

MARVEL SUPER HEROES™

OFFICIAL GAME ACCESSORY



KATE NOVAK
AND
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NEW YORK, NEW YORK

Kate Novak and Jeff Grubb

What is "New York, New York"?

New York is the gathering spot for some of the best known and most powerful heroes of earth: THE AVENGERS™, THE FANTASTIC FOUR™, SPIDER-MAN™, DAREDEVIL™.

It's also the stomping ground for some of the meanest bad guys in the territory, the battleground for both superpowered criminals and master planners of organized crime.

New York, New York is a game accessory for the MARVEL SUPER HEROES™ role-playing game that allows you to generate random encounters that further enliven your campaign and add spice to MARVEL SUPER HEROES™ adventures set in the city. These adventures are not designed for any specific hero or group but can be used with any of your favorite heroes.

This accessory contains two 16-page books, an easy-to-assemble combat/encounter wheel, and a full-size color map. The Character Book lists all of the MARVEL SUPER VILLAINS™ used in these adventures. The Encounter Book you are now reading contains many short adventures that can be added to your game or played separately for an enjoyable evening of heroic adventure. Instructions for assembling the combat/encounter wheel are on the reverse of the wheel. The map of New York joins to the map from the MARVEL SUPER HEROES™ game box along 9th Avenue. Both maps are used in these adventures.

Using the Combat/Encounter Wheel

The wheel gives you a quick way to look up results on the Universal Table. To find out whether or not a FEAT roll is successful, turn the wheel until the appropriate rank appears in the cutout above the arrow. The windows on the left show the die ranges for each color FEAT.

The wheel can also be used to decide which short adventures from this book will involve any hero. In the comic books, Spider-Man can't get from one side of the city to the other without happening upon some crime to foil or battle to fight. Use the wheel when the hero is crossing town with time to spare, late for a date, or on patrol in the city. Turn the pointer to Good and rotate the wheel right or left one rank for each of the following statements that is true:

- | | |
|--|--------------------------------------|
| • Hero has at least one ability rank above Incredible. | Shift one right |
| • Hero has at least one ability rank above Amazing. | Shift one right (add to shift above) |
| • Hero has over 200 Karma on hand. | Shift one right |
| • Hero has less than 20 Karma on hand. | Shift one left |
| • Hero failed (lost Karma) in the last encounter. | Shift one right |
| • Hero succeeded (gained Karma) in the last encounter. | Shift one left |
| • More than one hero is involved. | Shift one right |
| • More than three heroes are involved. | Shift one right (add to shift above) |

The Judge may adjust the final column by one or two, right or left, at his or her discretion. If everything is going the hero's way, bump him two shifts to the right. If he's low on Karma and heading for a big fight, move the encounter two shifts to the left.

After turning to the final rank, roll a ten-sided die. The windows on the right will tell you the type of adventure the hero encounters. Some encounters are best run at certain times of day. If all the encounters have been run or none are appropriate, treat as "no encounter."

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The Encounters

The encounter categories are:

Daily Life: Small actions that usually will not involve any fighting.

Miscellaneous Crimes: Petty crime, street crime, and youth gangs. These crimes are small stuff in the nature of the universe, but important to the people involved.

Robberies: Thefts from people, in which lives may be threatened. Muggings and hostage situations for profit are included in this category.

Burglaries: Theft of property in which threatening lives is not a prime factor. Break-ins, thefts, and arson all fall into this general category.

Rampage: Widespread destruction without the motivation of profit. Rampages are often (but not always) the province of powerful villains.

Vendetta: A grudge match, the superpowered slugfest at its most basic.

Organized Crime: Can involve any of the lower crimes, with a twist; someone higher up is doing the planning. KINGPIN™, the ROSE™, and the MAGGIA™ are all involved in organized crime.

Catastrophes: Crimes and actions that threaten the well-being of the city and its people: Alien invasions!...Deadly Plagues!...Widespread fires!

Each encounter contains four sections:

The *Summary* tells what happens in the encounter, who is involved, and what they are doing. It also states the time of day during which the encounter should be run, if this is important.

The *Set-Up* describes where the action is happening. The hero is in the vicinity of a location where he or she can witness the action and be able to react. For example, the first encounter, "Dawn's Early Light," puts the hero in the vicinity of the Arthur Street Bridge. Any land area within two areas of the bridge is suitable, including the tops of buildings.

The *Adventure* describes what can happen if the hero gets involved. How will the villain react? What does the bad guy want from his crime? Can the hero reason with the villain?

The *Aftermath* describes what happens after the hero foils (or fails to defeat) the villain. Any *Karma* suggested is a general guideline for the Judge and should be used in conjunction with the table on page 23 of the *Campaign Book*.

During these adventures, there is a good chance that the heroes may go in unforeseen directions (for example, they are defeated by Flying Tiger and decide to pursue him to the West Coast for a rematch). Run with it, using the information presented to set up further encounters. It is possible to get an evening's adventure out of a single encounter.

Creating Your Own Adventures

Using the encounters presented here, you can build your own adventures. In most cases, it is a matter of replacing one villain with another and changing the location or purpose of the crime. Always try to keep things consistent within the MARVEL UNIVERSE™. Kingpin would not shoplift. Spider-Man would not go on a rampage (at least not without a pretty good reason).

Now, assemble your combat/encounter wheel and get down to the streets of New York. It's a heckuva town.

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Daily Life

Encounter 1: Dawn's Early Light

SUMMARY: The hero encounters CAPTAIN AMERICA™ jogging.

SET-UP: The hero is in the vicinity of the Arthur Street bridge. Captain America is jogging south across that bridge, starting from its northernmost section.

ADVENTURE: Captain America is running into Manhattan for exercise, and to attend a business meeting as Steve Rogers. If the hero is in costume, Captain America greets him with a cheery "Good day." If the hero is wanted by the police for any reason, Cap will try to bring the hero in (or at least get the other side of the story).

Captain America doesn't want to interrupt his training run unless the hero really has something important to say. However, he will chat while on the run and enjoy the hero's company if the hero wishes to jog alongside Cap and can keep up with him. (Cap is jogging along at three areas per round).

Captain America, if engaged in conversation, mentions there have been rumors of increased underworld and criminal activity and warns the hero (in a friendly, fatherly fashion) to be careful. (This is an opportunity for the Judge to pass along necessary information or foreshadow future encounters, such as "FLYING TIGER", a West Coast mercenary, has been spotted out here.)

Cap's run takes him down Arthur Street to the Executive Building. He will part company with the hero there, as he wishes to change back to his Steve Rogers identity before his meeting.

AFTERMATH: If the hero is friendly to the Living Legend of WWII, there is a chance (Judge's option), that Cap may be in the area to help the hero at a later date.

KARMA:
Joining Cap on his run +5
Keeping Cap from his appointment at the Executive Building -5

Encounter 2: Child of Power

SUMMARY: The hero encounters a lost little girl with great powers.

SET-UP: The hero is in the vicinity of Rathbone Park and hears a child crying. Katie is sitting on a bench along one of the paths inside the park.

ADVENTURE: Tracing the sound of the crying, the hero finds a cute, blond-haired girl, about five years old, sitting on a park bench. As the hero watches, the park bench glows and disappears, and the little girl falls to the ground. She is now glowing slightly herself. After recovering from her fall, she looks around guiltily to see if anyone is watching her. She spots the hero and tries to run off.

The little girl is Katie Power of POWER PACK™. On a foolish dare, she hopped onto a

bus and rode it to the park. While waiting for a bus back, she was frightened by some older boys and ran off, becoming hopelessly lost.

If the hero catches up with Katie and is reassuring and friendly, the small, superpowered child will stop and accept help. She doesn't know how to get home, but she does remember her address. She is unwilling to admit having anything to do with the disappearing park bench unless the hero shares a secret with her in return. If the hero does this, she will sheepishly admit that when she's nervous she sometimes can't control her power, and she didn't mean any harm.

If the hero sounds angry when chasing Katie, she won't stop but will delay pursuit by exploding one of her power balls. By the time the hero recovers, Katie will be gone.

AFTERMATH: Upon returning Katie to her home, the hero encounters the rest of Power Pack looking for their little sister. They are frantic because she is lost, but also because she disintegrates things, and the Power children are trying to keep this a secret. If the hero is well known, Power Pack will be grateful for Katie's return. If the hero is a newcomer to the area, that hero may be attacked by Alex or (especially) Jack, while Julie tries to rescue Katie.

KARMA:
Frightening Katie -10
Befriending Katie +5
Helping Katie get home +5

Encounter 3: Elevator Action

SUMMARY: A sick, old man is stuck in an ancient elevator.

SET-UP: The hero is in the vicinity of the Bronder Building on Cleveland Street. An old woman in an apron is standing on the front steps, looking anxiously up and down the street. The hero sees that the woman is in tears and looks very worried. If the hero is in costume, she will call out to the hero for help (she might get the name wrong, but then, she hasn't seen very many superpowered individuals).

ADVENTURE: As the hero approaches, the woman pleads for help. Her husband, Sam, is stuck in the building's elevator, a temperamental piece of machinery currently stalled between the fifth and sixth floors. She called the police over half an hour ago, but they still haven't arrived. By shouting through the fifth-floor door, she managed to reassure her husband that help is on the way, but he hasn't answered her calls for the last 10 minutes. She is concerned because her husband has asthma and he doesn't have his medication with him.

The elevator doors are of Excellent-rank material, and a successful Strength FEAT roll will pry them apart. Moving up or down the shaft requires a successful Agility FEAT roll. The control panel for the elevator is in the basement, and a successful Reason FEAT roll from a character with electronics skill will start the elevator again.

AFTERMATH: Sam is unharmed, but the misadventure in the elevator upset his asthma so badly he couldn't answer his wife. He'll be fine as soon as he gets his medication. He asks if the hero's costume is the new official police uniform.

KARMA:
Getting Sam out of the elevator +5
Getting the old man's medicine to him as soon as possible +5
Fixing the elevator +5

Encounter 4: The Out-of-Towners

SUMMARY: A mother gorilla and her baby have escaped and need to be rescued from the outside world.

SET-UP: The hero is in the vicinity of Rathbone Park. A large crowd, several camera crews, and a few police officers have gathered around a solitary tree in the center of the park. The police are carrying rifles.

ADVENTURE: A female gorilla, recently escaped from the zoo, is cornered in the tree with her baby. The mother is terrified of the crowds and the unfamiliar surroundings of the city. The police are afraid to use a dart gun on the mother for fear that she will drop her baby, so they are waiting with annoyance for the fire department to arrive with nets. In the meantime, the police are trying to keep the crowd back to prevent the gorilla from becoming even more frightened, and to keep the crowd from being injured should the mother gorilla panic and attack.

The police will accept any help the hero has to offer. The mother gorilla's statistics are:

F	A	S	E	R	I	P
Pr	Ex	Ex	Rm	Fb	Pr	Gd
Health: 74						

All her newborn baby's attributes are Feeble. The mother will guard it fiercely against strangers.

AFTERMATH: Some helpful citizen has called in the story to the local television stations, and eyewitness reporters and camera crews are on the scene. If the hero gains Karma as a result of this action, raise the hero's Popularity by one. If the hero loses Karma, lower Popularity by one and note that there is a nasty editorial in the next edition of the *Daily Bugle*.

KARMA:
Helping in crowd control +5
Helping to capture the mother and her baby +5
Injuring the mother or her baby -10

Encounter 5: Lady in Distress

SUMMARY: A young woman needs help starting her car. Run this encounter at night.

SET-UP: Passing the public pier late at night, the hero notices a young woman checking under the hood of a rather dilapidated automobile.

ADVENTURE: If the hero investigates, the young woman says she is having trouble getting her car started. She knows nothing about auto mechanics, but she is afraid to leave her car alone to look for a phone to call a garage because the door lock is broken and she has a lot of expensive camera equipment inside. She is a freelance photographer and was taking pictures of the river by night, but did not expect to have to take an evening stroll in this run-down area of the city. A Reason FEAT roll will allow the hero to discover that the car's battery is dead. If the hero has electrical powers or an electrical power supply close at hand, the hero can jump-start the car. The hero may also help push the car to a nearby Roxxon™ gas station, or simply offer to call the woman's motor club.

AFTERMATH: If the hero helps the woman, she will offer to take a few snaps of the hero anytime (returning professional courtesy). Her name is Merilee Phillips, and she is quite good at her craft.

KARMA:

Diagnosing the dead battery	+3
Calling for someone to help the woman	+3
Getting the car to the gas station	+3
Getting the car started without help	+5

Encounter 6: Long Way Down

SUMMARY: A boy is playing dangerously near the edge of a scenic overlook.

SET-UP: The hero is in the vicinity of the Arthur Street Bridge. A young boy has slipped through the guard rails at the scenic overlook. The boy is playing, falling backwards and grabbing the bars at the last moment to keep himself from falling off the cliff into the river. No one else seems to notice.

ADVENTURE: Any sudden move or shout will startle the child, and he will slip and fall into the water far below. If the hero doesn't reach the boy within two rounds after spotting him, the boy will miss the bars and fall toward the river. If the hero approaches quickly and quietly and makes an Agility FEAT roll, the boy can be grabbed and hauled back to safety.

If the boy is startled and falls off the cliff, the hero can still net him or catch him by flying if an Agility FEAT roll is made. If the boy falls into the water, the hero must reach him within five rounds or he will drown.

AFTERMATH: If the boy drowns and the hero could have prevented the tragedy, the hero loses all Karma. In addition, if the hero was costumed at the time, the press will blame the hero for the boy's death, causing a 10 point drop in Popularity.

KARMA:

Rescuing the boy from the water	+5
Rescuing the boy as he falls from the cliff	+5
Rescuing the boy before he falls	+7
Scaring the boy so that he falls	-10

Encounter 7: Ghost Story

SUMMARY: The hero must solve the mystery of a restless spirit. Begin this encounter at night.

SET-UP: The hero is in the vicinity of St. Matthew's Church graveyard late at night and notices the pale figure of a woman standing among the tombstones. She is dressed in a 1920's gown and has curly, bobbed hair.

ADVENTURE: If the hero heads toward the apparition, it vanishes before the hero can reach it. If the hero investigates the spot where the woman was standing, there is no evidence of another person or of any trickery, only a headstone which reads "Rina Smith, 1902-1925."

There are two sources the hero can check for information on Rina Smith: the 11th Precinct police station and St. Matthew's Church. According to old police records, Rina Smith committed suicide by drowning. The police report listed her occupation as barmaid at the 3 Deuces Bar. Father Reese, an elderly priest at St. Matthew's, remembers Rina Smith. He does not believe that Rina committed suicide because she was a devout churchgoer. According to Father Reese, the police claimed she must have killed herself because her boyfriend dumped her for another woman. There was, however, no real proof; the original police report stated only that suicide was a possibility. Father Reese says he has seen Rina's spirit and thinks she is restless because the official record mentions suicide. The police will not re-open a 60-year-old case without new evidence.

The 3 Deuces Bar is a neighborhood landmark and still in business after all these years. If the hero goes there, one old timer remembers Rina and tells the hero that her boyfriend, Charlie, was thought to be connected with the gangs. If the hero stakes out the graveyard, Rina appears again. This time, she moves away from her grave into the northwest corner of the police parking lot. She points down at the ground and then disappears. If the hero digs through the Good-rank pavement in this spot, he will unearth a strongbox containing papers which incriminate Rina's ex-boyfriend in a number of gangland murders. A pleading letter from Charlie proves that Rina left him, not the

other way around. The jilted Charlie pushed her into the river because she knew too much about his "business." If the hero shows the contents of the box to the police, they will agree to change their report to show that Rina's death was a murder.

And Charlie? Police records confirm the old barfly's story that Charlie was bumped off himself a year later. His killer was never found, but his gang was taken over by Silvio Manfredi, later known as SILVERMANE™.

AFTERMATH: This investigation can cover several days while the hero has other problems. If the hero does not follow up on Rina's ghost and discover the strongbox, follow the note on page 9 when you run "Shadow of the Past."

KARMA:

Figuring out the mystery of Rina's death	+15
Convincing the police to change their report from suicide to murder	+5
Alienating police with annoying questions	-5



Petty Crimes

Encounter 1: A Small Case of Shoplifting

SUMMARY: The hero must capture two runaway children who have stolen food from a small grocery store.

SET-UP: The hero is in the vicinity of the Ma and Pa Grocery on the corner of 10th and Cleveland, and sees a pair of small figures dodging out of the store. A middle-aged woman chases them, screaming "Stop, thieves!" The woman cannot catch up with the fleeing figures.

ADVENTURE: The Judge should refer to the thieves only as "small figures," unless the hero asks the Judge for their descriptions. The Judge may then state that they are children.

The children dash down the alley behind the store at 1 area per round, and the hero can undoubtedly catch them. They have a bolt-hole hidden behind a garbage dump which leads into the basement of Butler's Badger Bar and Grill. If the children make it to their bolt-hole unseen, the hero can still find them with a successful Intuition FEAT roll. Otherwise, the bolt-hole will be found after a half-hour of searching, but the kids will have escaped.

The thieves are two runaway children, Rocky (age 9), and Faith (age 12). Their haul from the robbery is soft drinks and potato chips. The kids statistics are:

F	A	S	E	R	I	P
Pr	Gd	Pr	Ty	Pr	Pr	Ty
Health: 26						

Faith is impressed by any hero with a Popularity above 3, but Rocky (real name Theodore) is hostile and wants to be left alone. If the hero is gentle and understanding, the kids go willingly to the authorities. If the hero is overly pompous or hurts the kids, he will have made himself two very young enemies.

AFTERMATH: The proprietor of the Ma & Pa Grocery can be convinced not to press charges if the children apologize and return the food. The police will transfer the runaways to Juvenile Hall. If the hero checks on the children a week later, Rocky has been returned to his family. Faith has been placed in a foster home because her mother, a single parent, cannot earn enough to properly care for her seven children. Both children are subdued by their brush with the law and promise the hero they will never steal or run away again.

KARMA:

Capturing the children and turn them over to the authorities	+ 5
Returning the stolen goods to the shopkeeper, or offering to pay for them	+ 5
Injuring the children	-20
Checking up on the kids a week later	+ 5

Encounter 2: Vandalism

SUMMARY: The hero must stop a street gang from vandalizing the neighborhood.

SET-UP: The hero is in the vicinity of the C&M Food Store and notices several teenagers writing gang slogans in spray paint on the wall of the store facing the parking lot.

ADVENTURE: As the hero watches, the vandalism escalates. One vandal sprays a car parked in the lot, another smashes a street light, a third slashes a car's tires. There are 13 teenagers in the gang. They are all wearing jackets with a red tiger emblem on the back. Any character with streetwise ability will know that these are members of the Tigerblood street gang, but they are in the territory of another gang, the Piranhas.

The hero can intervene at any point to stop the gang from committing further vandalism. If the hero is known as a tough fighter (any of the first four abilities above Excellent), all but the gang leader and his two lieutenants will flee. These three will try to defeat the hero. If the hero does not have a particularly tough reputation, 1-10 other gang members will remain behind to fight him. Attempts to reason with the gang will bring only derision, unless the hero has some mind-bending or pacifying powers. All gang members have the same statistics:

F	A	S	E	R	I	P
Gd	Gd	Gd	Gd	Pr	Ty	Ty
Health: 40						

The three leaders carry knives. The remainder of the gang members wield tire irons (Good slugfest damage).

AFTERMATH: If the hero defeats the gang leaders, they get thirty days in jail for vandalism and will think twice before messing with heroes again.

If the hero tries to stop the gang and is defeated, the gang members take off before the cops arrive.

