



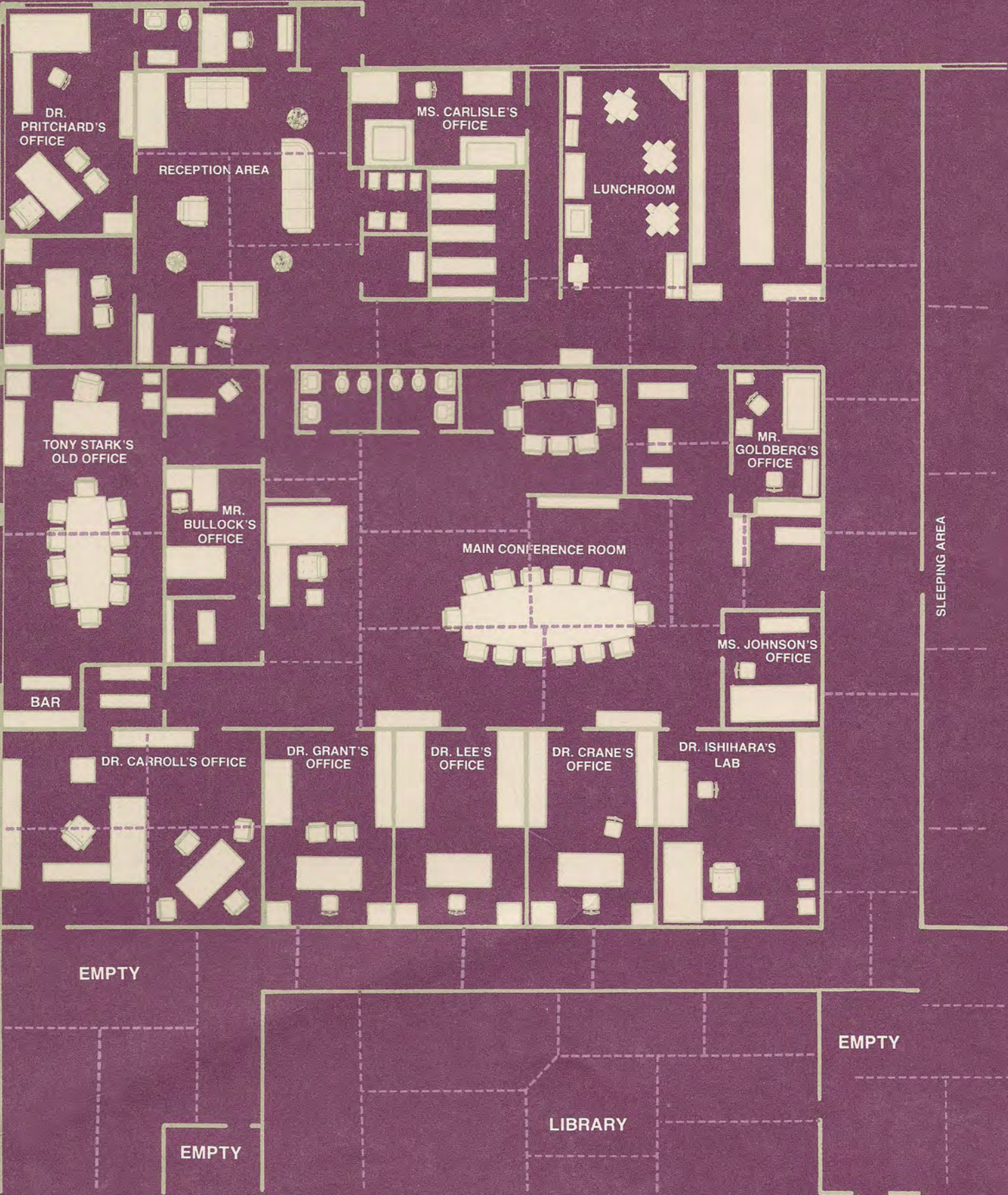
MARVEL SUPER HEROES™

Reap the Whirlwind

by Caroline and Warren Spector



STARK ENTERPRISES — CANADA



MARVEL SUPER HEROES™

Official Game Adventure

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Contents

Mutants Arise	2
For Judges Only	4
Mutie, Mutie, Who's Got the Mutie?	6
Ghost in the Machine	12
You're In the Army Now	22
Sentinels and SWAT:AM Teams	31

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MUTANTS ARISE!

You've been hounded by jack-booted, white-shirted vigilantes. You've been hunted by killer robots. You've lived like an animal.

You've had enough.

Now it's time for mutants to fight back, time for the hunted to become the hunter. You've learned to survive, to thrive, by striking from the shadows. A thrust here. A blow there.

Now word has begun to circulate of a mutant with power enough to frighten the sentinels . . . of machines which can give mutants a fighting chance against their oppressors . . . of a man with a vision, a vision of a mutant army capable of overwhelming any foe.

You'll strike like a whirlwind and reap what you can. Your lives will never be the same. The thought appeals to you.

Welcome to the future and a world gone mad.

Yours is a world where bigotry, hatred, and paranoia are the norm. The America of the 20th century is gone, in its place, a divided country

torn apart by fear.

Mutants are systematically rounded up and imprisoned in internment centers. Sentinels, robots designed for one purpose — to hunt and, if necessary, kill mutants — hold the country in a grip of terror unmatched in human history.

There is no freedom for mutants or their sympathizers. All mutants are registered with the sentinels, in hiding, or part of a growing mutant underground. The major cities of the U.S. have been reduced to rubble and ashes in the fighting between mutants and sentinels.

In the world of the "Dark Future" mutants are the lowest of the low. They are not allowed constitutional rights, their homes have been confiscated, their families torn apart. Mutant children are forbidden to attend school with human children. Mutants are not allowed to hold jobs. They must wear identifying marks on their clothes as well as inhibitor collars to prevent the use of their powers.

Anomalous humans (those

humans who have no mutant abilities but whose genes make it likely they will produce mutant offspring) are forbidden to reproduce, and have been made to undergo sterilization to see that they don't. Forced into ghettos, anomalous humans are slowly dying out.

The anti-mutant efforts are supported by the government and coordinated by a secret commission called Project Wideawake. Project Wideawake decided to deal with the mutant problem by eliminating the mutants. To that end, the members of the commission contacted industrialist Sebastian Shaw and had him begin construction of the sentinels.

Before long, the factories of Shaw Industries were churning out sentinels — Mark IVs, Mark Vs, Mark VIs, Alphas, Omegas . . . The sentinels had great power and they soon realized that human intervention was preventing them from fulfilling their prime directive:

Protect humanity from the threat of mutantkind no matter what the cost.

The sentinels immediately went to



work rounding up all unregistered mutants. In order keep out of the clutches of the sentinels, mutants learned to use various devices, like jammers, wild weasels, masking devices, and minutemen, to hide from or destroy them. These devices are explained in MX1.

This is the third in a series of four modules dealing with the dark future. MX1: *Nightmares of Futures Past* and MX2: *The X-Potential* set up the world and political climate of the early- to mid-21st century. All the heroes and villains of the current Marvel universe are either dead or very old. Most of the heroes were killed fighting the sentinels during the latter part of the 20th century. Those that weren't killed are in internment centers (either because they were mutants or mutant sympathizers).

This module allows your characters to roleplay in this future. In the following pages, you'll find three mini-adventures. These can be used separately or as part of an ongoing campaign. The action begins in your PCs' hometown (or wherever they were when their last adventure ended. In the natural course of everyday life, they'll hear several rumors — rumors they can act on or ignore, as they choose.

If you want to run just one of the mini-adventures that follow, only give them clues about that adventure.

If you want to begin a campaign, give them clues about all of the mini-adventures in this book and let them choose which leads they'll follow up. Each mini-adventure the players complete makes the next one a bit easier:

They may decide to rescue a powerful mutant — a potential ally — from the sentinels.

They may follow-up on an underground myth about a suit of armor designed by the late Tony Stark which gives the wearer powers comparable to the sentinels.

They may join a mutant army and take part in an attack on the factory

in which all sentinels are built.

Encourage players to create new mutants rather than using the ones in the current Marvel universe. If they really want to play current characters, increase each character's age by 25-50 years, and impose a -1CS on all die rolls dealing with the sentinels because the powers and tactics of any hero that old will be well known to the sentinels. Try to keep players from using favorite characters. The 21st century is deadly, and characters who don't die may well end up crippled or in an internment camp.

If your players are set on playing their current favorite Marvel characters, concoct some kind of "time warp," zap them into this dark future, let them have their adventures, and zap them back home, hopefully a little wiser for their experience.

Remember that the future described here is an alternate future — just one of many possible timelines. The "history" described in the pages that follow may not mirror precisely the future history of the Marvel universe. If this concerns you, change the story to suit your needs.

Remember, also, that these are mini-adventures — there's enough detail to get you started, but you'll have to flesh things out a little bit. Complete statistics are provided for important NPCs; bit players are described in as much detail as necessary, and no more. If you want to involve these secondary NPCs in the action, give them whatever stats you deem appropriate.

If you haven't played MX1 or MX2, you should probably do so. Then, read this adventure through before attempting to run it. The adventure can be played in more than one way, so pay particular attention to the Judge's sections. This will give you the background you need, especially if you haven't played MX1 or MX2.



FOR JUDGES ONLY

This is a brief overview of the events in MX1: *Nightmares of Future Past* and MX2: *The X-Potential* and a brief summary of what's in MX3.

In 1980, the Second Brotherhood of Evil Mutants assassinated Senator Robert Kelly, the driving force behind anti-mutant activity in the United States. With his murder, a wave of anti-mutant hysteria was unleashed.

Five years later the Mutant Affairs Control Act was passed. Although it was struck down as unconstitutional by the Supreme Court, the president moved ahead, establishing Project Wideawake, the sentinel solution to the mutant problem.

Project Wideawake was not supported by all members of government — Nick Fury and S.H.I.E.L.D. refused to deal with Henry Peter Gyrich (head of operations, National Security Council) or Project Wideawake.

A series of confrontations between Fury and Gyrich led to S.H.I.E.L.D.'s last stand against the sentinels. Fury's organization was nearly destroyed — only 15% of S.H.I.E.L.D.'s force escaped to Canada, there to become the backbone of the Canadian Resistance Army.

Meanwhile, the sentinels ousted all humans involved with Project Wideawake — the robots were left with complete autonomy. Project Wideawake adopted Program Roundup.

Roundup called for the mandatory registration of all citizens. Regular humans were simply given identity cards. Mutants and anomalous humans were given identity cards and forced to wear an identifying mark on their clothing. In addition, mutants were forced to wear inhibitor collars which prevented them from using their powers. The inhibitor collars also drained the energy of the wearer, lowering resistance to disease.

Mutants were forbidden to bear children or to live in dwellings inhabited by "normal" humans. They were

forced to show their IDs whenever they purchased food, clothing, electronics, liquor, cigarettes, tools, or radios.

Mutants were forbidden the use of public parks and museums (unless set aside for mutant use). They were banned from all forms of public transportation. They were barred from medical facilities not set aside for mutants. All mutant organizations were declared illegal.

Anomalous humans fared little better: They too, were forbidden to bear children. Due to the hostility towards mutants (and those associated with them), most anomalous humans were forced out of business and herded into ghettos. Unable to reproduce, they are slowly dying out, as planned.

As the sentinels rounded up more and more mutants, the violent encounters of the late 20th century began to die down. There were simply not enough mutants to "fight the good fight."

Most mutants ended up in internment camps. In the camps, mutants were forced to live in dormitories with no privacy, no protection from the elements, and poor food. They were denied reading material, bathing facilities, and communication with the outside world. They were guarded every moment of the day and night.

Attached to each camp, but outside the camp proper, was a research facility. Here, experiments on the X-Factor took place. (The X-Factor is the genetic mutation that makes *homo-superior* different from *homo-sapiens*.) Although mutants were not harmed here, inmates feared the laboratories and resisted being sent.

Free mutants were forced to go underground, rather than live in internment camps. Should the members of your party be "free mutants," on the outside, they will have to deal with hostile police, suspicious humans, and rogue packs of

mutant "bashers."

In MX2, the players were introduced to the McGrafton Plot. Joseph McGrafton was the ad hoc leader of the NASI Party (National American Social Improvement Party). The NASIs began as a band of mutant bashers, but McGrafton set about organizing this rabble into a political power.

In order to gain popular approval, he organized efforts to round-up mutants before the sentinels involved themselves in the action. The public feared sentinels, and looked favorably on the NASIs when it became clear they could get rid of mutants while keeping their homes from being smashed by giant robots.

McGrafton used his apparent power over the sentinels to increase his power and to solicit donations from the middle-class. Still, many Americans had qualms about the wholesale violation of mutant rights, so McGrafton split the NASI party in two: One branch operated through conventional political means; the others, the Knights of Genetic Purity (KGP), better known as "White Shirts," were thugs, responsible for mutant hunting.

The NASIs started a subtle campaign of fear against their opponents. Demonstrations and accidents involving non-NASI shops and businesses led many business owners to join the NASI party to protect their investments.

By the end of the 20th century the NASI party had wormed its way into power at the municipal and state levels. In 1997, McGrafton took a major step on the road to world domination — he was elected to the United States Senate, just in time to take advantage of a changing world situation.

America's economic base was crippled when the sentinels' mutant round-ups caused the destruction of much of the west and east coasts. America became a second-rate industrial power, forced to compete

with more advanced nations in the world market. Foreign investors preyed on failing American corporations. This, combined with the devaluation of the dollar, led to crippling inflation.

And then the sentinels forced Congress to approve the massive funds they needed to continue rebuilding themselves. Money that might have gone to aid industry was diverted to America's war against mutants.

Meanwhile, the USSR began a campaign of attrition. As America fought the mutant menace, the Soviet Union began to pluck countries off the American tree. Without U.S. support, NATO dissolved, and with America out of the picture, there was no one country to oppose the Soviet takeover of Central America.

The Soviets seeing themselves unopposed, moved into Iran and Iraq, leaving Israel unprotected. The OPEC nations, seeing which way the wind was blowing, quickly aligned with the USSR. The flow of Arab oil to the U.S. was cut off, causing further economic problems.

This was the America McGrafton found himself in. And he wasted no time indoctrinating U.S. citizens into his three point platform: One People, One Blood, One Nation. Although reminding some Americans of the horrors visited upon Germany before and during World War II, many accepted McGrafton's simplistic ideology, remembering the Nazi hysteria as something in history books, not something that could happen in the United States.

McGrafton's twisted philosophy encouraged Americans to think of themselves as world saviors. The only people McGrafton felt couldn't be saved were the Communists.

He used Soviet expansion to stir up anti-Communist furor the likes of which hadn't been seen in this country since the Red Scare of the 50s. McGrafton explained the

Soviets' ability to steal America's allies by saying the mutants had made America weak by diluting the "One Blood."

In his warped view, mutants and communists were flip sides of a single coin: Both were "mutations" of the natural order. In order to "cleanse" the One People and One Nation, McGrafton and the NASIs came up with their final solution. Under the guise of resettlement the NASIs began to systematically murder mutants. Their ultimate goal was the extermination of all mutants.

The NASIs instituted their "resettlement" program with the assistance of the American people. Many felt this program proved the NASIs were committed to a humane solution to the mutant problem. The NASIs even established Mutant Affairs Committees staffed by mutants who would screen all applicants for resettlement.

The sentinels approved of the resettlement program because they were aware of its true nature. The mutants felt safe because fellow mutants were running the resettlement boards. None of the mutants realized they were sending their fellows to extermination camps. McGrafton's ultimate plan was to seize control of the U.S. government by manufacturing a mutant panic. He hoped to force the Senate into suspending the Constitution.

In his research facilities, McGrafton Industries employees worked on a "virus" to affect sentinel programming and bring the robots under his control. With the sentinels to do his bidding, with no constitution, with popular support — and with no mutants to oppose him — America would belong to McGrafton. The world would come later.

