

MHR1
ACCESSORY

MARVEL SUPER HEROES™

6905

X FORCES

THE MUTANT UPDATE



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MHR1
ACCESSORY

MARVEL SUPER HEROES™

X FORCES

Campaign Book



by **Scott Davis and Anthony Herring**

MARVEL SUPER HEROES™

Game Accessory



GRANDMASTER'S LOG

by Anthony Herring

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INTRODUCTION

"My homeworld floats alone, a dead monument to a dead galaxy, a reminder of those who thrived millennia ago.

"And yet I live on, an immortal whose only amusement lies in games of chance and challenge. I am an Elder of the Universe. I am the Grandmaster.

"The universe is my game board; it's countless inhabitants, my playing pieces. On your world, I have beaten the Prime Mover, a robotic computer created by the Earth-born called Doctor Doom. I have even bested Death itself.

"The Earth and its flock, especially its mutants, are dear to me. As a breeding ground for superhuman pawns, this planet has no equal. Mutants are particularly 'adaptable' to my games.

"I have written this log so you might prepare yourself for the games to come. In this log, you shall find information relevant to Earth's most powerful mutants. Not only shall you discover the limits of their powers and abilities, but you shall learn what it is like to be a mutant among normals. This factor, this 'mutant agenda,' shall affect their success in the contest above all else.

"I have also included scenarios designed to test mutant players for the coming challenge, as well as complete rules for developing a 'Danger Room' of your own, where your heroic pawns can be tested even further. For even more variance, and I pray a worthy challenge, I have given you data concerning some of the special equipment often used by mutants.

"Pay heed to the *Grandmaster's Log*! For one day, I and my Chosen shall arrive from the frigid depths of space to make our challenge. The very Earth shall be the prize! . . . Who among you shall stand to face the Game of the Grandmaster?"





ROLE-PLAYING A MUTANT

To play a mutant character to the fullest in the MARVEL SUPER HEROES™ role-playing game, it is important to know exactly what mutants are, how the world views them, and how they view themselves.

The Mutant Condition

Mutants are like normal people, but with one exception: Strange genetic anomalies are present in their DNA at birth. These genetic peculiarities often result in super-human powers.

Physical powers are usually obvious, such as the blue fur, teeth, and claws of the Beast. Mental abilities can be more subtle, but usually leave their mark on the mutant also, as with the stunning white hair and piercing eyes of Storm.

A mutant's power usually appears upon reaching adolescence, a time when the human body naturally undergoes incredible emotional and physical changes. It is likely that this stress "awakens" the mutant genetic code, bringing about even more changes in the unsuspecting adolescent.

Imagine you are sitting in class. All day your back has been itching furiously. You feel two small bumps there. Mosquito bites? The teacher insists that you visit the nurse. Walking the halls and scratching your back, you decide to stop in the washroom and see what the heck is going on. Lifting your shirt and twisting to look in the mirror, you gasp in horror. Small white feathers are growing from mounds in your back. You, plain old you, are sprouting wings! Are you part of the "mutant menace?" What will people think? Will they label you an angel . . . or a devil?

Some mutant abilities surface before or after puberty. An intense trauma can cause a young mutant's powers to emerge prematurely. Some mutants even grow to adulthood with no inkling of their mutant condition until special circumstances arise to unleash their latent powers.

Unlike high-tech characters, whose powers are gained from equipment, a mutant's abilities are inborn. Mutants are neither robots nor aliens. They usually originate from this dimension and planet.

Mutants should also not be confused with "mutates," who are also called mutated or altered humans. These once-normal people gained super-human powers through external forces which changed their genetic makeup. Such forces include radiation, cosmic rays, magic, and so on. While a mutate's DNA is altered by external stimuli, a mutant's genetic code changes at the moment of conception and often requires an internal "awakening" to become active.

Though mutants and mutates are technically different, they are often lumped together and labeled "muties" by people who hate them. Such mutant prejudice is growing.

Thoughts and Theories

Though researchers (notably Professor Charles Xavier and Dr. Moira MacTaggart) have had some success in identifying the process of mutation, the exact nature of human mutation in the Marvel Universe remains a mystery. This is partly due to the fact that mutant research is hampered by political and social pressures. Researchers are usually persuaded to proclaim themselves either pro-mutant or anti-mutant, which immediately influences who will investigate or accept their findings, and who will remain close-minded.

There are four theories which try to pinpoint the cause of human mutation and to understand why the mutant population is steadily growing:

- At this time, the most commonly accepted theory is that mutants are the next step in the evolutionary process. Like present man differs from the Neanderthal, mutants differ from the man of today. This theory is very

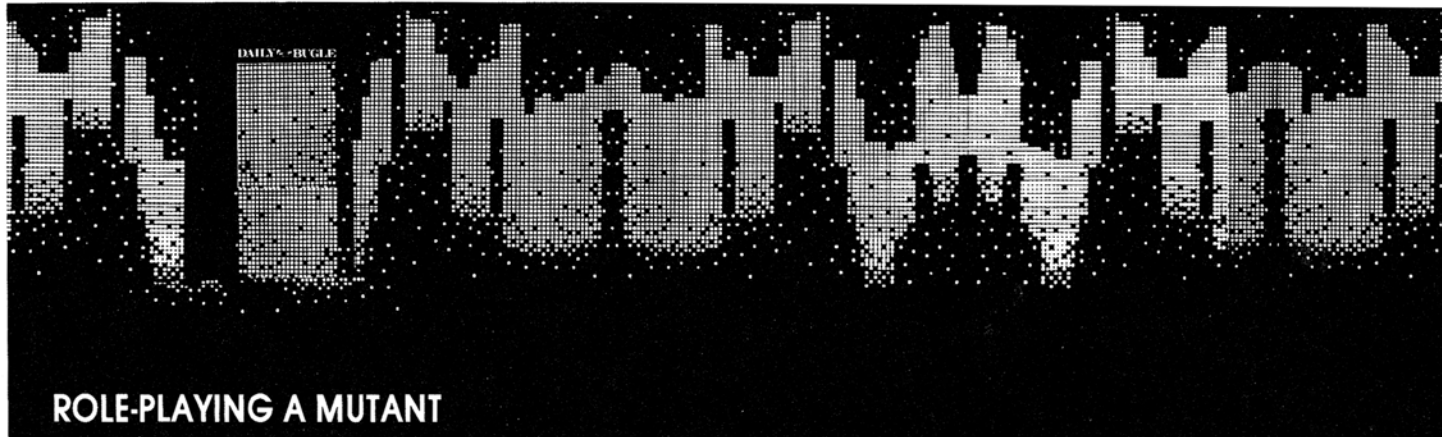
disquieting for normals; they may be facing their own evolutionary successors.

- It is known to an enlightened few that the Celestials, a race of super-aliens, discovered the Earth over a million years ago and modified the genetic makeup of the existing human stock. The Celestials created the Eternal and Deviant races in this way, and may also have given humanity the genetic programming for mutation, which might account for both mutants and super-powered mutates.

- The third theory draws assumptions from the previous two. It is postulated that mutants are showing up in greater numbers now because of atomic testing, which began nearly 50 years ago. The rising background radiation level triggers either natural mutation or the Celestial's genetic programming for mutation. Although there were mutants before the atomic age (such as Apocalypse and Selene), as well as mutants from places other than Earth, the majority of mutants from the Earth have appeared in the last 50 years.

- The final theory claims there exists a genetic "Survivor," also known as "That Which Endures." Supposedly, the Survivor is the source of evolution for all life on Earth. It inhabits the dominate species (such as dinosaurs or humans) until the host species attains its genetic peak. That Which Endures then searches for a new host species, leaving the former host at an evolutionary dead end. This theory states that the increase in mutant population is due to influence by the Survivor, which has chosen mutants as its next evolutionary host.

Unfortunately, there is no way to discover which theory is correct. It seems most likely that all four theories are partially true, with the ultimate truth lying somewhere in between.



ROLE-PLAYING A MUTANT

The Mutant Menace

Because mutant abilities are inborn, anyone has the potential to be a mutant. A sudden, shocking transformation could happen at any time. How can anyone be safe from this "mutant menace?" Family, friends, and neighbors could all be mutants!

Most ordinary humans view this situation with great discomfort. Fear, ignorance, and even envy have bred a deep-rooted prejudice against mutants. Depending upon the region and recent events, anti-mutant activities range from peaceful protests to murderous lynchings.

There are several factors which contribute to a general fear and mistrust of mutants:

- The most obvious fear is that anyone can be a mutant, even one's closest friends and relatives. While most mutations are obvious, others are subtle. Who is to say that our elected officials are not secretly mutants trying to infiltrate and control the government? This type of paranoia spreads like a cancer, affecting both the guilty and innocent alike.

- Because they cannot understand them, and will likely never possess them, most humans fear mutant powers. How can ordinary people stand up to these awesome abilities? Can they even depend upon their police or armed forces to defend them? The fear of the abuse of mutant powers is a definite factor in the prejudice against mutants.

- The theory that mutants are the next step in human evolution has only served to increase anti-mutant sentiments. The thought that normal people are being replaced by this new sub-species of humanity (called *Homo sapiens Superior*) is disquieting. From the actions of some "evil" mutants, much of society is convinced that all mutants believe themselves to have an inborn right to

take control of the Earth.

- Another reason for mistrust is that mutants tend to gather into fighting teams. Though some are obviously good and others downright evil, they both seem to leave mass destruction wherever they tread. While most of these groups are formed as a direct response to anti-mutant attitudes, it doesn't seem to matter to humans, who also don't care that the destruction caused by good mutant groups usually prevents even greater destruction.

The Mutant Agenda

The future for both mutants and normals is in jeopardy. One probable future, as experienced by Rachel Summers (Phoenix II), is one in which strict anti-mutant laws are passed, forcing mutants to report to concentration camps. Those who resist become renegades to be hunted down and slaughtered by Sentinels, highly advanced robotic mutant-hunters. Eventually, the Sentinels' programming was expanded to include all super-powered individuals. New York City became a ruin in the process. It appeared that the utter genocide of mutants and super-beings was imminent. Will this nightmare future come to pass?

Methods for remedying the situation are as varied as the people who support them. Some want an end to conflict, while others view conflict as the only means to a peaceful conclusion. Many people don't even care about the mutant situation, but play mutants against one another and society in order to gain personal power.

Below are the opinions of some of the most influential characters in the Marvel Universe. Use them as guidelines for developing your own character's way of thinking.

CABLE (Freedom Fighter/Terrorist):
Leader of X-Force.

"It's time we became a force for change in this world. A force—legal or not—for what's right." (NEW MUTANTS #100)

Cable represents the gray area between good and evil mutants. By openly fighting for mutant rights, he is considered a freedom fighter by mutant supporters, and a terrorist by the governments he threatens.

Cable's exact mutant agenda is difficult to pin down. He seems most concerned with eliminating evil mutants who threaten society and, in turn, negatively affect the public's attitude toward mutants. He also uses X-Force to aggressively thwart anti-mutant factions within the government. As might be expected, the U.S. Government, and especially Henry Gyrich of the Commission of Superhuman Activities, wants to take Cable down.

Cable believes he is taking part in a bloody war and is training his charges as soldiers. He is not above killing to "win."

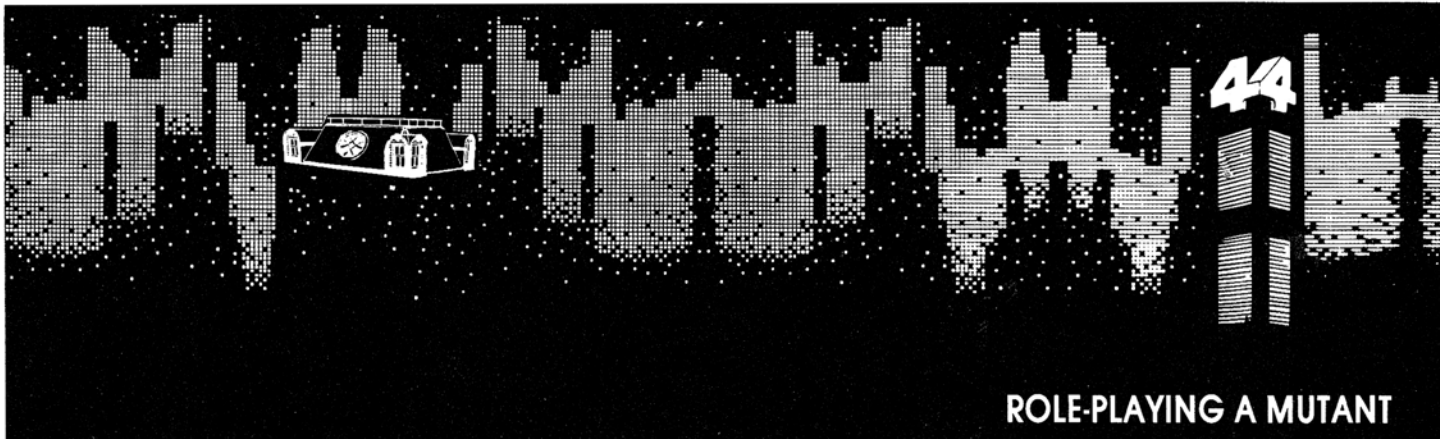
"Do unto them what they've got planned for us. Hit 'em hard an' fast. We got the power, people, past time we used it." (UNCANNY X-MEN #273)

EMMA FROST (User/Manipulator): White Queen of the Hellfire Club.

"This young witch presents a threat to myself and my organization," proclaimed Emma Frost. *"And anything which threatens the Hellfire Club must sooner or later threaten the X-Men! Now, open your mind to me, young one . . . before I peel your psyche like a ripe fruit!"* (UNCANNY X-MEN #281)

Emma Frost is the type of character who cares little about the state of affairs between mutants and normals, even though she too is a mutant. She only cares about her own welfare and that of her organization, the Hellfire Club.

To the White Queen, mutants are little more than pawns in her social and economic schemes. She seeks control over mutants in order to use their



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super-human abilities for her own ends.

Emma Frost is a master of seduction, enticing the target to take the first step, then leading each additional step thereafter until her ultimate goal of total control over the target is achieved. She is usually very subtle, tempting individuals into service with promises of money, power, or solutions to immediate problems. Only when she is rushed by pressing needs will she push hard to recruit a mutant to her cause. She is not above using force or mind-controlling devices and powers to "persuade" a desired mutant.

STRONG GUY (Crimefighter): Member of X-Factor.

"Okay, that's it! I've had it! I am sick and tired of the word 'mutant'. . . It's one of the dirtiest words and racial slurs in this country. 'Mutant menace. Mutant scum. Mutant danger.'"

"Remember when African-Americans were 'negroes' or worse? When the physically challenged were 'cripples'? Every other segment of society is now treated with verbal respect. But you guys have turned the word 'mutant' into a buzz word meaning 'dangerous.' It's unfair and we're not gonna take it anymore."

"We deserve respect! We demand respect! . . . We prefer the term 'genetically challenged.' Or 'geecees' for short." (X-FACTOR #73)

Guido represents a less serious attitude toward the discrimination of mutants. His goal, and that of other mutant crimefighters like him, is to defeat the bad guys; to do good for good's sake. Although pro-mutant, he does not use violence to promote mutant rights.

Guido realizes that because he is a mutant, his actions will be viewed with a critical eye. He tries to avoid situations in which his actions could provoke bad press. But he is not very good at it. In a recent battle against Slab, Guido destroyed the Washington Monument. Oops!

GYRICH, HENRY PETER (Anti-mutant Bureaucrat): Agent of the U.S. Government.

"I've always maintained mutants represent a threat to the national security... We have recently reacquired the financial backing we've needed since Shaw Industries collapsed. Project: Wideawake is ready to go back on-line!" (X-FORCE #5)

Henry Peter Gyrich is a paranoid power-freak. He is suspicious of all super-powered individuals, whether mutant or not. Being a capable bureaucrat specializing in super-human affairs, he has acquired considerable political power. Gyrich continually uses this influence in his personal quest to control and regulate the rights and activities of super-humans and mutants.

Henry Gyrich represents that element in the US government obsessed with the idea that mutants and other super-powered individuals will ultimately bring about the downfall of normal humans. To deal with the problems posed by the growing number of mutants, the government formed a covert commission known as Project: Wideawake.

Gyrich was given control of the project and was answerable only to the President. Sebastian Shaw (who was secretly a mutant himself) was made a special consultant, as was Senator Kelly. Shaw Industries was secretly licensed by the government to construct Sentinels for use by Project: Wideawake, and by the Department of Defense. These Sentinels (Mark IV, V, and VI) were used to capture any superhumanly powerful mutants who the project directors felt posed a threat to national security. With the recent death of Sebastian Shaw and the collapse of Shaw Industries, the project lost its funding and was put on hold.

Apparently, Henry Peter Gyrich is determined to bring Project: Wideawake back to its original status and power. If so, both humans and mutants will likely suffer from the resulting mayhem.

MAGNETO (Aggressive Defense): Self-appointed leader and defender of mutantkind.

"Whatever we decide, the world will never accept us. They only mean our destruction, as individuals and as a species!" (X-MEN #1)

Magneto has long been concerned with the condition of mutantkind. Over the years his ideology has changed considerably.

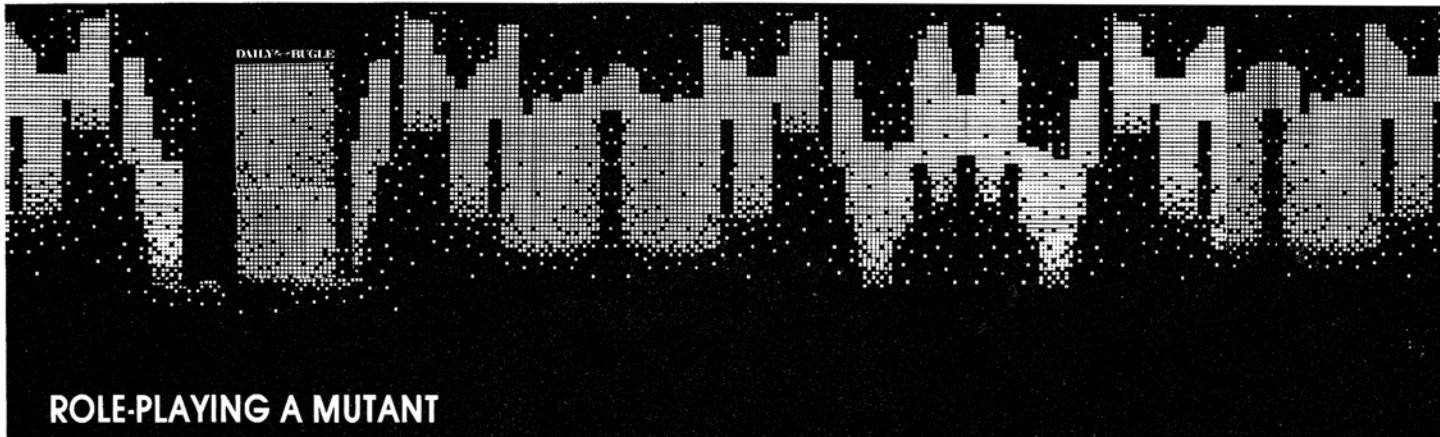
Currently, Magneto is the prime representative of the school of thought that mutants must seek security through a strong, aggressive defense. Mutants must stand united against their oppressors. Let humanity strike the first blow, then retaliate with a vengeance. As Thomas Jefferson said: *"Eternal vigilance is the price of liberty."* For Magneto, the difficulty does not lie in gaining mutant independence, but in keeping it.

Magneto no longer condones open warfare against humanity. His stance is more like that of the "cold war" once shared by the United States and the Soviet Union.

"All my life," declared Magneto to the X-Men, "I have seen people slaughtered wholesale for no more reason than the deity they worshipped, or the color of their skin—or the presence in their DNA of an extra, special gene. I cannot change the world but I can—and will—ensure that my race will never again suffer for its fear and prejudice. . . Harm done against any mutant is harm done to me. And I shall respond accordingly." (X-MEN #1)

PROFESSOR CHARLES XAVIER (Peaceful Coexistence): Leader of the X-Men.

"We have it within ourselves, X-Men—as do all people, whether mutants or no—to leave our world better than we found it. To strive for the heights of our potential, to seek out the best in ourselves and in others. . . Yes, that is an



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ideal. Perhaps an unattainable one. But success in this is not what is important. What matters is the attempt. And our powers, our role as heroes—perhaps even the simple fact that we live—gives us the obligation to try.” (X-MEN #3)

Charles Xavier is devoted to the preservation and training of mutants. His ideal is a society in which mutants and normals co-exist, each working to help the other make the world a better place. To that end, the X-Men aggressively work to subdue evil mutants and other super beings in an attempt to give all mutants a better reputation and to protect the innocent. Because such actions often result in mass destruction, which in turn results in bad publicity, Xavier and his X-Men face an uphill struggle.

“Like Magneto, we have made choices in our lives. We have taken our stand for what we believe in. We were both haunted men, him by a nightmare, me by a dream. . . . His choice was ever fueled by rage, tainted by the despair that scars his soul. As ours, I pray, will be sustained by hope.” (X-MEN #3)

TOAD (Evil Mutant): Leader of the New Brotherhood of Evil Mutants.

“My name is Mortimer Toynbee... You see, there are just far too many mutant factions currently in operation. Everyone putting an X in front of their names. And Magneto with his sad delusions of nobility! And Homo sapiens? Well, just take the paramilitary anti-mutant state of Genosha as an example. Using our people as enforced labor. An injustice that cries out for vengeance!” (X-FORCE #5)

Evil mutants, such as Toad and his New Brotherhood, are often drawn together by adversity and endeavor to recruit more mutants who are bitter about the way society has treated them. These mutants are reactionaries, acting first before society has a chance to hurt them again. Such misguided mutants often rationalize their robbing and killing as an equal exchange for the injustices

(whether real or imaginary) suffered upon them.

Because they present themselves as “evil mutants,” and often cause considerable devastation, they have a very negative effect upon the way all mutants are perceived by society. Good teams, such as the X-Men, actively battle these villains in an attempt to counter this image.

“I need you, Karl Lykos— I need you to join me in fulfilling my dream . . . a dream where mutants can rule in superiority over the subspecies which has dogged our evolutionary advancement for far too long! Join us, Doctor Lykos. Let your friend Sauron come out and play . . . with the New Brotherhood of Evil Mutants!!” (X-FORCE #5)

Role-Playing Tips

From the previous information, you should have a pretty good idea of what it's like to be a mutant in the Marvel Universe. Even though you may have spectacular powers and save the world, in many ways you are nothing more than a second-class citizen.

Imagine what it must be like to suffer at the hands of powerful villains, only to be scorned by the very people you are struggling to protect. Mutants make for grim heroes, who often question the value of their heroic actions.

The following is a checklist of ideas for you to refer to as you role-play a mutant (or other character type) in the Marvel Super Heroes™ game:

- Are you pro-mutant or anti-mutant? When prejudice is thrust in your face, it's difficult to remain indifferent. Take a stand!
- If you are a mutant and also take an anti-mutant stand, how do you view your own powers? Do you avoid using them? Are you afraid of your powers? Maybe your goal is to somehow get rid of your powers and become “normal” again.

- What is your “mutant agenda”? Of the characters described above, who are you most likely to agree with? How do you feel about these mutants and their ideas? Why do you feel that way? Write down your own personal agenda based upon those above.

- Once you have a firm grasp of your character's own agenda, actively pursue it whenever the opportunity presents itself during play. Try to persuade others to adhere to your point of view. How you go about this depends upon your agenda. A character like Emma Frost might use seduction or even force to recruit others to the cause, for example, while someone like Professor Xavier might employ calm, rational conversation.

- Above all else, heroes are heroes because they fight the good fight: stopping crime, rescuing innocents, and defeating powerful foes. No matter how strong your character's feelings are toward the mutant menace, remember that he is a hero first. Indiscriminate killing and destruction is wrong by any standard. If your hero sinks to the level of his persecutors, is he any better than they are?



Between missions to save the world, hero teams need a place to stay in shape. Many heroes now have a place like the room the X-Men have always called—the Danger Room.

Nearly always located within a team's headquarters, the Danger Room presents heroes with traps, robotic opponents, and simulated natural disasters.

We want a Danger Room!

When the heroes decide it's time to add a Danger Room to their base, the best way for them to go about it is to contract the job with a non-player character engineer or organization (who is under the Judge's control). You can actually role-play the bargaining that goes on between the heroes and the contractor if you wish.

It's best if the Judge takes it upon himself to design the team's Danger Room. Allow the players to make a few suggestions, but the final design should be the Judge's. If the players know all of the tricks and traps of the Danger Room, how can their characters be surprised and truly tested?

The Danger Room Controller

The person in charge of the Danger Room should be a non-player character (NPC). This character is responsible for using the main computer to develop, control, and repair the various traps and robots of the room. It is important that the character have a high Reason attribute and appropriate skills, such as Computers, Electronics, and Robotics.

The NPC controller is also responsible for logging all of the heroes' abilities into the computer. The settings for various dangers are usually at the test subject's

highest rank or one rank higher. Accidents can result from using the wrong settings (Cyclops being tested by an Agility test designed for the Beast, for example) or if the settings were changed or sabotaged.

The controller must ensure that the room has overrides both in the control booth and the room itself. By hitting a "panic button," all systems in the room shut down. Such safety features can prevent a hero's death.

The controller should be on call at all times, and usually resides at the base as an unofficial or reserve member of the team. This can make workouts in the facility especially exciting for the heroes, particularly if they begin to question the NPC's true loyalties.

What if the technician is really a spy for the corporation the heroes contracted with? He would have the perfect means to come up with detailed portfolios on all of the heroes' powers and abilities.

What if the scientist is actually an assassin or disguised villain? He could use the Danger Room in an attempt to eliminate the heroes. "Sorry, guys, that robot's power levels were somehow raised above the test setting. Must be a short in the system. Won't happen again. I promise." Yeah, right.

In either situation, a villainous controller has the perfect opportunity to test new technologies upon the heroes: shrinking rays, power inhibitors, mind-control devices, whatever the NPC's true employers (meaning you) what to see inflicted upon the player characters.

Of course, the NPC might be a good and loyal member of the hero team. The choice is up to you. In either case, keep in mind that the NPC has a history too. He can be a great "hook" to get the characters involved in adventures. If the controller's family should be kidnapped by a villain, who will he persuade to help him rescue them? What if he is being blackmailed by the villain to kill the

heroes? Torn between his fear of the villain and his loyalty to the team, what will he do?

It's a good idea to develop a complete character record and background for the NPC technician. This will help you generate ideas for using him in both Danger Room situations and adventures outside the base.

The Master Computer

Next in importance to the human controller is the master computer. It is responsible for helping the controller create, monitor, and repair the various dangers in the room.

Usually the computer's core is secured beneath the Danger Room. This is where the traps and robots are created, stored, and repaired. Commands can be given to the computer from consoles in the control room or directly at the core. It is likely that only the controller knows the passwords for accessing the computer.

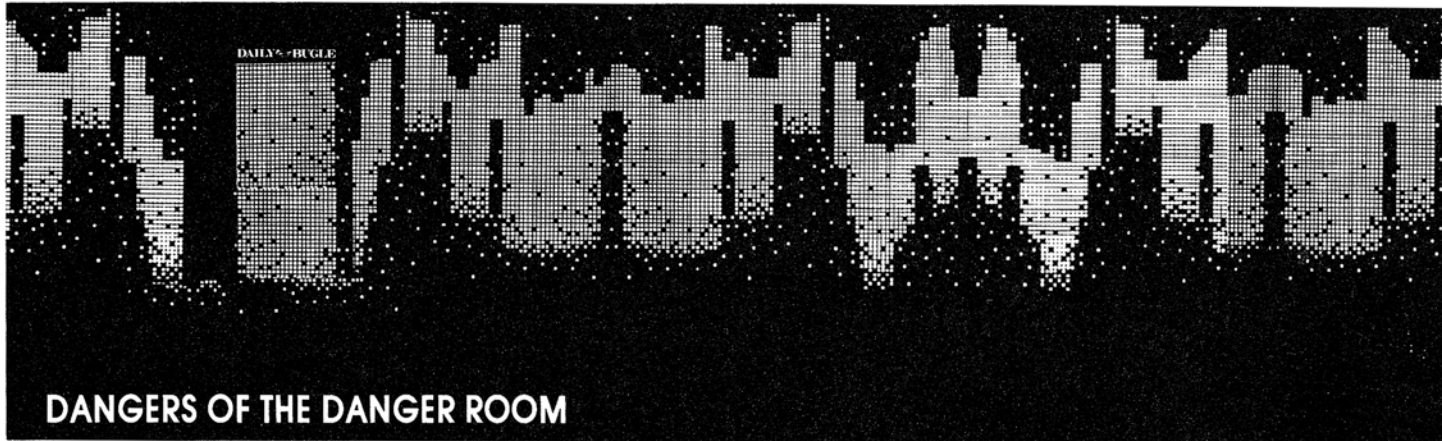
The master computer has only a Reason attribute, which ranges from Good (10) to Unearthly (100). It is not self-aware, being merely a very intelligent machine. (Even so, who's to say that a power surge might not grant it a personality . . . good or evil.)

The master computer can be equipped with a number of powers:

BODY ARMOR: The computer is usually constructed of Excellent (20) strength materials, granting it Excellent (20) body armor.

FORCE FIELD: For added protection, a force field generator can be fixed to the computer core. The rank of the field cannot exceed the computer's Reason. The field protects it against physical and energy attacks, but cannot prevent damage due to a short-circuit or overload.

MACHINE ASSEMBLY: The computer can assemble complex devices at the speed and efficiency of 10 highly skilled technicians. The ranks of powers and



abilities of traps and robots cannot exceed the computer's Reason rank. A computer with Incredible (40) Reason could make a beam weapon of up to Incredible (40) intensity, for example. **MANIPULATIVE LIMBS:** The computer is equipped with 10 telescoping arms ending in delicate "fingers" with which it can rapidly build mechanical traps and robots.

REMOTE CONTROL: Through a remote link in the computer, the controller can manipulate every "prop" in the Danger Room. This enables him to activate, deactivate, and place dangers on "standby."

ROBOTIC CONSTRUCTION: Because the computer is a mechanical construct, it cannot be affected by mental or emotional attacks. Powers that affect machinery can affect the computer.

The Final Cost

The heroes must have the Resources available to afford the Danger Room. As a basic rule, assume the cost is equal to the computer's Reason or the controller's Reason (whichever is higher) + 2 CS.

If the heroes can't come up with the money themselves, they might apply for a loan or try to persuade a powerful organization to sponsor the Danger Room. This can lead to memorable adventures. An unscrupulous organization might decide to call in the debt, forcing the heroes to pay immediately or undertake a "little task" as partial compensation.

How the Danger Room Works

Refer to the map on the inside of this book's cover. This is a basic Danger Room layout. Feel free to develop more unusual designs of your own.

As you can see, the floor is divided into a number of small squares and

rectangles, each one being equal to one area for determining a character's movement, range, and so on. Any area concealing a hidden danger is activated by someone moving into that area (or even flying above it). Dangers can also be activated, held on "standby," or deactivated by the technician in the control booth.

The ceiling height is usually considered to be three areas, though greater heights are possible with each additional area costing its material strength in Resources. The material strength of the walls, ceiling, and floor are determined by the Judge, with a suggested value of at least Remarkable (30).

Most Danger Rooms have a tendency to malfunction if the master computer is damaged, or if over 50% of the floor, ceiling, or walls are breached. Because pipes, conduits, wires, and circuitry lie behind the room's surfaces, breaching them can cause an overload which (Judge's option) can result in the entire room activating and attacking.

Now that you understand how the Danger Room works, it's time to present the heroes with a Danger Room mission.

Today's exercise will be . . .

A smart team leader will use the Danger Room to prepare his teammates for upcoming missions. If the enemy's abilities are known, a robotic simulation can be built and battled in the Danger Room.

Most of the time, however, the facility is used to keep the heroes honed to a razor's edge. The missions described below should keep your player characters jumping.

A mission is the combination of an objective and one or more complications.

Objectives

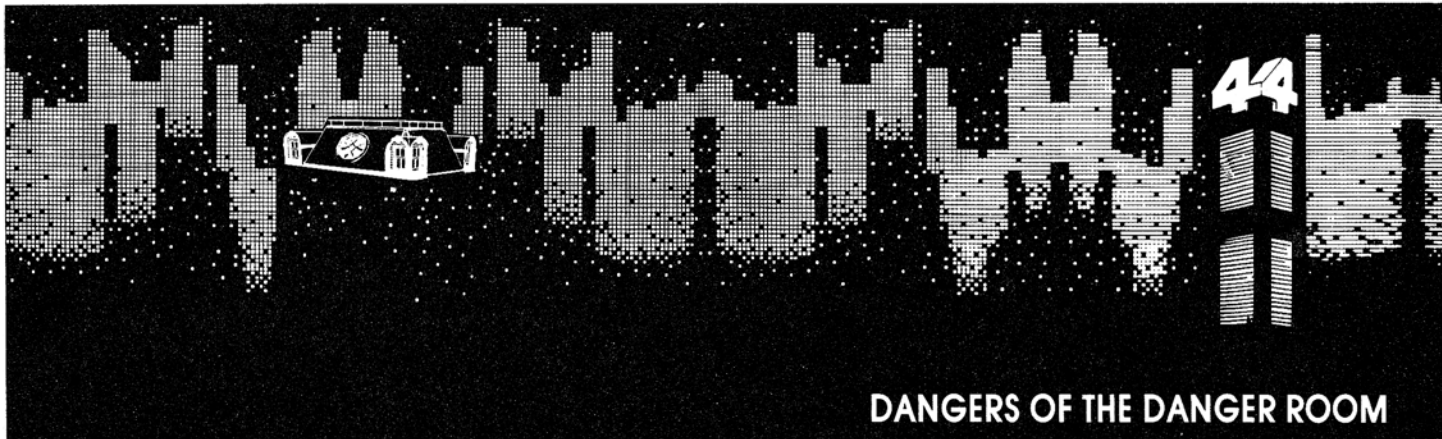
Most of the following objectives involve dealing with an object of some sort. The exact nature and characteristics of the object are up to you. It could be something as simple as a rock to something as complex as a force field generator. Whatever it is, tailor its abilities to reflect those of your player characters. Refer to the following to help you determine the object's statistics:

- Strength required to lift the object should not exceed the Strength of the strongest member of the team.
- Its material strength should be less than the Strength of the strongest hero in the exercise.
- The object can be in as many as 10 pieces (usually only for "assemble" objectives).
- The object's abilities may be further modified by complications (see below).

Assemble: The object is disassembled. Place small markers representing the various pieces on different areas of the map. The objective is to put the object together again. It takes one turn to fit two pieces together. The Danger Room uses traps to slow down the heroes, and possibly to break the object apart.

Destroy: Place a marker representing the object on any area. Consider the object to have either body armor or a force field. Do not make it too powerful; the heroes should have a chance of winning. In any event, the rank of its body armor or force field cannot exceed the master computer's Reason rank. The objective is to bypass the defenses and destroy the object.

Exterminate: There is no object for this one. The heroes must eliminate every robot in the Danger Room. Each round a number of generic robots equal to three times the number of heroes is activated. In addition, one nemesis robot activates per round. If at the end of any round all robots have been deactivated, no more



robots appear; the heroes have won. (Generic and nemesis robots are described later in this chapter.)

Gauntlet: The heroes must cross the room, touch the opposite wall, and exit back through the door they entered. Opposing each hero is his or her nemesis robot. This objective should have the complication of being "timed." (see **Complications**).

Protect: Place the object on any area in the room. Also in the room is one generic robot per hero, plus a single nemesis robot. The heroes must stop the robots from destroying the object. The robots remain stationary until attacked, or a hero activates the area containing the object.

Rescue: The object is typically the robotic duplicate of a common citizen, but can be the duplicate of a team member (who should be absent from this exercise). The "victim" is placed in a dangerous situation: dangling from a ledge near the ceiling, hanging at the lip of a chasm, drowning, sinking in quicksand, imprisoned with diminishing air supply, etc. The heroes win by removing the robot from the dangerous situation.

Search: The object is hidden. The heroes must find it and exit the Danger Room. At least one nemesis robot guards the door.

Transport: Pick two areas at opposite ends of the danger room. Place the object in one area; the second area is the object's destination. The heroes must move the object to its destination to complete this mission. Very heavy (a boulder) or very delicate (a plaster statue) objects are best for this mission.

Complications

Once you have determined the object (if any) and the objective, add some complications. As a guideline, use one complication for each hero participating in the exercise.

Add another objective. You can essentially combine two objectives into a single mission. This may require adding another object. For example, Assemble could be paired with Rescue such that the assembled object is required to free the victim.

Object is hidden. The object is contained beneath an area. Whether or not the heroes know which one is up to you. The area must be activated to get the object. Any hidden dangers are sprung when the area is activated.

Object is hostile. The object has a single weapon (your choice) to use against anyone entering its area.

Object is mobile. Whether by teleportation, running, flying, or whatever, the object can move to any area in the Danger Room each turn. If moving by any means other than teleportation, heroes can catch it while it moves by succeeding at an Agility FEAT of intensity equal to the object's speed, assuming it passes through the hero's area. Any areas the object moves through, flies over, or lands upon are activated.

Object is protected. One generic robot per hero is already standing guard over the object.

Object may self-destruct. Each turn a hero is in the same area as the object, there is a 50% chance its self-destruct sequence activates. An alarm sounds for one round before the object explodes, inflicting Incredible (40) force and Excellent (20) edged damage to everyone in the same and adjacent areas. To promote suspense, don't let the heroes know how long the alarm will sound before detonation.

Object will self-destruct. The self-destruct alarm sounds as soon as the first area in the Danger Room is activated. The alarm blares for 2-20 turns before detonation. Damage is the same as described above. Again, don't let the heroes know how long they have.

Timed. The heroes have 2-20 turns to complete the mission. Once this time has elapsed, a danger automatically activates each turn thereafter. The powers and abilities of these dangers are increased to maximum potency (equal to the computer's Reason rank). Traps automatically move to appear beneath the heroes.

Some Terrifying Terrain

After you've come up with the details of the mission, it's time to add some features to the Danger Room itself. As a basic rule, add from 0-3 terrain features to the room for each exercise.

The best way to represent terrain on the map is to draw a simple sketch, outlining the terrain's boundaries. This allows both you and the players to see where the terrain is located.

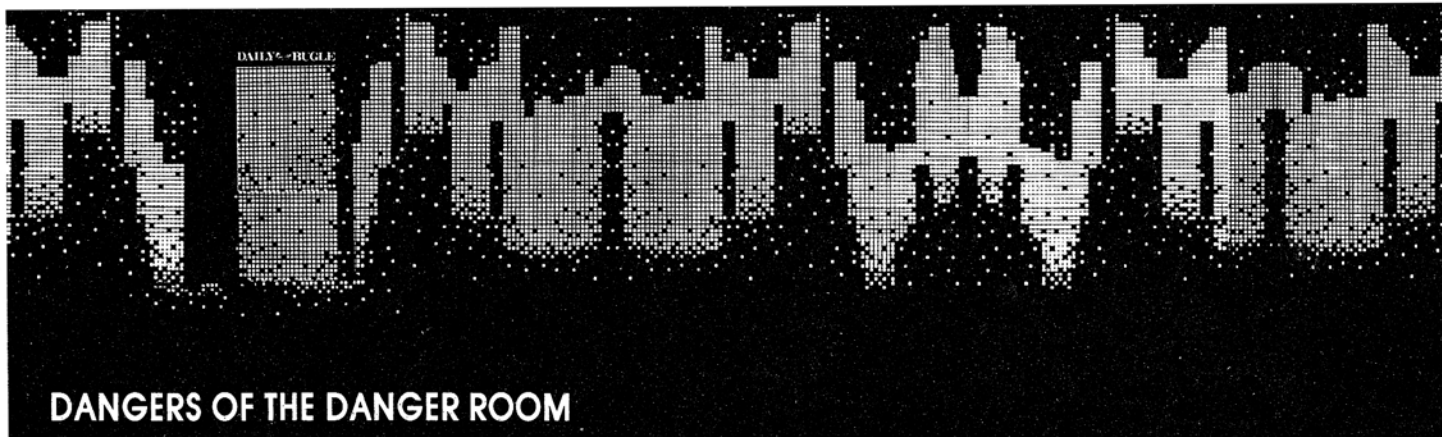
If a terrain type calls for a variation in height (a pit or hill, for example), it is typically no more than one area high or deep. Should a character fall, consider it to be a charging attack against the floor.

Use terrain to both hinder and help the heroes. Knocking robots into water to short-circuit them is a good tactic, as well as throwing them off cliffs or into chasms.

Don't let these features interfere with your placement of traps and robots. For instance, a trap beneath a pond might mean the water is poisonous or acid. Robots hidden under areas in water should obviously be resistant to water, etc.

The terrain types are:

- Building
- Bluff or cliff
- Chasm
- Hill
- Pit
- Pond or lake
- Quicksand
- Stream or river
- Trees



DANGERS OF THE DANGER ROOM

The Dangers

The following Danger Room "props" must be created by the controller and master computer in advance. With terrain technology, it is not possible to spontaneously create dangers. However, it is possible to raise and lower the ranks of a prop during a session. In all cases, a trap or robot's attribute and power ranks cannot exceed the master computer's Reason rank. If possible, a danger's ranks should be equal to or one rank greater than the hero who activated it.

The number of dangers lying in wait during an exercise is up to you. For the first few sessions, 10-15 dangers should be plenty.

When placing events, keep a separate copy of the Danger Room map for yourself and circle the letter-number coordinates where props are hidden. On the back of the map (or a separate piece of paper), list the dangers along with their letter-number coordinates. A single area can contain up to three dangers.

Traps

Traps are usually designed to ensnare or neutralize heroes. However, some can be quite deadly. Feel free to elaborate upon the following examples:

- Blades, fans, and darts that inflict edged damage.
- Energy rays.
- Flame jets.
- Flying metal hoops that ensnare and constrict.
- Force beams.
- Force fields that surround or confine heroes.
- Grappling metal tentacles.
- Missiles with the ability to track motion, heat, scent, or mutants.
- Moving walls (normal rate of one area per round).
- Piledrivers that smash for blunt damage.

- Pit traps filled with spikes, acid, or water (usually no more than one area deep).
- Power-inhibitor ray (lowers a random attribute or power by -2 CS for 1-10 rounds).
- Power-neutralizer ray (eliminates one power per hit for 1-10 turns).
- Rods that extend from the walls to trip and entangle.
- Sonic blasts.
- Stunning ray.
- Water jets.
- Web-casting devices.

Robots

There are two types of Danger Room robots: generic and nemesis. Neither type is capable of feelings and emotions; they are simply well programmed machines. In both cases, none of a robot's attributes and powers can exceed the master computer's Reason rank.

To create generic robots, simply follow the character creation procedure presented in the rule book for robotic characters. Remember that none of its ranks can be greater than the master computer's Reason. If you don't like what you have rolled, roll again or choose; these are your robots after all!

Nemesis robots require a bit more planning. Each is designed to test a specific hero's mettle. Choose the nemesis' powers to exploit the hero's greatest weakness or to negate his strongest power. Ideally, its powers should be greater than the hero's by one rank.

Physically, the nemesis appears exactly like its heroic counterpart; however, its face is a twisted, menacing caricature of the true hero. Its costume should also be similar to the hero's, but with a different color scheme.

For example, suppose Cyclops encounters his nemesis in the Danger Room. It looks much like him, but has all attributes at one rank higher than Cyclops. However, it is also covered with

millions of tiny reflective ruby quartz plates: Cyclops' eye blasts simply bounce off it. By making an Agility FEAT, the Cyclops-nemesis can even reflect the blasts back at the hero.

Natural Disasters

Though concealed beneath an area and activated just like other traps, a natural disaster's area of effect keeps expanding at the rate of one area per turn in all directions. How far the disaster expands is up to you: It might stop growing after 2 turns, or continue until the entire Danger Room is filled.

It is suggested that no more than one natural disaster be included in any single exercise. Just as with other traps, a disaster's intensity cannot exceed the master computer's Reason rank.

Blizzard: A swirling, blinding cyclone of snow and ice erupts from the area and begins to spread. Characters suffer cold damage as well as edged damage from the ice.

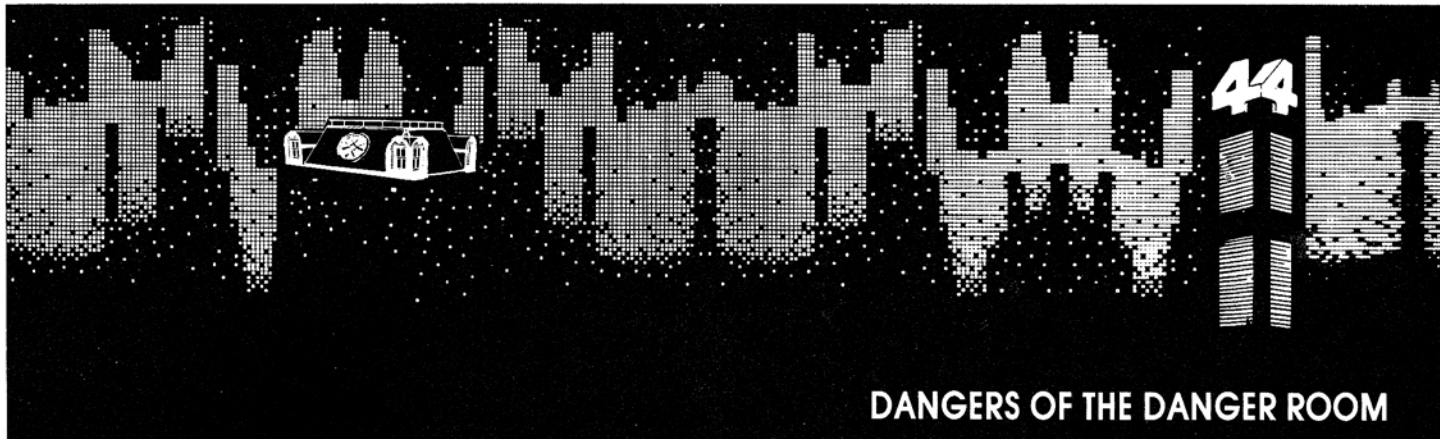
Earthquake: The activated area begins to shake violently. Everyone in the effect must succeed at a Strength FEAT to move at half-rate. Additionally, the earthquake has the same effect as a shockwave attack; everyone in the area of effect suffers a charge attack at the earthquake's intensity. This disaster can create chasms as described previously (your option).

Forest Fire: Blinding, choking smoke roils from the area. Heroes suffer from heat and poisonous fumes.

Monsoon: Winds, water, and flying debris blow from the trapped area. Debris inflicts either edged or blunt damage (equal chance of either).

Mudslide: A wave of mud rises and engulfs anyone in the area. This acts like an ensnaring attack, and heroes may begin to drown.

Nuclear Incident: A brilliant flash irradiates the area. Damage results from the force of the blast, heat, and radiation (optional).



DANGERS OF THE DANGER ROOM

Tidal Wave: A tremendous wave of sea water rises from the area and slams into the heroes, who suffer force damage and may begin to drown.

Tornado: A twisting funnel of air and debris swirls up and begins to grow. Everyone in the effect must succeed at a Strength FEAT or be swept up and into the cyclone. Heroes in the twister suffer force and edged damage. Each turn there is a 50% chance of being thrown from the tornado; consider this a charging attack against the floor or walls.

Volcano: Blinding ash, globs of lava, and choking gases erupt from the area. Heroes take damage from the force of the eruption, heat, and poisonous gas.

Shi'ar Technology

The Danger Room of the X-Men incorporates the alien technology of the Shi'ar. Unless your player characters are

X-Men or have close ties to them, it is unlikely they will be able to use such advanced machinery. However, it is possible they might "acquire" similar technology during their adventures, which would enable them to add the following features to their Danger Room:

- The Reason of a Shi'ar-type computer is Unearthly (100).
- The Shi'ar system employs holographic projectors capable of creating images of Monstrous (75) intensity and believability. This greatly increases the realism of threats. Generic robots can be made to look like Sentinels or super-powered foes. The entire Danger Room can be given an overall theme: jungle, forest, desert, swamp, etc. The walls themselves can be concealed, making the simulation seem even more real and the room boundless.
- The Shi'ar computer also

incorporates gravity controls, enabling the Danger Room to duplicate weightless environments and conditions on other planets.

- Like terran computers, the Shi'ar system can malfunction. This can result in increased damage potential and nightmare-like panoramas, situations, and encounters for those within.

Karma Awards

Taking part in Danger Room exercises is a good way for heroes to gain a little extra Karma. On a bad day, they can even lose Karma!

Complete the mission:	+10 to +30
Defeat nemesis robot:	+20
Group works as a team:	+10
Good role-playing:	+5
Defeated by Danger Room:	-20
Damage computer or HQ:	-20





MACHINES OF THE MUTANTS

This section presents devices commonly used by both mutant heroes and villains. Each entry begins with a brief description of the invention and is further broken down by the following:

Appearance: The title and issue of the comic book in which the item appeared.

Statistics: Vehicles are described by Control, Speed, and Body (material strength).

Powers: The item's various powers are described in regard to power rank, range, damage, and any special rules.

Material Strength: The object's material strength is given as a rank number.

Material strength is used to determine when, and how severely, an item is damaged.

Tech Rank: Devices are given a Tech rank, which measures how complex the object is to invent or reproduce. Tech rank is important for determining the Resource FEAT, construction time, and Reason FEAT when inventing or modifying items.

Blackbird

Appearance: UNCANNY X-MEN #278 and other issues.

Control	Speed	Body
RM	SHIFT Y	RM
30	200	30

KNOWN POWERS

Concussion Missiles: The Blackbird is armed with two banks of five missiles each. Standard armament consists of concussion missiles that have a range of five miles and inflict Incredible (40) blunt damage to a single target.

Frequency Monitor: The ship's communications array continually monitors worldwide radio bands, and can pick up distress calls from anywhere on the planet.

Medical Facilities: The ship is equipped with a computerized medical array. The device has the equivalent of Incredible (40) Healing power.

Security Interlock: Before activating the Blackbird's controls, the pilot must first insert his hand into a security box. Only those whose hand imprint has been stored in the ship's computer can gain access to its controls. Overriding the security device requires a successful Incredible (40) intensity reason FEAT.

Stealth: The ship has Amazing (50) concealment from detection by mechanical devices such as sonar or radar. It is not invisible to normal sight or super-human powers, however.

VTOL: The Blackbird can land and takeoff vertically.

Material Strength: Remarkable (30).

Tech Rank: Shift Y (200).

Cerebro

Appearance: UNCANNY X-MEN #273 and various.

KNOWN POWERS The Cerebro is an amplification device. To use it effectively, the wearer must first possess the mental powers of Mutant Detection or Telepathy.

Mutant Detection: The wearer of Cerebro gains a +4 CS bonus on his ability to detect mutants. Cerebro cannot amplify the wearer's ability above Shift Y (200) rank.

Telepathy: Cerebro amplifies the wearer's power of Telepathy by +4 CS. The device cannot amplify the user's ability above Shift Y (200) rank.

Material Strength: Excellent (20).

Tech Rank: Shift Y (200).

Glider Pack

Appearance: UNCANNY X-MEN #278.

KNOWN POWERS

Gliding: Glider packs are worn on the character's back, and allow him or her to glide downward at up to Poor (4) airspeed. The X-Men have used these to deploy themselves into combat zones by jumping out of the Blackbird.

Material Strength: Good (10).

Tech Rank: Good (10).

Inhibitor Bands

Appearance: UNCANNY X-MEN #283.

KNOWN POWERS

Power Negation: Inhibitor bands weaken the natural abilities of mutants and altered humans. The wearer suffers a -5 CS penalty on all physical abilities, and a -7 CS penalty on all power ranks. Talents and mental abilities (but not powers) remain unchanged. No ability or power rank can drop below Feeble (2). The bands have no effect on magical or technological powers.

Material Strength: Incredible (40).

Tech Rank: Monstrous (75).

Psi-Suits

Appearance: UNCANNY X-MEN #280.

KNOWN POWERS

Air Supply: Each suit carries enough oxygen for one hour of normal breathing.

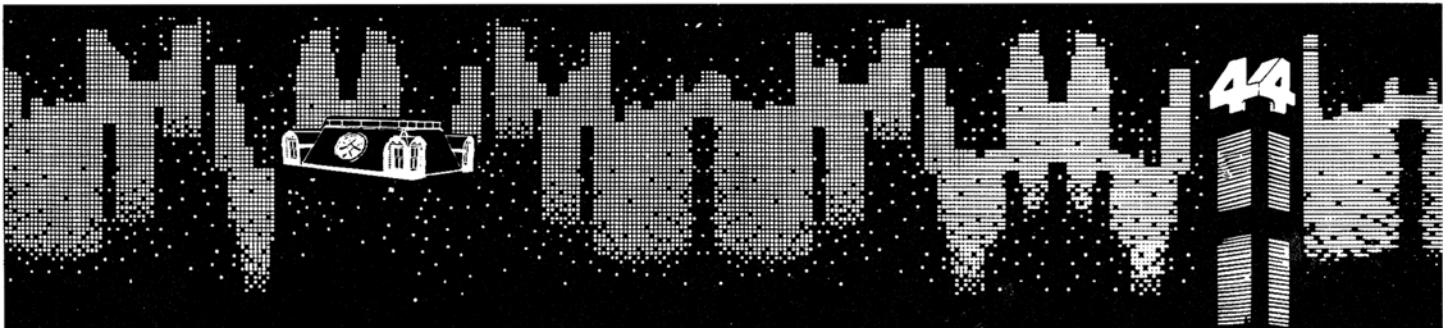
Body Armor: Psi-suits provide Excellent (20) protection from physical and energy attacks.

Communicator: Each psi-suit is equipped with a radio link to all other psi-suits in the unit. The communicators have a range of five miles.

Psi-Screen: A psi-suit grants the wearer Amazing (50) protection from mental attacks.

Material Strength: Excellent (20).

Tech Rank: Monstrous (75).



PERILOUS MANEUVERS

The following short adventures are very loosely tied together and can be played in any order. This is to give you as much freedom as possible when running the scenarios. Don't hesitate to elaborate upon them or to come up with complete adventures of your own. Be creative, use your imagination, and above all else have fun, because that's what this game is all about!

All of the following adventures involve mutants who are new to the Marvel Universe. (Two of them, Blacklight and Lady Anguish, have been seen before in a MARVEL SUPER HEROES™ Game product, *After Midnight*.) This adds an element of mystery, especially for players who know the powers and abilities of established Marvel villains by heart. Statistics for all of the characters necessary to play these adventures can be found in either the **Character Roster** at the end of this book or the Basic Set **Campaign Book**.

Because these mutants are very powerful and are not affiliated with any mutant groups, they are wanted by several mutant organizations:

- Professor X wants to train them to use their powers for good.
- The New Brotherhood of Evil Mutants, led by Toad, wants to turn them to a life of crime and terrorist actions against "sniveling humans."
- Mister Sinister wants to gather them and "persuade" them to join his new team of Nasty Boys with the ultimate goal of eliminating X-Factor.
- Shinobi wants them to join his Upstarts, and help him control the Hellfire Club. He uses his Sentinels to try to capture the new mutants.
- The Black Queen of the Hellfire Club wants Shinobi to fail. She intends to make them psychic vampires under her control.
- Tolliver sends Deadpool and Juggernaut to capture the mutants, who he feels will be useful to his organization.

