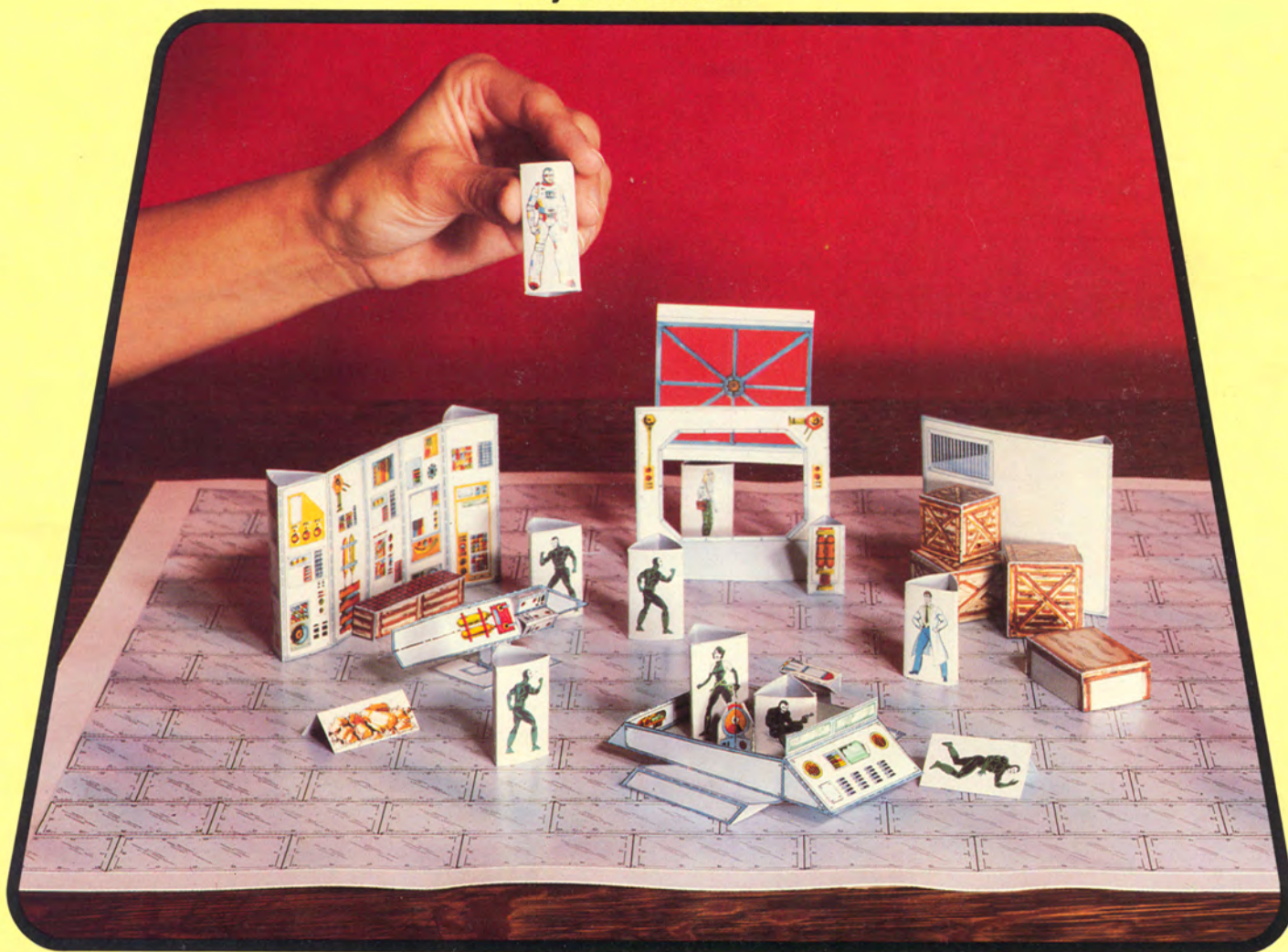


MARVEL SUPER HEROES™

OFFICIAL GAME ADVENTURE

ADVENTURE FOLD-UP™ Figures

featuring **Pit of the Viper™**
by Kim Eastland



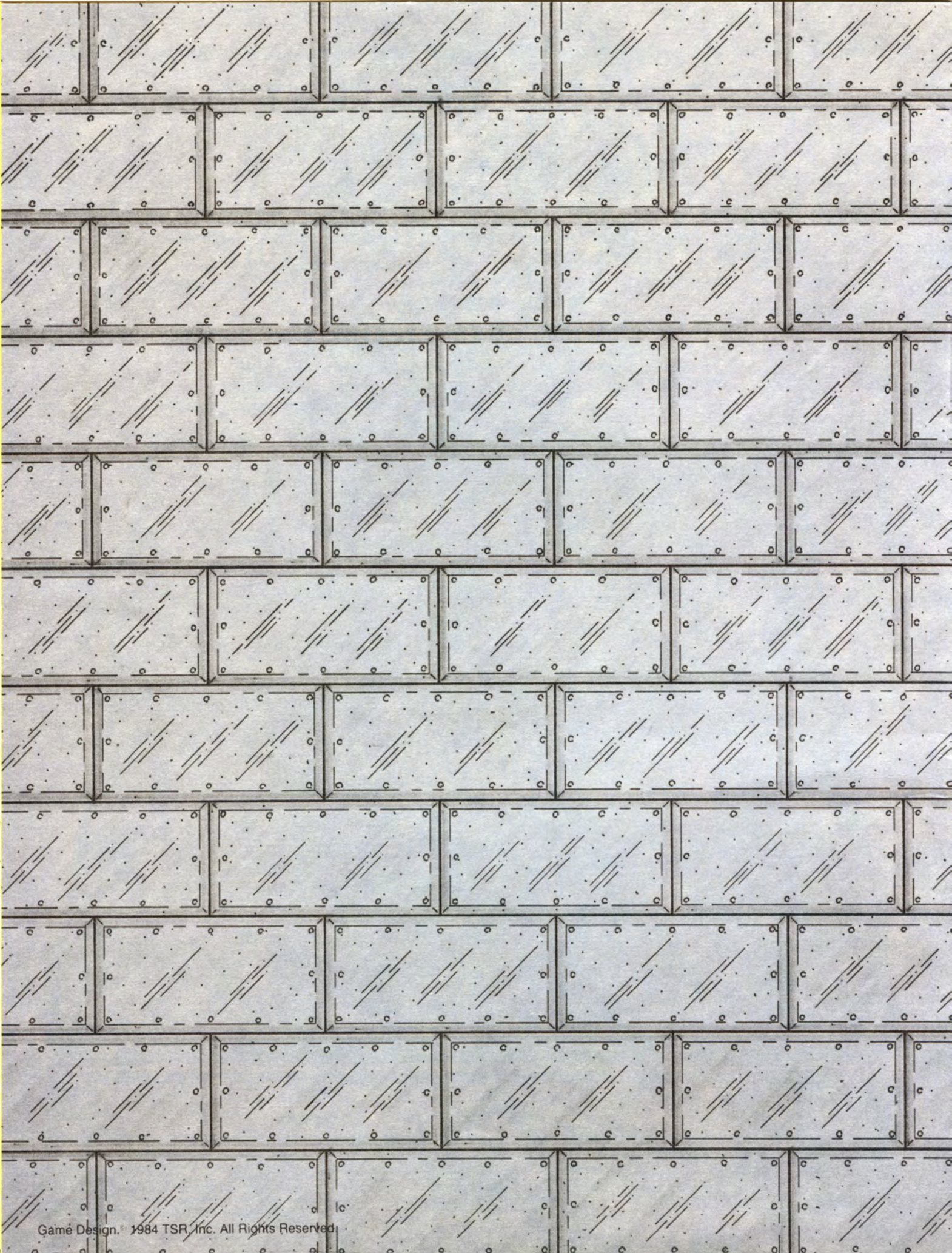
Jazz up your heroic clashes with these colorful 3-D accessories! Test your courage in VIPER's™ poisonous pit!

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6858

The purpose of this MARVEL SUPER HEROES™ Accessory is to introduce you to three-dimensional playing aids and to give you the basis for an adventure that you can expand. Unlike most MARVEL SUPER HEROES modules, this product does not contain a complete adventure, so there are no Campaign, Battle, and Aftermath sections.

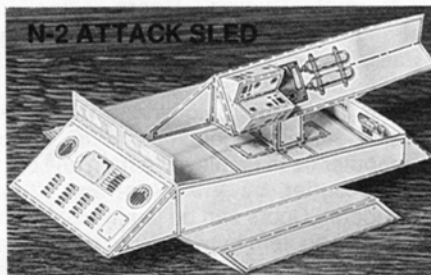
TIPS ON USING THE 3-D FIGURES

There are four basic types of 3-D cutouts included with this product: characters, structures, equipment, and vehicles. The character pieces represent the villains, flunkies, and captives that inhabit this complex. There are no 3-D figures for player characters; players should continue to use the character counters in the MARVEL SUPER HEROES™ game, TSR's MARVEL SUPER HEROES™ Metal Miniatures, or MARVEL SUPER HEROES™ ADVENTURE FOLD-UP™ Figures.

The Judge uses the structural pieces, corners, and the door section to depict where characters are in relation to each other when they are in combat or inside a room. By placing the corner pieces on the floor grid in the same configuration as shown on the complex map the Judge creates a three-dimensional representation of the room that is much easier for the players (and the Judge) to "move" and "fight" in. The vehicle piece is a much larger playing piece than the character figures but is used for the same purpose: to indicate its location in 3-dimensional game play. Equipment pieces may be used to represent important items in the room—obstacles, furniture, or mechanical devices.

A BRIEF HISTORY OF THE NIHILISTS™

The NIHILIST™ movement was secretly started four years ago by VIPER™, a female criminal of extraordinary abilities. The NIHILISTS have concentrated mainly upon establishing themselves in North America, and have yet to become an international terrorist group. Carrying the philosophy of nihilism to an extreme, the NIHILIST agents will gladly lay down their lives if it furthers the NIHILIST cause. Their ultimate goal is unknown, although a good guess would be that they wish eventually to dominate



all of mankind. Instead of risking the discovery of their organization by becoming involved in small-scale criminal pursuits, the NIHILISTS concentrate on manipulating world powers into situations that lead to a full scale international crisis from which they can benefit, such as worldwide economic collapse, or revolution.

Whether VIPER™ actually believes in this philosophy is not known. Her Commanders are ex-HYDRA™ agents and believe she is actually trying to rebuild HYDRA™ by starting with an efficient assassination organization. Through extortion and assassination the organization has raised enough money to build a secret complex from which to operate.

SUGGESTED BACKGROUND FOR AN ADVENTURE USING THE NIHILISTS AND THEIR COMPLEX.

The following background is material you may find useful in introducing the NIHILISTS gradually into your game.

Recently there has been an increase in the number of kidnappings and murders taking place in Manhattan. The newspapers reveal that most of these crimes involve scientists attending a month-long multi-national convention at the United Nations. Specific trustworthy organizations, such as the AVENGERS™ or the FANTASTIC FOUR™, may have already been called in to assist the authorities.

Most prominent on the list of kidnapped scientists are nuclear physicists. These experts have even been kidnapped while under heavy guard, but no one can figure out how. The latest victim is Vlad Kashuygin, the famous Soviet scientist. His suite at the Midtown Plaza Hotel was on the 33rd floor, his windows were open, but not broken, and he was in the company of a KGB agent who was found murdered in the room. The NYPD and FBI are completely baffled.

VIPER has been kidnapping certain scientists to upgrade her complex's technology. During the kidnappings she discovered the special location where nuclear physicists were being housed and decided to move "Operation Pop Goes The Weasel" ahead by a full year. The operation would give the NIHILISTS a nuclear device with which they can start a global nuclear war (the NIHILIST Complex is a super bomb shelter). If the players check with the local nightlife around the hotels

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they discover that a number of people have seen a sled-like object silhouetted against the night sky in the wee hours of the morning. Extensive questioning in the neighborhoods in midtown Manhattan indicates the sled shadow has been seen most often in the vicinity between W. 8th and 5th Avenues and N. Hayes and Arthur Streets. (This area is mostly shown on the City Map included with the MARVEL SUPER HEROES™ game. The block south of the Fisk Building contains a huge condo building, a professional offices building, and numerous little shops and restaurants. The block south of the Keash Mall contains the Americas Trade Center with a 14-level parking ramp on top.)

Any player character investigating the hotel room where Kashuygin was staying notes that a struggle obviously took place, that the doorway was not used, and that all of Kashuygin's personal effects are still there. Any character who inspects the window ledges and makes an Intuition FEAT roll finds scrapings outside that look like something butted up against the window sill lately. The scrapings are not anywhere else on the outside walls.

OVERALL VIEW OF THE COMPLEX

The NIHILIST Complex's location is hidden. It is located deep beneath midtown Manhattan. A major skyscraper was erected there within the last two years. Unknown to its developers, the construction included a subterranean installation which has hidden entrances blocks away. The complex is completely soundproof and is independent of the supporting structure of the building above (any damage to the complex does not affect the skyscrapers above). The actual location of the complex is unimportant.

The only access to the NIHILIST Complex the heroes can find is the main pneu-tube found in the storage area in back of Schweinenger's Furs (for an explanation of pneu-tubes please see the next section, *UNDERSTANDING THE KEY*). Any superhero who investigates the store without attempting to disguise himself and his motives alerts the installation below that they may be invaded.

This entrance can be located by a hero character keeping watch over the back alleyway for at least sixteen hours. The excessive traffic going in and out the back door of Schweinenger's is a sure tip-off. If heroes enter this back alleyway door they are inside the furrier's warehouse. Inside the warehouse is a fully-equipped NIHILIST Operative disguised as a hobo. His task is to warn the complex below of attacks coming through the warehouse. An alarm button is inset in the wall near the operative. If the "bum" is secured immediately no alarm is given.

Behind a huge stack of crates (see *UNDERSTANDING THE KEY*) on the west wall is a door. This door is made of Excellent material and appears to be a normal freight elevator door. Instead of button controls for the "elevator" there is a silver plaque with a credit card-sized slot, like an automatic bank teller machine. Each NIHILIST agent carries a credit card for the Poignard Club. Once this is inserted into the card slot, the door hisses and a minute later the door opens, allowing access to the pneu-tube car.

Other access routes into or out of the complex are noted in the section titled *ROOM-BY-ROOM DESCRIPTION*.

UNDERSTANDING THE KEY

The purpose of this section is to acquaint you with various features of the NIHILIST Complex and their symbols used on the installation's map. Look at the "Key" in the upper left hand corner of the referee's map sheet. The interior features are as follows:

Inner Walls—Excellent strength concrete walls.

Perimeter Walls—Remarkable strength reinforced concrete walls.

Reinforced Walls—Amazing strength steel alloy reinforced concrete walls.

Area Division—dotted lines.

Normal Sliding Doors—Excellent strength alloy doors that slide into the walls. They open by pressing a panel next to the door. Doors can be locked from either the Security Monitoring Room, the Main Computer Room, or security access computer tie-in (achievable from any computer outlet by VIPER or her Commanders). Doors can be jammed open by wedging an item between the cracks of at least Typical material strength and dagger size. Doors cannot be jammed shut.

Sliding Bay Doors—are identical to normal sliding doors but are of Incredible strength and much larger.

Force Field—an energy field that appears as a transparent, slightly blue shimmer. The force fields of the NIHILIST Complex have Amazing strength. If the impact into a force field during any one turn is 100 points or more, the field goes down and alarms go off. If, however, the damage is more than 50 and less than 100 the field goes down and no alarms go off—A flaw the system has developed. Anyone touching a field loses 10 Health Points every round he or she is in contact.

Monitors—Fixed mount monitoring cameras which are able to monitor in lightless conditions. The cameras cannot sweep back and forth, which is why most of them are mounted either at the end of the corridors or above key areas (like the Flight Deck). Since the monitors are fixed and the security has never been tested in

this installation, monitoring staff (Commanders) must make an Intuition FEAT roll to spot intruders, (unless an alarm has been sounded) when they pass within sight of a camera.

Large Vent Openings—Some rooms have much larger vent openings. These openings allow an average-size human to crawl into and through the ventilation system. Entrances and exits can only be made through other large vent openings, but a character in the vent system can see and hear into every room through the smaller vents. Vent openings are made of steel (Remarkable material strength) and are located in the ceilings. Between the secure and unsecure areas is an electrified grill of Remarkable strength that causes 10 points of damage on contact.

