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LEGION

OF SUPER-HEROES™

VOLUME II: THE WORLD BOOK



by the Adventure Architects

LEGION OF SUPER-HEROES

VOLUME 2

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Legion of Super-Heroes

Vol II: The World Book

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THE LEGION IN SOCIETY

(Editor's Note: To give prospective Gamemasters some idea of how the rest of UP society views the Legion and its activities, we have turned to one of 30th Century Earth's prominent commentators for assistance. The following is a transcript of a documentary feature on the Legion of Super-Heroes, aired May 7, 2986.)

"Good evening, viewers, and welcome to 'Eye on Metropolis,' sponsored by Holo-Tek Industries. I'm Miriam Dugoi and tonight we'll be looking at one of our age's most unique institutions: the Legion of Super-Heroes. The Legion has been with us for a considerable time. It has survived faddism and hero-worship and become a serious force for good throughout the UP and beyond. The question we are asking tonight is: how did the Legion accomplish this? What has made the Legion different from the other would-be heroes and glory-seekers of our time who have blazed across the nightly news-holos like comets, only to fade just as rapidly back into obscurity?

The Legion's career began quite unexpectedly, on the fateful day when teenagers Garth Ranzz, Imra Ardeen, and Rokk Krinn saved industrialist R.J. Brande from an assassination attempt. Brande, ever the entrepreneur, saw great potential in the raw powers and instinctive teamwork of these youths and offered them a clubhouse and his financial support on the condition they organize themselves to use their powers for good.

As one more club among many, the fledgling group was largely ignored by the public at first and regarded as busybodies by the Science Police. This attitude quickly changed, however, when the Legion solved the theft of the Quintile Crystal, the power source essential to the operation of Metropolis' first fusion powersphere. In appreciation for the Legion's efforts (and coincidentally to monitor its activities), the SPs granted the Legionnaires official recognition as law enforcement agents.

Yet, unlike other youths who might have been content to rest on their laurels, the Legionnaires viewed this honor as a solemn responsibility. Realizing that there was a science to crimefighting, they worked hard to learn it. Their teamwork became more practiced, their control over their powers more refined. They set up internal regulations and developed a Constitution. Perhaps their youth showed in the seriousness with which they took all this but their dedication was unquestionable.

During these early days, the media largely ignored the Legion's activities, save for the occasional human interest feature on the "contributions of youth to society."

Probably, just like most of you out there, the first time I heard about the Legion was when Lightning Lad was killed during the invasion of Earth by Zaryan the Conqueror. Suddenly this little band of hard-working kids was not just a local curiosity but a brave and skillful team that had fought its heart out for a planet that barely knew it.

And one of the Legionnaires, Lightning Lad, had given his life in that defense.

As the news of Lightning Lad's heroic death spread across the UP, the Legion was deluged by applicants. People who had no powers made them up or invented gadgets that gave them artificial abilities. The overflow was so great that a group of rejected candidates formed a Legion of Substitute-Heroes, seeking to emulate the Legion's noble deeds.

And the galaxy's heroes weren't the only ones to sit up and take notice. Deadly foes like Mordru and the Time Trapper also traveled to Earth to test their mettle against these famous youths. One by one, the Legion passed every test and met every challenge thrown at them.

Earthgov named the Legion a major part of Earth's defenses. Later, the UP expanded that to galactic defenses. The latest technology was made available to the Legion at Earth's expense. Throughout it all, however, the Legion maintained its independence. It was neither employed by Earth nor owned by the UP. The Legionnaires worked for the good of the galaxy of their own free will and through their own dedication.

As the Legion's successes mounted, its fame continued to grow and spread into other phases of popular culture as well. Bouncing Boy endorsed a line of children's toys that proved immensely popular. Legionnaires were in demand all over the UP to appear at dedication ceremonies, safeguard the security of off-world dignitaries, and combat the effects of natural disasters.

As the years passed, of course, the Legion had its share of dark moments. One of Brainiac 5's many inventions, the artificial intelligence known as Computo, rebelled against humankind and threatened the safety of Earth. Later, cracking under the stress of leading the group, Brainiac 5 created a monstrous being called Omega. Omega was nothing more or less than the physical manifestation of the mental hate of every being in the universe. Although the Legion was ultimately able to defeat both creations, we learned that such powers could be a threat as well as a salvation.

Enemies of the UP have attempted to infiltrate the Legion's ranks on several occasions. One such agent, Nemesis Kid, succeeded in gaining membership and managed to cripple Earth's planetary defenses before being discovered and defeated. Again, the other Legionnaires somehow managed to save the day, serving, as they have so many times, as Earth's true last line of defense.

Most recently, the Legion got itself into hot water with the UP authorities when Chameleon Boy led a disastrous undercover espionage mission to Khundia, which jeopardized the delicate ongoing negotiations with that great, hostile empire. This event greatly heightened the existing public tensions about Durlans in UP society and resulted in Chameleon Boy spending several months of imprisonment on the prison world of Takron-Galtos. Yet even this incident ultimately had a successful ending, as Chameleon Boy heroically helped foil an attack on Takron-Galtos by super-powered Daxamites under the

sway of Darkseid. For this, Chameleon Boy earned a full reprieve.

Despite these incidents, overall public confidence in the intentions and abilities of the Legion has never wavered for long. In part, our opinion has certainly been swayed by the fact that the Legionnaires always manage to overcome their misfortunes and learn from their mistakes. Yet, I believe that the roots of our trust are grounded in something more basic — the sense that these youths represent the best and brightest examples of what our diverse cultures can produce. Through every call and every crisis, the Legion has been there in the forefront, safeguarding our freedom and expanding our sense of wonder.

The Legion of Super-Heroes — it's hard to imagine what life would be like without it. This is Miriam Dugoi. Good night."

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THE LEGION OF SUPER-HEROES



BLOK

DEX:	4	STR:	30	BODY:	35
INT:	5	WILL:	5	MIND:	8
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	13	HERO POINTS:	45		

POWERS:

Density Increase: 10
Energy Absorption: 30
Invulnerability: 34
Iron Will: 10, Sealed Systems: 15
Telepathy: 10

LIMITATIONS:

Power Limitation: Telepathy only works on other silicon-based life forms. Minor Miscellaneous Limitation: 5 APs of Density Increase permanently on. DEX and BODY already adjusted above.

Blok is a member of a race of sentient rock beings from Dryad.



BOUNCING BOY alias Chuck Taine—Reserve

DEX:	10	STR:	3	BODY:	5
INT:	5	WILL:	5	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	3
INITIATIVE:	18	HERO POINTS:	30		

POWERS:

Jumping: 10, Shape Change: 2

SKILLS:

Acrobatics: 10, Charisma/Persuasion: 5, Scholar/Training: 5, Vehicles: 5

LIMITATIONS:

Power Limitation: Shape Change only allows Chuck to "inflate" himself, with the 2 points going to BODY.
Arobatics: Can only be used with Jumping.

Bouncing Boy, a native of Earth, drank a serum that allows him to inflate himself to a spherical shape and bounce and ricochet like a ball.



BRAINIAC 5 alias Querl Dox

DEX:	5	STR:	3	BODY:	4
INT:	25	WILL:	15	MIND:	20
INFL:	4	AURA:	4	SPIRIT:	4
INITIATIVE:	34 (39)	HERO POINTS:	50		

POWERS:

Recall: 25

SKILLS:

(*Linked) Detective: 12, Gadgetry*: 25, Martial Artist*: 5, Medicine*: 25, Military Science/Cartography and Electronic Countermeasures*: 25, Scholar*: 25 (Astronomy, Computer Science, History, Mathematics, Psychology, and Sociology, Training), Scientist*: 25, Spy/Coding and Photo Interpretation*: 25, Vehicles*: 5

EQUIPMENT:

Force Field Belt (DEX: 0, STR: 0, BODY: 5, Uses: 4, Duration: 16), Force Field: 40, Force Shield: 25, Sealed System: 16

Brainiac 5 is the descendant of Vril Dox, the Coluan who's brain was stimulated to six logarithmic levels beyond human level. Brainiac 5 has the same mental abilities as his ancestors.



CHAMELEON BOY alias Reep Daggle

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

POWERS:

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

SKILLS:

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

LIMITATIONS:

Loses all powers when exposed to Cancelite.

VULNERABILITIES:

"Hard" radiation (20 AP+), Rare Miscellaneous Loss—Permanent. Range: 1. Affects all powers.

Chameleon Boy is a native of the quarantined world of Durla. He can change shape and disguise himself as any creature.

**CHEMICAL KING** *alias Condo Artik—Deceased*

DEX: 5	STR: 4	BODY: 4
INT: 7	WILL: 7	MIND: 5
INFL: 4	AURA: 3	SPIRIT: 4
INITIATIVE: 16 (20) HERO POINTS: 55		

POWERS:

Bio-Energy Blast: 8, Cell Rot: 55,
Energy Absorption: 17, Neutralize: 20

SKILLS:

Martial Artist: 4, Vehicles: 3

LIMITATIONS:

Cell Rot does not affect human flesh
Cell Rot has AV of 15
Cell Rot and Neutralize have ranges of
6 APs

Chemical King, a native of Phlon, was
a mutant with the ability to speed up or
slow down chemical reactions.

**COLOSSAL BOY** *alias Gim Allon*

DEX: 8	STR:(6)30	BODY: 20
INT: 6	WILL: 7	MIND: 5
INFL: 5	AURA: 4	SPIRIT: 4
INITIATIVE: 19 HERO POINTS: 70		

POWERS:

Growth: 15

SKILLS:

Detective/Law and Police Procedures:
6, Vehicles: 8

LIMITATIONS:

STR can never be higher than 2x the
APs of Growth but can never be lower
than 6

Colossal Boy, from the planet Earth,
was exposed to a strange, glowing
meteor which changed his genetic
structure.

**COSMIC BOY** *alias Rokk Krinn— Reserve*

DEX: 6	STR: 4	BODY: 5
INT: 8	WILL: 6	MIND: 6
INFL: 4	AURA: 3	SPIRIT: 4
INITIATIVE: 18 (23) HERO POINTS: 80		

POWERS:

Flight: 8, Magnetic Control: 17

SKILLS:

Charisma: 4, Martial Artist: 5, Scholar
(History-Earth & 20th century): 6,
Vehicles: 5

VULNERABILITIES:

Loss Vulnerability: all Powers are
reduced to 2 in the presence of 110
degrees+ temperatures

Cosmic Boy is a native of Braal.

**DAWNSTAR**

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

POWERS:

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

SKILLS:

Detective: 5, Martial Artist: 4

LIMITATIONS:

Flight is provided by 10' wings, DEX is
only 5 when in cramped surroundings.
Any attacks against her wings have no
modifier applied.
BODY of wings is 5; when current body
of wings is below 0 APs, no flight.
Life Sense acts as a Minor Power Lim-
itation (need to roll a 5 or more on
2D10), anytime she attempts to use it.

Dawnstar, a native of Starhaven, is
the result of genetic Manipulation.

**DREAM GIRL** *alias Nura Nai*

DEX: 7	STR: 3	BODY: 4
INT: 7	WILL: 10	MIND: 10
INFL: 8	AURA: 6	SPIRIT: 6
INITIATIVE: 22 (29) HERO POINTS: 60		

POWERS:

Precognition: 24

SKILLS:

(*linked)
Gadgetry*: 7, Martial Artist*: 7, Medi-
cine*: 7, Occultist*: 8, Scientist*: 7

LIMITATIONS:

Dream Girl has all deliberate precogni-
tive attempts shifted five columns
which are added to the OV. Non-
specified attempts (those given at the
GM's discretion based on upcoming
events of which the player is unaware)
take no penalties. To compensate for
this disadvantage, Dream Girl does not
have to be touching a precog subject to
determine their future.

Dream Girl of Naltor has the power
to see into the future.

**DUO DAMSEL** *alias Laornu Dargo Taine—Reserve*

DEX: 5	STR: 4	BODY: 4
INT: 5	WILL: 4	MIND: 4
INFL: 3	AURA: 3	SPIRIT: 4
INITIATIVE: 13 (16) HERO POINTS: 30		

POWERS:

(As Triplicate Girl) Split: 3
(As Duo Damsel) Split: 2

SKILLS:

Martial Artist: 3, Vehicles: 4

Duo Damsel is from Cargg, a planet
whose natives can split into three
bodies. She originally joined the
Legion as Triplicate Girl until one of
her selves was killed.

**ELEMENT LAD** *alias Jan Arrah*

DEX: 6	STR: 3	BODY: 5
INT: 9	WILL: 6	MIND: 5
INFL: 4	AURA: 3	SPIRIT: 3
INITIATIVE: 19 HERO POINTS: 70		

POWERS:

Transmutation: 19

SKILLS:

Vehicles/Space: 5

Element Lad was the sole survivor
of the planet Trom, a radioactive
world that gave its inhabitants the
ability to mentally change one ele-
ment to another.

**FERRO LAD** *alias Andrew Nolan— Deceased*

DEX: 8	STR: 4/25*	BODY: 5/15*
INT: 5	WILL: 6	MIND: 4
INFL: 4	AURA: 4	SPIRIT: 3
INITIATIVE: 17 HERO POINTS: 45		

POWERS:

Sealed Systems: 12, Skin Armor: 25

LIMITATIONS:

All powers, plus *increased STR and
BODY, only apply when Ferro Lad is in
his armored form.

Ferro Lad, born on Earth, had the
mutant ability to turn his body to iron
hardness.

**INVISIBLE KID** *alias Lyle Norg—Deceased*

DEX: 5	STR: 4	BODY: 5
INT: 10	WILL: 6	MIND: 6
INFL: 4	AURA: 3	SPIRIT: 5
INITIATIVE: 19 (24) HERO POINTS: 55		

POWERS:

Invisibility: 15

SKILLS:

Martial Artist: 5, Scholar/Academic Study (Chemistry): 14, Scientist: 12, Vehicles: 4

Invisible Kid I is an Earthling genius who discovered a serum which allowed him to become invisible at will.

**INVISIBLE KID II** *alias Jacques Foccart*

DEX: 5	STR: 4	BODY: 4
INT: 5	WILL: 5	MIND: 4
INFL: 5	AURA: 4	SPIRIT: 5
INITIATIVE: 15 HERO POINTS: 45		

POWERS:

Invisibility: 13

SKILLS:

Detective: 5

LIMITATIONS:

Major Fear Limitation: Fear of entering Killing Combat

Invisible Kid II, born on Earth, drank the serum that Lyle Norg created and gained the power to become invisible at will.

**KARATE KID** *alias Val Armorr—Deceased*

DEX: 11	STR: 5	BODY: 6
INT: 5	WILL: 10	MIND: 7
INFL: 4	AURA: 4	SPIRIT: 5
INITIATIVE: 20 (40) HERO POINTS: 90		

POWERS:

Iron Will: 7, Jumping: 1

SKILLS:

Acrobatics: 4, Artist/Painting and Sculpting: 4, Martial Artist: 20, Thief/Escapist: 8, Vehicles: 6, Weaponry: 13

LIMITATIONS:

Skill Limitation: Escape Artist: Skill can only be used to shatter personal bindings such as handcuffs, chains, etc.

Karate Kid, of Earth, was son of the villain known as the Black Dragon. Karate Kid was taken and raised by Sensei, the man who defeated the Black Dragon. Karate Kid is trained in the mastery of all known forms of martial arts and weaponry.

**LIGHTNING LAD** *alias Garth Ranzz—Reserve*

DEX: 7	STR: 4	BODY: 5
INT: 6	WILL: 5	MIND: 6
INFL: 3	AURA: 3	SPIRIT: 4
INITIATIVE: 16 HERO POINTS: 50		

POWERS:

Energy Absorption: 12, Lightning: 20

SKILLS:

Gadgetry: 3, Medicine: 4, Science: 4

LIMITATIONS:

Energy Absorption only works against electrical attacks

Lightning Lad, a native of Wynath, was imbued with the power to project lightning blasts by the lightning monsters of Korbal.

**LIGHTNING LASS** *alias Ayla Ranzz*

DEX: 6	STR: 3	BODY: 5
INT: 6	WILL: 6	MIND: 5
INFL: 4	AURA: 4	SPIRIT: 4
INITIATIVE: 16 (19) HERO POINTS: 60		

POWERS:

(As Lightning Lass) Energy Absorption: 11, Lightning: 19
(As Lightning Lass) Gravity Decrease: 19

SKILLS:

Martial Artist: 3, Vehicles: 4

LIMITATIONS:

Energy Absorption only works on electrical attacks.

Lightning Lass, like her twin, Garth Ranzz, was born on Wynath and was imbued with the power to project lightning blasts by the lightning monsters of Korbal. For a short time, her power was altered to the ability to decrease the effects of gravity.

**MAGNETIC KID** *alias Pol Krinn*

DEX: 5	STR: 4	BODY: 5
INT: 5	WILL: 5	MIND: 5
INFL: 4	AURA: 3	SPIRIT: 4
INITIATIVE: 14 (17) HERO POINTS: 40		

POWERS:

Magnetic Control: 12

SKILLS:

Martial Artist: 3, Vehicles: 3

VULNERABILITIES:

Loss Vulnerability: all Powers reduced to 2 in the presence of 90 degree + temperatures.

Magnetic Kid is a native of Braal with the Power of Magnetic Control. Pol is the younger brother of Rokk Krinn (Cosmic Boy), one of the founding members of the Legion.

**MATTER-EATER LAD** *alias Tenzil Kem*

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

POWERS:

Acid: 35

SKILLS:

Charisma/Persuasion: 4

LIMITATIONS:

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

Matter-Eater Lad, from the planet Bismoll, can eat any substance but magnozite.

**MON-EL** *alias Lar Gand*

DEX: 25	STR: 48	BODY: 37
INT: 12	WILL: 22	MIND: 15
INFL: 10	AURA: 8	SPIRIT: 4
INITIATIVE: 47 HERO POINTS: 120		

POWERS:

Directional Hearing: 10
Extended Hearing: 10, Flight: 44
Heat Vision: 28, Invulnerability: 46
Microscopic Vision: 15, Recall: 25

Sealed Systems: 20, Super Breath: 18
 Super Hearing: 10, Superspeed: 23
 Systemic Antidote: 20
 Telescopic Vision: 15
 Thermal Vision: 15, X-Ray Vision: 20

SKILLS:

Gadgetry: 9, Medicine: 9, Scientist: 10

EQUIPMENT:

Super Uniform:

(DEX: 0, STR: 0, BODY: 20)

Uses: 4, Duration: 26, Skin Armor: 10

Mon-El is from the planet Daxam.



PHANTOM GIRL *alias Tynya Wazzo*

DEX: 7	STR: 3	BODY: 4
INT: 6	WILL: 5	MIND: 4
INFL: 4	AURA: 3	SPIRIT: 4
INITIATIVE: 17 (20) HERO POINTS: 65		

POWERS:

Dispersal: 35

SKILLS:

Martial Artist: 3, Vehicles: 4

Phantom Girl, like all natives of Bgtzl, can become immaterial.



POLAR BOY *alias Brek Bannin*

DEX: 6	STR: 4	BODY: 5
INT: 7	WILL: 5	MIND: 4
INFL: 3	AURA: 4	SPIRIT: 3
INITIATIVE: 16 HERO POINTS: 55		

POWERS:

Flame Immunity: 16, Ice Production: 13

SKILLS:

Charisma/Interrogation and Persuasion: 5, Vehicles: 5

Polar Boy, like all natives of Tharr, has the ability to project cold.



QUISLET

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

POWERS:

Animate Objects: 9

Earth (Metal) Animation: 6:

EQUIPMENT:

Exploration Vehicle

(DEX: 0, STR: 2, BODY: 11)

Uses: 1, Duration: 26, Flight: 5

Sealed Systems: 26, Thermal Vision: 5

LIMITATIONS:

Quislet's powers have a range of 0 APs. Only one object or area of earth or metal can be animated at one time. When animating earth, the resulting creature does not have to have any points assigned to its Mystical attributes. Quislet himself supplies the Mental and Mystical attributes. He can be attacked mentally while animating something. After 3 APs (32 seconds, or eight Action phases), or immediately after Quislet leaves the object he was animating, the object or quantity of earth will disintegrate. Only Quislet's exploration vessel is immune to this effect.

VULNERABILITIES:

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

Quislet is an emigrant to this universe from a micro-universe. Almost nothing else is known of him or his true nature.



SATURN GIRL *alias Imra Ardeen Ranzz—Reserve*

DEX: 6	STR: 3	BODY: 4
INT: 14	WILL: 20	MIND: 19
INFL: 3	AURA: 3	SPIRIT: 4
INITIATIVE: 23 (29) HERO POINTS: 30		

POWERS:

Absorption Field: 6, Hypnotism: 17, Iron Will: 5, Mind Blast: 7, Mind Probe: 15, Telepathy: 20

SKILLS:

(*Linked) Martial Artist*: 6, Scientist*: 14, Vehicles*: 6

LIMITATIONS:

Miscellaneous Power Limitation: Hypnotism, Mind Blast and Mind Probe have a maximum range of 4 APs.

Miscellaneous Power Limitation: If Mind Blast is used, must make an Action Check with BODY as Acting Value and levels of Mind Blast used as Opposing Value. A failure means unconsciousness until a Recovery Check is made.

Saturn Girl is a native of Titan. She has the mental powers of her people, but at a much higher level.



SENSOR GIRL *alias Projectra*

DEX: 6	STR: 4	BODY: 4
INT: 6	WILL: 9	MIND: 5
INFL: 10	AURA: 8	SPIRIT: 8
INITIATIVE: 22 (26) HERO POINTS: 75		

POWERS:

Mystic Link: Directional Hearing: 12, Extended Hearing: 12, Full Vision: 12, Illusions: 16, Microscopic Vision: 12, Passive Sonar: 12, Super Hearing: 12, Telescopic Vision: 12, Thermal Vision: 12, Truesight: 12, X-Ray Vision: 12

SKILLS:

Charisma/Intimidation: 6, Martial Artist: 4, Occultist/Identify Object: 7

LIMITATIONS:

She must disguise her illusions so they don't appear as illusions.

Sensor Girl of Orlando had her powers increased by the Royal Council of Orikalls.



SHADOW LASS *alias Tasmia Mallor*

DEX: 7	STR: 3	BODY: 5
INT: 5	WILL: 6	MIND: 6
INFL: 5	AURA: 4	SPIRIT: 3
INITIATIVE: 17 (23) HERO POINTS: 75		

POWERS:

Darkness: 17, Energy Absorption: 17, Thermal Vision: 3

SKILLS:

Martial Artist: 6

LIMITATIONS:

Energy Absorption can only be used in conjunction with Darkness, and will only absorb heat/radiation-based attacks.

Wrist Bracers will only protect against armed hand-to-hand attacks.

EQUIPMENT: Wrist Bracers

(DEX: 0, STR: 0, BODY: 4)

Uses: 6, Duration: 10, Force Shield: 4

Shadow Lass is a native of Talok VIII. She was exposed to a cloud that altered her genetic structure and gave her the power to project a gas-like, impenetrable darkness.



SHRINKING VIOLET <i>alias Salu Digby</i>			
DEX:	7	STR:	4
INT:	7	WILL:	6
INFL:	3	AURA:	4
INITIATIVE:	17 (22)	HERO POINTS:	60

POWERS:
Shrinking: 30

SKILLS:
Martial Artist: 5, Vehicles: 4

Shrinking Violet, whose parents were from the world of Imsk, can shrink to a tiny size.



STAR BOY <i>alias Thom Kalkor</i>			
DEX:	5	STR:	4
INT:	6	WILL:	3
INFL:	3	AURA:	2
INITIATIVE:	14	HERO POINTS:	55

POWERS:
Energy Absorption: 6
Gravity Increase: 24

SKILLS:
Vehicles: 4

LIMITATIONS:
Energy Absorption only works on Starbolt attacks. Gravity Increase does no damage to an opponent.

Star Boy, native of Xanthu, was born with the ability to drain the mass from a star and project that mass into a person or object.



SUN BOY <i>alias Dirk Morgna</i>			
DEX:	5	STR:	4
INT:	7	WILL:	6
INFL:	3	AURA:	3
INITIATIVE:	15	HERO POINTS:	75

POWERS:
Energy Absorption: 8
Flame Immunity: 14
Flame Projection: 15, Flash: 15

LIMITATIONS:
Energy Absorption only works on flame/heat-based attacks. Minor Fear of Darkness

Sun Boy, born on Earth, can project heat and light.



SUPERBOY <i>alias Kal-el/Clark Kent—Reserve</i>			
DEX:	24	STR:	47
INT:	10	WILL:	16
INFL:	7	AURA:	7
INITIATIVE:	41	HERO POINTS:	180

POWERS:
Directional Hearing: 10,
Extended Hearing: 10, Flight: 44,
Heat Vision: 28, Invulnerability: 43,
Microscopic Vision: 15, Recall: 26
Sealed Systems: 20, Super Breath: 20
Super Hearing: 10, Superspeed: 24
Super Ventriloquism: 15, Systemic
Antidote: 20, Telescopic Vision: 15
Thermal Vision: 15, X-Ray Vision: 20

SKILLS:
Charisma/Persuasion: 12, Gadgetry: 7,
Scientist: 12, Scholar: 8 (All human
languages, History)

EQUIPMENT:
Super Uniform:
(DEX: 0, STR: 0, BODY: 25)
Uses: 4, Duration: 26, Skin Armor: 10

LIMITATIONS:
Loses all powers under red sun
radiation.

VULNERABILITIES:
(All of Superboy's loss Vulnerabilities
affect his Attributes and powers.)
Green Kryptonite: Rare Fatal and Loss;
Range: 3 APs
Red Kryptonite: Rare Miscellaneous—
bizarre change; Range: 3 APs
Gold Kryptonite: Rare Miscellaneous
Loss—permanent; Range: 3 APs
Magic: Miscellaneous—all Abilities
against magic (Mystical Power or
objects) are at 4 APs
Miscellaneous Loss—Gravity attacks
subtract their RAPs from all of Super-
boy's Abilities, but his Abilities cannot
be reduced below zero.

Superboy is a native of Krypton
who later grew to be Superman.



SUPERGIRL <i>alias Kara Zor-el—Deceased</i>			
DEX:	26	STR:	48
INT:	13	WILL:	19
INFL:	10	AURA:	8
INITIATIVE:	49	HERO POINTS:	150

POWERS:
Directional Hearing: 10, Extended
Hearing: 10, Flight: 45, Heat Vision: 28,
Invulnerability: 45, Microscopic Vision:
15, Recall: 28, Sealed Systems: 20, Solar
Sustenance: 50, Super Breath: 20,
Super Hearing: 10, Superspeed: 24,
Super Ventriloquism: 15, Systemic
Antidote: 15, Telescopic Vision: 15,
Thermal Vision: 15, X-Ray Vision: 20

SKILLS:
Artist/Actor: 7, Charisma/Persuasion:
18, Detective: 7, Scholar: 10 (All human
languages, Literature, Psychology, His-
tory), Scientist: 10

EQUIPMENT:
Super Uniform (DEX: 0, STR: 0, BODY:
20, Uses: 4, Duration: 26), Skin Armor:
10

LIMITATIONS:
Loses all powers under red sun
radiation.

VULNERABILITIES:
(All of Supergirl's loss Vulnerabilities
affect her Attributes, Powers, and
Skills.)
Green Kryptonite: Rare Fatal and
Loss Vulnerabilities, Range: 3 APs
Gold Kryptonite: Rare Miscellaneous
Loss—permanent; Range: 3 APs
Red Kryptonite: Rare Miscellaneous—
bizarre changes; Range: 3 APs
Magic: Miscellaneous—all Abilities
against magic (Mystical Powers or
objects) are at 4 APs
Miscellaneous Loss—Gravity Attacks
subtract their RAPs from all of Super-
girl's Abilities, but her Abilities cannot
be reduced below zero.

Supergirl is a cousin of the legend-
ary Superman and a native of
Krypton



TELLUS <i>alias Ganglios</i>			
DEX:	4	STR:	6
INT:	10	WILL:	9
INFL:	3	AURA:	3
INITIATIVE:	17	HERO POINTS:	45

POWERS:
Mind Probe: 11, Telekinesis: 7
Telepathy: 21, Water Freedom: 5

SKILLS:
Vehicles: 4

EQUIPMENT: Life Support Device
(DEX: 0, STR: 0, BODY: 12)
Uses: 1, Duration: 20, Sealed
Systems: 20

Tellus is a native of Hykraiuis.

**TIMBER WOLF** *alias Brin Londo*

DEX: 15	STR: 34	BODY: 20
INT: 4	WILL: 6	MIND: 4
INFL: 4	AURA: 3	SPIRIT: 3
INITIATIVE: 23 (31) HERO POINTS: 75		

POWERS:

Danger Sense: 18, Running: 6

SKILLS:

Acrobatics: 12
Charisma/Interrogation and Intimidation: 5
Martial Artist/Attack Advantage and Taking a Blow: 8
Military Science/Tracking: 9
Thief/Stealth: 9

Timber Wolf, a native of Zoon, was given powers by his father, a biochemist, whose experiments with Zuunium gave Brin his powers.

**TYROC** *alias Troy Stewart—Retired*

DEX: 5	STR: 4	BODY: 5
INT: 5	WILL: 6	MIND: 5
INFL: 5	AURA: 4	SPIRIT: 4
INITIATIVE: 15 HERO POINTS: 50		

POWERS:

Flight: 8, Force Manipulation: 20, Teleportation: 18

Tyroc is a native of Marzal with the power to alter reality by yelling.

**ULTRA BOY** *alias Jo Nah*

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

POWERS:

Flight: 40, Heat (Flash) Vision: 38, Microscopic Vision: 24, Sealed Systems: 20, Skin Armor: 35, Super Breath: 20, Superspeed: 25, Systemic Antidote: 20, Telescopic Vision: 15, X-Ray (Penetra) Vision: 20
Note: X-Ray Vision is limited by being unable to see through energy fields and/or barriers.

SKILLS:

Gadgetry: 3, Medicine: 4, Science: 4

LIMITATIONS:

Can only use one of the above-listed powers at a time, with the exception of * increased BODY, Sealed Systems, Skin Armor and Systemic Antidote, which are combined and treated as one power. * Increased STR also is treated as one power. Skin Armor does not work against radiation-based attacks.

Ultra Boy is a native of Rimbor.

**WHITE WITCH** *alias Mysa*

DEX: 5	STR: 2	BODY: 3
INT: 9	WILL: 7	MIND: 6
INFL: 12	AURA: 15	SPIRIT: 12
INITIATIVE: 26 HERO POINTS: 50		

POWERS:

(Standard) Iron Will: 6, Magical Sense: 3

POWERS:

(Special, See Below) Mystic Link: Air Control: 7, Animal Control (all classes): 6, Animal Transformation: 6, Aura of Fear: 5, Comprehend Languages: 11, Damage Transference: 7, Darkness: 9, Empathy: 4, Eye of the Cat: 6, Flame Control: 3, Flame Immunity: 5, Flame Project: 5, Flash: 9, Flight: 6, Fog: 10, Hypersensitive Touch: 4, Hypnotism: 7, Illusion: 6, Invisibility: 5, Joined: 7, Life Sense: 11, Magic Blast: 6, Magic Shield: 4, Mimic: 8, Mystic Shield: 4, Object Awareness: 16, Post-cognition: 15, Precognition: 13, Sealed Systems: 10, Shrinking: 8, Spirit Travel:

6, Suspension: 6, Systemic Antidote: 5, Teleportation: 13, True Sight: 12, Weather Control: 9

SKILLS:

Occultism: 9, Scholar: 10
(Mysticism/Magic)

LIMITATIONS:

The White Witch obtains her special powers through study and preparation. As a result of this, she can only have up to four special powers, and can only use each one once before having to relearn it. Relearning four powers takes 12 APs of time.

White Witch is a native of Naltor.

**WILDFIRE** *alias Drake Burroughs*

DEX: 14	STR: 35	BODY: 35
INT: 6	WILL: 4	MIND: 4
INFL: 3	AURA: 3	SPIRIT: 3
INITIATIVE: 23 HERO POINTS: 95		

POWERS:

Dispersal: 15, Flight: 45, Sealed Systems: 30, Starbolt: 44

EQUIPMENT:

Containment Suit (DEX: 0, STR: 35, BODY: 16, Uses: 1, Duration: 20), Suit provides manipulatory appendages. There is a chance that the Force Manipulation (12 APs) and Energy Absorption (35 APs) will function. This should be handled in the following manner:

Treat this as a Common Power Limitation (you need to roll an 8 or more on 2D10).

Wildfire, a native of Earth, is a life form composed of anti-energy.

LEGION OF SUPER-HEROES

1.0 GENERAL PURPOSE

- 1.1 The Legion of Super-Heroes shall be an organization devoted to preserving the peaceful life of sentient beings throughout the universe.
- 1.2 Having duly qualified under the United Planets' statute-in-council #2958-07Q ("The Legion of Super-Heroes Enabling Act"), as amended from time to time, and appropriate United Planets' Revenue Codes — (especially Sections 108.9 and 283.6, otherwise known as the "Not for Profit Heroes Amendment" and the "Private Foundations Exclusion"), the Legion of Super-Heroes shall be an independent organization responsible only to the President and Council of the United Planets and such authorities as they may from time to time designate.
- 1.3 Under the terms of the laws cited in Section 1.2 above, the Legion of Super-Heroes' finances shall be administered to fulfill the purposes of this Constitution by nonmembers of the organization under direction from the current Leader of the Legion of Super-Heroes and without any interference from any private individual or local government.
- 1.4 The Legion of Super-Heroes shall maintain its headquarters on the planet Earth.

2.0 MEMBERSHIP

- 2.1 There shall be three classes of membership in the Legion of Super-Heroes: active members, who shall be limited to no more than twenty-five (25) sentient beings; honorary, and reserve members, of whom there may be an unlimited number.
- 2.2 Active members shall be those duly qualified and elected individuals who shall be on call twenty-four (24) Terran standard hours per Terran standard day (except as provided in Sections 2.3 and 4.2 hereof), and who shall devote substantially all of their time to the Legion of Super-Heroes.
- 2.3 Notwithstanding the foregoing Section 2.2, Superboy and Supergirl may be considered to have status as active members at any time there is an opening in the membership by agreeing to devote a significant portion of their time to activities of the Legion of Super-Heroes.
- 2.4 Honorary members shall be those worthy individuals who do not qualify for active membership hereunder, but whom the active membership wishes to honor with inclusion in the Legion of Super-Heroes.
- 2.5 Reserve members shall be those duly qualified and elected individuals who shall be prepared to take action in the event of an emergency when the active members require assistance or are unable to respond, and who shall devote a reasonable portion of their time to Legion of Super-Heroes duties as the Leader may from time to time require.

3.0 ADMISSION TO MEMBERSHIP

- 3.1 To qualify for active membership, a candidate must:
 - (i) be at the time of proposed admission under the age of eighteen (18), as measured on the Terran-comparative physiological age scale (as periodically revised by the United Planets);
 - (ii) have at least one genuine super-power not activated, assisted, or powered by extrinsic means and not possessed by the contemporary Terran population, and further, such super-power must be distinct from the super-power(s) possessed by any active member other than Superboy or Supergirl;
 - (iii) be able to fully control such power; and
 - (iv) be courageous and of good character.
- 3.2 Candidates may be proposed for membership by any member, or may propose themselves on such occasions when the Legion of Super-Heroes may announce a willingness to examine candidates. Candidates are subject to evaluation by the standing Committee on Membership to determine the candidates' qualifications and merits, including any reasonable testing procedures the Committee may deem necessary and desirable. The results of such evaluation shall then be presented to the membership by the chairperson of such Committee, along with the candidate.
- 3.3 Voting on new active members shall then take place as provided in Sections 8.2 and 8.3 hereunder. Candidates elected shall be promptly inducted into the active membership.

- 3.4 Worthy candidates not elected may be elected to reserve membership status, or may reapply for active membership at a later date, or may receive a token of the respect of the Legion of Super-Heroes as the Leader may see fit to award.
- 3.5 After election and induction, new active members shall undergo a training period as the standing Committee on Membership shall see fit, prior to assuming their duties. Such training may or may not include a period at the Legion Academy.
- 3.6 In times of emergency, any team of active members may grant provisional active membership to an individual they deem worthy who is assisting in the resolution of such emergency. Upon the resolution of such emergency, such provisional active member shall immediately become a candidate for active membership as provided hereunder.
- 3.7 There are no qualifications for honorary membership except that the individual must be courageous and of good character.
- 3.8 Candidates for honorary membership may be proposed for membership by any active member. Candidates are subject to evaluation by the standing Committee on Membership to determine their merits. The results of such evaluation shall then be presented to the membership by the Chairperson of such Committee.
- 3.9 Voting on new honorary members shall then take place as provided in Sections 8.2 and 8.3 hereunder. Candidates elected shall be promptly informed of such election, and offered honorary membership, and upon their acceptance of same shall be promptly inducted as honorary members.
- 3.10 To qualify for reserve membership, a candidate must be either:
(i) a former active member;
(ii) an honorary member;
(iii) a member of the Legion of Substitute-Heroes in good standing; or
(iv) a worthy candidate for active membership not elected to active membership.
- 3.11 Candidates for reserve membership may be proposed for membership by any active member. Candidates are subject to evaluation by the standing Committee on Membership to determine their qualifications and merits, including any reasonable testing procedures the Committee may deem necessary or desirable. The results of such evaluation shall then be presented to the membership by the chairperson of such Committee, along with the candidate.
- 3.12 Voting on new reserve members shall then take place as provided in Sections 8.2 and 8.3 hereunder. Candidates elected shall be promptly inducted into reserve membership.
- 3.13 After election and induction, new reserve members shall undergo a training period as the standing Committee on Membership shall see fit, prior to assuming their duties. Such training may or may not include a period at the Legion Academy.
- 4.0 RESIGNATIONS OR EXPULSIONS FROM MEMBERSHIP**
- 4.1 Members may resign at any time without cause.
- 4.2 Members may, with the consent of the Leader or of a simple majority of the active membership, place themselves on voluntary leave or part-time status. Such consent may be revoked at any time, and during such time members shall continue to have all obligations ordinarily incumbent upon Legionnaires except as to the proportion of time they shall devote to Legion-related duties.
- 4.3 Members shall be subject to expulsion for any failure to conform to the provisions of this Constitution applying to them. Grounds for expulsion shall include, but not be limited to:
(i) failure to continue to fulfill the requirements for membership as set forth in Section 3.1 hereof;
(ii) failing to fulfill the duties of a Legionnaire or attempting to subvert another from doing so;
(iii) failing to obey the Leader's orders;
(iv) disloyalty to the Legion of Super-Heroes;
(v) cowardice, dishonesty, or fraud;
(vi) becoming medically or psychologically unfit for duty and failing to place oneself on voluntary leave or suspension;
(vii) revealing Legion of Super-Heroes secrets or confidential information acquired while a Legionnaire;
(viii) knowingly taking the life of a sentient being in other than a provable situation of self-defense or as a provable only available alternative to the death of sentient beings.
- 4.4 In the event a member is accused by another member of conduct meriting expulsion, the Leader shall suspend the accused and conduct an inquiry into the accusation. The results of such inquiry shall be presented to the active members in the fashion of a trial, with the accused given all the benefits of such a proceeding, including representation by an active member.
- 4.5 At the conclusion of such a trial, the question of expulsion shall be as provided in Sections 8.2 and 8.3, except that the accused shall have no vote on the question.

- 4.6 Members expelled or resigning from the Legion of Super-Heroes and not awarded either honorary or reserve membership must submit to psychotherapy to remove all memory of Legion of Super-Heroes secrets, confidential information gained while a Legionnaire, and must return all Legion of Super-Heroes property and surrender all benefits and privileges of membership.

5.0 MEMBERSHIP ACTIVITIES

- 5.1 Upon admission, members are required to swear an oath of loyalty to the Legion of Super-Heroes in a manner as may be prescribed from time to time by the standing Committee on Constitutional Matters. A similarly prescribed oath shall be sworn by all Legionnaires annually at a rededication ceremony held at the Legion of Super-Heroes headquarters.
- 5.2 Active members shall keep the member or members charged with Mission Monitor Board Duty aware of their location at all times.
- 5.3 Active members shall be deputized as officers of the Science Police and to the extent possible shall co-operate with the Science Police Commander and his designated representatives.
- 5.4 Members shall participate in ongoing educational and training activities as required by the standing Committee on Membership. Such activities shall include language education, although the only language required prior to a Legionnaire assuming active status shall be Interlac.
- 5.5 Members shall receive no salaries and/or rewards or compensation of any form from any person or organization other than the Legion of Super-Heroes. Any sums received which cannot be waived shall be donated to the organization's treasury. The Leader shall periodically set living allowances at varying levels for active, honorary, and reserve members, which shall be paid out of Legion of Super-Heroes funds.
- 5.6 Active members shall also be entitled to housing, security, food, and clothing at the Legion of Super-Heroes' expense. The Leader may require this to be provided only at the headquarters. If funds are available, the Leader may extend such benefits to the immediate families, parents, and/or siblings of the active members or deceased active members on a nondiscriminatory basis.
- 5.7 Members with substantial personal financial interests shall be required to declare them to the standing Committee on Constitutional Matters, which may require the member to divest such interests or place them in blind trust for the duration of such members' membership.
- 5.8 Members shall have the right to participate either in person or via telecommunications in all Legion of Super-Heroes meetings at which any matters are voted upon, or to call meetings at any reasonable interval.
- 5.9 Members shall be entitled to medical care at the expense of the Legion of Super-Heroes for all injuries received while Legionnaires.

6.0 LEADERSHIP

- 6.1 Each year the active members of the Legion of Super-Heroes shall select a Leader and a Deputy Leader from among the full-time active members in a manner conforming to the requirements of Sections 8.2, 8.3, and 8.4 hereunder.
- 6.2 The Leader and Deputy Leader shall serve for concurrent one-year terms, and may be re-elected for consecutive terms.
- 6.3 In the event of the resignation, expulsion, leave, death, or incapacity of:
(i) the Leader, the Deputy Leader shall become Leader and shall appoint a new Deputy Leader;
(ii) the Deputy Leader, the Leader shall appoint a new Deputy Leader; or
(iii) both the Leader and the Deputy Leader, the senior active member shall serve as temporary Leader, with a new Leader and Deputy Leader to be selected at the first opportunity in a manner conforming to the requirements of Sections 8.2, 8.3, and 8.4 hereunder.
- 6.4 The Leader shall be the supreme commander of the Legion of Super-Heroes, answerable only to the United Planets Authorities, and restricted only by the applicable provisions of this Constitution.
- 6.5 The Leader may authorize the Deputy Leader or any active member as an acting or temporary or team Leader with an appropriate portion of the Leader's authority hereunder.
- 6.6 Members shall in all instances be required to obey the orders of the Leader and/or the Leader's duly-authorized representative, so long as such orders conform to this Constitution.
- 6.7 The Leader may be suspended temporarily by a unanimous vote of the standing Committee of Constitutional Matters, and such suspension shall last only until a court-martial may be held as provided in Section 4 hereunder.
- 6.8 The Leader is responsible for the funds of the Legion of Super-Heroes under Section 1.3 hereunder, and shall have the full freedom to use those funds to fulfill the purposes and requirements of this Constitution.