McGrafton did have an Achilles heel, however: He was, himself, a mutant. His powers were masked from sentinel detection by a device disguised as a ring. Eventually, his true nature was revealed, ensuring

his downfall.

Just how McGrafton fell was determined by the players' actions in MX2: All his plotting was set to come to a head at a political rally in the players' hometown. Several potential outcomes were presented. One saw McGrafton revealed as a mutant and his plot to destroy the mutants exposed. Another saw McGrafton succeed in his plot, for a time — just a few months after he came to power, however, the sentinels saw through his deception and he was ousted.

The events in MX3 begin shortly after the McGrafton affair dies down, and after the sentinels reassert their power.

Getting Started

If you're picking up from MX1 or MX2, just continue your campaign, adding the following scenarios as appropriate.

If your players are starting out cold, you may choose to place them in an internment camp, letting them know they've been here for several months, letting them find out the necessary information through the camp gossip. They will have to escape from the camp to pursue the various rumors.

As an alternative, you can have your imprisoned PCs coerced into taking part in a research study. They'll be taken fairly frequently to the ex-McGrafton research facility near their hometown. There, they can pick up all the necessary rumors. They may even be able to engineer an escape from the slightly less security-conscious lab. Once they're on the outside, they can follow up on any rumors you gave them.

Finally, you can start your player characters on the outside and let them receive the information through another mutant cell or from the town gossip. From there, the course of the adventure is largely up to the players.

MUTIE, MUTIE, WHO'S GOT THE MUTIE?

Judge's Overview

This adventure gets the players into a more offensive frame of mind than they may be used to. Instead of running and hiding (the sensible thing to do in the dark future presented in MX1 and MX2), the player characters must find and free a mutant, one whose power masks her and any other mutant within a 4 area radius! The players should be given a rumor source (if they don't already have one) who will tell them the latest information on the grapevine.

The word on the rumor mill is that a mutant is being shipped to the local internment camp. The nature of this mutant's power is unknown to the local gossip.

If the PCs are free, they can try to access the Mutant Affairs Committee's computers to learn more about the mysterious mutant. They can also investigate the train station and/or the station master's house to determine when the mutant is due for delivery.

Who is Gilda Ginsel?

The mystery mutant's name is Gilda Ginsel. Her parents, Martin and Harriet Ginsel, were a mixed couple: Martin was an anomalous human, his wife, a "normal." Although most anomalous humans were rounded up in the late 20th century, Martin's recessive gene didn't show up on the standard tests. It wasn't until many years later that his doctor discovered the "X-Factor" in Martin's blood.

Being an old family friend, the doctor didn't turn Martin in to the authorities. He did warn Martin that having a child would endanger himself as well as his wife. But Harriet Ginsel wanted a child — unlike many of her friends, she wasn't impressed by anti-mutant rhetoric.

She told her husband that the likelihood of producing a mutant child was small, and even if the child was a mutant, she wouldn't love it any less. It was into this liberal house-

hold that Gilda was born.

She showed no obvious signs of mutation at birth. Her hair was blond, her eyes blue. Outwardly, she was just another normal child. At the age of 10 she developed a fascination with horses. By 12, she was a competent equestrian.

One day, while out riding in a remote section of a neighbor's property, she came upon a mutant cell. Coincidentally, a sentinel was in the area searching for the same cell. In the moment of shock at finding these mutants and seeing the sentinel, her power manifested itself for the first time. The sentinel flew right over the cell without even a glance!

It landed in a copse of trees nearby and the mutants could hear its report to the group leader: The mutant cell, it said, had disappeared and there was no trace of them in the area.

The sentinel left, and Gilda was approached by the mutant cell leader. He asked if she was carrying a masking device. When she told him she wasn't, they began to suspect that she had mutant powers. She took the mutants to her home.

Although the Ginsels were concerned that they would be punished as mutant sympathizers, they abhorred the anti-mutant hysteria and they kept the mutant cell hidden in their home. They soon found that hiding was unnecessary — as long as Gilda was within a 4 area radius of the mutants, neither the mutants nor Gilda could be detected. Gilda was a perfect mutant mask whose powers seemed to grow with each passing day.

With this new situation, the Ginsels became involved with the mutant underground, keeping mutants in their home and transporting them to safe locations. By the time Gilda was sixteen she had a great deal of control over her power. She was able to project a masking field of any shape or size she chose, as well as create an omni-directional

field.

Everything was going well for the Ginsels until a neighbor became suspicious of their many visitors and reported the suspicious activity to the local Mutant Affairs Committee. The sentinels began constant monitoring of the Ginsel farm, but until recently they never found a trace of mutants.

The Ginsels were caught when a mutant wandered out of Gilda's masking field. A sentinel happened to be scanning the area at the time. It saw the mutant blink in and out of the masking field and tracked down its source. Other sentinels were alerted and sent to the Ginsel farm where they rounded up everyone there. No masking device was discovered and it didn't take long for the sentinels to determine that one of the party they rounded up was a mutant with the ability to mask other mutants.

None of the captives would reveal the identity of the masker to the sentinels so the entire party is being sent to a research facility near your town for further study. This is the point at which your party will encounter Gilda Ginsel and her family.

Gilda Ginsel

F	PR(4)	Health = 50
A	TY(6)	
S	TY(5)	Karma = 35
E	TY(7)	
R	GD(10)	Resources = 0
I	GD(15)	
P	M(30)	Popularity = 0

Known Powers:

Gilda has two powers, both of which make her difficult to detect and, therefore, a threat to sentinels. These same powers make her an invaluable ally for any mutant team. *Mutant Masking:* Gilda has Unearthly ability to mask mutants within a 4 area range. She is able to focus this field in any shape or size needed. She will use this power to protect any

mutant in danger. There is no limit to the number of mutants she can hide using her power.

Mutant Mocking: She can also make mutant-sensing devices think they've detected a mutant in a location of her choosing (within 4 areas of her own location). She can't use both of her powers simultaneously.

Talents: Gilda is an accomplished equestrian.

Contacts: Gilda has many contacts in the mutant underground. She also has contacts with her family (obviously), as well as other mutant sympathizers.

Background: See above.

And Away We Go

The PCs go about their usual routine — scrounging for food, seeking shelter (or providing it), and so on. In order to survive, they must have the most accurate information about anti-mutant activity possible.

If they don't already have a source of reliable information, introduce them to Rudy — just Rudy, no last names, no questions. He's the most accurate gossip around.

Rudy is overweight and nearsighted. He wears overalls to hide the first (it doesn't work), and glasses to correct the latter. As the adventure begins, he tells the PCs about the usual round ups, interrogations, and mutant bashings. Then his voice drops, and he reveals something quite out of the ordinary:

"I was working in the computer room at the Mutant Affairs Committee office when I heard them talking about this mutant they're shipping in next week. It looks like this mutant has some kind of heavy duty power, because they won't say when the train is due. Also, they're being very secretive about what power this mutant has. Oops, someone's lookin', gotta go!"

If the PCs are in an internment camp, Rudy'll be there, too, so he can still tell them what's what. He'll encourage them to break out of the

camp, assuring them he'll bust loose with them (he won't, but they don't know that). Any mutant the sentinels are guarding as heavily as they're guarding this one has to be worth helping out, he says.

If the PCs can't come up with an escape plan of their own, Rudy will provide one (just make something up). Get the PCs out of the camp so they can get on with the adventure.

Five days after the PCs first hear about the mystery mutant, a train rolls into the station guarded by a triad of Alpha sentinels. This is a decoy train, meant to draw out any mutant sympathizers who might try to rescue Gilda.

If the players try to stop this train, they'll encounter and battle a team of three Alpha sentinels. Even if the party succeeds in overcoming the sentinels in this encounter, it will be a wasted effort — Gilda isn't on this train and the security will be doubled on the train that does bring her in. As the week progresses your players should be made aware that there has been an increase in the number of trains rolling in and out of the station.

If your players want to find out more about the mutant before springing into action (a very good idea), they can go back to Rudy to learn more, but he's already told them everything he knows. (Of course, he'll gladly take whatever payment they offer before revealing his lack of information — it's a dog-eat-dog world . . .).

He will tell the players where he'd go to pick up more info if he were inclined to take the risk (which he's not), directing them to the train station and the nearby station master's house.

The players can also use the computers at the Mutant Affairs Committee office to discover more about Gilda. The computer will reveal her name and the nature of her power (see above). If your players are having difficulties getting information

about the train schedule, they can access this information from the computer, as well.

The Train Station

The train station is a good place to find clues. The station is entered through two glass doors. The interior of the station has a large waiting room with several rows of plastic benches. Along one side of the station there is a long counter. This is where you buy tickets and claim any missing items, or luggage. The station master's office is located behind this counter.

The office contains a free-standing safe. During the day, this safe is unlocked. After 6 p.m., the safe is locked. The safe contains the schedules for the arrival of all trains as well as the arrival time of the mystery mutant train.

If the PCs can get into the station master's office, they will find a telegram in the safe (see above). In addition, they'll find a message on a bulletin board behind the station master's desk. This note is addressed to the station master from sentinel HQ. It reveals the fact that a new high-security train car will be used to deliver the mutants to the station.

There are also doors leading into dressing rooms for station personnel and train crews. The dressing rooms consist of rows of lockers and a laundry room where uniforms are picked up for cleaning. There is a door leading out the back of the laundry room for easy pick-up. The lockers don't have built-in locks — employees bring their own locks if they're worried about security.

The side opposite the counter has men's and women's restrooms, a set of lockers travellers can rent, a gift shop where visitors can buy candy, magazines, newspapers, and greeting cards with such pithy sayings as "Visit Scenic Austin, home of the sentinels," and "They'll pry my gun from my cold, dead hands after I've

killed the last mutie.”

A coffee shop next to the gift shop sells bad, overpriced food. It has an open-air counter that extends into the waiting area so the patrons can people-watch. A loudspeaker broadcasts train arrivals and departures at about fifteen minute intervals.

The train platform is located behind the station. It is accessed by two glass doors located in the far wall of the station. The platform can also be accessed by cargo doors which lead from the counter side of the station. The platform has a series of posts which hold up a large awning. One set of train tracks continues past the station. A second set of tracks, behind the first, ends here. This is used for repair and for swapping cars from train to train.

A security guard watches the unloading of the luggage compartment whenever a train arrives. He then checks all cars and compartments for non-paying passengers.

The station is never particularly crowded, but it is sure to be deserted (except for the guards who are on duty 24 hours a day) — and locked tighter than a drum — after 9 p.m. It opens up again at 6 a.m. During the week, the PCs are likely to encounter at most half a dozen people (plus the guards). During the weekend, they might meet as many as a dozen travellers. If your players decide to attack the office directly, Gilda will be brought to town on a different train than originally scheduled. A direct assault will lead to a tussle with a team of six SWAT:AM NPCs — one at the front door, one at the back door, and one at each corner of the building.

The Station Master's House

Next door to the train station is the station master's house. This is a simple, one-story private home. (A map of this house is included with this adventure). The station master will be found here between 5 p.m. and 8 a.m. The rest of the time, he's

at the station. His wife will be here 70% of the time. Their two children (both little girls) will be here 60% of the time, and will never be out past 8 p.m.

There is little to interest the PCs here, but what little there is could be crucial. If the players investigate the station master's house, they'll find a telegram revealing the mutant's name, background, and power. This telegram is in plain sight on the desk in the station master's home office. A scribbled note in the upper desk drawer reveals that a triad of Alpha sentinels and half a dozen SWAT:AM team members will take the captives from the train station directly to the internment camp nearby. This means Gilda will have to be rescued before she's taken to the camp — once she's inside, a rescue operation would be futile.

The Rescue

There are several methods the PCs can use to rescue Gilda and her family:

They can discover the train the captives are being shipped in on, learn about the mutant containment car attached to the train, and board as passengers, hoping to free Gilda and the others while the train is en route. This approach, while not without risk, may be a good way to free Gilda, her family, and the other prisoners. The biggest problem confronting the PCs will be boarding the train in the first place, and passing for human once aboard.

They can force the train to stop and try a direct assault. This will require a clever ruse — trains don't stop for just anybody. And once they stop the train, every security guard on board will be on the alert. Seconds after the least disturbance, those guards will be on the horn to sentinel central, making the PCs' job that much harder.

They can allow the train to reach the station and attack the sentinels en route from the station to the intern-

ment camp. This has a certain appeal. Once the muties are out of the mutant containment cars, the risk to them will be lessened. In addition, the PCs won't have to worry about masquerading as humans aboard a train, or stopping the speeding train from the outside — all in all, a good plan.

The Train

The train is comprised of an engine, a coach car, a sleeper car, a baggage car, and two mutant containment cars.

The train rides on the standard two track rail, reaching speeds up to 90 miles per hour. Normal cruising speed is about 60 mph in the country and 40 in urban areas.

Security

Security on board trains differs depending upon the cargo: For instance, a shipment of high-tech electronics, out of season fruits and vegetables, and dangerous mutants rate sentinel security. Regular passenger trains rarely rate sentinel security, but there will often be police or private security teams, depending on who's on board. If there are no special passengers or items of equipment on board, security will be minimal to non-existent.

SWAT:AM teams often ride shotgun on trains, particularly if the cargo includes people or items known to be of interest to the underground mutant community. These combat teams are stationed in the enclosed entryways at either end of each train car. When the train arrives at a stopping point, the guards get off and protect the outside of the train. The train carrying Gilda and the others has SWAT:AM teams aboard.

The Mutant Containment Car

A recently-introduced train car designed for the transportation of mutants is attached to the train the PCs must discover and, perhaps, intercept. This car is the last line of defense against mutant attack. From

the outside, the mutant holding car looks little different from an ordinary baggage car, but attackers will quickly learn how deceiving looks can be.

The car is fully-armored with Remarkable armor. The exterior of the car is electrified. A sliding door on either side of the car allows access to the interior. These doors can only be opened by entering the proper code into a hand-held remote control unit. This control unit is in the possession of Willie Graff, the chief security guard on the train (see below).

If the exterior door is breached without use of the computer code, a laser grid in the interior of the car is activated. These lasers are mounted about three feet off the floor on the two long sides of the car. They're powerful enough to cut through anything up to and including Excellent armor (which means they can cut through human flesh — and that of most mutants — with ease, but they are not powerful enough to damage the walls of the car). The lasers can only be deactivated from the guard posts located at either end of the car.

In addition to containing the manual overrides for the automatic laser system, these guard posts, manned at all times, feature human-operated lasers capable of targeting any part of the mutant containment car. These weapons are more potent than the automatic lasers — they're capable of slicing through the equivalent of Incredible strength body armor. The guard station itself has Remarkable strength armor.

Heavy, flexible cables with mandible-like ends snake from the ceiling of the car. These are used to restrain mutants and lower them to holding tables below.

There are six tables in the car. Each is about three feet tall — just tall enough to put anyone on the tables in position to be fried by laser-fire. Heavy metal straps attached to the tables hold the mutants down.

Inhibitor collars attached to the

tables fit tightly around the prisoners' necks. In addition to preventing mutants from using their powers, these special collars are fitted with two I.V. needles. One administers a strong dose of tranquilizer, the other a solution providing all the calories, vitamins, and nutrients required to keep a prisoner alive during transport.

Other Train Cars

The train pulls three other cars — a sleeper car, a baggage car, and a coach car. The coach car and the dining car both have restrooms at either end. Maps of these train cars can be found on the inside cover of this adventure.

The coach car has several rows of seats, divided down the middle of the car. The seats alternate forward, back, forward, back, and so on, so half of the passengers ride facing forward and the other half ride facing back.

The sleeper car has several compartments, each with its own lavatory. Each compartment sleeps two comfortably, with a fold down bed behind the seats in each compartment. The aisle allowing passage through the sleeper car runs down one side of the car.