Stack of Boxes—These are made of wood or cardboard and contain furs or materials used in the store.

Pneumatic Tubes or Pneu-tubes—The doors to the pneumatic tube system look like normal elevator doors. There are no cords or cables, as the "elevator" is actually a huge pneumatic tube which conveys a cylindrical tube car between the Complex and the warehouse. When the car arrives and the doors open it looks like a curved white room with black seats. The tube car has a short timer (two turns) that automatically closes the door and sends the car whisking away to the opposite level. There is a 25% chance that an armed NIHILIST Operative is in the tube car at any time.

THE RESIDENTS

The number of agents living in the complex varies with the "toughness" of the invading heroes. For a group of four or five heroes like DAREDEVIL™ or HAWKEYE™, we suggest a complement of 30 Operatives, 6 Sub-Commanders, and 3 Commanders. As your heroes grow in number or stature, so should the enemy's number. It is possible for over a hundred agents to occupy the complex without severely burdening the facility.

Some factors to remember when assembling your NIHILIST forces are:

- a) One-third of the personnel are asleep at any one time.
- b) There is one Sub-Commander for every five Operatives.
- c) There is one Commander for every two Sub-Commanders.
- d) One Commander is always on watch in the Security Monitoring room.
- e) One Sub-Commander is always on watch in the Brig Area if there are any prisoners.
- f) Any alarm sounded brings all residents to full alert status in two turns. The entire NIHILIST staff has been repeatedly drilled by VIPER and are quite efficient in emergency situations.

g) VIPER is always in the complex for purposes of the adventure.

PERSONALITIES. If you would like to "flesh" these characters out a bit more we suggest that you add quirks or intrigues that could affect the player characters as well. The following list gives you some idea of how this might be done.

Commander #1—Ex-HYDRA Commander who has an inordinate fear of S.H.I.E.L.D.[™] agents and/or CAPTAIN AMERICA[™]. Will always withdraw troops to a better defensive position if they are involved.

Commander #3—Detests one of the Sub-Commanders and will send him and his men on certain death or defeat missions if at all possible.

Sub-Commander #2—Is in it only for the money and experience and will escape if given any chance at all.

Sub-Commander #3—Undercover S.H.I.E.L.D. agent who has not been able

to contact HQ. She will do everything possible to assure the success of invading "good guys."

Look at the installation map. It is divided into areas by dotted and solid lines. Straight solid lines are walls. Wavy solid lines are force fields, as explained in the Key section above. Dotted lines don't represent any kind of obstacle; they just outline areas.

Unless otherwise stated, the height of all rooms and corridors is about 4 meters (12 feet) tall. The floors and ceilings are made of reinforced concrete (Remarkable strength).

At the end of some room descriptions there might be a word or words listed. These words describe devices found in that room that are not marked on the map.

They are:

Recharg—Recharging Units. These are

small silver boxes with doors affixed to the wall at about waist height. Inside is a long black cable with a four-pronged plug on the end. This plug is inserted into the cyborgs or the electric carts to recharge them.

Comm—Wall-mounted communications unit. These are audio-visual communications that can tie-in to all other comm units throughout the complex. Special television broadcasts can also be received.

Comp—Wall-mounted computer unit. This built-in desk model can tap into the installation's mainframe computers. All computer terminals in the Complex have card-slots (like the pneu-tube doors) and the Cards assigned to VIPER and her Commanders allow them to access security areas of the computer, such as installation maps and control of the door locking mechanisms.

THE NIHILIST COMPLEX: UNSECURED AREA

PNEU-TUBE ACCESS. From all outward appearances it looks like a normal elevator. The complex level doors are also opened by a Poignard Club card inserted into the card lock.

A. GUARD ROOM. There is always an Operative on duty here, armed with a normal pistol. His job is to log all incoming and outgoing agents who use the pneu-tube. There is a 70% chance that he is looking at the elevator when it arrives. A big red button that sounds the alarm is next to the doorway. Inside the room there are six monitor screens connected to the monitors in the unsecured area. Characters watching these can monitor their partner's progress through the unsecured area. There is also a pneumatic tube cut-off switch that prevents the pneu-tube's door from opening on this level while not sounding an alarm. Recharg, Comm.

B. DINING FACILITIES. The seating capacity is 30. The room is otherwise bare. There is at least one Operative between here and the Kitchen. During the hours of 6 a.m.-7 a.m., 12 p.m.-1 p.m., 6 p.m.-7 p.m., and 12 a.m.-1 a.m., there are always at least 10 agents eating in here. Player characters can learn a lot from listening to anyone here. The conversation usually revolves around the scientist kidnappings and the VIPER. Comm.

C. KITCHEN. Everything in the kitchen is electric. It is built to handle large meals for a small army. There are three operators present during meals. Comm.

D. DEEP FREEZE. Freezer/meat locker where frozen foods and meat are stored. The temperature can be turned off from inside and the door can be locked from the outside.

E. LARDER. Both Larders are stocked to the ceiling with dry and canned goods for the complex.

F. MAINTENANCE ROOM. Equipment and tools for cleaning and maintenance are kept here. Recharg, Comm.

G. STOREROOM. This storeroom contains extra linens, towels, pillows, mattresses, etc.

H. LAUNDRY AND WARDROBE FACILITIES. This room houses the machines used for laundering the resident's uniforms and linen. In addition there are automatic machines for fitting new uniforms, mending old ones, etc. There is always an Operative here. The noisy room prevents any cries for help from leaving the room. Unless the heroes allow the minion to reach the hallway, his cries cannot be heard in the adjoining hallways. Comm.

I. RECREATION AREA/GYM. Exercise machines, acrobatic apparatus, etc., are found here. Comm.

J. RECREATION AREA-GAMING. Realizing that a fit mind is every bit as important as a fit body, VIPER has stocked quite a selection of games. They range from chess to arcade combat simulation games. All games are conflict oriented. For the more intelligent agents, there are role playing games such as ADVANCED DUNGEONS & DRAGONS[™] fantasy game (most NIHILISTS play Chaotics). Comm, Comp.

K. LOUNGE AREA. This area is a large living room with couches, tables and chairs. A large viewing screen covers the south wall and various videotapes or live broadcasts are shown there, mostly of a military or violent nature. This is one of the few areas where socializing is allowed. Currently on screen is a videotape of NIHILIST agents kidnapping Prof. Kashuygin. It was shot from the N-2 attack sled for training purposes. Unless the alarm has been sounded, there are at least two Operatives in here. Comm, Comp.

L. OPERATIVE'S DORMITORY. This long room is subdivided by half walls into four "rooms." They are starkly furnished and

meant primarily as a place to sleep and store private effects. Each room has ten bunks. Operatives sleeping here lay their weapons and Club cards within easy reach for emergencies. Recharg, Comm.

M. GENERAL COMPUTER ROOM. This room houses the general computer that is used for writing and storing reports, library research, and non-secure information. It can be monitored from the main computer, which can also override it. Whoever last used the computer left the terminal on. Now, any PC can easily access non-secure areas, including the science files used by the kidnapped scientists. Any PC with a Reason of Remarkable or more can deduce that non-nuclear physicists have been kidnapped to complete and update the Complex's equipment and nuclear physicists have been kidnapped to make a nuclear device. Comm, Comp.

N. SUB-COMMANDERS QUARTERS. This room is more comfortable than the operative's dorm. VIPER believes in rewarding rank and keeping the various levels of command from socializing. In addition to bunks, there are also couches and desks. When a Sub-Commander is not on watch or eating he is usually here. A notepad with the words "Operation Pop Goes the Weasel" and a date five days from today is laying on one of the beds. Comm, Comp.

O. VIPER'S OFFICE. This is the usual place VIPER is found. She runs her growing empire out of this office and spends most of her free time here. It is the only room in the complex with wood paneling. Her desk (Overall Remarkable Strength) is equipped with the following defense mechanisms:

Sonic Emission—Anyone not equipped with sonic plugs or resistance (VIPER has implants protecting her) loses 10 Health Points per round.

Gas Emission—Anyone not protected from gas (except VIPER, who is immune)

must make two yellow FEAT rolls. If the first roll fails, a character is unable to do anything that turn but move. If two consecutive rolls are missed, the character becomes unconscious for 1-10 hours. The gas continues to be potent for two minutes.

Machine Gun—It pops out the front.

Flash Mechanism—It emits a brilliant flash that temporarily blinds the naked eye for two turns.

The flash mechanism is particularly useful to cover up Viper's escape, if she wishes. In the Southwest corner of the room is what appears to be a support column. In fact, this is a one-man escape pneu-tube that no one but Viper knows about. It is linked with a pneu-tube that goes from her quarters to Rathbone Park. She can either travel from her office to her quarters and vice-versa, or from either room to the park. Viper only uses this pneu-tube in case of an attack since she doesn't wish her agents to know of its existence. Recharge, Comm, Comp.

P. STOREROOM. This storeroom contains the hundreds of stored items that are used in everyday installation life. Also contained in this storeroom is the main fuse box for the entire unsecured area (with the exception of the pneu-tube). If this fuse box is destroyed, all power goes out in the unsecure section since even the backup power supply is routed through the main fuse box.

Q. COMMANDER'S LIVING QUARTERS. These living quarters are luxurious. Uniforms for the Commanders are here. The communications unit was used recently to communicate with the Security Monitoring Room and the channel was left open. If the Complex is aware of intruders, the conversation in the Security Monitoring room includes the Commander's guess of how many intruders there are, who they are, and where they are. Recharge, Comm, Comp.

R. VIPER'S QUARTERS. Viper's Club card is required to open this door from the outside. A communications unit is outside the door for visitors to announce visitors.

Viper's quarters are sumptuous. For business tasks, there is a desk identical in every way to the one found in Viper's Office. There is a three meter viewing screen connected to an elaborate computer console on the east wall that can tie in to all monitoring devices and computer areas, plus receive any outside broadcast channel normally receivable in New York City. Various mementoes of past exploits are scattered throughout the room, including a statue of herself as Madame Hydra, paintings of members of the old Serpent Squad and a dartboard with Captain America's picture hung on it. On the reverse side of the dartboard is printed the numerical sequence that is necessary to

deactivate the nuclear device once it has been activated. Two Recharge, Comm, Special Comp.

S. MEDICAL ROOM. This room contains the very latest in automated medical technology, including a complete operating room set-up. The automated equipment here can immediately revive anyone who has gone unconscious because of gas and can also heal up to 30 Health points if damage was within the last 20 minutes. The healing takes 3 turns to complete. Comm, Comp.

T. LIBRARY. A spacious, comfortable library is filled with rare books, primarily about weapons, poison, nihilistic philosophy, and terrorist tactics. Operatives and Sub-Commanders use the library for mission research. In addition, there is a collection of books on nuclear physics and explosives, for use by the captive scientists. Many of the books have been stolen from leading libraries and museums (a Karma and cash award, Judge's discretion, will be given for the books' return). Computer terminals in the library can tap into the New York Public Library and Library of Congress SCORPIO systems. Comm, multiple Comps.

U. EXPERIMENTAL LAB. This laboratory is off-limits to any but Viper, her Commanders, and anyone else ordered to go there by them. The kidnapped nuclear physicists who work for Viper have created a ten megaton nuclear device. Viper plans to plant this device, bearing USSR markings, atop the World Trade Center. After its recognition as a "Soviet" device, she plans to detonate it, starting World War III. The bomb can only be activated or deactivated by two numerical sequences. These sequences are known only to Viper, her Commanders, and Professor Kledsoe, a Nihilist scientist who is posing as a kidnapped scientist in order to keep an eye on the others.

If a battle erupts between invading heroes and Nihilist agents, Professor Kledsoe moves to the experimental lab. If defeat seems imminent for the Nihilists, the Commanders, Viper, or Prof. Kledsoe might begin the detonation sequence for the nuclear device. A Psyche FEAT roll is necessary to start the sequence. Prof. Kledsoe, for the purposes of this feat, has an Amazing Psyche. The bomb is currently on an electric cart. Once activated, it blows up in 15 minutes. It takes 6 minutes to drive the cart to the Flight Deck, load it on an N-2, and take the freight elevator to the parking ramp, assuming that there is no opposition. The bomb weighs 750 pounds. Recharge, Comm, Comp.

V. LAB 1. This is an electronics/physics lab that Viper has set up for kidnapped scientists to work to upgrade the installation's equipment. Viper has forced Dr. Theo Pappaturus to improve her communications equipment. Dr. Pappaturus is in

the labs every day between 8:00 a.m. and 10:00 p.m. Comm, Comp.

W. LAB 2. This lab has been set up for experiments in biology, botany, and chemistry. Viper has convinced Dr. Sy Monsais to begin experiments in untraceable synthetic poisons by threatening to harm his family if he doesn't cooperate. Prof. Whitchit is an elderly chemist who has been incarcerated here for a month. Prof. Whitchit is in the lab between the hours of 10:00 a.m. and 6:00 p.m. every day. There are four gas masks in the lab drawers. Comm, Comp.

X. CLOSET. Disguised to look like a maintenance closet, this room is really an emergency pneu-tube access. The room appears to be a janitor's closet, but inspection shows that all of the cleaners and soap are full and unopened and all of the mops are clean. By lifting up on one of the wall hooks that the brooms are hanging on, a character can swing the shallow shelves out and gain access to the pneu-tube. It can carry two normal-sized humans at any one time and automatically returns to the complex level. Its exit is below ground level and connects with the manhole cover in front of the statue east of N. Harrison Street on 6th Avenue. This pneu-tube is known to Viper, her Sub-Commanders, and Commanders.

Y. MEETING ROOM. Viper conducts her mission briefings and debriefings here. The room is a sloping lecture hall with a large viewing screen covering the south wall. Comm, Comp.

Z. SECURITY CHECKPOINT. Before an agent can gain access to the Complex's Security Area he must stand before the force field and tell the guard on the other side his purpose for going there. If the agent's visit is scheduled, the force field is dropped and he is allowed to pass. If not, he is asked to wait there while clearance is obtained through the Commander on duty in the Security Monitoring Room.

THE NIHILIST COMPLEX: SECURE AREA

AA. SECURITY ROOM. All personnel entering or exiting the installation's Secure Area must log in and out with the Operative on duty in the Security Room. Any passage not scheduled either way must be approved (see Z above). The security room is equipped with a special monitor that is mounted outside the room and points toward the force field. In this manner, the guard can keep an eye on anyone approaching the force field. Recharge, Comm, Comp.

BB. ARMORY. Access can only be obtained to this room through the Club card belonging to Viper, a Commander, or a Sub-Commander. Inside are a minimum of 24 knockout gas grenades, 24 smoke grenades, 36 high explosive grenades,

24 Sub-Machine Guns, 2 Flame Throwers, 4 LAW's rockets, 10 Laser Rifles, and 5000 rounds of ammunition. None of the guns are loaded. If the Commander on watch believes that the secure area is in danger of being breached he orders the armory opened and all personnel armed to the teeth (Judge's discretion on who should have what.) Recharge, Comm, Comp.

CC. ASSASSINS TRAINING AREA. Inside this gymnasium-sized room VIPER trains her agents. The ceiling in this room is ten meters high and the floor is made of a cushioned material. There are trampolines, wrestling mats, aerial workout equipment, etc., throughout the gym. Behind the console is a stairway that leads to a lower level. If the Judge desires he can expand this level to include a "Danger Room" training site of any desired size. Comm.

DD. POWER ROOM. All the energy used by the NIHILIST complex comes from illegal lines attached to the main power lines serving the city. In the case of power shortage or failure, the installation is equipped with large batteries connected to solar collector plates unobtrusively placed about midtown Manhattan. These batteries can maintain the NIHILIST Complex at full operating capacity for a month, much longer if energy conservation is enforced. The switch to back-up power normally takes one minute. When this happens all doors close instantly, force fields go down, computers request users to stand by while priorities are assigned, all lights are dimmed to one-half power, and the communications center is temporarily shut down. Two or three circuit breaks (ripping wires out of the walls and shorting them, overloading the circuits by a sudden, overwhelming influx of power, etc.) also activates the backup system. Comm, Comp.

EE. INTELLIGENCE GATHERING ROOM. This room is equipped with the latest in "non-violent" means of extracting information. The area is completely padded and soundproofed. It has a complete complement of drugs that make the extraction of information or the process of persuasion easier. Audio-visual isolation booths for brainwashing victims abound. Some of the kidnapped scientists are in those booths undergoing brainwashing. Comm.

