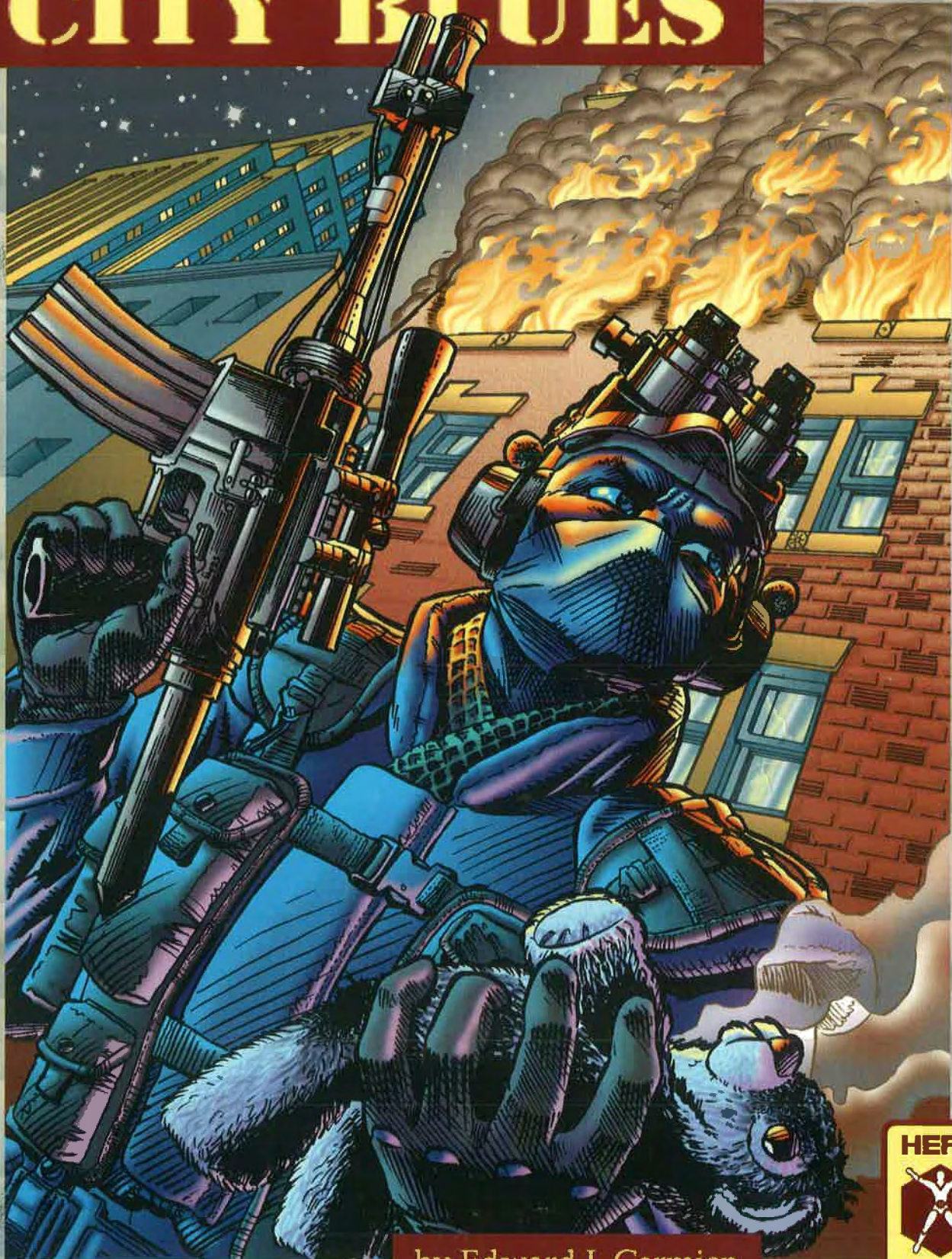


A Sourcebook for DARK CHAMPIONS™

#438

HUDSON CITY BLUES™



by Edward J. Carmien



Table of Contents

Introduction

Introduction	4
Organization Of The Adventure	5
A Grand Scheme in Three Parts	5
The Calendar	6
The Scorecard	6
Power Level	7
New Characters	7
Balance	7
Running The Game	8
Mood	8
Pacing.....	8
Controlling EP Expenditure	9
Keeping All the Balls in the Air	9
Reserved Villains List	10
Linking Villains	
Personally to PCs	10

Part I:

The Ties That Bind

Introduction To Part I	11
How to Use this Adventure	11
Goals and Methods	11
Theme and Mood	11
The Enemy's Plan: Part I	12
Alternate Outcomes	12
Troubleshooting	12
Involving the Heroes	13
Calendar - June 1995	14
Part I Scorecard	15

Part I, Episode 1: Optik At Work	17
The Story	17
Individual Encounters:	
Press Opportunities	17
Some Introductions	19
Retro's First Appearance	21
Part I, Episode 2: Optik's Invitations.	23
Mayhem in the Underworld	23
Retro Investigates	25
Ashtray Art Strikes!	26
Part I, Episode 3: Race Against Time.....	27
Tenderheart Strikes	27
Optik Needs Help!	27
Retro's Revenge	28

Part II:

The Takeover

Introduction To Part II.	30
How To Use This Adventure	30
Goals and Methods	30
Theme and Mood	30
The Enemy's Plan: Part II	31
Alternate Outcomes	31
Troubleshooting	31
Involving the Heroes	31
Part II Scorecard	31
Calendar - July 1995	32
Part II, Episode 1: The First Shots.	34
Plain Jane and Her Hunter	34
Acquisition 1: Street Gangs	34
Crusade Strikes	37
Part II, Episode 2: Innocent Blood.	38
Buckshot's Gangs vs.	
the Card Shark Organization	38
Pairadice Club	39
Meeting Card Shark	40
Hitting the Mattresses	42



