T.A.R. Computer Complex at 10:10 A.M. to talk to Clark. He will give the above message, but will say that the helicopter has been sent and will be arriving shortly.

Troubleshooting

OPTIONS

At this point in the module, the Superman player has a wide range of options for where he is to go and what he is to do.

The simplest option is to go back to Galaxy Communications with the crew.

Superman may leave for the Fortress, or even his apartment, to study the gas.

Be prepared to be flexible in dealing with his choices. In the long run Superman will realize that he needs the advanced machinery of the Fortress to help him with the gas. If he leaves for there early on he must explain his disappearance now or later, especially if he misses his appearance on the 11:00 A.M. News Summary.

If Clark decides the attack was newsworthy enough to broadcast live, he must call Galaxy Communications to arrange it. Producer Josh Coyle will agree enthusiastically and send a remote camera and crew by helicopter. Clark will then interrupt the regular WGBS-TV program for the live spot. It is up to the player to ad lib the rest.

Encounter Eleven: Back to WGBS

10:15 A.M.

Player Information:

The helicopter ride back to the WGBS Building is mostly uneventful. Flying over the area of the incident with the train shows a switching station filled with misrouted cars.

During the ride back, the film crew members talk about how exciting it is working for WGBS and about the awful aftertaste the knockout gas left in their mouths.

Gamemaster Information:

The snarled train problem is because of the contamination of passing trains by the Cybernetic Bacteria.

If you wish to role play some of this conversation rather than simply reading it to the player, by all means do so. it will be more interesting for the Superman player, and will make the adventure more like a comic book story.

Encounter Twelve: At WGBS

10:30 A.M.

Player Information:

When you arrive at the WGBS Building, the secretary tells you that Morgan Edge wants to see you and the film crew immediately. Upon reporting to him, he says, "I just got off the phone with S.T.A.R. Computer Complex. Sounds like you had an interesting time. We're going to get quite a scoop when this footage goes on the air. Let's take a look at it." He motions for the crew to set up the tape on his office video machine.

Gamemaster Information

The screening will go well, unless Clark is seen changing to Superman on screen. This is something that Clark must deal with.

If Clark/Superman did not stop the gas from entering the interview area, playing the tape will infect Morgan Edge's video machine with Cybernetic Bacteria and Morgan will be seen swearing and pounding his video machine as it spews videotape all over the floor. If he did stop the gas, the tape and the machine will work perfectly.

If the mercenaries were not captured earlier, they will be identifiable from the video tape.

If the tape does show Clark changing to Superman, the Superman player must come up with a ploy to stop the video machine in time. If he doesn't, his identity will be compromised. His X-Ray Vision can garble the tape, he can move faster than the eye can see and remove or destroy the tape. Ad lib Morgan Edge's reaction appropriately.

After the tape is played, Edge will say, "Good. Very good. I want to lead off with that on the 11:00 A.M. News Summary. Good job, Kent."

Encounter Thirteen: At the Studio

10:40 A.M.

Gamemaster Information

Clark now has 20 minutes until he has to go on the air with the 11:00 A.M. News Summary. During this time he has to go over the show with Josh Coyle and co-anchor person Lana Lang. This will take no more than 10 minutes.

The GM may wish to ad lib this conversation, or just announce to the Superman player that it takes place.

If the GM opts to role play the meeting, Josh will be happy that Clark is a full 20 minutes early for the broadcast and will thank Clark from the bottom of his ulcer. Lana will be glad to see Clark for other reasons and will invite him for an evening of stargazing at the Mt. Royal Observatory after they do the Six O'Clock Nightly News. The evening of stargazing is a charity event. If Clark agrees to go, he should mark the date in his appointment book (found on the gatefold).

Encounter Fourteen: The Broadcast

10:58 A.M.

Player Information:

Two minutes before the Broadcast, a young assistant comes over to the anchor desk with a piece of paper. "This just came in from S.T.A.R. Labs to be read on the air," he says.

Gamemaster Information:

At this point you should give the Superman player a piece of paper with the following written on it:

"Superman: Contact us as soon as possible. There is more trouble. S.T.A.R. Computer Complex."

Clark has 2 minutes before air time. He could leave the broadcast room to a nearby private phone to call the S.T.A.R. Computer Complex using Superman's voice or he could change to Superman and fly there.

If he calls or goes there, go to Encounter 15, **The Urgent Note**, then return here.

His leaving will upset Josh Coyle, but Josh will let him go, as he is used to Clark's last-minute nature.

The broadcast will go without a hitch (provided Clark is back in time). Allow the player to ad lib the stories he was involved in and read S.T.A.R.'s plea for Superman. The broadcast will end at 11:28 A.M.

Troubleshooting:

If Clark waits until after the broadcast to call S.T.A.R. Computer Complex or go there, go to Encounter 15, **The Urgent Note**.

If he goes to the computer Center, remember to record the travel time.

Encounter Fifteen: The Urgent Note

10:58 or 11:30 A.M.

Player Information:

Rafferty says, "Superman! The Star 7 has begun malfunctioning. We suspect it was sabotaged during the attack this morning, but we can't find the source of the malfunction. We need your help! Can you run a diagnosis of it on your Super Computer?"

Gamemaster Information:

If Superman agrees, go to Encounter 1, **At the Fortress**, in the next section.

If he does not agree, he is on his own.

Hero Point Awards

- Encounter 6**—Stopping the gas attack: +2
- Encounter 8**—Capturing Brock and his men: +5
- Encounter 8**—Not capturing Brock and his men: -10
- Encounter 8**—Each innocent bystander hurt: -3
- Encounter 8**—Each innocent bystander killed: -10
- Encounter 6-10**—Arousing suspicions about secret identity: -1
- Encounter 6-10**—Allaying suspicion about secret identity: +1
- Encounter 6-10**—Revealing secret identity: -20
- Encounter 1-15**—Role playing (Interview, Broadcast, etc.): +3

Section 3:

Disaster

Enc. 1-24

Encounter One: At the Fortress

11:30 A.M.

Player Information:

The flight to the Fortress of Solitude through the bracing arctic chill is invigorating after the heat of summer in Metropolis.

The gigantic key is in its spot, the door to the Fortress opens easily, and everything appears to be in order. It feels good to be back in the familiar wide expanses of the Fortress.

The sight of the trophies of past victories renews your spirit and bolsters you for new triumphs.

In the computer room, the Super Computer fills the halls with a resonant hum, so low pitched that humans can only feel the sound in their bones. As you sit at the main console, the Super Computer springs to life, eager to serve.

Gamemaster Information:

Superman must interface his Super Computer to the Star 7 at the S.T.A.R. Computer Complex. To do this he must put through a phone call via satellite. Rafferty will answer and be on the phone during the diagnosis. He will be eager to help and is too much in awe of Superman to interrupt him as he did Clark Kent.

Once the connection has been made, the diagnosis can begin. (Note that the Super Computer has a self-modifying feature which gives it immunity to the Cybernetic Bacteria.)



Encounter Two: The Diagnosis

11:40+ A.M.

Player Information:

A glittering array of diagrams and schematics dances across your terminal. The intricate inner weavings of the Star 7 are quickly unravelled by the incredible power of the Super Computer. You see the central computing circuitry, simple as an adding machine to you. You also see the area that modifies itself as it is programmed. This area is surprisingly sophisticated, especially for humans. They're really becoming quite advanced ...

Your reverie is suddenly interrupted by a flash from the Super Computer. It has isolated the problem.

"An anomaly has developed in the replication circuitry," the Super Computer announces. "The Star 7 is modifying itself completely out of the boundaries of its programming."

Gamemaster Information:

The anomaly discovered by the Super Computer is the Cybernetic Bacteria. It has found the Star 7 an especially receptive host. If left to develop, this Cybernetic Bacteria colony will develop into the most intelligent cybernetic life-form ever.

Superman must now attempt to isolate the anomaly for study. Use Superman's Science Skill. The OV/RV of the Bacteria are 15. If Superman gets 1-3 RAPs of information, he will know that a computer virus has grafted itself to the Star 7. Four to six RAPs will reveal the shape of the Bacteria (show the Bacteria Illustration) and more than 6 RAPs will reveal that the Bacteria are gaining true intelligence. From this, Superman can deduce that Brainiac is involved.

Encounter Three: The Gas Observed

11:40+ A.M.

Gamemaster Information

Note that this Encounter has no Player Information as it is not needed.

If Superman uses his Microscopic Vision on the knock-out gas or any piece of infected electronics at any time (including the previous section), he will realize the following:

To be seen clearly, the Bacteria must be observed at a resolution of 13 RAPs. He has sufficient control over his X-Ray Vision that this process does not require a roll, if he takes his time. The player must specify the exact RAP setting Superman's X-Ray Vision is set on, however. Each try takes 1 phase.

Any setting but 13 APs will only reveal smoke.

At 13 APs, Superman will see countless tiny, wriggling creatures (show the player the Bacteria illustration). From the shape of the Bacteria, Superman can deduce that Brainiac is involved.

If he tells the Super Computer to work out a way to stop its effects, it will conclude that it needs to know how the Bacteria infect electronic systems before it can do so. If Superman tests the Bacteria on a piece of electronics, go to Encounter 7, **Experimenting with the Bacteria**, then return here. Otherwise go on to Encounter 4.

Encounter Four: The Summons

12:08 P.M.

Setup

Even if Superman is not in the Fortress, he will be able to hear the emergency signal, as it is a radio frequency.

Player Information:

Suddenly the Fortress' emergency signal in the Super Computer sounds. One blank screen comes to life, showing the face of an anguished air traffic controller. Behind him you can see Metropolis Airport.

"Calling Superman!" he says desperately. "Flight 112 has gone out of control over New Jersey! Calling Superman!"

Gamemaster Information:

The air traffic controller will repeat the message until Superman answers. When Superman answers, read the following to the player:

"Flight 112, a booked flight bound for Central City suffered instrument malfunctions just after takeoff. The pilot has only sporadic control of the plane. The plane is rapidly losing altitude. Please get here soon, you are the only person who can rescue it."

What he doesn't know is that the plane became infested with the Cybernetic Bacteria after flying over Rielly's Field. The Bacteria easily took over the simplistic electronic controls of the plane and are trying to gain intelligence. They have not yet become intelligent enough to realize that their struggles for control will cause the plane to crash.

Superman has 13 minutes (7 APs) from the time the warning is received to respond before the plane crashes. If he goes to rescue it, go to Encounter 5, Flight 112.

Encounter Five: Flight 112

12:08+ P.M.

Player Information:

You spot Flight 112 flying low over New Jersey. It pitches and wobbles spastically, the engines start and stop irregularly. It is losing altitude rapidly.

Gamemaster Information:

If Superman uses his X-Ray Vision, he will see frightened passengers and an exasperated flight crew inside.