FF. MAIN COMPUTER ROOM. As is obvious by the map, this is one of the strongest constructed rooms in the complex. It houses twelve computers, including the security computer that has stored in it the names, locations, and missions of all NIHILIST field agents. If this room were to be destroyed it would set the NIHILIST movement back a year. The computers are of Excellent construction. There are also elaborate sensor monitors in here that detect anyone entering the room by motion and heat detection. If the per-

son entering does not present his Club card to the ceiling for scanning, the computer attacks. It has gas jets that immediately flood the chamber with gas (see VIPER's Office desk, room O) and four laser rifles built into the walls (same as normal laser rifles but no need to reload them.) Comm, Comp.

GG. FLIGHT DECK EXIT MONITORING. This area monitors the air space over the Flight Deck exit. If anyone is flying above the parking ramp the Flight Deck exit doors won't open. This allows the NIHILISTS to avoid being observed on take off. Comm, Comp.

HH. N-2 GARAGE. All repairs, maintenance, and refitting done on N-2s are performed in the garage. There is a N-2 in here for refitting. Anyone in the Flight Deck hears the mechanic/pilot talking to himself. He is (quite naturally) concerned about flying a nuclear device up to the top of the World Trade Center in five days. This information is available to anyone listening for one minute. Recharge, Comm, Comp.

II. FLIGHT DECK. The Flight Deck is the storage area for the N-2 attack sleds. It has sliding bay doors on its east wall. Behind these doors is a large freight elevator that transports the N-2's up to the top level of the parking ramp on the Americas Trade Center. Total travel time from Complex level to parking ramp level is 3 minutes. The freight elevator can carry one full N-2 at a time or twenty normal sized humans. There is one operable N-2 here ready for take-off. Any character desiring to fly an N-2 must make a FEAT roll vs. Reason. Success results in the character figuring out the controls. (See details on page 7.) There are also three electric cargo carts for hauling supplies. Recharge, Comm.

JJ. FIRING RANGE. This long room is specially cushioned for soundproofing and to stop ricocheting bullets or lasers. Comm.

KK. WEAPONS LAB. The Weapons Laboratory is designed for two functions: a) to modify and/or repair current weapons and b) to create new weapons. Since the weapons the NIHILISTS are using are relatively new, they currently require little upkeep. Recharge, Comm, Comp.

LL. SECURITY PASSAGEWAY. The Security Passageway has a force field that seals it off from the rest of the Complex's Secure Area. The force field can only be turned off by use of the cardlock on either side. Club cards belonging to VIPER, one of her Commanders, or one of her Sub-Commanders, are the only ones the force field lock recognizes. When the lock is activated the field goes down for only one turn. Hidden monitors keep watch over the Security Passageway.

MM. BRIG AREA. The Brig Area sliding bay doors are activated by a cardlock on

either side that only recognizes the Club cards of VIPER, Commanders, and Sub-Commanders. The same procedure applies for all the cell doors. There are ten normal cells that are made of steel bars. Each cell has two bunks, a steel toilet and sink, and a steel-gridded light. All kidnapped scientists live in these cells when not in the labs. Recharge.

NN. BRIG GUARD AREA. In the middle of the Brig Area is a Guard Station that is used by those agents guarding the prisoners. Its walls are made of bullet-proof glass (Excellent material strength). One Sub-Commander and one Operative are always on duty. Recharge, Comm, Comp.

OO. MAXIMUM SECURITY CELL. The Maximum Security Cell is constructed with Amazing material. It is furnished as the other cells, but also has hidden monitors and microphones that are connected to the Brig Guard Area and to the Security Monitoring Room. The cell is equipped with gas jets that emit an extremely powerful knockout gas at the push of a button (anyone breathing gas must make a yellow Endurance FEAT roll to resist going unconscious for 1-10 hours.) This room was specifically developed to contain super heroes.

PP. SECURITY MONITORING. Access to this room can only be made by inserting VIPER's or a Commander's Club card into the door's cardlock. This room constantly monitors the Complex's corridors, rooms, entrances, etc. A Commander is always on duty and he can close and secure all doorways, pneu-tubes, and elevators from here. Recharge, Comm, Comp.

QQ. ELEVATOR. This elevator is never touched by NIHILIST agents. Once the "up" or "down" buttons have been pushed alarms sound, the elevator doors slide open, and darts are shot at any characters in front of the elevator doors.

Anyone in front of the elevator must make an Agility FEAT roll to dodge the darts: a red FEAT indicates that no darts hit the character, a yellow FEAT indicates that the character takes 30 points of damage, a green FEAT indicates that the character takes 60 points of damage, and a white FEAT results in the character taking 90 points of damage.

The elevator looks like a normal elevator except it has up and down buttons rather than a cardlock.

RR. WORLD COMMUNICATIONS AND MONITORING CENTER. This room contains banks of screens, radio gear, and recorders that monitor major broadcasts in the world. This room can also operate as a television broadcast station and is equipped with boosters that can cut into all national broadcast networks. The WCMC can form a communications link with most orbiting communications satellites positioned around the world. Center Comm, Comp.

NIHILIST AGENTS

Operatives: Thugs/hitmen

Fighting: GOOD
 Agility: TYPICAL
 Strength: TYPICAL
 Endurance: TYPICAL
 Reason: TYPICAL
 Intuition: POOR
 Psyche: FEEBLE

Health: 28
 Karma: None
 Resources: No personal
 Popularity: 0

Powers: None

Talents: Each Operative is an experienced lockpick and thief. Their chief training, however, lies in the area of assassination. Each Operative has been recruited from the riff-raff of the underworld for the sole purpose of teaching him or her how to kill efficiently. While the average Operative's fighting ability is Good, they all excel in a specific weapon. The Judge should assign each NIHILIST Operative one weapon that he or she uses with Excellent skill. The Judge should keep in mind the level of the heroes in his game when selecting the Operative's weapons: the greater the powers of the game's heroes, the greater the damaging power of the Operative's specialty weapons. Usually the Operative's weapons are silent and simple types like daggers, garrotes, handaxes, etc. Specialty weapons might include various ballistics weapons, poison darts, or oriental/martial arts weapons. The increased power an agent might have with a weapon might not be actual damage, but the number of times the agent can strike per turn, special bonuses for tripping, blinding, etc.

NOTE: All Operatives are equipped with a steel dagger, wire garrote, and bludgeon. On missions they also normally carry handguns with silencers. If the Judge wishes to give Operatives other talents that pertain to this scenario or campaign, such as explosives expert, safecracker, etc., give them an ability rating of

Excellent in the specific area. Operatives will follow their superior's orders implicitly unless their combat group has suffered over 80% casualties. In this case they only break ranks 25% of the time (one check is good for the entire combat engagement). Breaking rank is either running and hiding, giving up, or attempting to return to base on their own.

Background: Most of the NIHILIST Operative's are thieves and thugs who are multiple felons.

Sub-Commanders: mercenaries/terrorists

Fighting: EXCELLENT
 Agility: GOOD
 Strength: GOOD
 Endurance: GOOD
 Reason: TYPICAL
 Intuition: TYPICAL
 Psyche: POOR

Health: 50
 Karma: See VIPER
 Resources: No personal
 Popularity: 0

Powers: None

Talents: NIHILIST Sub-Commanders are recruited from the ranks of the world's mercenaries and occasionally from a terrorist group. Each Sub-Commander also has a specialty weapon with which he or she has a Remarkable ability rating. In addition to the normal equipment Operatives are assigned the Sub-Commanders are also equipped with handguns at all times and Laser Rifles on missions. Sub-Commanders follow their superior's orders faster and better than Operatives do. All Sub-Commanders can pilot the attack sled.

Background: Sub-Commanders are usually combat-hardened mercenaries or terrorists who have lost all vestiges of ideals. They now exist to serve the NIHILIST movement alone and will stop at nothing to fulfill their missions.



Commanders: ex-HYDRA agents

Fighting: EXCELLENT
Agility: EXCELLENT
Strength: GOOD
Endurance: GOOD
Reason: GOOD
Intuition: GOOD
Psyche: TYPICAL

Health: 60
Karma: See VIPER
Resources: No personal
Popularity: 0

Powers: None

Talents: Commanders have all the talents that Sub-Commanders have, but their ability rating for their special weapons is Incredible. In addition, Commanders also have knowledge of how to command the cyborgs, if they are used, and how to activate the nuclear bomb. Commanders are equipped as Sub-Commanders except they always carry sub-machine pistols and laser rifles (Range: 8, Damage: 35, 5 shots before they have to be recharged). Commanders will obey any order from VIPER.

Background: All Commanders are old HYDRA agents that were originally trained by VIPER years ago and ascended the ranks of that terrorist organization. All have followed VIPER after HYDRA was destroyed by S.H.I.E.L.D. and they all believe she is using the NIHILISTS to set up a power base from which to rebuild HYDRA anew.

VIPER™ (real name unrevealed)

Nihilist Supreme Commander
superior subversive commander

Fighting: EXCELLENT
Agility: EXCELLENT
Strength: GOOD
Endurance: EXCELLENT
Reason: EXCELLENT
Intuition: EXCELLENT
Psyche: TYPICAL

Health: 70
Karma: 50 personal
120 pool shared with her
Sub-Commanders & Com-
manders
Resources: REMARKABLE
Popularity: 0

Powers: None

Talents: VIPER has an ability rating of Remarkable with all normal weapons (including ballistic and laser weaponry.) Because of her vast criminal experience VIPER lends a Karma pool of 120 to her Sub-Commanders and Commanders when she is in attendance in the complex or in a battle. VIPER has been rigorously trained in various martial arts (Strength is

Excellent when grappling) and is a skilled marksman (Agility is Remarkable when using laser pistol). Furthermore, the VIPER wears fangs which secrete a lethal poison (poison's potency rank is Remarkable) based on the chemistry of snake venom (most hospitals carry an anti-venom that will prevent further damage from her poison but victim must get to it before 8 hours elapse.) She further outfits herself with a set of eight throwing darts tipped with this same poison (Range: 2, Damage: 3 plus poison). VIPER carries a Laser pistol with an infra-red scope (Range: 6, Damage: 25, 5 shots before it has to be recharged, can fire perfectly in the dark). There isn't a device in the NIHILIST complex that VIPER doesn't know how to operate.

Background: An extremely experienced criminal, the VIPER was at one time head of HYDRA's New York operations (under the alias MADAME HYDRA™), and reorganizer and leader of the dreaded SERPENT SQUAD™ (killing the superhumanly powered criminal called the VIPER from which she took her present name and costume). She is the creator and driving force behind her current organization, the NIHILISTS.

NOTE: The right side of her face has been scarred and disfigured in the past and, even after cosmetic surgery, still is obviously unusual.

ASSASSIN 'BORGS: ex-Hydra assassins/robotic bodies

Fighting: REMARKABLE
Agility: EXCELLENT
Strength: GOOD
Endurance: EXCELLENT
Reason: TYPICAL
Intuition: TYPICAL
Psyche: POOR

Health: 80
Karma: None

Powers:

ARMORED BODY: The Assassin 'Borg has a surface that is Remarkable protection against all physical and energy attacks.

FULL SCANNING ABILITIES: The Assassin 'Borg is equipped with infra-red and starlight optics, sonar, and radar. This gives it the ability to "see" in the dark, to track creatures through smoke or gas, underwater, or in the sky. Consequently, if the 'borg is using a specific sensor and it is overloaded (such as high heat while using infra-red or bright light while using starlight amplification) the 'borg is blinded for a turn and switches to another mode the turn after. If intense light, high heat, and a sonic attack are all directed at a 'borg for three consecutive turns it will lose all scanning functions and fight blindly.

FULL HUMAN ATTACK CAPABILITIES.

The Assassin 'Borg can use any weapon a human can, and can fight hand-to-hand.

BUILT-IN LASER. The Assassin 'Borg has a built in laser identical to the Laser Rifle carried by Commanders (Range: 8, Damage: 35, 5 shots before recharging).

JET-PACK. The Assassin 'Borg has a built-in flying device that allows it to fly up to 10 areas in a straight line, 4 areas if flying around corners. These are the statistics for the standard model assassination cyborg. If the Judge's scenario warrants it (such as the inclusion of the Hulk, Thor, or other extremely tough heroes) the cyborgs can be upgraded in power by including such accessories as a flamethrower, grenade launcher, or missile launcher. Assassin 'Borgs obey the commands of Viper and her Commanders only. They also recognize and do not attack other Assassin 'Borgs.

NOTE: Assassin 'Borgs must recharge (a 3 turn process) after every 20 turns of combat or pursuit. If they fail to do this each ability drops one column per turn until all abilities are gone and the cyborg is "dead."

Background: The Assassin 'Borgs are ex-HYDRA assassins under VIPER's employ who lost their lives but were able to have their mental faculties kept intact and transferred to a robotic body. They were created by HYDRA labs to be the perfect assassins but their extreme energy drain has proven a stubborn obstacle. Instead, VIPER uses them to guard her complex. While their "minds" are technically not organic they are affected by all normal attacks which may affect human minds (magic, illusions, etc.) For the purposes of Karma and loss of such because of death these creatures are NOT considered human and their destruction does not have the usual Karma destroying effect on characters.

N-2 ATTACK SLED

Control: EXCELLENT
Speed: REMARKABLE
Body: GOOD

The N-2 Attack Sled can move slower than normal speed and can make vertical take-offs and landings (VTOL). It can carry up to eight passengers, one of which is its pilot. The N-2 is 95% silent and is designed for extremely covert operations. It is equipped with twin heavy lasers (Range: 10, Damage: 50, 10 shots before they must be recharged) that are forward mounted and operated from the sled, a tracker scrambling device which renders any tracking method but visual surveillance useless, and a tractor/pressor beam which can manipulate up to one ton at a distance of up to 4 areas. (The tractor/pressor beam is also used to raise and lower assassination teams to rooftops).

SUGGESTED EXPANSION OPTIONS.

This section contains suggestions for various ways you can alter the NIHILIST Complex to fit your needs.

ADD ASSASSIN 'BORGS.

Page seven of this booklet contains the statistics for NIHILIST Assassin 'Borgs. They are top-line fighters but must recharge every 20 turns of strenuous activity. Therefore, they usually guard key areas that also have recharging units. You can add any number of these you wish but don't overdo it. Six cyborgs is quite a substantial addition to the installation's defense. If you do use six, you might like to try them in the following spots: #1 always accompanies VIPER, #2 permanently guards VIPER's Quarters, #3 keeps an eye on the bomb in the Experimental Lab, #4 is stationed outside of the "elevator" next to the Security Passageway, #5 guards the Flight Deck, and #6 is either in the Brig Area, if there are any prisoners, or is at the end of the corridor outside of the Power Room.

INCREASE PERSONNEL

To make a tougher scenario you may wish to increase personnel. Remember that Operatives, Sub-Commanders, and Commanders all increase proportionally (see *THE RESIDENTS* on page 2). But don't forget the support staff you could also add; service personnel, more scientists and their assistants and so forth. Clobberin' a cook just isn't the same for a hero as taking out a combatant. More complications can be introduced by the inclusion of hostages or slaves. A non-combatant carefully placed by a Judge can still be a source of distraction and can cause many heroes to think twice about doing damage to a wide area.

IMPROVE EXISTING DEFENSES.

Instead of increasing manpower or adding cyborg power you may wish to improve existing defenses. The lasers that were to have been mounted before "Operation Pop Goes The Weasel" took precedence can be installed. You should first improve the monitoring cameras so they automatically scan back and forth instead of staying fixed, as they are in the current complex. Next, you may attach the lasers on top of the monitors and give the personnel inside the Security Monitoring Room control over the camera/laser movement. The laser statistics are identical to those of the rifle. The controller's chance to hit is his Agility shifted one column to the left. If you really want to be fancy you can add a few automatic scan and fire mechanisms to key lasers. These would fire on anyone entering certain restricted areas once the

alarms were sounded. Assign a level such as Excellent to the mechanisms to calculate their chances to hit.

Other defenses could also be installed. Mark certain sections on your map that may have gas-jets similar to the ones in the VIPER's office and the Maximum Security Cell. Next, add force fields or crash doors that can seal an area off as the gas is being pumped in. Crash doors can also be triggered by the alarms. The sonics emitted in the VIPER's office are also effective, especially if all NIHILIST agents are required to wear sonic baffles under their hoods. Sonic emitters would not be located anywhere near delicate machinery, though. Again, with all of these defense measures, don't create a fortress so strong that no one can ever take it.

