

THE MINORS

These criminal organizations are bit players. They do one thing and they do it well.

OTTO MUSH

Type: Territorial Crime Lord and Vice Syndicate

Tone: Autocratic

Otto Mush is Warlord's father. On paper, he is the biggest crime lord in the city.



It's a pity you can't prevent crimes which took place forty years ago. In his prime, Otto Mush was a whirlwind. He corrupted politicians and businessmen alike. He and his gang took over the Brickyard inch by inch, casino by casino, tavern by tavern, motel by motel. He cracked heads with every pimp, pusher, bully and con man. It was crook on crook violence, winner take all--and when the dust settled, Otto was the last man standing.

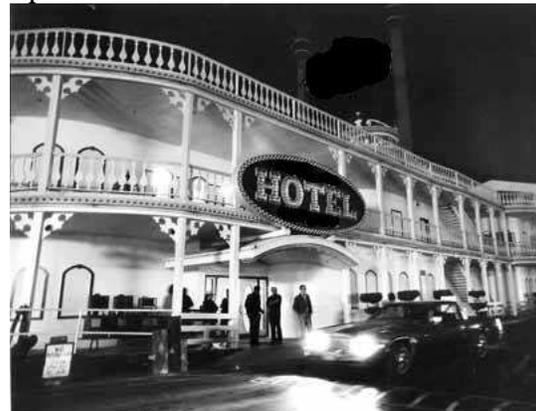
Just as he had finally consolidated control of the disreputable red light district, the world pulled a fast one on him: They made everything he was doing legal. Gambling. Legal. Prostitution. Legal. Drug use.

Decriminalized in the district. That should have been the end of Mr. Mush.

In flowed the investors, the corporations with the junk bonds. The entire shanty town on the infield of the Brickyard Raceway was leveled. The Raceway itself was snapped up by an equity trust. Holes were dug, neon signs hung.

Otto watched stunned as one monstrosity after another rose up from the wreckage of his domain. A single thought came to his mind: If there was that much money in this, we would have made it nicer the first time.

He was right. The investors had overbuilt. Moreover, they had completely priced out the natural constituency of the place. Even worse, the investors were ham-handed in dealing with the county government, paying off the wrong people and not paying off the right people. As the resorts went out of business, Otto dispensed his cash and bought them up.



Most of it Otto redeveloped. The smaller casinos and hotels he left intact, but the rest he plowed under. He built movie theaters, working man's bars and sports stadiums. Eventually

he snapped up the track itself and built the first convention center. Not a bad second act.

As a capstone to his project, he built Mercy Medical Center, a hospital for children with special needs. It was here that he met the infant who was going to become his son, Warlord. At the time all he knew was that the boy had a number of deformed internal organs and would probably require medical attention his entire life—if he lived. Otto adopted him on the spot.

This alone has redeemed Otto in a lot of people's eyes. Otto himself doesn't take credit for anything Warlord has done. What he does take credit for is keeping the boy away from scientists, the public and the government during his upbringing. Once Warlord turned 21, he no longer had to do what Otto said. In fact, Otto objected to him going public, becoming a government agent, flying into outer space and practically everything Warlord has ever done. The two remain close, nonetheless.

Today Otto is a self described "diaper-wearing, mush-eating, wheelchair-sitting old coot." On paper, he would be the city's biggest crime lord. But nothing he does is a crime anymore.

Otto is still suspected of much. This gives him the giggles to no end. He still has a seat on the Canal County Board, serving as Brickview's alderman. Mush is 93.

Otto might have retired to Florida years ago, had not one last challenge cropped up. When the extranormal weirdo criminals began appearing in Union, he was sure that they would try to muscle him out of his gig. Otto is not the type of man to simply hand over his life's work. He's putting up a fight, just on general principles.

Some members of Team Monutil are specifically assigned to keep extranormals of any kind out of his area. He is the single biggest client of Tallington Security, whose agents have replaced the police force in the Brickyard and Brick View.

Is Otto still involved in any sort of crime? Yes. Although drug usage is decriminalized in the Brickyard, drug dealing is still quite illegal. His Tallington Agents are deliberately not enforcing the law and his heroes are looking the other way. Otto has put word out that anyone who enters the Brickyard is under his personal protection. This has made the Brickyard the number one destination for lower level crooks who run into problems with the Union City Mob or the Kings.

Is he charging for any of these services? Nah. He just likes to tick the other crooks off.

Assets:

Brickyard Raceway
Canal County Convention Center
Union City Stadium
Union City Field
Union City Downs
Casino Row (21 Casinos)
Naked Circus (10 Strip Clubs)
Tavern Town (22 Taverns and Night Clubs)
Motel Hell (12 Motels)
Cinema Way (8 Movie Theaters)
23rd Ward Regular Homeowners Organization
Maulers hockey team
Miners basketball team
Comets football team
Owls baseball team
Team Monutil (Each listed in NPC Unit. Also has a listing in CONTINGENCIES.)
Warlord
US Jones
Jennifer Bobzee
The Eagle
Marathon
Black Dwarf
Trish Trash
Marauder

Operations: This organization functions to keep criminals which are helpful to attracting people here in, and everything else out. They are glorified bouncers. If anyone gets too rough, they pounce and bounce.

Scoring: Do you get any points for pounding the snot out of a 93 year old man? A completely normal one, at that? If you can hack through his defenses, which ultimately includes Warlord, he's worth 25 points. Mostly, however, he is a red herring.

Off The Shelf Encounters

A lot of chase scenes end at the border of the Brickyard. Technically they should end at the border of Brick View, but few people are able to distinguish where that district actually starts. Once at the oval of the track, most crooks will consider themselves under Mush's protection.

Crooks fleeing to the area will often whip firearms into shrubbery before they enter. Possession of firearms or weapons of any kind is grounds for arrest in this area. It is also grounds for having Otto's protection removed and being expelled.

Any disturbance of the peace within sight of the Raceway oval will be responded to in 2 to 12 actions. The Judge should roll two dice to determine the response. There is a much better than normal chance of drawing a hero as a response in this district. See the Contingencies Unit for further details. ***Beyond responding to disturbances, the area's protectors are interested in keeping all obvious extranormals out of the district.***

Tallington Agents and Team Monutil Heroes both have the same rap when confronting pursuers or any obvious extranormal: They don't want you here. Your heroes will get a variation of the following:

"What happens in Union City, stays in Union City. This is the Brickyard. The Brickyard is for scum bags. If you are not a scum bag, you do not belong here."

"No violence. No investigations. No arrests. No nothing. Turn around and go back. This is private property. Come back with a search warrant. And if you get one, buy a lottery ticket while you are at it, because you are hot."

"Are you a prostitute? You don't look like one. Wino? No. Drug addict? Not your thing. Then you don't have any business here. Go away."

"If you are going to Adventureland or the movies or the opera or the arena, I will be happy to escort you there directly. Otherwise I am going to have to direct you to leave."

It's not a debate. If the heroes don't get the hint, the next step is the intercepting party identifying themselves as a police officer. And they are the police. A brief reminding phrase "Go now," will be issued.

They aren't playing around. Any hesitation will lead to immediate violence. The Team Monutil member may simply charge and shove the heroes all the way out, if he or she can. If they can knock the hero cold, they will drag him to the outskirts and dump them there.

In any case, the Team Monutil member will have back up. Assistance in the form of Tallington Agents will arrive one per action until there are up to two dozen of them.

Tallington Agents here are quite trigger happy. And they are set up specifically to deal with extranormals. They will take any excuse to reduce the invading hero to a lump on the ground. Like the Team Monutil members, they will drag the hero to the outskirts of Brick View and dump them.

Underview: Otto isn't a much of a mobster. He's just playing mobster. He doesn't know anything of note. Your heroes can, of course, enter the Brickyard covertly. As long as they don't flash any abilities, Otto's goon squads have little in the way to detect them.

WU FANG

Type: Territorial Criminal Syndicate

Tone: Autocratic

Overview: Unlike Otto Mush, Wu Fang controls all criminal activity in his domain. If it's crooked and it's in Bataan Park, it belongs to Wu Fang. His organization is a traditional ethnic mob, although with a more cosmopolitan bent. Also unlike Otto Mush, Wu Fang isn't trying to capitalize on traffic from tourists. Quite to the contrary, Wu Fang tries to keep outsiders outside. His gang serves the communities affiliated with Bataan Park, exclusively. It functions to keep itself and its clients safe from outside interference. Wu Fang's gang is the oldest criminal conspiracy operating in Union, dating back to the early 1950s

Bataan Park was constructed between 1945 and 1947 as housing for Japanese Americans who had been imprisoned ('interned') by the government during World War II. These Americans had their property stripped of them by the U.S. government and were forced into 'camps' for the duration of the war--all for the crime of being of Japanese origin. Having once lost their property and freedom, the population that relocated here was fearful--and leery of government promises. Within a short time of settling in Union, various ethnic mobs and 'social organizations' formed, supposedly for the protection of the newcomers.