The Train Crew

The train is crewed by an engineer and his assistant, both of whom will be found in the engine at all times. One sleeps while the other drives. Two conductors wander from car to car, checking tickets, responding to problems, keeping kids under control, and so on. The sleeper car is manned by two porters, one of whom is on duty at all times. The diner car is staffed by a cook, an assistant/dishwasher/bus boy, and a waiter.

The train crew can help the PCs find out what's going on aboard the train — they know about the two brand-new, off-limits cars (though not about the specifics of its security system); they know why there are

extra security agents on board; they know what the soup de jour is.

The train staff is very gossipy, once their confidence is gained. They will tell all they know, but only if the players draw them out with some subtlety (or a reasonable bribe). Any direct questions will result in no information and long waits for dinner. The staff will be more inclined to help anyone who gives the guards a hard time — there is quite a bit of tension between the guards and the crew because the guards push the staff around.

The Mutant Prisoners

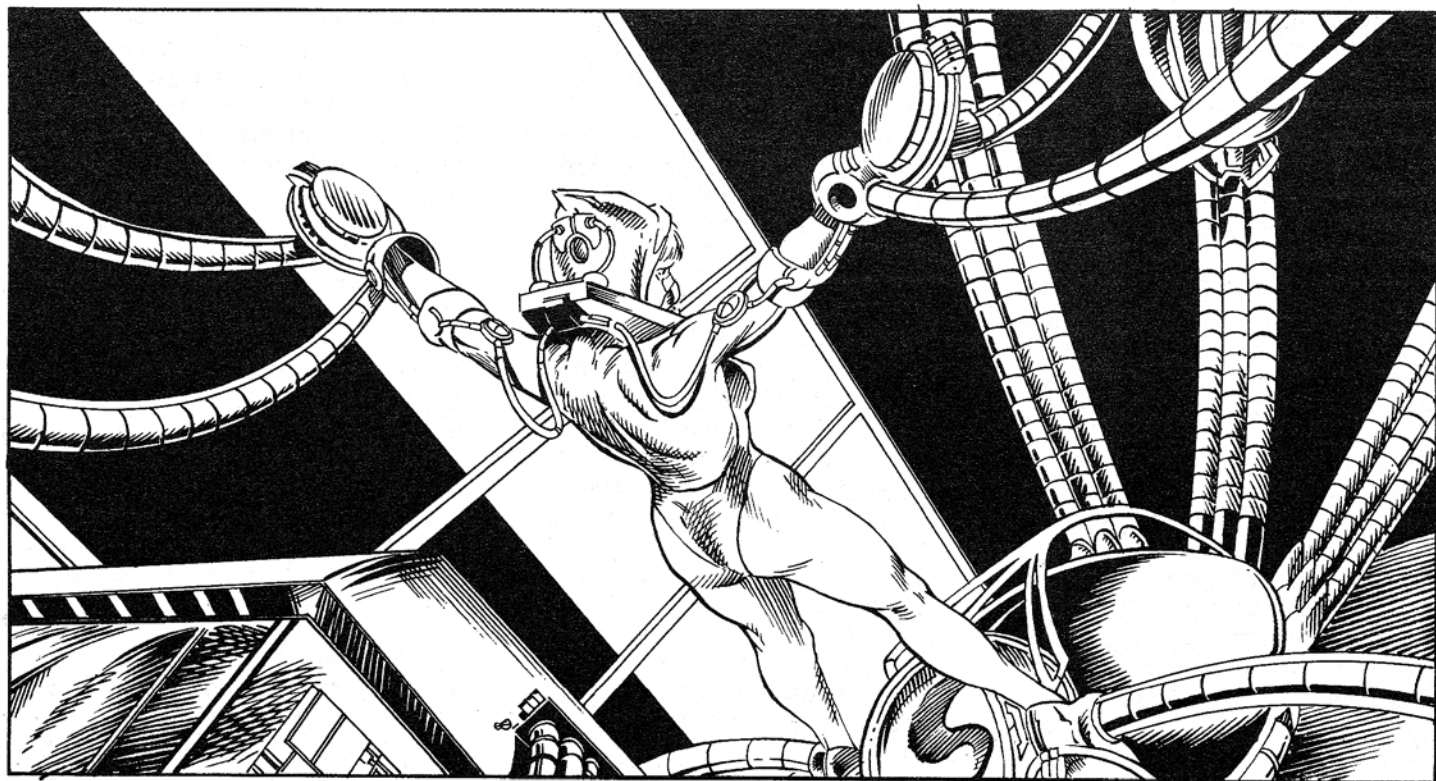
The mystery mutant will be brought into the players' hometown via the special mutant holding car. She will be sedated and tied down on a restraining table. The PCs will have to learn which of the two mutant holding cars contains Gilda, and which contains the other mutants — eight suspected mutants are being brought in on this run, and they're split into two groups of four.

Two humans, Gilda's parents, are being held in the mutant containment car at the very rear of the train. Gilda and another young mutant — Bill Gregson (see below) — are in this car as well.

The second mutie car, just in front of the first, contains four miscellaneous mutants whose powers are negligible and who have no significant role in this adventure except, possibly, to cause the PCs grief — if the PCs attack the wrong car, the security guards (and a triad of Omega sentinels) will descend upon them with a vengeance.

Bill Gregson

F	TY(7)	Health = 40
A	TY(5)	
S	GD(8)	Karma = 20
E	TY(7)	
R	GD(10)	Resources = 0
I	GD(10)	
P	TY(5)	Popularity = 0



Known Powers:

Offensive Body Odor: Bill has an Incredible ability to create awful smells. Under ordinary circumstances, he smells like someone who just hasn't taken a bath for a week or two; when he really uses his power, he can knock people out with the odors he creates. Any organic creature within one area must make an Endurance FEAT roll or swoon for 1d6 turns. During the swooning period, those affected can't do anything but gag and cough.

Animal Communication and Control: Bill has a Good ability to communicate with and control skunks. This power *only* applies to skunks (so Bill gets a +2 CS).

Talents: Animal Training

Contacts: As few as possible (for which everyone is grateful).

Background: Bill was a farm boy who lived pretty much in isolation. His folks — both mutants — were rounded up by sentinels not long ago. Bill fled into the woods near his home

and eventually ended up with the Ginsels.

The captive mutants will be on the train for four days. Remember, they will be under sedation during this time and it will take them thirty turns before they're able to walk, much less fight. Because the prisoners are so heavily sedated, only human guards have been assigned to guard this train. The guards are in constant communication with sentinel bases along the train's route, and any attack will be reported immediately.

The train will make four scheduled stops along its route. If the train is breached using force, the computer which monitors the tranquilizers being administered to the prisoners will go to red alert and begin to administer a poison to the prisoners.

In 1d10 turns, the poison causes vomiting and hallucinations. Within 5d10 turns after that, paranoia sets in, along with gradual stiffening of the limbs, and, ultimately, paralysis

of the central nervous system, causing death through suffocation and heart failure.

An antidote can be administered through the hypodermics attached to the inhibitor collars. The controls for the computer which administers both poison and antidote are found in the guard stations at either end of the mutant containment cars.

Non-Player Characters

The player characters can encounter several NPCs on the train. Passengers and crew may help or hinder them in their attempt to free Gilda and the others:

Robbie and Mike Babbit

Robbie (age 10) and Mike (age 8) are brothers on their way to visit their grandparents in (your hometown). They are insatiably curious, and have vivid imaginations. The brothers spend a lot of time watching TV, learning all about mutants. Their

favorite video program is *Rex Harbinger: Mutant Hunter*. They like playing Rex Harbinger and will dash through the train accusing people of being mutants. They are carrying Rex Harbinger Mutant Hunter Stun Pistols, which look exactly like the weapons carried by SWAT:AM teams.

If a player character doesn't go along with their game, they will go to a security guard and accuse the PC of being a mutant. The first time this happens, the security guard will investigate. After the initial tattling, the guard will ignore the boys.

There is a 50% chance the boys will pick on your PCs. If one of the player characters looks really out of the ordinary (blue skin, fucia hair, etc.) the boys will go right for that character.

Amelia Pendergrast

Amelia is a professor of sociology at (your hometown university or one nearby). She is returning from a sabbatical in Europe, and is dismayed at the difference between the western European prosperity and the economic depression she sees in her own country. In Europe she saw mutants and humans working together, helping each other. The America she sees around her sickens her soul.

She is by nature a timid person and will not come to anyone's aid directly. However, if she can help indirectly, she will try to do so. If she figures out that the PCs are mutants, she will not turn them in. She will lend aid in the form of information about the area. She will also provide money and food, if pressed. She will not hide or shelter the party — that's too risky.

Willie Graff

Willie is the main security guard on this train. He got to his position by brown-nosing the appropriate parties. He is self-serving and conceited. His main pleasure in life is lording his position over the guards

he's in command of. He has become soft and flabby.

He carries a small electronic device that looks like a pocket calculator. Actually, this is the computer coding device that opens the doors to the mutant containment car without frying the occupants. The device is attached to one of his belt loops with a stout chain.

Graff is suspicious by nature and doesn't like being approached by strangers. He tends to shoot first and ask questions later.

Sammy Beckerford

Sammy is a guard under Willie. This is his first assignment and he's feeling very gung ho. He's vigilant, very alert, and unbribable. He will investigate any unusual occurrence brought to his attention. The players can outsmart him, though — he's not too bright. Keeping a cool head and voicing the right amount of indignation will allow the players to bluff their way out of an encounter with him.

Rupert Little

Rupert Little is a 60-year-old, black, businessman travelling to (your hometown USA) to check up on his company's plant located there. He is inclined to stand up for what he believes in and will generally help out a person in trouble.

Rupert is the president of his company — a position for which he had to fight long and hard. He will not be pushed around by anyone. He sees the mutants' plight as similar to that of the black people of America. He'll provide any aid he can.

Mildred Bierce

Mildred is a confused young woman who sees commies under every bush and muties in every closet. Her greatest fantasy is to catch a mutant single-handedly. She often dreams about her image on a magazine cover, with the caption reading, "Greatest Mutant Catch Ever — Mildred

Bierce is OUR GAL!"

Mildred loves the sound of her own voice and will regale anyone who will listen with tales of mutant activity gleaned from the august pages of the nation's still-thriving supermarket checkout line tabloids. She is suspicious of everyone and a busybody to boot. The player characters will have to be very careful around her.

All of the NPCs described above are normal humans — they have average statistics and no talents, skills, or powers worthy of note.

Gilda Gotten

Once the players have Gilda, they need to take her to a secure place to let her recover from the effects of the tranquilizers (and poison if the holding car was forceably entered). They will also need to shake any tails that might be following them after the battle.

After the PCs are in a safe place and Gilda has recovered, she will tell them of her powers and demonstrate them. The players should remember that there are other mutants on board the train, as well as the two humans (Gilda's parents). Failure to bring her parents along (or at least attempt a rescue) will result in Gilda leaving the party at the first opportunity.

If your players have gone to one of the other sections before this encounter, you can modify this scenario.

If they went and found Tony Stark's armor, they can still approach this adventure as above, but, sentinels will travel with all trains.

If the players have contacted Sebastian Shaw and his underground mutant army, they will find that the time isn't right for the factory attack, and they'll be instructed to return at a later date. Play this scenario out with no changes.

GHOST IN THE MACHINE

Judge's Overview

Your players have heard three rumors. One of them has to do with a miraculous suit of armor. The legendary armor has been talked about in the mutant underground for many years.

It is said that Tony Stark, the Iron Man of the late 20th century, designed this armor in secret, as a direct response to the threat of the sentinels. Most people — mutant and human — don't believe the armor really exists. It's generally considered a fable born of mutant desperation. The PCs will have a chance encounter that leads them to believe the legend may be fact after all.

They will track the armor to Canada, hook up with the Canadian Resistance Army, and decide how best to use the armor once they find it.

Tony Stark's Story

After a long battle with alcohol, Tony Stark created Stark Enterprises. As he regained control of his own life and of his company, Stark began to notice the changes going on in the world around him. To his horror, the world he had loved and protected as Iron Man, was slowly turning into a hate-filled community of mutant-hating racists.

Things came to a head for Tony Stark when the government "asked" him to fire his girl Friday — Mrs. Arbogast. She had been uncovered as an anomalous human. Concurrently, Iron Man was asked to use all means at his disposal to put an end to the "menace" of super-powered crime-fighters — mutant and non-mutant alike.

Guilt-ridden over his own part in the anti-mutant hysteria (Stark had designed the anti-mutant Mantinel armor) and realizing that the political forces at work in America were beyond his ability to change, Stark moved his corporate headquarters to Canada. It was here that Stark had his first face-to-face encounter with a

sentinel — the sentinel had been defeated by the Canadian Resistance Army (though not without great cost). The CRA contacted Stark and asked if he would study the "dead" sentinel and come up with a way to put the CRA on an equal footing with the mutant-hunters.

Stark accepted their offer. Thus began Project Parity, the CRA's answer to the sentinel problem. Testing was carried out in great secrecy by Stark and a few trusted employees. The work progressed slowly and was very draining on Stark, whose age was beginning to catch up with him, and whose health was never the best.

After ten years of testing, Project Parity bore its first fruit — the AS-1 anti-sentinel armor prototype. The AS-1 was little more than a souped-up Mantinel suit — the primary modification being a built in jamming device of Incredible rank (range 20 miles), a masking device of Remarkable rank (range 1 area, up to eight characters), and an automatic radio signal seeker which could alert the wearer to the presence of sentinels.

In order to test the AS-1, Stark donned the armor and reactivated the downed sentinel. There followed a long and arduous battle which Stark eventually won. But the victory was hollow — the suit was barely a match for an ordinary sentinel and wouldn't stand a chance against more advanced models.

Stark went into isolation, working doggedly to improve the armor. In the end, the struggle proved too much for the aging hero. When he died, co-workers and associates could find no indication that he had been able to create a suit of armor equal to the task of besting the Omega sentinels then coming off the assembly-line, let alone one capable of doing battle with Nimrod, the deadliest of sentinels.

In the wake of Tony Stark's death, the board of directors of Stark Enterprises shut down Project Parity —

they felt it was an unnecessary drain on the company's resources.

The company headquarters were moved back to the United States and the Canadian plant was sold. Unbeknownst to the Stark Enterprises board of directors, however, Stark had made provisions for the continued operation of the Canadian research facility — before his death, he channeled funds to trusted friends and associates who used those funds to buy the Canadian plant. Their instructions were to use it as a front to help the CRA and to employ mutants.

Using the old Stark facility as a base, the CRA has been able to keep up its needling of sentinel bases in the U.S. Though not big enough to make a massive assault, the CRA will help any mutant it can.

I Heard It Through the Grapevine

The mutant underground reports that there has been an increase in sentinel activity in the northern part of the U.S. In conjunction with SWAT:AM teams, sentinels have been making raids into Canada. The Canadian officials are less than pleased by these actions. The sentinel behavior is threatening to trigger an international incident. Tensions continue to mount.

Your players should hear about isolated incidents that are escalating in intensity. The first few encounters result in damage but no loss of lives. Then, word filters down to them of a couple of encounters resulting in serious injuries. Finally, the death toll from these raids begins to mount.

Then, one day, an old black man stumbles into town. The guy looks like a derelict — ripped clothes, ratty shoes, dirty as can be. He clutches a paper sack in one hand, clutches it so tightly his knuckles look ready to pop.

Ignored by most, shunned by all, he goes door to door asking for food. He's always turned away. Then, he is

jumped by some young punks — mutie activity has been low around here recently, and they're antsy for someone to beat up. The newcomer to town looks just defenseless enough to fit the bill. (Make sure the player characters are in a position to witness this assault.)

If your players leap to the old man's defense, they'll arrive on the scene to find him anything but defenseless — for an old guy, he fights like a champ. If they do nothing to help the stranger, he'll dispatch his attackers not with ease, but with surprising skill. He'll then spot the PCs and head toward them.

