



HEROES

ROLE
PLAYING
MODULE



SIEGE



by Jerry Epperson and Craig Patterson

Key to the Justice League Satellite

The Justice League Satellite is a huge installation residing in a geosynchronous orbit 22,300 miles (23 APs) above Metropolis. Overall dimensions are 830 ft. by 830 ft. by 430 ft. (6 APs x 6 APs x 5 APs) — the size of a 40-story building occupying an entire city block. The central core of the satellite is a 150' radius sphere (3 AP radius, 4 AP diameter). The arms extending out to the outer ring are 160' (5 APs) long and are 60' (3 APs) wide

and high. The satellite ring is 120' thick by 60' high (4 APs by 3 APs). The outer force field towers are 240' high with a 15' radius.

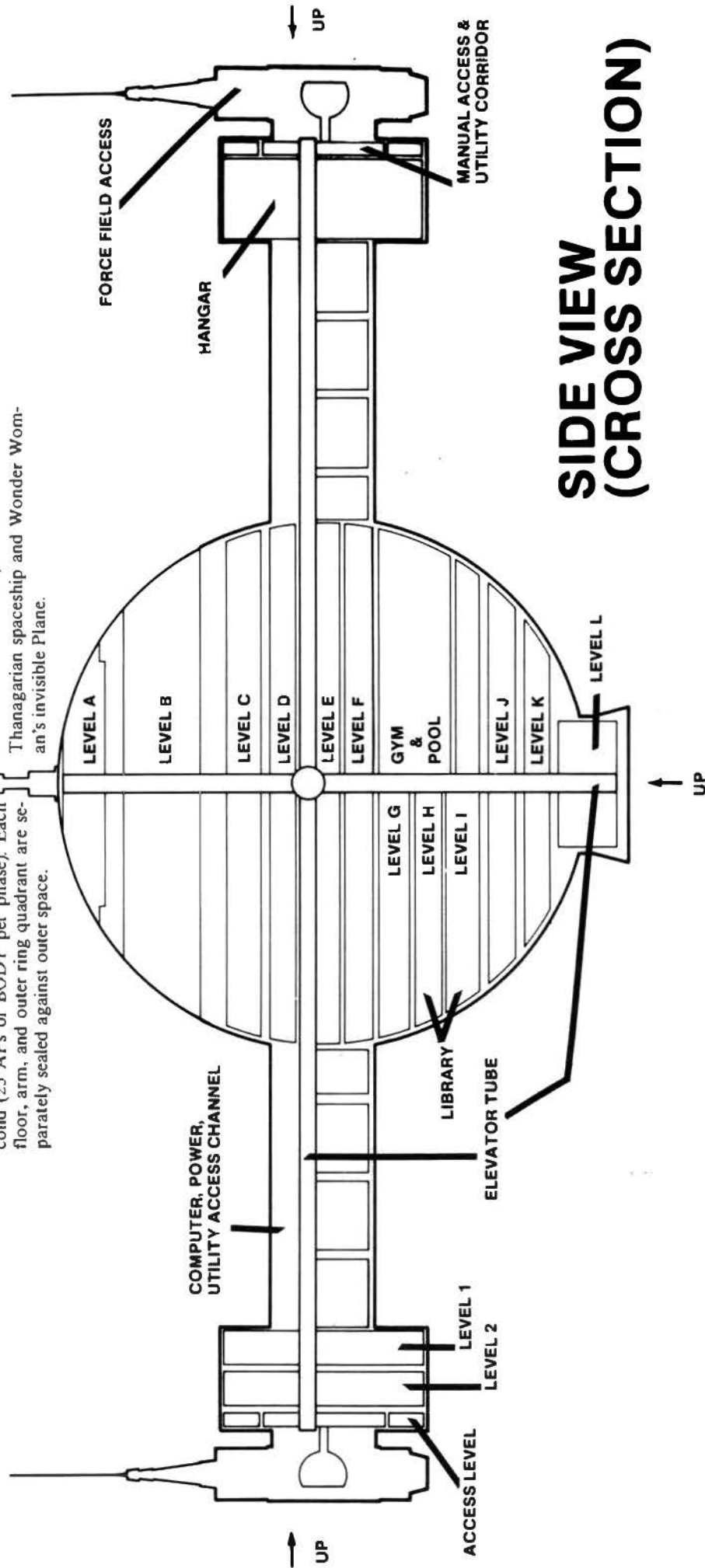
The transparent plastic windows have a BODY of 23 APs per 10' x 10' (1 AP x 1 AP) section and the exterior surface has a BODY of 25 APs per 10' x 10' area. Interior walls have a BODY of 10 APs per 10' x 10' area.

The satellite has automatic repair systems which can repair any breach of the exterior surface (up to 3 APs diameter) within a second (25 APs of BODY per phase). Each floor, arm, and outer ring quadrant are separately sealed against outer space.

The satellite has facilities for the day to day needs of the J.L.A. members. This includes a sophisticated S.T.A.R. Kilotrax computer, laboratories, machine and electrical shops, hangars, living quarters, and athletic facilities. The four arms which stretch from the central core out to the ring has storage areas for supplies. Elevator shafts link all of the areas in the satellite. The hangars in the outer ring contain the vehicles of the J.L.A. members, such as Hawkman's Thanagarian spaceship and Wonder Woman's invisible Plane.

The elevator in the center of the floor runs the height of the entire satellite, moving at a speed of 5 APs per phase. When the elevator drops someone off at a floor, it automatically returns to Level A. The elevator doubles as the satellite terminal for the Master Transporter Tube. The Earthside teleportation terminals are located in major cities throughout the world.

Up to four people may arrive via the transporter per phase.



**SIDE VIEW
(CROSS SECTION)**

THE JLA SATELLITE

SIEGE

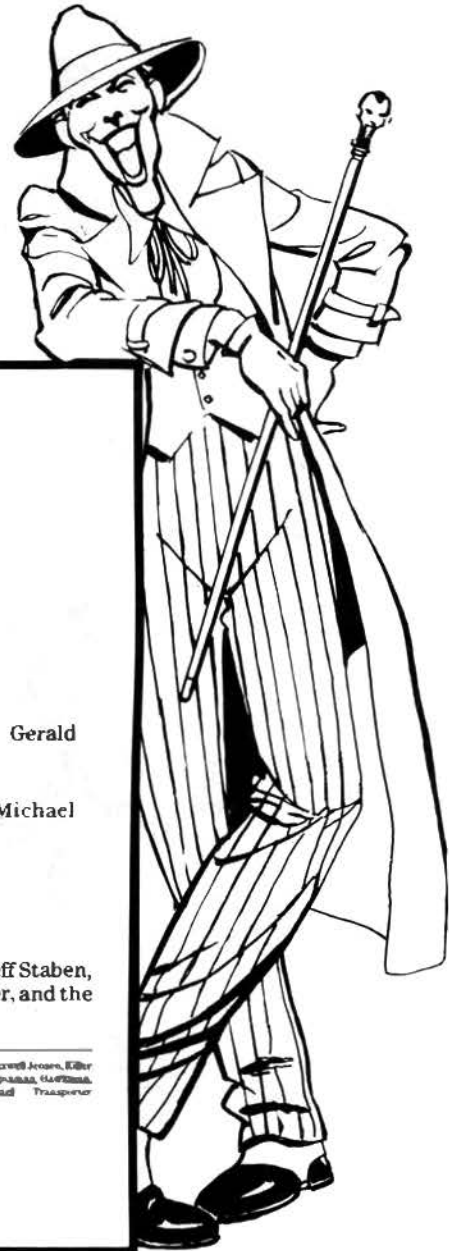
A Justice League of America™ Adventure



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A "How to Use this Book" guide is located on the inside back cover.



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Gamemaster Only

INTRODUCTION

There were four of them in Enforcer Squad Omega, and they worked well together. They were the best, called in for all the really tough assignments. But this one was special. There were rumors that this would be the toughest assignment ever; there were rumors that the Cartel was going to expand.

But that was impossible: the Cartel already had its hands in everything it wanted on the entire planet.

How could they expand?

The only thing that was known for sure was that Squad Omega—Kristin, Blackstorm, Infinity, and Maniac—was summoned, and they were called to room 236.

Nobody ever went to room 236. Nobody.

They all wondered, but no one dared look at Squad Omega as they rode the slidewalk through security checks, through heavy steel doors, past the electronic sensors and down a long white corridor to a door, distinguished only by a black number painted on it: 236.

The door slid open and Squad Omega was escorted into blackness. A series of large disks on the floor glowed and faded, marking out a path for Squad Omega to follow. The last disk faded, and a column of light shot down from the ceiling to illuminate them. They stood there and waited.

A short man stepped into the column of light. The members of Squad Omega recognized him; he had outfitted them with special gadgets. His name was Technician.

An electronically filtered voice filled the room.

"We have noticed a sudden influx of heroes on our world," the voice said. A holoscreen lit up, showing a group of colorfully garbed people performing feats of incredible skill and power.

"They call themselves the Justice League of America," continued the voice, "presumably an offshoot or sister group to the Justice Society of

America. We thought that their existence would jeopardize some of our operations, but as suddenly as they appeared, they vanished."

"However, before they were able to leave, we were able to put a mind probe on this one," the holoscreen enlarged the image of a man dressed in a red and yellow costume whose hair seemed to be on fire, "who calls himself Firestorm. After sorting out the information, we have found out something quite interesting."

The holoscreen changes, giving a view of a gently spinning blue planet, ringed with white clouds.

"... another Earth, with a technology and history similar to our own: a parallel planet, separated by dimensions. . . an Earth where the Cartel can expand its operations.

"Technician has created a way to get to this alternate Earth, but it will work only once due to processes we do not understand as yet.

"But through the mind of Firestorm, we have found another way to get to this Earth." The holoscreen shows a large cube, hooked up to even larger machinery.

"It is called the Transmatter Cube. It creates a vibrational vortex that allows passage between dimensions.

"Unfortunately, this device is in the hands of the Justice League of America, and they seem to be just as powerful as the heroes of our Earth."

"We want this Transmatter Cube. We want to open a permanent corridor between our Earths and expand the operations of the Crime Cartel.

"To do this, you must go to this alternate Earth and take the Cube from their headquarters, a satellite orbiting 22,300 miles over the city they call Metropolis.

"Your mission is threefold: go to this Earth and set up a headquarters; establish high-level connections within their scientific, military, and economic systems; and, one year from now, lay siege to the Justice League Satellite, steal the cube, and open the corridor between the dimensions.

"Technician will go with you. He will establish a communications link between the planets and perform the actual operation of stealing the Transmatter Cube.

"You will not disappoint us. The stakes are too high."

The filtered voice was abruptly cut off. The shaft of light vanishes and the disks on the floor light a path to the door.

"Well," says Technician, turning to Squad Omega. "Let's do it."

Adventure Background

Two years ago, the Justice League of America combined with the Justice Society of America to rid Earth-2 of Brainwave. When this occurred, the existence of the J.L.A. came to the attention of a secret criminal organization named the Crime Cartel. The Crime Cartel used their Mind Probe capability to gather information on the J.L.A. and discovered the existence of Earth-1 and the Transmatter Cube, which allowed access between the two worlds.

The Crime Cartel, realizing the enormous profits they could make by expanding into a new world, decided to steal the Transmatter Cube. The Cartel sent its most trusted "Enforcer" group along with an experienced engineer to accomplish this task.

The Crime Cartel

The Crime Cartel, a secret organization existing on Earth-2, exists to provide wealth and power to its members. This organization has a vast technological capability. It has been able to keep its extensive crime network secret through the use of highly developed techniques of information gathering. Taps into computer systems, monitors on phone and radio conversations, and several Mind Probe machines enable the Cartel to anticipate moves against it and to defuse any situation which would reveal its existence.

Additionally, the Cartel operates on a "cell" type of organization, which minimizes the amount of information that each of its groups. The lowest groups have no idea of the extent of the organization. Many of these cells operate in legitimate businesses, using Mind Probe machines to gain them with critical information.

The Cartel regulates its operations to preclude discovery. When considering an expansion into a new area, this organization considers every aspect: the "safety" of a crime, the likelihood of convictions, the amount of effort required for the return, and the public concern the crime might generate. It has passed up several fields of crime, such as the "protection" rackets and bank robberies because of the notoriety they bring. The Cartel is directly in mail fraud, gambling, stock manipulations, wholesale illicit drug trade, white collar crime, and even fake evangelistic TV churches.

In spite of these precautions, the Cartel often has "security" problems: a reporter writing an exposé on one of its groups, rival crime family chiefs who want to take over some of its operations, and guilty consciences within its ranks. It maintains several groups of "Enforcers" to deal with these problems. The Cartel prefers to avoid killing anyone since it draws

public attention, but if there seems to be no other alternative, it will destroy whoever or whatever endangers it.

The Crime Cartel does not aspire to great political power. It wants to maintain a strong, stable representative government in power so its members can stash their ill-gotten gains safely.

Brainwave, in cooperation with the Crime Cartel, developed a "Brainwave Device." This device enables the Cartel to secretly plant suggestions in the minds of individuals and groups from a distance. In addition, it has the Control Power.

Before the device could be fully tested, Brainwave (along with his cohorts from the Secret Society of Super-Villains) was defeated by the Justice League of America and the Justice Society of America. Thus, the two hero groups inadvertently delayed Crime Cartel efforts to Control the minds a majority of the Earth-2 "crime lords" and brought the Justice League to the attention of the Crime Cartel.

Prelude

A one-use gadget developed by Technician allows the Crime Cartel to send a few individuals to Earth-1. The group the Cartel sent is the best of its

"Enforcement" branch—Squad Omega, called the Enforcers. Upon their arrival, the Enforcers moved into an abandoned warehouse near the S.T.A.R. Labs at Novato, California. Technician was sent along to set up their headquarters and to infiltrate a scientific organization. He is also the group's leader and a representative of the Cartel.

In preparation for their eventual confrontation with the Justice League, the Enforcers equipped their headquarters with surveillance and security equipment, as well as a state-of-the-art teleporter terminal capable of pin-point accuracy. All of the material required to build this machinery is taken by Technician from S.T.A.R. Labs (Scientific and Technological Advanced Research Laboratories), where he works in the Research and Development Department.

ADVENTURE STRUCTURE

A distress call to their satellite sends the Justice League into action. When they respond, they play right into the hands of the Enforcers who wish to board the satellite while it is unmanned and take the Transmatter Cube for their own purposes.

The emergency did not arise by accident. Technician, a member of the Enforcers, arranged for Killer Frost to be moved past Parasite. He knew Parasite would steal Killer Frost's power to escape his confinement. His breakout also allowed Killer Frost to escape.

While the Justice League is on Earth, the Enforcers use their teleport machine to enter the Justice League satellite. They will dispatch the monitor on duty and begin to disconnect the Transmatter Cube. However, the emergency system on the satellite will activate the J.L.A. signal before it is deactivated.

Alerted by this signal, the J.L.A. members may have to decide whether to continue combat or to return immediately to the satellite. Any delay is to the villains' advantage. On the other hand, leaving Killer Frost or Parasite on the loose is not in character for the Heroes.

When the J.L.A. responds to the signal, the Enforcers will have split into two groups. A group of two invisible characters (Infinity and Kristin) will await the J.L.A.'s arrival on the Observation Deck and will ambush the J.L.A. characters as they arrive



through the Teleporter Tubes. The other group will be on Deck C where Technician will be removing the Transmatter Cube. Removing it will take 8 combat phases (10 combat phases from the first combat phase against Killer Frost and Parasite). Once the Transmatter Cube is removed, all of the Enforcers will immediately teleport to their secret HQ by Novato, California.

After the Transmatter Cube is taken to their headquarters, the Enforcers will concentrate on getting the unit working, but will discover that it requires a larger power source. Technician will steal some Green Kryptonite and a portable Kryptonite power generator from S.T.A.R. Laboratories. This allows the Justice Leaguers to track them back to their headquarters.

The final confrontation between the Justice League and the Enforcers will be a titanic struggle. It will be a close contest, and destructive for both sides. The Justice League is stronger, but they are on Enforcer "turf," invading prepared defenses.

CHRONOLOGY

The chronology below lists dates and times that are important to the adventure. The letter "A" refers to the day on which the events described in *Siege* begin to involve the Justice Leaguers.

Two years ago, November 26

Brainwave develops the "Brainwave Device." Before he is able to test it, he is defeated by the combined J.L.A. and J.S.A.

Saturday, October 1

The Justice League of America and the Justice Society of America hold their annual reunion.

One year ago, November 25

Enforcers arrive on Earth-1 and begin to build their headquarters.

Monday, January 3

Technician is hired at the Novato S.T.A.R. Labs installation.

Saturday, November 12 (A - 17 days)

Maximus Rex and his Ani-men are defeated (recorded in *Justice League of America* #221-223).