Wu Fang was the best of the lot of crooks who started operating in this district. He wasn't part of the original population that moved here, but rather an immigrant who settled in in 1952. He hit the streets and took the place over, unifying all gangs under his control within weeks of his arrival.

What Wu Fang quickly demonstrated an excellence at was in the smuggling in of people from overseas. This was a service in high demand right after World War II. With the rest of the world in ruins, people in the United States were anxious to bring their relatives over; and willing to pay

nearly any price to do so. Wu Fang turned away no one who was willing to meet his price. Soon he was attracting clients of Jewish, Irish, Egyptian, Lebanese and assorted eastern European origins. This is still his core business today.



Leader: Wu Fang. Few people have actually met Wu Fang. He operates through surrogates: his chief henchman Menace and his Telemurai. The people who have met him all claim that Fang is in his mid-to-late 50s and seems to be of Manchurian or Korean lineage. Anyone who checks into it will discover that Wu Fang has been said to appear 'about 50' since 1952. This adds to his mystique.

Leadership Base: Wu Fang is a former henchman of The Claw. He isn't sure who or what he was before The Claw transformed him. When The Claw abruptly abolished his kingdoms, Wu fled China, first for Hong Kong, then for Canada. He eventually walked over the border and settled in Union. Wu Fang does not know anything about The Claw's current activities and would not be pleased if he did know. As soon as King Creon starts deploying some of The Claw's tricks, Wu is going to start to get nervous. Not nervous enough to do

anything about it, but perhaps nervous enough to cooperate with your heroes.

Wu Fang hates The Claw. He also thinks The Claw is a demon god. In many ways he overestimates what The Claw is capable of. On the other hand, he is one of the few people around who has actually seen The Claw in action.

Wu Fang currently finds the presence of Triton somewhat disturbing. They were nice enough to visit him when they moved in and have gifted his organization with equipment as a tribute. But they didn't seem to remember that Wu had once worked for them back in the 1940s. From what Wu remembers, Triton was a front for an international smuggling operation. It was headed by Dr. Felix Wold, who, like Wu, is a former henchman of The Claw. Of course Wold would have to be well over 100 by now, so he doesn't think he's still in charge or even alive. Not that he's asked. Triton is largely staying out of Bataan Park, so Wu has little motivation to stir up trouble.

There are many things Wu would not like to be reminded of. Triton with its connection to Dr. Wold and hence The Claw has put him somewhat on edge.

Strengths:

1. Wu Fang is a very powerful extranormal.
2. Loyalty. Wu Fang not only helped a large percentage of the people living here get here, he also provided the funds for the start up of most of the district's businesses. Considering the fact that most of the world is still a cess hole, Wu Fang has a constant string of new clients. And the people Wu Fang helps out seldom fail. People like that.
3. Security. Wu Fang is servicing the criminal needs of a series of ethnic societies. He brings people in from overseas and settles them in places which are similar to where they left, although with a greater potential range of opportunities. Once here, these people initially stick with their own kind. If they need any help in interacting with the world outside, they turn to Wu Fang first.

4. Longevity & Influence. And Wu Fang's been doing this for a very long time. Although the people Wu Fang brings in start within the niche of their own cultures, their children become 'Americanized' quickly. They spread out into society at large, similarly spreading Wu Fang's influence. Right now Wu Fang has ties to Mayor Young Pak Kim. Fang brought Kim's father and uncle into this country. He set up their import business. Young Pak Kim has nothing to do with Wu Fang's various current enterprises, but he isn't about to forget the services the 'Wizard of Bataan Park' has rendered to his family. He will keep 'the pact'. (Described below.)

Weaknesses:

1. Wu Fang can only be in one place at one time. If you ever cross him, you're in deep doody. But he's one lazy guy. Where he can't be, he sends his newly acquired extranormals, the Telemurai. The Telemurai are impressive looking and tough enough to rough up the riff raff, but any extranormal worth his salt is going to clean the floor with them. And Wu Fang only has 50 Telemurai--and no way of replacing them
2. Nearsightedness. As long as the people under his influence are happy and well served, he is content. Which is to say that he is content with keeping control of Bataan Park, and that's it. He knows much, but does little.
3. Passivity. He's really not much of a bad guy. Outside of smuggling in people, the criminal enterprises he runs are what his populace would find operating in their homelands. Even crime can be a 'homey' touch. He's taken a 'live and let live' approach to the other criminal organizations running in Union.

Assets:

Union City Bank of Commerce and Industry. The county's largest financial institution. Holds all loans and mortgages in Bataan Park. Must be used by all who deal with Wu Fang.

Oriental Transactions Limited. An import/export broker all in Bataan Park must use.

50 Telemurai. Their equipment was a one time tribute from Triton for 'any discomfort we may indirectly cause you in the future'.

2nd Ward Regular Homeowners Organization.

4th Ward Progressive People's Party Organization.

11th Ward Regular Homeowners Organization.

27th Ward Regular Homeowners Organization.

29th Ward Regular Homeowners Organization.

Young Pak Kim's Mayor's Office of Economic Development.

Two Animal Death Match Arenas

Operations: His syndicate has three interconnected functions.

The Pact: *"I have brought you here to plant you like seeds in this fertile land. You will grow and flourish with the aid of my hand. No matter how big you get or how far you spread, you will always owe me. The ties between your family and Wu Fang are never severed."*

What The Pact Means: You can't pay him off. You have to be pretty desperate to deal with Wu Fang. People who want to bring relatives over to the United States are usually just that desperate. Unless you have connections, a lot of money and/or a needed skill, getting into the USA legally can be next to impossible. The people Wu Fang deals with don't have the resources or time to go through official channels. They need to get their relatives out now.

Once the pact has been agreed to, Wu Fang provides his service. He doesn't ask for money up front, unlike most smugglers. He also doesn't ask you to become a member of his gang or to kill or die for him. In fact, Wu Fang treats the new arrival like an investment. He'll find the people a place to stay, jobs, and eventually will provide the means to become legal naturalized

citizens. So far, he's a great guy. And he is. But you just can never pay the guy off. Once he has you situated and thriving, you're the gift that keeps on giving. You and your family will be kicking 10% of your earnings to him perpetually.

(1) Wu Fang has always used extranormal means to smuggle people in. He used to do it himself. Today, he sends his Telemurai. To be short, he teleports people into the country. His Telemurai can even pluck someone out of a foreign prison. Once the person is here, he/she must work for four years at any job Wu Fang directs without pay. (This is on top of the family paying him 10% of their income.) After the person has served their four years, they may work where they wish, but they and their family must continue to pay Wu Fang his 10% forever. Of the 35,000 current illegal residents of Union City, Wu Fang has brought in 20,000.

(2) Wu Fang is out to sort the professionals from the merchants. If someone has the orientation to become a doctor, lawyer or accountant, Wu Fang will make sure that person gets the funding they need to go to school. Ten percent of a doctor's earnings is a nice ten percent. Everybody else he'll try to turn into a merchant. During the four years of service, the person will be shuttled from one business to another. Once it has been determined what a person has the knack for, Wu Fang will set him up in business. More often than not, these businesses will be in other towns. Wu Fang expects to be paid back for this and you have to use his bank and his accountants.

(3) Wu Fang likes to provide 'homey' touches. People coming to the United States find that some of their favorite cultural institutions from back home are missing in the new land. 'Favorite cultural institutions' are always big time money makers, and Wu Fang owns them all. He has set up ethnic bath houses, ethnic theaters, pachinko parlors... anything an Asian, Arab,

Latino or person of eastern Indian/Pakistani or other non-Anglo extraction might want to find. But favorite cultural institutions do have a darker side. Wu Fang provides for this, too. Specifically:

Drug dens: Opium and Hashish Parlors.

Dubious Folk Medicine Supply: Rhino horns and the sexual organs of endangered animals. Wu Fang spikes his concoctions with sildenafil, so they are particularly potent.

Ethnic Gambling Parlors: Pachinko parlors and the like.

Animal Death Match Arenas: Outside of smuggling, this is Wu Fang's

most profitable business. It's something of an outgrowth of his ethnic gambling operations, since wagering is the life's blood of this activity. Unfortunately, it involves the deaths of innocent animals. Wu Fang is the king of cock fights and dog fights. He has even designed clandestine arenas for such, where the occasional bull fight is also held. Also, Wu Fang has smaller venues which are designed to host beetle fighting matches.

