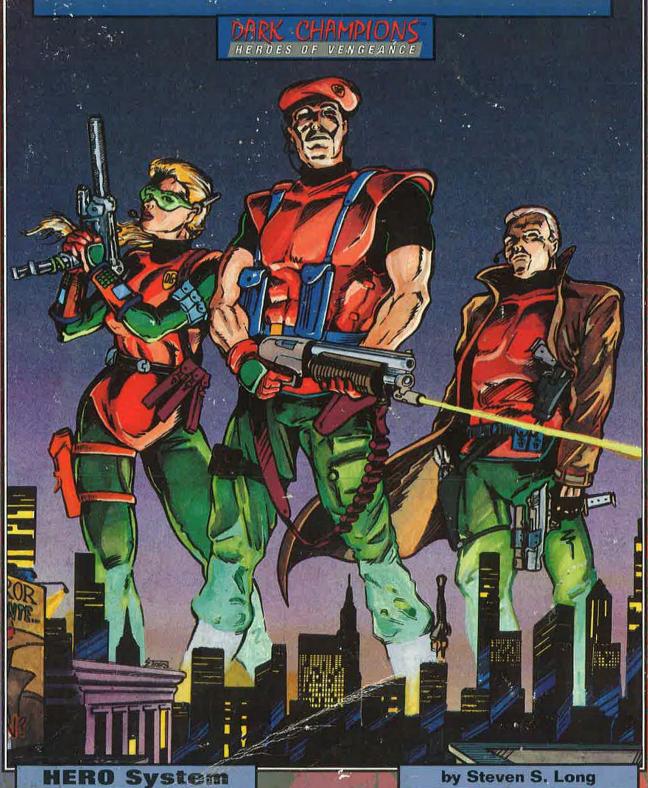


A Campaign Sourcebook for Dark Champions" and Champions®

Stock #432

An EYE for EYE



AN EYE FOR AN EYE

Author: Steven S. Long

Additional Material: George MacDonald

Editor/Developer: Bruce Harlick

Cover Art: Storn Cook

Interior Illustrations: Fredd Gorham, Storn Cook



Project Specific Contributions —

Pagemaking: Suzanne Young;

Paste-Up: Gera Miles, Mike Reynolds; Cover Graphics: Terry K. Amthor; Art Direction: Jessica Ney-Grimm;

Production Direction: John W. Curtis III;

Series Editor: Bruce Harlick

Editorial Contributions: Steve Peterson, Ray Greer,

George MacDonald, Coleman Charlton,

Maggi Perkins

ICE Staff — Sales Manager: Deane Begiebing;
Managing Editor: Coleman Charlton;
President: Peter Fenlon; CEO: Bruce Neidlinger;
Editing. Development & Production Staff: Monte Co

Editing, Development & Production Staff: Monte Cook, John Curtis, Bruce Harlick, Jessica Ney-Grimm;

Sales, Customer Service & Operations Staff:

Heike Kubasch, Dave Platnick;

Shipping Staff: Dave Morris, Daniel Williams.

Special Thanks To: Scott Sigler, Sean Fannon, and Cliff Christiansen, Amy G. Crittenden, all of the commentators from the Red Octover BBS and the Omaha Playtesters Association for their excellent suggestions about the vehicle combat rules and other matters.

Dedication: To all the people who make writing for Hero Games such a fun and rewarding experience: in no particular order, Bruce Harlick, George MacDonald, Steve Peterson, Ray Greer, Greg Smith and all the other Hero authors, artists and fanatics I've had so much fun talking with.

Additional Contributions: I would like to thank the following people for allowing me to use their ideas in this supplement: Tim Binford, Brannon Boren, Chris Caldwell, Cliff Christiansen, Sean Fannon, Tom Foster, Will Geiger, Eric Livengood, John Losey, Andy Mathews, Gary Mitchel, Scott Sigler, and Greg Smith.

An Eye For An Eye™ is Hero Games' trademark for its superhero roleplaying game using the Hero System.

Champions® and Champions, The Super Roleplaying Game™ are Hero Games' trademarks for its superhero roleplaying game using the Hero System. Hero System™ is Hero Games' trademark for its roleplaying system. An Eye For An Eye™ Copyright ® 1994 Hero Games. All rights Reserved. Champions Copyright ® 1981, 1984, 1989 Hero Games. All rights reserved. Hero System Copyright ® 1984, 1984 Hero Games. All rights Reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying (except Character Sheets for personal use only), recording, or computerization, or by any information storage and retrieval system, without permission in writing from the Publisher: Iron Crown Enterprises, Inc., P.O. Box 1605, Charlottesville, VA 22902.

Printed in the U.S.A, First Printing 1994

Stock #: 432

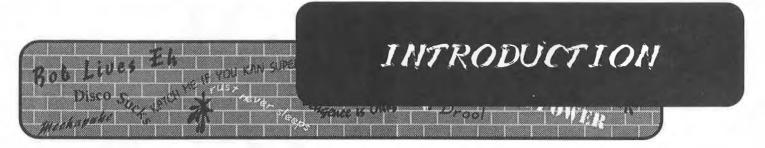
Produced and Distributed by Iron Crown Enterprises, Inc., the exclusive manufacturer of Hero Games.