- Stryfe would like to see the mutants join his Mutant Liberation Front.

Obviously, these factions are at odds . . . and the player characters find themselves right in the middle of it!

The Heroes

The adventures are designed for five player character heroes. It is assumed that the players are going to play members of the X-Men. Let your players choose from the following characters: Archangel, Banshee, Beast, Bishop, Colossus, Cyclops, Forge, Gambit, Iceman, Jubilee, Marvel Girl, Psylocke, Rogue, Storm, and Wolverine.

By modifying the adventures, you can easily accommodate players who want to run heroes other than the X-Men. Some might even want to play their own unique characters.

You can also play with more or less than five players. Simply adjust the difficulty of the encounters to match the number of players. Here are a couple of ways you might do this:

- Adjust the villains' Karma. Give them +50 per extra hero, or -50 per hero less than five.
- Increase the likelihood that villains retreat if you have less than five heroes, or make them fight to the finish if you have more than five heroes.

A Meeting with Professor X

It is assumed the players are running members of the X-Men as player character heroes, while you (the Judge) are playing the leader of the team, Professor X, as an NPC. This is for several reasons:

- You have a measure of control over the heroes by playing Professor X. He

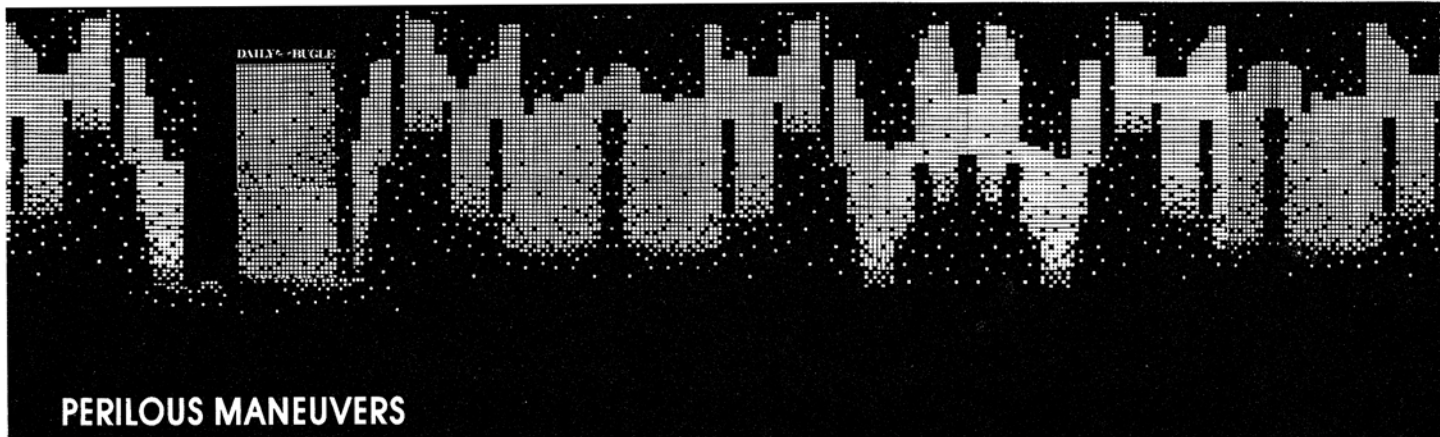
(you) determines which adventures the heroes undertake and in what order. If the players get stuck, you can give them clues through the professor. It's best if Xavier remains at the X-Men Mansion and talks to the heroes by means of personal communicators. However, he can tag along if you wish, but be careful he doesn't steal the limelight, which isn't much fun for the other players.

- Professor X has a nifty gadget called Cerebro, which allows him to detect mutant activity. This is how he learns about the encounters described below, and knows where to send the player characters. Xavier can also give the heroes clues about the mutants they will encounter. For more information see the Cerebro display included in this box.

- Because they are playing the X-Men, the players have access to the team's equipment. Items that will be very useful during these adventures include the Blackbird, inhibitor bands, and psi-suits. All of these items are detailed under **Machines of the Mutants**.

If the players are not running the X-Men, you can still use Professor X to lead them. Assume that the real X-Men are away on a mission of great importance. Xavier needs someone to help him with the following adventures. He contacts the player characters and invites them to his mansion. You can role-play this if you wish, and even have Xavier give the heroes a guided tour of the team's headquarters.

At the start of each scenario, Professor X detects mutant activity using his Cerebro machine. From the information he gathers, it is obvious that the mutants involved are very powerful and some cannot control their awesome abilities. Xavier wants the heroes to subdue these mutants and return them to the mansion for observation and testing in the Danger Room.



PERILOUS MANEUVERS

Lady Anguish

SUMMARY: Lady Anguish is telepathically and unintentionally broadcasting anger. She is affecting several city blocks of Los Angeles, which is resulting in the worst riot in that city's history!

To put an end to the riot, the player characters must somehow stop Lady Anguish from broadcasting her emotions, while at the same time resisting her powers themselves. There are a couple of ways they can go about this, described later.

STARTING: How the players learn about the situation in L.A. is up to you. Here are your most likely options:

- If the heroes are working with Professor X, he detects Lady Anguish's outpouring of mutant power on his Cerebro machine. Xavier tells the player characters that the mutant is probably not in control of her abilities, and warns them against harming her if at all possible. Professor X offers the heroes the use of psi-suits which might protect them from the mutant's mental onslaught.
- Like the disappearance at Riverfront Stadium in Cincinnati, the riot in Los Angeles is making the national news. Special reports clog the airwaves all around the country. If you have decided not to incorporate Professor X as an NPC, the heroes can certainly learn about the incident on television, and then proceed from there.

A Stand-up marker of Lady Anguish is included with this box. You should also find stand-ups for any other NPCs that might take part in this scenario, such as the West Coast Avengers, in the Basic Set box. It is suggested that you use the "thug" and "crowd" stand-ups found in the Basic Set box to represent civilians in the angry mob. You should also have

stand-ups of police officers with the Basic Set. Coins or dice can be used to represent cars and trucks if you wish.

Use the city map included with this box. Place Lady Anguish's stand-up and those representing angry civilians and vehicles somewhere toward the middle. The exact location is up to you.

When the heroes arrive on the scene, read or paraphrase the following boxed text to the players:

The City of Angels is full of devils! A riot rages on the streets!

People are battling one another with anything they can get their hands on. Cars have been turned over and set aflame. Storefront windows have been smashed and the places looted. Riot police move through the mob like sharks. Even they have been caught up in the madness, and are viciously attacking anyone within reach, sometimes even their fellow officers!

At the center of the maelstrom sits a young woman. She is obviously in horrible pain. Swirling lights dance above her head. As she moans and screams, you see that she clutches a package.

As you move closer, a tanker truck with ROXXON written on the side careens out of control, smashes through a burning car, and comes to a stop. The flames are licking at its sides, melting the painted warning that reads "FLAMMABLE!"

ENCOUNTER: Before the heroes begin taking actions, have each player attempt a Psyche FEAT for his character. A Yellow result is required for success. Those who make it can act normally. Those who fail are overcome by rage; they have been affected by Lady Anguish. Their anger persists until they get at least 20 areas away from Lady Anguish, or until her power is somehow neutralized.

Characters wearing psi-suits have an additional chance to resist Lady Anguish's influence. If the player succeeds at a Yellow Power FEAT on the Amazing (50) column, his character is protected.

Inform the players of affected characters that they have the irresistible urge to destroy someone, even their teammates. You can pass them a note so the attack can be a surprise.

Make a note of those players who role-play the situation well, and give their characters a Karma bonus when the scenario is finished. Even though they are "out of their minds," heroes can also lose Karma by committing crimes. Refer to the *Rule Book* for guidelines.

The ROXXON Truck

The tanker is filled with gasoline and is so badly damaged it cannot be driven. A hero must physically move it away from the burning car, or extinguish the flames. The heroes have two turns to act before the truck explodes.

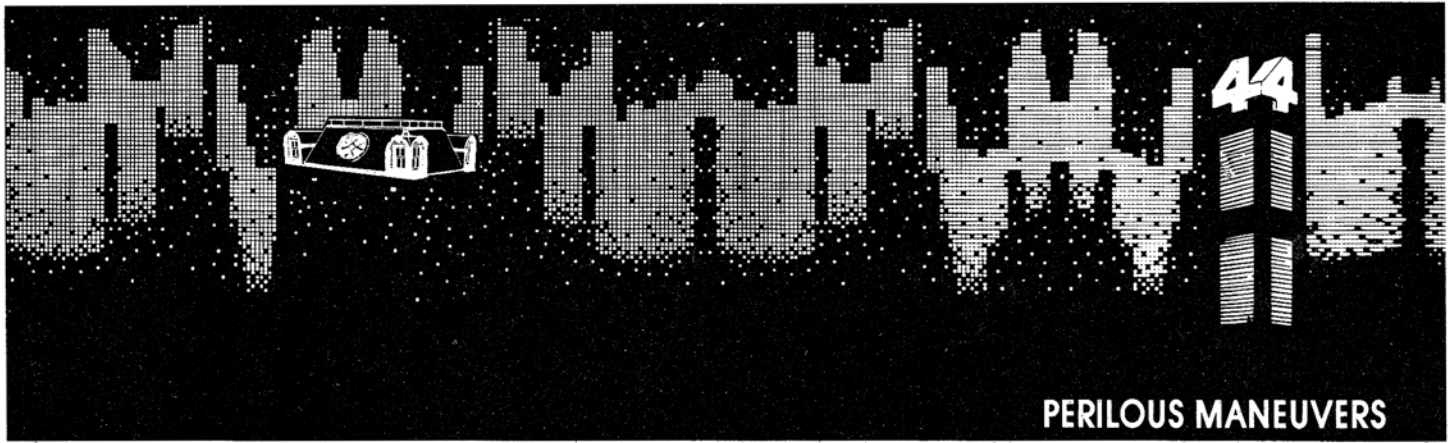
Pushing, pulling, or lifting the tanker requires a successful Amazing (50) intensity Strength FEAT. If the roll succeeds, the truck is moved 1 area away from the fire and does not explode.

The car is burning with Incredible (40) intensity, and inflicts Good (10) energy damage to anyone within the same area. Characters in adjacent areas suffer Feeble (2) damage.

If the heroes fail to move the tanker, put out the fire, or perform some other trick, the gasoline ignites, creating a fireball. The blast causes Monstrous (75) energy damage to anyone in the same area as the truck. Everyone in adjacent areas suffers Remarkable (30) damage, while anyone 2 areas away sustains Typical (6) damage.

More Problems

The heroes are in a real mess, even more so if they're fighting one another! The following are some ideas to keep in mind during the battle:



PERILOUS MANEUVERS

- The riot police are even more dangerous than the civilians. Running about individually or in small gangs, they are beating everyone they catch. Be sure the players are aware of this, and give their heroes a chance to intervene. Use the statistics for policemen in the *Campaign Book* and give them Typical (6) body armor for their riot gear.

- A heavily-armored riot control vehicle comes rolling onto the scene. Those inside use the water jet to spray heroes, civilians, and riot police alike. The vehicle has the following statistics:

Control	Speed	Body
TY	TY	RM

KNOWN POWERS

Water Jet: On top of the vehicle is a rotating turret that sprays an Excellent (20) blast of water up to 2 areas away.

- Several motorists are playing a deadly game of bumper cars. They are ramming into each other and chasing pedestrians. The heroes must immobilize their vehicles without seriously hurting the drivers. Statistics for vehicles can be found in the *Rule Book*.

- A crazed bomber is leaning out of the window of a nearby building and tossing bottles filled with a flammable liquid onto the street below. Where they hit, the bombs cover a 20' diameter area with Remarkable (30) intensity flames. If one should hit a vehicle, it explodes in 1-10 turns unless the fire is put out. An exploding car causes Remarkable (30) energy damage to everyone in its area, and Good (10) edged damage from flying debris to everyone in adjacent areas.

Avengers Assemble!

At some point during the fun, members of the West Coast Avengers show up. For each player character present, one Avenger NPC is here. Choose from Doctor Pym, Hawkeye, Iron Man, Mockingbird, Scarlet Witch, Tigra, USAgent, Wasp, and Wonder Man.

If you feel the heroes are having too easy of a time with this scenario, the West Coast Avengers automatically succumb to Lady Anguish's influence—they attack the player characters! If you feel the heroes are in deep trouble, and the riot is out of their control, assume that the Avengers are not affected by Lady Anguish—they help the player characters.

Ending the Anguish

Though Lady Anguish is in tremendous pain and turmoil, she is aware of what is going on around her. She is also utterly enraged, and will attack anyone who approaches with her mental force bolts.

The package Lady Anguish is clutching in her hands is actually a gym bag with her costume and her helmet. If the heroes get the helmet and put it on her head, she suddenly stops broadcasting emotions. The riot stops dead. Everything is quiet for a moment as people stop fighting to look around in utter dismay.

If Lady Anguish is knocked unconscious, she stops broadcasting, freeing everyone from her influence. However, she begins again as soon as she wakes up. Assume all civilians within 20 areas are automatically affected once more. All player characters within range must succeed at a Yellow Psyche FEAT as before or become enraged.

The heroes might also try to remove Lady Anguish from the scene. They might fly her away, for example. This ends the riot, but Lady Anguish continues to broadcast violent emotions until her helmet is put on her head or she is rendered unconscious.

AFTERMATH: When the heroes finally "neutralize" Lady Anguish, the riot quickly ends. Rescue teams help the injured, and a general cleanup begins.

With tears running down her face, Lady Anguish is obviously upset by what has happened. She feels responsible. She thanks the player characters for their help, and tells them that she suddenly sensed a feeling of rage and was overcome by the emotion.

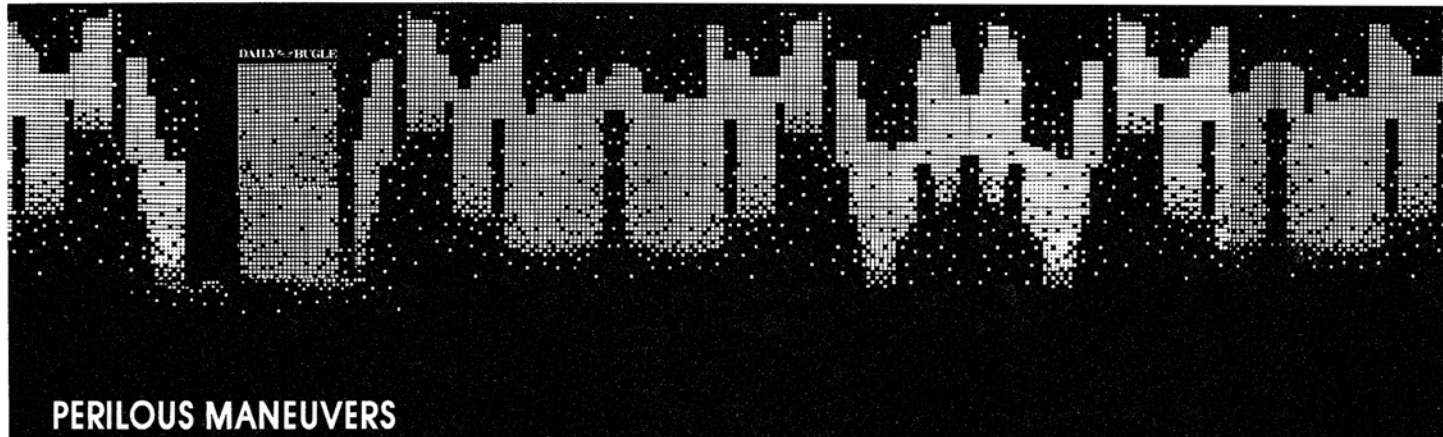
At this point, you have two options:

- Assume that Lady Anguish sensed the anger of two men brawling. She broadcast their hatred, and the riot began. In this case, the scenario ends with the heroes helping Lady Anguish regain control of herself. If they are working with Professor X, she is willing to return to the mansion with them.

- Assume that Lady Anguish felt the anger of her brother, Blacklight. He is being controlled by Mister Sinister. From her telepathic link, Lady Anguish knows that Blacklight is in Manhattan and is not in control of himself. She pleads with the heroes to join with her in helping her brother. If they insist that she return with them to the X-Men Mansion, she refuses and heads off on her own to help Blacklight. If the player characters try to stop her, she will fight them and try to escape. If instead the heroes decide to help her and Blacklight, you can continue directly with the next scenario.

What becomes of the West Coast Avengers is up to you. They might join the player characters, or head off on their own to take care of "important business."

KARMA: Good role-playing:	+ 10
Preventing the ROXXON tanker from exploding:	+ 20
Allowing the tanker to explode:	- 20
Putting the helmet on Lady Anguish:	+ 40
For every civilian rescued:	+ 20
Failing to rescue a civilian, resulting in injury:	- 20
Failing to rescue a civilian, resulting in death:	- ALL



PERILOUS MANEUVERS

Spotlight on Blacklight

SUMMARY: Blacklight, along with two members of X-Factor (Strong Guy and Havok), has fallen under the control of Mister Sinister. The villain plans to force them to kill Val Cooper, and thus turn the government and society against X-Factor.

The player characters must save Val Cooper, while at the same time not seriously hurting the controlled heroes. Once this is accomplished, they must find Mister Sinister's lair, where his emotion-controlling device is located, and destroy it.

Besides the downfall of X-Factor, Mister Sinister may be plotting something even more devious. . .

STARTING: There are a couple of ways the player characters can be drawn into this adventure:

- If they are working with Professor X, he detects Blacklight on his Cerebro machine. Whether or not he realizes Blacklight is being emotionally controlled is up to you.

- If the heroes befriended Lady Anguish in the previous scenario, she can tell them exactly where Blacklight is located. However, she wants to come along, and won't tell the heroes where to find her brother unless they promise to take her. If the player characters are adamant that she stay behind, you might allow them to attempt Popularity FEATs. If successful, Lady Anguish grudgingly tells them where to find Blacklight, with the promise that they won't hurt him in any way.

Use the city map included with the Basic Set. Stand-ups of Lady Anguish, Blacklight, Mister Sinister, Val Cooper, and X-Factor can be found in the *X-Forces* box set.

Earlier today, Val Cooper received a

message from Havok to meet him at the fountain in "Rathbone Park." Place her stand-up in any area adjacent to the fountain. Flying at top speed, Blacklight is zooming over the park directly at Val. Place his stand-up 2 areas away from her's.

You might also place the "crowd" stand-ups from the Basic Set as civilians enjoying the park. Coins or dice may be used to represent automobiles on the streets and a hotdog vendor in the park.

Let the players place their stand-ups along 7th Avenue near the park. When you are ready to proceed, read or paraphrase the following aloud:

Several people are enjoying the park today. You see people walking their pets, picnicking, or just lounging on the grass. Near the fountain is a hotdog vendor. There is also a clown selling bright balloons to smiling kids.

Suddenly, a streak of black and red zooms over the trees toward the fountain. Dogs bark, parents draw their children close, and a shudder of fear runs through everyone at the flying shadow's words: "IT IS YOUR TIME TO DIE, VAL COOPER!"

ENCOUNTER: The flying shadow is Blacklight. Roll for initiative. If the player characters win, they can act before Blacklight attacks Val Cooper. If Blacklight wins, he pulls up and fires an energy blast at Val.

Because Val Cooper does not have superhuman abilities, you may wish to use one of the following options to ensure that she isn't obliterated:

- Val instinctively dives behind the fountain. Blacklight's attack misses and hits the water and sending up a spray of steam and concrete chunks.

- Val noticed something odd in the message from Havok. She suspected

trouble, and sent a robotic duplicate of herself as a stand-in. Val is actually disguised as the clown handing out balloons. To give her backup, several government agents are disguised as civilians enjoying the park. Statistics for federal agents can be found in the *Campaign Book*. Val's robotic double has the following stats:

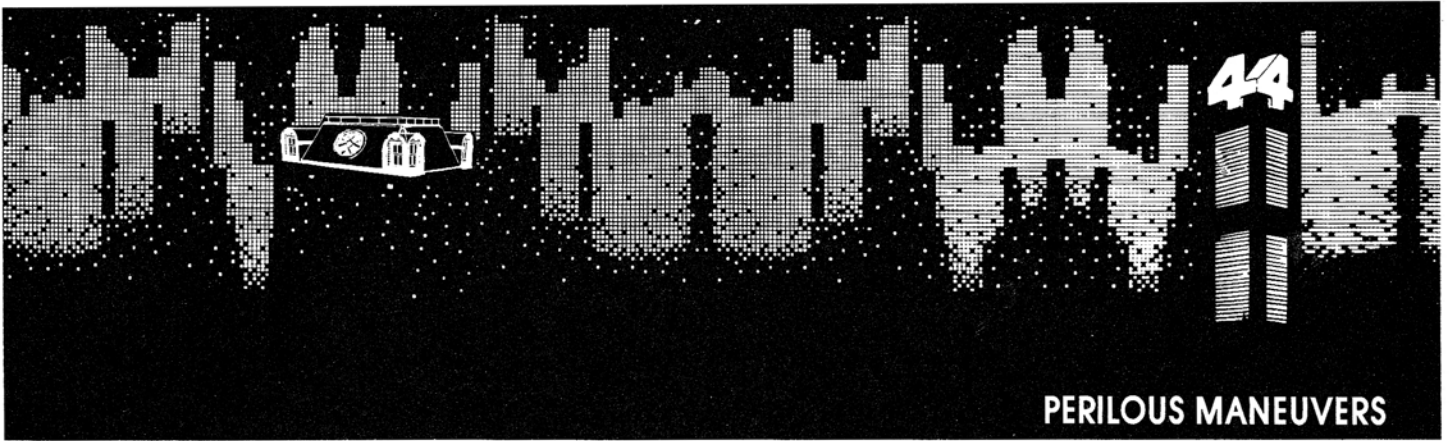
F	A	S	E	R	I	P
PR	TY	TY	GD	PR	FE	FE
4	6	6	10	4	2	2
Health: 26			Karma: 8			

KNOWN POWERS

Body Armor: The robot has Good (10) protection from energy and physical attacks due to its Good (10) material strength.

- Recently it was Val's birthday. Nick Fury of SHIELD gave her a new wristwatch which also functions as a Remarkable (30) personal force field. In this case, Val may or may not suspect trouble as described above. Whether or not the federal agents are here is your choice.

- It is possible that Val is not here at all. Suppose Mystique intercepted Havok's message. The fact that she was not asked to lead X-Factor after the breakup of Freedom Force has been eating away at Mystique. Feeling betrayed by Val Cooper and the government, Mystique has decided to use the meeting with Havok as a means of revenge. In the shape of Val Cooper, Mystique plans to kill Havok. With Val taking the blame and Havok dead, Mystique is the most likely candidate to be given leadership of X-Factor. However, Mystique doesn't realize that Val is also the target of Mister Sinister! Whether Mystique continues her plan for revenge, or helps the player characters defeat Mister Sinister, is up to you.



Havok and Strong Guy

These two heroes are being controlled by Mister Sinister. They are lurking nearby. When and how they make their move is your decision.

Strong Guy and Havok might appear to be coming to the rescue, but in fact they are out to get Val Cooper also. They concentrate their efforts on Val, but will attack the player characters if attacked themselves.

Havok and Strong Guy are being remote controlled by means of a metal circlet worn around their necks. Blacklight also wears one of these devices.

The player characters have a chance to spot the circlets. Whenever a player character gets close enough to strike a controlled hero in slugfest combat, allow the player to attempt a Typical (6) intensity Intuition FEAT. If the roll is successful, the hero sees the device and realizes it is not part of the NPC's costume.

A successful grabbing attack is required to get a hold of an NPC's circlet, and an Excellent (20) intensity Strength FEAT is required to break it. A hero with powers that affect machinery might also be able to neutralize the circlets, which have a power rank of Incredible (40).

Once a character's circlet is removed, he must immediately check for a stun due to the mental shock of the experience. When the NPC recovers, he remembers nothing about Mister Sinister or how he came to be fighting the player characters and Val Cooper.

Other Options

You can use any of the following ideas to keep the players hopping:

- The Mutant Liberation Front has been tracking Blacklight's movements. They know about Mister Sinister's involvement. The MLF set up an ambush in the park to capture Blacklight and free him from Mister Sinister's control.

The hotdog vendor is actually an MLF agent. His cart is a disguised stunning weapon of Amazing (50) intensity with a 2-area range. Several other civilians are also MLF agents armed with standard guns. Consider them to have the same statistics as the federal agent listed in the *Campaign Book*.

The plan is to knock out Blacklight with the weapon, then quickly carry him to a black van parked along 7th Avenue and escape. The vehicle has the following statistics:

Control	Speed	Body
EX	TY	EX

KNOWN POWERS

Flight: The van can fly at Typical (6) airspeed.

- A toddler whose family was picnicking nearby wanders right into the middle of the battle. The heroes must get her out of there before she is injured by a stray attack or slammed character. Note that if the MLF agents are present, they might take the child as a hostage to aid them in their escape with Blacklight.

- The battle has caused a traffic jam along 7th Avenue and Cleveland Street, as motorists stop and stare in amazement. An ambulance is stuck right in the middle of the traffic. The driver receives an emergency call, and turns on his sirens and lights. However, he is hopelessly stuck and cannot move. The heroes should do something to help the ambulance get on its way. Lifting it requires an Incredible (40) intensity Strength FEAT.

Note that if people have been seriously hurt in the park, the heroes might be able to persuade the ambulance personnel to stay here. The driver can simply call dispatch and request that a different ambulance be sent to the call they are supposed to respond to.

- Other members of X-Factor might show up: Polaris, Wolfsbane, Quicksilver, or Multiple Man. They are not controlled by Mister Sinister, and don't know that Strong Guy and Havok are being controlled. Seeing their teammates in trouble, X-Factor will likely attack the player characters.

Once the player characters convince X-Factor that Strong Guy and Havok are being manipulated, Polaris can use her powers of magnetism to neutralize the circlets. If the player characters don't yet know about the circlets, assume that Wolfsbane notices them.

To the Hideout

Once the player characters have subdued Blacklight, Havok, and Strong Guy (and any other opponents that might have popped up), they can try to piece together what is going on. The formerly controlled heroes have no recollection of what happened.

A player character with the Telepathy power can try to extract some information from them. By succeeding at a Red Power FEAT roll, the hero sees the image of a pale-skinned man with glowing red eyes wearing a huge blue cape—Mister Sinister!

If the players are on the ball, they will have their characters investigate the metal circlets for clues. A player character with mechanical talents or powers (such as Forge) who succeeds at a Reason or Power FEAT can use the circlets as homing devices to locate Mister Sinister's hideout.

The hideout is located on the first floor of "Minski's Foods," which can be found on the *Basic Set* city map. When the player characters enter the building, use the "selected interiors map," which is also included with the *Basic Set*. The machine shown on the interiors map is the device Mister Sinister has used to remotely control Havok, Blacklight, and Strong Guy.

PERILOUS MANEUVERS

Mister Sinister is not surprised to see the player characters, as a matter of fact, that is part of his master plan. With a mocking laugh, he flicks on the machine, and every character in the building must succeed at a Psyche FEAT or become controlled by Mister Sinister!

The villain orders controlled characters to subdue their teammates. Mister Sinister does not actively take part in the ensuing battle unless someone attacks him directly.

The obvious solution is to destroy the machine. It is protected by an Excellent (20) rank force field and has Excellent (20) material strength. An attack of Amazing (50) intensity can punch through the force field and destroy the device. If this happens, all controlled characters are suddenly freed, and Mister Sinister tries to escape in the confusion.

AFTERMATH: Mister Sinister's master plan was to gain control of the heroes with his machine. Once this was accomplished, he planned to use them as a strike force for eliminating political figures, whose positions he would fill with his own "puppet politicians."

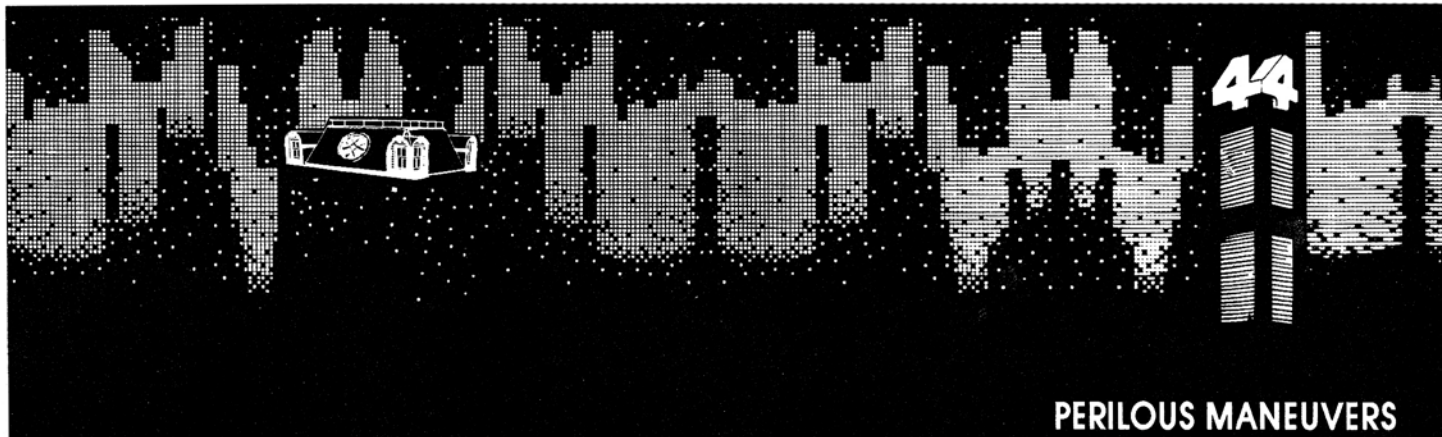
Even if Mister Sinister escapes, he is considered to have been defeated if the player characters destroy his machine.

Blacklight is friendly toward the player characters, especially if Lady Anguish is present. They are both willing to meet with Professor X in the hope of learning more about their powers.

KARMA:

Defeating Mister Sinister:	+100
Protecting Val from injury:	+20
Allowing her to be hurt:	-20
Freeing controlled heroes:	+30
Using the circlets as homing devices:	+10
Failing to locate Mister Sinister's hideout:	-40
Rescuing the toddler:	+20
Helping the ambulance:	+10
Allowing Blacklight to be captured by the MLF:	-40





PERILOUS MANEUVERS

Terrible Terra Firma!

SUMMARY: In a park in Boulder, Colorado, Mandy Garrett is on a murderous rampage. Yesterday she was assaulted by a gang of street thugs. The trauma of the attack awakened her latent mutant powers of earth control and transformed her body into living soil, which further confused and angered her. Taking the name Terra Firma, she now seeks revenge against all men, but especially those in street gangs.

Today three motorcycle gangs from across the country have converged on the park for a rally. With a hunger for vengeance smoldering in her heart, Terra Firma is waiting for them . . . with the intention of burying them alive!

STARTING: Here are two ways the player characters can be drawn into this adventure:

- If they are working with Professor X, he detects Terra Firma on his Cerebro machine and sends the heroes off to Boulder. What clues he gives them about Terra Firma's abilities or state-of-mind are up to you.

- If you have not been using Professor X as an NPC in these adventures, move the setting of this scenario to whatever city the heroes are currently operating in. When the action begins, assume that the player characters are relaxing in the park, or are simply passing by.

For this scenario use the city map included with the Basic Set. The action takes place in "Rathbone Park."

A stand-up of Terra Firma is included with this box. You might also wish to use the stand-ups marked "thugs" and "crowds" from the Basic Set to represent the bikers. Stand-ups for "cops" can also be found in the Basic Set. A few of them might be patrolling the park. Coins or dice can be used to represent cars and motorcycles parked along the street.

Allow the players to place their markers in any area adjacent to the park. When you are ready to continue, read or paraphrase the following aloud:

About a hundred motorcyclists have converged on the park today. Their "hogs" are parked all over the lawn and along the street.

The bikers are enjoying the sunshine by lounging around, picnicking and talking. Two of them are playing guitar, and entertaining a small crowd of fellow bikers and pedestrians.

Suddenly strong words are spoken, and fists begin to fly. Two bikers are brawling on the grass. As a crowd begins to form, you see that one of them has pulled a knife!

ENCOUNTER: The player characters should move to break up the fight before somebody is seriously hurt. The man with the knife is a member of the Flashing Blades gang; he sports a dagger-shaped tattoo on his face. The other is a member of the Buzz Cuts, and has the butch hairstyle to prove it.

The Flashing Blades and the Buzz Cuts are rival gangs. Presently, there are 50 Buzz Cuts here, and only the one Flashing Blade. The remaining 50 bikers at the rally are with the Steel Cavalry, a neutral gang.

No one interferes with the heroes when they break up the fight. The Flashing Blade pockets his knife and says something like, "You Buzz Cuts are history! The Blades'll be back, and we'll flatline you punks!" He then heads for his motorcycle.

If the heroes try to stop him, the Flashing Blade pulls his knife and says, "You super dudes back off! I've got nothin' with you! I'm outta here." He only puts up a fight if the player characters try to capture him.

The Flashing Blades

F	A	S	E	R	I	P
TY	GD	TY	TY	TY	PR	TY
6	10	6	6	6	4	6

Health: 28 Karma: 16

KNOWN POWERS

Straight Razors: These guys carry razors capable of inflicting Good (10) edged damage.

Talents: None.

Role-Playing Notes: The Flashing Blades are downright mean and nasty. They hate everybody, especially the Buzz Cuts.

The Buzz Cuts

F	A	S	E	R	I	P
GD	TY	TY	TY	PR	PR	PR
10	6	6	6	4	4	4

Health: 28 Karma: 12

KNOWN POWERS

Switchblades: Buzz Cuts are armed with switchblade knives that inflict Good (10) edged damage.

Talents: None.

Role-Playing Notes: The Buzz Cuts are heavily into crime, and many are wanted by the police. They see the Flashing Blades as competitors for their turf.

The Steel Cavalry

F	A	S	E	R	I	P
GD	TY	TY	TY	TY	TY	TY
10	6	6	6	6	6	6

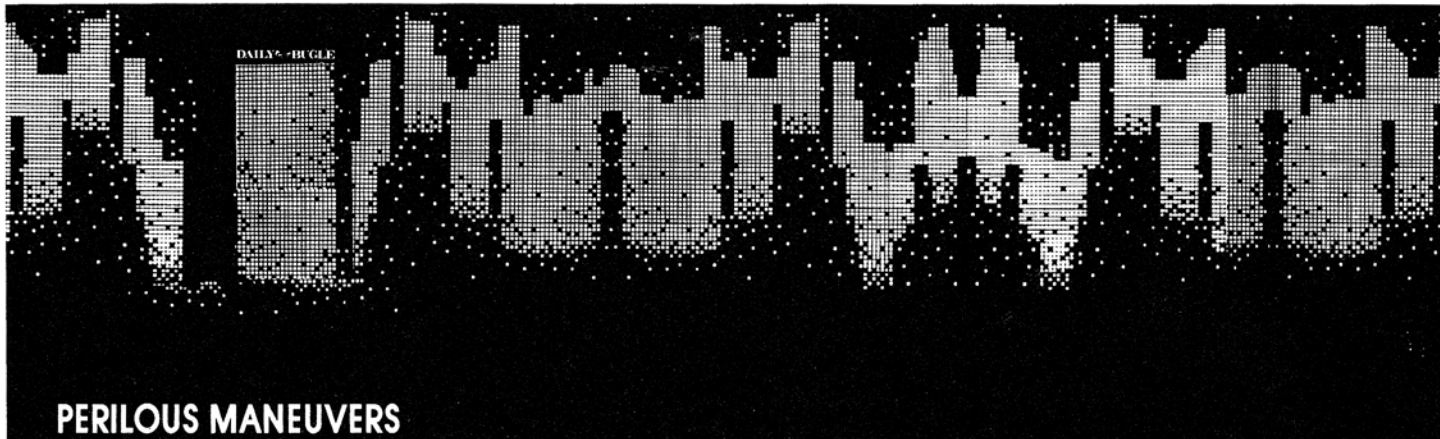
Health: 28 Karma: 18

KNOWN POWERS

Chains and Pipes: These guys don't carry weapons, but they do have lengths of pipe or chain on their bikes for self-defense. These weapons inflict Good (10) blunt damage.

Talents: None.

Role-Playing Notes: Though most biker clubs get a bad reputation, not all of them deserve it. The Steel Cavalry is simply a bunch of everyday folks who



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enjoy riding their motorcycles. The last thing they want is the rally to end in a rumble.

Enter Terra Firma!

Shortly after the encounter with the irate Flashing Blade is resolved, the earth shakes and terrible Terra Firma erupts from the lawn. Raving incoherently ("bad men! . . . bury them! . . . dirty men into dirty dirt!"), she attacks one of the male bikers by causing a pillar of soil to rise and engulf him.

Terra Firma is out of her mind with a confused mix of grief and anger. She attacks any man she lays her eyes on, including the player characters. She will not attack a female character, unless first attacked by that character.

Any non-player character caught in a pillar of soil loses one Endurance rank per round due to suffocation. If not rescued before his Endurance reaches Shift 0, the character dies. Physically pulling a trapped character from a dirt pillar requires a successful Excellent (20) intensity Strength FEAT. Powers such as Telekinesis might also be used, and require a successful Excellent (20) intensity Power FEAT roll.

A player character caught in a pillar of earth can escape by succeeding at an Excellent (20) intensity Strength or Power FEAT. If the hero cannot escape, he can hold his breath and hope a teammate comes to his rescue. A hero can hold his breath for a number of turns equal to his Endurance rank number. Each round thereafter, the character must attempt a Remarkable (30) intensity Endurance FEAT. Failure means he can no longer hold his breath, passes out for 1-10 rounds, and begins to lose Endurance ranks as described above.

Other Options

Use any of the following ideas to keep the battle interesting:

- The Buzz Cuts and Steel Cavalry run for their bikes. Brandishing chains and lead pipes, they barrel into the park and circle Terra Firma. They may be more of a hindrance than a help to the heroes by getting in the way. Terra Firma can raise walls of earth to cause the bikers to crash. Statistics for motorcycles can be found in the *Rule Book*.

- Looking for vengeance, fifty Flashing Blades roll onto the scene. Undaunted by the sight of the heroes battling Terra Firma, they barrel into the Buzz Cuts and Steel Cavalry. The player characters have a full-scale rumble on their hands!

- Shinobi has sent one of his Sentinels to capture Terra Firma. The robot has orders to eliminate anyone who interferes with its objective—meaning the player characters!

- Terra Firma is highly susceptible to water and water-based attacks. If the heroes manage to maneuver her into the fountain or pond, she reverts to her humanoid form (though she is still comprised of living soil). In this shape, her powers are at -3 CS. She also "cools off" and becomes less aggressive. Whether she actually surrenders or not is your decision.

AFTERMATH: Terra Firma is obviously very dangerous and in need of psychological help. If the heroes are working with Professor X, they should take her to him at the X-Men Mansion. Xavier can telepathically relieve much of her anxiety and eventually teach her how to use her powers responsibly.

Getting her to the mansion may be a problem. Unless she is unconscious or held in restraints, she bitterly refuses to go anywhere and demands to be left alone. However, a female player character might be able to calm her and convince her otherwise. Allow a female hero who tries this to attempt a Popularity FEAT. If successful, Terra Firma warms to the hero and looks to her

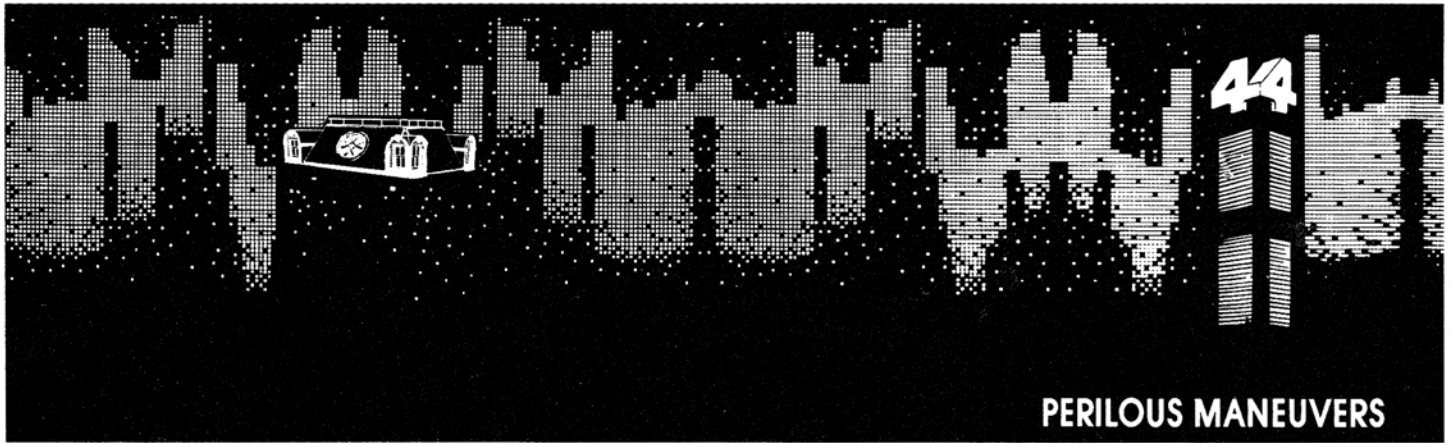
for comfort and support. She agrees to meet with Professor X.

If the heroes are not associated with Professor X, they may have trouble figuring out what to do with her. An obvious solution is to turn her over to the authorities. In this case, however, she will likely end up in the Vault or some government project, and never receive the care she truly needs.

KARMA:

Defeating Terra Firma:	+50
Throwing Terra Firma into the pond or fountain:	+10
For each person rescued:	+20
Allowing anyone to be seriously injured:	-20
Allowing anyone to be killed:	-ALL
Defeating a Sentinel:	+100
Allowing the Sentinel to escape with Terra Firma:	-40
Turning Terra Firma over to the authorities:	-10





PERILOUS MANEUVERS

Fired By The Foreman

SUMMARY: The mysterious Mr. Tolliver has sent Juggernaut and Deadpool to capture Foreman in Chicago. Butting heads, Foreman and Juggernaut are destroying the city. The heroes must stop them, as well as help innocent bystanders who have been placed in danger as a result of the devastation.

STARTING: Here are two ways you can get the player characters involved in this adventure:

- If you are running Professor X as a non-player character, he detects Foreman on his Cerebro machine. Whether or not he also detects Juggernaut, or can give the heroes clues about Foreman's powers, is up to you.
- The titanic battle between Juggernaut and Foreman is being covered live by a VNN news crew. The player characters might learn about the incident on television, then proceed to Chicago. If they don't have a quick means of travel, you can easily move the setting of this scenario to whatever city the heroes are currently operating in.

For this scenario, use the city map included with this box. Stand-ups of Foreman, Juggernaut, and Deadpool can also be found in this box. Place Juggernaut and Foreman somewhere toward the center of the map. Save Deadpool as a surprise for the heroes; don't place his stand-up yet. Allow the players to put their stand-ups anywhere on the map, except the same area as Juggernaut and Foreman.

When you are ready to proceed, read or paraphrase the following aloud:

World War III has come to Chicago! The massive Juggernaut and an unidentified man comprised of raw steel are battling in the street. Skyscrapers quiver as they butt heads. Traffic snarls around the pair of titans. A taxi careens out of control and crashes through an office window. People scream and run in all directions.

Above the mayhem, you hear Juggernaut's mocking words: "Ha! You're comin' with me, metal-man! Or I'll tear this city down around your shiny ears!"

ENCOUNTER: This is a short, slam-bang scenario. Because Juggernaut and Foreman are pretty much indestructible, the player characters should have their hands full just keeping innocent bystanders from being maimed or killed. Unless they are stopped, the dueling giants will cause massive property damage. Juggernaut once charged into one of the twin towers of the World Trade Center . . . and knocked it down!

Deadpool and Juggernaut are supposed to persuade Foreman to come with them, but Foreman wants nothing to do with them. Juggernaut, being the straightforward kind of guy he is, decided to knock Foreman senseless so Deadpool can get close enough to teleport him away. Deadpool is watching for Juggernaut to take down Foreman.

Use any of the following ideas to keep the player characters occupied:

- Black smoke is roiling from the engine of the taxi that flipped over and crashed through the office window. Unless the heroes come to the rescue, it explodes within 1-10 turns, killing the three people trapped inside.

- A VNN news helicopter has gotten too close to the battle. A chunk of debris shaken loose from a building has fallen on the low-flying chopper. It's out of control, and spiraling toward the street. It crashes on the next round unless the heroes do something. If it crashes, no one is killed, but the passengers all need medical attention.

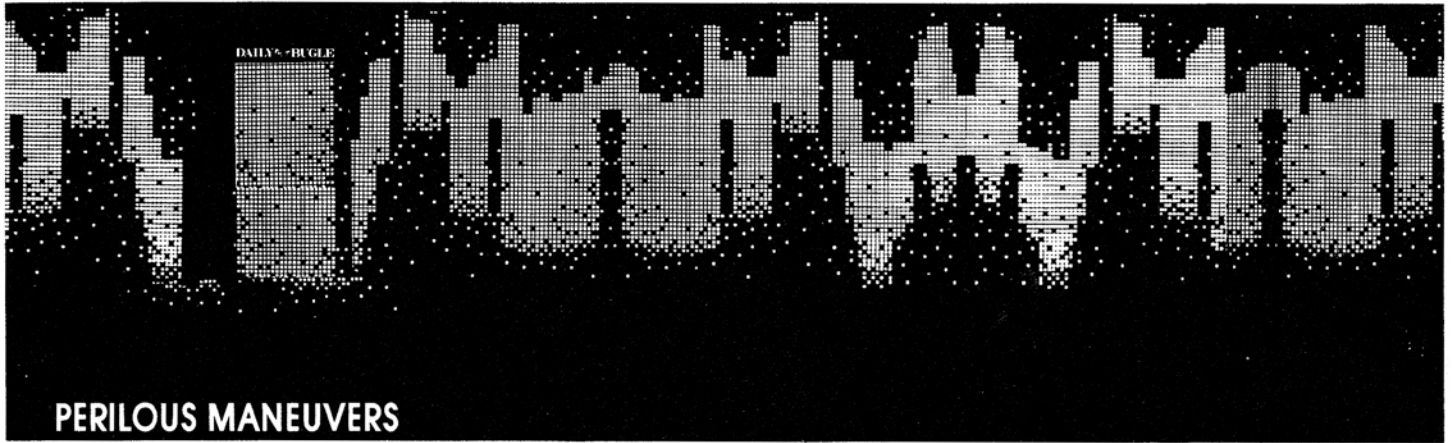
- Scaffolding runs up the side of a nearby building. The first time a character is slammed into a building, assume it is the building with the scaffolding. Five workers are dangling for their lives. They fall at the rate of one per turn, and are seriously injured, unless the heroes save them.

AFTERMATH: The heroes "win" if they force Deadpool and Juggernaut to teleport away without Foreman. If Foreman is also teleported, the heroes have failed.

Foreman has a larcenous streak. He realizes that he needs to learn how to control his powers so he can become a better criminal. He is willing to meet with Professor X. Whether or not he ever gives up his criminal attitude is your choice.

KARMA:

Defeating Juggernaut:	+ 100
Defeating Deadpool:	+ 30
Defeating Foreman:	+ 75
For each rescue:	+ 20
For each failed rescue:	- 20
If anyone is killed:	- ALL



Tyler's Tantrums

SUMMARY: Earlier today, young Tyler Kane's youth league baseball team was playing an exhibition game between games of a doubleheader at River Front Stadium in Cincinnati. While running to catch a ball, little Tyler's pants fell down around his knees, tripping him. To his horror, the entire stadium of fans, including his own teammates, burst into peals of laughter.

Overwhelmed by anger and embarrassment, Tyler screamed: "LEAVE ME ALONE!" To his surprise, everyone in the stadium vanished, leaving him standing alone and frightened in the middle of the stadium with his pants around his ankles.

The emotional trauma of the situation awakened Tyler's latent mutant power of teleportation. He unknowingly transported the entire audience to the Savage Land!

Tyler wandered from the stadium alone, confused, and afraid. He was quickly found and befriended by Toad, who was near the stadium and actually planned to detonate a bomb there as the first major terrorist action of the New Brotherhood of Evil Mutants. Toad has convinced Tyler that the boy killed the missing people, and that only Toad can protect him from the authorities.

After quickly formulating a new scheme, Toad decided to blackmail the city, claiming that unless his Brotherhood is given one billion dollars and one hour of live television time, the missing fans will never be returned from "limbo." He also gave Tyler a new name, the Banisher.

STARTING: How the players learn about the situation is up to you. Here are your most likely options:

- If the heroes are working with Professor X, the gauges on his Cerebro machine jump off the scale when Tyler's power surges to life. Xavier warns the

player characters to remember that the mutant is only a child, but a potentially deadly one.

- The disappearance of an entire stadium full of baseball fans, and the subsequent blackmailing of the city, will certainly make the national news. Special reports interrupt local programming all across the country.

Tyler and the New Brotherhood are at a television station in Cincinnati preparing for their worldwide broadcast. Toad plans to use his air time in an attempt to persuade mutants all around the globe to rise up and strike down the human population.

For this encounter, use the city map included with this box. Choose any building to be the television station. Tyler and the villains are on the roof where technicians are busily setting up cameras and other equipment for the broadcast.

Stand-up markers of the Brotherhood and Tyler (the Banisher) are included in this box. You might also use "thug" stand-ups found in the Basic Set box to represent technicians. You should also have stand-ups of police officers with the Basic Set.

When their heroes arrive on the scene, read or paraphrase the following boxed text to the players:

Scores of police cars surround the television station. A helicopter circles nearby. On the roof of the building, you see a flurry of activity. Technicians have set up cameras, microphones, and a satellite dish. The members of the New Brotherhood of Evil Mutants—Toad, Pyro, Blob, and Sauron—are talking among themselves. Standing with them is a small boy in a baseball uniform.

If the heroes have some way of eavesdropping on the villains, they can hear the following conversation:

Blob: "Haw! We're gonna be on TV all over the world! . . . Uh-oh, hope Mystique's not watchin'."

Sauron: "I don't like thiss, Toad. We are depending too much on thiss childling."

Toad: "Don't question me, you flying lizard! If it weren't for me, you would still be trapped inside the puny body of that sniveling Dr. Lykos!"

"I tell you we cannot fail! When the mutants of the world see the power of this boy, they will rally behind us and our human oppressors shall fall before us!"

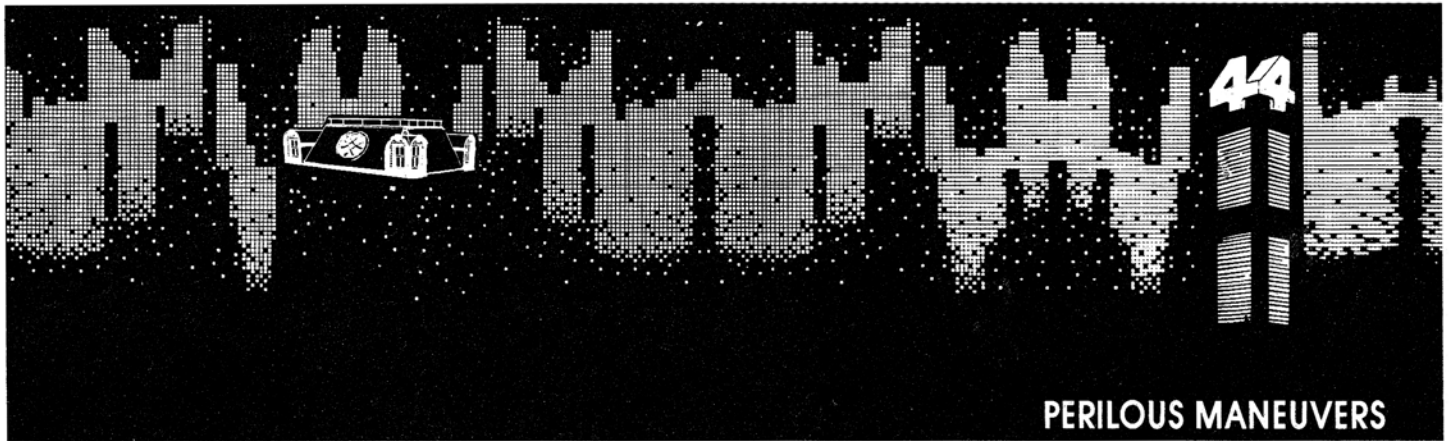
Technician: "Mr. Toad, sir, the satellite linkup will be optimal in one minute. Will you all please take your positions?"

ENCOUNTER: Before taking action, the heroes might wish to consult with the police. An officer named Captain Lester is in charge at the moment. (The chief would be here, but he was among those at the stadium!)

Captain Lester is not a strong leader. He appears nervous and unsure of himself. He would prefer to pass the responsibility to someone else, but since the chief is missing, it's up to him.

Because many wealthy and powerful people were at the game, including the Police Chief and Mayor, Captain Lester sees no alternative but to give in to the Brotherhood's demands. Granting them television time was no problem, but he has no idea how he's going to raise a billion dollars!

Because of his situation, the captain gladly defers responsibility to the heroes. If they succeed, so much the better. If they fail, the captain has someone to blame.



PERILOUS MANEUVERS

The Banisher

Toad keeps Tyler between him and the heroes. Crouching behind the boy, Toad screams in his ear, "Those are bad, bad men, Tyler! They've come to get you because you killed all those people at the stadium! Make them go away, too, Tyler!"

Tyler is confused and afraid. He knows he's in big trouble for what happened at the game. Unless the heroes persuade him otherwise, Tyler will teleport them to the Savage Land!

The heroes should try to reason with the boy. If a player puts up a convincing argument, allow him to attempt a Popularity FEAT. If successful, Tyler realizes that the heroes are his real friends and that he can trust them. If the heroes can't change his mind, Tyler moves closer to Toad: "You want to hurt me fer what I done! Toad's my friend. He told me so!"

Exactly what Tyler does is up to you:

- He might send the heroes to the Savage Land. If so continue with the section below called **To the Savage Land**.

- The Banisher might send the evil mutants to the Savage Land, that is, if the heroes persuade him to do so.

- The heroes might convince him to try and bring the missing people back. Tyler closes his eyes, sticks his tongue out, and suddenly 37,523 baseball fans appear. Many of them are injured from their encounters in the Savage Land.

Note that if the players are foolish enough to ask Tyler to bring the fans back while they are still on top of the building, there isn't enough room for everyone! The roof collapses one floor and scores of people fall over the sides. Whether anyone is actually killed is up to you. If the heroes think fast, they might ask Tyler to teleport the people away again before anyone hits the pavement.

As an alternative to this sort of disaster, you might assume that Tyler simply can't return the baseball fans

without Charles Xavier's help to unleash his power. The heroes can either take the boy to the X-Men Mansion, or try to persuade Xavier to come to Cincinnati (whether he does or not is your choice). Note that Xavier isn't so stupid as to return the fans to a place that isn't large enough to accommodate them!