If the hero chooses not to intervene with the gang, the next morning's *Daily Bugle* carries an account of the gang's mugging of a citizen. A policewoman who interrupted the mugging and two gang members were hospitalized.

KARMA:

Stopping any further vandalism	+ 5
Each gang member defeated and turned over to the police	+ 10
Each gang leader or lieutenant defeated and turned over to the police	+ 5
Failure to intervene at all	-30

Encounter 3: The Piranha's Bite

SUMMARY: The hero must stop a street gang protection racket in the neighborhood. This encounter will occur only if the hero is in "normal" or secret identity.

SET-UP: While picking up a few items at the Ma and Pa Grocery, the hero notices seven noisy, rude young men pick up junk food goodies and saunter out of the store without paying. From behind the counter, Ma Murchison sees them but says nothing. Her mouth forms a thin line, and it is evident she is enraged.

ADVENTURE: If the hero tries to stop the hoods, they laugh in the hero's face saying, "Murchy doesn't mind, do you Murchy?" Mrs. Murchison is visibly angry and talks about the young hooligans while ringing up the hero's bill. If asked, she will tell the hero in no uncertain terms that the young men are members of the Piranhas, a local gang. If she gives them free run of the place, they'll "protect" her from the Tigerblood.

"They're bad," she says, "but they're worse if you don't give in. Old Mr. Tracy from the liquor store called the police on them once, and he was robbed the next night. They shot his nephew, poor boy, who was running the place. We're all scared, and I think it was the Piranhas who did it, but if I complain, my place could be next!" If the hero is interested, Ma can tell him that the Piranhas' hangout is in the loft over the Video World game arcade. She says they get together there almost every night.

That evening, the Piranhas are indeed meeting on the second floor above the Video World (see interior map on inside cover). About 10 gang members are inside. Two members are in the alley, and a third is on the fire escape. The front of the arcade is padlocked and bolted. Upstairs, the gang leaders are arguing about how to split the take from the liquor store heist. The boy on the fire escape is relaying the progress of the discussion to his friends in the alley. There is no sentry on the roof. The gang members and the stolen money bags are clearly visible from the skylight and windows. The Piranhas have the same statistics as the Tigerblood Gang in Encounter 2.

The gang's argument about the money degenerates loudly into a squabble about leadership, so the hero has time to alert the police. If the hero takes on the gang, three members take advantage of the chaos by grabbing some of the stolen money and fleeing. The remainder try to prove their right to lead the gang by using knives on the hero.

AFTERMATH: If the hero captures at least seven members of the gang and turns them over to the police with the evidence of the robbery, the gang is effectively neutralized.

If the hero is defeated, the gang heaves his body into a dumpster after taking anything of value. They also move their headquarters and lay low for a good while.

If the gang is defeated and the hero checks up on Mrs. Murchison, the hero sees the shopkeeper shooing a young member of the Tigerblood out of her store with a broom. With the Piranhas gone, the local businesses have formed a neighborhood committee to prevent any new gangs from moving in.

KARMA:

Reporting information about the robbery to the police	+ 5
Each gang member defeated	+ 10
Neutralizing the gang	+ 20
Checking up on Ma Murchison to make sure she isn't hassled by any more gang members	+ 5

Encounter 4: The Mustang Thief

SUMMARY: The hero encounters a thief who has watched too many news reports on Captain America.

SET-UP: On any street in the city, the hero notices a young man stealing the hubcaps off a parked Mustang. The young man has three hubcaps stacked next to him and is jimmying off the fourth with a crowbar.

ADVENTURE: The thief is a member of the Piranhas (see gang member statistics, Encounter 2), but his Intuition is Good. Give the thief an Intuition FEAT roll to see if he notices the hero approaching. If he is aware of the hero's approach, the thief drops his crowbar, picks up the hubcaps, and runs like the devil. If the hero sneaks up on the thief, the thief throws a hubcap at the hero. A hit delays the hero for one round while the thief takes off. Hubcaps thrown in this fashion inflict 5 points of slugfest damage.

If the thief makes it to an alley, he attempts to ambush the hero, throwing two hubcaps at him in the first round after the hero enters the alley and one more hubcap in the next round. If the hero makes a successful Intuition FEAT roll, the hero suspects an ambush in time to get out of the way of the projectiles without being delayed. If the hero gets close enough to grapple with the thief, the thief attempts to flee with no further ambushes. He will not fight and surrenders when out of ammunition. If the hero investigates the alley, he finds the thief's secret stash of 25 remaining hubcaps.

AFTERMATH: The thief is a big fan of Captain America, hence the idea of attacking with the hubcaps. If Captain America is a player character in this encounter, the thief will still attack and ambush, but for the purpose of impressing Cap with his knowledge of the hero's tactics.

KARMA:

Capturing the thief and turning him over to the police	+ 10
Discovering the thief's stash of hubcaps	+ 5

Encounter 5: Alcohol and Conscience

SUMMARY: The hero must get a drunk driver off the road. The driver has other ideas.

SET-UP: On any street, at any time, the hero sees a luxury car weaving down the road at four areas per round. This speed is unsafe for conditions, and the car is running red lights.

ADVENTURE: The driver of the car is Jack Johnson, a low-level Maggia middleman. He doesn't feel very good about his job laundering Maggia money and uses his dissatisfaction as

an excuse to drink. He is convinced that some Maggia-hating, costumed character is going to find him out. As soon as one appears, Johnson takes off at six areas per round. He weaves through traffic and runs red lights, but does not leave the maps until caught or the hero gives up the chase.

AFTERMATH: If Johnson is caught by a costumed crime fighter, he immediately pleads guilty and offers a deal, naming names in the Maggia hierarchy. If he escapes or the hero does not pursue, his car will be pulled out of the river two weeks later.

KARMA:

Getting Johnson off the road	+ 5
Ignoring the incident	-30

Encounter 6: Mugging

SUMMARY: The hero encounters muggers.

SET-UP: The hero is in the vicinity of Angelo's Restaurant on Garfield. A weak cry for help can be heard from the alley behind the restaurant.

ADVENTURE: Three men and a young woman are beating up an old man. The muggers tell anyone who interferes to back off, but flee upon seeing a costumed hero. The muggers run out the alleyway if the exit is clear. Otherwise, they climb the fire escape behind Olsen's Five and Dime, enter the building through the unlocked roof door, and race down the inside stairs. Once on the street, the four split up.

The old man is lying on the ground. He pleads with the hero to go after the crooks, but is in bad shape himself.

The fleeing crooks have thug statistics from the *Campaign Book*, page 27. The first mugger caught has the old man's wallet.

AFTERMATH: If the hero takes longer than 15 rounds to chase down the crooks, the paramedics will have arrived and taken the old man to St. Arbogast Hospital. His condition is serious but stable. Although his wallet contained only a few dollars, it also held irreplaceable pictures of his dead wife and daughter.

KARMA:

Checking victim's condition before chasing muggers	+ 10
Each mugger caught	+ 10

Encounter 7: Illegal Dumping

SUMMARY: The hero discovers someone dumping toxic wastes into the river. Run this encounter only late at night.

SET-UP: The hero is in the vicinity of the private pier and notices a large truck parked there, its engine running. Someone is dumping barrels from the truck into the river.

ADVENTURE: Dumping toxic wastes into the river is illegal. The gentlemen on the pier have contracted to dispose of this hazardous waste in a sanitary landfill in New Jersey. Actually, they take it here and dump it.

Three men are involved, all with thug statistics and abilities. One man is at the wheel of the truck (marked "Enviro-Bright Chemicals"). He is listening to a police band radio while supervising his companions, who are off-loading the barrels. The hero can approach if the wheelman fails an Intuition FEAT roll. If surprised, the two loaders attack with tire irons, while the wheelman takes off with the truck, spilling toxic chemicals with every turn.

AFTERMATH: If the truck escapes, it is found ditched on Long Island the next day, its driver missing. The two loaders try to fight their way out. The barrels are 30 feet down in murky water. None of the barrels have opened.

KARMA:

Each man captured	+ 5
Truck captured	+ 10
Helping the authorities retrieve the barrels from the river	+ 5
Letting truck spill waste on New York streets	-15



Robberies

Encounter 1: Phantom of the Bank Machine

SUMMARY: SPEED DEMON™ is looking for a fast buck.

SET-UP: The hero is in the vicinity of one of the two Insti-Teller™ banking machines on 10th Avenue. A woman making a withdrawal from one machine suddenly collapses. Appearing out of nowhere, a figure in blue, red, and yellow stands over her, pulling the money from the machine as fast as it spits it out.

ADVENTURE: The colorful thief is Speed Demon, and he could escape in a twinkling if the machine wasn't so slow in dispensing bills.

It takes Speed Demon two rounds to get the rest of the money from the machine, while the woman whose account he is looting shouts for help. The hero may try to interfere, but Speed Demon gets an Intuition FEAT roll to note the approaching hero. Speed Demon will Dodge the attacks of the hero for the first two rounds. If the hero has not delivered any damage, Speed Demon will spend the third round taking the woman's handbag as well. He will run off if he takes any damage, heading in the direction of the other banking machine.

The hero can give chase, for Speed Demon will stop at the other banking machine and repeat the same process (a middle-aged gentleman is the victim), taking two rounds there. Then Speed Demon takes off heading west and south. Should he reach the subway station in front of the Key Building, he will escape.

AFTERMATH: If the hero stops Speed Demon today, both victims are very grateful. They are Ms. Riggs from the Hayes Street Library and Dr. Campbell from Doc Tech Labs, either of whom may have useful information for the hero later. Should Speed Demon succeed, he will pull the same job the next day at about the same time, and continue to do so until caught or until a week passes.

KARMA:

Thwarting the robbery or recovering what was stolen	+ 25
Capturing Speed Demon	+ 75
Speed Demon still at large	-30

Encounter 2: Assault on Ron's Attic

SUMMARY: The hero must save Ron's comics from the clutches of WHITE RABBIT™.

SET-UP: The hero, in the vicinity of Ron's Attic (one of the city's most prestigious comic shops), sees a woman in a chic bunny suit and five armed gunmen emerge from a van

and enter the shop. The van is labeled "Planetary Graphics," and a sixth henchman is at the wheel.

ADVENTURE: Ron's Attic, besides selling every current MARVEL™ title, has on display a collection of rare editions. Unfortunately, these riches have attracted the attention of White Rabbit.

Within the shop, White Rabbit quickly smashes the display case holding the collection and, despite Ron's protests, she and one of her henchmen empty the contents of the case into a large carpetbag. White Rabbit keeps the carpet bag with her until she is apprehended. The other four henchmen hold Ron and his current customers (four college students and two fourth-graders) at gunpoint to prevent any interference.

If the hero tries to battle White Rabbit inside the comic shop, the villainess takes one of the customers as a hostage to ensure her safe passage. The hero can wait for White Rabbit to exit, and draw the battle away from the people in the store. White Rabbit uses her umbrella carrot darts against the hero, but shields herself behind her henchmen (thug statistics from *Campaign Book*, page 27). White Rabbit may also shoot smoke from her umbrella to cover her retreat. The thugs use their rifles, but flee if disarmed.

White Rabbit flees in the van, leaving behind her hirelings if more than half of them have been defeated, expecting the last two to cover her escape. If her van is immobilized, the villainess flees using her built-in boot jets. She heads for her secret hideout in the abandoned Globe Press Building.

AFTERMATH: If the hero is defeated or White Rabbit escapes, Ron is furious and threatens to take that hero's comics off the shelf. White Rabbit returns to her lair to read her comics. Any hostage taken is let go near St. Arbogast Hospital.

If the hero defeats White Rabbit, Ron invites the hero to sign autographs. Ron is very pleased if his rare collection is undamaged, unsoiled, unbent, and unwrinkled by the battle.

KARMA:

Damaging the rare collection	-25
Allowing a hostage to be taken	-10
Allowing a hostage to be harmed	-30
Preventing the robbery	+ 25
Each henchman captured	+ 10
Capturing White Rabbit	+ 20

Encounter 3: Siege of the 11th Precinct

SUMMARY: JACK O'LANTERN™ has taken several city officials hostage in an old police station on Harrison Street.

SET-UP: The hero is in the area of the 11th Precinct as the police arrive and block off

Harrison Street and 10th Avenue a block from the station. Riot control vans and police guard the area perimeter. News 'copters hover low. Something is definitely up.

ADVENTURE: By speaking with police officers and bystanders, the hero can find out what's happening. The 11th Precinct is slated to be shut down (as was the fire station), its functions taken over by the 12th Precinct many blocks south. Local businessmen, concerned about the rise of youth gangs and organized crime, had arranged for a meeting with the police commissioner and four other city officials.

Jack O' Lantern and his men disguised themselves as police, infiltrated the building, and took the five officials hostage. Jack O' Lantern, his men, and the officials are the only people inside the building now. His demand: \$10 million in two hours or he blows up the building.

The criminals are holding their hostages on the top floor of the building. SWAT teams and crack shots are standing by on the roofs of surrounding buildings, but a quick solution is needed. One of the city officials has a weak heart and was complaining about chest pains earlier.

Jack O' Lantern has threatened to shove a hostage out the window if anyone enters the building. Apparently, there are five men with Jack O' Lantern.

In addition to his usual bag of tricks, Jack O' Lantern has brought a bomb of Monstrous rank with a 12-round fuse. This bomb is set up in the squad room with the hostages. Jack's men (one on the roof, two in the stairwell, two with the hostages) are equipped with walkie-talkies. They must report in regularly.

The police on the outside will accept the hero's help if the hero's popularity is 10 or better. Otherwise, they inform the hero that this is a matter best left to the police. If the police accept the hero's help, they mention that the fire escape up the back of the building offers the best chance of entering unnoticed. The hero may take their advice or try another method.

As soon as Jack O' Lantern sees a costumed hero, he activates his bomb and tries to escape. If one of his men sees the hero, he reports to his boss, who then activates the bomb. Jack O' Lantern considers himself too smart to mess with heroes. He blasts a hole for himself in the wall and escapes on his pogo platform. It takes Jack O' Lantern one round to activate the bomb and one round to blast the wall. He considers his henchmen (thug statistics, armed with submachine guns) expendable. The bomb weighs 50 pounds and will inflict Monstrous damage to anyone in the same area. Amazing damage to those in adjacent interior areas. A yellow Reason FEAT roll will defuse the bomb.

If the hero pursues the fleeing Jack O' Lantern, Jack will engage in one round of combat but inform the hero that a bomb planted in the

station will blow the hostages to smithereens. Even if he did not have time to set the bomb, Jack will bluff in hopes of distracting the hero.

AFTERMATH: If the bomb explodes, the five hostages take monstrous damage. Reduce the hero's Popularity to 0 for three months when dealing with the police.

If the hero frees the hostages unharmed, the police commissioner hosts a dinner in the hero's honor (unless the hero is wanted by the police). This dinner may attract some form of vendetta attack.

KARMA:

Each henchman captured	+ 10
Jack O'Lantern captured	+ 30
Each hostage injured	-30
Bomb explodes injuring hostages	-100
Bomb disarmed	+ 25
Bomb kills anyone	-ALL

Encounter 4: Material Girl

SUMMARY: GYPSY MOTH™ and her followers are raiding a fashion show.

SET-UP: The hero sees a large helicopter hovering very low over Dobson Plaza. A large cargo net hangs from the 'copter and is draped on the ground beneath.

ADVENTURE: There is a chatter of automatic weapons fire. The doors from the Grand Demain into Dobson Plaza burst open, discharging a motley crew of 10 people dressed in outrageous styles. Their arms are loaded down with clothing. The last person out the doors, a youth with a mohawk haircut, has a submachine gun (thug statistics). The thieves jump into the cargo net with the clothes.

Following close behind them, shouting "Stop, thieves!" race two security guards and the grief-stricken fashion designer whose show has been ruined by these barbarians. Young Mohawk fires a burst from his weapon, forcing the guards and designer to duck.

The helicopter takes off as soon as six or more of the thieves have stepped onto the net, unless prevented by the hero. If the hero tries to stop the helicopter or the thieves, Gypsy Moth, who is supervising the operation from the 'copter, floats down and warns the hero not to interfere with her followers.

Gypsy does not wish to hurt the hero, but will try to prevent interference so the helicopter can escape. She uses materials at hand, including nearby trees and the hero's own costume, to bind the hero while she and her flock escape. She will not engage in a slugfest but, if touched or harmed, manipulates the hero's costume to cut off its owner's air for 1-4 rounds, causing unconsciousness but not death.

AFTERMATH: Should Gypsy Moth be defeated in Dobson Plaza and the helicopter

escape, the 'copter (stolen from the Coast Guard) and the stolen clothes will be found atop the Fibre Building by police the next morning.

If Gypsy Moth and the helicopter escape, they fly to the penthouse atop the Fibre Building where Sybil Dvorak is staying. If the hero follows, Gypsy Moth attempts to defeat and imprison the hero. She returns to the West Coast with her new fashions on the following day.

Should the hero defeat Gypsy Moth and recover the fashions, the designer shows his immense gratitude by offering to redesign the hero's costume.

KARMA:

Preventing the thieves from stealing the fashion show wardrobe	+ 10
Following the helicopter to Gypsy Moth's lair	+ 5
Returning the stolen articles found in Gypsy Moth's apartment	+ 10
Each of Gypsy Moth's followers captured	+ 2
Capturing Gypsy Moth	+ 30

Encounter 5: The OWL™ Strikes!

SUMMARY: The hero must thwart a bank robbery by the devious Owl.

SET-UP: The hero is in the vicinity of the Keash Mall, near the Minute Bank, and may be in secret identity. A band of seven criminals (thugs) enter through the door to the mall. The thugs are commanded by the Owl.

ADVENTURE: The Owl has a thin young man in tow, computer expert Ken Michaels. While Owl's thugs are robbing this Minute Bank, the Owl forces Michaels to break into the computer and electronically rob all the other banks on the system. The Owl kidnapped Ken's girlfriend in order to force his compliance.

During the first round, the thugs (dressed alike in faceless, full-body costumes), hold 15 customers, employees, and guards at gunpoint. In the second round, the Owl and Michaels commandeer a computer terminal by the window and begin work. It will take Michaels five rounds to break into the system and another three rounds to transfer the money into the Owl's dummy accounts. Within 10 rounds of the transaction's completion, the Owl's associates at other locations will close out the bogus accounts and leave with the money.

If the hero interferes but is more than one area away, the Owl orders his thugs to open fire. If the hero is closer, the thugs gang up on the hero in a slugfest. The Owl will not leave until the transaction is completed but, if threatened after this, leaves Michaels and his thugs behind and tries to escape by any means possible.

As soon as Michaels is released, he tells the hero that his girlfriend is being held hos-

tage by the Owl in an apartment next to a grocery on Cleveland. Michaels tells the hero the Owl's plans. If he has three rounds left before the Owl's associates remove the money, Michaels can stop the transactions. (Or, he could crash the system in one round, causing massive delays and damage to the banking system).

AFTERMATH: Ken Michaels's girlfriend, Peggy, is being held prisoner in a second floor apartment next to Guido's Grocery, guarded by two more thugs. She was to be released that evening unharmed, but if the Owl is thwarted in his plan, he will go to the apartment and order her killed.

KARMA:

Preventing the armed bank robbers from stealing cash	+ 25
Each bank robber captured	+ 10
Each person injured during the robbery due to the hero's negligence	-20
Thwarting the Owl's scheme	+ 50
Capturing the Owl	+ 30
Rescuing Peggy	+ 15
Crashing the banking system	-20



Rampage

Encounter 1: The RHINO™'s Rage

SUMMARY: Rhino is threatening the lives and well-being of sightseers on the public pier.