One way or another, the old black man will meet the PCs, introducing himself as Jim ("You can call me 'Rhodey'") Rhodes. He'll turn a critical eye on the PCs, judging them, his gaze making them uncomfortable. Having determined they're trustworthy, he'll tell them his story:

Rhodey's Story

Rhodey was Tony Stark's right-hand man, his ace pilot — he even subbed as Iron Man during Stark's worst bout with alcoholism. He was with Stark during the move to Canada; he was there when Stark worked on the AS-1; he was there when Stark died. At that time, he resigned, but he took a secret with him.

The secret is this: Stark didn't die a failure — he created a suit of armor capable of putting the wearer on equal footing with an Omega sentinel! His death prevented him from testing it, and Rhodey wouldn't put it on for reasons he doesn't care to divulge. Wracked by guilt over his inability to put the armor on (let alone use it as Stark intended) Rhodey became a wanderer, looking for those who could put the armor to best use.

Now, Rhodey's growing old and time is running out. Providence brought him to this town; fate led to the meeting between Rhodey and the PCs. He asks them to accompa-

ny him to Canada, to help him find the armor, to wear it into battle against the sentinels and all who would oppress the American people — whether human or mutant.

If they hesitate, he will reveal what's in his cherished bag — it's Tony Stark's journal, in which the inventor describes his struggle to create the AS-1A armor, armor capable of besting the sentinels. By the time they finish reading this, the PCs should be champing at the bit to follow Rhodey back to Canada.

If your players do decide to go with Rhodey, they need to find a way to get to Canada. Rhodey had little trouble getting here because he's a normal human — he was harassed, but not arrested simply for being on the streets!

Travel is more difficult for mutants, however. Not only is it impossible for them to use any form of mass transportation openly, but, as strangers, they'll be suspect wherever they go.

They might commandeer a car, but they will need funds for gas, oil, and repairs.

If they don't like the idea of car travel, they might decide to try traveling the nation's waterways. This is considerably safer than road travel, particularly if they travel at night and commandeer a sail- or rowboat.

Plane and train travel will require serious subterfuge. Commandeering either of these modes of travel will bring in the army and/or air force and, of course, a horde of sentinels.

The safest way to travel is on foot. There are, however, problems inherent in cross-country travel: There is the usual sentinel activity to deal with (whatever is standard in your Dark Future campaign). Encounters with other mutant cells could prove interesting as well.

The player characters' journey can be as easy or as tough as you like.

The Underground Railroad

The simplest way to get to Canada is to hook up with the mutant under-

ground railroad. This works much like the underground railroad for slaves during the Civil War. Mutants in hiding or smuggled out of internment camps are relocated in Mexico or Canada — mutant "free states."

The underground railroad is operated by sympathetic humans in conjunction with mutant bands in Canada and Mexico. Mutants are smuggled into Mexico over the Rio Grande and into Canada in various wilderness areas.

The mutants are given false I.D. papers identifying them as human. They're given new clothing (sans the mutant markings). They are also issued miniature masking devices that are used during their time with the underground. These are Feeble devices — able to mask just a two foot area and one character — but they get the job done. Once across the border they are relieved of this device so it may be used by other escaping mutants.

The underground railroad is networked in much the same way as the mutant underground. Small groups of mutant sympathizers maintain contact with other small units. If one cell is captured, the rest of the network remains fairly safe. Mutants are transported under cover of darkness by whatever means available — truck, boat, on foot, etc. They are told nothing of the route they'll be taking beyond their next rendezvous point — if they're captured, they can't compromise the entire railroad.

Players who choose this route must find and contact members of the underground railroad. Once they've made contact, they will be shown a sign that only members of the railroad know — the index and second fingers of the right hand are crossed and pointed toward the ground; then, the person giving the sign spits on the ground. In every meeting of the underground, the sign is given before any business is conducted. The sign changes at irregular intervals.

If the players decide to take this route, they must first contact the underground railroad — the town gossip can help them here. Once contact is established, they will be asked what sort of help they need by an underground representative. They will then be passed from one underground contact to another until they reach their destination (assuming they're not caught along the way).

Non-Player Characters

The players may come into contact with the following NPCs on their trek through the underground railroad.

Brent Albert

Brent will be the PCs' first underground railroad contact. He has been working with the underground for several years. It is his responsibility to find mutants who are in need of the railroad's help. He is in charge of issuing the hand signal, as well as checking out the members of the group to make sure they're not SWAT:AM or police plants.

Once Brent is convinced the party is safe, he will issue the PCs miniaturized masking devices disguised as various pieces of jewelry. The party will start out towards Canada at nightfall.

Brent is not a mutant. His involvement with the railroad is due to a relationship he has with the founder of the URR — Messelina Schwartz.

Messelina Schwartz

Messelina is a mutant whose power allows her to rearrange transistorized components into any form she chooses. The extreme effort she must make in order to rearrange the transistors limits her to one rearrangement per month. Her power created the miniaturized masking devices the player characters will be wearing. The power also allowed her to escape from an internment camp and helped her start the URR:

She was being studied by the research lab outside of the Houston

internment center. One day, she was able to steal a pocket calculator from a lab technician. When her inhibitor collar was removed for the performance of tests, she changed the circuitry of the calculator, creating a masking device. Later, she escaped in a laundry truck, using her device to prevent detection by the sentinels.

Once she was free, she realized there was no one she could trust to help her travel from one part of the country to another — and she had to get out of the Houston area. It was then that she remembered reading about the underground railroad that was used by slaves during the Civil War. Messelina set about trying to establish a similar route for mutants, so no one else would know the terror of being totally alone.

She met Brent on a back road one night during her escape. He helped her out, and she told him about her plan for the URR. Posing as newlyweds, they bought an old farm and began making plans to establish the railroad. Messelina made several masking devices over the course of their first year together. They hooked into the mutant underground network and got word out about their idea.

In the five years since the start of the URR more than 1,500 mutants have been spirited out of the U.S. to Mexico and Canada. Many of these mutants have joined the Canadian Resistance Army. Some have become moles for the CRA and have voluntarily returned to the U.S., allowing themselves to be recaptured.

Messelina has contacts with many of the underground railroad hosts (see below) as well as the CRA. She is willing to assist gung-ho mutants who are willing to volunteer for the cause.

John and Mary Doe

John and Mary Doe are URR hosts. A host is a person or family with a safe house on the route of the URR. Hosts are usually human,

though some are anomalous humans who have nothing left to lose. Occasionally, a host may be a mutant using a masking device to hide him- or herself and any guests from sentinel detection. Mutant hosts are few and far between — theirs are the most dangerous locations along the URR — but they often provide vital links in the chain of freedom.

John and Mary Doe are friendly but cautious about the information they reveal to guests. They understand all too well the risks involved in running a safe house but will never remind guests of the danger they present.

Many hosts have had a friend or loved one killed by a sentinel attack, but John and Mary are motivated by a simple sense of justice.

John and Mary are just two of the hosts the PCs will meet on their journey. (You can stretch the trip out as long as you want simply by increasing the number of safe houses).

In addition to their URR hosts, the PCs will have to deal with the natural suspicion the locals on their route have for any group of people "just travelling through." Below, you will find descriptions of several "locals." Incorporate these into the adventure any way you want:

Jack Sonju

Jack is your basic unthinking jerk. He is convinced that everything he says is right and everyone who disagrees with him is a subversive. He is extremely paranoid and dangerous — at the slightest provocation he will call the authorities and turn in his neighbors, strangers, even his own wife. (In fact, he turned her over to the authorities the instant he discovered that she was an anomalous human!)

Harry Morton

Harry is an ex-Marine sergeant. His idea of a good time is cleaning his gun and threatening the local

teenagers with it. Harry isn't too thrilled with the state of affairs in the U.S. these days. He will protect his property from trespassers but will also listen to a reasonable explanation. There is a 50% chance that he will alert the authorities. If the players roleplay their encounter with Harry well, decrease the chance that he will report them. If they botch the encounter, increase the chance.

Albert Rollings

Albert is the son of a survivor of the Nazi concentration camp at Buchenwald. He is very hostile towards the hysterical anti-mutant hordes that have taken over the country over the last few decades. He is quite vocal in his stand, much to the consternation of his neighbors. Most people (including the authorities) leave him pretty much alone, thinking he's just a harmless old coot. They're wrong:

If your players encounter him and reveal their identity, he will be most

helpful, providing food, clothing, and shelter. The local police suspect him of aiding the mutant underground. This isn't the case — he has only been able to help individual mutants so far — but the PCs might be able to hook him into the mutant underground or the URR to be used later as a contact.

George Barrens

George is a town gossip. He is tapped into everything happening in and around his town. The arrival of the PCs provides him with a field day. He is indiscriminate about who he blabs to.

He is apt to ask the police if they have seen the strangers in town. If the police haven't noticed the players, they will by the time George gets through with them.

In Canada

Once in Canada, the PCs can breathe a little easier — the sentinels raid here occasionally, but there's

nowhere near the anti-mutant hysteria they're used to dealing with.

Rhodey's whole demeanor seems to change once they cross the border. He says they're not far from the spot where he hid the helmet — the last bit of proof that he's been telling the truth about the anti-sentinel armor.

The party travels through thickly-wooded, hilly terrain for several hours until, finally, Rhodey leads them to a small cave at the base of a hill. Here, he says, is where they'll find the helmet. Rhodey lived here for some time before leaving Canada, and he buried the helmet beneath the ashes of his campfire before setting off on his journey to seek aid.

He rushes ahead of the PCs into the cave, looking happier than the PCs have ever seen him. Then, from within, the player characters hear a muffled cry and the thud of a body hitting the ground.

If they rush inside to find out



what's going on, they see Marco Pene — the hound who (unknownst to the PCs) has been on their tail for some time. He's standing over the fallen Jim Rhodes. Blood drips from the knife in Pene's hand. (If the PCs don't go in the cave, Pene emerges from the inky darkness, cleaning his knife.) Pene tells the players their trip is over.

The Hunter or the Hunted?

Hounds are psychic mutants whose abilities allow them to "read" the thoughts and emotions of those around them. In many cases, hounds are used to override masking devices. (Pene is so powerful, and his power so unusual, he can even detect Gilda, but only when she lets her guard down — when she sleeps, for instance.)

Often times, prospective hounds are tortured until they agree to assist in the tracking of their own kind. Sometimes hounds come forward in the hope that they will gain the good will of humans, in the long run, improving their own lot and the lot of all mutants. Occasionally, hounds volunteer because they're plain nasty, and want to destroy other mutants. That is the case with Marco Pene.

Marco Pene

F	EX(16)	Health = 55
A	EX(20)	
S	GD(10)	Karma = 10
E	GD(15)	
R	GD(10)	Resources = 0
I	EX(16)	
P	EX(20)	Popularity = 0

Known Powers:

Mutant Vision: Pene can spot a mutant simply by looking at him or her. His vision allows him to see an odd aura around mutants. Normal humans give off no such aura (at least not that Marco can see).

In addition to seeing this aura himself, Marco can make the glow visi-

ble to others.

This power's range is limited only by how far conditions and terrain allow Marco to see.

Mutant Flash: When allowing others to see a mutant's aura, Pene controls the intensity of the vision. By maximizing the intensity of the vision, he can blind anyone in a one area range for 1d6 turns. He is immune to the blinding effect.

Talents: Marco has the Sharp Weapons talent and the Languages talent.

Contacts: Marco has contacts with various Law Enforcement agencies — notably the SWAT:AM teams that trained him to be a hound.

Background: Marco Pene was born to wealthy parents and raised as an elitist snob. He was taught to believe he was better than the teeming masses, the unwashed, the poor. He and his parents, like many wealthy people, chose to leave the United States and live abroad when it was discovered they were anomalous humans. Although they never again lived in the U.S., Marco's parents didn't give up their citizenship. When they were tragically killed in a boating accident, Marco returned to live with relatives in the U.S.

Upon reentering the U.S., Marco was discovered to be a mutant. His inheritance was confiscated and he was sent to an internment camp.

Marco went instantly from a life of security and privilege. The barren existence of the internment camps was too much for him to bear. He came to resent other mutants.

At 18, his powers manifested themselves: He could tell whether another person was a mutant simply by looking at him or her. This proved to be his ticket out of the internment camp.

His captors, seeing how useful a mutant with this sort of power could be, played on Marco's anger and frustration — he had gone from vast wealth to impoverished prisoner, from spoiled rich kid to humble captive. His captors promised him his

old life back. They'd do something for him, if he'd do something for them . . .

Marco jumped at the chance.

He was placed in a special housing unit for cooperative mutants and trained to hunt muties by SWAT:AM teams. Because a hound has to be sharp and alert, Marco wasn't forced to wear an inhibitor collar.

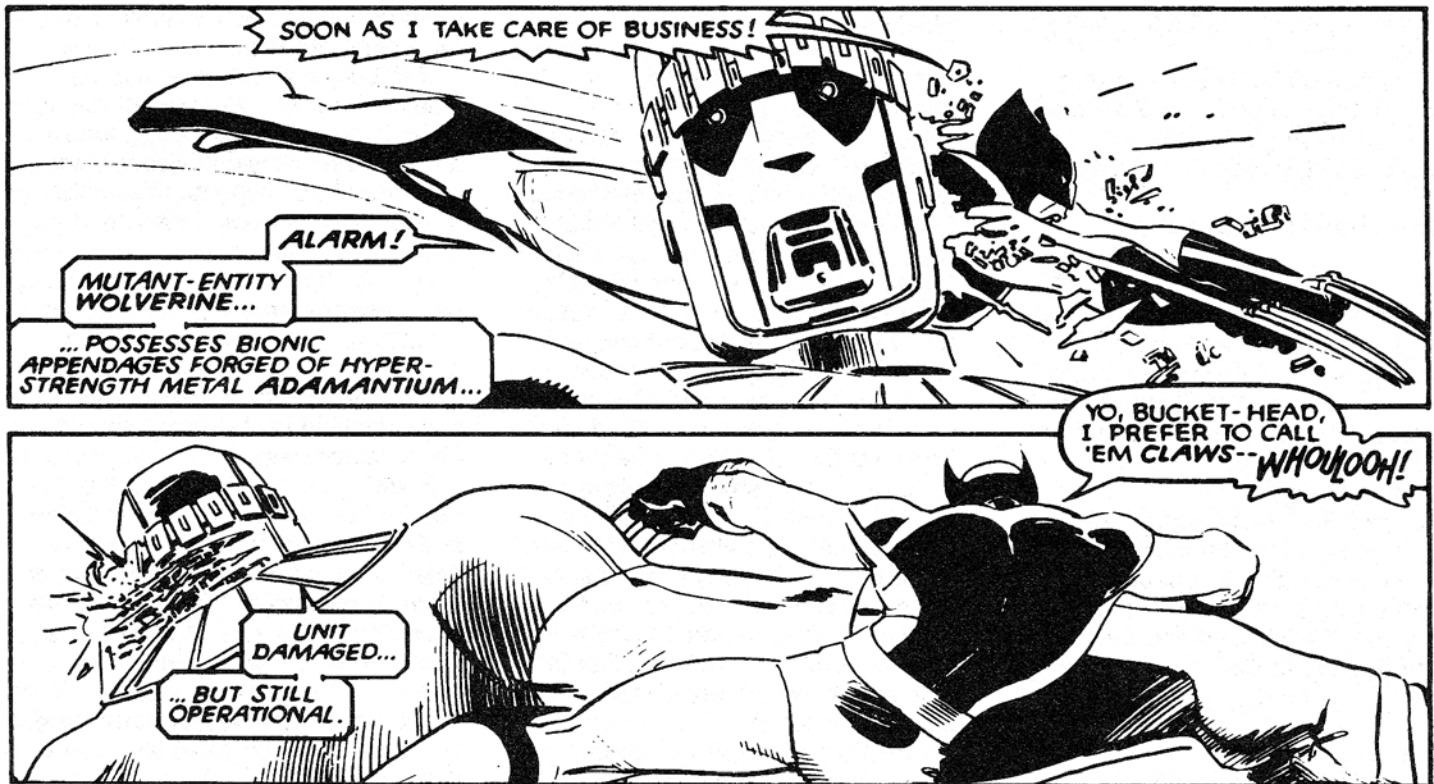
Although he was more cooperative than most hounds, he was still considered an "untouchable." In the eyes of the police, it was bad enough to be a mutant; to turn on one's own kind was even worse. Marco's powers made him feared among the mutants in his housing project, as well. Reviled by his own kind and treated with contempt by the authorities, Marco became more and more alienated and hostile. His sole pleasure is in the hunt, and he is relentless in pursuing his prey.