7.0 COMMITTEES

- 7.1 The enumerated authorities set forth in this Section 7 shall be given to the standing Committees set forth herein. In this respect the authority of any given Committee with respect to the matters set forth shall be superior to the authority of the Leader or any individual Legionnaire.
- 7.2 In addition to the standing Committees, ad hoc Committees may be composed and charged with specific responsibilities from time to time by the Leader or by vote of the active membership.
- 7.3 The standing Committee on Constitutional Matters shall have the final authority to rule on all matters of interpretation of this Constitution, to draft amendments and/or revisions of this Constitution at the voted direction of the active membership, and with respect to all elections and to the Leadership itself. This shall include authority to call and preside over a court-martial of the Leader, as provided in Section 6.7 above. In addition, this Committee shall arrange for the keeping of an appropriate history of the Legion of Super-Heroes and all archival files, and shall designate the flag, handshake, oaths, and other indicia of the organization.
- 7.4 The standing Committee on Constitutional Matters shall also have the authority to disband the Legion of Super-Heroes.
- 7.5 All rulings of the Committee on Constitutional Matters shall be by majority vote, except the ruling to call a court-martial of the Leader or to dissolve the Legion of Super-Heroes, which must be unanimous. All rulings of this Committee shall be binding upon the Leader and the membership.
- 7.6 For the duration of their membership, whether as active, honorary, or reserve members, the standing Committee on Constitutional Matters shall consist of Cosmic Boy (chair), Lightning Lad, and Saturn Girl. In the event of the incapacity, resignation, or expulsion of one or more members, the Legionnaire or Legionnaires of greatest seniority shall replace them, with the most senior member of the Committee serving as chair.
- 7.7 The standing Committee on Membership shall have the responsibility for maintaining an active search for suitable candidates for membership, for making recommendations to the membership concerning candidates, and for supervising the ongoing education and training of Legionnaires.
- 7.8 All rulings and recommendations of the standing Committee on Membership shall be made by majority vote of the Committee, and with respect to education or training of individual members, shall be binding upon such members.
- 7.9 Until such time as otherwise designated under Sections 8.2 and 8.3 hereunder, the standing Committee on Membership shall be chaired by Wildfire and shall consist of not more than three additional members as may be elected from time to time by the active membership under Section 8.6 hereunder.
- 7.10 The standing Committee on Security shall also serve as the Espionage Squad, being composed of those active members whose super-powers are most suitable, and shall have the general responsibility for assisting the Leader in maintaining the security of the Legion of Super-Heroes.
- 7.11 For the duration of their active membership, the standing Committee on Security shall consist of Chameleon Boy (chair), Phantom Girl, Shrinking Violet, and Invisible Kid. In the event of the incapacity, resignation, or expulsion of one or more of the Committee, the active membership shall elect a successor or successors under the provisions of Section 8.6 hereunder, considering the suitability of their super-powers and characters.

8.0 VOTING

- 8.1 The active membership alone shall hold voting privileges.
- 8.2 The active membership shall be required to vote on significant questions including but not limited to:
(i) the method of selecting the Leader;
(ii) the designation of standing or ad hoc Committees and their chairpersons;
(iii) revision of the Constitution;
(iv) admission of new members;
(v) expulsion of present members;
but not on matters explicitly under the Leader's discretion or matters explicitly under the discretion of a standing or ad hoc Committee under Section 7 hereof.
- 8.3 For all such votes, a quorum of three-fourths of the active members shall be required to participate either in person or via telecommunications. The quorum being determined to be sufficient, a vote of two-thirds of members participating is thereafter required to carry the question. In the event of a tie or vote insufficient to carry the question, the status quo ante shall prevail.
- 8.4 Unless the question shall be put to a vote of the active membership and carried otherwise for that year, the Leader shall be elected by a simple plurality of active members voting, with the Legionnaire receiving the second largest number of votes being elected Deputy Leader.
- 8.5 Unless the question shall be put to a vote of the active membership and carried otherwise, all Committees shall make their determinations by a simple majority of Committee members voting, with ties broken by the chair, except as otherwise explicitly provided herein.
- 8.6 All other questions shall be decided by a simple majority of the active membership.

IMPORTANT NPCs AT THE ACADEMY

In addition to the Characters mentioned earlier, the Player Characters are most likely to meet Timber Wolf in his role as the Chief Combat Instructor, as well as recently inducted Legionnaires, such as Invisible Kid, the White Witch, Magnetic Kid, Tellus, Quislet, and Sensor Girl, who use the facilities to hone their skills or acquire new ones (generally in the Usage of Power courses).

Any Legionnaire inducted "on the battlefield" is expected to attend classes and training sessions at the Academy, as often as his Legion duties permit. Even the Legionnaire Blok has been known to sit in on General Education classes. This is due to his never-ending attempts to understand the human race.

STUDENT DUTIES AND RESPONSIBILITIES

The Academy is one of the most exclusive and competitive schools in the UP. Academy students must prove themselves worthy of the honor of continued study, since for every successful applicant there are dozens of worthy applicants who fail to gain admittance. Thus, the student at the Academy is expected to fully live up to standards of conduct that the Legion and the Academy require.

The student is required to pass all academic and training-related courses. He is given some leeway for extraordinary circumstances and for individual learning rates, but reasonable and steady progress must be maintained.

Strict obedience to all Instructors, SP officers, and Legionnaires is required at all times (reprimand on the first offense; expulsion on the second offense). Students are also expected to respond to a lawful SP summons for aid and/or to a Legion full alert (as required by the Legion Leader). Students are required to keep the monitor board at the Academy continually apprised of their whereabouts in case such a summons occurs.

Any behavior considered to be anti-social or illegal is not tolerated and will not be permitted; Academy membership and the SP deputization normally occurring during the second year of study are no shield against arrest and prosecution for such activities.

DURATION OF STUDIES

The only formal grading for course work at the Academy is in the Police Methods seminars and in the general academic classes. In other circumstances, the Instructors must be satisfied that the student in question is making reasonable progress for him to receive a passing grade. Within certain guidelines for reasonable progress set by the Board of Trustees, the structure and length of each course are tailored to the individual's degree of prior knowledge and rate of learning.

ENTRY REQUIREMENTS

The number of students that can attend the Academy at any one time is limited to eighteen. Therefore, admission is highly competitive, and many applicants fail to gain a place at the Academy.

The Academy entry requirements are as follows:

- Aspiring students must be under eighteen years of age.

- Aspiring students must submit an application to the Legion. The application requests personal data, educational transcripts, and recommendation letters from noted citizens of the world or region from which the applicant comes. All applicants must have a recommendation from at least one active, retired, or honorary Legionnaire. In the absence of such a recommendation, a valid recommendation from a planetary commander of the Science Police will be considered.

Upon receipt of the application, the Science Police run a background security check on the aspirant. If the applicant has a UP-registered criminal record, he/she/it will almost invariably be rejected; if he/she/it has an outstanding warrant in his name, officers are directed to immediately arrest him. If, however, the papers are in order, and the applicant has a meritorious record in civic life and education, the admission process continues.

- Aspiring students must have a valid power.

Applicants who have passed the initial checks are brought to Earth at Legion expense for further stages of testing. First, the Instructor-in-Chief and other observers test the aspirant's powers in the Academy danger room, using computers and detection devices to measure the strength of the candidate's powers and whether or not the powers are valid by the Legion's standards — personal as opposed to a power artificially generated or based on an external device.

Academy Standards for Power

In game terms, the candidate's primary power must be at an AP level of 7 to meet minimum Academy standards; if the power is sheer strength or endurance-based, the AP level must be 10 or higher.

Note that applicants to the Academy are not restricted by the prohibition against Legion membership concerning duplication of powers; indeed, there have been two recent relatives of current Legionnaires attending the Academy (Magnetic Lad and Shadow Kid), and relatives who possess the same powers as their kin are encouraged to apply for Academy membership.

Candidates who can prove a valid acceptable power are then subjected to a "morals exam," a battery of questions asked by Science Police psychologists. Using high-tech stress evaluation equipment and lie detectors (AV/EV: 20 APs against an applicant's Mental Statistics according to the Interrogation Rules), scientists evaluate the general moral fitness of the candidate. If the applicant meets the high moral standards of the Legion, he is ruled worthy of acceptance.

GM NOTE: The morals test relies on the GM to accurately judge the Character's moral worth as the Player has played him. If the applicant is a beginning Character, there will usually be no factual basis to do so; however, if the Character should in the future fall from the lofty ethical pinnacle that the Legion Academy demands, the Character can be dismissed with the rationalization that "he went bad."

ADMISSION

If the Academy applicant has been deemed worthy of admission, he will be admitted into the Academy if a roll of 1 on 1D10 is made. A GM could waive the roll if an all-Academy campaign is planned.

Upon admission to the Academy, the student is provided living quarters on the Academy grounds; tuition and living expenses are provided, but the student must reside on campus.

The list of current Academy students include Myg, Shadow Kid, Power Boy, Night Wind, Lamprey, Crystal Kid, and Comet Queen. Their Stats are listed in the *Legion of Super-Heroes Sourcebook Volume I*.

If the GM needs to create more Characters as NPCs, his imagination and/or past Legion applicants will help round out the scene. Also, by naming just nine students, Players are given the opportunity to devise their own Heroes to enroll at the Academy.

CURRICULUM OF THE ACADEMY

The curriculum of study at the Academy is quite varied. In addition to training in the use of the student's powers, formal academic education is continued for each Academy student under a special program administered by selected professors and/or representatives of Metropolis University.

Although educational facilities and requirements vary from world to world, a basic standard of formal education is recognized throughout the UP. This standard of primary education is administered by robo-teachers or holo-screen computers (on worlds where they exist) to children aged five to twelve. Subjects include general knowledge of the known universe and use of such knowledge (i.e., science, math, Interlac [the common language spoken throughout most of the Galaxy], world and galactic geography, etc.). Higher education is more specialized, based on the student's choice and aptitude.

Academy students who have completed the primary education are required to continue their academic studies, as well as to prepare for their more personalized training. Furthermore, Academy students from worlds where a formal education is not available (as well as students of non-humanoid races who have not been exposed to UP teaching methods) are required to pass equivalency tests based on the standard of primary education before continuing on to courses given in conjunction with Metropolis University.

The Courses

The courses at the Legion Academy are considered Subplots of whatever adventure is being run. The GM, as the Instructor, should send the students out on any standard mission and, before the students leave, tell them that they will be graded according to whatever course they are taking.

As the students are going through the adventure, the GM should grade them on a pass/fail basis according to how well they performed in that adventure and immediately award them the Hero Points (if applicable).

As Subplots, successful completion of a course will give a Player 15 Hero Points or one Standard Award, whichever is greater.

The students will have completed their academic year as soon as they have successfully finished all of their Subplots for that year.

Year One Courses:

- Usage of Power
- Teamwork
- Police Methods
- Moral Guidelines
- Hand-to-Hand Combat

Year Two Courses:

- Usage of Power
- Teamwork
- Survival
- Police Methods II
- Hand-to-Hand Combat II
- Advanced Survival Tutorial

Descriptions of Year One and Year Two Courses are given on the following page.

THE COMBAT CENTER

One of the most important places at the Academy is the Combat Center — a simulated-combat setting used to test and improve a student's combat abilities and Powers. The room, filled with computer-regulated, movable machines, operates as an omni-gadget. It is designed to mimic or counter one or more Powers, with the aid of holo-image projectors.

Computer-controlled holo-cams record all activities within the Combat Center when it is operating. These tapes are reviewed by the Instructors or Legionnaires to ascertain the success of the "test."

Running the Combat Center

The Combat Center is supposed to be dangerous to the student (generally overmatching him by 2 APs in whatever field he is being tested), but it is never a fatal danger. The entire room is padded, and the computer is limited by a number of overriding checks. The concept is to push the student to the limits of his physical and mental abilities, not past them. The GM has leeway over the capabilities of the Combat Center and, given the above limitations, the GM may use the room and its diverse powers as he sees fit.

FIELD EXERCISES

Academy students are sometimes made available to the Science Police for acceptable missions. These missions are usually short-term and non-lethal, tending to focus on

natural disasters or public works rather than crime-fighting. However, crimefighting missions are not ruled out if the IIC feels that such missions are relatively safe. During these field missions, at least one Instructor is always present to evaluate the students in both teamwork and the degree of cool-headedness they exhibit.

Participation on live field exercises is deemed a privilege, not an absolute right, and students who have fallen behind in other course work or who are under internal discipline for minor offenses are usually not permitted to participate in such missions.

FIRST YEAR OF STUDY

Usage of Power: In the first year, the student is taught the basics of how to control and use his power(s), with an initial emphasis towards restraining his power if its misuse might conceivably harm innocent bystanders.

Teamwork: The student learns the value of teamwork. Work is also done with techniques aimed at overcoming the limitations on each individual's powers and to highlight powers and abilities that seem to be relatively weak in combat situations. As teamwork is a necessity in a group such as the Legion, a serious lack of progress in this course seriously jeopardizes further study at the Academy.

Police Methods: Taught by Science Police personnel, this course focuses on standard detective methods, including interrogation, information gathering, and the use of high-tech police equipment. Studies of the legal codes of the UP and of member planets are covered.

Moral Guidelines: This course instructs the student in the Legion code, and attempts to instill a respect for life and for the universal rights of all sentient beings for justice and the pursuit for happiness. The need for proper public relations is also stressed, and with this is taught the doctrine of respect for public and private property, including recognition of what doors are and why they should be used for entry or exit, as opposed to windows or walls (an area of study in which several Legionnaires could well require a refresher).

If the student does not make satisfactory progress in the Moral Guidelines course, the Board of Trustees must rule on the student's continued fitness to remain in the Academy. Even if the student is reinstated and remanded for further course work in this vital area, the student cannot further continue towards the second year curriculum until and unless he passes the Moral Guidelines course.

Hand-to-Hand Combat (HTH): The student is taught several methods of non-lethal unarmed combat, specializing in such forms as judo and aikido, and knowledge of both individual and team combat techniques. Inhibitors are used so that the student may not use his power(s) (if applicable) in HTH combat; this is to encourage the student to rely on his physical prowess as well as on his powers.

SECOND YEAR OF STUDY

Usage of Power: In the second year of study, the student's power is further refined through use of actual battle simulations, using Combat Center electronics and holographics mimicking known villains. Secondary aspects of powers are developed; for example, a student

with the ability to create ice may be taught how to create sheer cold, while a telepath might have related aspects of psionic talents such as possession or empathic projection which might be further heightened.

Teamwork: Continual emphasis is placed on team solutions to situational problems, and, as with the first year, failure to progress in this course is detrimental to continuation at the Academy.

Survival: The student is taught techniques of survival applicable on many worlds, using Combat Center simulation and field trips for this purpose. The use and maintenance of the transparent survival suit is learned, while the use of the student's power in survival situations is explored and enhanced. The most challenging aspect of this course is the occasional surprise scenario designed so that the student's powers are ineffective or totally non-functional — a prelude to the all-too-frequent parallel situations in the daily life of a hero.

Survival is broken down into the following categories: Deep Space Survival, Mountain Survival, Desert Survival, Arctic Survival, Wooded Survival, and Marine Survival.

For a complete explanation of this Skill, see **SURVIVAL** on the following page.

Police Methods II: The Police Methods course work focuses in two areas: in-depth legal studies and actual field detective work, operating with the Metropolis-based Science Police to apprehend petty criminals. Apprehension is usually left to the SPs, but in certain circumstances an Academy student who can provide assistance to the effort of identifying a criminal may be permitted to be in on the catch.

Hand-to-hand Combat II (HTH): In this year, the student is allowed the use of his powers in the HTH lessons, and the proper use of the power in combat is vigorously studied. Students with similar powers and degree of prowess are matched head-to-head in competitions, with the contestants engaging in a mock combat based on a point system, and using computerized cameras for recording and scoring.

Advanced Survival Tutorials: If desired (and if normal course work allows), a student may take several tutorials with outside certified instructors in many aspects of survival and wilderness travel that are not covered in depth in the more general survival course. Such tutorials include Advanced Orienteering, Mountaineering, High-Grav Survival, and No-Atmosphere survival. A sample scenario, and a full description of the Survival Skill is included below.

THIRD YEAR OF STUDY

There are two cases where a student may receive an extension for the third year of study:

- **Greater Development:** The student feels it necessary to undergo a greater development of his powers in a supervised situation is desirable or necessary. A student may petition the Board of Trustees for an extension, which is usually granted if the student's previous work is meritorious.
- **Unusual Circumstances:** If, for some acceptable reason, the student was unable to complete his second year of study, the student may petition the Board of Trustees for a third year. Acceptable reasons include personal illnesses, death in the family, etc.



SURVIVAL

LINK: INT BASE COST: 5 TIME: 4 months (22 APs)

Survival is, simply, the skill of keeping oneself alive under adverse conditions with a minimum amount of equipment.

There are three Subskills to Survival: Find Food, Find Water, and Find Shelter.

Each Subskill can only be rolled once per day, unless the GM feels that the terrain allows the Character a number of chances to use a particular Subskill.

Find Food and Water: These two Subskills are the ability to discover edible food and drinkable water. The difficulty of this depends on available resources. To an extent, the Opposing and Resistance Values given under the various environments incorporate the varying difficulty, but the GM is encouraged to alter the rolls as per his own view of the situation.

A successful roll of Find Food or Find Water means that the Character has successfully foraged enough food or water to sustain himself for one day. If the Character wishes to try to find enough food to support more than himself, make one roll for every person that the Character is trying to support, adding one Column Shift to the Resistance Value of each additional roll.

Failure to find food will not immediately effect a Character. However, for every 15 APs (1 day) of time beyond the third without water and/or for every additional 15 APs (1 day) beyond the fifth without food, a Character must make an Action Check. Each additional 15 APs of time spent without food and/or water acts as 1 AP (AV/EV) in a Physical Attack against the Character. The Character's BODY acts as the OV/RV. All RAPs are applied as Universal Modifiers to Character Actions. For example, if a Character has gone six days without food and water, he suffers a Physical Attack with AV/EVs of 4/4 (one each for the three days without water, one for the day without food).

After the first successful attack, all actions are considered Challenging. After the second attack (the day after the first one) all actions are considered Difficult. Actions get harder as the days go on until Beyond the Limit is reached. On the day afterward, if the Character still hasn't found food or water, that Character dies.

Find Shelter: The other Subskill of Survival, is also important. Succeeding on a roll of Finding Shelter means that enough shelter has been discovered or created from available materials to protect the Character from all local weather effects. If more shelter is necessary, it is presumed that enough shelter has been found to protect a total of four Characters with the initial roll. For each additional Character, another shelter roll is required; however, there

is no penalty for making additional rolls. Failure to find shelter means that the Character(s) are exposed to all adverse conditions, and may suffer from exposure depending on the situation and climate.

Environment Modifiers

Each different environment is given below, along with the Opposing and Resistance Values associated with the three Subskills. The Resistance Values should be modified as follows:

For each level of gravity* different from the Character's native land +2

For each 10° Centigrade temperature difference from the Character's native land +1

For each differing level of atmospheric pressure* from that native to the Character +1

Obviously, certain tasks will be impossible under certain conditions and environments. If the GM has already determined that no potential food on a given world will sustain life, then Survival will hardly alter the situation. Similarly, finding food in deep space can well be impossible no matter what the skill level (GM discretion).

*Gravity and atmospheric pressure are covered in the Planetary Generation section.

Environment Types and Notes

Deep Space Survival confers knowledge of living in vacuum. Included is knowledge of zero-gravity procedures, transuit operation, basic electronic repair, and other vitals of space living.

Mountain Survival includes knowledge of high-altitude discipline and routine, mountaineering, climbing, and so on.

Desert Survival allows a Character to exist for long periods of time in relatively waterless conditions.

OVs and RVs

Find Food 15
Find Water ... 10
Find Shelter ... 8

Find Food 5
Find Water 2
Find Shelter ... 2

Find Food 7
Find Water 8
Find Shelter ... 4

Arctic Survival allows Characters to survive under conditions of extreme cold, including first aid techniques for cold-related diseases and disorders.

Find Food 7
Find Water 3
Find Shelter ... 4

Wooded Survival is the ability to survive in forested areas. The focus is largely on identifying edibles.

Find Food 2
Find Water 3
Find Shelter ... 3

Marine Survival is the science of oceanic survival of all types. This skill entails knowledge in swimming, diving, and fishing. Find Fresh Water is up to GM's discretion on whether the ocean in question contains fresh water.

Find Food 3
Find Water .. 0/4
Find Shelter: ... 6

Teamwork Scenarios for the Combat Center

Overcoming one's own shortcomings at great odds is a staple of the adventuring life. Plot lines rigged by the GM to deliberately go sour provide character-building scenarios for novice heroes and intriguing role-playing opportunities.

The heroes are faced by an equal number of foes whose powers are designed to counteract and neutralize the heroes' own. Defeating one's own counterpart is a good test of teamwork and ingenuity. Of course, the textbook solutions are to double-team against opponents, or to switch off against them. However, the Players may not immediately make the connection, and will sometimes require more than one encounter before they learn the trick of facing a mirror-image villain.

This type of encounter also encourages innovative solutions. For instance, a hero finds that his android foe is immune to his Starbolt Power. Thinking quickly, he blasts the overhang above the android's head, correctly surmising that the android is not programmed to switch immunities to different attacks.

Sample Academy Scenario First Year

On a routine trip to help clear debris after an earthquake in the mountains west of Metropolis, three Academy students and Bouncing Boy land near a village almost destroyed by the earthquake. The debris ranges in size and weight — between 3 and 13 APs — and is spread out in an area 20-25 APs across. While the Characters are digging out a building to look for survivors, an explosion rocks the area, scattering more debris and endangering remaining villagers. Upon investigation, the Academy group discovers a partially unearthed spaceship, containing a robot in the process of recharging itself. (It has waited a long time — 25 APs — for this moment.)

The robot's characteristics:

ROBOT					
DEX:	3	STR:	4	BODY:	4
INT:	2	WILL:	6	MIND:	3
INFL:	1	AURA:	0	SPIRIT:	2
INITIATIVE: 6		HERO POINTS: 5			

EQUIPMENT:

Laser Pistol: (DEX: 0, STR: 0, BODY: 6)
Uses: 6, Duration: 16, Heat Vision: 8

It is armed with a laser pistol, and automatically receives initiative the first round. If it can complete its recharging process, requiring four combat rounds, it will increase its statistics to the values listed below:

ROBOT					
DEX:	6	STR:	8	BODY:	8
INT:	4	WILL:	6	MIND:	3
INFL:	1	AURA:	0	SPIRIT:	2
INITIATIVE: 11		HERO POINTS: 50			

EQUIPMENT:

Laser Pistol: (DEX: 0, STR: 0, BODY: 6)
Uses: 6, Duration: 16, Heat Vision: 8

The students must disarm the robot, while allowing as little harm as possible to come to the villagers. Naturally, since the Legion would like to examine the artifact, simply vaporizing the robot is not desirable.

Academy Scenario Final Exam

One of the sternest tests of an Academy student during his stay at the institution is the "final exam" — the survival course's graduation exercise through one hundred kilometers of forbidding terrain. During the trek, the weaponless student must provide for his own food, water, and shelter by using only his natural Attributes and the Survival Skill.

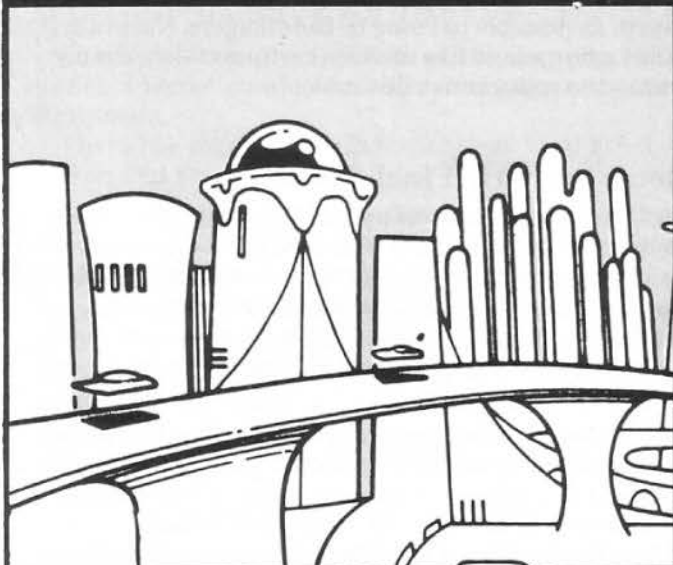
Assuming normal cross-country speeds, the Character should make the trip in five days; four if pushing the pace, six if injured or fatigued by hunger or thirst. The student is typically tested on a world with conditions that he would find unpleasant. Therefore, the lighting should be either significantly dimmer or brighter than that to which the candidate is accustomed, the gravity should be at least two levels higher, and the temperature about twenty degrees hotter or cooler. Obviously, a successful trip under such conditions is a noteworthy feat, and less than half of the Legionnaires and Academy students who have taken the final exam over the years have successfully completed the entire one hundred kilometers unassisted.

There are several "critical points" throughout the adventure. A Character may try to find food as often as he needs, but only one such attempt should be ruled a critical point, as a well-fed human can easily go five days without feeling the effects of hunger too greatly. However, frequent access to water is essential to most beings, and each day of the trip should represent a critical point for water seeking. Finding shelter probably should represent a critical point each night, unless the GM is unusually lenient concerning weather conditions; note that the examiners rarely are so lenient, and will quite likely plop the student onto the area of the planet currently suffering through the most unfavorable weather conditions possible.

Wild animals, hazards, and the like should be planned by the GM. Animal encounters should not be too dangerous, since the examiners don't intend to go out of their way to damage the students.

In the event of catastrophic failure, such as serious injury or illness befalling the student, the examiners monitoring him will rescue the hapless lad. Such a rescue means failure of the test. However, the test may be retaken in six months.

EARTH



0.11.7C. || קאמפאניע פון יידישן שולן

Visitors to Metropolis get the idea that it's one big city, from Old Boston to the Palisades, and they're not too far from wrong. At least on Government Isle there's scarcely a square meter of space that isn't built up — and up — and up.

The **UP Council Building**, on the Avenue of the Planets is where representatives (or their holographic images) from all over the UP convene monthly in the huge Council Chamber and smooth the diplomatic functions of the UP.

Weisinger Plaza, the fountained, open-air courtyard that links Legion HQ with the Avenue of Super-Heroes. Legion HQ is one of the most popular attractions on the city tour and it is certainly a more imposing structure since the recent renovations Brainiac 5 and Computo made to the building.

Northwest of HQ, at the other end of the Avenue of Super-Heroes, is **Metropolis Stadium**, a domed, multi-purpose entertainment facility with a seating capacity of 300,000.

The Stadium's fare includes concerts, holo-laser shows, and sporting events — including the intergalactic magno-ball championships and the games of Metropolis' own professional moopsball team.

Moopsball is *the* major sporting phenomenon of the 30th Century — the only way to describe it is as a cross of 20th Century American football, lacrosse, anti-grav gymnastics, and medieval gladiatorial combat. Moopsball is played by two teams of 20 lightly-armored men on a 300-yard anti-grav field dotted with moving terrain obstacles.

Grand Central Spaceport is the smaller of the city's two spaceports, primarily serving industrial and government traffic. Located in the area once known as Staten Island, the Spaceport's grounds also house Metropolis' fusion powersphere — the 5-billion megawatt nuclear energy globe that supplies the entire mega-city's power needs.

Almost 120 miles to the northwest, is the planet's largest cargo and passenger facility, **Metropolis Spaceport**. Over 700 flights take off from this port every day, ranging from short hops to Titan, Mars, Venus, or the resorts of the asteroid belt, to interstellar voyages to the exotic locales of Naltor or Ventura. There are even flights to destinations beyond the UP like Lallor and the Dominion and special flights like the monthly prisoner shuttle to Labyrinth.

Although space travel remains an expensive proposition for the common citizen, the five main intergalactic carrier lines are among the UP's most profitable conglomerates and have consistently expanded their service routes each year.

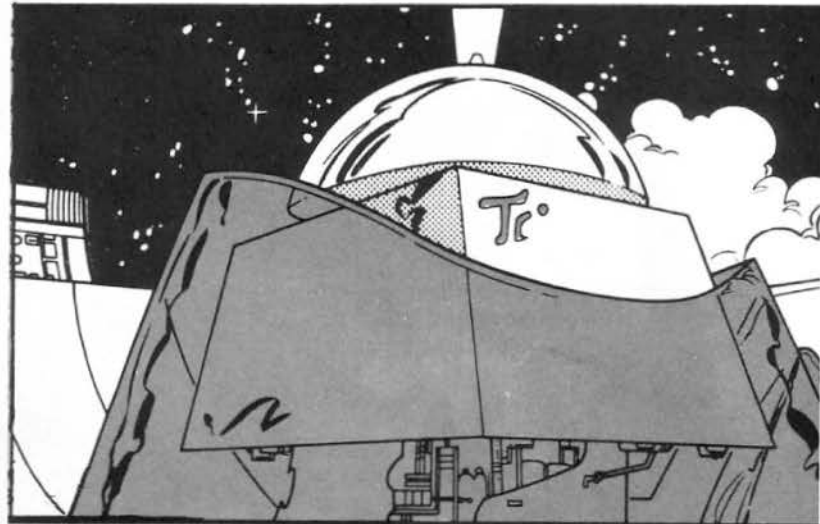
In the main cargo section of the Metropolis Spaceport, the Science Police are trying to hold down traffic of another kind — the infiltration of smuggled cargoes like radioactives, gemstones, commodities subject to high tariffs, or quarantined goods like Durlan pottery. The SPs employ increasingly refined robot "drone sniffers" to search out traces of contraband. Smugglers construct concealed holds and use special insulation to try and foil the drone sniffers.

Up the Hudson River is the **Palisades**, a majestic parapet of natural rock that towers far above even the skyscrapers of Government Center. These heights are the site of **Restaurant Row**, a thick cluster of well-appointed

residential and commercial towers which house many of the mega-city's finest and most exclusive eateries, including the City Star, a free-floating restaurant and discotheque, and the Crab Nebulae, famous for seafood specialties from over fifty worlds.

Besides Medicus One, **Metropolis' Medi-Center** is the finest hospital and outpatient facility in this part of the UP and it's well located too, just a few kilometers north of the Central Park.

The Metropolis Medi-Center is a conglomerate of more than fifteen different medcare facilities. It was rebuilt almost two centuries ago when a huge fire destroyed many of the older buildings at the northern end of the



island. Earthgov spent a lot of money to build the planet's best and biggest medical establishment on that spot, acquiring the most modern equipment and attracting the most prestigious doctors and surgeons. There's only one other hospital on the planet that is as large — Barts. Barts is almost fifteen-hundred years old, and is located in the London district of Europolis.

The **Interplanetary Zoo** (or PlanZoo) covers about 30 acres of mostly undeveloped parkland in the Upper Westchester District of the city. It houses over fifteen-hundred different species of land, water, and airborne creatures. Some of its bigger attractions include the Volcano beast and Dralgo of the Hunter's world Vom, the Lightning beasts of Korbal, and the Flasher Beasts of Rorbis. Many of the beasts have been trained to take part in the PlanZoo's unforgettable daily stage productions.

Catskill Technopark, contains the research and production facilities of GalProp. There are over thirty technoparks in and around Metropolis, mostly on its southern and western sides. These parks were designed to facilitate rapid technological expansion from the aftermath of the Great War by concentrating private sector R&D in cooperative, shared ventures.

Often heavily subsidized by Earthgov in their early years, most technoparks are now owned by galactic conglomerates like GalProp or education institutions like Metropolis University. Research findings are openly shared with other companies, with the discoverer of any given innovation entitled to a modest royalty on all future products using it.

Ninety-percent of basic factory labor is relegated to robot workdrones, assisted by a handful of human foremen/programmers. Microminiaturizing has enabled



30TH CENTURY EARTH

THE NUMBERS ON THE ABOVE MAP REPRESENT CITY LOCATIONS OR AREAS OF INTEREST ON 30TH CENTURY EARTH, AS FOLLOWS:

- | | |
|-----------------------------|-------------|
| 1 SANANGELEOPOLIS | 5 EUROPOLIS |
| 2 LAKOPOLIS | 6 HIMALAYAS |
| 3 METROPOLIS | 7 TOKYO |
| 4 GLACIER POINT, ANTARCTICA | 8 HONG KONG |

the incorporation of work-saving features into every phase of processing while still maintaining the highest imaginable standards of quality.

Metropolis University is quite a story in itself — a flourishing institution of higher education in the Old Boston sector of the city, with a current enrollment of well over 100,000 students.

The most remarkable of the University's many research facilities is the **Time Institute**. Everyone from this sector of the city — indeed, everyone in most of Metropolis — is familiar with the sight of the brightly glowing reddish beam of light that constantly emanates from the Institute's roof. The source of that glow is the Time Beacon, which makes time travel possible by emitting a signal that reaches out through time, guiding time travellers away from alternative realities and back to their own worlds. Without the beacon, only beings with powerful innate senses like Superboy could dare enter the time stream and have a reasonable hope of returning back to their own time safely. With the time beacon, time travel has become a feasible possibility for anyone, although it still involves substantial personal risk.

The Institute was built using a combination of University and UP funds. In recent years, a major portion of this funding has been supplied by grants from R.J. Brande, the monumentally wealthy Durlan industrialist who is also the Legion's benefactor. Since its inception, the diverse studies of the Institute's staff of researchers have been guided by one director: Chronarch Circadia Senius.

Legionnaire Brainiac 5 first came to Earth from his homeworld of Colu to study at the Institute. During that time, an exciting two years, he helped the Chronarch build the first prototype Time Bubble.

Without Brainiac 5, the Time Bubble would have remained what it was before he arrived a theoretical concept, elegant but totally unfunctional. It was a sad day for the Institute when Brainiac 5 realized that his true place in life was to be a member of the Legion.

However, Brainiac 5's Legion membership opened up new resources for the Institute, specifically the chance to meet and study natural time travelers like Superboy and Mon-el.

Since that first crude bubble went on its maiden voyage to the 20th Century, the Institute has constantly expanded and improved the bubble design. The Institute now has a handful of bubbles at its disposal, which is necessary because the time stream can be pretty hard on a bubble in transit. Damaged bubbles are out of commission for weeks or months at a time.

In-service bubbles are maintained in the Control Room. With the attacks by the Infinite Man and the Restorer on the Institute in recent months, Earthgov has decided that there is a great risk of criminals attempting to steal the time travel devices. Legionnaire teammates Lightning Lad and Cosmic Boy fanned the flames of this fire by "borrowing" Rond Vidar's original Time Cube. Now, all bubble uses have to be officially cleared through Circadia.

Much of the rest of the Institute's upper floor is divided into private Viewing Rooms where researchers use the Institute's Time Viewers to look back in time at virtually any historical event.

The **Hall of Ages** is the only public portion of the Time Institute. The Hall presents exhibits showing Metropolis



through the ages, from the 2900's back to the time when the area was a wilderness populated by Amerind tribes. Most of the exhibits contain life-size working replicas of period technology and examples of each era's clothing, art, and music.

The most popular feature of the Hall of Ages is its 500-seat Ampitheater, which presents hourly holo-tape shows. These shows are called from the Time Viewer by the Institute's researchers and star some of the greatest figures in Earth's history in real-life action. It's truly a must-see for any visitor to the city.

Old Boston is generally acknowledged as one of the nicest residential sections of the city. Many historic landmarks of early American history still stand preserved here, from the Old North Church and Plymouth Rock to the hourly rounds of a "town crier," alongside newer bits of history like Cape Cod's monolith. But Old Boston is much more than ambience and history — it is also a micro-electronics innovator, a bastion of educational excellence, and home to a thriving social scene.

Old Boston, is a place where a young man or woman can find nearly any type of entertainment imaginable. The streets of the Back Bay, North End, and Cambridge are awash in the trendiest fashion finery and dotted with hot nightspots where patrons can maneuver their own anti-grav tables through the art-deco ambience generated by a 50' tall bubble machine. In between, dozens of smaller clubs pulse with the beat of the latest holo-vids.

Those who prefer artistry of a different kind can browse through some of the city's well-kept museums — now kept open 24 hours a day by the increased use of robot personnel — or the holo stage productions where every seat is the best in the house.

While Metropolis is the largest mega-city in North America, it is far from the only mega-city in the country.

Sanangeleopolis, extends most of the way along the California coast. For the past three centuries, the area's economy has been undermined by frequent flooding of the local water table, necessitating the construction of an elaborate system of artificial peninsulas, bridges, and drainage systems that literally keep the city from sinking into the sea.

Lakopolis, population 57 million, is even larger than Metropolis in terms of the area covered by its city boundaries, comprising parts of all of the former urban areas of Milwaukee, Chicago, Detroit, Toledo, Cleveland, and Toronto. The area's economy is dominated by ten to twelve highly automated heavy industry technoparks.

In the Eastern portion of Lakopolis, the need for additional housing resulted in the construction of many large floating platforms across the surface of Lake Erie, which give the city the look of a modern-day Venice.

Mega-cities are not solely the province of North America. Indeed, the city-state of Europolis is arguably the largest mega-city on Earth, with "neighborhoods" that include London (24 million), Paris (30 million), Amsterdam (12 million), Stockholm (14 million), and the Ruhr (21 million).

London is a particular favorite among inter-galactic tourists, a unique mix of new and old world architecture and technology whose attractions range from the traditional, Buckingham Palace and the Tower of London (where the Crown Jewels of England and the fabled sword Excalibur are still on display), to the modern Lloyd's Intergalactic Insurance Exchange.

On the other side of the globe, one can visit the twin mercantile cities of **Tokyo** and **Hong Kong**. Hong Kong

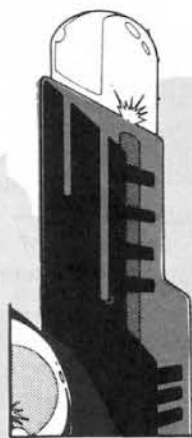
has spread far beyond the boundaries of its principal island to the mainland. It is dominated by a gigantic interstellar trader's mall where virtually any manner of product manufactured in the UP or beyond can be procured for the right price. The mega-city's spaceport was erected entirely on the ocean to conserve space and is serviced by floating platforms which ferry passengers and goods to and from the main city.

For those who don't like cities, there are still a few relatively undeveloped areas on Earth to visit. One of the most popular of those areas with tourists is the **Himalayas**. Attempts to industrialize this area failed when its only spaceport was destroyed in a snowslide. The only major enterprises operating here are a few cozy resort hotels that truly offer their guests an opportunity to get away from it all.

The last place on Earth that a traveller would want to visit is **Glacier Point, Antarctica** — Earth's only medium security prison. Prisoners here are kept on a regimen of hard labor, working in the geo-thermal energy fields. Steady mind-scan treatments attempt to break down and eliminate the prisoners' criminal tendencies and pave the way for later psychic rehabilitation therapy. Glacier Point holds only non-powered prisoners. Its security consists of a 15-man on-site SP force and a system of flying security drones armed with energy-beam weapons.

encyclopedia galactica

EARTH-GOV



EARTHGOV: HISTORY

Earth stands out among the UP as one of the prime movers of the UP, both through its location and as one of the mother worlds of colonization. Still rich in resources, positioned at a convenient transit point for interstellar travel, and current home of the UP Council, Earth attracts endless streams of opportunists, business people, political impresarios, and tourists.

Earth in the 30th Century is an electronic village. Utterly reliable, technology and automation have pervaded Earth's daily life. Nearly instantaneous travel and instantaneous communication have brought all of Earth within a word's reach or a footstep; it takes less than an hour to reach any point on the planet's surface from any other point.

In this instantaneously accessible Earth, the Earthgov plays the traditional role of governments: it plans and provides for planetary defense and the maintenance of planetary welfare. Yet technological advances have changed the term "welfare," and by doing so have changed the importance of other factors that contribute to a planet's welfare.

Over the past ten centuries, Earth has progressed from a balkanized world to a world united under a planetary government, headed by one elected president. As transportation became faster and more automatic and communications grew faster and more efficient, national boundaries grew to be of little importance except to the leaders who made them. Eventually, even the prestige and power of national leaders could no longer hold the world back from becoming a united world and Earth's first global government, Earthgov, was born.

EARTHGOV: PHYSICAL ORGANIZATION

WorldComp, the world computer network, is essential to life on 30th Century Earth. Similar to globe-spanning computers on other worlds, WorldComp provides a global network of media, information, and essential services. Without it, for example, Earth's organization, scheduling, and its exchanges with other UP worlds would crash in seconds. WorldComp oversees world air, ground, and underground traffic, incoming and outgoing space traffic, holds information on thousands of projects, carries the media, and is one of Weber's World's "tapedumps" (see *Weber's World* under UP Gov). WorldComp juggles the

take-off and landing schedules for Earth's spaceports, a delicate task given the demands of launch windows and space traffic. It also coordinates all shuttle and transtube runs. A large section of its databanks is permanently assigned to storing and analyzing banking and transaction data. WorldComp also handles all communications, holographic or otherwise, and coordinates the SP drones.

Further proof of the marriage of technology and practicality is WorldComp's use to select the President of Earth every seven years. The growth of intelligent computers — able to weigh such intangible factors as relative worth and leadership, "evil", "bad", and "good" — makes it possible to base a dispassionate selection of Presidents on ability, not popularity. This means that, although the elections are still one-day popularity contests for most Earth citizens, the choice lies between equally-qualified candidates.

In a world of intelligent (but not sentient) drones, robo-police, autohounds, and cleaning devices, WorldComp is close to the sentience, but has no distinct personality such as Computo flaunts.

WORLDCOMP					
DEX:	30	STR:	2	BODY:	15
INT:	44	WILL:	10	MIND:	20
INFL:	3	AURA:	2	SPIRIT:	2

Politics and Institutions

The actual process of electioneering has been vastly simplified since pre-selectioning by WorldComp for all elective offices was initiated. As Earth's cities grew and melted into one village with regional differences, the art of picking leaders became more difficult. The task of letting each individual person campaign was overwhelming. It would have taken years and votes would be cast solely to rid oneself of the constant drone of candidates' speeches.

There was, finally, no other recourse but to entrust the weighing of individual candidates to the carefully developed artificial intelligence programs, once used only by newscasters and political students. The world computers were already trusted with keeping track of each individual's history. They were linked (eventually to be known as WorldComp) and each individual's personal history and accomplishments were monitored impassively from his first step.

Candidates are selected by WorldComp based on their skill, competency, decency, and above all, on their ability. There are no more than ten candidates, no less than two. The candidates are given the same 24-hour period to campaign, with equal opportunity for access to local and world-wide holo-networks. A candidate may refuse his nomination within two hours of his notification of his candidacy.

Election Processes

All registered Earth citizens over the age of majority may vote. For Earth humans, this means the age of 14 solar years. For naturalized aliens, this means the age of majority in their native world, translated to solar years.

Voting is based on the one-man, one-vote system. Multiple voting systems were tried and discarded as too complicated. Voting is done from the home or office by tying in to the WorldComp network, establishing identity, and casting one's vote. Votes cannot be changed, nor can they be cast more than once.

The voter's identity is established by retinal eyecheck or brainwave check, both easily performed by the WorldComp console and lasting only seconds.

Terms of Qualification And Election

Candidates are notified by the Science Police early in the morning of selection day and guarded throughout the day. The candidates have only this day to campaign: this includes speeches and any politicking they may want to do. Any and all media are open to them for that day. Most candidates choose the special holo-news broadcasts to deliver a speech that lasts between one and two hours.

Candidates must be of Earth origin, be at least sixteen Terran years old, and have no criminal records. There is no upper age limit. Most candidates possess higher schooling and most have produced theoretical or abstract papers or lectures. Previous experience in government does not seem to be a prerequisite for candidacy, although those elected have usually already served in some official capacity.

The President's term is seven years. His term may end before this if he resigns (like Marte Allon), is assassinated, becomes incapacitated, or dies naturally.