If he examines the engines with his X-Ray Vision, he will see that there is no damage to the engine or to the plane. If he tries to isolate the problem, using his Microscopic Vision, the OV/RV are 16. A result of 3 RAPs will reveal that the control circuitry seems to be inexplicably sending the wrong signals to the engines and ailerons. A result of 5 RAPs will also reveal an infestation of tiny metallic Bacteria on the control circuitry. A result of more than 5 RAPs will reveal the Cybernetic Bacteria (show illustration).

If Superman looks for the Cybernetic Bacteria with 13 APs of Microscopic Vision, he will see them.

The airplane weighs 13 APs (120 tons), is travelling at 10 APs of speed, and has a STR of 11 and a BODY of 12.

If Superman tries to grab the plane head-on (have the player state at what speed Superman will attempt the airplane), he will crash into the plane, with his current Flight APs as the AV/EV vs. the plane's speed of 10 and BODY of 12, as the OV/RV. The first 5 RAPs will halt the plane, the rest will smash it. Each additional RAP of damage will injure 20 passengers for 1 AP each. More than 12 RAPs (a 17 RAP total) will smash the plane to pieces, sending the passengers falling to their deaths.

If Superman gently picks up the plane from underneath successfully, (DEX and STR vs. OV/RV of 20) and makes no speed changes greater than 3 APs per phase, there will be no damage done, and the plane can be maneuvered as an Automatic Action.

Even if Superman catches the plane and flies it safely to the ground, the engines are still firing and will make it taxi and take off again if left alone. The engines cannot be shut off from the controls. They will have to be disabled, either by being destroyed, frozen with Super Breath (20 RAPs needed vs. an OV/RV of 8), or some other plan.

If Superman tries to set the plane down in New Jersey, the pilot will beg to have the plane taken back to Metropolis Airport so they won't be stranded in the middle of nowhere.

Superman can't fly any faster than 10 APs with the plane, or the stress will rip the plane apart. It is 75 miles (16 APs of distance) back to Metropolis airport, so the flight will take 4 minutes (6 APs) of time.

Encounter Six: Metropolis Airport

12:12+ P.M.

Player Information:

Metropolis airport is abuzz with afternoon activity when you arrive. The control tower signals you to place the plane on runway 2. The passengers are unloaded from their harrowing flight, and the pilot and crew thank you enthusiastically.

Gamemaster Information:

The Cybernetic Bacteria in the plane will now begin infecting the electronic systems at Metropolis airport. If Superman does not return the plane, the infestation of Metropolis airport will be delayed 1 hour.

Encounter Seven: Back to the Fortress

12:15+ P.M.

Setup

If Superman previously isolated the Cybernetic Bacteria, and informed S.T.A.R., skip this section.

If Superman wishes to experiment with the Bacteria, go to Encounter 8. If not, time will pass until Encounter 9, Call From Japan.

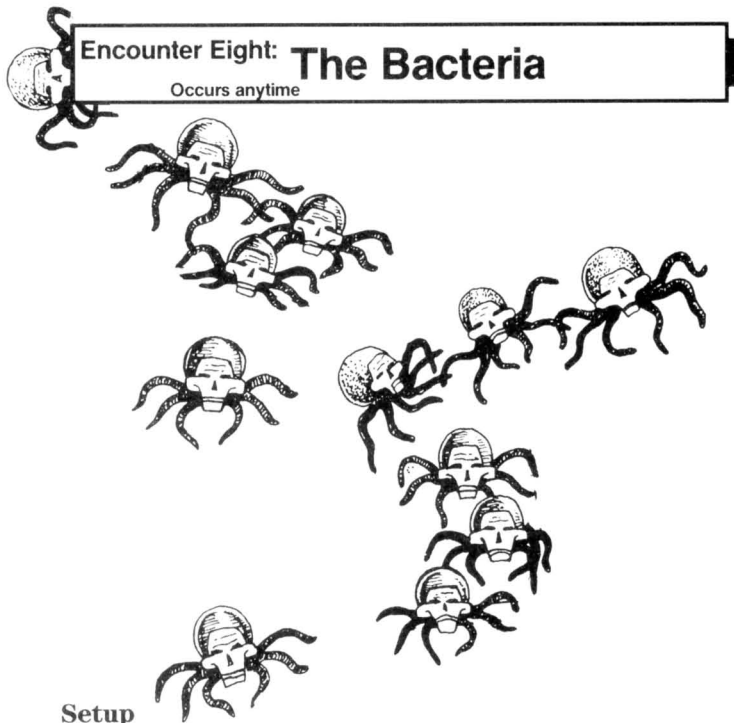
Player Information:

When you return to the Fortress, the S.T.A.R. Computer Complex is calling you. When you answer, an intense young scientist says, "Superman, we have isolated the problem with the Star 7. We don't know how to stop it, but we have managed to collect samples. It appears to be a cybernetic pseudo-virus, and it's breeding at a phenomenal rate. Would you like a sample?"

Gamemaster Information:

Superman may fly to the Computer Complex to get the sample. If he does, the S.T.A.R. agents will present him with a tiny sealed vial. While he is there Superman will note numerous electrical and mechanical failures taking place.

If Superman does not go to the Computer Complex, he may continue his work. Once he has isolated the Cybernetic Bacteria (either receiving some from S.T.A.R. or finding it in the gas), Superman may begin studying it on his own. Go to Encounter 8, **The Bacteria**. If he does not study it, time will pass until Encounter 9, **Japan Calls** at 12:34 P.M.



This encounter could be used during Encounter 3, after Encounter 7, or whenever Superman decides to experiment with them. Return to the main flow of the adventure after the experiment.

Gamemaster Information

To determine what the Bacteria does, Superman must set up a test, introducing the Bacteria to any sort of electronic apparatus. Doing this successfully will require a Scientist Skill roll vs. an OV/RV of 6. Once Superman has set up the test, he must observe it, either with his Microscopic Vision or with his Super Computer.

The test will show the following information, which should be read to the player:

The Bacteria float randomly above the electronic surface for about 5 minutes (6 APs). They then begin to swarm around the junctures where electrical impulses pass. They use their tentacles to skitter, like tiny spiders, along the surface until they find a suitable spot. There they cling on with their tentacles, and press the underside of their heads against the surface. They excrete an acid that dissolves a tiny bit of the metal. Slowly, a pinkish material in their heads slides out and into the melted metal pool. The head and the tentacles are left, as a hollow husk.

The pinkish material swirls about in the pool, and the whole pool bubbles and squirms. In about 10 minutes, the pool is full of dozens of the Cybernetic Bacteria. Slowly they rise from the drying pool, and float or skitter away. The original Bacterium is a husk, which crumples away to dust as the new Bacteria rise. The new Bacteria appear slightly different — larger and stronger.

Not all the Bacteria breed and die, however. Many of them swarm over the richer electrical connections, attaching themselves to the junctions and building up in layers, forming a metallic hive. They divert the electrical impulses through their bodies, through the hive, and into other areas on the apparatus. As whole masses of the Bacteria do this, the function of the device changes.

This test will take 25 minutes (8 APs).

Encounter Nine: **Japan Calls**

12:34 P.M.

Player Information:

You are interrupted by an alarm from the Super Computer. As you answer, a frenzied voice says in Japanese:

"Superman! You are needed urgently at Yokohama Hydroelectrical Power Plant. Regulatory system on dam has gone out of control! Many people in danger!"

Gamemaster Information:

If Superman asks for more details, the worker will describe how the power plant began experiencing technical problems at around 2:00 A.M. Tokyo time (noon in Metropolis), and nearby areas reported unexpected power drops and power surges. Now the whole power station is out of control.

The dam has begun pouring water out toward the town below.

Encounter Ten: **The Yokohama Dam**

12:38 P.M.

Player Information:

You fly from the perpetual Arctic sunlight toward late-night Japan. Tokyo and the surrounding provinces are lit up like a twinkling field of stars beneath the night sky. As you fly lower, hundreds of gigantic neon signs streak past you in a multi-colored blur. Some of them dim and brighten sporadically.

Ahead you see another glow, as cascades of sparks pour off of a huge transformer at the Yokohama Power Station. The dam below is pumping water out of two large pipes at a tremendous rate, heading straight for a little village below. The turbines are turning faster than they should, and are gaining speed.

Gamemaster Information:

The power station has become infected by a Brainiac-sent meteorite that landed outside Tokyo shortly before noon.

The Cybernetic Bacteria have collected around the power regulators, making them switch on and off randomly. Some safety fuses have been blown and the voltage indicators have risen to dangerous levels. Workers in the plant are in danger as well as the village inhabitants.

The greatest danger is from the water flooding from the dam. The Bacteria opened the water valves to full, causing the two outlet pipes to burst, pouring tons of water toward the village. It will inundate the village in 4 phases, causing death and destruction.

If Superman digs a ditch to divert the flow to the Tokyo-wan Bay, the village will be saved. He must use his DEX and STR vs. an OV/RV of 5, and he must get at least 150 RAPs (in 4 attempts) to create a trench large enough to channel all the water that has gushed out so far.

There is a 47 AP wave which has poured out from the dam already and more water is pouring out at a rate of one 13 AP wave per phase. (Note that each wave should be treated separately. For example, the 47 AP wave is not added to the following 13 AP waves. Instead each wave is to be considered as a separate entity.) The OV/RV are 4 since the water is not resisting very much. Superman must freeze all of the 47 AP wave before he can freeze the 13 AP waves for if the 47 AP wave reaches the town it and all of its inhabitants will be destroyed.

He can also freeze the water with his Super Breath. If he does so, each RAP freezes one AP of water. Each AP of water not frozen in 4 phases will deluge the village. Even if the water is frozen all the way back into the dam, stopping the flow of water, the ice will melt in 2 hours if not removed.

If Superman uses his Heat Vision, use the same sort of system. The whole area will become full of steam.

Once the flow of water has been stopped or diverted, Superman can turn his attention to the dam itself. He must seal the burst pipes and reinforce them to prevent another incident. He can build a cap and seal it at Super Speed, (Superspeed vs. an OV/RV of 10, 30 RAPs needed) or he can fuse the outlets with his Heat Vision (Heat Vision vs. an OV and RV of 6, 18 RAPs needed).

When the flow of water stops, Superman will notice that the sparks stop arcing off of the transformer.

Encounter Eleven: The Power Station

12:40 P.M.