The Technicians

The news people on the roof keep their cameras rolling, getting all of the action. There are a couple of ways you might incorporate them into the battle:

- The evil mutants are not above using the technicians as living shields. This makes combat very delicate for the heroes. A misplaced energy blast could obliterate a technician!
- The villains, especially Blob, would take great fun in tossing a couple of technicians off the roof. This is a devious way for the bad guys to slow down and distract the good guys who have to rescue the falling newsmen before they hit the sidewalk!
- As another alternative, you might assume that Captain Lester was bright enough to disguise a few S.W.A.T. members as technicians. They could give the Brotherhood a nasty surprise when they pull out machine pistols and "light 'em up!"

To the Savage Land

It is possible that the player characters will end up in the Savage Land after having been teleported there by an angry Tyler Kane. If so, the heroes find themselves in a region that was devastated by Terminus awhile back. They also find the missing baseball fans.

Read or paraphrase the following to the players:

Dizzying blackness engulfs you. After what might have been an instant or an eternity, you find yourselves

standing in a ruined landscape of jutting rocks and rotting vegetation. A screaming throng of baseball players, baseball fans, beer vendors, peanut vendors, and even an umpire is racing past you. It is obvious why they are running: A tyrannosaurus is bounding after them!

The dinosaur has the following statistics:

F	A	S	E	R	I	P
RM	GD	IN	UN	FE	FE	FE
30	10	40	100	2	2	2
Health: 180				Karma: 6		

KNOWN POWERS

Bite: The beast can bite for Incredible (40) edged damage.

Body Armor: Its tough hide grants it Typical (6) protection against physical attacks.

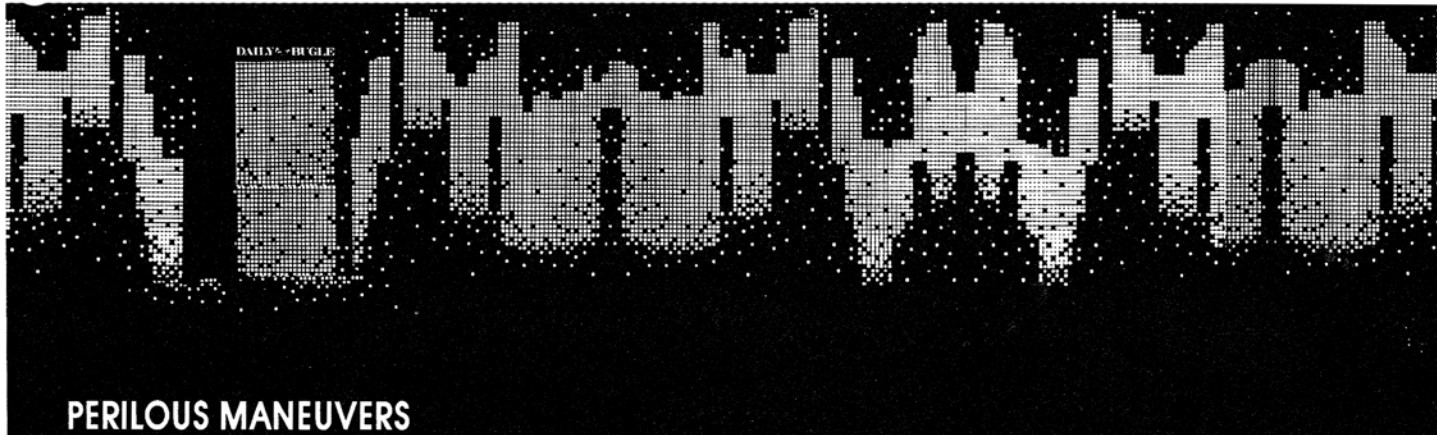
Stomp: It can stomp pesky humans with its feet for Monstrous (75) blunt damage.

Police Chief Seaver has formed the stadium's 20 security personnel into a small fighting unit. Unfortunately, half of them fled when the beast appeared. The heroes see the chief and 10 others bravely standing before the towering monster, firing their pistols to little effect. The tyrannosaurus keeps coming, and will eat somebody if the heroes don't take action.

Once the dinosaur is defeated, Chief Seaver asks the heroes to help him and his men roundup the terrified citizens. This is a monumental task, considering that 37,523 people were teleported here!

As the heroes go about gathering the people, you can throw any of the following encounters at them:

- More prehistoric beasts might attack, possibly including a host of brutish Pterons (flying reptile-men).



PERILOUS MANEUVERS

- A group of people has wandered into a quagmire. The heroes must pull them out before any of them drown.
- The heroes might have to breakup fights between the people who are struggling for the available resources (namely peanuts, beer, and soft drinks).

At some point (determined by you), everyone is teleported back to Riverfront Stadium in Cincinnati. Before giving Toad his money, Captain Lester persuaded him to return everyone as proof that they are still alive. Toad figured he had nothing to lose. If Captain Lester tries to double cross him, Tyler can teleport the people away again.

The heroes once again confront the evil mutants. But this time, Tyler realizes that Toad has lied to him. He turns to the heroes for help, and may even tell Toad to "go away."

AFTERMATH: Once the heroes have defeated the Brotherhood, they must decide what to do about Tyler.

If they are working with Professor X, he expects them to bring Tyler to his mansion. Xavier wants to place mental blocks in the boy's mind so that his powers will remain dormant until he matures and learns how to control them.

If the heroes have been working without Xavier's guidance, he contacts them now. "The boy is dangerous to society. Please bring him to my mansion so that I can neutralize his powers until he's old enough to use them responsibly."

KARMA:

Defeating Blob:	+100
Defeating Pyro:	+40
Defeating Sauron:	+50
Defeating Toad:	+30
Defeating the tyrannosaurus:	+10
Gaining Tyler's trust:	+20
Being teleported to the Savage Land:	-5
For each bystander injured:	-20
Allowing Toad to make a speech on worldwide television:	-10

When A City Melts!

SUMMARY: Today in Atlanta, Georgia, police woman Fiona McKenna's latent mutant powers became active after a suspect's bullet grazed her head. The heroes must deal with her uncontrolled power, which is causing buildings, cars, and the street to "melt."

To make matters worse, the Black Queen herself has arrived to drain Fiona's will. Seeing an opportunity to catch the Black Queen in the open, Shinobi sends a few Sentinels to kill her and capture Fiona McKenna.

STARTING: Here are two options for getting the player characters involved into this adventure:

- If they are working with Professor X, he detects Fiona McKenna on his Cerebro machine. What clues he gives them about her abilities or state-of-mind are up to you.
- If the player characters are not associated with Professor X, move the setting of this scenario to whatever city the heroes are currently operating in. Assume the player characters are simply passing by when the action starts. They might even be traveling in their own vehicle, which begins to "melt" around them.

Use the city map included with this box. Stand-ups of Fiona McKenna, the Black Queen, and the Sentinels are also included. To start with, place Fiona's stand-up on any street. Save the Black Queen and Sentinel stand-ups until they actually appear. You might also want to use stand-ups from the Basic Set to represent bystanders. Coins and dice can be used to represent vehicles. Allow the players to put their stand-ups on the same street as Fiona, but not in the same area as her.

When you are ready to continue, read or paraphrase the following to the players:

This street looks like a landscape out of a lunatic's nightmare. Buildings stand at odd angles. What must be cars are now hardly recognizable lumps of twisted metal. It looks like everything was put in a huge microwave oven and left on "high" overnight.

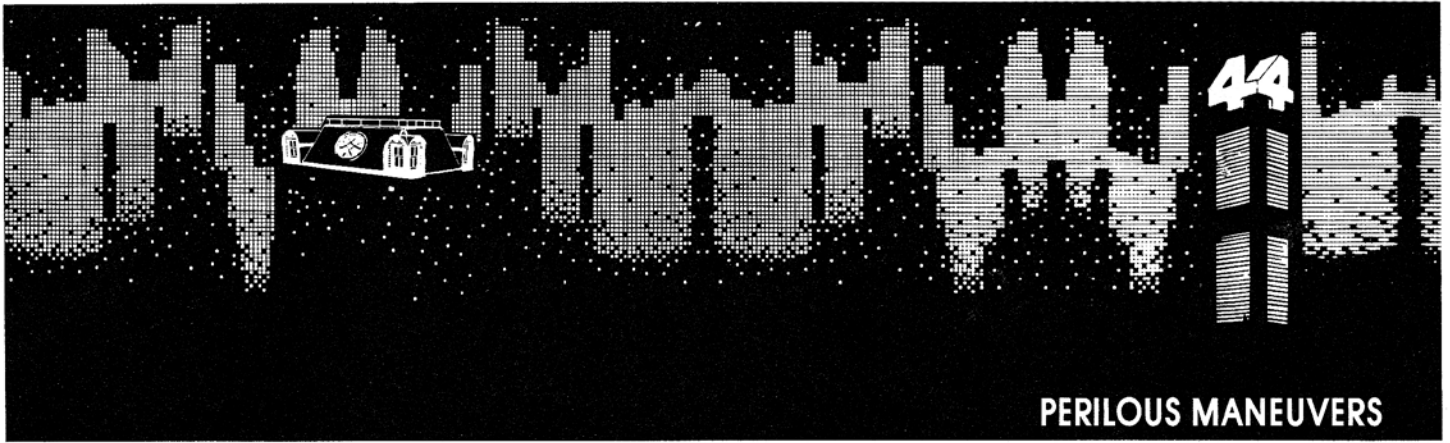
Everything nearby seems to have been melted and then reformed into twisted shapes. Not far ahead, you see a region of buildings, cars, light posts, fire hydrants, and similar objects that are still in the process of melting. Standing in this liquid chaos is a young woman. She seems to be wearing a police uniform, but most of it has melted and dripped off her body. Her clothes are not all she is losing, for bright blood is running from a wound on her head. She appears dazed and frightened.

A scream of utter horror tears your gaze away from the police woman. A man is trapped inside his car, which is melting all around him. His car is drowning him!

ENCOUNTER: The police woman is Fiona McKenna. See her entry in the *Character Roster* of this book for an explanation of her abilities. A short while ago, she was shot by a sniper (who is still lurking in a nearby building). She was only grazed in the head, and is in no danger of dying from the injury. However, the attack has stunned her brains, leaving her virtually incoherent, and activated her mutant powers.

The following are some situations which might arise as a result of Fiona's uncontrolled power:

- Because melting objects have only Typical (6) material strength, the man trapped in his car could probably tear his way out. However, the bizarre situation has shaken his sanity; all he can do is



PERILOUS MANEUVERS

scream. The heroes should help him escape. If Fiona moves out of the area, the car will resolidify, and the man really will be trapped.

- The street in Fiona's area is also melting. Characters who walk into her area slowly sink to their hips in the asphalt goo, which has Typical (6) material strength (just like everything else that is currently melting). To move, the character must first succeed at a Typical (6) intensity Strength FEAT. If successful, he can move, but his Endurance rank is considered to be at -2 CS for determining how far he can move. While stuck in the melting street, all combat FEATs are at -2 CS. Fiona can move about freely.

- The first floor of any building in Fiona's area also melts, causing the entire structure to tilt and sink crazily. People on the first floor are in danger of being crushed by the upper stories. It is a slow process; it takes 5-14 rounds (d10 + 4) for a building to sink one story. This gives the heroes time to make rescue attempts. Assume there are 1-10 people on each floor who need help to escape.

Moving into and out of a melting building is not easy! The ceiling is literally dripping. Consider areas inside these structures to be *cluttered* (see the *Rule Book*).

Any character inside a building when it sinks one story becomes engulfed in a quagmire of liquified steel, concrete, glass, and office furniture. The character must succeed at a Typical (6) intensity Strength FEAT in order to "swim" at half his normal movement rate. The character must also hold his breath or begin to drown.

If Fiona should move out of the same area as a melting building, it rapidly resolidifies, but does not regain its original shape. Characters inside are virtually entombed. A successful Remarkable (30) intensity Strength FEAT is required to move at half speed. Assume that such characters are no

longer in danger of drowning.

- If the heroes use First Aid or a healing power to help Fiona, she regains full consciousness and can shut off her power. Everything that is melting quickly resolidifies.

The Sniper

The crazed man who shot Fiona McKenna is still out there somewhere. He might take potshots at the player characters or anyone else on the street. If he shoots into Fiona's area, his bullets melt, splattering the target with lead droplets.

The sniper is on the roof of any nearby building of your choice. Spotting him is difficult. If a player character spends a round trying, allow him to attempt a Remarkable (30) intensity Intuition FEAT roll. Success means the character sees a puff of smoke coming from a nearby roof.

The sniper has all Typical (6) statistics. He is armed with a rifle that inflicts Good (10) shooting damage.

The Black Queen

At a suitably dramatic moment chosen by you, the Black Queen makes her appearance. Using her telekinetic powers, she parts the river of melted street and strides confidently toward Fiona McKenna. Unless the heroes interfere, the Black Queen cups Fiona's head in her hands, kisses her gently on the forehead . . . and begins to make her a psychic vampire!

When the heroes attack, the Black Queen uses her powers to defend herself. If things begin to go against her, she tries to get close to Fiona. The Black Queen then uses her powers of Momentary Trance and Momentary Speed to escape with the girl, unless the heroes somehow stop her.

The Sentinels

Shinobi has sent three Mark VI Sentinels to kill the Black Queen and capture Fiona McKenna. It is best if they appear during the battle with the Black Queen, or when the Black Queen is about to escape with Fiona.

The Sentinels will certainly attack the player characters if they interfere with their mission. For a while, it is possible that the player characters and the Sentinels will be working together to defeat the Black Queen. However, the Sentinels want Fiona McKenna, and so do the heroes.

Note that if Fiona's power is still activated, any Sentinels who enter her area begin to melt. A melting Sentinel operates in a randomly destructive manner. It will likely attack the nearest target, even other Sentinels. The exact consequences are up to you.

AFTERMATH: Fiona McKenna wants nothing to do with the Black Queen or the Sentinels. She gladly looks to the player characters for help and will accompany them to meet with Professor X if that is what they want.

KARMA:

For each rescue:	+20
For each civilian injured:	-20
Defeating the sniper:	+10
Defeating the Black Queen:	+100
Each Sentinel defeated:	+100
Healing Fiona:	+10
Allowing Fiona to be captured:	-40
Allowing Fiona to be turned into a psychic vampire:	-100

CHARACTER ROSTER

APOCALYPSE

Real Name: Unrevealed
Type: Mutant
ID: Secret
Team Affiliation: Alliance of Evil, Four Horsemen of the Apocalypse

F	A	S	E	R	I	P
EX	GD	RM	UN	RM	GD	GD
20	10	30	100	30	10	10

Health: 160 Karma: 50
Resources: MN Popularity: -20

KNOWN POWERS

Damage Resistance: Against Apocalypse, all physical and energy attacks are -2 CS in rank for damage and effects (stunning, killing, etc.).

Molecular Rearrangement: Apocalypse has Monstrous (75) control over his being. This allows him to do the following:

- Fly at Excellent (20) airspeed.
- Increase his Strength to Monstrous (75). His Health is not increased and he cannot use any other Molecular Rearrangement abilities while at increased Strength.
- Mimic Wrestling talent.
- Stretch up to 3 areas (5 areas with Endurance FEAT roll).

Teleportation: His full abilities are unrevealed, but are of at least Amazing (50) rank. He can take up to five normal-sized individuals with him.

TALENTS: Engineering, Invention, Genetics, Leadership.

IN BRIEF: Though his exact age is not known, Apocalypse is vastly old. His long life has apparently driven him insane. Apocalypse believes himself to be superior to both mutantkind and mankind. He has the twisted notion that it is his task to test and improve mutant strains through conflict. Apparently, though, he has little compassion for mutants, viewing them merely as cannon fodder in his war for world domination.

ARCHANGEL

Real Name: Warren Worthington III
Type: Mutant
ID: Public
Team Affiliation: X-Men

F	A	S	E	R	I	P
RM	IN	EX	RM	GD	TY	GD
30	40	20	30	10	6	10

Health: 120 Karma: 26
Resources: FE Popularity: 0

KNOWN POWERS

Body Armor: He can resist up to Remarkable (30) damage.

Wings: His wings are made of organic metal of Amazing (50) material strength, and grant him the following powers:

- Flight at Excellent (20) speed normally, but can reach Shift X (150) speed in a straight line.
- The wings fire feathers up to 3 areas away, striking for Excellent (20) edged damage against all targets in a single area. The feathers are tipped with a paralyzing agent (Endurance FEAT versus Monstrous (75) intensity or paralyzed for 2-20 rounds).
- The wings regenerate if damaged, becoming functional within 1-10 turns.

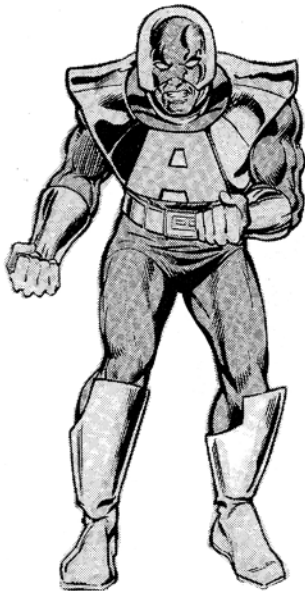
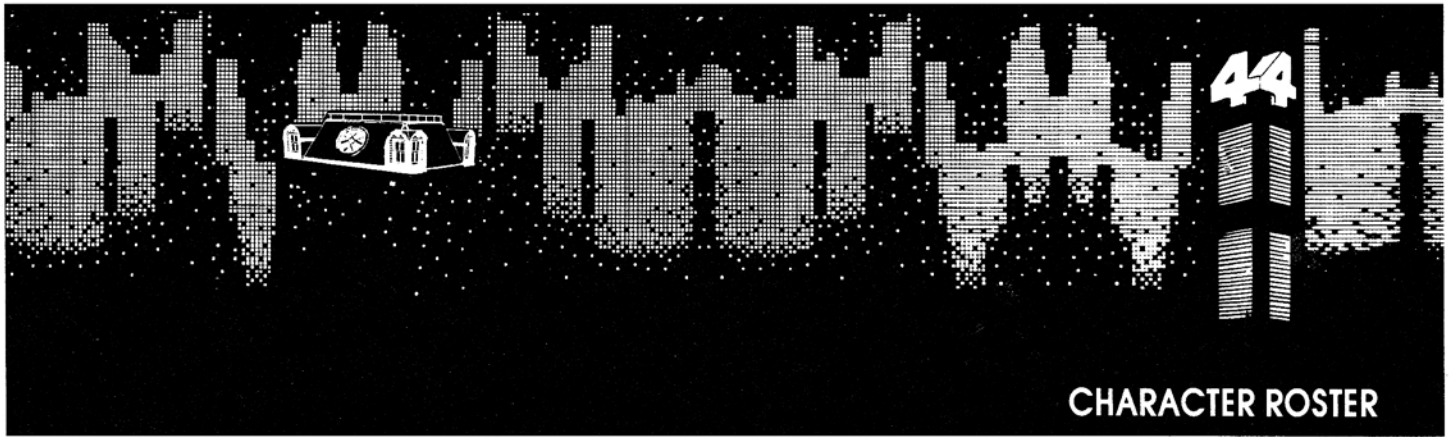
Limitation: Archangel's wings have a destructive mind of their own. When threatened, he must make a Green Psyche FEAT or his wings automatically attack any perceived threat.

TALENTS: Aerial Combat, Business, Martial Arts B.

IN BRIEF: Warren originally had natural, feathered wings. They were later amputated after being damaged which drove Warren to the brink of insanity and suicide.

Warren was rescued from death by Apocalypse who brainwashed him and gave him a stronger body and mechanical wings. Warren escaped and joined X-Factor as Archangel. Now he is a much more serious character, struggling to use his powers responsibly.





AVALANCHE

Real Name: Dominic Petros
Type: Mutant
ID: Public
Team Affiliation: None

F	A	S	E	R	I	P
GD	GD	GD	IN	GD	GD	TY
10	10	10	40	10	10	6

Health: 70 Karma: 26
Resources: TY Popularity: -5

KNOWN POWERS

Body Armor: Avalanche's costume provides Good (10) protection against physical and energy attacks.
Disintegration: At Monstrous (75) rank and a 2-area range, he can destroy non-living, inanimate objects. The target's material strength determines the intensity of the FEAT. For example, an iron bar has Excellent (20) material strength would require an Excellent (20) intensity Power FEAT to be disintegrated. The power rebounds upon Avalanche as a blunt attack if he uses it in an attempt to destroy a living target.

Earth Control: Avalanche can create a wave of semi-molten earth with a 4-area range that inflicts Remarkable (30) blunt attacks to all in its path. A target's body armor protects from damage as usual, but he can still be slammed or stunned by this attack.

Limitation: Avalanche's powers only affect non-living matter or his own body.

TALENTS: Bilingual (Greek and English).

IN BRIEF: Avalanche is best described as a mercenary with a lust for power. Freedom Force gave him a legal basis for breaking the law. He seemed to think of it like diplomatic immunity; no matter what he does, the courts can't stop him. With Freedom Force dissolved, Avalanche is again a free agent.



BANISHER

Real Name: Tyler Kane
Type: Mutant
ID: Secret
Team Affiliation: None

F	A	S	E	R	I	P
PR	TY	FE	TY	PR	PR	GD
4	6	2	6	4	4	10

Health: 18 Karma: 18
Resources: FE Popularity: 0

KNOWN POWERS

Teleportation: Tyler possesses a special form of teleportation at Shift Z (500) rank. He is able to teleport himself and others to distant locations, bring people and objects to him, or banish people and objects away from him. Consider the range of this power to be anywhere on the face of the Earth.

When Tyler uses his power to bring things to him, he does not create objects, but snatches existing ones. Tyler can bring a single or group of objects weighing up to 25 tons to his location at one time.

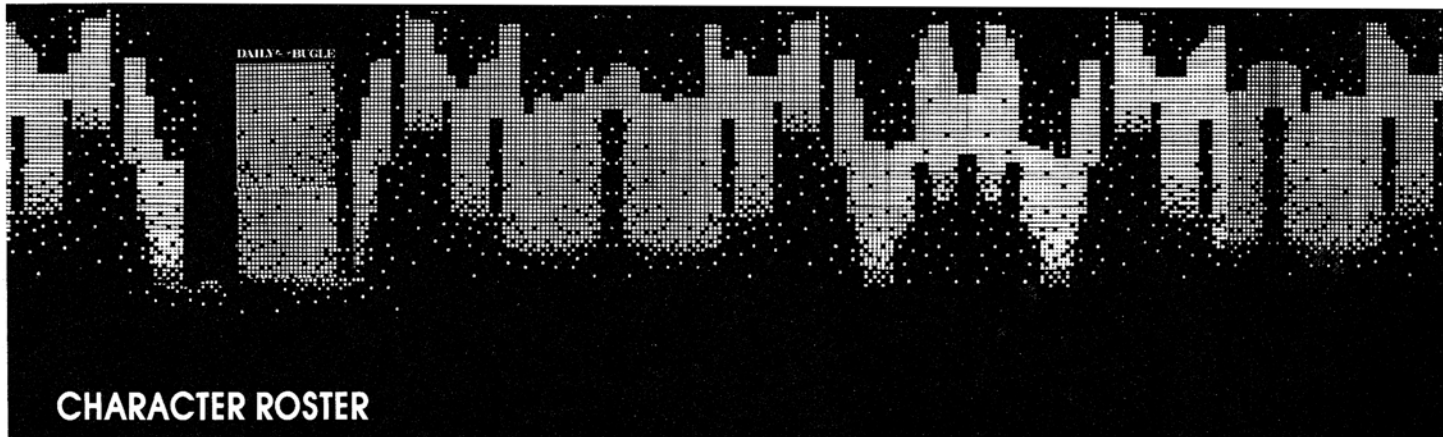
In all other respects, this ability functions like the Teleportation power described in the rule book.

Limitation: Tyler doesn't realize the full extent of his power. He only knows that he can cause others to vanish. He simply screams, "Go away!" and people disappear.

TALENTS: None.

IN BRIEF: For the most part, Tyler is a typical boy. He likes playing baseball, trading baseball cards, and collecting Marvel comic books.

Tyler's view of himself forever changed when his mutant ability surfaced. Because he causes people to vanish, Tyler believes himself to be a murderer of the most evil sort. He doesn't understand that the people are not killed, but only teleported to a distant place. Tyler is a confused, scared little boy, who wields awesome power.



CHARACTER ROSTER

BANSHEE

Real Name: Sean Cassidy
Type: Mutant
ID: Secret
Team Affiliation: X-Men

F	A	S	E	R	I	P
EX	EX	GD	RM	GD	GD	GD
20	20	10	30	10	10	10

Health: 80 Karma: 30
Resources: EX Popularity: PR

KNOWN POWERS

Body Armor (Equipment): He wears a body suit that provides Excellent (20) protection from physical and energy attacks.

Flight: Banshee can use his scream to fly at Typical (6) airspeed.

Sound Generation: Banshee's scream is of Unearthly intensity, allowing him to inflict up to Unearthly (100) force damage at a range of 3 areas. Banshee can pitch his scream so that it knocks out opponents (Endurance FEAT versus Monstrous (75) intensity or knocked out for 1-10 turns).

TALENTS: Electronics, Handguns, Law Enforcement, Martial Arts A and B, Mechanics.

IN BRIEF: Sean Cassidy is an Irish-born mutant and former member of Interpol, the European security agency. He is currently a member of the X-Men.

Sean is an easygoing person, but can become quite irate when thinking about his nefarious cousin, Black Tom Cassidy.

Sean is something of a playboy, though not particularly good at it. He is deeply attracted to Dr. Moira MacTaggart, who is currently suffering from severe depression over the apparent death of Magneto. Sean's attempts to comfort Moira have all been in vain, which is leading him to depression himself.

BEAST

Real Name: Hank McCoy
Type: Mutant
ID: Public
Team Affiliation: X-Men

F	A	S	E	R	I	P
IN	IN	RN	EX	EX	GD	EX
40	40	30	20	20	10	20

Health: 130 Karma: 50
Resources: RM Popularity: EX

KNOWN POWERS

Balance: Because of his Excellent (20) balance, the Beast may make an additional FEAT roll to avoid losing his balance.

Climbing: He has Remarkable (30) climbing ability.

Enhanced Feet: The Beast's feet are extremely large and dexterous. He may use them as he does his hands when performing Agility FEATs. He also gains a +1 CS when wrestling and performing other actions with his feet.

Leaping: He has Amazing (50) leaping ability.

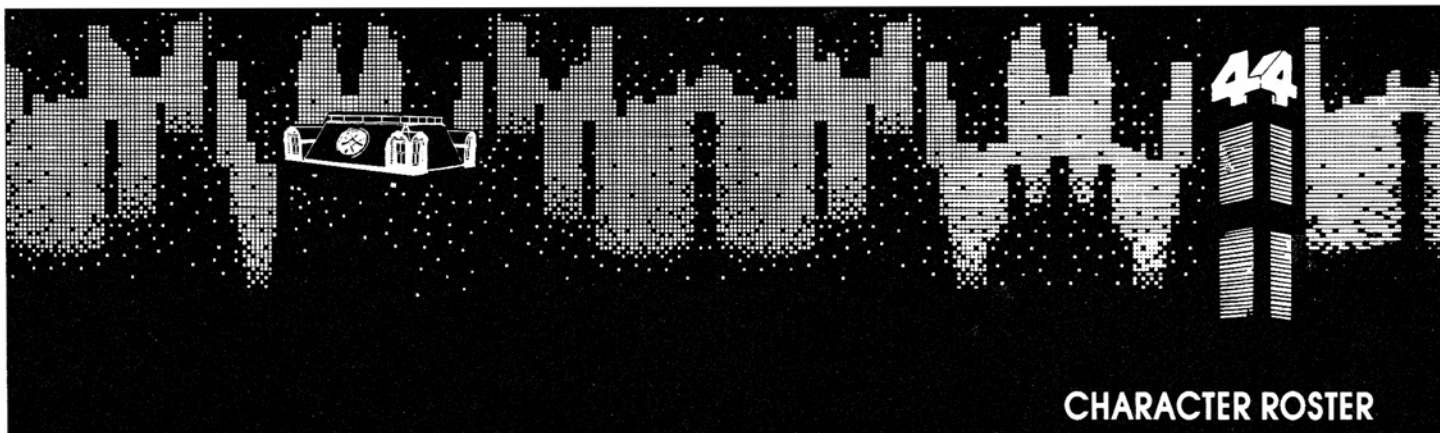
Lightning Speed: The Beast can move on all fours at Excellent (20) ground speed for short distances.

TALENTS: Acrobatics, Biology, Chemistry, Electronics, Genetics, Martial Arts C, Multi-Lingual (English, French, Italian, Latin, Russian, and more), Tumbling.

IN BRIEF: Employing a vocabulary as large as his feet, Hank McCoy is a bright and witty individual. He often speaks in pretentious phrases.

Though he can be something of a prankster, when it comes to a fight, the Beast is deadly serious. His loyalty to his teammates is unequalled; he would quickly give up his own life to save his friends.





BISHOP

Real Name:
Type: Mutant
ID: Secret
Team Affiliation: X-Men

F	A	S	E	R	I	P
RM	EX	EX	RM	EX	GD	GD
30	20	20	30	20	10	10

Health: 100 Karma: 40
Resources: PR Popularity: 0

KNOWN POWERS *Power Reflection:*

Bishop can absorb and reflect up to Amazing (50) rank energy attacks. Any energy attacks above Amazing (50) rank cause him damage as normal. Bishop cannot absorb physical attacks, such as a punch or gunshot.

Once he has absorbed an energy attack, he must release it on the same turn or the following turn; he cannot "hold" it longer than this. If time should run out, the energy erupts around him affecting everyone in the same area. Bishop is not harmed if this should occur.

When released, the attack has the same rank and range as when fired at Bishop. He need not fire it at the original attacker, but can choose another target within range if he wishes. Once released, Bishop cannot use that particular attack again until he absorbs it again. However, it is possible for him to absorb multiple attacks in a single turn. In this case, he can still only reflect one absorbed attack per turn; he cannot make multiple attacks himself.

TALENTS: Guns, Law Enforcement, Military, Leadership.

IN BRIEF: Though trapped in the present, Bishop is from the future where he was a ranking member of Charles Xavier's School of Enforcers.

Bishop is a strong leader determined to see that Xavier's dream becomes reality (though his interpretation of the dream may be a bit twisted). He has little compassion for evil mutants.

BLACK QUEEN

Real Name: Selene
Type: Altered Human
ID: Secret
Team Affiliation: Hellfire Club

F	A	S	E	R	I	P
GD	EX	RM	AM	GD	AM	AM
10	20	30	50	10	50	50

Health: 110 Karma: 110
Resources: AM Popularity: -10

KNOWN POWERS

Magic: Monstrous (75) ability to control others, create illusions, or summon low level entities. Magic causes her to age and lose life energy (no FEAT roll, as described under her limitations).

Mental Force Bolts: Fired at Incredible (40) rank and range.

Momentary Speed: Shift Y (200) ground speed, for 1 round out of every 10.

Psi Screen: Amazing (50) defense from mental attacks, but can't be used with her other mental powers.

Psychic Body Armor: Good (10) protection against physical and energy attacks.

Psychic Vampire: At Unearthly (100) ability, Selene drains the Psyche of her victims by touch. Each point of Psyche drained restores one point of her Health (max of 110). Each point of Psyche drained also costs the victim one point of Health. If Health reaches 0, the victim dies and disintegrates. If Health is above 0, Selene has Monstrous (75) psychic control over the victim.

Pyrokinesis: Selene has Unearthly (100) control over fire, such that she is able to extinguish it or increase it with a successful Psyche FEAT roll.

Telekinesis: She has Unearthly (100) control over inanimate objects. Selene can disintegrate objects in the same area as herself that have a material strength of Monstrous (75) or less.

Telepathy: At Incredible (40) rank, Selene can read thoughts and contact minds at

CHARACTER ROSTER

a range of 100 miles.

Limitations: All psychic powers (except Psychic Vampire) may cause her to lose Health. For each ability used at Excellent (20) rank or above, she must attempt an Endurance FEAT with failure indicating a loss of 10 Health. If her Health drops below 0, Selene begins to show her true age.

TALENTS: Multilingual (English, Latin, and probably more).

IN BRIEF: Selene is a sorceress who has lived for several millennia. During her travels, she lived in the ancient Roman Republic. In the First Century B.C., she and a large group of Romans fled the Republic and sailed to the New World. They founded Nova Roma in the depths of the Amazon jungle. Here, for nearly two thousand years, she led the feared Cult of Fire as its Black Priestess.

In recent years, she left Nova Roma to come to New York City, where she petitioned for membership in the Hellfire Club. Once accepted, she rapidly rose to the rank of Black Queen.

Delighting in malicious intrigue and exulting in the use of her powers, Selene is totally consumed by evil. Her ultimate goal is world domination, though it is hard to believe her ever being satisfied. With the recent murder of Sebastian Shaw and the apparent death of Emma Frost (two murders in which Selene may have indirectly taken a role), her immediate goal is to take control of the Inner Circle of the Hellfire Club. Currently, it seems that only Shinobi and his Upstarts stand in her way.

BLACKLIGHT

Real Name: Johnny Bifrost

Type: Mutant

ID: Secret

Team Affiliation: None

Human Form:

F	A	S	E	R	I	P
EX	GD	TY	GD	TY	TY	TY
20	10	6	10	6	6	6

Health: 46

Karma: 18

Resources: PR

Popularity: 0

Shadow Form:

F	A	S	E	R	I	P
EX	IN	RM	RM	TY	TY	TY
20	40	30	30	6	6	6

Health: 120

Karma: 18

KNOWN POWERS

Mirrored Eyes: Johnny's eyes are solidified, reflective mirrors that glow red. They grant him the following powers:

- Sight to 5 areas in normal darkness.
- Emit twin beams of Remarkable (30)

light energy used to illuminate a 1-area radius or to blind a foe for 1-10 turns. As laser light, they inflict Remarkable (30) energy damage.

- He ignores attacks to his eyes of less than Amazing (50) intensity.

Resistance To Radiation: Johnny has Amazing (50) protection against all forms of radiation.

Shadow Form: At will, Johnny can change to look like a humanoid shadow surrounded by a red aura. While in this form, he gains:

- Flight at Incredible (40) airspeed.

• At Incredible (40) ability, he can reflect energy and force attacks back on his attacker. He gains a +3 CS bonus to reflect light attacks.

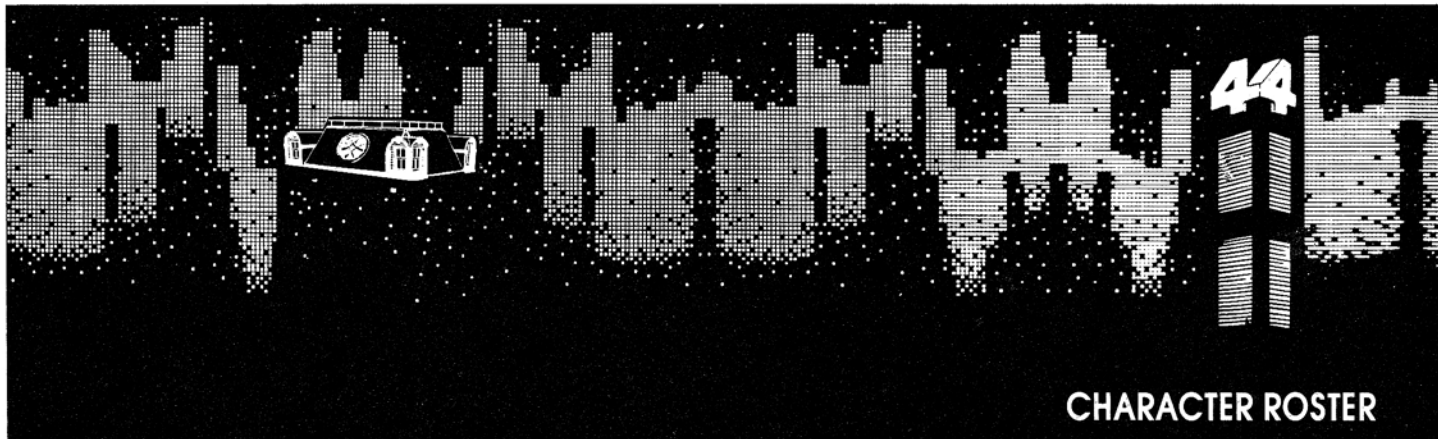
TALENTS: Martial Arts B, Streetsmart.

IN BRIEF: Johnny was born in 1972 in a secret lab as part of an experiment to inhibit the powers of mutants. After five years of inhumane experiments, all memories of the lab were concealed by mental blocks placed in Johnny's mind.

He was adopted by a Manhattan couple, where he was secretly monitored by the scientists.

Johnny is on his own now. He knows he is a mutant and that he has a twin sister named Felicia, whom he loves very much. Though he has gotten into trouble with street gangs and crime, Johnny is a good kid. He is very confused about his powers, and afraid that someone is out to get him because of them.





CHARACTER ROSTER



BLOB

Real Name: Fred J. Dukes
Type: Mutant
ID: Secret
Team Affiliation: New Brotherhood of Evil Mutants

F	A	S	E	R	I	P
RM	PR	RM	MN	PR	GD	EX
30	4	30	75	4	10	20
Health: 139			Karma: 34			
Resources: GD			Popularity: -10			

KNOWN POWERS

Bodily Expansion: Blob can flex his fat and break through restraints of up to Excellent (20) material strength.

Body Armor: He has Unearthly (100) protection from physical attacks, and Amazing (50) resistance to cold, heat, and energy attacks.

Entrapment: Blob can hold an opponent with the equivalent of Monstrous (75) Strength in the folds of his skin on a Green Psyche FEAT.

Immovability: Once firmly planted (takes 1 round), Blob can only be moved by an opponent of Unearthly (100) Strength or greater, and then only on a Red FEAT roll. He is immune to stuns and slams when planted.

TALENTS: None.

IN BRIEF: Fred Dukes seems to bear a deep resentment toward his mutant deformation. Perhaps this is why he goes out of his way to be obnoxious to everyone but his closest friends.

The Blob delights in making bad jokes to taunt his opponents. He also takes great pleasure in hurting and humiliating his enemies. Laughing and jeering all the while, he likes to let his attackers wear themselves out punching him before he finishes them off.

The Blob constantly sports a big, dumb grin. He's not particularly bright, and this shows in the way he talks.

BOOM BOOM

Real Name: Tabitha Smith
Type: Mutant
ID: Secret
Team Affiliation: X-Force

F	A	S	E	R	I	P
PR	GD	TY	EX	PR	TY	TY
4	10	6	20	4	6	6
Health: 40			Karma: 16			
Resources: PR			Popularity: 0			

KNOWN POWERS

Time Bombs: Boom Boom can create spheres of energy which she can detonate up to 5 rounds later. These "time bombs" inflict up to Amazing (50) force or energy damage. The amount and type of damage, as well as the detonation time, are determined by her when the bomb is created. Boom Boom can throw these time bombs up to 3 areas away.

Wrist Launchers (Equipment): Boom Boom recently fitted her costume with wrist attachments that enable her to emit the power of her time bombs in a beam. The beams are effective at a range of 8 areas and inflict up to Amazing (50) force or energy damage.

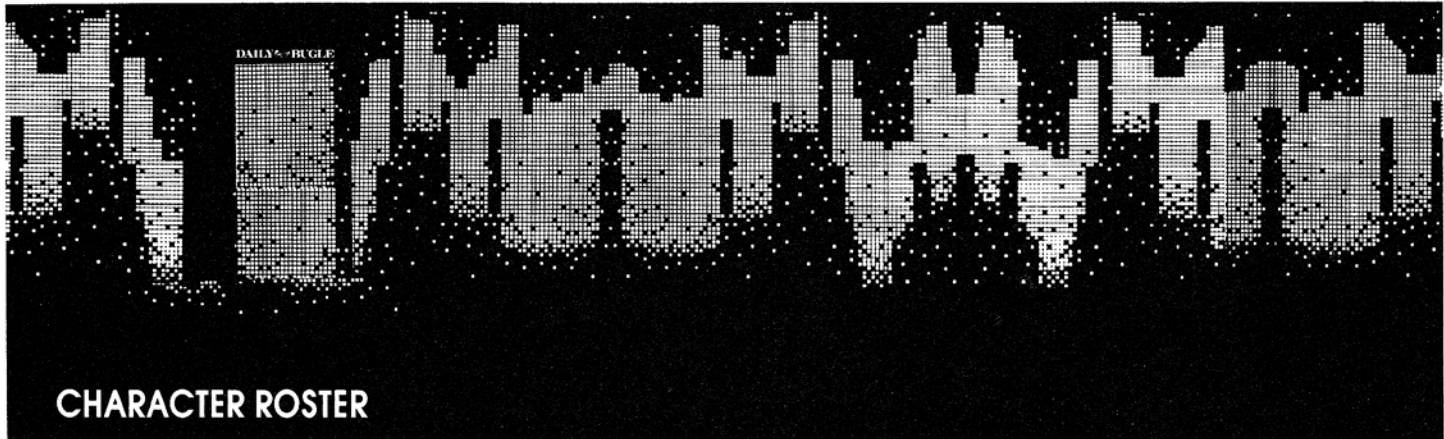
TALENTS: Streetsmart, Television Junkie, Thrown Weapons, Video Games.
IN BRIEF: Though she had a rough childhood and was a runaway, Tabitha is still an easy-going person.

Probably as a result of her childhood, Tabitha has trouble trusting strangers and authority figures.

Though she would never admit it, Boom Boom is with X-Force because she believes they can make a difference in the world. She thinks they can help both mutants and humans come together to lead better lives.

Inside, Boom Boom really cares, but she hides her feelings with cute remarks and practical jokes.





CHARACTER ROSTER

CABLE

Real Name: Nate (Full name Unrevealed)
 Type: High-Tech (likely Mutant too)
 ID: Secret
 Team Affiliation: Leader of X-Force

F	A	S	E	R	I	P
IN	EX	EX	EX	RM	RM	RM
40	20	20	20	30	30	30

Health: 100 Karma: 90
 Resources: GD Popularity: 0

KNOWN POWERS

Bionic Arm: Cable's arm is made of Remarkable (30) strength material. He can use it to make Strength FEATs with Remarkable (30) ability.
Bionic Eye: An artificial eye allows Cable to see into the infrared and ultraviolet with Remarkable (30) ability. It also grants him telescopic vision.
Telekinesis: To date, this is the only mutant-like power Cable has revealed. It allows him to lift and manipulate objects with his mind at Excellent (20) rank.

TALENTS: Espionage, Guns, Leadership, Martial Arts A, Military.
IN BRIEF: Cable is a former intelligence agent with contacts in the CIA, Interpol, SHIELD, and other espionage groups. He is currently being hunted by a one-time partner, G.W. Bridge, who is a commander in SHIELD.

Much of Cable's past remains a mystery. Of his teammates, only Domino knows the truth about him and his powers.

Cable is a strong leader fighting for what he believes is right: That mutants have certain inalienable rights just like normal humans. He views his teammates as soldiers under his command. Cable is willing to kill to win his war for mutant rights.

CANNONBALL

Real Name: Sam Guthrie
 Type: Mutant
 ID: Secret
 Team Affiliation: X-Force

F	A	S	E	R	I	P
GD	GD	GD	RM	TY	GD	GD
10	10	10	30	6	10	10

Health: 60 Karma: 26
 Resources: PR Popularity: PR

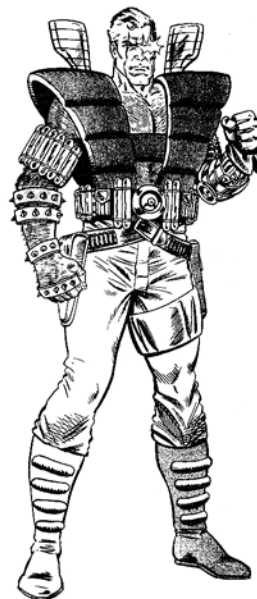
KNOWN POWERS

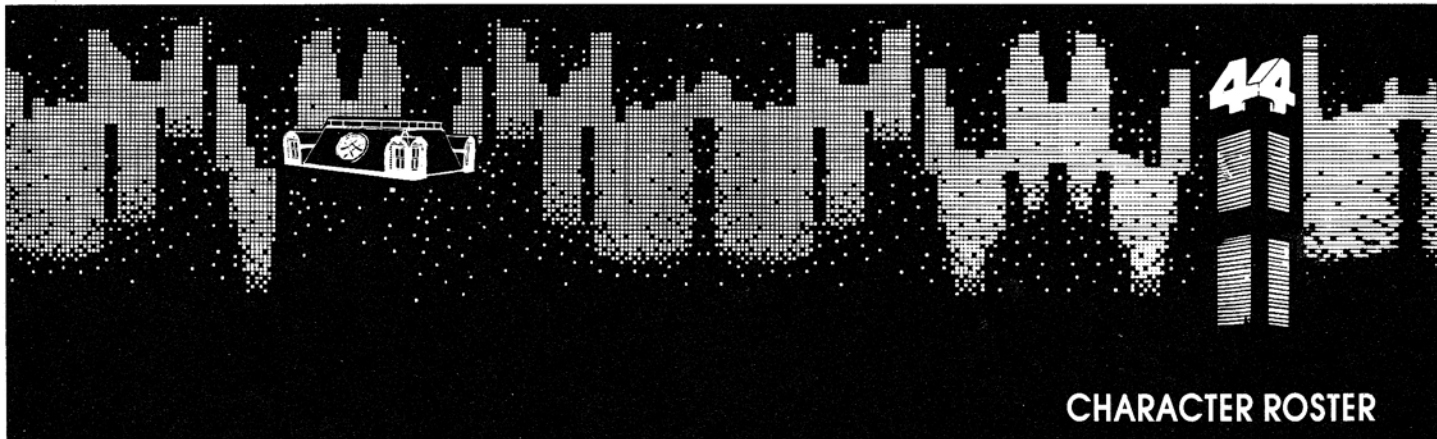
Concussive Blast: Sam can use the same energy that allows him to fly to attack targets up to 1 area away. This is a Remarkable (30) rank force attack.
Flight: By directing concussive energy behind him, Cannonball flies at up to Excellent (20) airspeed.
Force Field: When in flight, Cannonball maintains a Monstrous (75) rank force field around himself and anyone he is carrying. He uses this power to make Remarkable (30) ramming attacks without harming himself.
Perimeter Field: Sam recently learned to extend his force field to protect everyone in the same area as himself at Amazing (50) rank.

TALENTS: Leadership, Mining, Science Fiction.

IN BRIEF: Sam is well known for being exceptionally nice and polite to others. He is fiercely loyal to his teammates and has a strong sense of duty.

Sam used to be insecure about his powers, his abilities, and his role as part of a mutant fighting force. Now, he has finally learned much about controlling his power and how to fight effectively as a soldier. However, he has begun to question the ethics and morality of the cause he fights for, and is also questioning Cable's means and goals.





CHARACTER ROSTER

CAPTAIN BRITAIN

Real Name: Brian Braddock
 Type: Altered Human
 ID: Public
 Team Affiliation: Leader of Excalibur

F	A	S	E	R	I	P
IN	IN	UN	AM	GD	IN	EX
40	40	100	50	10	40	20

Health: 230 Karma: 70
 Resources: EX Popularity: IN

KNOWN POWERS

Flight: Captain Britain can attain speeds of up to Shift X (150) airspeed. When flying above Remarkable (30) airspeed, he must make Agility FEATs to turn.
Force Field: Captain Britain's personal force field provides him with Remarkable (30) protection from physical and energy damage.
Limitations: Captain Britain's powers are strongly tied to the land of Britain (and its extradimensional counterparts). When away from the isles, his Fighting, Agility, Strength, and Endurance (though not his Health) drop by 1 rank each day until a minimum of Typical (6) is reached. Additionally, the use of his Flight power requires an Endurance FEAT to perform.
TALENTS: British Folklore, History, Physics.

IN BRIEF: Brian Braddock was chosen by Merlin and Roma to be the protector of this dimension's England. He has lived up to this role admirably, becoming a stalwart champion of Britain.

Besides his other Excalibur teammates, the two people most important to him are Meggan and his sister, Betsy (alias Psylocke). Many times, Brian has wished that he could lead a normal life, but his sense of duty obligates him to remain a hero.

CASSIDY, BLACK TOM

Real Name: Tom Cassidy
 Type: Mutant
 ID: Secret
 Team Affiliation: Ally of Juggernaut

F	A	S	E	R	I	P
EX	GD	GD	IN	EX	GD	GD
20	10	10	40	20	10	10

Health: 80 Karma: 40
 Resources: RM Popularity: -10

KNOWN POWERS

Heat Blast: This inflicts energy damage at Remarkable (30) rank and range.
Kinetic Bolt: This inflicts force damage at Remarkable (30) rank and range.
Resistance To Sonics: Black Tom has Unearthly (100) protection from all sonic attacks, including those of his brother Sean (Banshee) and niece Theresa (Siryn).
Shillelagh (Equipment): He can focus his powers through a wooden shillelagh, increasing the intensity and range to Amazing (50).
TALENTS: Bilingual (English, Irish), Crime.

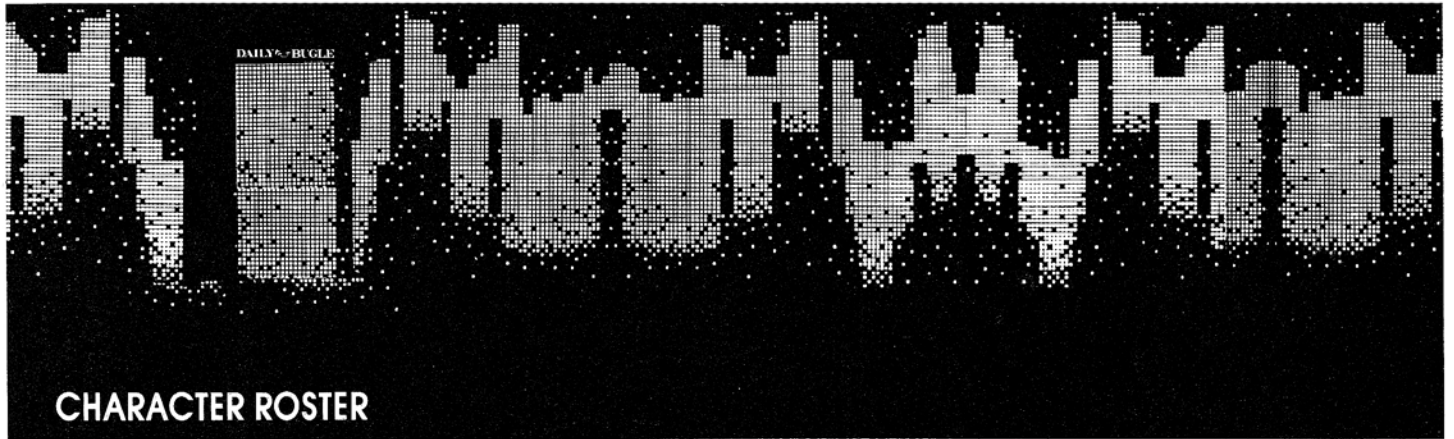
IN BRIEF: Unlike his heroic relatives, Banshee and Siryn, Black Tom is a rogue who pulls off his villainous schemes with grace and style. He often appears reasonably pleasant, but his heart is black.

For quite some time, Black Tom has worked with Cain Marko (alias the Juggernaut). Black Tom is definitely the brains of the pair. He often shows a deep affection for Juggernaut.

Just as he cares for Juggernaut, Black Tom utterly hates Sean Cassidy. He also extends this enmity to anyone who aids Sean.

Black Tom is very arrogant. Though powerful, he tends to over-estimate his abilities.





CHARACTER ROSTER

COLLINS, RUSTY

Real Name: Russell Collins
 Type: Mutant
 ID: Public
 Team Affiliation: Mutant Liberation Front,
 ally of Skids

F	A	S	E	R	I	P
TY	TY	GD	GD	TY	TY	GD
6	6	10	10	6	6	10

Health: 32 Karma: 22
 Resources: FE Popularity: -5

KNOWN POWERS

Fire Control: Rusty has Monstrous (75) control over all types of fire, and can extinguish flames of up to that intensity.

Fire Generation: He has the power to create fire of up to Excellent (20) intensity. This fire lasts for a single round, but will continue to burn if combustible materials are present. By succeeding at a Psyche FEAT, Rusty can encompass up to 2 areas for Amazing (50) damage.

Resistance to Fire: Rusty has Unearthly (100) protection from all fire.

TALENTS: Military (Navy), Student.

IN BRIEF: Rusty's pyrotechnic power first manifested itself in an accident in which a woman was severely burned. He is still somewhat frightened of losing control of his power.

Rusty was taken in by X-Factor. He soon met Skids, who he has fallen in love with. Both Rusty and Skids were injured in a battle with Freedom Force and taken into government custody. They were quickly rescued by the Mutant Liberation Front.

Rusty is really a good kid who has been led astray. Deep down, he knows the terrorist actions of Stryfe and the MLF are wrong. He questions the MLF's activities, but always gives in to Stryfe, especially if Skids takes part in the group's actions.

COLOSSUS

Real Name: Piotr Nikolaievitch Rasputin
 Type: Mutant
 ID: Secret
 Team Affiliation: X-Men

Human Form:

F	A	S	E	R	I	P
EX	GD	EX	EX	TY	TY	EX
20	10	20	20	6	6	20

Health: 70 Karma: 32
 Resources: PR Popularity: 0

Armored Form:

F	A	S	E	R	I	P
EX	GD	MN	AM	TY	TY	EX
20	10	75	50	6	6	20

Health: 155 Karma: 32

KNOWN POWERS

Armored Form: Colossus can instantly change his flesh into an organic steel-like substance. While in this form, he gains the following abilities:

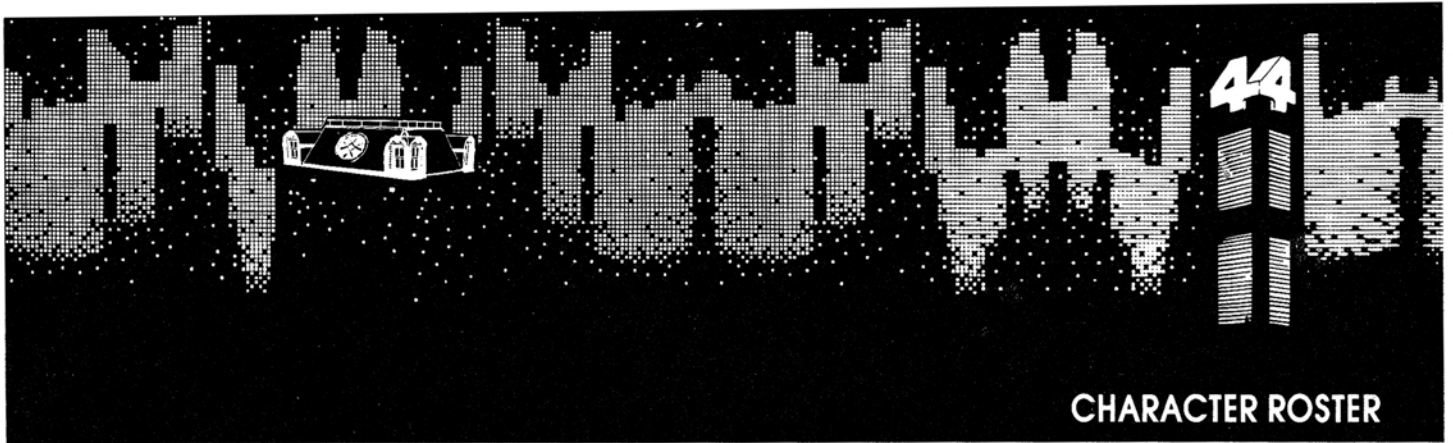
- Amazing (50) protection from physical and energy attacks.
- Monstrous (75) resistance to heat and cold.
- Self-sustenance, no need to eat, drink, or breathe.