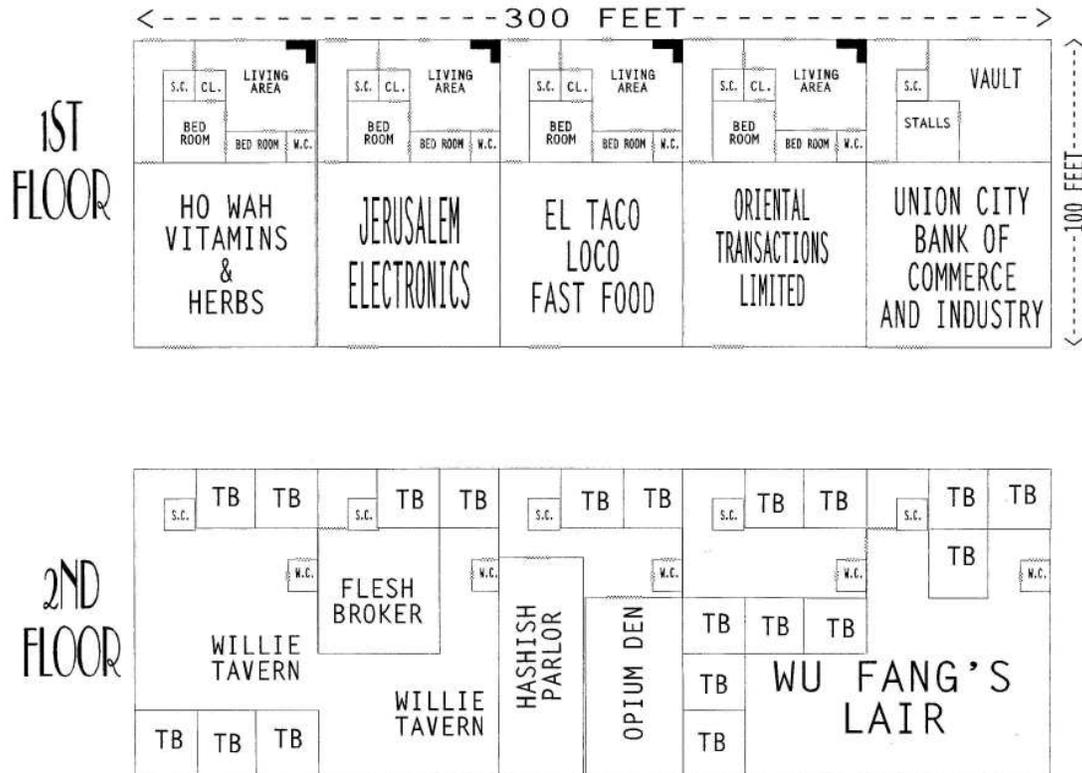
Beyond this, Wu Fang controls the local supply of the animals involved in these 'sports'. He has clandestine kennels and hatcheries located around the city.

Wu Fang Venues

Wu Fang's Compound

Venue Type: Specific.

VENUE FIVE: WU FANG'S COMPOUND



Description: Wu Fang's Compound is made up of five brown brick two flats. As is typical of Bataan Park, all of these buildings have a store on their first floor

and share common side walls. Behind the store is an apartment unit. Wu Fang houses his more nefarious operations on the second floors of these buildings.

Map Key: The fuzzy boxes on the map indicate doors. 'S.C.' is a staircase. 'W.C.' is a wash room. 'CL.' is a closet.

First Floor

Apartments: the black angle at the upper right corner of the Living Area is a kitchen.

Ho Wah Vitamins & Herbs: Besides the usual useless array of dried, liquefied and powdered crap quack cures and treatments, this is where Wu Fang's weird **Dubious Folk Medicines** are sold under the counter to those in the know. This is also the place where you can pass a message directly to Wu Fang. If Wu Fang ever needs to meet with someone, he will do it here. The apartment behind this office belongs to Wu Fang's chief henchman, Menace.

Jerusalem Electronics: Consumer electronics, mostly. Has a variety of Asian lamps and rice steamers. The apartment behind this store is a security center with television monitors. It is manned by Telemurai.

El Loco Taco Fast Food: Features a burrito 'the size of your head'. The apartment behind this store is used as the main office and weapons locker for the Telemurai.

Oriental Transactions Unlimited: One of two places people go to pay Wu Fang off. This is an import/export broker which everyone in Bataan Park must use. This store also serves as the Bataan Park Region Headquarters for the Mayor's Office of Economic Development.

Union City Bank of Commerce and Industry: The other place you go to pay off Wu Fang. Is a typical bank. 'Stalls' are private booths for viewing the contents of Safe Deposit boxes. This a branch office for a bank with six other branches located around the city. The bank's home office and central

administration are located in Triton Tower.

Second Floor

TB: is a door-less room that only the Telemurai can enter. They are usually used to store drugs, cash, valuables or weapons.

Willie Tavern: For the most part, this is a sports bar, primarily dedicated to the viewing of soccer or other foreign sports. It can also be converted into an arena for beetle fighting.

Flesh Broker: This is where you buy dogs and roosters and beetles. Has a number of catalogs and video monitors. Persons who express an interest in making a purchase or seeing the goods in the flesh will be taken, via Telemurai to a kennel or coop area. Despite the dismal fate of these creatures, most of them cost thousands of dollars.

Hashish Parlor: For the most part this just seems like a typical hookah bar, except that it is very dark.

Opium Den: Very dark and apartment like, the room is set up with row after row of bunk beds enclosed by curtains.

Wu Fang's Lair: Wu Fang is fairly much a homebody. There's a computer system which keeps moment to moment track of his assets, several phone banks and the usual office type set up. He has a dining area, a den and a spacious bed room, all done in the usual Union City mix of Asian and Arabic designs. There's nothing all that out of the ordinary here. Wu Fang has no built in security systems in place.

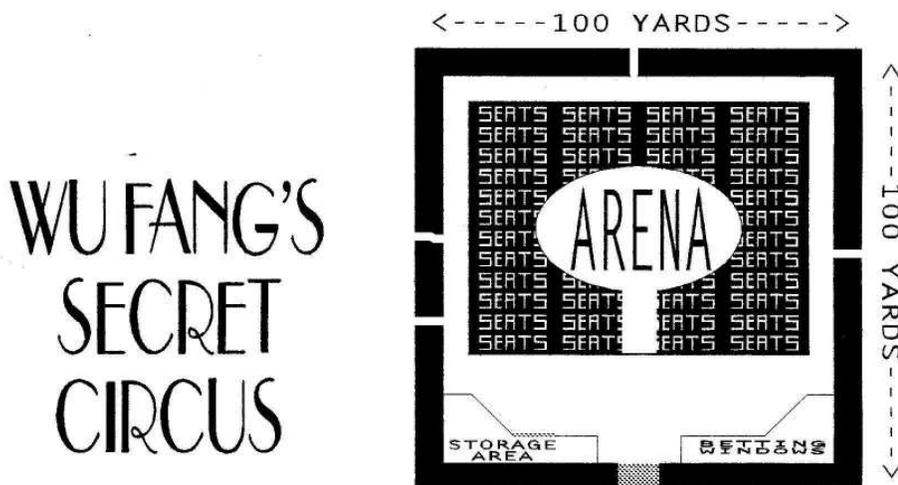
NOTE: *Wu Fang has another compound very similar to this one just across the street. On the first floor, instead of having stores, he has one giant Pachinko Parlor. (Pachinko is a game that's a cross between a pinball machine and a slot machine. This form of gambling is very popular in the orient.) The second floor is identical to this compound's, except that*

the Flesh Broker has been replaced by another Opium Den and Wu Fang's Lair has been replaced by another Willie Tavern.

If there's a problem in this complex or the one across the street, 3 to 18 Telemurai will respond immediately. And they won't be happy!

Wu Fang's Secret Circus

Venue Type: Wu Fang has two of these arenas, one located in Bataan Park and the other in a particularly vacant section of Lake View. Only one arena will be in operation at any one time. Wu Fang rotates his events between the two venues.



WU FANG'S
SECRET
CIRCUS

Description: This is where the Animal Death Matches take place. From the outside it appears to be a 3 story red brick warehouse. The structure has no windows. Its walls are eight feet thick and sound-proofed. On event day, there will be 20 Telemurai present.

Map Key: The 'Storage Area' is where they keep the animals caged. The Arena is surrounded by elevated wooden grandstands. This structure can seat up to 1500 people. During events, Wu Fang's Telemurai work the crowd, serving as a clearing house for all betting. Events start at midnight and run until 2:00 AM.

Scoring: Taking down either of Wu Fang's Secret Circus operations is 25 points each. Closing down the background operations related to the Secret Circus is worth 25 points. Any other shut down of this criminal's operations would require the heroes to wipe out Wu Fang and all of his henchmen. This is worth 25 points.

Off The Shelf Encounters

A lot of people in this city don't think what Wu Fang does is wrong—or all that wrong. He is a very popular crime lord. Your heroes are going to win no brownie points with the public for going after him. Most of the activities he pursues leave few visual details and those that do are seldom going to leak beyond his compounds.

Drugs Will Kill You: Prolonged use of Hashish or Opium has a devastating biological impact upon the user. The same could be said of several other classes of drugs, however most of these people use their drugs at home and suffer well out of sight of the public. Wu Fang is operating facilities where drug addicts gather. They will be found on

the street, making orbits to or from his compounds. They look like the living dead—without color and thin, with flaking skin and matted hair. Their eyes are sunken and hollow. They stumble and shake. Many of them will have brown teeth or no teeth. They are pretty freaking obvious. And they do drop dead in alleys.