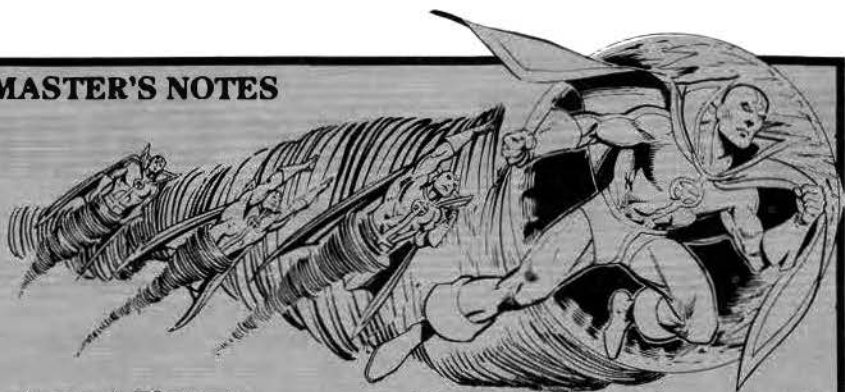
Tuesday, November 29 (A day)

The Justice League becomes involved in the events outlined in *Siege*.

Wednesday, November 30 (A + 1 day)

Unless thwarted, the Enforcers successfully set up a "portal" between Earth-1 and Earth-2.

GAMEMASTER'S NOTES



Inexperienced Players

The Justice League of America includes some of the most powerful heroes in the DC Universe. Unless the Players are familiar with their heroes' many different Powers, this adventure can become quite unbalanced.

To minimize this hazard, Players who have little or no experience with these characters should play some "warm up" encounters with some of the villains given in the Master Game. For instance, Superman might battle Lex Luthor, Wonder Woman against the Cheetah, Green Lantern against Sinestro, etc.

J.L.A. Procedures

To begin this adventure, the GM must, especially to those unfamiliar to the Justice League comic books, explain several J.L.A. functions.

First, explain that annually, around the first of October, a "chairperson" is elected to handle the business affairs of the Justice League and to lead the group. The Players may elect a chairperson at this time or, if DC continuity is being followed, Aquaman is the chairperson. In game terms, this chairperson should be the spokesperson for the Players.

Second, Justice League members rotate "monitor" duty amongst themselves. These are 24-hour stints of time during which at least one Justice Leaguer acts as a sentry on board the satellite, monitoring Earth for trouble spots. It is the monitor's duty to alert the other Justice League Members of trouble in their areas and to coordinate assignments, especially when the other members are not on the satellite. At the beginning of this adventure, Ralph Dibny, the Elongated Man, is on monitor duty.

Next, each member of the J.L.A. has a signalling device to indicate when the J.L.A.'s help is needed. The signal can be modified to indicate an extreme emergency, but does not otherwise communicate any other information concerning the emergency.

Finally, J.L.A. members use teleport tubes located in each major city to travel to and from the observation deck on the satellite. Only J.L.A. members are able to use these tubes and up to four may use the tubes in a phase. Using the teleport tubes is a movement action.

In a Campaign

Siege can be incorporated into an ongoing campaign with very little effort. Characters generated by Players may be added to the J.L.A. characters as auxiliaries. One way is to have the characters arrive on the scene of the first encounter at the same time as the J.L.A. Additional Player-generated characters can overbalance the adventure in the heroes' favor. An increase in the Villains' Hero Points or adding more Villains are the suggested ways to counter-balance the addition of characters.

In addition, there are two places in this adventure where a campaign situation may begin: the interval between the time when the Enforcers leave the satellite with the Transmatter Cube and when they steal the Kryptonite to power the Cube, or several of the Enforcers could escape from the J.L.A. during the final encounter. These are merely opportunities which can be used to extend this adventure into a campaign. They are not a part of this module.

The Enforcers and their employers, the Crime Cartel, can also be incorporated into a campaign with equal ease. General information on both groups and their goals can be found in the Adventure Background.

DC Universe Continuity

For those who are interested in knowing where *Siege* fits into the *Justice League of America* comic book continuity, it occurs about two weeks after the Rex Maximus affair (recorded in *Justice League of America* #221-223) and shortly before the Paragon adventure (recorded in *Justice League of America* #224).

Player Characters

The Player Characters recommended for this adventure are the members of the "old" Justice League of America. Other Player Characters may be used, but adjustments in the Non-Player Characters, and quite possibly the adventure itself, will have to be made by the Gamemaster in the interests of play balance.

At this time, the only active members of the Justice League are: Aquaman, Elongated Man, Firestorm, Flash, Green Lantern (Hal Jordan), Red Tornado, Superman, Wonder Woman, and Zatanna. Batman has left the Justice League. Atom has disappeared in the Brazilian jungles and is presumed dead. Black Canary and Green Arrow are on leave. Hawkman and Hawkwoman have returned to their homeworld, Thanagar. The Martian Manhunter, J'onn J'onzz, is on his homeworld, which is in the midst of a world war.

In this adventure, Ralph Dibny, the Elongated Man, is on monitor duty and is a Non-Player Character (NPC). The Gamemaster will play his role.

If the players wish to use their own Player Characters in place of the heroes described below, they should make certain that they are of the same caliber as the Justice League of America, or that the Gamemaster balances the adventure before playing.

Justice League of America

The following characters may be found in the Gamemaster's Manual. The only difference in the characters

are the number of Hero Points which are available.

Aquaman: 40 Hero Points

Firestorm: 40 Hero Points

Flash: 45 Hero Points

Green Lantern (Hal Jordan): 70 HPs

Superman: 100 Hero Points

Note: See note on Superman's Vulnerability to Magic.

Wonder Woman: 80 Hero Points

Note: Wonder Woman's Lasso may be used to attack in two different manners. One is to use it to entangle her opponent. The other is to use its Control Power once it has struck, i.e. use her Dexterity (10) as the Acting Value and its Control Power (10) as the Effect Value. Remember that the RAPs of Control must exceed the target's MIND to succeed.

The length of the Lasso is 2 APs (40 ft.).

Zatanna: 50 Hero Points

New Characters

RED TORNADO *alias John Smith*

DEX:	8	STR:	10	BODY:	8
INT:	7	WILL:	6	MIND:	5
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	19	HERO POINTS:	40		

POWERS:

Air Control: 15, Flight: 10, Invulnerability: 18, Sealed Systems: 10, Telescopic Vision: 7, Skin Armor: 7

SKILLS:

Gadgetry: 3, Medicine: 4, Science: 4

LIMITATIONS:

Skill Limitation: Medicine Skill is usable only on androids.

Minor Psychological Limitation: Self-destructive and willing to die for others (death-wish).

MOTIVATION: Upholds Good

WEALTH: Comfortable

JOB: Office Worker

RACE: Artificial Life

APPEARANCE: As a hero, Red Tornado appears as a red humanoid with yellow gloves and stripes. He wears a blue cape. When he uses his Flight or Air Control Power, the lower half or other parts of his body appear to be a tornado. His eyes are white with no pupils.

In the guise of John Smith, he appears as a tall, blue-eyed, bald Caucasian man,



often wearing a brown overcoat with a white ascot.

Red Tornado was constructed by T.O. Morrow in one of his bids to destroy the Justice League of America and the Justice Society of America. The android turned against his creator and rescued the heroes of both

worlds. Red Tornado has been destroyed and recreated at least twice, and displays an occasional compulsion to destroy himself. Oddly enough, his memory and personal continuity were retained after his destructions and recreations.

As an android, Red Tornado has a

problem integrating into humanity. Many people fear his "inhumanity." In addition, he perceives many people's reactions to him, such as awe of his power, as hostility. In his alter ego, John Smith, he has two human friends who know of his android origin, Kathy Sutton, and Traya, an orphan.



Just before Red Tornado was completed by Morrow, the Tornado Champion entered the android body, intending to assume control of it, only to be trapped by Red Tornado's computer-brain. The self-destructive compulsion is assumed to be the subconscious desire of the Tornado Champion to free himself from his android prison. It also accounts for Red Tornado's desire to be accepted into human society.

Whenever Red Tornado is utterly destroyed, the Tornado Champion, his good half, and the Tornado Tyrant, his evil half, are released (see characters for more details). When Red Tornado's form is recreated, these two beings are re-imprisoned in him. Until September 1985, Red Tornado will not know of this—thus his player should not be informed of it in this adventure or any campaign that takes place before 1985 (for more information, see *Red Tornado* #3).

In *Justice League of America* #193, Firestorm was informed by Tornado Champion of Red Tornado's origin. Firestorm then recreated Red Tornado and decided to keep Red Tornado's origin a secret. Thus, Firestorm's player should be told this information.

THE TORNADO CHAMPION

DEX: 23	STR: 5	BODY: 15
INT: 14	WILL: 11	MIND: 21
INFL: 6	AURA: 18	SPIRIT: 9
INITIATIVE: 43	HERO POINTS: 63	

POWERS:

Absorption Field: 15, Air Control: 27, Dispersal: 12, Earth Control: 6, Energy Absorption: 15, Growth: 5, Lightning: 19, Mimic: 20, Power Drain: 18, Shape Change: 11, and Weather Control: 6.

LIMITATIONS:

Power Limitation: Power Drain may drain only Mystical Powers.

Power Limitation: Energy Absorption is limited to only Kinetic Energy, like the energy used when a character is punched or an object is thrown at him.

VULNERABILITIES:

Rare Loss Vulnerability: Tornado Tyrant negates all Attributes, Skills, and Powers (0 Range APs).

MOTIVATION: Upholds Good

WEALTH: N/A

JOB: N/A

RACE: Alien

APPEARANCE: Appears in his natural form as a tornado.

Ulthoon, the Tornado Champion, was originally evil, but changed for the better. While he was returning to Earth-2, where he was unknown in his original form, the Tornado Champion came upon T.O. Morrow building the android, Red Tornado. He sought to control the android, but was trapped instead. His evil form, the Tornado Tyrant, was stripped from Ulthoon while he was inside Red Tornado, and both of them are released from their prison whenever the android body of Red Tornado is destroyed.

TORNADO TYRANT

DEX: 25	STR: 5	BODY: 15
INT: 13	WILL: 11	MIND: 20
INFL: 6	AURA: 19	SPIRIT: 9
INITIATIVE: 44	HERO POINTS: 60	

POWERS:

Absorption Field: 15, Air Control: 30, Dispersal: 12, Earth Control: 6, Energy Absorption: 15, Growth: 6, Lightning: 19, Mimic: 20, Shape Change: 11, Weather Control: 6.

LIMITATIONS:

Power Limitation: Energy Absorption is limited to only Kinetic Energy, like the energy used when the character is punched or an object is thrown at him.

VULNERABILITIES:

Rare Loss Vulnerability: Tornado Champion negates all attributes, skills, and powers (0 Range APs).

MOTIVATION: Psychopath

WEALTH: N/A

JOB: N/A

RACE: Alien

APPEARANCE: Appears as a tornado.

Tornado Tyrant is the evil entity that is imprisoned in the android shell of Red Tornado. Originally he was a part of the Tornado Champion. But the Tornado Champion's imprisonment inside Red Tornado split him into two entities. Now, whenever Red Tornado is destroyed, both the Tornado Champion and the Tornado Tyrant are released from their confines. Whenever Red Tornado's shell is recreated, they are both reimprisoned.

Friendly Non Player Characters

Elongated Man Same as in Game-master's Book, only he has 25 Hero Points. Initially left on the satellite to continue monitor duty, he was surprised and knocked out by the Enforcers, but not before he was able to activate the J.L.A. emergency signal. Ralph Dibny, the Elongated Man will be left on duty when the characters go to the final confrontation.

ERIK STEUBEN, Ph.D., S.T.A.R. Labs Director

DEX:	2	STR:	2	BODY:	3
INT:	4	WILL:	3	MIND:	3
INFL:	2	AURA:	1	SPIRIT:	3
INITIATIVE:	6	HERO POINTS:	3		

SKILLS:

Charisma: 3, Gadgetry: 4, Scholar/Academic Study: 4 (Physics), Science: 5

DESCRIPTION: Dressed in a light gray suit, Dr. Steuben has a very distinguished appearance. He is five foot eight inches tall, with a tan complexion, silver-streaked black hair, piercing hazel eyes and wire-rimmed eyeglasses. He speaks in a slightly accented, precise voice (those with a Scholar/Linguistics Skill above 4 will recognize a Heidelberg German accent).

Dr. Steuben is the head of the S.T.A.R. Labs Research station of which the Cryogenic Labs is a part. He is extremely distressed at the release of the two villains and will investigate the matter vigorously. He is very secure in his position, having ten years seniority as its head. However, he is anxious to minimize the stain to his reputation and any barriers this might raise to future Super-Hero cooperation in research.

Information

Dr. Steuben will be very helpful if he is contacted by the J.L.A. during the first two encounters, but will have no information other than the following (read to the Players):

"Killer Frost, against direct orders, was being moved past Parasite's holding area. Parasite drained off some of Killer Frost's powers, which he used to free himself. During his escape, the electricity to Killer Frost's container was cut off and a bullet from one of the guards' guns penetrated its seal, which allowed Killer Frost to escape. Well, you have seen the results.

"Other than that, I have not had enough time to survey the damage or investigate further. Now, if you would be so kind as to excuse me, I need to make my preliminary report to Central Administration and to begin my investigation. Should I come across any further developments, I will have Central Administration patch my call through to your satellite. I would also appreciate any information you can provide for me on this matter."

Dr. Steuben will call the satellite during Encounter 4 whether or not he is contacted in Encounter 1. In any case, he will not phone until after the Transmatter Cube is taken. If he is contacted during Encounter 4 or when he phones, Dr. Steuben will say in an exhausted voice:

"There is a new development of which you should be informed. The person responsible for the movement of Killer Frost is Dr. Zachariah Thomas, a member of our energy and weapons research section. As of yet, I have not been able to contact him..."

GM ONLY: Continue with the following if Technician escaped from the satellite:

"...although he reported back about fifteen minutes after the incident. He was not present at the staff meeting held to investigate the incident.

"When my guards searched his section for him about a half hour later, his colleagues reported approximately 3.7 kilograms of our Green Kryptonite research pile had disappeared along with the experimental portable Kryptonite power plant. As you know, the limits to the output of this plant have not been reached, but it could certainly supply electric power to several cities for quite a long time. Several Krypt-Kicker weapons have also disappeared along with quite a bit of electronic equipment that Dr. Thomas ordered.

"Central Administration indicates that you have the ability to trace this stolen Kryptonite by having the sensors on your satellite trace the Green Kryptonite radiation pattern. I need not tell you how important it is to regain possession of these items."

GM ONLY: Read the following if the characters ask about Dr. Thomas:

"Dr. Thomas, who joined our operation here about eleven months ago, has been one of the most creative applied scientists we have developed. Although he was originally hired as a technical writer based on the dissertation he presented us, he quickly, through his insights and inventions, earned a place for himself on our staff.

"His ability to manufacture unique and sophisticated lab equipment is really quite extraordinary. Because of this, he has a free hand to order whatever supplies and equipment he might need. Until today, we had no reason to doubt his loyalty or honesty.

"One odd thing though. The standard security linguistic analysis indicated that he is a native born American—but could not identify any regional associations. This was an anomaly which we never encountered before. We assumed that this was due to his enormous scientific intellect, which skewed the statistical results."



Hostile NPC's Independent Villains

Killer Frost: Same character as in the Gamemaster's Manual.

Killer Frost is being kept in the Cryogenic facility while a new cell to hold her is being developed by S.T.A.R. Labs. This cell is located in the Star City Prison and is almost finished. The Cryogenic facility was selected because, even with a power failure, the low temperature needed to hold Killer Frost could be maintained with no problem.

Information

Killer Frost will not be able to provide any information concerning the Villains on the satellite.

PARASITE alias R. Maxwell Jensen

DEX:	5	STR:	3	BODY:	6
INT:	4	WILL:	5	MIND:	3
INFL:	5	AURA:	3	SPIRIT:	3
INITIATIVE:	14	HERO POINTS:	18		

POWERS:

Mind Drain: 20, Power Drain: 30, Spiritual Drain: 20, Vampirism: 20
Special Power (Parasite: 80): Upon touch, Parasite may drain up to 80 APs of Attributes and/or Powers from his victim. However, he will lose 4 APs per Phase (0 APs or 4 seconds) thereafter. Powers and Attributes cannot exceed those of the victim. The victim's AP level cannot be reduced below zero. This is an Automatic Action.

SKILLS:

Vehicles/Land: 3

LIMITATIONS:

Power Limitation: Powers acquired through Power Drain may only be retained for only 2 APs of time (four combat phases).

Power Limitation: Powers and Attributes can only be drained from living beings.

Catastrophic Irrational Attraction: Needs to feel super-powered energy flow through him.

VULNERABILITIES:

Common Miscellaneous Vulnerability: All limitations and vulnerabilities placed upon the Power taken from someone else are "inherited" for the duration that the Power is held.

MOTIVATION: Psychopath

WEALTH: N/A

JOB: N/A

RACE: Humanoid

APPEARANCE: A muscular, disfigured purple humanoid with a scarred face. He has no eyes or hair. His mouth, ears, and nose are almost closed with scar tissue, and he has a green stripe running up the center of his chest. He wears green gym shorts.