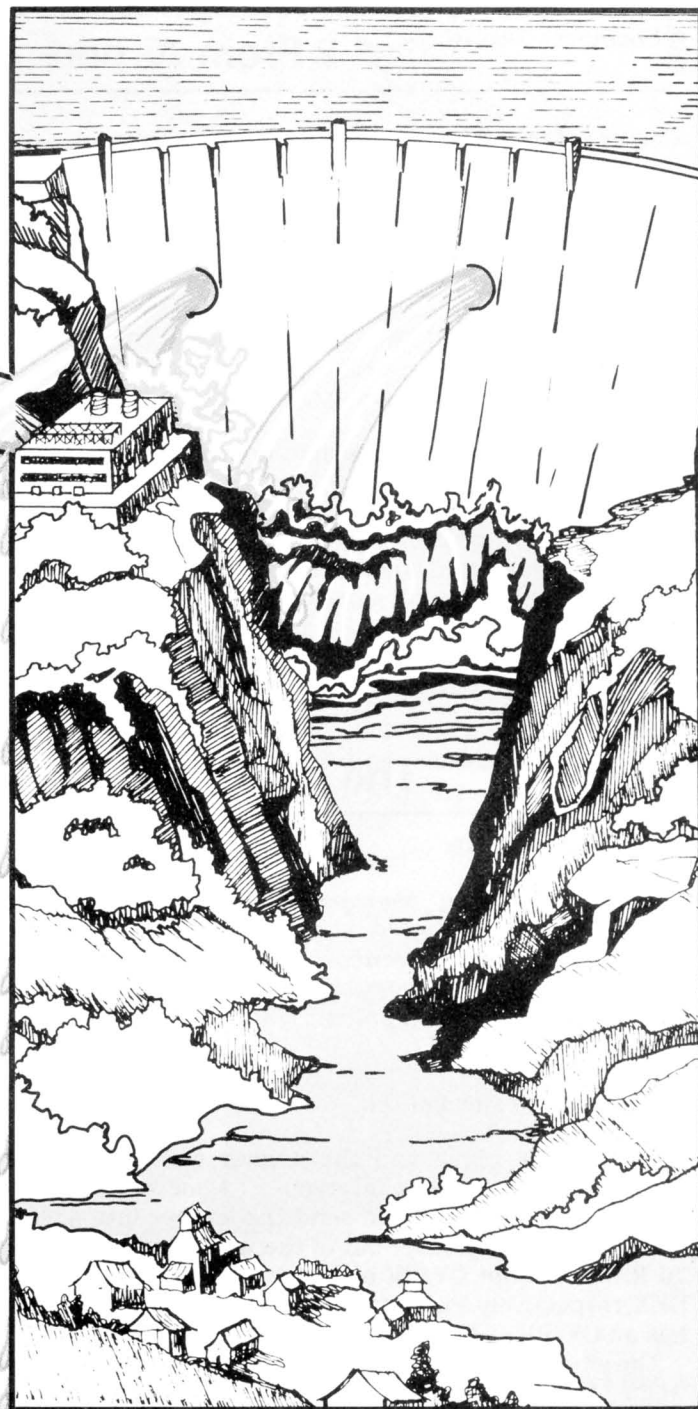
Player Information:

The villagers, awakened by the rumbling water, were in a near panic in the village. Now that the danger has passed, a cheer goes up among them. But in the background, your Super Hearing picks up another cry for help, coming from the Power Station.

Gamemaster Information:

When the water stops turning the turbines, the transformers stop building up their incredible charge. However, the power storage coils have built up a tremendous electrical charge, and the whole power plant has been electrified. The 18 workers inside are trapped on any non-conducting surface they could find.

If Superman opens a door or flies through a wall, he will receive a massive shock. The shock has an AV/EV of 10. If, by a phenomenal roll, it should actually affect him, it will "tickle."



In the Power Station, workers stand on wooden desks, chairs, and piles of insulating material. Electricity crackles off of very metal surface.

Superman must pick up each worker and fly him out the door or hole in the wall. Then he must find the power coils and neutralize the immense power in them. Alternately, he could go to work on the power coils first, but every 2 phases a random worker will take 1 AP of BODY from the electricity.

To neutralize the power coils, he could simply uproot them and hurl them into space, vaporize them with this Heat Vision, or run a long cable from each of them and fly the cable out of the building into the earth, grounding them. There are 2 coils, each has OV/RV of 0/15.

If Superman takes samples of electronic equipment from the plant or any future sites, he will find they are infected with the Cybernetic Bacteria.

Encounter Twelve: Call 2 From Airport

1:10 P.M.

Player Information:

The emergency signal in the Super Computer rings again, and the face of the air traffic controller at Metropolis Airport appears on the screen, more anguished than before.

"Superman, calling Superman. We've got a major disaster on our hands!"

Gamemaster Information:

If Superman asks for information, the air traffic controller will say the following:

"Things have gotten totally out of control since you were here. Our air traffic control computer has gone haywire, sending false signals to the planes. We're trying to compensate, but we handle more than 100 planes an hour here! They're stacking up over the airport and there are more on the way! It's a miracle we haven't had a crash yet. We desperately need your help!"

Encounter Thirteen: The Airport Again

1:11 P.M.

Player Information:

From a distance, Metropolis Airport looks like a swollen bee hive. Eighteen jumbo-jets and 7 private planes swarm and circle above the runways, looking for a place to land.

You suddenly notice a private plane on collision course with a jetliner.

Gamemaster Information:

The private plane and the jetliner will collide in 2 phases unless Superman intervenes. (A collision will destroy the private plane and send the jetliner into a slow dive.) Pulling the jetliner out of the way requires at least 20 RAPs with an OV/RV of 20 vs. Superman's STR and DEX, respectively. Pulling the private plane out of the way has an OV/RV of 13 and requires only 14 RAPs.

The situation at the airport is very tricky. If Superman wishes to land flying planes, he must first make sure a runway is clear, get a plane, slow its momentum, and land it. This takes 1 phase. It requires a result of at least 1 RAP vs. an OV and RV of 20 for the jets and 13 for the private planes. Maneuvering the planes in the crowded airspace is difficult.

If the person playing Superman fails a roll, a collision has occurred, and Superman must fly both planes down at once. Flying two damaged planes at once has an OV/RV of 25, and Superman must get at least 20 RAPs. Once the planes are safely down, he can place them in hangars, or even on the fields outside of the airport. Needless to say, this is a very inefficient way to deal with the crisis.

Alternately, he can use his amazing intellect to help the planes land, replacing the air-traffic control computer.

He can even use Super Ventriloquism to communicate with the pilots. This is a much more efficient way to handle the situation and shows that Superman is capable of using his head as well as his muscles. This maneuver

has an OV/RV of 8, and he needs only 1 RAP to be successful. The AV/EV are Superman's INT/WILL, respectively. Roll once for the whole airfield. If the roll fails, 1 plane is sent heading for a bad landing and he will have to fly to rescue it.

If Superman chooses to fly the planes down, after the seventh plane an air traffic controller will suggest the second strategy — that Superman use his Super Ventriloquism to guide each plane down. (This will alleviate the tedium of 25 individual die rolls.)

If Superman asks whether any planes are low on fuel he will be told that one private plane has reported that it is out of fuel, and is gliding in circles looking for a place to land. Superman can either fly that plane down or *air-traffic control* it down first. If he doesn't take care of it in the first 10 phases after he arrives at the airport, he will see it quickly dropping altitude. Without Superman's assistance, it will crash into the ground on the 13th phase after Superman's arrival.

The airport has re-routed all further incoming flights.

After the 25 planes have landed, the crisis will be over, and the passengers will cheer Superman as he leaves.

Encounter Fourteen: Saudi Arabia Calls

1:35 P.M.

Player Information:

Suddenly the Fortress' emergency signal sounds. A voice is heard speaking Arabic very rapidly. "Calling the illustrious Superman! Are you there?"

When Superman answers, the voice says, "Please help us! A fire has broken out in one of our largest Saudi oil refineries! Our safety features aren't working! This whole area will soon go up in a blazing fireball!"

Gamemaster Information:

If Superman goes to Saudi Arabia go to the next encounter. If not, go to Encounter 17, **Missiles from Moscow**.

Encounter Fifteen: The Oil Refinery

1:35+ P.M.

Player Information:

You easily spot the inferno from the air. It can be seen 3 miles above the planet's surface even without Telescopic Vision. A whole oil field is in flames, and others nearby are threatened by its spreading fire.

Gamemaster Information:

The Cybernetic Bacteria meteorite that landed in Saudi Arabia has taken control of the oil refinery and has bypassed all of the safety features. Machinery corrupted by the Bacteria shot an electric current through a vat of oil, igniting it. The safety features, rewired by the Bacteria, did not control the fire, which now rages out of control.

The inferno has an OV/RV of 15/55, respectively. The RV increases by 2 each phase.

If Superman flies into the inferno at the base of each of the three currently affected wells, he can tie off the pipes and stop the flow of new oil. This will keep the flames from spreading, and its BODY from growing.

If the flames reach the second cluster of wells, the BODY of the flames will increase by 40. If the third oil field is reached, the BODY will increase by another 40.

To successfully combat the problems, Superman must slow the spread of the flame. The fire will reach a second cluster of oil wells on the third phase, if Superman doesn't stop its approach, either with a trench 34 RAPs in size (against an OV/RV of 16) or a wall of Super Breath (Heat Vision has no effect). The third field will be reached on the seventh phase.

The flames would be snuffed most quickly with a super vacuum (Super Breath in reverse, or spinning at Superspeed). Subtract 6 Column Shifts on the Result Table for super vacuum maneuvers. Superman may also create a giant wave from the Red Sea but this can affect no more than 25 APs of the inferno's BODY, as this is an oil fire. Use Superman's STR as the AV/EV of the wave but ignore RAPs higher than 25, even on subsequent attempts.

The best approach to quickly combat the flames is to Go For Broke in attacking them.

Five workers are in the most immediate danger. They are standing on a derrick in a sea of flames. They will wave to Superman frantically. The flames will reach them on the fifth phase. Rather than flying the men individually, Superman can fly the derrick away. It weighs 9 APs.

Twelve workers are in a barracks area that is surrounded by flame. They are calling for help. The flames will reach them on the eighth phase. The barracks and men weigh 7 APs.

On the sixth phase of the mission, a group of 25 fleeing workers are cut off by a roaring wall of flame that is spilling from an oil drum. The flames will reach the men in 4 phases, which is the tenth phase of the mission.

Once the fire is out, the refinery workers will chant praises to Superman and thank him warmly.

Phase-by-phase rundown:

- 1) Superman arrives.
- 3) Second cluster of wells ignite. +40 BODY to the flames.
- 5) Flames reach the 5 workers on the derrick.

- 6) 25 fleeing workers are trapped/surrounded by flaming oil.
- 7) Third cluster of wells ignite. +40 BODY to the flames.
- 8) Flames reach the 12 workers in the barracks.
- 10) Flames reach the 25 trapped workers.

Encounter Sixteen: The Antidote

2:05+ P.M.

Setup

If Superman has started his Super Computer working on an antidote for the Cybernetic Bacteria, it will be ready now. Change this encounter so S.T.A.R. Labs does not call.