EARTHGOV: STRUCTURE AND ORGANIZATION

The President of Earthgov is backed by both Earth and the UP and can draw on the following resources:

- UP analysts,
- the local UP Galactic Coordinator,
- Chief Zendak and the Metropolis-based SP contingent,
- a vast network of regional Terran coordinators, governors, and mayors, and
- all the resources of WorldComp.

The President is directly backed by the Governors of Earth, the eight persons responsible for planning global activities and policies. The Governors are chosen once every six years by the President from a pool of names suggested by WorldComp. The Governors work directly with the President, with WorldComp, and with the heads of the various UP services assigned to Earth. They are ultimately responsible to the President and Chief Zendak for taking care of any disorder and discontent in their respective sections of Earth.

The position of Governor is sufficiently powerful that any administrator leaving the staff of a Governor is actively recruited by the mega-corporations as a high-powered exec or troubleshooter. Governors also have their advisory boards, which are usually drawn from a pool of lower-echelon administrators.

Directly responsible to their regional Governor are the City Mayors. Many individual cities of the 20th Century have merged together in their sprawl and the office of City Mayor has grown to encompass the entire mass. On a much more involved level than the Governors or

President, the Mayors take care of their respective cities.

However, not even the Mayors can do everything; the gritty details of running things for a city that averages the size of Los Angeles and San Francisco (including all their intervening land) combined is taken care of by Regional Managers, aided by human and computer managers.

Also available to the President is the counsel of the local Galactic Coordinator. The Coordinator is a permanent civilian staffer of the UP who works closely with world heads to develop overall policy and to maintain good trade and working relationships between worlds. Their aids are the Regional Coordinators who usually work out the policy implementation details with the governments involved.

Foreign Affairs

Earth's deep involvement in the UP is supported by a majority of its citizens. Terrans enjoy the political clout that Earth has as permanent chair of the UP. Earth's influence is heightened by its position as the mother world and consequently is still a major economic force in the trade life of most UP worlds. Earth's prestige is enhanced because it is the host world of the UP Council.

Due to this and also to its own tradition of vigorous living, Earth is in the forefront of political movements and economic questions. Earth protests sparked the Protean sentience movement and now have fueled the movement to declare Proteans full UP citizenship. Earth pushed through the funds for Medicus One, the finest medical research station in UP space.

For these reasons, Earth has a strong tendency to identify itself with the UP. To some, this is an encouraging tendency, symbolic of the future time when all planets will be one in a united universe. To others, such as the Imskian Liberation Front, Earth is one of the worst symbols of UP domination.

ECONOMICS:

EARTH THE WELFARE STATE

The Earthgov has many of the hallmarks of a welfare state; the government takes complete care of the physical needs of its citizens, providing them with free housing, education, medical care, and credit allowance. However, it has not discarded the idea of work for gain; credits for extra consumption above the basics provided are earned through extra work. For example, while travel to any spot on Earth is free, the cost for space travel exceeds the basic credit allowance. A citizen might have to work from 30 to 200 hours, depending on his choice of work, to spend a honeymoon on a neighboring planet.

There is also a subtle pressure among peer groups which can determine whether a citizen chooses to work or not. Some groups are content to let life roll on and to enjoy themselves while some have decided that work is good for the soul and mind, in which case the type and duration of work chosen is a status symbol. And there are always those souls who have discovered that they like the idea of working for gain, who make a virtue of working to provide extras and who bend body and mind to amassing credits, often discovering in the process

that credits are only the chips in their game of acquisition and manipulation, such as R.J. Brande.

This means that Earth's population is primarily a leisure class with the possibility of working at what interests them, access to the educational resources that free so many people to leisure, and the leisure time and choices on using it that result. Since a person is more important than a machine, if a person insists on doing a job that is usually done by a machine, the machine may be withdrawn and assigned elsewhere by WorldComp.

This means that Earth has no "working class." Those who work are motivated by their own interests rather than out of need. All routine tasks are accomplished by robots, so there is no need to work at drudgery and the resources of WorldComp are available to match anyone who wants to work with suitable employment. The job and population situations are held fairly stable by the expense of travel between planets.

While there are plenty of employment opportunities for Earth inhabitants who wish to work, specialized jobs exist which draw on other talents from other planets. In part, these jobs are filled up by a UP-provided service of labor contracting. Worlds needing specialized labor may advertise for the positions they need and will pay the transport costs for workers who answer the call. A worker who responds to the position will be subject to the same rules on the world of employment as the other inhabitants of that world. In addition, his world of origin benefits from his employment as well, either being paid for his services or receiving another form of credit.

For example, if a Braalian responded to a labor contract position on Earth, he would be treated as other Earth inhabitants, with housing, food, medical care, education, and a credit allowance being provided by Earth. However, because he was required for a specialized position, Earth could compensate Braal for his services by a exchange of services, by shipping foodstuffs, or by transferring credits to Braal's account at the Intergalactic Bank.

Money

Money is still widely used in the UP. How it is handled and what form it takes depends on a specific world's technological level. Many of the high-tech planets have dispensed with "folding" money altogether. A citizen's account information (as well as his general information) is monitored by a data-bank system. His retina print or finger print, when applied to a sensing surface, authorizes a debit to his account.

Credit card systems still enjoy considerable popularity on low-tech worlds, sometimes supplemented with "hard" cash. Some worlds also use them as combination credit/-identification cards.

A by-product of the technologies used to support data-banks and credit card financial systems is that it also supports a ready transfer of information about its citizens through the banking system. One of Weber's World's main functions is to be a clearing house for financial and related information on UP citizens (see *UP-Gov: Weber's World*).

Some worlds still use cash to transact their business, either because they do not have the technology to support a credit card or retina-check system or because

it helps business. An example of money used to attract business is the animated gambling chips in the Venturan casinos, which can run onto the roulette wheels and onto the baize tables on their own.

CRIME AND PUNISHMENT

Earth's population level is made possible by technological applications to farming and transportation as well as housing but the degree of organization needed to meet the needs of 15 billion people also leave no margin for tolerating criminal behavior. The policy for wrongdoing is that the penalty is paid first; afterwards, if that person has still not learned that criminal behavior brings no reward, then the criminal elements are removed from his personality.

If a person finds value in doing harm to other people, his life has more value than his attitude. When caught, he is punished; if he does not change his ways after that, his attitude is changed for him so that he no longer finds value in harming others.

Rehabilitation in the 30th Century is based on the premise that if the means of survival is limited, there is a basis for choosing who will survive. There are various punishments for transgressors. Normal prison terms, varying from 2-50 years, are used for non-violent crimes. Because prisons are merely mechanically guarded and serviced holding areas, with few amenities, there are very few repeat offenders.

More than two offenses classes a non-violent offender with those who commit crimes of violence. For these, the alternatives are grimmer: mindwipes, hard-labor prisons.

Mindwipe can be used alone or in combination with hard labor. Mindwipe used alone removes the entire memory of a person's previous life and inclinations. (It does no physical damage to the person.) Person's who have endured mindwipe usually also undergo psychic rehabilitation to fix their reorientation toward "good" behavior.

If the crime is not severe enough to merit mindwipe or imprisonment on Takron-Galtos/Labyrinth, the criminal will be sentenced to hard labor in one of the prisons on Earth or on the prison asteroids. There is no rehabilitation until the sentence has run its course. At the end of his sentence, the criminal undergoes a brain probe. If there is anything left of the drive that impelled him to his crime in the first place, he is mindwiped and rehabilitated to fit into society again. If he clean of compulsion, the psychic rehabilitation is sufficient to start him back into society.

ORGAN BANKS

Recently, Earth has been riding a medical tidal wave—within a handful of years, medical technology has taken a gigantic leap forward, breaking through with new methods and techniques that weren't even dreamed of before. Nowhere is this more evident than in the springing-up of organ depositories.

Although limb replacement was mentioned in ancient records, the technique has only recently been rediscovered. When Lightning Lad lost his arm to the Moby Dick of space, he was forced to make do with an arm of metal. Although he eventually regained his arm through a

completely different source, at the time he was comforted by the doctor's news that they were "planning an arm and leg bank, using newly invented medical techniques."

In the few years since then, the state of the art has progressed from planning a (human) arm and leg bank to constructing organ banks that support parts for non-humans and humans alike. There are six banks on Earth alone and a bank on Medicus One.

Earth has made political capital of its position "as center of the universe" and the organ banks only strengthen it. Although other worlds have their skilled surgeons, only Earth has the central location to exploit the contents of their banks. Very few worlds other than Earth maintain more than one bank. This has led to the birth of "organleggers" — thieves who steal from the organ banks to sell to those rich or desperate enough to pay their price.

So far, the organ banks have survived the organlegger raids, although the bank on Medicus One was devastated by Organus, the monster tossed in as a capsule by raiders. Earthgov has assigned extra SP to the bank's security.

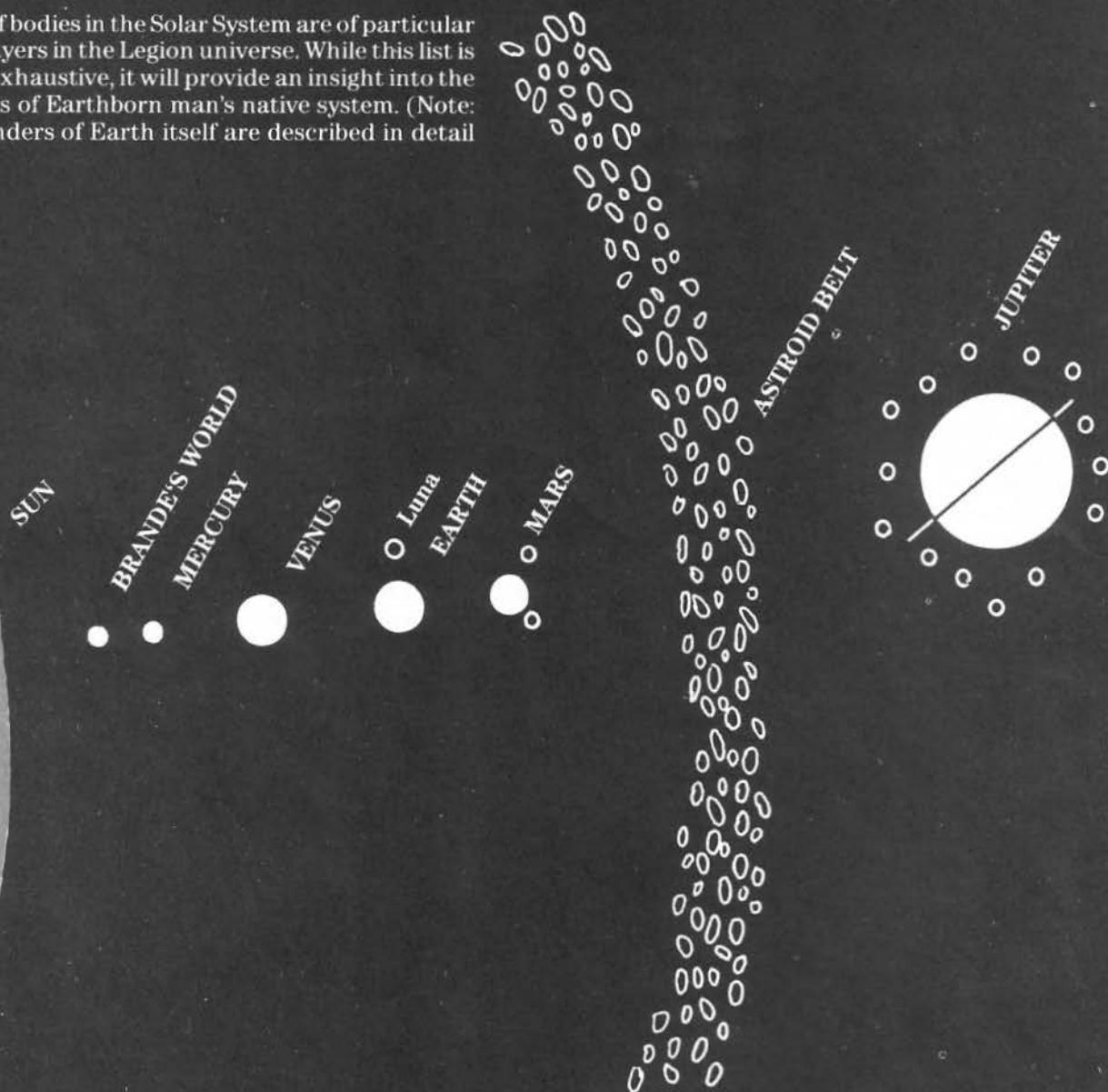
The banks are fed by both voluntary and involuntary donation. A citizen's record is encoded not only with his or her medical history but also indicates what, if anything, is to be donated to the banks in case of death. Once an organ passes medical inspection, it is anonymous except for the donor's medical history and is available to any recipient of the same planet (with rare exceptions) with a comparable history.

To prevent abuse, there is a guiding, if harsh, rule governing bank "withdrawals." All donations are reckoned to the account of the home planet of the recipient. A minimum quota must be donated before a planet can make withdrawals and the planet may withdraw only up to what it has donated. The Sklarians have been particularly skimpy about donation and have resorted to organlegging to fill their transplant needs. This has been halted for the time being by Invisible Kid, Chameleon Boy, and Shrinking Violet.

Religious and social belief as well as politics slow the growth of organ banks on some other worlds. Durlans are proscribed because they reject offworld assistance; the magicians of the Sorcerer's World cure through their spells. On Ventura, though, there is a greedy market for new internal organs to replace those worn out by fast living and too many "sunbelts" (a lethal drink, specialty of the Venturan casinos). On Imsk, the Liberation leaders would probably reject UP overtures on behalf of their planet, while secretly making deals for themselves — all in the name of "continuing to be fit to lead," of course, while "rejecting the heavy hand of the UP."

Involuntary donation is a matter of concern to the lawmakers and philosophers of Earth and of the UP. Once large-scale organ preservation and transplant became possible, a minor movement to establish organ-banks as a death sentence arose for those few criminals pronounced impossible to rehabilitate and unable to be kept safely on a prison planet. The UP has opposed, and will continue to oppose, any move in this direction because it believes that life is sacred, although an individual's use of his life may run counter to society's requirements.

A number of bodies in the Solar System are of particular interest to Players in the Legion universe. While this list is by no means exhaustive, it will provide an insight into the many wonders of Earthborn man's native system. (Note: the many wonders of Earth itself are described in detail elsewhere.)



Brande's World

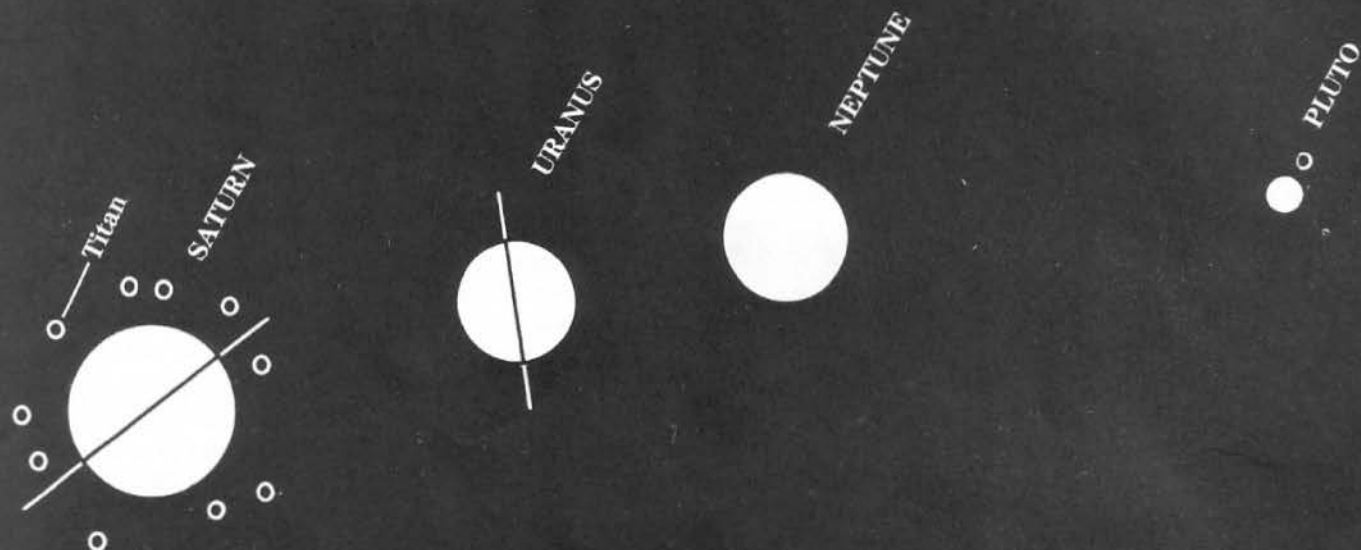
This natural satellite is located within the orbit of Mercury. Powered by cheap and readily available solar energy, the world is a hollowed-out planetoid with its own natural internal atmosphere and climate, complete with wildlife and vegetation. It is the home of one of the wealthiest men alive, R.J. Brande, patron of the Legion of Super-Heroes. Since the abortive attack on Brande by an agent of his rival, Leland Macaulay, the asteroid has been unoccupied.

Mercury

Mercury, closest natural satellite of the sun, is a one-sided world that makes a complete circuit of the sun in just 88 Standard days. One side of it is an icy waste, and its other side is a fiery hell. Years ago, Earthgov placed a medical facility, Multivac, in a stationary orbit over the area where the cold and hot sides of Mercury meet. However, the facility, designed to treat terminally ill patients, nearly met disaster when a native life-form made entirely of agitated plasma began (all unknowingly) to pass through the protective domes of Medivac and even through some of its patients.

Venus

Venus has a lighter gravity and denser atmosphere than Earth. The surface of the world is hellishly hot due to the so-called "greenhouse effect." This, along with the planet's extremely slow retrograde rotation (the opposite of Earth), makes Venus an anomaly in the Solar System.



Venus is inhabited by a splinter culture of humanity, largely isolated from the mainstream of society. It was originally colonized in the early twenty-first century, after an exploratory mission by a legendary figure, the Unknown Spaceman. As a result of its violent climate and extremely hazardous wildlife — including the dangerous gyarak-tyu, the octopus vine, the hopper, and the vicious sneep — the residents of Venus have developed a violent distrust (bordering on hatred) of anything not readily recognizable as a product of Earth's ecology. Thus, transmutation and shape change are considered almost evil here.

Luna

Earth's moon is now a national park of sorts. Although mostly barren, Luna is the home of the Museum of Early Space Travel, which contains many exhibits detailing mankind's earliest explorations (and exploitations) of the universe.

Mars

This close neighbor of Earth was formerly the home of the Science Police Training Academy. While in training

here, Gim Allon was given his Colossal Boy power by a meteor shower.

Nowadays, Mars is better known for its night spots and resorts; most famous among them is Nix Olympia, of which it has been said, "*if you can't have fun here, either you're already in heaven or you're en route.*" Even the recent infiltrations and attacks by Starfinger have not deterred fun-seekers from the world.

Titan

Largest and most renowned of Saturn's many moons, Titan is the birthplace of now-retired Legionnaire Saturn Girl. It is a society of mentalists who keep greatly to themselves — not from xenophobia but rather from the acute discomfort Titanians feel in the company of those who cannot adequately shield their thoughts.

As a result of a peculiar sort of radiation from Saturn's rings, Titan (and Saturn's other moons) experience no crime.



I. Overview

The Science Police is the UP's primary law enforcement agency. Each world has a small SP contingent, ranging in size from 100 stationed on Earth to the rotating two-man

team stationed on quarantine duty orbiting Durla. Although the SP handles everything from quelling planet-wide revolutions to finding lost children, its primary duties are to control smuggling and trade violations, guard government officials, suppress anti-government terrorism on all UP planets, and investigate any type of violent crime. The SP also has sole administrative responsibility over all prison facilities in the UP, including Labyrinth, the maximum security prison planet.

The SP draws its personnel from all the planets of the UP and the force is racially and sexually integrated. Local forces have a fair amount of leeway in how they handle local crime, within the boundaries of a general procedural framework. Indeed, the SP's overall hierarchy is fairly decentralized its training academy in Europolis on Earth, and its Museum of Police Procedures on Thanagar.

Earth's SP force, commanded for the last eight years by Chief Kimball Zendak, is the largest SP unit in the UP. Its 100 officers are stationed around the planet, with 12 in Metropolis, another 15 at the Antarctica medium-security prison, and the remainder scattered around Earth's other major population centers.

The comparatively high concentration of officers in the Metropolis area is due to the large number of important government officials who live or visit there, including members of the UP Council, planetary legates and ambassadors, and the household and administrative staff of Earth's own president, Mojai Desai.

Officers are assisted by the worldwide Crimewatcher program, whose many sub-utilities monitor the activities of all former criminals, analyze business and tax reports for irregularities, and estimate the probabilities that threatened criminal or terrorist acts will actually occur; officers are also aided by a force of computerized drones, that are capable of handling most routine enforcement actions.

II. Powers and Limitations

Although all Science Police operatives are sworn to uphold the laws of the UP, they have broad discretionary powers when it comes to apprehending dangerous criminals like the Fatal Five and the Legion of Super-Villains. When dealing with high-powered criminals, the SP can use electronic or telepathic means to obtain information from suspects, use procedures that could be termed entrapment, and employ any level of force deemed necessary to bring about their successful apprehension.

Planetary SP Chiefs have wide-ranging discretionary authority to withhold information from the public when necessary and may (through Earth SP Chief Zendak's office) call in the Legion to provide assistance.

SP officers and drones customarily make arrests without informing suspects of their rights (the rights of suspected criminals appear to have been subjugated to the rights of society as a whole).

SP training normally begins at age seventeen; promising

potential applicants are often recruited and carefully monitored for several years.

Prior to their admission, all applicants are required to undergo strenuous mental testing to ensure their mental stability and loyalty to the UP. The four year basic training course includes mandatory courses in law, police procedures and methods, and extensive training in weaponry combat.

Graduates of the program have the following minimum levels of Skill training:

- Charisma (Interrogation): 3
- Detective: 3
- Martial Artist: 2
- Scholar (UP Law/Computer Science): 2
- Survival: 3
- Vehicles (Land/Space): 3
- Weaponry (Firearms): 3.

Average attrition rate for the program is 30-40% of each incoming class.

Those who make it through basic training and are inducted into the Force may take 2-4 years of additional study in one of the SP's four specializations:

1) *Psych-techno (4 years)*: This program provides officers with full training in the use and interpretation of the entire battery of brain-scan, psychprobe, and reprogramming equipment used by the SP.

Applicants who successfully complete this program will have these minimum Skills in addition to those listed for basic graduates: Mind Probe (with proper equipment only): 5; Spy: (Brainwashing) 4.

Officer Usutu of the Earth SP force is a graduate of this program.

2) *Computer Science (2 years)*: This program provides advanced education in the programming and application of the Crimewatcher system and other SP computerized data bases.

Applicants who successfully complete this program will have these minimum Skills in addition to those listed for basic graduates: Scholar (Computer Science): 6.

Officer Quav of the Earth SP force has completed this program.

3) *Legal Services (3 years)*: This program offers advanced training in statutes of the UP and its member nations, including rules of evidence, extradition laws, etc.

Applicants who successfully complete this program will have these minimum Skills in addition to those listed for basic graduates: Scholar (UP Law): 6, Detective (Law): 5.

4) *Anti-Terrorism (2 years)*: This program is designed to hone the officer's combat and investigative skills to deal with the peculiar circumstances of terrorist and revolutionary activities.

Applicants who successfully complete this program will have these minimum Skills in addition to those listed for basic graduates: Martial Arts: 3; Weaponry (Firearms): 5; Military Science: 3.

Captain Trake of the Earth SP force has completed this training program.

Competition for spots in these specialized programs is fierce, as positions in these specialties are limited. If a GM

wishes to test whether or not the applicant has been accepted into a special program, a roll of 15-20 has to be made on 2D10.

The following modifiers will increase the chances of being chosen for a position in a special program:

- Add 2 for each point of INT over 2 APs
- If the Anti-Terrorist Program is chosen, add 2 for each point of DEX over 2 APs
- Add 2 for each year of SP duty completed
- Add 3 for a low-level connection with SP hierarchy or Legion; or
- Add 5 for a high-level connection with SP hierarchy or Legion.

After acceptance, those under consideration for command rank positions must complete a two-year leadership program emphasizing criminal psychology, military science, and diplomacy.

Only those with at least five years experience and a clean service record are even considered for this program and a rejected candidate may only apply twice more in his career. Chief Zendak and Gigi Cusimano of the Earth SPs have both completed this training course.

The Psych-techno Division of the SP is constantly striving to devise new techniques to break through psychic defenses and ferret out hidden enemies before they can put the UP at risk. All active SP officers must submit to a weekly brain-scan (treat as a Mind Probe with an AV of 5) by the SP psych-technos, designed to reveal any criminal tendencies or mental strains. Despite this rigorous scrutiny, however, there have still been two prominent SP officers who have "gone bad" without warning in recent years — Ontiir, the serpentine Dark Circle double-agent who once served as SP commander of Weber's World, and Emil Voltaurus, the former SP chief who assembled and led the organization of powered criminals known as the Taurus Gang.

Though an SP Officer commands a position of respect in 30th Century society, the job is not without its peculiar drawbacks. First and foremost, an SP officer must be extremely flexible — for with so few officers on a given world, each must be prepared to take on any kind of assignment at a moment's notice. Officer Shvaughn Erin, for example, has the technical assignment of Liaison Officer to the LSH but over the past three years she has been seen investigating an internal SP security breach, guarding former Earthgov President Marte Allon, dispersing a riot at Metropolis Stadium, assisting the Counter Intelligence Corps in its attempted infiltration of the Dark Circle, capturing smugglers at Metropolis Spaceport, going into combat against fugitive members of the LSV, and searching for Chief Zendak's lost nephew in Catskill Park.

The limited size of most SP contingents also forces each individual officer to be extremely self-reliant. On many less-populated planets, small 1-2 man patrol teams may work for weeks or months at a stretch without ever receiving backup on an assignment from another SP. Conversely, a major enforcement crisis on one world, like a civil revolt, can severely strap Police resources and leave 3-4 other worlds relatively unprotected; even on Earth, a terrorist attack on another part of the planet can reduce the Metropolis unit to a skeleton crew of men and drones.

III. Equipment

Science Police officers on routine patrol duty are almost always seen wearing their standard uniform — a two-toned purple and blue-black jumpsuit with heavy-duty black boots, a white helmet with a built-in microwave transponder (range 16 APs), and greenish glare-reduction goggles. The SP of the planet Thanagar are a notable exception to this rule, having permission to dress in the traditional garb of their planetary forerunners, the Hawk Police.

Uniformed officers encountered by Player Characters will normally be armed with a laser pistol and use a two-man personal flyer as their primary means of transportation. In addition, each officer has access to the SP's computer network and small army of crime-prevention drones, to assist him/her in data gathering and analysis, routine interrogations and investigations, and even in more physical tasks like the pursuit of fugitives.

Each planetary headquarters unit also contains a well-stocked armory of non-standard weaponry, protective armor, and vehicles (including starships) for use in particular types of emergencies. Lesser-used weapons in

the SP arsenal include laser rifles, flechette guns firing tranquilizers or canisters of tear or nerve gas, smoke bombs, and electronic stun-sticks used for riot control. Protective garments include riot helmets with built-in IR and UV sniper-scopes, lightweight body armor, and powered battle-suits with built-in weaponry and full-scale hostile environment capability. Meanwhile, the SP hangar deck/motorpool provides officers with a wide variety of state-of-the-art transport equipment, ranging from ground effect flight platforms to 20-man airships, and from one-man FTL shuttlecraft to fully armed battle cruisers.

GM NOTE: Game stats for these various items are presented in the Equipment sections.

All special equipment is to be used "only in appropriate situations:" donning riot gear and packing a nerve-gas gun to hunt down a purse snatcher is frowned upon (to put it mildly). All requisitions of FTL craft or exotic armaments like laser rifles or battle armor must have the written approval of the planetary SP commander or confirmed holoscreen authorization by Chief Zendak or Legion Liaison Officer Erin.

IV. Personalities



Chief Kimball Zendak

DEX: 5	STR: 3	BODY: 4
INT: 6	WILL: 3	MIND: 3
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 13 (16) HERO POINTS: 15		

SKILLS:

Charisma (Interrogation): 5; Detective: 7; Martial Artist: 3; Military Science (Demolition & ECM): 5; Scholar (UP Law/Computer Science): 3; Spy (Coding/Photo Interpretation): 3; Vehicles (Land/Space): 3; Weaponry (Firearms): 6

Background: Zendak is a crusty, middle-aged Earth native who is a crack shot with any sort of firearm.

He is a career SP officer who rose quickly up through the ranks to his current position, including a notable tour of duty as commander of the SP garrison on Takron-Galtos. He commands a great deal of influence in the SP hierarchy and has often led SP assault teams on off-world missions. In his dealings with the LSH, Zendak has often expressed his distaste for the Legion's less-than-military discipline; nonetheless, their heroic efforts have won his grudging respect and cooperation on most matters.

Role-Playing: Zendak has a gruff exterior but his bark is worse than his bite. He demands (and receives) con-

scientious performance from his officers and likes to do things "by the book." He usually disciplines officers who have stepped out of line by giving them undesirable assignments (such as GiGi Cusimano's disastrous stint as liaison officer to the Legion of Substitute-Heroes) that get his message across without permanently damaging anyone's service record. Unflappable in the face of any crisis, he is both a valuable ally and a most dangerous enemy.

Lieutenant Roon Dvron

DEX: 3	STR: 2	BODY: 2
INT: 4	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 9 (12) HERO POINTS: 0		

SKILLS:

Charisma (Interrogation): 3; Detective: 4; Martial Artist: 2; Scholar (UP Law/Computer Science): 2; Survival: 4; Vehicles (Land/Space): 3; Weaponry (Firearms): 8

Background: Dvron, a red-headed Metropolis operative and resident of the Smallville section of the city, was the officer in charge of the SP's unsuccessful investigation into the attempted murder of Laurel Kent. Although earnest, hard-working, and anxious to prove himself in the eyes of Chief Zendak, Roon appears to be somewhat out of his depth when complex deductive abilities are called for.

Officer GiGi Cusimano

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

SKILLS:

Charisma (Interrogation/Persuasion): 3; Detective: 5; Martial Artist: 2; Scholar (UP Law/Computer Science): 3; Survival: 3; Vehicles (Land/Space): 3; Weapons (Firearms): 5

Background: Despite her youth, GiGi Cusimano is a long-time colleague of Chief Zendak who, except for her two years in the SP leadership program, has served under him since Zendak's tour of duty on Takron-Galtos. She is currently assigned as an operative in the Metropolis area and shares living quarters with Officer Shvaughn Erin. Cusimano is involved in an on-again, off-again romantic subplot with Dirk Morgna (Sun Boy) and has a long-standing friendly relationship with Gim Allon (Colossal Boy) which began when the two were trainees at the SP Academy together.

Role-Playing: GiGi is a multi-faceted personality, all business while on the job, yet outgoing and flirtatious in her private life. She is not afraid to say what's on her mind (once chewing out Superboy for smashing through a wall in SP headquarters instead of using the entrance portal), even if it sometimes gets her into trouble. GiGi owns an impressive personal collection of ancient detective novels and was a big fan of the Legion long before her first personal encounter with its membership. Her relationship with Sun Boy has vacillated wildly between love and hate, as the similarities in their personalities have often produced sparks. Beneath her "party girl" exterior, GiGi is actually quite sensitive emotionally and tends to strike back vindictively when hurt. As an officer, she is first-rate, equally

able at both combat and administration. It would not be unrealistic to envision her someday succeeding her boss as Earth SP Chief.

Officer Shvaughn Erin

DEX: 4	STR: 2	BODY: 3
INT: 4	WILL: 3	MIND: 3
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 10 (13)		HERO POINTS: 10

SKILLS:

Charisma (Persuasion): 3; Detective: 5; Martial Artist: 3; Scholar (UP Law/Computer Science): 2; Survival: 3; Vehicles (Land/Space): 4; Weaponry (Firearms): 4

Background: An Earth native of Celtic descent, Shvaughn currently serves as the SP's Liaison Officer to the LSH. She is also responsible for maintaining good relations between the two organizations, planning joint operations, exchanging intelligence about criminal activities, and smoothing over misunderstandings between the Legion and Earthgov.

Shvaughn also works as a field operative in the Metropolis area and shares living quarters with GiGi Cusimano, a fellow SP officer. Erin is currently involved in a budding romantic subplot with Legionnaire Jan Arrah (Element Lad).

Role-Playing: Shvaughn is a consummate professional who has demonstrated great versatility in handling her dual roles as operative and Liaison Officer. Her affection for Element Lad is very evident and she has to some extent been the aggressor in their relationship, due to Jan's own shyness and reserve. Although she has at times expressed frustration over the fact that their mutual responsibilities often keep them apart, Erin has never let her emotions adversely affect her work (even during the two recent occasions when Element Lad and four other Legionnaires were missing in action for prolonged periods of time). Shvaughn has strong deductive powers and an instinctive understanding of human nature, both of which serve her well in her work.

**Using the Science Police**

In a campaign where the Players portray Legionnaires or Academy members, the Science Police should normally be treated as friendly resources the Players can utilize to obtain up-to-the-second intelligence about criminal activities throughout the galaxy or more localized information about the geography, politics, or economic/technological status of any UP planet the Players happen to be visiting.

SP requests for assistance — a distress call from the prison planet, a reported sighting of a villain group or old Legion menace, or a request to guard some important facility or personage from a threat of attack — can often

be used as starting points for adventure. On a somewhat less frequent basis, the SP organization may itself become a source of adventure, as in the cases of the renegade SP officers Ontiir and Zoltaurus or the recent blackmail scheme against the Metropolis SP force perpetrated by one of its civilian programmers.

Alternatively, the GM may want to consider the possibility of having his/her Players portray members of a Science Police planetary unit. Since officers from the "native powered" planets are often encountered in the SP ranks, Player Characters would still have a wide range of potential powers to choose from and could interact with the Legion in the same manner that Officers Zendak, Erin, and Cusimano currently do.

Courts

After a criminal is apprehended by the Science Police, he is held for trial at the nearest SP station. Each station has the facilities to hold up to 20 prisoners, although there are very seldom more than 6-10 prisoners at any one time. Prisoners have the right to counsel and, in the case of less serious crimes such as simple theft, are usually released on bail. Those out on bail cannot, of course, leave the planet, or even the continent, and any attempt to do so results in immediate revocation of bail and return to jail, courtesy of the SP.

In any case, criminals seldom wait more than a few days for trial. 85% of trials are conducted by robots — SP drones presenting evidence recorded at the scene of the crime, and computers rendering impartial judgements and pronouncing sentence. In certain types of cases, a suspect has the right to a human judge, a full jury of twelve and human counsel, but most cases in this day of computer tapes and unbribeable machines are foregone conclusions. The average defendant simply gives up and contents him/herself with a human attorney to make certain that the computers and drones are working properly.

Regardless of whether or not the trial is broadcast, a trial before a jury is conducted in much the same manner as one before a computer. Evidence is presented by both sides, there is a closing summation by the state and the defense, and the jury renders judgement and passes sentence. Appeals are allowed only if significant new evidence is presented to the authorities, and not simply at the whim of the defendant or the attorneys involved.

There are only a handful of judges on Earth to handle every single case not tried by computer, and their time is precious. The appeals system is even more limited, as most cases are not appealed. Accordingly, there is only one appeals court judge per region. Important appeals and constitutional challenges end up before the Planetary Supreme Court, and this body's decisions are final.

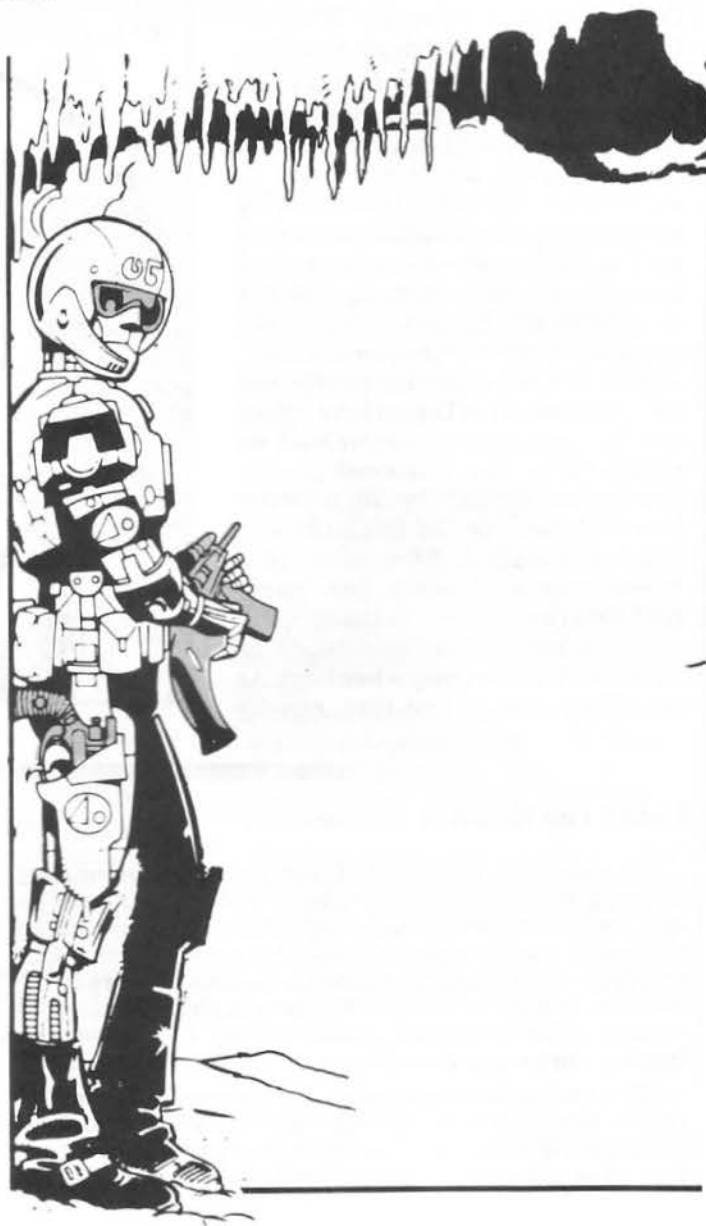
Judges are chosen in much the same way as political candidates. When a post falls vacant, the planetary computers go to work and select the attorney or paralegal best qualified to assume the post. This system has the virtues of being free of political patronage or influence, and of selecting those who may not necessarily expect it, thus cutting down on grandstanding to gain office, judges owing favors to politicians and thus rendering unfair decisions, and all the corruption that went along with the other court systems. Once appointed, judges serve for life, or until retirement. The only exception is if the judge proves demonstrably corrupt, senile, or otherwise unfit.

Jails

After sentencing, criminals are sent to any of a multitude of holding facilities. Those convicted of violent crimes are sent to the maximum security prison in Antarctica while the less dangerous end up in minimum security facilities, usually in the countryside in such places as Kenya, the Sierra Nevada, or Vladivostock. All prisoners have access to education, rehabilitation, telepathic psychiatrists, and the like.

Parole is almost unheard of, but, except for the Antarctica facility, the jails are fairly comfortable. Prisoners are lodged two to a room and can arrange for marital or family visits twice a month. They are also allowed access to entertainment or educational tapes, and to the gyms and exercise yards. The major danger in jails is not other criminals, but boredom — any attempts at escape, or violent thoughts in general, are detected telepathically by the psychiatric staff or by the occasional psychic guard.

Although Earth's prison system is reasonably enlightened, other worlds differ in their treatment of criminals. On Thanagar, for instance, conditions are much harsher, sentences are longer, and access to therapy or education is restricted. However, all the worlds of the UP agree on one thing: criminals of the magnitude of the Legion of Super-Villains must be confined as well as possible, and on a separate planet where they cannot endanger innocent lives.



Takron-Galtos was the first UP prison planet. It had nothing on it but the prison and the guards quarters. The cells ranged from containment chambers set to nullify the powers of those such as Sun Emperor or Lightning Lord to the solid block of inerton that was the only way to restrain Validus. The SP officers assigned to Takron-Galtos were handpicked and even more carefully screened than usual and included officers of such promise as (then) Lieutenant Zendak and Officer Cusimano.

However, during the recent time crisis, Takron-Galtos was destroyed by a wave of anti-matter. Most of the pris-

oners were safely evacuated with the help of the Legion, but Validus proved unmanageable and was left behind. He is missing and presumed dead, the only known casualty of the evacuation.

The prisoners were taken to a new maximum security world, codenamed Labyrinth. Very little has been declassified about this world, but it is rumored that it will be even tougher than Takron-Galtos, with the latter's flaws and weaknesses corrected.



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UP ORGANIZATION



The United Planets (UP) is an organization of worlds, centered around Earth as the mother colonizer world. The UP does include some non-human worlds, with which it has treaties, but it is basically a way for Earth to stay in control of all the worlds she colonized. Its delegates are the member worlds' heads of government.

The UP is both the name of the organization and the designation of all the delegates as a group. The UP Council refers to the 10 or 15 voting members of the UP. The split into voting and non-voting worlds is a political measure on Earth's part to retain control over the organization and is done on a rotating basis, except for Earth's permanent voting status.

In practice, this means that the non-voting planets lobby frantically among members of the Council to get matters of local importance on the agenda and acted upon, leaving plenty of room for old friendships and rivalries, as well as various intrigues, to influence decision making.

As permanent chair of the UP and the voting Council, Earth has veto power over any Council vote, which it takes a unanimous counter-vote by other Council members to overturn. If even one abstains or votes nay, the vote remains vetoed.

Although member planets govern themselves, a member planet must accept arrangements and treaties agreed upon by the UP Council. However, the UP will not interfere in a planet's internal affairs unless an agreement has been violated. If a planet disagrees with UP policy and wishes to secede, it normally may not do so; the only way to secede

from the UP is to fight a war or to remove the planet physically from UP space, as Orlando did.

As an organization, the United Planets provides common services and directs UP defense through the Space Fleet. Members may call upon the vast resources of the UP for defense from outside attack, and for aid in case of need.

As UP membership grew, the UP Council established several related organizations to aid its operation:

- The UP law enforcement arm — the Science Police;
- The military — the UP Space Fleet;
- The Diplomatic Corps;
- and their bureaucracy, located on Weber's World.

Currently, the dominant philosophy in the UP is "each planet for itself" while maintaining working relations with its neighbors and the Galaxy. A similar attitude prevails in the Space Fleet, the Diplomatic Corps, and the Bureaucracy, resulting in institutions where the status quo is difficult to upset and commissions may be bought and sold.

Still, members of these related organizations believe in their service to the United Planets. Accepted applicants are encouraged to make the service their career, and most are quite happy to do so.

All four of these branches have UP-wide powers by agreement of UP members. Refusal to accept authority of one of these branches is grounds for UP action or investigation.

UP Culture

The necessity of having a common base of understanding between so many worlds has caused some changes in the normal cultural and social patterns of the member worlds of the UP. A common language, Interlac, has grown from the rudimentary trade language used by the early UP members and is now spoken by most UP citizens and most non-UP trading partners. The arts have benefitted enormously from cross-cultural and alien interchange, and have widened their scope to the enchantment of all senses. Religion shelters a wide range of belief systems and affects culture and the arts.

Ethnicity

Although Interlac is spoken throughout the UP and Earth fashions and government dominate, ethnic pride survives. Religions, with their traditions and customs, persist, although in a broadened fashion, as do some festivals such as Halloween. The tinge of Catholicism lingers in Invisible Kid's use of the saints, while former President Marte Allon wonders if her son Colossal Boy will raise his children to be Jewish. Nationalism also lingers in movements such as Imskian Liberation Front.