R. Maxwell Jensen was exposed to experimental radioactive material when he tried to steal his company's payroll. He looked in a contaminated waste container, thinking this was where the company stashed their money for safekeeping. He was permanently scarred by the event, but also found himself possessing strange power-leeching abilities.

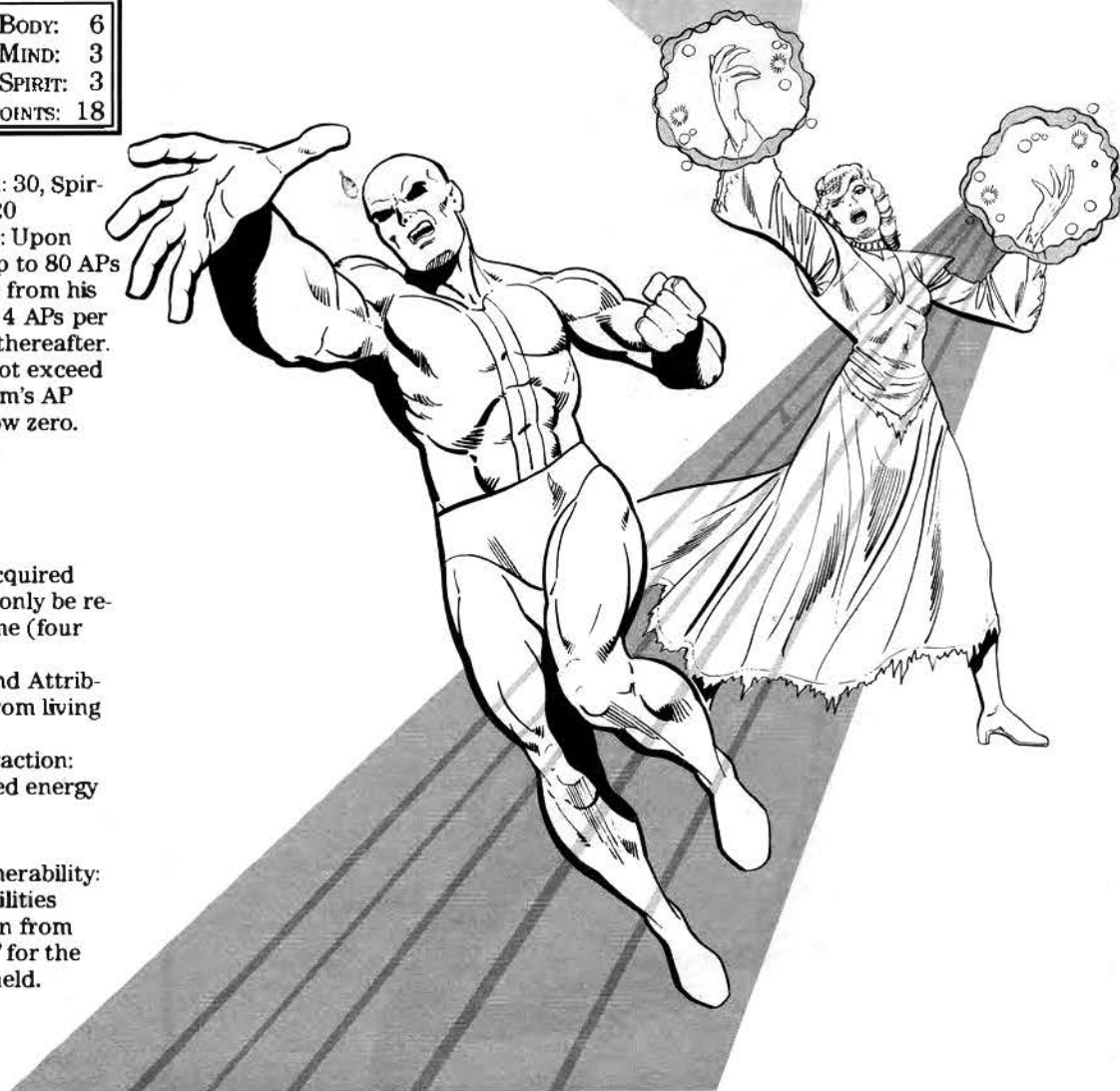
Like Killer Frost, Parasite needs to siphon energy on a constant basis. But even worse, he has a hunger, a need, to steal and feel the Powers and

energies of heroes flowing through him. He also feels the pain and frustration of no longer being able to enjoy the simple pleasures. He is cut off from humanity because of his scarring and is physically unable to eat, or even sleep.

Superman "loaned" Parasite to S.T.A.R. Labs Cryogenic Research Center to investigate his ability to drain energy from other beings. S.T.A.R. Labs hoped to perfect a much more efficient way of cooling their facility and gain insight into the physics of the energy of super-powers.

Information

Parasite will have no information for the J.L.A. concerning the villains on the satellite.



THE ENFORCERS

The Crime Cartel used its Brain-wave Device to plant a psychological block in the minds of four Enforcers (not Technician), preventing them from revealing to anyone outside of the Crime Cartel any details of the Cartel's affairs. This psychological block can be overcome by having 10 or more RAPs from a Mind Probe or Interrogation Action Check. The block will not affect any information about the Enforcer's headquarters nor what has happened since they transferred from Earth-2.

An additional psychological block was implanted in these four, which prevents them from entering Killing Combat unless ordered to by Technician (or any other Cartel Official).

Information

All of the Enforcers know the same information about each other, their background, and their mission. If the Player Characters make an Interrogation or Mind Probe Action Check against any Enforcer, read every section where the Result APs (RAPs) equal or exceed the indicated Knowledge Points to the Players.

1 Knowledge Point.

From Maniac or Technician: "I don't even know why I came to this crummy Earth."

From Infinity and Blackstorm: "I can't see why you're defending this Earth at all. The people here aren't worth it."

From Kristin: "This Earth isn't any better than the other one. They both look so much alike."

2 Knowledge Points

From everyone except Technician: "As soon as Technician opens the corridor, you'll see who'll be asking the questions."

From Technician: "They'll be back to get me. I'm their only link with home. They'll be back."

3-4 Knowledge Points

From Maniac, Infinity, and Blackstorm: "We come to this planet, do the most important work that they have ever come up with, and yet where do we live? A crummy warehouse outside of Novato. Even Cleveland is a step up from Novato."

From Kristin: "I used to stalk the stars. This is no kind of life for a Queen. Now look at me: forced to live in a damp room in a filthy warehouse in a city called Novato. And now—captured by a band of costumed mortals."

5 Knowledge Points

From all except Technician: "If Technician had come up with a gadget that worked more than once, we wouldn't have had to bother with yours."

From Technician: "If I had a bigger budget and some decent equipment, I could've made a decent Transmatter. We never would've had to deal with you people. But no-o-o. They had to be bureaucrats about the whole deal. Now look at things. Serves 'em right."

6 Knowledge Points

The characters will tell what they know about their mission and colleagues. Only Technician will refer to the Cartel by name or reveal any information about the organization. The others will only say "they" and "them" when talking about the Cartel. Generally, they will answer any specific question which is asked.

10 Knowledge Points

The Enforcers will tell all they know about the Cartel—but only in response to direct questions. They will not volunteer anything.



BLACKSTORM alias Laci Gibbons

DEX: 11	STR: 3	BODY: 11
INT: 8	WILL: 4	MIND: 5
INFL: 4	AURA: 1	SPIRIT: 4
INITIATIVE: 23	HERO POINTS: 33	

POWERS:

Darkness: 25, Energy Absorption: 35, Bio-Energy Blast: 35, Flight: 9

SKILLS:

Charisma/Intimidation: 4, Scientist: 3, Vehicles: 3

EQUIPMENT:

Bracelet [DEX: 0, STR: 0, BODY: 4]

Uses: 10, Duration: 15, Teleportation: 21,

Super-Ventriloquism (as a radio): 22

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

Uses: 10, Duration: 15, Skin Armor: 9,

Sealed Systems: 1

LIMITATIONS:

Bio-Energy Blast is limited to the amount of energy absorbed using Energy Absorption Power.

MOTIVATION: Mercenary**WEALTH:** Affluent**JOB:** Member of Enforcers**RACE:** Human

APPEARANCE: A very intimidating slender woman who has a somewhat hawkish face. Red-haired and hazel-eyed, she has a bracelet on her left wrist. Her skin-tight costume is colored black and bright red. She wears a black mask.

Laci Gibbons was a nuclear research technician who, after a heated argument with her supervisor, left the facility without following the decontamination procedures. While driving home, she suffered a black-out and lost control of her automobile.

She regained consciousness just in time to slam into a guard rail along the road side. She felt her body absorb the energy of the impact as if her entire body were a sponge, the crackle of electricity flashed through her body. It was through this experience that Laci discovered her powers absorption and its strange side-effect of being able to rechannel this power into blasts of bio-energy.

INFINITY *alias Sonja St. James*

DEX: 12	STR: 2	BODY: 7
INT: 11	WILL: 8	MIND: 13
INFL: 13	AURA: 18	SPIRIT: 17
INITIATIVE: 36	HERO POINTS: 51	

POWERS:

Magic Blast: 12,

Mystic Link/Flame Projection: 8,

Mystic Link/Invisibility: 12,

Mystic Link/Mental Blast: 12

SKILLS:

Occultist: 12

EQUIPMENT:

Bracelet [DEX: 0, STR: 0, BODY: 4]

Uses: 10, Duration: 15, Teleportation: 21,

Super-Ventriloquism (as a radio): 22

MOTIVATION: Mercenary**WEALTH:** Affluent**JOB:** Member of Enforcers**RACE:** Human

APPEARANCE: A tall, raven-haired woman. She has dark, foreboding eyes, seemingly filled with ancient lore and mystery. She wears a long, flowing silver-gray dress, a

bracelet and an amulet on a chain around her neck.

Sonja St. James was a petty conjurer who sought the ultimate knowledge of all matters arcane. She came to possess a strange, but powerful, tome which contained a number of forbidden magics. She quickly delved into the book, performed a number of rituals, and eventually became master of magic. During one of her excursions into demon summoning, she accidentally freed the "essence vampire" known as Kristin from her dimensional prison.

KRISTIN

DEX: 15	STR: 10	BODY: 21
INT: 14	WILL: 17	MIND: 12
INFL: 11	AURA: 20	SPIRIT: 10
INITIATIVE: 40	HERO POINTS: 63	

POWERS:

Absorption Field: 10, Aura of Fear: 11,

Flight: 10, Invisibility: 6, Poison Touch:

17, Radar Sense: 14, Regeneration: 20,

Sealed Systems: 12, Skin Armor: 12,

Vampirism: 30

SKILLS:

Charisma: 11

EQUIPMENT:

Bracelet [DEX: 0, STR: 0, BODY: 4]

Uses: 10, Duration: 15, Teleportation: 21,

Super-Ventriloquism (as a radio): 22

LIMITATIONS:

Power Limitation: Flight only usable on the same turn as Invisibility.

Power Limitation: Sealed Systems is only effective while using Flight.

MOTIVATION: Power Lust**WEALTH:** Affluent**JOB:** Member of the Enforcers**RACE:** Humanoid

APPEARANCE: A haughty vicious look is on the face of this emaciated, shriveled



woman. Her flaming eyes strike fear into you as you meet her gaze.

Her uniform color is of metallic silver, and she has a bracelet on her left arm.

Kristin is an essence vampire who first came to Earth from an unnamed star when magic was still a major force. After an unsuccessful bid to control the world, a thousand mages banded together to create a huge dimensional prison in which to trap her own essence—banishing her from the primary plane of existence. She remained trapped for eons. She survived only by cannibalizing her own life-form for sustenance. She emerged from the dimensional prison a fraction of her former self when she was freed by Infinity.

MANIAC *alias Herman Letch*

DEX: 14	STR: 30	BODY: 15
INT: 3	WILL: 4	MIND: 5
INFL: 4	AURA: 4	SPIRIT: 7
INITIATIVE: 21	HERO POINTS: 45	



POWERS:

Density Increase: 12, Regeneration: 8, Skin Armor: 9

SKILLS:

Acrobatics/Dodging, Gymnastics: 4, Artist/Actor: 2, Charisma/Interrogation, Intimidation: 9, Vehicles: Land: 3

EQUIPMENT:

Bracelet [DEX: 0, STR: 0, BODY: 4]
Uses: 10, Duration: 15, Teleportation: 21, Super-Ventriloquism (as a radio): 22
Costume [DEX: 0, STR: 0, BODY: 9]
Uses: 10, Duration: 15, Skin Armor: 9, Sealed Systems: 1

LIMITATIONS:

Power Limitation: Regeneration is only activated by unconsciousness.

MOTIVATION: Mercenary

WEALTH: Affluent

JOB: Member of Enforcers

RACE: Human

APPEARANCE: A large, muscle-bound man who has a crazed look. Dressed in yellow wrestler tights, he has a bracelet looks on his thick left arm.

Shortly after being blacklisted by every wrestling promoter in the country, and having formal charges filed against him for maiming three fellow wrestlers, Herman Letch was freed from his prison cell by members of the Crime Cartel Enforcers. He was subjected to an experimental strength enhancement beam constructed by Technician. In the end, Herman Letch possessed super-strength and near invulnerability.

TECHNICIAN *alias Zachariah Thomas*

DEX: 6	STR: 3	BODY: 10
INT: 5	WILL: 5	MIND: 3
INFL: 2	AURA: 2	SPIRIT: 3
INITIATIVE: 13	HERO POINTS: 30	

POWERS:

Recall: 25

SKILLS:

Artist: 2, Charisma: 2, Detective: 5, Gadgetry: 22, Military Science: 5, Scholar: 5, Scientist: 5, Spy: 5, Thief: 6, Vehicles: 7, Weaponry: 10.

EQUIPMENT:

Bracelet [DEX: 0, STR: 0, BODY: 4]
Uses: 10, Duration: 15, Teleportation: 21, Super-Ventriloquism (as a radio): 22
Costume [DEX: 0, STR: 0, BODY: 9]
Uses: 10, Duration: 15, Radar Sense: 3, Skin Armor: 9, Sealed Systems: 3
Krypt-Kicker Pistol [DEX: 0, STR: 0, BODY: 10]
Uses: 10, Duration: 18, Heat Vision: 15
The Krypt-Kicker weapons were developed by S.T.A.R. Labs to counter super-powered villains. Superman has a +2 Column Shift on the Resistance Value because it has a Kryptonite energy base.

Scanner [DEX: 0, STR: 0, BODY: 4]

Uses: 10, Duration: 15, Super-Ventriloquism (as a radio): 22, X-Ray Vision: 1

Acts as a computer Terminal.

Wrist Rockets: Fires 1-3 Rockets

Acting Value: 14

Effect Value: as per rocket

Range: 1-short/2-medium/3-long

9"A" Omni-Gadget Rockets: 10 AP

15 AP Repair Kit

LIMITATIONS:

Serious Fear: Pain.

MOTIVATION: Thrill of Adventure

WEALTH: Affluent

JOB: Works for Crime Cartel

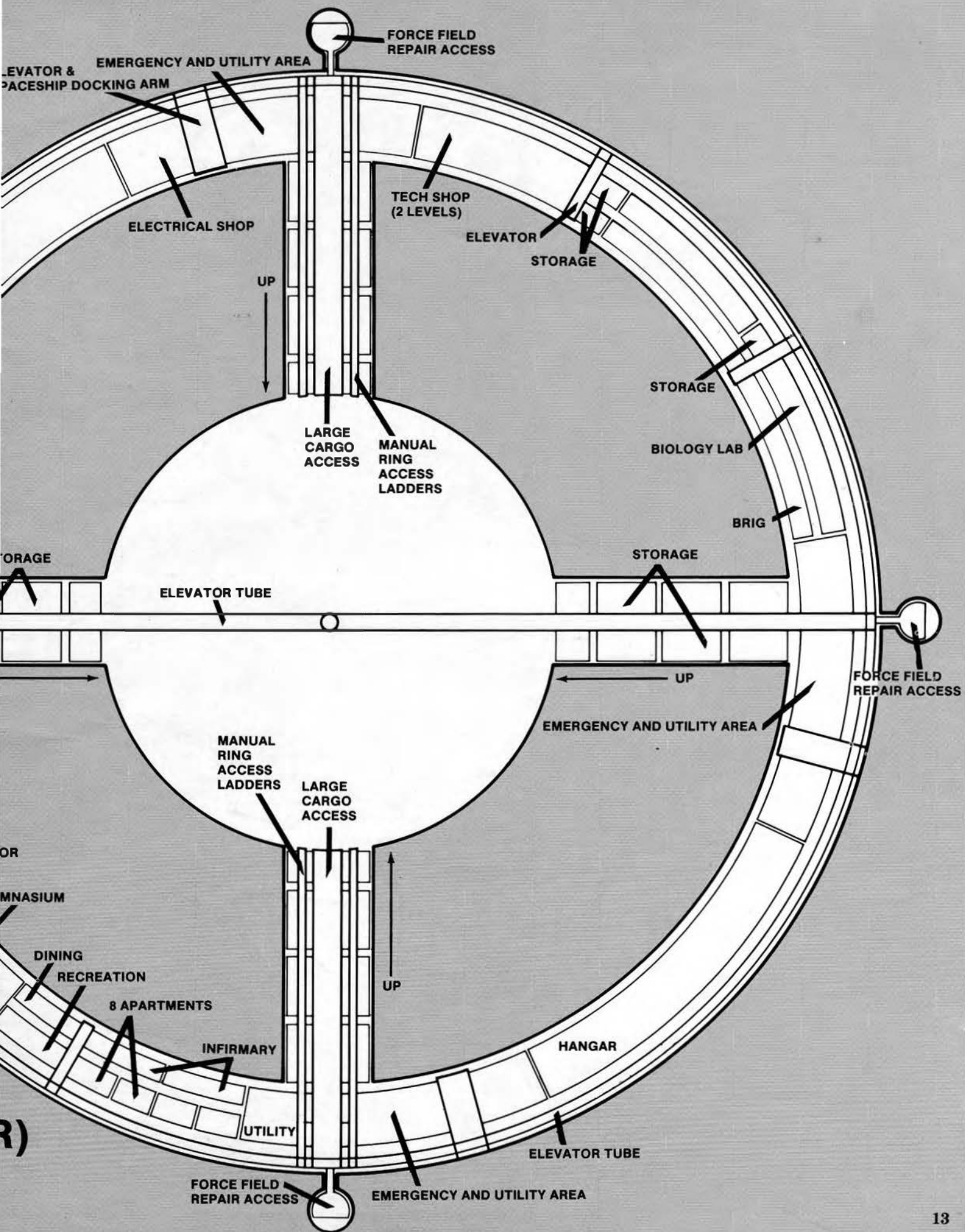
RACE: Human

APPEARANCE: Technician is always dressed in a drab brown sealed nylon overalls, helmet and breastplate. He has heavy boots and is surrounded by electronic equipment with a metal bracelet on his left arm and a dart launcher on his right arm. He is wielding a weird pistol.