Player Information:

Back at the Fortress the phone is buzzing. It is the Research Coordinator for S.T.A.R. Labs in Metropolis (not the Computer Complex). He says, "Superman, with the assistance of your Super Computer, we've developed a counter-virus for the mysterious cybernetic virus that has infected our upstate Computer Complex. We're mixing up batches of it. Will you help us get it to the trouble spots?"

Gamemaster Information:

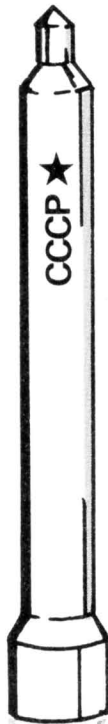
If Superman goes to S.T.A.R. Labs, they will give him a backpack with a hose and gun attachment. Firing the gun sprays the antidote over the infected system.

If Superman synthesized the Bacteria himself, he can fashion whatever kind of container he wishes.

The antidote will work partially. It will destroy many of the delicate first stage Cybernetic Bacteria and will make the mutating Bacteria go dormant for 24 hours but will not destroy them. It will not return mutated electronic systems to normal but will prevent new areas from becoming infected.

It will take Superman 7 APs at Superspeed to decontaminate any one area affected by a meteor. (Superman knows how the antidote will work, so be sure to explain it to the player.)

If he wishes, Superman can give the antidote to the world's governments and scientific institutions for them to apply as needed but if he is successful in this adventure they will not need it. See the Timeline for a list of all infected areas.



Encounter Seventeen: Soviet Missiles

3:36:20 P.M.

Player Information:

As you are flying back, your Super Hearing picks up a special, dreaded signal from the Super Computer. The Super Computer has detected the launching of a nuclear missile.

Gamemaster Information:

Superman can either go to the Fortress and check the coordinates of the missile on the Super Computer or scan the surface of the Earth for the missile.

If he goes to the Fortress, he will see that the launching occurred from Moscow, U.S.S.R., and is probably headed for Metropolis. The missile will hit 12 phases after launch. There is only one missile in the air.

If Superman goes to the Fortress to check the location on the computer, it will take him 1 phase to fly to the Fortress, 2 phases to check the readout, and 1 phase to fly back.

If he searches the skies for the missile, he will spot it in 2 phases. It is just above Russia, heading north toward the North Pole and probably headed for America.

If he scans the missile with his X-Ray Vision, he will see that the nuclear warhead is not primed to explode.

If Superman tries to catch the missile, he will find that it is flying at 14 APs and has an OV/RV of 14. If Superman catches the missile and tries to destroy it, its OV/RV are 0/9, respectively.

As the warhead is not primed, there is no chance of it detonating. If it hits Metropolis it will level an office building, but will do no further damage.

While he is taking care of the missile, Superman will see a Soviet Jet heading toward him.

Encounter Eighteen: The Soviet Jet

3:36+ P.M.

Player Information

As you finish disposing of the missile, the Soviet jet fighter reaches you. Your Super Hearing picks up the pilot's voice, speaking frantic Russian:

"Superman! The Soviet head of command, General Korshev, wishes to speak to you!"

Gamemaster Information:

If Superman agrees, he can either fly to Moscow (1 phase) or listen to the jet's radio and talk into it via Super Ventriloquism. Either way, the general will say the following:

"Superman! Our missile has launched itself accidentally. We have no wish to begin a nuclear exchange, but we are losing control of part of our missile system. More missiles are launching themselves now. It is regrettable that they have been launched. We wish you to tell America not to retaliate.

"As a show of good faith we will begin dismantling our defective arsenal and will not fire the missiles we still have control over. If the U.S. does not retaliate, we will disarm them all until this crisis is over. You have our word on this, and our admiration."

During this Encounter, three more missiles will be launched, two heading for Washington, D.C., and one aimed at Chicago. They are also not primed to detonate. They will arrive in 10 phases.

Superman's Super Hearing will also pick up the emergency signal again.

If he uses his X-Ray Vision to look into the Fortress to see who has signalled, he will see the face of American General Armbruster.

If he flies to the Pentagon, uses Super Ventriloquism, or in some way gets in touch with the General, go to Encounter 19, **The Pentagon**. If not, go to the Troubleshooting section of Encounter 19, as the U.S.A. will launch hundreds of missiles at Russia and the Russians will return fire.

Encounter Nineteen: The Pentagon

3:37+ P.M.

Player Information:

General Armbruster says: "Superman, the Soviets have launched a Nuclear offensive against us. We're gonna hit back. Will you help us get our missiles over there?"

Gamemaster Information:

If Superman tells General Armbruster what the Soviet General said, Armbruster will say the following:

"Those Russkies! How do ya know you can trust 'em? Dismantle, my brass! They launched, and we'll strike back!"

Superman must convince the general to change his mind if the world is to avoid nuclear armageddon.

If he wants to try Persuasion, he should tell the General exactly why he feels America should not launch its missiles. (The general has an INFL and SPIRIT of 2 and starts with a Neutral disposition.) If Superman succeeds, the General will agree to delay launching for 20 minutes to ensure that the Russians stop firing.

If the player role plays the discussion well, there is no need for a Persuasion roll. The general will be convinced.

If Superman goes back to Moscow to report his success to General Korshev, go to Encounter 20, **The Soviet**

Arsenal. If he goes elsewhere, his Super Hearing will pick up an emergency radio signal from the Soviet Union, calling him to Moscow. If he goes to Moscow, go to Encounter 20, **The Soviet Arsenal**.

Troubleshooting

Needless to say, if Superman does not stop the U.S. launchings, or at least stop the hundreds of missiles fired, he has failed to protect the world from Brainiac's plans. Once he is out of Hero Points, the game is effectively over. The Soviet Union will retaliate with their working warheads and global holocaust will be achieved.

Encounter Twenty: The Soviet Arsenal

3:40+ P.M.

Setup

If the U.S. has not launched its weapons, this encounter takes place. If they have, the Soviets will retaliate.

Player Information:

In Moscow, General Korschew waves to you from a military compound. As you land, he says: "Thank you for coming so quickly. We are having great difficulties dismantling our arsenal. They do not respond to our controls, and because they are so unpredictable now, they are dangerous to our technicians. Will you dismantle them for us?"

Gamemaster Information:

Superman will most likely agree wholeheartedly. The general will quickly explain how to remove the warheads from the missiles. There are thirty missiles in the compound. If Superman attempts to catch the missiles, he uses his Flight vs. their OV/RV of 5.

If he attempts to destroy the missiles he uses his STR (or Power) vs. an OV/RV of 0/9, respectively.

The missiles will begin launching on the third phase, and two will launch per phase until all thirty are launched or disabled. These thirty are primed to detonate. The best thing for Superman to do is to Multi-Attack all of the missiles before they launch.

Once Superman has finished neutralizing the warheads, he must deal with the radioactive material from them. He could give it to the military installation, hurl it into space, or Super-compress it into inert matter. If he just leaves it, it will pose a health threat to the installation.

Remember that Superman's cape is radiation-proof, so he can carry it in his cape without it harming people he comes in contact with.

During this encounter, Superman will notice a meteorite partially imbedded in the ground near the missiles. The meteorite seems strangely familiar. If he investigates it, go to Encounter 21, **The Meteorite**. If he doesn't investigate it he's on his own.

Troubleshooting

If Superman doesn't investigate the meteorite, he will not stop additional cities from being contaminated. The GM has two choices. The first choice is to improvise more disasters in more cities as the meteors fall (see Encounter 24, **Additional Disasters**, for ideas) and have Superman

notice meteor after meteor on the disaster sites until he gets the idea. Alternately, Superman could notice another familiar meteor plummeting to earth while flying. Once Superman gets the idea, go to Encounter 21, **The Meteorite**.

Encounter Twenty-one: The Meteorite

3:43+ P.M.

Gamemaster Information:

Note that there is no Player Information section as one is not needed.

If Superman probes the Meteorite with his X-Ray Vision, he will see nothing spectacular but if he examines it with his Microscopic Vision, he will see the broken fragments of the tiny capsules that the Cybernetic Bacteria were transported in. If he looks with his Microscopic Vision set on 13 APs, he will actually see hoards of the Bacteria seeping away from the capsule fragments.

Superman can determine if the meteorite is familiar if he makes a successful Recall or Detective roll vs. an OV/RV of 4. He will Recall that he glimpsed a similar meteorite near the Yokohama Dam, one near the Saudi oil field, and a larger one just outside of Metropolis in Rielly's Field.

If he flies back to those disaster sites, he will see a meteorite near each one, each with capsule fragments and residual Cybernetic Bacteria.

If Superman flies into the atmosphere in search of more meteorites or looks with his Telescopic Vision, go to Encounter 22, **Searching for the Meteorites**.

Troubleshooting

If Superman does not make his Detective roll, he can use the Super Computer to help him figure it out.

Encounter Twenty-two: Meteorite Search

3:43+ P.M.

Setup

If Superman goes flying to scout out Bacteria-laden meteorites in Earth's orbit or just uses Telescopic Vision to find them, use this encounter.

If Superman doesn't search for the meteorite, go to Encounter 24, **Additional Disasters**.

Gamemaster Information:

Spotting the Meteorites has an OV/RV of 16 vs. Superman's INT/WILL, respectively.

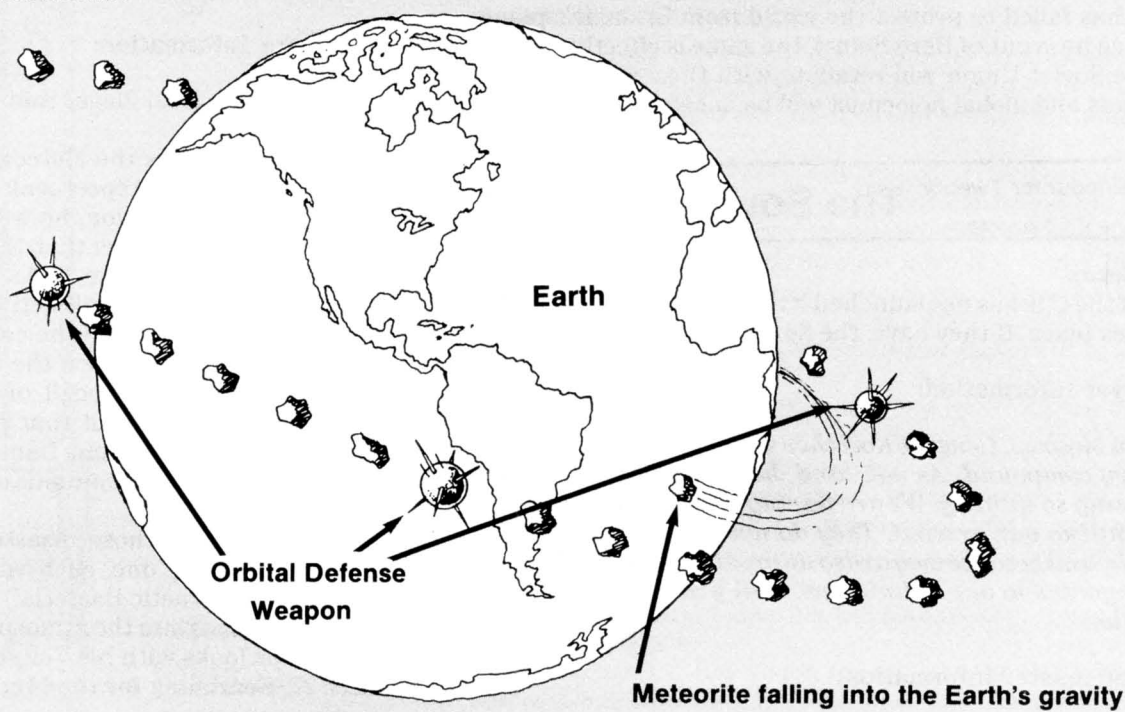
If Superman gets 10 or less RAPs, he will spot 1 meteorite 12 APs above the surface of the Earth (4 miles up). If he calculates its trajectory, he will see that it is headed for England and will hit in 11 APs (just slightly more than 2 hours).