Languages

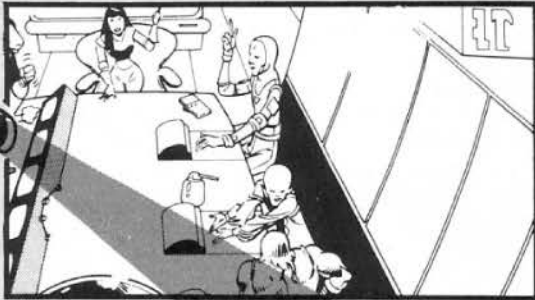
The common tongue of the UP is Interlac, an artificial language based on English with liberal additions from other Terran languages. Every citizen learns Interlac in school in addition to his own language. Almost all newscasts and published materials are in Interlac. Non-human worlds tend to use Interlac solely for extra-planetary communications.

However, some areas on Earth still commonly use their traditional language:

Quebec (Franglais),
the Ivory Coast (also Franglais),
Tibet (Tibetan),
Finland (Suomi),
parts of Southern Africa (Bantu).

Although the people in these areas all know Interlac, they prefer their own speech for local matters, taking immense pride in their cultural heritage.

For tourists, bureaucrats, and travelers, small telepathic translators are available. These translate the local language into Interlac, and enable the user to converse with the natives. These devices are especially useful for diplomats and importers.



UP INSTITUTIONS

The Council of Planets

Currently, the UP covers two spiral arms of the galaxy. Each world, or each group of worlds spanned by one government, is represented in the UP by its government head. A government head represents his world in the UP as long as he heads his government.

NOTE: Because of game mechanics, UP space in the DC HEROES game has been proportionately shrunk to 1200 light years across, with all its planets, since the Legionnaires' flight, powers in game terms, are not practical across two spiral arms. It would take Dawnstar, flying at her top speed of 46 APs, months to make her grand tour instead of days.

The UP has always met on Earth. Members from the farthest worlds attend through the use of holographic projection. A motion to change the venue is regularly introduced by the more remote worlds. As could be expected, Earth has always vetoed the motion. The council has never mustered the unanimous counter-vote needed to overturn the veto, because the Sol system is considered rich in amusement and intrigue, and because there is no consensus on where the council would move to.

The UP is supported by a surtax system — "user fees," so to speak. Any time a citizen uses a service provided by the UP — space travel, consulting information stored on Weber's World, and the like — he is charged a small fee. Although in principle each member is entitled to one vote, as in any political institution, favors promised and received influence votes taken. The UP's actions are dominated by the UP Council: the voting members of the UP, which are a core of wealthy, resource-rich planets whose favor and support is carried by other less successful or more poorly-placed planets. They include Earth (as mother world and permanent chair), Colu, Naltor, and Titan.

Although the heads of government themselves might not be the authorities on their planetary specialties, they may bring with them aides who are experts in their fields.

Thus Beren of Naltor has as his chief aide-de-camp Renre Vahn, a leading figure behind the Naltorian scene in the Intergalactic Bank. Vahn supplies a good deal of the Council's expertise in intergalactic financial affairs. His power of prophecy has helped his planet and the UP, avoid severe financial distress, even during the ebbs of the galactic work flow. Vahn has seen half a lifetime flow by while he has tended to Naltor's and the Council's finances.

The UP's own special branches — Science Police, Space Fleet, Diplomatic Corps, and Weber's World — all have permanent representatives at the UP who also act as advisors, although they have no voting privileges.

The real strength of the UP, though, is wielded by the Inner Council, the voting members of the UP Council. While the other delegates can lobby and politic among themselves in constantly shifting alliances, they cannot vote. They can attempt to influence the voting members or approach them to bring up a voting matter.

The UP generates a tremendous amount of communications, working papers, and publications. Members can keep up with them by using various communications channels:

The Council Newslite: Bearing some resemblance to the ticker tape of the old stock market and usually located in offices and living quarters, the Council Newslite is a holographic database of current events, commentary, and news announcements concerning UP members and planets. All entries are exhaustively cross-referenced so that a member can simply ask by voice command for all entries pertaining to a particular subject. Entries will scroll by at eye-level or be read aloud. Entries on the Newslite may be submitted to correlation analysis by WorldComp in order to spot trends or discrepancies.

WorldComp: Earth's WorldComp, although not completely sentient, can retrieve, correlate, and analyze very large amounts of information, both current and past.

The Analysts for the UP Council: The Analysts are appointed by the UP Council and retained on contract. They analyze the current situations affecting the UP, bringing into their deliberations the human factor that still cannot be duplicated by computers.

Any member of the UP and the main UP bodies can ask the Analysts to research and analyze any event or person. Their advice is highly prized, if not always followed.

Many of the delegates also retain aides and pages on their staff who supply the delegates with supplemental information.

UP Membership

Membership in the UP is automatic for worlds colonized by Earth and is established by treaty for alien worlds. Member worlds are represented by their heads of government. If a government is headed by more than one individual, both or all are members. A member's obligations include attendance at all meetings of the full UP; mutual protection and support in times of attack, and support of trade agreements and of the intergalactic credit base.

Once a world becomes a member it is always a member. However, a head of government may change if he is succeeded by the next head of government.

Secession is not acceptable to Earth. The only chronicled successful secession was Orando's secession from the UP — which included seceding from UP space, time, and dimension. Once accepted into the UP, physical planetary removal may indeed be the only way to secede from the UP, with Imsk as a case in point.

UP Admission Requirements

A. As an Earth Colony

A planet colonized by Earth is eligible for membership in the UP when it has become self-sustaining.

B. As a Discovered, Alien World

1. The world is observed to determine if Earth can use its resources.

After an observation period, a report is made on the planet's industrial level and the attitude of the natives. Whether the UP goes in as a conqueror or as a trade partner is affected by the world's location, resources and the use of these resources in intergalactic trade, and the aggressiveness and technical level of the native aliens. It also depends on intra-UP political pressures and the drive to find and exploit new resources.

2a. The world is admitted to the first level of citizenship:

The UP recognizes that the inhabitants of the planet are sentient beings. However, the world does not have a delegate to the UP and the UP is in direct control of the planet's resources and destiny. All trade is conducted through a UP representative.

b. The world is admitted to full citizenship:

The world's government is recognized and its head receives a formal invitation to sit on the UP Council. The planet can deal directly with its fellow UP members. A move to grant a planet full citizenship is usually forced upon the UP as a result of popular movements or pressure brought to bear by other interested planets.

The School of Diplomacy (Weber's World)

While UP planets may train their ambassadors at home to represent them on other UP planets, ambassadors who represent the UP are trained at the Diplomatic Institute on Weber's World.

The School of Diplomacy Campus covers 26.5 acres and has housing and training facilities for a permanent teaching staff and students. The School chooses the brightest candidates and turns out diplomats thoroughly indoctrinated in UP history and policy, and trained to turn the smallest bargaining point to UP advantage.

The course of training is split into a theoretical and practical part, each part lasting up to 2 years.

The theoretical part gives the candidate a thorough grounding in the history and policy of the UP and the known major alien races. Courses in history, dialectics, geography, political science, alien and human physiology and psychology, are all designed to educate the candidate in the working of human and non-human minds, and how a being's thought processes influence political functioning and maneuvering. If a candidate leaves the school at this point, he possesses the groundwork for an outstanding political career.

The second half of a candidate's training consists of observation and practice. He is eligible to accompany real diplomats on field missions as attache or aide-de-camp, and is trained further in debate and bargaining techniques.

The Skills given below represent an "average" diplomat graduated by the School.

DIPLOMAT SKILLS:

Charisma: 3 (Persuasion),

Detective: 5 (Identification Systems, Law, Police Procedure),

Martial Artist: 5,

Military Science: 4 (Camouflage, Cartography, Electronic Countermeasures),

Scholar: 8 (Academic Study, Linguistics, Training),

Spy: 4 (Coding, Connoisseur, Photo Interpretation),

Thief: 4 (Security Systems),

Weaponry: 4 (Firearms).

The diplomat's Intelligence and Influence would be higher than average. He would always seek the UP's advantage, while being suave, personable, and discerning. He is able to speak plainly and forcefully to good effect when the right moment arises. He also possesses more than his share of luck.

The UP Diplomatic Corps

The Diplomatic Corps chooses its candidates from the cream of the Diplomatic Institute. The Corps is the diplomatic arm of the UP, sending representatives to new worlds or non-UP space. Ambassadors may also conduct delicate negotiations between UP worlds that have broken off relations.

The Diplomatic Corps is also located on Weber's World. It is a small organization with a steady turnover of Diplomatic School apprentices.

WEBER'S WORLD: UP'S INFORMATION STORE

As the UP grew, it became clear that some central depository was necessary to store both the information generated by interplanetary business, as well as the people and machines necessary to process the information generated by daily business between the UP planets and friendly non-UP planets. Weber's World, a small asteroid, was chosen and has expanded until the planet has become a ball of steel, mined through and through with living, working, and storage quarters.

Weber's World serves as the UP's Central Bank and Central Clearing House, and shelters various agencies to carry out these duties: trade regulation agencies, monetary tracking bureaus, observation agencies, government training schools, and a central complaint bureau.

Protective measures against computer failure of any sort include triple back-up generators, and twenty separate "tapedumps": storage destinations on twenty worlds to which the contents of Weber's World's computers are squirted once a month in a day-long transmission.

Weber's World's information takes up much less space than the equipment necessary to view and process the information, and to house the bureaucracy that pushes its buttons. All Weber World's storage circuitry, if it were packed into one room, would fit into a 20' x 20' space (5.5 x 10³⁴ Megabytes of information).

Military conscription is a thing of the past; a side benefit of an immensely increased galactic population is that there are always enough people interested in a particular career, hobby, or fad to provide a large field of choice and intense competition. The process of acceptance into the Space Fleet, while very elastic at the "boot" level, resembles the intense review given the SP as the recruit rises in grade and responsibility. The commander of one of the ten heavy battlecruisers (the bulwark of the fleet) is capable of unleashing enough firepower to half-drain a yellow sun. The commander is better known on the conscious and unconscious levels to his psycho-drone and his masters on the council than to himself.

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PLANETARY GENERATION SYSTEM

Introduction

The following system generates worlds for the universe of the 30th Century that are usable in DC HEROES. This system is presented as a series of steps that should be performed in the order given. The information obtained as a result will help define and clarify the world type, its atmosphere, climate, and the nature of its inhabitants (if any). It will also position the world relative to its sun. All of the worlds described in this book have been assigned values in accordance with this system. For the benefit of the GM, a blank copy of this format is reproduced below.

World Name

STAR(S): XX AP DISTANCE: XX
 POP. VALUE: XX GRAVITY: XX
 ATMOSPHERIC DENSITY: XX
 ATMOSPHERIC HAZARDS: XX
 UNUSUAL CHARACTERISTICS: XX
 NATIVE POWERS: XX
 GOVERNMENT TYPE: XX
 INDUSTRIAL LEVEL: XX

Step 1: Star Generation

Determine the number of stars in the stellar system. Roll 1D10 and consult the table below:

Table 1a: Number of Stars

Die Roll	Number of Stars
1-7	system has a single star
8	system is binary (two stars)
9	system is trinary (three stars)
0	system is quaternary (four stars)

In systems with more than one star, the GM may follow the generation procedure for each sun or ignore the effects of all stars other than the first (the "primary", usually the hottest and largest sun present).

Next, roll 1D10 and use Table 1b to determine the spectral type. A direct consequence of spectral type (and color) is the number of worlds in the system, as well as the position of the habitable worlds. (For the purpose of this system, "habitable" is defined as sufficiently Earthlike to allow a normal human to exist without extensive life-support equipment.)

Table 1b: Spectral Type

1D10 Die Roll	Spectral Class	# of Planets*	Die Roll	# of Habitable Planets	Location**
1-2	B (blue-white)	1D10+8	—	1	(42 APs)
3-4	A (white)	1D10+6	—	1	(40 APs)
5	F (yellow-white)	1D10+5	1-8	1	(38 APs)
6	G (yellow)	1D10+4	9-0	2	(38, 39 APs)
7-8	K (orange)	1D10+3	1-8	1	(37 APs)
9-0	M (red)	1D10-3	9	2	(36, 37 APs)
			0	3	(36, 37, 38 APs)
			1-8	1	(35 APs)
			9-0	2	(35, 36 APs)
			—	1	(34 APs)

* Any roll of less than '1' should be treated as '1'. However, the GM may populate the system with any number of planets. These ranges are given as reasonable estimates of the habitable zone around each type of star.

**Locations of planets are from the central star.

Only the most common spectral classes are represented above. Although many other types exist, including extremely hot (spectral class O or W) and extremely cool (spectral classes R, N, and S) stars, it is highly unlikely that even a remotely habitable world could exist in orbit around it.

It is also worth noting that the spectral type of the star provides insight into its stage of stellar evolution. Bright blue and white stars (types B and A) are significantly younger than dimmer stars (types K and M).

Brighter stars also have greater mass (and therefore more planets). Bright stars have not existed long enough

to produce complex, higher-order life forms through natural evolution. Any sophisticated, native life forms that exist on the planets that surround these bright stars are usually due to the direct intervention of advanced races, such as the Oans or the Controllers.

Step 2: Habitable World Generation

Table 1c: Gravity Rating & Atmosphere Types determines the gravity and atmosphere of habitable worlds.

When using this table make two separate rolls. First, roll 2D10 for the planet's gravity rating. Second, roll 1D10 for the planet's atmosphere type.

Table 1c: Gravity Rating	Atmosphere Type							
	Roll 1D10							
Roll 2D10	Trace	Very Thin	Thin	Light	Standard	Rich	Thick	Dense
2 Low GRAV (5/-2)	1-3	4-7	8-9	0	—	—	—	—
3-5 Light GRAV (4/-1)	1	2	3-4	5-7	8-9	0	—	—
6-10 Terran GRAV (0/0)	1	2	3	4	5-6	7-8	9	0
11-16 Heavy GRAV (4/1)	—	—	—	1	2-3	4-6	7-8	9-0
17-19 High GRAV (5/2)	—	—	—	1	2	3	4-7	8-0
20 Very High GRAV (6/3)	—	—	—	—	1-2	3-4	5-6	7-0

The following descriptions provide some insight into the type of world (and inhabitants) a given gravity rating might produce. The GM has two alternatives regarding worlds of different gravities from the Earth:

1. He may determine that the planet in question is denser than Earth. In this case, more mass is concentrated into the same size planet. Such a world would contain significant mineral deposits, but might be technically unstable (as the molten core would be smaller, thus making the geological structure more rigid).
2. The GM might choose to make the world bigger, increasing the gravity of the world by a factor equal to the square root of the mass increase (i.e., a world with four times the mass and four times the surface area of the Earth would have twice the gravity).

Gravity Ratings

Low-Gravity World. Inhabitants of a low-gravity world will likely be very tall and thin, with large lung capacities to cope with low atmospheric pressure. Natives will have significant problems handling heavier gravity, and disastrous long-term health problems can occur with prolonged exposure to as little as one standard G. However, such peoples acclimate well to zero-gee and serve in abundance on starships, where power to run artificial gravity systems may be at a premium. Alternately, dwellers of heavy-grav planets will be able to perform apparent great feats of strength and endurance on low-gravity worlds.

Light-Gravity World. Natives of a light-gravity world will tend to be slightly taller and thinner than the Earth norm, with a lung capacity similar to a Terran mountain dweller's. Although better suited to standard (Terran) gravity than a low-gravity dweller, natives of this type of world will still have health problems over a period of time if they stay in a heavy-gravity environment. On a low-gravity world, natives of heavier gravity planets appear to be much stronger and tougher than the indigenous race.

Terran-Gravity World. Natives of a Terran (Standard) gravity world will be quite similar to natives of Earth.

Heavy-Gravity World. Natives of a heavy-gravity world (if humanoid) will tend to be shorter and more stockily built than the human norm. They will likely require a higher DEX to avoid damaging falls.

High-Gravity World. The average dweller of a 2+ G environment will be quite short and stocky, with great strength and agility by Terran standards. Indeed, the results of a fall at 3 G can be so injurious that such agility is a true survival trait. At this high gravity, a Terran will find exertion extremely difficult, having over twice the amount of gravity on him than his muscles are normally accustomed to. There will be serious long-term health problems if a Terran stays in such an environment.

Very High-Gravity World. Reaching (and possibly surpassing) the limits of the adaptability of the human form, such an intense gravitational field would produce an incredible physical specimen (albeit very short and stout). The average member of such a race could routinely produce feats that a Terran might well consider superhuman in an Earthly gravity. DEX would have to be incredibly high, as a fall could often be fatal. A Terran could withstand such gravity for a short period of time, but would eventually succumb to the terrible stress that such gravity would produce.

ATMOSPHERE TYPES

The term *Atmosphere Types* indicates the density and consistency of the envelope that surrounds the planet. The following descriptions offer insight into the nature of each atmospheric type.

Trace Atmosphere. Almost no atmosphere is present. A world with an atmosphere of this sort cannot support any sort of active life, and a breathing apparatus is required to operate on the surface. No standing water is present, and the surface temperature is either very high or very low (depending on the proximity of the world to the central sun). In addition, the planet's surface would be bombarded by extraplanetary radiation, including cosmic rays and ultra violet rays.

Very Thin Atmosphere. The very thin atmosphere is too sparse to be breathed, but it may support some particularly tenacious oxygen-based life if the world has a sufficiently rapid rotational period (day and night cycle). Only (1D10) % of the world's surface will be covered with water, and almost exclusively in circumpolar ice caps.

Thin Atmosphere. A thin atmosphere is similar to the environment several miles above the Earth's surface, like that atop of a tall mountain or outside an airplane at a high altitude. In order to operate with any effectiveness, a breathing apparatus would be required. The world's surface would be bombarded with radiation of various kinds, as in the thinner atmospheres listed above, although not to as great an extent.

Light Atmosphere. A light atmosphere would be similar to the environment of a high-altitude, populated area of Earth, like Denver or Mexico City. Although normal activity would be no more difficult than a Terran standard atmosphere, extended or extreme exertions would be difficult for a human in average to poor physical condition. Even trained athletes would have difficulty performing for any length of time without extended acclimation to the environment. Unlike its thinner counterparts, a light atmosphere might actually support native sentient life. Human(oid)s indigenous to such a planet would have difficulty operating in atmospheres thicker than Standard, as they would be subject to intoxication from excessive oxygen intake.

Standard Atmosphere. This type of atmosphere would be similar to Earth's. It would shield out much harmful radiation, be readily breathable by normal humans, and would (in most cases) be thin enough to prevent the development of a "greenhouse effect." Worlds with a standard atmosphere and less than high gravity are much prized and are settled and colonized earliest.

Rich Atmosphere. A rich atmosphere is in most respects similar to a Standard one, but will tend to be thicker and contain larger concentrations of the major components (nitrogen, oxygen, and carbon dioxide). Consequently, the world's ozone layer will probably be thicker, helping to screen out radiation and possibly inhibiting photosynthesis. Such a world would be subject to slower weather changes, but storms would be more severe.

Thick Atmosphere. A thick atmosphere would be uncomfortable for a Terran to breathe for any length of time, resulting in lung congestion or even CO₂ poisoning. Such atmospheres generally develop around higher-mass worlds. Worlds with especially short rotational periods would be subject to severe storms, while those with slower periods might develop a "greenhouse effect," whereby the thick upper atmosphere "cooks" the surface of the planet by absorbing (and not discharging) heat from the sun. The best example of this effect is on Venus, which has a surface temperature of upwards of 300° C, as a consequence of its thick atmosphere.

Dense Atmosphere. The dense atmosphere is impossible to breathe. A filter mask or a totally sealed system is needed. Such an atmosphere will be thicker than those listed above, and will often contain large amounts of heavier gases such as methane, nitrogen compounds, or ammonia. If some or all of these elements are present, exposed skin (or fur) would almost certainly

be harmed with even brief contact. The atmosphere would be similar to the oceans and seas.

Exotic Atmospheres. The definition of an "exotic" atmosphere is one that contains chemicals or gases that can prove hazardous to human life. Such atmospheres can require the use of respirators for breathing; other atmospheres are so toxic that even fully-sealed systems only provide limited protection. If the atmosphere is denser than "thin" and a roll of 1-3 on 1D10 is made, the planet will have an exotic atmosphere. This percentage is otherwise independent of the gravity or atmospheric density, and should be determined by a roll on the table below.

Table 2a: Exotic Atmosphere Type

Die Roll	Atmosphere Type
1-3	Carbon Dioxide
4-6	Methane
7-8	Nitrogen
9	Chlorine
0	Hydrogen

These exotic atmospheres affect a person in the same way as the Power Poison Touch. The AV/EV ratings in each type of atmosphere should be rolled once every two minutes that a person is exposed to that atmosphere type.

Carbon Dioxide: This type of atmosphere contains an excess of CO₂, possibly through lack of plant life. CO₂ atmospheres retain heat well; therefore, such a world would have a higher base temperature, thus leading to a "greenhouse" effect. Poison Touch: AV/EV: 2.

Nitrogen: Higher concentrations of nitrogen than in Earth's atmosphere would produce an unhealthy high nitric acid content. In lower amounts, cumulative lung and tissue damage would result; in greater amounts, such an acid build-up would cause the development of odd life forms while providing rapid degradation of spacesuits and other protective gear. In such an atmosphere, even suited personnel dare not remain for very long. The effects of a high-nitrogen atmosphere would be reduced by cooler temperatures, as acid is less corrosive under such conditions; conversely, under greater temperatures; the effects would be far more insidious and quicker-acting. Low Concentration Atmosphere- Poison Touch: AV/EV: 3. High Concentration Atmosphere- Acid Touch: AV/EV: 5.

Methane: A high-methane content (roughly around 20%) would create an atmosphere that would be highly volatile when excess oxygen is introduced, and contact with open flame or sparks might cause a tremendous explosion. Further, breathing the "swamp gas" unaided will cause dizziness and nausea in most humans. Poison Touch: AV/EV: 3, Bomb: AV/EV: 3.

Chlorine: In rather small amounts, a chlorinated atmosphere is highly poisonous, and unaided humans will quickly succumb, though it is quite possible for native life forms to be well-adapted. Poison Touch: AV/EV: 7.

Hydrogen: As with methane, high-hydrogen concentrations are lethal and potentially explosive. Poison Touch: AV/EV: 2, Bomb: AV/EV: 3.

Other atmospheric agents are equally lethal. It is possible for atmospheres to have toxic concentrations of ammonia (corrosive in high concentrations), sulfur (byproduct of vulcanism or smog), flourine (similar in effects to chlorine), helium (dizziness), or possibly even more exotic combinations such as argon, neon, or xenon. In general, such atmospheres are more corrosive and toxic at higher temperatures and less so at lower temperatures.

MORE UNUSUAL CHARACTERISTICS

In addition to its basic gravitation and atmosphere, a planet may have other unusual characteristics. Unusual characteristics occur on a roll of 1-3 on 1D10. If an unusual characteristic is present, roll on the following table. Descriptions of each type are given below.

Table 2b: Unusual Characteristics

Die Roll (on 2D10)	Characteristic
2-3	Extreme Axial Tilt
4-5	Extreme Vulcanism
6-7	Atmospheric Contaminants
8	No Axial Tilt
9	One-Sided World
10	Strong Magnetic Field
11-12	Artificial Satellite/World
13-14	High Radiation Level
15	Orbital Eccentricity
16	Ringed Planet
19	Microbes
20	Orbital Conjunction

Extreme Axial Tilt. The planet's axis is tilted closer to the plane of the ecliptic than Earth's. There will be extreme variation in seasons, with bitter cold temperatures in winter and searing heat in summer. However, the same types of variation will happen all around the globe, including the polar regions. Therefore, any polar caps will be much smaller. On the average, the equator will be cooler than normal and may be the most habitable area on the planet. The magnetic field of the world may either be much greater than normal (suggesting a high frequency of mutation) or very low. Such a world would be extremely bizarre and survival may be difficult; add 2 to the roll for Native Powers (see Native Powers on the following page).

Extreme Vulcanism. The planetary crust is unstable either because the planet is still young or due to a gravitational factor like an oversize moon.

If the plane is young, it is likely that animal and plant life will still be primitive and there is very little chance of sentient life unless the planet has been seeded. If the planet has an oversize moon, expect high tidal stresses (which would make living near the ocean difficult). There would be a great number of active volcanos and earthquakes, and there is a chance (2-6 on 2D10) of atmospheric contaminants from the amount of sulphur dioxide and other noxious gases expelled into the air. Lastly, there is a chance (2-4 on 2D10) that the planet is fatally unstable in some way. For instance, it might be in danger

of blowing up in the foreseeable future. Another possibility involves a moon becoming dislodged from a stable orbit. The effect of the moon's gravitational pull would have a profound effect on the geological stability of a world. Such an event might take place at any time (GM discretion).

Atmospheric Contaminants. A contaminated atmosphere is polluted with various gases; filters are necessary for non-natives to breathe safely (Poison Touch AV/EV: 4). Pollution could possibly originate from high vulcanism or from industrial sources. This result cannot occur for *Trace* or *Very Thin* atmospheres. Add 1 to the Native Powers roll.

No Axial Tilt. The world's axis is perpendicular to the plane of the ecliptic. Therefore, there are no seasonal weather changes. Although the polar regions would be far colder than normal (resulting in larger ice caps), and the equatorial regions far hotter, the temperate zones would have a fair, even temperature year-round. It is likely that such a world would be outstanding agriculturally if other factors such as atmosphere, gravity, and water were favorable; such a planet would have a year-round growing season. Since survival would be easier on such a world, at least in the temperate zones, subtract 1 from the Native Powers roll.

One-Sided World. This world's period of revolution about its primary coincides exactly with its period of rotation on its axis; that is, its year is the same length as its day. The consequence of this phenomenon is that one side of the world will always be turned toward the sun, while the other side will always be turned away. As a result, the "day" side will be scorchingly hot, while the "night" side will be extremely cold. If natives exist on both faces, their cultures will be radically different; if no natives exist and the world is colonized from outside, the colony will most likely be placed in the "twilight zone" near the horizon between night and day. Although this phenomenon would seem to be extremely rare, two examples exist in our own solar system: Earth's moon and Mercury, suggesting that it might be more common than first glance might suggest.

Strong Magnetic Field. This world has a strong magnetic field, an effect that can have consequences in the biological and societal makeup of its natives. The two most outstanding examples of this sort of world are Braal, where magnetic powers are commonplace, and Korbal, where the field has produced metallic-based monsters.

Artificial Satellite/World. This is not a naturally-occurring world, but rather one that has been built from scratch or re-formed, such as an environmentalized asteroid. The most outstanding examples of this type of world are Tyrraz (an asteroid converted to a warship), Brande's World (a hollowed-out, pressurized asteroid moved to within the orbit of Mercury), and Medicus One (an all-metal space station).

High Radiation Level. This world has a radiation level much higher than Earth-normal. This could be due to several factors: a thin atmosphere, which allows more ultraviolet radiation to pass through to the surface; high background radiation from an unusually high amount of radioactive minerals in the crust; or even a widespread exchange of nuclear weaponry. In lesser cases, especially from environmental factors, life can exist, but at a greatly accelerated mutation rate. However, the radiation level might be so high that unshielded personnel suffer radiation poisoning with long- or sometimes short-term exposure. Add 2 to Native Powers rolls.

Orbital Eccentricity. This may only occur in solar systems that have more than one star. In such cases, a planet affected by the gravitational pulls of the other stars will have an erratic orbit. Such a world would combine the results of Extreme Axial Tilt and Extreme Vulcanism, with extreme variation in temperature. Add 5 to the Native Powers roll.

Ringed Planet. The world has a ring, similar to Saturn, composed of dust and rock.

Microbes. Unusual micro-organisms are present in the atmosphere. This could cause several different results, the most common of which is the presence of diseases. These diseases could range from mild to lethal, and it is likely that a cure for any disease may take some time. Care must be exercised on any such world; normal decontamination procedures may prove ineffective. Alternately, microbes can prove beneficial to mankind. The cures for more familiar diseases could be found in the micro-organisms; also, industrial uses for the bugs are possible, such as the bacteria that "clean up" oil spills, etc. Lastly, such microbes could work in favor of the natives, helping with body functions like digestion or the immune system. Add 1 to Native Powers rolls.

Orbital Conjunction. Less dramatic than an Orbital Eccentricity, an Orbital Conjunction signifies that a body in the stellar system passes close enough to the world to cause any one of a number of effects. Such a conjunction would happen rarely, occurring only once in a matter of decades or even centuries. Tidal stresses would increase with a close conjunction, perhaps enough to temporarily cause Extreme Vulcanism.

Native Powers

There are many examples in the 30th Century galaxy of entire planetary populations possessing extraordinary

powers of one sort or another. There is a chance (if a 0 is rolled on 1D10) of a Native Power occurring. Certain gravitational and atmospheric conditions will adjust this value.

If a power is present, the GM should roll on the following table. Results below show the number of Hero Points available to select a power. Any power listed in the Powers and Skills Manual of the DC Heroes Role-Playing game may be chosen (GM discretion).

To determine the AP value of a power, divide the number of hero points by 10 (GM discretion).

Native Powers

2D10 Roll	Number of Hero Points
1-3	30
4-7	50
8-11	80
12-14	100
15-16	120
17-18	160
19	200
20+	200 plus another roll

Most native races will have only one power or, in some cases (e.g., Sun Boy) a few similarly-based powers. However, there are exceptions, like Daxam, the residents of which have several substantial powers and high attributes. The GM should try to restrict himself to specialization, concentrating on one power or attribute, since indigenous powers are developed (according to accepted 30th Century scientific theory) as a result of adaptation to environment.

A list of worlds and the powers associated with them is given below. These are Legionnaire home-worlds.

Planet	Power/Attribute	Native Legionnaire
Bgztl	Dispersal	Phantom Girl
Bismoll	Acid	Matter-Eater Lad
Braal	Magnetic Control	Cosmic Lad, Magnetic Kid
Cargg	Split	Triplicate Girl/Duo Damsel
Colu	Very high INT	Braniac 5
Daxam	Wide range of powers, including Flight, Invulnerability, Sealed Systems, Super Speed, Full Vision, Heat Vision, and others (only work off-world)	Mon-El
Durla	Shape Change	Chameleon Boy
Hykarius	Telepathy	Tellus
Imsk	Shrinking	Shrinking Violet
Naltor	Precognition	Dream Girl
Thaar	Ice Control	Polar Boy
Titan	Several Mental powers, including Broadcast Empath, Control, Empathy, Danger Sense, Hypnotism, Mental Blast, Mind Drain, Mind Blank, Telekinesis, & Telepathy	Saturn Girl
Trom	Transmutation	Element Lad: sole survivor of race
Zerox	Many magical powers, duplicating almost all of the Mental and Mystical Power lists	White Witch trained here

Once a Power has been chosen, further information about the world can be deduced in a cause-and-effect relationship. The GM should exercise care and discretion in determining what sort of environment might logically produce that Power.

For example, Polar Boy comes from the world Tharr. Under the system, the GM would determine the number of Hero Points available for the average Tharrrian (let us say that a result of 100 was obtained). This would yield a value of 10 APs for the chosen power. In the case of Polar Boy, the appropriate power is Ice Production; therefore, the average Tharrrian would have 10 APs of that power. (Polar Boy's rating is actually 13, indicating exceptional ability in this area.) The GM could logically deduce that, in order for Tharrrians to have a Native Power in Ice Production, their environment would be extremely hot; this is, in fact, the case. Needless to say, a rationale can be adopted to give a race any power listed in the *DCHEROES Powers and Skills Book*.

Furthermore, in order to impose realistic limitations on races, especially those with extremely potent powers, the GM should consider one (or more) of the following suggestions, in addition to restrictions offered in the *Players' Manual*.

Vulnerability. Members of the race can be harmed by exposure to an element or substance common in the universe at large, such as lead, or even a certain percentage of nitrogen in the air. Devices or means to safeguard individuals from the substance are either extremely costly, occasionally ineffective, or both.

Ineffectiveness. Very few members of the race possess a strong enough power to reach Heroic levels. Examples include Naltor and Titan, where very few inhabitants have the strength and breadth of powers possessed by native Legionnaires Dream Girl and Saturn Girl. Such powers should only operate at minimum levels.

Depopulation. The world has been destroyed or the race slain. Only a few scattered survivors remain.

Atrophying Power. The powers of the natives atrophy when members stay off-world for significant periods of time. It has been implied in several instances in LSH that the powers of Naltoians atrophy over time, and it is quite likely that powers will also atrophy in cases when the original conditions leading to the powers no longer exist.

Limiting Factors. The powers could have severe limitations, making their effective use suspect. For instance, Zwenians, in their stone form, cannot move. Another type of limiting factor would be a power that could only function under a limited set of circumstances, such as a sonic-based power that would only work in a particular type of atmosphere, or a Power or enhanced Attribute that could only work under particular lighting conditions, such as Night Girl's strength.

Step 3: Political System Generation

An inhabited world must have some system of government. The GM is encouraged to hand-select the government of the world he wishes to create; however, the government type may be determined on the table below.

Political Systems

Die Roll	Type of Government
2-4	Anarchy
5-6	Balkanized
7-8	Bureaucracy
9-10	Colony
11-12	Corporate
13	Democracy
14	Dictatorship
15-16	Oligarchy
17-18	Republic
19	Subjugated
20	Theocracy

Anarchy. No formal government structure. This could be a pirate or criminal world of some sort, a "primitive" planet where family and clan structure predominates, or a feudal structure with a weak monarch.

Balkanized. Rather than one central planetary government, this world has a number of separate, possibly adversarial, governments. Based on the GM's plans for the world, these governments can have differing philosophies, political disagreements, or a combination of both.

To create a Balkanized world, roll 2D10 to establish the number of countries and make a separate roll on the above table to determine the government type of each country. Roll again for each "Balkanized" roll.

NOTE: due to the potential open-endedness of this system, some restraint should be observed; i.e., at some point, "Balkanized" results can be ignored.

Bureaucracy. The planet is actually governed (no matter what the theoretical form is) by a self-perpetuating stratified bureaucracy. Its new members are chosen by some form of civil service system as in pre-20th Century China.

Colony. The world in question is a colonial territory of a nearby world (whether in the same stellar system or in a neighboring system), or an open planet directly governed by the UP. Planets that have lost their right to self-government, such as Daxam, can also fall into this category.

Corporate. The planet is the sole property of a trans-stellar corporation, that rules the world and provides all authority and services. "Company Law" becomes the legal standard on such a world, promulgated more on efficiency than on contemporary legal standards.

Democracy. Only possible on high-tech worlds with the necessary communications network in place, this form of government operates on the one-man one-vote principle. All of a democracy's citizens vote directly on all matters laid before them.

Dictatorship. The world is governed by one person who wields absolute power and who has no overt institutional checks. Such a dictator would normally hold the confidence of the citizenry; if not, his power base is narrow and easily upset (as a military dictator) and coups are likely occurrences. This form of government is rare within the UP, which likes to encourage democratic standards.

Monarchy. This is a planet ruled by a monarch (a hereditary sovereign, as a king or queen).

Oligarchy. This is a planet ruled by a small, self-perpetuating group or caste. Entry into such a group is rigidly controlled. This could describe a feudal system, a world ruled by a "dominant" race, or by a sub-race possessing powers.

Republic. Republics are governed by delegates appointed by the citizenry. These delegates hold decision-making power and the apparatus of government.

Subjugated. A subjugated world is all but unknown within the UP but fairly common elsewhere in the galaxy. It has been conquered by a nearby system or empire and is held militarily as a captured colony of the larger or more militant system.

Theocracy. Theocracies are ruled by religious elites, who claim to speak for a god or group of gods. The priestly caste interprets religious doctrine. Dictates of the priests are regarded as sacred, incontrovertible truths by the citizenry, who normally place total confidence in the priests.

It is important to note that although a government may appear to fall under one category, it may fall under more than one type or be of a different type than it appears. For instance, a Democracy may have a highly developed Bureaucracy to handle day-to-day matters. Primitive planets may have a power structure encompassing both the Oligarchical and the Theocratic forms.

To further illustrate the potential problems of classification, we shall use 30th Century Earth as an example. Whereas Earth may seem like a Republic, this is not the case. There is an element of Oligarchy; the candidates for rule are not selected by the will of the people but by computers and, with the one-day campaign limits, the average citizen might not be well enough informed about the potential merits of each candidate to make an informed choice. Secondly, we have seen that the president of Earth has broad discretionary powers that might qualify for Dictatorial status. However, Earth demonstrably possesses a large and powerful bureaucracy.

Step 4: Industry Population

It is impossible to define the industrial capacity of a world with a fine level of granularity. Five general categories are given below.

A 1D10 roll should be made to determine the Industrial type.

Industrial Types	
Die Roll	Industrial Type
1-2	1
3-4	2
5-7	3
8-9	4
0	5

Level 1. Major sources of energy are muscle and animal power. "Primitive" machines, such as levers, wheels, and inclines are used to supplement sources. Cultural and societal institutions reflect agricultural needs and requirements.

Level 2. Early industrial period, with simple mechanical devices using such energy sources as water-driven machines, steam, and petrochemical. The focus of society transfers from agriculture-based (with reflecting cultural institutions) to industry.

Level 3. Late industrial period; widespread use of electronics and complex mechanical devices. Primary sources of power change from steam and petrochemical to nuclear fission. Large-scale renewable sources of power such as geothermal and solar come into vogue.

Level 4. Post-industrial period; power is no longer centrally based but is generated on the basis of need. Large-scale industry relies on nuclear fusion, while small-scale power use (in the home) is derived from solar power or other low-yield/cost sources. Organically grown crystal "chips" supersede solid-state electronics. Extensive use of primitive system-capable space vessels for mining, inter-system trade, and/or defense.

Level 5. Trans-industrial society. With the advent of true starfaring vessels, society is either decentralized among the home planet's colonies or integrated into the culture of the dominant stellar grouping or empire to which the world is associated. While advanced fusion techniques still provide the bulk of heavy power requirements, more exotic sources of power (such as anti-matter reactions from the conversion of allotropic iron or the employ of gravitons) are being developed and put into use. Bioengineering on a vast scale is possible, although such tampering with nature may be prohibited in many locales.

Population

To determine a world's population the GM should roll 1D10 three times, adding the resulting rolls. Apply the following modifications to the total:

Atmosphere	Gravity	Other
Trace -15	Low -3	Exotic Atmosphere (GM's discretion)
Very Thin -9	Light +3	Extreme Vulcanism -6
Thin -6	Terran 0	High Radiation -9
Light -3	Heavy -3	Orbital Eccentricity -9
Standard +3	High -6	One Sided -6
Rich 0	V. High -9	
Thick -6		
Dense -12		

Treat any result less than 1 as '1'. A result of 30 or more should be treated as '30', except at the GM's discretion, in which case it may be greater.

The population value thus obtained is in APs. That is, a population value of 30 (APs) is equal to 10^9 , or about 1,000,000,000 people. In actuality, any population between 500,000,001 and 1,000,000,000 can be represented by Population Value 30. In general, a populated world will fall in the 10-30 range, and a figure of greater than 30 should be allowed only rarely, as the magnitude of such a population could seriously strain the capacity of any world to contain it.

There are thousands of member worlds, colonies, and client states of the United Planets. A large number of these worlds are inhabited by humanoid races. These humanoids were either independently evolved, "seeded" by unknown hands millenia ago, or inhabited by human stock that was genetically engineered to fit the new environment. The following section provides basic background information on the worlds that have figured most prominently in the chronicles of the Legion's history.

Avalon

STAR(S):.....	A	AP DISTANCE:.....	40
POP. VALUE:.....	6	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			Axial Tilt
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			Oligarchy
INDUSTRIAL LEVEL:.....			1

Avalon is a low-tech planet with a feudal society. Its inhabitants are quite xenophobic; this quality isolates its inhabitants from other worlds in the UP.

Note: Braal is on the following page.

Daxam

STAR(S):.....	M	AP DISTANCE:.....	34
POP. VALUE:.....	30	GRAVITY:.....	Very High
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			Kryptonian-type
GOVERNMENT TYPE:.....			Republic
INDUSTRIAL LEVEL:.....			5

Once a flourishing planet, Daxam is home to a race similar to Kryptonians in physique, powers and culture, but the inhabitants are extremely vulnerable to lead. Daxam is home to Legionnaire Mon-El.

Recently, Darkseid enslaved Daxam and used its people in an attempt to conquer the universe. Darkseid was defeated at last, but left Daxam an uninhabitable waste—he had terraformed the entire planet to resemble his own stone face, stripping away all topsoil and water in the process. While the physical damage to the world has since been largely repaired, the psychic damage to its inhabitants is incalculable.

The Daxamites became mindless mercenaries against other worlds, were forced to worship Darkseid as a god, and saw their planet ruined. The consequences of this dark time in their history is unlikely to be forgotten for some time to come. One Daxamite, Ol-vir, was fanatically devoted to Darkseid, and joined Lightning Lord's Legion of Super-Villains.

Durla

STAR(S):.....	A	AP DISTANCE:.....	40
POP. VALUE:.....	10	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			Trace Helium
UNUSUAL CHARACTERISTICS:.....			High Radiation
NATIVE POWERS:.....			Shape-Change
GOVERNMENT TYPE:.....			Anarchy
INDUSTRIAL LEVEL:.....			5

Durla is perhaps the most xenophobic world known, with the possible exception of Lythyl. Durla formerly had a highly advanced culture and technological civilization on a par with that of the UP. Approximately four to five thousand years ago, factionalism erupted into a six-minute war that left the planet a shambles.

The population mutated to survive the radiation. Already existing shape-shifting abilities became far more subtle and widespread, and the few remaining Durlans grouped themselves into rigidly structured tribes for survival.

Each tribe has its own fiercely defended territory and a distinctive appearance. Data is available on only one tribe and is extremely limited. The tribe is governed by all-powerful Elders, and disputes are settled by single combat.

A few Durlans have learned of other worlds and ways of life through contact with traders, but most would as soon kill an alien as talk to it. Certain Durlans have left their homeworld to live in the UP. They either concealed their race by shifting to the Terran norm, or capitalized on their "exotic" appearance. R.J. Brande, patron of the Legion and father of Chameleon Boy, left Durla twenty-odd years ago, assumed a human identity, and became one of the wealthiest men in the UP. Yera Allon, wife of Colossal Boy and well-known actress, is the daughter of Durlans who chose a similar route off their blasted home.

Although the UP could easily terraform Durla into a lovely and much more livable world, what Durlan representatives can be found consistently refuse all aid. Archaeologists throughout the UP itch to explore the preholocaust ruin, but it is considered very dangerous and is therefore held in quarantine by the UP: no archaeologists and very few traders. A team of Science Police officers is on duty in an orbiting space-station on the lookout for intruders. As might be expected, Durlans are wildly unpopular.

Braal

STAR(S):.....	B	AP DISTANCE:.....	42
POP. VALUE:.....	8	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....		Standard	
ATMOSPHERIC HAZARDS:.....		None	
UNUSUAL CHARACTERISTICS:.....		Strong Magnetic Field	
NATIVE POWERS:.....		Magnetic Control	
GOVERNMENT TYPE:.....		Bureaucracy	
INDUSTRIAL LEVEL:.....			4

Braal was originally colonized by Earthmen who were anxious to exploit the phenomenal readings of metallic content recorded by their unmanned test probes. However, soon after beginning operations, the colonists discovered two complicating factors:

- 1) The planet's mineral "riches" were largely low to medium-grade iron (which, in turn, created a magnetic field around the world and was the source of the satellite probes' falsely optimistic projections).
- 2) The on-world presence of several wandering herds of metallic-skinned monsters, that continually wreaked havoc on the colony's development effort.