ADD ON TO THE EXISTING STRUCTURE

There is no reason why you cannot add more rooms, possibly on another level, to enlarge the installation. Many things are not included here that might be needed by a large underground "society": hydroponic gardens, synthetic recycling plants, cybernetic and robotic research labs, and so forth. One idea is to use the "Danger Room" concept that is briefly explained in the Assassins Training Area. It would be a tough place in which to track down VIPER or her cronies.

ADD A SURPRISE ELEMENT

In the shuffle for snatching scientists, Reed Richards, Walter Lankowski, or any one of innumerable scientist/heroes could get grabbed by accident (maybe they're wearing someone else's name tag!) How would everyone react (player characters and NIHILIST NPCs alike) if the SAS-QUATCH™ suddenly was rampaging around the Brig Area and broke free. Or, what if the Judge decides that Reed Richards regains consciousness at 6:00 pm the evening of the heroes' invasion. Would the players believe it was really him (they have no advance warning) or would they believe it was a NIHILIST trick? How about brainwashing? If this scenario was used in campaign play it would be possible for someone like Henry McCoy (THE BEAST™) to have been captured and brainwashed to aid VIPER.

BRING IN A COUPLE OF MARVEL SUPER VILLAINS™

VIPER is not above hiring a Marvel super villain or two to assist her in abducting scientists (though she would most likely "explain" to them that this NIHILIST setup is all a ploy, to put them at ease). Many MARVEL SUPER HEROES™ Modules and Accessories are on the market that list numerous villains whom VIPER could use.

A FINAL WORD ON BALANCING THE SCENARIO.

The key to an enjoyable campaign or scenario rests primarily with the Judge himself (or herself). There are three things that will help you be a better Judge: being prepared, being clear, and thinking on your feet.

"Being prepared" means knowing the rules and knowing the module or scenario you are going to run. Always review your scenario in advance: don't try to "wing it" as you go along.

"Being clear" means explaining what is happening to and around the characters in a clear fashion so the players can picture in their mind the setting, circumstances, and actions. This is the major reason role-playing gamers use 3-D figures (whether cardboard cutouts or metal miniatures) and some type of floor grid, because it reduces the confusion that arises from both players and Judge not being able to "see" the action.

While all of the above is important, you still need to "think on your feet." Not everything is covered in the rules, that's impossible. But a good Judge can look at most situations and make a fair decision based on the game mechanics that are available. A good Judge will also realize when his scenario isn't balanced because the players will either waltz through it or get slaughtered. It is at this time that your ability to "think on your feet" will sorely needed. Change the situation as you go if you feel the adventure warrants it. If heroes are breezing through the complex, have a couple of Assassin 'Borgs step out and greet them. Or, if the first two Assassin 'Borgs are mopping up the heroes, seriously consider limiting their numbers to those two alone. The purpose of a good Judge is to neither make an adventure too easy nor destroy the player characters. That's boring! The purpose of a good Judge is to present the players and their characters with a fair and enjoyable challenge.

Credits:

Deliriously Designed by Kim Eastland
Egregiously Edited by Ed Carmien
Lasciviously Laid Out by

Ray Silbersdorf

Special thanks to:

Magniloquent Michael, Heroic Harold, and Smilin' Steve



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HOW TO ASSEMBLE

TSR's ADVENTURE FOLD-UP™ Figures are easy to assemble because they use only a few basic shapes. All you have to do is cut them apart, fold on the dotted line and glue them together. Since several basic shapes are used, once you know how to assemble that shape, you can put together most fold-up figures.

TOOLS NEEDED

- scissors
- paper clips
- ruler
- white glue or paste
- old ball point pen or stylus

CUTTING

Cut apart each figure by cutting along the solid outlines indicated in black. Some figures have solid lines that should be cut to form a slot. These figures are identified by their basic shapes — boxes, tabs, corners and stand-ups.

The door figures also have *cutouts*. This is where a window is cut in the paper. In order to give you more items, additional figures have been drawn on these cutouts and you should be careful when separating them from the doorways. It is all right to cut the glue flap of cutouts a little short.

Each figure is labeled to indicate both what the piece is and what figure it might attach to. This will help eliminate confusion once you have cut apart the pieces.

FOLDING

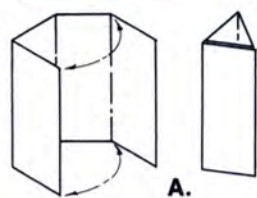
ADVENTURE FOLD-UP Figures are folded one of two ways. Either backwards, indicated by a dashed line or forwards, indicated by a dash and dotted line. Some figures may have both folds. To make it easier to fold the figure on a straight line you should "score" the line of the fold. "Scoring" is creating a crease in the paper on the line of the fold by using an artist's stylus or an old ball point pen that no longer has ink. To score, use a ruler to help you draw a straight line and then, using the stylus or an old pen, draw along the folding line pressing down to leave a crease in the paper. This crease will make it easier to fold the paper.

GLUING

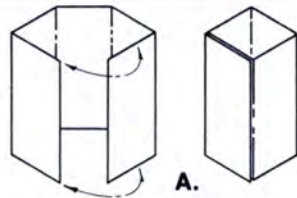
Each basic shape which require gluing will possess a flap with the symbol for "glue here". The "star" basic shape is an exception, as the entire back side is a gluing surface. (See below for further details.) Before gluing be sure all cuts and folds have been made. Spread the glue evenly over the flap and then wrap the figure around and place it against the indicated surface and hold together. Paperclips will help hold the figure together until the glue is dried.

SYMBOLS

Cut and slots ——— or ———
Fold back - - - - -
Fold forward — — — — —
Glue here ——— X ———

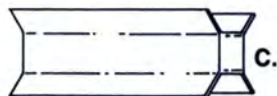


A. Tubes



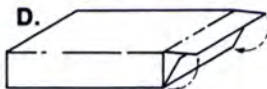
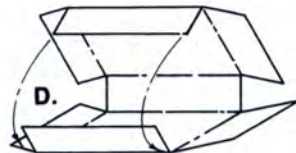
B. Stars

Each side is folded back and then folded in half forwards as seen in the diagram. Glue is applied to the back of the figure and each arm glues together.



C. Star & Tube

The forcefield pillars are a combination of a star shape and a tube shape.



D. Boxes

Boxes are just tubes with end flaps that form a box. First glue the figure into a tube. Then fold down the end flaps and glue together. Similar to boxes are tabs. Tabs fold backwards and form a gluing surface for partial boxes such as the control panels.

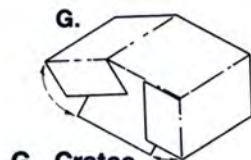
F. Stand-Ups

Two slots are cut in the base forming three tabs. The two outside tabs are folded in one direction and the center tab is folded in the opposite direction.

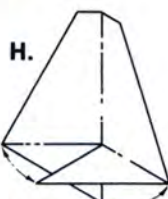


E. Tents

There are two types of tents. Those that rest on the table top and those that hang over a wall.

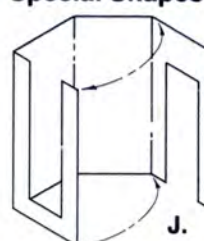


G. Crates

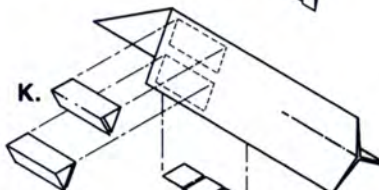
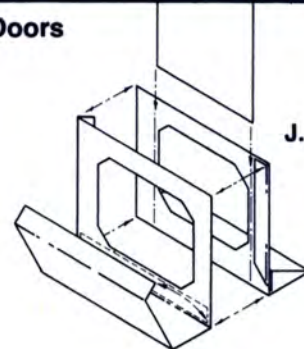


H. Corners

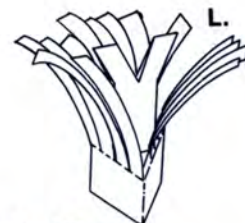
Special Shapes



J. Doors

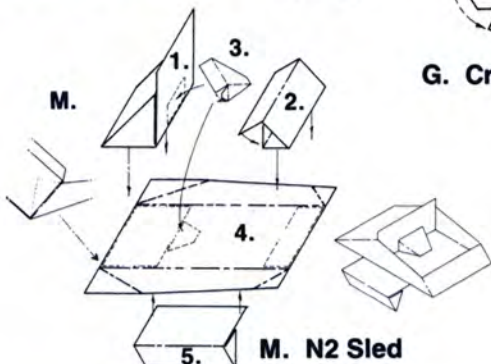


K. Cannon

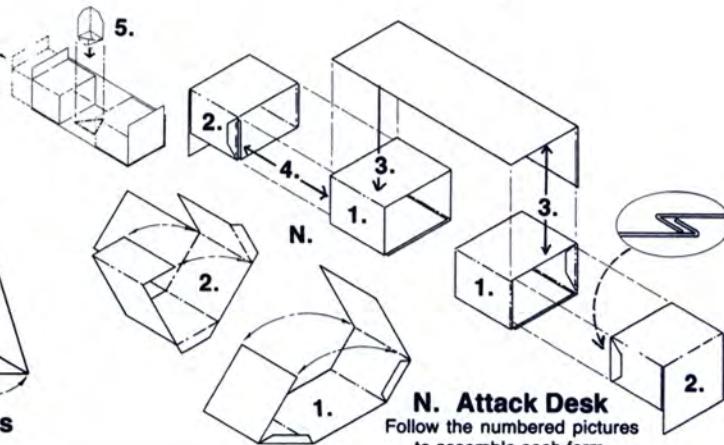


L. Tentacle Pillar

A triangular tube but only glues at the base. Three of the sides should be cut along the slots to make the tentacles. The fourth side, is then folded as noted and tucks down into the tube forming a top.



M. N2 Sled



N. Attack Desk

Follow the numbered pictures to assemble each form.

HOW TO USE

To use TSR's ADVENTURE FOLD-UP™ Figures in playing MARVEL SUPER HEROES™ adventures, first determine the size of the room, counting the number of spaces for the room's width and length. Then, using the wall corners and free-standing walls, place these on the playing surface an equal number of spaces apart. For example, if a room is 8 spaces wide by 10 spaces long, room corners would be placed so that there are 8 spaces between them width wise and 10 spaces to indicate the length. Use the corners with doors in the correct position as doors appear on the room map.

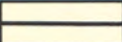
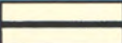
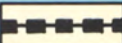
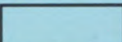
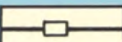
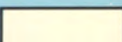
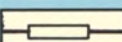
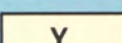
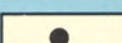
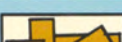
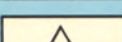
Next, using the other figures, place special features such as ventilation grills, desk crates, and machinery to represent key features present in the room. Other minor features are presumed to be present, but are insignificant as regards to the play of the game and therefore are not represented. The ADVENTURE FOLD-UP™ Figures are specially made to be used when playing with MARVEL SUPER HEROES™ and MARVEL SUPER VILLAINS™ ADVENTURE FOLD-UP Figures.

Use of the figures is only limited to your imagination. For example, using the inverted bed and the small platform beneath it you can create a sliding platform or large set of stairs. Set your imagination free and enjoy!

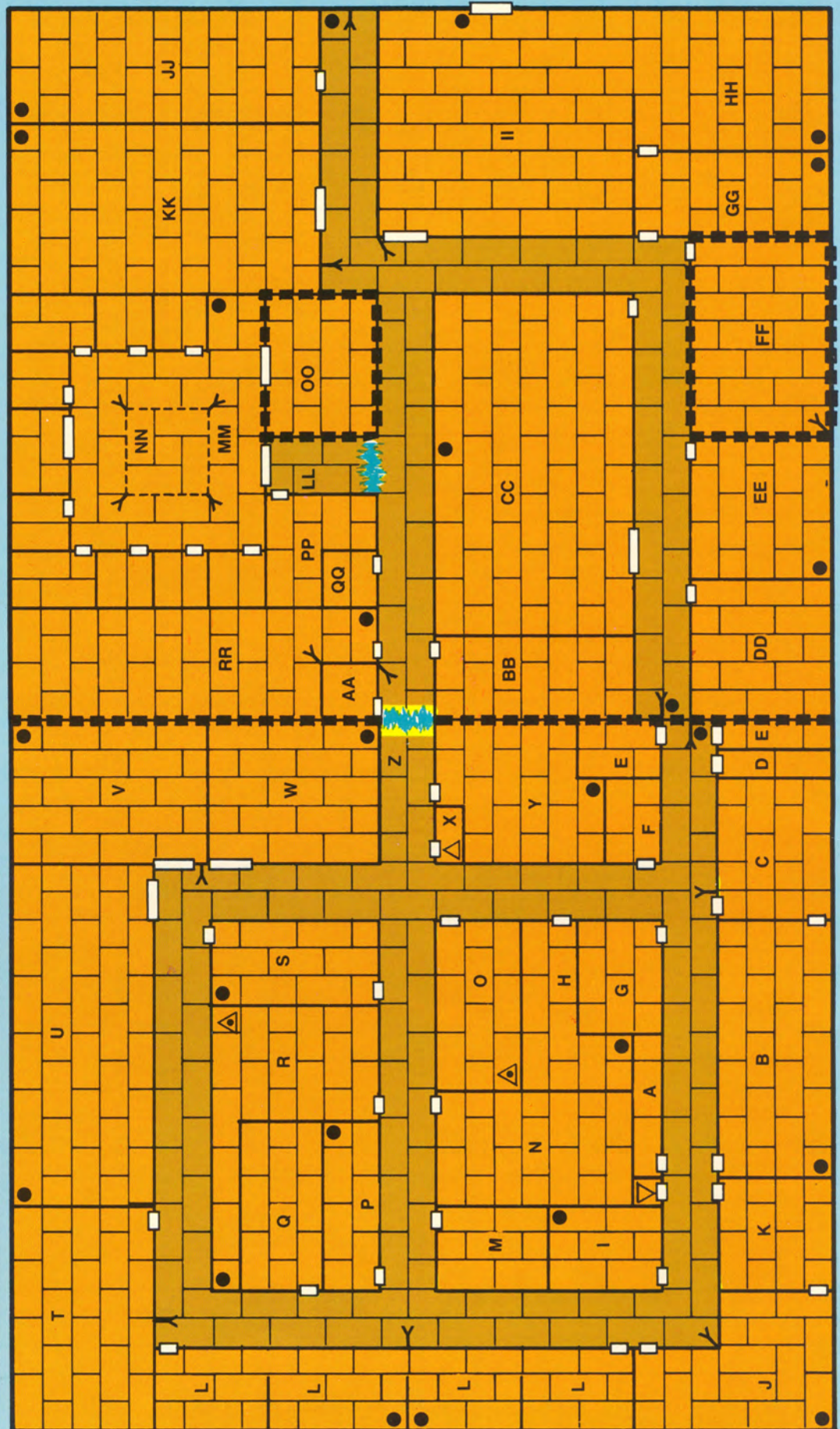
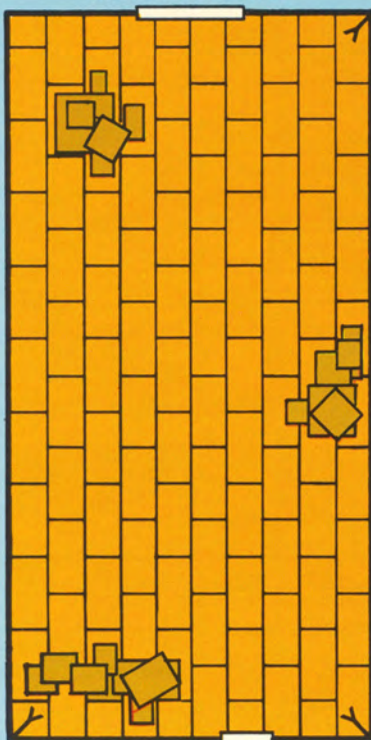
NIHILIST™ COMPLEX MAP