What Is That Smell or Noise (Use the **Random Clandestine Operations Location Chart** found in The Kings listing): For those of you unfamiliar with the penning of poultry, may I assure you that it stinks to high heaven. Now there are several legitimate indoor commercial chicken hatcheries in town, so they may not notice at first. Should your heroes investigate the clandestine coop further, they will discover that all of the chickens found within are roosters. Moreover, they will note that the roosters are rather thin and muscular. Clearly they are not food birds.

The clandestine kennels are similarly odd. Beyond the individual kennels being small and stacked to the ceiling like egg crates, your heroes will notice the presence of electric cattle prods and poles with constricting choke collars at the end of their shafts. The dogs are universally muzzled. They lunge at the grating in the front of their cages. You can say 'nice puppy' as many times as you like and it won't

change their attitudes. These dogs want to kill something.

For total shock value, there's nothing like the beetle farm. The walls are like a giant, compartmentalized vending machine. In each cubical is a giant bug. The place also wrecks of fresh manure and maggots.

Dead Dogs and Chickens (Bataan Park and Lake View): The owners of the poor creatures forced to fight in the Secret Circus often simply dispose of the wounded or dead animals by dumping their bodies in the alley or on a vacant lot. The bodies of these animals can tell you what they were bred for. A gamecock is a specific type of chicken. It is a different breed than the standard domesticated chicken. Most of them will have razors affixed to their legs. Although there is no specific breed known as a 'Pit Bull', dogs bred for fighting have certain characteristics. They have large jaws, often developing a distinct under-bite. Their coats are short and their snouts are stubby.

Set Your Chickens Free (Use the **Random Clandestine Operations Location Chart** found in The Kings listing.): Beyond being cruel, the people who tend to these animals have a tendency to not be all that swift. Sometimes their charges simply get away from them. When this happens, they can roam and cause something of a public disturbance. At the very least, it's something obvious that your heroes can spot.

A loose fighting dog is not your typical stray. He has probably never seen a road before, or a house or even the out of doors. The animal has no idea where to find food. Its short life experience with people has been entirely miserable. They are also not particularly quick, as far as dogs go. This is a panicked, vicious animal.

By contrast, a loosed gamecock will survive just fine, as long as it can get to a populated area. It can live like a pigeon, if need be. They are, however, fearless and may attack anyone who gets too close to them.

If let loose, your average fighting beetle is harmless. It's just a substantial looking bug. Persons who have the knowledge will be able to determine that it is not native to North America.

The most visual off the shelf encounter of this nature involves a loose bull. Bulls are fun. Bulls charge people. Bulls charge cars. Alternatively, they also sit down on patches of grass and contentedly watch the world go by. A bull always figures that it's in the right place. There are cattle lots and slaughter houses in Union, but this is not the same type of cow. It is a free range longhorn breeder. Regardless of what he thinks, the bull obviously does not belong here.

Wu Fang's Blinking Guardians (Bataan Park): Wu Fang's Telemurai are not the 'I have a gun and I know how to use it and that's that' type of thugs. They can be spotted training and patrolling on roof tops all throughout Bataan Park. They blink in and out of places all the time. If a hero approaches a Telemurai, they are unlikely to be hostile. They seem like smart, well spoken young men. If the encounter goes well, they may even offer "I am sure my boss would like to meet you." Wu Fang certainly will want to meet any new hero in town, if only to feel them out.

Underview: Wu Fang's approach to heroes is that he would like to keep them out of his space. This approach may change once Creon begins demonstrating Claw like powers. At that point Wu is going to get a little twitchy. Not twitchy enough to seek the heroes out, but twitchy enough to be of service if asked. He knows quite a bit about every gang operating in the city and would not mind one bit if all of the others were taken down. He will be more than willing to point the stink finger at any other gang.

As for his own activities... surely, you can be reasoned with.

Before the first known Claw event, Wu will still like to meet the heroes, but will not really offer any service other than safe haven in his domain should they get into trouble.

How To Take Wu Fang Out

Wu is going to make animal lovers see red. He sees absolutely nothing wrong with torturing animals for amusement—as an industry. He's personally more into Cricket himself. Wu will think that any hero who expresses outrage on this subject is patently insane. And he won't deal with nut cases.

If called on the drug dens, Wu will explain "Those who the gods would destroy, they first drive insane. It is not Wu Fang who hates them, but fate."

Which is to say that Wu is morally vacant and smug about it. He is under no illusions that he is anything other than a crime lord and if pressed on the point, he will say "The lion must have a very high perch," as if it *means* something.

Wu plays the mysterious wise old oriental thing to the hilt. In reality, what he is very adept at is justifying his own misbehavior and the squandering of his obvious talents. He's a lazy old hedonist.

In the event that the heroes decide to make Wu Fang their target, he prefers to do his own fighting as opposed to sending his Telemurai. Wu Fang is in the same weight class as Warlord, Destiny and The Claw. Although he may not particularly care about the fate of animals, Wu is hesitant to kill anyone unless he absolutely has to.

Wu would rather be civil. Your heroes may misread this as a sign of weakness. He's really here to bait your heroes with half-chewed clues about the other gangs.

UNION CITY MOB

Type: Criminal Facilitators Syndicate

Tone: Autocratic

Overview: The entire point of the Union City Mob seems to be getting the most amount of money out of the least amount of activity. They make Wu Fang seem downright aggressive. What this gang primarily does is collect pay offs. Through holding down various political offices, they control the government of Canal County. They are also the appointed mob family in this city.

Both the King Johnny Garlic and Triton are here as 'guests' of the Union City Mob. Garlic kicks back tribute and helped set up one of the mob's current rackets. Triton also makes token payments and has provided the mob with their extranormal equipment.

The life's blood of this kleptomaniac institution is robbing city coffers. No one has a better line at robbing the Union-Canal Railroad, which the city owns and uses to fund all government activities. They control legions of ghost payrollers, persons holding down fake county jobs. These people kick a portion of their salaries back to the mob. They control contracts with the city and various permits. You cannot do business in Canal County without paying them off.

The Union City Mob is a long standing entity which is today under new leadership. It is controlled by Mary Rose Clark, Canal County's Transportation Director, and her husband, Masquerade. These two people are the group's only unique extranormals and are listed in the NPC Unit. The group also has its own extranormal troops, the Nightcrawler, which also have a listing.

Make no mistake about it: the Union City Mob is responsible for a lot of the city's overall decline. Thanks to them, the entire Brickyard Raceway redevelopment project was nickel-ed and dimed to death. Other than Triton Tower and the headquarters of the World Liberation League, no large scale

construction projects have been started in the city for thirty years.

On top of this, they are aiding and abetting the drug plague by providing goods to the clandestine labs and services to the legions of Wiseguys. In the end, they may be the most damaging of all of the criminal groups and perhaps the hardest to take out.



Leader: Mary Rose Clark and Masquerade

Leadership Base: Mary is the brains of the outfit and Masquerade provides intelligence expertise. Their 100 well equipped Nightcrawlers are enough to keep the rest of the Clark Clan in line. The Mob is fairly generous in its dispensing of spoils: elected members of the Clark Clan are all pulling down six figures.

Strengths:

1. In the rear with the gear. The Union City Mob's operations are so deeply recessed into the underworld that they are not likely to be blundered into by

either the authorities or passing heroes. Much of what the Union City Mob does would require an army of forensic accountants to unravel, not a group of day-glow crime fighters in tights.

2. The group has a lot of money and man power. They can easily replace both equipment and people.

3. They have powerful friends. In a pinch, they can call on either Johnny Garlic or Triton to help defend them.

Weaknesses:

1. Although they have tough friends, their friends have their own problems. Triton is already protecting the Kings. They are stretched pretty thin. Garlic's organization isn't a particular good match against a seasoned group of heroes. And he has things to do, too.

2. The reason this group is minor is that it is more profitable than powerful. They're great at pushing normal people around, but when faced with extranormal adversaries, they may not have what it takes to stand their ground. If they lose Masquerade, they lose whatever flexibility they might have in an all out fight. Even with Masquerade, they are not all that tough.

3. They have Otto Mush on the brain. For some oddball reason, they are convinced that Mush is attempting to take control of the Wiseguys from them, when all he is really doing is providing a safe haven. There is long standing bad blood between the two crime groups. They are spending a lot of resources to thwart a rival who has largely retired.

Assets

Fake businesses used to cover the importation of watched materials. All of these businesses exist on paper and have facilities to receive shipments. None of them actually does what it says it does. The buildings are vacant except for their shipping docks, which are staffed with clerks. All of these businesses are located right next to each other on the same block in Lake View.