Under Attack

Just moments after the PCs meet Marco Pene, a pair of Omega class sentinels appears, as if from nowhere. Let the players fight for a while. After ten turns, or less, if the PCs are in serious trouble, the cavalry arrives in the form of the CRA (or, at least, a part of it), led by Nick Fury himself, with ex-X-Man, Wolverine along as well. The relatively fresh troops turn the tide, and the sentinels are soon sent packing, though not without great cost — nearly the entire CRA troop should be lost in the battle (though Fury and Wolverine will, of course, survive).

Fury and Wolverine are obviously much older than they are in our time, though age doesn't seem to have affected them as much as one might expect: Wolverine's ability to heal himself has also slowed the rate at which he ages. Fury is one of those people who live forever (or so it seems).

The CRA leaders send the remaining fighters back to their hidden base camp nearby. Fury and Wolverine



remain to talk to the newcomers.

They inform the PCs that the sentinels have been raiding across the border into Canada with increasing frequency. They were out in the field investigating reports of increased sentinel activity when CRA spotters reported incoming sentinels. Wolverine, Fury, and as many men as could be spared rushed to the scene and, luckily, were able to help out.

"Have to move out fast, though," Fury orders. "We c'n chase 'em off, but they always come back fer more."

He will wait if the PCs want to dig up the helmet and tend to Rhodey. The old guy's in a bad way. Death is closing in. Just before he expires, however, he manages to gasp out "The helmet . . . it'll take you to the armor. Go. Quick." With that, he slumps to the ground, dead.

Any player character who puts on the helmet will gain some of the abilities of the armor — heightened sensory powers, mutant detection,

sentinel detection, and so on (see below). As Rhodey promised, wearing the helmet can also lead the wearer to the armor.

AS-1A Armor (helmet only)

Known Powers:

Body (Head) Armor: This gives the wearer incredible protection against all attacks — physical, electrical, and so on — to the head.

Mutant Detection: A uni-spectrum organic analyzer allows the wearer to detect all living things within 10 miles and determine whether each is animal, human, mutant, or something else.

Sentinel Detection: Sensors in the helmet detect the unique energy emissions of the robotic sentinels. Distance, direction of movement, closing speed, number, and type can be determined. In addition, the helmet can identify individual sentinels and record in memory any encounters the wearer may have had with a

given sentinel in the past.

Protected Senses: The helmet provides Amazing protection against sonic and light-intensity attacks.

Fury and Wolverine will gladly point the party in the direction of Stark Enterprises (which just happens to be in the same direction as the armor). They can't come along, having wounded men to tend to, but they tell the PCs to ask for Dr. Carroll when they get to the Stark facility.

Stark Enterprises Canada

The PCs have finally made it all the way here. Stark Enterprises Canada looks much as it did when Tony Stark was here, except the parking lot (which was laid out for 200 or more cars) only holds about 10. The cars belong to the regular research staff.

The research facility employs ten aging humans — ex-associates of Tony Stark — and 20 mutants. The mutants handle menial chores. (The

staff is pro-mutant but full equality is another story.)

The humans conduct research here but the place is more a haven for mutants and anomalous humans than a working research facility.

Non-Player Characters

Dr. Martin Carroll

Dr. Carroll is the current head of the Stark Enterprises facility. He decides who will be invited to stay and who will be asked to leave. He decides what research will be carried out and for what purposes. He's very much in charge.

Carroll is a kindly man, however, not much given to flaunting his power or wielding it capriciously. He'll spend as much time as necessary with the PCs, getting them acclimated to the facility and introducing them to the staff.

Dr. Irving Pritchard

Dr. Pritchard is the facility's X-Factor specialist. Like all other researchers in this field, he hopes to discover the secret of mutations. Unlike his fellow reserchers, who hope to end human mutation, Dr. Pritchard realizes that mutation is inevitable; without it, the human race would cease to evolve and would, eventually become extinct.

He's a tired old man in his seventies, much given to reminiscing about the good old days when man and mutant worked together in harmony. He conducts his research for the purpose of furthering human knowledge.

His office is littered with papers, beakers, test tubes, computer equipment, chemicals, and other items associated with a biology lab. There is little here to interest PCs in search of powered armor.

Ms. Pamela Carlisle

Carlisle is the Plant Manager. Her job is to make sure burned out light bulbs are changed, malfunctioning

equipment is repaired, building modifications are done properly, office furniture is arranged to each person's specifications, and so on.

She's performed this function at Stark Enterprises for many years (being a gray-haired woman of some 60 years). She, alone, of all the people at Stark Enterprises knows about the secret entrance to Tony Stark's lab (see below). He made her swear never to say a word about this, even to the other employees. Someday, Stark said, Rhodey would show up and lead her right to a secret door he had installed. Until then, she must keep mum. And she has kept mum about it — only if the PCs tell her what happened to Rhodey and convince her that Rhodey is dead and will never come will she reveal the existence of the secret door. She will have to be firmly convinced that the PCs speak for Rhodey and have come in his stead.

Carlisle is loyal, sharp-witted, sharp-tongued, and tough as nails. She has no great love of mutants but she's violently opposed to discrimination of any kind.

Her office is clean as a whistle — well-organized files, a computer terminal (in which players can find information about Stark's office and the secret modifications), and a desk.

Charles Goldberg and Miriam Johnson

Goldberg and Johnson are the facility's administrative types. They handle whatever paperwork needs doing and they grease the palms of whatever officials need greasing in order to assure that the Canadian government doesn't give the mutant-haven any trouble.

Their offices are neat and orderly — like the people who occupy them. The duo performs like a well-oiled machine both on the job and off. It's no secret that these two, both in their mid-forties, are lovers. If one is threatened or harmed, the other will do everything in his or her power to

create trouble for whoever did the harming or threatening.

Goldberg and Johnson can provide safe transit into or out of the United States (given enough time and money). They can also provide any kind of I.D. papers, official documents, plane or train tickets, and so on.

Dr. Nelson Ishihara

Ishihara, a Japanese-American just 25 years old is the most recent addition to the Stark Enterprises staff. His field is chemistry, his specialty, corrosives.

Entering his lab, one finds the required computer terminal and several racks of chemicals. There is a small shower set in the ceiling of the room, in the corner farthest from the door. This is to wash off any caustic substances one comes in contact with.

The smell in here is overpowering, as one might expect in a lab devoted to the study of substances capable of slicing through sentinel armor as if it were butter. Ishihara has several liquids which are capable of eating through any substance of Amazing strength or less in a single turn!

At present, these liquids are stored in tiny (but heavy) containers made of Monstrous strength material. There are three such containers and he will give PCs two of them if they think to ask and they can assure him the chemicals will be put to good use.

Dr. Herbert Crane

Crane, in his mid-Thirties, is the facility's doctor — he's an ace physician, surgeon, psychologist, and medical jack-of-all-trades.

He has no affection for mutants at all, and is the only person here who seems ill-at-ease around all these non-humans. He treats them, but with as much disdain as medicine. All in all, a disagreeable fellow who is only tolerated because he's such a good doctor. He keeps to himself,

and everyone else at Stark Enterprises is glad of it.

His office looks like a doctor's office of today. There's nothing much to interest players here, unless they're injured.

Drs. Kyle Grant and Candia Lee

These two are all that's left of Stark Enterprises' powered armor research team. They're both incredibly competent, but varying personal styles put them at odds with one another over virtually everything. Grant is meticulous, orderly, and methodical; Lee is spontaneous, messy, and always in a hurry. Grant's office contains several racks of prosthetic limbs and pieces of powered armor; Lee's office contains similar items, but they're spread all over everything in the room.

Good as they are, neither Grant nor Lee has come up with any suit of armor that's any better than Tony Stark's old Iron Man armor. There was only one Tony Stark, after all!

Here, the PCs can cobble together a suit of armor that's about as good as Iron Man's old armor — not too shabby, but hardly a match for the more advanced sentinel models. (If the players choose this route, they'll find enough pieces to construct a single suit of armor — use the Iron Man statistics in the Advanced Marvel Superheroes Roleplaying game rules and add the powers of the new AS-1A helmet, if they use it.)

Whit Bullock

Bullock is the Stark Enterprises financial wizard. Actually, he's a counterfeiter. He does handle some legitimate duties (bookkeeping, dealing with Canadian banks, etc.) but his primary function is to create vast amounts of counterfeit American money. The quality of his work is quite good, and only the most vigilant observer can spot the fakery.

His office is small and nearly filled by a desk and a small printing press. The PCs can have as much fake

American money as they want simply by asking (once they assure Bullock it will be used for good purposes and not to satisfy the characters' greed).

Bullock is a mousy little man with yellow teeth and bad breath. His body odor is almost as bad as the chemical smell in Ishihara's lab. He always seems to have a half-day's growth of beard. He labors in isolation and likes it. His co-workers like it, too.

Tony Stark's Office

Stark is dead, but his opulent office is untouched and unused — a veritable shrine to the man. There is plenty to interest the PCs here if the NPCs will allow them to look around — no one ever goes into the office and the staff will have to be convinced that entry is necessary. They're not anxious to have strangers traipsing around here.

Assuming they can win the trust of the NPCs (which should be a difficult but not impossible, roleplaying challenge), they can investigate to their hearts' content, as long as they don't tear the office up.

The humans (with the exception of Ms. Carlisle) and mutants at the facility know nothing about Stark's super armor — they make mocking references to "that old fool, Rhodey," who's always chasing rainbows and making up stories about his old boss, Tony Stark . . .

If the PCs have the helmet, Drs. Grant and Lee will examine it and the NPCs will come to believe that maybe — just maybe — Tony Stark did invent a killer suit armor. They'll gladly help the PCs search the premises.

There are three ways to find the AS-1A armor (which is, of course, hidden here): The first is by making a very difficult Intuition FEAT roll. This will allow the PCs to find the secret entrance to Stark's lab, hidden beneath the bar.

The second way to find this is to befriend Ms. Carlisle. She knows

about the entrance, and can reveal its secrets.

The third way to find the secret entrance is to let the AS-1A helmet lead the PCs there. The AS-1A helmet's sensors can locate the rest of the suit of armor, but only if a difficult Psyche FEAT roll is made. A successful check activates the helmet's homing device. If the FEAT roll is made outside Stark Enterprises, it will lead PCs directly there. A red light blinks slowly inside the helmet. As the PCs approach, it blinks faster and faster. Once inside, it leads the party directly to the bar in Tony Stark's office. Then, it blinks madly, but can't tell the wearer anything more.

One way or another, chances are good that the PCs will find the secret entrance to Stark's lab. Next, they must figure out how to open the door and get inside.

A brute force approach will open the door — if any of the PCs can lift the equivalent of an eight ton weight. (This requires a Strength FEAT roll.) A successful roll rips the bar right out of the floor, revealing a passageway to the lab below.

Stark entered the lab in a more subtle manner — simply turning the hot and cold water on full-blast in the built-in sink and then lifting the faucet straight up (so it appears the water will spray whoever does this right in the face), causes the bar to roll to one side, revealing the entrance. (The water shuts itself off before the person opening the door gets a shot of water in the face!)

Stark's lab is dust-covered, but no less impressive for the thin film of dirt. There are several smashed suits of armor — almost as if old Iron Man armor had been used to test the offensive firepower of later models. This is, of course, just what happened. The very latest model, looking new and unscratched, stands in a glass case in the center of the room. This is the AS-1A armor.

Only the PC wearing the helmet



can touch the armor — anyone else who tries gets a severe electric shock. (Apparently, the helmet forms a psychic bond with its wearer, and the armor is instantly attuned to his or her brain waves.

The NPCs, particularly Lee and Grant, are content to investigate this treasure trove. The pieces of armor here will keep them busy for months. If the PCs have convinced the NPCs they're worthy of the armor, they'll be allowed to keep it — none of the NPCs qualifies as the warrior type. If the PCs *haven't* been befriended by the NPCs, there will be a heated discussion over custody of the suit. The NPCs won't fight over it, but if the PCs take it without the blessing of the Stark Enterprises staff, they'll have acquired a new enemy (as if they don't have enough already!)

AS-1A Iron Man Armor

This was Tony Stark's last creation. Though not quite capable of putting the wearer in the same league as Nimrod, it nevertheless makes its wearer among the most potent human beings (or mutants!) on earth.

Known Powers:

The AS-1A armor has all the powers of the helmet (described above) plus those of Iron Man (as described in the Advanced Marvel Superheroes Game Judge's Book). The armor doesn't change the wearer's Reason, Intuition, Psyche, Karma, Resources, or Popularity scores. The wearer gets an Amazing Fighting score (50), Health of 200, Incredible Agility (40), Amazing Strength (50), and Monstrous Endurance (75).

Back To Our Story

To tired, hunted mutants like the PCs, the old Stark Enterprises facility seems like heaven on earth, a place where they can live in peace and maybe even be treated with some respect.

Whether they find the armor or not, Dr. Carlisle will invite the PCs to

remain in this seemingly safe haven. If they choose to stay, give them a couple of idyllic days, free from the worry of sentinel attack and general persecution.

After those few days, however, Wolverine, Nick Fury, and a band of rag-tag CRA members appear. Hard on their heels is a triad of Omega sentinels, led by the hound, Marco Pene.

If the PCs haven't found the armor yet, now's the time to lead them to it — have a wall collapse during the attack, revealing the secret passageway leading to Stark's private lab.

If one of the Stark Enterprises staff members has the AS-1A armor, that NPC will be gravely injured, and none of the NPCs is willing to put the armor on. It's up to one of the PCs to don the armor and fight the good fight.

If your players decided to decline the kind offer to remain at Stark Enterprises, Wolvie, Fury, the CRA, and the sentinels show up right before they're set to leave (with or without the armor). No matter what, your players are going to end up in the middle of one big slugfest.

There are two ways to deal with the sentinels: First, the PCs can mix it up with the sentinels and hope they can defeat their robot foes (Stark's armor will make this task much easier); second, they can try to escape. In this case, CRA reinforcements will come to the rescue. Either way, they will meet the head honchos of the CRA — Nick Fury and Wolverine — once again.

After the dust of battle settles (assuming the good guys won), CRA rescue crews checking out Stark's private lab discover a set of blueprints for the super armor.

Fury and Wolverine were so impressed by the fighting ability of whichever PC wore the armor during the battle just over, they urge that character to keep it. Fury's plan is to stay here at Stark Enterprises where he can begin putting together more

suits of armor, using the blueprints discovered in the lab. From the look of those blueprints, Fury guesses it could take a year or more before the first suit comes off the assembly-line but, as he points out, the sentinels don't seem to be going anywhere.

Wolverine says he's heading for Texas to volunteer for duty with a mutant army. He urges the PCs to come along. Something big's coming, he says, something that won't wait until extra suits of armor are ready. The PCs should be primed to go with him.

If your players have followed up other leads before reaching this point in the adventure, you may want to modify things slightly:

If they have the mystery mutant, Gilda Ginsel, the trip up to Canada will be much easier and they may not have as much of a problem with the sentinels. In every other respect, this adventure is unchanged.