SET-UP: The hero is in the vicinity of the public pier and notices that police have the area blocked off and are readying riot equipment. Every few seconds, a piece of dock piling sails over their heads. A man in a doctor's smock is arguing with the officer in charge.

ADVENTURE: The man is Dr. Phillips, an epidermist who has been helping in the operations to remove Rhino's body suit. During the course of treatment, Rhino was injected with drugs to ease his pain. These drugs have had the nasty side effect of scrambling Rhino's memory and making him violent. As a result, he is reliving an earlier episode in his life. He is hunting Spider-Man and is threatening to harm his hostages if the wall-crawler does not appear soon.

Rhino is becoming more unreasonable by the moment, and the police will welcome any hero available. They are trying to contact the Avengers as the hero arrives. The police need someone to keep Rhino busy so they can evacuate the two dozen sightseers from the pier into police launches. As long as Rhino is ranting and throwing dock pilings around, the rescue launches cannot come close.

Should the hero leap into the fray, Rhino tries to maintain distance between them by throwing dock pilings. (Remarkable damage, range of up to three areas). Rhino uses these missile weapons as long as the hero stays at a distance. If the hero closes in on land, Rhino charges.

For every round the hero keeps Rhino busy, six hostages are rescued by the police launches. In round two, the officer in charge uses his bull-horn to tell the hero that the Avengers are not available, and the police are trying to get in touch with the FANTASTIC FOUR™. In round six, he tells the hero that the Fantastic Four are busy elsewhere and the police are calling HEROES FOR HIRE™. In round seven, Spider-Man (the real McCoy) arrives on the scene after hearing about the fight on the news.

If Spider-Man is a player in the campaign, Peter Parker is having a fast lunch at a Quikie Burger when he hears the news over a passing radio. He finishes his burger on the run as he hurries to join the fight.

Rhino tries to beat the stuffing out of any hero. If dumped into the water, he reappears three rounds later in any area between the public and private piers.

AFTERMATH: If the hero is defeated, Rhino uses him as a missile weapon, throwing him over the police lines. The police will check to see if he is all right.

Should the hero defeat Rhino in a manner that does not severely damage the villain, Dr. Phillips will be very grateful.

KARMA:

Distracting Rhino long enough for all the hostages to escape	+ 10
Defeating Rhino	+ 40
Avoiding serious damage to Rhino while defeating him	+ 40

Encounter 2: Cry Havoc! Cry ELECTRO™!

SUMMARY: Things are looking dark for the city as Electro goes on a terrorist spree.

SET-UP: While in the vicinity of Lincoln Circle, the hero's heroic musings are cut short by a lightning bolt that splits the nearby sidewalk (or crosses the hero's path if the hero is flying). If there is any doubt about the miscreant responsible, the electronic billboard overlooking the circle spells out his name: E-L-E-C-T-R-O!

ADVENTURE: The master of electricity is atop the billboard and having a fine time scaring the populace and attracting attention. His true purpose is to wreak enough havoc to lure a medium-powered hero into interfering so that Electro can defeat him.

Electro stays at a distance, firing lightning bolts at the hero and closing only for the "coup de grace," grabbing the hero to inflict maximum damage. If damaged by the hero to one-quarter Health or below, Electro flees, riding on the power and telephone lines of the city across the street to the Sutherland Building, then east off the map.

AFTERMATH: Electro wants to incapacitate but not kill the hero. If the fiend knocks the hero out, he attaches a bomb to the hero's wrist. The bomb will inflict Monstrous damage in the area where it explodes and all adjacent areas. The bomb is set to go off in 24 hours, but is running at twice normal speed. The hero has only 12 hours to get the thing off and prevent an explosion. Make an Intuition FEAT roll to see if the hero notices the clock is running fast. The electromagnetic lock is of Monstrous complexity (purchased on the black market), and will explode if deactivated improperly.

A fleeing Electro will try to black out as much of the city in his path as possible. The hero must then deal with looters (thug statistics) and other hazards as well as the villain.

KARMA:

Defeating Electro	+ 50
Helping stop looters	+ 10
Being defeated by Electro	-25
Preventing explosion or defusing bomb	+ 10

Encounter 3: Reaping the Wind

SUMMARY: CYCLONE™ came to New York for a relatively minor job. The job became major when his suit began to malfunction. Now he endangers the city itself.

SET-UP: The hero is anywhere on the map. A passerby's radio claims that a tornado has been spotted in Manhattan. The radio says this is rumor, but the hero sees the twister moving north on Cleveland Street.

ADVENTURE: Cyclone was hired to guard an illegal shipment of automatic weapons for the European Maggia. When discussions with the Americans turned ugly, Cyclone turned on his suit. The device that creates the whirlwind malfunctioned, and Cyclone cannot shut it off, although he can still control most of its destructive power. Catching a phone book on the fly, he found the address of a Brand Corporation warehouse off Cleveland Street. Hoping to find the equipment he needs to repair his suit and unable to fly safely, Cyclone set off on foot across town, bringing his catastrophic winds with him.

Cyclone is easy to find, though getting through his whirlwind is another matter. The French felon's powers are at full tilt, pulling up everything that is not nailed down in his area and leaving wreck and ruin behind. He is walking down the center of Cleveland, but his passage has shattered every window within two areas. The wind also prevents any form of communication, so the hero must get very close before Cyclone can explain the problem. Cyclone has to keep moving or the winds will build and start to take down nearby buildings and overturn cars. (Make this clear if the hero detains Cyclone.) Knocking Cyclone out will not stop the problem, since it is the suit that is causing the trouble.

Cyclone intends to batter down the walls of the Brand Warehouse (now abandoned) to find the regulator he is looking for. The hero can get the regulator for Cyclone and prevent damage to the warehouse, or the hero can try to make the repairs himself, requiring a red Reason FEAT roll for any hero of less than Amazing ability, a yellow FEAT roll for those above that level.

For each round the suit is stationary, the windstorm (beginning at Remarkable level) increases by one rank in intensity and damage. The windstorm returns to Remarkable level when the suit is moved. Should the damage reach Unearthly, the suit destroys itself along with everything in the same area.

AFTERMATH: Cyclone will be in debt to the hero if the hero helps turn off the suit, but that good feeling does not extend to turning himself in to the police. If his suit has been repaired, he attacks the hero. Cyclone's idea of paying his debt is to defeat the hero, yet allow the hero to live.

KARMA:

Stopping the tornado	+ 40
Repairing Cyclone's suit, or allowing Cyclone to repair his suit	0
Defeating Cyclone	+ 30
Allowing Cyclone to demolish the Brand Warehouse	-20
Letting the tornado build to Unearthly level	-60

Encounter 4: Shadow of the Past

SUMMARY: SILVERMANE™, who has returned from pseudo-life to life in full, is seeking out his roots. He is not very subtle about it. Run this encounter at night. It is best if "Ghost Story" (page 3) is run before this encounter.

SET-UP: The hero is in the vicinity of Arthur and 10th when a loud crash rocks the area. Just west of that intersection, a silvery figure heading east has just overturned a BMW that was heading west. Further west, the street is littered with debris and more overturned cars.

ADVENTURE: Silvermane has had his life returned to him, but his memory is still dim. He is revisiting the haunts of his younger days, most of which no longer exist. He doesn't intend to harm anyone, but he is not terribly concerned if he does.

The couple in the overturned BMW are uninjured but trapped in their car and shouting for help. Silvermane ignores any cries for help and any attempt by the hero to communicate. He moves steadily east at two areas per round. If Silvermane has fought the hero before in his life (this applies primarily to Spider-Man), the old memories click in, and Silvermane attacks.

If Silvermane continues to move east, he stops before St. Matthew's Church. This building dates back to Silvermane's youth, and he has been there many times. Father Reese remembers Silvermane, as both the lad he was and the man he became.

Silvermane appears fascinated by the church. For a few moments, he stands quietly in the doorway, listening to evening mass. Silvermane then walks around the outside of the church, looking at the stained-glass windows, and enters the cemetery. He will not attack the hero while on church ground.

If "Ghost Story" (page 3) has not been fully resolved, the ghost of Rina Smith appears. Silvermane watches her as if listening. He then walks quickly to the police parking lot and, pummeling through the asphalt, reveals the box, which he stares at but does not remove.

If the hero has successfully resolved the "Ghost Story" encounter, Silvermane wanders among the tombstones for a few rounds but does not attack.

AFTERMATH: After visiting the graveyard, Silvermane heads north. A piece of his past

has fallen into place, and he needs time to assimilate the information. If the hero tries to stop him, Silvermane attacks but is more intent on evading than harming the hero. When he reaches the river, the former gang leader jumps into the water and disappears. No body will be found.

KARMA:

Helping the couple in the BMW	+ 10
Defeating Silvermane	+ 35
Fighting on church grounds	-20
Allowing Silvermane to find the box	-10

Encounter 5: Top of the World, Ma!

SUMMARY: Oswald "Oz" Moore was an employee of Cascade Clerical Help, located in the Stone Building. Because of his emotional problems and alcoholism, he was fired last Friday. Now he's returned, taken two secretaries hostage, and is holding them on the roof of the building while he takes potshots at passers-by. Moore is very unstable. When playing him, alternate from sympathetic to accusing, attentive to violent. These mood swings make him as dangerous as the most nefarious world-beater, perhaps more so.

SET-UP: The Judge has two options to involve the hero in this adventure. The hero may be in his or her secret identity, having lunch with a date on the patio of the Crimson Ram. Suddenly, a staccato burst of shots rings out from across the street. Glassware and windows shatter as bullets lace the area. Or, the hero may be in the vicinity in costumed identity. Again, there is a chatter of gunfire and the windows of the Crimson Ram shatter. In either case, there is a man lying on the patio, bleeding heavily.

ADVENTURE: The injured man will die in five rounds unless someone checks on him. The patrons of the Crimson Ram are heading for cover, as are any individuals in the street. The owner is willing to help the hero as long as his life is not placed in jeopardy.

Oz's statistics are:

F	A	S	E	R	I	P
Gd	Ty	Ty	Ty	Pr	Gd	Pr
Health: 28						

He is armed with an automatic rifle and fires it with Good Agility. In addition, he has stashed on the roof five hand grenades, a homemade firebomb, two six-packs of beer, and some pretzels. The two frightened secretaries from Cascade Clerical Help are tied together and huddle beneath the water tower at the northern corner of the roof. Oz has attached the firebomb (Excellent damage, one area) to the roof access door as a little surprise for anyone who tries to sneak up on him. If anyone tries to come up the sides of the building, he drops hand grenades down on them.

Oz's already unbalanced mind is now dangerously unstable. His list of demands includes trading his current hostages for his ex-boss, \$10 million, 15 minutes of air time on national television, and a 747 to fly him out of the country. Oz's former boss left that morning for a vacation in Cancun.

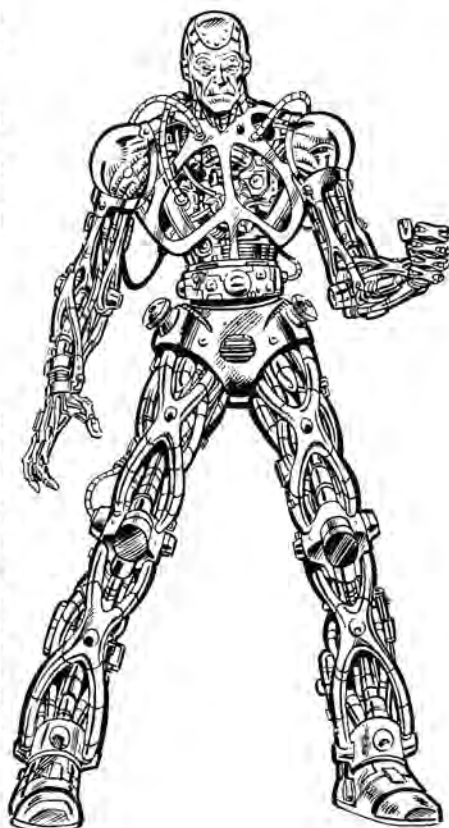
If confronted by the hero, Oz threatens to harm the secretaries (statistics all Typical, Health: 24). He will accept the hero as a hostage and let the secretaries go. Oz ties up the hero's hands (he is not too bright and has been into the sixpack). If the hero cannot fly, Oz places him on the edge of the building and threatens to push him off if he gets riled.

AFTERMATH: If the hero disarms and defeats Oz, the sniper tearfully apologizes and tries to blame the incident on his unhappy childhood and rotten marriage. The authorities take him into custody and transfer him to St. Arbogast Hospital for clinical observation.

If the hero is defeated by the sniper, police SWAT teams move in on the building. The resulting gun battle causes the death of the sniper and the wounding of the two secretaries (if they have not been released).

KARMA:

Rescuing the man shot on the patio of the Crimson Ram	+ 20
Rescuing the two hostages	+ 40
Evading the firebomb on the door	+ 10
Disarming or defeating the sniper	+ 20
Allowing the sniper to be slain	-50
to -ALL	
(depending on situation)	



Vendetta

Encounter 1: Fight in the Skies

SUMMARY: Two robbers are fighting over one bank...but the robbers are KILLER SHRIKE™ and VULTURE™!

SET-UP: The hero is in the vicinity of the Fisk Building when, suddenly, alarms ring from within the Spartan Bank on the first floor. The ringing is followed by a shattering crash as a file cabinet flies out of the bank through a picture window.

ADVENTURE: Within the vaulted, two-story interior of the bank, two flying foes are duking it out. Killer Shrike has been trying to improve his standing with the Maggia by bragging that he is the most deadly criminal still in the air. This newcomer's boast wounded Vulture's pride. Through his underworld contacts, he learned the bank was Shrike's next target and arrived there before his boastful rival. Now the pair are fighting it out in the bank itself.

Killer Shrike is using his power blasters while Vulture uses sacks of coins as missile weapons. The coins strike for Good damage in a one area range. Neither villain has taken damage yet; their battle has been a series of swoops and banking turns as each tries to get the advantage on the other.

The appearance of another costumed figure alters this deadly aerial ballet. Should the hero leap into the fray, both Vulture and Killer Shrike turn on the interloper, seeking to score bonus points by knocking out a hero as well as a competitor. The two villains will not coordinate attacks, but both try to take the battle out onto the streets where they have more maneuverability and, if damaged, they may escape more easily.

The bank guards and building security people have cleared the noncombatants out of the area and are waiting by the elevator but are not interfering. In round two, the elevator door opens and a short gentleman hands strangely shaped weapons to the four guards. The guards take these weapons but hold their positions.

The guards (police statistics, *Campaign Book*, page 27) are now armed with stun-blasters which inflict Excellent damage at a range of two areas. Anyone hit by this weapon must make a yellow Endurance FEAT roll or fall unconscious. The guards use these weapons only if the hero is knocked out, the wall to Fisk Spices is breached, or they themselves are threatened.

AFTERMATH: The guards work for Wilson Fisk, better known as the KINGPIN OF CRIME™, owner of the building and of Fisk Spices. Kingpin is unamused by the duel between Vulture and Killer Shrike but will not interfere unless his own interests are involved. Having a hero in his debt would definitely interest Mr. Fisk.

If either Vulture or Killer Shrike loses more than half his total Health, he tries to escape,

letting the hero beat up on the other villain. Unless they defeat the hero, they take no stolen goods with them.

KARMA:

Capturing Killer Shrike	+ 30
Capturing Vulture	+ 40
Preventing any money from being stolen	+ 20
Needing rescue by Kingpin's men	-30
(Yes, they will let you know you are indebted to Kingpin.)	

Encounter 2: Crack of the Lash

SUMMARY: BLACKLASH™ is back in town, looking to improve his rep. Beating a hero seems the best method, and it doesn't matter to Blacklash who his opponent is.

SET-UP: The hero can be on any street on either of the two maps, as long as it is far from any help. Blacklash tries to sneak up on the hero. Have the hero make an Intuition FEAT roll. If successful, the hero is aware of Blacklash's approach. If the hero fails the FEAT roll, the first inkling the hero has that something is up will be the crack of the necro-lash, and Blacklash will get one free attack on the good guy.

ADVENTURE: This is a slugfest, pure and simple. Blacklash tries to defeat and embarrass the hero as much as possible, using his whips and saving his gravity bolo for last. Blacklash depends primarily on his weaponry but is not above using the surrounding terrain to his advantage.

AFTERMATH: Blacklash fights until the hero is defeated or he himself drops below 15 Health points. He will dump a defeated hero into a nearby trash dumpster and stalk off, looking for a tougher opponent. The story appears in all the papers the next day, and film of the hero crawling out of the dumpster appears on the 11 o'clock news. If Blacklash's Health falls below 15, make a Psyche FEAT roll for the villain. If the FEAT roll fails, Blacklash has an emotional breakdown and surrenders. If the FEAT roll is a success, however, the villain pulls his gravity bolo from his pouch and tries to immobilize the hero while he escapes.

KARMA:

Letting Blacklash escape	-20
Defeating Blacklash	+ 40
Being defeated by Blacklash	-20

Encounter 3: When a Spider Comes A-Calling....

SUMMARY: What the *Bugle* says is true! Spider-Man is robbing a store!

Note: If Spider-Man is a player character in

your campaign, either do not use this encounter or take the player aside, explain the set-up, and have the player help, running Spider-Man according to the encounter description.

SET-UP: The hero is in the vicinity of the TV Shed on Arthur Street when there is a cry of "Stop, thief!" Coming out of the electronics store is none other than the Amazing Spider-Man, with a color TV under his arm! The store's owner is right behind him, shouting.

ADVENTURE: Yes, it is Spider-Man, but things are not as they seem. Earlier in the day, Spidey took a fall from a building while battling the Scorpion. Suffering from partial memory loss, he was found in an alley by Alfred Gibbons, a small-time hood (thug statistics, *Campaign Book*, page 27). Given time to recover, Spider-Man would regain his memory with ease. Al, however, has convinced the crime fighter that he is a radical figure of the anti-establishment (Al is stuck in the 1960's), and it is his duty to strike against the rich and for the poor (like getting Al a color TV).

Spider-Man walked into the store and asked for a television, which the stunned clerk handed over. The owner spotted Spidey leaving and shouted for help.

Al is outside the store. Should a costumed hero appear, Al shouts for Spider-Man to protect him. The confused Spider-Man will do this. In the first round, he throws the TV at the hero. In the rounds that follow, Spidey engages in a slugfest but does not use his web-shooters...he has forgotten them!

As the battle rages, bits of Spider-Man's past return to him (Uncle Ben, Aunt May, great power, great responsibility, etc.) In the third round, Spider-Man's memory is jogged back to normal. In the fourth round, Spidey does not attack, but shouts, "Wait a minute, I'm not a radical! I'm a wall-crawler! Let's stop this senseless brawl!" If the hero continues to battle, Spidey gets mad and attempts to stop the fight by webbing up his opponent. The battle continues until the hero stops fighting or either crime fighter is defeated.

AFTERMATH: Al realizes the proverbial jig is up and tries to fade into the woodwork when Spider-Man regains his memory. If the fight stops within the next round, Spidey can easily nab the former radical, who confesses to using the web-slinger as a tool against the establishment. However, Al's had his revenge against society; Spider-Man is now a criminal.

Well, not exactly. The TV that Spider-Man took out the shop was an old, broken floor model. It was by the door because it was to be hauled away and junked. The clerk thought Spidey was here for that set and handed it over. Honest mistake. The Parker luck holds true.