Zachariah Thomas always had an insatiable curiosity and a compulsion to widen his perspectives. It was through this that the Earth-2 organization known as the Crime Cartel was able to enlist Zachariah's aid in constructing some of their most powerful devices. He rose within their research organization to become one of the few non-criminals in the top levels of the Crime Cartel.

It was his wish to accompany his machine that would span the dimensions. With his expenses being covered by the Cartel, Zachariah completed the "Dimension Drifter" in a matter of months; it was only about a year later that he was to accompany the Enforcers on its maiden "voyage," more as a precaution than as a qualified member of the group.

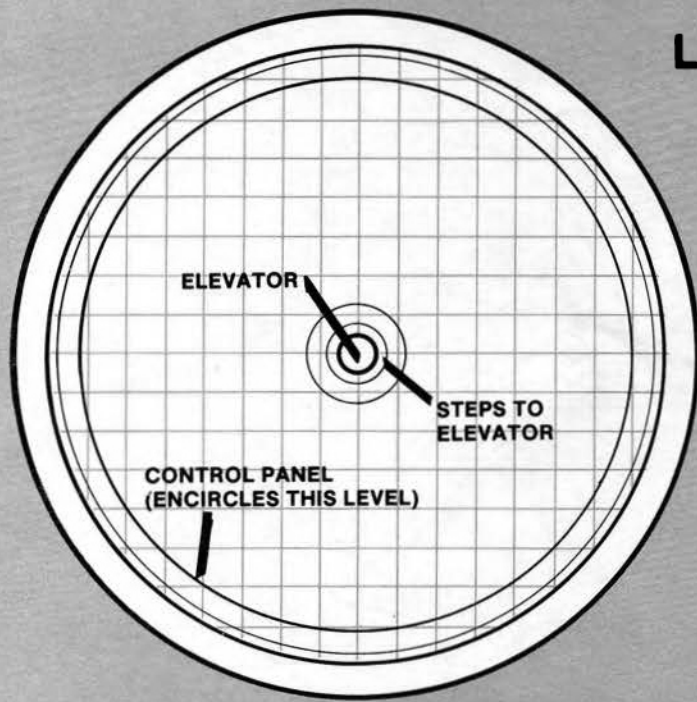




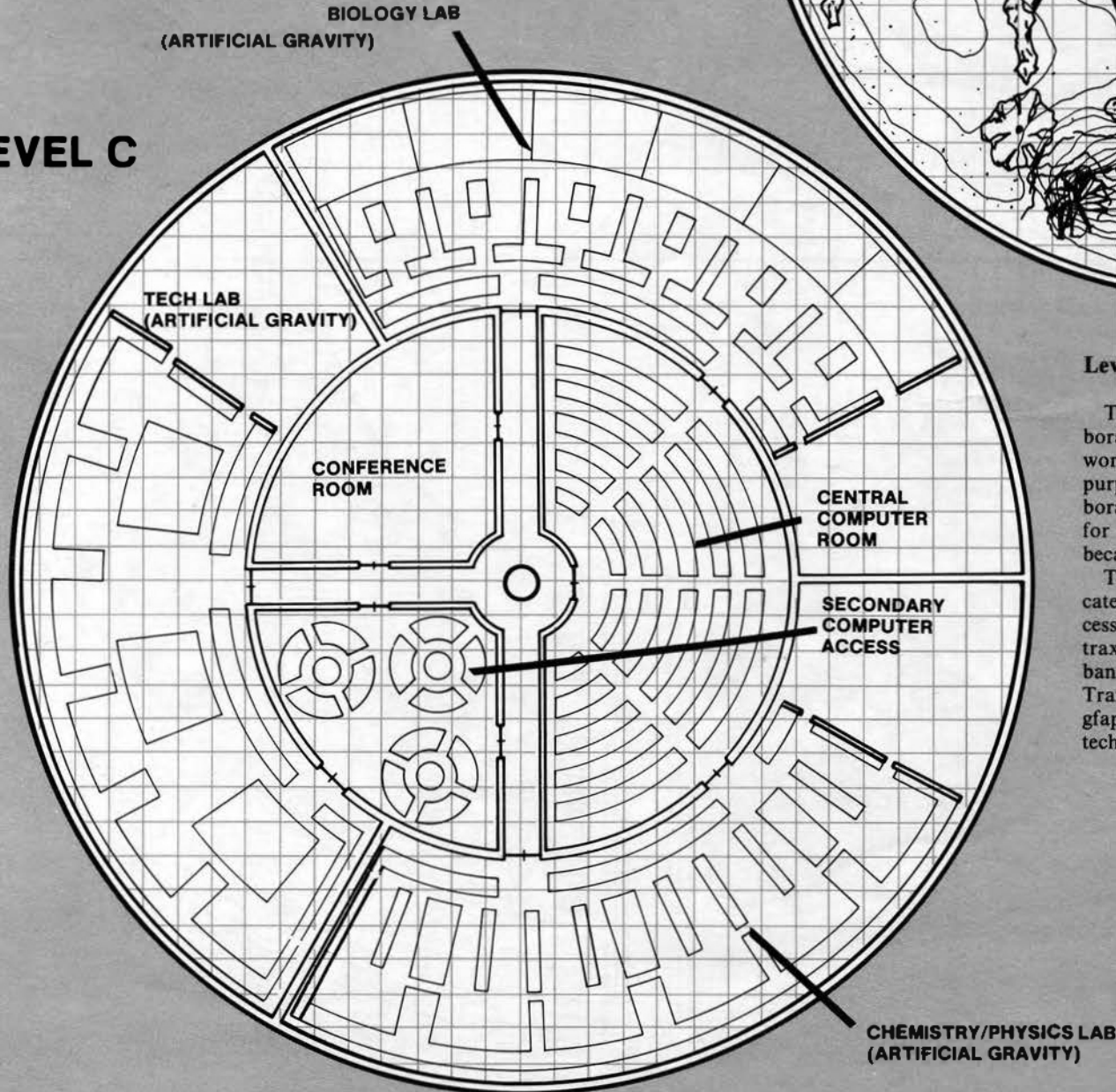
LEVEL A

Level A — Observation Deck and Control Level

A transparent plasteel dome covers the observation deck. At the center of this deck is the central elevator shaft which connects all of the decks of the satellite. Around the perimeter are the control panels monitoring the various functions of the satellite, including the Planetary Emergency Monitor System. At least one JLA member is on duty here or at level E at all times.



LEVEL C



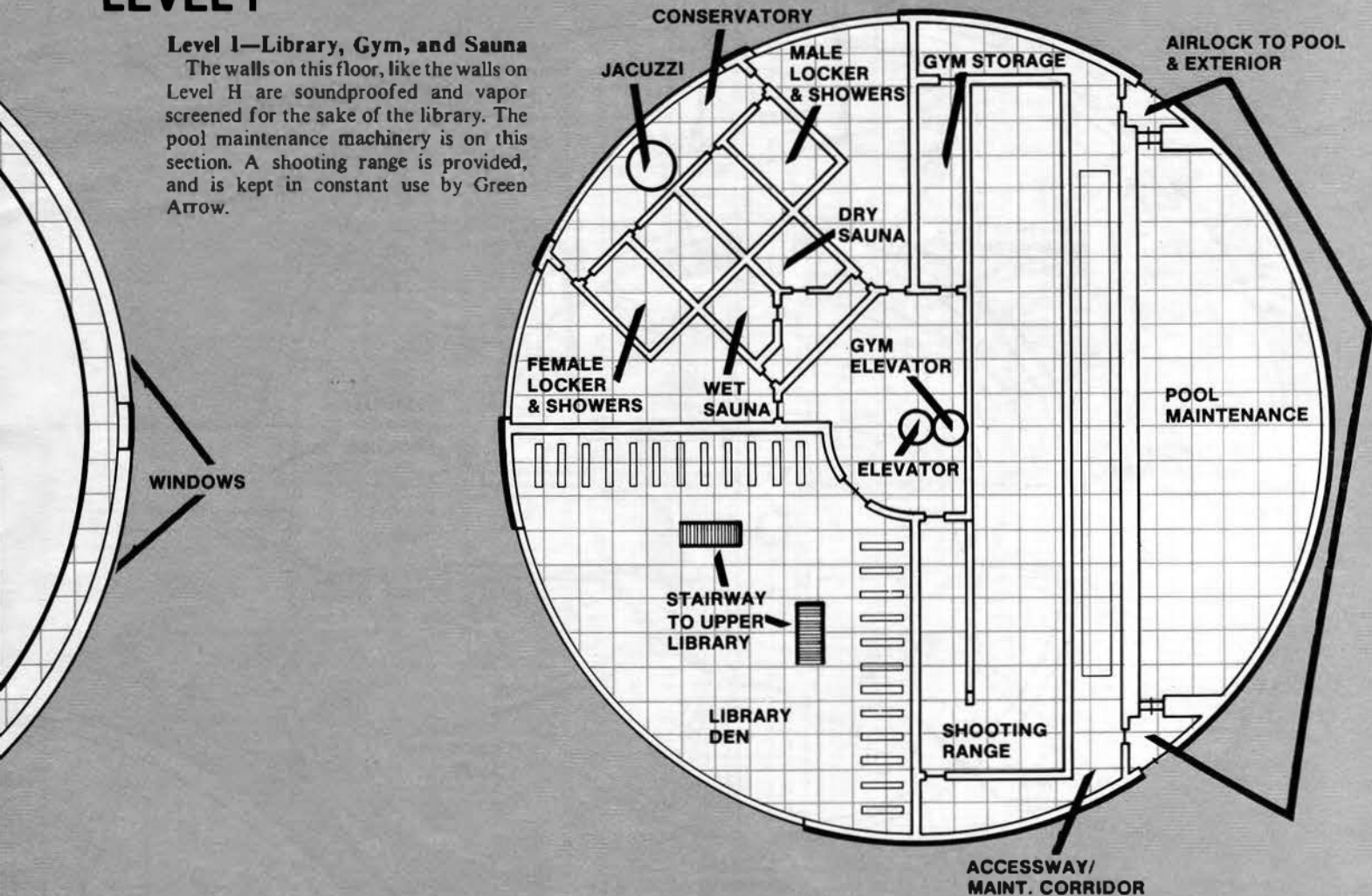
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LEVEL I

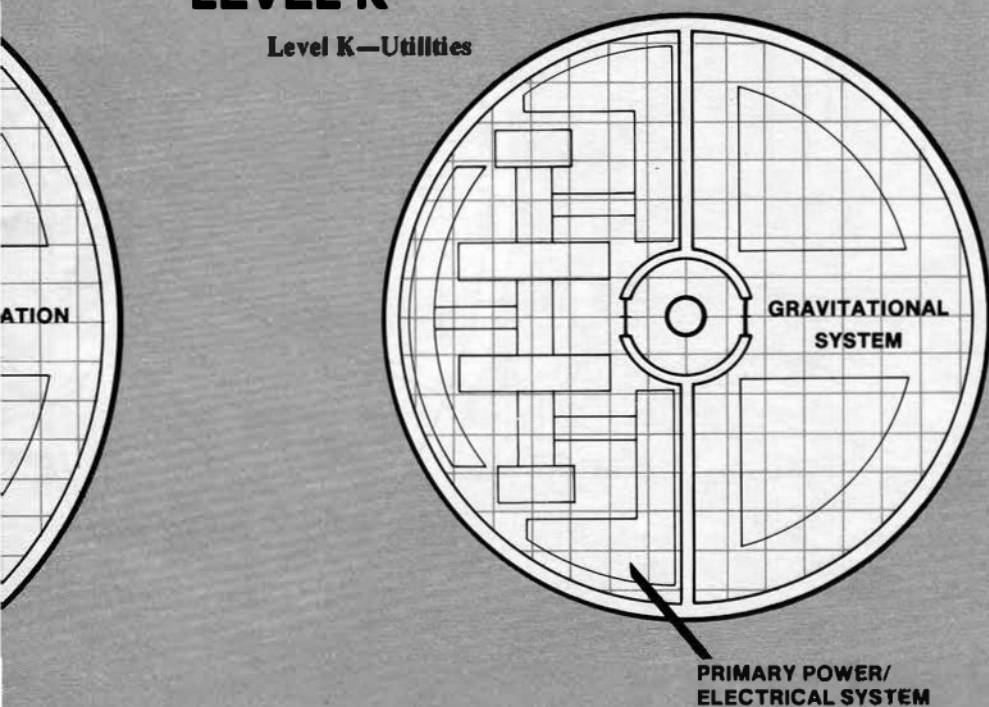
Level I—Library, Gym, and Sauna

The walls on this floor, like the walls on Level H are soundproofed and vapor screened for the sake of the library. The pool maintenance machinery is on this section. A shooting range is provided, and is kept in constant use by Green Arrow.



LEVEL K

Level K—Utilities

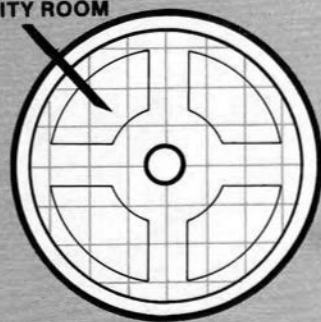


LEVEL L

Level L—Thanagarian Relativity Room

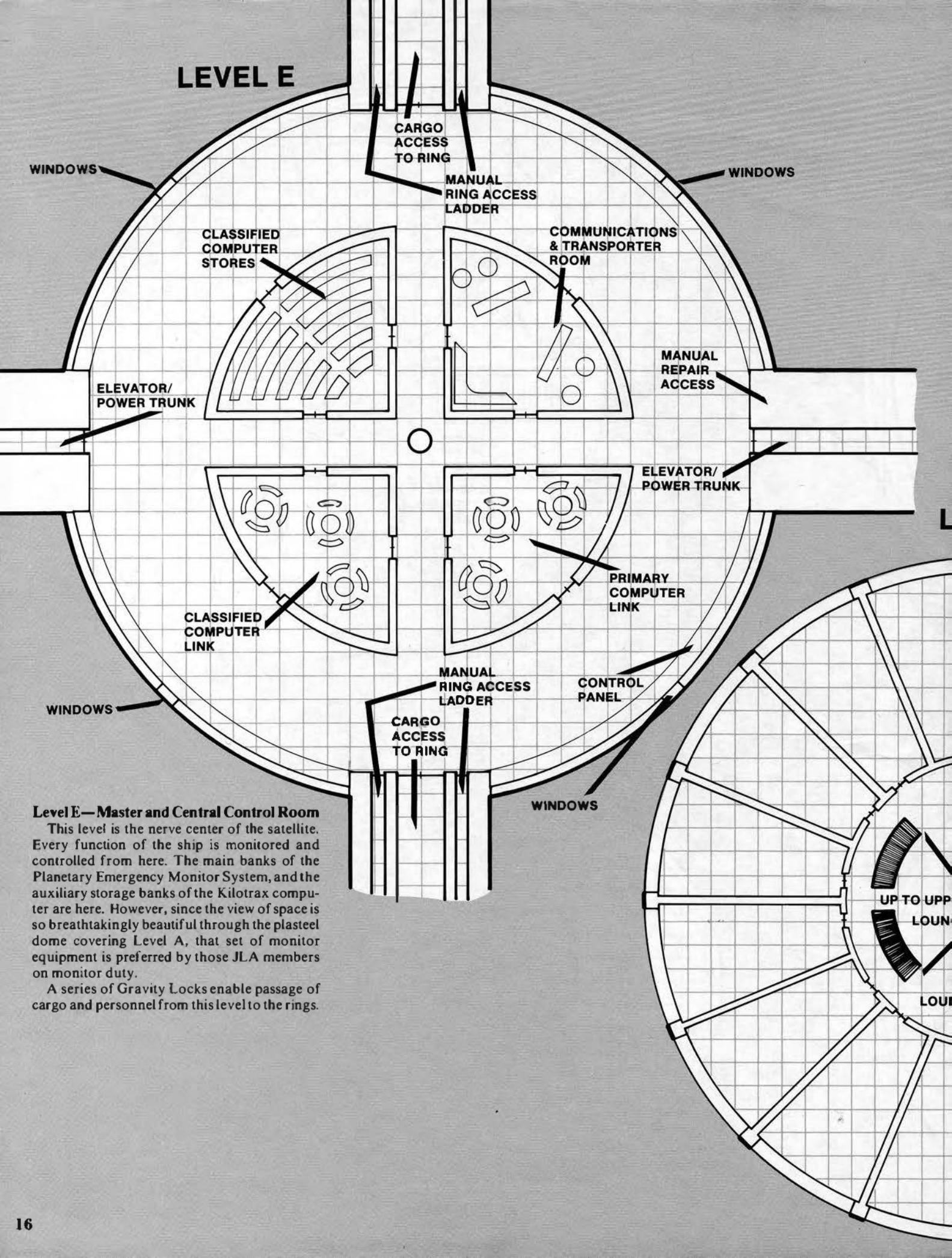
This room houses the machinery for the teleportation beam.