There will still be a fight with the sentinels at Stark Enterprises, but it will be due to the sudden appearance of Fury, Wolverine, and the CRA, not the player characters.

If your players have contacted and joined up with the mutant army, they will be sent to Canada to follow up on rumors of the armor's existence. The army will assist the players with disguises, money, and maskers, making the trip to Canada much easier and safer.

The attack on the sentinel factory (see "You're in the Army Now," below) will take place *after* the PCs return to Texas. There still won't be time to outfit more than one PC with super armor before the factory assault, however.

YOU'RE IN THE ARMY NOW

Judge's Overview:

In this mini-adventure, the PCs will travel to Kerrville, Texas. There, they'll join a mutant army — a super-powerful force capable, they hope, of overwhelming the sentinel oppressors.

Kerrville is about an hour and a half outside of Austin, Texas and about 45 minutes north of San Antonio. This puts it in the heart of the Texas "Hill Country." Before the NASI party got out of control, Kerrville was a resort community; now it's a haven for renegades.

Liberal handgun laws enacted in Texas in the 1980s practically forced everyone in the state to bear arms. Kerrville and Kerr county had more handguns per capita than any other place in the world. Good hunting in the area meant a plethora of rifles and shotguns as well.

There are many summer homes nestled in the hills around Kerrville, some quite palatial, some more rustic. Almost all are hidden from view during the summer by mesquite and cedar trees and tall brush. It is in and around these old summer homes that the mysterious mutant army is being housed and trained.

The players journey to Kerrville to join up with this army. There they will be trained, their powers honed to the highest level possible. If you want, you can even increase each PC's Fighting skill by a few percentage points (or even a full level!). Once trained, the PCs will lead Sebastian Shaw's assault on the main sentinel factory.

Getting PCs Into the Adventure

The word is spread through the mutant underground that a mutant army is being formed in Texas. Mutants from all parts of the country as well as from Mexico and Canada are flocking there.

If your players already contacted the CRA while looking for Tony Stark's armor, Wolverine will insist on

going to Texas and will encourage the PCs to go, too.

Once the PCs have decided to join up, the CRA will offer to help them get to Kerrville. (If they haven't made contact with the CRA, a messenger from Sebastian Shaw will give them instructions.) In either case, they will receive instructions to go to an open but deserted area near Stark Enterprises Canada (or near their hometown).

The night selected for departure is moonless and dark. As the PCs wait in the dark, they hear the normal (but eerie) night sounds — frogs croaking, owls hooting, etc. Then, their blood runs cold as decidedly unnatural sounds intrude — a snapping twig, rustling leaves, the sound of muffled breathing. Is this a friend or an enemy? The players have but moments to decide.

If they attack, they'll quickly learn they've made a mistake, for this is a messenger from Shaw's army. In fact, it's Rudy, the town gossip from the first mini-adventure in this book. He's been on Shaw's payroll all along, guiding the PCs toward their destiny as freedom fighters. Just in case they're nervous, Rudy gives them the familiar mutant underground railroad hand signal.

Once all parties agree they're on the same side, Rudy leads the PCs to a nearby waterway and then aboard what appears to be a luxury yacht. The ship's markings identify it as an official vehicle of an American Mutant Affairs Committee — a yacht isn't the most easily-concealed thing in the world, so the thinking is it's better to hide it in plain sight and hope you can bluff your way out of trouble. So far, the ruse has worked. Not many people are willing to mess with the Mutant Affairs Committees!

Once inside, the PCs find that the interior of the craft is outfitted like a floating armory and barracks. There are cots along the walls, arms, rations, and explosives in crates. A battery of computer consoles covers

one wall. There are large masking devices located in the engine room of the craft.

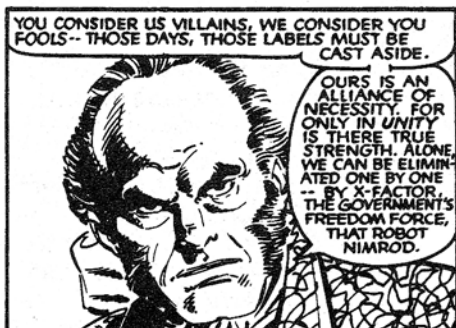
As with the trip to Canada, the trip from Canada to Texas can be as fraught with peril or as uneventful as you want. You can use the NPCs provided in the previous section or make up your own, creating whatever new and interesting challenges you want.

The yacht follows the Mississippi River, travelling mostly at night, until it enters the Gulf of Mexico. Then, hugging the coastline, the yacht heads west to Galveston, Texas. There the ship pulls into a protected inlet. Nearby the PCs can hear the thwup-thwup-thwup of helicopter blades. Rudy says, "There's our ticket to paradise. Let's move!" And he leads the group to a waiting helicopter. This takes them to Kerrville — site of Sebastian Shaw's headquarters.

Once the PCs arrive in Kerrville, they find themselves in a scene out of an old west show: Everyone is armed. Straw cowboy hats, kicker boots, and faded jeans comprise the local uniform. There are pickup trucks everywhere, many with machine guns mounted in the bed. The feeling is festive despite all the armament. This is Texas at its most radical, the way the natives like it.

The sentinels may run the country, but they don't run Texas, not yet, anyway, and if the good ol' boys of Kerr County have their way, no darn robot'll set foot within a hundred miles of the place. There's an all-out war going on here between the sentinels and the muties — and here, at least, the humans are on the side of the mutants. For the first time in months, the PCs should feel pretty good about their country's chances.

The PCs, feeling surprisingly at home among these feisty, independent folk, are taken to a small group of summer homes atop a hill overlooking the Guadalupe River, about six miles outside of Kerrville. They



are ushered into the largest house. It's a stone house, built in the 1920s, and it fits the rustic nature of this area. Inside, the players come face to face with the head honcho of this operation — Sebastian Shaw.

Sebastian Shaw

F	RM(30)	Health = 100
A	GD(10)	
S	GD(10)	Karma = 70
E	AM(50)	
R	EX(20)	Resources = IN(40)
I	EX(20)	
P	RM(30)	Popularity = 15

Known Powers:

Kinetic Absorption: Shaw is able to absorb kinetic energy and convert it to physical Strength, Agility, and Health. He must be in contact with the energy to absorb it. He can even strike a surface himself to absorb the energy. Whenever Shaw is attacked physically or by energy attacks that must strike him to hurt him, the appropriate amount of "damage" is added to his Health, not deducted. His Health can be boosted as high as 400 in this manner. For every 50 additional points over 100 Health points he gains, Shaw shifts his Strength and Agility ranks by +1 CS. After 10 turns, these bonuses begin to fade at a rate of 100 Health per turn.

Talents: Shaw has Incredible Reason in matters of business and

Remarkable Reason in the area of defense/armament design.

Contacts: Shaw has moles in nearly all law enforcement agencies and maintains a network of "gossips" to keep him informed. His old business and political contacts abandoned him long ago.

Background: Everyone knows about Sebastian Shaw —he was quite a celebrity for a while — and most people heard about his unmasking as a mutant. When the players get over the shock of seeing Sebastian Shaw alive after all this time (he's been rumored dead for years), he will tell them the following story:

In the latter part of the 20th century, the illustrious Hellfire Club was secretly controlled by a group of extremely powerful and wealthy mutants. Their goal was nothing less than world domination. To show their contempt for modern mores, they affected the dress and mannerisms of the late 18th century.

The Hellfire Club counted among its members many of the world's wealthiest industrialists and most powerful politicians. An invitation to join the Hellfire Club was seldom turned down, for it meant acceptance among the world's elite. One of the benefits of membership was true power, power of a sort most can only dream of.

The real power within the Hellfire Club itself, however, lay with its "Inner Circle." This circle, dominated by mutants, was ruled by a King — either White or Black, like a chess set. At times, a black and white king would co-rule, but such alliances were usually short-lived.

Sebastian Shaw, an industrialist of some note, was, for many years, the Club's Black King and unquestioned leader. That he was a mutant was a closely-guarded secret.

Hostility toward mutants mounted in the 1980s. In this uneasy atmosphere, Shaw, the industrialist, was asked to restart production of the sentinels. His motives for agreeing

are obscure: He may have felt that the sentinels would be more of a threat to mutant-kind if they were under anyone's control but his own; he may have felt that sentinels under his control could be used to bring previously unknown mutants into the Hellfire Club's clutches; he may have felt control of the powerful sentinels would lead to political power and, maybe even the conquest of America and then the world. In any event, he rose to national prominence as the builder of the sentinels — magazines ran articles about him, and he became a fixture on TV talk shows.

For many years, he managed to hide the fact that he was a mutant from the public and from the sentinels. For a while, Shaw was content simply to be the power behind the sentinels, but then, and he admits this freely now, he got too greedy. In order to preserve the secrets of sentinel construction, Shaw devised a completely automated factory located in an abandoned factory complex in Austin, Texas. But greed and paranoia left him vulnerable, and proved to be his undoing: The factory he had created was so totally automated that the sentinels no longer needed their creator. Shaw's creations barred him from his own factory!

From that day on, the sentinels were fully self-replicating, needing no human agent. (Humans were allowed to serve by delivering supplies and specialized materials from outside suppliers, however.)

Suddenly powerless, Shaw saw that the only way to defeat the sentinels was to attack the sentinel factory and shut it down . . . permanently. He explains that sentinels have limited self-repair capabilities, and even the smallest sentinel bases are stocked with parts to repair all but the most heavily-damaged robots, but construction, that's another story. Parts fabrication and construction are centralized. Shut down the Austin factory and it could be years before sentinel construction begins

again. Shut down the factory, and existing sentinels would have a tough time repairing themselves. Shut down the factory, in other words, and mutantkind might stand a chance of surviving!

An overwhelming assault on the factory would leave existing sentinels vulnerable, unable to rebuild themselves or increase their number. Weakened and limited in numbers, they could be picked off one at a time.

Coordinated strikes against internment camps across the country would release prisoners and increase the numbers of the mutant army. Shaw envisions a world where mutants — led by himself, of course — would rule.

As Shaw ends his tale, he tells the players that they have been brought here to be trained for the upcoming assault. He has special knowledge of sentinel programming and construction. He has a training course specially designed to help the players defeat the sentinels and destroy the factory.

This Ain't No Summer Camp

The PCs will be involved in the following training sequence. They are supposed to gain skills and knowledge that will enable them to fight and defeat sentinels. Like the Danger Room at Charles Xavier's school for mutants (home of the X-Men and New Mutants), the problems are very real and the PCs can get hurt or killed — just how deadly these encounters are is up to you.

The PCs are allowed to rest up for a few days — some fun in the sun, swimming in the Guadalupe River, a few games of softball, and lots of decent food for a change. By the end of all this, they should have back any Health points they may have lost, and be raring to go.

They are led to an open area on the shore of the Guadalupe River. There's plenty of cactus, mesquite trees, tumbleweeds, and dust. The

terrain is uneven and rocky, and there are disturbing numbers of scorpions and rattlesnakes, so the players will have to deal with the elements as well as whatever Shaw has in store for them.

They will be instructed to establish a camp and wait until they're told to return to base. The first day goes well enough — nothing out of the ordinary happens. That night, a terrific thunderstorm hits. It rains for two days and nights straight, causing terrible flooding. When the storm is at its peak (the second night), a triad of Omega sentinels strikes!

These aren't real sentinels, but replicas controlled by computer from the mutant army camp. They act like sentinels in every way, but they can be turned off by the operator. These replicas can spot an opponent's weakness in three turns and learn from each encounter. Unless the players vary their mode of attack, they will be defeated quite quickly.

Defeat will lead to immediate recall and a blistering lecture from Sebastian Shaw, who makes the worst Marine drill sergeant look like Mother Goose.

"You may have defeated a lone sentinel or two," he says. "You may even have gotten lucky and taken out a triad. But unless you listen to what I have to say, your luck is sure to run out before too long: You must double-team the sentinels, switch opponents suddenly so they can't take advantage of anything they learn about you during a fight. Never give them time to react."

He goes on in this vein for some time, teaching the PCs how to deal with the sentinels. (If you wish, you can increase each PC's Fighting skill at this or any other point in the training process.)

After this tirade, Shaw will send them out into the wild again. Again, the sentinel-clones will attack. This will continue until the PCs defeat the robots. Once they accomplish this, they'll be brought back to Shaw who

will, at last, reveal his plan:

A Final Test

Several teams of mutants are being trained for an assault against the sentinel factory in Austin. A full-frontal attack would be suicide, so Shaw has a more devious battleplan worked out. Only one band of mutants — the team which performs best in training — will be loaded into the shell of one of his sentinel clones. This replica will be loaded onto a truck and a sympathetic human will drive to the factory, claiming he came across this damaged sentinel in the hills outside of town. He's delivering it for repair.

This should get the attack team inside, where they can do serious damage to the factory.

Shaw explains that the test the PCs are about to undergo will determine whether they or another team of mutants lead the attack which he expects will be the first step toward freeing all mutants everywhere.

The PCs are led to a building they've never been in before. A row of hard, uncomfortable chairs faces another, similar row on the opposite side of the building. Each PC is told to take a seat and a team of psychic mutants — one for each PC — takes a position in a chair on the other side.

Before the PCs have a chance to react, the psychic mutants begin an assault which takes the PCs' breath away. Instantly, the player characters are plunged into a collective dream:

They see themselves clambering into an empty sentinel shell which is then loaded onto a truck. They approach a huge factory complex which positively crawls with sentinels. They see themselves spilling from the sentinel shell and scurrying about planting small bombs here and there. They split up, with some of their number heading toward a second-floor control room and some heading for an underground power plant. Again, they leave a few bombs

where they'll do the most good. Then, they scurry out and, seconds later, the factory blows sky high.

Then, they awaken. Sebastian Shaw stands over them looking quite pleased, whether with himself or with the PCs is open to question.

"Good! Very Good!" Shaw says. "Yours is the first group to achieve complete success in this little dress rehearsal! The die is cast — you will make history tomorrow. Rest well tonight." And with that he wheels and leaves the stunned PCs to ponder their fates.

The Briefing

The next morning, the PCs are ushered into Shaw's headquarters. He opens a drawer in his desk and pulls out a set of blueprints. Written across the top are the words, Shaw Industries — Automated Sentinel Assembly Plant. Shaw points to the first sketch:

"This is the factory you assaulted yesterday in a dream. Today, you must put your bodies on the line and carry out the deed in the flesh. Watch and listen carefully. This," he says, pointing to a spot on the blueprints, "is the entry way to the factory's main building. See this elevator? It leads straight up to the control station. If, for some reason, you can't get to the control station, or you can't shut the plant down from there," Shaw says, "head for the power plant, here, on the lower level. The power plant has a design flaw in it."

He flips to another plan.

"See this connection here?" he says, circling a small area on the plan. "Pull this section of wiring out and the whole plant shuts down. There are emergency backups, but they only run the communications network and the computer-controlled long-range scanning screens. Once you're in the factory and have pulled the plug, you'll be able to plant these charges."

He gestures to one of his flunkies who brings a crate filled with 24 plas-



tique plugs.

"Half a dozen of these at the base of the powerplant and a dozen scattered about the first and second floors of the central control room should be enough," he says. "Each charge takes 10 to 15 seconds (two turns) to place and set. After you've placed the charges you'll have 10 minutes to get out. That will give you enough time to blow the place up, along with any sentinels still in there. If you have any extra bombs, place them in and around the assembly-line equipment or use them as you see fit."

"A brilliant plan if I say so myself. We'll crush those mechanical bastards beneath our heels."

With this, the PCs are ushered out of Shaw's house with instructions to rest up before the final confrontation tomorrow.

The Showdown

The PCs are stuffed into a sentinel shell which is then loaded aboard a flat-bed truck. It's uncomfortable inside the metal shell, and blisteringly hot, but the trip goes fairly quickly. The truck arrives outside the Automated Sentinel Assembly Plant without incident.

Approaching the exterior of the sentinel factory, the PCs can peek out through well-concealed observation ports and get a look at their objective.