Invisibility to Machines: Colossus has Unearthly (100) invisibility to cameras and other mechanical devices. He cannot be photographed or detected by sensors or robots.

TALENTS: Artist, Bilingual (Russian and English), Martial Arts A, Pilot.

Role-Playing Notes: Piotr is a downright good person. He is a soft-spoken, though stalwart, hero. Colossus is unshakingly loyal to his teammates and friends, and an unrelenting foe to anyone who would harm them. He is very proud of his Russian heritage, and sometimes feels guilty for having left the Soviet Union.





COOPER, VAL

Real Name: Dr. Valerie Cooper
Type: Human
ID: Public
Team Affiliation: Agent of the U.S.
Government, liaison to X-Factor

F	A	S	E	R	I	P
TY	TY	TY	TY	GD	TY	GD
6	6	6	6	10	6	10

Health: 24 Karma: 26
Resources: AM Popularity: GD

KNOWN POWERS None.

TALENTS: Bureaucracy, Politics.

IN BRIEF: Val Cooper is a high-roller in political arenas around the globe. She was responsible for Freedom Force. With their breakup, she formed the new X-Factor. Her agenda involves using government-sanctioned mutant groups, such as X-Factor, as a means of countering subversive organizations like the Mutant Liberation Front and the New Brotherhood of Evil Mutants.

She would like to see an end to the tensions between mutants and humans. One of her objectives with X-Factor is to ensure that they receive good publicity in the news media. Val wants human society to accept X-Factor as their mutant heroes and protectors, and in so doing, to enlighten folks that not all mutants are out to get them.

Because she truly cares about the welfare of her mutant agents, Val has a good reputation with mutant heroes. Val's good intentions can be difficult to refuse, as Alex Summers (Havok) discovered when she convinced him to lead X-Factor.

Though Val Cooper has considerable political pull, she must often bow down to higher authorities. Even so, she always ensures that her position is understood and considered, especially with regard to the endangerment of the agents she is responsible for.

CRIMSON COMMANDO

Real Name: Frank Bohannon
Type: Mutant
ID: Public
Team Affiliation: None

F	A	S	E	R	I	P
EX	EX	GD	RM	TY	GD	GD
20	20	10	30	6	10	10

Health: 80 Karma: 26
Resources: RM Popularity: 0

KNOWN POWERS

Body Armor (Equipment): Excellent (20) protection.

Daggers (Equipment): Inflict Good (10) edged damage.

Revolver (Equipment): Typical (6) range with five bullets; three penetrate Remarkable (30) armor to inflict Good (10) shooting damage and two are rubber and cause Good (10) blunt damage.

Thought Suppression: This provides him with Incredible (40) protection from detection by telepaths. He also gains a +1 on initiative.

Utility Belt (Equipment): His belt contains:

- 50' reel of wire.
- Amazing (50) intensity flash grenade.
- Typical (6) intensity incendiary grenade.

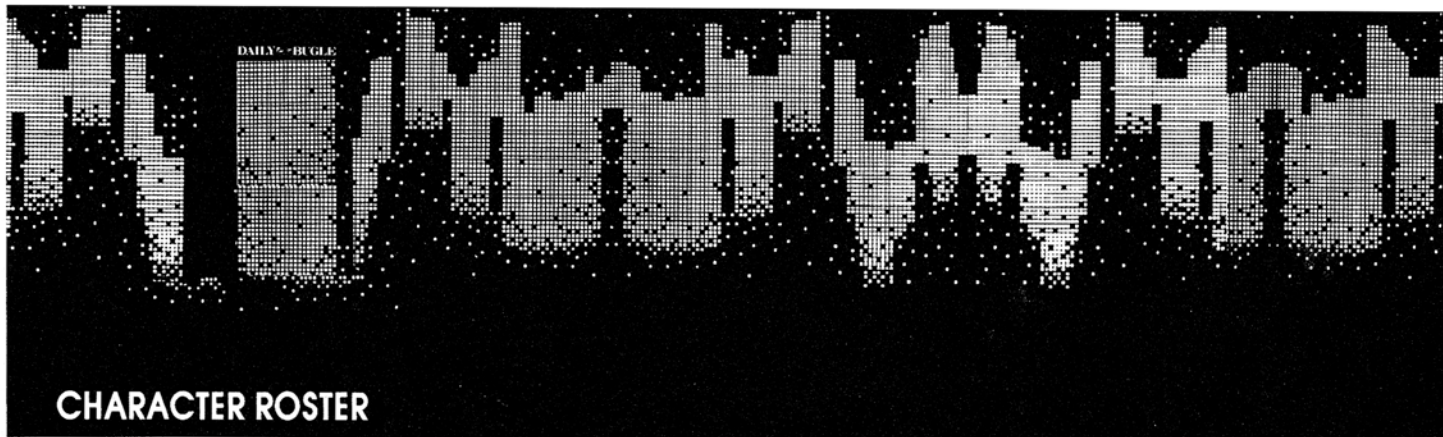
- Excellent (20) intensity smoke bomb.
- Typical (6) intensity tear gas grenade.
- Incredible (40) plastic explosive.
- Lockpicks.
- Mini-torch of Remarkable (30)

intensity.

TALENTS: Acrobatics, Espionage, Leadership, Marksmanship, Martial Arts B, C, and D, Military, Multi-lingual (German, Russian, English), Thrown Weapons, Tracking, Tumbling, Weapons Specialist (daggers), Wrestling.

IN BRIEF: Not long ago, Frank pursued a vigilante career, believing that killing criminals struck fear into the survivors. Frank has since learned greater tolerance, but he still believes his goals justify him committing criminal acts.





CYCLOPS

Real Name: Scott Summers
Type: Mutant
ID: Secret
Team Affiliation: X-Men

F	A	S	E	R	I	P
EX	EX	TY	RM	EX	RM	RM
20	20	6	30	20	30	30

Health: 76 Karma: 80
Resources: GD Popularity: TY

KNOWN POWERS

Optic Blasts: Cyclops' eyes always emit a ruby-red beam of force which he can use with Incredible (40) Agility to do the following:

- Inflict up to Amazing (50) force damage at a 3-area range. For each area beyond 3, reduce damage by 1 rank.
- On a successful Agility FEAT, Cyclops can affect up to eight targets in a single area if there are sufficient reflectors (mirror, glass, metal, etc.) around to bounce his beam off of. Damage is reduced to Incredible (40).
- Affect two adjacent areas with a wide-angle beam of up to Remarkable (30) intensity.
- Use as a pressor beam to push up to 500 pounds along the ground or to stop an object from falling. The object suffers Typical (6) force damage per round.

TALENTS: Aircraft and Spacecraft Pilot, Leadership, Martial Arts A and C, Multilingual (Russian, English, and Japanese), Resist Domination.

IN BRIEF: Cyclops has been a strong leader of the X-Men. He has a knack for knowing the strengths and weaknesses of his teammates, and for quickly coming up with brilliant team tactics in the midst of combat.

Cyclops avidly believes in Charles Xavier's dream of a world in which mutants and humans live in peace with one another. He believes it is his duty to help the X-Men see that this dream becomes reality.

DEADPOOL

Real Name: Unrevealed
Type: High-Tech
ID: Secret
Team Affiliation: Ally of Tolliver

F	A	S	E	R	I	P
RM	EX	EX	EX	GD	TY	GD
30	20	20	20	10	6	10

Health: 90 Karma: 26
Resources: RM Popularity: 0

KNOWN POWERS

Deadpool has the following equipment:

Body Armor: Deadpool's costume provides Good (10) protection from energy and physical attacks.

Bolos: These can be thrown up to 2 areas to grapple an opponent with Excellent (20) material strength.

Bo Staff: This weapon has Excellent (20) material strength and can inflict up to Remarkable (30) blunt damage.

Cluster Bombs: These small pellets can be thrown up to 1 area away, and affect everyone in that area with a Remarkable (30) energy attack.

Long Swords: Deadpool carries two swords of Excellent (20) material strength that inflict Excellent (20) edged damage.

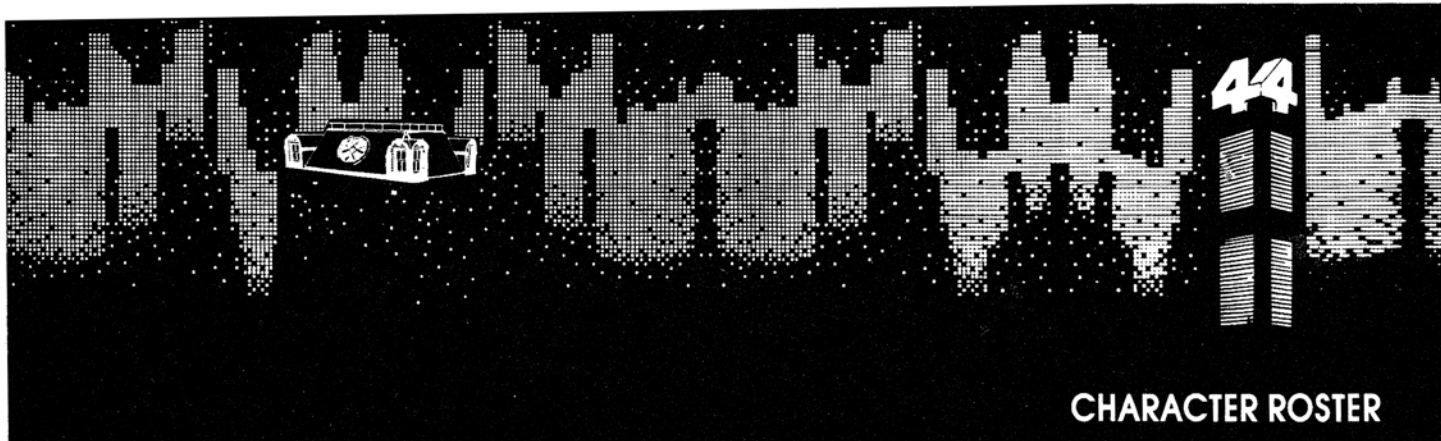
Teleporter: This device allows him to instantly teleport up to 10,000 miles away. He can take two people along with him.

Throwing Stars: These can be thrown up to 3 areas to inflict Excellent (20) edged damage. They have Excellent (20) material strength.

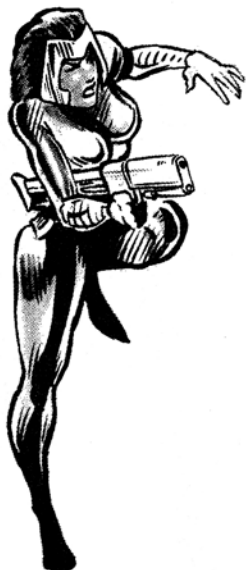
TALENTS: Martial Arts A, B, C, and E, Military, Sharp and Thrown Weapons.

IN BRIEF: Deadpool is known as a ruthless assassin with an overwhelming hunger for wealth and material gain. He has even been known to switch sides in the middle of a combat if offered enough "compensation." Deadpool is also known for having a big mouth and constantly chatters at his opponents in an attempt to distract them.





CHARACTER ROSTER



DOMINO

Real Name: Unrevealed
Type: Mutant
ID: Secret
Team Affiliation: X-Force

F	A	S	E	R	I	P
RM	IN	EX	EX	GD	TY	EX
30	40	20	20	10	6	20

Health: 110 Karma: 36
Resources: GD Popularity: 0

KNOWN POWERS

Lasso (Equipment): Domino can use her Good (10) material strength lasso to entangle a single target in the same area as herself.

TALENTS: Martial Arts A, B, and C, Military, Pilot (aircraft).

IN BRIEF: Domino is just as mysterious as her friend and team leader, Cable. And that's the way she likes it.

Apparently, Domino has never trusted anyone with her real name. Once, when asked why she chose the name Domino, she replied: "Because things just have a way of falling into place for me."
(X-FORCE #6)

Domino is the type of woman who can out-drink, out-curse, and out-fight anyone, or die trying. She is filled with a strong spirit, which is obvious from the daring actions she takes and the way she talks to others. It has been said that Domino has a mischievous and sarcastic disregard for the self-importance people place on their goals and even their very lives.

Domino has a very close, and possibly romantic, relationship with Cable. He has trusted her with the knowledge that he has mutant powers. Though their friendship can be strained at times, they seem to like each other more than either is willing to admit.

FERAL

Real Name: Unrevealed
Type: Mutant
ID: Secret
Team Affiliation: X-Force

F	A	S	E	R	I	P
RM	IN	RM	RM	TY	EX	RM
30	40	30	30	6	20	30

Health: 130 Karma: 56
Resources: PR Popularity: 0

KNOWN POWERS

Claws: Her claws have Good (10) material strength and inflict Good (10) edged damage.

Enhanced Senses: Feral's senses of sight, hearing, and smell operate at Amazing (50) rank.

Leaping: She can leap with Incredible (40) ability.

Night Vision: She can see in the dark to a distance of 3 areas.

Prehensile Tail: Feral can grapple an opponent with her tail at Good (10) Strength.

Tracking: Using her heightened senses, Feral can track with Incredible (40) ability.

TALENTS: Acrobatics, Crime (Morlocks), Tumbling, Wrestling.

IN BRIEF: Feral is yet another mysterious member of X-Force. She is a woman of many contradictions, and will likely always remain an enigma; a fact she recognizes and enjoys.

Feral can be coy, fickle, and manipulative of others, especially men. She is also subject to sudden and extreme outbursts of violence. In combat, she fights like a raving beast and would readily slaughter her enemies if not for the intervention of her teammates.



CHARACTER ROSTER

FITZROY, TREVOR

Real Name: Lord Trevor Fitzroy
 Type: Mutant
 ID: Public
 Team Affiliation: None.

F	A	S	E	R	I	P
GD	TY	RM	EX	EX	PR	RM
10	6	30	20	20	4	30

Health: 66 Karma: 54
 Resources: AM Popularity: 0

KNOWN POWERS

Bionics: Trevor's arms and legs are mechanical constructs of Remarkable (30) material strength.

Life Energy Drain: Trevor has the Amazing (50) power to draw the life force out of anyone he touches. To affect a target, Trevor must first succeed at a Power FEAT against the intensity of the victim's Psyche. A successful FEAT allows Trevor to drain up to 50 Health points from the victim each round. If the target's Health drops to 0 as a result, the victim dies and his body disintegrates.

Time Portals: Trevor has the Monstrous (75) ability to open gateways in time. He must first drain the life force of someone. For each victim drained, one person can pass through the Time Portal. Trevor's portals are one way; trying to pass through the wrong way results in the traveler having his body horribly misshapen.

Weapons System: Trevor sometimes wears a high-tech control console on his chest that grants him the following:

- Transparent, crystal-like armor provides Monstrous (75) protection from physical, mental, and energy attacks.
- The system increases his Strength to Monstrous (75).
- Pressing a button allows Trevor to become invisible.

TALENTS: None.

IN BRIEF: Trevor is evil and cruel. He will sacrifice anyone or anything to usurp control of the Upstarts.

FOREMAN

Real Name: Gus Buckman
 Type: Mutant
 ID: Secret
 Team Affiliation: None

Human Form:

F	A	S	E	R	I	P
TY	GD	GD	GD	TY	TY	GD
6	10	10	10	6	6	10

Health: 36 Karma: 22
 Resources: TY Popularity: 0

Armored Form:

F	A	S	E	R	I	P
GD	GD	MN	MN	TY	TY	GD
10	10	75	75	6	6	10

Health: 170 Karma: 22

KNOWN POWERS Armored Form: While conscious, the Foreman's flesh transforms into raw steel. When he sleeps or is unconscious, he reverts to his normal human form. The Foreman cannot control his transformations. His armored shape grants him Monstrous (75) protection from physical and energy attacks and Life support (no need to eat, drink, or breathe).

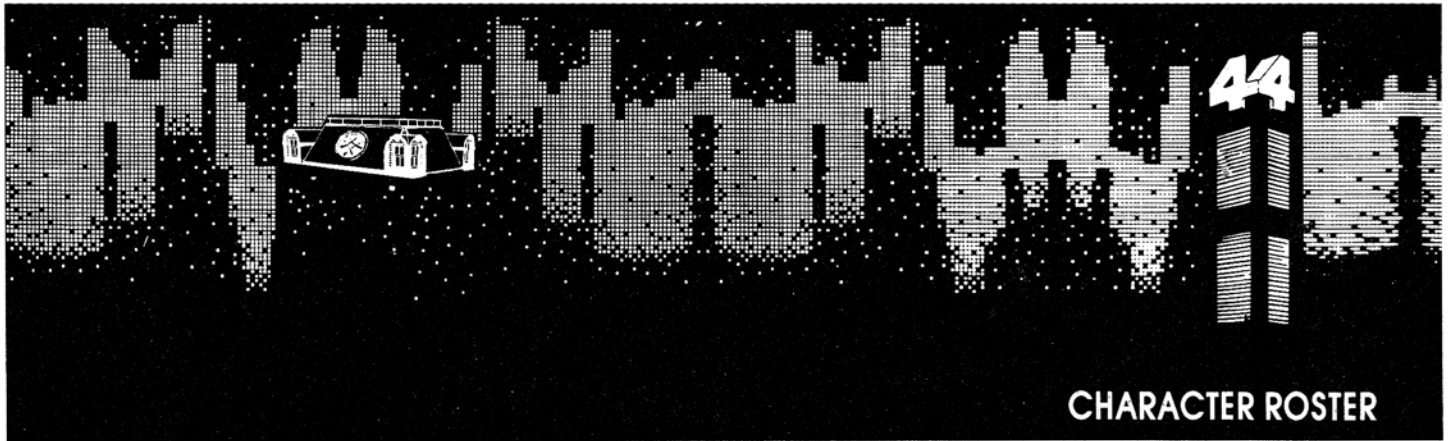
Limitation: The Foreman is very susceptible to electrical and magnetic powers; such abilities are +3 CS to affect him.

TALENTS: Gus is a skilled construction worker.

IN BRIEF: Gus worked as a high-rise construction worker in Chicago. During an accidental fall, his latent mutant power activated, transforming his body into steel. Gus survived the fall and was dismayed by his new body and powers.

Gus has lived through hard times and sees his newfound abilities as a chance to make a better life for himself. Though not a criminal at heart, Gus has decided to enter a world of crime. It will not be long before he makes his presence known in a big way.





CHARACTER ROSTER



FORGE

Real Name: Unrevealed
Type: Mutant
ID: Secret
Team Affiliation: X-Men

F	A	S	E	R	I	P
GD	GD	GD	EX	IN	GD	AM
10	10	10	20	40	10	50

Health: 50 Karma: 100
Resources: RM Popularity: TY

KNOWN POWERS

Bionics: Forge's right hand and leg are artificial. These limbs have Remarkable (30) material strength.

Body Armor (Equipment): Forge's suit provides him with Excellent (20) protection from energy and physical damage.

Invention: At Amazing (50) rank, Forge has a superior intuitive feeling for mechanical devices.

Mystic Abilities: Forge has natural magical abilities. He has performed Spirit Sight at Amazing (50) rank, which allows him to see through illusions and disguises. He has also displayed the ability to open and close mystic gates to other dimensions at Monstrous (75) rank.

TALENTS: Bilingual (Cheyenne, English), Business, Military, Mystic Background, Occult Lore (Native American).

IN BRIEF: Once, Forge was a cold and stern individual who had turned his back on both his mutant and Cheyenne Indian heritages. Forge used his talent for inventing to help the U.S. Government design a "neo-neutralizer" which he used to defeat the shape-changing aliens called Dire Wraiths. When Forge learned that his machines were to be used to neutralize the superhuman powers of everyone on Earth, he rebelled and destroyed his invention, and consequently revealed his true moral character.



GAMBIT

Real Name: Unrevealed
Type: Mutant
ID: Secret
Team Affiliation: X-Men

F	A	S	E	R	I	P
RM	IN	GD	RM	EX	RM	RM
30	40	10	30	20	30	30

Health: 110 Karma: 80
Resources: GD Popularity: 0

KNOWN POWERS

Emotion Control: Usually by talking, Gambit has Remarkable (30) control over the emotions of others. He can persuade others of his viewpoint or in agreeing with him unless they succeed at a Psyche FEAT. Those aware of this ability may actively resist, granting them a +3 CS to the Psyche FEAT.

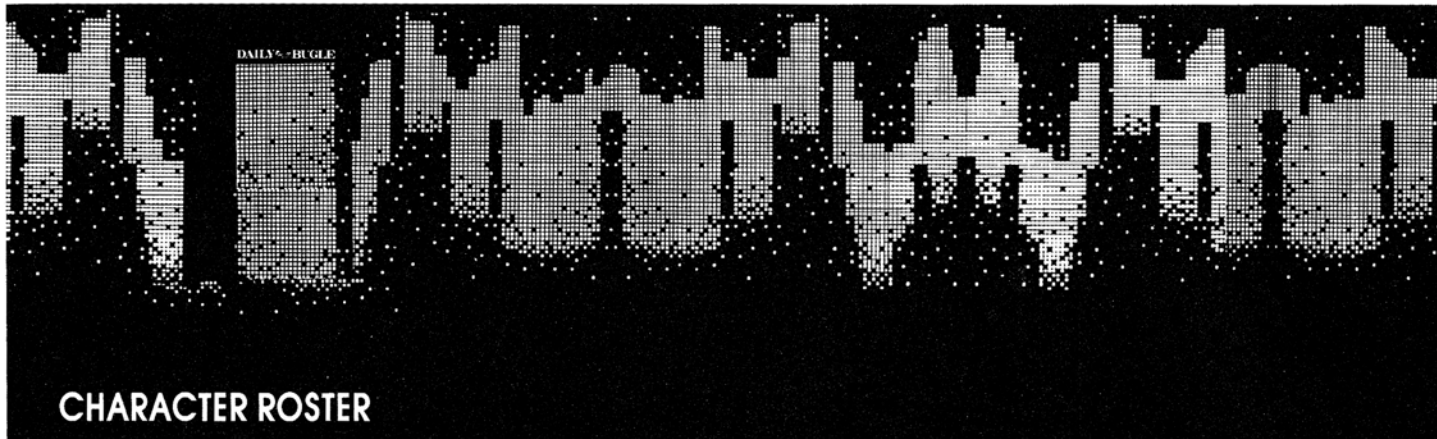
Explosive Power: Gambit can imbue small objects such as pens, coins, and playing cards with his mutant energy, then use them as explosive weapons. Such items can be thrown up to 2 areas away, where they explode with up to Remarkable (30) force damage. At Gambit's choosing, either one target or all targets in a single area are affected.

Quarterstaff: This telescoping weapon has Excellent (20) material strength and enables Gambit to inflict Excellent (20) blunt damage.

TALENTS: Acrobatics, Crime.

IN BRIEF: Gambit is a womanizing rogue of Creole or French descent. This southern hero is fond of all women, but especially enjoys pursuing Rogue. He has a smooth tongue and knows how to use it.

Gambit is a headstrong individual who doesn't take orders well. He speaks with a heavy Cajun accent.



CHARACTER ROSTER

GIDEON

Real Name: Unrevealed
Type: Mutant
ID: Secret
Team Affiliation: None

F	A	S	E	R	I	P
EX	GD	EX	RM	EX	GD	GD
20	10	20	30	20	10	10

Health: 80 Karma: 40
Resources: AM Popularity: 0

KNOWN POWERS

Power Duplication: Gideon has the Amazing (50) ability to duplicate the innate superhuman powers of mutants, altered humans, and aliens. As long as the target remains within a 1-area range of Gideon, he can "access" that character's powers and use them himself; he doesn't need to touch the target. After assimilating a power once, Gideon can duplicate it at will in the future. Gideon can use two powers at the same time, either from the same character or two different characters, within range. He can switch between available powers at the rate of two per turn. Gideon can even boost a duplicated power by +1 CS to a maximum of Amazing (50). Abilities above Amazing (50) rank can be duplicated, but Gideon can only use them at Amazing (50) intensity. The character whose ability has been duplicated can still use his power at the normal power rank.

TALENTS: Business, Leadership, Martial Arts B.

IN BRIEF: Gideon is a self-serving mutant who seeks power through economic means. He is most comfortable in executive boardrooms, especially when forcibly buying out "weaker" corporations. While he is unlikely to be encountered as a rampaging villain, he is definitely not one of the good guys either.

HAVOK

Real Name: Alexander Summers
Type: Mutant
ID: Public
Team Affiliation: Leader of X-Factor

F	A	S	E	R	I	P
TY	EX	EX	RM	GD	GD	GD
6	20	20	30	10	10	10

Health: 76 Karma: 30
Resources: TY Popularity: GD

KNOWN POWERS

Absorption: Havok can absorb cosmic or plasma energy with Monstrous (75) ability. However, he must succeed at an Endurance FEAT to avoid discharging the built-up energy to everyone within 1 area. He may be affected by almost all other energy or force attacks.

Invisibility to Machines: At Unearthly (100) rank, Havok is invisible to machines, including cameras, film, video, sensor, and robotic eyesight.

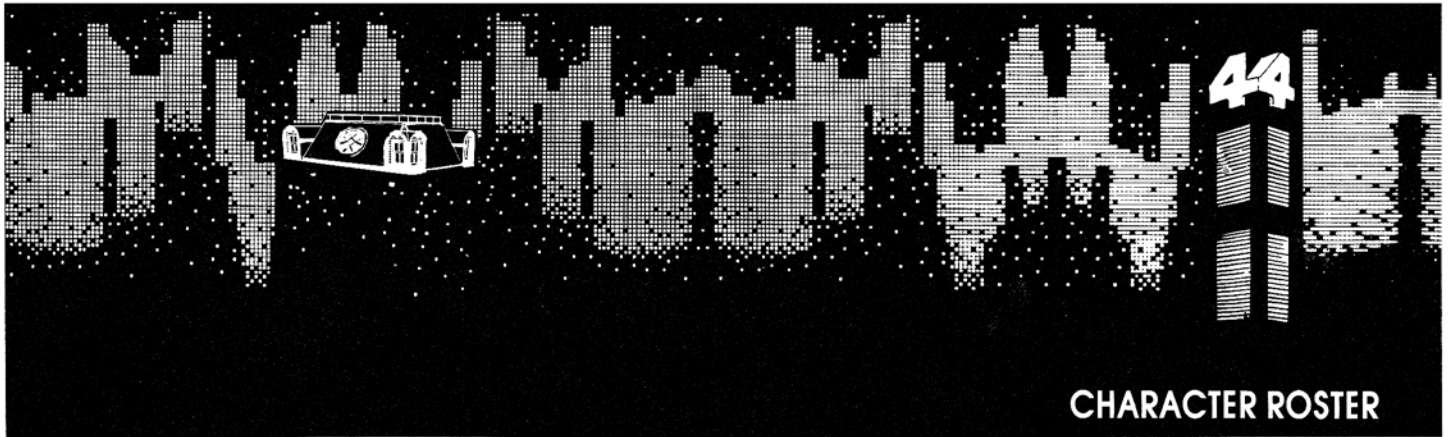
Partial Invulnerability: Havok cannot be affected by the eye beams of his brother, Cyclops.

Plasma Generation: Havok can generate super-heated plasma, which he can fire as Monstrous (75) rank force bolts up to 3 areas away.

TALENTS: Geology, Geophysics, Leadership.

IN BRIEF: Havok is a reluctant hero, but once he gets going, watch out! Because Havok initially believed X-Factor would be a government-controlled intervention group of "nice, polite, cuddly mutants," Val Cooper had a difficult time of convincing him to join the team. After realizing that he might really be able to make a difference, and that he would be working with Lorna Dane, a woman he loves, Havok agreed to lead X-Factor.





ICEMAN

Real Name: Robert "Bobby" Drake
 Type: Mutant
 ID: Secret
 Team Affiliation: X-Men

F	A	S	E	R	I	P
GD	GD	TY	RM	GD	PR	TY
10	10	6	30	10	4	6

Health: 56 Karma: 20
 Resources: TY Popularity: GD

KNOWN POWERS

Body Armor: In his ice form, Iceman gains Remarkable (30) protection from physical and energy attacks. Heat and fire attacks weaken this armor by the rank of the attack for 1-10 rounds.
Ice Generation: Iceman can create ice with Remarkable (30) ability and use this power for the following:

- Create ice shields of up to Remarkable (30) protection.
- Create weapons and ice-shapes of up to Remarkable (30) material strength.
- Ensnare opponents in ice of Remarkable (30) material strength.
- Project cold of Remarkable (30) intensity up to 3 areas.
- Create ramps and slides of ice allowing him to move at Typical (6) ground speed.
- Create immobile duplicates of himself in ice.
- Create areas of Remarkable (30) slickness.

Invulnerability: Iceman cannot be harmed by cold attacks (though he may be harmed by physical attacks using ice, for example).

TALENTS: Accounting, Thrown Weapons, Weapon Specialist (ice-weapons).

IN BRIEF: Robert has matured over his career as a costumed adventurer. However, he still maintains a bright outlook on life. He enjoys using his powers to play jokes on his teammates.

JUBILEE

Real Name: Unrevealed
 Type: Mutant
 ID: Secret
 Team Affiliation: X-Men

F	A	S	E	R	I	P
GD	RM	PR	TY	PR	GD	TY
10	30	4	6	4	10	6

Health: 50 Karma: 20
 Resources: FE Popularity: 0

KNOWN POWERS

Fireworks: Jubilee has the Incredible (40) power to create globules of energy which she calls "fireworks." Jubilee controls the darting globules, which have a range of 2 areas. She can vary them in power from Typical (6) to Remarkable (30). Jubilee can use her fireworks to blind or cause force damage to her opponents. She can even arrange them in balls, streamers, and other shapes. Jubilee can absorb her fireworks back into herself without harm.

TALENTS: Acrobatics, First Aid, Tumbling.

IN BRIEF: Before joining the X-Men, Jubilee was an orphan living as a homeless "pack-rat" in the Hollywood Mall. She entertained mall customers with her firework displays. It was a hard life, and she was forced to learn how to defend herself in the County Juvenile Hall.

Jubilee is still in her mid-teens, and has a lot of growing up to do. She has attached herself to Wolverine, whom she sees as a father-figure. Wolverine cares more about her than he is willing to admit.

Jubilee is best described as a gutsy teenager who is quick on her feet and always enthusiastic. She is adventurous and able to fend for herself, but she is reluctant to risk herself in combat unnecessarily.



CHARACTER ROSTER

JUGGERNAUT

Real Name: Cain Marko
 Type: Altered Human
 ID: Secret
 Team Affiliation: Ally of Black Tom Cassidy

F	A	S	E	R	I	P
RM	PR	UN	UN	TY	PR	GD
30	4	100	100	6	4	10

Health: 234 Karma: 20
 Resources: TY Popularity: -30

KNOWN POWERS

Invulnerability: Juggernaut is protected by both a Class 3000 force field covering his entire body and biological body armor of Unearthly (100) rank. The force field is effective against physical and energy attacks, radiation, toxins, corrosives, cold, and gasses. It provides Monstrous (75) protection against magical attacks. His mystic helmet provides Unearthly (100) protection against mental attacks.
Movement: Juggernaut moves 2 areas per round. He is considered virtually unstoppable. Force fields and objects of less than Incredible (40) strength do not affect him; those of greater strength slow him down to 1 area per round.

Regeneration: At the end of the following round after he takes damage, Juggernaut recovers his Endurance rank in Health, provided he takes no further damage during the round he is healing.
Self-Sustenance: Juggernaut does not need to eat, drink, or breathe, and is unaffected by disease.

TALENTS: Military.

IN BRIEF: The Juggernaut is one of the biggest, meanest, and toughest individuals on the planet. He knows it, flaunts it, and likes it.

Even so, he has been defeated numerous times. Oddly, Juggernaut isn't obsessed with getting revenge, and seldom goes out of his way to confront his enemies. If they should get in his way, though, look out!

LADY ANGUISH

Real Name: Felicia Bifrost
 Type: Mutant
 ID: Secret
 Team Affiliation: None

F	A	S	E	R	I	P
TY	GD	TY	GD	GD	RM	IN
6	10	6	10	10	30	40

Health: 32 Karma: 80
 Resources: TY Popularity: 0

KNOWN POWERS

Costume: Felicia's suit generates an Incredible (40) personal force field. The helmet conceals her face and keeps her from being overcome by her Empathy.
Empathy: With Amazing (50) ability, Felicia can feel the surface emotions of others. She can detect the person's emotional state and use that knowledge to discover the person's physical state, surroundings, and location. Range of this power is limited to 20 areas for reading a stranger's or brief acquaintance's emotions. For people she loves, range is limited only to the same dimension.

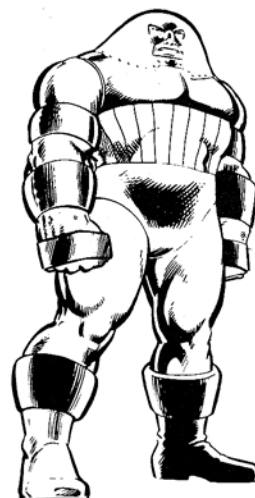
Psionic Blast: Felicia can project Incredible (40) rank psionic force blasts. She must make a Psyche FEAT to strike the target. If hit, the victim must succeed at an Incredible (40) intensity Psyche FEAT or be knocked out for 1-10 turns.

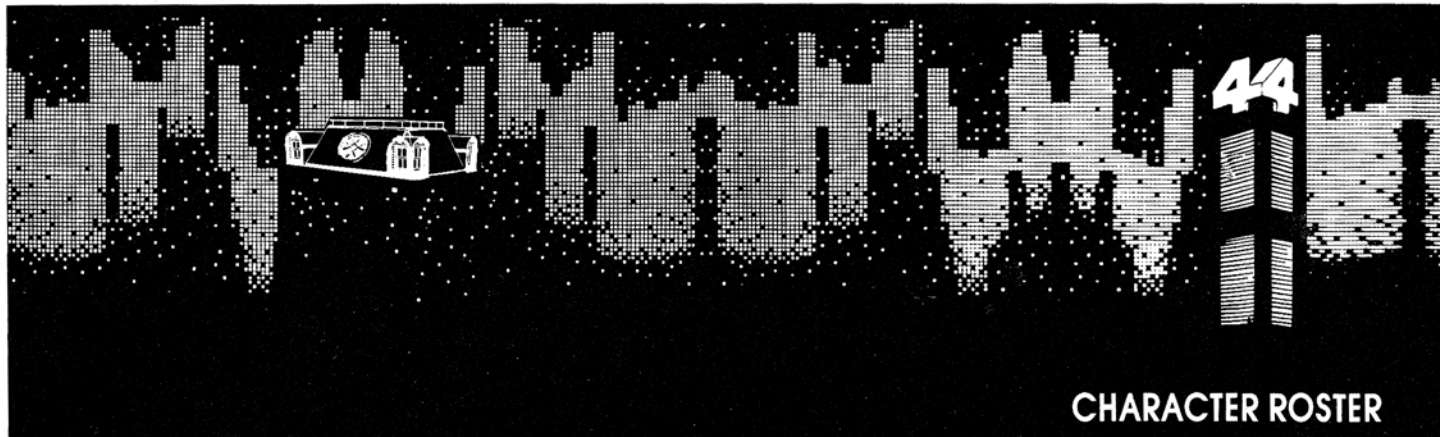
Resistance to Radiation: Felicia has Amazing (50) protection against all forms of radiation.

Telepathy: She has the Remarkable (30) ability to send thoughts and read minds at a range of up to six miles.

Limitation: When using her Empathy power, it is possible for Felicia to be overcome by the emotions she reads. Felicia must succeed at a Yellow Psyche FEAT or be overcome. If this happens, she broadcasts the emotion to everyone within 20 areas, who must also succeed at Yellow Psyche FEATs or be overcome by the emotion and act accordingly.

TALENTS: Felicia has worked as a





CHARACTER ROSTER



nightclub singer and has the Performer skill.

IN BRIEF: Felicia and her twin brother, Johnny, were born in a secret lab and for five years they grew up under the close observation of impassive scientists and were subjected to countless tests, many of which were cruel and inhumane.

As the final stage of the experiment, all memories of their lives at the institute were concealed by mental blocks. Felicia and Johnny were then adopted by a couple living in Manhattan. Their stepparents knew of the experiments, and were paid to raise the twins and maintain the secret of their past lives.

Unfortunately, the scientists had not chosen the children's parents well. By the time the twins were teenagers, their stepfather had gambled all of their money away. Knowing the kids were mutants, the stepfather loathed them, and secretly feared them.

The twins were forced to take to the streets to survive. Felicia worked as a singer and dancer in a night club. Much to her regret, Johnny joined a street gang.

Unaware of it, Felicia had become the love interest of Alan Fagan (Mister Fear), who saw one of her performances. Mister Fear arranged for her to be captured and subjected to a mind-control device. During the process, her mental blocks were removed and her mutant powers activated. Mister Fear gave her a costume and dubbed her Lady Anguish. She was forced to aid him in his nefarious schemes until freed by the help of her brother.

Confused and distraught, Felicia moved to California to start a new life. Johnny remained in New York City. Both of them are struggling to understand their powers, and how best to use them.

LADY DEATHSTRIKE

Real Name: Oyama Yuriko

Type: Altered Human

ID: Secret

Team Affiliation: Reavers

F	A	S	E	R	I	P
IN	EX	GD	RM	TY	EX	EX
40	20	10	30	6	20	20
Health: 100			Karma: 46			
Resources: EX			Popularity: -10			

KNOWN POWERS

Cyborg Body: Lady Deathstrike's body has been heavily modified. It gives her the following abilities:

- Claws of Incredible (40) material that inflict Remarkable (30) edged damage.
- Remarkable (30) protection from physical and energy damage.

TALENTS: Martial Arts A, C, and E, Sharp Weapons.

IN BRIEF: Oyama Yuriko is the daughter of a Japanese scientist who supposedly developed the technique by which Wolverine's adamantium skeleton and claws were created. Oyama feels that the only way to honor her dead father is to kill Wolverine and take his bones.

During her hunt for Wolverine, Oyama made a deal with Spiral, and in Spiral's Body Shops, she became a cyborg warrior. As Lady Deathstrike, she now believes she has the personal power to slay Wolverine, but on her own terms. Lady Deathstrike has a sense of honor and wants to kill Wolverine in battle.

Lady Deathstrike's strange code of honor is also apparent in her actions with the Reavers. She is supremely confident in her own abilities and will not stand for cowardice or indecision in her teammates. She will fight even the most deadly opponents. When the Reavers' base was attacked by Sentinels, Lady Deathstrike bravely attempted to hold them off herself.

CHARACTER ROSTER

MAGNETO

Real Name: Magnus
Type: Mutant
ID: Secret
Team Affiliation: None

F	A	S	E	R	I	P
GD	RM	GD	MN	IN	EX	AM
10	30	10	75	40	20	50

Health: 125 Karma: 110
Resources: AM Popularity: -50

KNOWN POWERS

Astral Projection: Magneto can project himself into the astral plane with Typical (6) ability.

Body Armor: His suit provides Excellent (20) protection from physical and energy attacks.

Energy Control: He can manipulate heat, light, radio waves, gamma radiation, and x-rays with Monstrous (75) ability.

Flight He can ride the Earth's magnetic lines of force, allowing him Remarkable (30) flight.

Force Field: He can create a force field within 1 area at Monstrous (75) rank. For every 2 areas beyond the first, the field loses 1 CS. He can use his magnetic and energy powers through his force field.

Magnetic Control: He can manipulate iron and iron-based alloys with Unearthly (100) ability to do the following:

- Lift ferrous objects as if with Unearthly (100) Strength.
- Scramble machinery with Unearthly (100) ability.
- Inflict Unearthly (100) damage to iron-based or iron-alloyed characters.
- Detect magnetic fields with Monstrous (75) ability.
- Use metal objects to attack or entrap opponents at line-of-sight range.
- Manipulate nonferrous objects with Monstrous (75) ability.
- Assemble machinery in 1 round.

Telepathic Projection: He can send thoughts and images up to 10 miles away with Good (10) ability.

TALENTS: Computers, Electronics, Engineering, Espionage, Genetic Manipulation, Leadership, Multilingual (English, German, Russian, and more), Robotics.

IN BRIEF: Magneto is a villain with a mission: to safeguard mutantkind. He wants to conquer the world to aid his fellow mutants, not for personal gain.

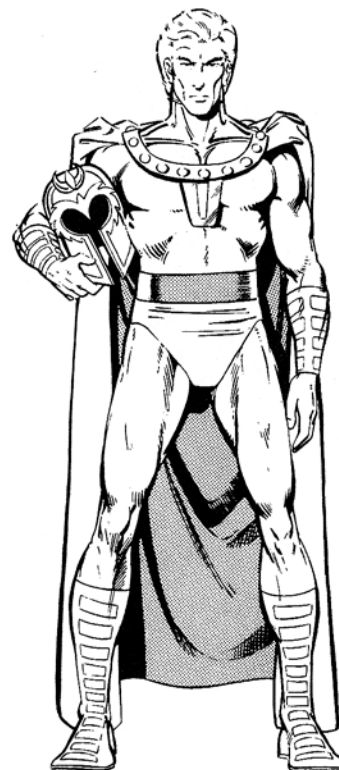
While he was the leader of the Brotherhood of Evil Mutants, Magneto believed that it was the destiny of mutants to dominate humanity, or even destroy it if that was the only way for mutantkind to survive. Despite his ruthlessness, Magneto could not totally separate himself from his human feelings. Realizing that his own humanity would ultimately interfere with his goal, he tried another mission: security through peaceful coexistence with humanity, the method of Professor X.

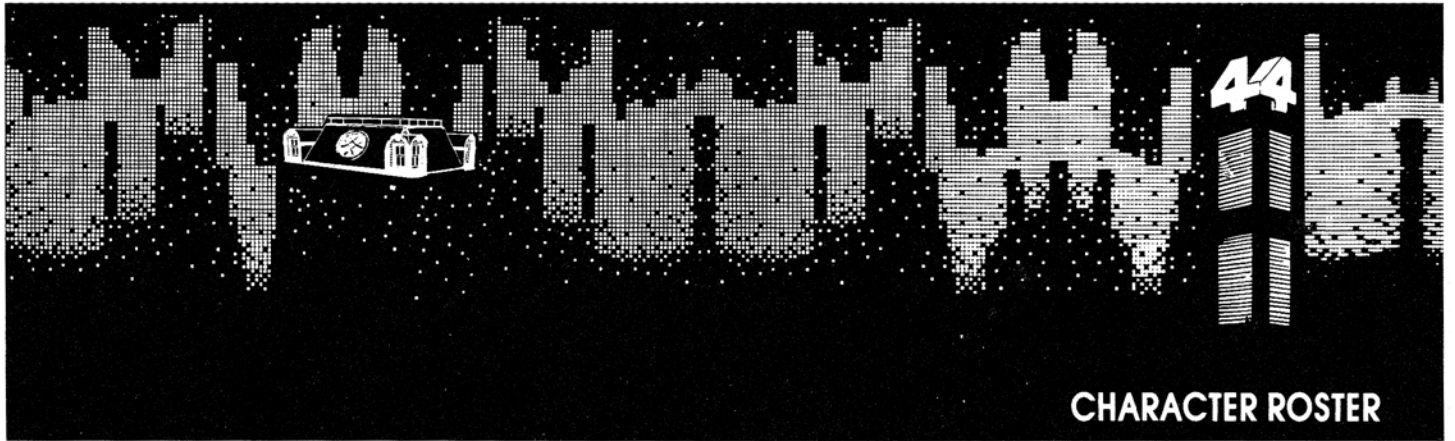
Magneto tried to work for the general good, and even joined the X-Men to serve as the headmaster of Xavier's school while Professor X was away. However, his domineering techniques and questionable actions drove him away from the X-groups and back to his traditional role as an "evil" mutant.

Magneto gives and expects strict loyalty from his allies, and shows no mercy toward his enemies. Hardened by battle and deprivation, Magneto will crush or humiliate all those who oppose him. As a leader, he demands that all of his orders be followed without question.

Magneto is a powerful foe; inexperienced player characters can be easily defeated by him. He will not try to kill such enemies, but only beat them to a pulp and humiliate them. Before resorting to combat, he will attempt to sway mutants to his cause.

Magneto does not see himself as a villain by choice. He thinks of himself as evil only because he must perform evil acts in pursuit of a greater good.





MARVEL GIRL

Real Name: Jean Grey
Type: Mutant
ID: Secret
Team Affiliation: X-Men

F	A	S	E	R	I	P
GD	GD	TY	RM	GD	EX	AM
10	10	6	30	10	20	50

Health: 56 Karma: 80
Resources: RM Popularity: GD

KNOWN POWERS

Force Bolts: Marvel Girl can fire mental bolts of up to Incredible (40) force damage at a range of 3 areas.

Force Fields: Jean can create force fields of up to Incredible (40) rank, which can be extended over multiple areas at -1 CS per additional area.

Mind Transference: Jean can only manifest this Incredible (40) power when she is dying (losing Endurance ranks). By succeeding at a Power FEAT roll, she is able to transfer her consciousness from her dying body to the body of anyone within 1 area (preferably a female). While her body appears dead, Jean actually lives on in the other's mind.

Telekinesis: She has Incredible (40) telekinetic ability, enabling her to move things with her mind as if she has Incredible (40) Strength. She can also move herself and others in "flight" of up to Remarkable (30) airspeed.

Telepathy: Jean can project her thoughts and read minds at Remarkable (30) ability and range.

TALENTS: Fashion, Resist Domination.

IN BRIEF: After living a difficult life of dealing with her telepathic powers, Jean Grey has become an emotionally strong person. She is very devoted to Charles Xavier's dream of peaceful coexistence between mutants and humans. Jean would be willing to give her life for the cause, or to save her teammates.



McKENNA, FIONA

Real Name: Fiona McKenna
Type: Mutant
ID: Secret
Team Affiliation: None

F	A	S	E	R	I	P
EX	GD	TY	GD	TY	TY	GD
20	10	6	10	6	6	10

Health: 46 Karma: 22
Resources: TY Popularity: 0

KNOWN POWERS

Material Transformation: Fiona has the power to transform solid objects into liquids. She can extend this power outward from her body to affect every non-living object within the area she occupies. She can "liquefy" objects of up to Amazing (50) material strength. Affected machines (including power suits) immediately stop functioning. This includes NPC robots, such as Ultron, but would not affect Colossus, who is comprised of "organic-steel."

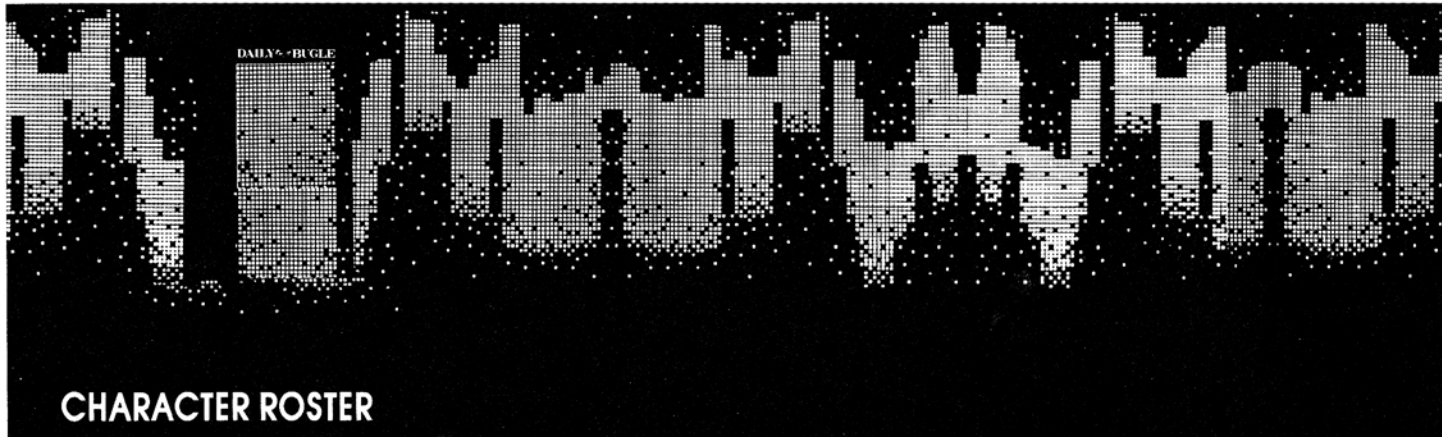
While Fiona is in the same area and her power is still activated, all melted objects have a material strength of Feeble (2). If she leaves the area or stops concentrating on her power, melted objects solidify, regaining their original material strength. Once melted and re-solidified, an object does not regain its original shape.

As an additional effect of this power, Fiona gains body armor equal to the highest material strength of the objects she has melted. Once the objects re-solidify, Fiona loses the body armor.

Limitation: Presently, Fiona has little control over her power. It affects her clothing and equipment, as well as all objects in the same area as herself.

TALENTS: Law Enforcement, Martial Arts A and C.

IN BRIEF: Fiona is a good cop. She's tough on the outside, but has a soft heart. She truly wants to do what is right.



CHARACTER ROSTER

MEGGAN

Real Name: Unrevealed
Type: Mutant
ID: Public
Team Affiliation: Excalibur

F	A	S	E	R	I	P
GD	RM	GD	IN	PR	GD	PR
10	30	10	40	4	10	4

Health: 90 Karma: 18
Resources: FE Popularity: GD

KNOWN POWERS

Animal Communication: Meggan has the Unearthly (100) ability to converse with animals.

Changeling: Meggan has a shape-changing ability at Unearthly (100) rank. She can modify her abilities as follows:

- Gain physical powers such as teeth, claws, tracking, enhanced senses (max. of Amazing (50)), body armor (max. of Incredible (40)), and wings or fins.

- Increase physical attributes by a total of +4 CS. This varies from adding +1 CS to each of the four attributes to adding +4 CS to a single attribute. Health and Karma are not changed.

- Meggan's own feelings affect her changes. If angry, she takes on a monstrous, hulking shape. If sad, she becomes more plain-looking. If attracted to a person, she reflects that person's impression of her.

Flight: She can fly at Excellent (20) airspeed.

Resistance to Cold: Her power provides her with Good (10) protection from cold.

Limitation: Like Captain Britain, Meggan's abilities are tied to the British Isles. When away from them, she has less control over her powers. All FEAT rolls are at -2 CS, and she is subject to sudden changes in appearance.

TALENTS: Television Junkie.

IN BRIEF: Meggan is a caring and gentle girl, but she is also very naive. She constantly worries about how others perceive her, and has a low self-esteem.

MISTER SINISTER

Real Name: Unrevealed
Type: Unrevealed
ID: Secret
Team Affiliation: Leader of the Marauders

F	A	S	E	R	I	P
RM	RM	IN	AM	IN	RM	UN
30	30	40	50	40	30	100

Health: 150 Karma: 170
Resources: IN Popularity: 0

KNOWN POWERS

Mutant Detector (Equipment): This device functions at Unearthly (100) rank to detect mutants.

Telepathy: This power is at Unearthly (100) rank. Whether it is derived from inborn ability or technology is unknown.

Mister Sinister can perform the following:

- Fire force bolts at Unearthly (100) range and damage.
- Create force shields of Unearthly (100) rank.

- Instill mental blocks in victims, who must succeed at an Unearthly (100) intensity Psyche FEAT or be unable to harm Mister Sinister.

- Plant false memories, or erase memories, at Unearthly (100) ability.

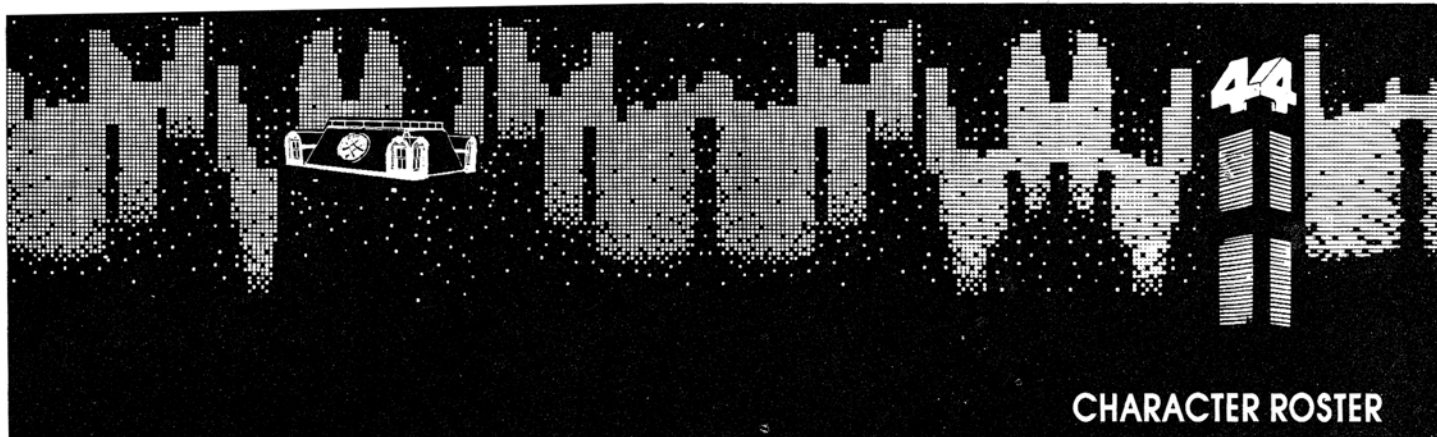
- Enter the astral plane, where all of his FEAT rolls are at +2 CS.

Limitation: He is very vulnerable to Cyclops' eye beams, which automatically pass through Sinister's force shield and are +2 CS to hit and damage.

TALENTS: Bio-chemistry, Cloning, Computers, Electronics, Engineering, Genetics, Leadership, Medicine, Resist Domination.

IN BRIEF: The enigmatic Mister Sinister is a ruthless man who has no compunctions about ruining lives to get what he desires. He prefers to operate in the shadows, letting his lackeys do the dirty work. He is arrogant, confident, and expects total obedience from his followers.





MULTIPLE MAN

Real Name: James Arthur Madrox
Type: Mutant
ID: Secret
Team Affiliation: X-Factor

F	A	S	E	R	I	P
TY	TY	TY	GD	GD	TY	TY
6	6	6	10	10	6	6

Health: 28 Karma: 22
Resources: PR Popularity: 0

KNOWN POWERS

Body Armor: His costume provides Good (10) protection from physical and energy damage.

