

# DEBUGGING

This section is provided to give the GM some hints about how to handle the adventure if it goes wrong. Sometimes the players do things that are completely unexpected and which divert them from the plot. While experienced GMs will just ad-lib the deviations, some of the most common “oddball” plot twists (and how to effectively deal with them) are covered below.

## Act One: They Skip the Concert

Perhaps, no matter what inducements and trickery were tried, the characters refused to have anything to do with the concert. In this case, it is best to skip directly to the end of the scene and have the super-team contacted by police radio (or maybe just overhear all the calls for fire trucks and police cars).

The PCs should arrive at the stadium within a few seconds after the first batch of police. The doors have been broken down by fans several minutes previously, so there is a panicked crowd running around out front. The Deathheads are encouraging the mob to attack the police, and gunfire begins as the heroes arrive. Go directly into Act Two.

## Act Two: They Stop the Riot Immediately

This scene won't be nearly as dramatic if a PC has a power that can immediately end the riot — an area effect Sleep, or perhaps some sort of mass hypnotism. If this happens, the Deathheads in the sewer radio Necrovore to inform him of the problem, and he alerts Morwena and Psytron.

To keep things interesting for the players, the GM should have Demolition Man and Whirlwind link up with their allies at the museum. Demo-Man brings a dozen heavily-armed Deathheads with him, and the first big fight occurs in front of the City Museum.

## Act Two: The PCs Get Trashed

The PCs may get soundly beaten. Depending on how it happened, this may or may not be a problem. If the PCs split up and the group in the sewers is taken out by explosions and Demolition Man's ambush, it is not a problem. The heroes should have been more careful than to charge down a dark tunnel with an unknown enemy in it!

On the other hand, if the PCs stayed together as a group and got completely wiped out (whether above ground by weapons fire and Whirlwind, or in the sewers by Demo-Man and four Deathheads), then they may be too weak to handle the villains as written. The GM should pare down the members of Deathwish until he feels that they are at an appropriate power level to give the characters a good fight.

Note that the opposite is also true. If the party shrugged off 5d automatic weapons with a grin and knocked Demolition Man out with one shot, then the GM may wish to consider beefing up the villains!

## Act Four: The Hotel

The adventurers might decide that they can't wait until the next day to begin their investigations — they might head straight for the bands' hotel and try to question one or both groups. The GM should make this as difficult as possible — the regular

police have already been here, and the hotel staff is *not* going to disturb the high-tipping band members a second time.

If the supers manage to sneak in, hotel security are dispatched immediately to escort them out. If they choose not to leave, the police are called, and the team are hit with a lawsuit for abuse of powers within a week.

## Act Five: What if the PCs Don't Go?

It's possible that the characters might elect not to investigate Death Mansion (either with the police or on their own). If this happens, then the GM should skip *Act Five* as far as PC involvement goes — but the heroes should get up the next day and read the headlines about how over two dozen police officers were killed, and many more are still in critical condition as the result of a midnight raid on the mansion. The officers weren't prepared for the military onslaught that awaited them when they attempted to enter the mansion. They were forced to retreat and call in a DMI team from a nearby city. By the time the DMI team had secured the area, all potential evidence in the house had been smashed to pieces or burned. The GM should use this opportunity to heap guilt on the heads of the PCs — they had a chance to prevent this tragedy, and they chose not to go. As a result, many people died, and the police don't have any evidence to connect the band with the robberies. Any super with the Code of Honor disadvantage should *lose* character points for this!

## Act Five: The PCs Fight it Out

It's possible that the PCs will decide to try and fight it out with the entire contingent of Deathheads at Death Mansion. The GM has several options to consider at this point.

The first option is the easiest — kill them. While elegant and simple, this isn't really satisfying unless the players have made a habit of making tactical blunders of this magnitude. Most of the time, killing the characters will just annoy the players and cause extra work for all concerned as new characters are constructed.

The second option is to string out the combat long enough to show the PCs that they are hopelessly out-gunned, and that they had better flee the scene quickly. This can be done by limiting the effectiveness of the Deathheads — guns can jam, shots can miss, and backup can be slow in arriving. Accompany this with knocking out one or two of the super-team (being sure to spare the ones best able to escape with the bodies) until they get the hint and run away.

The third option is to cheat. Have the Deathheads be all flash and no substance. If it will give the PCs (and the GM) the greatest satisfaction to have the characters blast their way through an army, then the GM should arrange for things to happen in that manner — fudge dice rolls, have NPCs dropping after one solid punch or magma-blast, make sure that all resistance rolls by the Deathheads are failures, have entire squads panic and surrender or run, etc. There is nothing wrong with this method if it's what the players like!

Of course, the above is predicated on the PCs *not* being tough enough to wipe out the mercenary team. If this isn't true (the entire party is made of 1,000-point bricks, for example), the GM should let the players have their fun — and then seriously beef up the members of Deathwish to deal with them!