At the Judge's option, this adventure can

be extended. The radio speaker over the door of the TV Shed blares a report of Scorpion on the rampage at the Niles/Arcade Theatre. The two heroes can team up to defeat the menace. Scorpion's statistics are in "Day of the Octopus" in the MARVEL SUPER HEROES™ boxed game.

KARMA:	
Defeating Spider-Man	+ 50
Being defeated by Spider-Man	-20
Catching Al	+ 30
Hitting Spider-Man after he regains his memory	-20

Encounter 4: The Harder They Fall

SUMMARY: BATROC™ is trying to regain the respect (and money) of his companions.

SET-UP: The hero is in the vicinity of Harrison and 10th when he hears a squeaky, female voice cry for help from the parking lot behind the C&M Food Store. Investigating, the hero finds the area deserted. Suddenly, the costumed figure of Batroc the Leaper steps out of the shadows, followed by his two co-mercenaries, MACHETE™ and ZARAN™. "Pardon moi for zee ruse, mon ami," Batroc says, mangling the English language, "but I have a petite wager with my fellows here regarding my fighting prowess. Only one such as you can help resolve it. We shall fight, non?"

ADVENTURE: Several months ago, Batroc got very drunk, bet his companions that he could beat Captain America, and lost badly. This is his attempt to regain their respect and get back some of the money he lost. (He bet double or nothing.) The cry for help was a fake, to get the hero alone.

If the hero refuses to fight, Batroc calls the hero a coward and all manner of other nasty names. Should the hero walk away, Machete and Zaran taunt Batroc, calling him a "small fry." This is too much for the Leaper and he attacks the hero from behind.

Batroc is not drunk this time, nor is he a fool. He is carrying a small inhibitor device to balance the odds in his favor. This device can be attached to the hero on Batroc's first successful hit and grips with Amazing strength. The device is a low sonic disruptor and reduces all the hero's chances to hit and damage by three columns. It also neutralizes all electronic equipment of less than Monstrous rank. The device functions for only four rounds, then burns out forever.

AFTERMATH: If Batroc defeats the hero with his device, it is a hollow victory. He has won the money and his companions' respect, but has lost some of his personal honor in the process. He leaves the defeated hero and passes into the night.

Should the hero defeat Batroc, Zaran and Machete come to the defense of their boss to prevent him from being hauled in (they can-

not collect on their bet from a man in jail). They fight the hero as a team to keep Batroc free.

KARMA:	
Trying to walk away from the fight	+ 20
Defeating Batroc	+ 30
Defeating Zaran or Machete (each)	+ 20
Damage to property or pedestrians	-25

Encounter 5: The HAND™ and the ROSE™

SUMMARY: THE HAND™ is attempting to silence an informer on behalf of the Rose.

SET-UP: The hero is in the vicinity of the alley behind the Bronder Building and notices five red-robed figures enter the building from the fire escape.

ADVENTURE: The figures resemble ninja (oriental assassins). They are members of the Hand, hired by the organized crime boss known as THE ROSE™ to wipe out a potentially dangerous informer.

The Rose has been careless enough to lose documents that link himself and Kingpin to questionable activities. Knowing his superior would be furious if this information fell into the wrong hands, the Rose has gone outside normal channels and brought in the Hand.

By the time the hero reaches the apartment, a wordless battle is in full swing. The window to the fire escape is open, but the door (of poor material) is bolted. Two of the Hand are down, but the remaining three are circling a shirtless man wielding sai (oriental daggers). The Hand members carry swords. The shirtless man is badly cut and bleeding from numerous wounds.

The man is Allen Burns, a former member of the Rose's organization who came into possession of some documents that, while not implicating Kingpin and the Rose in illegal acts, reveal some questionable decisions within their operation that will keep their lawyers busy for quite a while. Allen is not yet under police protection because he is still cutting a deal with the authorities. The papers are in a safe deposit box at the Spartan Bank in the Fisk Building. Allen has the key.

Allen is no amateur in combat. His statistics are all Good, Health = 40, and he has Excellent skill with both guns and swords. In the round after the hero arrives, Allen succumbs to the mild poison the Hand has used to inhibit his fighting ability.

Should the hero interfere, the remainder of the Hand attack. Their mild poison forces an Endurance FEAT roll each time the hero is hit. Failure results in unconsciousness for 1-10 rounds. Those members of the Hand that are down begin to dissolve.

AFTERMATH: If the hero is defeated by the Hand, he or she will recover to find Allen and the assassins gone. Allen will not be seen alive again.

Should the hero defeat the Hand, Allen recovers sufficiently to give the hero the key to the security box. At this point, four members of the Rose's gang appear at the door to finish the job that the Hand botched. Their prime concern is the key, and they do not care how they get it. They have the same statistics as the hit men listed under the Maggia entry in the character book, and are armed with handguns. If the hero departs with the key, the gangsters fire at him instead of Allen Burns. While the hero is present with the key, the Rose's hit men try to take Allen hostage.

If the hero reaches the bank and gets the documents, a representative of the Kingpin will be waiting. He invites the hero to meet the Kingpin. If the hero agrees, he or she will be brought (with the documents) to the penthouse of the Fisk Building. Kingpin does not threaten. He points out that the hero is holding stolen property. He calls in any favors owed him by the hero (such as saving the hero's life in "Fight in the Skies"). He offers information in exchange for the documents. If the hero refuses all inducements, Kingpin lets him go, saying, "While the information in those files is a minor embarrassment, it is not incriminating. More important is your reluctance to be reasonable. You may go." There are no charges against Kingpin, and bringing him in will do no good.

KARMA:	
Each member of the Hand defeated	+ 30
Each of the Rose's hit men defeated	+ 20
Permitting Allen Burns to die through non-involvement or failing to defeat the Hand	-ALL
Getting the documents from the bank	+ 10
Giving the documents to Kingpin	-20



Organized Crime

Encounter 1: The BOOMERANG™ Bounces Back

SUMMARY: The Maggia has hired Boomerang ("the killer who keeps coming back") to remove a civic leader who is in their way. Run this encounter in the early evening.

SET-UP: Arthur Street has been blocked off from 8th to 9th Avenues for a rally for urban housing. The Reverend James Franklin is the featured speaker at the rally. The hero is in the vicinity and spots a shadowy form on a rooftop across the street from the speaker's stand. The unknown being is wielding something wickedly sharp that shines in the moonlight.

ADVENTURE: Speculators have earmarked the Arthur Street area for redevelopment and improvement, without taking into account the needs of low-income families. A group of local citizens, led by Reverend Franklin, have stalled the speculators in court. One of the reasons for this rally is to raise funds for the legal fees. One of the real estate speculators, Hamiltonco, is fronted by Maggia money and sees Reverend Franklin as an obstacle to their plans. Boomerang, positioned across Arthur Street from Franklin's platform in the center of the western part of the street, has been hired to remove that obstacle.

The hero has time to move one area or take one action before Boomerang throws his razorang at the minister. The hero may shout a warning, attempt to move Reverend Franklin out of the way, or try to intercept the missile in its flight. In the first case, the warning saves the minister's life, and any hit is for Good damage only. An attempt to move Reverend Franklin will be successful if the hero makes an Agility FEAT roll. Otherwise, Reverend Franklin takes full damage. If the hero tries to intercept the razorang, the attack hits the hero instead of the minister.

If Reverend Franklin is wounded, helpful friends and followers see that he is taken to St. Arbogast Hospital while the hero pursues Boomerang. The sudden appearance of a costumed hero was not in the plans, and Boomerang will flee rather than fight.

Boomerang heads for the Krupp Building on foot, using his boot jets only for a quick descent from the roof. The Krupp Building is the headquarters for Hamiltonco. If Boomerang reaches there he will be safe; it is private property and the hero will be stopped at the door.

Boomerang is carrying two shatterangs, two more razorangs, one reflexrang, and one screamerang. He prefers to keep distance between himself and the hero in order to best use his weapons. If the hero defeats Boomerang, the villain smiles weakly before losing consciousness and says, "You lose, hero. We got us a relief pitcher."

AFTERMATH: The Maggia are not sloppy people. In the unlikely event that Boomerang fails, they have a hit man ready in the wings. If Reverend Franklin is uninjured, the hit

man, armed with a rifle, is in the second-floor apartment across from Guido's Grocery. If the minister is wounded, the hit man, dressed as an orderly and armed with a pistol, enters his room at the hospital.

If the hero figures out what Boomerang meant by a "relief pitcher," the hero will arrive on the scene in time to stop the murder (by entering the hospital room or reaching the street just as the gun is pulled). There is no time limit because the hero is supposed to arrive just in the nick of time. See hit man statistics under the Maggia entry in the character book. The hit man surrenders if disarmed.

Should the hero foil both assassination attempts, public reaction will be immediate. Boomerang won't talk, but the hit man will. He identifies Hamiltonco as a Maggia front company. The real estate speculation deal is squelched, and honest developers propose reasonable housing for the area.

If the hero fails to prevent either assassination attempt, the community loses a great leader, and the real estate speculators turn the blocks into upper-middle-class housing when the court case fizzles.

KARMA:

Stopping Boomerang's first attack	+ 20
Stopping the second assassination attempt	+ 20
Reverend Franklin dies	-ALL
Capturing Boomerang	+ 40

Encounter 2: Night Moves

SUMMARY: The Kingpin of Crime manipulates the hero in order to discipline one of his subordinates. Run this encounter only if the hero is in costumed identity.

SET-UP: A well-dressed gentleman (statistics as a Maggia agent) hails the hero, and says that Mr. Fisk wishes to speak with him. Mr. Fisk is in a limousine parked by the curb.

ADVENTURE: As the hero approaches the limo, one reflective window slides down with a soft whoosh, revealing the huge form of the Kingpin of Crime. Kingpin says to the hero, "I know of a robbery planned for this evening at the Brand Warehouse on 11th Avenue. A disobedient associate of the Rose has arranged the theft of equipment from an underground vault, equipment that can be used to create genetic terrors. I do not want such monsters at large in my city."

The Kingpin will offer no further information of use to the hero. He received his information from "an informed source." His interest is solely that of "a concerned citizen." His relationship to the associate, one Benjamin Lilac, is as "occasional business partners." Kingpin will not engage in fist-cuffs, and warns that the hero can be charged with assault if any hostile actions are taken against him. After verbally sparring with the hero for two rounds, Kingpin motions to his driver. The window slides back into position and the car drives off.

Kingpin is very interested in the hero making that appointment. To that end, Kingpin's

agents (statistics as Maggia agents) trail the hero throughout the day. The agents are not smart enough to discover the hero's secret identity, if any, and the hero will spot them on a yellow Intuition FEAT roll. If confronted, they admit that they are "watching the hero in action." They were hired by "a concerned citizen."

If the hero avoids the warehouse that evening, go to the Aftermath section. If the hero stakes out the area, a panel truck drives up to the private pier at midnight. The driver gets out and fiddles with the lock, then slides the gate open. The back of the truck opens and 12 men pile out (thug statistics, *Campaign Book*, page 27). Two of the men carry rifles; the remainder are unarmed. They open a small, hidden panel on the west side of the building. Three men step down into a hidden basement and begin to pass boxes of paper and equipment out to the others.

If the hero waits for the thugs to complete their theft, they get back into the truck and head for Overton Storage. Lilac (Maggia middle-manager statistics) is waiting there with 12 more thugs and three other trucks to scatter the equipment to safe caches around the city. If the hero attacks the thugs while they are loading the material at the Brand Warehouse, the thugs put up as good a fight as possible. In the unlikely event the thugs win the fight, they take the hero with them to Lilac, who will suggest dropping the hero into the river if this occurs.

If the hero decides to battle the thugs at the Brand Warehouse, the final round of the conflict is marked by a knife flashing out of the darkness. It misses the hero but buries its blade in the wall near his head. The knife has a note attached to it.

The note reads "FOOL! You have taken the bait. Tonight Kingpin dies in his penthouse atop the Fisk Building. Tomorrow the City of New York perishes as well!" It is unsigned, but smells strongly of lilacs.

The hero can pursue the knife thrower only if he guesses where the knife came from (Intuition FEAT roll). The knife thrower is a common thug who quickly (too quickly) confesses he was hired by Lilac. He is lying.

If the hero defeats the thugs at the Brand Warehouse, find out what the hero does with the truck and stolen boxes.

Any calls to the Fisk Building are stopped by a receptionist who tells the hero that Mr. Fisk is in but is not to be disturbed. When the hero arrives at the Fisk Building, Kingpin is reading quietly. He appears surprised when the hero shows him the note. "I'm perfectly safe," he assures the hero. "Would you care for a snifter of brandy?"

Kingpin has been using the hero. He needed Lilac to point out the location of the equipment cache and set the hero up to stop him. As the hero arrives at Kingpin's penthouse, Killer Shrike and a team of seven crooks (Maggia enforcer statistics) are docking a small boat at the pier to steal the equipment for Kingpin. It will take them 12 rounds to pull everything off. If the hero called in the police, add five rounds to the time as Killer Shrike will have to deal with them.

AFTERMATH: This is an involved scenario with several outcomes, depending on the hero's actions. Kingpin, naturally, doesn't tell the hero he has been set up and makes no effort to prevent him from returning to the warehouse. If all goes as planned, the Kingpin will have gained the equipment and notes (information on genetic manipulation) and tweaked the nose of Lilac as well.

If the hero fails to show up at the Brand Warehouse, a fire fight develops between Licac's men and Kingpin's, increasing criminal activity and risking a gang war. Kingpin arranges another roadside meeting with the hero and expresses his dissatisfaction after having thought so well of the hero in the past.

KARMA:

Defeating Lilac's thugs	+ 10
Defeating Killer Shrike's thugs	+ 10
Saving the equipment (each time)	+ 10
Letting Lilac get the equipment	-50
Letting Kingpin get the equipment	-50
Attacking Kingpin	-20
Remaining at the warehouse	+ 10
Defeating Killer Shrike	+ 30

Encounter 3: Water Rats

SUMMARY: The ENFORCERS™ are preying on riverfront businesses.

SET-UP: The hero is in the vicinity of Aiken's Fish and Fruit Market and witnesses five odd individuals talking to the owner. The smallest is doing the talking, but the owner seems very agitated. Suddenly, the largest of the five deliberately kicks the legs out from under a stand of produce. Veggies scatter everywhere. Another of the group picks up a large watermelon and tosses it through the window.

ADVENTURE: These are the Enforcers, currently working for Kingpin through a middleman. They are up to their extortionist tricks, running a protection racket on the water front. Mr. Aiken is unimpressed by their actions and swats one of the group (Hammer Harrison) with a broom. Unless the hero interferes, both Mr. Aiken and his shop will soon be in bad shape.

The Enforcers are having a fine time using the various fruit and fish as missile weapons. (Produce inflicts only Typical damage, but the target must make an Agility FEAT roll or be blinded for the next round.) If any of the Enforcers are knocked out, the criminals turn deadly serious and, through teamwork, try to beat the hero into the pavement.

AFTERMATH: If the hero defeats the Enforcers, their criminal influence is removed from the waterfront. Their middleman contact is indicted as well, but no stain of scandal reaches the Kingpin's level.

If the hero is defeated, the high whine of police sirens splits the air. (Mr. Aiken called the police.) The five Enforcers threaten Mr. Aiken with retaliation as they hurriedly

depart. Mr. Aiken tells the hero of their threats and asks for protection.

If the hero stakes out the shop, the Enforcers return that evening, approaching in a rowboat from the river side. SNAKE™ crawls through a half-opened window, and all except OX™ (who is too big) enter the shop. They set a firebomb and leave. Five rounds after being set, the bomb explodes, doing incredible damage in one area and setting the shop on fire. If the hero refuses to aid Mr. Aiken, the shop burns to the ground.

KARMA:

Preventing Aiken's store from being torn up by the Enforcers	+ 30
Each Enforcer captured	+ 30
Protecting the store from the bombing	+ 30
Being defeated by the Enforcers (each time)	-25

Encounter 4: Tiger by the Tail

SUMMARY: FLYING TIGER™ is in town, on loan to silence a dangerous informant.

SET-UP: A police patrol car is careening down 6th Avenue towards the hero, followed by Flying Tiger. Flying Tiger gains on the vehicle, lands on top, and begins to shred the car's roof. The vehicle weaves, spins, and comes to rest against a traffic light on the corner of 6th and Arthur. The villain is still ripping open the roof.

ADVENTURE: The target of Flying Tiger's attack is a Maggia informant (Jack Johnson from "Alcohol and Conscience" if that encounter has been run, otherwise he is some other Maggia middle manager). The New York families wanted an out-of-town professional for this job, and Nyugen Ngoc Coy, Flying Tiger's employer, was most willing to lend his employee and improve ties with New York.

If not stopped, Flying Tiger incapacitates the two officers in two rounds, picks up Johnson in the third round, and flies off.

If the hero interferes, Flying Tiger tells the hero to back off and allows the hero to retreat before things get ugly. If the hero remains, Flying Tiger attacks, leaving Jack and the two police officers alone. The officers must get Jack to the 11th Precinct station and relative safety. Their car radio has been knocked out so they cannot call ahead for help. The trio moves on foot at two areas per round. If the hero carries Jack to the station, Flying Tiger hounds his every step. Flying Tiger tries to use his airborne abilities to the fullest, gaining altitude and pouncing on the hero.

If Flying Tiger knocks out the hero, he turns Johnson over to two henchmen who are waiting in a limousine behind the Keeler and Thompson Warehouse. The limo takes the captive Johnson to a warehouse in New Jersey (use building interior for Globe Press), where a higher-level middle manager and four Maggia enforcers will "make an example of him." If it comes to this stage, only the hero's intervention can save Johnson.

AFTERMATH: If Flying Tiger is defeated, he surrenders to the authorities, relying on Coy's lawyers to get him out of this mess. Johnson testifies against Maggia operations.

If the hero is defeated, Jack is kidnapped and slain, his body found several days later. This is a big loss for the hero.

KARMA:

Capturing Flying Tiger	+ 30
Each Maggia goon captured	+ 20
Allowing Jack Johnson to be slain	-ALL
Allowing police officers to be hurt	-20
Johnson gets to the police station	+ 30



Catastrophes

Encounter 1: Flames of the White Dragon

SUMMARY: WHITE DRAGON™ has set fire to the Jade Peacock because its owner is reluctant to pay for protection.

SET-UP: The hero is in the vicinity of Harrison and 10th when there is a muffled explosion at the Jade Peacock. Smoke and flames billow from the ground floor as the restaurant's patrons stream out.

ADVENTURE: The fire spreads throughout the building in five rounds. Tenants on the upper floors rush down the fire escapes or run up to the roof and drop to the top of the Antique Emporium. The Peacock's owner, Do Chi Chan, is yelling at the police. "This would not happen if the fire station was not closed. This would not happen if the police caught hoodlums like White Dragon." As soon as he mentions White Dragon, he catches himself and says no more.

Chan's wife, meanwhile, is searching the crowd for her youngest child, Lalu. She fears the girl is still in the building, in her bedroom on the second floor. She begs the hero to find her child.

The restaurant's customers escaped without injury, but the fire inflicts Good damage to anyone remaining on the first floor each round. Before the upper floors are consumed in flames, there is danger from smoke and weakened floors. There is a 10% chance any area entered will give way, dropping anyone standing there to the floor below (Agility FEAT roll to avoid). For every round after the third, everyone inside the building, must make an Endurance FEAT roll or suffer from smoke inhalation. Shift all abilities left three as a result. If the hero does not leave the building by the second round after failing an Endurance FEAT roll, he or she falls unconscious and is pulled from the building by fire fighters, who arrive in the fifth round after the explosion.

