

A Campaign Sourcebook for
Dark Champions™ and *Champions®*

Stock #432

An EYE for an EYE™

DARK CHAMPIONS
HEROES OF VENGEANCE



HERO System

by Steven S. Long

AN EYE FOR AN EYE™

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INTRODUCTION

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 well-received, 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 combat.

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



An **EYE** for an **EYE**TM

DARK CHAMPIONS
HEROES OF VENGEANCE

Send Lawyers, Guns and Money ...

From the author of *Dark Champions*TM 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*,TM *Horror Hero*,TM or any modern or near-modern campaign. *An Eye For An Eye* is ready to supercharge your game—so bring it home today!

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