The Automated Sentinel Assembly Plant is surrounded on three sides by thick forest. A four-lane road (two in each direction) passes in front of the building. A chain-link fence completely surrounds the facility.

Turning off the main road, the driver of the truck pulls up to the factory gate. A Mark IV sentinel approaches



the cab and engages the driver in conversation. The PCs can't hear what's going on, but they can clearly see that things are not going well.

(All that's going on is that the Mark IV wants to examine the sentinel shell before allowing the truck to enter the grounds. The driver, fearing the PCs will be discovered, wants to drive all the way to the loading dock first. The discussion seems to be going badly for the driver.)

The PCs must decide whether to help the driver out of what is becoming an increasingly tight spot, or whether they should sit tight. Helping the driver will only reveal their presence. Sitting tight might lead to discovery anyway.

Actually, sitting tight is the way to go — the sentinel will examine the PCs' hiding place, but Shaw did his work well, and the Mark IV will discover nothing.

After this unnerving encounter with the lone sentinel at the gate in the south-east corner of the compound, the truck (or the PCs, if they're in the open) must cross a 20' gap before another fence is reached, with another gate. The gap offers no cover to speak of, just low scrub. The inner fence is electrified. Motion detecting sensors dot the inner compound. Any movement will be reported to a central computer in the control room inside (see below). Any unauthorized movement will be greeted by a barrage of laser fire from the turrets at each corner of the factory building.

A second Mark IV sentinel guards the inner gate. This sentinel will pass the truck without a second glance. Passing through the inner fence, puts visitors (or intruders) in sight of two of the three entrances to the main factory building: There's a loading dock ahead and to the left of the gate and a small door directly ahead.

The loading dock is left wide-open to accept deliveries. A sloping surface allows trucks to back up to the opening while putting the bed of the

truck at the same height as the factory floor. This provides easy access, but, for this reason, an Alpha sentinel stands guard here at all times.

The door straight ahead of the main gates leads to a small waiting room where drivers (the only humans allowed on the premises) can wait while their trucks are unloaded. There is no way to reach the factory proper from inside the waiting room short of breaking through the walls.

(The third entrance is around back. This is where completed sentinels exit — two doors, fifteen feet across and forty feet high, are kept locked at all times, not that any ordinary human could open doors as heavy as these, anyway.)

Once on the factory grounds, the PCs can decide for themselves when to emerge from their hiding place and begin their attack. The factory is described below in enough detail so the Judge should be able to handle any eventuality:

The walls of the factory building are steel-reinforced concrete. (These aren't particularly strong, but the sentinels are arrogant enough to think no one would be foolish enough to attack their home base.) Laser turrets at each corner of the building should insure that all but the most determined intruders never even reach the walls. The lasers have Amazing range and do 60 points of Health damage when they hit (which they do with Amazing accuracy on the Energy column of the Universal Table).

In the Factory

In the northeast corner of the building there is a sentinel repair facility. There are sentinel parts in abundance here and a bank of computers capable of accessing the factory's information and intruder scanning computers, though not the factory control sub-directories. (This computer bank, like all others in the factory, is set up for sentinels, or any other beings thirty feet tall! The con-

trols will be well out of the reach of any human-sized character.)

Also in the northeast corner, there's a patrol/repair robot station. There are dozens of small, tracked robots with multiple arms roaming here and elsewhere in the factory. Their function is to repair improperly assembled sentinels, put out fires, take care of pests (animal, human, or mutant) that slip through the outer defenses, and so on.

Maintenance Robots

F	GD(15)	Health = 35
A	EX(20)	
S	EX(20)	Karma = 0
E	MN(75)	
R	PR(4)	Resources = 0
I	Shift 0(0)	
P	Shift 0(0)	Popularity = 0

Known Powers: *Body Armor:* These robots have Excellent armor against physical attacks, but the armor is only Good against energy and force attacks.

Extra Arms: Each robot has six arms with a reach up to six feet. Three of these can be used for attack on each turn.

Corrosive Touch: Each of the robot's arms can chew through non-organic material at a Good level and can inflict similar damage at power level -3 CS against living targets.

Energy Touch: The robot can inflict energy damage at Excellent power level.

The Assembly-line

The automated assembly-line is unchanged from the day Sebastian Shaw had it built. This dominates the center of the factory building. Parts are hoisted from underground storage areas (see below) to a metal beltway. This carries the sentinel-in-progress from one assembly machine to the next. All construction takes place inside the tunnel-like machinery.

It's possible to leap on the belt and

move into an assembly machine, but any character who does this runs the risk of being seriously injured. The multiple arms and part-fusing devices inside each tunnel are quite dangerous. Roll both a blunt and an edged attack on the Unearthly column of the Universal Table. Then roll a grabbing attempt, using the Remarkable column. Any character caught by one of the assembly machines suffers an attack each turn until he or she breaks free. A character held in the grip of one of these machines can't do anything that involves the hands, feet, arms, or legs.

And Now, a Few Surprises

So far, everything that's been described is as Sebastian Shaw remembered. His briefing would have covered all of this information. Unfortunately, the sentinels made a few changes after they ousted him, and the PCs are going to encounter some surprises:

For one thing, holographic images of sentinel guards pace back and forth in random patterns about the grounds and inside the factory. Your players will learn that these fearsome-looking robots are illusory only if they try to contact the images. There's no way to tell which sentinels are real and which are not short of making contact. Left to their own devices, the illusory sentinels will simply pace and not acknowledge the PCs' presence. There are a dozen holographic sentinels wandering about the factory and the grounds. There are six real sentinels on patrol at all times — four Mark IVs, a Mark V, and a Mark VI. This is in addition to the sentinels assigned to the various parts of the factory (see individual room and area descriptions).

The major change since Shaw's days here is in the elevator system. In the old days, there were control panels by each of the four elevators in the factory. Those panels are still



there, but they don't do anything by themselves — the elevators now have weight sensors which must be activated before the elevator will work. It is necessary to push the appropriate buttons on the control panel and then put a weight of at least 2 tons on the elevator before it will go up or down. If sufficient weight isn't detected, the elevator platform won't move.

The Power Plant

Once they figure out how to get the elevators working, they can make their way to the upper and lower floors. In the south-west corner of the factory, an elevator platform leads down to the power plant, the floor of which is 100' below the main level. Shaw told the players which circuits to tear out to shut this down. Then, a few well-placed explosives will do the trick. In addition to the plant itself, there is a bank of computer terminals here, back-ups for the ones upstairs. These can't access the factory con-

trol sub-directories, but they can access the factory's scanning and communications systems.

If the PCs make it to the power plant level, they'll encounter little resistance. There is one Mark IV sentinel here, and just half a dozen mini-robots.

The Storage Area

In the north-west and north-east corners of the main level, the PCs will find elevator platforms leading down to a storage level. Row upon row of boxes filled with sentinel components (which make dandy shields) give this level a maze-like appearance. There are dozens of mini-robots down here, and a triad of Mark IV sentinels, better-equipped for administrative duties than combat.

The Control Room

The last elevator platform is located in a control/observation room on the main factory level. Here, the

PCs will find three sentinels — a Mark IV, a Mark V, and a Mark VI. There are also several computer terminals here. These are not capable of running the factory if the main system on the floor above is shut down. As with the other sub-systems, these terminals run minor aspects of the plant's operation and can access the long-range scanners and communications net, but can't run the factory on their own.

The elevator platform in the center of this room offers the only avenue of access to the main control room on the second floor. Entering the appropriate code into the elevator's control panel and then putting enough weight on the platform whisks PCs to the second floor. The code can be learned by making an Intuition FEAT roll and fiddling with any of the computer terminals or elevator control panels in the building. This takes three turns. Characters can make as many attempts to discover the code as they want. Entering the wrong

code causes an electric current of Amazing force to course through the platform. (This is the only elevator with a defense mechanism like this.)

Once on the second floor, the PCs find themselves in a room with many computer terminals, several windows, and a couple of huge video display terminals. These terminals can be set to show what's going on in any sub-directory of any computer terminal in the factory; they can be hooked into cameras hidden throughout the factory and show what's going on anywhere on the grounds; they can be hooked to the long-range scanners and reveal what the system's sensors show approaching from the distance; and so on. Windows set high in the walls allow anyone in this room to watch what's going on in the main factory level first-hand.

Metal plates, like small man-hole covers, set in the floor are actually defensive weapons — any unauthorized activity in this room activates a

sensing system which analyzes the mutant power (if any) of intruders. The sensors can then send any substance, gas, or force (within reason) through small holes in the metal plates. Whatever the computer determines is most likely to stop the intruder jets out of the plate.

The sensors take three turns to analyze the nature of the intruder before activating the defenses.

The most striking feature of this room is a large semi-circular protrusion from the wall opposite the elevator platform. This is the factory's "brain," the central computer that runs the whole works. There's a large, metallic "eye" set high on the convex face, a speaker grill just below the eye, and a viewscreen below that. This wasn't here during Shaw's day, and the PCs shouldn't have any idea what it is.

This central control computer is the key to the entire automated factory. Destroy it (no easy task, given the fact that it is made of Monstrous

strength material) and the factory shuts down. Only the scanners and communication systems continue to function.

The "eye" isn't for seeing — the computer "sees" through a variety of sensors throughout this room, the rest of the factory, and the grounds. The eye is a huge concussion cannon (Amazing range, 40 damage, Force weapon, capable of firing two shots per turn).

Oddly enough, this weapon is the computer's weakest link. A well-placed energy or force attack, or a bomb in the six-inch opening in the eye-socket will blow the machine to kingdom come. And the device must be destroyed or the factory will continue functioning (or will quickly repair itself).

The central computer can speak, its harsh metallic voice emanating from the grill below its "eye." It has a sense of self-preservation — if it appears the battle is lost, it will try to make a deal with the PCs, offering



them their lives, riches, even a voice in sentinel affairs.

It lies through its electronic teeth.

The offers it makes in its chillingly mechanical voice are nothing more than attempts to gain time. Even as it speaks, it's sending emergency messages to sentinels everywhere, telling them what's going on and ordering them to the factory.

Directly below the speaker grill is yet another video display terminal. As soon as the central control computer has sent out its distress signals, it will call up a radar screen, a screen covered with dots, all converging on a central point.

"You are fools," it cackles. "Watch the screen. Watch as a company of sentinels descends upon you — 81 Alphas! 16 Omegas! 13 Mark models! Surrender now, and your deaths will be easy. Hesitate and you will be torn limb from limb, and that is just the beginning. Death will come slowly and painfully to you. Now, choose."

(If the screen on the central control computer is destroyed, this vision and these words will emanate from one of the factory's other terminals.)

At this point, the players have very little time to make decisions. If they've planted any bombs, they have to get out before those bombs go off. And the company of sentinels will be upon them within five minutes.

They can, of course, try to fight, but that is sure to result in disaster — don't even play it out. Just describe the heroic deaths of the player characters as entertainingly as possible. (If you're feeling generous, the PCs could be captured for questioning about the CRA, the underground railroad, Shaw's army, or anything else they may have learned during the course of their adventures.)

Escape

Escape is the order of the day, but how? Anything really clever will work, but clever is the operative word

— making a break for the road outside the factory will bring the sentinel hordes down upon them.

Stealing a truck will make life a little easier — a single triad of Omega sentinels will pursue them, but they might survive such an attack.

The best way to get out is via the rear doors. If they can get the huge, locked doors open, they have only to get over two fences (one electrified, you'll recall) and they'll be in thick woods. The sentinels can blast their way through the forest with frightening ease, but if the players have Gilda with them or any kind of masking device, they just might pull off an escape this way.

Finally, if they're completely stumped, Wolverine will appear — he was on another team which fared less well in the psychic training sequence, so he didn't take part in the initial assault. Being a loner, however, he made his way here on his own and will lead them to the rear doors and out of the factory.

All of these escape routes are risky, but with half the sentinels in the known world on their tails (actually, it's only about 100, but who's counting?), the PCs would be wise to take the risk.

The Aftermath

If the PCs make good their escape, they will be greeted at Shaw's camp as heroes. From there, their life choices are pretty clear:

They can remain with Shaw's army and continue the fight against the sentinels. Now that the sentinels' ability to replace lost units has been compromised, Shaw is ready to begin a major push against them. With the support of radical Texans, this could be the beginning of the end for the sentinels. Anti-mutant feeling will still remain, but that's another story, and a battle for another day.

They can return to their hometown. This has the advantage of putting

them back in familiar (though still sentinel-dominated) territory.

They can make the trek back to Canada where they can link up with the CRA or with Stark Enterprises. Wolverine is heading for Canada where he plans to push for a coordinated strike against northern sentinel bases. With Shaw pushing from the south and the CRA pushing from the north, the sentinels may be in trouble. The PCs can accompany him.

They can also head for Stark Enterprises. Life there would be as close to idyllic as they're going to find until the anti-mutant hysteria dies down, and who knows when that will be?

Whatever course of action they choose, the PCs can sleep well tonight, knowing they've struck the first significant blow against sentinel tyranny.

The final battle is about to begin.



SENTINELS AND SWAT:AM TEAMS

The Sentinels

In the future, six types of sentinel robots operate in North America: the mark IV, mark V, mark VI, alpha, and omega sentinels. The marks IV, V, and VI are obsolete, but still perform patrol duties in quiet areas and serve as headquarters functionaries. The alpha type is the basic combat sentinel and the type most commonly encountered. Omega sentinels act in both a combat and command capacity.

All sentinels share several characteristics. All are 20 feet tall, humanoid, and contain their sensory apparatus in their heads. Their brains, however, are in their chests. They are programmed to speak any needed language, and can communicate with each other silently over any range by radio. They walk with Good speed but cannot run or jump. They have slightly better sight and hearing than humans, touch equivalent to humans, and no sense of taste or smell. All are sealed against hostile environments, extreme pressure, and weather; they can travel into outer space or under the ocean with no modifications.

Learning Program: All sentinels are equipped with an adaptive learning program allowing them to learn from their mistakes. After three rounds of combat with any character (mutant or not) all sentinels gain a +1 column shift whenever they fight that character. This bonus is available to all sentinels everywhere—the information is instantly relayed across the sentinel communication network. The bonus applies even if the sentinel is destroyed in the third round of the fight. Further, any sentinels sent to find that character can have special equipment installed to counteract the character's powers.

Auto-Repair: All sentinels can repair themselves under the following conditions:

1. They must have at least 20 percent of their original Health points remaining.

2. They must have access to appropriate repair materials.

3. They must have sufficient time to make the repairs.

Repair materials are always available at any sentinel base. Away from a base, a sentinel can repair itself only to 75 percent of its original Health.

Repairs take 30 minutes per 10 Health points restored.

Mark IV Sentinel

F	EX (20)	Health = 165
A	EX (20)	
S	AM (50)	Karma = 0
E	MN (75)	
R	TY (6)	Resources = 0
I	TY (6)	
P	TY (6)	Popularity = 0

Known Powers:

Flight: Mark IV sentinels can fly nine areas per round using jets built into their boots.

Mutant Detection: Remarkable rank with Monstrous range. The sentinel is equipped with a uni-spectrum organic analyzer. This analyzer can detect all living things within one mile and determine whether each is animal, human, mutant, or none of the above.

Body Armor: Mark IVs have Remarkable body armor. The armor itself is Remarkable material.

Energy Beam: Mark IVs mount energy beams which fire through their eyes, causing Incredible damage. They can fire almost any type of energy beam: plasma, electrons, heat, light, X-ray, etc.

Gas Jets: Mark IVs have gas jets in their palms that can project various types of gases (knockout, tear, smoke, etc.) of Remarkable potency up to two areas away.

Catch-Web: Remarkable strength steel cables can be fired from the mark IV's wrists to entangle and restrain mutants. These cables have a range of two areas.

Search Lights: On their lowest possible setting, the mark IV's energy beams can be used as search lights.