Lalu Chan is hiding in her room on the second floor. She saw White Dragon and his men break in from the fire escape and has heard her father call him a bad man. If the hero calls the child's name, Lalu responds only if the hero is well known (Popularity of 20 or higher). Otherwise, the hero hears the child's whimper when he is within one area of the room.

The hero can snuff out the flames using any fire fighting equipment capable of handling fires of Excellent or better rank. The hero can douse the flames in only one area each round. The hero can save the entire building by dumping a water tower on the blaze. This quenches the flames but delivers Good damage to anyone in the building.

If the hero moves within one area of the Sun Industries Building at roof height, the hero sees a shadowy form by the roof access. White Dragon is admiring his handiwork.

AFTERMATH: If the hero rescues Lalu, she tells him about the "bad dragon man" who set the blaze. If the hero does not rescue her by round six, the fire fighters locate her. She is suffering from smoke inhalation and recovers later to tell of the "bad dragon man."

Mr. Chan is not willing to talk to outsiders, despite the threat to his restaurant. If the hero speaks Chinese, Chan's guard will drop enough for him to say that he was threatened by White Dragon, who may be responsible. Chan definitely comes forward with this information if the hero saves Lalu.

Should White Dragon escape, a similar fire starts three days later at Ling Furniture Refinishers. Word is out on the street that something like this is coming, and White Dragon remains on the scene to make sure the blaze is successful.

KARMA:

Rescuing Lalu	+ 50
Putting out either fire	+ 30
Capturing White Dragon	+ 30

Encounter 2: Dragon's Glance

SUMMARY: A real, live dragon has been spotted in the city.

SET-UP: The hero is in the vicinity of the Kaulthco Paper Company when a dark shape blocks out the sun. The huge form of a winged reptile settles down atop the warehouse. A long tongue of flame erupts from the creature's mouth, setting the building on fire.

ADVENTURE: The creature is a dragon from an alternate dimension, brought into this world as the unintentional byproduct of some fledgling magician's spellcasting. The dragon's home is hotter than New York, and she is setting fires just to keep warm.

The Dragon's statistics are:

F	A	S	E	R	I	P
Ex	In	Mn	Un	Gd	Ex	Ex
Health: 235						

She has the following abilities:

Body armor of Amazing rank

Flies up to eight areas per round

Breathes fire for Remarkable damage at a four area range

Charms those that meet her gaze

The ability to charm is a survival trait on the dragon's home plane. Any creature that meets her gaze must make a green Psyche FEAT roll or come under the dragon's control. Those under the dragon's control will protect the dragon at all costs, even if this means attacking friends and allies. The dragon does not give orders to those affected and will ignore the charmed heroes. The effects of this gaze last one day.

The dragon torches the warehouse, enjoying the flames for five rounds (Good damage to those not protected). Then, she moves

east to the Brand Warehouse and repeats the process. Her journey takes her south through the fire station, town houses, and school, setting all on fire as she passes. The dragon then settles in the park and sets the trees alight as well.

The ability of the dragon to charm makes this an excellent adventure for multiple heroes. The dragon is a large target and heroes can be turned against their fellows. If all the heroes are charmed, another super-team must try to drive the dragon off (X-MEN™, Avengers, Fantastic Four, etc.). Any heroes charmed by the dragon will fight these heroes.

AFTERMATH: Any character capable of wielding magic at Amazing level or higher is able to create a rift in the multiversal fabric large enough to put the dragon back where she belongs. The dragon returns home automatically if she falls to 0 Health and is knocked unconscious.

The dragon hates cold, and a concentrated attack of cold will drive her off. The dragon tries to escape to the south and, if successful, will plague the Bahamas two weeks later.

KARMA:

Sending the dragon back to her own dimension	+ 50
Chasing the dragon away from New York	+ 20
Putting out fires	+ 10
Defeating a charmed super-hero	+ 10
Being charmed by the dragon	-20

Encounter 3: The Creatures from Zebulon!

SUMMARY: Intergalactic tourists are wreaking havoc on the city's populace. Play this catastrophe for laughs. The image of costumed crime fighters versus smiling, reptilian tourists conjures up the proper picture.

SET-UP: The hero is in the vicinity of a television set somewhere in the city. A popular soap opera is interrupted by a live news report. A flying saucer has landed in Rathbone Park. An on-the-scene minicam shows the spaceship discharging a small horde of lizard men wearing spacesuits and carrying what appear to be ray guns. One of the aliens points its ray gun at the crowd. There is a flash, and several hundred people collapse to the ground. The valiant reporter and camera operator remain at their posts when the rest of the curiosity seekers panic and run. Suddenly, an alien enters the camera's range and levels his ray gun. There is a flash, then all contact is lost.

ADVENTURE: The scene on the television appears to be an all-out invasion by lizard-like aliens wearing spacesuits and carrying deadly ray guns. Actually, the aliens are well-meaning, intergalactic tourists. Their ray

guns are cameras, but these cameras have a nasty side effect. Their flash shorts out the human nervous system for 11-20 rounds. Heroes must make an Endurance FEAT roll to avoid being knocked out. The aliens do not understand that they are causing any trouble. They think the way Earth people collapse when their pictures are taken is a peculiar custom of the planet.

The alien's statistics are:

F A S E R I P
Rm Rm Am Am Gd Gd Ex
Health: 140

The aliens' space suits provide Remarkable protection from damage. As soon as an alien takes any damage, it is immediately teleported back into the ship and healed in three rounds, then returns to the street. Similarly, if a camera (made of Remarkable material) is damaged, its owner blips back to the ship for a new one.

Costumed heroes attract the attention of the Zebulons, who want to take lots of pictures of the colorful natives.

The ship is protected by an Unearthly, broad-range force field that opens only to let an alien out. The ship is commanded by Zeb of the Zebulons, who has the title of "tour guide."

There are 50 aliens wandering around the city taking pictures. They speak no known languages. Drivers are collapsing at the wheel, and pedestrians lie in the middle of the street. A mother has collapsed, and her baby is rolling toward traffic in its carriage. All over the city, the disastrous results of alien photography endanger life and well-being.

AFTERMATH: The aliens cannot be reached telepathically. Unless the hero is able to locate a universal translator, he is going to have a tough time convincing the natives of Zebulon that they are creating problems. Zebulons think humans are "cute." Once Zeb of the Zebulons is aware of the problem, he will send the recall signal, collect his tour group, and take off.

If communication is not established, the aliens will continue to create havoc until 25 of them have been injured and sent back to the ship. At this point, an alarm sounds and every alien teleports back to the ship, which rockets into space.

The ship leaves behind a 2-foot-diameter metal sphere. The sphere is easily opened and contains duplicate prints of all the pictures the Zebulons took while in New York.

KARMA:

Each unconscious person rescued	
from a dangerous situation	+ 30
Figuring out the aliens mean no harm	+ 10
Making the aliens leave	+ 20
Making the aliens understand that	
they are creating a problem	+ 50

Encounter 4: A Plague of Villains

SUMMARY: The cure for a deadly virus has been found, and everyone wants it.

SET-UP: The hero is in the vicinity of 7th and Harrison when he spots a man staggering out of the subway entrance. The man is dressed in an open white lab coat, but there is a large red stain on his shirt.

ADVENTURE: The man collapses at the hero's feet (even if the hero is in secret identity—it's one of those things that happen to heroes). The man gasps "HYDRA...disease...cure...bottle...Take to Doc Tech...bridge...HYDRA...hand..." His eyes shut and he slumps to the pavement, dead of a chest wound. There is nothing the hero could have done for him (no Karma loss).

Inside the man's coat is a badge identifying him as Morton Groves, a S.H.I.E.L.D.™ lab technician. Also inside the pocket is a tightly stoppered, unbreakable vial of cherry-red liquid. This is the cure to a nasty virus created by the Hand, stolen by HYDRA, then stolen from them by Groves for S.H.I.E.L.D. (got that?). The Hand caught up with Groves in the subway, and HYDRA is close behind.

While mulling over the dead technician's final words, the hero notices five suspicious figures in trenchcoats moving toward the subway entrance. These five are agents of HYDRA, intent on recapturing the formula before it gets into the right hands. They have normal HYDRA statistics and are armed with stun-clubs (billy clubs that discharge an electric shock on impact, delivering Good electrical damage in addition to regular club damage). They try to pummel the hero into unconsciousness and recover the formula. If the hero defeats the five agents, a sixth agent opens fire with a rifle from the northwest corner of the Key Building.

If the hero heads for Doc Tech Labs on foot, he or she is soon approached from behind by a limousine. It pulls alongside, and a rear window rolls down. From within, the crimelord called the Rose offers the hero a lift. If the hero gets into the limo, the Rose offers money, power, and a place in his organization if the hero turns over the vial. If the hero accepts, the Rose takes the vial and tries to desert the hero at the first opportunity. If the hero refuses the offer, Rose drops him off at the corner of 6th and Garfield.

As the hero moves north, he or she can (at the Judge's option) be jumped by a supervillain intent on capturing the vial for the Maggia. The villain has a detector keyed to radioactive elements in the vial and will attack whether the hero is on foot, flying, or in a taxi. Any professional criminal is useful for this attack, including Blacklash, Boomerang, Vulture, Batroc, Cyclone, Electro, and Jack O'Lantern. If there are multiple heroes or the hero is rather powerful and unhurt, use multiple villains. The attack takes place as the hero crosses 9th Avenue.

Upon reaching 10th Avenue, the hero catches a glimpse of figures moving in the shadows (Intuition FEAT roll to confirm). These are 12 members of the Hand. They are armed with blades and shurikens coated with the deadly virus, which causes immediate loss of three ranks, then the loss of one rank each six rounds until all abilities are Feeble, at which point death occurs. They play for keeps. If the Hand is too much for the hero, he can be rescued (in the nick of time) by four S.H.I.E.L.D. agents with automatic rifles.

AFTERMATH: If the hero makes it to the lab, he finds four S.H.I.E.L.D. agents, Doc Tech (who is not a super-hero), and two other researchers (including Dr. Campbell from Robbery Encounter 1). These men have been desperately waiting for Groves to arrive with the vial so they may begin culturing the anti-virus formula.

The anti-virus takes ten rounds to culture. During this time the lab can be attacked by 10 more HYDRA agents with automatic weapons in a last ditch attempt to regain the formula. (The Judge should use discretion and not run this attack if the hero is really banged up.) Let the hero run the S.H.I.E.L.D. agents. Their statistics are:

F A S E R I P
Gd Ty Ty Gd Ty Ty Ty
Health: 32; Karma: 18

After the cure is duplicated, it must be divided and delivered to various parts of the city for safekeeping. Doc Tech asks the hero to deliver one package to St. Arbogast Hospital. The hero can be jumped by another villain anywhere en route, or the Judge can drive the player wild with innocent occurrences: shadows in the alley, an ordinary mugging, a man in a trenchcoat walking a dog, etc.

KARMA:

Each HYDRA agent defeated	+ 20
Defeating other villains	As listed
	in other adventures
Getting the vial to Doc Tech	+ 100
Failing to get the vial there	-100
Getting the vial to St. Arbogast	
Hospital	+ 20

Burglaries

Encounter 1: Birds of a Feather—Rob Together

SUMMARY: The VULTURIONS™ are burglarizing the Manchester Hotel.

SET-UP: The hero is in the vicinity of the Manchester Hotel. Sawhorses are being put up to keep back the crowd that has gathered outside the hotel entrance. A rumor passing through the crowd says there has been a bomb threat, supposedly on the top floor. A few winged shapes fly about the upper stories.

The hero, if airborne, will see four flying figures, dressed in reds and yellows, enter the top floor of the Manchester Hotel.

ADVENTURE: Honcho of the Vulturions has called in the bomb threat to clear the building so he and his fellow flying felons can blow the safes in the luxury apartments and escape through the air.

If the hero cannot fly or scale sheer surfaces, the top floor can be reached by the elevator or stairs. The hero must get past two security guards in the lobby. If the hero explains why he wants to investigate and makes a successful Popularity FEAT roll, one guard will accompany the hero to the 11th floor, while the other remains below to aid the police. The first security guard will help the hero as much as possible. Her statistics are:

F	A	S	E	R	I	P
Gd	Gd	Ty	Gd	Ty	Gd	Pr
Health: 36						

On the 11th floor, each Vulturion is in a different suite, looting its wall safe, when the hero (and possibly a guard) arrive. The Vulturions are concentrating on jewelry, cash, and other easily pawned items. If the hero comes up the elevator, the Vulturion in the nearest apartment is alerted and waiting in ambush. The Vulturions try to neutralize the hero as soon as possible or escape with as much of the valuables as possible. They work together as a team and try to draw the battle to the roof or outside where they stand a better chance.

AFTERMATH: Should the Vulturions defeat the hero, they leave the hero behind but make his defeat known (count as a public defeat).

KARMA:

Preventing the Vulturions from stealing anything	+ 15
Each Vulturion captured	+ 30
Destroying apartments or hotel	-25

Encounter 2: Night's Work

SUMMARY: The hero comes upon a group of ordinary robbers breaking into a store. Run this encounter at night.

SET-UP: The hero is near the alley behind Schweinenger's Furs. An alarm goes off from the store. Behind the store, a group of men are

quickly loading furs into a truck. The man at the wheel of the truck is urging them on.

ADVENTURE: The wheelman's attention is on his comrades and their haul. Shift left two columns for any Intuition FEAT rolls he makes to notice the hero. His three friends are busy loading furs. The wheelman has a handgun, but the other three have only lead pipes. All have thug statistics.

AFTERMATH: This is the easiest and quickest of burglaries that a hero can interrupt, and can be modified easily at the Judge's option. The Judge can change the locale, add more robbers, increase their weaponry, or even have them act as agents for an on-site or behind-the-scenes villain.

KARMA:

Stopping the burglary	+ 10
Each thug captured	+ 10

Encounter 3: High Technology

SUMMARY: STILTMAN™ is stealing experimental electronics. Run this encounter at night.

SET-UP: The hero is walking down 9th Avenue and sees the high-rise form of Stilt-Man striding toward the Museum of Science and Natural History.

ADVENTURE: The museum is currently hosting an exhibition on robots and power suits, including displays of equipment from Stane International. Stilt-Man wants these items to further increase his power.

The exhibition is on the fifth floor of the museum, so Stilt-Man breaks in through the roof, taking one round to circumvent any alarms. He then spends three rounds sucking up diodes and microchips with his power vacuum, and another three rounds in robbing the rare gem exhibit nearby. He then walks out, heading south. If he makes it off the south edge of the map, he has escaped.

The hero can intercept Stilt-Man before he reaches the museum, follow him through the roof, or enter through the front door after getting past a sleepy security guard. Stilt-Man wants the microchips badly and will not retreat in the face of greater opposition until he has them.

AFTERMATH: Several warrants are pending for Stilt-Man's arrest, so the hero is justified in tackling him early. If Stilt-Man defeats the hero, he will leave him behind.

KARMA:

Preventing theft of museum property	+ 20
Capturing Stilt-Man	+ 40
Destruction of museum property	-25

Encounter 4: Crocodile Rock

SUMMARY: The PROWLER™ has broken into Mardon House publishers from the sewers. He has, however, bit off more than he can chew.

SET-UP: The hero is in the vicinity of Mardon House on Arthur Street. A number of police cars are gathered at the door. Detective Skidmore (11th Precinct) is talking to one of the employees out front. The employee says that earlier in the evening he heard a loud clawing noise from the basement. He investigated and found a huge hole in the basement floor and the stench of the sewers in the air. Their suspicions aroused, employees searched the building and discovered that a new manuscript, an unauthorized biography of rock star Lila Cheney, was missing.

ADVENTURE: Detective Skidmore is relatively tolerant of superpowered characters and has no objections to help from the hero. The basement is, indeed, marred by a huge hole, as if dug by some mighty mole. If the hero investigates the basement, only the hero will hear a small voice crying for help from deep in the hole.

The voice is that of "Red," the Prowler, who had burrowed into Mardon House to steal the controversial manuscript for a less-reputable publisher. Getting in was no problem, but on the way out the Prowler encountered the famed New York City sewer alligators (statistics on page 30 of the *Campaign Book*).

If the hero follows the cries for help, he or she will find Red five areas away underground, surrounded by five alligators and attempting to defend himself. The Prowler is definitely panicked. He has dropped the manuscript at his feet. The alligators' hostility is heightened by the Prowler's panic. They will attack any character in their area, including the hero and any police officers that accompany him.

AFTERMATH: If the alligators are defeated or driven off, Red surrenders himself and the book to the hero. The manuscript is wrapped in a watertight bag, but the bag came open when the Prowler dropped it, and the manuscript is ruined. This is not the hero's fault, though the publisher will try to blame the hero anyway.

KARMA:

Capturing the Prowler	+ 40
Each alligator defeated	+ 20

NEW YORK, NEW YORK

Character Book

Jeff Grubb and Kate Novak

MARVEL SUPER HEROES™

How to Use the Roster Booklet

This booklet contains the statistics and abilities of the MARVEL SUPER VILLAINS™ found in the *New York, New York* campaign accessory. This roster also highlights some of the good guys you'll encounter in these adventures (including a certain favorite wall-crawler). The abilities of some heroes and villains used in *New York, New York*, such as CAPTAIN AMERICA™ and the SCORPION™, can be found in the MARVEL SUPER HEROES™ Game, but all others are listed here.

Each entry contains the following information:

VILLAIN'S NAME

Identity, if known

Title or job

Ability ranks and variable abilities

Powers and talents

Modus Operandi

The villain's entry name is the "nom du crime," the handle gone by when committing his or her particular speciality. This name usually reflects the powers and mystery of the villain. No one gives Maxwell Dillon the time of day, but the crowds part before his costumed alter ego, the mighty ELECTRO™!

A villain's secret identity is given when it has been revealed in the MARVEL UNIVERSE™. If a character's true name is not yet known, the notation "Real name unrevealed" is used.

Most of the villains are criminals of one sort or another. *Professional criminals* are types who are out for themselves and their own personal enrichment. *Criminal mercenaries* work for hire, usually for powerful criminal organizations. They forfeit a large portion of what they steal, but gain the protection and legal services of the corporation. *Criminal organizations* are groups of like-minded criminals, such as HYDRA™ or the HAND™, dedicated to a nefarious purpose. *Criminal masterminds* are like spiders, sitting at



the centers of their webs while others do their dirty work for them.

Ability ranks and variable abilities are defined in the MARVEL SUPER HEROES™ Game, with the exception of negative Popularity. Popularity usually defines how well liked the hero is, and how willingly an average citizen will do a favor for the hero. Negative Popularity is a reflection of how feared a villain is. It is his evil reputation, the chance that others will do his bidding out of fear rather than respect. Within the game, negative Popularity has the same effect as normal Popularity, but an individual who is cooperating out of fear will attempt to escape from the situation as soon as possible.

Powers and talents are tailored to the individual villain—those with similar powers are not always handled in the same fashion. This is because they are individuals, not clones

from some machine (well, not in most cases).

The Modus Operandi section gives the villain's background (where possible) and information on the villain's personal goals and morals. Some villains have a moral code that frowns on hurting innocents; others think nothing of endangering a city to achieve their nefarious ends. Some are motivated by greed, some by a desire for recognition, some by vengeance, and some by a lack of mental health. Running villains in a unique way makes encounters fun and true to the spirit of the Marvel Universe.

Here, then, are a few of the important and less-important denizens of the city that houses the Great White Way. A few heroes are mentioned within, including SPIDER-MAN™ and POWER PACK™, but the Big Apple has plenty of worms as well. That's New York.

It's a heckuva town.