THANAGARIAN RELATIVITY ROOM



SCALE: 1 SQUARE = 10 feet

LEVEL E

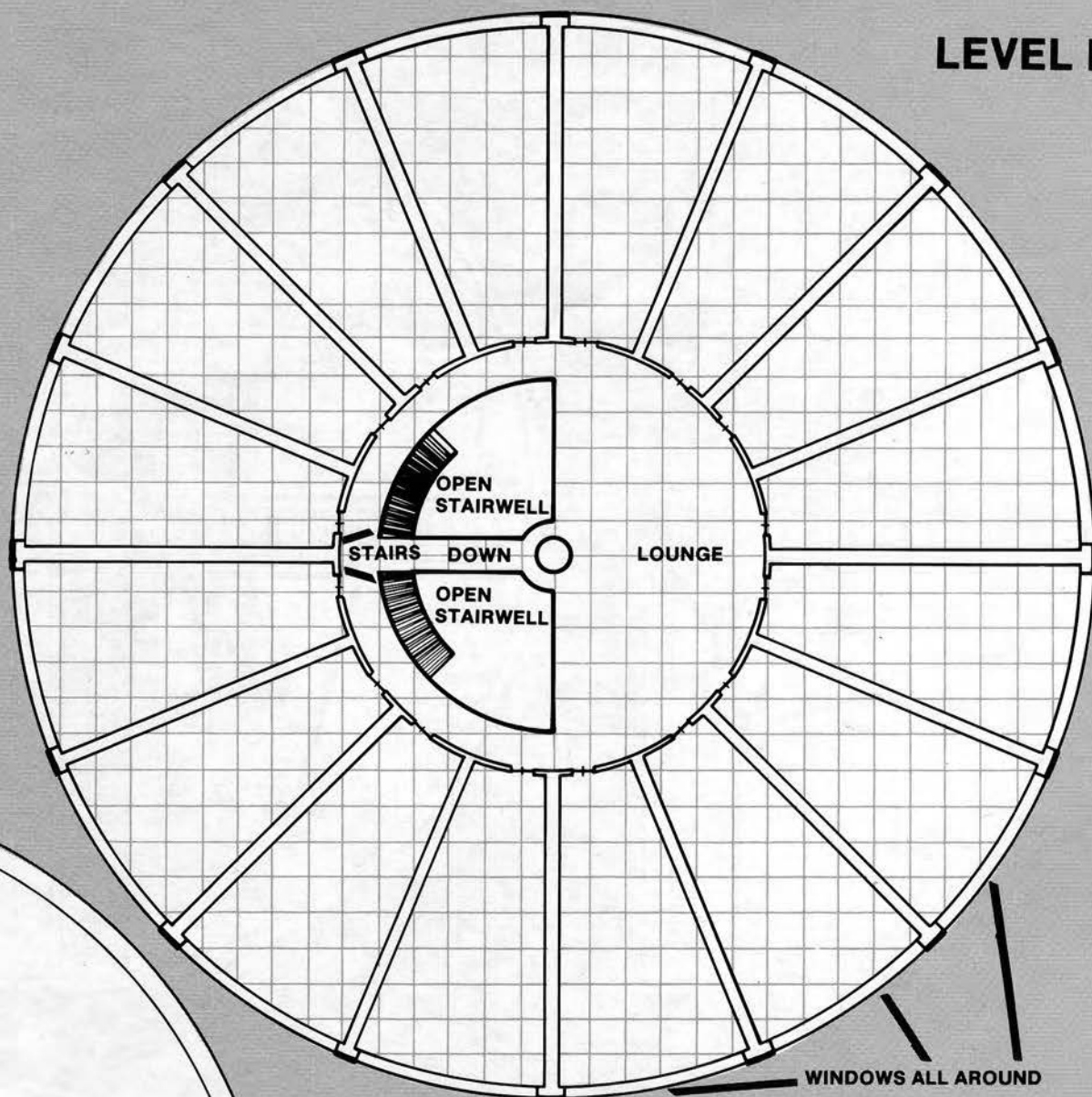


Level E—Master and Central Control Room

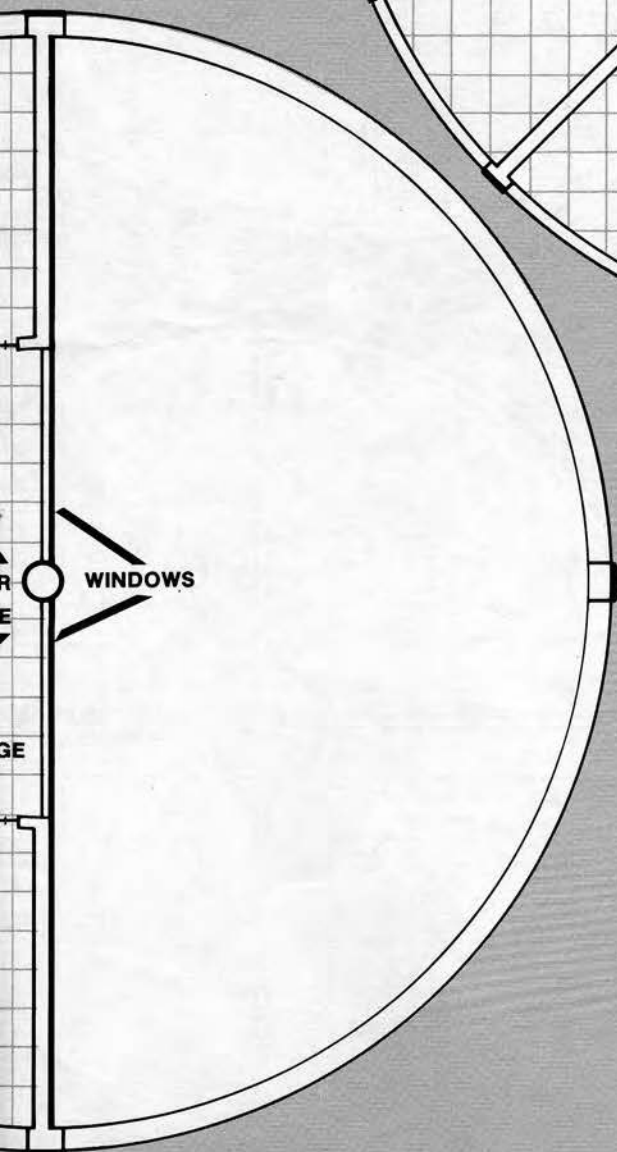
This level is the nerve center of the satellite. Every function of the ship is monitored and controlled from here. The main banks of the Planetary Emergency Monitor System, and the auxiliary storage banks of the Kilotrax computer are here. However, since the view of space is so breathtakingly beautiful through the plasteel dome covering Level A, that set of monitor equipment is preferred by those JLA members on monitor duty.

A series of Gravity Locks enable passage of cargo and personnel from this level to the rings.

LEVEL F



LEVEL G



Level F—Apartment Level 1
Level G—Apartment Level 2

The apartments on both levels are basically built for humanoids of approximately human size, but can easily be adapted for a wide range of alien lifeforms.

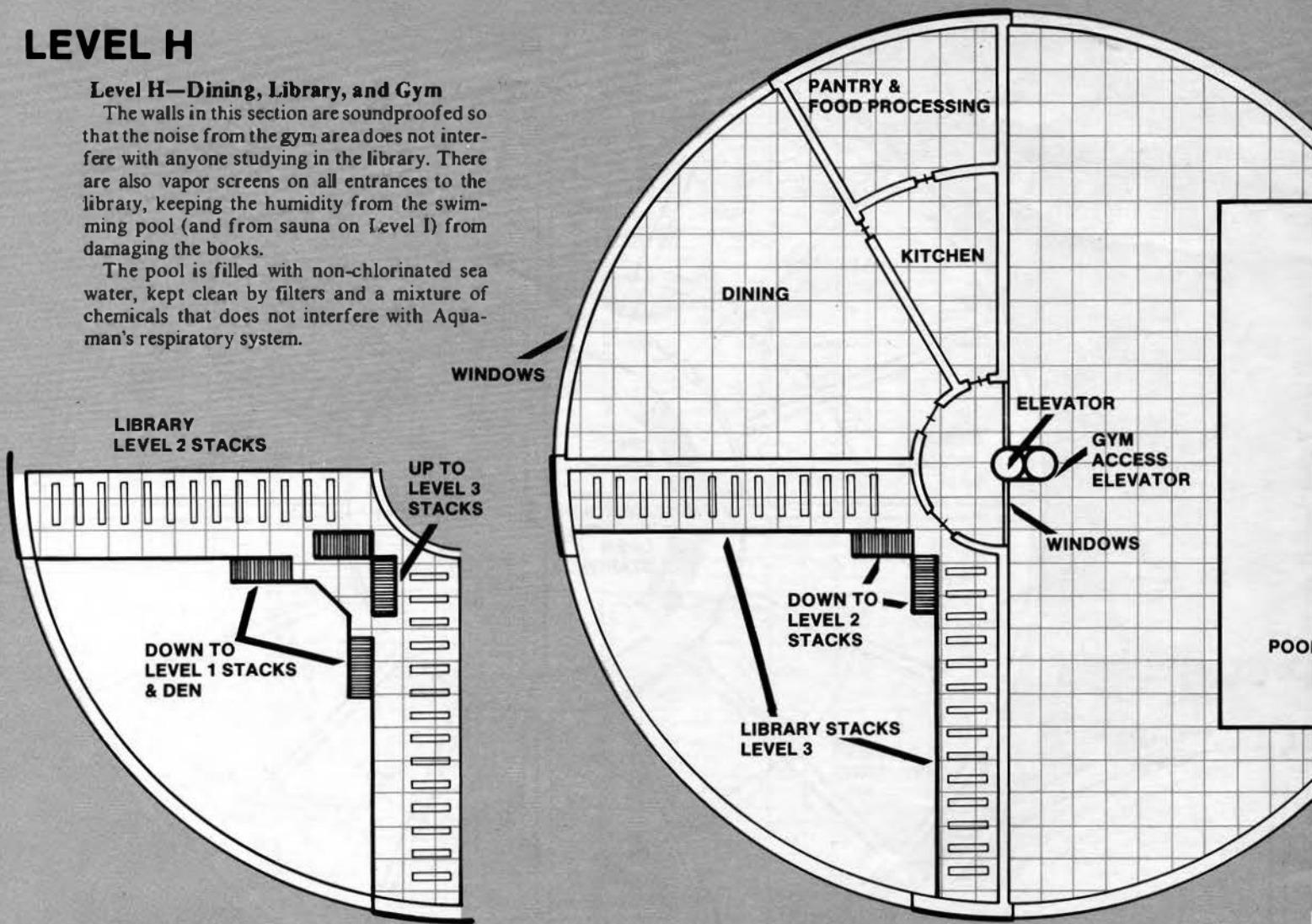
SCALE: 1 SQUARE = 10 feet

LEVEL H

Level H—Dining, Library, and Gym

The walls in this section are soundproofed so that the noise from the gym area does not interfere with anyone studying in the library. There are also vapor screens on all entrances to the library, keeping the humidity from the swimming pool (and from sauna on Level I) from damaging the books.

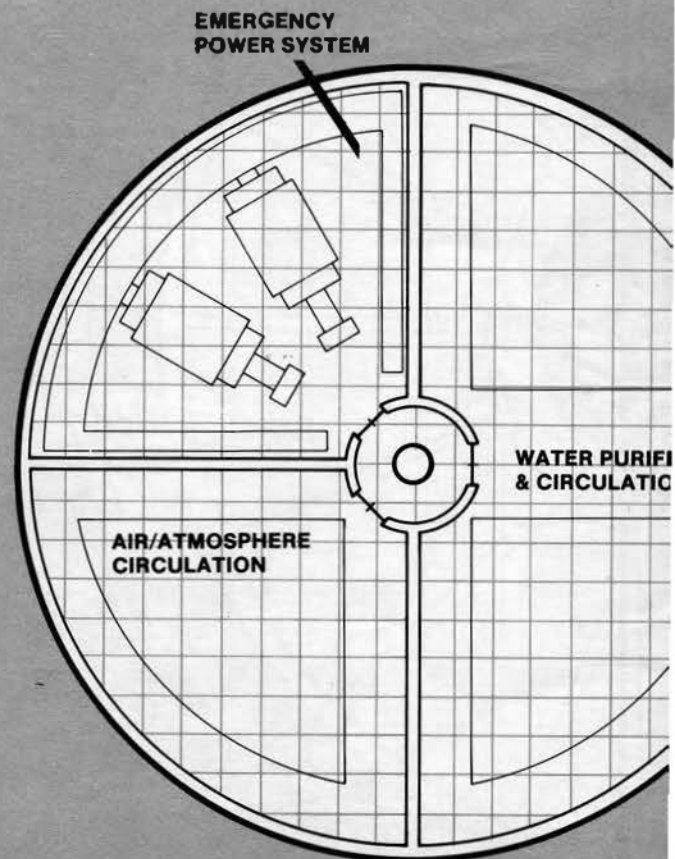
The pool is filled with non-chlorinated sea water, kept clean by filters and a mixture of chemicals that does not interfere with Aquaman's respiratory system.

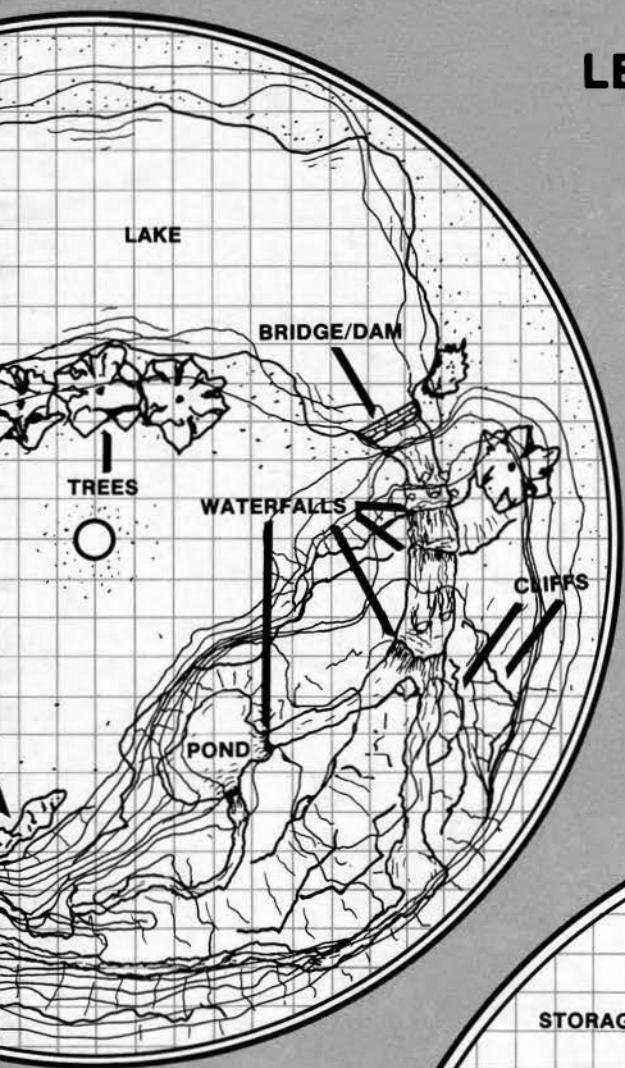


LEVEL J

Level J—Utilities

The Emergency Power System has batteries that can run the satellite at the normal level for a three days, or at emergency levels for ten days. They are recharged once a month by way of a Solar Energy Collecting Sail.