The colonists were stubborn: they refused to resign themselves to failure on Braal. In time, mutagenic medications and the same magnetic field enabled the human inhabitants to evolve the Power of Magnetic Control sufficiently to keep the indigenous creatures at bay. As generation followed generation, this Power became ingrained and intensified and the world remained moderately prosperous. The prosperity lasted until the price of steel fell through the floor during a period of wild commodity speculation in 2907, sending Braal into a spiral of recession and depression from which it never recovered.

For today's citizens of Braal, there are only two practical escapes from a life of relative poverty and UP handouts: the on-world magno-ball circuit, where the few most skillful players earn hundreds of thousands of credits and hundreds of other hopefuls fail, or off-world migration in search of employment. On the surface, it might appear that the services of a person with the Power of Magnetic Control would have high value in the industrial market, but many of the job classifications best suited to those skills are already being satisfied on Earth and other advanced planets by specially designed utility robots.



Lythyl

STAR(S):.....	G	AP DISTANCE:.....	36
POP. VALUE:.....	8	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			Anarchy
INDUSTRIAL LEVEL:.....			4

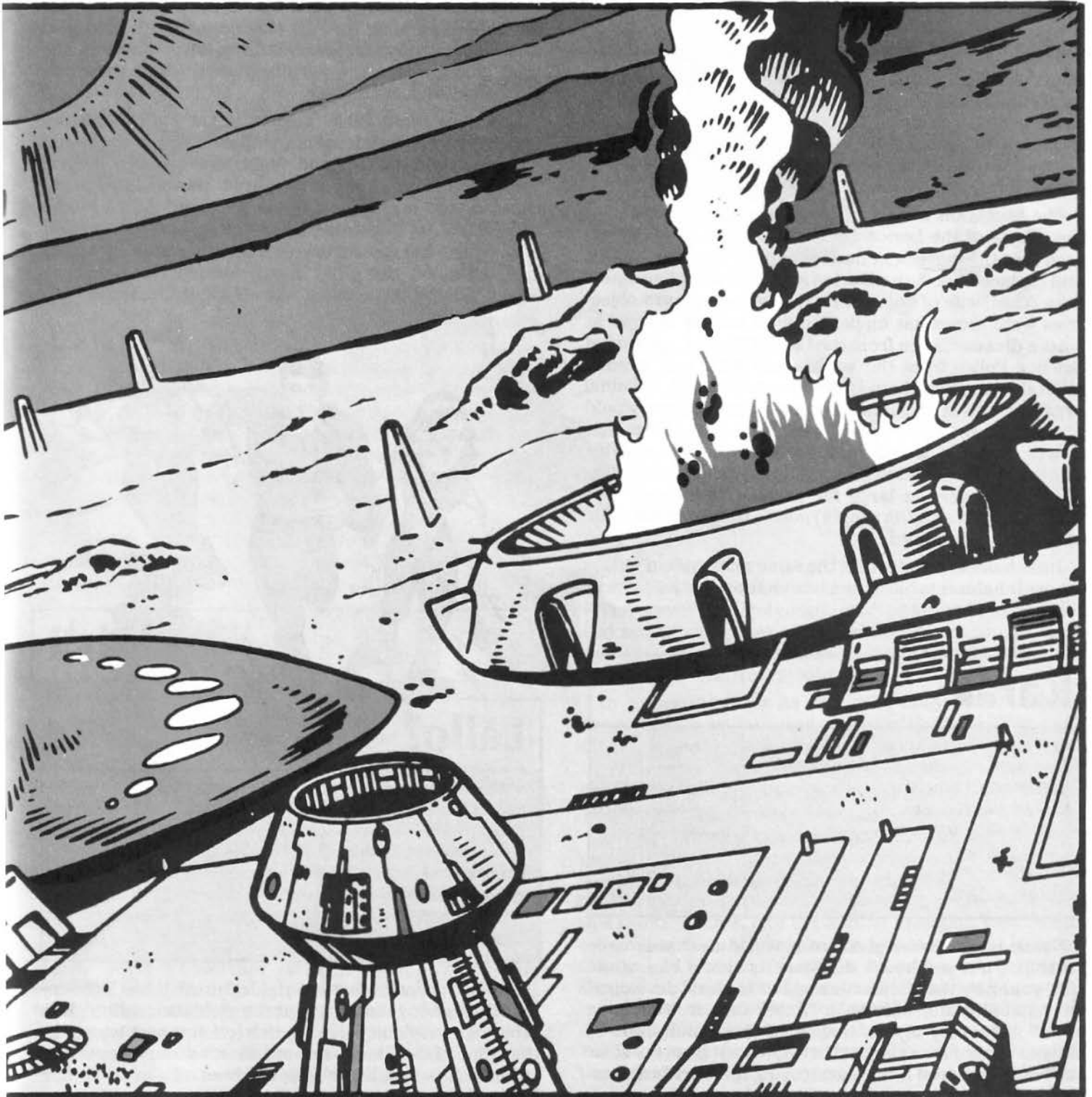


Lythyl was colonized under the United Planets Freedom of Behavior Act. Currently under quarantine from casual visitors, Lythyl was traditionally surrounded by rumors of a paradise, which have drawn thousands of visitors, all of whom are obliged to sign waivers of responsibility before setting foot on the planet.

In fact, Lythyl is no paradise, but rather a demonstration of the logical outcome of a society in which the strong can prey on the weak without restraint. The population is strongly divided between masters and slaves, and seems to have few official governmental constructs — the most notable is the institution of Judge.

A Judge is generally a member of a tribunal that evaluates a potential citizen, usually by subjecting him/her/it to some ordeal.

Lythyl's society reveres and emulates the harsh and brutal climate of the world. Recently, Timber Wolf visited Lythyl in order to fulfill the terms of Karate Kid's will, risking life and limb to penetrate Lythyllian society far enough to plant a seed in its unyielding sacred stones. Karate Kid's father, the now-deceased Black Dragon, lived much of his life on Lythyl and, according to legend, Lythyl was what corrupted him.



Imsk

STAR(S):.....K	AP DISTANCE:.....36
POP. VALUE:.....27	GRAVITY:.....Light
ATMOSPHERIC DENSITY:.....	Standard
ATMOSPHERIC HAZARDS:.....	None
UNUSUAL CHARACTERISTICS:.....	Shrinking*
NATIVE POWERS:.....	Shrinking
GOVERNMENT TYPE:.....	Democracy
INDUSTRIAL LEVEL:.....	5

(*The world itself is shrinking at about 1 AP a year.)

Imsk orbits the orange sun of Irulan. Its inhabitants possess a unique power: the ability to shrink to tiny size, even to the submolecular level.

Imsk is a temperate world with unique architecture, some of which is accessible only to the natives (the transport tubes, for instance, are less than ten centimeters in diameter). Its capital, Kanga Center, is renowned as a shopper's paradise. The most famous Imskians are the Legionnaire Shrinking Violet and the former leader of the Imsk liberation movement, Micro Lad.

The liberation movement itself was crushed through the efforts of the Legion Espionage Squad, who discovered that the movement had kidnapped Shrinking Violet and replaced her with a Durlan actress named Yera (now Yera Allon, wife of Colossal Boy). The movement's objectives were somewhat unclear, but its leaders desired at least a disassociation from the United Planets, ejection of Science Police from the world, and seizure of governmental authority. Micro Lad's association with criminal organizations such as the Legion of Super-Villains would almost assure that the movement, if it were able to seize power on Imsk, would rule it with ruthless authority. Though it was defeated many of its key people, including Micro Lad, were at large for a while afterwards. The nature of Imsk (and its people) makes their apprehension a difficult task indeed.

Imsk has a sister planet in the same solar system, Ordze, whose inhabitants have the same characteristics as Imsk.

Karak

STAR(S):.....B (RN)	AP DISTANCE:.....42
POP. VALUE:.....0	GRAVITY:.....Std.
ATMOSPHERIC DENSITY:.....	Vacuum
ATMOSPHERIC HAZARDS:.....	Radiation
UNUSUAL CHARACTERISTICS:.....	None
NATIVE POWERS:.....	None
GOVERNMENT TYPE:.....	None
INDUSTRIAL LEVEL:.....	0

Karak is the name given to a world that was once Earthlike, but suffered a disaster. Its sun, a blue-white star, young by the standards applied to stars, developed an instability and became a "flare" star or "repeating nova." A century ago, a tongue of flame hundreds of millions of kilometers in length reached out from the solar surface and seared Karak, destroying the world's atmospheric envelope and all life on its surface.

Korbal

STAR(S):.....A	AP DISTANCE:.....40
POP. VALUE:.....17	GRAVITY:.....Std.
ATMOSPHERIC DENSITY:.....	Standard
ATMOSPHERIC HAZARDS:.....	Ozone
UNUSUAL CHARACTERISTICS:.....	Electrical Activity
NATIVE POWERS:.....	Lightning
GOVERNMENT TYPE:.....	None
INDUSTRIAL LEVEL:.....	0

Also known as "the lightning world", Korbal's atmosphere has an unusually thick ozone layer, resulting in constant thunderstorms and electrical activity. There is no native sentient life. The only inhabitants are animals resembling Ice Age mastodons (with electrical powers), various smaller creatures lower down in the food chain, and a few scruffy plants. All of these are electrified to some degree.

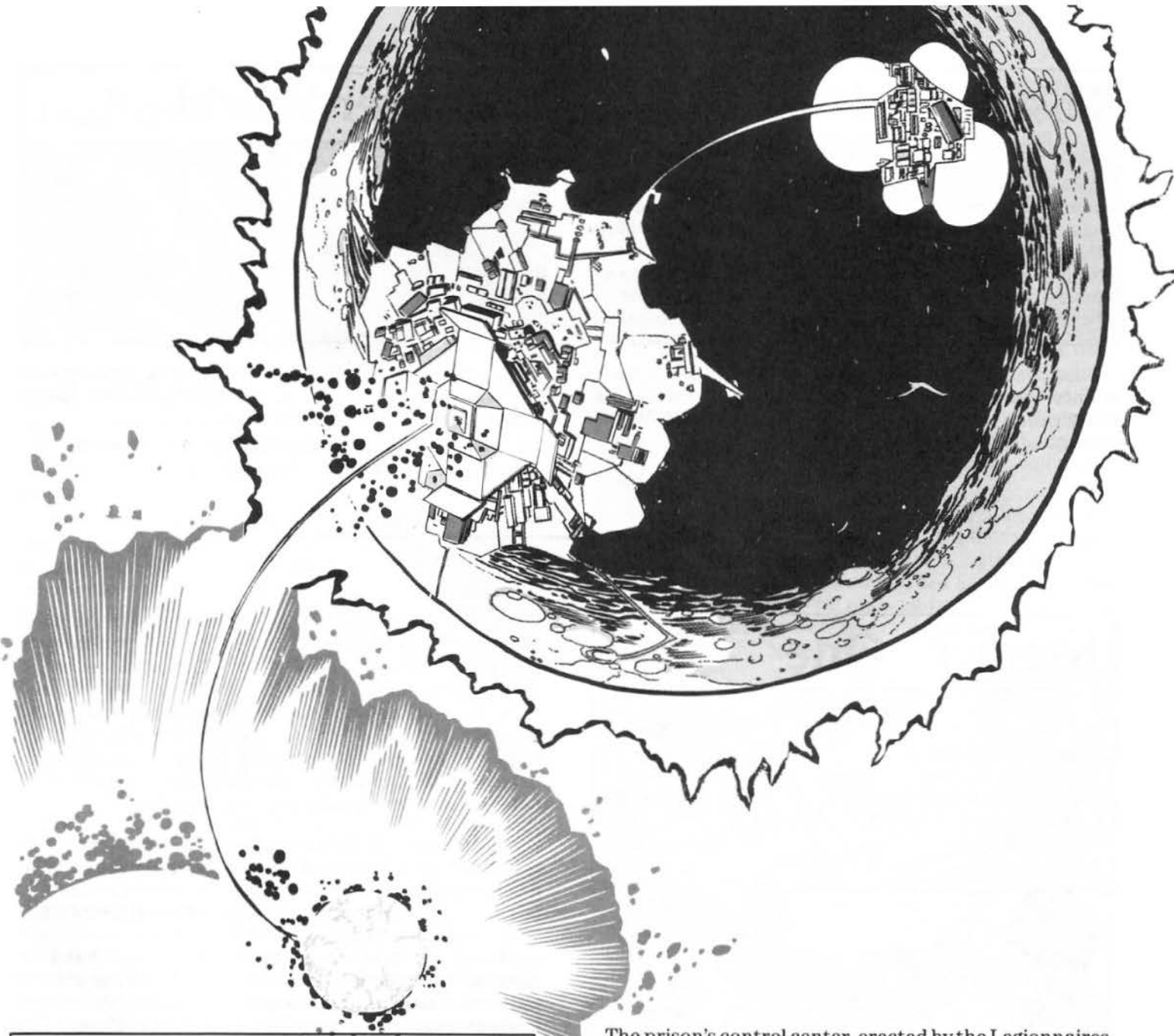
The most remarkable incident in the planet's history occurred when a Winathian ship containing the Ranzz children Ayla, Garth, and Mekt, crashlanded several years ago. The children acquired powers similar to those of the mastodons; twins Ayla and Garth joined the Legion as Lightning Lass (later known as Light Lass when her powers were changed) and Lightning Lad. Mekt, on the other hand, formed the Legion of Super-Villains and dubbed himself Lightning Lord.



Lallor

STAR(S):.....B+G+M	AP DISTANCE:.....42
POP. VALUE:.....8	GRAVITY:.....Heavy
ATMOSPHERIC DENSITY:.....	Rich
ATMOSPHERIC HAZARDS:.....	None
UNUSUAL CHARACTERISTICS:.....	None
NATIVE POWERS:.....	None
GOVERNMENT TYPE:.....	Democracy
INDUSTRIAL LEVEL:.....	4

Lallor is a world located outside the UP. It has a gravity slightly higher than Earth, and a rich atmosphere; it is otherwise very much like Earth itself. It is best known as the home of the Champions of Lallor, a group of powered Lallorians — Duplicate Boy, Evolve Lad, Gas Girl, Life Lass, and the now-deceased Beast Boy.



Labyrinth

STAR(S):.....	G	AP DISTANCE:.....	36
POP. VALUE:.....	13	GRAVITY:.....	Heavy
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			Bureaucratic
INDUSTRIAL LEVEL:.....			5

Labyrinth was selected by the UP as the replacement prison planet for Takron-Galtos. Originally a mining colony world whose rare earth deposits were heavily exploited, Labyrinth is a planet honeycombed with tunnels. These underground caverns, alleged to be structurally stable, are scheduled to be used as living quarters for the prisoners because the surface of the world would require extensive terraforming to make it suitable for human life.

The prison's control center, erected by the Legionnaires and armed with state-of-the-art energy weaponry (Starbolt [Stun]: 18; three batteries), is the only structure currently on Labyrinth's surface.

In preparation for its new role, Labyrinth has been provided with an improved version of Brainiac 5's original planetary force shield design (Force Field: 45; Flame Immunity: 18; Sealed Systems: 35). The energy to generate the force shield is drawn directly from the system's smaller star.

The job of being Warden of the UP's prison planet is perhaps the most pressure-packed and unrewarding assignment the Science Police has to offer. Over the past three years, at least four different individuals have held this position. Each had apparently divergent viewpoints on proper prison administration techniques. The latest in this line is Warden Tsaquin, a blond-haired, greenish-skinned male of normal humanoid size and appearance, save for the disconcerting feature of the single elongated eyestalk that extends from the center of his brow. Tsaquin's assignment as Warden began with the arrival of the prisoner ark on Labyrinth; only time will tell how effective or lasting his tenure in this position will be.

Lost World

STAR(S):.....	0	AP DISTANCE:.....	na
POP. VALUE:.....	0	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			None
INDUSTRIAL LEVEL:.....			0

This dead planet contains many machines of alien science. One of the planet's most spectacular machines is the gigantic rocket engine which carries Lost World throughout the Solar System.

Monster World

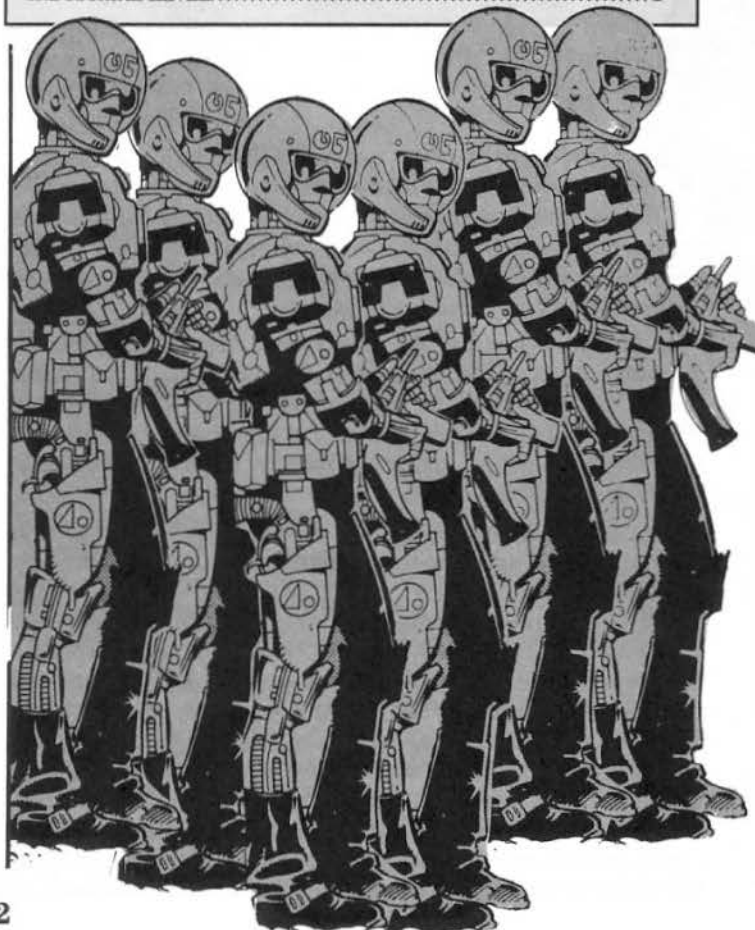
STAR(S):.....	A	AP DISTANCE:.....	37
POP. VALUE:.....	0	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			None
INDUSTRIAL LEVEL:.....			0

Men tried to colonize Monster World, but had to abandon such attempts due to the bizzare and deadly monsters which inhabit this planet.

Jungle King (as Monster Master) once came here to form the Legion of Super-Monsters.

Medicus One

STAR(S):.....	G	AP DISTANCE:.....	19
POP. VALUE:.....	14	GRAVITY:.....	Varies
ATMOSPHERIC DENSITY:.....			Varies
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			Man-Made
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			Corporate
INDUSTRIAL LEVEL:.....			5



Orbiting 1,000 miles (19 APs) above the Earth's surface, Medicus One is considered to be the finest Null Gravity hospital in space. Financed by a combination of UP funding and patient charges, Medicus One contains the finest state-of-the-art medical technology within its walls: laser surgical and organ transplant apparatus, hypnotic sedatives and pain suppression fields, a computerized data bank that constantly monitors the condition of all patients, and zero-gravity recovery facilities.

The exterior of Medicus One is a circular ring of titanium-iron alloy attached by four spokes to a cylindrical central core that contains the satellite's altitude jets and main power generators. Patients and visitors may enter and leave Medicus One through any of 16 airlocks stationed around its outer ring, with portal C handling medical emergencies and Portal F handling regular patient admissions. Each of these sections can be electronically or manually closed off from the rest of the satellite within 1 phase after an emergency alert is identified. In the event of sudden depressurization of a section, all individuals thrown out of an airlock into space are automatically encased in transparent spacesuits while self-sealant devices work to repair the satellite's hull.

Due to its unique location outside the normal patrol range of most of Earth's SPs, Medicus One's storage vaults for transplant supplies and drugs are frequent targets for attacks by space pirates and "organleggers". The facility maintains a force of 25 standard security robots to handle such problems, although Lightning Lord once insultingly referred to these robot fighters as "child's toys." Attempted raids on Medicus One are usually handled by the Science Police; on several occasions over the last 3-4 years, however (usually when one or more Legionnaires were already present on the satellite for personal medical reasons), the Legion has intervened to apprehend such raiders.

Naltor

STAR(S):.....F	AP DISTANCE:.....36
POP. VALUE:.....27	GRAVITY:.....Std.
ATMOSPHERIC DENSITY:.....	Standard
ATMOSPHERIC HAZARDS:.....	None
UNUSUAL CHARACTERISTICS:.....	None
NATIVE POWERS:.....	Precognition
GOVERNMENT TYPE:.....	Democracy
INDUSTRIAL LEVEL:.....	5

Naltor, home planet of the Legionnaire sisters Nura (Dream Girl) and Mysa (White Witch) Nal, is one of the most unusual planets in the UP, with its combination of high-tech scientific splendors and magical heritage and its mix of hardline business sense with the powers of prophecy.

A small faction of wizards from the Sorcerer's World emigrated here seeking greater contact with humanity and its material comforts. The magical abilities of the inhabitants gradually receded with time, eventually becoming restricted to a limited power to foretell events that would happen in the near future. Upon joining the United Planets, the inhabitants of Naltor put their powers of prophecy to good use, translating their precognitive flashes into speculative forays into the UP's stock and commodities markets. Within twenty years of its entry, Naltor had become the highest per capita income planet in the UP federation and the site of the UP's intergalactic credit bank.

Naltor's culture is based on a strictly matrilineal structure, with all inheritance reckoned solely by the female bloodline. Nonetheless, both men and women are eligible to hold the position of High Seer, the leader of the planet's High Assembly. Nura and Mysa's mother Kiwa served as High Seer until her death; since that time, her male acolyte Beren has filled the role. The planet has been traditionally plagued by geological instabilities that make minor earthquakes a regular event. The government recently funded construction of a gyro stabilizer device that is supposed to generate a counter-vibration that will prevent further recurrences of this problem.

The GM should note that the precognitive powers of Naltorians are, to a large extent, unpredictable in nature and cannot be summoned on demand. The chances of someone on Naltor's surface having a prophetic vision about a particular future event will normally increase with the severity of that event (unless the perpetrator of the event possesses high-level Power of Mental Block).

Nullport

STAR(S):.....G	AP DISTANCE:.....36
POP. VALUE:.....17	GRAVITY:.....Light
ATMOSPHERIC DENSITY:.....	Standard
ATMOSPHERIC HAZARDS:.....	None
UNUSUAL CHARACTERISTICS:.....	None
NATIVE POWERS:.....	None
GOVERNMENT TYPE:.....	Corporate
INDUSTRIAL LEVEL:.....	5

Known as the "shipbuilder to the universe," Nullport is the primary supplier of the UP's massive starfleets, the drydocks used to maintain these vessels, and the source of the Legion's own star cruisers.

The facility is built on a small, free-floating asteroid surrounded by a thin energy sheath that generates and holds in its artificial atmosphere. The energy sheath also produces constant sunlight, giving rise to the galactic adage "Night never falls at Nullport." Nullport's gravity (0.3 G) is well below Earth's, and normal gravity visitors may need a little time to get used to it.

Traffic in and out of Nullport is hectic, ranging from 20-100 ships per day. The Legion itself has visited the asteroid about once a year over the last 3-4 years. The activities of the facility's construction and maintenance crews are coordinated by a central computer tower that is said to contain the most sophisticated equipment currently available.

Overseeing everything is the Port's garrulous General Manager, H'hrnath (statistics furnished below). A cigar-chomping Equisian who is himself a native of a low-gravity world, H'hrnath has a marked accent, holds the mortgage on the Nullport planetoid, and would mercilessly haggle with his own grandmother for an extra ten credits of profit. Nonetheless, the "horse-trader" also possesses a gruff sense of honor and is generally regarded as the sharpest shipwright in the UP. H'hrnath's workforce appears to be composed of a diverse variety of largely non-humanoid UP races and computerized drones.

Nullport is an obvious target for enemies of the UP (especially the Khunds) because of the key role it plays in keeping the UP's naval forces in shape. In 2983 the facility was somehow successfully infiltrated by the Khunds, who installed a jamming device in the computer system capable of receiving and relaying signals from the Khundish warfleet. This caused disastrous accidents to happen to a number of ships in drydock. While on-world to purchase a new star cruiser, the Legion discovered and destroyed this device and disabled the Khundish warfleet that was preparing to assault the facility. In an effort to reduce the possibility for similar attacks in the future, Shadow Lass placed Nullport under a cover of absolute darkness, and Mon-El moved the asteroid to a new star system several dozen light years further into the interior of UP-controlled space. In appreciation for the Legion's efforts, H'hrnath bestowed the group with one of the rarest bargains of his career: five star-cruisers for the price of one.

H'HRANTH

DEX: 6	STR: 5	BODY: 8
INT: 8	WILL: 4	MIND: 2
INFL: 3	AURA: 2	SPIRIT: 2
INITIATIVE: 17	HERO POINTS: 0	

SKILLS:

Gadgetry (Spaceflight): 18
 Scientist: 13
 Charisma/Persuasion: 6; Vehicles/Air & Space: 7

MOTIVATION: Mercenary

WEALTH: Millionaire

JOB: General Manager of Nullport

RACE: Alien (Equisian)



Oa

STAR(S):.....	C+M	AP DISTANCE:.....	36
POP. VALUE:.....	27	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			High INT & Mental Powers
GOVERNMENT TYPE:.....			Bureaucracy
INDUSTRIAL LEVEL:.....			5

Oa is the home of the Guardians, a powerful race more advanced than Earth. The Guardians appear as blue-skinned, white-haired men with large heads. They have undertaken the responsibility of protecting the universe against evil in various forms. To achieve this end, they have gathered noble representatives of all life forms and enlisted them in the legendary Green Lantern Corps. Each Green Lantern's ring draws power from the great power battery on Oa itself.

The world has a long and colorful history dating back to the beginnings of the Universe itself. Its story is intimately

linked with the struggle between the Monitor and his nemesis, the anti-Monitor, as the transgression brought about by seeking to examine the origins of the Universe was first carried out by an Oan named Krona, far in the past (as reiterated in CRISIS). The world itself is scarcely known to citizens of the UP, as Earth long ago expressly forbade the presence of a Green Lantern in its area of space. Oa is believed to be a paradise.

Preztor

STAR(S):.....	G	AP DISTANCE:.....	37
POP. VALUE:.....	17	GRAVITY:.....	High
ATMOSPHERIC DENSITY:.....			Rich
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			Republic
INDUSTRIAL LEVEL:.....			4

Preztor is an ocean world with almost no land masses. Its residents live on the high continental shelves in



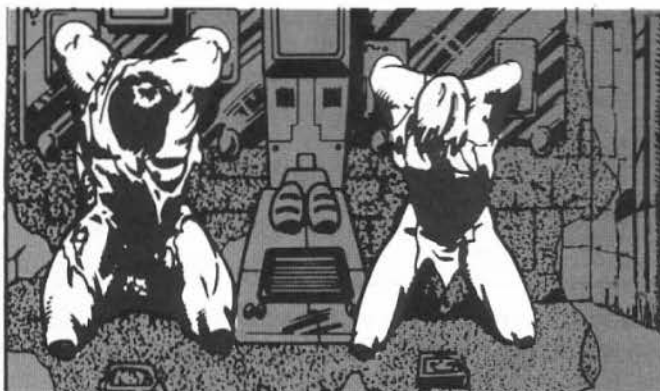
undersea domes, fishing and extracting minerals from seawater. One of the few islands on the world, Taboo Island, is avoided scrupulously by the world's inhabitants, who believe that demons reside there.

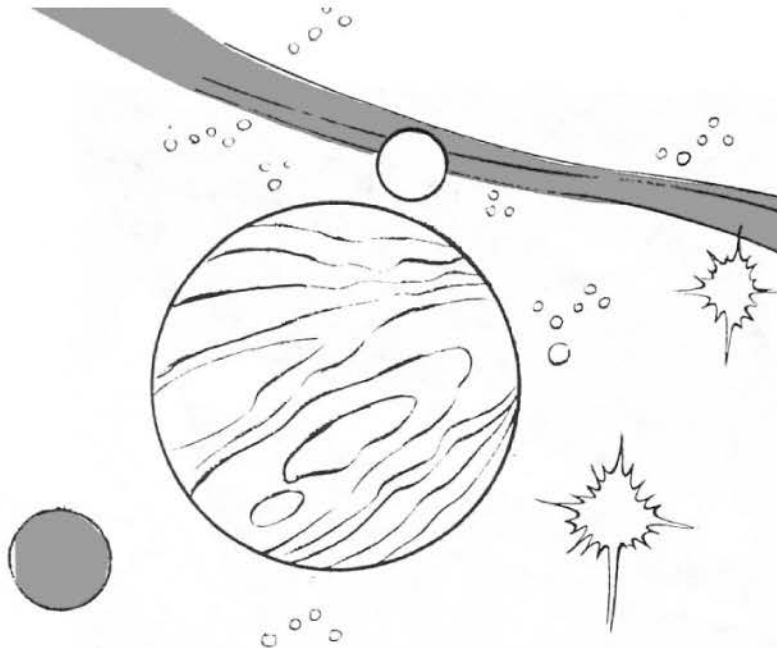
Orando

STAR(S):.....	B+G+M	AP DISTANCE:	42
POP. VALUE:	8	GRAVITY:	Std.
ATMOSPHERIC DENSITY:			Standard
ATMOSPHERIC HAZARDS:			None
UNUSUAL CHARACTERISTICS:			None
NATIVE POWERS:			Mystic
GOVERNMENT TYPE:			Monarch
INDUSTRIAL LEVEL:			1

This quiet planet in the backwater of UP space has a culture and technological level equivalent to that of feudal England. For many years the world resisted all contacts with outside traders and technos, and refused to allow construction of a spaceport facility on-world. The last two generations of the planet's ruling family, King

Voxv and his daughter Queen Projectra attempted to begin the process of acculturation by allowing limited development of the planet's mineral resources. Their efforts were foredoomed to failure; first by a challenge from her cousin to ascend the throne, and later by the planet's seizure by the Legion of Super-Villains and the subsequent death of Val Armorr (Karate Kid). After the defeat of the LSV, Projectra elected to use the technology installed on the world by the LSV to transport Orando into another dimension.





Seeris

STAR(S):.....	K	AP DISTANCE:.....	35
POP. VALUE:.....	7	GRAVITY:.....	Light
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....		(see Below)	
GOVERNMENT TYPE:.....		Anarchy	
INDUSTRIAL LEVEL:.....			2

Seeris is a world seemingly in decay. Its inhabitants, an ever-dwindling race, have abandoned most of the unnecessary baggage of the physical world to engage in the pursuits of the mind. Accordingly, the world has grown poor and always appears languid and unkempt. Starvation is neither uncommon nor unremarkable. However, many of the most adept members of the race have left their physical bodies behind and exist now only as incorporeal intelligences. (Natives here have the Powers of Mental Blast: 15 and Control: 10 if incorporeal.) Regardless of the truth of this assertion, it is a fact that Seeris has never been invaded or conquered, though it is not far from either UP or Khund space.

Takron-Galtos

STAR(S):.....	K	AP DISTANCE:.....	35
POP. VALUE:.....	13	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Thin
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....		Bureaucratic	
INDUSTRIAL LEVEL:.....			5

At the outer fringes of the United Planets, far from any major inhabited world, lies the world of Takron-Galtos, the UP's principal prison planet and criminal rehabil-

itation facility. Takron-Galtos was originally designed to serve as the Science Police's main base and training academy, with a small prison facility attached. After a successful prisoner revolt during which the inmates seized and damaged the SP arsenal, the SP plans were scrapped (primarily at the instigation of then-Lieutenant Kimball Zendak), and the facility was converted to serve its current purpose.

Takron-Galtos is difficult to approach from space, as space-lanes approaching it are partially occluded by the Takronian Asteroid fields. The random movements of bodies in this field, as well as gas and dust that obscure and confuse ship sensors, make this an area careful pilots would rather plot around. The odds of making it through without some sort of mishap are estimated at several-thousand-to-one against.

Takron-Galtos houses the UP's highest security inmates; those criminals who would pose too great a threat to the prisons of other worlds. Keeping these prisoners captive is a constant challenge for the force of 60 SPs stationed here. The entire planetoid is encased in a force shield (Force Field: 35, Flame Immunity: 15, Sealed Systems: 30), designed by Brainiac 5 to control incoming traffic. Four guard stations armed with batteries of powerful energy weapons (Starbolt [Stun]: 15) ring the perimeter of the main prison complex, and the individual cell-blocks of prisoners are often equipped with special features — Validus was kept within an isolation cube of solid inertron, while the power-parasite Organis was held in a constant state of suspended animation. The Legionnaires themselves have often aided in the testing of these maximum security containment systems to verify their effectiveness.

Despite all these safeguards, however, Takron-Galtos has had a very checkered history of success. During the period between 2983 and 2985, Takron-Galtos was ravaged twice in attacks by the renegade Daxamite youth Ol-Vir, resulting in widespread breakouts which Legion intervention was required to suppress. During the second of these assaults the Legion of Super-Villains, using the powerful teleportation beam of their Gil'dishpanite ally Zy'myr, were able to penetrate the crippled force shield and recruit several prisoners (and Ol-vir) into their ranks. Finally, during the Crisis on Infinite Earths, Takron-Galtos was assaulted by an anti-matter assault that forced a mass Legion-assisted evacuation of the facility's prisoners onto a massive SP ship, and destroyed the entire planet when it struck its main power reactors.

Talok VIII

STAR(S):.....	F	AP DISTANCE:.....	38
POP. VALUE:.....	27	GRAVITY:.....	Heavy
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....		Oligarchy	
INDUSTRIAL LEVEL:.....			4

Talok VIII is a world populated by humanoids who have a few notable diversions from the usual Terran stock. The indigenous race is blue-skinned, pointed-eared and black-

haired. Although Talok VIII belongs to the UP, local politics remain a mystery to the rest of the UP. The ruling class lives in highly technological cities on the plateaus and valleys, while an "untouchable" class of "mountain men" struggles to survive in the surrounding peaks.

Recent unrest has centered around an attempt by the mountain men to capture the cities and enjoy the wealth and luxury denied them. Connected with this, a woman has appeared claiming to be the reincarnation of the "Living Memory of Maakas." The worship of Maakas was the ancient Talokian religion, based on priestesses who embodied the racial memories of each individual tribe. Since a priestess might recall every slight done to her tribe for several hundred years, wars were frequent and bloody.

Eventually the city-dwellers abandoned the religion of Maakas entirely, and the ancient memory cult survived only in the mountains. Only tales of Maakas remained. Two years ago, a young woman claiming to be the reincarnation of the last priestess of Maakas led a revolt against the cities. The rebellion failed due to the intervention of the Legion, especially Mon-El and Shadow Lass (Tasmia Mallory, a native of Talok VIII). "Lady Memory" was captured but subsequently escaped. Her whereabouts are unknown.

Taltar

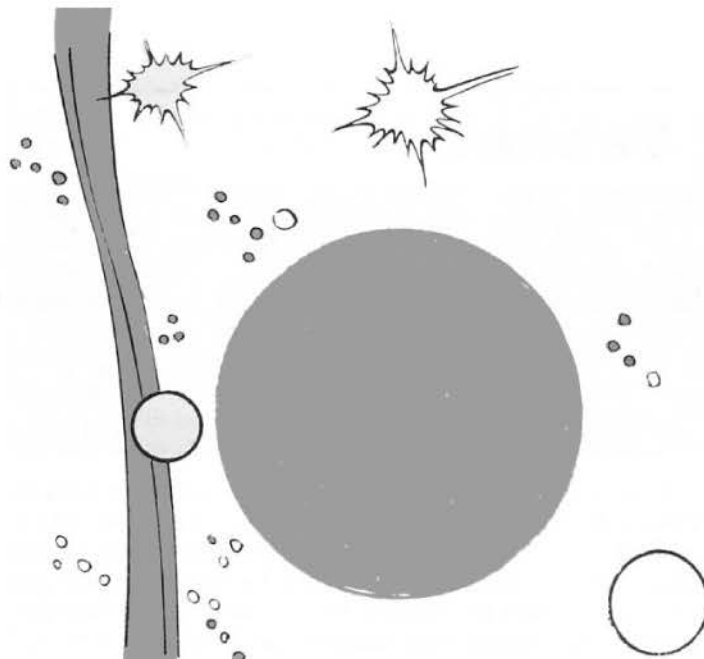
STAR(S):.....	B	AP DISTANCE:.....	41
POP. VALUE:.....	8	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Thick
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			Vulcanism
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			Oligarchy
INDUSTRIAL LEVEL:.....			4

Taltar circles a blue-white sun. It is very close to Earth in gravity, climate and atmosphere, but is sociologically quite different, as it is ruled by a matriarchal oligarchy. It has inculcated a profound female superiority into its society to the point that men cannot own property or participate in government.

Tulva

STAR(S):.....	G	AP DISTANCE:.....	36
POP. VALUE:.....	0	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Rich
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			None (see below)
GOVERNMENT TYPE:.....			None
INDUSTRIAL LEVEL:.....			0

Tulva, a highly Earthlike world not far from known space-lanes, is remarkable because it is uninhabited. At first glance, it is difficult to explain this fact, for it seems to be a paradise of the first order: wide, unsullied oceans, rainforests, majestic mountain ranges, broad plains. Yet



the United Planets records three unsuccessful colonization attempts, each one ending in murder, suicide, or widespread destruction by fire. There have been no survivors to question.

The reason, as yet unknown to the United Planets, is a dreaded being who dwells deep in the rainforests of the northern continent. This being, a white, shaggy, man-sized creature called the Witch Wolf, is among the most dangerous creatures on any planet. He has the power to turn the worst fears of his enemies against them, using mystical powers as mighty as any wielded by the great sorcerers of legend. Fortunately for the races of the UP, the Witch Wolf is an enchanted creature who cannot leave the world. If he were to do so, he would crumble to dust.

WITCH WOLF

DEX: 8	STR: 6	BODY: 6
INT: 6	WILL: 5	MIND: 5
INFL: 26	AURA: 24	SPIRIT: 6
INITIATIVE: 40	HERO POINTS: 0	

POWERS:

Aura of Fear: 30, Mind Blank: 30,
Illusion: 20, Mind Drain: 20, Mind
Probe: 30

Vengar

STAR(S):.....	6	AP DISTANCE:.....	36
POP. VALUE:.....	8	GRAVITY:.....	Heavy
ATMOSPHERIC DENSITY:.....			Thick
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			Corporate
INDUSTRIAL LEVEL:.....			5+

Vengar is a wet, damp world almost completely swathed in rich jungle. It contains the ruins of the long-dead Ekron civilization, which produced the artifact known as the Emerald Eye. This object was found and stolen by the villainous Emerald Empress, who wields it for her own purposes.

Ventura

STAR(S):.....	A	AP DISTANCE:.....	40
POP. VALUE:.....	7	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			Corporate
INDUSTRIAL LEVEL:.....			5

Ventura, the "Las Vegas of the UP," is the most famous resort in the United Planets (other than the aforementioned, prohibitively expensive Paradise Planet). It is said that any pleasure or vice can be obtained, and any excitement can be enjoyed on Ventura. It is often frequented by several Legionnaires, including Star Boy and Dream Girl.

Weber's World

STAR(S):.....	K	AP DISTANCE:.....	30
POP. VALUE:.....	6	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			Man-Made
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			UP Bureaucracy
INDUSTRIAL LEVEL:.....			5

If Earth is the political "heart" of the United Planets, then Weber's World is the circulatory system that keeps its life-blood pumping like clockwork. Weber's World is a man-made satellite located in the Trantor system, once described by Brainiac 5 as a "planet-sized portable office building for the UP government."

The artificial planetoid has a diameter of several hundred miles and serves as the center of the UP's bureaucratic activities. There are over a million UP employees stationed here, maintaining and making use of the massive data banks of the planet's central computer system to collect taxes, maintain records of galactic immigration, trade and population demographics, and keep track of the progress of dozens of UP programs.

The artificial surface of Weber's World is extremely sturdy and attack resistant, although the satellite suffered substantial external damage when it was attacked by Daxamites. However, the surface withstood the brunt of the assault and greatly limited the amount of damage done to the planetoid's interior and data banks.

Weber's World is capable of independent space flight using powerful built-in warp engines that enable it to attain speeds equivalent to an SP battle cruiser, giving the planetoid the maneuverability to evade potential assault. During her short reign of control over Weber's World, the Emerald Empress attempted to use this capability to turn the planetoid into a world-size weapon, setting it on a collision course with the UP's main fleet base. Only the timely intervention of Supergirl and the Legion prevented a disastrous incident.

The central computer of Weber's World controls the planet's artificial atmosphere, security and fire control systems, and hydroponic gardens, as well as the UP data banks. The Emerald Empress, with the aid of the traitorous SP officer/Dark Circle double agent Ontiir succeeded in "linking" to the central data banks and actually seized control of those systems for a short period of time. To prevent a recurrence of such infiltration, the UP has recently upgraded the computer's internal security systems and doubled the size of the SP garrison (from 40 to 80 officers). SP armaments include 24 1-man "blitzers", and a full complement of security drones, including a special force of "neutralizer pods."

Winath

STAR(S):.....	G	AP DISTANCE:.....	36
POP. VALUE:.....	8	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			Democracy
INDUSTRIAL LEVEL:.....			5

Winath is a bucolic agricultural world. Virtually all inhabitants are twins. It is unremarkable, except for its notoriety as the home of Legionnaires Lightning Lad and Lightning Lass, as well as their brother, the villain Lightning Lord.

GM NOTE: The powers of Lightning Lad and Lightning Lass were obtained on Korbak and are not peculiar to the inhabitants of Winath.

Zerox (Sorcerer's World)

STAR(S):.....	G	AP DISTANCE:.....	37
POP. VALUE:.....	27	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			Illusions
NATIVE POWERS:.....			Mystical
GOVERNMENT TYPE:.....			Oligarchy
INDUSTRIAL LEVEL:.....			5+

The Sorcerers' World is an ancient one, its settlement perhaps dating back before technological colonization began, to a time when most magic departed the Earth. It is a world with very little land area, spanned by great oceans; the population is distributed across numerous chains of islands.

The most renowned location on the world is "Teachers' Isle", home of the Teachers, the most powerful of the many practitioners of mystical arts on this planet. Legionnaire Mysa Nal (White Witch) was trained here in these arts.

The Teachers themselves practice pure magic as opposed to illusion. Thus, while the rest of the world appears to be constantly changing in climate and appear-

ance, Teachers' Isle remains as it is. All governmental functions are in the hands of the most respected and skilled mages.

The Sorcerer's World remains aloof from the UP and contact is rare. Among the few non-native to be accepted in recent years has been Mysa Nal. Mordru, the villainous super-sorcerer, was originally an Elder on the Sorcerer's World and decimated the Elders. They are rebuilding, while still maintaining their ancient traditions in spite of Mordru and modern science.



Altair 5

STAR(S):.....	A	AP DISTANCE:.....	40
POP. VALUE:.....	27	GRAVITY:.....	Heavy
ATMOSPHERIC DENSITY:.....			Rich
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			Democracy
INDUSTRIAL LEVEL:.....			4

Altair 5 orbits a bright white star just 16 light-years from Sol. There are nine planets in this system, but only the fifth supports life. The fifth world has three continents, all bathed in a warm, moist climate. The inhabitants of the world are tetrahedral, the structure upon which all life on the world is based. The sentients govern themselves through a democracy.