Duplication: Jamie can create up to 20 duplicates of himself with abilities and Health equal to his own. To create a dupe, he must produce kinetic energy, such as by clapping his hands or snapping his fingers. Each dupe can also create others in the same way. However, there can never be more than 20 duplicates.

Jamie's doubles are psionically linked to him and each other. Each is capable of independent thought, feeling, and action. If a dupe is killed, Jamie must succeed at a Psyche FEAT or fall unconscious for 1-10 rounds. Jamie can dispel the dupes at will by pulling them back into his own body. If the Health of the duplicates varies when they merge in his body, Jamie has an average of all the Health scores involved. If Jamie is knocked out, all of his doubles vanish.

TALENTS: Genetics, Student.

IN BRIEF: Jamie Madrox is a quiet, good-hearted person. He sees his involvement in X-Factor as a way to have exciting adventures and do some good at the same time. Recently, Jamie has questioned his own actions regarding the creation of dupes.



MYSTIQUE

Real Name: Raven Darkholme
Type: Mutant
ID: Secret
Team Affiliation: Leader of Freedom Force

F	A	S	E	R	I	P
EX	EX	GD	IN	EX	EX	IN
20	20	10	40	20	20	40

Health: 90 Karma: 80
Resources: EX Popularity: TY

KNOWN POWERS

Blaster (Equipment): She sometimes carries this weapon, which inflicts Remarkable (30) force damage at a 3-area range.

Imitation: Mystique has the Unearthly (100) ability to transform herself into the likeness of another human. She looks and sounds like the other, but does not smell like him or her. Mystique's costume changes with her. Each imitation takes 1 round to complete.

Mechanical Scrambler (Equipment): This device has the Amazing (50) ability to scramble computers and battle suits.

Psionic Scrambler (Equipment): This allows her Monstrous (75) resistance to mental probes or attacks.

Skull Grenades (Equipment): Mystique can toss these grenades 2 areas. They may contain Incredible (40) knockout gas, tear gas, flares, acid, or explosives.

TALENTS: Espionage, Garrotes, Handguns, Knives, Leadership, Machine Pistols, Martial Arts B and C.

IN BRIEF: Mystique is a master strategist and a self-serving opportunist. Her goal seems to be to infiltrate the U.S. Government and take over from within. Her leadership of the government-sanctioned Freedom Force gave her numerous opportunities to further her personal agenda. With the recent breakup of Freedom Force, it remains to be seen where she will turn her energies.

CHARACTER ROSTER

NIGHTCRAWLER

Real Name: Kurt Wagner
 Type: Mutant
 ID: Public
 Team Affiliation: Excalibur

F	A	S	E	R	I	P
EX	AM	TY	RM	GD	EX	EX
20	50	6	30	10	20	20

Health: 106

Karma: 50

Resources: PR

Popularity: TY

KNOWN POWERS

Blending: Nightcrawler's skin allows him Incredible (40) invisibility in darkness.

Prehensile Tail: His tail can be used as an additional hand for grappling or using weapons at his normal Agility.

Teleportation: Nightcrawler has the Shift X (150) ability to teleport up to 3 miles from his starting position. When using this power, he causes a loud "BAMF" and the smell of sulfur. He can perform the following:

- Teleport with up to two passengers, who must make an Endurance FEAT or be knocked out for 1-10 rounds.
- By succeeding at a Power FEAT, he can teleport multiple times to make up to three separate attacks.
- By grappling an opponent and making a Power FEAT, he can teleport multiple times, causing the opponent to attempt an Endurance FEAT each time or be knocked out for 1-10 turns.

Wall-Crawling: Nightcrawler moves up vertical surfaces with Amazing (50) ability.

TALENTS: Acrobatics, Electronics, First Aid, Martial Arts C, Mechanics, Pilot, Resist Domination, Sharp Weapons (Epee), Tumbling.

IN BRIEF: Most of the time Kurt is a dashing ladies' man, but this hides a darker side which broods about religion, morality, and his role in life. When fighting most foes, he is level-headed, but when confronting sadistic or bigoted enemies, he can become almost bestial.

OMEGA RED

Real Name: Arkady
 Type: Mutant
 ID: Secret
 Team Affiliation: None

F	A	S	E	R	I	P
RM	EX	RM	AM	TY	TY	GD
30	20	30	50	6	6	10

Health: 130

Karma: 22

Resources: TY

Popularity: 0

KNOWN POWERS

Life Energy Drain: Omega Red has the Amazing (50) power to suck the life force out of everyone in the same area as himself, and use this energy to regain lost Health. To affect a target, Omega Red must first succeed at a Power FEAT against the intensity of the victim's Psyche. Each successful FEAT allows Omega Red to drain up to 50 Health points from each victim until he regains his limit of 130 Health. If the target's Health drops to 0 as a result, the victim dies and his body disintegrates.

Scent: Omega Red emits a sickening odor that can knock out everyone in the same area as himself. Potential victims must succeed at an Excellent (20) intensity Endurance FEAT or be rendered unconscious for 1-10 turns.

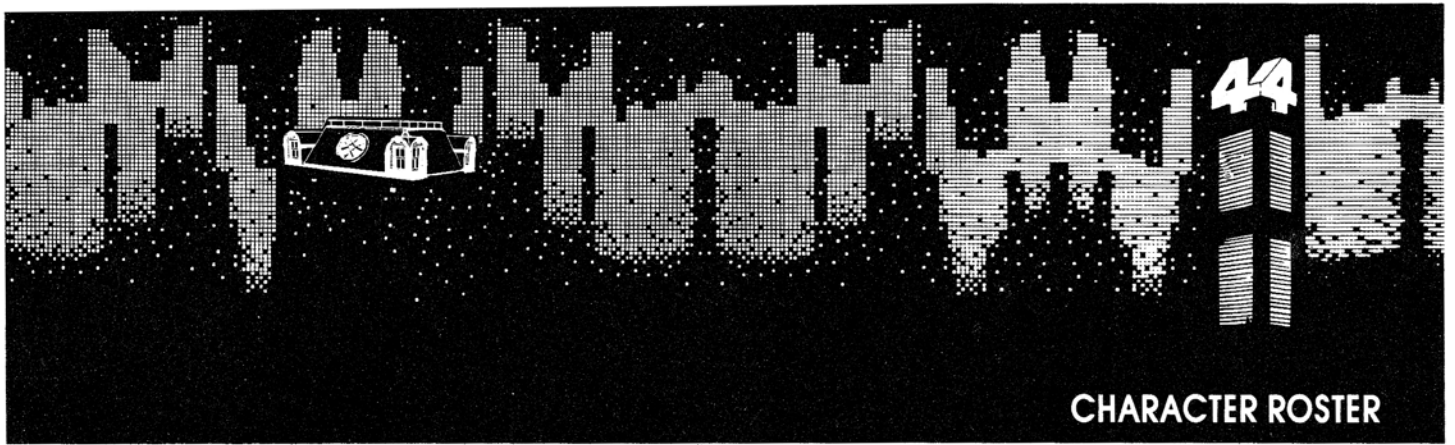
Tentacles: Retractable metal tentacles extend from Omega Red's wrists. They have Incredible (40) material strength and allow him to grapple opponents within the same area as himself.

Limitations: Omega Red is dependent upon the life energy of others. Unless he "feeds," he loses 10 Health points per hour. If his Health should drop to 0, he enters a death-like trance and cannot awaken until he feeds again.

TALENTS: None known.

IN BRIEF: Omega Red is a vile character who lives only for vengeance, death, and destruction. He bitterly hates Wolverine, and will not rest until the X-Man lies as a withered husk at his feet.





PHOENIX II

Real Name: Rachel Summers
Type: Mutant
ID: Public
Team Affiliation: Excalibur

F	A	S	E	R	I	P
GD	EX	GD	IN	GD	RM	MN
10	20	10	40	10	30	75

Health: 80 Karma: 115
Resources: PR Popularity: 0

KNOWN POWERS

Force Bolts: Phoenix can shoot force bolts of up to Amazing (50) force damage and range. These bolts ignore body armor but not force fields.

Force Field: She can create telekinetic force fields of up to Amazing (50) strength in a single area. For each additional 2 areas encompassed, the force field is at -1 CS.

Mental Screens: Phoenix has psi-screens of Amazing (50) rank which provide protection from mental and emotion-based attacks.

Mutant Detection: At Amazing (50) ability, she can detect other mutants.

Telekinesis: Phoenix has Monstrous (75) telekinetic ability. She can fly (and carry others) at Amazing (50) airspeed, and grapple opponents telekinetically with Monstrous (75) Strength.

Telepathy: She can read minds and send thoughts with Amazing (50) ability.

TALENTS: Acrobatics, Martial Arts C and E, Resist Domination.

IN BRIEF: In an alternate future timeline, Rachel was the daughter of Scott Summers (Cyclops) and the Phoenix. She returned to this time in an attempt to change the past. Because of this, she often worries about what is truly reality.

Rachel is a disturbed woman due to the horrible life she led in the alternate future. She is protective of her teammates, often entering a berserker rage if they are endangered.

POLARIS

Real Name: Lorna Dane
Type: Mutant
ID: Secret
Team Affiliation: X-Factor

F	A	S	E	R	I	P
GD	GD	TY	RM	GD	EX	RM
10	10	6	30	10	20	30

Health: 56 Karma: 60
Resources: TY Popularity: 0

KNOWN POWERS

Energy Control: Polaris can control magnetic, electrical, and gravitic fields with Incredible (40) ability. She can use them to inflict up to Remarkable (30) damage at a range of 5 areas, or Incredible (40) damage by touch.

Force Field: The field provides Amazing (50) protection for Polaris alone, or Remarkable (30) protection at a range of 1 area. For each additional area, protection is reduced by -1 CS. Her force field protects against physical and energy attacks.

Magnetic Detection: By detecting movement within magnetic lines of force, Polaris has the Incredible (40) ability to detect invisible or disguised creatures.

Magnetic Manipulation: Polaris has Amazing (50) control over magnetism. She uses this power to do the following:

- Inflict up to Amazing (50) damage to mechanical constructs.
- Manipulate ferrous objects with Amazing (50) ability.
- Throw metallic objects with Amazing (50) accuracy.
- Fly at Excellent (20) airspeed. For each person carried, speed drops -1 CS.

TALENTS: Geophysics.

IN BRIEF: Lorna was orphaned at a young age and has sought meaningful relationships to make up for the family she lacked. She views her teammates as family. Lorna is especially close to Alex Summers (Havok), with whom she once had a romantic relationship.

CHARACTER ROSTER

PROFESSOR X

Real Name: Charles Xavier

Type: Mutant

ID: Public

Team Affiliation: Leader of the X-Men

F	A	S	E	R	I	P
TY	GD	TY	RM	IN	AM	MN
6	10	6	30	40	50	75

Health: 52

Karma: 165

Resources: RM

Popularity: GD

KNOWN POWERS

Astral Projection: Xavier can enter the astral plane with Monstrous (75) ability.

Mental Bolts: He can fire mental force bolts of up to Unearthly (100) range and damage which ignore body armor but not force fields.

Mutant Detection: He can detect other mutants with Monstrous (75) ability.

Psi-Screen. Xavier's mental screen is Shift Z (500) rank.

Telepathy: At Unearthly (100) rank, Xavier is the world's greatest telepath. He uses this power to contact minds within 250 miles, and can monitor the minds of others on a successful Power FEAT roll. He can even alter the thoughts of others (Psyche FEAT to avoid), but he believes this to be morally wrong, and loses all Karma if he does so.

Wheelchair (Equipment): The latest version is actually a "hoverchair." It has Excellent (20) Control, Typical (6) Airspeed, and Good (10) Body. Its other systems have yet to be seen.

Limitation: Xavier's legs were recently crippled by the Shadow King. He is now confined to his "hoverchair."

TALENTS: Electronics, Engineering, Genetics.

IN BRIEF: Xavier seeks to bring mutants and humans together to live in peace. He has devoted his life to the training and preservation of mutants.

Charles Xavier is stern and reserved, but a deeply caring person. He finds it difficult to show affection.

PSYLOCKE

Real Name: Elizabeth Braddock

Type: Mutant

ID: Secret

Team Affiliation: X-Men

F	A	S	E	R	I	P
EX	GD	EX	RM	GD	RM	AM
20	10	20	30	10	30	50

Health: 80

Karma: 90

Resources: PR

Popularity: 0

KNOWN POWERS

Bionic Eyes: Made of extradimensional material, Psylocke's artificial eyes give her Typical (6) vision. Once, these eyes sent signals back to the evil Mojo, but the connection has been ended.

Invisibility To Machines: Psylocke has Unearthly (100) invisibility to machines and mechanical recording devices, such as cameras and sensors.

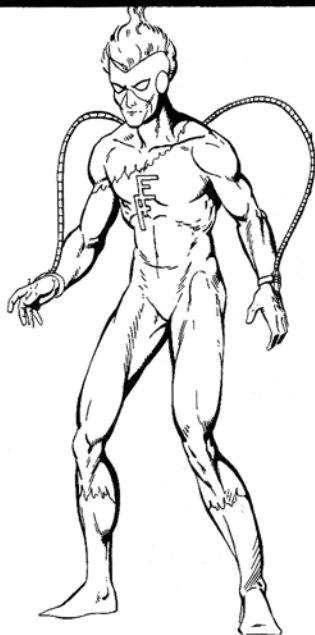
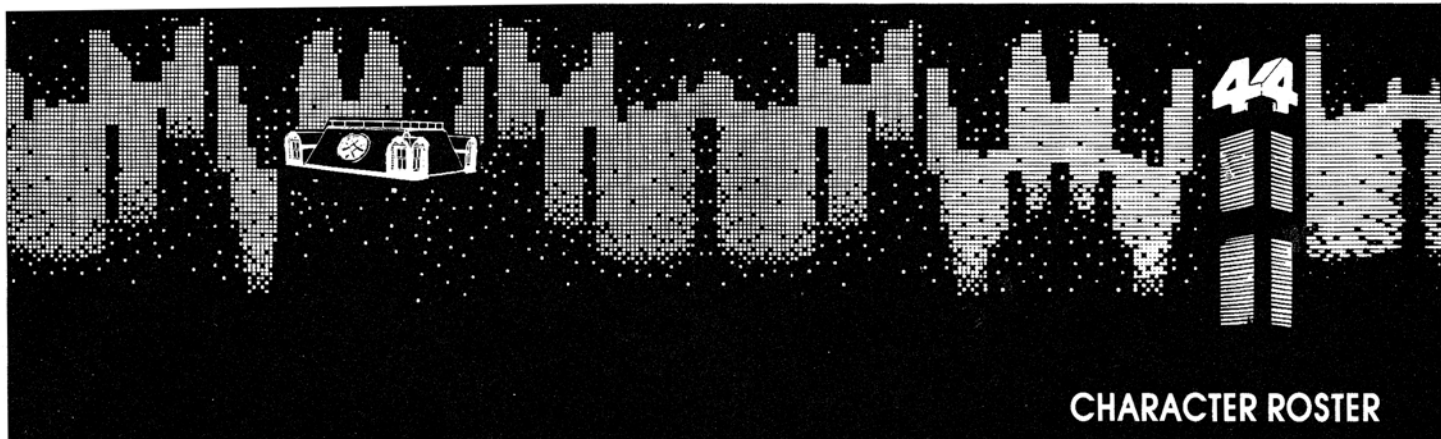
Psychic Knife: By focusing her telepathic power, Psylocke causes this Amazing (50) psionic weapon to form on her right fist. To use it, she must first succeed at a Fighting FEAT to strike her opponent in combat. If hit, the victim suffers Amazing (50) energy damage and must automatically check for a stun on the Battle Effects Table by rolling against his Psyche, rather than Endurance.

Telepathy: Psylocke can read minds with Incredible (40) ability.

TALENTS: Espionage, Martial Arts A, B, and E.

IN BRIEF: Though she still has the same personality and memories, Psylocke was "reborn" as an Oriental woman after passing through Siege Perilous. She is perhaps the most alluring heroine around. However, her beauty hides a stern personality. She can be every bit as ruthless as Wolverine. She often seems cold and indifferent. Even so, Psylocke is willing to sacrifice herself and others to bring about a greater good.





PYRO

Real Name: St. John Allerdyce
Type: Mutant
ID: Public
Team Affiliation: New Brotherhood of Evil Mutants

F	A	S	E	R	I	P
GD	GD	TY	RM	GD	TY	GD
10	10	6	30	10	6	10

Health: 56 Karma: 26
Resources: PR Popularity: -10

KNOWN POWERS

Costume (Equipment): Pyro's costume grants him Amazing (50) protection against flame and heat.

Fire Control: He has the Incredible (40) ability to control (but not create) flame. He can perform the following with flame:

- Form rings, prison, and other restraining devices of up to Incredible (40) intensity.
- Fire jets of flame at a range of 4 areas with Incredible (40) damage.
- Create flame creatures with Incredible (40) Fighting, Agility, Strength, and Endurance scores. Such creatures inflict Monstrous (75) damage to flammable targets, and Good (10) damage to non-flammable targets.
- Dampen flames with Incredible (40) ability.

Fire Resistance: Pyro has Class 1000 resistance to fire under his control, but no resistance to flames not under his command or fire controlled by others.

Flamethrower (Equipment): His backpack shoots Remarkable (30) intensity fire from his wrists to a range of 2 areas. It has Incredible (40) material strength.

TALENTS: Journalism, Writing.

IN BRIEF: Pyro has been a drifter, dilettante, and author. As a villain, he is not particularly ambitious. He performs best as a reliable lackey who knows his place. While with Freedom Force, he would occasionally pursue his own unauthorized schemes.

QUICKSILVER

Real Name: Pietro Maximoff
Type: Mutant
ID: Public
Team Affiliation: X-Factor

F	A	S	E	R	I	P
EX	UN	EX	RM	EX	TY	TY
20	100	20	30	20	6	6

Health: 170 Karma: 32
Resources: TY Popularity: 0

KNOWN POWERS

Body Armor: His skin grants him Good (10) protection against physical and energy damage.

Lightning Speed: He can reach Shift X (150) land speed and Remarkable (30) water speed. Quicksilver can also:

- Make additional attacks using his Shift X (150) speed, rather than his Fighting score. Each attack inflicts Good (10) damage.
- Generate cyclone winds, hurling everyone within 1 area at the equivalent of a Shift X (150) attack, but only inflicting Typical (6) damage.
- Break grappling and other restraints using his Shift X (150) speed instead of Strength.
- He can speed 300' up a sheer surface after a 500' running start.
- With a 100' running start, he can cross 1000' of water.
- Vibrate so fast as to be invisible at Unearthly (100) rank.

Resistance To Cold: Due to his accelerated metabolism, Quicksilver has Incredible (40) resistance to cold.

TALENTS: Bilingual (English and Hungarian).

IN BRIEF: Pietro can be haughty, arrogant, and overbearing. However, of late he seems to have mellowed somewhat. Normally he refuses to show any weakness or frailty, or to accept it in others.

CHARACTER ROSTER

ROGUE

Real Name: Unrevealed

Type: Mutant

ID: Secret

Team Affiliation: X-Men

F	A	S	E	R	I	P
GD	EX	AM	GD	TY	GD	TY
10	20	50	10	6	10	6

Health: 90

Karma: 22

Resources: PR

Popularity: 0

KNOWN POWERS

Invisibility to Machines: Rogue has Unearthly (100) invisibility to mechanical devices.

Power Absorption: Rogue has the Unearthly (100) power to absorb super-human abilities, attributes, and memories. These characteristics are lost to the victim, and gained by Rogue. Upon direct flesh-to-flesh contact, absorption is automatic; Rogue can't turn it on and off. When necessary, her body changes to accommodate new powers, such as gaining wings, colored skin, etc.

If Rogue maintains contact for one round, she gains the touched person's memories, abilities, talents, and powers. The effect lasts for 6-60 rounds. During this time, the victim falls unconscious. If awakened, his mind is blank and his powers don't work. When the duration expires, the victim regains consciousness and his characteristics.

Stolen Powers: Rogue has drained Carol Danvers (Ms. Marvel) of her characteristics and memories, allowing her to gain the following powers:

- Flight at Excellent (20) airspeed.
- Incredible (40) Body Armor.
- Amazing (50) resistance to drugs and disease.
- Incredible (40) Combat Sense.

Limitations: Power Absorption Limits: Rogue's power of absorption is not without limits:

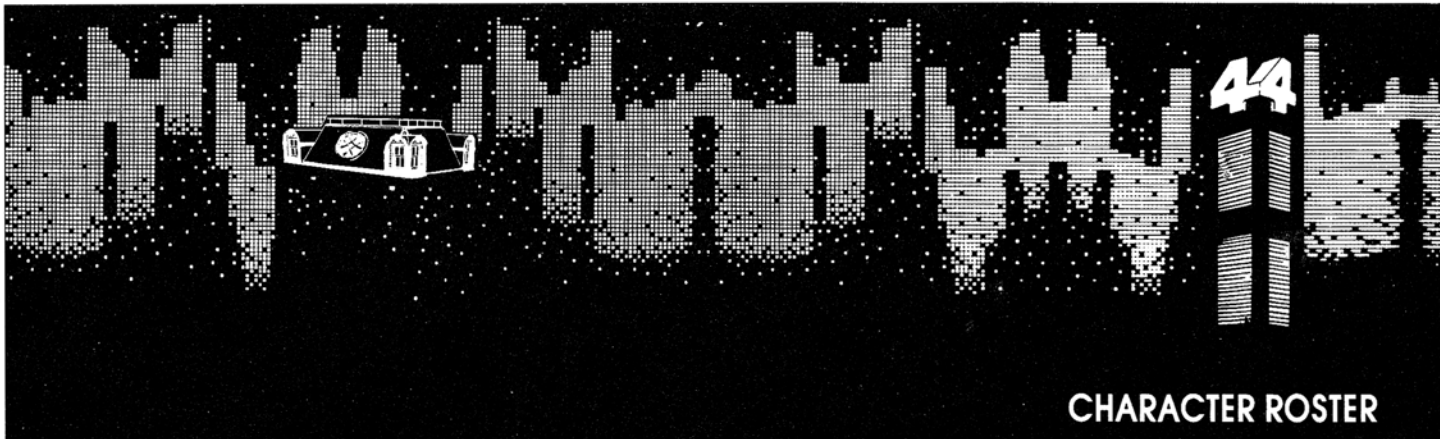
- If Rogue's own abilities are more powerful than the individual's, she retains her own.
- Machines are immune to Rogue's touch, as are beings of pure energy. Alien races, however, are susceptible.
- If any of the intended victim's abilities are Shift Y (200) or greater, Rogue must make Endurance FEATs or be slammed and stunned.
- If any absorbed ability is Monstrous (75) rank or higher, Rogue must succeed at a Psyche FEAT or be overcome by the target's personality. She will then act like that person, even to the point of attacking her friends.
- If Rogue maintains flesh-to-flesh contact for more than one round, she risks permanent absorption of the target's abilities. She can avoid this only by succeeding at a Psyche FEAT against the intensity of the highest ability present. Rogue's Psyche is -1 CS for each personality she absorbs permanently. The victim loses his superhuman powers and memories, but not his attribute scores.

Multiple Personality: Rogue permanently absorbed Carol Danvers' powers, trapping Danvers' personality inside Rogue as a separate entity. Carol's personality was removed from Rogue's mind by her trip through the Siege Perilous. This dual nature now gives Rogue Class 1000 protection against mental probes and mental attacks (excluding illusions).

TALENTS: Bilingual (Russian and English), Martial Arts E.

IN BRIEF: Rogue can be cocky at times and prefers direct attacks. She is very sensitive about coming into contact with other people for fear of inadvertently absorbing their personality. Rogue cares deeply for Mystique, who she sees as a mother figure.





CHARACTER ROSTER

SABRETOOTH

Real Name: Unrevealed
Type: Mutant
ID: Secret
Team Affiliation: Marauders

F	A	S	E	R	I	P
IN	RM	GD	RM	TY	GD	RM
40	30	10	30	6	10	30

Health: 110 Karma: 46
Resources: TY Popularity: -5

KNOWN POWERS

Claws: Sabretooth's claws can rend objects of up to Incredible (40) material strength and inflict Remarkable (30) edged damage.

Fangs: He can inflict Remarkable (30) edged damage to a grappled opponent, and can rend objects of up to Incredible (40) material strength with his teeth.

Healing: Sabretooth regains five points of Health per hour in addition to any other healing.

Heightened Senses: Sabretooth's senses of direction, smell, hearing, and taste are all at Amazing (50) rank. He can detect illusions and track at Amazing (50) ability.

Infravision: Though he lacks color vision, Sabretooth has Remarkable (30) ability to see in the dark.

TALENTS: None.

IN BRIEF: Sabretooth is a hired killer with a long string of assassinations and battles with super-powered foes. He was an enemy of Wolverine's before the X-Men even gained his adamantium skeleton. In combat, Sabretooth fights like a berserk beast, much like Wolverine but without the self-control.

While with the Marauders, Sabretooth instigated the Morlock Massacre at Mister Sinister's request. He often works freelance as well, taking "contracts" or simply hunting and killing for the grim pleasure it brings him.

SAURON

Real Name: Dr. Karl Lykos
Type: Altered Human
ID: Secret
Team Affiliation: New Brotherhood of Evil Mutants

Human Form:

F	A	S	E	R	I	P
TY	TY	GD	GD	EX	GD	RM
6	6	10	10	20	10	30

Health: 32 Karma: 60
Resources: TY Popularity: 0

Pteranodon Form:

F	A	S	E	R	I	P
EX	EX	EX	RM	EX	GD	RM
20	20	20	30	20	10	30

Health: 90 Karma: 60

KNOWN POWERS

Psychic Vampire: Lykos has the Amazing (50) ability to drain life energy. Once touched, the victim must succeed at a Psyche FEAT or suffer -1 CS on all abilities for 1-10 days. Draining Remarkable (30) Endurance or higher changes Lykos into Sauron, if Lykos fails a Psyche FEAT to prevent the change.

Pteranodon Form: As Sauron, Lykos has the following abilities:

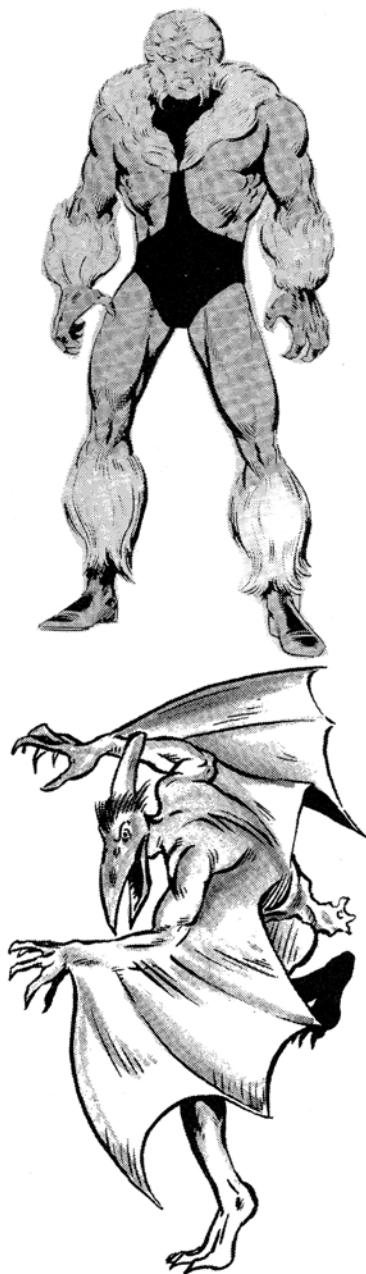
- Claws that inflict Typical (6) edged damage.
- Flight at Good (10) airspeed.
- Foot talons that cause Excellent (20) edged damage.

- Amazing (50) rank Hypnosis to paralyze his prey or to induce hallucinations about the prey's surroundings. The victim must succeed at a Psyche FEAT to avoid the effect.

Limitations: Sauron suffers a -2 CS penalty on all FEATs involving cold.

TALENTS: Aerial Combat (as Sauron), Medicine, Psychology.

IN BRIEF: Dr. Karl Lykos sees his alter ego and powers as a curse. He just wants to live a normal life. Unfortunately, Sauron would have it otherwise.



CHARACTER ROSTER

SENTINEL VII

Real Name: Not Applicable

Type: Robot

ID: Not Applicable

Team Affiliation: Servants of Trevor Fitzroy

F	A	S	E	R	I	P
IN	EX	MN	MN	RM	EX	TY
40	20	75	75	30	20	6
Health: 210		Karma: 0				

KNOWN POWERS

Character Type Detection: The Mark VII can scan all living entities within 8 areas and determine whether they are human, mutant, robot, or alien. It can track such individuals with Incredible (40) ability.

Countermeasures: These Sentinels can analyze an attack form and create methods using their self-repair mechanisms to neutralize that attack form. In effect, the Mark VII is able to develop abilities it did not originally have. These defenses function at the intensity of the opponent's attack, +1 CS, up to Unearthly (100) rank.

It is up to the Judge to develop specific defenses according to the nature of the attack. A few examples include:

- Steel tentacles and nets for grappling quick foes.
- Fire attacks against ice-based characters.
- Water or ice-based attacks against fire-using enemies.

Flight: These Sentinels can fly at Incredible (40) airspeed.

Growth: Mark VII Sentinels are 10' tall, and thus are +1 CS to be hit.

Robotic Construction: The Sentinels are robots, and as such have the following abilities:

- Immunity to poison, disease, and gas.
- Invulnerability to mental attacks such as mind control (Telepathic force bolts and similar attacks function normally).

- Life Support, no need of food, water or air, and as a result they can survive in outer space or underwater.

- They are fashioned of Remarkable (30) strength materials, granting them Remarkable (30) protection from physical and energy attacks.

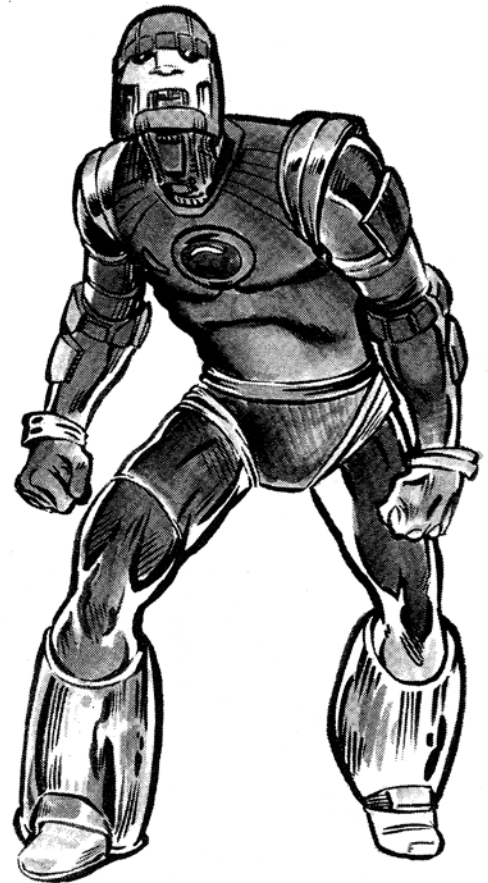
Self-Repair Mechanisms: The Sentinel's programming allows it to regain 100 lost Health points per turn, provided sufficient electronics (i.e. computers, control panels, other robots, generic lab equipment, etc.) are at hand. The Sentinel simply reshapes the raw material and fuses it to its own form. However, if the Sentinel's Health drops below 50, its self-repair mechanisms cease functioning.

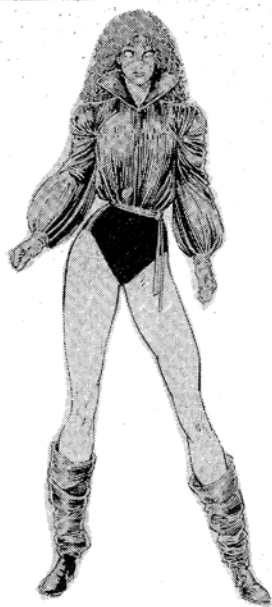
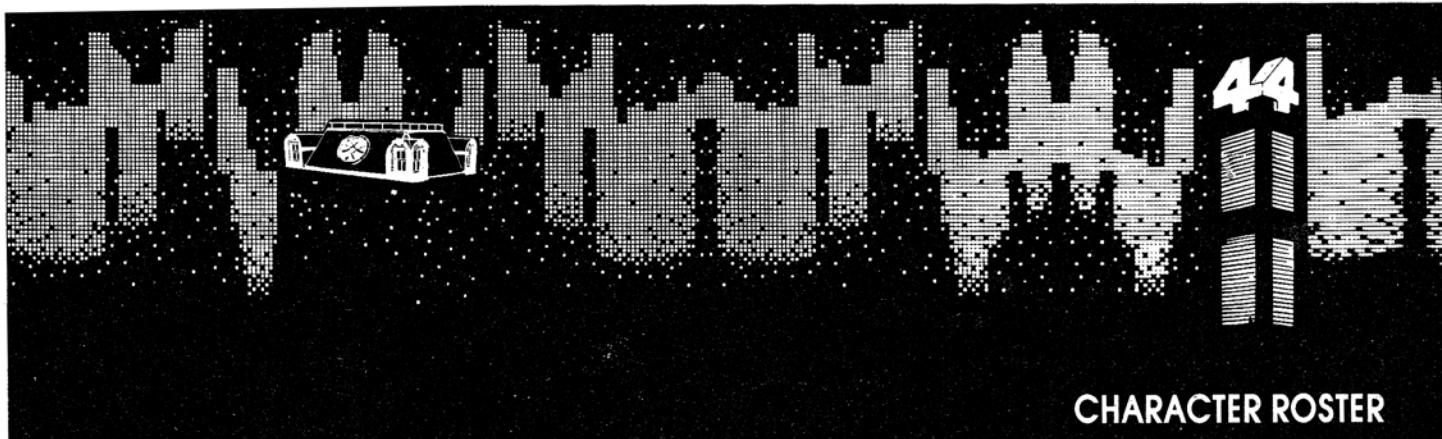
Variable Energy Beams: These Sentinels have plasma beams, energy beams, and heat rays which can inflict either Monstrous (75) force or energy damage at an 8-area range. These weapons are mounted in the palms, eyes, and chest.

Limitation: Mark VII Sentinels are not sentient beings, and do not receive or spend Karma.

TALENTS: None.

IN BRIEF: The original varieties of Sentinels were designed as mutant-hunting robots with the sole purpose of finding, pursuing, capturing, and/or eliminating mutants. While the Mark VII type seems to have this same programming, at the same time they are not so picky; these Sentinels will attack anyone their controller programs or verbally commands them to.





SHADOWCAT

Real Name: Katherine "Kitty" Pryde
Type: Mutant
ID: Public
Team Affiliation: Excalibur

F	A	S	E	R	I	P
EX	GD	TY	EX	RM	GD	TY
20	10	6	20	30	10	6

Health: 56 Karma: 46
Resources: TY Popularity: GD

KNOWN POWERS

Phasing: Kitty has the Incredible (40) ability to phase her body, enabling her to pass through solid objects. When phased, she can only be harmed by multi-dimensional, psionic, magical, or other out-of-phase attacks. Kitty can remain phased for as long as she can hold her breath to do the following:

- Phase others on touch.
- Walk on air.
- Disrupt electrical equipment with Incredible (40) ability. Robots must succeed at an Endurance FEAT or be knocked out for 1-10 rounds and lose 30 Health.
- Pass through force fields by succeeding at a Power FEAT.
- Wield phased objects which become "normal" when released. If released inside a living target, the victim suffers damage equal to the material strength of the item as an edged attack.

Limitation: Kitty is nearsighted. Without her glasses or contacts she cannot see clearly more than 1 area away and suffers a -1 CS penalty on combat FEATs.

TALENTS: Multi-lingual (Japanese, Russian and English), Computers, Electronics, Martial Arts C and E, Resist Domination.

IN BRIEF: Kitty Pryde is a caring and enthusiastic young woman. Despite tragedies she experienced with the X-Men, she still has high spirits. Kitty is very intelligent and a good team player.

SHATTERSTAR

Real Name: Unrevealed
Type: Alien
ID: Secret
Team Affiliation: X-Force

F	A	S	E	R	I	P
RM	RM	IN	IN	TY	GD	RM
30	30	40	40	6	10	30

Health: 140 Karma: 46
Resources: FE Popularity: 0

KNOWN POWERS

Regeneration: Shatterstar recovers his Endurance rank of Health every 10 turns, provided he can rest and takes no additional damage while healing.

Sword (Equipment): Shatterstar's double-bladed sword was crafted in a dimension of both magic and science. As such, it has the following abilities:

- The sword is made of an alien metal with Unearthly (100) material strength. Shatterstar can inflict up to Incredible (40) edged damage with the blades.
- Shapechanging, allowing Shatterstar to reshape the sword into different weapons, such as a baton that inflicts up to Incredible (40) blunt damage. He can also separate the blades and wield two identical swords.
- Energy blast of Unearthly (100) intensity with a 3-area range. If the blades are separated, the blast is Monstrous (75) intensity with a 2-area range.

• The sword can cut through magical force fields and magical body armor of up to Unearthly (100) strength.

TALENTS: Acrobatics, Martial Arts A, B, and E, Military, Performer (arena combat), Weapon Specialist (sword).

IN BRIEF: Shatterstar was genetically bred to be an ultimate arena warrior for his homeworld's televised combat games. Probably due to his background, he has difficulty relating his emotions to others. He comes off as a ruthless warrior with a strong sense of honor.



CHARACTER ROSTER

SHINOBI

Real Name: Shinobi

Type: Mutant

ID: Public

Team Affiliation: Hellfire Club, Leader of the Upstarts

F	A	S	E	R	I	P
GD	TY	TY	GD	EX	TY	GD
10	6	6	10	20	6	10

Health: 32 Karma: 36
Resources: IN Popularity: 0

KNOWN POWERS

Density Manipulation: Shinobi can alter his mass at will, causing his density to range from Shift 0 up to Incredible (40). He can use this power to do the following:

- Gain body armor equal to his current density power rank.
- Use the power rank instead of his Strength when attacking.
- At Shift 0 density, Shinobi is immune to physical attacks, but not energy or force attacks.
- Shinobi can disrupt living and nonliving material by solidifying inside that material. Damage equals Shinobi's chosen density rank. Body armor is ignored, but force fields are not.

TALENTS: Business, Leadership, Politics.

IN BRIEF: Shinobi is a cunning, ruthless young man whose greatest desire is total control of the Hellfire Club. To that end, he has slain his own father, Sebastian Shaw (the Black King). Shinobi is known for his decadent lifestyle and for abusing the wealth and power he "inherited."

SIRYN

Real Name: Theresa Cassidy

Type: Mutant

ID: Secret

Team Affiliation: X-Force

F	A	S	E	R	I	P
GD	GD	TY	EX	TY	GD	TY
10	10	6	20	6	10	6

Health: 46 Karma: 22
Resources: PR Popularity: 0

KNOWN POWERS

Sound Generation: Amazing (50) intensity sonic screams grant Siryn the following abilities:

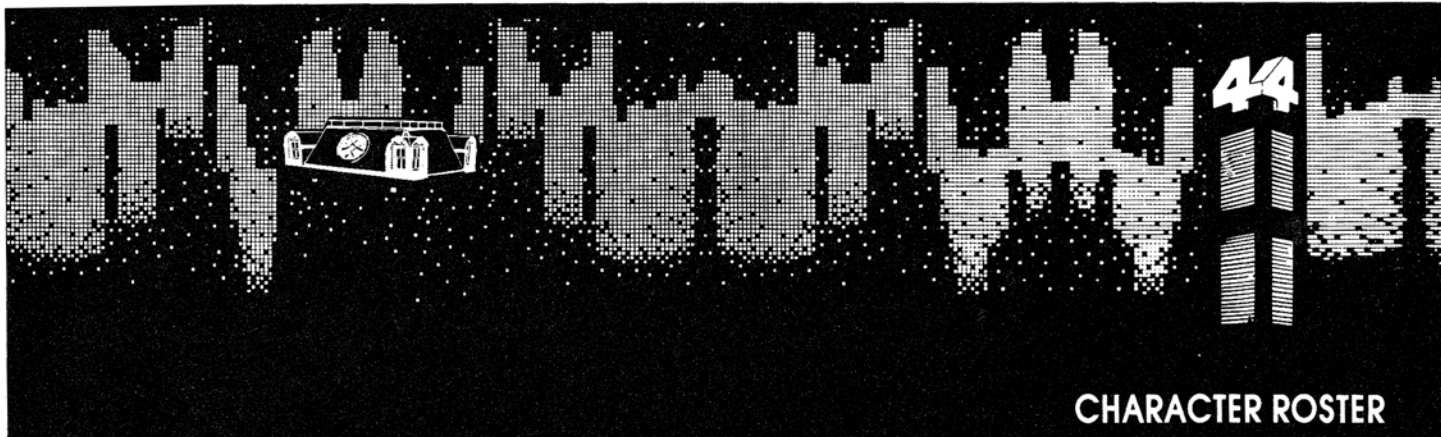
- Disruption that causes Amazing (50) damage to nonliving material. This can also be used as an Incredible (40) intensity stunning attack to a single target, or a Remarkable (30) stunning attack to all targets within 1 area.
- Create a sonic force field that deflects physical and energy attacks against her only with Amazing (50) ability.
- Flight at Poor (4) airspeed.
- Sonar of Amazing (50) rank.
- She can create illusory creatures of "living sound" with no greater than Excellent (20) Fighting, Agility, Strength, and Endurance. As long as she maintains her voice, these creatures exist and follow her commands.

TALENTS: Leadership, Student.

IN BRIEF: When Siryn joined the Fallen Angels earlier in her career, she quickly took a position of leadership, a role she seems naturally suited for. She's intelligent, aggressive, and charismatic.

Unknown to her father, Sean Cassidy (alias Banshee), at the time, Siryn was taken and secretly raised by Black Tom Cassidy, her father's cousin. Black Tom wanted to use her powers for his own nefarious schemes. Siryn reluctantly agreed, until she was later reunited with her father. This whole affair has left its mark on Siryn; she feels a little out-of-place everywhere she goes.





SKIDS

Real Name: Sally Blevins
 Type: Mutant
 ID: Public
 Team Affiliation: Mutant Liberation Front,
 ally of Rusty Collins

F	A	S	E	R	I	P
TY	RM	PR	EX	GD	RM	EX
6	30	4	20	10	30	20

Health: 60 Karma: 60
 Resources: FE Popularity: 0

KNOWN POWERS

Force Field: Skids is constantly surrounded by a Shift X (150) personal force field that protects her from physical and energy damage. She can do the following:

- By succeeding at a Psyche FEAT, she can shut off the force field.
- By succeeding at a Psyche FEAT, she can extend the force field to cover other people or areas. For each person or area covered, the field's intensity is lowered by -1 CS.
- Skids can "skate" at Excellent ground speed.
- She can escape grapples, holds, and restraints with Monstrous (75) ability.

TALENTS: None.

IN BRIEF: Skids joined the Morlocks after running away from an abusive stepfather. She later became part of the X-Terminators, then the New Mutants, where she met Rusty Collins. Skids is very protective of Rusty, who is her best and truest friend.

Not long ago, Skids and Rusty were injured and placed in custody by Freedom Force. Feeling betrayed by her own government, Skids became disillusioned concerning the current state of affairs between mutants and humans. When members of the terrorist Mutant Liberation Front arrived to "rescue" them, she willingly joined the MLF. Whether she will continue to participate in their terrorist acts remains to be seen.

SPIRAL

Real Name: Spiral
 Type: Alien
 ID: Secret
 Team Affiliation: Freedom Force

F	A	S	E	R	I	P
EX	RM	EX	RM	GD	EX	AM
20	30	20	30	10	20	50

Health: 100 Karma: 80
 Resources: GD Popularity: -5

KNOWN POWERS

Alien Physiology: Spiral has Good (10) body armor and Invulnerability to mind control.

Magic: She uses "spiral magic," which requires her to have her arms free and succeed at a Psyche FEAT. All spells take one round to cast unless stated otherwise:

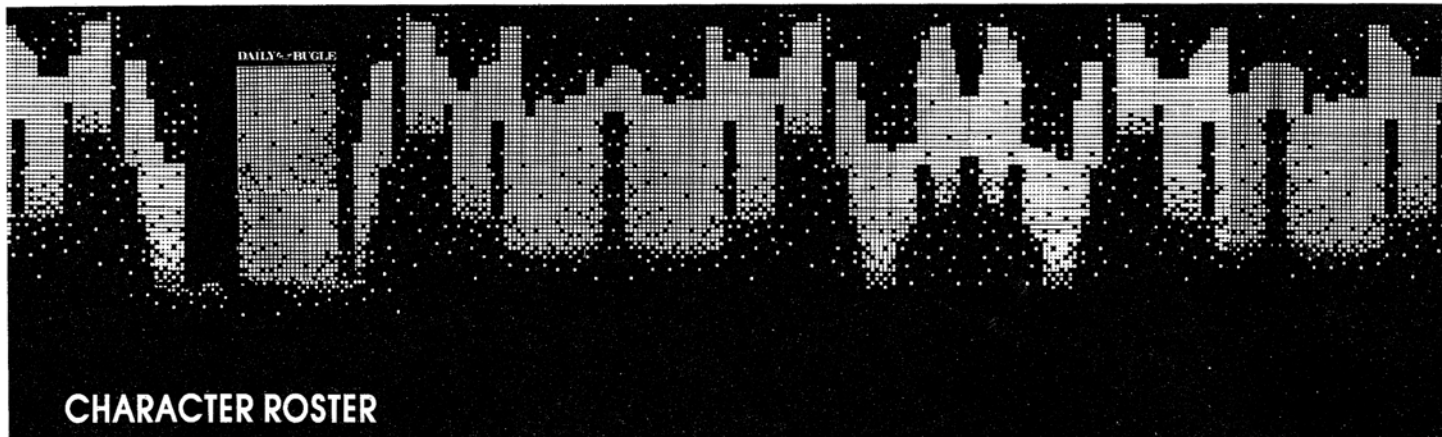
- The Incredible (40) power to shatter matter or force fields at a 3-area range.
- The Amazing (50) ability to control energy attacks shot at her.
- The ability to neutralize all powers within 3 areas for three rounds.
- Teleport up to 10 areas.
- Dimensional travel after 10 rounds of casting.
- Remarkable (30) invisibility.
- Increase or decrease another character's power rank by 2 CS (maximum of Unearthly (100), minimum of Feeble (2)), which lasts as long as Spiral keeps dancing.
- The Monstrous (75) ability to drain life, which takes 10 rounds to cast.

Multiple Arms: She has six arms and can make up to three attacks per round.

Sword (Equipment): This weapon inflicts Good (10) edged damage, or Excellent (20) damage if used two-handed.

TALENTS: Martial Arts B and C.
IN BRIEF: Spiral is infinitely cruel with a lust for spreading suffering and ruin. While with Freedom Force, she tried to keep her dark side under control and refrained from draining life.





CHARACTER ROSTER

STORM

Real Name: Ororo Munroe
Type: Mutant
ID: Secret
Team Affiliation: X-Men

F	A	S	E	R	I	P
EX	RM	TY	AM	TY	EX	GD
20	30	6	50	6	20	10

Health: 1106 Karma: 36
Resources: PR Popularity: 0

KNOWN POWERS

Invisibility to Machines: At Unearthly (100) rank, not even Storm's image can be recorded by machines or robots. Mechanical beings must make a Psyche FEAT against the intensity of this power to be able to see her.
Weather Control: Storm has Amazing (50) control over the weather:

- She can fly at Incredible (40) airspeed and can carry objects as big as planes by succeeding at a Power FEAT.
- Create fog, rain, or winds of up to Amazing (50) strength.
- Raise or lower temperature with Amazing (50) ability.
- Reduce existing weather effects with Amazing (50) ability.
- Summon lightning of up to Amazing (50) intensity.
- Predict weather within three days.
- She has Incredible (40) resistance to weather effects.

TALENTS: Aerial Combat, Crime, Escape Artist, Lockpicking, Martial Arts A and C, Multi-lingual (English, Russian, Kenyan), Resist Domination.

IN BRIEF: Ororo has gone through a couple of personality changes. Originally she was a strong-willed, regal woman who acted like a goddess-on-earth. Later she renounced her naturalism and took up a punk lifestyle, appearance, and behavior. Presently, she has joined the two personalities into a single harmonious whole.

STRONG GUY

Real Name: Guido
Type: Mutant
ID: Secret
Team Affiliation: X-Factor

F	A	S	E	R	I	P
EX	GD	AM	AM	TY	TY	TY
20	10	50	50	6	6	6

Health: 130 Karma: 18
Resources: EX Popularity: 0

KNOWN POWERS

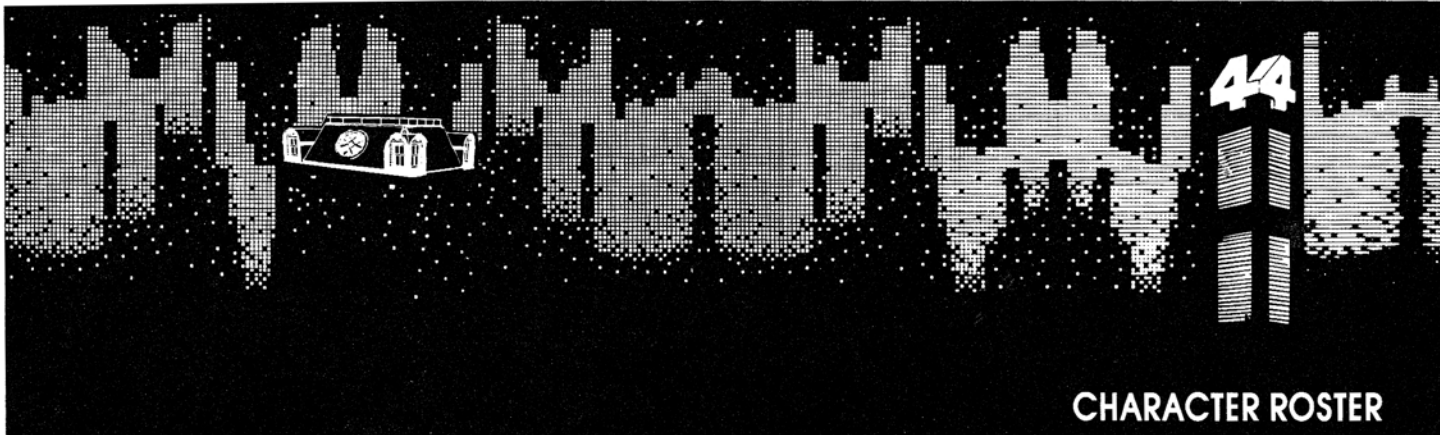
Kinetic Energy Absorption: Guido has the ability to absorb the energy of blunt physical attacks, and use that energy to increase his Strength. He can absorb such attacks of up to Unearthly (100) intensity. The rank of the attack determines Guido's Strength rank (his Health does not increase). Physical attacks of less than Amazing (50) intensity do not lower his Strength; it simply remains at his natural rank of Amazing (50). Guido takes no damage from blunt physical attacks of less than Shift X (150) intensity. However, Guido must expend the absorbed energy on the following turn by striking a target, or he suffers damage equal to the energy which he absorbed.

TALENTS: None.

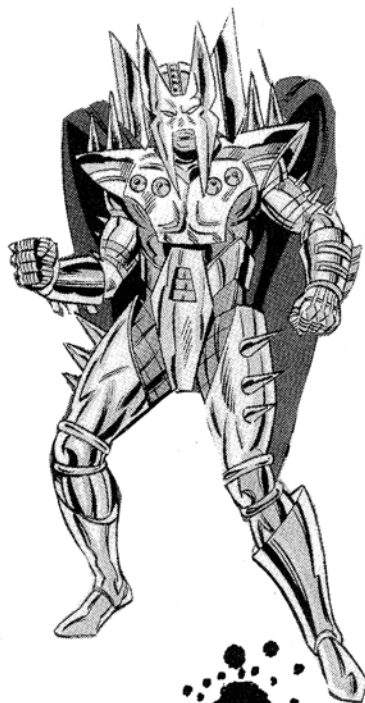
IN BRIEF: Not much is known about Guido's past. His parents died in a bizarre accident when a satellite fell on them. Guido was left with a large inheritance and decided to spend it on having a good time. When the money began to run out, he took a job as the bodyguard of Lila Cheney, an interstellar thief and rock star. He was later asked by Val Cooper to join the new X-Factor, and accepted "for the money."

Guido is a fun-loving guy. He enjoys joking with his teammates, especially those of the opposite sex. Even in battle he doesn't seem to take himself or the situation seriously, but fights with a big grin on his face like nothing could hurt him.





CHARACTER ROSTER



STRYFE

Real Name: Unrevealed
Type: Possibly mutant
ID: Secret
Team Affiliation: Leader of the Mutant Liberation Front

F	A	S	E	R	I	P
RM	EX	RM	IN	RM	RM	RM
30	20	30	40	30	30	30

Health: 120 Karma: 90
Resources: IN Popularity: -20

KNOWN POWERS

The majority of Stryfe's abilities are unknown. Of the powers he has revealed, it is not known whether they are natural or technological in origin.

Body Armor: His suit provides Remarkable (30) protection from physical and energy attacks.

Force Bolts: He can fire Incredible (40) intensity force bolts.

TALENTS: Unrevealed.

IN BRIEF: Stryfe is the powerfully charismatic military leader of the terrorist organization called the Mutant Liberation Front. He is a brilliant strategist who demands complete loyalty and success from his soldiers. Stryfe's followers are nothing more to him than pawns in a game of mutant survival.

Stryfe is an enigma; much of him remains a mystery. It has been revealed that he looks exactly like Cable. Whether this is because he has the power to look like others, or is Cable's twin or clone, or really is Cable, has yet to be seen. What is certain, though, is that he is going to make his presence felt in a big way.