Table of Contents

Part II, Episode 3: The Mob.	43	Resources	
Gangs, Card Shark Organization		Resources.	64
vs. The Mob	43	Vigilante Worksheet	65
Back in Action	44	Player Handout: Hudson City	66
Crusade Pursued	46	Sample Player Characters	67
Ashtray Art Goes Big Time:		Sharpshooter	
The Fire	46	(Mariam Martinson)	68
The Story	49	Heartwrencher	
		(Thomas Hart)	71
		Night Stick	
		(Joe Dishwasher)	73
		The Chemist (Susanna Thompson)	75
		The Dancer	
		(Harriet Lucinda Turkh,	
		AKA Janice Hardaway)	77
		Atropos	
		(Emily Lougheed)	79
		Mr. Mist	
		(Roger Duquerk)	81
		Spectre	
		(Clyde Smith)	83
		Bad Guys, NPCs, and	
		The Machine	84
		RETRO (Marcus Waddington)	85
		The Carillo-Mendoza Cartel	
		in Hudson City	86
		Mr. Nobody	87
		Optik	
		(Harold Grimes)	89
		The Machine	89
		Phase II and III	89
		Running The Machine	90
Part III:			
 The Crime Boss			
Introduction To Part III.	50		
How to Use this Adventure	50		
Theme and Mood	50		
The Enemy's Plan: Part III	50		
Alternate Outcomes	51		
Troubleshooting	51		
Involving the Heroes	51		
Part III Scorecard	51		
Calender - August 1995	52		
Part III, Episode 1: Retro Cleans House.	54		
The Hanged Man Purchase	54		
Extortion	55		
Tricks and Traps.....	55		
Part III, Episode 2: WAR!	57		
War in the City	58		
Retro's Estate	59		
Aftermath: "Episode Three, Part III".	61		
Cleaning Up	61		
Owning Up	61		
Loose Ends: New Adventures	62		



INTRODUCTION

Welcome to Hudson City. Approximately 7.5 million people live in the metropolitan area. The city boasts several professional sports teams, a seaport, three major universities and some of the most celebrated art museums in the world.

Welcome to Hudson City. It has one of the highest crime rates in the United States. Youth gangs, organized crime, foreign criminal organizations, drug lords and numerous independents make Hudson City their home.

Welcome to Hudson City. It has the most active vigilantes of any city in the United States. The Hanged Man, the Harbinger of Justice and the Sandman are but a few of the most ruthless: a score of others walk the streets wearing masks, fighting for justice, not law.

Welcome to Hudson City.

Hudson City is the opportunity of a lifetime for players who want to squeeze criminals who make citizens afraid to walk at night, who want to make the bad guys bleed for every wound they've ever inflicted

on their victims. If you, a GM, have players who want a little street-level action, players who don't want to play characters in parti-colored tights with cute code names, players who, every once in awhile, want their character to pull the trigger when a serial rapist appears before them, this book is for you. *Dark Champions* and *Justice, Not Law* are for you.

GMs who want to get the most out of *Hudson City Blues* will need both of those books, although they're not absolutely required. To use this epic adventure book without those two resources a GM will merely need a fleshed out city environment. Any city of reasonable size—several million or so—will do. The city must be dark, full of night-champions who are men and women, men and women who are exceptional, perhaps, but men and women nonetheless. The city most suited for this adventure is Hudson City. The special rules and information in *Dark Champions* is invaluable as infrastructure and background for this adventure. Use them.



Hot Times In Hudson City

She shifted a bit to avoid a sharp corner that was digging into her ribs, took yet another peek through the scope mounted on top of her rifle, then shifted her grip on the rifle to scratch for a minute. The mask was stifling. "Should have started this in October," she said to herself. Down below a faded green Cadillac eased up next to the building she had been watching for the past three hours.

"Hope this is it," she said aloud. All the little aches and itches were forgotten. Action. This was it. Had to be. She waited for targets to exit the car before putting her eye to the scope. Bingo. Man wearing leather. Woman wearing tight skirt and a knit top. Leather jacket has the package...

Yes. Person in the house, man wearing a jeans jacket, coming out...money in the hand...package changing hands, money changing hands,...

"That's no pizza delivery," she said, and opened fire. The bullets spanged into the man wearing leather. A split second of silence as she re-aimed, and again a stream of bullets reached out and touched someone. The other still stood, stunned and amazed, looking helplessly off into the darkness. There was a gun, light flickering at the end...firing, she thought to herself. He's shooting.

Looking over the scope she let loose with the rest of the clip.



It's the hottest summer on record in Hudson City when Optik and The Machine choose the wrong target for their blackmail scheme – and that's when the temperature really soars! The crimelord Retro seizes the opportunity for trouble and turns up the heat even more. Now Hudson City is boiling over with trouble, and only the heroes have a chance to stop Retro's plans. Will the heroes succeed, or will Hudson City be singing the blues?

Hudson City Blues is an epic campaign adventure designed for *Dark Champions™* and other applicable Hero System® campaigns. *Hudson City Blues* provides over three months of campaign play! Eight sample characters are included, along with complete guidelines for using *Hudson City Blues* to start a new *Dark Champions* campaign. Take a walk on the wild side—get this adventure.

Ownership of *Dark Champions* supplements *Justice Not Law™* and *Underworld Enemies™* is recommended.



GAME GALLERY
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