Amadus (Alpha C 4)

STAR(S):.....	G+K	AP DISTANCE:.....	37
POP. VALUE:.....	30	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Rich
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			Democracy
INDUSTRIAL LEVEL:.....			5

Amadus is an extremely Earthlike world that orbits the star nearest to Earth, Alpha Centauri (also called "Sentry Alpha"). The system is a naval base for the United Planets Armada, and also has an extensive merchant fleet base. Since it was among the first worlds colonized by Earth-born humans, the world is very built-up and industrial. What remains of the planet's extensive ecology is restricted to parks in remote areas.

Angtu

STAR(S):.....	G	AP DISTANCE:.....	32
POP. VALUE:.....	27	GRAVITY:.....	Heavy
ATMOSPHERIC DENSITY:.....			Thick
ATMOSPHERIC HAZARDS:.....			Noxious Gases
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			None
INDUSTRIAL LEVEL:.....			0

Angtu, a planet shrouded in an atmosphere of smoky, noxious gases, was the birthplace of Mano, a member of

the original Fatal Five. In his youth, Mano was feared and hated on his homeworld because of a congenital affliction — a destructive disk in the palm of his right hand. After the death of his parents, the friendless and despised Mano strained his power to the utmost and destroyed Angtu utterly, killing all of its inhabitants.

Ankar

STAR(S):.....	Special	AP DISTANCE:.....	26
POP. VALUE:.....	0	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Dense
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			High Radiation
NATIVE POWERS:.....			Ultra Vision
GOVERNMENT TYPE:.....			None
INDUSTRIAL LEVEL:.....			0

Ankar orbits a singular primary: the famed Black Sun, the only one in this part of the Milky Way. It is a nearly-burnt-out star that emits only ultraviolet radiation. The native life of Ankar reached its current stage of evolution before the star stopped emitting visible light, but developed the capacity to see in the darkness as it cooled. The unique nature of this biosphere has attracted scientists from across the UP.

Antares II

STAR(S):.....	M	AP DISTANCE:.....	34
POP. VALUE:.....	17	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			Shape Change
GOVERNMENT TYPE:.....			Democracy
INDUSTRIAL LEVEL:.....			2

Antares, a well known star in the skies of Earth (its name, after all, means "Mars' Rival", since it is a bright, ruddy color) is the primary to the homeworld of the Proteans, a race of sentients with the innate ability to change their bodily form to adapt to different environments. The most famous Protean was a "pet" to Chameleon Boy for many years, but Protty (as he was called) sacrificed his life to resurrect Lightning Lad. Proteans have recently been recognized as sentients in the United Planets, and there are some close connections between certain Protean political movements and the wealthy R.J. Brande, patron of the Legion of Super-Heroes.



Asteroid Archipelago

STAR(S):.....	M	AP DISTANCE:.....	36
POP. VALUE:.....	30	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			Bureaucracy
INDUSTRIAL LEVEL:.....			4

The Asteroid Archipelago is the name of a huge belt of asteroids near the border of United Planets space. This formation contains over thirteen hundred individual bodies, ranging from near-planet-sized to flecks of rock a few hundred meters across, and is home to scientific researchers, pirates, and wildcat miners (who "nest" in the hollowed-out rocks, mining them until the veins go dry, and then move on). It is governed by a loose bureaucracy, with a council that meets on the largest asteroid, Puerjti, once every three months to deal with pressing issues. Several asteroids in the Archipelago have figured significantly in past adventures of the Legion. Among the most prominent are:

Shanghalla: This is the famous cemetery world. This large asteroid houses the tombs and crypts of some of the most famous and renowned personalities in the history of the UP.

Mount Rushmore of Space: This asteroid has been carved with the likenesses of many famous people and is a prominent tourist attraction.

Asteroid M-17W: This world contains a large manufacturing plant for fusion power spheres.

Asteroid 73Q: This mining world was recently attacked by the Khunds.

Apokolips

STAR(S):.....	A	AP DISTANCE:.....	40
POP. VALUE:.....	30	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Thin
ATMOSPHERIC HAZARDS:.....			Sulfur
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			Dictatorship
INDUSTRIAL LEVEL:.....			5+5

The dreaded, and legendary, world of Apokolips is the home of one of the most feared beings in the Universe — Darkseid. The Great Dark One is a longtime enemy of the Legion, and his world is truly the embodiment of himself — an oppressive world of evil and spite.

Bgztl

STAR(S):.....	G	AP DISTANCE:.....	38
POP. VALUE:.....	8	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			Intangibility
GOVERNMENT TYPE:.....			Balkanized
INDUSTRIAL LEVEL:.....			5

Bgztl is in all respects a duplicate of Earth, except that it exists in the Phantom Dimension. It is the home of Tinya Wazzo, Phantom Girl of the Legion of Super-Heroes.

GM's NOTE: While all of the alternate universes, dimensions, etc., were effectively eliminated by CRISIS, the Phantom Dimension, and Bgztl, were not. The recent forced return of Mon-El to the Phantom Zone underscores this fact.

Bismoll

STAR(S):.....	A	AP DISTANCE:.....	40
POP. VALUE:.....	27	GRAVITY:.....	Heavy
ATMOSPHERIC DENSITY:.....			Rich
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			Microbes
NATIVE POWERS:.....			Acid
GOVERNMENT TYPE:.....			Democracy
INDUSTRIAL LEVEL:.....			4

Through the eons, microbes in Bismoll's ecosphere made all organic matter on Bismoll poisonous to normal humans. The indigenous population, however, developed the ability to eat any substance whatsoever, to the extent that the Bismollians are now strictly regulated by their own Calorie Police. Bismoll's government is a democracy. A former member of the Legion of Super-Heroes, Tenzil Kem (better known as Matter-Eater Lad), is a native of Bismoll.

Cargg

STAR(S):.....	A+A+A	AP DISTANCE:.....	40
POP. VALUE:.....	20	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Rich
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			Split
GOVERNMENT TYPE:.....			Republic
INDUSTRIAL LEVEL:.....			5

Cargg orbits a system of three white suns. It has a gravity slightly lower than Earth's, but is otherwise Earthlike. Its inhabitants, however, possess a unique Power: they have the ability to replicate themselves into three separate individuals, which can be recombined into the same individual at a later time. The Legionnaire Triplicate Girl, now Duo Damsel, is a native of this world. It is considered bad luck for Carggians to replicate three or more times in one day; Duo Damsel's third persona was killed by Computo when she replicated a third time in a single day.

Colu

STAR(S):.....	M	AP DISTANCE:.....	34
POP. VALUE:.....	30	GRAVITY:.....	Light
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			High INT
GOVERNMENT TYPE:.....			Oligarchy
INDUSTRIAL LEVEL:.....			5+

Colu is the leading technological world in the United Planets. Its inhabitants are by far the most advanced humanoid intellects known, devoting much of their

energies (and thereby much of their technology) to research of new technology. The government of Colu is a technocracy. The Legionnaire Brainiac 5 is from Colu, although his INT is high for this planet.

Deltwan

STAR(S):.....	A	AP DISTANCE:.....	40
POP. VALUE:.....	20	GRAVITY:.....	High
ATMOSPHERIC DENSITY:.....			Rich
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			Extreme Vulcanism
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			Corporate
INDUSTRIAL LEVEL:.....			4

This arid world is famous for its diamond cliffs. These cliffs, studded with the precious gems, were formed under intense geophysical and tectonic pressure. The world is ruled by a corporate oligarchy, its industry based almost exclusively upon the exploitation of the diamonds.

Doll World

STAR(S):.....	G + M	AP DISTANCE:.....	37
POP. VALUE:.....	7	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			Democratic
INDUSTRIAL LEVEL:.....			4

This planet gets its name from its inhabitants, all of which are very small (1½' tall).

Dominion

STAR(S):.....	A	AP DISTANCE:.....	32
POP. VALUE:.....	27	GRAVITY:.....	Light
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			Dictatorship
INDUSTRIAL LEVEL:.....			4

Dominion is the homeworld of the Dominators, a race of humanoids that was once at war with the UP. They are tall, thin beings with pale skin and are distinguished by an unusual facial structure: exposed upper teeth, no nose, epicanthine folds and large, articulated ears. Additionally, a Dominator's forehead is crowned by a large, reddish circle.

Little is known of Dominion itself, though the evidence from their outposts and embassies indicates that it is lush and tropical. The Dominators' physiognomy indicates also that the world has slighter gravity than Earth.

Femnaz

STAR(S):.....G AP DISTANCE:.....32
 POP. VALUE:.....5 GRAVITY:.....Std.
 ATMOSPHERIC DENSITY:.....Standard
 ATMOSPHERIC HAZARDS:.....None
 UNUSUAL CHARACTERISTICS:.....None
 NATIVE POWERS:.....None
 GOVERNMENT TYPE:.....Democratic
 INDUSTRIAL LEVEL:.....4

This planet was once solely inhabited by women. The females exiled their male counterparts when the males wanted to change some of the "old ways." Later the women saw the error they had made, and brought males back to Femnaz.

Grath

STAR(S):.....A AP DISTANCE:.....40
 POP. VALUE:.....20 GRAVITY:.....Heavy
 ATMOSPHERIC DENSITY:.....Thin
 ATMOSPHERIC HAZARDS:.....None
 UNUSUAL CHARACTERISTICS:.....None
 NATIVE POWERS:.....None
 GOVERNMENT TYPE:.....Theocracy
 INDUSTRIAL LEVEL:.....3

This huge world has a gravity nearly twice that of Earth; its crust, however, is extremely metal-poor, making agriculture its prime industry (rather than mining, so common on hi-grav worlds). The governments of Grath have, since ancient times, issued money based on a special type of gourd. The gourd is treated with a chemical mixture that dyes it a peculiar color and preserves it in a rock-hard state.

The Haven

STAR(S):.....0 AP DISTANCE:.....40
 POP. VALUE:.....5 GRAVITY:.....Std.
 ATMOSPHERIC DENSITY:.....Standard
 ATMOSPHERIC HAZARDS:.....None
 UNUSUAL CHARACTERISTICS:.....None
 NATIVE POWERS:.....None
 GOVERNMENT TYPE:.....Dictatorship
 INDUSTRIAL LEVEL:.....0

The Haven was a hollowed-out asteroid in a sparsely-populated area of space beyond the edge of the UP. It served as a refuge for criminals and wanted men. It is invisible from searches coming from the inner reaches of the galaxy since it was covered with transceptor plates that made it transparent to most forms of detection. However, it was located by a Legion team approaching from the opposite side, where it was clearly visible against the stellar backdrop.

The Haven was raided by the Legion several years ago, and most of its "guests" were captured, along with the Havenmaster, a rotund, mustachioed man named Gorra. Gorra had apparently operated this illicit refuge for many years, charging exorbitant fees for the apparent safety of the asteroid, screening his applicants carefully before accepting them.

Houp

STAR(S):.....K AP DISTANCE:.....35
 POP. VALUE:.....40 GRAVITY:.....High
 ATMOSPHERIC DENSITY:.....Dense
 ATMOSPHERIC HAZARDS:.....High CO₂
 UNUSUAL CHARACTERISTICS:.....Extreme Vulcanism
 NATIVE POWERS:.....Lightning & Energy Absorption
 GOVERNMENT TYPE:.....Anarchy
 INDUSTRIAL LEVEL:.....3

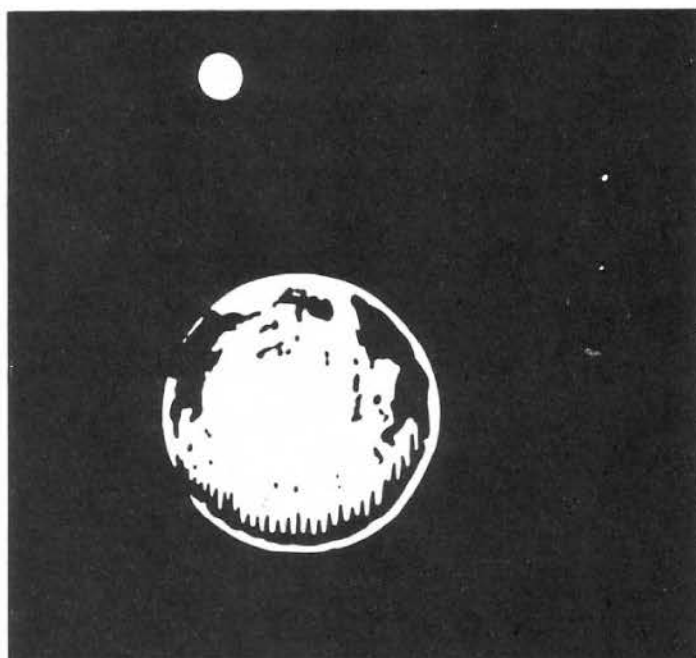
Houp is a planet of violent storms, primarily as a result of its five moons, whose tidal effects have prevented carbon-based life on the world from progressing far from the "soupy sea" stage. However, Houp is a natural home for a race of energy-beings, who can extract electromagnetic energy from lightning and geothermal energy from the constant volcanoes. The Houpan are hostile toward outsiders and will harness the violent energies of the worlds to repel invaders. As a result, this world is primarily left to itself by the United Planets.

Khundia

STAR(S):.....B+G+M AP DISTANCE:.....41
 POP. VALUE:.....47 GRAVITY:.....Std.
 ATMOSPHERIC DENSITY:.....Standard
 ATMOSPHERIC HAZARDS:.....None
 UNUSUAL CHARACTERISTICS:.....See Below
 NATIVE POWERS:.....None
 GOVERNMENT TYPE:.....Oligarchy
 INDUSTRIAL LEVEL:.....4

Khundia, the capital of the Khundish Empire, is a world whose configuration is indicative of the dark personalities of its inhabitants. The surface of Khundia is occluded by its own moon; thus the temperate zones of the world are always in the shadow of night. Similarly, the Khunds seem dominated by the dark side of their society. As a Khundish philosopher put it, "violence is the ultimate experience of man," and this is reflected in the extremely sanguine resolution of personal differences in the "challenge courts". Even foreign ambassadors must be prepared for the possibility that they might have to enter the courts themselves to defend their position.

The Khundish personality is a grim one, as can be expected. They are touchy and quick to fight; Khunds go armed everywhere. They are also prideful and arrogant, believing that the violence that permeates their society makes them strong and will ultimately give them victory over the weak-willed UP. The presence of the Legion has helped to deter that somewhat.



Oomar

STAR(S):.....	G	AP DISTANCE:.....	37
POP. VALUE:.....	24	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			Helium
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			Democracy
INDUSTRIAL LEVEL:.....			3

Oomar is a backwater world, with a technology corresponding to Earth's (about the time FTL travel was discovered). It is best known for the lotus fruit, a potent (and highly illegal) hallucinogenic, smuggled off planet with alarming regularity despite the best efforts of the Science Police to prevent it.

Paradise Planet

STAR(S):.....	K	AP DISTANCE:.....	35
POP. VALUE:.....	4	GRAVITY:.....	Varies
ATMOSPHERIC DENSITY:.....			Varies
ATMOSPHERIC HAZARDS:.....			Varies
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			Corporate
INDUSTRIAL LEVEL:.....			5

Paradise Planet is an exclusive resort for the extremely rich. It is possessed of the most advanced technology and promises to cater to the every whim of its guests... if they are billionaires, since only billionaires can afford to patronize it. The world is climate-controlled, and its facilities allow the tailoring of a specific environment (gravity, atmosphere, climate) for each individual that visits it.

Pasnic

STAR(S):.....	K	AP DISTANCE:.....	35
POP. VALUE:.....	28	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Trace
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			One-sided
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			Dictatorship
INDUSTRIAL LEVEL:.....			3

Pasnic is a "one-sided" world as a result of a period of rotation and revolution that almost exactly coincide. The world has very low axial tilt, producing almost no seasonality; half of it is in total darkness, while the other half is subjected to constant light. The world is inhabited by two sentient races, one on each side of the world: the Kryofys, who live on the dark side, and the Laptuirs, who live on the light. Before the UP arranged a cease-fire, the two races had just reached a level of technology allowing them to vent their mutual hostilities with nuclear weapons.

Procyon 2

STAR(S):.....	F	AP DISTANCE:.....	39
POP. VALUE:.....	27	GRAVITY:.....	Heavy
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			Oligarchy
INDUSTRIAL LEVEL:.....			4

Procyon 2 was contacted during the first decade of Earth's exploration of the stars. At just eleven light years from Sol, it was among the nearest worlds to have an indigenous sentient race. The Procyoni are green-skinned anthropoids with ten arms stretching in various directions, with differing numbers of fingers (or other, less familiar, appendages). Though their appearance might suggest a monstrous mentality, the Procyoni are a playful, friendly, and benign race. They are skillful and adept traders, but are perhaps best known as the galaxy's finest pickpockets.

Quarantine

STAR(S):.....	B	AP DISTANCE:.....	42
POP. VALUE:.....	14	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Dense
ATMOSPHERIC HAZARDS:.....			Chlorine
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			Corporate
INDUSTRIAL LEVEL:.....			5

This ringed world serves as the United Planets' "isolation ward" — a distant hospital for those with contagious diseases. Its hospital facilities are without comparison,

except for Earth's own Medicus One. The world has a highly toxic atmosphere, which helps enforce the standards of isolation and atmospheric integrity required of such a facility.

R-K528

STAR(S):.....	K	AP DISTANCE:.....	31
POP. VALUE:.....	17	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Varies
ATMOSPHERIC HAZARDS:.....			See Below
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			Corporate
INDUSTRIAL LEVEL:.....			4

The failed mining world of R-K528 is unremarkable in most respects; its atmosphere is thin, except in one deep valley, where it is dense enough to be breathable. A further unusual characteristic is that the atmosphere contains a trace of a rare compound that produces euphoria in most sentients; as a result, R-K528's deep crevasse is known as Romance Valley, commercialized throughout the United Planets as "the most romantic spot in the Universe." Tourism has made this world far more wealthy than mining ever could have.

Rimbor

STAR(S):.....	K	AP DISTANCE:.....	35
POP. VALUE:.....	30	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Rich
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			Bureaucracy
INDUSTRIAL LEVEL:.....			5

Rimbor is the epitome of a frontier world. Settled only a few generations ago, the planetary system derives most of its income from mining facilities in the asteroid belts. As a result, this world is a rough one with a high rate of incidental violent crime and a low moral standard.

Rimbor is the birthplace of Legionnaire Jo Nah (Ultra Boy).

Shwar

STAR(S):.....	B	AP DISTANCE:.....	42
POP. VALUE:.....	34	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			Oligarchy
INDUSTRIAL LEVEL:.....			5

Shwar is the home of Fire Lad, Staq Mevlen.

Sklar

STAR(S):.....	G	AP DISTANCE:.....	36
POP. VALUE:.....	17	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			Autocratic Matriarchy
INDUSTRIAL LEVEL:.....			4

A client world of the UP, Sklar is inhabited by a race of pale-skinned, blue-haired humanoids and ruled by an autocratic matriarchy. In the past, Sklar has been extremely reluctant to contribute its "fair share" to UP organ banks. Recently, a group of Sklarians, under cover of the Sklarian embassy in Hong Kong, almost carried out a plot to hijack a shipment of body parts, though this attempt was thwarted by the Legion.

Starhaven

STAR(S):.....	G	AP DISTANCE:.....	37
POP. VALUE:.....	27	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Rich
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			Life Sense
GOVERNMENT TYPE:.....			Republic
INDUSTRIAL LEVEL:.....			2

The night sky of Starhaven is almost alive with stars, the result of being nestled deep within a globular cluster along the galactic equator. It is the only planet about its yellow sun, and is similar in almost all respects to Earth, the planet from which it was colonized. Its population is descended from Earth's Amerinds, who sought to retain their gradually-vanishing cultural heritage. They are not far removed from the people who originally emigrated here seven centuries ago, except for their wings, a result of genetic experimentation. Indeed, in most respects, the world represents the very paradise once imagined by the ancestors of the current inhabitants — a pastoral, bucolic environment largely free of strife and the technology that seems to separate natives of other worlds from nature. It is governed by a Council of Elders, representing each of the Amerind tribes. The Legionnaire Dawnstar is a native of Starhaven.



Thanagar

STAR(S):.....	G	AP DISTANCE:.....	42
POP. VALUE:.....	8	GRAVITY:.....	Light
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			Republic
INDUSTRIAL LEVEL:.....			5

Thanagar is best-known as the home of the Hawk Police, the most famous extraterrestrial crime-fighting force of the 30th Century. The Police are an auxiliary of the UP's Science Police, but are permitted to wear their distinctive Hawk costumes rather than the SP Uniform. Thanagar is also the location of the Museum of Police Procedures. The museum covers more than a thousand years of crime-fighting and investigative techniques and operations.

Tharr

STAR(S):.....	B	AP DISTANCE:.....	41
POP. VALUE:.....	27	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Thick
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			Ice Projection
GOVERNMENT TYPE:.....			Republic
INDUSTRIAL LEVEL:.....			5

Tharr is the only world in its system, orbiting a blue-white star. That it exists at all, coupled with the extremely low mass of the system (its star is among the largest blue giants in this part of the Milky Way) suggests that this world was "seeded" by some unknown power. Tharr is an extremely dry and hot world; its natives have developed various technologies to combat the extreme environment. In addition, the Tharrians have evolved a power to combat it individually: the power to project intense cold. This power is best embodied in Tharr's most well-known citizen, Polar Boy.



Tharn

STAR(S):.....	M	AP DISTANCE:.....	34
POP. VALUE:.....	24	GRAVITY:.....	Heavy
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			Magically Strong
NATIVE POWERS:.....			Mystical Powers
GOVERNMENT TYPE:.....			Oligarchy
INDUSTRIAL LEVEL:.....			1

Tharn is a world regressed (or perhaps only advanced) to a level reminiscent of the European Medieval era on Earth. The inhabitants of this world are extremely superstitious, and perhaps for good reason — the world is magically strong, and Mystical Spells seem to have greater potency here (effectively cast Mystical Powers receive an automatic Column Shift of -2.)

Trom

STAR(S):.....	A	AP DISTANCE:.....	40
POP. VALUE:.....	27	GRAVITY:.....	Heavy
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			Radiation
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			Transmutation
GOVERNMENT TYPE:.....			None
INDUSTRIAL LEVEL:.....			0

Trom, homeworld of Legionnaire Element Lad, is a small, relatively barren world, imbued with radiation. This energy gave the world's inhabitants the Power of Transmutation, also incidentally limiting their population to a few million, living primarily in one area of the globe.

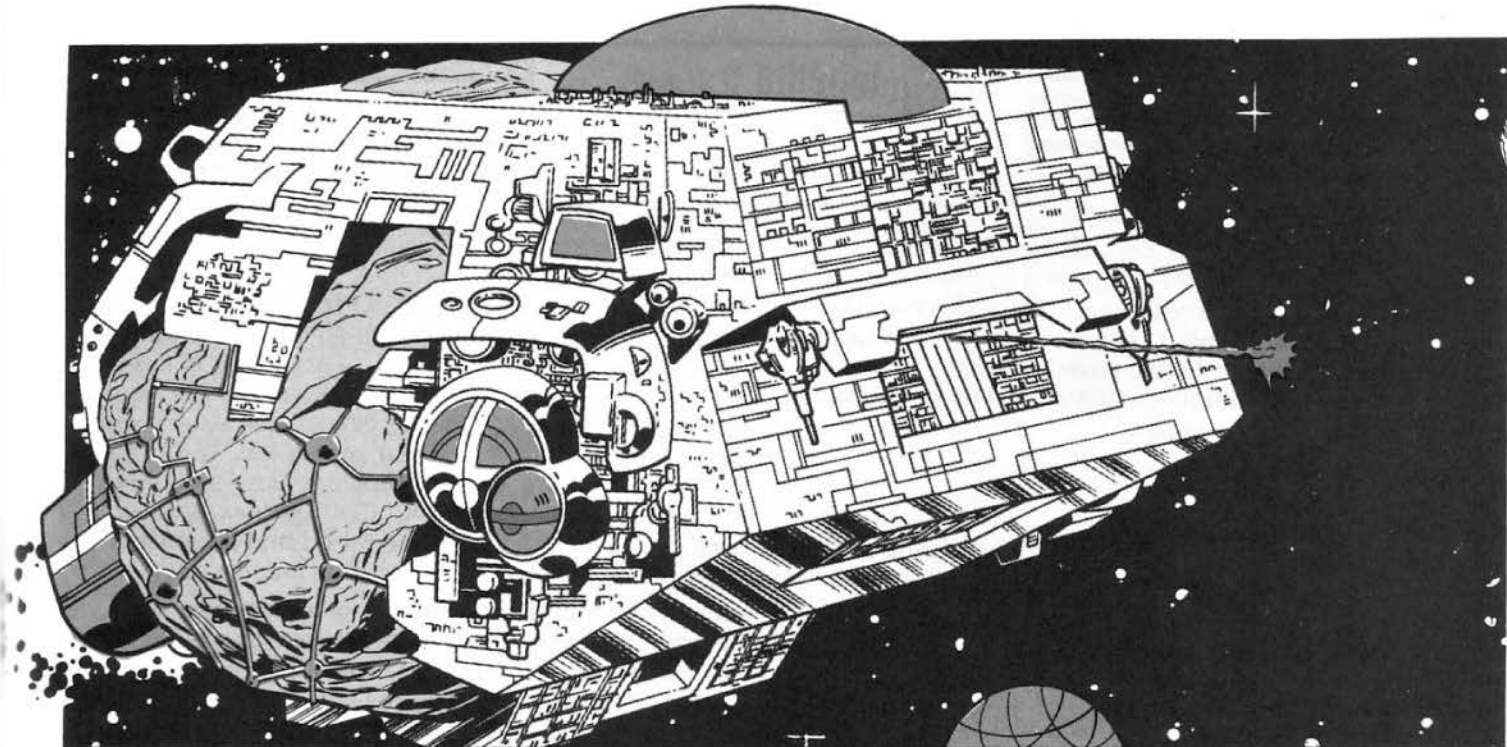
The world was attacked years ago by a fleet of space-pirates led by one Roxxas, who sought to coerce the world's peaceful inhabitants into using their powers to provide his band with precious metals; when they refused, they were brutally murdered, with the exception of Jan Arrah himself, who escaped and was later instrumental in the capture of Roxxas. The man responsible for the destruction of Trommite civilization later went mad, haunted by the souls of the people he slew.

Today, Trom is considered the most beautiful of the "Cemetery Worlds", its cities' streets dotted with glistening stones called tsarins, marking where each Trommite fell. Many prominent and beautiful buildings stand empty, in mute testimony to the dead race of Trom.

Tsauron

STAR(S):.....	M	AP DISTANCE:.....	34
POP. VALUE:.....	26	GRAVITY:.....	High
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			Monarchy
INDUSTRIAL LEVEL:.....			4

Tsauron is within the UP. The gravity of the world is somewhat higher than that of Earth and it possesses a dense, but otherwise breathable, atmosphere. It is the home of an indigenous sentient race with serpentine features. The most prominent son of this world is Ontiir, who was a member of the Science Police and also a conspirator in the Dark Circle's intrigues.



Tyrraz

STAR(S):.....	—	AP DISTANCE:.....	—
POP. VALUE:.....	14	GRAVITY:.....	Light
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			Man-Made
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			Dictatorship
INDUSTRIAL LEVEL:.....			5

This artificially-constructed world is ruled and guided by the villain Tyr. It is a sort of mobile tank that travels in interstellar space and is capable of devastating a world with its firepower. Recently, a Controller engaged the services of the Legion of Super-Heroes, who were able to destroy Tyrraz' engines, thus rendering it, for the moment, immobile.

Zoon

STAR(S):.....	B+F	AP DISTANCE:.....	42
POP. VALUE:.....	24	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Rich
ATMOSPHERIC HAZARDS:.....			Contaminants
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			None
GOVERNMENT TYPE:.....			Corporate
INDUSTRIAL LEVEL:.....			4

Zoon is a ravaged world, the product of centuries of extremely thorough exploitation. In search of the highly ductile and malleable metal known as Zuunian, the world has been devastated, its seas have been poisoned and its atmosphere has been fatally polluted. Legionnaire Brin Londo (Timber Wolf) is a native of Zoon.

Zwen

STAR(S):.....	K	AP DISTANCE:.....	37
POP. VALUE:.....	24	GRAVITY:.....	Std.
ATMOSPHERIC DENSITY:.....			Standard
ATMOSPHERIC HAZARDS:.....			None
UNUSUAL CHARACTERISTICS:.....			One-sided
NATIVE POWERS:.....			Skin Armor
GOVERNMENT TYPE:.....			Republic
INDUSTRIAL LEVEL:.....			3

Zwen is a planet whose period of rotation (day and night) is exactly one-half its period of revolution (year). As a result of the long days and nights, Zwenians have developed an unusual way of hibernating: they turn themselves to stone for six months. A small portion of the population elects to stay awake through the long nights to be policemen, firemen, and so forth. During the night, Zwen is an extremely dull place to be. Stone Boy, former member of the Legion of Substitute-Heroes, is a native of Zwen.

Zyni'r

STAR(S):.....	F	AP DISTANCE:.....	39
POP. VALUE:.....	20	GRAVITY:.....	Very High
ATMOSPHERIC DENSITY:.....			Dense
ATMOSPHERIC HAZARDS:.....			Methane
UNUSUAL CHARACTERISTICS:.....			None
NATIVE POWERS:.....			Control, Mind Probe, & Telepathy
GOVERNMENT TYPE:.....			Anarchy
INDUSTRIAL LEVEL:.....			4

The world of Zyni'r is inhabited by the Zyni: large, round rock-beings that have developed psychic Powers that they use to dominate other beings. Bubblehead, a former member of the Legion of Super-Villains, is a Zyni.

The sections that follow describe some of the 30th Century's most common technology and equipment in DC Heroes game terms. When reading and using this material, the GM should bear in mind that most of the marvels of the age will effectively be double-edged swords — available not only to the LSH and its compatriots, but also to the villains the Legion will combat.

TRAVEL

Planetary Travel

Getting from one place to another as fast, comfortably, and safely as possible has always been one of mankind's highest priorities. Thirtieth Century technology has allowed these dreams to become reality for both public and private transport systems. Although Legionnaires and Academy members normally use either their flight rings or natural powers of flight to travel around Earth, there are a number of different planetary vehicle types available for travel. In general, wheeled and tracked vehicle designs appear to have given way to ground-effect vehicles and hovercrafts, while internal combustion engines have been replaced by compact fusion powerplants or anti-grav lifters.

Aquatic travel is still used in the UP, although mostly on low-tech worlds or resort planets where speed is not a

critical issue. Some ship engines are electric, solar electric, or occasionally fusion-powered, as in the case of large freighters; some worlds have even developed anti-grav floaters because such craft can go anywhere and don't need expansive dock facilities. Boats range in size from skiffs and flat-bottomed barges to luxury liners, depending on their purpose; private citizens on watery worlds still own boats for sport and recreation. Water sports such as yachting and waterskiing are still enjoyed, although the traditional 20th Century plexiglass ski has been replaced with a jet-powered ski that allows its rider to perform some truly breathtaking maneuvers.

Atmospheric transportation, which began with the propeller driven airplane, is now primarily conducted via solar-powered jets. These jets replaced their exhaust-producing counterparts during the late 22nd Century. Other long-haul travel is conducted via magnetic power, using monorail-style trains or, for those who can afford the luxury, the extraordinary Earth-spanning trans-tube system, a series of interconnected tunnels excavated through the planet's very core.

A sampling of commonly observed vehicles is further described below:

Airbus

DEX: 0 STR: 8 BODY: 6
Uses: 20 Duration: 14

POWERS:

Flight: 8 (SPEED)
Gravity Decrease: 4 (LIFTS)

These 60 passenger capacity hovercraft are the primary form of public transportation in Metropolis and other major Earth cities. Airbuses run regularly from the Avenue of Super-heroes to the Old Boston sector, downtown Manhattan and government center, Restaurant Row, and Grand Central Spaceport. Average trip times range from 20-60 minutes and fare is between 20-50 credits. Passenger compartments have full-length polymer observation windows on all four sides and full climate conditioning.

Jetpack

DEX: 0 STR: 2 BODY: 3
Uses: 6 Duration: 9

POWERS:

Flight: 8 (SPEED)

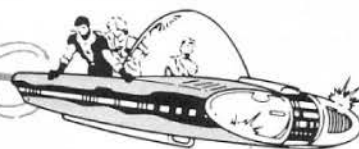
Made of a lightweight (less than 30 pounds) molybdenum-steel alloy, these back-mounted packs are available to the general public for recreational purposes but are most often seen in use by members of the 30th Century's criminal element. The packs strap around the wearer's waist and shoulders and are controlled by two discs (one regulates level of thrust, the other the altitude of fire) mounted on the unit's belt. Maneuvering a jet pack with these controls is a difficult skill to master and most novices will find even the simplest short-range trip a significant challenge.

Speeder

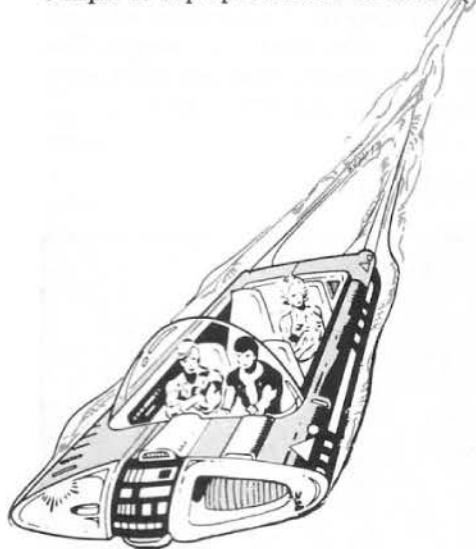
DEX: 0 STR: 5 BODY: 6
Uses: 25 Duration: 15

POWERS:

Flight: 12 (SPEED)



The standard-model personal vehicle of 30th Century Earth, the speeder is a four-person craft with a 20 cubic foot storage compartment located behind its rear seat. Most speeders employ a small fusion power plant as their power sources and a digital readout control panel reminiscent of an airplane cockpit, including a programmable auto-pilot for open terrain flying. A speeder's front windscreen is composed of a polymer-reinforced glass compound that is 10-20 times stronger than plexiglass; in case of inclement weather, a transparent bubble top of similar material can be hydraulically raised. Speeders have a flight ceiling of 20,000 feet and can accelerate from 0 mph to top speed in 30 seconds (3 APs).



Flight Platform

DEX: 0 STR: 3 BODY: 5
Uses: 12 Duration: 10

POWERS:

Flight: 7 (SPEED)

Gravity Decrease: 5 (LIFTS)

Force Field: 6 (PERSONAL SHIELD)

Personal Flyer

DEX: 0 STR: 3 BODY: 8
Uses: 12 Duration: 14

POWERS:

Flight: 14 (SPEED)

Telescopic Vision: 5 (TELESCOPE)

Thermal Vision: 9 (INFRA SCOPE)

All SP officers stationed on Earth are issued a two-person skycycle for official on-planet use. These flyers are highly maneuverable craft, capable of astounding acrobatic maneuvers in the hands of an expert pilot. The dashboard control console contains a holoscreen array supplemented with infrared and telescopic sight capabilities and a comlink to SP headquarters in Metropolis. A less sophisticated version of the SP flyer (with a BODY of 6 and minus the Telescopic and Thermal Vision capabilities) is available to the general public and is often used by short-hop commuters.

This single-man platform is often used by SP officers engaged in guard or patrol assignments covering a wide-perimeter area. The platform is powered by a compact ion-drive thruster located within the platform's titanium alloy base.

The platform is turned by maneuvering a tubular bar that connects to the platform's base in much the same way one controls the movements of a hang-glider.

Flight platforms are also equipped with two unique features whose controls are also manipulated from this central bar. A set of anti-grav lifters in the base enables the craft to hover in mid-air for time periods of up to 4 APs. Also, a power generator is included which, when activated, erects a 0 AP x 0 AP Force Field around the platform's pilot, preventing out the entry of any object travelling faster than 0 APs.

Trans-Tube Capsule

DEX: 0 STR: 4 BODY: 5
Uses: 1 Duration: 10

POWERS:

Flight: 17 (SPEED)

The ultimate Earth public transportation alternative (and certainly the ultimate in expense), the trans-tube system consists of a series of sixteen inertron-lined shafts sunk from the planetary surface to a single intersection point at the Earth's core.

For those who can afford the exorbitant cost, renting one of the individually programmable two-man trans-tube capsules enables its user to travel to any portion of the globe in less than 15 minutes. Trans-tube shaft locations are situated near all major cities, with 1-5 capsules usually available at each location at any given time.

Because of the Legion's role in the valiant defense of the first Global Tunnel (the forerunner of the trans-tube network) against the attack of Starfinger and the assistance provided the new construction effort by Supergirl and Element Lad, all Legion members have carte blanche access to the system.

Teleportation

The potential use of teleportation as an alternative mode of intra- or inter-planetary travel has been discussed on several occasions. Although the technological feasibility of constructing a teleportation device has been demonstrated on more than one occasion (most notably the Legionnaires' use of an experimental teleporter to travel from Earth to Takron-Galtos and the Dark Circle's teleportation of the entire population of its homeworld to a space vessel orbiting the planet's sun), it has been emphatically stated that the requirements to teleporting even a single being instantaneously through space is enormous — "billions of ergs of energy." The only race of beings who seems to have harnessed this power on a consistent basis is the Controllers, who appear to utilize a network of teleportation portals ("star gates") to travel from world to world and even between dimensions. It does not appear likely that the UP will develop any significant teleportation capability of its own in the foreseeable future.

Interplanetary Travel

Since the development of its first FTL (Faster Than Light) hyperdrive spacecraft, Earth has become one of the major interstellar transportation centers in the known galaxy, with passenger and commercial flights from its twelve major spaceports connecting with almost every inhabited world within 300 light years.

Interstellar travel remains an expensive proposition for the average citizen, who may have to scrimp and save for months or years in order to afford even one-way inter-system passage. For these people, and some smaller businesses, in-system travel is a reasonable cost alternative to interstellar transportation. In the Sol system alone, for example, vacationing Earthers can visit Luna, Mars, the Venusian colonies, the moons of Jupiter, Titan, or any of several resort planetoids like Rojavis in the

Mars-Jupiter asteroid belt — all for a round trip fare of less than 20,000 credits.

STRUCTURAL MATERIALS

The varied demands of spacecraft design, interstellar colonization, and mega-city development have all encouraged the development of new and unique building materials. Spacecraft designers are constantly seeking new lightweight metal alloys for use in ships' hulls that can also withstand the strains of FTL travel. Past colonization of non-Terran normal worlds required the development of similar materials for use in building environmental domes capable of withstanding intense heat, cold, or corrosive environments without losing structural integrity.

As population in Earth's great urban centers continued its relentless expansion, forcing the construction of taller and taller structures to house and support the centers, even on-planet construction firms had to look to technology for the materials to keep the foundations of these structures from collapsing under their own weight. The materials developed by these various research efforts are detailed and briefly described in the table below.

BUILDING MATERIALS

Qualities and Costs

Type	Body	Weight	Cost*
Reinforced Concrete	14	10	2
Titanium Steel	18	13	3
Bubble Beam	19	11	5
Injected Bubble Beam	22	10	6
Plasteel	20	14	3
Tri-Tite	28	16	20
Inertron	65	20	2000
Reinforced Polymer	10	5	2

*Cost in Credits/square foot

Metallurgical Developments

One of the greatest societal byproducts of space travel was the forced invention of ship hull alloys. These alloys were designed to withstand the onslaught of space travel and still remain light weight. During the early solar system missions of the 20th Century, titanium alloys were primarily used.

By the 30th Century, new alloys and production techniques replaced the older, heavier metals. The first significant metallurgical development for space travel was actually produced not on Earth but in orbit, as one orbital research station began injecting standard metallic alloys with electrically charged bubbles.

The resulting alloys, which were best fabricated in a weight-free environment, decreased the weight of a hull measurably while improving the strength of the metal to a surprising degree. This improvement also allowed ships, and eventually huge orbiting space stations, to be produced in space itself. Almost three centuries after "bubble beams" were perfected, chemical engineers from the Venus colony found that some chemicals, when infused into the alloys and then irradiated by various pure solar

and interstellar radiations, created a second generation of even stronger alloys. Soon afterwards, the components of the bubbles were charged with every imaginable form of gas known, including super-heated liquids and solids. These are then cooled via direct solar and instellar radiation.

"Injected" bubble beams remain the most commonly used ship-building materials in the UP today and are also widely used as structural materials in skyscraper construction and renovation.

The military scientists of the Khund empire discovered their own super-alloy. The actual components of this material, known to UP researchers by the code name *tri-tite*, are not known but the primary elements appear to be a mixture of molybdenum and a specially irradiated titanium alloy. The material offers even greater structural reinforcement than an injected bubble beam but is also correspondingly heavier. The extensive use of *tri-tite* in Khundian starships accounts for the substantial size difference between Khundian and UP craft with similar combat capabilities.

The near past also brought the last and potentially greatest metallurgical development of the age, although it has yet to make a significant impact on either starship building or everyday society. The material, discovered by scientists on Colu, is inertron, an alloy of 20 parts titanium to 1 part dwarf star metal. The resultant product is by far the densest metal known to man (with a BODY of 65 per 10' x 10' section). Unfortunately, the technology required to produce this metal and the scarcity of the essential element required for its manufacture have made the cost of this material prohibitive for all but a few select uses. The Legion has probably had more experience working with this material than anyone else in the galaxy, since Element Lad has the capability of producing small quantities of inertron with his Transmutation Powers.

Plasteels

Another series of compounds commonly used in the 30th Century is plasteels, combinations of plastics and steels.

While not superb battle-armor material (due to its weight), plasteel has proven to be the perfect construction material for environmental domes. In addition, the material also adapts readily to being joined together by glues or heat when underwater. This ability gave rise to a dramatic increase in the construction of submerged cities.

Plarteel also reacts well to low-powered laser welding in space, allowing access corridors in space stations and ships under construction to be assembled in place. Once the living quarters are installed, the building crews can move in. This allows the supply ships to carry more building materials as opposed to ferrying crews back and forth to the planetary surface.

Plastics

Pure plastic compounds number in the thousands, and are used extensively for everything from packing materials to chassis for non-military vehicles such as airbuses and speeders. Finer plastics may be used for windows.

One of the most dramatic and flamboyant uses of plastic technology in recent years has been the construction of a great polymer shield around Earth. The

shield is a geodesic structure (BODY: 12, per 10' x 10' section) surrounding the Earth at a height of 17 APs. It is intended to provide two markedly different functions:

- 1) to act as an early warning system and first line of defense in an attack against Earth, and;
- 2) to aid in the environmental improvement of the planet's ecology by allowing the passage of certain atmospheric impurities, while retaining the planetary ozone layer and filtering out certain types of cosmic radiation. Despite an elaborate system of security devices and clearance procedures, the shield has thus far proven to be more effective at achieving the secondary purposes than the first. Indeed, the current shield is a hastily erected replacement of the original shield, which was "stolen" by the warps for the Gil'dishpan scientist Zy'myr and teleported to Orando.

Concrete

Cements combined with various reinforcing materials, from metals to hardened plastics, still remain a standard material for ordinary building applications. In the 30th Century, cements haven't changed drastically. They may set in a day or so, rather than a week, but any time less than that is dangerous to structural integrity. Cements initial liquid state allows the ease of normal pouring and, as is normal with concrete once it dries, its strength and load-bearing capacity is superb.