Clark Analytical Laboratory
U.C.M. Cosmetics
Amalgamated Trade Schools

American Diary Supply
Company

U.C.M. Plating

Universal Hospital Supply
Corporation

Commercial Nursery Needs
Distribution Limited

Dedicated Decorator's Paint
Production Plant

Foundry Supply Wholesalers

AAA Photoshop Chemical
Distribution Incorporated

The Foundation For Commercial
Chemical Research

Discount Consumer Winery
Supply Company

Consumer's Cleanser

Formulators

25 Union City Mob Mobiles.

100 Nightcrawler extranormal troops.

Office of the Canal County
Transportation Director

Office of the Centaurville President

Office of the Centaurville City Manager

Office of the Centaurville Chief of Police
13 members of the Canal County Board,

all of whom are also members of the
Clark Clan.

Operations:

Materials Smuggling: There are a great number of chemicals and types of lab equipment which are on government 'watch lists' because of their known use in illegal narcotics manufacturing. These materials all have legitimate uses by industry. Through their front businesses, the Union City Mob is able to secure shipment of these materials. Moreover, through their control of the Transit Police, the Union City Mob can assure that no one is looking over these shipments too closely.

By day, the Union City Mob's dummy businesses receive the materials needed by the King's drug plants. At night, Masquerade and his Nightcrawlers visit each lab and dump off their supplies.

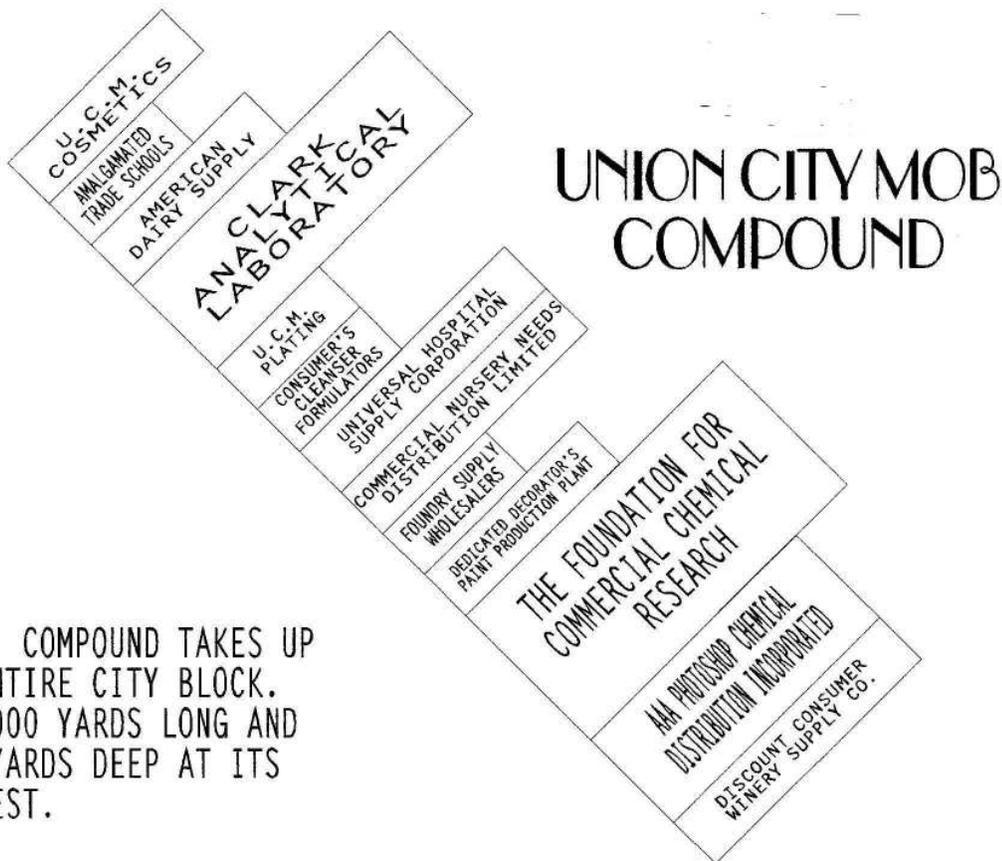
Wiseguy Union: The Union City Mob has made it a point to get to know as many Wiseguys as they can. For the most part, the Union City Mob shakes

these people down for money. They direct the higher level ones to Johnny Garlic's organization. Lower level Wiseguys they point in Joe Sackofpotatoes' direction. Some Wiseguys they just shake down. If you don't have a pass from the Union City Mob, you can't do business. They

operate in all parts of the city, except the Brickyard and Bataan Park. (For this reason, half of all Wiseguys are now operating out of the Brickyard. Most Wiseguys know better than to stray into Bataan Park, where their activities are not tolerated.)

Union City Mob Compound

Venue Type: Specific



NOTE: COMPOUND TAKES UP AN ENTIRE CITY BLOCK. IS 1000 YARDS LONG AND 250 YARDS DEEP AT ITS DEEPEST.

Description: A block of commercial buildings in Lake View. Although all seem to be open, all of them have their front doors locked. Only the rear delivery areas are actually active. The rest of the buildings are empty.

Map Key: The fronts of the buildings are all in a straight line.

The Union City Mob does not have an armed defense of this compound. It's all very pedestrian. The Nightcrawlers and Masquerade only visit it at night. In the event that the compound is taken out, they will scatter the businesses throughout the city and reopen them within days. Having all of these businesses on the same street is simply for the convenience of the Nightcrawler crews.

Scoring: The Union City Mob is worth 50 points if you eliminate their operations entirely. Due to the nature of this group, you have to take it down entirely or it will simply regenerate.

Off The Shelf Encounters

The Nightcrawlers daily runs can be found in the Contingencies Section under the Daily Nefarious Activities listing. All of the Union City Mob's operations are purely nocturnal.



The Union City Hello (All parts of town except Brickyard and Bataan Park): Nightcrawlers pop out of their Mob Mobile with their fearsome cannon-like rifles drawn. The four of them converge on a well dressed person, whom they soon surround. The target is a Wiseguy. He or she may go for a gun. Too late. The Nightcrawlers have triggered their Mind Cloud devices. The dazed Wiseguy is then dragged into the Mob Mobile. Apparently, someone forgot to say hello to the Union City Mob before they set up operations. Through a quick, Mind Cloud assisted question and answer session, the Mob will be able to determine how big of a fish this person is. Once they have confiscated the person's wallet and arms, they will let their target come out of it. How much money the Wiseguy will have to pay and when will then be detailed. After, the Wiseguy will be dumped out of the still moving Mob Mobile.

The Union City Mob does the same thing with Runners (large scale, out of town drug buyers). If the Runner hasn't found a large scale connection as yet, the mob will direct them to either to Joe Sackopotatoes (which means they don't like the Runner) or Johnny Garlic. They will explain that there is a sales tax on all transactions.

Getting Uncle Otto's Tenants (Mostly Mahoney Memorial Park or Pillville Zoo, but also in Riverview, Lake View, Pillville and Canalville): A furtive looking group of people is walking briskly away from the Brickyard. They seem to be looking back and forth. At once, they all bolt in one direction. Hidden there in the shadows is a car. The group gets in. The car fires up and they start away. Once they are clean of Brick View, suddenly another car has pulled behind them, a Mob Mobile. The Mob Mobile's blinding front lights come on. The grill folds back and its twin energy cannons open up.

Soon the other car is driven into something. The Nightcrawlers leap out of their Mob Mobile and drag the occupants of the other car out. Each are shot, but one is left alive. One of the Nightcrawlers snarls "Tell Uncle Otto we said hello."

The victims are Wiseguys who have been using the Brickyard as a safe haven. The mob has planted a bug on their car and has been waiting for it to move.

Keep in mind that the areas that this can take place in are very different. Canalville is a very populated urban neighborhood. Here the Nightcrawlers are going to have to operate quickly. They are unlikely to give chase to Wiseguys who flee in different directions. In Riverview and Lake View, the Nightcrawlers will be methodical in their menacing methods. Pillville Zoo is vacant at night as is Mahoney Memorial Park. Pillville itself is a patch of farmland.



How To Take Out The Union City Mob

In our play tests, the Union City Mob accounted for more than its share of hero deaths. Timing is really everything and going after this group before you are ready is a quick trip to making a new character. Masses of mobsters with mental attacks were more than most of our hero groups were ready to handle.

The heroes might be better off going after this group once Johnny Garlic has been taken down or after they have put a dent in Triton's extranormals. In any case, the heroes should come up with a defense against the Nightcrawler's Mind Cloud attacks.

This organization can replenish its entire equipment and manpower base as long as Triton is still in operation and the Mob's leaders have not been taken down. Going straight for Mary Rose Clark is key. Getting to her and even finding out that she is in charge of the mob may take some doing. Given that she is a public official, taking her down without proving her culpability in criminal activity will prove to be a problem for the heroes. Proving it and exposing it to the public will take time and may not be something that your heroes are really set up for. If the heroes can do it, the group is worth the highest point award available.