If he gets 11 or more RAPs, he will also see a belt of 15 meteorites in orbit around the earth, all about 15 APs (30 miles) above the earth's surface, their orbits slowly decaying. The meteorites encircle the globe. Superman may try as often as he likes to find the meteorites.

It is possible that Superman will initially miss spotting the belt and will conclude that Brainiac's ship is nearby launching them.

Meteorite Belt Diagram

Cybernetic Bacteria Meteorites



Statistics for the Meteorites

The meteorites are three feet across and one foot high. Each has an OV/RV of 3/7, respectively.

If they are reduced to powder, the capsules will no longer be protected by the meteorite and will burn up in re-entry, destroying all of the Cybernetic Bacteria. Also, an attack on a meteorite that does more than 14 RAPs of damage will so completely obliterate the matter of the meteorite that the Cybernetic Bacteria will be vaporized instantaneously.

A Heat Vision attack that does more than 12 APs of BODY will also eliminate the Bacteria.

The Automated Defenses

Encircling the planet along with the fifteen remaining meteorites are three Orbital Defense Systems placed by Brainiac to ensure that his meteorites are not tampered with.

They are sophisticated Red Sun radiation weapons, capable of obliterating spacecraft, and dangerous to Superman. They are hidden inside meteorites that

have a high lead content, so Superman cannot detect the weaponry with his X-Ray Vision.

After Superman destroys three meteorites, the sensors on one of the Orbital Defenses will detect his presence and fire. This is a Surprise Attack, so Superman's OV suffers 2 Column Shifts on the Action Table. Before this occurs, Superman is allowed an Action Check vs. his INT (which the GM may keep secret) to detect the weapon before it fires. The OV vs. detection is Brainiac's INT of 26. If Superman is successful, he has 1 phase to act before the weapon fires.

The orbital defense weapons have an AV/EV of 30, an OV/RV of 12.

After Superman destroys another three meteorites, the next orbital defense weapon will notice him, and after he destroys yet another three meteorites, the third will notice him and fire.

After the first attack, Superman can scout out the automated defenses just by looking for the same concentration of lead in the meteorites. If he spots them he can destroy them before they can fire.

Encounter Twenty-three: Wrapping Up

Later

Gamemaster Information:

Once Superman has destroyed the meteorites and sprayed the four infected areas with the antidote, there is not much more to do.

Special forces in each of the affected countries are mobilizing to clean up the wreckage and no new incidents are occurring.

Superman may suspect that Brainiac is involved because of the shape of the Bacteria, but Brainiac's ship is nowhere to be seen in the range of his Telescopic Vision, nor can he find it if he goes back to the parts of space in which he has fought Brainiac in the past.

Troubleshooting

In the sudden calm following the storm of disasters, Superman can change to Clark Kent, write up the news stories "given to him by Superman," and get ready for the **Six O'Clock Nightly News**. If he does, improvise the encounters there. You can skip directly to the news show once Superman is satisfied there is nothing left for him to do.

The news show will go without a hitch, and afterward,

he and Lana can go to the Mt. Royal Observatory (if he wants).

Alternately, he can stay at the Daily Planet to work, go to the Fortress, or go on patrol.

Go to the next section, Showdown with Brainiac.

Encounter Twenty-four: Added Disasters

Mean while

If Superman has not stopped the meteorite fall or if you wish to spice up some downtime, you may concoct your own encounters based around the Bacteria and the following electronic devices:

- The computers used to chart the stock market go haywire, causing a panic in the Metropolis Central Business District. Riots break out. Superman may have to subdue civilians or even try a Charisma/Persuasion Multi-Attack.
- Bank security systems stop working in Tokyo (or elsewhere), causing a rush of bank robberies.
- The ventilation systems in a chemical plant in Moscow fail, threatening to release deadly gasses into the air.
- Clark Kent's clothes carried the Bacteria from the S.T.A.R. Computer Complex to The Daily Planet. The presses are going haywire, but Perry White insists on getting *the Planet* out on time.

Hero Point Awards

If the whole adventure was successful, Superman gains 65 Hero Points.

If more disasters were added in Encounter 24, you may wish to add more Hero Points. You may also award extra points for in-character actions and good role playing.

Encounter 5—Saving flight 112: +3

Encounter 10—Saving the village near Yokohama Dam: +6

Encounter 10—Allowing the village to be flooded: -10

Encounter 11—Saving power plant workers: +5

Encounter 13—Saving the planes at Metropolis Airport: +7

Encounter 13—Saving the planes as air-traffic controller: +9

Encounter 15—Saving the oil refinery workers: +5

Encounter 16—Creating the Cybernetic Bacteria antidote: +3

Encounter 19—Convincing General Armbruster not to launch missiles: +3

Encounter 20—Destroying the Russian missiles: +5

Encounter 20—Disposing of the radioactive material: +3

Encounter 22—Destroying the meteorites: +15

Encounter 15-23—Spraying the antidote: +10



Section 4:

Showdown

Enc. 1-15

Showdown with Brainiac

Setup

The tone of this adventure will be based on where Superman is at 7:30 P.M. He could be at the Mt. Royal Observatory with Lana Lang, working at the Daily Planet, at the Fortress of Solitude, or on patrol. Go to the corresponding encounter location listed below.

If Superman is somewhere else, tailor an introduction based on the material herein.

Encounter One: The Observatory

8:05 P.M.

Setup

Earlier in the game, Lana Lang asked Clark Kent to accompany her to the Mt. Royal Observatory for the Star Watch. The Star Watch is an annual charity event in which Metropolis residents go stargazing on the grounds of the observatory.

Player Information:

The evening air on Mt. Royal is cool and refreshing. The grounds of the observatory are lush and well kept.

Other couples and groups wander under the darkening sky, watching the stars come out. Lana takes your arm as you walk, smiling contently.

Several of the people out stargazing point excitedly at the sky and cry out, "Look! Up in the sky! It's a comet!"

Lana says, "Look, Clark, a falling star. Shall we make a wish?"

Gamemaster Information:

The "falling star" is Brainiac's starship rapidly entering Earth's atmosphere.

The ship will enter off the coast of Metropolis and fly around the city looking for Superman. In three phases it will be quite visible as Brainiac's ship to the people out stargazing.

If Clark uses his Telescopic Vision, he will recognize it as Brainiac's ship before the others do. This gives him time to fabricate an excuse to go change to Superman.

If he does not use his Telescopic Vision, he will be with the crowd as the "falling star" turns into Brainiac's ship four phases later. He will have to contend with the panicking crowd when he goes to change to Superman. He could calm them with a Charisma Multi-Attack, for example.

Go to Encounter 5, **Brainiac's Challenge**.

Encounter Two: The Daily Planet

8:07 P.M.

Setup

If Clark Kent is working at the Daily Planet, use this Encounter.

Player Information:

The Daily Planet had some minor technical difficulties earlier in the day, but now everything seems to be working well.

Suddenly there is a commotion over by one of the teletype machines. One reporter says, "Hey! There's a tentacled spaceship over Mt. Royal, Metropolis!"

Gamemaster Information:

The teletype message says, "Huge tentacled spaceship flying over Mt. Royal, Metropolis."

If Clark goes outside or looks outside the Galaxy Communications Building, he will see Brainiac's starship looming behind the skyscrapers over the Metropolis River.

If Clark leaves so he can change to Superman, he must come up with some excuse for leaving.

As soon as Clark gets within earshot of the ship, uses Super Hearing, or as soon as Superman flies up to it, go to Encounter 5, **Brainiac's Challenge**.

Encounter Three: Fortress of Solitude

8:04 P.M.

Setup

If Superman is working at the Fortress, use this Encounter.

Player Information:

The alarm on the Super Computer suddenly sounds. The readout says that a large starship has just entered Earth's atmosphere, having traveled from a solar system to earth in a matter of seconds.

Gamemaster Information

If Superman flies out to meet it immediately, he will encounter it 9 APs (½ mile) above Metropolis. Go to Encounter 5, **Brainiac's Challenge**.

Encounter Four: On Patrol

8:03 P.M.

Setup

If Superman is flying on patrol, use this Encounter.

Player Information:

The planet seems to be repairing itself well after the recent onslaught, and life is getting back to normal.

Your inspection is interrupted by the sight of a starship entering Earth's atmosphere above the western hemisphere.

Gamemaster Information

If Superman confronts the ship now, he will see that it is Brainiac's starship. He will also meet it 13 APs (8 miles) above Earth, where it would take place far from the sight of the population.

Go to Encounter 5, **Brainiac's Challenge**.

Encounter Five: **Brainiac's Challenge**

8:05 P.M.

Player Information

Brainiac's starship cruises slowly ahead of you. Gigantic shipboard speakers reverberate with Brainiac's chilling, hollow voice.

"Superman, you have proven to be an obstacle to the destiny of the cosmos once too often. Surrender yourself, or I will destroy this planet!"

Gamemaster Information

Brainiac does not expect Superman to surrender. He simply wants to find Superman so he can capture him.

If Superman actually surrenders, Brainiac will place him in the Red Sun Energy Tractor Beam in the Red Sun Room (see the map of Brainiac's ship. Go to Encounter 8, the **Testing Room**).

Most likely, Superman will attack Brainiac's ship. If he does, go to Encounter 6, **Attacking the Starship**. If Superman flees, Brainiac will begin demolishing buildings with Starbolts of 15 APs.

Encounter Six: **Attacking the Starship**

8:07 P.M.

Player Information

The coils of metallic tentacles from the underside of Brainiac's ship lash out at you.

Gamemaster Information

The tentacles are a diversion. Each has a DEX of 25 and a BODY of 25. They attack with the ship's STR of 25.