ISBN 1-55806-204-1

TABLE OF CONTENTS

Introduction
CHAPTER ONE: Character Creation Skills, Perks, Talents And Powers
Military Training Package Deals
CHAPTER TWO: Campaign Creation & Gamemastering
Types Of Street-Level Teams21
Criminal Psychology24An Overview Of Abnormal Psychology24The Neuroses And Emotional Disorders24Personality Disorders And Social Problems26Schizophrenias And Paranoias27Disorders Not Classified Elsewhere28Conclusion28
Advanced Forensics29
Asphyxiation 29 Blunt Trauma 29 Burns 30 Drowning 30 Electrocution 31 Fingernail Scrapings 31 Forensic Anthropology 31 Sharp Trauma 31 Ultraviolet Vision And Forensic Science 32 Superpowers And Forensic Science 32
Illegal Drugs 33 Amphetamines 33 Barbiturates 34 Cocaine 34 Héroin 37 LSD And Other Hallucinogens 39 Marijuana And Other Cannabinoids 40 PCP ("Angel Dust") 41 Designer Drugs 41 Drug Addiction In The Hero System 45

CHAPTER THREE: Combat
Combat Maneuvers.48Dive For Cover48Options For Autofire50Improved Autofire50
Equipment. 51 Equipment Allowance 51 Concealment 52 Special Ammunition 53 Buying Special Ammunition 55 Upgrading Firearms 55
Vehicle Combat. 61 Vehicle Movement 61 Combat Driving Modifiers 62 The Random Road Generator 64 Stunts And Maneuvers 68 Vehicular Combat 69 Losing Control: The Consequences 7 Of Failed Combat Driving Rolls 72 Sample Car Chase 73 Streamlining The System 74 Conclusion 74
CHAPTER FOUR: Sourcebook
Weapons76Guns And Related Weapons76Weapons Other Than Guns79Heavy Weapons82
Chemical And Biological Warfare.85Explosives And Incendiaries87Poisons90
Equipment And Gadgets94Computer Gadgets94Defensive Gadgets94Movement Gadgets: Man-Powered Vehicles96Reconnaissance Gadgets96Miscellaneous Gadgets97
Vehicles.98Comic-Book Vehicles101
Raven. 103 The History Of Raven 104 Organization And Structure Of Raven 105 Operations, Activities, And Tactics 108 Personnel 110 The Grand Imperator 110 Dominus Sextimus 111 Dominus Secundus 112 Spadarius 114
The High Epopt



OBSERVATION: 3/15/93, 11:12 PM

En route to execution of Rocco "the Tower" Mezzaferra

My war to destroy crime continues. My successes in this war have been many, and in some places the innocent live safely once more. But across the city and this nation, the tide of crime continues to rise. Seven years ago I began this crusade, and seven years from now I shall fight in it still, and perhaps seven years from then, or even seventy times seven if I must find a way to do it. When the last criminal lies dead,

then I shall rest, and only then.

I do not delude myself that the war will be easy, or that victory is inevitable because my cause is just. I have said it before: Justice shall wither and perish in the face of mankind's self-centered evil unless good men act to uphold it. There are many good men working for this cause, each in his own way-the enigmatic Sandman; Jack O'Lantern, with his whimsical weapons and misplaced ideals; the heroine Dark Angel—but there are many more evil men out there than there are good. It is up to the good men to correct this situation. I go now to take the next step on my long path to the goal of Justice.

> Excerpt from the journals of the Harbinger of Justice

Since Dark Champions: Heroes of Vengeance and the other books in the Dark Champions line have been so wellreceived, it seemed only natural to publish another book of source material for street-level Champions characters and campaigns. Between the material that had to be left out of Dark Champions (referred to hereafter as "DC:HOV"), all the new material that has been created or thought up since then, and all of the suggestions and requests received from Champions players everywhere, there were plenty of things to put in this book. Hopefully you'll enjoy it and use it as much as you do Dark Champions!

HOW TO USE THIS BOOK

How to use this book shouldn't be any great mystery, since the reader will probably already have a copy of DC:HOV. Depending on the type of Champions campaign you're involved with, it can be used as background material for an entire street-level campaign, or simply as source material and ideas for street-level characters in standard campaigns.

The real question, of course, is what is in this book for you to use. Within the pages of An Eye For An Eye, you'll find:

- More information on subjects covered in *DC:HOV*. This includes further discussion of forensic science and criminal psychology; more information on organized crime (including new organized crime groups and Dark Champions Universe material for previously-discussed groups); and more guns, ammunition, and weapons for characters to use.
- Information on subjects not covered in *DC:HOV*, including a discussion of illegal drugs and how they work and are sold; data on the military; and a whole section on vehicle

Hopefully all *Champions* players will find something in *An* Eye For An Eye which they can use.



An EYE for EYE

DARK CHAMPIONS HERDES OF VENGEANCE

Send Lawyers, Guns and Money ...

From the author of Dark
Champions" comes an incredible sourcebook that will bring any campaign to a new level of excitement! Written for both players and Game Masters, An Eye For An Eye is jam-packed with new rules, new weapons, and new organizations. Just look at some of what you'll find inside:

Players:

- Expanded character creation
- Heavy weapons
- Hot ammunition
- More vehicles
- New investigation techniques
- New package deals
- Weapon combat maneuvers

GMs:

- Advice on Team Play
- Criminal Psychology described in detail
- Government organizations, complete with package deals
- Complete RAVEN criminal conspiracy
- RAVEN agents, leaders, weapons, equipment, and bases
- Campaigning with RAVEN
- Allies and enemies of RAVEN

This sourcebook has tremendous value for any *Champions* campaign, *Cyber Hero,* Horror Hero, or any modern or near-modern campaign. An Eye For An Eye is ready to supercharge your game—so bring it home today!

Playable with

DARK CHAMPIONS HEROES OF VENGEANCE