Underview: The Union City Mob is murderous. They will attempt to kill any hero who tries to interfere with their operations. They are not, however, brave enough to hunt the heroes down or go on offense—at least initially. They are simply lethal in their own defense.



In the event that the heroes have made a significant dent in their operations, the Union City Mob will order Johnny Garlic to hit the heroes. Garlic's capacity to do so is somewhat limited. If the heroes have an obvious base or known headquarters, he will dispatch his Tribots to their location to do the deed. Should this fail, Joe Sackpotatoes will be given the job. Joe has better street level contacts and will be able to find the heroes if they ever linger any place in Canal County for more than an hour or so. Joe and his gang will show up armed with Destiny 1000 hand blasters and with their Tribots and Jet Avenegers in tow. If neither works, Masquerade may lead an assault with 50 Nightcrawlers. He won't go in unless he knows what the heroes can do. If he does go in, it will be loaded with disposable powers which are specifically designed for use against the heroes. (He has the Impersonation ability.) After that, the Union City Mob may hire Ultimax. In the event that either Johnny Garlic or Masquerade have been taken out, Triton will have one to six extranormals available on call for Mary Rose Clark's personal protection.

JET AVENGERS

(POLITICAL ACTION GROUPS)

Overview: As you have seen from the other listings, many people are toting around Jet Avenger equipment. The equipment itself is of a lower order on the extranormal scale. It is comparatively cheap and requires little training to use. Alexander Tallington, found in the Majors section of this unit, has been manufacturing this equipment for five years. Anyone who wants this stuff can buy it. Often Jet Avenger equipment goes through many users-and goes through many hands before it reaches its consumers.

Confusing things further is the fact that Jet Avenger equipment cannot be modified. The armor resists having things painted on it or affixed to it. It disintegrates if severely damaged. The long and short of it is that all Jet Avengers look alike. This may lead heroes to the erroneous impression that the Jet Avengers are a gang unto themselves.

They aren't a gang. A Jet Avenger is just a set of equipment.

Beyond the criminals, a number of groups have obtained Jet Avenger equipment for various reasons. The groups are unaffiliated with each other and are incapable of replacing their equipment. Most of these groups just need a firm punch in the nose or two to make them go away. Each group has its own purpose and Off The Shelf Encounters. The groups are worth the number of members in points as an award for taking them down. They should be used as a source of early encounters and can be a source of leads for tracking down Jet Avenger equipment sales organizations.



ANIMAL LIBERATION LEAGUE

Membership: 7

Membership Type: Women over the age of 35.

Objective: A.L.L. believes that animals have ALL the same rights humans do. Their motto is 'a rat is a cat is a dog is a boy.' They are out to stop the abuse (use) of animals in all forms.

Base of Operations: A house in Centaurville.

Equipment Origins: Bought their equipment second hand from a defunct King.

Off The Shelf Encounters

Attacking a pet store. Will release the animals.

Attacking a train car full of pigs destined for the slaughter house.

Attacking a slaughter house with the objective of burning it down.

Attack the Aquarium. Will take hostages and demand that the animals be released back into the wild.

Raid on American Splendor. Will attempt to set the chickens free.

Raid on a supermarket. Will destroy all products using parts of animals.

ENVIROPEACE

Membership: 25

Membership Type: Are all hard-core environmental activists, most of whom are over 35. All are in some way connected to Union City University. Half of the members are faculty.

Objective: They're not 'for' anything other than recycling and mass transit. Enviropeace is against: nuclear power; industry; automobiles; pollution; the

'consumer culture'; packaging; and many of the things that make modern life worth living. Mostly, this is a terrorist organization out to raise the awareness of its issues.

Base of Operations: The Environmental Studies Department of Union City University.

Equipment Origins: Bought it from a Wiseguy who bought it directly from Tallington.

Off The Shelf Encounters

Sinking coal barges.

Attacking the Megamall. Will attack shoppers and blow up parked cars.

Attacking the Pillville Zoo. Will burn down the administration building and attempt to free the animals.

Raid on Eggzactly in Steel Town. Will attempt to set the chickens free.

Raid on a furrier. Will burn the store down.

YOUNG COMMUNISTS ACTION LEAGUE

Membership: 8

Membership Type: College students at Union City University. Are all self-proclaimed intellectuals.

Objective: Are committed to social justice, meaning the end of poverty, racism and the 'corporate elitist state'.

Base of Operations: Sigma Alpha Delta Fraternity house.

Equipment Origins: Has been in the frat for two years. A former member had been a Wiseguy who was stockpiling the equipment for sale to unknown parties. This Wiseguy vanished. His stock was found by fellow frat members when they went to clean out his room.

Off The Shelf Encounters

Robbing a bank. Will drop the money into the streets of North Park Estates.

Robbing an armored car. Will drop the money into the streets of North Park Estates.

Destroying luxury cars.

ANARCHY NOW!

Membership: 22

Membership Type: Rich, neglected kids from an exclusive all-boys boarding school in Centaurville.

Objective: No one is quite sure, and neither are they. The kids bought their suits with their allowances. Mostly they just like to fly around and have a little fun. None has any clue what the word 'anarchy' actually means.

Base of Operations: Dorm unit 15, Centaurville Preparatory Academy.

Equipment Origins: Bought their equipment from Joe Sackofpotatos after having blundered into his hang. Are fairly friendly with Joe, although they are afraid of him.

Off The Shelf Encounters

Flying around, performing acrobatic stunts.

Strafing trash cans.

Spray painting the letter 'A' in a circle on buildings.

Playing football in the air.



P.A.I.N! (Progressives Actively Intervening Now!)

Membership: 50

Membership Type: Generally well educated persons who are 'involved' in critical issues. Most are between the ages of 25 and 50. An odd mix of intellectuals, community activists and union leaders.

Objectives: Have the same objectives as Enviropeace, the Animal Liberation League and the Young Communists Action League. Beyond this, they are extremely pro labor and anti police brutality.

Base of Operations: Beansprout Eaters Coffee Shop in University Commons.

Equipment Origins: Purchased their equipment from a still-active Wiseguy connected to Johnny Garlic.

Off The Shelf Encounters

Defacing billboards which advertise cigarettes.

Defacing billboards which advertise alcohol.

Defacing billboards which depict women as sex objects.

Removing magazines which contain nudity from bookstores and newsstands. Will burn the magazines.

Removing pornographic videos from a shop and burning them.

Distributing condoms.

KNIGHTS OF THE PURE WHITE TERROR

Membership: 30

Membership Type: White males between the ages of 18 and 50.

Objectives: Intimidation. The Knights are a religious and racist hate group. All of this groups activities are preceded by heavy drinking and the burning of a large wooden cross in or near the area they are about to attack. The Knights never give speeches (they are afraid of slurring their words) and don't linger after their attacks.

Base of Operations: Elmo's Garage, a service station in Canalville.

Equipment Origins: Purchased their equipment from a Wiseguy with direct connections to Johnny Garlic.

Off The Shelf Encounters

Blasting a church to bits.

Shooting at ethnic headstones in the cemetery.

Attacking students at Rod Olssen University.

Attacking a minority or interracial couple.

Attacking a homeless person.

CAPTAIN MANTRA AND HIS WORLD LIBERATION ORGANIZATION

Type: Corrupted Charitable Organization, confidence scheme.

Tone: Criminal aspects have a Junta tone.

Overview: Captain Mantra is one of those people you see all the time on television, but whose claim to fame does not immediately come to mind. He appears to be the picture of a concerned world citizen. If there's a television camera running somewhere, chances are Captain Mantra is in front of it. On the offhand chance he isn't at some far flung location, speaking at the scene, or in the studios of a major television network, the Captain will be speaking to you from "My offices here at Twin Moons Center, headquarters of the World Liberation Organization."

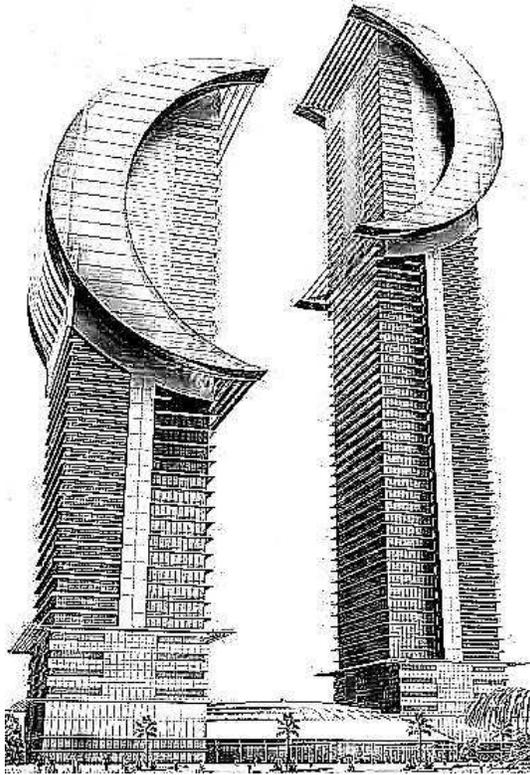
The Captain has a lot of opinions and is always quite willing to share them. His beat is global injustice. He appears on news programs all the time. He hosts a yearly 48 hour

telethon, seen in 82 countries. Beyond this, he is a frequent guest on talk shows, both daytime and night time, and is heard most every day on various radio programs. If there is an award program of any kind, you can bet that the Captain will be a presenter, the MC or a prominent face in the audience. He even guest stars on soaps and game shows.