Customization: Mark IVs are extremely flexible. Almost any type of weaponry or special equipment can be mounted on them, depending upon their specific mission. Details are left to the Judge.

Mark V Sentinel

F	EX (20)	Health = 190
A	EX (20)	
S	AM (50)	Karma = 0
E	UN (100)	
R	GD (10)	Resources = 0
I	TY (6)	
P	TY (6)	Popularity = 0

Known Powers:

Flight: As mark IV, but 10 areas per round.

Mutant Detection: Remarkable rank, Monstrous range, as mark IV.

Computer Link: Each sentinel of mark V or superior type is tied to a base computer containing detailed information on all known mutants. This allows the sentinel to instantly identify any known mutant and analyze how best to handle it. Mark V sentinels maintain this link through FM radio.

Body Armor: Remarkable, as mark IV.

Energy Beam: As mark IV, but causes Amazing damage.

Gas Jets: As mark IV.

Cold Beams: Mark Vs can spray liquid nitrogen from their eyes to a range of two areas. Opponents hit by this beam must make an Endurance FEAT roll and check the Stun column. If stunned, the character is also encased in a sheath of ice (Good material strength).

Customization: As mark IV.

Mark VI Sentinel

F	RM (30)	Health = 250
A	EX (20)	
S	AM (50)	Karma = 0
E	Shift X (150)	
R	GD (10)	Resources = 0
I	GD (10)	
P	TY (6)	Popularity = 0

Known Powers:

Flight: As mark IV, but 10 areas per round.

Mutant Detection: Amazing rank, at Shift X range. Otherwise as mark IV (but range is two miles).

Computer Link: As mark V, maintained by FM radio.

Body Armor: Remarkable, as mark IV.

Energy Beams: As mark IV, but cause Amazing damage.

Gas Jets: As mark IV.

Customization: As mark IV.

Alpha Sentinel

F	AM (50)	Health = 290
A	IN (40)	
S	AM (50)	Karma = 0
E	Shift X (150)	
R	EX (20)	Resources = 0
I	GD (10)	
P	GD (10)	Popularity = 0

Known Powers:

Flight: 12 areas per round, as mark IV.

Mutant Detection: Unearthly rank, with Shift Z range. Otherwise as mark IV, (but range is 10 miles).

Computer Link: As mark V, maintained by tight-beam laser communication.

Body Armor: Incredible, made of Incredible strength material.

Energy Beams: Range of six areas, cause Amazing damage, can also fire pure concussive force. Otherwise, as mark IV.

Electrical Insulation: Alphas are insulated to provide Excellent resistance against any sort of electrical attack.

Darts: Each alpha sentinel carries 10 javelin-sized steel darts in its trunk.

These can be fired up to three areas, causing Excellent edged attack damage. They cannot penetrate any material stronger than Remarkable. *Customization:* As Judge desires.

Omega Sentinel

F	AM (50)	Health = 290
A	IN (40)	
S	AM (50)	Karma = 0
E	Shift X (150)	
R	RM (30)	Resources = 0
I	EX (20)	
P	GD (10)	Popularity = 0

Known Powers:

Flight: 12 areas per round, as mark IV.

Mutant Detection: Unearthly power at Shift Z range. Further, tied into its computer link, the omega sentinel's organic analyzer has an extended range of 100 miles.

Computer Link: As alpha sentinel, but can tie into the entire sentinel computer network.

Body Armor: Incredible, made of Incredible strength material.

Energy Beams: Range 7 areas, cause Amazing damage, and can fire pure concussive force. Otherwise as other sentinels.

Encephalo-scan: Omega sentinels are equipped with a sensory beam that scans the brainwaves of characters being interrogated to determine whether they are lying. A character who is lying deliberately must make a Psyche FEAT roll. Any result other than red indicates that the sentinel detects the lie and reacts accordingly.

Electrical Insulation: Remarkable resistance to any sort of electrical attack.

Darts: As alpha sentinel, but range is 4 areas and these cannot penetrate any material stronger than Incredible.

Learning Program: Omega sentinels gain the combat bonus (column shift) after only two rounds instead of the usual three.

SWAT:AM

SWAT:AM stands for Special Weapons and Tactics: Anti-Mutant.

These are elite police specially trained and equipped to deal with mutants.

F	A	S	E	R	I	P
EX	GD	GD	TY	TY	TY	GD

Health: 46

Karma: 22

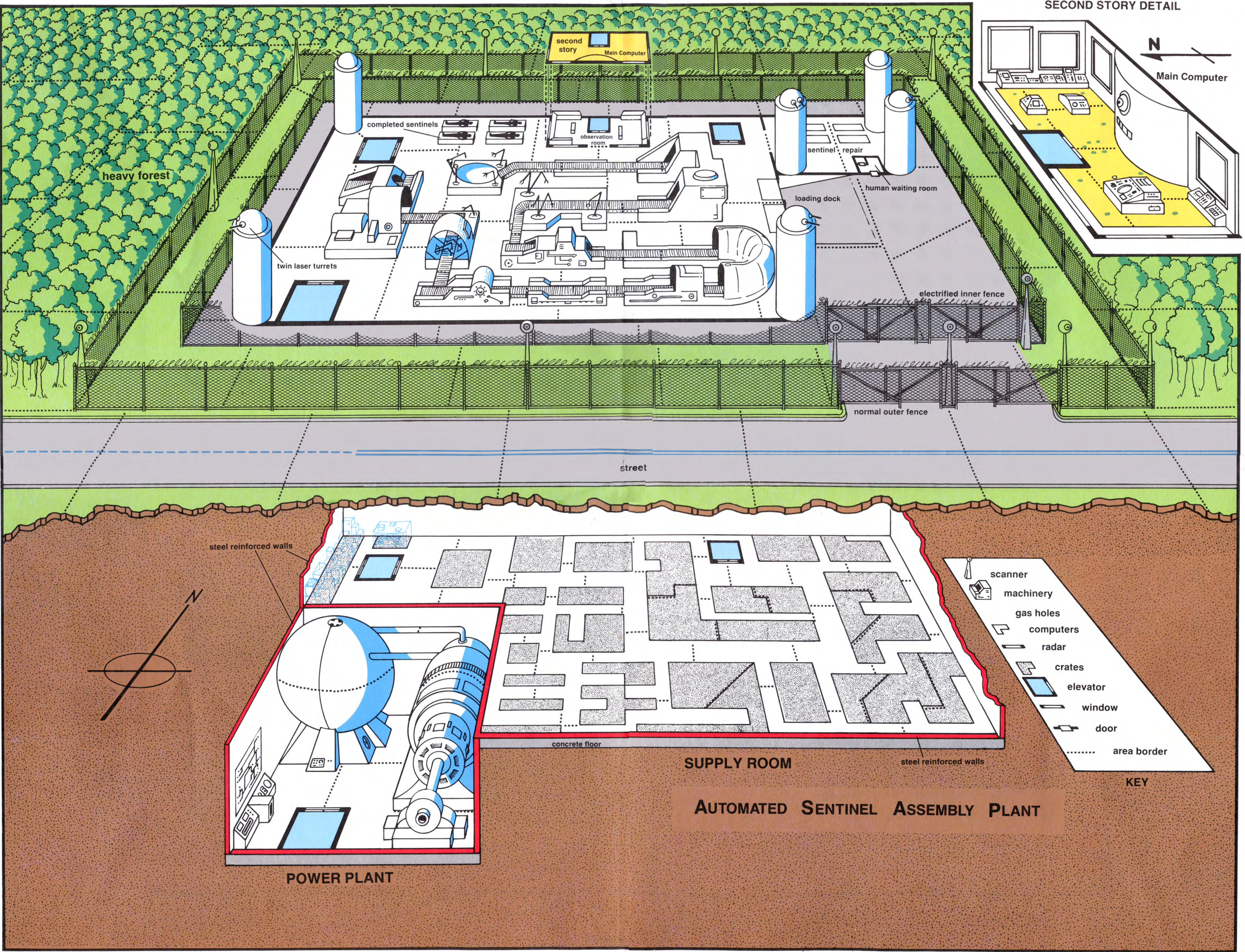
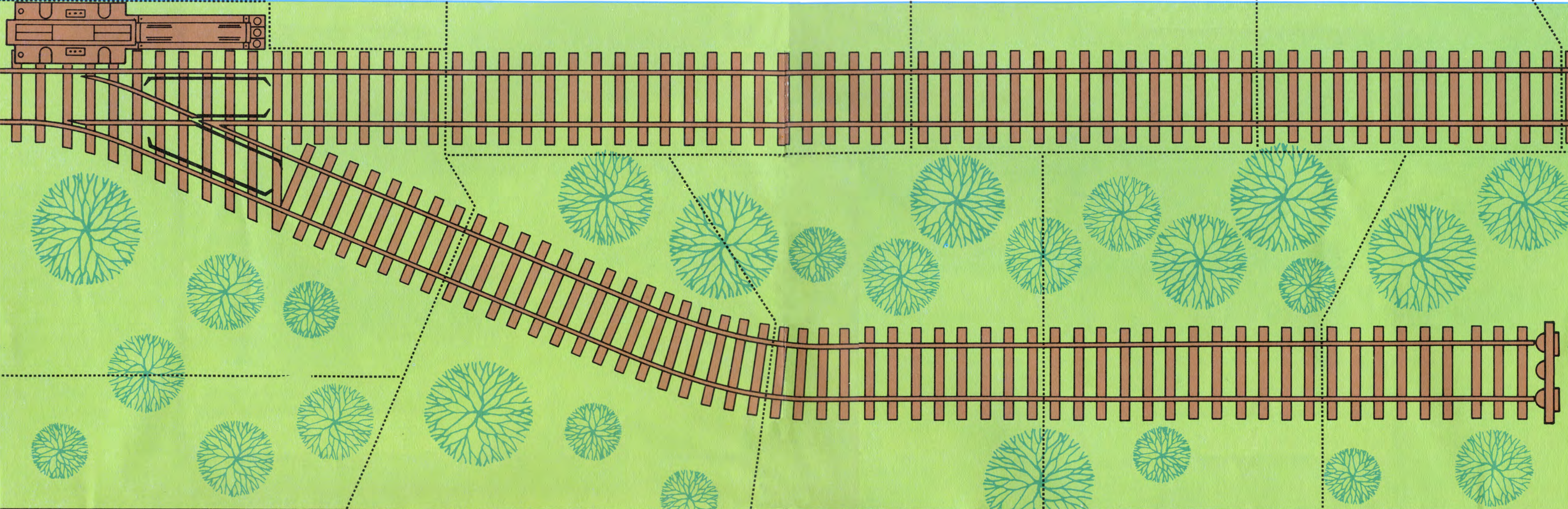
Talents: Law Enforcement, Marksmanship

Equipment: machine pistol, knife, nightstick (same as club), fragment grenade (1), knock-out grenade—Excellent (1), sonic grenade (1), infra-red flashlight, infra-red goggles, gas mask, mace canister, flak jacket, inhibitor cuffs, two-way in-helmet radio, hand-held organic analyzer—Good power rank (1 area range)

SWAT:AM teams operate in 10-man squads, two four-man combat teams and a two-man command team. In addition to personal equipment, the first combat team carries three stun rifles and a grenade launcher loaded with Excellent intensity knock-out grenades. The second team carries a machine gun, a LAW, and uses armor piercing bullets in its machine pistols. The command team has an organic analyzer of Good power with 3-area range.

In areas with heavy mutant activity, one member of the command team may be armed with a mutant neutralizer. The neutralizer strips away a mutant's powers for 1 to 10 rounds. Range is 3 areas. The target gets to make an Endurance FEAT roll to avoid the effects. If this roll is failed, the target loses the use of all powers for 1 to 10 rounds and his abilities drop to Excellent (unless they were lower to start with). Talents are unaffected.

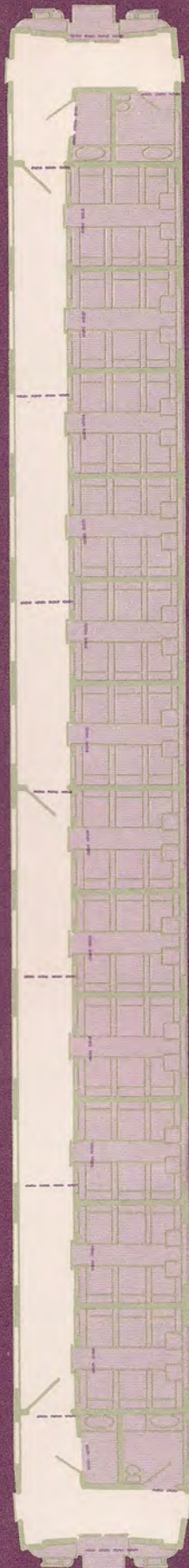
SWAT:AM teams typically travel in armored carriers. Battle copters are available when necessary.



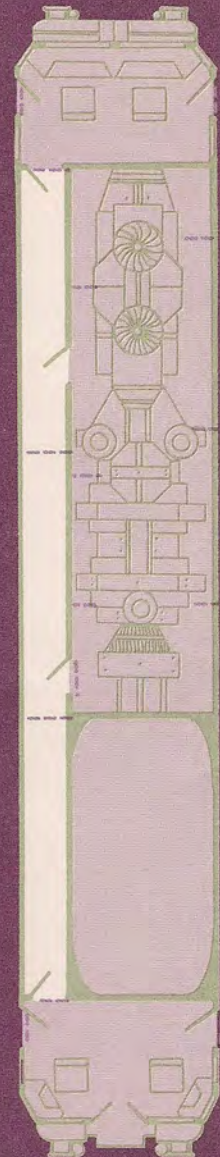
SLEEPER
CAR



COACH
CAR



ENGINE



GUARD
STATION

SLIDING
DOOR

SLIDING
DOOR

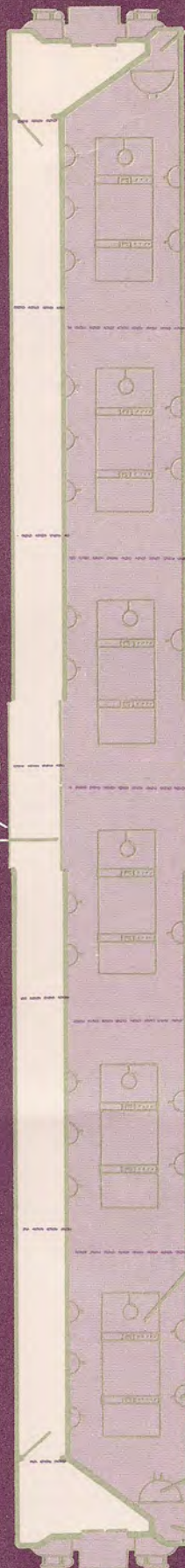
MUTANT
CONTAINMENT
CAR

MUTANT HOLDING
TABLE WITH STRAPS
AND INHIBITOR COLLAR

REMOTE CONTROL LASER

HUMAN-OPERATED LASER

GUARD STATION





Official Advanced Game Accessory

Reap the Whirlwind

by Caroline and Warren Spector

You've been hounded by jack-booted, white-shirted vigilantes. You've been hunted by killer robots.

You've lived like an animal.

You've had enough.

Now it's time for mutants to fight back, time for the hunted to become the hunters. You've learned to survive, to thrive, by striking from the shadows. A thrust here. A blow there.

Now word has begun to circulate of a mutant with power enough to frighten the sentinels . . . of equipment which can give mutants a fighting chance against their oppressors . . . of a man with a vision, a vision of a mutant army capable of overwhelming any foe.

You'll strike like a whirlwind and reap what you can. Your lives will never be the same.

The thought appeals to you.

REAP THE WHIRLWIND is the third chapter in the Future in Flames series designed for use with the MARVEL SUPER HEROES™ Advanced Set. It includes a 32-page book and a 33" × 22½" full-color map.



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