SUNSPOT

Real Name: Roberto Da Costa
Type: Mutant
ID: Secret
Team Affiliation: Ally of Gideon

F	A	S	E	R	I	P
GD	TY	TY	RM	TY	PR	GD
10	6	6	30	6	4	10

Health: 52 Karma: 20
Resources: GD Popularity: PR

KNOWN POWERS

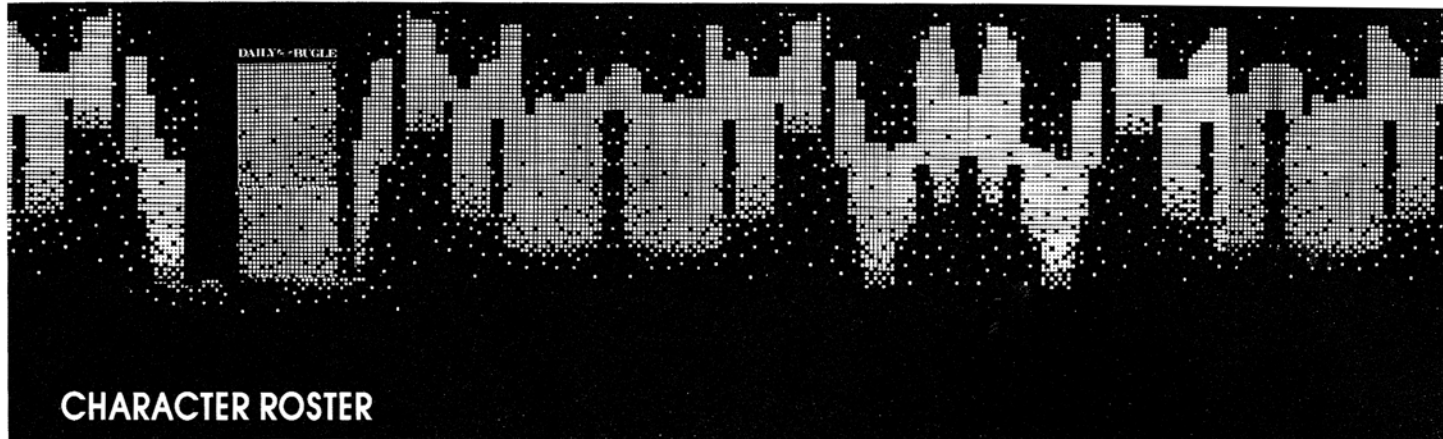
Sunlight Conversion: Sunspot has the power to absorb sunlight and use it to increase his Strength and gain body armor. In his "powered" state, he turns completely black and his Strength increases to Incredible (40). (His Health remains unchanged.) In this state, he also gains Remarkable (30) protection from physical and energy assaults.

Limitation: Sunspot's ability to recharge depends upon solar energy. In areas without such energy, he can only maintain his powered state for 6 to 15 turns (5 + 1d10). When this time has elapsed, he must succeed at an Endurance FEAT or return to normal. When in areas reached by sunlight (even during cloudy days), he can maintain his powered state indefinitely. In dimensions with physics other than our own (such as Asgard), Sunspot's power may be further increased or diminished.

TALENTS: Acrobatics, Bilingual (Portuguese, English), Student.

IN BRIEF: Sunspot is a hot-headed young man who led a spoiled and pampered life with his wealthy Brazilian parents. He demands attention and is prone to acts of self-aggrandizement. Even so, he is loyal to his friends and also feels strong obligations to his family.

Recently, Sunspot allied himself with Gideon, while his former New Mutant teammates joined Cable in X-Force. This will likely lead to a clash of brother versus brother.



CHARACTER ROSTER

SUPER SABRE

Real Name: Martin Fletcher
Type: Mutant
ID: Secret
Team Affiliation: Freedom Force

F	A	S	E	R	I	P
GD	EX	TY	RM	TY	TY	GD
10	20	6	30	6	6	10

Health: 66 Karma: 22
Resources: TY Popularity: PR

KNOWN POWERS

Goggles (Equipment): Super Sabre wears goggles that give him Excellent (20) protection against blinding attacks.

Lightning Speed: Super Sabre has the power to reach Shift X (150) ground speed in a single turn. He can use his speed to do the following:

- Dodge with Amazing (50) Agility.
- Make up to four attacks a round.
- Create a "microsonic boomlet" by snapping his fingers. This affects one target, who must succeed at an Endurance FEAT at -2 CS to avoid being stunned.

Limitation: Super Sabre must succeed at a Power FEAT to stop if he is surprised while in motion.

TALENTS: Martial Arts A and B, Military.
IN BRIEF: Super Sabre was a veteran of World War II who joined with the Crimson Commando and Stonewall to capture and kill criminals in "wild hunts." The three vigilantes were later defeated by Storm, and forced to join Freedom Force.

Super Sabre is vastly overconfident in his abilities and can sometimes be tricked or taken off-guard. Unlike the Crimson Commando and Stonewall, he had little difficulty in justifying the killings they perpetrated upon criminals. He often makes hasty decisions and has a short temper.

TERRA FIRMA

Real Name: Mandy Garrett
Type: Mutant
ID: Secret
Team Affiliation: None

F	A	S	E	R	I	P
RM	PR	RM	AM	TY	TY	RM
30	4	30	50	6	6	30

Health: 114 Karma: 42
Resources: PR Popularity: 0

KNOWN POWERS

Body Transformation: When in direct contact with earth, she can take the shape of a small hill with a humanoid upper torso, arms, and head. When not touching earth or when unconscious, she must take the shape of a humanoid female made of soil. Mandy cannot transform to her normal human body.

Earth Control: She has the Amazing (50) ability to manipulate dirt, rock, and stone. She can do the following:

- Dig at Typical (6) land speed.
- Raise walls to act as shields equal to their material strength (Excellent (20) for earth, Incredible (40) for stone).
- Move on a wave of earth at Amazing (50) land speed.
- Entrap opponents in pillars of earth or stone at a range of 3 areas.
- Fire rocks that inflict Incredible (40) damage at a range of 8 areas.

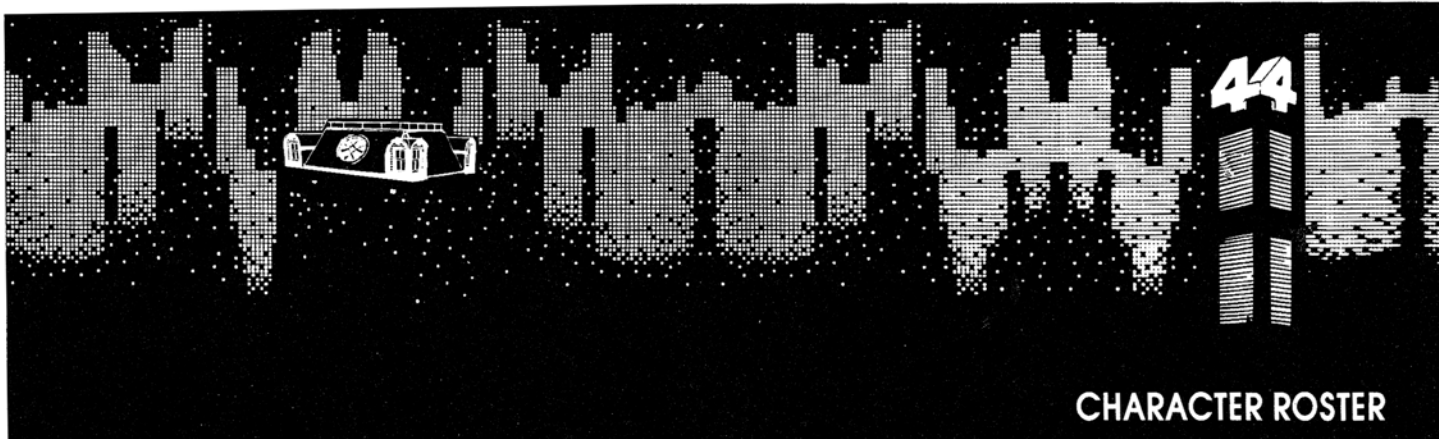
Life Support: She has no need to consume air, water, or food.

Limitations: Water-based attacks act at +3 CS against her. In her human shape, all of her powers are at -3 CS.

TALENTS: None.

IN BRIEF: While living as a vagrant in a park near Boulder, Colorado, Mandy was attacked by a gang of street toughs. The trauma of the situation released her mutant power. She fused with the soil around her, literally burying her attackers alive. Mandy is now confused, angry, and very dangerous.





TOAD

Real Name: Mortimer Toynbee
Type: Mutant
ID: Secret
Team Affiliation: Leader of the New Brotherhood of Evil Mutants

F	A	S	E	R	I	P
PR	RM	TY	EX	EX	TY	PR
4	30	6	20	20	6	4

Health: 60 Karma: 30
Resources: PR Popularity: -5

KNOWN POWERS

Leaping: Toad has Remarkable (30) leaping ability, allowing him to jump up to 30'. By succeeding at a Red Power FEAT, he can clear one entire area. He can use his leaping ability to do the following:

- Make a single hopping attack against one target. Treat this as a Remarkable (30) charging attack.
- Make a multiple hopping attack against up to nine characters in a single area by bouncing from one to another. Treat each hop separately as an Excellent (20) charging attack. Missing a target does not negate further attacks if Toad succeeds at an Agility FEAT.

• Toad has Remarkable (30) dodging ability, which can be used while making his hopping attacks.

TALENTS: Electronics.

IN BRIEF: Because of his misshapen features and strange powers, Mortimer Toynbee was subject to ridicule and prejudice since birth. As a result, Toad feels persecuted and insecure. Earlier in his villainous career, this affected him in such a way that he was a sniveling lackey of any powerful figure who showed concern for him, such as Magneto and Arcade. Recently, though, Toad has taken a firm stand for his belief that mutants should conquer and rule humans and recruited the New Brotherhood of Evil Mutants under his leadership to fulfill this dream.



WARPATH

Real Name: James Proudstar
Type: Mutant
ID: Secret
Team Affiliation: X-Force

F	A	S	E	R	I	P
EX	GD	MN	IN	GD	RM	RM
20	10	75	40	10	30	30

Health: 145 Karma: 70
Resources: PR Popularity: 0

KNOWN POWERS Warpath's Strength and Endurance have not reached their upper limits yet. When he matures into a full adult, it is believed he will be the equal of such super humans as the Thing, Thor, and the Hulk.

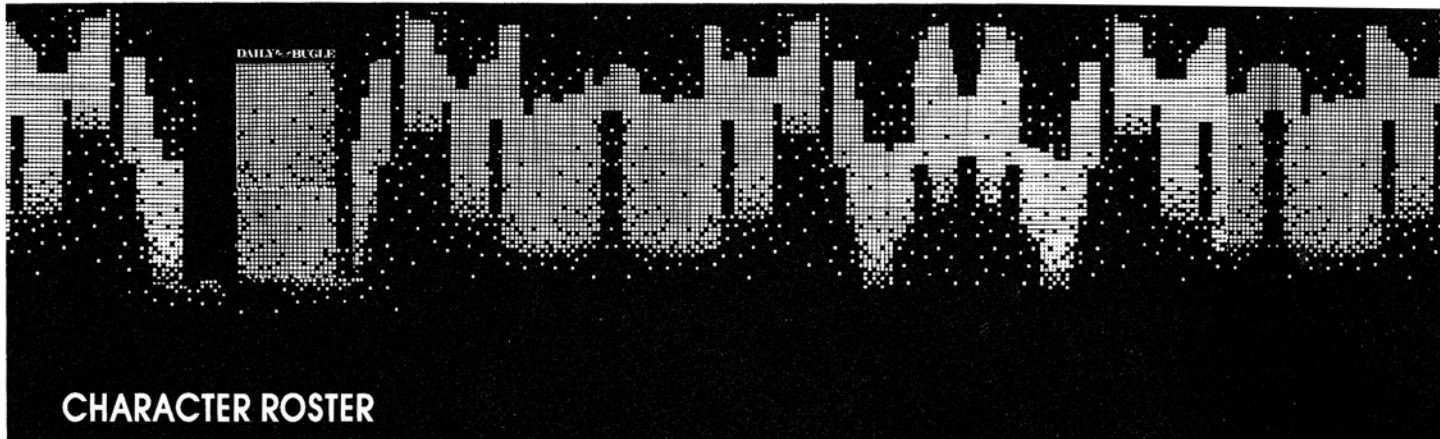
Body Armor: Warpath's toughened physique provides him with Good (10) protection from energy and physical damage.

Tracking: He can track with Remarkable (30) ability.

TALENTS: American Indian History, Bilingual (English, Apache), Hunting, Student, Survival, Tracking.

IN BRIEF: Proudstar's brother, Thunderbird, died as an operative of Charles Xavier's X-Men. Vowing revenge, Warpath joined Emma Frost's Hellions in the hope of confronting and killing Professor X. Though he finally got his chance, Warpath realized the error of his ways and let Xavier live.

Warpath is now a member of X-Force. He is somewhat uncomfortable with the ideals behind the team's missions, but is content to accept them as a release for his violent rages. He takes combat very seriously. Warpath doesn't even like to spar with his teammates. Fighting isn't for fun; it's for vengeance for his dead family.



CHARACTER ROSTER

WOLVERINE

Real Name: Logan (also Patch)
 Type: Mutant
 ID: Secret
 Team Affiliation: X-Men

F	A	S	E	R	I	P
IN	RM	GD	RM	TY	MN	IN
40	30	10	30	6	75	40

Health: 110 Karma: 121
 Resources: TY Popularity: 0

KNOWN POWERS

Adamantium Skeleton: His skeleton contains adamantium, granting him a +1 CS to any damage he inflicts in a slugfest or charge. He can stun or slam any opponent he can damage.

Claws: The retractable claws on the back of his wrists are made of adamantium (Class 1000 material strength), and inflict Excellent (20) damage.

Invisibility to Machines: At Unearthly (100) rank, not even his image can be recorded by machines or robots.

Mechanical beings must make a Psyche FEAT against the intensity of this power to be able to see him.

Recovery: He regains one lost Endurance rank per day.

Regeneration: At Remarkable (30) rank, Wolverine can recover 3 points of Health each turn. This power seems to function even when his Health is reduced to 0.

Resistances: Wolverine has Unearthly (100) resistance to toxins and disease.

Tracking: He has Monstrous (75) tracking ability.

TALENTS: Espionage, Military, Martial Arts B, C, and D, Resist Domination.

IN BRIEF: Wolverine used to be a vicious, almost maniacal, fighter. Over the years he has mellowed somewhat, making an effort to subdue the bestial side of his mind. Though he has close ties with the X-Men, and Jubilee in particular, he is still a loner.

WOLFSBANE

Real Name: Rahne Sinclair
 Type: Mutant
 ID: Secret
 Team Affiliation: X-Factor

Human Form:

F	A	S	E	R	I	P
TY	GD	TY	EX	PR	GD	GD
6	10	6	20	4	10	10

Health: 42 Karma: 24
 Resources: PR Popularity: PR

KNOWN POWERS

Transformation: She can change into a red wolf or a part-wolf/part-human "wolfoid" creature.

Wolf Form:

F	A	S	E	R	I	P
EX	GD	GD	EX	PR	RM	GD
20	10	10	20	4	30	10

Health: 60

- Bite for Good (10) edged damage.
- Remarkable (30) tracking ability.
- Her hearing and sense of smell increase to the Incredible (40) rank, but she is at -1 CS against attacks that use sound or scent to affect the target.
- Move at Good (10) ground speed.
- She cannot speak as a wolf, but can communicate with telepaths or others who speak to animals.

Wolfoid Form:

F	A	S	E	R	I	P
GD	GD	TY	RM	PR	EX	GD
10	10	6	30	4	20	10

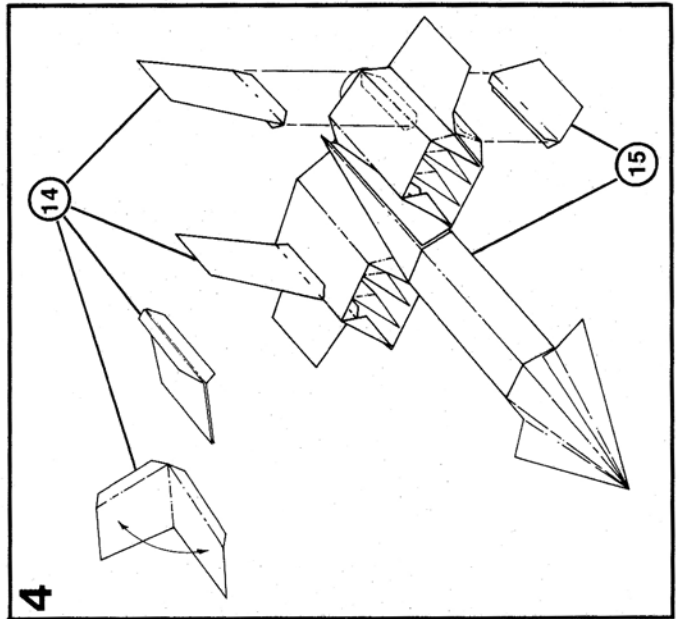
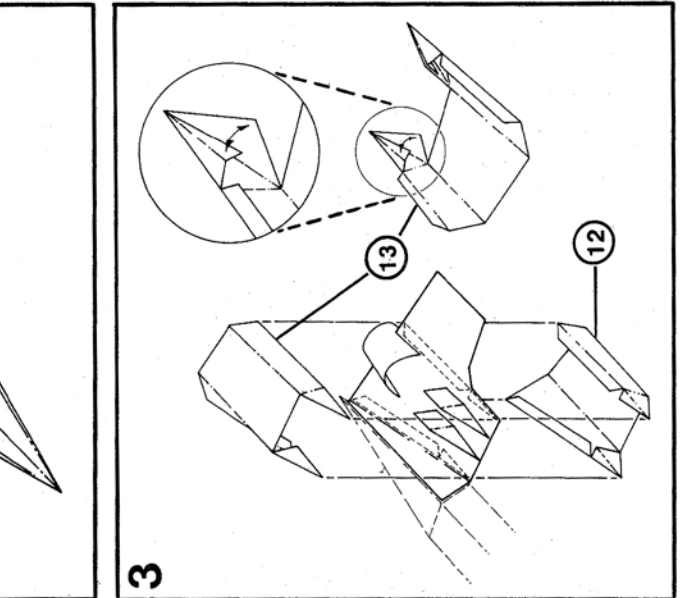
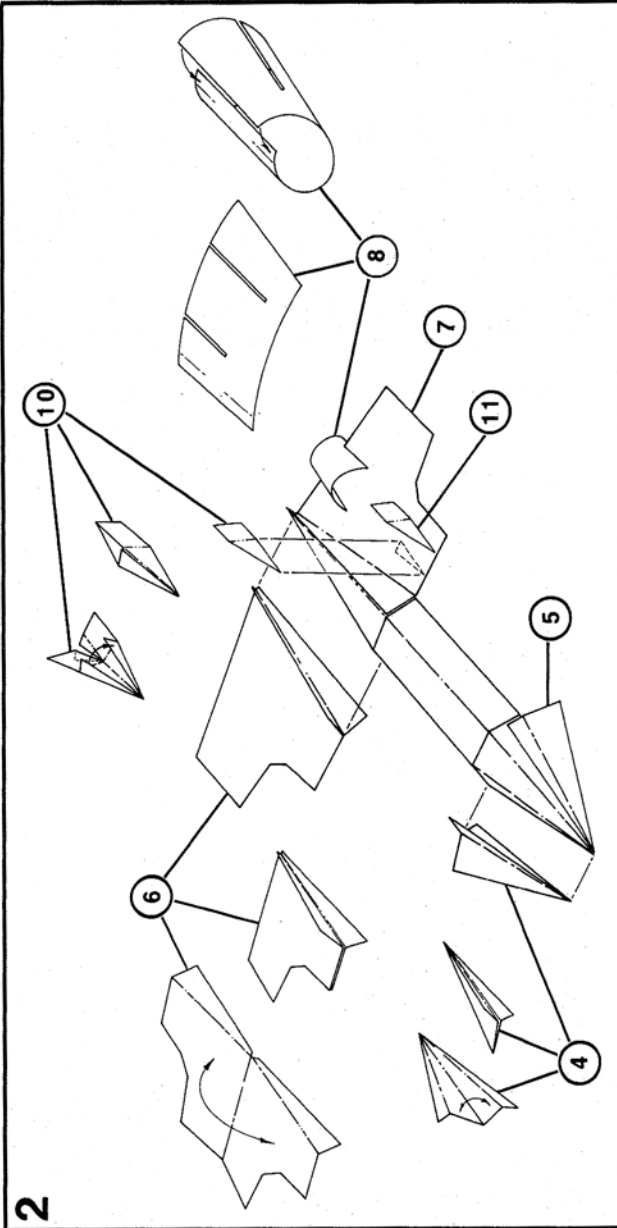
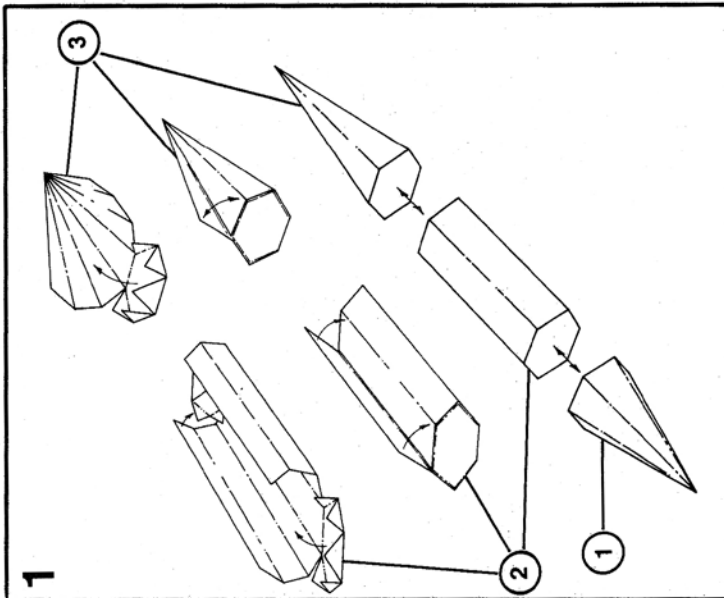
Health: 56

- Bite for Typical (6) edged damage.
- Claws cause Good (10) edged damage.
- She has Typical (6) tracking ability.
- Sprint at Good (10) ground speed.

TALENTS: Bilingual (English, Scottish), Student.

IN BRIEF: Rahne is shy, insecure, and has a low self-esteem. She has a crush on Alex Summers (Havok).





BLACKBIRD Assembly Instructions

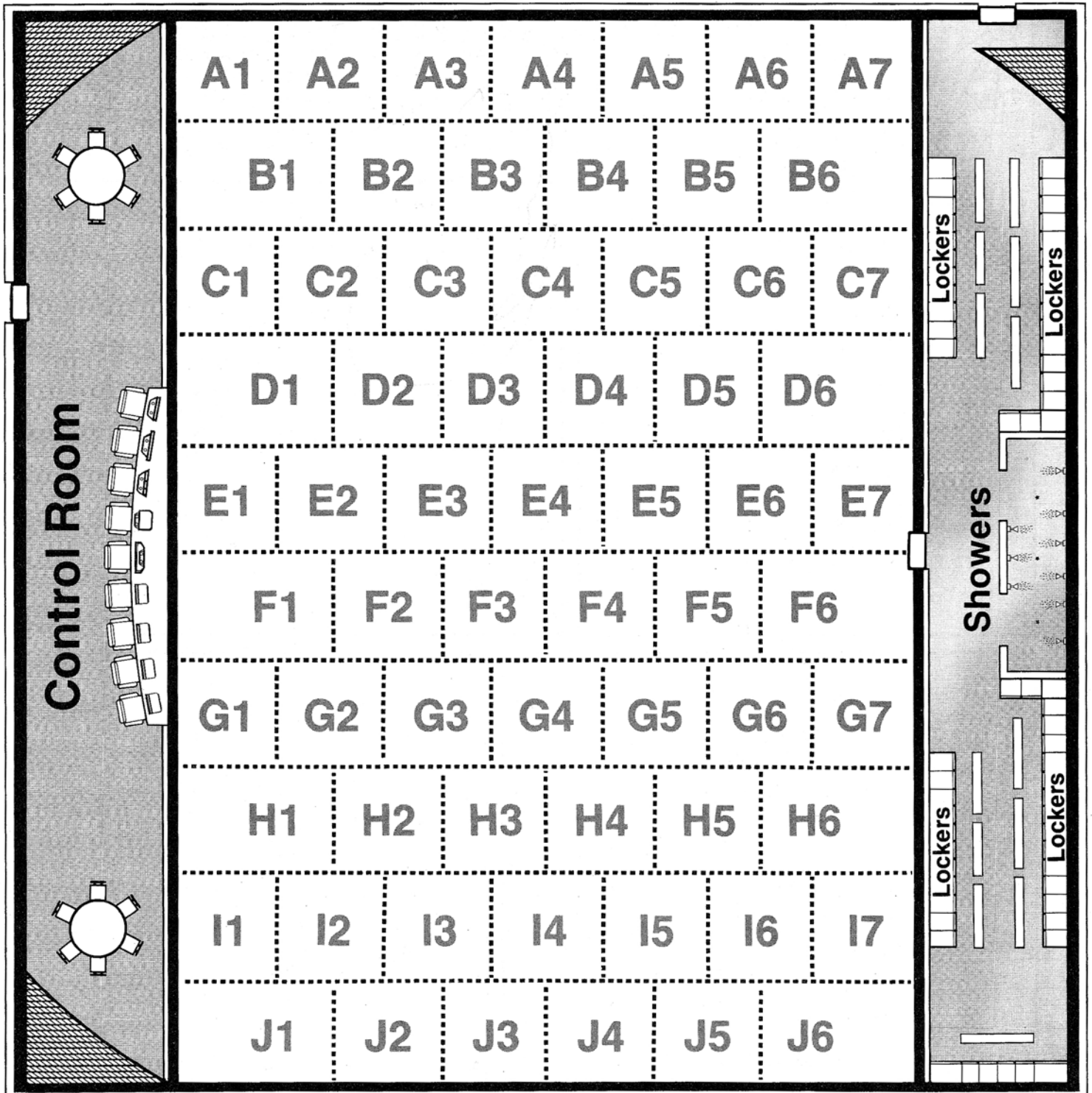
With only some white glue and a cloth to wipe up excess glue, you can build a model of the X-MEN™'s Blackbird to use with your MARVEL SUPER HEROES™ game! All of the pieces are already cut for you - you just have to carefully punch them out of the cardboard sheets. Once all the pieces are separated, you're ready to go.

Check the assembly diagrams and arrange all your pieces in proper order for assembly. Then gently flex all the pieces back and forth along the fold-lines to be sure they fold properly.

Use white glue to join the pieces together as shown in the assembly diagrams and be sure to construct each piece in the order of the diagrams. Remember to use glue in small amounts and to smooth it evenly with your finger on the tabs; this allows for a better bond and allows you to wipe away excess glue.

If all this was done properly, the glue should bond with the paper and the model can be ready in minutes!

DANGER ROOM





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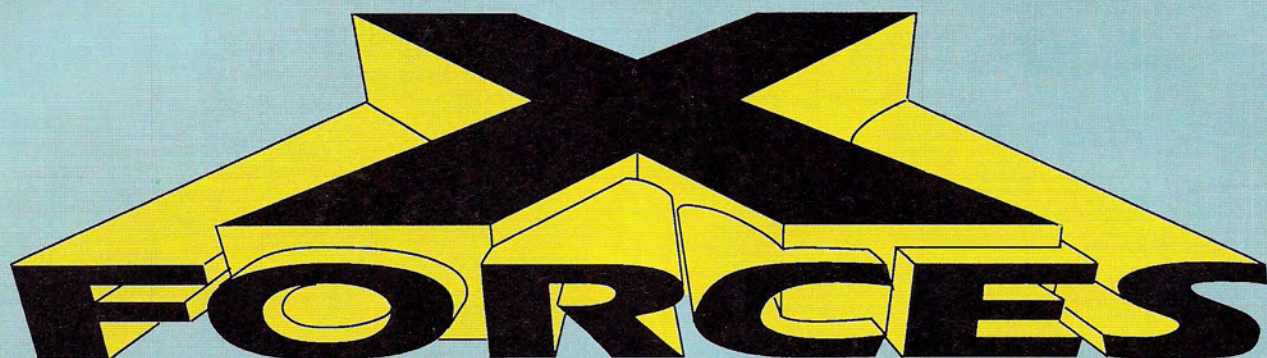
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MARVEL SUPER HEROES™

Official Game Accessory



The Watcher's Chronicle

by Scott Davis

MARVEL SUPER HEROES

Official Game Accessory

The Watcher's Chronicle

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Introduction

I am Uatu, known to denizens of Earth and the cosmos as a Watcher. My life has been dedicated to observing the events unfolding around me without interfering with the natural course of fate. One group of interest to me is the race of humanity called Homo Sapiens Superior, also known as mutants.

Mutants have run the gamut from being superheroes to being one of the world's greatest problems. Currently, humans are extremely distrustful of mutants, and even the heroes themselves are split as to how to handle the public's reaction to their powers and freedom.

In the following pages, you'll find my Chronicles on the time from the aptly-named Fall of the Mutants to the recent Mutant Genesis detailed for your edification. Learn well the lessons contained herein as not to repeat the mistakes of heroes past.

In this section, you'll find a brief history of the Marvel mutants leading up to the Fall of the Mutants where a more detailed history starts. For more information about this time in the mutants' lives, see the *The UNCANNY X-MEN Special!* Campaign Set.

The X-Men were the first organized group of mutant heroes. They were brought together by Professor Charles Xavier under the auspices of Professor Xavier's Academy for Gifted Youngsters. Professor X, as he became known, was a mutant with telepathic abilities. He gathered together Cyclops, Marvel Girl, the Beast, Iceman, and the Angel in order to

teach them how to control and use their mutant powers. The X-Men were also formed to counter evil mutants and super-powered villains who began to menace humanity.

In the early years, the X-Men witnessed the emergence of many foes to their cause: Juggernaut, the Sentinels, Magneto, and the Brotherhood of Evil Mutants, to name but a few. As time went on, the team spent more time fighting against these super-powered foes and less time on their studies.

While investigating reports of a mutant on a South Sea island, the group was kidnapped by Krakoa, the living island. Krakoa, with its need to feed upon life energy and mutant powers, sent Cyclops back to bring mutants for the island to feed on.

In response to this threat, Prof. X and Cyclops gathered together a new team of mutants to rescue the old team. The new team consisted of Storm, Thunderbird, Nightcrawler, Colossus, Sunfire, Banshee, and Wolverine. They rescued the old X-Men, and later, all of the older members left the team save Cyclops. Sunfire also returned to his native land rather than join the new team.

With this band of mutants experienced in the use of their powers, the team's focus shifted to primarily a heroic one, dedicated to protecting humans and mutants from forces threatening them. Team members came and went through the years. As the X-Men changed, so too changed the world. As time went on, public opinion of mutants deteriorated. Eventually, just being a mutant was cause to be suspect in

the minds of many non-mutants.

During this time, the Morlocks, a community of mutants living in the sewers of New York, were discovered by Mister Sinister. A mysterious man whose nature and motives are currently unknown, Sinister sent his assassins, the Marauders, to murder the Morlocks. In an ensuing fight, Colossus, Shadowcat, and Nightcrawler were severely injured and replaced on the team by Longshot, Psylocke, Dazzler, and Havok. During this assault, the X-Men's base (Professor Xavier's Academy for Gifted Youngsters) was also destroyed. Because of this, the X-Men became a less structured band of heroes, moving around more often, unable to find a safe haven. Then the Fall of the Mutants came and the team would never be the same again.

After the collapse of the old X-Men, Professor X started a new team of mutants called the New Mutants. The team was designed to train the youths in the use of their newfound powers. This idyllic situation lasted for a while, but the reality of the world eventually intruded upon the young pupils. The first major blow to the team occurred when Prof. X left the school and appointed former villain Magneto as their new headmaster. Magneto tried to manage the children, but failed miserably in this role. Magma returned to her homeland and Karma went to Madripoor. During the months leading up to the Fall of the Mutants, the New Mutants were a very fractured team with the worse still to come.

Introduction

The original X-Men, after working for other teams or alone, came together under the team name X-Factor. What prompted the creation of this team was the "resurrection" of Jean Grey. After the death of Phoenix, Jean continued to heal in the energy cocoon where Phoenix had placed her. When she was discovered and reunited with her teammates, they formed X-Factor.

The name and initial direction of X-Factor was formulated by a college friend of Angel, Cameron Hodge. Unbeknownst to the team, Hodge hated mutants. He suggested the team become a civilian group of mutant hunters. Hodge's stated goal was to capture and train young mutants whose powers were just emerging. Though X-Factor did help some mutants, the public's fears of dangerous mutants were fuelled by X-Factor's actions. Hodge manipulated X-Factor's publicity to reflect negatively on mutants and to whip up anti-mutant hysteria.

There was internal strife in the group as well. Though Cyclops and Jean Grey had long been emotionally involved, Cyclops didn't tell Marvel Girl he was married until several weeks after the team was formed. The Beast reverted to his human form and later, Angel's wings were amputated due to serious injuries. At the same time, Hodge leaked information that Warren Worthington (Angel) was the financial backer of X-Factor. The Angel committed suicide and his team mates mourned his death. The Fall of the Mutants had just begun.





In the following pages, the recent histories of each major heroic mutant group are presented. This material was adapted from these Marvel comics:

UNCANNY X-MEN 225-227

X-FACTOR #24-26

NEW MUTANTS 59-61

Fall of the Mutants

X-Men

The X-men struggled to keep Charles Xavier's dream of peace between *Homo sapiens* and *Homo sapiens Superior* alive. The event known as the Fall of the Mutants signalled a change in the mutants' views of the world. Just before the Fall of the Mutants, the X-Men were very fragmented. The team was scattered across the globe, busy following separate agendas. This Fall pulled mutants and humans together to honor the X-Men's sacrifice.

The Fall of the Mutants began at the Continental Divide in Yellowstone, Wyoming. Adversary (aka the Harbinger of Chaos or the Trickster) disguised himself as Forge's old mentor, Naze. He tricked Storm into stopping Forge from closing an unnatural hole in reality that the Adversary needed. After climbing a mountain to reach Forge, Storm stabbed him before realizing she'd been duped by the Adversary. Together they jumped off of Forge's mountain and disappeared into a dazzling display of light.

Expecting to die, Storm and Forge instead found themselves in a unique prison. They'd been sent into to a perfect, uninhabited world by

Adversary. This world's use as a prison was ironic for Forge and Storm because it met the dream they wanted most: to be alone together.

The Adversary soon took over the dwelling place of Roma. Roma, the Omniversal Guardian, was a captive in her own Starlight Citadel. When Forge and Storm finally escaped from their prison, with Storm's powers rejuvenated, they joined Roma in her prison.

The X-Men consisted of Psylocke, Storm, Longshot, Rogue, Havok, Wolverine, and Madelyne Pryor. Flying to Dallas to rescue Storm, they encounter the mutant group known as Freedom Force.

Originally made up of former mutant criminals, Freedom Force made a deal with the United States government to be their hired guns. Destiny (a mutant with the power to see the future) had seen the X-Men's death in a cataclysm at Eagle Plaza in Dallas, Texas. Mystique (Rogue's adoptive mother and head of Freedom Force) warned Rogue to stay away from Dallas, but the X-Men choose to meet their fate.

At Eagle Plaza, Forge's seat of mystic power, the X-Men were stopped by the building's defenses. Freedom Force arrived and the two teams began to fight in the plaza. Magik, the New Mutant sorceress, was contacted by her brother Colossus after he received a strange visit from an unidentified apparition in Scotland. She teleported him to Eagle Plaza and Colossus' arrival helped the X-Men battle Freedom Force to a standstill.

As a result of Adversary's machinations, time went crazy in Dallas. Dinosaurs and future men walked the streets together. Chaos flourished as did Adversary's desire to bring about the victory of chaos over order.

In Dallas, Destiny encountered Colossus and was shocked to see him. She claimed that he wasn't supposed to be there, that he wasn't in any of the futures she'd seen. Using her mental powers, Psylocke revealed the identity of the apparition who had prompted Colossus to rejoin the team: Roma. Colossus was Roma's wild card to use against her enemy. After these revelations, the X-Men fought their way to the top of Eagle Plaza to confront their destiny.

Part of Eagle Plaza blew up, trapping the X-Men and a reporter in the building. The reporter had a camera that transmitted the following events for the whole world to see. Psylocke sensed Storm and Forge in Roma's Citadel high above the Earth. The X-Men managed to get aboard the Citadel with the aid of Longshot's luck. Using metal knives, Wolverine's claws and Colossus' metal body, the X-Men were able to injure the Adversary.

Rogue attacked Adversary next and attempted to absorb Adversary's power, but only obtained the powers of Naze, the man Adversary had taken over. Using Naze's knowledge and mystic spells, Rogue opened a dimensional portal to banish the Adversary from Earth. Adversary was almost sucked into the trans-dimensional gate but resisted its pull.



Because of Adversary's battling and the power needed to resist the force of the portal, his power over Storm and Forge waned and they were freed. Forge had the magical ability to shut the gate but he needed nine souls for the spell to work. The X-Men willingly gave up their lives so that Adversary would be imprisoned forever.

To the benefit of Earth's mutants, this drama was televised worldwide. In England, Kitty Pryde lay recovering from wounds sustained on Muir Island and she saw the entire X-Men incident. Believing their teammates dead, Kitty Pryde and Kurt Wagner were without a team. Captain Britain also believed he's lost his sister, Psylocke, in Dallas. Thus the "death" of the X-Men helped shape the group which became known as Excalibur.

Back in Dallas, the reporter and Forge were transported back to Earth after Adversary was defeated. With his involvement in the death of the X-Men, Forge was reviled by many, and Mystique in particular considered him a murderer, despite the fact that the X-Men gave themselves willingly to save the rest of the world.

Roma, stating that Adversary could not be locked away forever, altered his imprisonment to hold for mere centuries. By this action, she restored the X-Men to life and returned them to Earth, proclaiming them to be legends. The X-Men kept their existence secret for a time, using their deaths to operate more effectively in secret.

X-Factor

For X-Factor, the Fall of the Mutants began when Apocalypse teleported them to his ship. X-Factor discovered his plans to cause a war between mutants and humans; he wanted a final battle to determine which "species" would survive. X-Factor fought the Horsemen of the Apocalypse, holding their own until another Horseman, Death, entered the fray. Death was the Angel, allegedly dead but now remade by Apocalypse into a metallic winged machine of chaos, and he soon captured his former teammates.

With X-Factor out of the way, the Four Horsemen were loosed upon New York City. Caliban, betraying X-Factor, pledged himself to Apocalypse if he could gain great powers like those bestowed upon the Angel. During this exchange, the Beast and Iceman managed to free X-Factor. Beast and Iceman stayed on the ship to fight Apocalypse while Cyclops and Jean Grey went out to find and defeat the Horsemen.

With the help of Power Pack, Cyclops and Jean successfully stopped the Horsemen. On board Apocalypse's ship, the Beast managed to disable the ship, causing it to appear above New York and begin to fall toward the ground. The ship's descent was stopped by Jean and Power Pack's Molecule. They guided the ship to the harbor safely while the Horsemen returned to the ship and the battle continued.

During the fight, Death was duped into believing he had killed Iceman. Shocked, he broke Apocalypse's conditioning and turned on the

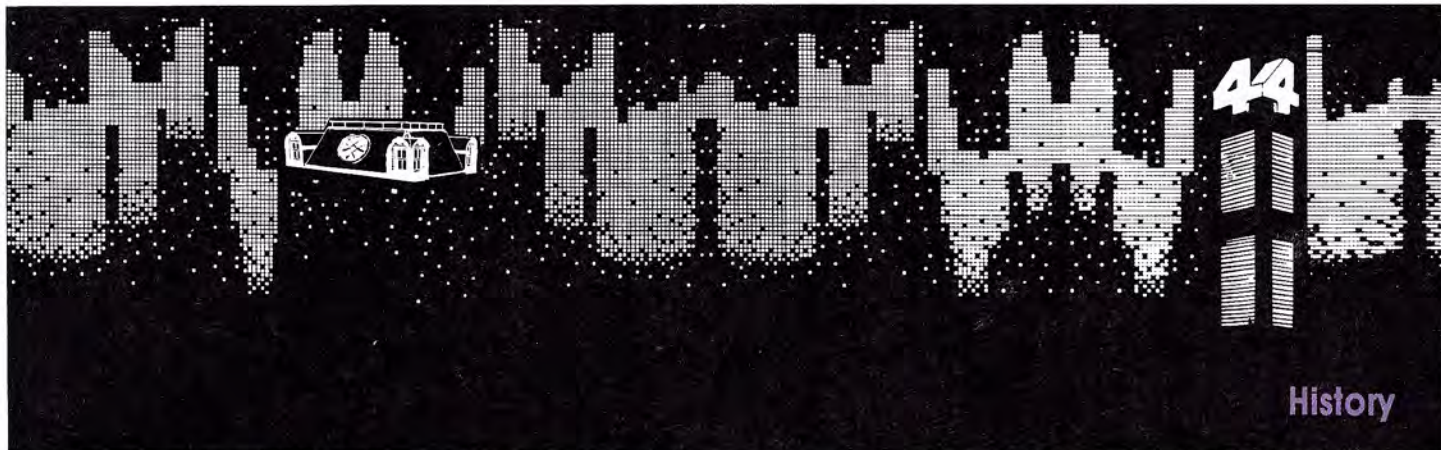
villain. Joining with X-Factor, they drove Apocalypse off. Apocalypse took Caliban with him and left the ship in trade for the almost powerless mutant.

New Mutants

For the members of the New Mutants, the Fall of the Mutants ended in tragedy. The New Mutants were captured by Dr. Animus due to their friendship with one of his creations—Bird Boy. Commander Hodge and the Right financed Animus but grew suspicious of the doctor's motives. Hodge visited the island while the New Mutants were captives and a fight erupted. In the melee, Doug Ramsey (Cypher) was killed while protecting Rahne (Wolfsbane) from a hail of bullets.

Maddened by Doug's death, Magik further lost control upon hearing of the X-Men's fate. She blamed Forge for her brother's and the X-Men's deaths. Magik and the New Mutants went after Forge, but encountered Freedom Force before they reached him. Destiny had seen this event coming and was waiting for them.

Magik, after a battle with Freedom Force, managed to teleport her friends and Forge to Limbo, where she nearly killed him in revenge. She stayed her hand and allowed Forge to live—to live with what she believed was the guilt associated with his part in the death of the X-Men. This bloodthirsty side of Magik's personality was the first sign of the Inferno that would strike the mutant groups next.



Between Events 1

X-Men versus the Reavers

When the X-Men returned to Earth from Roma's home, they found themselves in Australia. There they encountered the Reavers, a group of cyborg mercenaries, and Gateway, an aborigine able to open a teleportation gate to anywhere in the universe. Inevitably, the X-Men and Reavers fought with the X-Men emerging victorious.

After the battle, Roma appeared to the X-Men and gave them the Siege Perilous. Siege Perilous was a magical item which gave anyone entering it a new start in life. Roma told them that only the naked eye could detect the X-Men now. No electrical device could see them except for the sensors in their new home, the Reavers' old base. The team decided to remain in Australia and set up their home in the Reavers' old base.

Upon further examination, they discovered that the base's computer was technically advanced, much more so than they believed the Reavers' capable of constructing. The X-Men theorized that the base may have been an old Sentinel Base, abandoned long ago. Longshot found a room where the Reavers stored all their loot and felt compelled to return it to its rightful owners. The X-Men, using Gateway's teleportation powers, gave all the bounty back to its rightful owners.

The Return of the Brood

At the same time the X-Men were setting up camp in Australia,

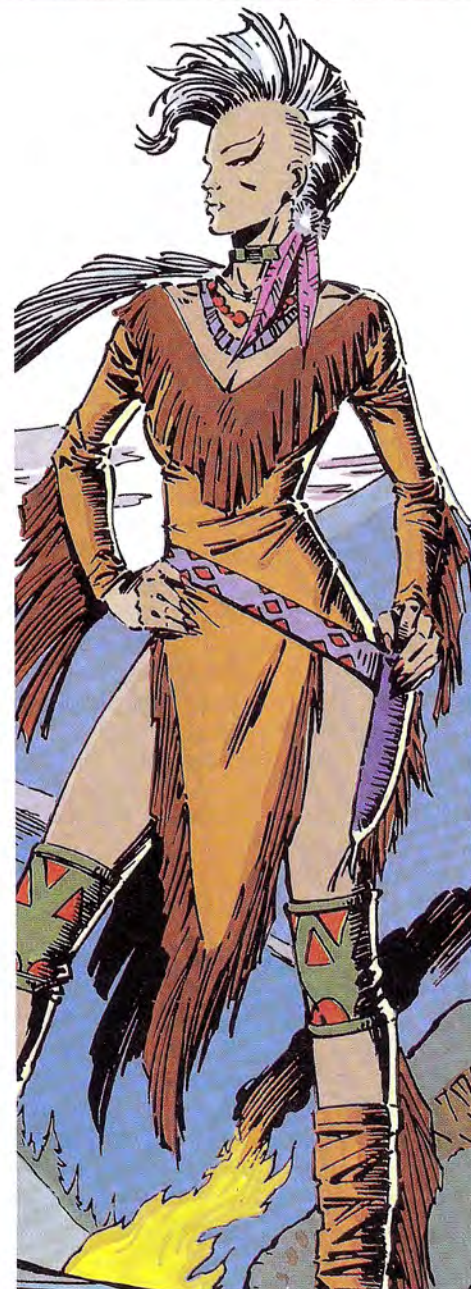
half-a-world away, the alien Brood made landfall in the Rio Diablo mountains in New Mexico. They began to consolidate their powers by taking over the local population.

The X-Men discovered the existence of the Brood's nest on Earth and went to Denver to destroy them. During the ensuing battle, the X-Men learned that these Brood were mutants and possessed extraordinary abilities beyond the normal Brood powers. Finally, the team defeated the alien invaders. During the fight, Havok was forced to kill two people who implanted by the Brood, which preyed on his conscience.

Genosha

Genosha is an island nation, north of Madagascar, which uses manufactured mutants as slaves. The following two incidents started the chain of events leading to the exposure of the existence of Genosha and their terrible policies. A mutate in Genosha managed to smuggle a baby off the island before being killed by the mutant-hunting team known as the Magistrates.

The Press Gang, a group of mutant Magistrates, tried to recapture another escaped mutant—Jennifer Ransome. They attacked her plane, being flown by Madelyne Pryor, when it landed at an airstrip at a remote airstrip in Australia. Pryor radioed to Rogue to help them, but the X-Men arrived too late. Ransome and Pryor were abducted and sent to Genosha by Pipeline, a man able to reduce people into binary electronic





impulses and send them through phone lines where they would be reintegrated on the other end.

Using his tracking powers, Wolverine led the X-Men to a hospital where members of the Press Gang continued with the second part of their mission: to recapture the smuggled baby. After an initial encounter, Pipeline transmitted more Magistrates in to help combat the X-Men. The X-Men won, but not without casualties. Wolverine and Rogue were captured and transmitted back to Genosha.

In Genosha, Wolverine and Rogue had their powers stripped by the mutant Wipeout. They were then taken to the Citadel, the headquarters of Genoshan State Security, and imprisoned there.

Once in Genosha, the mutants were sent to the Genegineer whose job was to take mutants (and people with latent mutant abilities) and manipulate their powers into avenues benefitting the state of Genosha. These mutants lost all sense of identity, were assigned numbers instead of names, and were supposed to be totally subservient to their human masters. The Genegineer's son, Phillip Moreau, rebelled when he discovered that his fiancée, Jenny Ransome, possessed latent mutant abilities and his father had transformed her into a mutate.

Eventually, the X-Men teleported to the jail where the members of the Press Gang were based. Psylocke scanned a member of the group to find out where they were from and what their mission was. Though violently repulsed by what she

saw—the inhumanity being perpetrated upon the mutants in Genosha—she accomplished her goal.

Meanwhile in Genosha, Rogue began to emotionally experience all the personalities of the people whose powers she'd absorbed. This phenomena was caused by the loss of her powers which had protected her from the psychic fallout of her mutant ability. The most prominent personality in Rogue's crowded mind was that of Carol Danvers, formerly Ms. Marvel. Danvers took over Rogue's body with Rogue's consent. Using Danvers' extensive spy background, they broke out of the cell where they were being held. Once freed, she broke the ailing Wolverine out as well. Without his healing powers, the wounds he'd sustained during the fight with the Press Gang had left him weak and unsteady.

Wolverine and Rogue, disguised as Magistrates, escaped the Citadel and worked on a plan to escape from Genosha. While plotting in a bar, they saw the Genegineer's son get into a fight. As a result of the brawl, he was thrown onto the Mutie train, the transportation to the Mutant Settlement Zone where the mutants live. Wolverine and Rogue followed because they admired the boy's attitude. At the camp, Phillip witnessed what actually happened to the mutants when they went home each night. The camp was no better than a jail. It resembled a concentration camp along the lines of Auschwitz.

Wolverine and Rogue approached

Phillip in order to help him escape, but were recaptured when Phillip was observed on the security cameras. It appeared as though Phillip was talking to thin air. The cameras couldn't detect Wolverine and Rogue. Because the Genoshans had imprisoned Rogue and Wolverine before, they knew the two mutants were invisible to electronic devices and sent out a detachment of guards to capture them.

Meanwhile, the X-Men had launched an attack on Genosha to free their teammates. Back at the Citadel, Rogue and Wolverine made a bid to escape. About the same time, the rest of the X-Men infiltrated the compound as well. The Magistrates were defeated and Rogue and Wolverine regained their powers when Psylocke took over Wipeout and forced him to reverse the effects of his power. The X-Men took Phillip Moreau and Jenny Ransome with them so the former Genoshans could continue their battle against the Genoshan government in the international courts.

X-Factor

In the aftermath of the Fall of the Mutants, X-Factor helped the New York City police save the lives of many citizens which helped to soothe anti-mutant feelings running rampant at the time. With the sacrifice of the X-Men and the humanitarian work of X-Factor, mutants enjoyed much public popularity. Unfortunately, it didn't last long.

X-Factor freed the mind of Ship from the lock Apocalypse put on it. It



was revealed that the Ship was a sentient being. Ship became a friend and basically another team member of X-Factor.

Infectia (a mutant who could impart temporary mutant strength and disfigurement on humans and then control them) wanted to get onto Ship. She tricked Iceman into saving her from one of her own creations and falsely befriended him. Using some of her slaves, she managed to capture Iceman and was about to use her power on him when the Beast got in the way and took the punishment intended for him. Infectia escaped and the Beast collapsed in Iceman's arms.

Because of Apocalypse, every time the Beast used his strength his physical strength increased and his intelligence decreased. Infectia's kiss triggered an unexpected reaction in the Beast's body prompting his teammates to ask Ship to strap him down in order to keep him from hurting himself and others.

While he was restrained, the Beast went through many transformations—from human to furry and back again to human—getting stronger each time. He became so strong Ship was forced to keep increasing the strength of the bonds which held him. While this was occurring, the Alliance of Evil returned and began destroying parts of New York City to protest the Mutant Registration Act.

The Mutant Registration Act was a government regulation forcing mutants must register with the government. The Alliance of Evil believed they could intimidate

humans into revoking the Act with a demonstration of what mutants could really do.

The Beast recovered in time to help his teammates battle the Alliance of Evil. He was back to his old furry self and stronger than ever with his full intelligence intact. X-Factor had the situation in hand when Freedom Force arrived to mop things up. The Beast registered as a mutant since his identity had become public knowledge. The rest of the team signed, but only under their code names. Rusty Collins, who helped the team subdue the Alliance, refused to sign what he called an "odious document." Instead he burned it in his hands in defiance.

Cameron Hodge, who still alive though believed dead in a plane crash, made a deal with the evil creature known as N'Astirh. Hodge's arrangement with the evil spirit was as follows: In exchange for living forever, Hodge would provide the location of mutant children for N'Astirh to use in opening a gateway between Earth and Limbo.

Archangel traced the disappearance of Candy Southern, a former girlfriend who had disappeared, to the Right, a group on mutant haters led by Cameron Hodge. Archangel fought his way into the inner chamber where Hodge had Candy strapped to a death machine. Hodge killed her during the battle to get revenge on Archangel.

Cyclops' son, Nathan Christopher, disappeared. Jean Grey and Cyclops suspected that Nanny and the Orphan-Maker had captured him and started their search for the missing

child at the orphanage where Nanny hid her victims. A fight ensued between the two members of X-Factor and Nanny, and she was battled to a standstill. In the midst of the fight the servants of N'Astirh came and grabbed as many of the mutant children as possible—including Nathan Christopher Summers. Cyclops and Marvel Girl finally stopped Nanny, but not in time to rescue Christopher.

New Mutants and Gosamyr

During the interlude between The Fall of the Mutants and Inferno, the New Mutants had an adventure of their own. Lila Cheney (interstellar thief, rock-star, and friend of the New Mutants) was kidnapped during a performance. During their search for Lila, the New Mutants encountered the alien woman called Gosamyr.

She caused conflict between the members of the team as they tried to rescue Lila from Gosamyr's former master, Spyder. Gosamyr's race caused men to be attracted to them and women to dislike them. Consequently, squabbling among the team members increased. Finally, the New Mutants freed Lila and escaped Spyder's clutches, only to find themselves embroiled in Inferno.

History

Inferno

Inferno information is taken from the following issues:

UNCANNY X-MEN #239-243

X-FACTOR #37-39

NEW MUTANTS #71-73

X-TERMINATORS #1-4

EXCALIBUR #6,7

Madelyne's Story

The Inferno came about because of three factors: the scheming of N'Astirh to open a gateway between Limbo and Earth; the emergence of the Darkchilde as the dominant entity in control of Magik, aka Illyana Rasputin; and the plans Mister Sinister had for Madelyne Pryor.

The first portent of the events to come occurred at the X-Men's Australian base. During Madelyne Pryor's shift at the monitoring station, she saw Cyclops with Jean Grey on one of the video displays. In a fit of anger and jealousy, she punched the monitor. The screen exploded and Pryor was knocked unconscious. While unconscious, she had a nightmare in which she made a deal with the being known as N'Astirh. Pryor awoke and believed that this bargain was a dream, but which was in reality a real agreement.

Prelude to Inferno

As time went on, it became apparent that Madelyne Pryor held more power than she'd let on. In her pact with N'Astirh, she obviously had the upper position. She made this deal to recover her son and to gain revenge on the Marauders for all the suffering they caused during the

Mutant Massacre. Havok and Madelyne became closer and it soon became apparent that some sort of influence was working on him. During their bargaining, N'Astirh insisted on calling Pryor the Goblin Queen.

Using the computer in the Australian base, Havok located the Marauders in the sewers of New York City and the X-Men teleported there. A fight ensued during which the X-Men took no quarter. New York City was in the throes of the Inferno in which the demons of Limbo, led by S'ym and N'Astirh, began to invade the Earth.

Pryor encountered Mister Sinister, the leader of the Marauders, who claimed to be her father. They battled and during the fight, Madelyne's only ally, N'Astirh, teleported away to take care of other business of his own, leaving her to the tender mercies of Mister Sinister.

The X-Men and Marauders continued to fight in the City of Nightmares. Colossus learned that his sister, Magik, had been overthrown as the leader of Limbo by S'ym and N'Astirh. He discovered that S'ym and N'Astirh were planning to remake Earth into the image of Limbo and the spell they were concocting would center on the Empire State Building.

The evil of Inferno began to take its affect on the X-Men, corrupting their nature into something more evil than good. They began to quarrel among themselves and became selfish, to the point of ignoring other people's suffering.

Meanwhile, Mister Sinister

revealed that Madelyne was a clone of Jean Grey he had created.

Madelyne escaped the clutches of Mister Sinister when he foolishly underestimated her power.

N'Astirh appeared with Nathan Christopher Summers and gave the child to Madelyne who was turning into the Goblin Queen. X-Factor fought Pryor and N'Astirh's servants, but they were unable to wrest the child from the Goblin Queen.