COMPUTERS

Man's use of computers over the thousand years of the machine's existence has become so extensive and varied that greater machines have developed. Now, computers have become as necessary to Man as clothing and shelter.

Because of their omnipresence, it is sometimes easy to forget what important functions computers serve.

Earth's WorldComp system is a full-scale AI entity which, in addition to its duties as an information retrieval system, a judicial system, and traffic controller for the busiest planet in the galaxy, can also qualitatively analyze the education, training, and intangible "leadership" ability of each of the millions of citizens of Earth. This function is most readily utilized in the selection of the four or five individuals most qualified to serve as President of Earth.

The Science Police central computer can simultaneously monitor the activities of every former criminal on-planet, coordinate the investigative efforts of a veritable army of electronic drones, and assess the probability that various criminal threats will result in actual crimes. The WorldComp system even has extra processing capacity to run sub-routines that spot-check planetary tax returns for fraud.

Meanwhile, back at Legion HQ, Mon-El can be found using the Legion's computer to monitor half of the known galaxy — all from the comforts of his own room!

Also of immense use is the artificial satellite, Weber's World. Its sole purpose is to maintain and process the UP's interminable stream of economic, social, and political data.

The best way to deal with capabilities of the 30th Century's computers is to assume that virtually anything is possible if a Character with sufficient Computer Science

Skill and a clever idea can link up with a powerful enough computer.

As fast as computer technology has advanced, the talents of the mysterious denizens of the electronic underworld ("hackers") have advanced along with it. Regardless of the so-called infallibility of a computer's security systems, there is always likely to be some individual who can "crack" it. Viewed together, these two phenomena enable one to see computers in their proper light as powerful tools whose potentials are virtually unlimited, but whose reliabilities are never absolutely certain.

WEAPONS

Firearms

Although the Legionnaires rarely, if ever, use hand-held weapons, the weapons shown in the LSH Chronicles appear to be primarily of two types: energy blasters that fire powerful bolts of destructive force and laser weapons that fire focused beams of light energy (doing damage like a blast of Heat Vision). A listing of these various weapons, with varying combat capabilities, is given below.

Type	BODY	AV	EV	Short Range	Med. Range	Long Range	Ammo	Notes
SP Laser Rifle	5	4	6	0-5	6-8	9	10	Standard issue weapon for most patrol officers.
SP Laser Pistol	3	3	5	0-3	4-6	7	10	Standard issue weapon for most patrol officers.
Khundish Blaster	4	4	7	0-2	3-4	5	12	The hand blaster is the standard weapon of choice for Khundish soldiers, diplomats, and common citizens on the Empire's streets.
Khundish Blaster	7	3	10	1-3	4-7	8	12	Khundish Warriors who have undergone cyborg transformation have either one or two of these blasters built into their wrists.
Khund. Neutralizer	3	3	5	1-2	3	4	4	This weapon was used by a Khundish assassin attempting to kill former Earth President Marte Allon. The neutralizer's effect has a duration of 6 APs and will only work on powers not inborn.
Dark Circle Blaster	4	5	7	0-3	4-5	6	12	A product of the advanced technological imagination of Qyri, the goat-headed member of the Inner Circle, the Dark Circle Blaster has a longer barrel and greater range than its Khundish counterpart.
Blaster	4	3	5	0-2	3-4	5	10	This category represents the generic "blaster" used by pirates, smugglers, or the occasional armed band of private citizens encountered by the Legion. Public citizens seeking to own energy weapons must either go through the UP's arduous 4-6 month permit investigation or purchase their weapons on the black market at a markup of 50-100%. Not surprisingly, most owners elect to risk the 50,000 credit fine imposed on illegal weaponry.
Recoilless Rifle	4	2	4	0-4	5-6	7	6	The most sophisticated slug-thrower available for public sale, the McCauley Recoilless breaks down into three pieces for easy concealment and comes complete with a state-of-the-art infrared sight (Thermal Vision: 5). The Recoilless normally fires a steel-jacketed cylindrical cartridge but the barrel of the gun can be refitted to fire anything from explosive disks to kryptonite bullets. A box of 50 standard cartridges costs 100 credits.

OTHER WEAPONS

The weapons below are primarily used to temporarily disable or alter the consciousness and/or powers of their targets.



Khundish Sonic Stunner

DEX: 0 STR: 0 BODY: 3
Uses: 12 Duration: 10

POWERS:
Sonic Beam: 4

This small disk (4" diameter) emits a powerful sonic vibration which is treated as a Physical Attack.

Intensifier

DEX: 0 STR: 0 BODY: 8
Uses: 1 Duration: 12

POWERS:

Power Drain: 20
Bio-Energy Blast: 20

This SP device, when placed in contact with a Character with Physical Attack Powers, draws energy from any attempt to utilize those powers and feeds it back at the wearer. The amount of power (in APs) which the Character expended in Physical Attack is returned by the intensifier as a Physical Attack against that Character. The returned attack can only be as powerful as the power limit of the intensifier. If the APs of a power released into the intensifier are greater than the intensifier's limit, the unit is destroyed. The wearer still suffers an attack with an EV of 20 APs from the intensifier.

Power Siphon

DEX: 0 STR: 8 BODY: 6
Uses: 3 Duration: 6

POWERS:

Mimic: 8
Power Drain: 20

This metallic power apparatus, which is worn around the neck, was used to draw off a limited amount of Sun Boy's solar power. Like the Mimic power, the maximum strength of the power siphoned is equal to the STR of the siphon equipment.

Stunner Field

DEX: 0 STR: 3 BODY: 16
Uses: 20 Duration: 13

AV: 0 EV: 9

These sonic energy fields are frequently incorporated into building security systems (like that of the casinos on the gambler's world of Ventura). Stunner Fields can deliver a powerful shock to anyone who passes through them. The area covered by a stunner field can range from 0 APs x 0 APs to 3 APs x 3 APs.



Distortion Bands

DEX: 0 STR: 0 BODY: 10
Uses: 1 Duration: 20

POWERS:

Power Drain: 25

These wrist and hand shackles were employed by the Legion of Super-Villains to prevent their prisoner,

Light Lass, from using her power. The bands function by electronically interfering and "short-circuiting" the shackled's normal neurological impulses. When Ayla's brother, Lightning Lord, attacked her with lightning bolts after she refused to join the LSV, the distortion bands conducted the blast in a manner that restored Ayla's own Lightning Powers.



Neutralizer Pods

DEX: 0 STR: 0 BODY: 28
Uses: 12 Duration: 10

POWERS:

Flight: 5
Bio-Energy Blast: 12

These small metallic robot devices are used by both SP and Dark Circle operators. Neutralizer pods can be electronically set to monitor the movements of any individual Character. If the monitored Character attempts to make a Physical Attack or use a power, the pod delivers a shocking bio-energy blast.

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STARSHIPS



STARSHIP TECHNOLOGY AND DESIGN

Introduction

The following sections summarize the primary types of interplanetary and interstellar vessels observed in the Legion chronicles and identify the types of equipment and weapons carried by each.

In the Legion universe, single heroes commonly engage in one-on-one combat with armed starships. These heroes not only generally emerge victorious but often make the battle look completely one-sided.

Several Legionnaires (Mon-el, Superboy, Supergirl, and Dawnstar) can travel both in and out of hyperspace and at speeds two to four times faster than the most advanced starship. Two other Legionnaires (Ultra Boy and Wildfire) are capable of achieving trans-light speeds. Still, these six are far from the only Legion members who can take on an interstellar warship successfully. Star Boy, Lightning Lad and Lightning Lass, Sun Boy, and Cosmic Boy (who once prevented a space shuttle from attaining escape velocity on takeoff) have all demonstrated that their powers are strong enough to damage or destroy a spacecraft. Indeed, the Legion's chronicler once philosophically mused, *"Maybe someday, someone will make a starship capable of withstanding Cosmic Boy's magnetism, Sun Boy's solar heat, and Star Boy's ability to make things super-heavy — but don't bet on it!"* Colossal Boy, hurled through space by Mon-el, has smashed through the hull of a Khundian warship like a giant torpedo. Shadow Lass's Darkness Power has been shown to be strong enough to foul up a ship's sensors. And God help the crew of any spacecraft that Quislet inhabits ...

The DC Heroes starship rules endeavor to allow for the recreation of scenes like these, while accepting starships as the vessels of great power they are. Starships are typical of the primary armed might of every 30th Century interstellar confederation of substance, including the United Planets. Maintaining this delicate balance has led to certain basic assumptions about the nature and composition of 30th Century starfleets.

It appears that no vessel, regardless of armor or armament, can be absolutely relied upon to withstand a powered assault. As such, most starfaring cultures (save the most warlike, like the Khunds, or the people of the deathworld Tyrraz) are considered to have eschewed the construction of large warships in favor of more mobile fleets of small and mid-sized vessels (destroyers, cruisers). Since starcraft of these types can be produced at a much lower overall cost, they can be deployed more flexibly (providing a fuller "eggroll" of protection than a handful of heroes like the Legion could maintain). The feats demonstrated by Legionnaires also defined, to a substantial extent, the upper bounds that can be assigned to starship speeds, hull armor (BODY), and weaponry.

Because of the vast physical disparity in distances traveled per 4-second phase represented by even this narrow AP band of speeds, it would be nearly impossible to design a single uniform map grid to display tactical-level starship movement.

Basic Technology: Engines

Interstellar spacecraft are all equipped with two types of motive power: an ion or impulse drive used for sub-light speed or in-system travel, and a hyperwarp drive used to attain trans-light velocities. Ion thrusters are standard fusion engines that generate power from the creation and controlled release of electrically charged neutrons from a vented reactor. Impulse drives are capable of attaining speeds of up to 21-25 APs, while maintaining a high level of maneuverability.

Warp drives function by creating a field of "contra-energy" around a ship that allows the vessel to step outside the bounds of normal Einsteinian physics and move at rates substantially faster than the speed of light. While in hyper-space, a vessel's position cannot be detected by ship sensors or super senses (such as Mon-el's Telescopic Vision or Dawnstar's Life Sense Power). The crew continues to experience the passage of time at a normal rate. Warp speeds for starships vary between a range of 41-44 APs. A comparison of average speeds for various classes of ships, and for the flight-capable Legionnaires, is shown below.

EFFECTIVE WARP SPEED

AP Speed	Object Travelling	Effective Speed
40	Ultra Boy, Pass. Ships	½ light year/hr.
41	Wildfire, Mer. Ships	1 light year/hr.
42	Dreadnaughts	2 light years/hr.
43	Cruisers	4 light years/hr.
44	Superboy, Mon-el	8 light years/hr.
45	Supergirl, Dawnstar*	16 light years/hr.
46	Dawnstar**	32 light years/hr.

*Long duration

**Short duration

It takes about 30 seconds (3 APs) of time to generate the energy field necessary to initiate a hyperspace jump, and an equivalent amount of time to re-enter normal space. After entering hyper-space, a starship cannot change either its direction or its rate of speed until it re-emerges. Though a starship can hypothetically remain in warp-space indefinitely, the amount of energy required to sustain the contra-energy field increases exponentially each day (i.e., the second day of warp travel consumes twice as much power as the first, the third day twice as much as the second, etc.). As a result, most ships cannot remain in hyper-drive for periods longer than 5-7 days at a stretch.



Weapons

The weapon systems of 30th Century warships have been referred to in the Legion chronicles by a wide array of names: ray guns and ray cannons, lasers, blasters, etc. No matter what they are called, all of these weapons fire focused or wide-dispersion beams of energy equivalent in effect to a Starbolt.

Gunners target their attacks through the use of computerized screens that produce accurate, digitized images of their objectives at distances of up to 30 APs.

Most merchant ships and cruisers carry 1-4 batteries of guns. Khundish battle-wagons bristle with 20 or more sets of blasters and are capable of incinerating a small asteroid with a single focused assault.

Hulls

Standard UP starship hulls are normally composed of injected bubble beam alloys of irradiated adamantium-steel. Khundish vessels favor their own locally produced alloy, *tri-tite*, which is both stronger and heavier than the UP alloy. Most UP vessels, including the Legion's own cruisers, are also equipped with an automated emergency sealant system that is activated in the event that a hull is "holed" by weapons fire or meteors. The sealant repairs a 0 AP x 0 AP surface area every increment of time it operates, effectively repairing 3 points of BODY damage and potentially avoiding the possibility of depressurization.

Other Standard Devices

The ship's sensors used for weapon targeting and astronavigational data collection are located along the outer hull of each vessel. Though capable of remarkably sensitive operations even in deep space, these systems are still vulnerable to Powers such as Shadow Lass's Darkness.

Many ships, including at least one pirate ship, SP interplanetary vessels, and SP interstellar vessels, are equipped with tractor beams. This beam is powerful enough to grapple and hold objects up to four times heavier than the host ship's own weight. Also, it is used for low-atmosphere applications such as drawing the thousands of prisoners on Takron-Galtos aboard an SP "ark" during final emergency evacuation.

Mark 594 Cruiser

Equipment: 1-4 gun batteries (Range: 28, Starbolt: 12)

The Legion's current six-ship fleet is comprised of this recent UP cruiser design (also a staple of the UP fleet). The Mark 594 has a capacity of eight and a "bubble" hull equipped with an enhanced emergency sealant system that repairs 4 APs of BODY per phase.

494 Cruiser

Equipment: 1-4 gun batteries (Range: 28, Starbolt: 12).

During 2983-2984, the Legion owned twelve star cruisers of this type, the first five of which were supplied to them at an incredible discount by H'hrnath, the master of Nullport. These ships had a particularly ill-starred history with the Legion. However, the ships were regarded, at their time of introduction, as a great advance in cruiser design. They had substantially improved handling and lower maintenance over earlier models. There are still over four hundred active 494s in the UP fleet, although they are gradually being replaced by the Mark 594.

SP Patrol Ship

Equipment: 6 laser blasters (Range: 26, Starbolt: 11). Transporter (Teleportation: 7), Loudspeaker (Super-Ventriloquism: 8), Gas Projector (DEX: 6, STR: 7, Range: 5).

This large vessel carries a normal complement of anywhere from 6-16 crew members and fulfills a dual purpose for the SP, who use it as an interplanetary patrol vessel and as a planetary air-ship for major emergencies such as riots and natural disasters.

SP Light Cruiser

Equipment: 2 gun batteries (Range: 26, Starbolt: 10).

This two-man craft is often employed by SP teams on off-system assignments. Small but incredibly maneuverable in the hands of an experienced pilot, all SP detachments have at least one of these ships. This craft is one of the few capable of navigating a clear course through the Takronian Asteroid Fields near the Dark Circle frontier.

Transport Ship (SP Ark)

Equipment: 8 gun batteries (Range: 28, Starbolt: 12). Transport Beam (Teleportation: 9).

Over 300 feet long, this enormous multi-decked craft was recently used in the chronicles as an "ark" to ferry the evacuated villains from Takron-Galtos to the new prison planet Labyrinth. Besides its powerful transport beam, the ship is equipped with a full complement of external weaponry and internal security devices, including the ability to sell off individual deck sections.

Passenger Transport

Equipment: None

This craft is a standard long-haul passenger transport. It can carry up to 2,000 passengers in individual climate-controlled 2-4 person airships that facilitate easy off and on loading. Short-haul shuttlecrafts bear a more-than-passing internal resemblance to the 20th Century passenger airships, with central banks of crash couches for basic seating and a null-gee lounge/recreation area in the aft section of the ship.

SP "Blitzer"

Equipment: 1 Ray Cannon (Range: 24, Starbolt: 13).

These standard one-man crafts are part of many planetary defense forces, including Weber's World, Labyrinth, Takron-Galtos, and Procyon 2. Due to its small size (less than 20' long) and light armor, pilots of these crafts must wear spacesuits at all time; they collect hefty hazardous duty pay for their services.

Freighter

Equipment: 1 Gun Battery (Range: 25, Starbolt: 9).

Freighters plying the UP trade lanes have cargo capacities ranging from 100 to over 10,000 tons. Many are equipped with special handling facilities: deep-freeze, artificial sunlight or gravity. Secret insulated compartments for carrying contraband, and sophisticated emergency sealant systems have also been added to some freighters.

Khundish Battlewagon

Equipment: 16 Ray Blasters (Range: 27, Starbolt: 10).

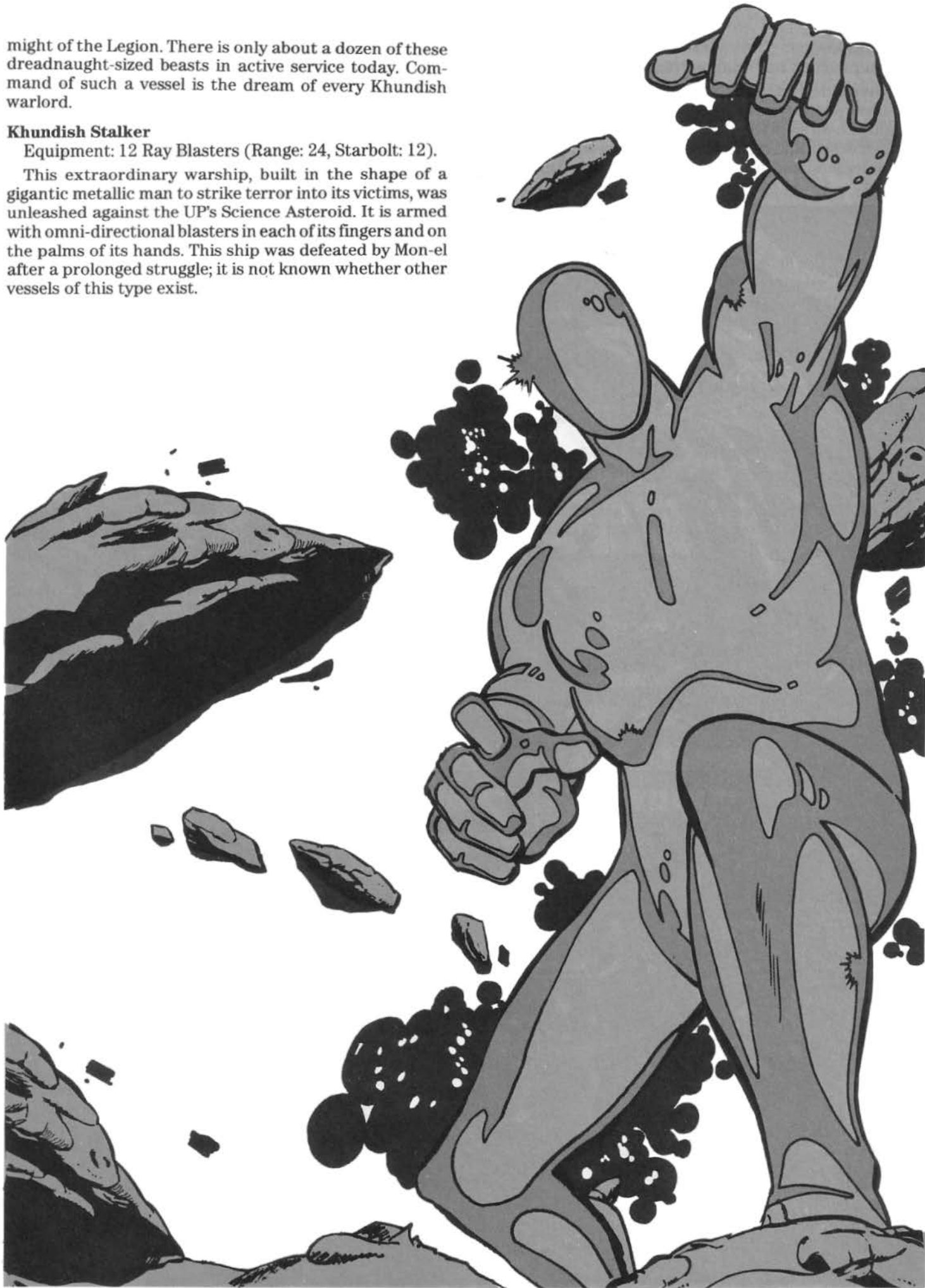
The greatest ships-of-the-line in the Khundish fleet, battlewagons are hulking, heavily armored vessels, armed to the teeth with destructive power capable of reducing a planetary landscape to rubble in a matter of hours. However, They are still no match for the coordinated

might of the Legion. There is only about a dozen of these dreadnaught-sized beasts in active service today. Command of such a vessel is the dream of every Khundish warlord.

Khundish Stalker

Equipment: 12 Ray Blasters (Range: 24, Starbolt: 12).

This extraordinary warship, built in the shape of a gigantic metallic man to strike terror into its victims, was unleashed against the UP's Science Asteroid. It is armed with omni-directional blasters in each of its fingers and on the palms of its hands. This ship was defeated by Mon-el after a prolonged struggle; it is not known whether other vessels of this type exist.



Raider Ship

Equipment: 4 Ray Cannons (Range: 24, Starbolt: 8).

This refitted interplanetary pleasure craft holds a complement of eight crewmen. It was defeated by the Legion during an attempted raid on Medicus One. Many ships of similar design and capabilities are employed by smugglers, organleggers, and belt pirates that operate throughout the UP.



Khundish Cruiser

Equipment: 6 Ray Blasters (Range: 26, Starbolt: 10).

This standard mid-sized starship is heavier and more heavily armed than its UP counterpart, but is also slower and less maneuverable. To maintain discipline among the vessel's crew, each ship's bridge contains a 0 × 0 AP "disintegrator platform." This platform is used to punish those who fail the Empire.

Pirate Raider

Equipment: 2 Gun Batteries (Range: 26, Starbolt: 11). Tractor Beam (Cling: 30).

These vessels, typical of the interstellar craft used mainly by space pirates and smugglers, were captained by two residents of Bgtzl. They employed power amplifiers to magnify their phasing power, turning the entire ship into a phantom. Stripped of this artificial advantage, the vessels were no match for the Legion's speed and physical power. The pirate's tractor beam is capable of holding a full-sized freighter in its grip.

Gil'dishpan Cruiser

Equipment: 2 Ray Blasters (Range: 27, Starbolt: 13).

This extraordinary vessel, designed by the renegade Gil'dishpan scientist Zymyr, was used by the Legion of Super-Villains during its last battle with the Legionnaires.

In analyzing the vessel after the costly conflict, Brainiac 5 observed that "the circuitry of the craft defies all known physics." Brainiac 5 was unable to program the ship to fly anywhere except to the destinations pre-programmed into its auto-pilot. The craft is currently located on Zymyr's private sanctuary world, somewhere outside the UP border.

Dark Circle Cruiser

Equipment: 2 Ray Blasters (Range: 28, Starbolt: 15).

These warships, designed by the horse-people of the Dark Circle leader Norak, are manned in profusion by the clone soldiers of that evil, far-reaching empire. Their weapon systems are unique in that they can be fired at a single target at full effect, or as a wide range beam covering a 10 AP × 10 AP area.

Dark Circle Mothership

Equipment: 2 Ray Blasters (Range: 25, Starbolt: 18). Transporter (Teleportation: 22)

This massive artificial environment, orbiting near the sun of the Dark Circle homeworld, is capable of teleporting and holding the entire population of the planet. In 2984, the mothership's hull was breached, but not destroyed, by the Legion during an unsuccessful attempt to recapture the escaped SP traitor Ontiir.

STARSHIP VESSEL CHART

	Flight	Warp	Starbolt	OV	BODY
Mark 594 Legion Cruiser	25	43	13 (2-6)	7	28
Mark 494 Legion Cruiser	24	43	12 (1-4)	6	26
SP Patrol Ship	25	—	11 (6)	5	28
SP Light Cruiser	24	43	12 (3)	7	27
SP Ark	23	42	12 (8)	5	31
SP Blitzler	23	—	13 (1)	8	12
Pirate Raider	23	42	11 (2)	6	18
Raider	24	—	11 (4)	5	18
Khundish Battlewagon	23	42	10 (16)	4	30
Khundish Cruiser	24	43	10 (6)	6	28
Khundish Stalker	22	42	12 (12)	5	31
Dark Circle Light Cruiser	25	43	15 (2)	6	28
Dark Circle Mothership	21	42	18 (2)	4	35
Gil'dishpan Cruiser	23	44	13 (2)	7	28
UP Freighter	21	41	9 (1)	4	22
UP Passenger Transport	22	40	0	4	20

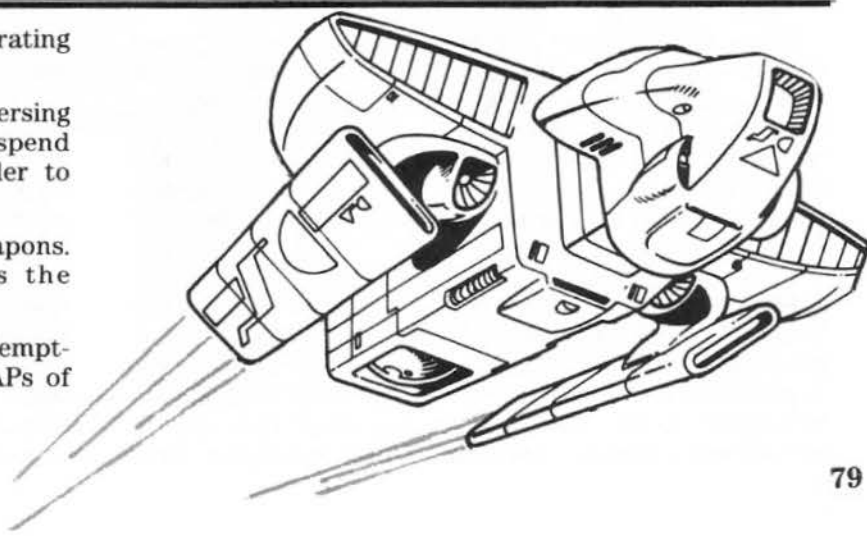
Flight— The speed of the ship while it is operating within a solar system.

Warp— The speed of the ship while traversing interstellar distances (a ship needs to spend thirty seconds building up energy in order to engage its warp drive).

Starbolt— The AV/EV of the ship's offensive weapons. The number in parenthesis indicates the number of such weapons it carries.

OV— The standard Opposing Value used when attempting to attack the ship. The Vehicle Skill APs of the pilot may be substituted.

BODY— The RV of the ship.



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TIME TRAVEL

In the course of their many adventures, the members of the Legion of Super-Heroes have made a number of journeys through time, using either the Time Bubbles (developed by Brainiac 5 — see *Time Travel Equipment*) or their own powers. Superboy, Supergirl, Mon-El, and Wildfire can all travel at speeds sufficient to break the time barrier. (Ultra Boy also possesses enough speed to break the barrier, but cannot time travel because his powers do not allow him to use his invulnerability at the same time.)

Consequently, GMs planning to use the Legion in a campaign should have some idea of what cosmic laws restrict the movements of time travelers in the DC Universe, and of what effects the Legionnaires' time travel can have on Earth's history.

The DC Universe views the time dimension as a constantly shifting stream with an interlocking web of possible realities stretching forward and backward from every point in the stream. The pathways of this stream are completely featureless and barren; a traveler moving through the stream without direction might easily find a past or future totally unlike his expectations or historical knowledge, and would have extreme difficulty relocating the time path from which he departed.

The Legion and other time travelers from the 30th Century Earth are able to avoid these problems through use of the Time Beacon. The Beacon allows travelers going to the 30th Century to locate their own time stream and avoid the alternate realities of that time period. It can be used as a navigation landmark by travelers leaving from the 30th Century.

Every day innumerable actions and decisions occur that set off new ripples in the time stream, producing a set of alternative what-if-realities based on possible responses to these initial events. Most of these ripples eventually recombine with the mainstream and have no lasting effects on the course of time or history. Periodically, however, signal events do occur which have consequences so severe that one or more outcomes become permanent branches of the time stream (and a completely different reality).

These signal events are known to students of time phenomena as Nexus Events, while the individuals whose combined presence and actions create these events are called Nexus Personalities. Examples of Nexus Events include the assassination of Abraham Lincoln in 1865, the development of the atom bomb in 1945, and the attempted assassination of R. J. Brande in 2970. The latter resulted in the formation of the Legion.

Not all Nexus Events or Personalities are the stuff of headlines and history books. Some Nexus Personalities are important for offspring they will produce, others for negative acts like murder or terrorism. Still others are important to the time stream for what they fail to accomplish — such as a scientist whose researches come

to naught or a revolutionary leader whose coup is put down — because their success in an alternate reality may transform society in strange and often horrifying ways.

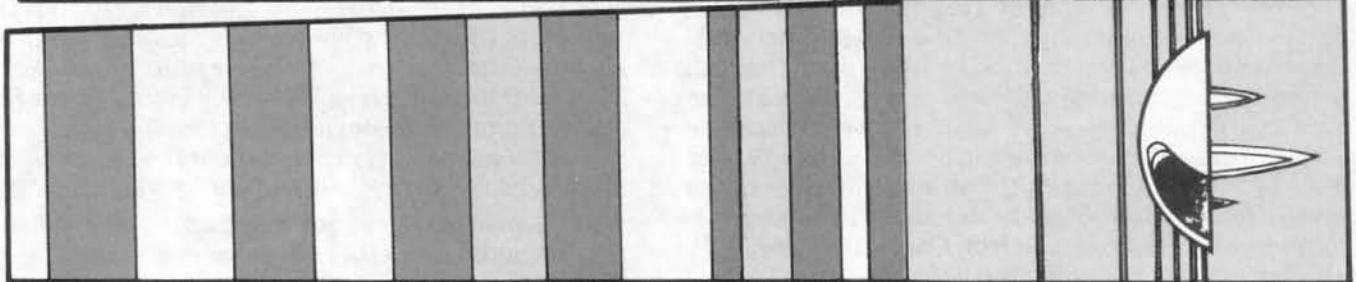
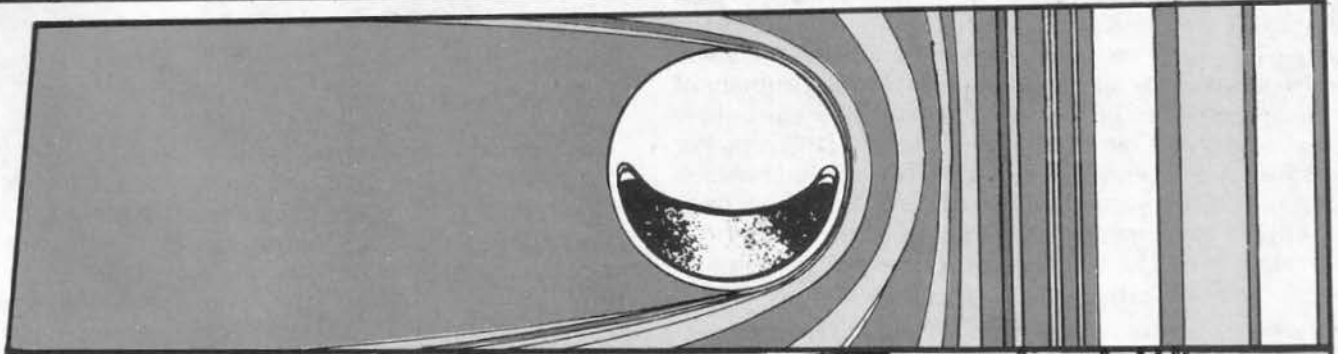
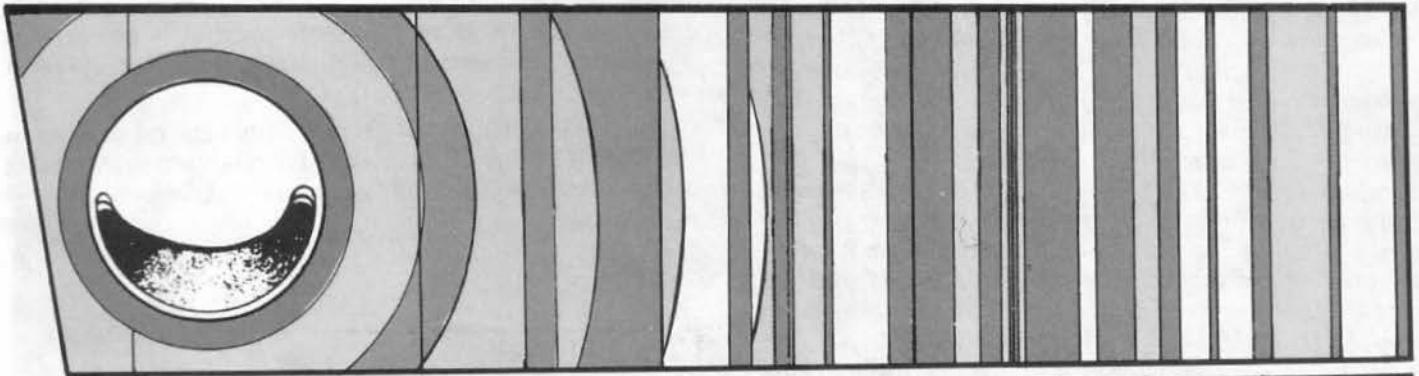
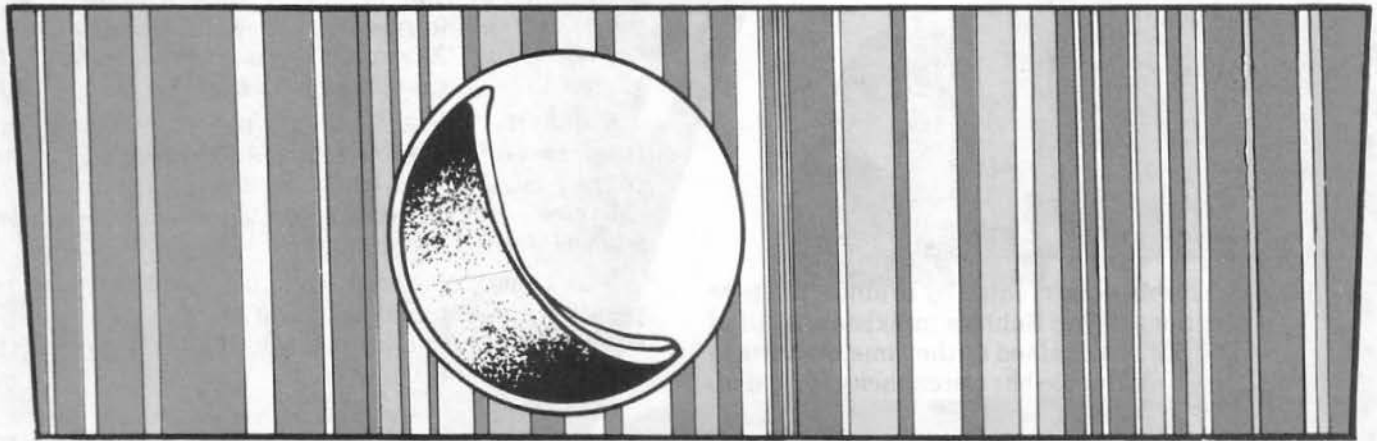
Thus, **Rule Number One of Time Travel** is that no time traveler dare change the outcome of a Nexus Event in the past without risking the destruction of his own timeline. In practice, this should leave most visitors to the past in the position of passive spectators, since no one can be completely certain whether a given situation or person encountered is itself a Nexus. Nonetheless, Legionnaires venturing into the 20th Century have at least taken an active role, recruiting Superboy and Supergirl into their ranks.

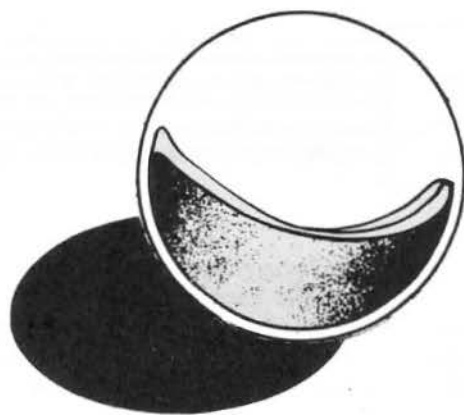
It is our belief that the best way to keep situations under control is to assume that the time stream itself exerts a powerful force against anyone attempting to alter its present course. Players whose Characters become entangled with Nexus Events and Personalities will find mysterious circumstances conspiring to stay their hand. Devices will jam, the Character's powers will mysteriously diminish or be rendered ineffective, or obstacles will delay the Character's arrival on the scene until the critical deed is done.

Rule Number Two of Time Travel is the Law of Duplication, which asserts that no traveler may enter the same exact time period more than once. If a time traveler violates this Law, he will place himself in an unbreakable loop in which he will endlessly relive the events of his first visit to that time. Thus, if Superboy were to leave for the 30th Century on July 11, 1960, and return to 20th Century Smallville on July 10, he would be forced to re-enact the events of those two intervening days forevermore unless another time traveler observed his plight and "broke" the loop by entering those events and changing the patterns. From a GM's point of view, the Law of Duplication means that Characters have only one chance at responding to a crisis situation. In other words, they cannot use time travel as a way of going back and cleaning up their mistakes.

Rule Number Three of Time Travel is the Law of Death. If a Character dies during time travel, he is truly dead and will cease to exist in his own time continuum. There is no other way time travelers can go backwards or forwards in time to prevent that death or the circumstances that caused it. For the Legion, the greatest known consequence of the Law of Death is the risk imposed every time Superboy participates in a Legion adventure. If Superboy perishes in the 30th Century, Superman will come to Metropolis and history will be rewritten in a single stroke. GMs may decide that one or more of the current Legionnaires (or future ones if Players create their own Legion Academy recruits) is himself a Nexus Personality whose death in any time period could have enormous consequences on future, or past future, history. Indeed, an argument could already be made that Saturn Girl and Lightning Lad (as the parents of Validus) may already fit in the Nexus category.

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TIME
TRAVEL EQUIPMENT





Time Bubble

DEX: 0 STR: 5 BODY: 10
Uses: 10 Duration: 18

POWERS:

Time Travel: 43
Sealed Systems: 20
Military Science (Tracking): 5

The first Time Bubble was created by Brainiac 5. There are now 12 functional Time Bubbles in existence, all of which are owned and maintained by the Time Institute in Metropolis. Each Time Bubble has the capacity to hold up to six individuals in reasonable comfort.

To use a Time Bubble, the occupants of the Bubble enter a set of time and destination coordinates into the craft's computer and activate the time travel mechanism. Originally, the trip through time was a relatively smooth process, with the only risk being the possibility that returning travelers might somehow fail to lock onto the signal of the Time Beacon, and thus return to an alternate reality. Since the CRISIS, however, time travel has become an increasingly difficult proposition, especially in the period around the late 20th Century. Time Bubble travelers entering or attempting to pass through this era may be beset by time storms having a STR of anywhere from 1-30 and a DEX of 5. Bubble pilots use DEX or their Space Vehicles Skill rating, whichever is higher, as the Opposing Value to defend against a storm's attack and keep the craft on course. If the storm's assault is successful, it will do physical damage to the Bubble equal to the number of RAPs indicated on the Result Table, and blow the bubble out into normal time at a period 2 to the D10th power years from the intended destination. Note that a bubble's occupants must successfully establish the day, month and year of the time they have entered before they can accurately reset the controls for a new destination and re-enter the time stream.

There are two eras of time that are not currently accessible to time travel (whether by Time Bubble, Time Cube, or by travelers like Superboy). The first era is the period of galactic history known as the Lost Years between the 20th and 30th Century, of which no written records exist. The second era is any time more than 100 years into the Legion's future. (The second era is protected by a barrier erected by the Time Trapper, the absolute dictator of the war-torn future Metropolis he inhabits; the barrier is sometimes referred to as "the Iron Curtain of Time.")

GM NOTE: Almost all previous time travel voyages shown in the pages of the Legion of Super-Heroes have been confined to journeys to earlier or later epochs of Earth's

own history. Since the abilities, if any, of time travel devices to span planetary boundaries have not been explored, GMs may find it prudent to prohibit such travel in their campaigns.

Time Cube

DEX: 0 STR: 4 BODY: 9
Uses: 12 Duration: 15

POWERS:

Time Travel: 43
Teleportation (Recall only): 18

Designed by Time Institute Professor Rond Vidar as a project for the Metropolis Science Fair when he was in his teens, the Time Cube uses the same principles as the Time Bubble to penetrate the time barrier.

Unlike the Bubble, however, the Time Cube does not travel through time itself. Instead it projects its contents to the preset destination. To return to one's original time, the transported party or object must be in the same spot where they/it arrived.

The Time Cube has a maximum capacity of three persons, and a maximum duration of 24 hours; it is also equipped with a viewer that allows the progress of those transported to be monitored.

During the course of the Legion's use of the Time Cube to combat Universo (who later turned out to be Rond Vidar's own father), Rond further improved the Cube's design to allow him to focus the machine's power and recall the transported Legionnaires when they were in peril.

The original Time Cube is normally kept on display in the Time Institute's Hall of Ages. It remains in full working order (as demonstrated by the recent Legionnaires 3 mini-series).

Time Viewer

DEX: 0 STR: 0 BODY: 1
Uses: 20 Duration: 10

POWERS:

Time Travel (vision only): 55

In some ways the most potent of the Institute's inventions (and in other ways the most frustrating due to its limitations), the Time Viewer allows its user to observe any past moment in time, regardless of location, by simply inputting the desired date and galactic/geographical coordinates. The Time Viewer is not limited to Earth, UP space, or even to the Legionnaires' own reality. (During the recent CRISIS, the Viewers were used to watch events that took place in the anti-matter universe and on other Earths in the multiverse.) Yet the Viewer's extraordinary range and power is also its curse, for although a user can look in on almost any event in recorded (or unrecorded) history, he can do nothing to alter its outcome.

The Time Viewer cannot view future events or see into the restricted period of history known as the Lost Years. Due to the fluctuations in the time stream, the Time Viewer cannot usually focus effectively on any single time period for more than one hour at a stretch.



GENERAL INFORMATION

The current Headquarters was constructed by Brainiac 5 (and Computo). Legion HQ floats about 50 feet above ground-level, held up by two massive anti-grav lifts. The main structure of the building is a multi-story tower. Two wings balance the tower, jutting out and forward in a U-shape. These wings house most of the personal quarters, the renowned Multilab, and the gymnasium (including the testing area for powered candidates).

Within the Headquarters, each floor is accessible through various floor/ceiling portals (most of which are being converted to energy portals) and anti-grav elevators. The main entrance portal is also an energy portal, and is heavily guarded by Brainiac's security systems. These portals also serve as effective atmospheric and temperature barriers in case of emergency.

The Headquarters is linked to the Science Police Headquarters by an underground transport-tube system. Although the Legionnaires themselves do not use this mode of transportation frequently, it remains a useful feature for SP officers with Legion business. Conversely, on the top level of Legion Headquarters is a functional hangar deck. The deck is the most frequently used entrance/exit, as air traffic is the most prevalent way to travel in the 30th Century.

The top section of the Headquarter's tower is actually a detachable space-worthy vehicle with ion-engines (BODY: 25, SPEED: 36, WEIGHT: 17). Thruster/damper sections separate from the balance of the building upon take-off. This is supposedly a last-minute "escape hatch" for the Legion.

SECURITY SYSTEMS

The Legion Headquarters is protected from infiltration and unlawful entry by a web of computer-linked security systems. Designed by Brainiac 5, these systems operate on many levels to guard both Legionnaires and Legion secrets. First and foremost, the building itself can be surrounded by an impenetrable force field that can be activated from inside. This is, of course, a mechanism used mainly when the building or city is under direct attack. The power source for the force field is located in mid-tower of the Headquarters, away from potential sabotage.