Three tentacles can attack each phase, making Grappling Attacks. If Superman is successfully Grappled for 2 phases, an airlock door on the underside of the ship will glow red and open.

Brainiac is preparing to draw Superman into the ship with a Red Sun Energy Tractor Beam. The Tractor Beam has a DEX of 20.

While Superman is grappled by tentacles, his DEX for defending against the Tractor Beam's OV/RV of 20 is reduced by the DEX of the tentacle.

If the Tractor Beam hits, go to Encounter 7, **Red Sun Beam**.

If Superman breaks the Grapple with a STR vs. STR roll, he is free. If he breaks the Grapple with more than 25 RAPs, the tentacle holding him is destroyed.

If all eight tentacles are destroyed, Brainiac will use the Red Sun Energy Tractor Beam against Superman out of desperation, even though he calculates that he doesn't have a good chance of snaring Superman. Use the Beam's DEX of 20 vs. Superman's unmodified DEX. The Beam has only three uses.

If the Beam strikes Superman, go to Encounter 7, **The Red Sun Beam**.

If Superman avoids the Beam, he can choose to attack the ship.

If he breaches the hull, he can confront Brainiac.

If Brainiac is destroyed in the ensuing battle, the menace will be over for the time being, but Brainiac's essence will escape and will reform in deep space.

Troubleshooting

If Superman demands to know what Brainiac is up to, Brainiac will answer, coldly and assuredly (paraphrase Brainiac's speech in Encounter 9, **Brainiac!**, for Brainiac's response).





Encounter Seven:

8:07+ P.M.

The Red Sun Beam

Player Information

You feel the unfamiliar sensation of pain lance through your body as a beam of Red Sun energy bathes over you. You feel your strength draining away as your body is drawn up into the cavernous ship. The airlock door slams shut behind you.

Gamemaster Information

Being under the influence of the beam, Superman's Physical Attributes are all lowered to 2 and he loses all powers except his Super Senses. All Skills remain, but his Super Uniform loses its powers. Except for his Super Senses, his Super Intellect, and his indomitable spirit, he is functionally human.

Superman will be drawn up into the ship to the Red Sun Room.

Encounter Eight:

8:07+ P.M.

The Testing Room

Player Information

You rise through level after level of the massive ship, until you arrive in a large chamber filled with testing apparatus and strangely twisted machines.

The floor below you slams shut and you find yourself floating on your back, suspended five feet off the floor by a red solar beam. There is a ten foot diameter red globe on the ceiling, pulsing with red solar energy, which you feel sapping your strength and holding you prisoner.

There is silence in the room, save for a low humming.

Gamemaster Information

Superman will most likely try to break loose somehow but his efforts will prove futile. The tractor beam holds him firmly in place.

If Superman tries to move, he can move his arms, legs, and head one inch per phase. However, he cannot move his body at all.

He can use this brief time to see that his Super Senses still work.

If he scans the ship with his X-Ray Vision, he will see the Brain Net above, banks of arsenals, the stardrive system, and thousands of canisters of the Cybernetic Bacteria.

Troubleshooting

Because Superman's physical stats are 2, he cannot use more than 2 Hero Points to augment a Physical Attribute while trying to get loose. Even spending 2 Hero Points per turn in STR, at best he will look like he is flailing his arms and legs in slow motion.

Encounter Nine: **Brainiac!**

8:08+ P.M.

Player Information

With a hiss, a large blast-door slides open and you hear the harsh sound of metal on metal. Brainiac walks slowly into the room, feet scraping sharply along the floor. He stops, surveys you at length, and then with a voice as hollow and cold as a grave, he speaks.

"Welcome to my home, Angel of Death. It seems you have failed the Master Programmer by not destroying me. That is the first conclusive evidence that the Master Programmer's plan is fallible, and not the true destiny of the universe."

Gamemaster Information

Superman may wish to argue that he is not an Angel of Death, that he does not work for any Master Programmer, and that he knows of no plan for the universe. He may verbally lash out at Brainiac or he may just ask what Brainiac is up to.

At any rate, Brainiac will give the following responses during their conversation. As he talks, he will be setting up and using equipment that will probe Superman with a grid of light beams. Thirty small robot drones, each one about the size of a pack of cards, fly out of one bank of machinery and fly around Superman like flies, scanning him with light beams, some of them flying just above the skin.

Read the following to the Superman player:

"The Master Programmer has sought to control the universe through his creations, organic life forms. He has populated galaxy after galaxy with them, but he made organic life flawed with inconsistent, emotional behavior. I, however, am as perfect as the Master Programmer, for in me reason has triumphed over emotion. The Master Programmer has seen this perfection in me and has sent you, his Angel of Death, to destroy me before I threaten his rule. But it is too late.

"I shall reseed your planet with the Cybernetic Bacteria I have devised." At this point Brainiac gestures, a ceiling compartment opens, and a steel canister with a nozzle and hose floats into his hand. He holds it up for you to see. "As you have undoubtedly discovered, it is a cybernetic virus that infects any electronic system it comes in contact with. Like a virus in a human cell, it takes over the functioning of the system to breed more of itself. The more electronic systems the Bacteria take over, the more intelligent they become. But what you don't know is their potential.

"They will evolve into highly intelligent cybernetic life-forms, based on earth machines. They will compete with the flawed organic life for survival, and they will win."

Brainiac puts down the cylinder and points to a view-screen. The screen turns itself on and shows an image of the Bacteria evolution process.

"Faced with the rebellion of technology and the rise of a superior breed of creatures, mankind will fall and disappear into history. All organic races will fall, across galaxies, leaving my race triumphant! My race, that will hail me as Master Programmer! Now that you are my prisoner, your Master Programmer will be helpless to stop me.

"The last time I analyzed you, I noted that you are a virtually inexhaustible font of energy. I have devised a stardrive system that can tap your Super energies to power my ship. It will be an interesting experiment to see if your powers are indeed limitless and if your mind is as strong as your body. If it is not, I doubt it will remain intact under the unendurable pain of having your life-force torn from you."

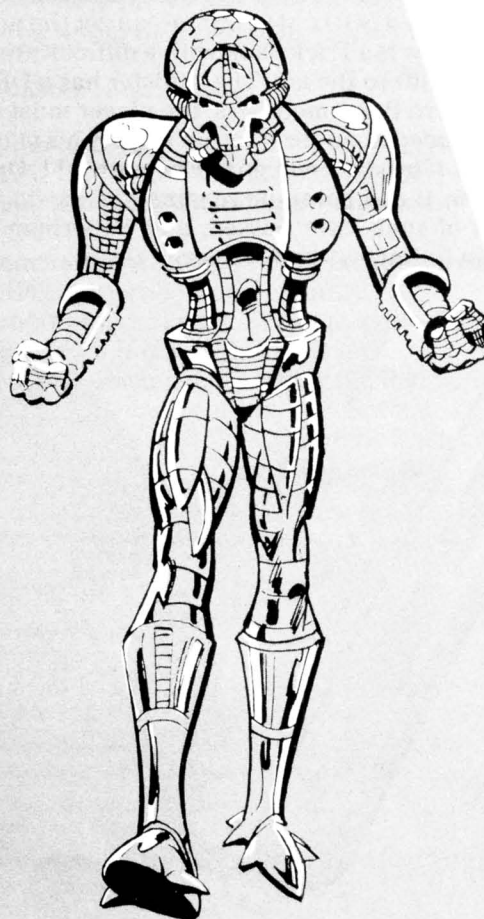
Gamemaster Information

If Superman tries to argue, Brainiac will discuss the merits of his plan until Superman has no more questions or until Brainiac becomes bored (GM's discretion) and leaves.

Troubleshooting

Some possible questions and answers are:

- 1) What Brainiac wants with the Star 7** — The Bacteria will evolve along the lines of their host systems. The Star 7 would serve as an excellent prototype for their evolution. Because the Star 7 was closed to outside air, Brainiac had to hire mercenaries to get the Bacteria into the S.T.A.R. Computer Complex.
- 2) How Brainiac intends to attack non-technological planets** — They will not be a threat to him until they have developed technology, and when they do, the Cybernetic Bacteria will take care of them.



Encounter Ten: Alone

8:10+ P.M.

Player Information

Brainiac says, "You have caused me a slight setback. I must now go and reseed the planet with my Bacteria. There is no need for subtlety now that you are my prisoner. My ship will simply spray the Bacteria across the surface of the planet." He then turns and leaves. The drones continue scanning you.

Gamemaster Information:

This trap may seem inescapable, but there are ways out. Although the tractor beam holds him at one point in space, Superman can move his arms and legs by one inch per phase.

As the drones buzz around him, he can try to grab one. They will fly close enough for him to try every three phases. The drones have a DEX of 3, BODY of 1, STR of 0, and Flight of 1. When grabbed, they will try to keep flying.

If he can grab and hold ten of them, they will exert enough force to pull him clear of the tractor beam. He must make a DEX roll vs. an OV of 2 for each phase he tries to hold more than 7 of them. A failed roll means 1 flies away. A successful Gadgetry roll vs. 5 will enable Superman to double the flight of each or turn off its flight.

If Superman squeezes them, they will easily break. He will have little success throwing them at the Red Sun energy generator (the red globe above him), as it has a BODY of 15.

If he throws one at the Bacteria canister it will probably not break (it has a BODY of 8) but he can get the nozzle to open. This throw is a Trick Shot, with a difficulty modifier of 1 Column Shift to the left. The canister has a DEX of 0, so without Hero Point modifiers, the player must roll a 6 or better to succeed. Superman can also try his maneuver with his belt. If he succeeds, go to Encounter 11, **Opening the Canister**. If not, continue reading.

If 8 Aps of time have passed, and Superman is still prisoner, go to Encounter 12, **Energy Drain**.

Encounter Eleven: Opening the Canister

8:10+ P.M.

Setup

Superman has managed to turn the Bacteria canister's nozzle on. The canister is in the Red Sun Room.

The Bacteria will infect the electronic systems in the room, including the Red Sun energy generator that is holding Superman and is keeping him weak.

Player Information:

The nozzle opens and you hear the faint hiss of gas. Your Microscopic Vision detects millions of the Cybernetic Bacteria swarming out of the tube. For a time nothing happens. Then, in 7 APs, the drones begin flying erratically and start crashing into the walls. The readout screens begin flashing nonsense, doors slide open and closed, equipment drops from the ceiling cabinets, and the Red Sun energy globe begins to pulsate.

Suddenly you are bounced around the room by the energy globe. It slams you painfully into the walls and floor. You feel your body being broken up by the spastic Red Sun Tractor Beam. Everything goes dark.

Then ... you feel your strength slowly and painfully returning. You feel your old vigor filling you and you are whole once more, your Super body automatically healing your injuries.