Credits:

Designed by Kate Novak and Jeff Grubb

Edited by Barbara Deer

Layout by Dennis Kauth

Cover by Ron Frenz and Josef Rubenstein

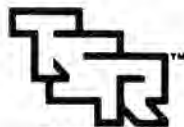
Colored by Jeff Butler

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Special thanks from the designers to Rogue the Wonder-Cat for not shedding on the disk drive.



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BATROC™ THE LEAPER

Georges Batroc
Mercenary

Fighting: INCREDIBLE
Agility: REMARKABLE
Strength: GOOD
Endurance: EXCELLENT
Reason: GOOD
Intuition: EXCELLENT
Psyche: GOOD

Health: 100
Karma: 40
Resources: GOOD
Popularity: -5

Known Powers:

MARTIAL ARTS. Batroc is a master of the French martial art of savate, or kick-boxing. In addition to being able to stun and slam opponents larger than himself, Batroc can use his feet as lethal weapons, dealing up to Excellent damage in a single attack.

LEAPING AND TUMBLING. Batroc has trained himself in gymnastics to Olympic levels and is capable of leaping over a two-story building in a single bound. In addition, if he lands on his feet (makes a successful Agility FEAT roll) when slammed or thrown, any further adverse effect is negated.

Modus Operandi: Batroc learned his fighting skills while serving in the French Foreign Legion. Since that time, he has served as a spe-

cial mercenary for hire, willing to steal or smuggle for any price. Batroc is a man of honor, however, and will not willingly take another's life, preferring to defeat his opposition on the field of combat. On several occasions while on a mission, Batroc has run afoul of Captain America, and regards the American "Captaine" as a personal challenge. He has assembled other mercenaries under his leadership from time to time, calling them "Batroc's Brigade." Two of his most recent allies are Machete and Zaran.

MACHETE™

Real name unrevealed
Mercenary

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

Health: 90
Karma: 22
Resources: TYPICAL
Popularity: 0

Known Powers:

MASTER OF KNIVES. Machete is a master with swords, daggers, and the machete, his namesake. He makes all attacks with these weapons at the Incredible level.

WEAPONS. Machete carries eight to ten blades on him at all times, including a mix of throwing daggers and swords, with two machetes bound across his back.

GAUNTLETS. The palms of Machete's gloves contain powerful directional electromagnets. He can use them to retrieve any object weighing up to 200 pounds (up to one area away). These gloves are especially useful in the unlikely event he is disarmed. The magnets pull with Excellent strength.

Modus Operandi: Machete's goal is to raise enough money to fund a successful revolution in his native South American country. Considering himself the potential liberator of his people, Machete regards the authority figures of wealthier nations with disdain.

ZARAN™

Real name unrevealed
Mercenary

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

Health: 100
Karma: 30
Resources: GOOD
Popularity: 0

Known Powers:

WEAPONS MASTER. Zaran is an expert with melee weapons and receives a one-column shift to the right to hit with any weapon he uses, in addition to any other shifts.

MARTIAL ARTS. Owing to his extensive training, Zaran can stun and slam opponents of higher Endurance rank than his Strength.

Modus Operandi: A native of Great Britain, Zaran is an old foe of SHANG-CHI™, master of the martial arts. After Shang-Chi's retirement and subsequent disappearance, Zaran has devoted his talents to other mercenary operations. He has found a replacement for his former nemesis in the hero known as Captain America.



BLACKLASH™

Mark Scarlotti
Professional criminal

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

Health: 80
Karma: 34
Resources: TYPICAL
Popularity: -8

Known Powers:

BODY ARMOR. Blacklash wears a steel mesh body suit that provides Good protection from physical damage and Excellent protection from electrical damage.

WHIPS. Blacklash's main arsenal consists of a pair of cybernetically controlled whips. The pair are stored in hidden sheaths in Blacklash's gloves, and have the following capabilities:

1. The whips may be wielded by Blacklash with Incredible ability, inflicting Remarkable slugfest damage at a range of one area.
2. The whips may be spun to provide Excellent protection for Blacklash and those with him from bullets and other missile weapons. Missiles that inflict greater than Excellent damage pass through the spinning whips and inflict full damage.
3. Each whip may be shortened to become a

nunchaku (an oriental weapon) in close combat. Each nunchaku inflicts Excellent damage, and Blacklash may wield two of them at once.

4. A whip may be elongated and stiffened to form a vaulting pole, allowing Blacklash to land on the roof of a one-story building.

5. If a whip is grabbed or securely wrapped around a target, the whip may be detached from its handle. A concussion device in the whip is then activated and explodes the next round, inflicting Incredible damage to the target and Excellent slugfest damage to all in the same area.

OTHER WEAPONS. In addition to his whips, Blacklash often carries a gravity bolo. Any character hit with this bolo must make a yellow Endurance FEAT roll or be dragged to the ground that round and held as if by Amazing Strength. Blacklash also carries a necro-lash, a whip that allows him to channel electricity from a power supply in its handle to his target for Amazing damage each round the target is entangled.

Modus Operandi: Scarlotti was an engineer who used his technical abilities to construct weapons for the MAGGIA™, including the whips which are now his trademark. First as Whiplash, then as Blacklash, Scarlotti operated as an enforcer and hit man. After several defeats at the hands of IRON MAN™ and Spider-Man, the Maggia denied further contracts to Scarlotti. Scarlotti desires to be accepted by the Maggia once again; he is in an unbalanced mental state, prone to fits of violence.



BOOMERANG™

Fred Myers
Freelance assassin

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

Health: 80
Karma: 26
Resources: GOOD
Popularity: -5

Known Powers:

BOOMERANGS. Myers carries up to seven specialized boomerangs on his suit when going on a mission. He tosses them with Incredible Agility, at a range of four areas, and can cause them to bend around corners or circle around in one area. Typical 'rangs used are:

Shatterangs: Explode for Amazing damage in a single area.

Gasarangs: Pump Monstrous-potency tear gas into a single area.

Razorangs: Are made of Incredible material, allowing them to cut through steel and inflict Remarkable Hack & Slash damage.

Bladerangs: Similar to razorangs, but inflict Incredible Hack & Slash damage. They have no effect on Good or better materials.

Screamerangs: Inflict Excellent sonic damage in a single area each round they are in the air.

Those affected must make an Endurance FEAT roll or take Excellent damage.

Gravityrang: Attaches when it hits, creating a localized gravity field in which Incredible Strength is required to move.

Reflexrangs: Solid, weighted boomerangs. If a bull's-eye is scored with a reflexrang, it hits a critical pressure point if the target is animate. The target must make an Agility FEAT roll or topple, then an Endurance FEAT roll or be knocked out.

BOOT JETS. Myers's boots contain powerful jets that allow him to fly six areas per round. Used as a weapon against an opponent in the same area, the boots inflict Remarkable slugfest damage.

Modus Operandi: Formerly a corrupt baseball pitcher, Myers was recruited by the SECRET EMPIRE™, which provided him with special equipment to take on the HULK™. With the failure of the empire, Myers returned to his native Australia and developed his skills with the boomerang. Returning to the States and equipped by JUSTIN HAMMER™ with new weaponry, Boomerang became a freelance assassin, billing himself as "the killer who keeps coming back." Myers has no qualms about massive destruction or loss of life. A large percentage of his earnings is diverted into building more 'rangs, which are used up at a rapid rate.



CYCLONE™

Real name unrevealed
Criminal mercenary

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

Health: 46
Karma: 26
Resources: GOOD
Popularity: -5

Known Powers:

WIND CONTROL. Cyclone's suit gives him the power to control air patterns and wind at Amazing level, up to one area away in all directions. This power grants him the following abilities:

1. Cyclone can fly eight areas per round.
2. He can disrupt other flying and gliding figures. Flying characters must make an Agility FEAT roll (red if Agility is less than Amazing, yellow if Agility is Amazing, green if Agility is greater than Amazing). Gliding characters must always make a red FEAT roll. Failure indicates the target is buffeted by the winds at Cyclone's bidding.
3. Cyclone can lift characters and objects into the air. Characters so affected must make the more difficult of a Strength or Agility FEAT roll to remain on the ground. Wall-crawling or adhesive powers may also be used to avoid being lifted by Cyclone.

4. Characters lifted into the air suffer a slugfest attack at the Amazing rank from being buffeted about. Cyclone can inflict up to Remarkable damage in this fashion, and characters that are airborne can be slammed or stunned by the effects of the whirlwind. Characters on the ground may take up to Excellent damage from the winds and flying debris, but cannot be stunned or slammed in this fashion if their Endurance is greater than Excellent.

5. Cyclone's attack affects all characters in range. Damage can be up to Remarkable (Excellent for grounded characters), but must be constant for all within the whirlwind. Cyclone is unaffected by his own whirlwind.

6. Cyclone can create a small vacuum, suitable for affecting a single target. The victim must make an Endurance FEAT roll (red if Endurance is less than Amazing, yellow if equal, green if greater) or be rendered unconscious. The victim's Health is reduced to 0 if unconscious. A character may die under this attack.

Modus Operandi: Cyclone is a native of France and developed the wind-controlling suit for the European branch of the Maggia. He has often operated as a freelance criminal in the pay of the Maggia and served as bodyguard for that group's reigning hierarchy. While Cyclone has undoubtedly matched wits with Interpol and superpowered heroes on the continent, he has also fought Spider-Man and MOON KNIGHT™. Cyclone is proud and boastful but not as brash and honor-bound as his countryman Batroc. Cyclone has no concern for human life and will gladly kill to keep the Maggia's secrets.

ELECTRO™

Maxwell Dillon
Professional criminal

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

Health: 100
Karma: 36
Resources: TYPICAL
Popularity: -12

Known Powers:

ELECTRICAL BOLTS. Electro can fire lightning bolts from his fingertips at a range of five areas with Remarkable Agility. These bolts inflict up to Incredible damage to grounded targets. Targets that are not grounded (airborne or insulated by nonconductive material) suffer only Good damage. Those targets Electro actually touches (wrestling hold) may take up to Monstrous damage.

RESISTANCES. Electro has Unearthly resistance to electrical damage and Excellent resistance to damage by other forms of energy.

MOVEMENT. By riding lines of electrical potential, Electro can move up to six areas a round. For game purposes, such lines can be considered any non-park area in the city. He may climb the sides of

buildings in this fashion, but normally stays no more than a foot away from the power source.

ELECTRICAL OVERRIDE. Electro can use his electrical powers to override the control of equipment, including computers, alarm systems, and robots without proper shielding. He does this at the Amazing level and can either take control or inflict Amazing damage to the target. Electrically based items with an Endurance (such as robots) must make a green Endurance FEAT roll to avoid the control or damage.

Modus Operandi: Max Dillon gained his powers in a freak electrical accident while a lineman for Consolidated Edison. Thinking to turn his new-found powers to a profit, Max fashioned his costume and dubbed himself Electro. He has since operated as a freelance criminal and has fought Spider-Man, FALCON™, Captain America, and the FANTASTIC FOUR™ on different occasions. Dillon holds a long-standing grudge against those that have defeated him in the past and placed him in the care of PROJECT PEGASUS™, a government energy program. Much of his time on the loose has been spent on vendettas against his former foes. Dillon's actions are powered by this insane hatred and an equally insane fear that he will be taken back into custody and turned over to the experimental labs of Project Pegasus.



ENFORCERS™

Criminal band

The Enforcers are a group of moderately powerful criminals who operate as a team to extort money from shop owners in exchange for "protection." As a team, they have in the past worked for the BIG MAN™ and KINGPIN™ as hired muscle. The original team consisted of OX™, FANCY DAN™, and MONTANA™. The original Ox has since perished and has been replaced by a second Ox of similar appearance and abilities. The team has recently been expanded to include SNAKE MARSTON™ and HAMMER HARRISON™.

MONTANA™

Real name unrevealed
Professional criminal

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

Health: 46
Karma: 22
Resources: GOOD
Popularity: -5

Montana is master of the lariat. He can cast his steel-fiber lasso (Remarkable material) up to three areas away to trap a single opponent. A hit indicates the lasso has snared some part of his target. Montana can then reel the target in (even a stronger target, if surprised). In any event, the lariat will prevent Montana's victim from escaping or using physical powers fully in combat (shift left one column on all FEAT rolls and attacks).

FANCY DAN™

Real name unrevealed
Professional criminal

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

Health: 46
Karma: 22
Resources: GOOD
Popularity: -5

This diminutive member of the Enforcers is a master of martial arts. He can stun and slam characters larger than he and of higher Endurance than his Strength. He can tear through material of up to Remarkable rank with his bare hands in a single round.

OX™

Real name unrevealed
Professional criminal

Fighting: REMARKABLE
Agility: TYPICAL
Strength: REMARKABLE

Endurance: EXCELLENT
Reason: POOR
Intuition: POOR
Psyche: POOR

Health: 86
Karma: 12
Resources: TYPICAL
Popularity: -6

This second Ox is a replacement for the original Ox, who perished in combat with DAREDEVIL™. Like their namesake, both men who have taken the name Ox have been extremely large and powerful, though not very bright. Ox tends to let Montana and Fancy Dan do his thinking for him and is very protective of his smaller allies.

SNAKE MARSTON™

Real name unrevealed
Professional criminal

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

Health: 40
Karma: 18
Resources: TYPICAL
Popularity: 0

The long, lanky Snake is a master contortionist. He uses this ability to great effect in combat,

tying up an opponent while his partner Hammer pounds away. Shift Snake two columns to the right to hit (but not damage) when grappling and escaping. Those grappled cannot make attacks other than to try to escape Snake's grip.

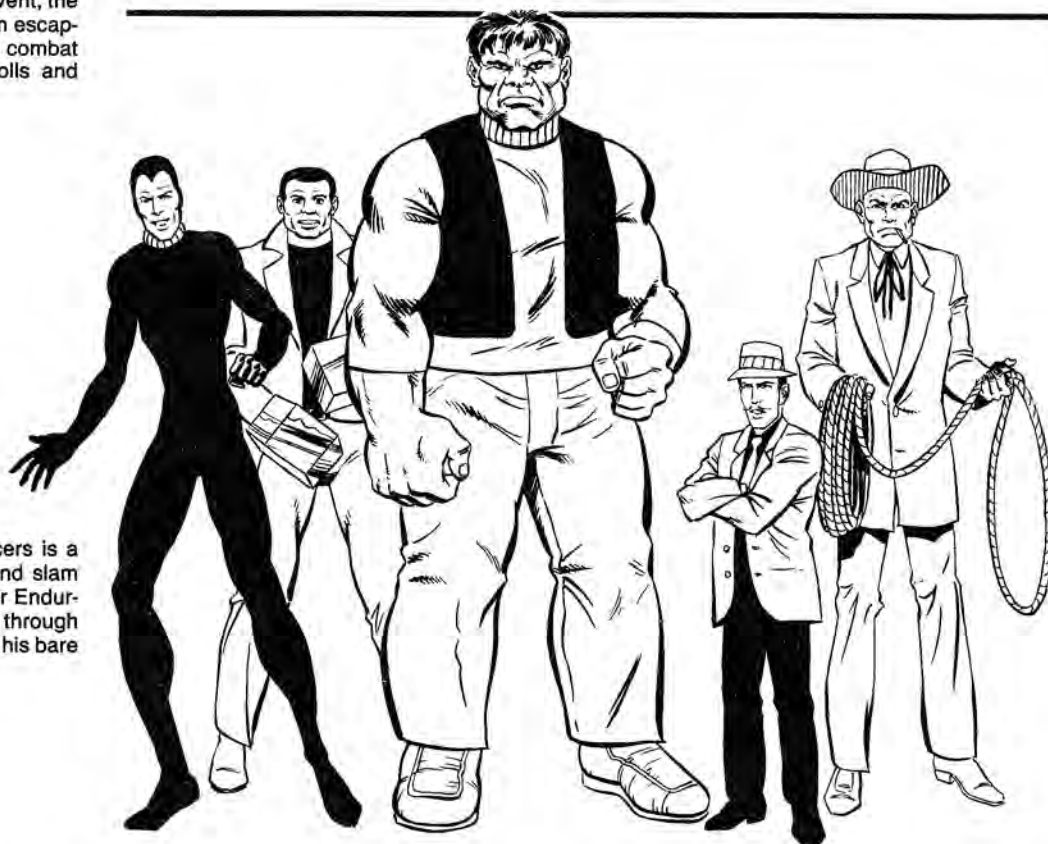
HAMMER HARRISON™

Real name unrevealed
Professional criminal

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

Health: 46
Karma: 26
Resources: TYPICAL
Popularity: 0

Hammer takes his name from the pair of steel-plated gloves he wears. Hammer strikes with Remarkable Fighting ability for Excellent damage and can stun or slam opponents of up to Amazing Endurance. Hammer and Snake are recent additions to the Enforcers. They will go to each other's aid before helping the other members of the gang much as Ox, Fancy Dan, and Montana would rather help each other than the new additions to the team.





FLYING TIGER™

Real name unrevealed
Criminal mercenary

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

Health: 100
Karma: 18
Resources: GOOD
Popularity: -3

Known Powers:

BODY ARMOR. Flying Tiger wears a padded battlesuit that provides Incredible protection from physical damage and Remarkable resistance to electrical and energy attacks. The battlesuit covers the entire body, with the exception of the mouth, and gives Flying Tiger his name.

FLIGHT. Flying Tiger can fly 10 areas per round by means of powerful jet-boots. He may carry up to 300 pounds without adversely affecting his flight. Carrying 300-600 pounds cuts his flight speed in half. Flying Tiger cannot fly if he tries to carry more than 600 pounds.

CLAWS. The paws of the tiger battlesuit are tipped with claws made of Incredible-strength material. Flying Tiger attacks on the Hack &

Slash column in close combat when using his claws, or may attack for slugfest damage.

NIGHTVISION. The eyes of the tiger battlesuit are infrared lenses, allowing Flying Tiger to see in the dark as if it were day.

Modus Operandi: Flying Tiger originally appeared on the American West Coast in the employ of Nguyen Ngoc Coy, a rising underworld figure in San Francisco. Little is known of Tiger's background except that he has, in the past, played professional sports. Flying Tiger acts as an enforcer and mercenary in Nguyen's employ and has been sold to the highest bidder as an assassin and bodyguard. Flying Tiger has claws but prefers to charge his opponents in flight, inflicting up to Amazing damage. He has, in the past, battled the first SPIDER-WOMAN™ and the second Iron Man. Tiger prefers bullying small fry but has no compunction against attempting to take out superpowered foes.

GYPSY MOTH™

Sybil Dvorak
Cult leader

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

Health: 42
Karma: 36
Resources: REMARKABLE
Popularity: 12

Known Powers:

PSYCHOKINESIS. Gypsy Moth is a mutant with the power to manipulate materials by mental command. She has a preference for manipulating "soft" materials, such as organic tissue and fabric, as opposed to "hard" inorganic ones. Gypsy Moth can manipulate nonliving material at Monstrous level, though she only willingly affects materials of up to Remarkable rank. This is sufficient, in most cases, to cause a hero's costume and hair to constrict or bind (treat as a wrestling hold at the clothing's material rank, maximum of Remarkable). Gypsy Moth can also affect organic material, causing muscles to cramp or skin to break. She must make a Psyche FEAT roll to do this; if she is successful, her victim must make an Endurance FEAT roll or suffer up to Remarkable damage

(also check for stun if applicable). Her powers are effective within a one area range.