Your mom loves Captain Mantra. All women of a certain vintage do. He's always clean shaven and dressed in a top hat and tux. And he does such good work! The man's practically a saint.

He may be the world's first televised saint. And no one can question that he has done good works. Few of the younger crowd remember that he used to be a darn effective extranormal hero, though. He hasn't done that in decades.

Despite the jet black hair, day glow smile and porcelain skin, no one can blame the Captain for slowing down. What is he, 70? And he's hardly a classic sell out.



Founded twenty years ago, the World Liberation Organization is one of the most subscribed to charities out there. It receives the bulk of its funds from those folks who collect donations at every office in America. The United Nations itself contributes as do endowments from across the political spectrum and around the world. And it is all Captain Mantra's doing, his idea, his baby. The ornate and splendid Twin Moons Center matches the organization's standing. It is the only truly international organization located in Union City. Besides serving as the WLO's headquarters, the consulate of no less than 50 countries are located within Twin Moons Center, along with the regional offices of every national corporation of note, most of Union's law offices and the local center of other charities. 'Twin Moons Center, Union City' is the most coveted address in

town. And the rents paid go towards the WLO's work—a true win-win situation. The Center itself was the first new construction on the shores of Lake Mahoney, emplaced there shortly after the lake was created. Beaches around it make this the focal point of all the city's summer fun activities.

The work of WLO is to raise awareness of each crisis brought about by tyranny. It funnels money to human rights groups world wide and works with non-governmental organizations dedicated to peaceful conflict resolution, aiding refugees and monitoring this world's long list of state sponsored atrocities. Most importantly, it works to expose the actions of tyrants. To this end, the WLO funds and trains extranormal equipped guardians to protect the press in dangerous areas. It is for this unique work alone that the organization has been especially lauded.

In order to get the funding that he has needed to keep these operations running, Captain Mantra has had to invite numerous parties to look over his shoulder. There can be no question as to what activities are his personal issues and which are on behalf of the WLO. His expenses and those of the WLO must be segregated, beyond reproach and completely transparent. When coupled with his comparatively modest salary, all of this scrutiny has left the Captain holding the short end of the financial stick. He has had no savings for the past twenty years.

Some of this is the Captain's fault. He likes the high life. Besides Union, he has houses in Los Angeles, Washington and New York. He has four ex-wives. Mantra has enough children to field a baseball team, including a pitching staff. Should the Captain live another fifteen years, he will be able to stop paying child support.

The Captain is broke. And he is five years over the WLO's mandatory retirement age. Mantra fears his future prospects may be bleak.

For years, the Captain has been approached by parties with grudges against specific tyrants or organizations. These people are not

interested in simply having awareness raised. They want direct action. So great is their trust in Captain Mantra that they are willing to offer him vast sums of untraceable cash, no questions asked, for an assurance that he will cause something dramatic to change in their pet situation.

The WLO does not officially fund armed conflict against anyone. They do not do that at all. For years, Captain Mantra would explain this and then politely turn down the money.

One day he took the money.

Its become something of a small industry for him. The contributors have become an ever widening circle of the Captain's special friends. Cap has taken so much money from so many people that he is often on both sides of a conflict. It's everything he can do to keep these people separated and his story straight. Since these people are involved in covertly funding armed conflict, unlike groups of them won't socialize. Paying Mantra under the counter gives them unique access to the good Captain. He will return their phone call. He will appear at your daughter's wedding. Like minded people can meet with him in private and bask in the reflected glow of his considerable celebrity. On occasion, however, some of these people will like to see some evidence of progress on their issue.

And that's where Captain Mantra will become a problem for your heroes, indeed.

Leaders of the Conspiracy: Captain Mantra and The Clown (Star-Ranger)

Leadership type: The conspiracy has grown beyond Captain Mantra's ability to tend to it. He has his former arch enemy The Clown running the day to day operations. The Clown is motivated first and foremost by the cash Mantra is paying him and second by delight in seeing Mantra "all nebulous and smudgy." The Clown is also a rather infamous wanted murderer.

Strengths:

1. Limited goals. Neither The Clown nor Captain Mantra are out to fund

anyone's armed insurrection. It's largely a dog and pony show.

2. Their other conspirators are unlikely to go to the authorities. Admitting to funding terrorism is actually a worse crime than admitting to fraudulent fundraising

3. Only The Clown and Captain Mantra know that it is a scam. They are effectively the only two operators.

Weaknesses:

1. Being caught would be very bad news for both of them.

2. The scam is starting to get old and stretch plausibility. At the time your heroes come in, they are plotting one last big fund raising push, after which they intend to retire. Neither will be all that concerned if the big finish of this plan leaves your heroes dead.

Assets

15 goons all equipped in WLO Press Guardian gear.

The good reputation of the WLO, which they play off of.

Various types of Think Tanks.

The unwitting assistance of Captain Courage

The misguided assistance of Revnant



Operations: Beware of two broke old men in a hurry.

The way the scam has been working for the past few years is that The Clown holds a secret meeting with people who have made contributions to

one of their ongoing causes. Being a man in clown make up, The Clown can claim to be of any ethnic persuasion. Whatever group he is talking to, that is what he is. Moreover, he has personally been injured, lost family members to whatever the tyrant or organization these contributors are aligned against. It is this reason he has reformed and has been willing to join with his arch enemy Captain Mantra in the pursuit of righting the injustices perpetrated by FILL IN THE BLANK!

He would sincerely like to thank you for allowing him to redeem himself in this, the most noble of causes.

He's quite theatric.

Then he leans forward and says in a confidential tone "Sometimes I feel as if the Captain lacks the killer instinct, an element it is my fortune to contribute to these efforts. I am not certain that he would approve of all of my methods, but I am not a man of patience, rather of action. Therefore I ask you not to speak of everything you see here to him. All the Captain needs to know is that you are satisfied with the progress of our operations. There is a verifiable method of measuring your satisfaction."

(Give us money.)

The rest of the dog and pony show is variable, depending upon what the group has already seen. They have a number of top secret programs. Only one or two will be shown at a time.

The Amazing Captain Courage in Action! There's Captain Courage, there in the homeland. See Captain Courage passing through the old neighborhood. See Captain Courage stop thugs from FILL IN THE BLANK as they attempt to brutalize defenseless women and children. The bullets bounce off his chest! Boom! Those guys won't try that again. See Captain Courage down FILL IN THE BLANK's helicopter.

OOOh, now it gets good. See Famous Dissident Political Prisoner. He/she is in a jail cell. Next shot, Famous Dissident Political Prisoner is running through the prison courtyard. Guards are shooting at Famous

Dissident Political Prisoner. In swoops Captain Courage. Yea! Watch as Captain Courage flies high into the sky, Famous Dissident Political Prisoner in his arms.



Movie ends. Room lights come up. There he is! Famous Dissident Political Prisoner is standing next to The Clown. The Clown puts his arm around Famous Dissident Political Prisoner and says, in a conspiratorial tone "There's more where this person came from. We all know that. Dramatic action requires dramatic funding. The window of opportunity for similar actions may soon slam shut. Results like this are produced by a synchronization of good timing and timely resources."

(It's OK to mortgage your business.)

The key to this is that Famous Dissident Political Prisoner really is the person they claim he/she is. It may be his/her third or fourth showing, but it is them. The person is very thankful to the contributors. As for the details of the rescue, the person is a little sketchy. They are not sure who ripped the door off their cell. Or who threw them bodily into the courtyard where the guards could see them. Or why Captain Courage didn't swoop in until the guards started shooting. They heard someone shout something loud in English before Captain Courage appeared. The person is going to keep mum about the some fifteen guards who were killed during the escape—or about

the other people who seemed to be involved, one of whom is The Clown. Details, anyway. Famous Dissident Political Prisoner is happy to be here.



What Famous Dissident Political Prisoner heard shouted in English are the words "Give me courage!" Shouting this in the immediate presence of an atrocity will summon Captain Courage, who pops out of whatever dimension he is in and does the right thing. The Captain doesn't linger much after the situation is over. Anyone can do this, although no one besides The Clown has in recent years. The Clown learned Captain Courage's secret quite by pain-filled accident and doesn't share this information.

There have been misfires. Captain Courage will always show for innocent women and children, but has on occasion just floated there as the Famous Dissident Political Prisoner of the month is gunned down by the guards. Unfortunately, the Famous Dissident Political Prisoners are chosen for their fundraising appeal and not

because they are particularly deserving of rescue.