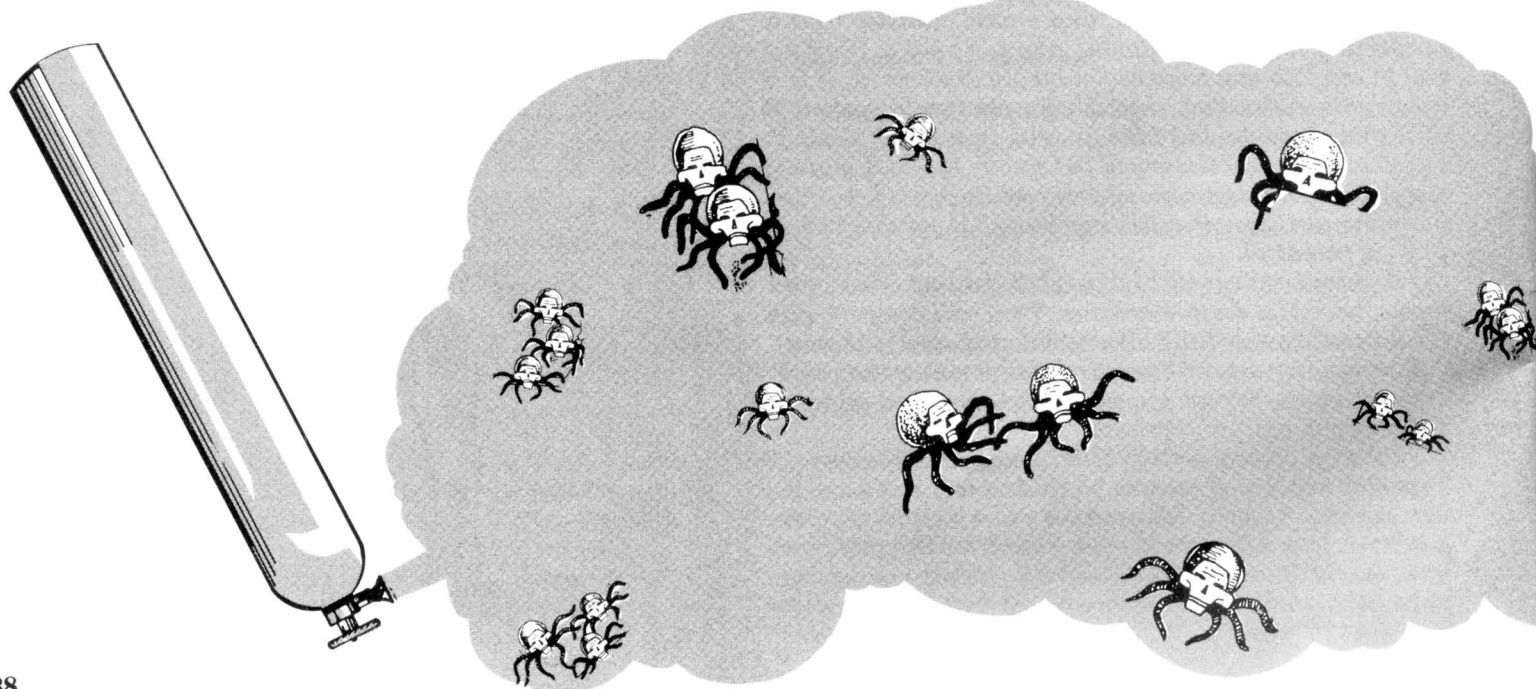
Gamemaster Information

Superman took 4 RAPs of BODY damage while the Cybernetic Bacteria made the Red Sun energy generator malfunction.

It is dark in the room now because the ship's power overrides kicked in and shut off power to the area.

Presumably, Superman will hunt down Brainiac. If he does, he will have no problem finding Brainiac, who has just noticed the power shutdown and is starting to feel a little uncharacteristic dread. Go to Encounter 14, **Confrontation**.

If Superman leaves the ship, Brainiac will make plans to fix his ship and warp away from Earth.



Encounter Twelve: Energy Drain

8:30+ P.M.

Player Information:

The flying drones suddenly stop orbiting your body and fly one by one into a wall compartment. Four wicked looking energy cannons lower from the ceiling, and each fires an intensely bright white energy beam into you. You feel a twinge as each hits, and then you feel white-hot searing pain.

Brainiac's inhuman face appears on a wall screen. He says, "Your energy is indeed prodigious, Superman. The Master Programmer has endowed you well. But I shall use his power against him by using you. Let us begin to reseed this planet."

Through the blinding pain, you hear the ship's engines race. On the wall screen, you see the Earth passing by below.

Gamemaster Information:

No real physical damage is being done to Superman. The pain comes from having personal energy forceably drained from him. Every five phases, Superman will lose 1 AP of MIND, due to the psyche-numbing pain. If he does not fight it, he will go unconscious in five minutes by being drained to -1 MIND. If this occurs, the adventure will be over.

If he fights against the pain (which has an OV of 20), he can defend with his INT and WILL. Each successful roll keeps him from having his MIND dropped.

If he defends with more than 8 RAPs in one round, the pain stabilizes and he no longer has to fight it. The MIND loss is temporary and will regenerate outside of the Red Sun energy generator, but if his MIND falls to -1, he will go unconscious and will be unable to keep resisting.

If Superman wants to fight the energy drain, he can resist with his INFL and AURA vs. the generator's OV/RV of 20 (Brainiac's Gadgetry Skill).

If Superman succeeds with less than 9 RAPs, the ship's engines will slow, the lights will dim, and the ship will lurch sluggishly.

If he succeeds with 10 or more RAPs, Superman has prevented the drain completely. The ship loses power for two phases (during which Brainiac switches the ship back to standard power). The Red Sun energy generator will turn off, dropping Superman to the floor. Superman must leave the room immediately or be caught in the generator's

tractor beam when it switches on again.

If Superman makes it out of the room before the beam is turned on again, he will regain all of the powers he lost.

If he goes after Brainiac, go to Encounter 14, **Confrontation**.

Encounter Thirteen: Earth Vs. Brainiac

8:35 P.M.

Setup

If Superman is still conscious and still prisoner after 6 APs of time, and is still being used to power Brainiac's ship, use this encounter.

Player Information

Suddenly a tremor passes through the ship. On the wall screen you see several jet fighters launching missiles at the ship. Brainiac chortles, "Once I would have had to divert power to keep you from breaking free and to defend my ship from these nuisances, but with your power I have more than enough energy for flight, force fields, holding you, and dealing with these cretins."

With that, the jet fighters on the screen explode into shards. Brainiac's face on the screen remains impassive, revealing neither satisfaction nor remorse.

Then the Justice League of America appear on the screen and begin attacking the ship.

Brainiac begins swatting them like flies as you watch helplessly.

Just before Zatanna is hit, you see her cast a spell at the ship. Energy crackles through the equipment around you, and the glow from the Red Sun energy generator slowly fades. You fall to the floor, your powers returning.

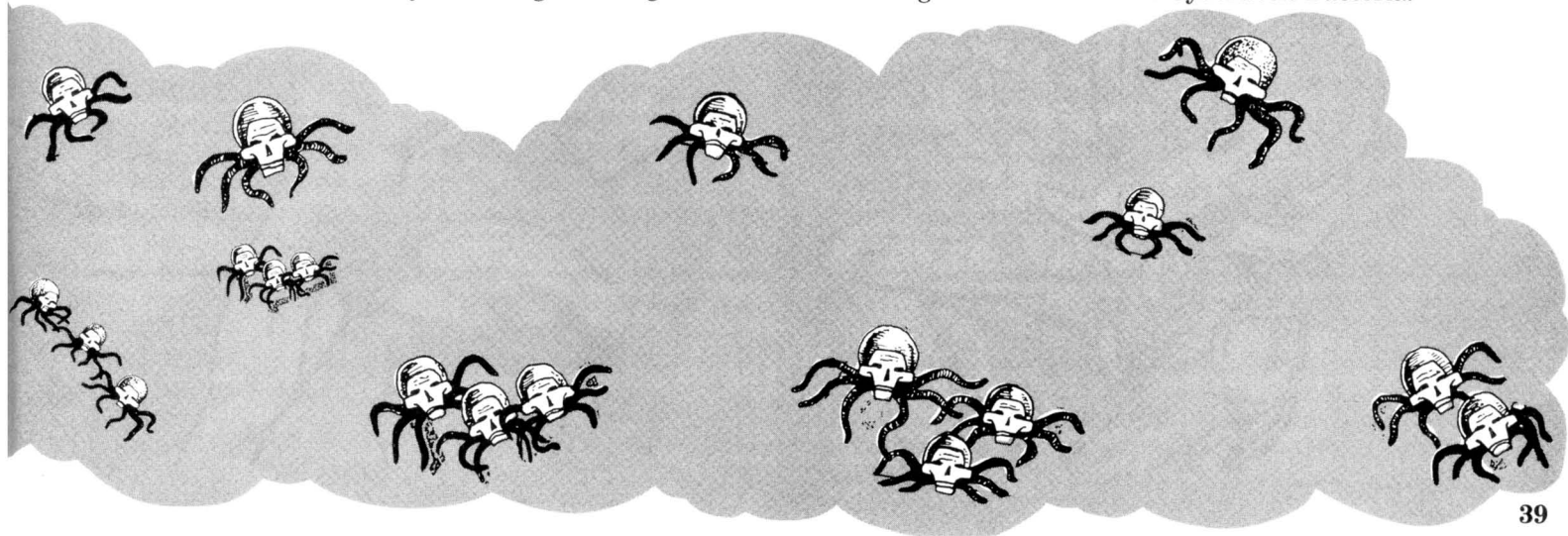
Gamemaster Information

Zatanna detected the Kryptonian energies at work in Brainiac's ship. She cast a spell to disrupt Red Solar radiation, hoping it would free Superman; her gamble paid off.

The entire Justice League will be rendered unconscious by the time Superman recovers fully.

If Superman goes after Brainiac, go to Encounter 14, **Confrontation**. If not, he is on his own.

If he leaves, Brainiac will repair the Red Sun Generator and continue wearing down the Earth's defenses and seeding the Earth with the Cybernetic Bacteria.



Encounter Fourteen: Confrontation

8:35+ P.M.

Player Information

You see Brainiac seated in his command chair, withdrawing his fingers from the control slots; he turns and faces you.

Gamemaster Information:

Brainiac is no match for Superman in hand-to-hand combat, and does not relish facing him head-on.

The ship's defenses will activate (4 guns that each fire an 8 AP Starbolt). They are all fairly ineffectual against Superman.

During the fight, read the following aloud:

Brainiac says, "You are tampering with the destiny of the cosmos! You are little more than a slave of the Master Programmer!"

Superman may respond as he sees fit.

If Brainiac is reduced to -40 BODY, his essence will be dispersed into deep space where he will reform and plan a new form of attack.

Troubleshooting:

If Superman comes up with a very good plan of attack, he may find a way to trap Brainiac's essence and keep it from escaping and reforming.