FLIGHT. The maximum amount Gypsy Moth can presently lift is 120 pounds. Because she weighs less than this limit, she can use her psychokinetic powers to lift herself aloft, allowing her to move a maximum of four areas per round. She cannot carry significantly more than her weight. The wings of the Gypsy Moth are purely ornamental, usually constructed on the spot from available materials. If she is standing on a well-supported, flat surface, she can levitate others, up to 120 pounds.

Modus Operandi: Sybil Dvorak is a Rumanian mutant. She was raised by Gypsies and brought to California by a rich American actor who was enamored of her. Following the actor's death from a heart ailment, Sybil used her inheritance to found a hedonistic cult. She often has her servants steal for her. Usually those thefts are of shiny baubles, soft furs, and rare organic substances such as peacock feathers. Dvorak's use of her powers is limited by her desire to be surrounded in softness, to the point that she does not wish to be touched herself and will react violently if touched or attacked. Gypsy Moth has, in the past, confronted and battled the original Spider-Woman, but the two later cooperated to defeat menaces they had in common.



HAND™

Criminal organization
(Typical member)

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

Health: 60
Karma: 46
Resources: EXCELLENT
Popularity: -10

Known Powers:

MARTIAL ARTS. All members of the Hand are trained in the use of martial arts. They may slam and stun individuals who have a higher Endurance than the Hand member's Strength.

ORIENTAL WEAPONS MASTERS. All members of the Hand are also trained in the use of oriental weaponry including the sai (treat as a knife; it can be thrown), the shuriken (Range five areas, damage ten points on Hack & Slash Table), the sword, the quarterstaff (blunt weapon; it can be thrown), and the crossbow. Their ability to strike with these weapons is Remarkable.

DISSOLVING FORM. The Hand will allow no member to be taken prisoner. If a member of the Hand is knocked unconscious, reduced to 0

Health, or otherwise subdued, the body dissolves and the member of the Hand dies. Heroes fighting the Hand take no Karma loss unless they willingly and intentionally kill a member of the Hand. It is not known whether this disposal of evidence is initiated by a subconscious command, the conscious will of the captive Hand member, or the will of his superiors.

Modus Operandi: The Hand is an organization of assassins that has its roots and heart in the Orient but has recently branched out to become a global threat in the underworld. The Hand's ultimate goal is worldwide domination through threats and fear. Its members operate as assassins to further both their own goals and those of other organizations that support them. It is common to relay an assignment by burning a picture of the assassin's target. The Hand's secrecy, the devotion of its minions, and its method of disposing of its operatives when captured all help to maintain the aura of mystery that surrounds this organization. The American hero Daredevil has battled the Hand on a number of occasions. His love, **ELECTRA™**, was a member of that group at one time.



HYDRA™

Criminal organization
(Typical member)

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

Health: 46
Karma: 12
Resources: INCREDIBLE
Popularity: -6

Known Powers:

The above statistics are for a typical HYDRA agent. Such agents do not have specialized training other than gunmanship talent. They are normally armed with assault rifles or submachine guns. Higher-level leaders of HYDRA know martial arts and can slam or stun opponents of higher Endurance than the HYDRA member's Strength. HYDRA also maintains a large arsenal, collected throughout its long quest for world domination. Any given faction may have, at the Judge's option, any of the weapons listed in Table 21: Heavy Artillery, on page 17 of the *Campaign Book*.

Modus Operandi: HYDRA is a shadow of its once-great self. Bent on physical domination of the globe, the group took its name from the hydra of myth, a serpentlike monster that grew

two heads for each head severed, thereby growing more powerful after each defeat.

HYDRA was founded in the Orient, in the closing days of World War II, by Baron **WOLFGANG STRUCKER™** on orders of the **RED SKULL™**. Strucker soon took full control of the group and, under his leadership, the organization reached its greatest power, threatening to make good its promise to conquer the world. The Baron and most of his chosen members were slain by **NICK FURY™** and the agents of **S.H.I.E.L.D.™** during HYDRA's final attempt at conquest.

With the passing of Strucker, HYDRA became a scattered grouping of individual organizations, each with its own "Supreme Hydra," each bent on dominating its own portion of the world. HYDRA has made good its name with a multitude of small factions growing again from the fertile earth of subversion. But without a leader such as Strucker, they have yet to gather together into a cohesive force.

HYDRA concentrates on political and technological crime, maintaining up-to-date equipment by theft and barter with **A.I.M.™** (whom it once controlled), and keeping its enemies off balance by assassination. Nick Fury and most other superpowered heroes have had to fight this group, which is as merciless now as when it threatened the world's safety.





JACK O'LANTERN™

Jason Phillip Macendale, Jr.
Professional criminal

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

Health: 60
Karma: 36
Resources: EXCELLENT
Popularity: -4

Known Powers:

BODY ARMOR. All of Jack O'Lantern's powers derive from his suit, which provides Incredible protection from physical damage.

WRIST BLASTERS. Jack O'Lantern's gauntlets are equipped with electric transducers capable of inflicting Remarkable damage at a two area range.

HELMET. Jack O'Lantern's pumpkin-shaped helmet provides protection similar to his body armor but is made of Remarkable-rank material. The helmet is equipped with a three-hour internal supply of air and infrared image intensifiers that allow Macendale to see in the dark. The low-intensity flames that surround the helmet inflict Poor damage to exposed flesh.

GRENADES. Macendale packs a number of custom-designed grenades of high explosive, smoke, and gas varieties. He uses a number of toxic and knockout gases, most of which are of Remarkable potency.

POGO PLATFORM. Jack O'Lantern's favored means of travel is a jet-propelled, circular platform that stays level by means of an internal gyroscope. The platform has an Excellent Body, Remarkable Control, and Poor Speed (four areas per round). It can hover in place, but its rider is always exposed to attack.

Talents: Macendale is an electrical engineer (Reason is Remarkable in electronics) and also an ace pilot. He benefits from military experience, having carved a name for himself in the most recent war.

Modus Operandi: Jason Macendale served in both the Marines and the CIA in Southeast Asia, but his cruelty and brutality proved too extreme for his superiors. When he returned to the States, Macendale used his talents to create his battlesuit and became Jack O'Lantern. Jack has worked as both a superpowered mercenary and a freelance criminal. He specializes in political terrorism and wears his outfit to advertise his services to interested groups. Jack O'Lantern has run afoul of Spider-Man and the robot called MACHINE MAN™ on several occasions, and considers discretion to be the better part of valor when dealing with superpowered foes.

KILLER SHRIKE™

Simon Maddicks
Professional criminal

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

Health: 120
Karma: 22
Resources: TYPICAL
Popularity: 0

Known Powers:

BODY ARMOR. Killer Shrike wears a full-body suit of insulated steel mesh that provides Excellent protection from physical and electrical damage.

FLIGHT. Killer Shrike flies by means of anti-gravity units implanted in his back. He can fly at a maximum rate of six areas per round and carry up to 500 pounds while in flight.

BRACELETS. Killer Shrike wears a talon-shaped power blaster on each wrist. These blasters have a range of two areas and inflict Incredible damage. In addition, the sharp talons of the bracelets are made of Amazing-rank steel and inflict Remarkable Hack & Slash damage.

Talents. Shrike is experienced in martial arts and can stun and slam opponents larger than himself in hand-to-hand combat. In addition, Maddicks has military experience.

Modus Operandi: Maddicks was originally recruited by the ROXXON™ Oil Company to be part of mutagenic experiments conducted by a subsidiary, the BRAND™ Corporation. At Brand, Maddicks underwent extensive training and surgery that increased his abilities and gave him his gravity-based powers. These, coupled with the battlesuit and talons, allowed Maddicks to become a superpowered operative for Brand. With the public dissolution of Brand, Killer Shrike began to offer his services as a freelance superpowered criminal. He is still seeking to establish his reputation as a criminal mercenary and grows increasingly frustrated with each setback. He feels that, as his "rep" is ruined by interlopers such as Spider-Man, no members of organized crime will wish to deal with him. As a result of his frustration, he is willing to take high risks and is not above using any method possible to win if caught in a conflict with a superpowered opponent.



KINGPIN™

Wilson Fisk
Criminal mastermind

Fighting: REMARKABLE
Agility: GOOD
Strength: EXCELLENT
Endurance: INCREDIBLE
Reason: GOOD
Intuition: EXCELLENT
Psyche: GOOD

Health: 100
Karma: 40
Resources: INCREDIBLE
Popularity: 31

Known Powers:

BODY ARMOR. Kingpin's bodybuilding regimen and fighting disciplines have allowed him to develop Poor body armor.

MARTIAL ARTS. Fisk is a master of judo and oriental boxing. He may stun and slam opponents of higher Endurance than his Strength would normally allow.

WRESTLING. An experienced sumo wrestler who works out daily, Kingpin receives a one-column shift to the right when grappling.

WALKING STICK. Kingpin's walking stick conceals a three-shot, high-energy laser. This laser has a range of two areas and inflicts Excellent damage. The stick also carries two doses of Amazing-potency sleep gas. The victim of this

gas must make an Endurance FEAT roll or fall unconscious for 1-10 rounds. The stick is made of Remarkable material.

STICKPIN. Kingpin also packs a dose of sleep gas in his diamond stickpin. He can only use it in close combat against opponents who are in front of him.



THUGS. The Kingpin of Crime rarely travels alone. Although his daily fighting regimen makes him the superior of most of his bodyguards, he maintains a small private army of goons to protect his headquarters and prevent unnecessary interruptions. Kingpin keeps 4-13 thugs no more than a door away to deal with intruders and test the mettle of his opponents.

Modus Operandi: Kingpin has turned a scattered group of independent gangs into a criminal empire which is larger than any single Maggia family and dominates the East Coast underworld. He deals in all forms of underworld activity but does not deal in drugs and forbids his associates to sell them. Kingpin is a plotter and chooses to have others commit his crimes for him. Therefore, while a crime may bear the mark of Kingpin's organization, the trail can never be traced back to the Kingpin himself.

Kingpin has a strange sense of honor for a criminal. He is true to his word, often letting a foe depart unharmed if he finds it to his advantage. His greatest love is for his crippled and comatose wife, Vanessa, and he will go to any lengths to attempt to cure her.

MAGGIA™

Criminal organization

The Maggia is a Class 1000 criminal organization with operations throughout the United States, Europe, and the Free World. The statistics below are for various positions within a Maggia family and can be used for similar positions in non-Maggia criminal gangs.

HENCHMEN

F	A	S	E	R	I	P
Gd	Ty	Ty	Ty	Pr	Ty	Pr

Health: 28

Henchmen are the rank and file of Maggia operations and include petty thieves, gang members, numbers runners, drug dealers, and other low-level street operatives that do the Maggia's dirty work. They have no special powers, though some may carry handguns and knives for their own protection.

ENFORCERS

F	A	S	E	R	I	P
Gd	Ty	Gd	Ty	Ty	Ty	Ty

Health: 32

Don't confuse them with the super-criminal organization of the same name. Enforcers are the hired muscle of the Maggia operation. They are the ones that lean on small businessmen and the opposition to enforce the Maggia's control. They are also called "soldiers." Enforcers usually carry knives, handguns, and brass knuckles (shift right one

column to damage), reserving heavier weaponry for times when a gang war is under way.

HIT MEN

F	A	S	E	R	I	P
Ty	Gd	Ty	Gd	Ty	Ty	Ty

Health: 32

Hit men are specialized killers used by the Maggia when the need arises. They are usually from out of town but may be local talent, depending on the immediate situation. Such individuals may carry submachine guns and assault rifles, using them with Excellent Agility.

UNDERCOVER AGENTS

F	A	S	E	R	I	P
Ty	Ty	Ty	Gd	Gd	Gd	Gd

Health: 28

Agents are marginally brighter than your standard Maggia goon and are used as information gatherers, not fighters. They have Excellent Reason with regard to information and rumors on the street and are a guarantee that a costumed crime fighter's activities will be reported to Maggia higher-ups.

MIDDLE MANAGEMENT

F	A	S	E	R	I	P
Ty	Ty	Ty	Ty	Ty	Ty	Ty

Health: 24

These are the Maggia's businessmen. They don't fight; they keep shop, whether it is an illegal gambling operation or a legitimate business used to launder Maggia funds. If threatened, they have a tendency to fold unless Maggia support (enforcers or agents) is close at hand.

Modus Operandi: The Maggia is a crime cartel, divided into different "families" that dominate the criminal underworld. Taken together, the families are the largest such organization in the world.

There are several families in the New York area, of which three have come to pre-eminence. The Silvermane family was controlled by Silvio Manfredi until his recent death and resurrection, and has developed along traditional lines. The Hammerhead family is also rather traditional but has been controlled by superpowered operatives such as HAMMERHEAD™. The Nefaria family has devoted itself to high technology and has hired superpowered operatives regularly. The leader of this family is known as "Big M." Previous leaders have included COUNT NEFARIA™ and MADAME MASQUE™.

Because of the high casualty rate among the leadership of prominent Maggia families that have adopted superhuman powers and fought heroes directly, there has been a resurgence of standard Maggia operating procedure. Like an octopus, the Maggia seeks to quietly entrench itself in every portion of American life.



OWL™

Leland Owlsley
Professional criminal and criminal mastermind

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

Health: 90
Karma: 50
Resources: EXCELLENT
Popularity: -5

Known Powers:

GLIDING. Owl has the mutant ability to glide long distances aided by his light bone structure, efficient muscles, and suspected psionic power that enhances his natural ability. Owl must be at least two stories high to glide but can cover 20 areas before having to land from that height (add 10 areas for each additional story of height over two). Owl has Remarkable Agility while in flight. If he wears one of his specially designed capes which aid in flight, his Agility is enhanced to Incredible. Owl glides at up to five areas per round but cannot move slower than two areas per round without stalling out and dropping two stories before resuming his glide.

CLAWS. Owl wears a set of Remarkable-rank steel talons which inflict Excellent Hack & Slash damage.

OTHER WEAPONS. Owl is extremely wealthy and often equips his gang with weapons not normally found on the street. Heavy artillery weapons are available to the Owl if the Judge so chooses.

PARALYSIS. Owl has experimented with drugs to further increase his ability to soar. The cost of that experimentation has been high. Owl is paralyzed from the waist down and can walk only by means of a battery-powered exoskeleton that supports his legs. He can move only one area per round in this manner.

Modus Operandi: Leland Owlsley was a ruthless and successful financial wizard whose criminal financial activities were revealed by an IRS investigation. Owlsley abandoned his old life and became the leader of an underworld gang, renaming himself the Owl after his nickname on Wall Street.

Owl prefers to act as a master planner, letting his gang carry out his dirty work with minimum risk to himself. He will supervise important operations at the scene of the crime or provide weaponry and communication gear to stay in touch with his servants. Owl has battled both Daredevil and Spider-Man in the past, and was the definite loser in a gang war between his forces and those of DOCTOR OCTOPUS™.

PROWLER™

"Red" (Real name unrevealed)
Professional criminal

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

Health: 42
Karma: 26
Resources: POOR
Popularity: 0

Known Powers:

CLAWS. The Prowler wears Incredible-rank gauntlets fitted with huge claws. He uses these claws to scale vertical stone and concrete surfaces, leaving large holes where he has passed. The claws inflict Remarkable Hack & Slash damage in combat.

FLECHETTES. The wrists of the gauntlets are capable of firing sharp-tipped, diamond-shaped, metal flechettes. These flechettes hit for 10 points of damage at a maximum range of two areas. Prowler only fires one flechette at a time and will seek to disarm an opponent rather than kill him.

GAS. The wrists of Prowler's gauntlets also contain gas canisters capable of firing at a target in the same area. He has several types of

gas available for use, including a knockout gas of Remarkable potency. The victim must make an Endurance FEAT roll or lose consciousness (red if the target's Endurance is less than Remarkable, yellow if equal, and green if greater). His weakness gas has Incredible potency (Endurance FEAT roll with same limitations as above, or all abilities are reduced by one rank, Health not affected). Prowler may use his gas on only one target at a time.

Modus Operandi: The present Prowler was originally the CAT BURGLAR™, a small-time, second-story man that Spider-Man encountered early in his career. Following his release from prison, the Cat Burglar acquired the superpowered claws of the original Prowler, Hobie Gillis, who had married and retired from heroing. Acting for the fashion-based criminal known as BELLADONNA™, the new Prowler conducted a series of burglaries, one of which resulted in a death. Spider-Man apprehended the Prowler and turned him over to the police. Prowler is a robber not a murderer and, while he will do anything he can to avoid capture, does not believe in the killing of innocents.



POWER PACK™

Young adventurers

GEE™

Alex Power

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

Health: 72
Karma: 22
Resources: FEEBLE (Allowance)
Popularity: 0

Known Powers:

GRAVITY CONTROL. Gee has the power to control gravity to a Monstrous degree. He can negate the pull of gravity, allowing him to float on air. In addition, he can levitate upward or downward two areas per round. While he cannot fly in the proper sense, he can degravitize himself and push off, moving with the prevailing winds. Gee can degravitize objects by touching them. He once raised a sunken freighter from the bottom of the ocean.

LIGHTSPEED™

Julie Power

Fighting: TYPICAL
Agility: EXCELLENT

Strength: POOR
Endurance: AMAZING
Reason: GOOD
Intuition: TYPICAL
Psyche: GOOD

Health: 80
Karma: 26
Resources: FEEBLE (Allowance)
Popularity: 0

Known Powers:

FLIGHT. Lightspeed can fly up to 10 areas per round, maneuvering with Remarkable Agility. As she uses this power, she leaves a colorful trail of blue, yellow, and rose light behind her. She cannot hover in place, but will loop and spin to remain airborne in the same area. Lightspeed can carry up to 100 pounds when flying.

MASS MASTER™

Jack Power

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

Health: 70
Karma: 20
Resources: FEEBLE (Allowance)
Popularity: 0

Known Powers:

MASS CONTROL. Jack has total control over the molecular cohesion of his body. By dispersing his molecules, he can become a cloudy form up to two areas in volume, wrapping those within in a thick fog. This maximum dispersal allows him limited flight, up to two areas per round. Jack cannot attack in this form, but cannot himself be attacked by physical or energy means. Conversely, by pulling his molecular structure together, Jack can shrink to 6" in height while retaining his original mass of 30 kilograms. In this condensed state he has Remarkable body armor and his Strength increases to Remarkable for damage.

ENERGIZER™

Katie Power

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

Health: 62
Karma: 18
Resources: FEEBLE (Allowance)
Popularity: 0 (but awfully cute)

Known Powers:

ENERGY ABSORPTION. Katie can convert matter to energy and store that energy within her body, releasing it as energy bolts. She converts energy to matter on touch, disintegrating nonliving material and inflicting Good damage to anyone that is holding on to her. The amount of energy Katie absorbs equals the material rank of the disintegrated object. When storing energy, the youngest member of Power Pack glows with a bright illumination that fills one area. She can store up to a Monstrous amount of energy at one time but then can store no more until she discharges some. She discharges energy naturally at about five points per round but can also fire energy bolts up to two areas away. Each energy bolt will inflict Excellent damage. She does not yet have enough control to inflict less damage. She also fires these bolts when nervous, upset, or throwing a tantrum.

Modus Operandi: The members of Power Pack are the children of physicist James Power and artist Margaret Power. Dr. Power designed a matter/antimatter energy converter that, if used, would have triggered a global disaster. A member of the Kymellians, a beneficent alien race observing Earth, sought to prevent this from happening. Unfortunately, the Kymellian, Aelfyre Whitemane, and his intelligent spaceship, Friday, were attacked by hostile aliens called Snarks who were also after the converter. Whitey was injured in the fight and the smartship was forced down.

The wounded smartship landed near the beachfront home of the Power family. The four children had heard reports of UFOs (the space battle between Whitey and the Snarks) and were sleeping outside. They found Friday about the same time their parents were kidnapped by the Snarks.