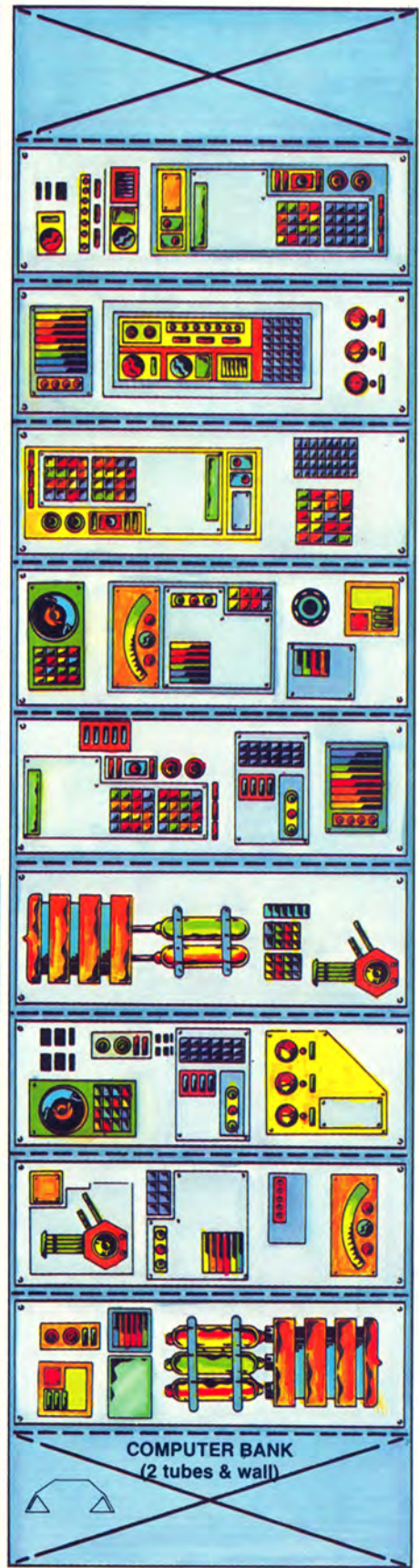
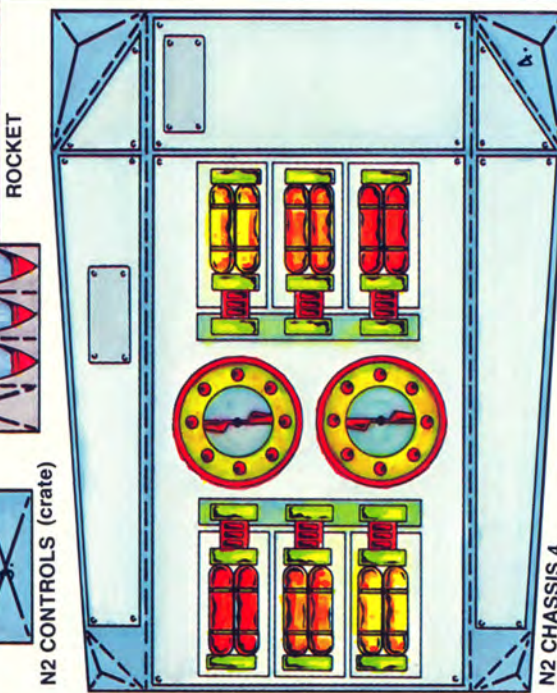
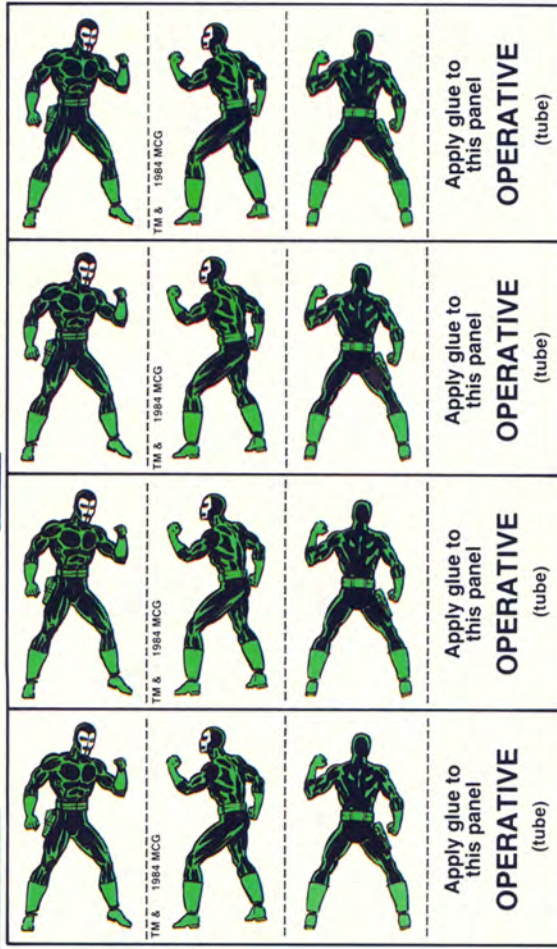
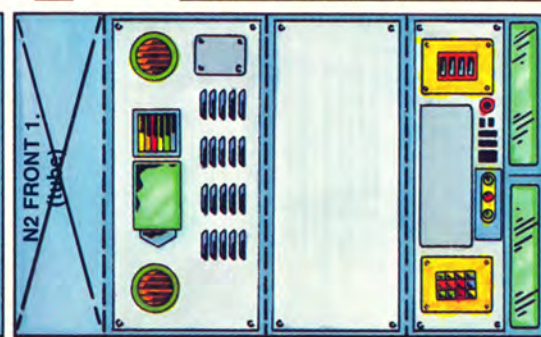
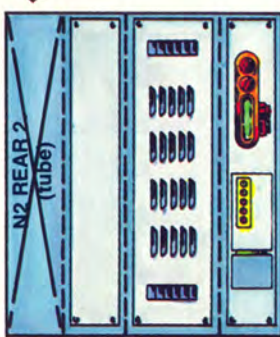
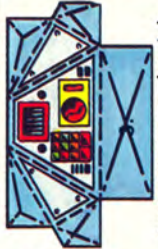
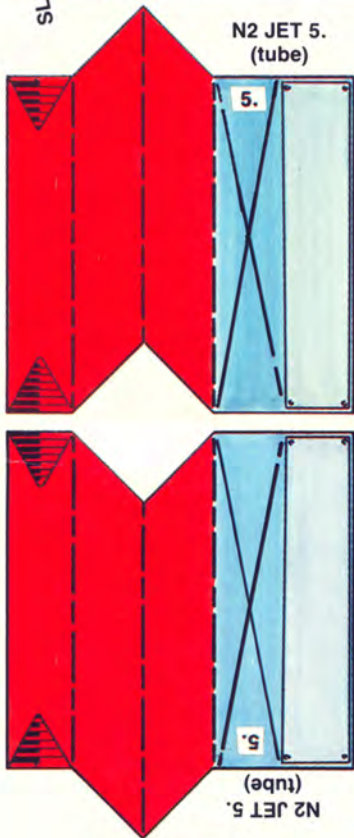
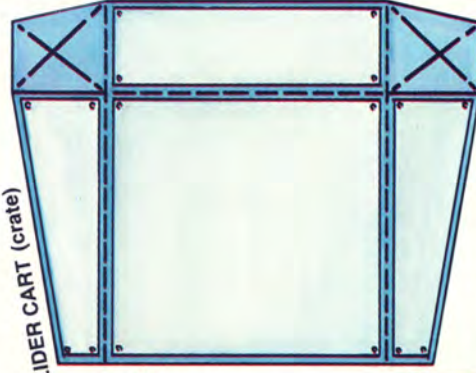
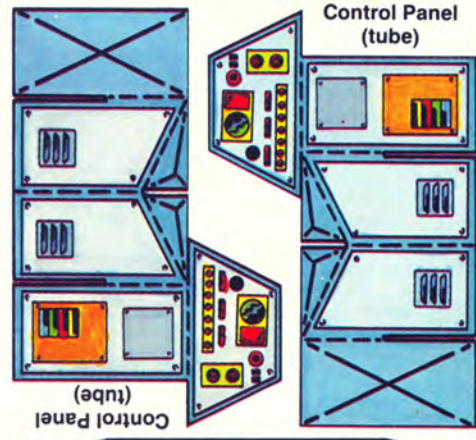
REFEREE SCREEN

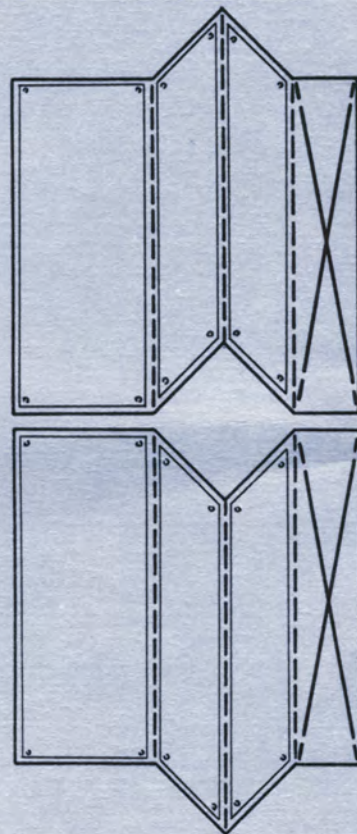
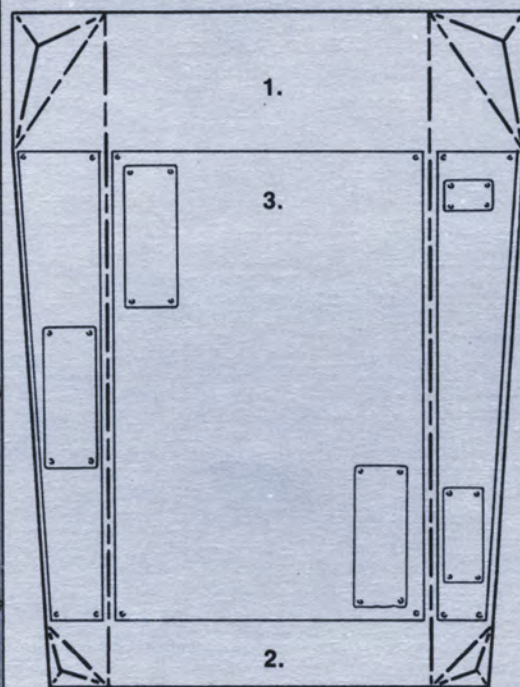
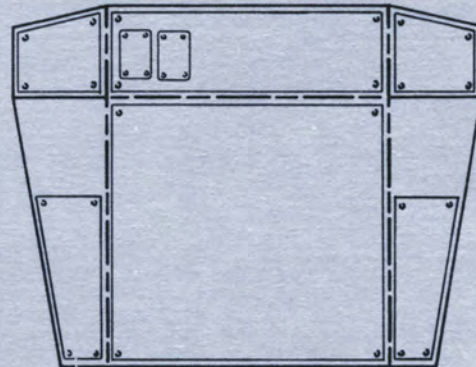
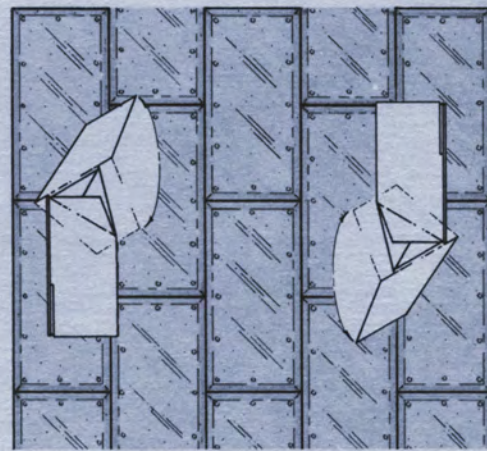
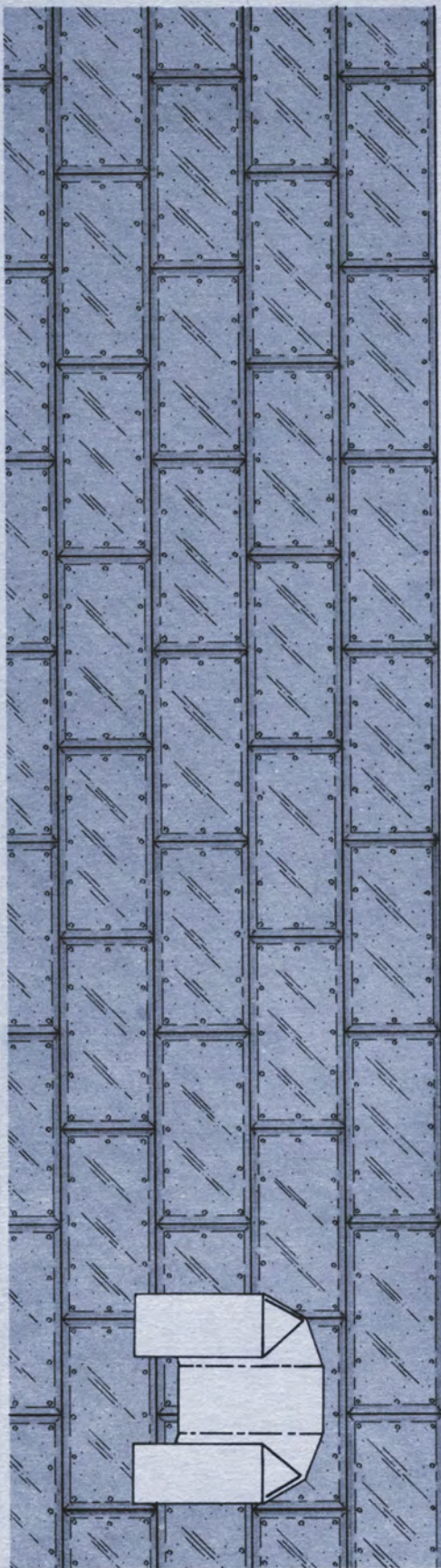
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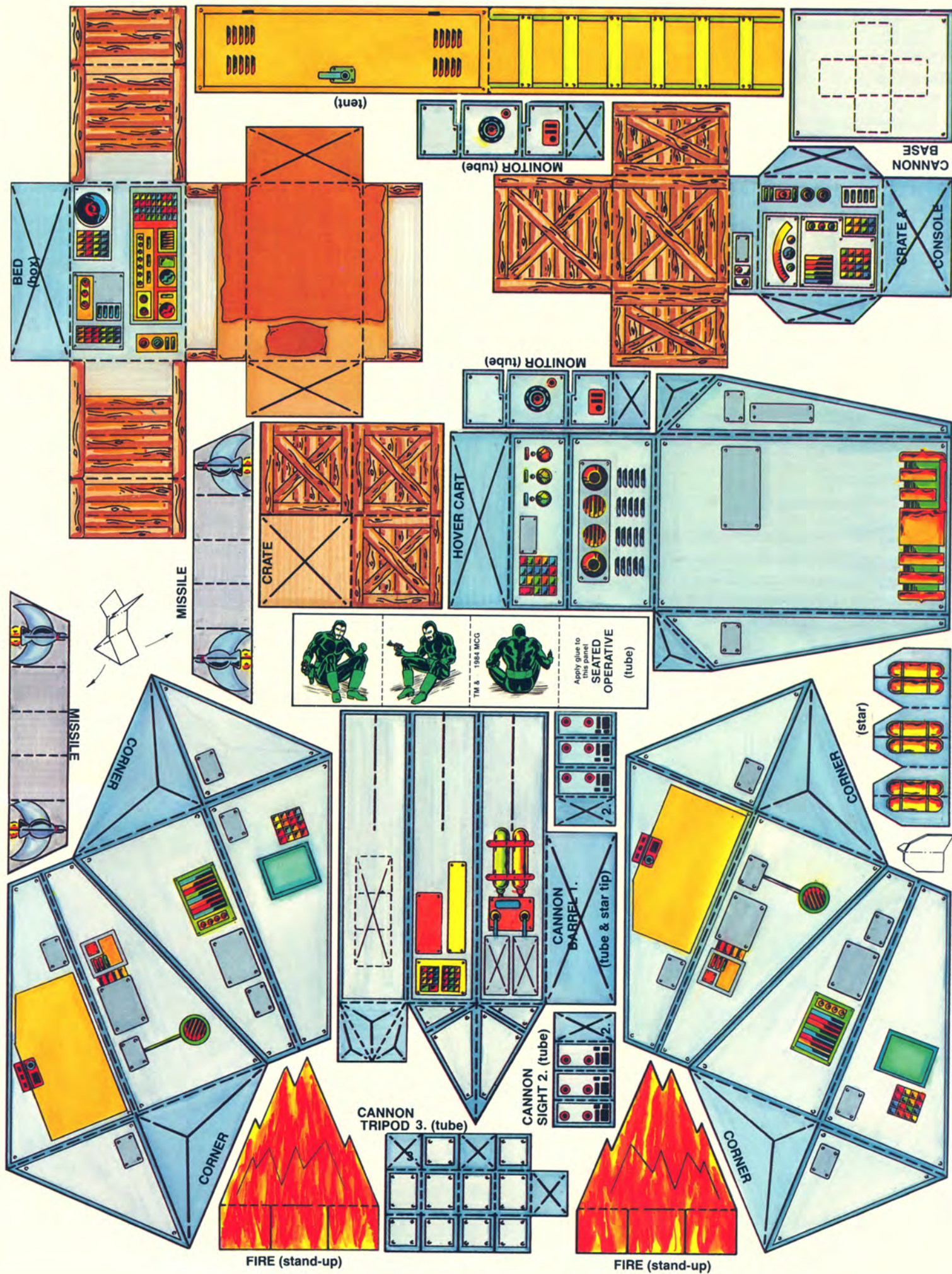
	INNER WALL
	PERIMETER WALL
	REINFORCED WALL
	AREA BORDER
	NORMAL SLIDING DOOR
	HANGAR DOOR
	SLIDING BAY DOOR
	FORCE FIELD
	MONITOR
	LARGE VENT OPENING
	STACK OF BOXES
	PNEUMATIC TUBE ACCESS