After the dinner with Famous Dissident Political Prisoner is over, The Clown will show another short film. This one features long shots of another hero, Star-Ranger, as he is passing by military looking installations which seem to belong to FILL IN THE BLANK. At the conclusion of the film, The Clown will read from a personal letter he has received from Star-Ranger (secretly himself) which details the current situation and stresses the urgency of obtaining more resources. The Clown will then offer to either raffle off this letter or auction it to the highest bidder.

(We take credit cards.)

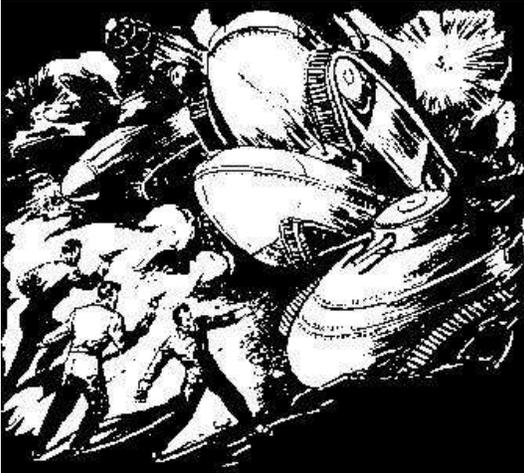
The Outstanding Potential of Revnant. It's a nice movie of the extranormal Revnant and his apparently impressive destructive ability, followed by scenes of him being tested in a lab. Yep. He blows stuff up good. Walks and chews gum well, too. Right before the lights come on, The Clown says "I think we know some people who might deserve this man's full attention."

And the lights come up and there he is, staring at the ceiling, all impressive in his robes. Revnant's dull, mechanical voice intones "The stars have summoned me. I will do my duty. I await my destiny!"

Revnant thinks he's joined the Cult of The Claw, so The Clown is quick to spirit him offstage before the idiot says anything else. The Clown will then go into a song and dance about how Revnant has "unlimited potential for improvement" or how "great power requires an increasing commitment in order to bear fruit."

Revnant's not bad if you have nothing else to show. He makes a fitting capstone for a reunion dinner of properly aligned previously rescued Famous Dissident Political Prisoners.

People who have seen Revnant before will know that the only thing that seems to be progressing is the depths of the man's obvious insanity.



The Coming of the Think Tank: Novelty is the life's blood of this scam and if you can't make something happen, you can always just make something.

Behold, the Think Tank. It's a robotic tank.

So far it's gone from concept, to drawing, to blue prints, to a computer animation, to a 3/4ths working model. And it's raised tons of funds at each stage along the way. The full scale version has now been seen and touched. Now it's time for it to do something. This is bad news for your heroes.

Think Tank is going to use them for target practice.

The Think Tank encounters should be spaced out throughout the campaign. The point of these encounters is to demonstrate the vehicle's continual development for fundraising purposes. Mantra and The Clown are milking it for all its worth, so there should be a pause in game time between stages.

The NPC Unit contains a progression of Think Tanks. Once your heroes are able to convincingly dispatch one model, you should switch to the next. The Think Tanks will become progressively better with time.

At first, the tanks are going to be zipping about town, performing various field test functions. While they are doing so, they are going to attract the attention of your heroes. Eventually the

conspiracy is going to use the Tank's progress in fighting your heroes as their measure of development. The final proof of the final design is in the hunting down and killing of your heroes.

There are three Think Tanks of each design in operation at any time. There are a total of six Think Tanks of each design. Active Think Tanks are replaced by those in inventory. When not active, the Think Tanks are in parts.

In the first stages of the test, the Think Tanks will not be actively seeking your heroes out. The first test has a single Think Tank driving through the city. It has three targets, all derelict vehicles parked in various parts of the city. It is to destroy these three targets and defend itself from anyone who attempts to stop it. At the conclusion of the test, the Tank will drive into a rail car and shut down. The rail car will be connected to a train and then shipped to Florida. The tank itself will be retrieved in a week... if it survives. The second test is the exact same as the first, only it involves three tanks acting simultaneously. Even if your heroes don't spot the tanks or actively intervene in their activities, they are likely to hear about them in the news.

The Think Tanks are being shuttled in and out of town by a gang of thugs equipped with WLO Press Guardian armor. The thugs don't know anything other than they are being paid cash to rent trucks, pick up tanks and move them around. They respond to phone calls. If your heroes have the ability or gumption, they can always infiltrate the goon gang. The goons, however, are infinitely replaceable. One good security breach and a new set will be hired.

The conspiracy expects to lose most if not all of its tanks at each stage of the test after the second stage. That's actually good for business, since it demonstrates the need for more fundraising, which is the Holy Grail of this scam.

In the third test, all remaining Think Tanks of the first design will converge on a single target from different areas of the city. They will

attack a used car lot and destroy all of the cars. The Tanks will then hold their ground against all comers, seizing control of the lot. If this doesn't attract the heroes, nothing will.



On the fourth test, a single Think Tank of the new design will wander the city, randomly attacking abandoned buildings until it attracts the attention of your heroes. It will then do its best to take them on.

What happens if the Think Tank wins? It will drive into a box car as in the first test. This will always be the case.

Are the Think Tanks out to really kill my heroes? Knocking them below their ability to recover will do. Think Tanks will not, however, hold back until the target is convincingly

prone, still and bleeding. For fundraising purposes, putting the hero in the hospital is as good as killing them.

Who is building the Think Tanks and how? They are, in fact, donations themselves. They are designed by Alexander Tallington. They will be assembled by the King Iron Vic, if he is available, or by Tallington himself. Iron Vic is just being paid and doesn't know what the Tanks are for.

After the fourth test, Think Tanks will be deployed only to attack your heroes. The conspiracy has only a limited capacity to keep track of your group's comings and goings. They watch TV. They listen to the police radio scanner. The heroes are going to have to stay in one set place and have it be known in some way in order for the Think Tanks to launch an attack. If they absolutely cannot find your heroes, the conspiracy will rerun test three or test four.

Beyond the fourth test, they will then send two tanks and then three and then three again until all models have met their fate. They then repeat with the next model. If you have a particularly large group of heroes, you may wish to increase the number of tanks the conspiracy has. Sometimes the heroes are going to be ahead of the Tanks in terms of development and sometimes they will be behind them. Keeping the attacks spaced out will help you make sure it's good, not overwhelming, match.

Primarily, the Tanks are going to try to lure the heroes into areas where there are few people. Their targets are essentially abandoned junk. They will not attack or even return fire if there is a potential for innocent people to get injured. They are entirely out to get your heroes and your heroes alone.

Scoring:

- 10 points for each Think Tank model defeated.
- 25 points for discovering Captain Courage's secret.
- 25 points for infiltrating the conspiracy.

25 points for taking down The Clown and Captain Mantra.

How To Take The Conspiracy Out:
Bringing down the Last American Saint

Publicly expose Captain Mantra.

Or you could convince the World Liberation Organization that their founder is categorically up to no good. The WLO already has its suspicions. You need to bring proof. This would be the most non-violent conclusion and also cause to award all of the points available for this group. Captain Mantra will quietly retire, citing 'personal reasons' and the heroes will have the thanks of the WLO. And the WLO is a good friend to have.



If, however, the Captain suspects that he is about to be exposed, he, The Clown, Revnant and whatever Think Tanks he has available will attempt to wipe the heroes out. As far as they are concerned, this is a fight to the death. The best way for the heroes to avoid this is to not tip their hands.

Being attacked by robot tanks is going to get old very quickly. The key to finding the conspiracy is to follow the tanks to where they go after they are through with their missions. Yes, this involves staking out a rail car and

maybe even spending a week before you actually can find someone connected to the scheme. Once the heroes have spotted the thugs, they should start sniffing around the WLO.

Characters who are using the CENTEL pretext are going to have a leg up on this operation. The behavior of the tanks directly matches the information they have about terrorist fundraising in Union.

Underview: On the other hand, Captain Mantra could win. If he wipes out the heroes with his Think Tanks, he and the Clown retire, after first promising that the tanks are going into mass production. At this point, they will have fleeced their targets for all they are worth. Your heroes will never see a Think Tank again—that is if they are in the position to ever see anything again.

The Clown's View: "This is the BEST SCAM EVER! Fleecing potential terrorist. Why the heck didn't I think of it? I have absolutely *no* sympathy for these people whatsoever. You don't see them strapping on guns or sending their own sons into harms way. Nooo! Them and their stinking money are going to control the world like flicking a TV remote. Idiots! I am going to light me a cubano with one of their hundreds. I love you, Captain Mantra!"

Captain Mantra's View: "Although I really hate seeing young people cut down like that, I can't help but think that in a way they helped us divert even more funds which may have gone for real acts of terrorism. They died like true heroes. Light me up a cubano and we will smoke to the memory of those valiant souls."

Or they could wind up saying: "And we would have gotten away with it, too—if it wasn't for you meddling kids!"