Under the influence of the Inferno, X-Factor and the X-Men continued to squabble and skirmish among themselves. In one of these fights, Cyclops chose to save Jean Grey over Madelyne Pryor thereby confirming to Madelyne her transformation into evil and transforming her completely the Goblin Queen. Havok joined Madelyne and N'Astirh and was renamed the Goblin Prince to bring the next step of the transformation spell to completion.

Jean Grey sensed that Madelyne was going to sacrifice her son to complete the spell, so the X-Men and X-Factor launched an all-out assault against the Empire State Building. The combined teams destroyed N'Astirh, but at that point, the Goblin Queen appeared and sent her demons against the mutants.

The combined teams battled the demons and Madelyne Pryor to rescue Christopher Summers and close the gateway to Limbo.

In the end, the piece of Jean Grey's memory that the Phoenix stole and gave to Madelyne was returned to its rightful owner and Jean gained both Madelyne's and

the Phoenix's memories, making her whole. All the destruction wrecked upon New York City disappeared. Madelyne was dead. Jean and Nathan Christopher were alive.

Just as New York City was returned to normal and Madelyne was killed, Mister Sinister launched an attack upon the mind of Jean Grey. He began destroying her newly-integrated memories from inside. Psylocke took the X-Men into Jean Grey's mind and fought Sinister on his own ground. After he was beaten back the X-Men, in their real bodies, rushed to his headquarters which turned out to be Professor Xavier's old mansion. They fought, capturing Malice, then Sinister blew up the mansion to keep the X-Men from learning anything from their captive.

The teams came together and put up a combined front against Mister Sinister and Malice. Psylocke coordinated the fight, but all these machinations were only diversionary tactics. The real fight was being fought between the captive Cyclops and his brother, Havok. Cyclops had been chained by Mister Sinister because he feared the power of Cyclops' eyebeams. Havok kept blasting his brother, which could only annoy him because the brothers were immune to each other's powers. Sinister kept taunting Cyclops to fight back until Cyclops saw Jean in danger. Enraged and fearful of Jean's life, Cyclops' eye blasts destroyed Sinister with a single blast.

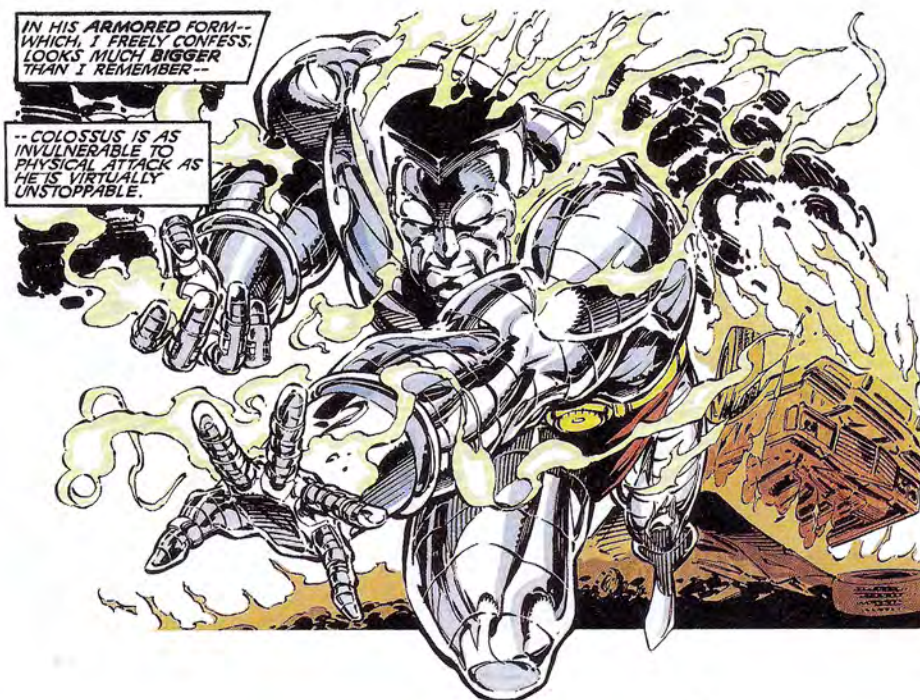
New Mutants

When Magik tried to use her teleportation disks to get the team back home from Gosamyr's former master's ship, they ended up stranded in Limbo. Limbo, once Magik's domain, was now controlled by her former servants S'ym and N'Astirh.

Magik was able to get the team back to New York, but was unable to shut the gate behind her thereby allowing the Inferno onto Earth.

Magik fought N'Astirh while the New Mutants teamed up with the X-Terminators to shut the gate and rescue the people of New York City against the invading demons. In the end, Illyana, who had been transformed into the Darkchilde, renounced her Darkchilde persona in a choice of good over evil. She restored New York City to normal as she relinquished her Darkchilde powers, appearing to perish in the process. However, instead of dying, she was reverted to the age she was before Belasco had imprisoned her in Limbo in the first place.

At the end of Inferno, the X-Men returned to Australia. X-Factor, now knew their friends the X-Men were alive and with a psychically reintegrated Jean Grey returned to Ship. The New Mutants survived the ordeal and brought the child Illyana home. Gosamyr returned to space in order to save the team from bickering over her all the time.



History

Between Events 2

The Siege Perilous

Rogue, with Carol Danvers having taken in control of her mind, went back to New York City to get her (Carol Danvers'), life in order. As she arrived, there was a disturbance in a nearby shipyard. Being a good crime fighter, she responded to the distress call. At the shipyard she fought a reincarnation of Master Mold, now integrated with the future mutant hunter Nimrod.

Meanwhile, in another part of New York City, Senator Robert Kelly and Sebastian Shaw discussed the possibility of a mutant hunter program at the Hellfire Club. Driving home, the car carrying Kelly and his fiancée Sharon was struck by Master Mold. Sharon was gravely injured.

The X-Men arrived and easily defeated Master Mold because his computer sensors were unable to detect them. However, Master Mold reintegrated himself again and this time its sensors could detect his mutant foes. In an attempt to get rid of the robot, Dazzler threw the Siege Perilous behind the robot's head, attempting to blast it into the portal. In a last ditch effort, Master Mold grabbed Rogue, using her as a shield. Rogue talked Dazzler into blasting the robot into the portal anyway, hoping the robot would lose its grip on her. Unfortunately, Rogue was blown through the Siege as well.

Sharon died as a result of Master Mold's attack and Senator Kelly told Shaw to continue with the Mutant Hunter Project Nimrod. Kelly promised he would see that the

project received the necessary federal support for its successful completion.

Rogue was the first member of the X-Men to go through the Siege. Later, others followed.

Longshot left the X-Men to find himself. He believed himself a lost soul. Longshot has recently returned to Earth and has been reunited with Alison Blaire. He has not yet been reunited with the X-Men nor have his activities been revealed.

Then, Nanny attacked the X-Men in an attempt to save them from themselves. Everyone but Storm fell under her control. Storm attempted to take the Nanny's ship down, but was caught by the ship's defenses. Havok, disorientated from just coming out of Nanny's control, fired a blast at the fleeing ship which caught Storm as well. Her body was recovered at the crash site and she was believed to be dead. Actually, Nanny had faked Storm's death for her own purposes which the X-Men would discover later.

Lorna Dane contacted the X-Men and left a message with their computer that she needed their help. Her personality was more and more under the control of Malice and she needed the X-Men's help to get rid of the malevolent villain who had taken over her body.

When they found the note, the X-Men used Gateway's teleportation power to locate Lorna. Meanwhile, Lorna had been attacked by men riding small dinosaurs, servants of Zaladane from the Savage Land.

The mutants from the Savage Land—Whiteout, Barbarus,

Amphibius, and Gaza—joined the dinosaur-riding men when they and the X-Men clashed. The X-Men won in the end, but not soon enough to prevent Lorna from being captured by the Savage Land forces. Havok managed to get one of the Savage Land soldier's uniforms and went undercover to try and save Lorna from her captors.

When Zaladane put Lorna into a Transmuter designed by the High Evolutionary, Havok tried to make his move. Unfortunately, Zaladane had been aware of his presence the whole time and he was easily subdued by the mutate known as Lupo. The transference continued uninterrupted and the machine gave Lorna Dane's power to her supposed sister, Zaladane. The ruler of the Savage Land then threw Havok and Lorna into a cell for the mutants to play with until she had further use for them.

Meanwhile, the rest of the X-Men were captured and put under the control of Zaladane by the power of Worm. Worm is able to generate a slimy substance which forces the victim to follow the orders of Worm.

In the dungeon, Lorna suddenly exhibited new powers such as super-strength and invulnerability. She broke Havok and herself out of the prison and the two of them stormed Zaladane's throne room. Havok's blast knocked Worm out and this freed the X-Men from his control. The X-Men, Ka-Zar, and Shanna, who had also been captured, escaped the palace in a flyer. Havok tried to level Zaladane's citadel with a blast, but a force field had already



been raised. Gateway teleported the X-Men back to Australia from the flyer leaving Lorna, Ka-Zar, and Shanna alone in the vehicle.

Back in Australia, Psylocke convinced the X-Men to go through the Siege Perilous to gain the new life Roma promised they would have. The X-Men entered the Siege just as the Reavers were about to launch an attack on them. Psylocke knew the Reavers were coming and knew the X-Men were in no condition after their encounter with Zaladane to fight the cyborgs. Pierce, the Reavers' leader, destroyed the Siege crushing it in his hand in frustration.

The Reavers

A young mutant, Jubilee, snuck onto the X-Men's base through one of Gateway's portals from Hollywood. She lived at the base for weeks without any of the X-Men noticing her.

Meanwhile, an event that would impact both Jubilee and the X-Men, occurred across the globe. Alexander Pierce, a former member of the Hellfire Club who hated mutants, escaped his prison and took over the leadership of the group known as the Reavers. The Reavers were a group composed of cyborg beings. They set out to kill as many mutants as possible, starting this campaign by heading toward their former base in Australia—currently occupied by the X-Men.

Wolverine, who had taken a leave of absence before the X-Men went to the Savage Land, returned to the Australian base only to be overwhelmed and captured by the

Reavers. They staked him to a wooden "X" in the desert then tortured and tormented him. Jubilee watched this from her hiding places in the base and during a fierce rainstorm, when Wolverine pulled himself off of the stakes, helped him find a place to hide within the tunnels of the base. They successfully escaped the cyborgs and made their way toward Madripoor where Wolverine planned to recover from his injuries.

The Return of the X-Men

In Mississippi, Storm, who had escaped the explosion of Nanny's ship only to be reverted back to her youth, was discovered by the authorities and placed in the hospital. A policeman, Inspector Reisz, took an interest in Storm and made an attempt to see her. Reisz was actually the Shadow King, an almost immortal, powerful, evil being.

His goal was to gain revenge upon Prof. Xavier and all his students. Professor X had once defeated the Shadow King in a psychic battle while the Shadow King was using the body of Amahl Farouk. Storm sensed that Reisz was the "evil one" and escaped from the hospital before the villain reached her room.

While in his spirit form, Forge encountered the Shadow King in his Amahl Farouk persona and witnessed Storm being turned into a youth. He and Farouk psychically arm wrestled, but the contest was cut short when Forge's bionic hand disrupted the contact. Forge now believed Storm was alive and began

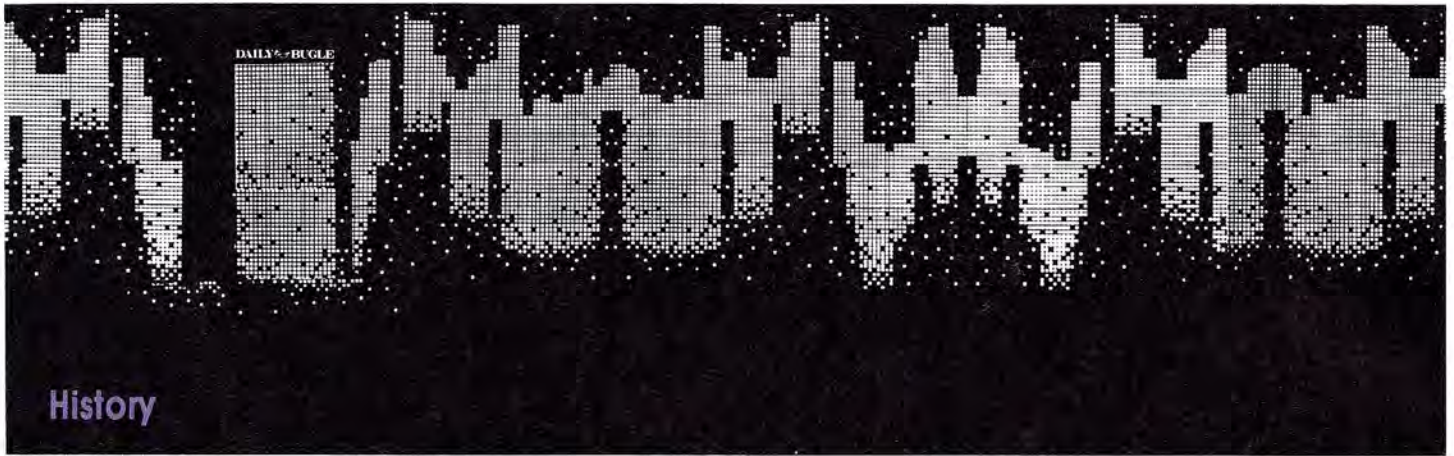
searching for her.

On Muir Island, where Moira MacTaggart maintained a mutant research facility, Banshee and Moira received a distress call from Lorna Dane. Lorna had taken a boat to get to the island, but during the trip, the crew members began fighting among themselves. Lorna didn't know this behavior was caused by her mysterious new powers and pleaded for help. Banshee arrived just as the boat was sinking and saved Lorna by taking her back to Muir Island.

Meanwhile, the Reavers concluded that Muir Island would be the first place a wounded Wolverine would go to and the island became their next target. At the same time, Banshee and MacTaggart received a call from Amanda Sefton that she was coming for a visit. When Banshee arrived at the mainland dock, Sefton had included Brigadier Alysande Stuart in the trip to the island.

As Banshee, Sefton, and Stuart returned to Muir Island the Reavers discovered them and tried to kill them. During the conflict, Banshee was shot. Using her magical powers, Amanda teleported the three to the relative safety of the island.

The Reavers continued their attack on the mutants, striking next at the civilian section of the compound. Prof. Xavier's son, Legion, put up a shield to protect the children, but let it down causing Sunder to be hit. Legion's multiple-personality disorder compelled him to play both sides throughout the fight. This was to amuse some of the personalities who wanted the fight to continue.



History

In America, Freedom Force and Forge formed an uneasy alliance to help the people trapped on Muir Island due to the Reavers' onslaught. They flew to the island and joined the fight.

Destiny, the team's precog, forced Mystique to get out of the jet and help her hated foe, Forge, fight the Reavers. Destiny had foreseen the moment Legion would destroy the plane and wanted to get her beloved friend out before Legion killed them both. Legion did destroy the plane and killed Destiny, an act which was ultimately attributed to the Reavers.

The Reavers teleported away after Forge killed one of their number, Skullbuster. The heroes had their own casualties as well— Destiny, Sunder, and Stonewall.

Psylocke was washed onto the beach of a south China Sea island and taken captive by the Hand. The Hand was a group of assassins-for-hire working in the region. A member of the Hand offered his services to the Mandarin, long-time foe of Iron Man, promising to make the former X-Man into the Mandarin's chief assassin.

The Hand brainwashed her and trained her in martial arts. She exhibited a new version for her psychic powers, psi-daggers. When she gets close enough to thrust them into her enemy's brain, the psi-daggers render her opponents unconscious. With her training and conversion complete, she was allowed to use the Mandarin's rings in battle and was renamed Lady Mandarin.

Meanwhile, after escaping the

Reavers in Australia, Wolverine and Jubilee sailed into Hong Kong Harbor. Due to the stress of his injuries, Wolverine hallucinated and saw images of Nick Fury and Carol Danvers who spoke to him and gave him advice. He experienced problems with his healing factor—it was not as quick to act as it had in the past.

Wolverine and Jubilee were captured by the Hand. Wolverine was placed in a sensory deprivation tank while Psylocke did her best to psychically convert her former teammate to the cause of the Hand, but Wolverine resisted the brainwashing. In a desperation attempt, the telepath tried to use her psychic knives to subdue Logan, but it had an unintended affect: Wolverine's psychoses became Psylocke's own. She saw Wolverine's hallucinations of Nick Fury and Carol Danvers and made their actions real by unconsciously using her powers to imitate the effects of bullets. Wolverine escaped from the tank and together Psylocke and Wolverine defeated the guards.

They formulated a plan and Psylocke presented a supposedly dead Wolverine to the Mandarin. In her anguish, Jubilee, who wasn't in on the deception, used her power in the most devastating explosion she had ever released. In the following confusion, Psylocke took advantage of the situation and attacked the Mandarin, dropping all pretense of alliance. The two foes were fighting for control of the rings when Wolverine snuck behind the Mandarin and threatened to kill the

villain. A truce was made and the heroes left the island.

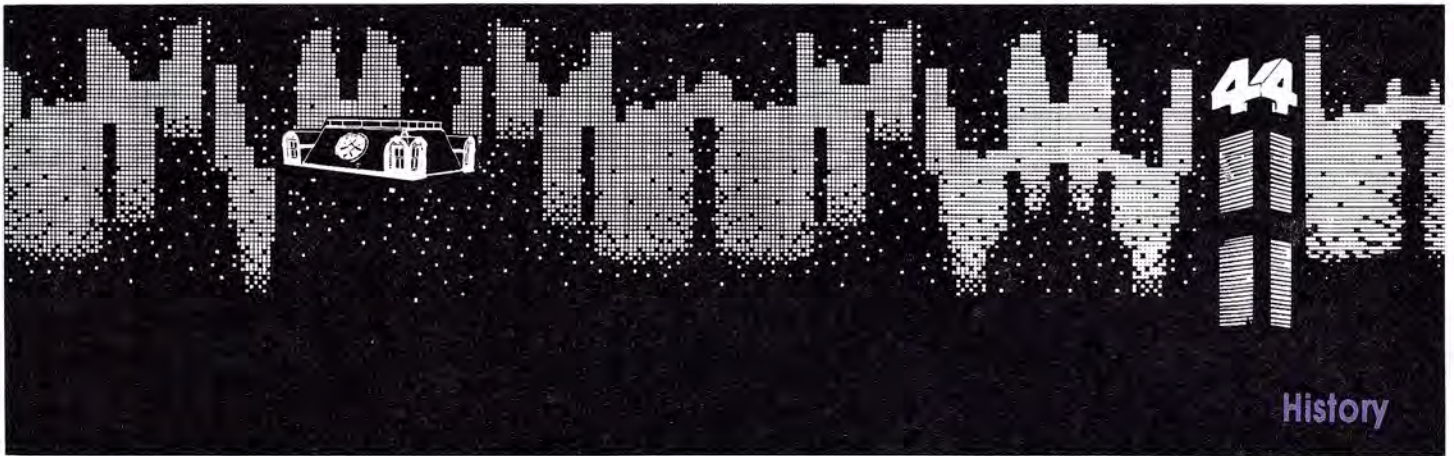
In Soho, another X-Men returned from the *Siege Perilous: Colossus*. Now living as the artist Peter Nicholas, Colossus had no memory of his life with the X-Men. Still, his heroic nature continued to surface, such as when he helped some expatriate Genoshans fight back against Magistrates who came to take them forcibly back to that island nation.

Alison Blaire was the next X-Man to surface. She was discovered washed up on a beach in California by Guido, an employee of Lila Cheney. Dazzler had also lost her memory, but the high-tech house where Guido brought Dazzler informed her of most of Dazzler's history.

On Muir Island, Legion donned Cerebro in an attempt to locate the once presumed dead, now suspected still-living, X-Men. During this attempt, Legion's unique psychic make-up caused a massive feedback within Cerebro resulting in a psychic blast which knocked everyone on the island unconscious. Forge and Banshee left the island after recovering from the psychic blast, suspecting some evil influence behind the scenes on Muir Island.

Legion took control of Muir Island and was in turn taken over by the Shadow King. Eventually, everyone on the island came under the sway of the Shadow King.

Banshee and Forge were on their way to Cairo to investigate Amahl Farouk when they saw a picture of Dazzler in a magazine. They



changed their plans and decided to go to Hollywood and talk to Dazzler, to find out what really happened to the X-Men. The plane they were supposed to take to Cairo was blasted out of the sky by the Strucker twins. Thinking quickly, the mutants got out of the area and headed to the United States, allowing the people who tried to kill them to believe they had succeeded.

Forge and Banshee ended up in the lower levels of Xavier's ruined mansion when they saw Jean Grey on the property. She was attacked by monsters wearing costumes similar to the X-Men's and lost the fight. They rescued her and, when they were safely in the mansion, she told them that the X-Men were alive.

Jean Grey and Banshee were teleported away from the mansion by an unknown assailant. Forge armed himself and went into the tunnels to find his friends. He succeeded in finding them, but their captor, the Morlock Masque, had changed them. Instead of arms, Jean Grey had tentacles while Banshee had no mouth.

Meanwhile, Masque also captured Peter Nicholas and the beautiful woman he had been chasing after, who turned out to be Callisto transformed by Masque. Peter was transformed into a flesh Colossus when Masque recognized who he was and he and Callisto were given an hour to find their way back to the streets before the Morlocks went after them.

Just as Masque and the Morlocks were attacking the fleeing duo, Forge, Banshee, and Jean Grey

appeared to help them. In the fight, Peter was stabbed, but no blood came out of his wound. He had unconsciously transformed to his Colossus state. They overcame Masque when another Morlock, Bouncer, teleported them out of harm's way. Using previously collected tissue samples, Forge restored his teammates. Peter still had no recollection of the X-Men.

Once again, the Magistrates made an attempt to recapture Jenny Ransome. This time, she was on X-Factor's Ship. Wipeout used his powers to temporarily negate Ship's defenses and Pipeline sent some of the Press Gang onto the ship. For a while, the Genoshans held the upper hand, but when Forge and Officer Jones eliminated Wipeout's influence after eluding their Genoshan pursuers, Ship reasserted it's personality and recaptured the intruders. They were repatriated to Genosha.

Gambit

In Cairo, Illinois, Storm managed to escape the Shadow King and was making her living stealing from the rich. She had regained partial control of her powers.

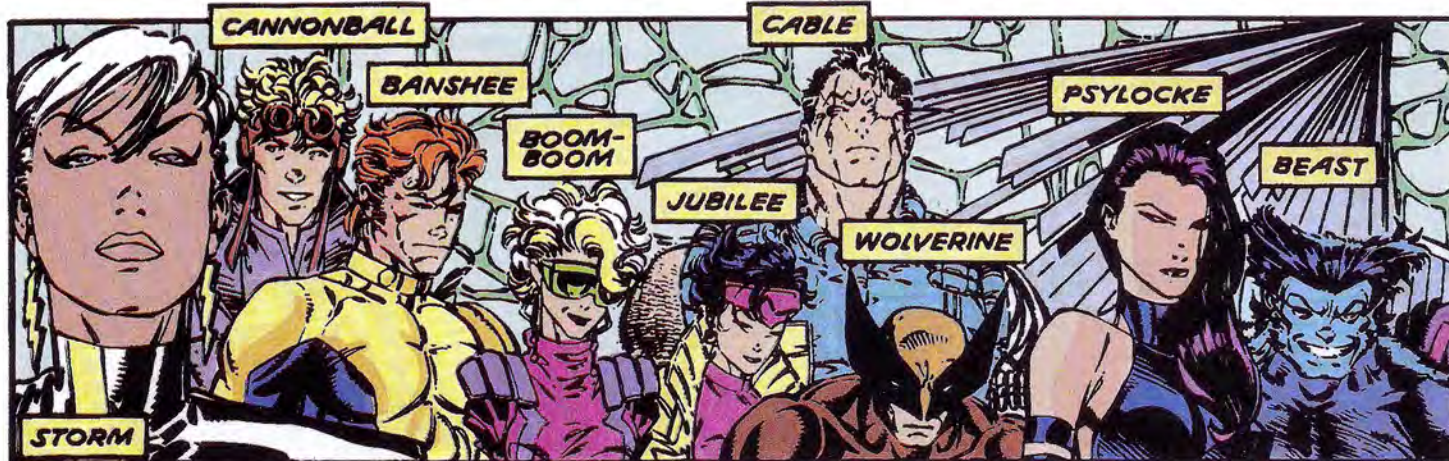
The Shadow King, in the disguise of Reisz, took over Val Cooper and sent her to kill Mystique. Mystique was waiting for Val Cooper, thanks to a note written by Destiny before she had been killed, and was able to take the government agent's place using her shapeshifting powers. To the rest of the world, however, Mystique was reported dead. Even the powerful Shadow King fell for the ruse.

The Shadow King now focused his attentions on capturing the young Storm. He set his Hounds, men and women that he had taken control of, after her. Storm fought them briefly and managed to escape with the help of the mysterious man known only as Gambit. Gambit was able to imbue energy into items that would then explode when he threw them. They eventually lost the Hounds and became a pair of modern day Robin Hoods in New Orleans—stealing from the rich and giving to the poor.

Nanny went after Storm but the duo managed to defeat her and in the process, Storm regained her full memories and better control of her powers.

Finally, Rogue returned from her passage through the Siege Perilous. She ended up at the Australian base and learned that the woman she considered to be her mother, Mystique, had been shot and apparently killed. In an attempt to fly to Gateway, she jumped out the window and plummeted to the ground right at the feet of the Reavers. Pierce, seeing no use for Rogue, ordered them to kill her. Just then, Ms. Marvel showed up and saved Rogue, who fled the scene heading for Gateway. The Siege had split the two women apart, which is a possible explanation for the length of time it took for Rogue to reappear.

Rogue absorbed Gateway's power in an attempt to teleport away but Ms. Marvel caught up to her just as she jumped through the portal. Rogue was sent to the Savage Land and Ms. Marvel ended up on Muir Island. Ms. Marvel was taken over by



the Shadow King who had established this island as his new base of operations.

Rogue spent some time in the Savage Land before Ms. Marvel found her. Sent by the Shadow King to gain revenge upon Rogue, the two fought. In close proximity, they were leeching away each other's power and life energy. Each one started to decompose, as only one of them could live with the energy they shared. Magneto stepped into the conflict and saved Rogue. She was restored by a machine of Magneto's making without the memories of Carol Danvers but with the powers of Ms. Marvel.

X-Factor

X-Factor had taken responsibility for the children, both mutant and human, that were found at an old abandoned orphanage during Inferno. Nanny and the Orphan-Maker tried to take the children away from X-Factor as they were transporting them to Washington to be returned to their parents. They battled and Archangel stopped Nanny by slicing what he thought was a robot. It screamed and Warren realized that within the egg-shaped armor was a person.

It turned out that Nanny had worked for the Right, pioneering cyborg technology, until she discovered that the Right was using her technology to destroy mutants. She tried to stop them, but they captured her and locked her in her

armor. Being so confined drove her crazy prompting her bizarre behavior.

Nanny and the Orphan-Maker escaped in a cloud of smoke after Jean found her sister's children hidden in the ship. X-Factor continued on to Washington and turned the children over to Freedom Force who had begun looking for their parents.

Meanwhile in England, a troll witnessed a teenager, Thomas Jones, turning a pen into gold. The troll abducted the young man at its first opportunity. Ship informed Cyclops of the young man's disappearance and X-Factor went immediately to England. They followed a trail of gold which led beneath the streets right into the lair of five trolls. The trolls captured X-Factor using their strength.

The Trolls wanted to ruin England's economy and force the people to return the control of the British Isles to the magical creatures of the past. Some of the trolls left, taking Tom with them, to make their opening salvo.

X-Factor escaped, and ultimately Tom saved himself by turning his captors into gold. This powerful young mutant decided to stay in England and go to the University to learn more about biochemistry in order to control his powers.

Judgement War

A few weeks later, Ship was compelled to leave Earth on an unknown course, dragging X-Factor,

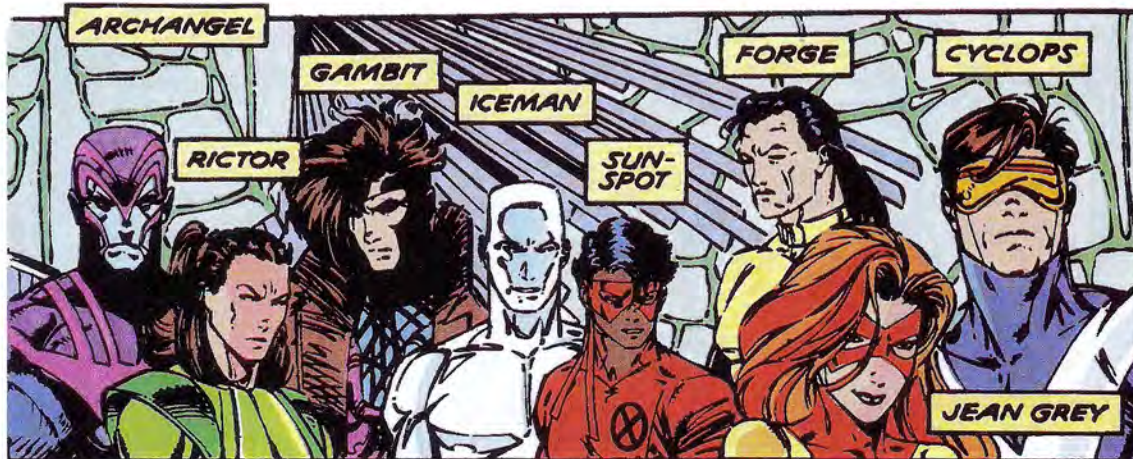
who were on-board at the time, along for the ride. Ship entered hyperspace and ended up orbiting an uncharted planet. Recognizing the language of the planet, Ship gave each member of X-Factor a translator.

The planet's social structure was broken up into three major classes: the Chosen, the Rejects, and the Beginagains. The Chosen were physically perfect mutants, but frowned upon public displays of power. The Rejects were strong mutants but physically different and revelled in the use of their powers. The Beginagains were a cult of mystics who encompass disgruntled members of the other two groups. They were pacifists and tried to work as mediators between the other opposing groups. The Celestials had arrived at the planet, and were judging the people of this world.

The team encountered a Celestial, who scrutinized Ship and then teleported the team to the surface into the middle of a war. In the melee, the team got split up and they were pushed further apart when the Celestial began to land on the planet.

Archangel was captured by the Chosen Lord Rask and was forced to fight in the arenas. Iceman lost his memory and believed himself to be a Chosen Dueler. The Beast ended up with the Reject Rjade clan. Cyclops was rescued by the Beginagains who thought he was their prophesied world savior.

At this time, Marvel Girl began



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having problems integrating the personalities of Phoenix and Madelyne Pryor, which she now held as a result of Inferno. Each personality was trying to gain control of Jean Grey's body. She was injured when a psychic Jammer onslaught occurred during the fight.

The Celestials drained Ship of all the information it had gathered then left Ship to its own course, which was to the side of its friends.

In the end, all the people banded together when the Celestials landed to judge the planet. All the strength and will of the people was exhibited in a power blast from Cyclops, which was increased by the power of the Phoenix left in Jean Grey. It destroyed the Hand of the Celestial which was about to pass sentence on the planet. The Celestials left the people to their own course.

After saying farewells, X-Factor returned to Earth in Ship. Upon its return, Ship landed in New York City situating itself so it looked like a building.

Meanwhile, Sabretooth returned to New York to finish off the rest of the Morlocks. He killed one Morlock, but the second Morlock he encountered, Mole, escaped and was taken in by Opal. Sabretooth soon found a different foe, Archangel, and they had a bloody battle in which both mutants were poisoned and seriously injured.

Caliban (altered by Apocalypse to have strength, invulnerability, and other powers) teleported himself to

New York against Apocalypse's wishes to gain revenge on Sabretooth for killing his fellow Morlocks. First, he encountered a weakened Archangel and decided to kill him since he was his master's first creation and Caliban was jealous. He didn't succeed and left a critically injured Archangel at the feet of the police.

Bobby Drake met Opal and asked her out on a date. She accepted but the Morlock, Mole, didn't trust Iceman. They had a short fight, then Iceman and Opal helped Mole return to the Morlock tunnels.

Archangel broke free from his restraints because he was hallucinating that everyone around him was a pawn of Apocalypse. Forge and Banshee arrived to help recapture the insane hero, but just as their plan was about to work, Crimson and the group of psychic vampires known as the Ravens plucked Archangel from the heroes' grasp. Using her powers, Jean Grey followed Warren's trail and X-Factor eventually rescued him from the vampires. This encounter also helped to return sanity to Archangel.

New Mutants—Enter Cable

After Inferno, at Xavier's mansion, the New Mutants and the Hellfire Club met. Magneto was challenged by Sebastian Shaw because he no longer controlled the New Mutants nor was he involved with the X-Men. Shaw claimed Magneto could no longer remain as the White King

because he wasn't worthy. Magneto won the duel but the New Mutants refused to follow him, seeing his ruthlessness returning. He released them and told them that they were free to go and forge their own destinies. Another result of this combat was the ousting of Sebastian Shaw as a member of the Inner Circle of the Hellfire Club.

From Asgard, Hela took over Danielle Moonstar because the young mutant was a Valkyrie as well as a member of the New Mutants. The mistress of Hel sent Danielle on a rampage that was eventually stopped by the New Mutants with the aid of Dr. Strange.

Freedom Force came after Rusty Collins a young mutant who the New Mutants tried to help. During the fight, Dr. Strange felt that Danielle was too dangerous to remain on Earth. He transported the New Mutants to the source of her possession—Asgard. There they helped the Asgardians repel an attack against Asgard intended to kill Odin and allow Hela to rule the legendary city. Danielle elected to stay in Asgard as the New Mutants returned home.

Back on Earth, Rusty Collins and Skids were rescued from Freedom Force by the Mutant Liberation Front. A new player on the scene, Cable, was captured by government agents after tangling with the MLF and was interrogated by Freedom Force. He escaped the facility and stayed one step ahead of his pursuers until he

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ran into some members of the New Mutants on the streets. They helped him fight and defeat the Blob, Pyro, Crimson Commando, and Super Sabre.

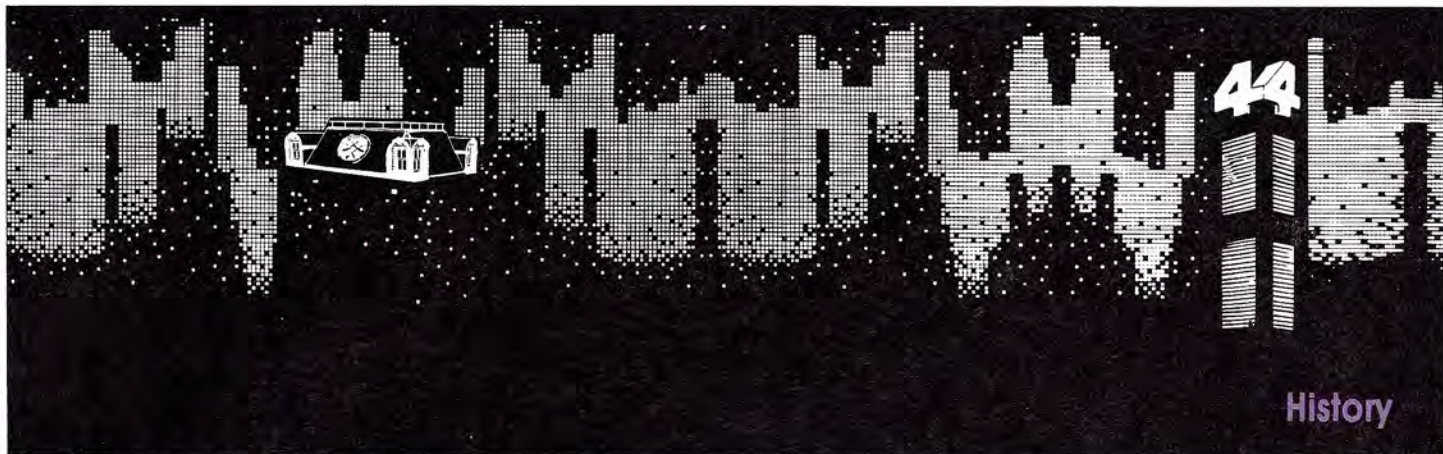
Cable assumed the leadership position vacated by Magneto and began assembling the teenagers into an efficient fighting force. The first menace they faced with Cable as their leader was Sabretooth in the Morlock's tunnels. In the end, they had a ringside seat for a vicious battle between the enhanced Caliban and Sabretooth, one in which Caliban bested the savage Sabretooth quickly.

The next test of the New Mutants came when Cable and Sunfire shared the common goal of tracking down the MLF in Madripoor. Sunfire's intent was for a lethal new drug to be destroyed before reaching Japan and Cable's interest was revenge. Though their motives weren't the same, they led to the same group—the MLF. Part of the team faced Kamikaze, Sumo, and Dragoness, the part of the MLF that operated in this part of the world. Stryfe, the worldwide leader of the MLF, and Zero, the team's teleporter, showed up and tipped the advantage to the villains' side long enough that the heroes were defeated.

Meanwhile, Cable's group encountered Wolverine. Though Cable and Wolverine knew each other, they still managed to get into a fight. After a minor tussle, Rictor got between them and broke it up. The

Canadian mutant joined Cable's group to save the captured New Mutants from the MLF. Cable and Stryfe met in one-on-one battle which was unresolved when the building where they were fighting blew up. The New Mutants were saved only to be plunged directly into the X-Tinction Agenda.





X-tinction Agenda

X-tinction Agenda information comes from the following issues:

UNCANNY X-MEN #270-272

X-FACTOR #60-62

NEW MUTANTS 95-97

The X-Men and New Mutants were both living at Professor Xavier's mansion and tensions were becoming strained between the two groups. The Magistrates from Genosha unexpectedly attacked the mansion and were able to capture Boom Boom, Rictor, Storm, Wolfsbane, and Warlock before the rest of the teams could help them.

Cameron Hodge, with a reconstructed powerful cyborg body, was now a Commander in the Genoshan government. He attempted to meld Warlock's shape-shifting ability to his new mechanical body so he could at least mimic humanity, but Wolfsbane interrupted the procedure and Hodge was denied the power. Warlock was apparently killed in the process.

A group of mutant heroes, made up of the remaining members of the X-Men and X-Factor, headed to Genosha to rescue their captive teammates. When they arrived in Genosha, they were immediately attacked by Havok and a group of Magistrates. Havok had returned from the Siege Perilous without his memory and became a citizen of Genosha. Cyclops went one-on-one with his amnesiac brother. Havok had Pipeline transport the Magistrates out of the area when they started to loose the fight.

More mutants were captured by Commander Hodge (Wolverine and Psylocke, to name two) and the free mutants, led by Cyclops and Cable, proceeded to launch an assault on the Citadel to rescue their comrades.

The Genegineer transformed Storm into a mutate, subservient to the will of Genosha. But he realized that Commander Hodge was becoming increasingly more insane with the passage of time, so he altered Storm. When she came in contact with another mutant, she would restore that mutant's power and she would regain her memory, her adult body, and her powers.

Though more out of control, Hodge captured most of the remaining mutants. Havok regained his memory because of Cyclops' badgering and decided to maintain the illusion of a faithful Magistrate to help his friends at the right moment.

The mutants, some with their powers restored by Storm, attacked Hodge who used his phasing power to run away. Storm, with her power to restore stolen powers, released Rahne from the control of the Genegineer. But when Rahne transformed into her wolf-form, it was larger and stronger than before. The Genegineer had brought her innate strength to the fore and Rahne pledged to use all of it against Hodge for his crimes against her kind.

Rictor and Wolfsbane faced off against Hodge and soon were joined by the other freed mutants. Finally, Cyclops and Havok, the Summers brothers, teamed up and blasted the now inhuman Hodge with all the power they could muster. They kept

hammering away until all that was left of the villain was his head which was tossed off the side of the Citadel and landed at the feet of Wolfsbane. She ripped it apart and threw it toward the recently demolished building. Rictor used his power to destroy the Citadel even more, burying Hodge's head under the structure's debris.

Havok and Wolfsbane decided to stay in Genosha to protect the mutates and insure that some good came of this catastrophic battle.

Back in the United States, the New Mutants poured Warlock's remains over Doug Ramsey's grave. Unknown to his departing comrades, what remained of Warlock began to sparkle. Given his level of power and resilience, this might suggest that the alien may not be dead after all.





Between Events 3

After the X-tinction Agenda, the various mutant groups gathered together at Professor Xavier's mansion in Salem Center. The various group leaders—Storm, Cyclops, and Cable—disagreed about how the teams should progress from this point. Cable announced that he would run his team his own way, i.e., militarily, and promptly left with his group. Then Scott Summers and Jean Grey left the mansion, just before Lila Cheney appeared and asked for the X-Men's help rescuing Professor X.

The remaining mutants teleported into space with Lila, directly into a trap set by Deathbird. The coordinates had been implanted in Lila's brain and she had no control over the destination. The mutants were all captured and informed that they were going to help Deathbird kill Xavier.

Wolverine broke free with the help of Jubilee and went after Deathbird. Jubilee freed the rest of the X-Men as Lilandra and the Starjammers arrived on the scene. Together, they defeated the Imperial Guard. Wolverine brought back an unconscious Deathbird and the X-Men were reunited with Charles Xavier.

Gambit and Jubilee, while sneaking around the spaceship, discovered evidence that Xavier had turned to the cause of evil and was plotting to take over the Empire. When Gladiator was about to kill the helpless Deathbird, Gambit could watch no longer. The Cajun X-Man

broke in and threw his energy-charged knives at Gladiator. Deathbird took advantage of the opportunity and sliced open Xavier. Gambit freed Lila Cheney and the teleporter released Deathbird but left behind the two X-Men. Gambit and Jubilee combined their powers, causing a large explosion which drew the attention of the rest of the team.

While investigating the explosion, Wolverine sensed something amiss and abruptly, without any explanation, killed Xavier. Before he had a chance to explain, Psylocke used her psi-daggers on him, rendering him unconscious. To further complicate matters, Lila and Deathbird returned and teleported Storm, Forge, and Banshee away. They ended up on a devastated world, one which Deathbird blamed Xavier for killing.

Meanwhile, Lila gathered weapons together and armed the team members she'd brought with her. Then they launched into space, heading toward Deathbird's ship. They ran into the Starjammers who had tracked Deathbird through a hidden bio-tag and a battle ensued. Deathbird had Lila teleport her elsewhere, once again leaving the X-Men to face the threat.

On the ship, Wolverine and Jubilee discovered that they were captured by Skrulls. They were placed in the Cadre's matrix to be copied. Xavier was also a prisoner and he was being copied by the real threat—Prime, a War-Skrull.

Hidden aboard the Starjammers' ship, Gambit interfered just as the

Starjammers fired upon the X-Men thus saving their lives. The X-Men got aboard the ship and carried the fight to the Starjammers, where it was revealed that they were not the Starjammers but really war-skrulls.

Lila and some of the X-Men teleported to the Maul, a group of asteroid containing atmosphere, where they confronted the group of war-skrulls impersonating Xavier, Jubilee, Wolverine, and Psylocke. During the fight, the real Xavier managed to communicate with Lila and she teleported away to bring the rest of the X-Men to the scene. The whole team triumphed and the captive members were freed. Lilandra regained the crown to the Shi'ar Empire as Deathbird had grown tired of it.

Xavier, after a reunion with his students, learned of the dire threat of the Shadow King from the mind of Storm. The team, including Xavier, were teleported to Earth, to rescue their friends.

Meanwhile, while most of the team was in space, SHIELD launched an attack on Zaladane's stronghold in the Savage Land, but the initial group was defeated. Magneto, Rogue, and Ka-Zar faced Zaladane and her troops, while the next group of SHIELD agents made their way into the Savage Land, this time led by Fury and including some Soviet soldiers as well. They beat Zaladane's troops and formed an uncomfortable union against the strength of Zaladane.

The combined forces were launching an attack on Zaladane's troops when one of the Russian



soldiers shot Magneto as he was flying to join the battle. The Russian blasted him to gain revenge for the death of his son by Magneto years ago. Magneto and Shanna were captured by Zaladane and much of Magneto's power was transferred to Zaladane. Only his force of will kept him alive through the process.

As he was being led back to a cell, Fury, Rogue, and Ka-Zar broke Magneto free and he struggled to get on the machine and reverse the effects of his loss of power. He succeeded and quickly had Zaladane at his mercy. During their time in the jungle, Rogue and Magneto had gotten close, but her pleading did not convince him to spare Zaladane's life. Magneto still killed her in cold blood. He had taken another step on the path to evil.

X-Factor

The members of X-Factor struggled to develop some semblance of a normal life. Bobby Drake, aka Iceman, was endeavoring to start a relationship with Opal. Bobby and Opal were attacked later in a restaurant by a group of Japanese cyborgs. They defeated Iceman and kidnapped Opal, who was actually a granddaughter of the master of the Tatsu clan.

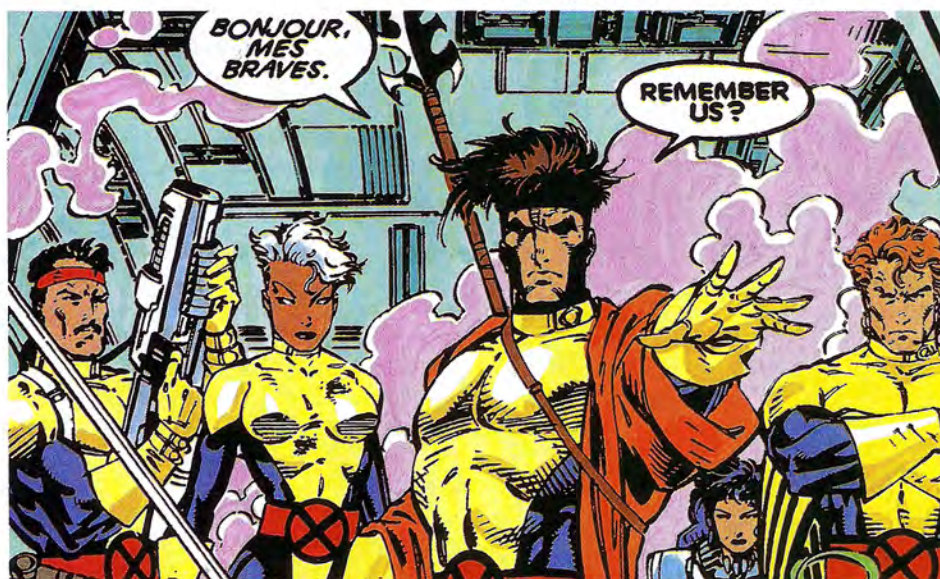
When Bobby awoke, he learned of Opal's past from her adopted parents and headed to Japan with Jean Grey to rescue Opal. In order to rescue Opal, Bobby found himself battling without his powers against Hiro, the cyborg servant of the Tatsu clan. Hiro lost the fight on purpose when he realized his built-in powers automatically took over and he couldn't fight without them. He faced defeat instead of dishonor.

Apocalypse Returns

X-Factor was further plagued by conflict when a group of beings were sent by Apocalypse to destroy Ship. They broke into Ship and disrupted its functions, while other members of the super group went after Nathan Christopher, a child Apocalypse believed would grow up to be a powerful force for good. Askani, a woman from the future, came to this time and tried to protect the child. She referred to him as one of the Chosen, but X-Factor believed that she was part of the invading force and attacked her. This allowed the real villains to escape with the child.

Despite the damage caused by the invaders, the Beast found a way to communicate with Ship and learned it was going into orbit and planned to destroy itself so that no further human lives were threatened. Ship did explode, but its personality and X-Factor were kept alive and transported to the moon by the Inhumans. Apocalypse had recently attacked the Inhumans, and the two groups teamed up and attacked the villain at his base. In the battle, Askani saved the Beast's life. Together they defeated Apocalypse, but not before he infected Nathan Christopher with the same virus which had attacked Ship.

Askani told them the only way to save the child was to allow her to bring him to the future, where he would be cherished and needed. To save his son's life, Cyclops agreed. (Note: The virus had already affected the right eye of the child. It is possible that this child could be Cable or Stryfe.)



History

Muir Island Saga

The Muir Island Saga took place in the following issues:

UNCANNY X-MEN #278-280

X-FACTOR #69,70

After dealing with the anti-mutant menaces in Genosha and the United States, Prof. X and Colossus met X-Factor in Washington in order to rescue their friends from the Shadow King who had taken over Muir Island. Though Rogue, Wolverine, Forge, and Banshee remained free on the island, most of the other inhabitants had been taken over by the Shadow King. Prof. X and the team (including Val Cooper and Inspector Reisz, who was really the Shadow King in disguise) made their way towards the island.

X-Factor squared off against the X-Men who were under the Shadow King's control. It was then that Reisz made his move trying to strangle Prof. X in the plane. Val Cooper, whom Reisz thought he had under control, shot him before the Professor was killed. Cooper turned out to be Mystique who had taken Val's place.

Part of the strike team found the nexus to the astral plane being held open by Lorna Dane. In order to trap the Shadow King, the gateway needed to be closed. Before they came to a conclusion on how to resolve this problem, The Shadow King found himself a new host in Legion and destroyed much of the island in a single blast. It was only through the powers of Jean Grey that the X-Men were saved.

What ensued next was a battle on the astral plane between Prof. X and the Shadow King. The evil creature was able to cripple the Professor's body during this fight. While the Shadow King was busy fighting Xavier, a small band of X-Men made their way to the pan-dimensional gate and Psylocke severed Lorna Dane from the link by using one of her psi-daggers. The Shadow King was dissipated and the mind of Legion winked out of existence.

Current Events

Mutant Genesis is the saga most recently played out in Marvel Comics' mutant titles. The following information is culled from these issues:

UNCANNY X-MEN #281

X-MEN #1

X-FACTOR #71

X-FORCE #1

X-Factor

X-Factor (Havok, Polaris, Guido, Wolfsbane, and Jamie Madrox) was formed to take the place of Freedom Force as a U.S. government strike force. Val Cooper, who survived her encounter with Mystique, was the government liaison. The team was formed to work on the public's image of mutants and to repair the damage done to it by evil mutants, including the previously-mentioned Freedom Force.

X-Men—Gold Team

The team split into two field groups in order to better manage the amount of mutants who had joined

the X-Men. The first team, code named Gold, was led by Storm and was made up of Colossus, Iceman, Angel, Marvel Girl, and Forge. The second group, code named Blue, was led by Cyclops and contained the members Wolverine, Gambit, Psylocke, Rogue, and the Beast.

Sentinels attacked the Reavers' base in Australia and destroyed many of the Reavers. Only Pierce, their main target, and Lady Deathstrike survived the initial assault.

These Sentinels, more powerful than any other in the past and able to repair themselves in the middle of a fight, were sent by Trevor Fitzroy in an attempt to gain control of the "Kingship" of the Hellfire Club's Upstarts. Shaw's kingship had been had been wrested from by his son, Shinobi.

Using Gateway, Pierce momentarily escaped the Sentinels by ordering Gateway to teleport him to whoever was responsible for the attack. Coincidentally, Fitzroy was attacking the White Queen, the Hellions, and the X-Men at the Hellfire Club.

Pierce brought three Sentinels through the teleportation gate with him and they began attacking any mutant in sight. Before they were driven off, Jetstream and Tarot were dead and Jean Grey was assumed dead also. Emma Frost was taken by Fitzroy as proof that he had won the right to be called King of the Upstarts.

The X-Men returned to the mansion with a Sentinel's head and the body of Jean Grey. Forge was



able to get some information out of the head of the Sentinel, enough to guess the location of the Sentinel's base—a floating iceberg. Professor X also said that he would have sensed Jean's death, so she must have sent her consciousness into another person's body, probably the White Queen's. Prof. X accompanied his team to the location of the base to pinpoint Jean Grey's psychic emanations.

Fitzroy's power was revealed to be the ability to open time portals with the energy he steals from other people. This energy drain killed the victims in the process. When he used his power on Emma Frost, Jean Grey asserted herself and attacked her captors. This alerted Professor X and the X-Men quickly entered the

fray, cutting through all the opposition.

Fitzroy, in a last ditch effort to salvage a victory, drained the life energy from his remaining captives and opened the largest portal to the future that he had ever attempted. The beings who came through had some sort of pact with Fitzroy, that they would act as his warriors and they fought the X-Men at his command. Fitzroy's gambit failed, however, when the mutant named Bishop came through the portal and grabbed Fitzroy. Fitzroy managed to escape as the X-Men battled the man known as Bishop. Bishop seemed to think that the X-Men he was fighting were impostors, as the legends he had heard in the future had said such impossible things

about them. They fought to a standstill and were separated at the end of the fight.

X-Men—Blue Team

The X-Men Blue team, led by Cyclops, encountered Magneto on their first mission. Nick Fury, calling as the head of SHIELD, asked Xavier to investigate Asteroid M orbiting above the Eurasian continent.

Magneto had resurrected the sunken submarine, Leningrad, one that he had destroyed in self-defense years ago after it had launched missiles at him. His intent was to salvage the nuclear missiles for self-defense. The X-Men confronted him and a battle began when talks between the two parties broke down. It was a stalemate when Magneto left

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with the missiles, ordering the X-Men to leave him alone. Rogue flew after Magneto and talked him into reconsidering his decision when a Russian jet launched an attack on Magneto but hit Rogue instead. The Master of Magnetism flew Rogue to safety and then detonated one of the nuclear devices in the upper atmosphere, annihilating the planes which had attacked him. Once again, fate had intervened and causing Magneto to continue along the path of mutants against humans.

Rogue ended up in a Genoshan hospital and was attacked by a group of mutants pledged as Acolytes of Magneto. The X-Men, having located their teammate after a call from the Genoshan government, came to her rescue in the nick of time. Then, Magneto appeared and declared Asteroid M a sovereign world with the only requirement for citizenship being that one is a mutant. Magneto then told the X-Men that the Acolytes were under his protection and any attempt to stop him or harm them would be dealt with accordingly.

After transporting his captives to Asteroid M, Magneto discovered that his genetic structure had been tampered with. His suspicion proved correct when he kidnapped Moira and Prof. X and forced the truth from them. In the past, Magneto had been reverted to infancy by the Mutate Alpha, in order to give him a second chance at life untainted by evil. Moira, wanting to give Magneto a chance to grow up with a better viewpoint of the world, had manipulated his genetic makeup during that time in order for his body

to better handle his mutant power and not seemingly drive him insane. Incensed that he had been manipulated so, he encased Moira in a thin sheet of metal. He then prepared himself for another assault by getting one of his Acolytes to brainwash his X-Men captives into believing that they were followers of Magneto.

The Gold team was called in to rescue the captured Blue team. In the ensuing battle, Cortez, one of Magneto's acolytes, fled Asteroid M and activated the plasma cannon as he simultaneously detonated all of the nuclear weapons on the base. Cortez wanted to use Magneto as a martyr for mutants to inflame and inspire their rebellion. Magneto prevented the nuclear explosions, but the plasma cannon destroyed the asteroid. The X-Men managed to escape, but, from all signs, Magneto perished within the asteroid as it exploded.