WAREHOUSE MAP









CANNON
BASE

CRATE &
CONSOLE

MONITOR (tube)

(tent)

BED
(box)

MONITOR (tube)

HOVER CART

CRATE

MISSILE

MISSILE

CORNER

CORNER

(star)

CORNER

CORNER

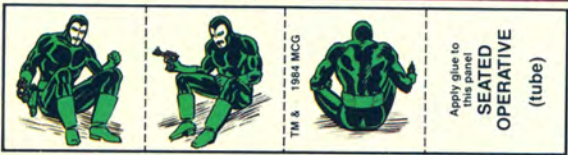
CANNON
SIGHT 2. (tube)

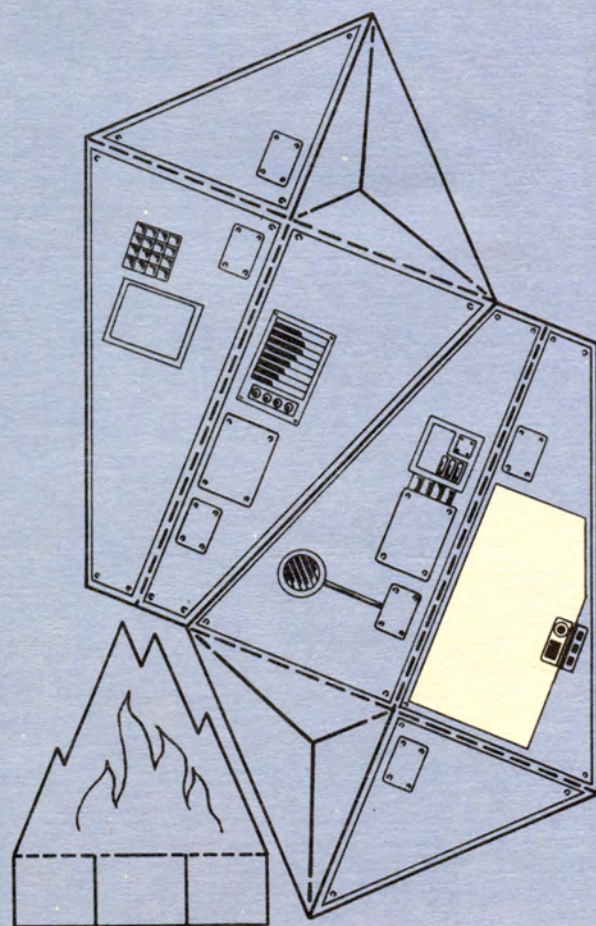
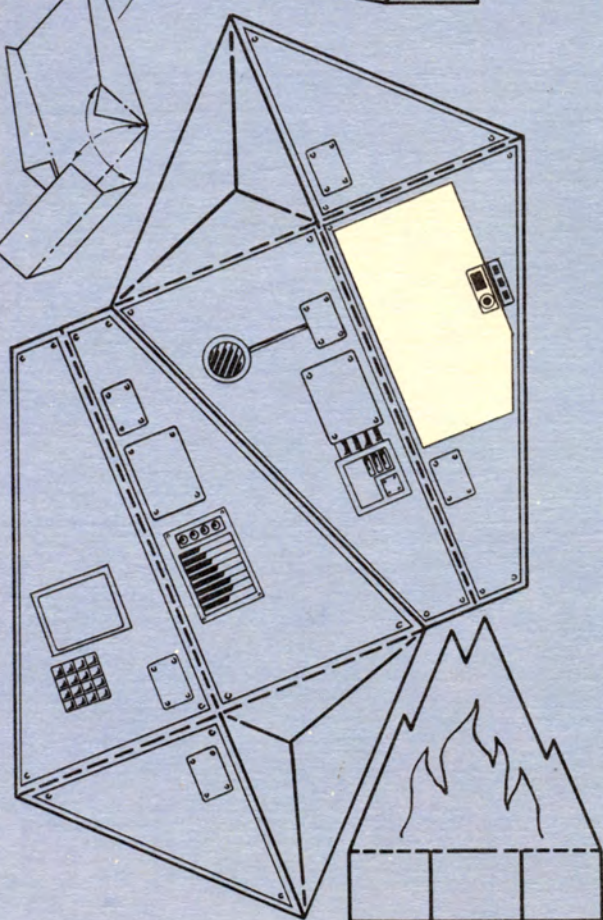
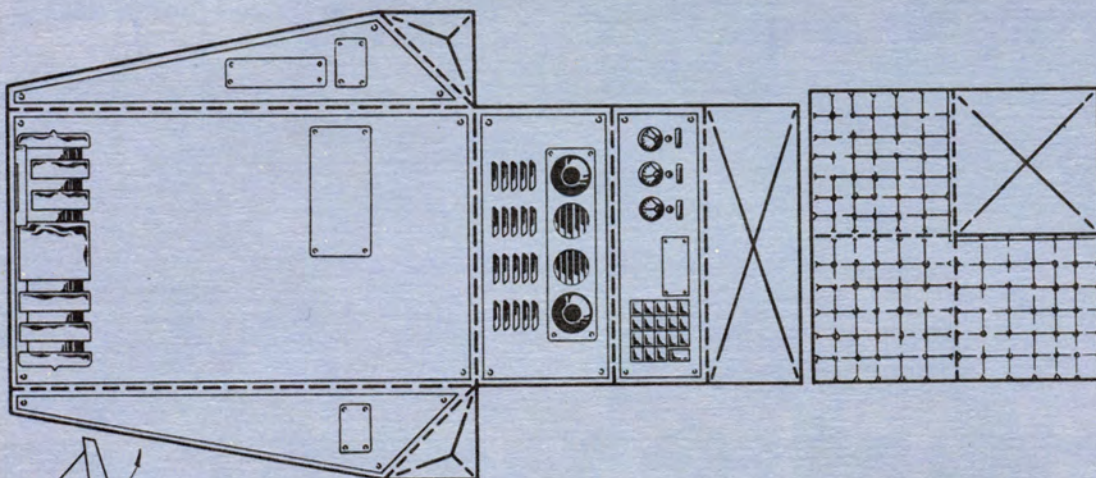
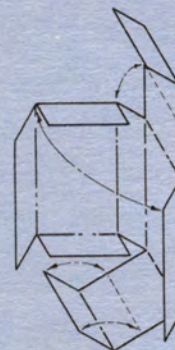
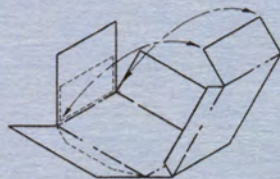
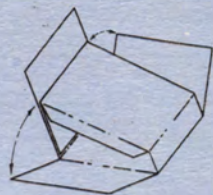
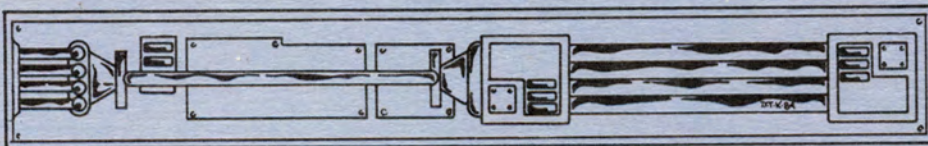
CANNON
BARREL 1.
(tube & star tip)

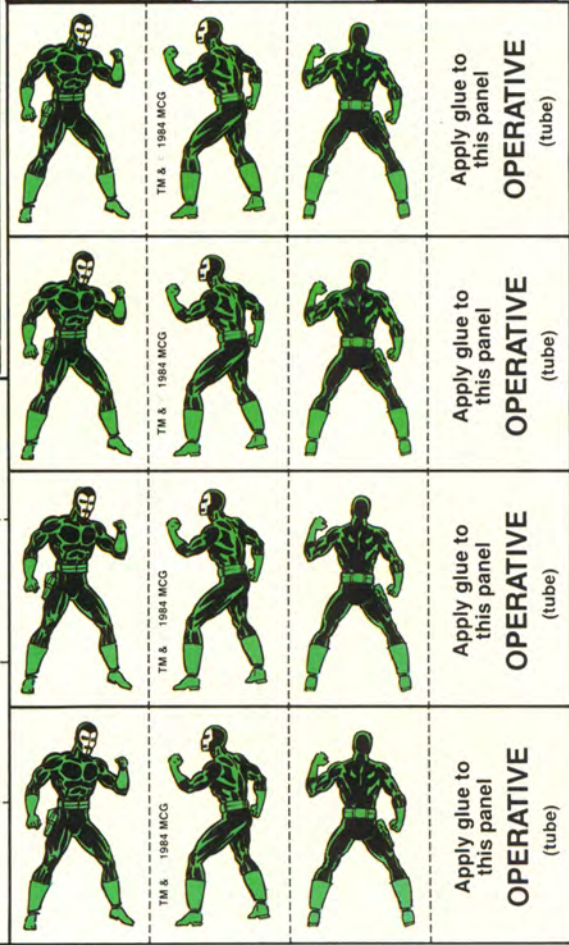
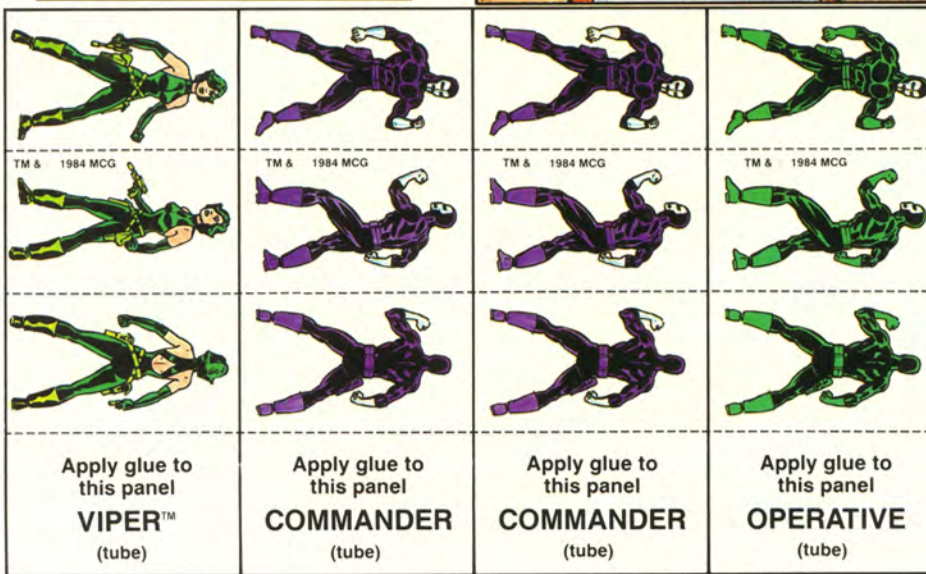
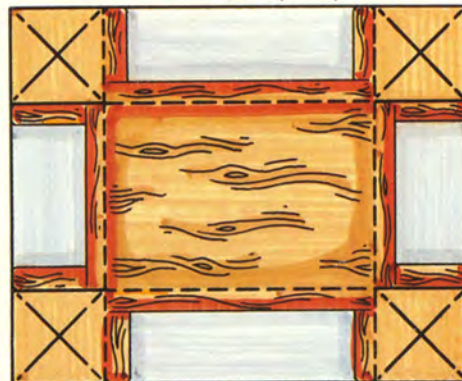
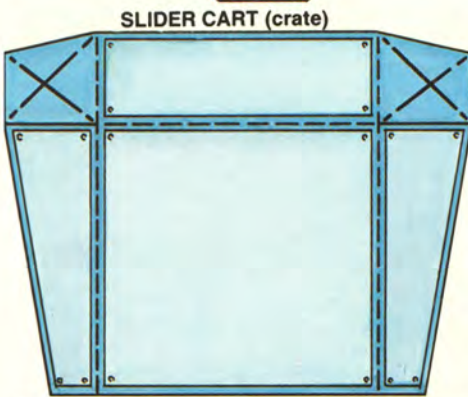
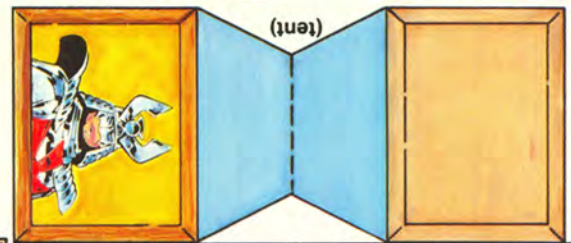
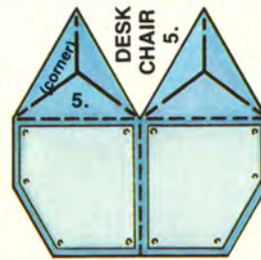
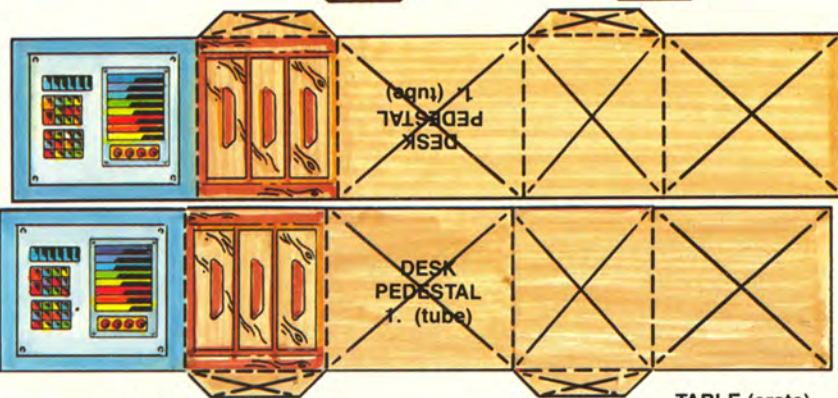
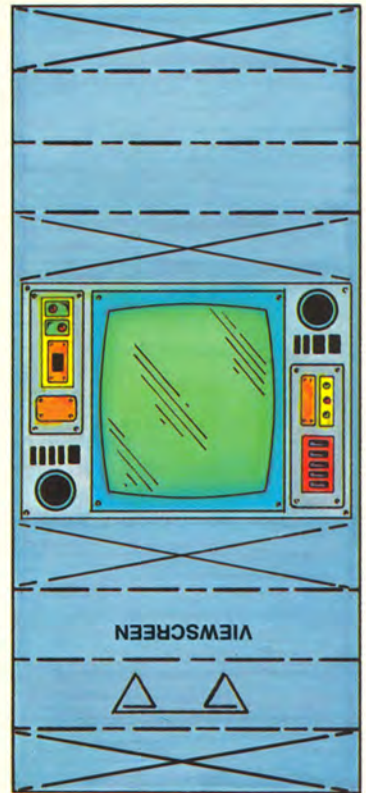
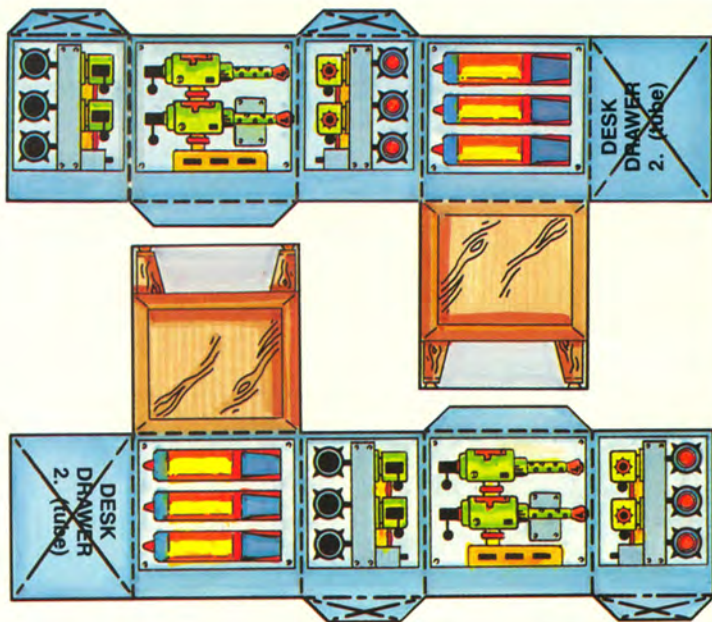
CANNON
TRIPOD 3. (tube)