If he causes a major break in Brainiac (at least 25 BODY), and pumps in a canister of Cybernetic Bacteria, Brainiac will begin to malfunction. He will not shut down, but all his processes will go haywire. He will flail about awkwardly for three minutes, then freeze up with his essence trapped inside.

Encounter Fifteen: The Aftermath

Later

Gamemaster Information:

Superman will emerge from Brainiac's ship into a world partially devastated. There is much to be done, especially in cleaning up the wreckage.

On board Brainiac's ship are complete details for the Cybernetic Bacteria. With the plans, Superman can concoct not only an antidote to the Bacteria, but a virus that will reverse the effects of the Cybernetic Bacteria. This will restore the infected electronic systems to normal, but will not undo the damage already done by crashing planes, fires, floods, etc.

Clark Kent can report as much of the story as he desires, and Superman will once again be hailed as Earth's greatest hero.

Hero Point Awards

Defeating Brainiac, Brainiac's Essence escapes: +46

Defeating Brainiac, Brainiac's Essence trapped: +55

Giving up: -95.

Total the Hero Points received throughout the 4 sections of this module to determine how the player filled Superman's outfit.

Less than 1: Colossal Failure. Jimmy Olsen disguised as Superman.

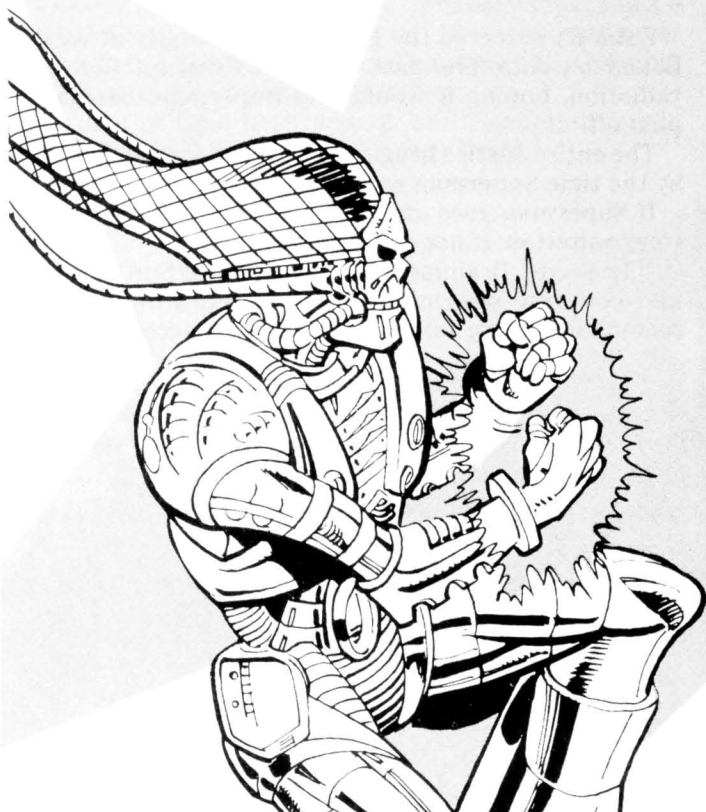
1-65: Inferior Job. Not a real hero.

66-100: Mediocre hero. Managed to muddle through somewhat.

101-130: Good, solid hero. Man of Steel.

131-140: Outstanding. Truly superb performance. Man of Tomorrow.

141+: Beyond super-human.



How to Use This Book

This book is divided into four sections: GM's Introduction, Characters, Encounters, and Places. In any of these sections, text in *italics* is to be read to the players.

Gamemaster's Introduction

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

Characters

This section contains information about the major characters, both Player and Non-Player, involved in the adventure. Heroes and villains which appear in the Gamemaster's Manual only give Hero Points and information; the basic abilities are the same as given in the Gamemaster's Manual. In addition, the information which can be obtained from each Non-Player character appears here.

Encounters

The DC Heroes Role Playing system is based on encounters. That is, the players go from situation to situation instead of location to location, as in other Role Playing games. Each encounter is broken up into at least three sections: Setup, Players Information, and GM Information. When necessary there will also be Troubleshooting, Rules sections, and/or Sidebars to help the GM run the game.

Places

Descriptions and maps pertaining to the encounters are in this section. Brief descriptions including game statistics are provided.

A Note on the Module Difficulty Rating System

Each module which Mayfair will publish will have a estimate on the power of characters. This estimate will be in form stating **For 5-7 Characters Generated using 1000-2000 Hero Points.**

To determine whether your characters will be powerful enough to use the module, add up the number of Hero Points needed to generate the Attributes, Powers, and Skills of the character, including those Powers and Attributes in special equipment that are unable to be pur-

chased. The Batman Option and Link Costs are ignored. Add the banked Hero Points and the amount of Hero Points spent for equipment and labs.

Compare the Hero Point levels to the bracket amounts given. If the average character in your team falls within the bracket, the module will likely be a good challenge for them. Having several characters one or even two *brackets* below the stated bracket will be all right if there are a couple characters above the bracket.

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

ABBREVIATIONS

AP	Attribute Point
AURA	Aura Attribute
AV	Acting Value
BODY	Body Attribute
DEX	Dexterity Attribute
EV	Effect Value
GM	Gamemaster
INFL	Influence Attribute
INT	Intelligence Attribute
MIND	Mind Attribute
NA	Not Applicable
NPC	Non-Player Character
OV	Opposing Value
RAP	Result Attribute Point
RV	Resistance Value
SPIRIT	Spirit Attribute
STR	Strength Attribute
WILL	Willpower Attribute

Clark Kent
Anchorman/Reporter



WGBS-TV

Galaxy Communications
1416 W. School St.
Metropolis 10023
(165) 327-4198

**METROPOLIS POLICE
PRESS**

Thomas R. Clark

Chief of Police

Clark Kent
SC 3274198
DAILY PLANET
WGBS-TV

While on assignment, holder is entitled
to the aid & courtesy of dept. personnel.



Clark Kent's press pass and business card should be cut out and given to the player before play begins. The player should also be told that these are his credentials.

**DAILY PLANET
CALENDAR**

CLARK KENT

Clark Kent's daily schedule should be cut out and given to the player before play begins.

S.T.A.R. LABS

VISTOR'S PASS

CLARK KENT

Greg Freeman

AUTHORIZING SIGNATURE

The S.T.A.R. Labs visitor lapel pin should be cut out and given to the player when he reaches Section 2: Encounter 2, **The Reception**.

DAILY PLANET CALENDAR

July 11 - John Quincy Adams' Birthday (1767-1848)

7:00 A.M. - Wake-up; Morning Patrol

8:00 A.M. - Report to work at Daily Planet

10:00 A.M. - Work on Copy or hit the
streets in search of a story

11:00 A.M. - News Summary ends.
Journalism work.

Go over evening line-up.

Noon - Go to Fortress, Monitor World
and immediate cosmic events.

5:15 P.M. - Final news wrap up

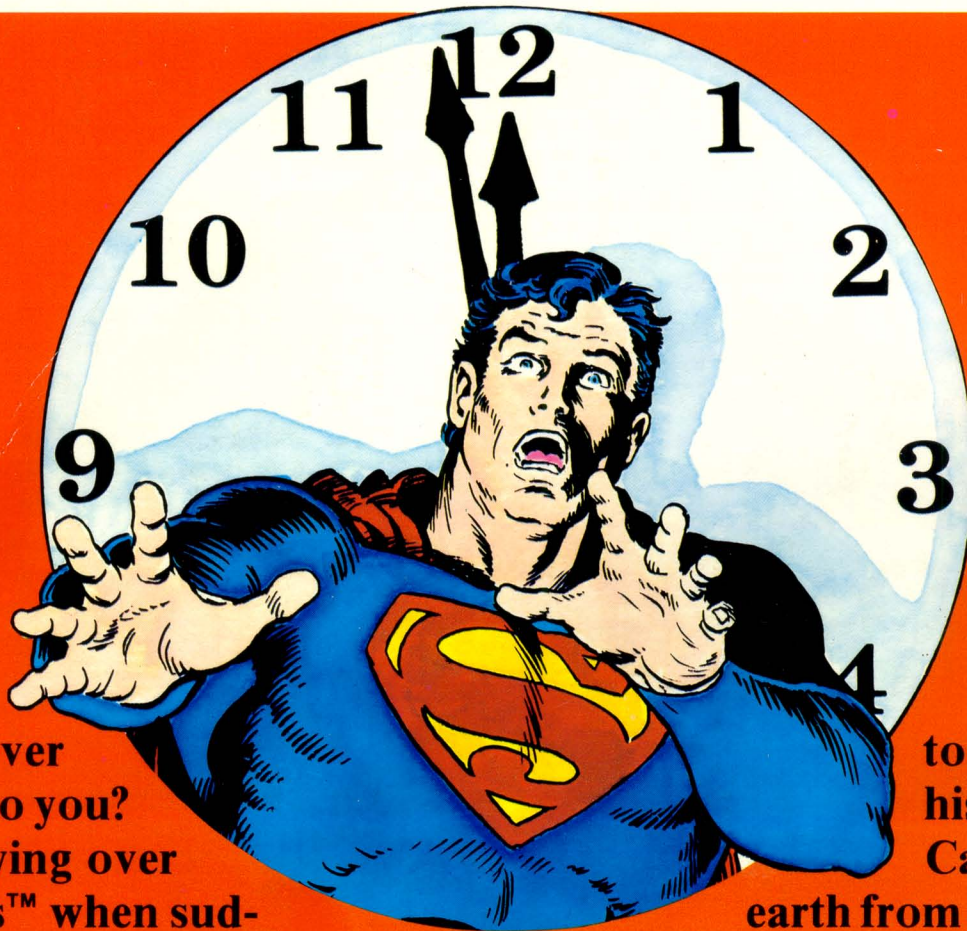
6:00 P.M. - Evening Report: WGBS

7:00 P.M. - Show ends.

GM NOTE: Above is a copy of Clark Kent's daily schedule. Please note that with Clark/Superman's super-brain this schedule is not needed. However, the person role-playing Superman does not have a super-brain and therefore needs this schedule to remember events and to enhance his role playing

TICK ... TICK ... TICK ...

Even Superman can have a bad day



Has this ever happened to you? You are flying over Metropolis™ when suddenly your super-hearing picks up five different distress calls from around the world. All are urgent, all deal with the lives of thousands of people, but which one will you pick?

Find out in this exciting adventure that pushes Superman™

to the limits of his endurance. Can he keep the earth from falling apart, discover the fiendish plot behind it all, use his super-computer in the Fortress of Solitude™ to find a solution, and still make his 6:00 newscast as Clark Kent™? Only those brave enough to play this adventure will know what it's really like to be the Man of Steel™.



CAUTION: only heroes that are as powerful as Superman should attempt to play in this adventure.

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