New Mutants/X-Force

A mysterious man called Gideon had Sunspot's father killed and made it look like a heart attack. At the mansion where the New Mutants were staying, an assassin named Deadpool attacked Cable, calling him Nathan and saying that Mr. Tolliver hired him to kill him. With the timely arrival of Domino, an old friend of Cable's, Deadpool was captured and sent back to Mr. Tolliver.

Sunspot, after learning of his father's death, decided to leave the team and received a cold farewell from Cable. Cable's belief that

people should choose their own destiny wouldn't let him stop the young mutant. Sunspot gravitated to Gideon and became his student both in combat and in the business world.

James Proudstar joined the team after his village was apparently wiped out by the Hellfire Club. He proposed that if Cable's team would help him with his revenge, he would help them with their battles.

A being known as Shatterstar appeared in the Danger Room and identified himself as a blood-warrior of the Cadre Alliance. He was sent by the Cadre Alliance to seek the X-Men to help them battle Mojo V and his executioner, Spiral.

At the same time, Boom Boom discovered a cat-being known as Feral in the mansion. Feral was running from Masque and his Morlocks and thought the New Mutants could help her. Robots teleported into the mansion to bring Shatterstar back and Masque arrived to capture Feral. The New Mutants fought them all off and decided to move their base so all their foes wouldn't know where they were. Shatterstar and Feral decided to stay with the team as well. They also changed their name to X-Force, officially ending the existence of the New Mutants. The team has since been confronting and fouling all MLF plots they meet. The young team has also encountered and defeated the new Brotherhood of Evil Mutants and assorted other foes.

Different Groups

Excalibur

The British superteam, three of its members former X-Men, spent much of its time travelling through the dimensions, trying to find its way back to their own world. They were on a locomotive powered by a large, wingless dragon that was able to cross the dimensions, with help by the creature known as Widget.

They returned to their own dimension with the aid of Saturnyne,

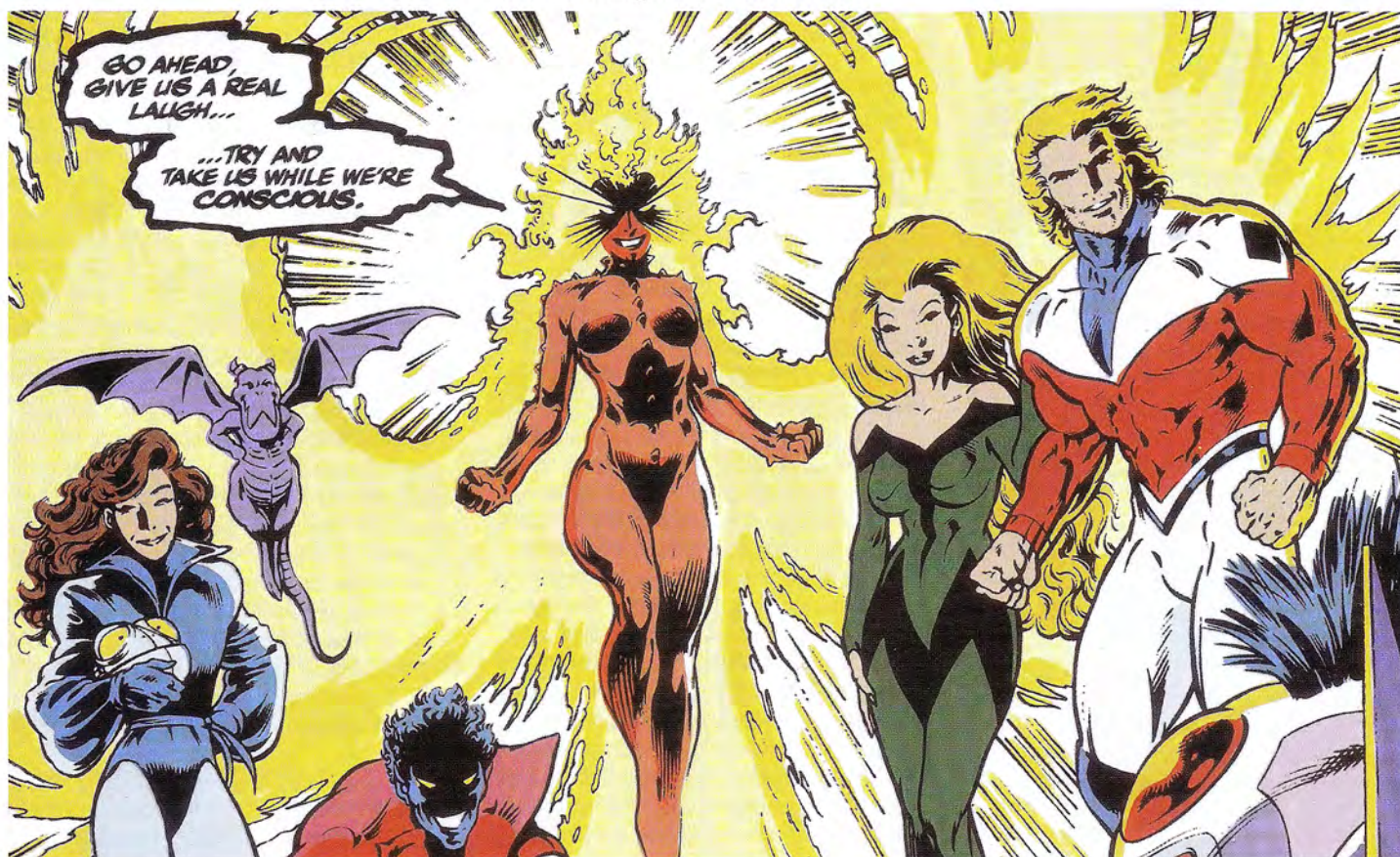
the Omniversal Majestrix, who reset Widget with the correct coordinates.

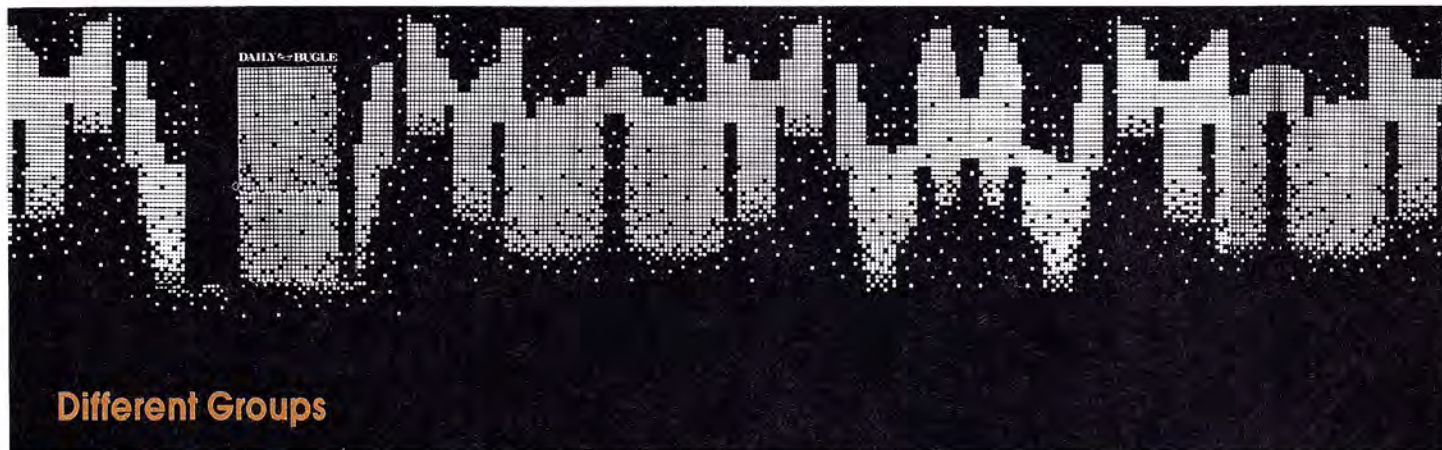
Recently, the team had split temporarily, with Meggan and Phoenix searching for Meggan's past, Nightcrawler forming a team, the N-Men, from the members of the Technet to investigate a series of mysterious thefts in England and Captain Britain facing the rest of the Captain Britain Corps and coming to grips with his power and his place in the team. They have only recently reunited to fight Necrom and the

Anti-Phoenix with their new allies Kylun and Cerise.

Freedom Force

Freedom Force, a government controlled mutant group, has been disbanded. Mystique, the former leader of the group, has been working with heroes such as Wolverine, while other former members have returned to crime like Blob and Pyro.





Different Groups

Hellions

Emma Frost, the White Queen of the Inner Circle of the Hellfire Club, manages a group of super-powered youths known as the Hellions. The membership of the team has remained fairly stable: Jetstream, Tarot, Roulette, Catseye, and Empath make up the core members. New members include Beef and Bevatron.

Firestar was a member of the Academy Frost runs, but was never an official member of the group. In fact, Ms. Frost renounced any claim that she believed she had on the fiery mutant when the Hellions lost a fight to Firestar's current team, the New Warriors.

The future of the Hellions is in doubt at the current time. During a combined attack on the Hellfire Club by a group of Sentinels and Fitzroy, Tarot and Jetstream were killed and Emma Frost and Beef were gravely injured. Whether the Hellions ever reunite as a team is unknown at this time.

Morlocks

After the Mutant Massacre, the Morlocks were led by the mutant known as Masque. They now have very antagonistic dealings with other mutants since Masque took over, focussing much of their time toward revenge upon the ones that ravaged their numbers—the Marauders. With the help of Caliban, they have meted out this revenge upon Sabretooth.

New Brotherhood of Evil Mutants

Under the organization and leadership of the Toad, Blob and Pyro (formerly of Freedom Force) set out to reconstruct the Brotherhood of Evil Mutants. The Toad was a member of the original Brotherhood, which was led by Magneto. The other member of the group is Phantazia, a mysterious woman, who apparently has the power to scramble electrical fields.

The first act of this new group was the forced transformation of Dr. Lykos into the being known as Sauron which rounded out the new membership.

The team sought other mutants to ally themselves with and decided on talking to the remaining Morlocks led by Masque. In the agreement between the two groups, the Brotherhood promised to destroy X-Force, the mutant group of heroes that had repeatedly foiled Masque's plans.

Upstarts

This isn't really a cohesive band of mutants, more like a society where a member is added once a task is accomplished. In this case, the task one has to perform to enter this group is the termination of a member of the Hellfire Club's Inner Circle. So far, this group has five official members. Gideon killed Emmanuel Da Costa to join the group. Shinobi killed his own father, Sebastian Shaw to gain entry. Trevor Fitzroy killed a

former member, Donald Pierce and has claimed that he has finished the White Queen, Emma Frost. Whether she is actually dead or not hasn't been revealed yet. The Strucker Twins, known collectively as Fenris, are considered members, yet it hasn't been revealed how they managed to gain entrance to this twisted club.

It seems that the Black Queen, Selene, is behind the machinations of the Upstarts, but the labyrinth of evil about this club has not yet been penetrated.

X-Terminators

The junior members of X-Factor took on the name X-Terminators and fought against the demons during the Inferno. The members of this group were Boom Boom, Rictor, Artie Maddicks, Leech, Rusty Collins, Skids, and Whiz Kid.

At the end of the Inferno, the older members of the team joined the New Mutants and eventually found their own places in other mutant groups in the ensuing months. Boom Boom stayed with X-Force. Rictor left the New Mutants for Genosha and hasn't been seen since. Rusty Collins and Skids were rescued from jail by the Mutant Liberation Front and they remained with that group out of a sense of gratitude. The younger members of X-Terminators, Leech, Artie, and Whiz Kid went back to school.



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Forge's Journal

Excerpts from Forge's Verbal Journal

The following are excerpts from Forge's Verbal Journal in chronological order.

Mutant research—log 10210

The US government has commissioned me to engineer and build a weapon used to strip the powers from a mutant. I can't refuse my government, but I also can't bring myself to betray my own brethren. So, I've come up with a compromise which I will not allow the officials to know. Instead of a device to strip the powers from an individual, I've produced a gun that blocks the use of a power. The results are the same, yet no one will know the difference in the government. Their scientists won't be able to grasp the fundamentals of the design anyway. This way, both obligations are fulfilled and my conscience can be salvaged.

Adversary's World—log 10339

I've finally constructed this crude recording device in order to keep my log going on this world. And what a wondrous world it is!

Pristine, unaffected by the blemish of man's technology. And now I'm introducing my technology to this land while I wait for the other occupant of this created world—Storm. Beloved Storm, off to find peace within herself. She had been fooled completely by the

Trickster and she has to come to terms with that.

To Break Free?—log 10405

Finally finished the device to break the blocking of Storm's powers. Had to scavenge parts from my bionic leg and since the power source has to be solar, there'll only be one shot for it to work. Now, I've got to wait for Ororo to return from her self-exile. I wish we had the option of staying here and raising a family uncluttered with society and civilization, but that is what the Trickster is counting on. We can't let him have our home world as a personal playground for chaos. Ororo, please return soon.

Death—log 10425

As I walked down that street in Dallas, hearing the accusing shouts of "murderer," I had no choice but to force myself to ignore everything—even my own feelings. I did send the X-Men, including my beloved Ororo, to their deaths, albeit they did so willingly to save the world from the Adversary. That doesn't heal the open wound of my shame and loss. If I hadn't let my grief and anger rule my actions when I opened that vile gate in Vietnam, all my friends would still be alive. The worst part of this is that Mystique is correct. I am a murderer, of the Vietnamese soldiers in the past, and of the X-Men now.

Desert Sickness—log 10432

Sick to my stomach, I headed out to the desert to ponder my future and to regain my sense of spiritual balance. That's where I am now and

I'm not getting anywhere with this.

The emotions rage inside, second guessing my every move during the time in Dallas. I can't get the words out of my ears . . . murderer, murderer. I know what I did was right, but was there anything I could have done differently that would have saved their lives, included the life of my beloved Ororo?

X-Men Past One—log 10459

It seems that all the information I had recorded about the X-Men has somehow been wiped clean from my systems. I was doing a regular systems check when I noticed much of the information I'd recorded was gone. I've salvaged what I could from hard copy records, but much of it was completely gone. I assume it has something to do with the events at Eagle Plaza, but have no confirmation of this hypothesis. Consequently, I'm going to re-enter as much lost information as possible from memory, and what better place to start with than Ororo, known to the world at large as Storm.

X-Men Past Two—log 10460

My first vision of Storm, as I remember, was of her in flight, her white hair flowing with the wind. By my ancestors, she was beautiful. Then the prototype gun had to be fired by that self-serving man, Henry Gyrich. No matter that it was aimed at a supposed criminal, Rogue; it struck Storm and stole her powers away. It has been a long road back to friendship and more, but it looks as if it is slowly working out.



X-Men Past Three— log 104061

The X-Men, as far as the government records I saw indicated, have become a close knit group of members in the years since their rescue of the original team from the hands of a living island. Members came and went from the active team, but a core group formed. Some of the members included Wolverine, Storm, Nightcrawler, Colossus, and Shadowcat.

X-Men Past Ten—log 10469

At the time of their deaths, the membership of the X-Men consisted of Storm, Wolverine, Longshot, Psylocke, Rogue, Colossus, Dazzler, Havok, and Madelyne Pryor.

From all indications, this particular combination of mutants came about in the aftermath of what has become known as the Mutant Massacre. A mysterious villain, known as Mister Sinister, brought together a large group of super-powered beings, named the Marauders, and set them loose against the relatively defenseless Morlocks in their home in the sewers of New York City. What resulted was a slaughter of life, stopped only by the intervention of the X-Men, who suffered some casualties of their own. Colossus, Shadowcat and Nightcrawler were seriously wounded and were transported to Muir Island for more intensive care.

Havok, Longshot, and Psylocke joined the team at this time as well.

Magik Attack—log 10527

The death of the X-Men continues to haunt my dreams and today, it came back to haunt me physically. The sister of Colossus, now known as Magik, came to kill me for the death of her brother. Initially, I fought the sorceress with my own magical might, using the spirit form of Cheyenne sorceries as my armor and shield. Her anger was too much for me to bear, so I gave her the choice to kill me or not. One thrust of her sword almost killed me, but she decided not to finish the deed. Guess she let me live with the guilt.

May her soul find the peace that it obviously doesn't have now and that her friends survive the upcoming weeks as her power seems almost out of control.

Freedom Force—log 10554

Val Cooper has asked me to aid the "government" agents, Freedom Force, to help the people of Muir Island fight off an attack from a group of cyborgs. I do not relish the thought of facing Mystique again, as she still blames me for the death of her adopted daughter Rouge in Dallas. Still, there are friends on that island and once I made the decision to enter the public world of mutants, it seems my fate has been sealed alongside that of the X-Men.

My other reservation is the allies I'd have at my side, the so-called reformed citizens of Fred J. Dukes and St. John Allerdyce, the Blob and Pyro, respectively. How can the government sanction the activities of these criminals? I'll work with them

not because I want to, but because I have to, in order to save my friends.

Death Again—log 10562

Another death, this one totally without merit, without justification. Destiny has been killed by Donald Pierce and his cyborg servants, the Reavers. Again, Mystique has suffered a loss and blames it on me totally. I'd say the shapechanger and I will never be on cordial terms except for the strange conversation I had with Destiny before she was killed. She told me to keep my heart open for Mystique, even after I told her my heart was spoken for. What did she see about Mystique and me with her future sense before her death?

Places—log 10579

My attempt to gain the balance between my mutant half and my heritage as shaman and medicine man for my tribe has been progressing, slowly but steadily. I'm coming to terms with myself and my place in this world of humans and mutants, learning that I can't run away from the problems facing my kind in the world today. The racism I've faced growing up in America as an Indian has better prepared me to combat the ignorance of mutant haters, better than most of my companions at this point.

Ororo is Alive—log 10782

Just came out of a spirit walk and have to get this recorded before anything fades from memory. I saw Ororo in a cage. She was old then quickly faded down to her youth. A

Forge's Journal

fat middle-eastern man challenged me to arm wrestling, during which his hand transformed into an amorphous shape. Only my bionic hand saved me, but what is most important is that she's alive. Storm survives and I have to find her! I feel alive again!

Choices Lost—log 10805

It seems that my destiny has been intertwined with the fate of the X-Men and other mutants worldwide. The choice of running away and living on my mountain isn't available to me anymore. I've decided to stay with Moira and Sean on Muir Island to help them locate the other X-Men.

Banshee—log 10811

About Sean Cassidy, a new-found close friend, we've developed a bond forged from similar pasts and similar present goals. We're about to embark on a trip to find as many of the missing X-Men as possible. Our first stop will be Egypt, since we have seen the image of Amahl Farouk and that suggests Cairo.

Close—log 10823

This is being recorded on a hasty flight to the United States. Sean and I made one of the best decisions in our lives today when we made the choice to ditch the idea of continuing on to Cairo. Luckily, we spotted a picture of Alison Blaire, the Dazzler, in a magazine and decided that it was a stronger lead than the tenuous one we had been following.

The plane we had been scheduled to take to Cairo was destroyed in a fiery blast, obviously designed to kill

us. Thinking quickly, Banshee flew us away from the airstrip and we are now on the way to the US. Our first stop is going to be Xavier's Mansion.

Thinking—log 10835

I managed to save Jean Grey and Sean from a horrible fate just by thinking ahead and getting lucky. I'm grateful there was time to prepare and that I had in inkling of who we were going to face. Masque, of the Morlocks, gets perverse pleasure from manipulating other people's physical form into anything that the monster desires. By taking a small sample of my friend's cells, I was able to restore them from the shapes Masque left them in, a multi-tentacled woman and a mouthless man, into their original forms. If only all battles and encounters could be so forecast.

Genosha—log 10876

Something has to be done about the island nation of Genosha. Their mutant hunting tactics endanger not only mutants, but civilians anywhere near their "repatriation" efforts. After observing particular Genoshans during their attempt to capture Jenny Ransome, I found one named Pipeline an extremely dangerous individual within a group context. His "teleportation" power allows for instant reinforcements and instant escape routes for Genoshans and their prisoners. A priority target early in any conflict.

Charles—log 10909

Charles Xavier has returned to Earth to spearhead the leadership of

all the X-Men. We managed to defeat the menace of the Shadow King with Charles' help at the expense of Muir Island and Charles' son, Legion. It is comforting that he has returned at this juncture in our lives. With Cable's larger following and the activities of the Mutant Liberation Front gaining more prominence, a level headed leader is needed.

Roles—log 10939

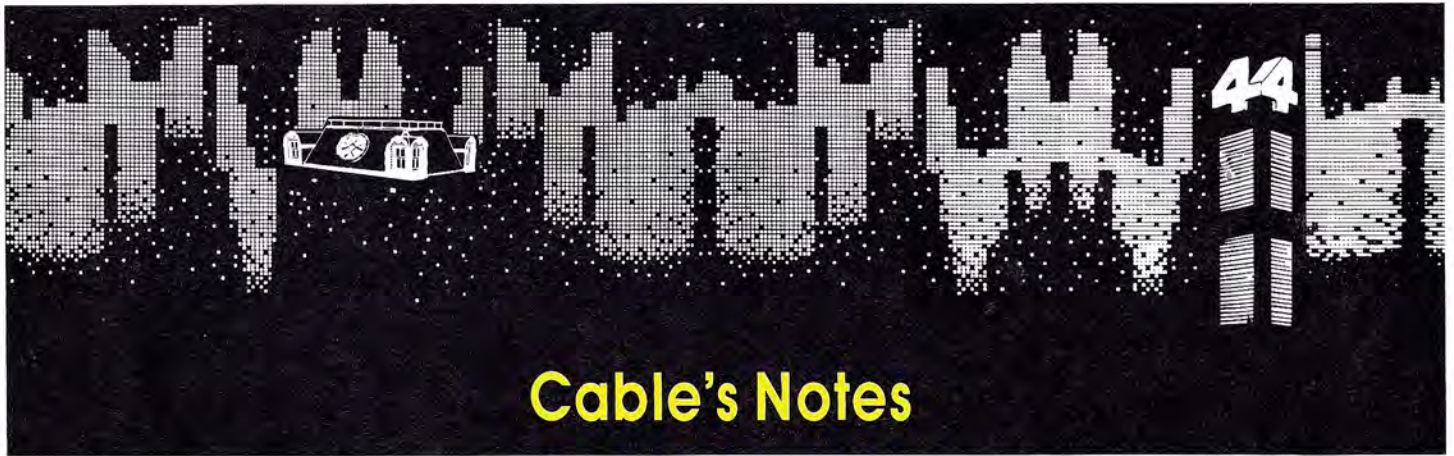
I find myself in the position of advisor to Charles and a non-combatant in most situations. We have enough front-line soldiers at this point, (hmmm, maybe Cable has had some affect on my thinking), so my talents are best used behind the scenes, designing weapons, defenses, and other devices.

Chess—log 10945

Charles' chess playing skills are exceptional. He beat me even with the psychic dampener in place during the game. I'm not used to being beaten so easily. Note to myself: practice more and read Kasparov's chess manual again.

Consequences—log 10981

With the Genoshan government enacting reforms, Magneto out of commission, and the Shadow King destroyed, I wonder what threat is going to rear its head next? Will we be up to the challenge this time? In times like these, we can't afford to lose even one time. The consequences are too great.



These opinions and reviews were found under the heading of "Potential New Recruits" in Cable's files.

Iceman

Very undisciplined, the proverbial hot-head with the power of ice.

With his enhanced power and experience, and a dash of direction, he could prove to be a welcome addition to my strike force.

He could be too willful though, so it may be best for X-Force to continue on without an attempt to gain him for a member. Such an action would also alienate his friends in the X-Men, and, although we're not on the best of terms, I wouldn't want them actively working against me.

Angel

His violent attitude and razor-sharp wings could prove beneficial for the war, but his ferocious temper seems to be getting dulled recently. He seems more relaxed and comfortable with his altered state. Would this hamper his effectiveness in the long run? Also, the same concerns with the X-Men that I have with Iceman apply here as well.

Hellions

Now that Emma Frost is out of the way, it may be possible to recruit some of the students of the Massachusetts Academy. I wouldn't want to inherit the whole group, but some of the member's powers have interesting possibilities.

The fact that they are used to a strong leading force, such as presented by Ms. Frost's command,

would make the assimilation to X-Force that much easier.

The following are the individual student reviews for the surviving Hellion members:

Roulette: Her good luck/bad luck disks brings into question her effectiveness as a soldier. A good fighter should be able to control his actions and know the consequences of an action.

This mutant's powers go in exactly the opposite direction, where randomness is the end result of her abilities. So far, according to reports, her disks have worked effectively for her, but there is no way to predict how her good or bad luck will affect the other members of any attack force.

This leads me to believe that, although her powers show some slight merit, I believe it advisable not to approach her.

Beef: More muscle, and not exactly what I need, now that Proudstar is growing in size and strength and confidence as each day goes by. After the beating Beef took at the hands of Fitzroy, it's still a question whether he will ever fully recover.

Empath: He has an excellent power, to control emotions, but he is an uncontrollable individual. His frequent disobedient episodes with Emma Frost are well known and if a telepath of Frost's strength had trouble controlling Empath, I'd probably end up having to shoot him. Ultimately, not worth all the trouble he'd cause.

Bevatron: A recent member of the Hellions, so I don't have as much information on him as I'd like. From all reports, he's cocky, but still a novice in the fighting department. His range power could make him a potentially valuable addition to X-Force, but do I have the time to train him for the field? That reminds me—we need some sort of offensive weapon usable from a distance. Talk to Domino and get recommendations for new members that would fit into this category with more combat experience than Bevatron.

Catseye: Already have one feline in the group, and I don't see the need for another one. Feral is enough trouble to control without adding another furred mutant to the mix.

X-Terminators

I've already got one of this defunct team's members involved in the battle, Boom-Boom. If these other members prove to have the same spunk and attitude as Tabitha, then they may make useful additions to my team.

Artie Maddicks: This child may have powers that could serve the team extraordinarily well. Being able to mindlink with another person would give us a great advantage in finding out the plans and locations of our recurring foes, especially the MLF. Maddicks' powers would go a long way towards putting a stop to their terrorist activities.

He is still a child, which is a plus. We could mold him into an effective team member if he makes the



Cables Notes

decision to join X-Force. The key to getting Artie Maddicks may rest in convincing his friend and partner in mutant affairs, the power dampener, Leech. (See the Leech entry for more information)

These two young mutants, if of the right mindset, would be exceptional assets to my team. Look into an angle for getting them involved in X-Force's upcoming missions.

Leech: What a power—a power dampener—not only of mutant abilities, but of other super powers as well! If I could work up enough protection for the kid, we could transport him into the middle of our enemies and hit them while their powers were not functioning.

Does the youngster have the guts and determination to become a member of the team? Would he be willing to take the chances necessary to win every battle? It would be worth the almost certain trouble to find out whether this kid has what it takes to be an effective soldier in the battle.

The records that I perused indicated that control over his power has grown considerably with age. This makes him even more desirable as a team member, as other abilities may surface as he grows.

Take note of his documented friendship with Artie Maddicks. These two kids, taken separately and together, could represent a major force in the years to come. Best keep a close watch on any new developments in their lives.

Fallen Angels

Ariel: This alien's powers of instant transport and psychic coercion could come in handy, but her somewhat questionable past makes her a dangerous security risk. With the short-lived mutant-filled group known as the Fallen Angels, she arranged for members of her own team to be captured for study by her home planet's scientists.

Sure, she changed her mind and used her powers to help them escape, but it could have easily gone the other way. I can't risk essential members of my team with a irrational, emotional child. Another negative is the fact that her space warping power needs some sort of doorway as a focus. Not that this minor inconvenience would eliminate her completely, but taken in conjunction with her history, it paints a sorry picture. If we're not able to come up with another mode of transportation, Ariel may look more enticing, but at this point, I think it prudent to go with my initial assessment and pass on any further action in this case.

Chance: Another mutant member of the Fallen Angels and another power that affects the effectiveness of other's powers. This girl's ability has an interesting twist to it, though. She can increase the limits of another's powers as well as decrease them. Just imagine, Proudstar with even more strength, or Sam with more speed and maneuverability. There is potential here.

Her background, growing up in streets and surviving, bodes well for

her inclusion in the war. Definitely a mutant to look up and put a proposal on the table. Talk to Domino to make the meeting take place.

Morlocks

We need a mode of quick transport, similar to that served by Zero for the MLF or Pipeline for the Genoshans. The Morlock who helped Masque escape Forge and his little group of mutants could be useful for this purpose.

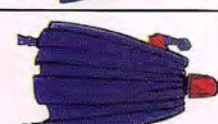
I must ask Feral about "Bouncer" and the mutant's view on the world. If I could convert him to our cause, it might make my job easier and the team a more effective strike group.

Maybe there are other mutants down there that could help us that don't quite agree with the way Masque is running things in the tunnels. A quick excursion down there may prove very beneficial.

Alchemy

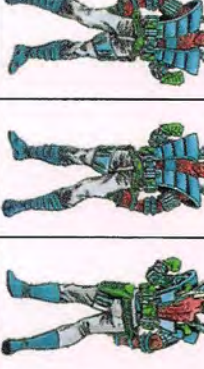
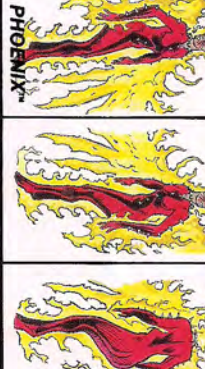
Just recently heard of the British mutant known as Alchemy. His ability to alter substances could be useful to us in the war, but even more so for our opposition. Alchemy should be watched, if not for recruitment, then to prevent our enemies from capturing him for their own plans. Note: Find address and set up a monitoring detail for him.

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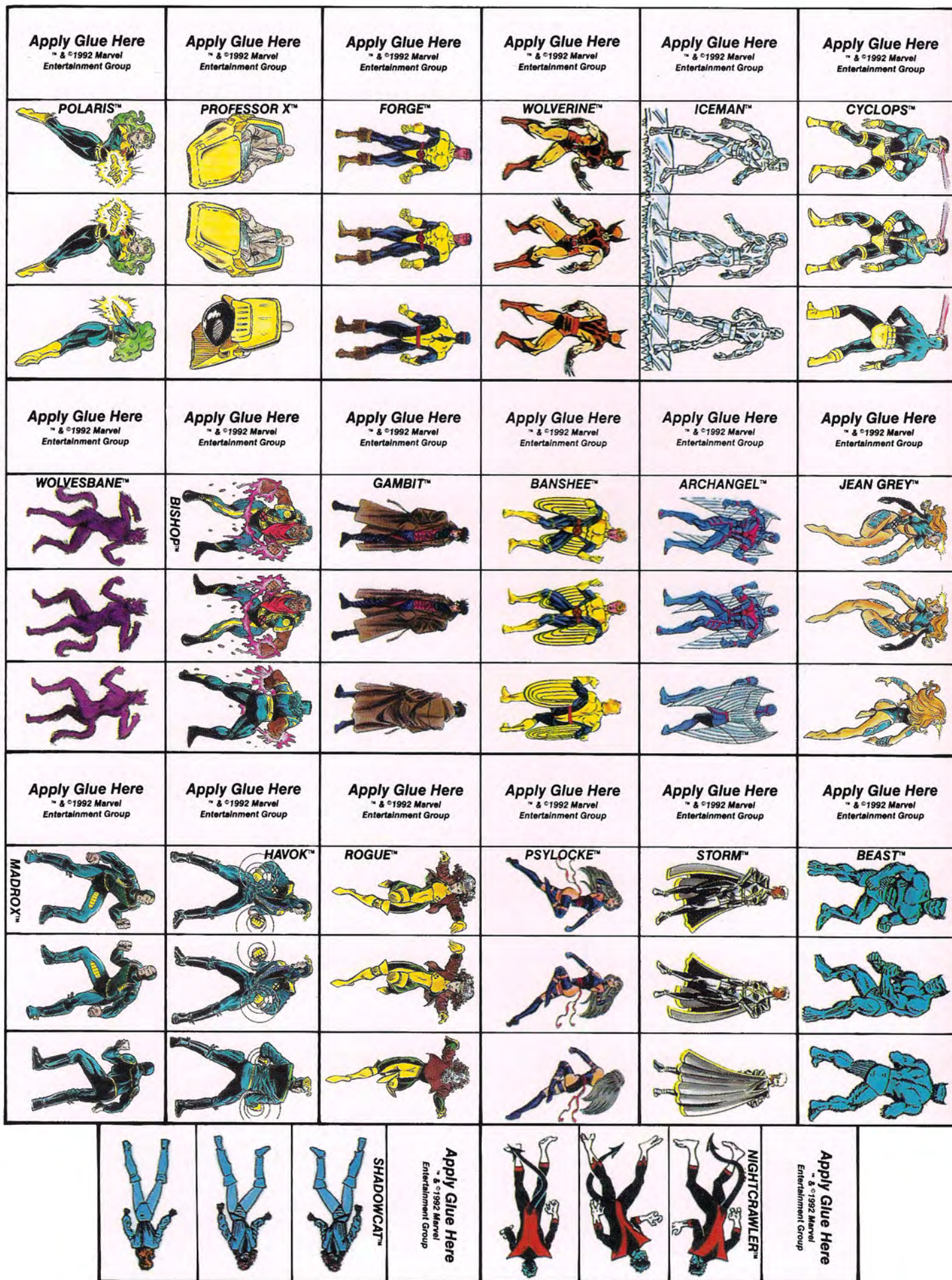
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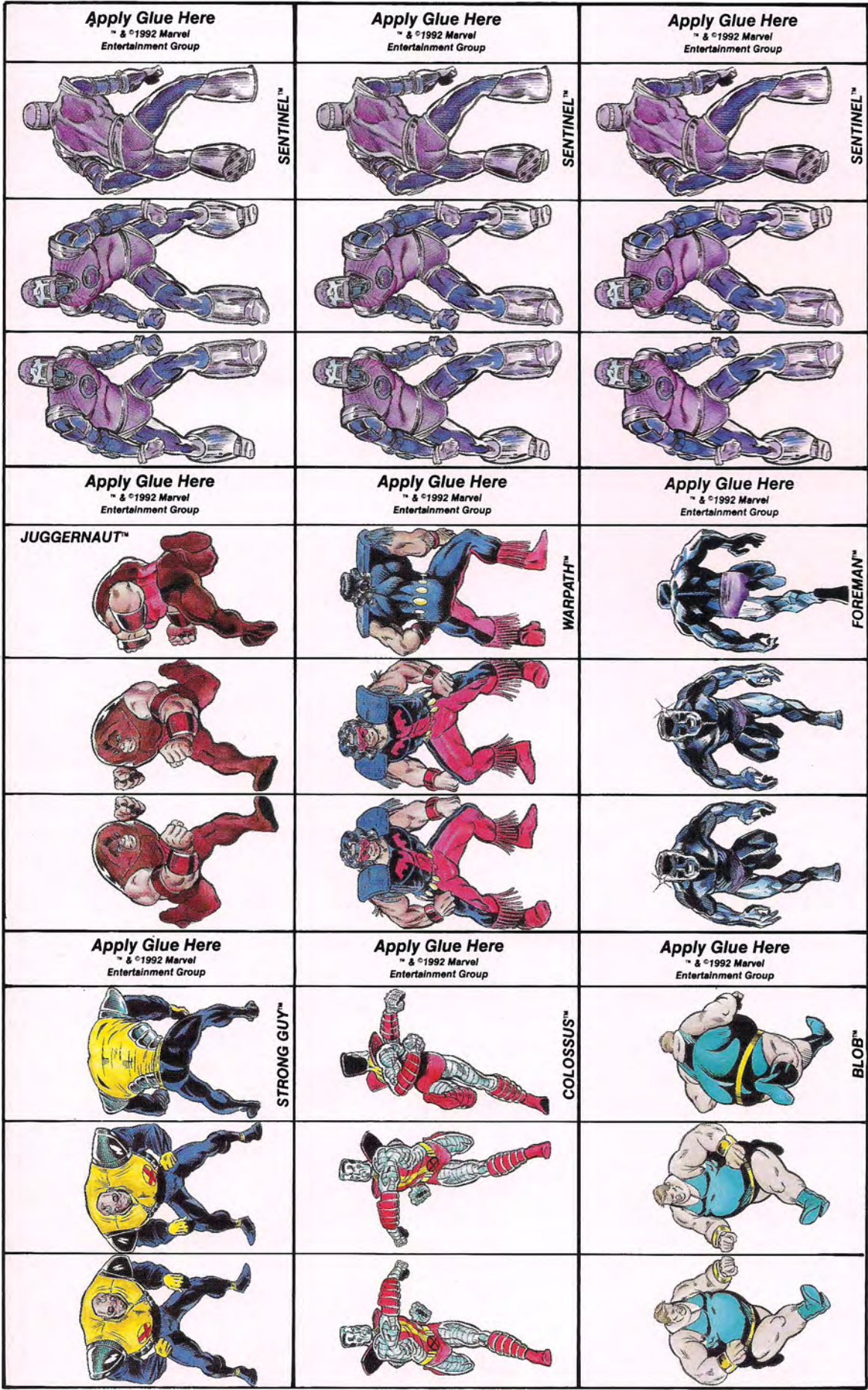
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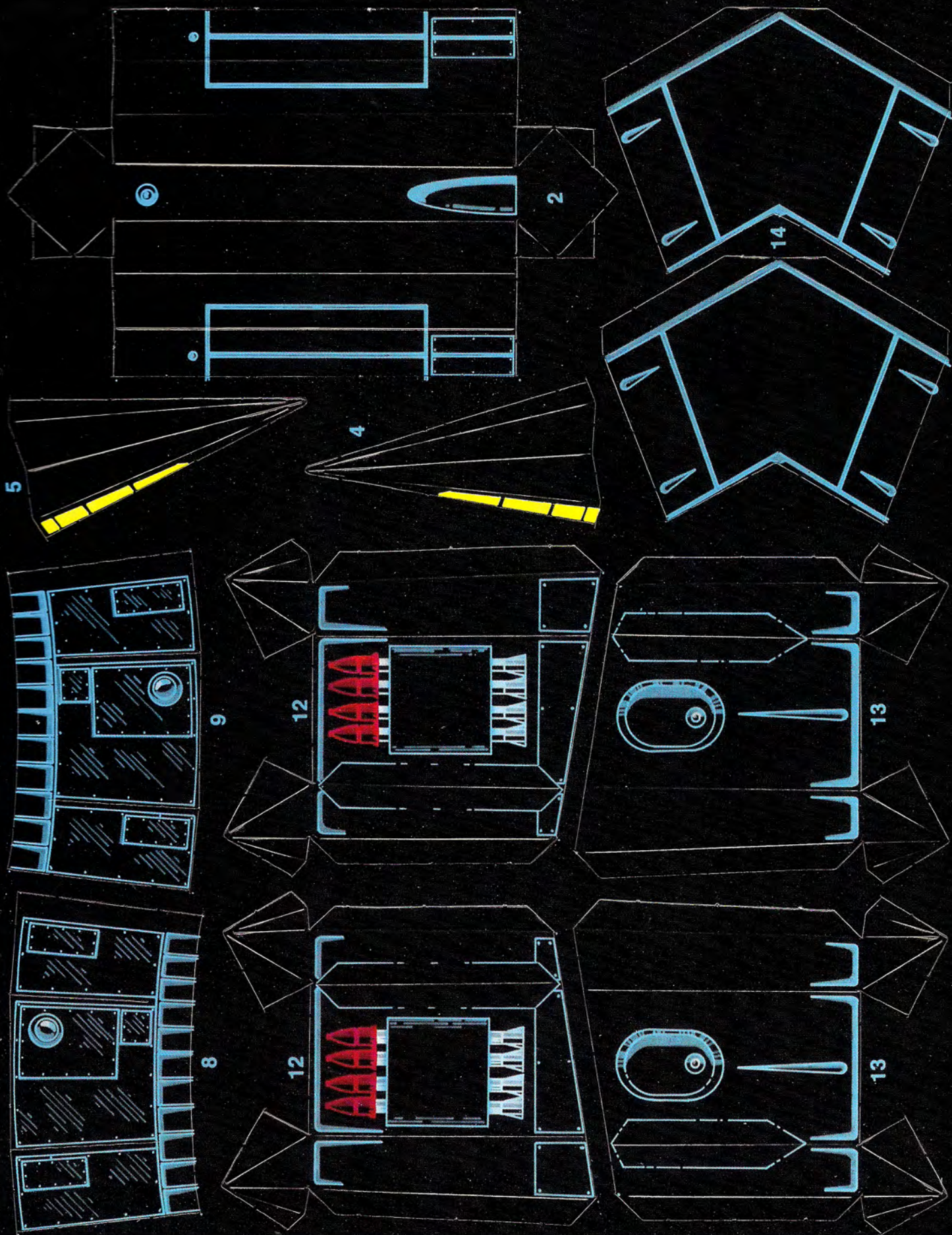


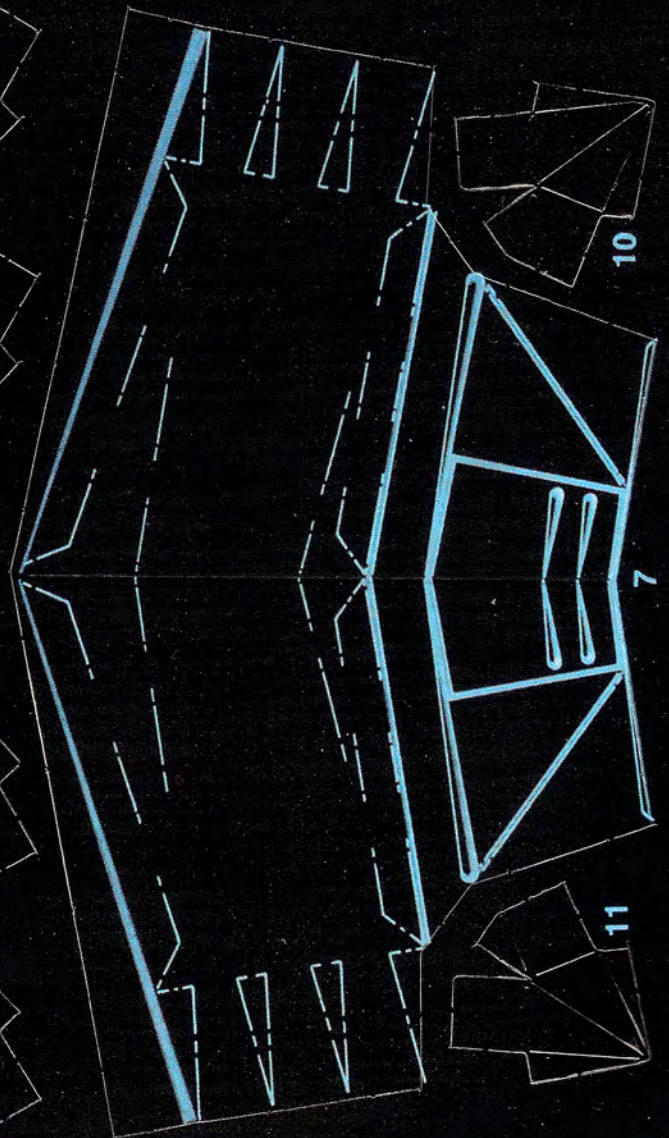
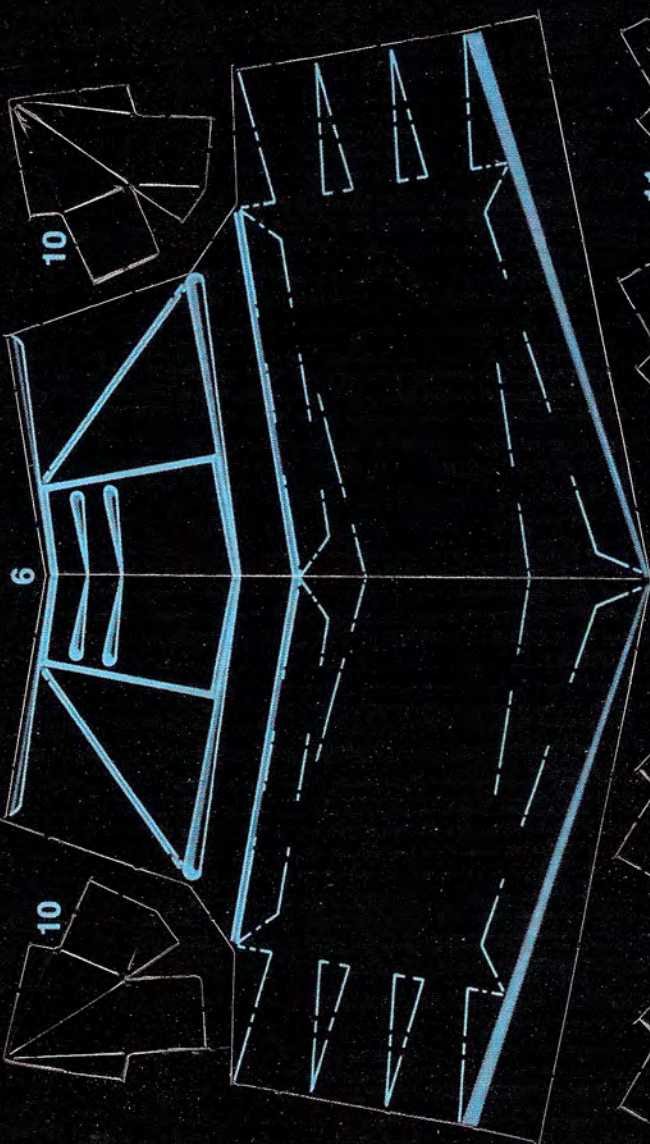
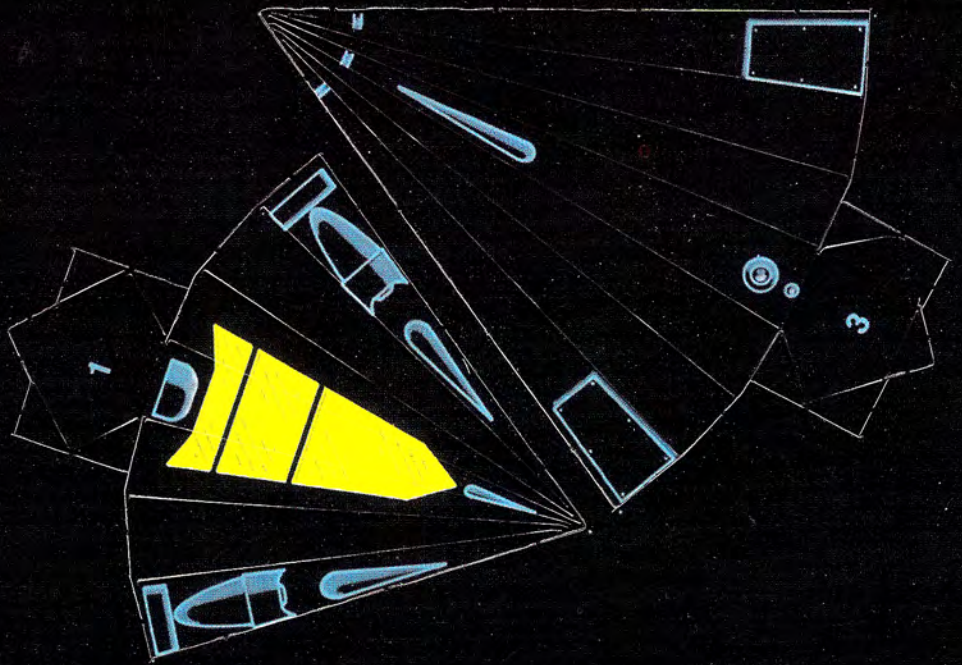
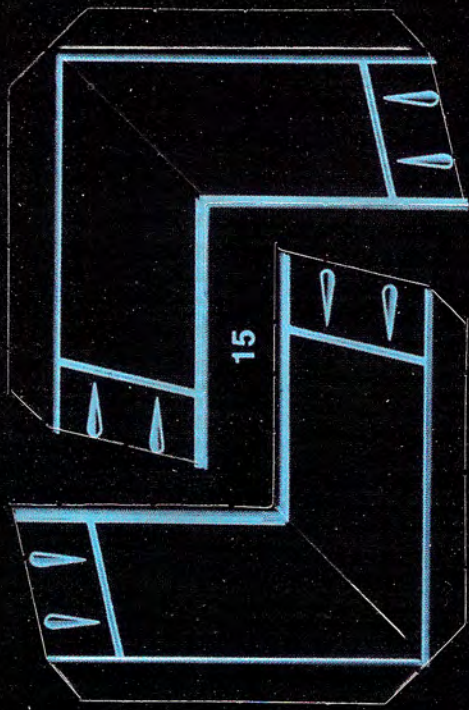
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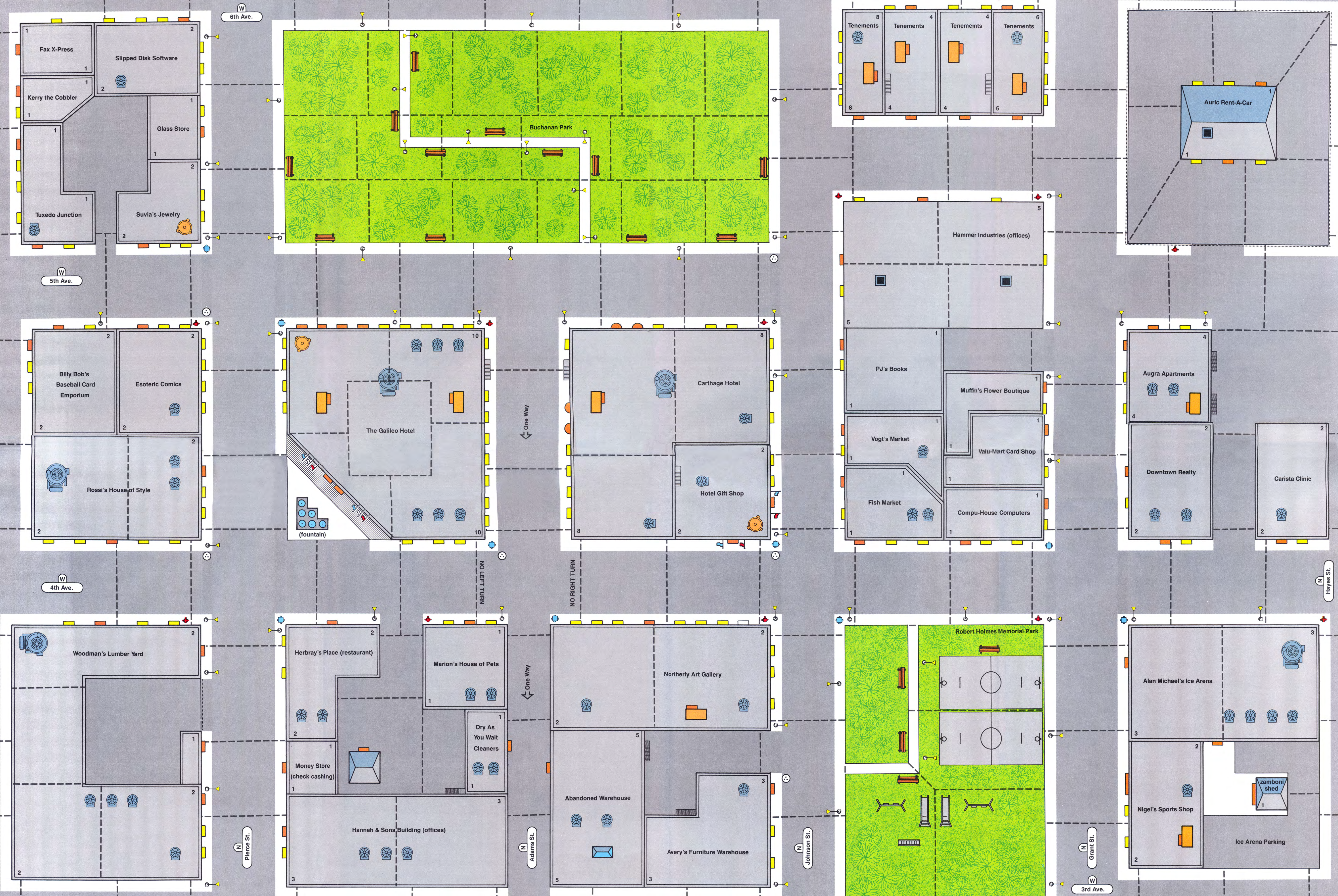


6905XXX1204

FOLD ALONG LIGHT BLACK LINES. CUT ALONG HEAVY BLACK LINES







W 6th Ave.

W 5th Ave.

W 4th Ave.

N Pierce St.

N Adams St.

N Johnson St.

N Grant St.

N Hayes St.

W 3rd Ave.

Mutant Alert!



CONTACT #8

Name: Unknown
Size: Larger than Adult (x3)
Location: Seattle, Washington
Gathered Information:
Power Level: Class 5 (Low)
Power Type: Unknown
Control: Unknown
Note: Power eruption on Phoenix-level scale, unable to pinpoint or gain more data due to interference



CONTACT #3

Name: Unknown
Size: Variable
Sex: Female
Location: Boulder, Colorado
Gathered Information:
Power Level: Class 3 (High)
Power Type: Earth Manipulation;
Mineral based body chemistry
(permanent bodily mutation)
Control: Good



CONTACT #5

Name: Unknown
Size: Larger than adult human
Sex: Male
Location: Chicago, Illinois
Gathered Information:
Power Level: Class 4 (Low)
Power Type: Organic Metal transformation;
enhanced strength & endurance
Control: Reflexive
Trigger: Stress



CONTACT #2 -- MATCH

See File #2543, Bifrost, John
Note: Previous recorded power levels enhanced

Name: Bifrost, John
Size: Adult
Sex: Male
Location: Manhattan, New York
Gathered Information:
Power Level: Class 3 (Low/Medium)
Power Type: Energy Manipulation & Flight;
full power & parameters unknown
Control: Good



CONTACT #4 -- MATCH

See File #2542

Name: Bifrost, Felicia
Size: Adult
Sex: Female
Location: Los Angeles, California
Gathered Information:
Power Level: Class 3 (High)
Power Type: Psionic/Empathic powers
Control: Currently Uncontrolled;
previous control Excellent
Trigger: Psychic shock or sensory overload



CONTACT #1

Name: Unknown
Size: Smaller than adult
Sex: Male
Location: Cincinnati, Ohio
Gathered Information:
Power Level: Class 5 (Extreme)
Power Type: Spatial Manipulation
Control: None
Trigger: Stress



CONTACT #6

Name: Unknown
Size: Adult
Sex: Female
Location: Atlanta, Georgia
Gathered Information:
Power Level: Class 3 (High)
Power Type: Material Manipulation
Control: Uncontrolled and operating
Trigger: Unknown



CONTACT #7

Name: Unknown
Size: Adult
Location: Gulf of Mexico, highly mobile
Gathered Information:
Power Level: Class 2 (High)
Power Type: Inexact & conflicting readings;
assumed aquatic in nature due to
submerged nature of mutant
Control: Unknown
NEED MORE DATA! Working.....

Key:	
Power Levels	Power Ranks
Class 1	Feeble-Good
Class 2	Excellent-Remarkable
Class 3	Incredible-Amazing
Class 4	Monstrous-Unearthly
Class 5	Shift X --

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by **Scott Davis and Anthony Herring**

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