LEVEL B

SCALE: 1 SQUARE = 10 feet

Level B — Environmental Deck

This deck is modeled after a Colorado mountain landscape. A combination of artificial sunlight, natural sunlight, and a special ventilation system, simulates breeze, rain, and seasons. A series of pumps brings the lakewater to the tops of mountain springs which trickle into a stream which goes over a waterfall and back into the shallow lake (1AP deep).

Polarized plasteel walls with ultraviolet shielding and sensor-run liquid crystals to block off the light at timed intervals. Holographic animals add to the woodland mood.

This level has a 45' ceiling and an approximate diameter of 270' (5 APs).

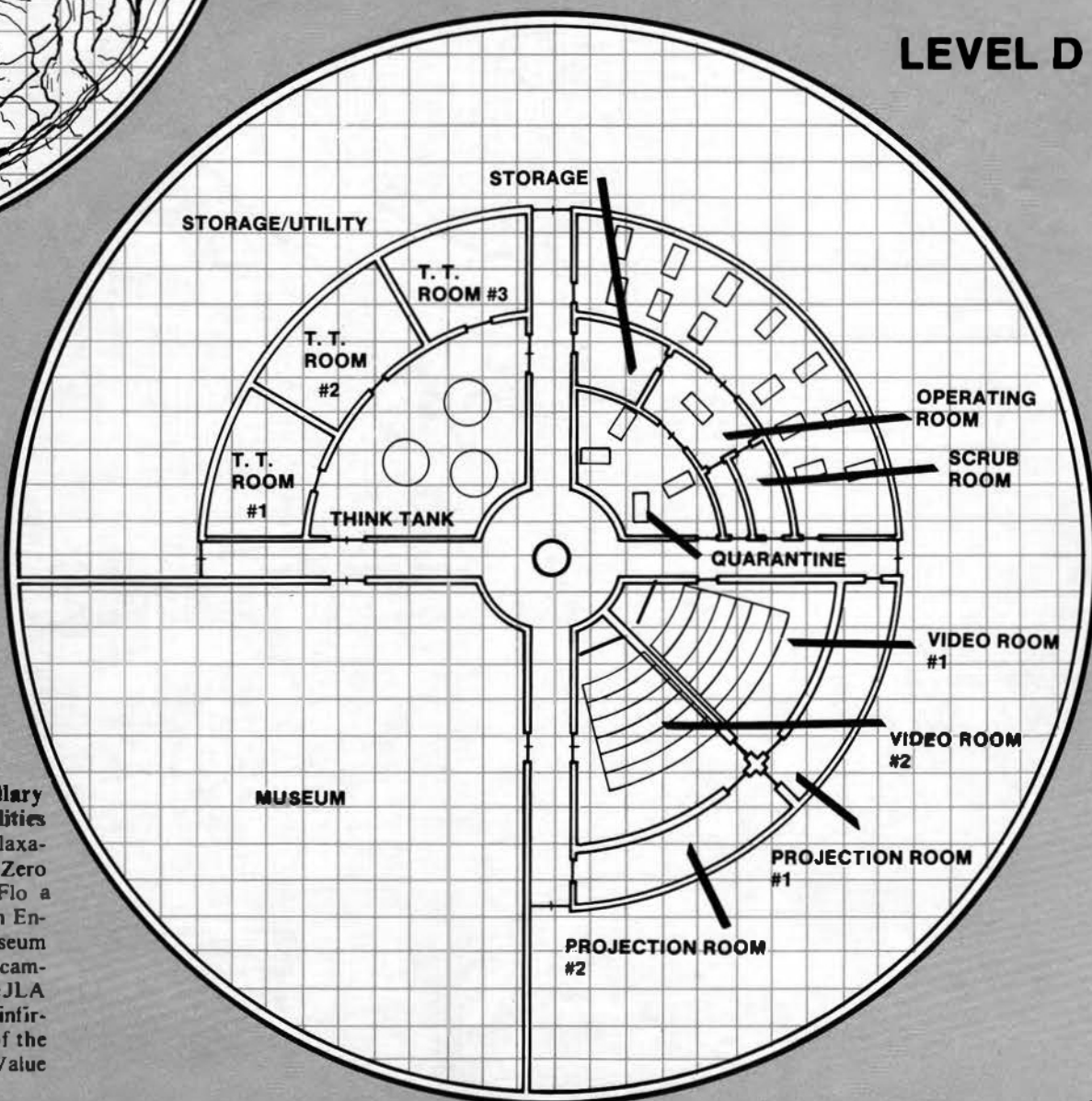
Level C — Laboratory and Technical Level

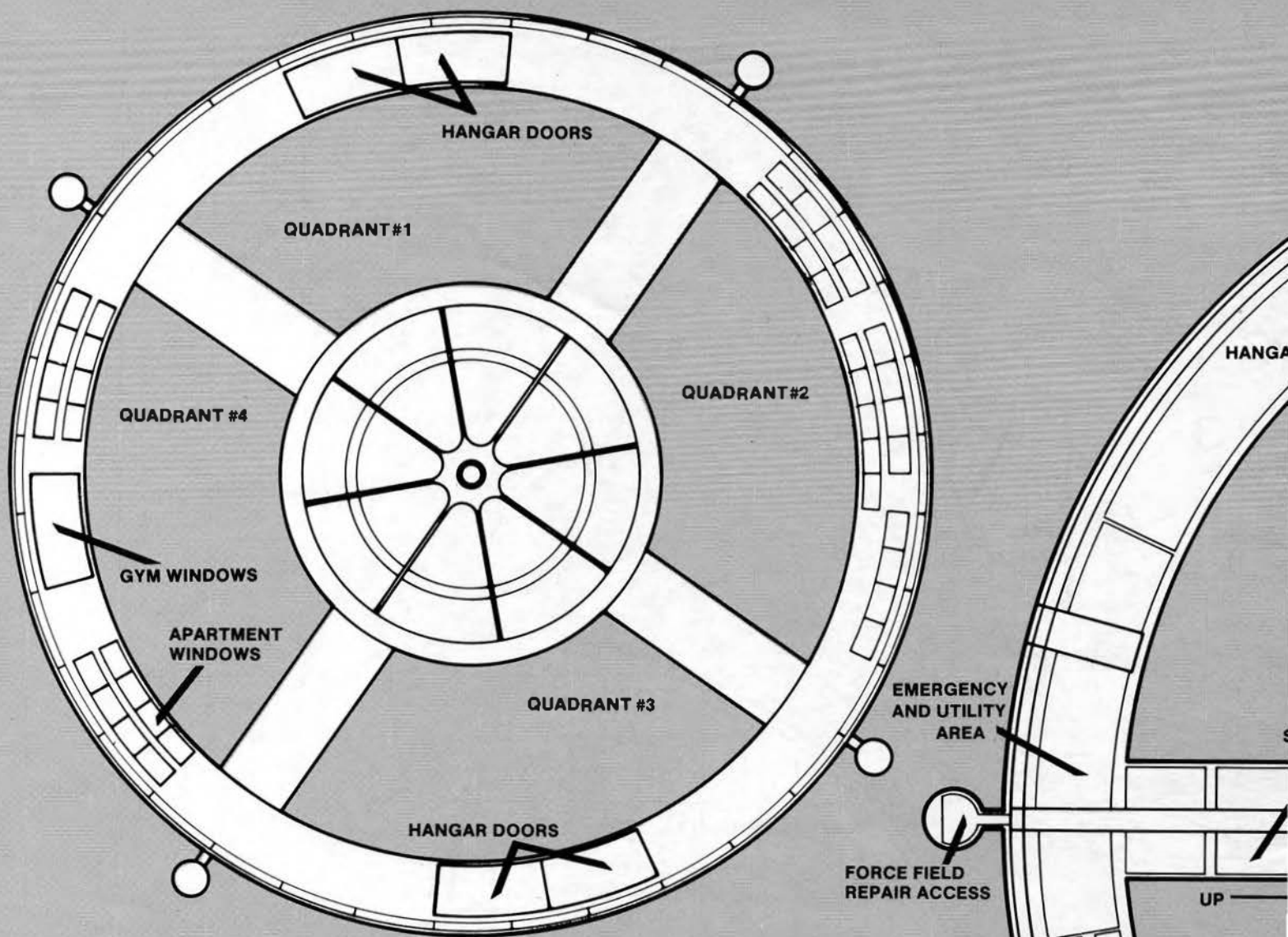
This level contains the primary laboratories for the J.L.A. The labs and shops are rated at 30 APs for the use of building gadgets. The laboratories on the outer ring are used for the most dangerous experiments as they are more easily isolated. The Central Computer room is located here, housing the Central Processing Unit of a S.T.A.R. Labs Kilo-computer. The auxiliary Storage rooms are located on Level E. The Matter Cube, used to bridge the between dimensions, is in the central lab.

Level D—Museum and Ancillary Facilities

The think tanks are used for relaxation and meditation. Room 1 is a Zero Gravity Chamber, Room 2 has 3 Flo-tation tanks and Room 3 has an Environmental chamber. The museum has souvenirs from past JLA campaigns, pictures of heroes that the JLA has worked with, etc. The main infirmary is rated so that any use of the medical skill has the Opposing Value reduced by 3 Columns.

LEVEL D





TOP VIEW (EXTERIOR)

Four Satellite Spokes

These provide access to the Rings from the Central Core of the Satellite. Two of the Spokes provide manual access by way of a series of Gravity Locks. An elevator (Speed 4 APs) runs the diameter of the rings through the other two spokes.

The Outer Ring

The laboratories in the outer ring are used for the more dangerous experiments and are rated at 35 APs each.

The apartments are here for a large influx of temporary guests that the JLA may have, such as the times when the Justice Society of America visits this dimension.

TOP VIEW (INTERIOR)

Introductory Encounter

PI Players' Information

The call came in just before 9 p.m., Metropolis time: Emergency—Report to the JLA satellite immediately.

Within seconds you are all there, 22,300 miles over the City Center of Metropolis, in the Justice League of America satellite. Elongated Man is waiting for you, with a worried look on his face.

"Something's up at S.T.A.R. Labs' Cryogenic Research Center in Novato, California," says Elongated Man. "It looks like they may need us, and fast — they're holding Killer Frost and Parasite there — definitely not a good thing if they're running loose.

"It seems simple enough, but you never can tell.

"You guys take care of things; I'll stay by the monitor and call if anything else pops up."

GM GM Information

Encounter 1: In California, Killer Frost and Parasite are running amok in a S.T.A.R. Labs installation.

The GM should use the chart provided to keep track of the time that the characters because their J.L.A. emergency beepers will go off at the start of the second phase. There will be no explanation or message. This is the only warning that the automatic intruder system is able to provide.

If Encounter 1 is ignored, the avoidable loss of human life will result. No one will be awarded any Hero Points if this happens.

As soon as the J.L.A. teleports to Novato, the Enforcers will teleport up to the satellite, attack and subdue Elongated Man, and begin the theft of the Transmatter Cube. Technician will cut off the main power supply and go with Maniac to the Tech Lab on Deck C to disconnect the Cube, Blackstorm will wait in the Tech Lab hallway for any sign of trouble. Kristin and Infinity will turn invisible and wait on the observation deck to ambush returning Justice League members.

Encounter 2 will require you to use a watch with a second hand.

T Troubleshooting

If any of the players wish to remain with Elongated Man on the satellite, he will insist that they all go and fast—he'll be handle things up here. If anything else pops up on the monitor board, he'll send word immediately.

Roll Call

Elongated Man (NPC)

Firestorm

Flash

Green Lantern (Hal Jordan)

Red Tornado

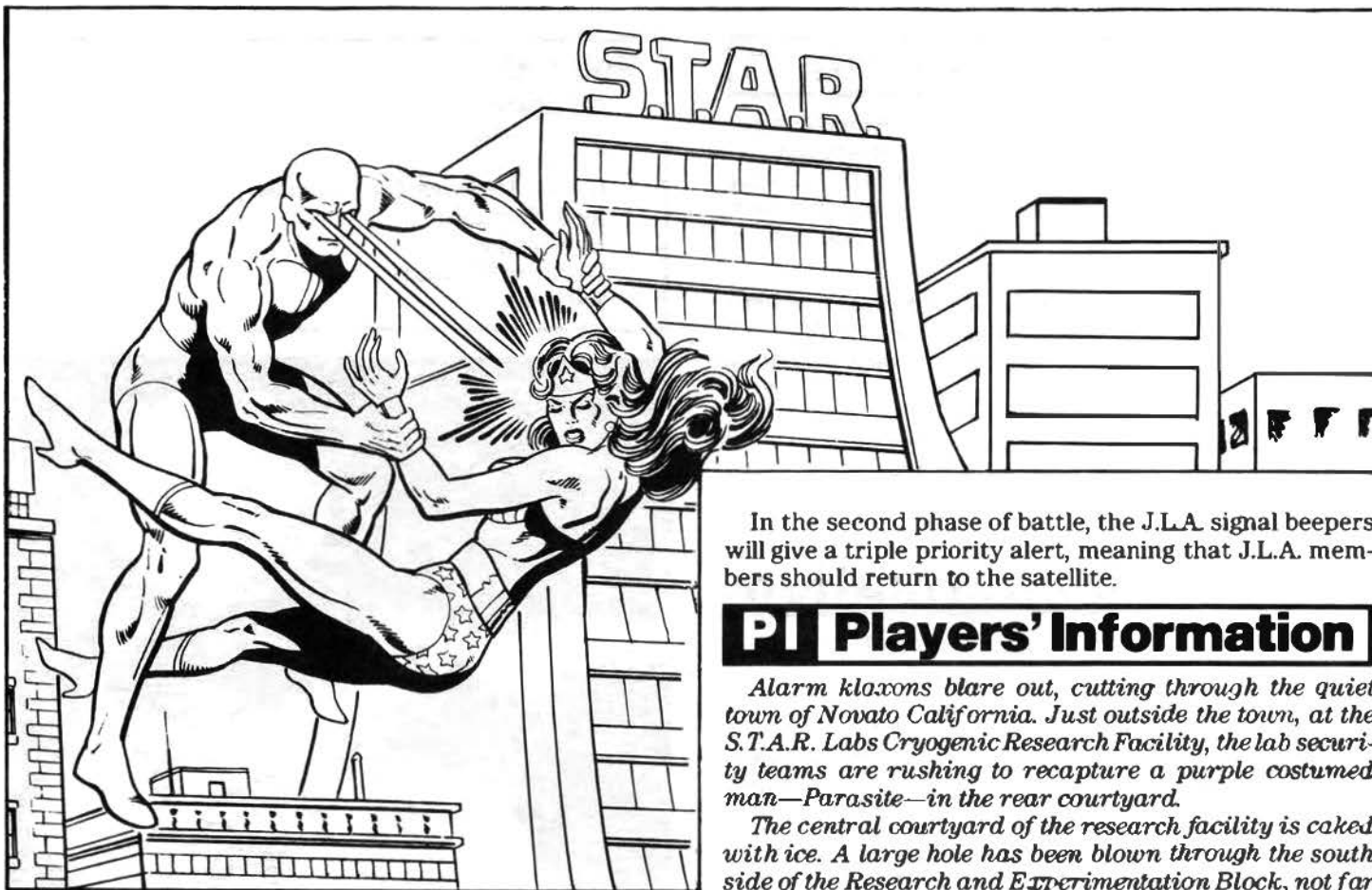
Superman

Wonder Woman

Zatanna



Encounter One: Cold Star



In the second phase of battle, the J.L.A. signal beepers will give a triple priority alert, meaning that J.L.A. members should return to the satellite.

PI Players' Information

Alarm klaxons blare out, cutting through the quiet town of Novato California. Just outside the town, at the S.T.A.R. Labs Cryogenic Research Facility, the lab security teams are rushing to recapture a purple costumed man—Parasite—in the rear courtyard.

The central courtyard of the research facility is caked with ice. A large hole has been blown through the south side of the Research and Experimentation Block, not far from the wall of ice where Parasite has made his stand against the security guards.

Most of the guards are busy trying to save their own lives. Before Parasite found himself outgunned by the guards, he was able to trap ten of them, freezing them to the ground next to a precariously swaying monolith of ice.

There are also two technicians frozen to the ground next to the Research and Experimentation Block, standing under a line of sharp icicles that are snapping off and falling toward them each time a loud noise is made.

GM NOTE: At the end of the first phase, read the following information to the players:

A barrage of ice-knives bursts from the hole in the wall of the Research Block, trapping two nearby guards. Then, walking toward them you see an ice-blue woman—Killer Frost.

Your J.L.A. signal beepers suddenly emit a high, steady triple beeping—triple-priority alert—meaning get to the satellite as quickly as possible.

GM GM Information

The normal NPCs in this encounter have Attributes of 2 or 3.