The areas where security is tightest are the entrances to the building. The Hangar Deck, the Main Entrance, and the underground Transit Tubes are the three main points of entry, and they are guarded by a number of devices. Holo-cameras view the areas from every angle. Any movement will immediately project an image on the Mission Monitor Board. For Legionnaires and other authorized visitors, the security locks process body identity information to match against what is on file in the main computer. With a correct match, the locks give way; with an incorrect match a tractor-beam holds the person in place until a Legionnaire can arrive. There are other types of traps installed as Brainiac 5 sees fit, but not all are completely operational.

Inside the Headquarters security is still a priority. Entrance codes are required to move from certain parts of the building to the next, especially when moving into a restricted area. These codes are transmitted to the security device by means of the Legionnaires' flight rings. Each ring is specifically designed to emit a special code recognized by the computer. For the few outsiders with security clearance (SP Chief Zendak, for example), ordinary transmitters are used, along with a security clearance code known only by that person. The combination, in the correct order, gains access. The Legionnaires also have personal security codes that they use for protecting the privacy of their own quarters and anything else they feel particularly secretive about. These codes are usually, again, transmitted from their flight rings, although they can be overridden by a voice-activated command, as the security devices can match voice-patterns against what is stored in the main computer.

Night-time security adds a new dimension to the measures described above. The corridors and entrance points are scanned by automatic detection beams hidden in the walls. These beams, which operate like electronic eyes, warn the Mission Monitor Board of an intruder alert. Independent of the other security devices, security drones patrol the building at irregularly-timed intervals, each governed by its own internal clock.

As an added security measure, Computo has been programmed for defense situations and is supposed to act as a warning device/alarm to bring assistance as quickly as possible to the breeched area. Unfortunately, during the only recent intruder alert (the master-thief Magpie), the major-domo failed to appear, later claiming he had suffered 'an equipment malfunction'.

INSIDE LEGION HEADQUARTERS

MAIN MEETING HALL

In the center of the Hall is the meeting "table" itself. It is actually a set of desk-units and chairs strung together to form a U-shape. Each of the desk-units contains a computer terminal (linked to the peripheral data-banks of the Headquarters) and a small holo-screen communications device.

The Leader's seat contains more complex communication and computer controls; these are usually used to gain some bit of information from another part of the Headquarters.

THE HANGAR DECK

The Hangar Deck sits atop the Legion Headquarters, enclosed by a partial, retractable dome.

The Deck can hold up to three full-sized cruisers (described more fully in the *Starships* Section of this book) and, of course, the maintenance and repair equipment. When the roof is fully retracted, all three cruisers can take off simultaneously.

The rectangular Hangar Deck has a diameter of 100 meters. There is storage space on one side (including the analysis/repair computer and the communications equipment) and parking space on the other side. Below the Deck is a full floor of storage space.

MEMBERS' QUARTERS

Each 2 AP x 1 AP room is equipped with movable interior walls, allowing members to fashion their own individual rooms.

Each room also has a communication holo-screen and a personal computer linked to the main data-banks of the Legion Headquarters.

Normal furniture and the basic adjuncts, such as sheets or tables, are supplied by the Legion storeroom, although most of the active members prefer to find or create their own homey touches. Sometimes, their furnishings are unexpected: for example, Ayla Ranzz (Lightning Lass) sews in her "spare" time and has an extremely old, manually-operated sewing machine in her quarters.

DESCRIPTIONS OF QUARTERS

Each member's powers help define the character of his/her living quarters. In addition, the quarters of deceased or absent members have been included since a GM can choose to set his campaign in a past time.

BOUNCING BOY: He shares quarters with his wife, Duo Damsel. Although mainly reserve members, they have occasionally been recalled to active service and have a suite set aside for them at Legion Headquarters. Their rooms are simply furnished and quite spacious, since Duo Damsel can be in two places at the same time and Bouncing Boy uses his powers whenever the mood strikes him. Their bedroom, the center of the suite whenever they are there, is lavish. The bed is large and bounce-proof.

BRAINIAC 5: His quarters are cluttered with various machinery parts, assorted computer equipment, and scattered written notes. He is always at work, putting his twelfth-level computer brain to task. While thinking through one of his many projects or tinkering with new devices, his quarters bear the brunt of his work.

His rooms are open; his living room is really designed as a study/work area. Instead of programming his walls to reflect exotic scenery or austere art, he keeps them cleared so he can doodle his computations upon them like giant scratch pads.

CHAMELEON BOY: His rooms are definitely unique, even among the personalities of the Legion. His closets are sunk into the walls in various shapes and sizes. Only Chameleon Boy can reach into these spaces (by changing into suitable creatures), and they give him extra room for his living space, which is both luxurious and simple.

CHEMICAL KING: Deceased before the Headquarters was built.

COLOSSAL BOY: His rooms are spacious and sparsely furnished. His furniture is normal-sized, but he does have a huge cooking-unit since he still has a bigger-than-average appetite. His living room is filled with exercise equipment, as he prefers to exercise in private.



COSMIC BOY: His quarters are distinguished by the non-magnetic alloy of which his furniture, machinery, and walls are made. This is a direct result of what happened to him when Computo nearly crushed him with metal furniture.

One of the founding members, Cosmic Boy has had more time than most to settle in, so his rooms are well-furnished and very comfortable. Along the walls are mementos from his years with the Legion, and antiques are carefully arranged in every room. He also has an extensive library of history tapes he watches frequently.

Even though he is currently a reserve member, he takes his duties as a special advisor seriously and has been known to spend long periods of time at the Headquarters.

DAWNSTAR: The holo-screens in her quarters are locked onto Earth's night sky so that the stars always shine softly from the walls and ceiling in her rooms.

Seeing that she has spent much time in space, the holo-screens make her feel more at home. Her quarters are large and open, with no hooks or obstructions on which to snag her wings. Besides, tight, closed-in places make her nervous. In her bathroom she has installed a floor-length dryer for drying her wings after bathing.

DREAM GIRL: Her bathroom alone is HUGE. It contains a sunken tub/jacuzzi, all the latest cosmetic equipment, and a mirrored, walk-in vanity closet. Her bedroom, too, is quite large. In the center sits a circular gel-bed which can be adjusted to any firmness or temperature setting. Beside each of her chairs is an end table filled with all kinds of polishes, trimmers, buffers, pads, and vials.

ELEMENT LAD: His rooms are small and cozy. He is the most settled of the Legionnaires for he has had no other home in his adulthood. His quarters are simply furnished, containing elemental decorations and have low, subtle lighting.

FERRO LAD: Deceased before the Headquarters was built.

INVISIBLE KID I (Lyle Norg): Deceased before the Headquarters was built.

INVISIBLE KID II (Jacques Foccart): Due to his shyness, no one has entered his rooms since he became a Legionnaire. Everybody supposes that his room must still be furnished with only the standard furniture, at best, since no one has seen him bring anything larger than a toiletries case into his quarters. It is probable, however, that he keeps a holo-cube of his family in a prominent place. During one of the rare moments when Invisible Kid was willing to chat, Blok learned that Jacques has a passion for detective stories. This explains the reason he makes a noteworthy finder of clues.

KARATE KID: His quarters have not been disturbed since his death.

His rooms are decorated in a classic 14th Century Japanese motif, complete with simulated rice-paper walls, sliding doors, and hanging artwork (much of which was painted by the Kid himself). His kitchen table is only about a half-meter off the floor; the chairs are actually throw-pillows.

LIGHTNING LAD: He shares his quarters with his wife Saturn Girl and their son, Graym. As reserve members and parents, they do not spend much of their time in the Headquarters, although their rooms have been kept tidy since they were active. The suite has all the comforts of home, including a newly-installed crib. An old-fashioned fireplace is set into the wall opposite the holo-screen communicator. In the kitchen, among other things, is the compu-chef, which Lightning Lad often uses when he wants to work off his tensions. (Unfortunately, few of his concoctions ever feed anything but the trash atomizer...)

LIGHTNING LASS: Her rooms are sectioned off into smaller units to give the impression of a cozy little apartment. She, too, has a fireplace set into the wall of her living room. Besides the usual — some plants and upholstery — everything is constructed of non-combustible material. Since she has rededicated herself to the Legion, she finds herself at home in her quarters.

MAGNETIC KID: Almost everything in Magnetic Kid's quarters is made of a non-magnetic alloy. His rooms are large and hospitable. As he enjoys entertaining guests, he has a few electronic games in his living room, along with some more traditional, non-mechanical games (although he doesn't like chess). Because he is now a member, he has had very little time to adjust to his quarters. His rooms lack the distinctive personal touch that the older members have given theirs. An enthusiastic member, he often seeks the company of other Legionnaires.

MON-EL: A giant holo-screen covers one wall in his living room, and he keeps it tuned to the depths of space. He has also installed a computer network and relational database (15 APs) borrowed from Brainiac 5's free association concept. Mon-El enjoys working in the comfort of his own chambers, away from the other Legionnaires.

PHANTOM GIRL: A level-headed girl, she rarely uses her powers just for fun. Her quarters, therefore, are without the structural quirks of, say, Chameleon Boy's. Her rooms are simple and comfortable. Over the years, she has developed a taste for Earth culture and has even begun to collect pieces of art not available on her home planet (in another dimension).

POLAR BOY: The most curious fact about his rooms is that they are, without a doubt, the warmest in the entire building. His powers are a direct evolutionary result of living on a super-heated planet. He feels most comfortable, therefore, when the surrounding temperature reaches 130 degrees F. People outside the Legion would laugh were they to discover that Polar Boy catches the most colds of any Legionnaire. That is to say, he consumes the most anti-cold medicine. He does have a refrigeration-unit in his kitchen, which he frequently uses to flash-freeze leftovers. He spends a lot of time in his quarters, since it is the most comfortable place for him. Other Legionnaires, however, drop in frequently for short visits.

SENSOR GIRL (QUEEN [PRINCESS] PROJECTRA): Both in stateliness and luxury, the inside of her quarters resembles the inside suite of the castle on her home planet, Orando. Only the finest Orandan silk hangs from her queen-size, four-poster bed. Painstakingly-crafted tapestries adorn the walls. Her ultra-modern appliances are camouflaged to fit into the setting. (She does use them, however.)

QUISLET: His room is composed entirely of force lines and force fields.

SATURN GIRL: (See Lightning Lad for description of her quarters.)

SHADOW LASS: The lights in her quarters are dim; the effect is to make the rooms appear secluded and cozy. (Mon-El has never been heard to complain.) The interior of the quarters, however, is far from drab. Her furniture is gaily designed. She spends more hours in Mon-El's quarters than in her own, due to the frequent visits of other Legionnaires.

SHRINKING VIOLET: Her quarters accommodate her at normal size, but there are some peculiarities. The rooms are filled with furniture, so, if she had to, she could shrink down to hide very effectively. After returning from her long sense-tank deprivation, she has accumulated even more furniture. In fact, throughout her quarters are scattered all kinds of things to touch, see, and use; things that ring and make noise. She has become much more assertive than ever, and many Legionnaires (notably not including Colossal Boy) visit her frequently. She enjoys the company.

STAR BOY: His rooms are cozy, though ordinary. He uses his kitchen, but is not a great cook. He can, however, turn a light meal into a heavy feast. During his off-duty hours, he can usually be found in the Rec Room playing fantasy role-playing games.

SUN BOY: His living room dwarfs the other rooms in his quarters, an elegant display of taste (and bachelorhood). He rarely invites his friends to his quarters at Legion Headquarters, since he maintains a room in Metropolis and is not adverse to spending the night in a fine hotel. Being as busy as he is with his social life and university studies, he doesn't get many chances to be a homebody,

but he prefers it that way. Of course, there are no combustible materials in his quarters.

SUPERBOY: Although his quarters are empty most of the time, the rooms are kept undisturbed. The walls of his chambers are lined with lead paint, not to stop others from prying in, but to inhibit him from accidentally seeing out into other member's rooms. The rooms were certified kryptonite-proof by Brainiac 5; even the air-ventilation system is designed to filter out this element. The quarters are, on the inside, plush and Kryptonian in comfort. Superboy has been known to bring items here from his Fortress of Solitude.

SUPERGIRL: She is deceased, but her rooms are still the way she left them.

Her walls are lead-lined for everyone's privacy. Her quarters, however, are slightly more comfortable and stylish than her cousin's, Superboy. She was intrigued with all of the 30th Century technology and had built up quite a collection of time and labor-saving devices.

TELLUS: Due to his alien composition, his quarters were constructed to contain the atmosphere native to his home world. It is poisonous and under high pressure to humans, so he receives no visitors, but it does allow him to shed the environment suit that he must constantly wear outside his room. Apart from a small air-lock just inside his entrance portal, his quarters are one low-grav pool that simulates the conditions of his home (his race is amphibious), in which he can relax as much as is possible.

TIMBER WOLF: One of the few Legionnaires who believes in constant practice (due at least in part to the generally physical nature of his abilities), Timber Wolf's has arranged his quarters to help him stay in top shape. Most of his sturdy furniture is nailed down and is used more for catapulting himself across the room than for just sitting in. He does keep plants, but they are mere ornaments for

him to avoid while leaping and swinging around. His living room, though basically comfortable, is a virtual obstacle course.

TYROC: Has no quarters here.

ULTRA BOY: His quarters are blast-proof, shock-proof, and radiation-free. Since he is likely to take off at a moment's notice, these precautions are for his benefit (and to save wear and tear on his room). His quarters aren't exactly bare, but the furniture is arranged to provide a lot of open space. This is so he can get to everything *fast*. His rooms are filled with plants, and he has a few small mammals as pets (he's a farm-boy at heart).

WHITE WITCH: Naturally, the walls of her quarters are lined with books. These books are the major source of her studies and power; she refers to them often. In the center of her living room, she has installed a circular fireplace; the mystical fires she ignites in it are smokeless. The furniture, almost cloudlike in appearance, is actually very solid and can handle even Blok's weight. As she needs to spend a certain amount of time learning her spells, she stays in her quarters for long stretches of time. The holographs in her windows are continually changing, usually depicting different views of the magical landscape of the Sorcerer's World.

WILDFIRE: Despite his handicap, his quarters still have the usual assortment of furniture and conveniences. He doesn't really have any use for a lavatory or a kitchen, but he has them anyway. He will say that the lavatory and kitchen are for his guests, but in reality, they are for his psychological well-being. His spare containment suits are kept in a hidden wall closet, the only handle of which is on the inside (after all, if he blows a suit, he can slip into the closet as formless anti-energy), but there are spares located elsewhere in the Headquarters (in the Storage Tesseract, for example).



GYMNASIUM

Located in the west wing of the Headquarters, the Gymnasium is a common place to find business-minded Legionnaires. It is the center for physical exercise, recreational exercise (including swimming), training exercises, and power testing.

The room itself is quite large, occupying nearly the entire bottom floor of the west wing. Its two-story height allows ample maneuverability for flying Legion members, and its walls are structured with inertron elements to withstand impacts of up to 35 APs. A balcony runs along the north and east walls. The main room is divided into four areas: the pool and diving area, the weight-training and strength-gauging equipment area, the agility exercise area, and a cleared padded area for hand-to-hand combat practice.

The pool is full-size and accessible from any side. It is supported by anti-grav equipment and hovers above the floor, just a huge cube of water with no apparent containment walls. There are two diving boards, both at the same end. One is only a meter above the water, the other is ten meters high.

The weight-training area, in the same half of the Gym, has the most advanced weight equipment ever seen. There are no moving parts whatsoever. Legionnaires sweat, press, pull, and push while a computer tells them the force being generated, increasing or decreasing the resistance upon command. Of course, Mon-El and the other super-strong Legionnaires don't need this kind of training, but for the rest of the crew it is the most efficient, if somewhat boring, way to keep at the top of their form.

In the agility exercise area, the equipment is much less complicated, although more sophisticatedly controlled. Besides the basic trampolines, parallel bars, and work-horses, there are computer-controlled, dodging punching bags, and a set of mobile, mid-air bars.

Next to the agility exercise area is a large, wide, high area. The floor and flanking walls are slightly padded and very durable. This open space is used for hand-to-hand combat practice, both with and without the deployment of powers. This open space can be observed from the balcony on the adjacent walls; testing for new recruits is usually held in this area. In addition to the equipment and facilities listed above, there are two jogging/running tracks. One circles the width and breadth of the room, a distance of 8 APs. The shorter track (7 APs) circles the pool and the weight training area. The curves of both tracks are banked at thirty degrees, and a multiple-use timer/lap-counter is located behind the pool, where the tracks are at their closest proximity.

At the far end of the room is a portal leading into the showers, whirlpool baths, and saunas. All of these are private units, although a great deal of sharing usually occurs. Other features of the Gymnasium include storage facilities for games and work equipment, and computer communicators at intervals along the walls of the room.

ARCHIVES VIEWING ROOM

The Archive Viewing Room is a smallish living room stuffed with chairs and couches. It surrounds a central, high-set, life-size holo-screen. Refreshment dispensers set handily into the floor at odd intervals.

This room, although only occasionally used for the purpose for which it was built, offers a comfortable refuge for those who wish to have some time alone.

THE RECREATION ROOM

The Rec Room is set up much like a cozy pub. It is a multi-level establishment of scattered platforms, some supported by anti-grav and some are supported by floors and pillars. Transparent tables and soft chairs contribute to the relaxed atmosphere. Along with the tables, there is also a vast reserve of computer and physical games, which are played in waves as the fad for a particular game sweeps the Legion. In the past, Blok and the White Witch have proven to be mah-jongg champions.

A holographic version of fantasy role-playing games, played with the assistance of a voice- and hand-operated computer, bring Star Boy and Sun Boy together regularly.

A social center for many Legionnaires, the Rec Room has a non-alcoholic bar and food dispenser. But, for quite a few members, it is the fantasy role-playing games that draw them there, either as participants or as spectators. Sometimes the games get a little out of hand: when Computo was trying to reach through Danielle Foucart's mind to destroy the Legion, he twisted the Headquarter's central computer to his own ends, and the holographic characters took on a real, and very dangerous, life before Lightning Lad blasted the console.

Also in the Rec Room is the ever-present communications equipment, placed at each table in the room. Centrally located in the Headquarters, the rest of the building is readily and quickly within reach.



HALL OF HEROES

One of the few showrooms of the Legion, the Hall of Heroes is a dimly lit room near the Main Entrance of the Headquarters. On display are life-size statues of deceased and retired ex-Legionnaires. It is a solemn place, but surprisingly it is regularly visited by all Legion members.

Next to the Hall is the official memento room, housing many of the souvenirs, weapons, and general paraphernalia of the Legion's most memorable battles. Everything here is kept under strict security, since these are the original articles, not copies, and theft of any of them would mean a serious threat that the Legion would have to address again. Many of the more dangerous weapons are stored on the prison planet Labyrinth, or were lost permanently when Takron-Galtos was swallowed in the CRISIS.

THE STORAGE TESSERACT

This area is the classic example of how less can be more. Although a small room (as viewed from the blueprints), there is a fifth-dimensional quality about it — it holds more space than seems (and indeed, is) physically possible. The Legion stores ALL its records and a lot of miscellaneous material in the Tesseract. Since there is an unlimited amount of storage space, the Legion will have no need to expand its storage facilities.

TRANSPORT TUBES (and access to the Metropolis transportation network)

Located beneath the Headquarters, these transport tubes link the building to the Science Police Headquarters and to the Metropolis mass-transit system. Although the tubes are not frequently used, since air traffic and Flight Rings are much more popular, they are only maintained in an emergency. The existence and/or location of the transport tubes is a well-kept secret: the Legionnaires, the Science Police, and WorldComp, are the only ones who are aware of the transport tube connection between the two headquarters. At the Clubhouse end, the entrance to the tubes is closed and closely guarded by security monitors, as well as, being surrounded by detainment rooms.

MULTI-LAB

The Multi-Lab is an all-purpose, tri-tiered laboratory and medical center. The medical center is a recent addition. It was added when Brainiac 5 added computer-assisted surgery to his ever increasing repertoire of skills.

Almost two stories in height, it is located in the bottom floor of the east wing of the Headquarters, directly below that wing's living quarters. Its walls are sheathed in inertron and are shielded to all known radiations and external influences. The computer circuitry of the Multi-Lab is programmed to automatically send constant transmissions of all experimental data to an off-premises data bank to insure the safety and security of this data for future use and/or reference.

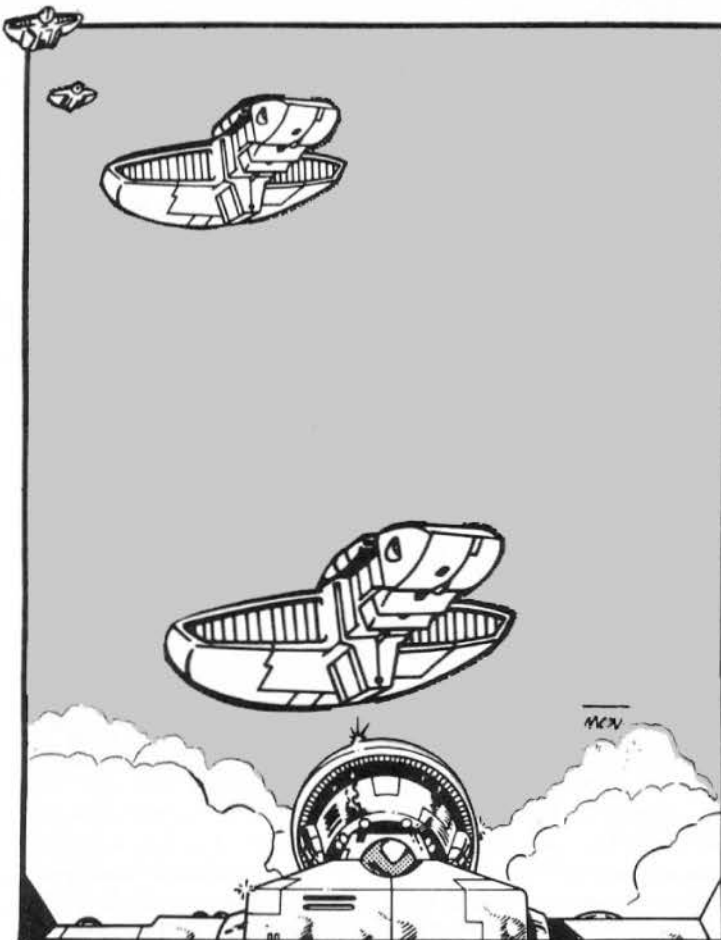
The bottom-most level of the Lab (the area with the most space) houses all of the state-of-the-art equipment for Brainiac 5's techno-weaponry and robotics research. It was here that Brainiac 5 created Computo, the most powerful and most complex computer imaginable. It is also here that he incessantly tinkers on improvements to the Legion's hardware, weaponry, and security equipment.

The bio-chemistry research station and storage facility occupies the next open level of the Multi-Lab. Danielle Foucart was cured here. Invisible Kid Lyle Norg's invisibility serum (among other Legion-related breakthroughs) was stored here. One section of the bio-chemistry lab is outfitted as a functional medical center. Life support systems, biological and psychological probing devices, and stasis-maintaining equipment are spread throughout this level.

The upper-most level is reserved for solitary work on computer systems and analysis programs. Brainiac 5 can be found here whenever he is not working on a more pressing project. He has built a large, free-association based database of his ideas. He is always searching for improvements in the design, function, and convenience of every aspect of the Legion Headquarters, as well as searching for improvements in any other subject which holds his interest.

SP DOCKING AND SHUTTLE PORTS

These two ports, separate from the hangar deck, accommodate smaller air-cars and on-planet transportation. The Science Police Docking Port is for official business only; the Shuttle Deck is for all other traffic. These ports, both located on the same level (below the Hangar Deck and the main storage areas), are accessible via trans-ports to specific parts of the building. The SP Docking Port, which is protected by the computer-linked security systems (see **Security Systems** at the beginning of this chapter), is only connected to the level below the detention center, interrogation room, and office for visiting SP officers. All SP personnel must stop at this level



and wait for a Legionnaire to escort them from there. The trans-portal from the Shuttle Deck does not stop at the SP level, but continues straight down to the Green Room/-Reception Area. From there, more security devices prohibit entry to the rest of the building, so guests have to await an escort.

These two ports/docks increase the accessibility of the Headquarters without compromising security. Neither port is widely used by outsiders, but both have been handy for diplomatic purposes.



BOTANY LABS AND HYDROPONICS

The Botany Labs not only give those Legionnaires who desire it the opportunity to practice the anachronistic activity of gardening, but also act as a functional part of the Headquarters. Using hydroponics, the building could actually become self-sufficient. Aside from that, however, a few Legionnaires especially enjoy the solitary comfort and fresh, clean air of the Botany Labs. The room itself is on the top floor of the west wing, crowded between the Techno-Repair Center and the main tower of the Headquarters. Its walls are polarized to admit light during the day (creating a greenhouse effect). During the night, though, ionized lights provide a simulacrum of daylight.

TECHNO-REPAIR

This equipment lab and repair center is where much of the function work of the Legion is done. For example, containment suits for Wildfire and Mon-El's anti-lead serum are manufactured here. Without this facility, Brainiac 5's Multi-Lab facility would be even more crowded with equipment than it already is. The Techno-Repair Center is a high-priority security room. For entry access, a special code must be transmitted from a Legionnaire's flight ring to the security-clearance device.

LIBRARY

Located next to the Archives Viewing Room is a vast collection of holo-tapes. Like any library, this collection is well-organized and provided with extensive indexing and

cross reference facilities. Only information classified as general knowledge is actually accessible here; more secret archives are stored in another, safer place. The data tapes here are only copies; the originals are kept in a temperature- and pressure-controlled vault deep below the Headquarters. While Legionnaires may take tapes out for viewing in their own quarters, the adjacent screening room is most commonly used.

RECEPTION AREA AND LOBBY "GREEN ROOM"

The Green Room has been a part of the Headquarters for as long as the Hall of Heroes; it was a feature of the original building, and so it remains today. Although much bigger and much improved from its counterpart in the original facility, the basic idea is the same: it is the place where the Legion welcomes guests and makes them feel as "at home" as possible. For most, the reception area is the first (and perhaps the only) view of the interior of the Headquarters, and it is designed to leave an impression. A reception/security clearance desk is in the middle of the room, surrounded by plants of every conceivable variety and origin (thus the name, Green Room).

The reception area and lobby create an air of comfort. However, there is also sufficient professional decorum that the Green Room is as satisfactory for greeting diplomats and high officials as guests and tourists.

A section of the new reception area contains environmental chambers for aliens, requiring special life-support systems. It was added by Brainiac 5 for those sentient beings for whom Earth's atmosphere and gravity are a difficulty or a discomfort.

TELECOM/SUPPORT EQUIPMENT ROOM

This room contains much of the machinery used by the Mission Monitor Board. Located beneath the room, telecommunications and support trunk lines plug directly into the Board itself. Due to the extreme importance of the Monitor Board, this room can only be opened by a Legion flight ring. All work done on any equipment in this room must be supervised by a Legionnaire.

ENVIRONMENTALLY-CONTROLLED ROOMS

As the United Planets continues to expand, it periodically encounters races of sentients significantly different from humanity. The Legion, in acknowledgement of this fact, has installed several special rooms that simulate alien home environments in order to accommodate the alien(s). The Environmental Control Room and the adjacent environmentally-controlled Conference Room are two examples of these facilities.

MISSION MONITOR BOARD ROOM

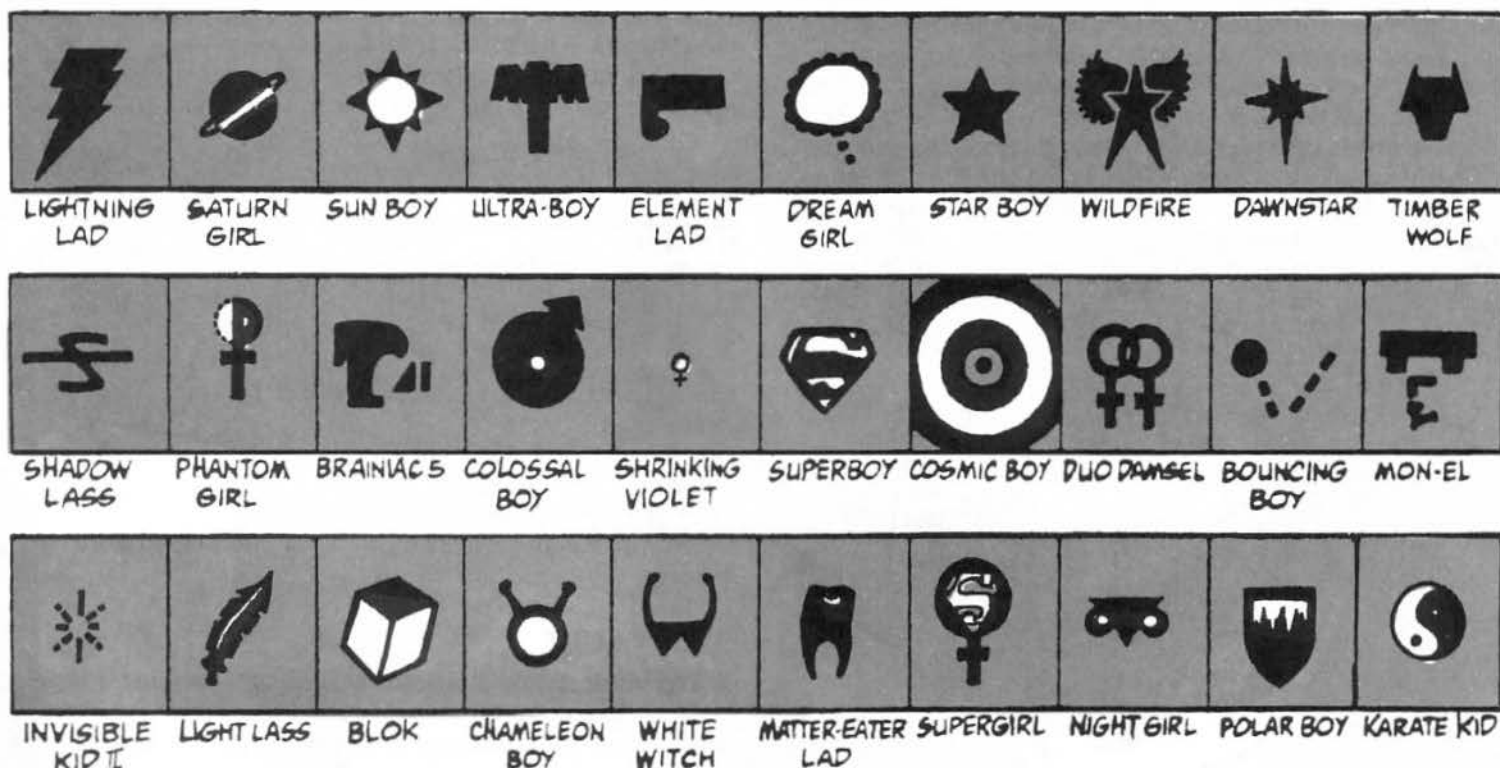
At the heart of Legion Headquarters is the Mission Monitor Board Room. The main console serves a complex computer system that performs a variety of functions:

holo-screen communications, galaxy-wide tracking, and, of course, computer analysis. Manned twenty-four hours a day, the console keeps track of the status and whereabouts of every active member.

The room is comfortable, but far from intimate. The walls surrounding the console screen are covered with charts, maps, and graphs which identify the following:

- 1) the source of all incoming calls,
- 2) the location of emergency situations, and
- 3) the status of all active members.

At all times, the board displays the members' symbols.



In the event of emergency, the computer can immediately calculate the time needed to reach the location, and can provide information regarding the site of the emergency.

DETENTION CENTERS AND THE SP FLOOR

Detention centers in the Clubhouse are used, though rarely, for temporarily holding criminal elements.

Within the Headquarters are two maximum security cells. The first is located underground by the entrance to the Transport Tubes. This detention center is inertron-shielded and capable of holding even Tharok or Validus. Criminals held here are usually just waiting to be transferred into the SP's custody. Next to this cell is a security chamber, which permits control and observation of the subject in the cell.

The second detention center is located in the Headquarter's tower, on the SP level (see the SP Docking Port description earlier in this chapter). This center is composed of a number of detention cells of both maximum and minimum security. The maximum security cell is also inertron-shielded.

Also on this floor is an interrogation room. It is a large, harshly-lit room.

Nothing is really needed as far as supplies are concerned because the Legionnaires' explicit powers, such as the ability to mind-probe for the truth (by Saturn Girl or Tellus), and/or to shock the subject into voluntary submission (Lightning Lad or Lightning Lass), mean that holding time is reduced to an absolute minimum. Usually, any criminal they hold is transferred to the Security Police within 12 hours.

Connected to all of the detention centers in the Headquarters is a device known as an Energy Damper. This apparatus is used to siphon energy from the more "active" prisoners in the detention cells and feed this energy into the Headquarters' systems. The energy is absorbed through the walls of the cell, not from the prisoner himself. Thus, the more energy a prisoner expends to escape, the less he is able function and the more radiated energy is absorbed by the Headquarters. The maximum strength of the power siphoned off is equal to the strength of the Energy Damper (Energy Absorption: 60).

Finally, there is also an office for visiting SP officers. A comfortable, informal room, it is used by Shvaughn Erin, Legion Liaison, as her main office space. Since Shvaughn is often out of the Headquarters with the rest of the Legionnaires, a portion is reserved by officers on SP business who are waiting for a Legionnaire. There is communications equipment, a coffee-maker, and a news holo-stand, as well as a hot-line to SP headquarters.

COMPUTO BASE STATION

Although the Legion's new major-domo, Computo, is omnipresent in the building by virtue of the holo-globes and his all-pervasive wiring, he still requires storage space for all of his "personae." The base station, placed next to the minimum security cells, holds all inactive hologlobes. It also contains the repair and emergency equipment that Computo can control remotely to keep the Headquarters intact and tidy; this is especially important since the Legionnaires do tend to bring their work home with them. This can sometimes result in widespread destruction of property and walls.



THE TECHNICAL CENTER

Situated in the central tower beneath the Mission Monitor Board Room, the Technical Center takes up three floors. Concentrated in this space is all the storage and working space for the arsenal, sick bay, computer room, time chamber, the power supply, and building stabilizers.

The arsenal, at one time big enough to require a separate wing in the original Headquarters, has gradually shrunk as the Legionnaires come to rely more on their own powers and teamwork, and as the Science Police develops its own specialized weapons and control devices. Aside from a corner devoted to Science Police weaponry, which is constantly being updated, the weapons still in the arsenal are either extremely specialized or very powerful. Before it was ingested by Matter-Eater Lad, the Miracle Machine was kept in the arsenal in a block of inertron as a weapon of last reserve. The Concentrator, a machine which can absorb all the power in the universe, is also kept in the Legion arsenal under lock and key.

The sickbay is located next to the arsenal. Since the Legion has retained the services of Dr. Gym'll for its aches and pains, the sickbay has become essentially a back-up facility for Legionnaires with heavy colds. However, it is still equipped with the finest and most recent equipment. It is outfitted with four life-support pods and a pharma-

ceutical synthesizer hooked into the diagnostic machine, both of which are also linked to Dr. Gym'll's office on Medicus One.

The computer room and time chamber are located on the next level down. The main computer for the headquarters, Computo's current physical location, has a separate circuit and data bank for Brainiac 5's Multi-Lab. The reason for the separate circuit when Brainiac 5's experiments go awry, only his own computer is affected — or wrecked. Physically, the computer, although thoroughly integrated into the building structure, does have work-stations with touchpads for the use of those more comfortable with touch than with voice command. Since Computo has taken the job of majordomo, the computer's statistics are the same as Computo's.

COMPUTO

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

POWERS:

Bio-Energy Blast: 43, Control: 10

SKILLS:

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

Computo is described in detail in the Legion Sourcebook I.

THE VAULT

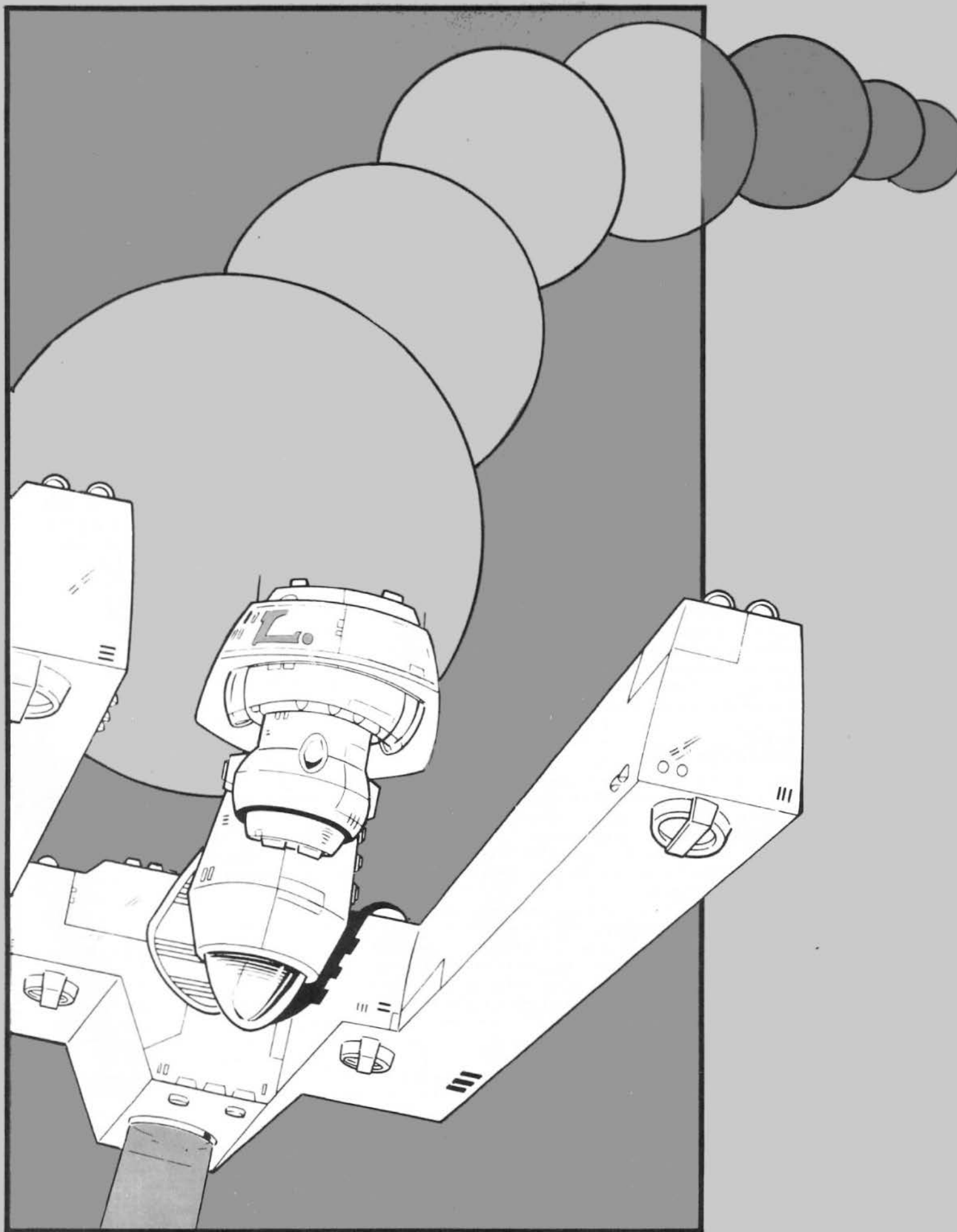
The vault, triply guarded by some of Computo's most devious alarm systems, holds the Legion's most private and valued items. Among them are Mon-El's lead immunity serum, which is stored in an inertron box with a retinal lock devised by Brainiac 5 (BODY: 14). The lock recognizes Legionnaires' retinal prints; it opens for no one else.

Even more closely guarded is the pantry-like enclosure to one side of the vault. Its solid inertron door will open to none save Brainiac 5, Dream Girl, and the current leader. Its temperature-, moisture-, and light-controlled shelves hold cell samples from each Legionnaire. They are part of an ongoing attempt by Brainiac 5 to "resurrect" dead Legionnaires by cloning them. So far he has succeeded in cloning Ferro Lad and Invisible Kid, but the clones' survival time is 48 hours, after which their cellular structure abruptly breaks down — so abruptly that they actually implode.

POWER GENERATORS

On the next floor down are the Headquarter's power generators. Although the building usually draws outside power from the Long Island Sound hydrostation, the generators are capable of providing power for all security controls and anti-grav functions for 96 hours (17 APs). The generators can produce up to 46 APs of Gravity Decrease for that period of time, while hydrostation power can produce only 38 APs.

In a wall below the generators is the anti-grav gyro. If this were ever to stop its slow spinning, the Headquarters, though still supported by its anti-grav beams, would destabilize and begin to drift with the wind.



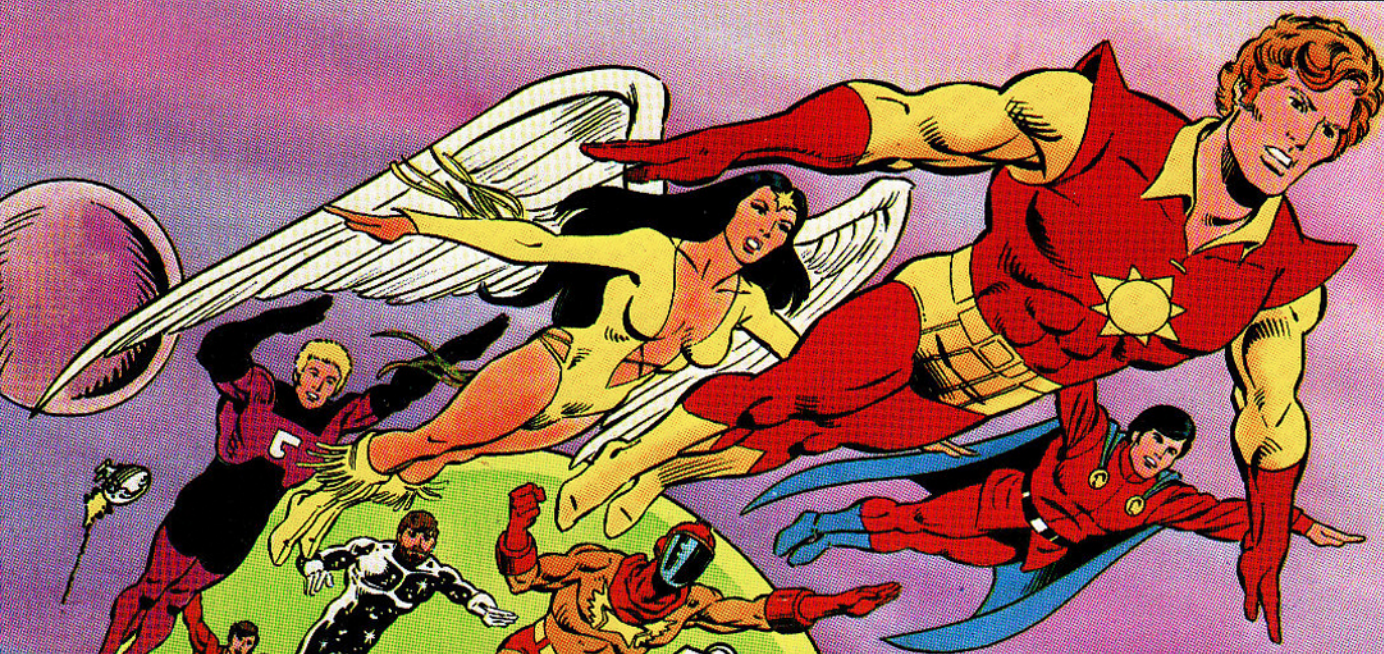
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