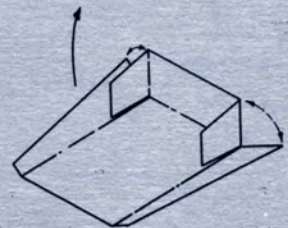
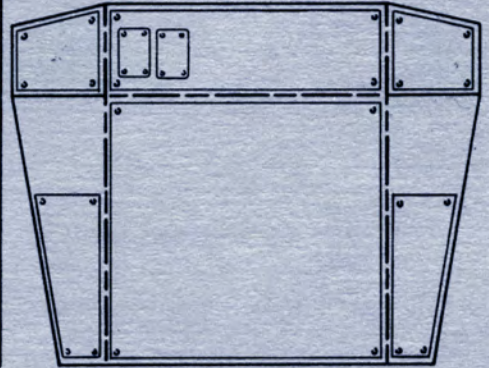
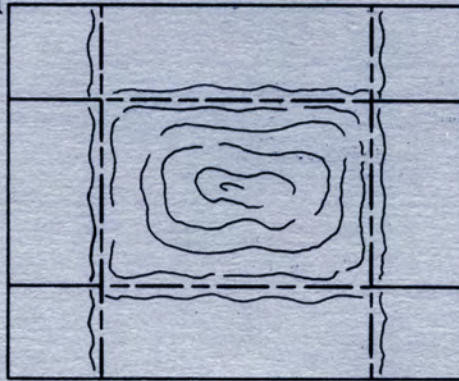
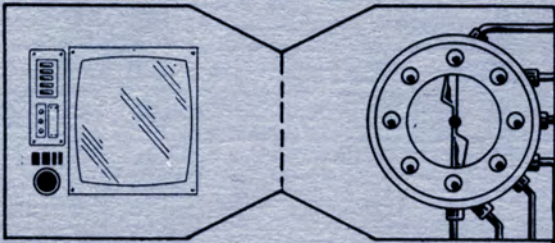
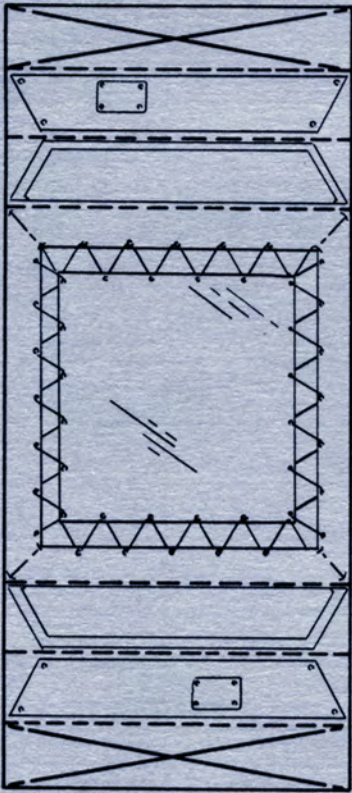
FIRE (stand-up)

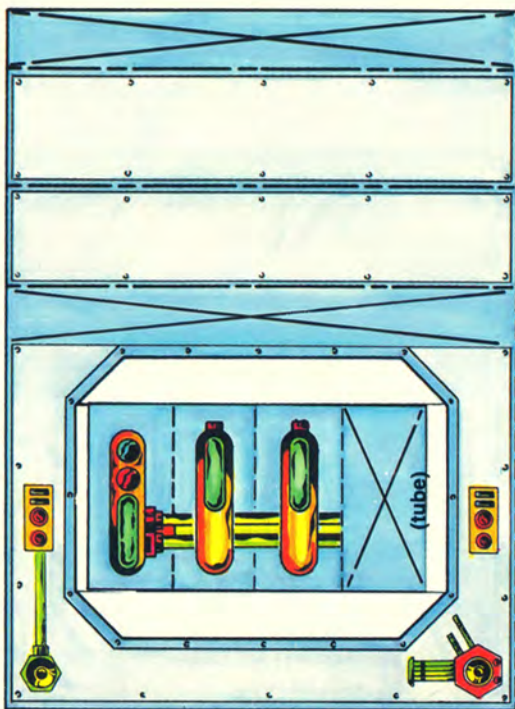
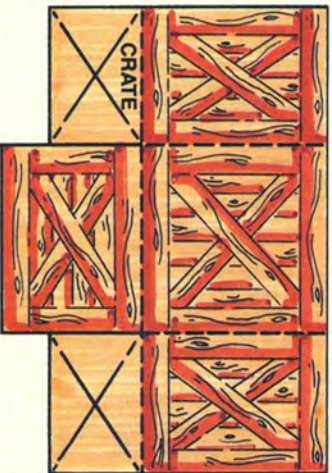
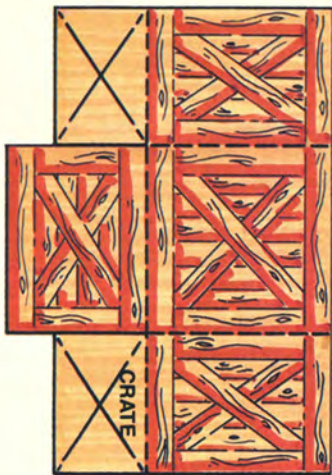
FIRE (stand-up)



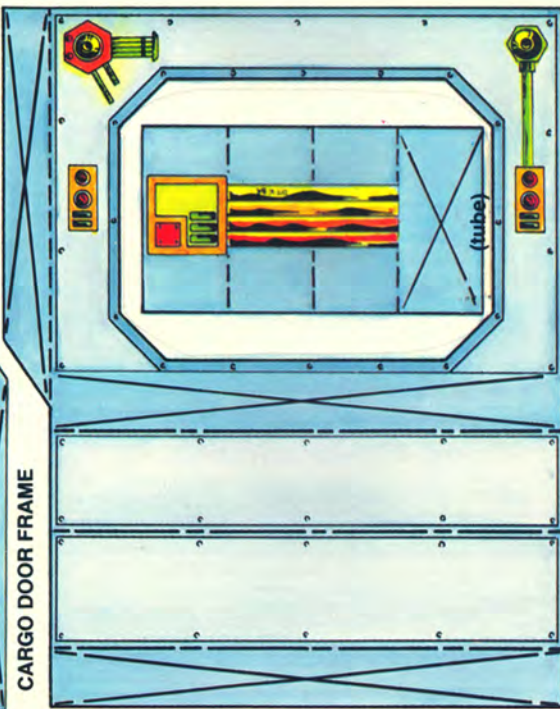








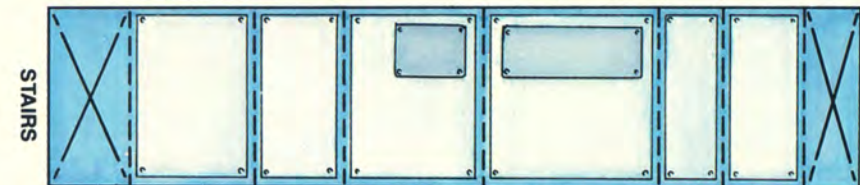
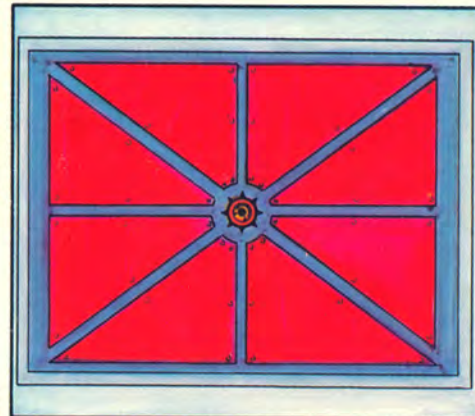
CARGO DOOR FRAME



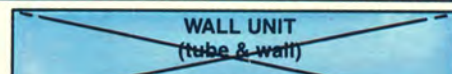
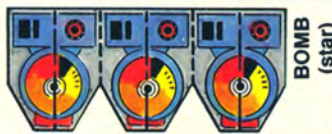
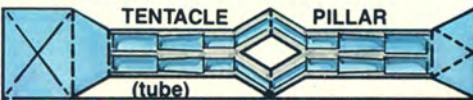
CARGO DOOR FRAME



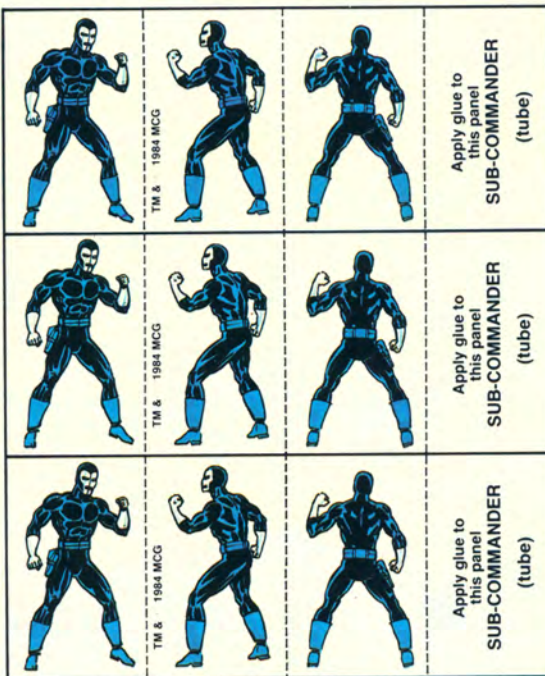
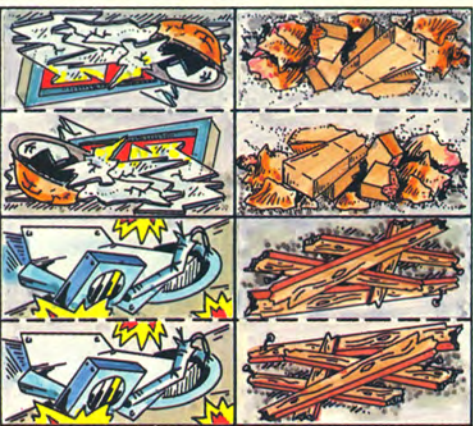
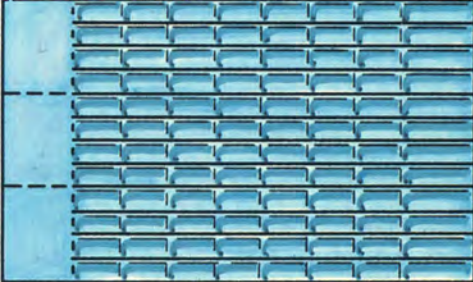
BENCH (crate)



STAIRS



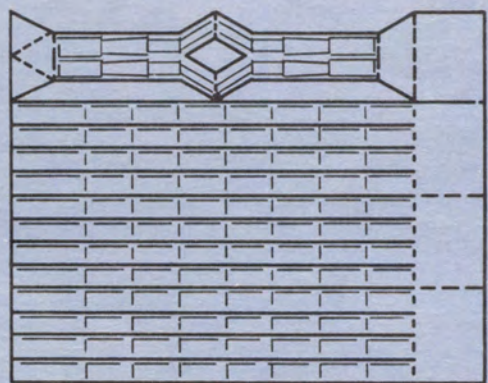
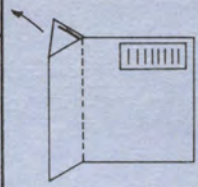
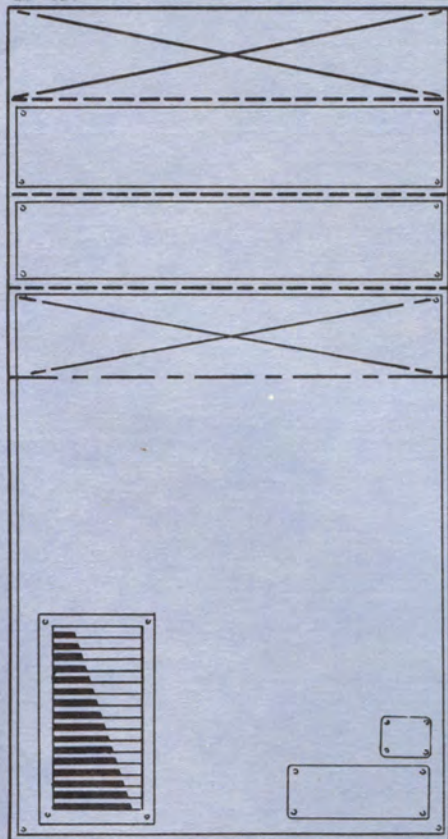
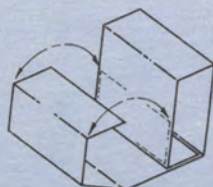
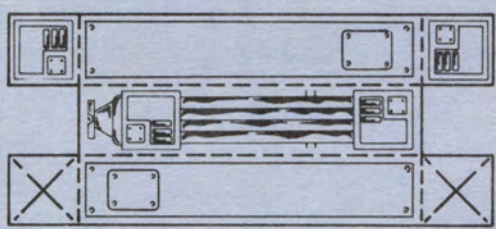
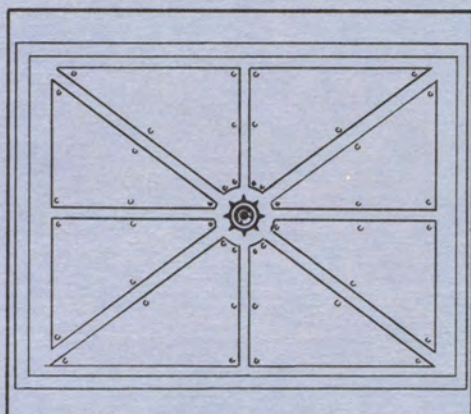
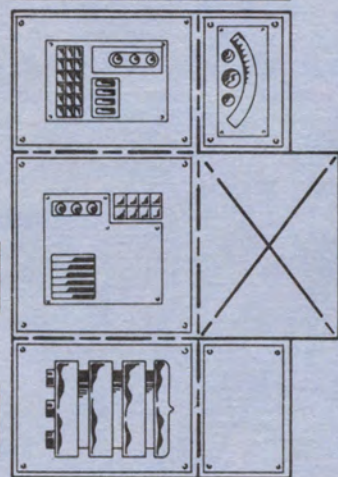
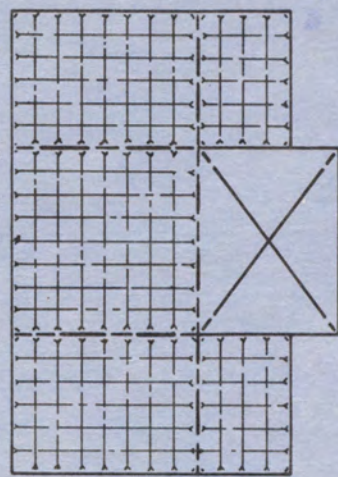
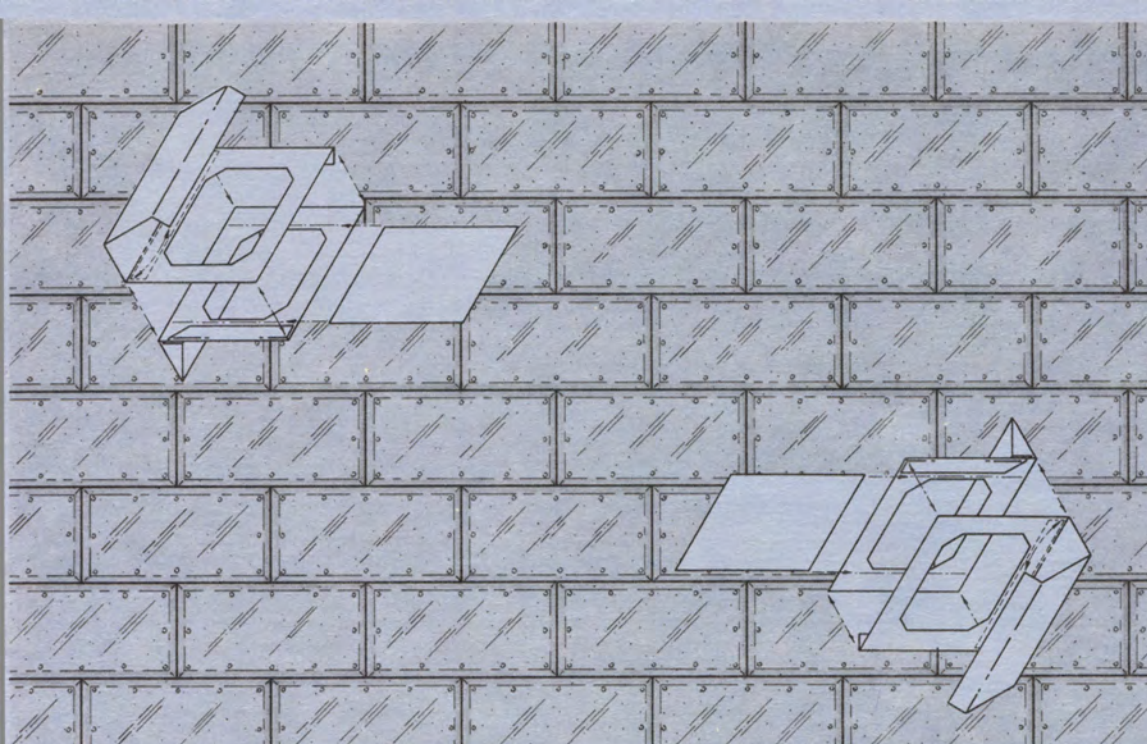
WALL UNIT
(tube & wall)