If they are not rescued, the ten security guards will be crushed by the monolith in four phases and the two tech-

S Setup

Unfortunately for the technicians at S.T.A.R. Labs, they wheeled Killer Frost past Parasite's holding tank. Parasite was able to siphon off some of her power which he used to break out. In his escape, the power lines to Killer Frost's refrigeration chamber were cut. She warmed up enough to move, and did move, taking the lives of the technicians and security guards in the immediate area.

Parasite used Killer Frost's Power of Ice Production to break through the wall and trap the feet and legs of the security guards that attempted to block his escape.

When the Justice League arrives, Parasite will have one phase remaining of the Ice Production power. He will use it against one of the League members as a grappling attack, so that he can get close enough to siphon the victim's power. He will then use that power to escape from the JLA.

Killer Frost will come out of the building in phase two and begin to drain the body heat from the male technicians and security guards that Parasite has trapped. She will use bashing attacks against the heroes until she has drained the body heat of four more lab employees, then she will try to escape.





nicians will be killed by the icicles in three phases.

The ice should be melted or a shield should be put up between the victims and the ice. If the ice is punched there is a 60% chance that six of the guards or one of the technicians will be killed by the collapsing column of ice. (Roll a D10 — if the result is 1-6, the victims are killed. If the result is 7-10, the victims are saved.)

The two guards that are trapped by Killer Frost will have their body heat taken from them in the second phase unless a hero with a higher initiative can stop her in that phase.

If Killer Frost defeats the Player Characters, she will continue to destroy the S.T.A.R. Lab complex until it has been levelled. She will then head into the city of Novato, leaving a trail of death and destruction. Once she is there, she will commandeer a plane and head for the northern woods of Canada.

SPECIAL GM FUDGE: Killer Frost will crash, but will only receive minimal damage. However, she will be unconscious until the authorities are able to pick her up.

Killer Frost's victims are considered to be suffering from killing damage. Their BODY is considered to be 0.

Medicine: Surgery Skill is required to treat victims properly and the Action Check has the Opposing and Resistance Values modified by +2.

If Parasite can escape or defeat the heroes, he will find a place to hide, laying low until he is either discovered or captured. Future involvement with Parasite, in this or other adventures, is left to the discretion of the Gamemaster; it is outside the context of this adventure.

When this encounter is done, go to Encounter 2.

T Troubleshooting

Killer Frost will use Energy Absorption to consume body heat from her male victims whenever she can. This requires physical contact.

If the heroes defeat the villains in less than three phases, or if they decide to split up, with some of the players going up to the satellite as soon as the beepers go off, there are two ways of stalling them:

1. Reminding them of the innocent bystanders who are still in danger or in need of medical help (the GM may create a number of simple emergency situations that will take at least 2 phases of time.)

2. Reminding them that once the villains have been defeated, something must be done with them: they have to be detained so that they cannot escape and harm more people.

The Star City Special Criminal Center is a good place for them, unless Superman or Firestorm would rather use a phase to rebuild their cells.

R Rules

For the rules on Combat, see page 15 of the *Player's Manual*. As the League has a code against killing, some of the J.L.A. characters will have to "pull their punch" in order to prevent killing villains through damage inflicted by incidental Knockback. If a villain is killed through incidental Knockback, especially where the APs involved clearly would knock the opponent out, the Standard Award for participation and role-playing should not be awarded. Remind the Players of this when this situation occurs. If more than one villain is killed in this manner, no Hero Points are awarded. Punch Pulling is on page 23, and Knockback Damage is on page 24 of the *Player's Manual*.

Encounter Two: To The Satellite



S Setup

The Players have to get to the satellite. However, Kristin and Infinity are waiting at the teleport terminal to ambush the JLA.

If the heroes suspect a trap, Green Lantern or Firestorm can fly the rest of the characters up in a force bubble, breach the wall of the satellite, and make a reconnaissance run through the satellite. Thus, the heroes can attack the villains with Surprise.

If the players come across this solution by themselves, award them a Special Award for Role Playing at the end of the Adventures. Do not give them any hints. For more information on Special Awards, see the *Gamemaster's Manual* in the Basic Game Set.

Since Elongated Man is inside the satellite, it would be unwise for the rest of the characters to open it to the vacuum of space and let the villains (and Elongated Man) freeze, boil, and choke to death.

PI Players' Information

The J.L.A. emergency beepers have gone off—triple priority alert. Something is wrong up at the satellite.

GM GM Information

If the heroes try to contact the J.L.A. satellite before they go up, there will be no answer.

The Players are still on a time limitation, so make sure they are aware of this as they try to get up to the satellite. Mark off one phase every thirty seconds of player conversation to reflect the amount of real time the characters use to decide what to do next.

If they go directly up to the satellite by the teleporter, remind them that the teleporter can handle a maximum of four people at a time. When the first group reaches the satellite, go immediately to Encounter 3.

T Troubleshooting

Do what you can to keep the heroes together. If they get separated for too long, the inactive group will become bored very quickly.

The GM should be aware that there will be a difference between Player knowledge and character knowledge. When the first group of characters reaches the satellite, they will be immediately ambushed by Kristin and Infinity. There is no way for the second group of heroes to know what is happening, but the other Players in the room are aware of the events.

In order to avoid any controversy, set up the order of arrival of the heroes on the satellite, before you begin to run Encounter 3. Thus the Players will know exactly which phase their characters will arrive on the satellite. Make sure their actions correspond to the information that the characters would have.

Teleport travel is instantaneous; the characters are brought to the satellite during the same phase, but the act of stepping into and out of the teleporter counts as a movement action.

Encounter Three: The Enemy Above



S

Setup

If phase 10 has been played, the villains have left the satellite and have gone to their headquarters. The heroes will have to go to the Tech Lab on level C before they will know that something is missing. Go to Encounter 4.

Two of the Enforcers, Kristin and Infinity, are invisible and waiting at the transporter terminal to ambush the JLA.

If the heroes entered the satellite by any means other than the transporter, the villains will still be in the planned locations listed below, and the heroes will be able to attack them with Surprise. See the Player's Manual, page 25 for information on Surprise Attacks.

PI Players' Information

To be read to the players if they enter through the Master Transporter Tube or breach the wall of the Observation Deck:

The emergency lights are on: their red glow indicates that the main power source has been disconnected.

A long red tube with a black line running its length stretches along the floor. A closer look reveals that the tube is Elongated Man. He is unconscious and his breathing is shallow. You can see no one else in the room.

GM

GM Information

Elongated Man is simply knocked out. It is not urgent that he be taken care of immediately, but he will be unconscious for the next hour (10 APs).

If the characters do not enter through the teleporter, refer to the maps for the heroes' location, and tell them that nothing is out of order on the empty decks which are empty (except that the emergency lights are on, so the main power source has been disconnected).

When they reach Deck C, where the Enforcers are working to remove the Transmatter Cube, the characters will be able to Surprise Attack Blackstorm in the hallway leading to the Tech Lab. Maniac will attack in the second phase. After two more phases, Kristin and Infinity will Teleport down from the Observation Deck. They will do their best to allow Technician to continue with his dismantling of the Transmatter Cube.

If the heroes decide to enter the satellite on Deck C, have them enter in either the Chemistry or Biology lab.

Planned strategy of villains (to be used if the heroes enter by use of the transporters.)

Kristin and Infinity will stay invisible and attack the heroes as they enter the satellite through the transporter

tube on Level A. Kristin will use her Vampirism Power, and Infinity will use her Magic Blast for two phases. Then they will teleport down to the Tech Level (Level C) and warn the others.

Kristin will use Power Drain on Flash, absorbing his Superspeed. If this is successful, she will attack him with her Vampirism. Then she will go after Zatanna with the same tactics, absorbing her Lightning.

Blackstorm will use Energy Absorption and Bio-Energy Blasts against Green Lantern, then go after Firestorm with the same tactics.

Infinity will use Magic Blast against Aquaman, Superman and Zatanna. See the special section concerning Superman and Magic, this page.

On Level C, Kristin will fight from the hallway leading into the Bio-Lab, Infinity will make her stand in the hallway leading to the Chemistry Lab, and Blackstorm will guard the hallway leading to the Tech Lab, where Technician is working. They will do their best to hold the heroes in the elevator area. They will give no clue to which area they are guarding, but will teleport to the Tech Lab hallway if the heroes make a push in that direction.

Also, if one of the Enforcers should fall, the other two will teleport to guard the Tech Lab hallway.

If it appears that the heroes will get through to the Tech Lab, Maniac will use his Density Increase Power and defend Technician. To do this, Maniac will use up all of his Hero Points, if necessary.

If it appears that Maniac will lose, Technician will fire at random characters with his Krypt-Kicker and teleport back to Enforcer Headquarters. The others, if conscious, will do teleport there as well.

At the beginning of phase 10, Technician will have the Transmitter Cube disconnected. He will teleport himself back to Enforcers Headquarters and begin to set up the cube.

If any of the other Enforcers is conscious, he/she will teleport down to their headquarters at the same time. The unconscious Enforcers will be available for interrogation. (see Encounter 4 for details).

Each time that an Enforcer teleports, tell the players that he has touched the golden bracelet before he vanished.

If the heroes are able to beat the Enforcers and stop Technician before he disappears with the Transmitter Cube, go to Endgame.

If the villains are able to vanish with the Transmitter Cube, go to Encounter 4.

If the Enforcers do not succeed in getting the Transmitter Cube and escape, they will make a second attempt (and third, if necessary) about 2D10 + 6 hours later.

In the interim, the Player Characters might want to try to locate the villains through whatever means are available to them (see Encounter 4 for details).

When the second attack occurs, all of the Enforcers will appear on Deck C. Everyone, with the exception of Technician, will attempt to isolate the deck from the rest of the satellite. He will then need 9 phases to remove the Transmitter Cube before it can be transported to the Villains' Headquarters. With a concentrated effort, the Enforcers should be able to pull off the heist.

If the heroes capture Technician, the other Enforcers will return to the satellite to try to rescue him exactly 24 hours (15 APs) later.



SUPERMAN'S VULNERABILITY TO MAGIC

This is to clarify Superman's vulnerability to magic. Magic is defined as any Mystically based Power, including those in Mystic Objects and Powers which are bought with Mystic Link. Superman is treated like a normal human being when dealing with Mystical Powers. A Magic Blast can kill Superman.

To reflect this vulnerability in game play, all of Superman's abilities are reduced to 4 when dealing with magic. However, to keep record-keeping simple, damage against Superman is taken against his normal Current Attributes, but with the following conditions:

1. Damage from magical attacks on Mystical Attributes is deducted normally.
2. If Superman takes 4 or less APs of damage from magical attacks, the damage is subtracted from the appropriate Current Resistance Attribute, in the same manner as if it was a normal attack.
3. If Superman takes 5 to 7 APs of damage from magical attacks on Physical or Mental Attributes, the Current Attribute, unless already negative, is reduced to -1 and Superman is unconscious. If the Current Attribute is already negative, the Current Attribute is reduced to the negative of the Resistance Attribute.
4. If Superman takes 8 or more APs of damage from magical attacks on Physical or Mental Attributes, the Current Attribute is reduced to the negative of the Resistance Attribute.
5. Killing Combat. If a magical attack is in Killing Combat, first subtract the damage from the Current Attribute. If the Current Attribute is reduced below the negative of the Resistance Attribute, then Superman is dead. The player can first try to recover APs through the use of Superman's Invulnerability Power, but in this phase only, the Invulnerability Power is reduced to 4 APs.

Additional Notes Concerning Superman's Vulnerability to Magic:

When Superman is confronted with magically created objects, his abilities are reduced to 4. For instance, Superman can use his Superspeed to vibrate through a brick wall. However, he would not be able to vibrate through a brick wall (BODY of 8) created using a Mystic Link-acquired Matter Manipulation Power.

The abilities of Superman's Uniform are also reduced to 4 when dealing with magic.

Encounter Four: Investigation



S Setup

If the heroes are not able to beat and capture the Enforcers in Encounter 3, the Enforcers will go to their headquarters and begin to set up the Transmatter Cube.

In this encounter, the Players will have to role play to discover where the villains' hideout is.

If the heroes were able to capture one of the Enforcers in the last encounter, they will be able to Interrogate that person for further information.

If not, they will get a call from Erik Steuben, Director of the S.T.A.R. Lab Cryogenic Research Center in Novato, California (see Dr. Steuben's character description in the Non Player Character section). He will tell them that a number of Kryptonite fuel blocks have been stolen from their safe. The lab has enough left for normal operations, but they feel that Superman should be warned.

To find the Kryptonite, a spectroscopic examination of the earth will reveal the present location of all depositories of Kryptonite: the Fortress of Solitude, various

S.T.A.R. Lab locations, and one unauthorized location within the city limits of Novato, California.

If the Players do not think of using their equipment to do this, then Dr. Steuben could remind them that they have the necessary equipment.

GM GM Information

The above Player's Information is from an Earth-One standpoint, as the Players have no way of knowing that the villains are from Earth-Two, or that the real plan is to invade Earth-One. Still, it is reason enough for the heroes to take immediate action.

If the heroes get the information out of the captured Enforcer(s) or they follow the Kryptonite emanations, they will be lead directly to the villains' hideout.

This Encounter leads directly into Encounter 5.

PI Players' Information

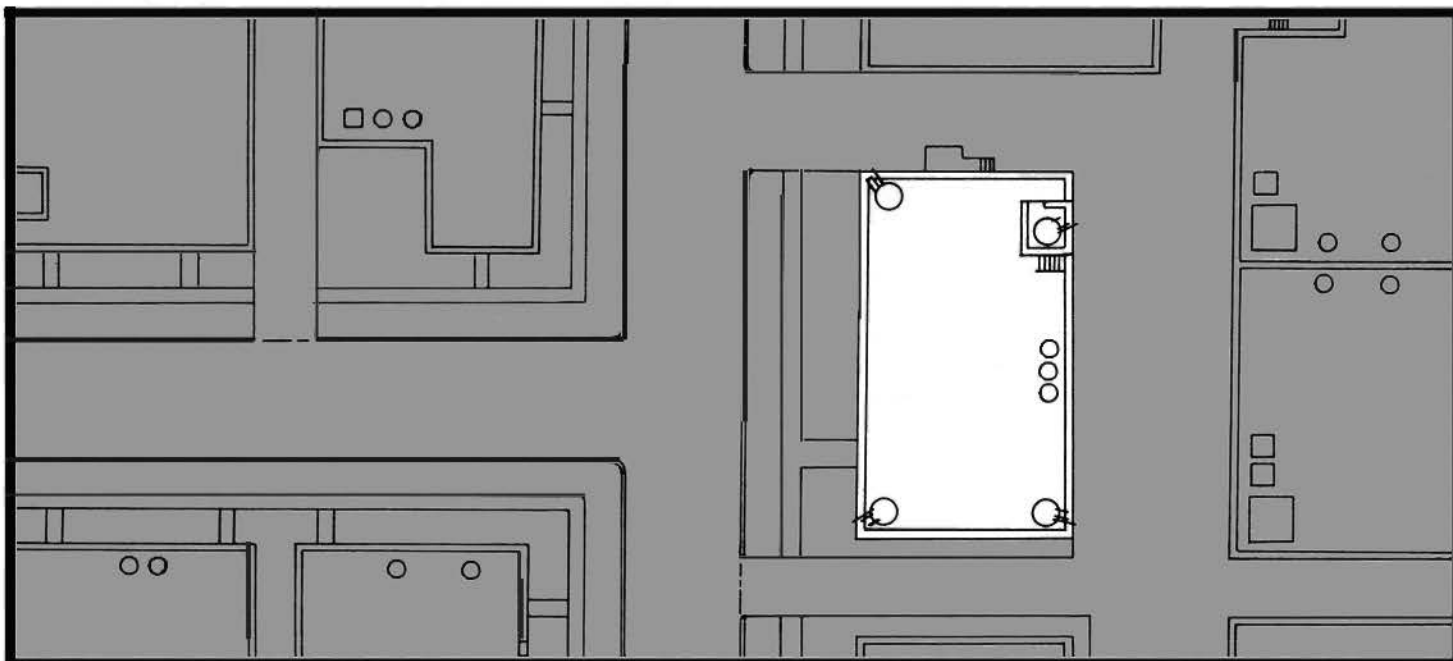
You have to find the Transmatter Cube. If you do not, a group of villains will have access to an unsuspecting Earth-Two.

T Troubleshooting

If the Players are still unable to find the villains' hideout, there will be a warning light on the monitor, indicating that there is a large explosion in the city of Novato, California.

Because of the power surge in the system when the Kryptonite power rods were installed, the Krypt-Kicker Howitzers in the villains' headquarters fired off one quick blast, which destroyed four nearby warehouses.

The Enforcers will be inside the headquarters, waiting for the heroes to show up (see Encounter 5 for details).



Encounter Five: Assault on Squad Omega

S Setup

The villains will try to hook up and activate the Transmatter Cube. They will succeed 8 phases after the heroes arrive. If the heroes miss their deadline, go to Endgame.

If the heroes fight the villains, the villains will use the same ploy as on the satellite—half of them will do their best to keep the heroes away from Technician, while the other half will stay with him as he hooks up the Transmatter Cube.

GM GM Information

The walls have a BODY of 25 and the doors, a BODY of 15.

Be aware that unless the Green Kryptonite is dealt with, Superman's vulnerabilities will affect him as soon as he is within 3 APs (80 ft.) of the machine shop.

However, Superman had prepared for a possible theft of the Kryptonite. The Kryptonite that he has made available to S.T.A.R. Labs is unstable, requiring a Heat Vision of 20 to destroy it. He can do it easily—if he is able to get a clear line of sight to the Kryptonite.

If the Justice Leaguers arrive at the Enforcers' Headquarters secretly, they will probably get the jump on the villains. Technician will be found in the machine shop connecting the Transmatter Cube to the Kryptonite generator. The other Enforcers will be found in the hangar deck, manning the monitors in the computer room or recuperating in their own rooms.

If the Justice League is spotted approaching the Enforcers' Headquarters or if the Krypt-Kicker Howitzers have gone off by accident (see *Troubleshooting* in Encounter 4), the remaining Enforcers, with the exception of Technician and one assistant, will be assembled in the hangar deck and in the front hallway.

If Kristin or Infmyty is still with the Enforcers, she (or they) will use the Invisibility power and the same tactic as in the satellite.

Technician and his assistant will remain in the Laboratory/Workshop until Technician is done assembling the Transmatter Cube.

Krypt-Kicker Howitzer

[DEX: 15, STR: 0, BODY: 15]

Uses: 10, Duration: 15, Heat Vision: 20

This is a gadget created by Technician that mimics the Heat Vision Power. Since it is powered by Kryptonite, if it is used against Superman, there will be a +2 Column Shift on Superman's Resistance Value.

Note: As the Krypt-Kicker is in the form of a gun, the higher of the two Dexterities, the DEX of the gun and the DEX of the user, is used as the Acting Value, and the Power is used as the Effect Value.

There are four Krypt-Kickers in the hanger deck, controlled by the computer, and giving them a DEX Value of 15.

The Enforcers will try to battle the Justice League outside the Enforcers' Headquarters, where there is more room to maneuver and can make optimum use of the Krypt-Kickers. The GM must use the characters to try to distract the player characters away from the warehouse. Letting the Players think that the villains are escaping the Headquarters should be enough to get them to pursue without too much coaxing.

If the heroes get inside the machine shop, they will see that Technician has nearly completed the generator and already has the Transmatter Cube connected to it. Destroying this room will prevent the link-up between the two Earths, at least for the moment.

T Troubleshooting

If Superman enters the Headquarters, he will immediately be affected by the Green Kryptonite (which is in the machine shop). Compute the damage to the Man of Steel caused by the Kryptonite. The structure of the building will provide no shielding to the Kryptonite. The height of each floor is 1 AP (2 APs to the top floor).

If the Enforcers cannot lure the Justice Leaguers away from the workshop, they will retreat into this room for a final showdown with the J.L.A.

If Technician escapes, he will be lost to the Justice League and may eventually be able to construct another Transmatter Cube, but this will not occur for quite some time since he will have trouble acquiring parts. This would be a good basis to start a campaign.



Endgame



Consequences

If things look pretty hopeless for the Enforcers, they probably will not fight to the death. They would rather live to fight another day when they are stronger. This is especially true of Technician. He holds the key to the Enforcers getting back to their own Earth and is not about to jeopardize himself. He will surrender first.

If any of the Enforcers should escape, they will eventually try to break their comrades out of prison and reform the villain group. They will eventually want to have their revenge, they will first concentrate on building a Transmutter Cube from the knowledge that Technician will have gained.

Since the Transmutter Cube will require components of a very rare nature, the Justice League might become aware of the Enforcers' intentions if the thefts are obviously the work of a super-villain group. If Technician is dead, the Enforcers still have a chance to get back to their own Earth if they can capture one of the Justice Leaguers who knows how the Transmutter Cube was constructed and force that character to build a new one. Hawknan, Green Lantern, and Superman are the only three Justice Leaguers who know how the Transmutter Cube is put together.

If the Justice League is defeated, the Enforcers will be able to bridge the gap which separates Earth-1 and Earth-2. Over the course of the next several months, the Crime Cartel will infiltrate Earth-1 crime organizations and gain positions of power. Eventually, if they are not discovered and stopped by other heroes, they will control a majority of the crime syndicates on Earth-1.

While the effect of this would not be widely known, it will make things increasingly difficult for the heroes of Earth-1. The Crime Cartel will always keep tabs on heroes and hope to learn their secret identities, using this information to extort "favors." Of course, all of this will take a lot of time, but the Crime Cartel is patient with its plans.

Awards

While only the GM can judge whether or not the players are role-playing their characters "in character" or not, some general guidelines can be given. The Justice League of America is called "The World's Mightiest Superheroes"

with good reason. This means that excessive use of force against less powerful beings will indicate that the hero is being played out of character. If the Player character is routinely killing villains or breaking the law without regard for the consequences, he is out of character. If they use violence to obtain information, he is being played out of character.

If any non-villain NPCs are killed during the course of the adventure, the Player characters involved in the encounter are not entitled to the Standard Award for saving innocent bystanders and are only given the Standard Award for Participation.

If the Transmutter Cube is made operational and is not destroyed or dismantled by the Justice League, then the PCs are not given the Standard Award for thwarting the villains.

If, by the adventure's end, the Transmutter Cube is destroyed, the Player characters are given the Standard Award for thwarting the villains.

If the Transmutter Cube is recaptured by the Justice League, rather than destroyed, the PCs are awarded one Standard Award for thwarting the villain and they will not have to rebuild the Transmutter Cube.

If the Transmutter Cube is destroyed, it will cost the J.L.A. 250 Hero Points to rebuild it.

The Standard Award

The Standard Award for this adventure is 40 Hero Points. The following is how the Standard Award was arrived at.

Opposition: <i>Equal</i>	20
Critical Points: <i>None</i>	0
Area of Consequence: <i>International</i>	10
Severity: <i>Permanent Nonfatal</i>	10
Standard Award	40

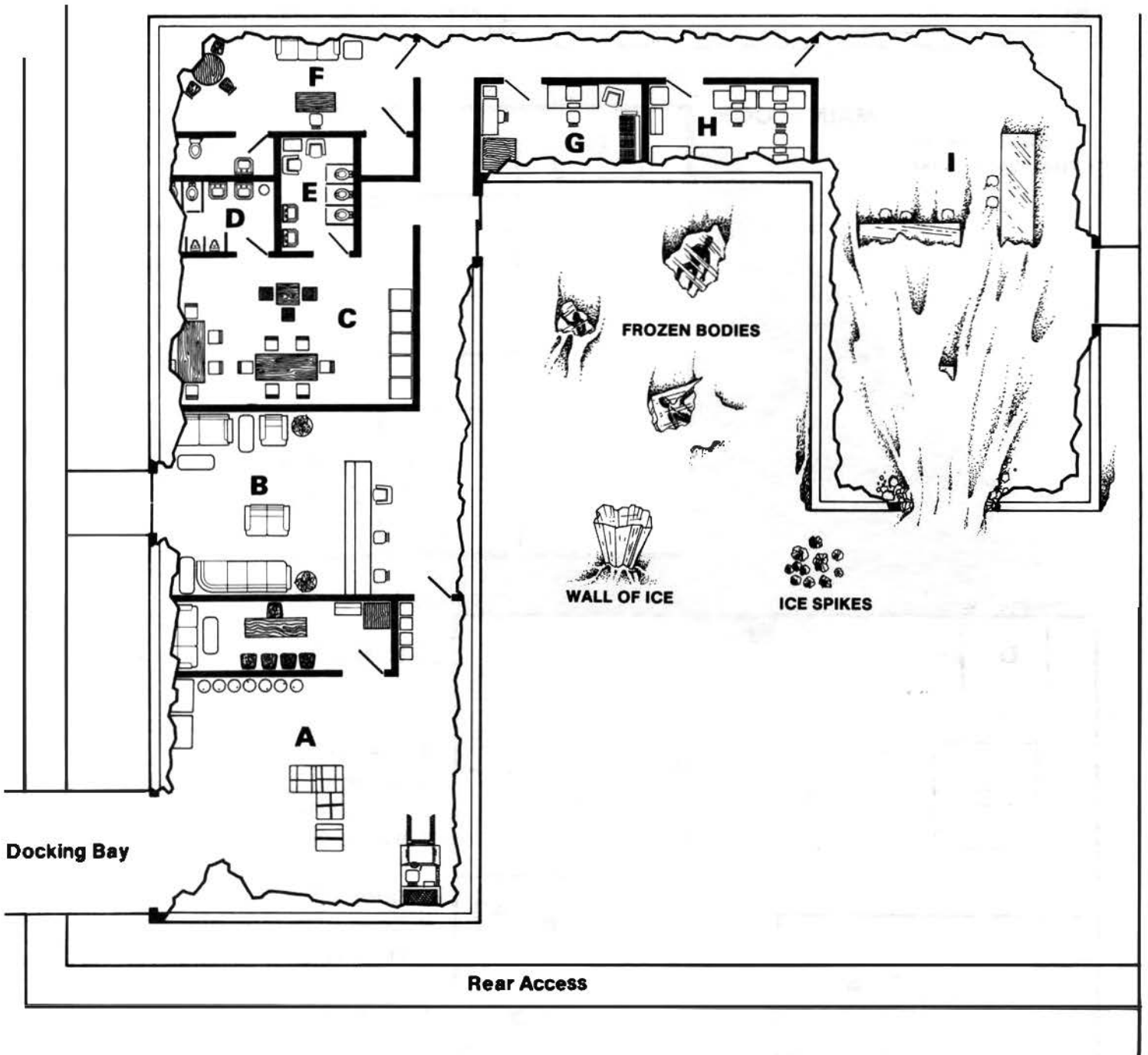
The Area of Consequence portion of the Standard Award is more than the usual award for an International area. The Cartel will clearly be able to penetrate and control most of the criminal organizations of Earth-1 and thus will have world-wide consequences. On the other hand, the Crime Cartel's expansion will not be noticed, except in economic statistics. Thus while the impact of the Crime Cartel will be world-wide and clearly more than just International, its effect will be moderated by its secrecy. The award is adjusted accordingly.



S.T.A.R. LABS CRYOGENIC RESEARCH FACILITY

- A. OPERATIONS SECTION
- B. RECEPTION AREA
- C. INFORMATION SECTION
- D. MENS' LAVATORY
- E. WOMENS' LAVATORY
- F. DOCTOR'S OFFICE
- G. SECURITY
- H. RESEARCH
- I. RESEARCH

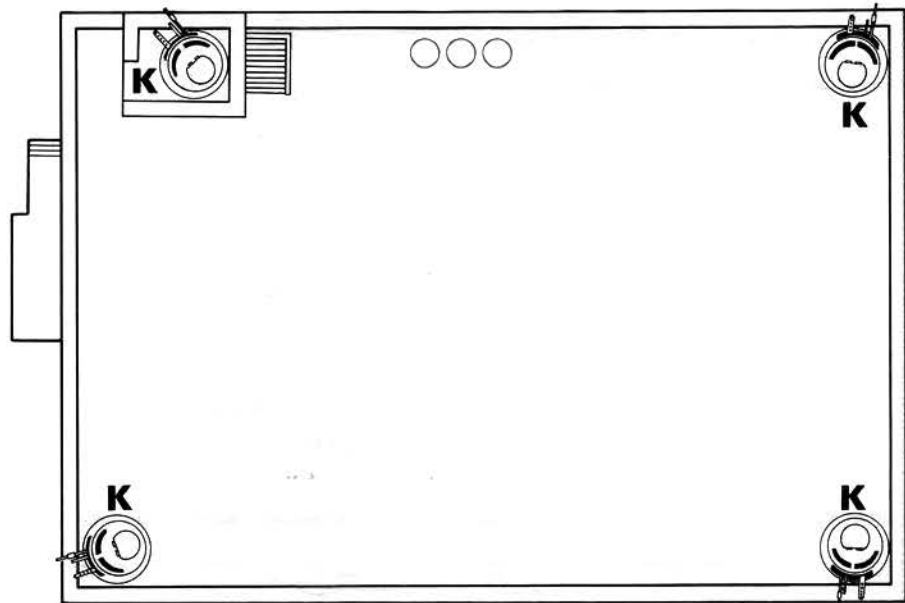
SCALE: 
1 CENTIMETER = 15 feet



VILLAINS' HEADQUARTERS

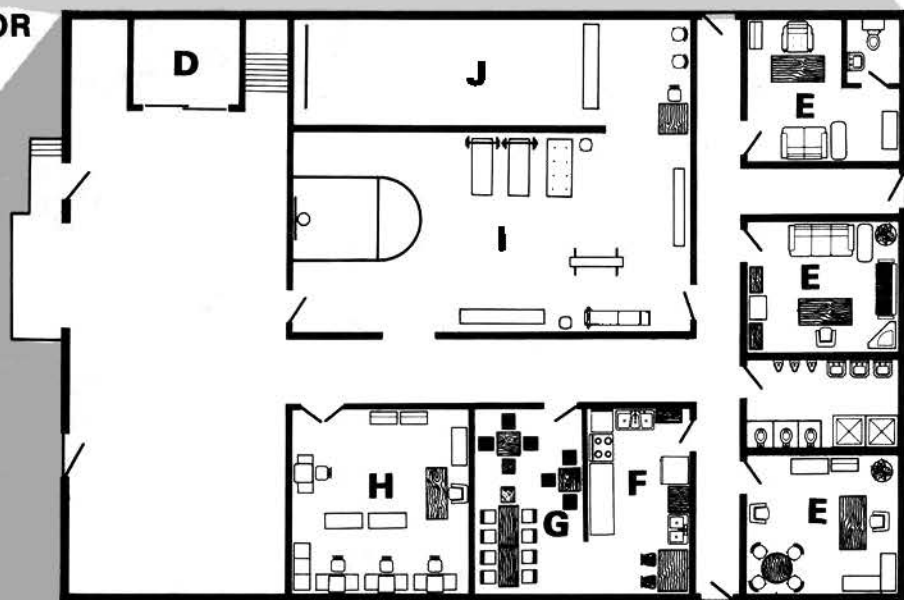
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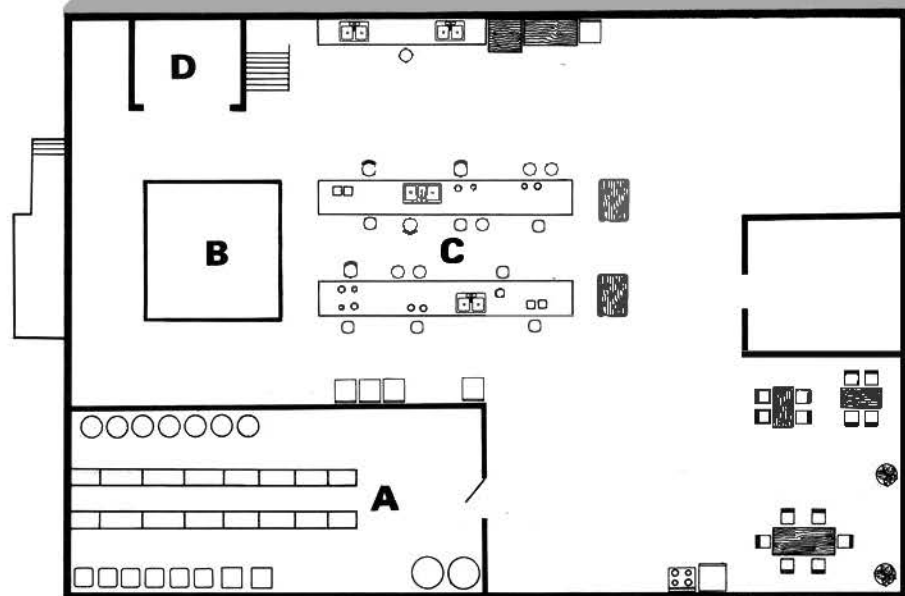


MAIN FLOOR

SCALE: 
1 CENTIMETER = 15 feet



BASEMENT



- A. MAIN COMPUTER BANKS
- B. TRANSMITTER CUBE
- C. TECHNICAL LABORATORY
- D. ELEVATOR
- E. BEDROOM
- F. KITCHEN
- G. DINING ROOM
- H. COMPUTER/COMMUNICATIONS
- I. GYMNASIUM
- J. SHOOTING RANGE
- K. KRYPT-KICKER HOWITZER

How to Use This Book

This book is divided into four sections: GM's Introduction, Characters, Places, and Encounters. 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.

Places

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

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. Sometimes, when necessary, there will also be Troubleshooting and Rules sections to help the GM run the game.

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 a form stating, for example **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 purchased. 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 below. 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

THE ALARM SOUNDS . . .



Killer Frost™ and Parasite™, held at a S.T.A.R. Lab™ for study, are in a desperate effort to escape. The Justice League of America™ races from its outpost at the JLA Satellite™ to foil the villains' furious attempt.

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REMAINS BEHIND**

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