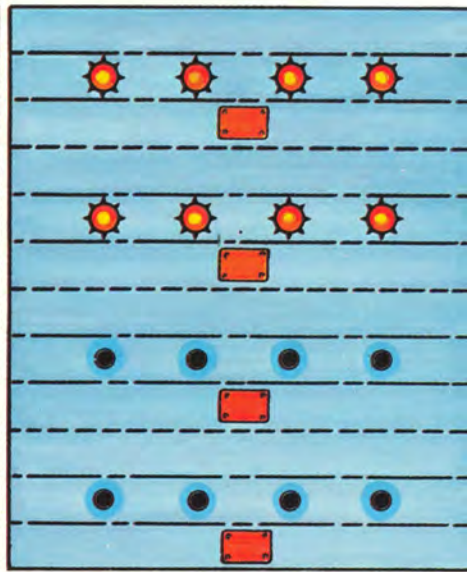
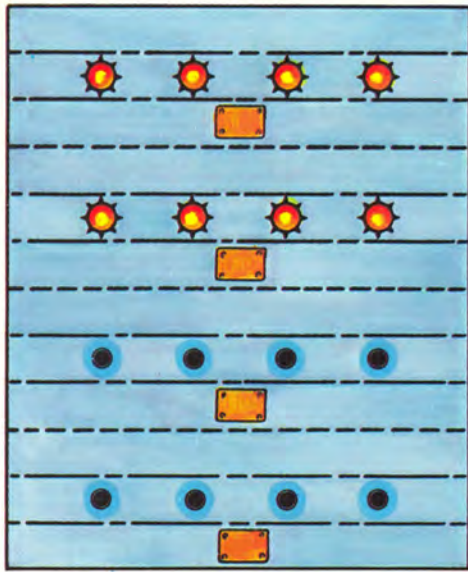


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SUB-COMMANDER (tube)

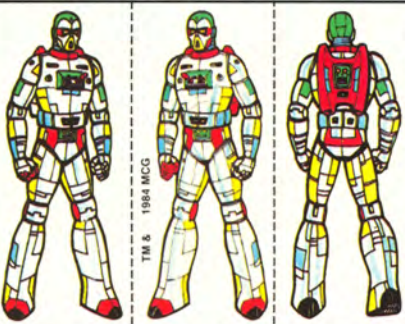
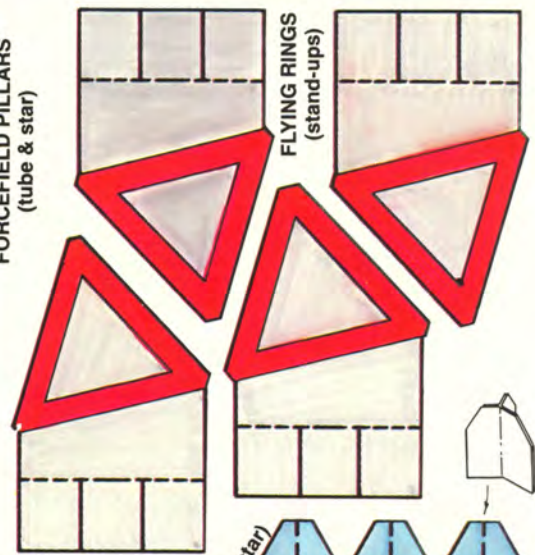
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SUB-COMMANDER (tube)

Apply glue to this panel
SUB-COMMANDER (tube)

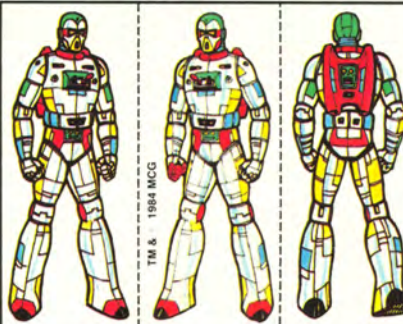




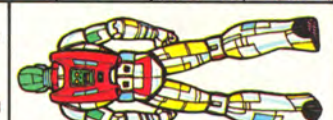
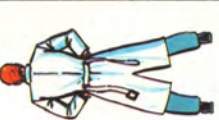
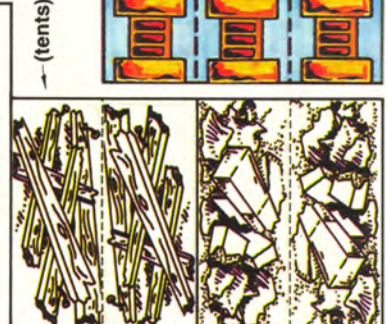
FORCEFIELD PILLARS
(tube & star)



Apply glue to
this panel
CYBORG
(tube)



Apply glue to
this panel
CYBORG
(tube)



Apply glue to
this panel
SCIENTIST
(tube)

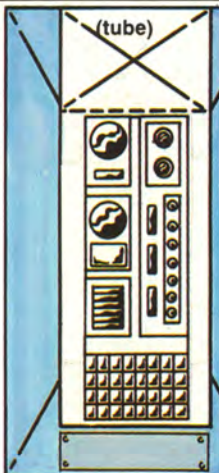
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this panel
SCIENTIST
(tube)

Apply glue to
this panel
SCIENTIST
(tube)

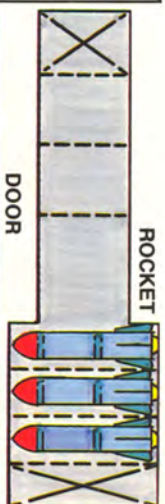
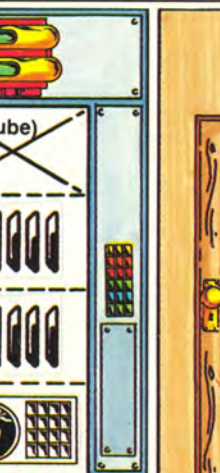
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SCIENTIST
(tube)

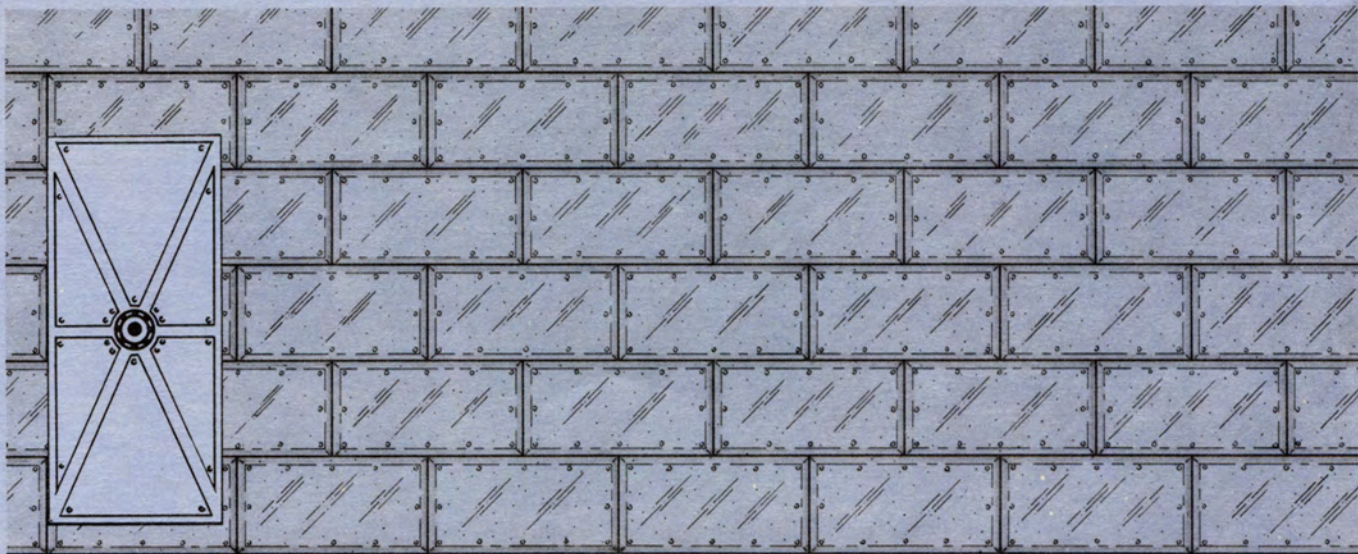
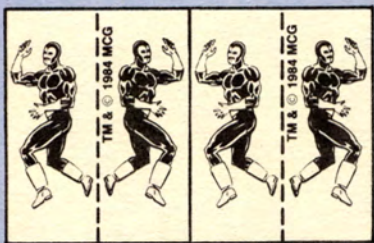
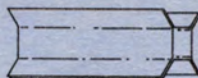
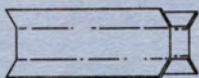
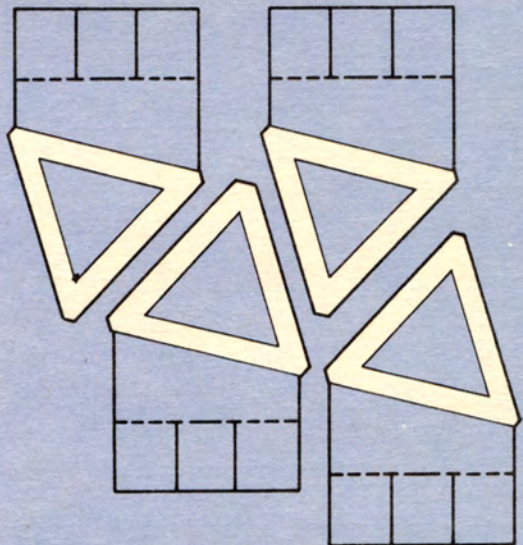
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SCIENTIST
(tube)

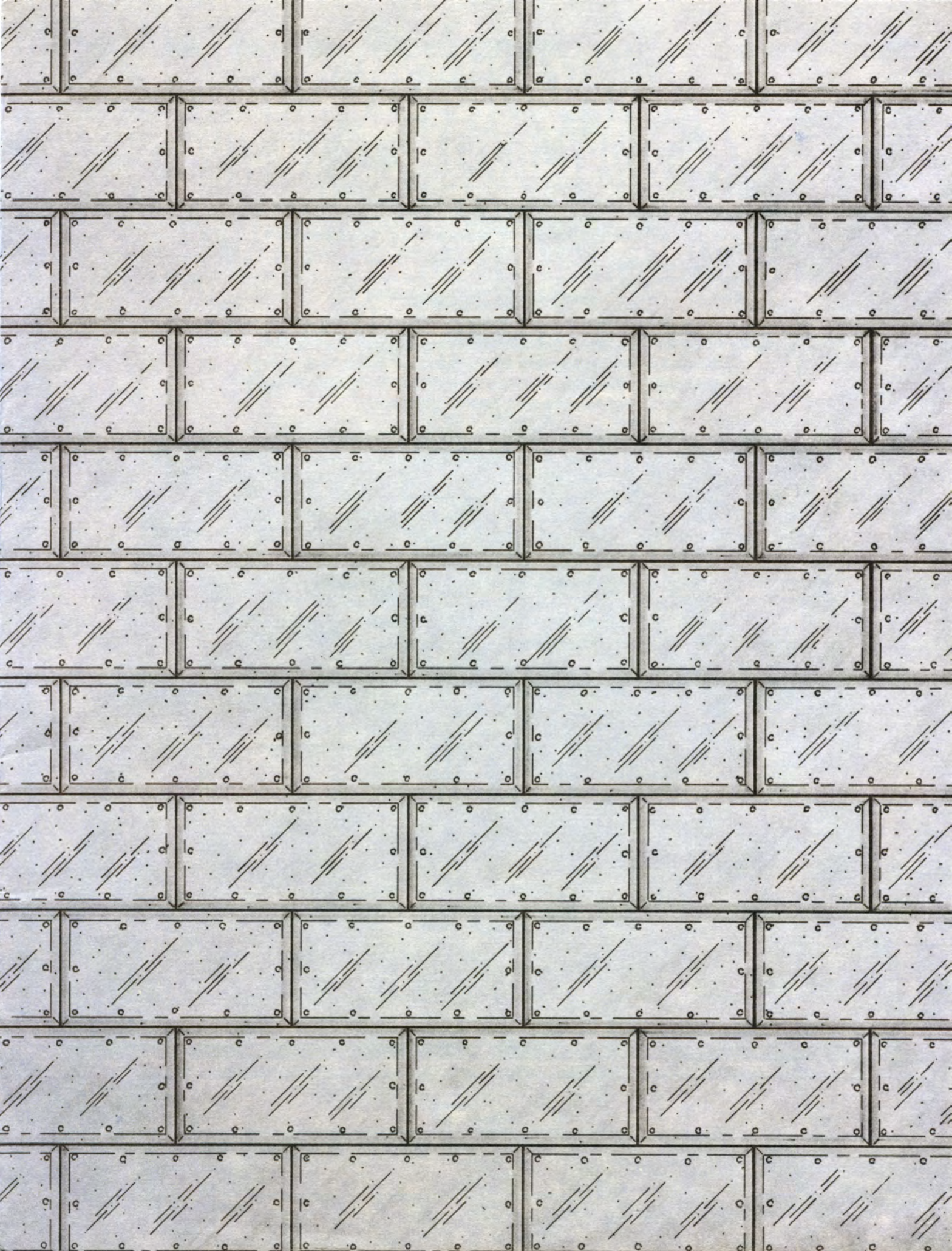
Apply glue to
this panel
CYBORG
(tube)



PNEUMATIC TUBE







MARVEL SUPER HEROES™

OFFICIAL GAME ADVENTURE

ADVENTURE FOLD-UP™ Figures

featuring **Pit of the Viper™**

by Kim Eastland

Your MARVEL SUPER HEROES™ are all over Manhattan, desperately battling evil minions in Rathbone Park, next to Guido's Grocery, on top of the Keash Mall, and on the corner of 9th Avenue and Hayes Street...

What minions? Well, ah...

Running a heroic conflict between the minions of a MARVEL SUPER VILLAIN™ and a group of MARVEL SUPER HEROES is quick, easy, and exciting with these ADVENTURE FOLD-UP™ Figures. Using the minions and machines inside, you can bring any MARVEL SUPER HEROES™ adventure to life.

This game accessory also includes a special MARVEL SUPER HEROES™ adventure, *Pit of The Viper*. Heroes must penetrate the NIHILISTS'™ complex to foil VIPER's™ venomous plot!

This game accessory is designed for use with the MARVEL SUPER HEROES™ role-playing game. This package includes over 70 ADVENTURE FOLD-UP Figures—new machines and minions to staff and equip the lair of any despotic, power-hungry villain that you wish.



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