Pursuing the aliens in the damaged smartship, Whitey and the children were captured in a tractor beam. Fatally wounded, Whitey passed on his racial powers of controlling gravity, acceleration, mass, and energy to the children, then dissipated in a cloud of sparkling energy. The children, using their new-found powers, defeated the aliens, rescued their parents, and prevented the fatal testing of the converter.

Alex, the eldest, gained control over gravity. He wishes to be a scientist like his father, and is continually experimenting with physics sets and telescopes. Julie, next in line, gained the powers of acceleration and flight. She is an avid reader and tends to "mother hen" the other children. Jack, who gained the ability to alter his mass, is at that loud-mouthed, brassy stage that only children eight years old can attain. Katie is the baby, and her energy conversion powers are a potential problem as she has little control over them.

Power Pack is not a normal group of heroes gathered together to fight crime. While the family has relocated to New York City, their lives are those of ordinary children: school, chores around the house, and, for Katie, the tooth fairy. They have the potential for great power in the defense of their world but are, above all, still children with children's outlooks on the world.



RHINO™

Real name unrevealed
Professional criminal

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

Health: 140
Karma: 34
Resources: POOR
Popularity: -14



Known Powers:

BODY ARMOR. Rhino's suit provides Amazing protection from physical attacks and Remarkable protection from energy, heat, and acid attacks.

MOVEMENT. Due to the mutagenic changes worked on his body, Rhino can move up to four areas per round in a straight line. This is most useful to him while charging. Otherwise he may only move two areas per round.

CHARGING. Rhino gains special abilities while charging due to the modifications to his body and the surgical addition of his rhino horns. Shift Rhino's Strength, Endurance, and body armor two columns to the right when charging. This increase of body armor (to Unearthly) applies only when Rhino is charging at full tilt (moving four areas in one round).

Modus Operandi: Rhino was a small-time muscle man who was hired by a group of spies to become a superagent and assassin. After initial medical and surgical treatments, the Rhino rebelled against his masters and became a freelance operative with his newly developed powers. Rhino's powers have been increased several times, most recently by the LEADER™, putting the Rhino in the same class as the Hulk.

Rhino's tactics rely heavily on his charging ability, which he uses against superpowered foes and brick walls with equally devastating effects. He holds a large grudge against the Hulk, THING™, and Spider-Man, the last of whom was responsible for his initial defeats. Rhino has been effectively sealed into his suit by the Leader, with molecular "hooks" attaching the suit directly to his skin. He is interested in having the suit removed. The outlook, however, is doubtful.

ROSE™

Real name unrevealed
Criminal mastermind

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

Health: 38
Karma: 60
Resources: REMARKABLE
Popularity: 10

Modus Operandi: Rose has no known superhuman powers, but is representative of the gang leaders that work for Kingpin and his criminal empire. Under the auspices of the Kingpin of Crime, Rose controls a large portion of the criminal activity in his section of New York, including extortion, protection rackets, counterfeiting, and illegal gambling. This last activity includes fixing sporting events and buying players to shave points and throw games. Rose takes in an Incredible income, but is forced to give the majority of it to Kingpin in exchange for protection.

Rose resents this taxation and, at the time of this writing, is actively working against his superior to the point of recruiting superpowered agents to expand his own criminal empire at Kingpin's expense. Kingpin has not yet reacted. He feels that Rose will eventually step over the line by offending some criminal power or law

enforcement agency and bring about his own end.

Rose does not enter the fray but is normally found in his penthouse apartment, tending his rose garden and giving orders to underlings. Rose wears a purple-grey, full-head mask that hides his features. Whether this is a personal affectation or covers a scarred or well-known criminal face is unknown. Rose always packs a handgun and, in addition, carries small spheres that act as knockout gas, weakness gas, and concussion grenades.

He is usually in the presence of at least three but no more than 13 gunmen who work for him. Rose's goons are typical of those employed by Kingpin, the Maggia, and other organized gangs:

F	A	S	E	R	I	P
Gd	Ty	Ty	Ty	Pr	Pr	Pr
Health: 28						

Such goons usually carry hand guns, but in special situations will carry heavier weapons.



SILVERMANE™

Silvio Manfredi
Former criminal leader

Fighting: EXCELLENT
Agility: GOOD
Strength: INCREDIBLE
Endurance: AMAZING
Reason: EXCELLENT
Intuition: GOOD
Psyche: EXCELLENT

Health: 120
Karma: 50
Resources: GOOD
Popularity: -7

Known Powers:

BODY ARMOR. Silvermane's current form is extremely resistant to damage and attack. It provides incredible body armor against physical attacks and remarkable resistance to energy, acid, heat, and cold-based attack forms. The inorganic portions of Silvermane's body are made of Incredible-rank material.

MARTIAL ARTS. While still human, Silvermane was well experienced in martial arts. He is still capable of stunning and slamming opponents of higher Endurance than his Strength.

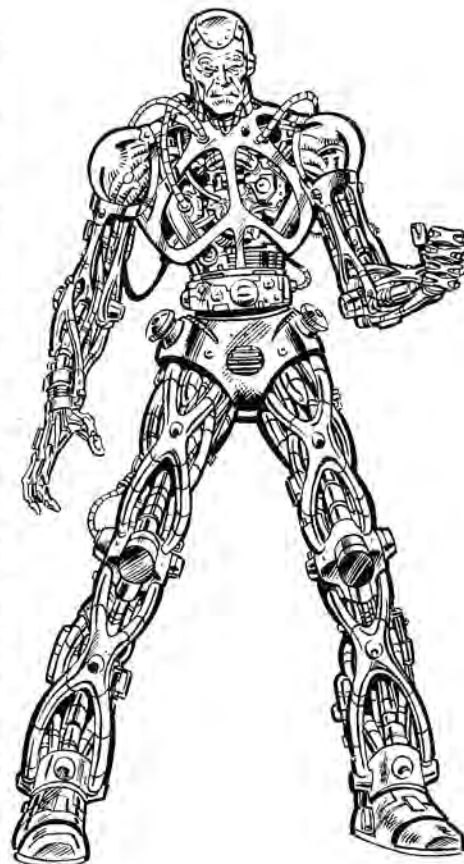
GUNSMANSHIP. Silvermane in the past had Excellent Agility with all handguns, machine guns, and submachine guns. He retains that ability in his new form.

Modus Operandi: Currently unknown. Silvio Manfredi in life rose to the top of the Maggia organization, making his "family" one of the most efficient and well-organized of that international crime cartel. For a time, he competed with the Kingpin of Crime himself to control New York City.

As he grew older, Silvermane (so named for the stock-grey hair he gained in prison) became involved with dealing in narcotics, an area of crime in which Kingpin had no moral interest. Silvermane became briefly involved with HYDRA as the Supreme Hydra of a surviving faction, but this branch was shut down by Nick Fury and S.H.I.E.L.D. Soon afterward, Silvermane fell from a great height while in combat with GREEN GOBLIN™ and Spider-Man, suffering injuries which left most of his physical body useless. Bedridden, the czar of crime continued to maintain his empire while machines maintained his life.

Silvermane's narcotics dealings brought him under attack by the vigilantes CLOAK™ and DAGGER™. During their assault on Silvermane's home, his body died, but he was rushed to surgery where his heart and head were grafted into the mechanical body he now wears.

Silvermane "died" when Dagger stole his "light" (life force) and his robotic form was later used by Kingpin as an assassin's weapon. Dagger has since returned that "light," and Silvermane has escaped into the city. The present state of his mind and his empire is not known.



SPEED DEMON™

James Sanders
Professional criminal

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

Health: 125
Karma: 50
Resources: GOOD
Popularity: 0

Known Powers:

SUPER SPEED. Speed Demon can reach Amazing speeds, covering up to 25 areas in a single round. He has been known to loot a store while moving at 140 miles an hour. Moving in a circle in the same area, he can create a whirlwind of Incredible force, doing Remarkable damage to any caught within it. Any attacks on him while moving this fast are shifted four places to the left to hit. Speed Demon can make multiple attacks against different targets in up to three separate areas in a single round. He may also deliver multiple blows to the same target, inflicting up to Remarkable damage to a single character each round.

Talents: James Sanders is a chemist with extensive knowledge of pharmaceuticals. His Reason is Remarkable in this area.

Modus Operandi: Sanders gained his powers from the ultrapowerful being known as the GRANDMASTER™ who, in a challenge with KANG THE CONQUEROR™, pitted his team of superagents against the AVENGERS™. Grandmaster noted the powers of Hiram Arnold, the WHIZZER™ of the SQUADRON SUPREME™ on an alternate earth, and gave the formula for his metamorphosis to Sanders.

Sanders, as the Whizzer (not to be confused with Robert Frank, the hero of the same name in WWII), was defeated by the Avengers and retired without knowledge of his past. This mental block was later removed, and Sanders, now calling himself the Speed Demon, took up his criminal activities for personal profit.

Sanders makes great use of his speed in robbing banks and stores. He does not charge or ram for fear of injuring himself, as he has no body armor per se. As a moving target, he is much harder to hit or see. Since his return to crime, Speed Demon has battled both the HUMAN TORCH™ and Spider-Man. His most crushing defeat came when he was landed upon by an out-of-control FROGMAN™ on that young hero's first outing.



SPIDER-MAN™

Peter Parker
Photographer, adventurer

Fighting: REMARKABLE
Agility: AMAZING
Strength: INCREDIBLE
Endurance: INCREDIBLE
Reason: EXCELLENT
Intuition: AMAZING
Psyche: INCREDIBLE

Health: 160
Karma: 110
Resources: POOR
Popularity: 40

Known Powers:

WALL-CRAWLING. Spider-Man automatically sticks to all normal surfaces, and can walk on walls and hang from ceilings with equal ease. When trying to grip wet or slippery surfaces, he must make an Agility FEAT roll.

SPIDER SENSE. Parker has a special sense that warns him of danger. If placed in immediate danger, a successful Intuition FEAT roll will allow him to react in time (dodge a bullet, for example.) Failing the FEAT roll indicates that he did not react in time to evade the danger. Potentially dangerous situations and persons will also kick off the spider-sense, which reacts most strongly to the greatest personal danger (fig-

ured in damage). An Unearthly danger will spark more reaction than a merely Good one. The spider-sense is omnidirectional and does not require any conscious will to operate. If deprived of his spider-sense for any reason, Spider-Man's Intuition drops to Good and Agility to Incredible.

WEB-SHOOTERS. Spider-Man carries a web-shooter on each wrist, each firing Monstrous-rank webbing up to two areas away. He uses this webbing to restrain foes, to make swing lines (three area move per round in city areas), as missiles inflicting up to Excellent slugfest damage, and as Monstrous-rank shields. The adhesive webbing lasts for but an hour, then dissolves.

SPIDER TRACERS. Parker owns several small, spider-shaped homing signals, each cued in on a frequency available to his spider sense. The range of these sensors is about one mile.

SPIDER BEACON. Along with the automatic camera in the belt of his costume, Spider-Man keeps a beacon which flashes a red spider-symbol up to three areas away. Those suddenly caught in the beam must make an Intuition FEAT roll or be startled, giving Spider-Man the initiative.

Modus Operandi: Peter Parker gained his superhuman powers when bitten by a radioactive spider. The slaying of his Uncle Ben by a robber whom Peter could have stopped drove the young man to devote his powers to fighting crime.

STILT-MAN™

Wilbur Day
Professional criminal

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

Health: 70
Karma: 46
Resources: TYPICAL
Popularity: 0

Known Powers:

BODY ARMOR. Day's latest suit provides Incredible protection from physical damage and Remarkable resistance to energy attacks. It is coated with a nonstick surface to prevent his being ensnared.

STILTS. Stilt-Man's legs are powerful hydraulic rams that allow him to attain great heights and make huge strides. Stilt-Man can move four areas per round and clear 25-story buildings without problems. Used as weapons, the powerful coils within the legs allow him to strike for Incredible damage.

WEAPONS. Day has carried a number of weapons in the past to aid him with his attacks, including knockout and concussion grenades of Incredible potency, a blaster that inflicts Remarkable concus-

sion (slugfest) damage at a range of three areas, and an Excellent-rank vacuum cleaner used for sucking up money and valuables from a great height.

Modus Operandi: Wilbur Day, a dissatisfied scientist in the employ of a small manufacturing firm, stole the plans for a new form of hydraulic ram and used it to create his original Stilt-Man armor. Improving his armor as he went along, Stilt-Man met and fought Daredevil, Captain America, BLACK GOLIATH™ and Spider-Man in his career. At one time, he even fought THOR™, wearing a special suit of adamantium armor which he later lost. He has since had a new suit forged for him by a Cordco automatic factory that he broke into and commandeered. While not as powerful as his adamantium suit, the new armor is more powerful than his original armor and reflects recent advancements in technology.

Stilt-Man takes the high ground in his robberies, specializing in high-rises, helicopters, and other hard-to-reach areas. If challenged, he will seek to rise above his adversary and escape. He has no desire to be defeated by superpowered heroes again.



VULTURE™

Adrian Toomes
Professional criminal

Fighting: EXCELLENT
Agility: REMARKABLE
Strength: EXCELLENT
Endurance: INCREDIBLE
Reason: REMARKABLE
Intuition: GOOD
Psyche: GOOD

Health: 110
Karma: 50
Resources: TYPICAL
Popularity: -3

Known Powers:

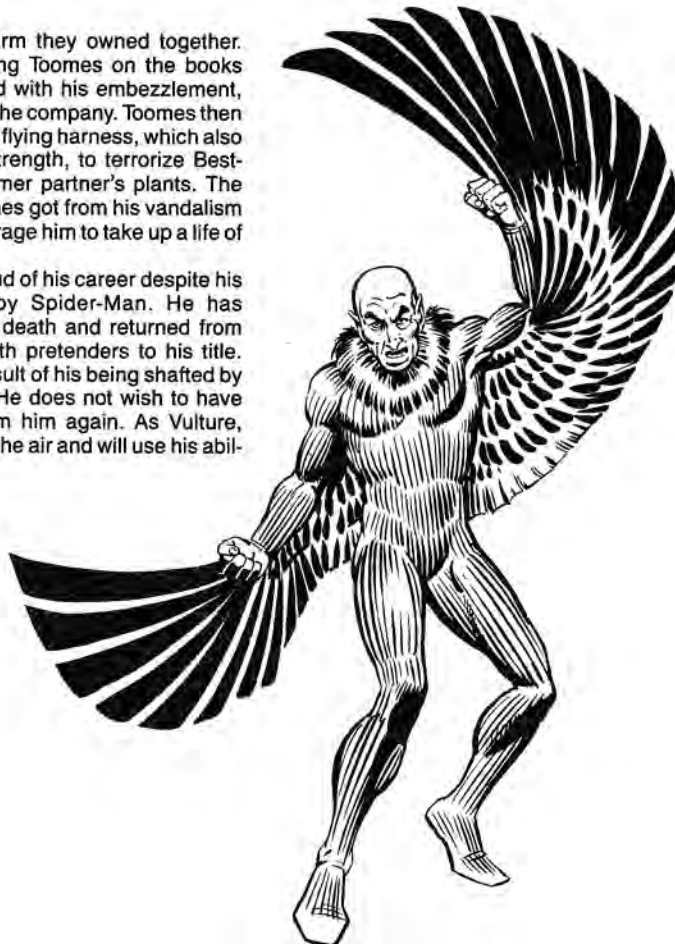
FLIGHT. Vulture manages silent flight by means of an electromagnetic antigravity generator, aided by his large wings. These wings are made of Incredible-rank material. The Vulture flies at up to eight areas per round and, due to his long career and practice in the air, can be considered to have Incredible Agility for airborne maneuvers. The Vulture can charge from above, gaining a two-column shift to the right to hit and damage against his opponents.

Talents: Adrian Toomes was a noted electronics engineer before he invented his Vulture power-suit. His Reason is Incredible in matters of electronics.

Modus Operandi: Toomes invented his flying harness while working with Gregory Bestman in

a small electronics firm they owned together. Bestman was cheating Toomes on the books and, when confronted with his embezzlement, forced Toomes out of the company. Toomes then used an experimental flying harness, which also increased his own Strength, to terrorize Bestman and raid his former partner's plants. The feeling of power Toomes got from his vandalism was enough to encourage him to take up a life of crime.

Toomes is very proud of his career despite his numerous defeats by Spider-Man. He has recovered from near death and returned from retirement to deal with pretenders to his title. This is, in part, the result of his being shafted by his onetime partner. He does not wish to have his glories taken from him again. As Vulture, Toomes is at home in the air and will use his abilities to the fullest.



VULTURIONS™

Professional criminals

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

Health:	46	60
Karma:	14	16
Resources:	GOOD	GOOD
Popularity:	0	0

Fighting:	Sugar-Face	Honcho
Agility:	GOOD	TYPICAL
Strength:	EXCELLENT	EXCELLENT
Endurance:	GOOD	GOOD
Reason:	EXCELLENT	EXCELLENT
Intuition:	TYPICAL	TYPICAL
Psyche:	POOR	TYPICAL
	TYPICAL	GOOD

Health:	60	56
Karma:	16	22
Resources:	GOOD	GOOD
Popularity:	0	0

Known Powers:

FLIGHT. The Vulturions fly by electronic harnesses similar to the Vulture's. These harnesses can only manage a speed of seven areas per round and, while they enhance the

abilities of the Vulturions, they cannot make them as fast and agile as the Vulture after his long years of practice. These wings are made of Excellent-rank material. Shift the Vulturions two columns to the right to hit when charging from a higher altitude.

WEAPONS. The Vulturions carry blowguns and darts tipped with a curare-derived poison (Remarkable potency; victim must make an Endurance FEAT roll or go to 0 Health. Making the FEAT will result in 4 points damage and one shift left on all FEAT rolls and attacks for 1-10 rounds.)

Modus Operandi: The leader of the Vulturions is Honcho, an engineer who was caught by Spider-Man while dealing in narcotics. In prison, Honcho befriended Adrian Toomes, the Vulture, and by flattery gained most of the knowledge of Toomes's electronic harness. Honcho gathered together a pair of muggers named Sugar-Face and Gripe, and a pickpocket named Pigeon, all of whom had been caught by Spider-Man. The four used much of their spare time in prison to design their own harnesses. Upon their release (on good behavior), Honcho built the harnesses, and the Vulturions were born.

The Vulturions are not as quick or powerful as the Vulture himself, but they try to make up for their shortcomings with numbers, teamwork, and advance planning. They recently tried to impress the Kingpin of Crime to take them into service by pummeling Spider-Man. It did not work, and a weakened Spider-Man thrashed the group.



WHITE DRAGON™

Real name unrevealed
Criminal gang leader

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

Health: 70
Karma: 30
Resources: GOOD
Popularity: -10

Known Powers:

MARTIAL ARTS. White Dragon, the leader of the Dragonlords, is a master of the fighting skills of the Orient. He can stun and slam opponents of greater Endurance than his Strength.

FLAMING BREATH. White Dragon breathes fire by means of a projector in the mouthpiece of his mask. His range is two areas, and he can inflict up to Excellent damage, causing combustibles to catch on fire.

GAS. White Dragon also has gas projectors in his mask. These contain an Amazing-potency knockout gas that is usable only against targets in the same area as White Dragon (Endurance FEAT roll or lose consciousness: red FEAT roll if Endurance is less than Amazing, yellow if equal, and green if greater). White Dragon is not

affected by his own gas, as he has a breathing apparatus that allows him to survive without external air for 10 rounds.

CLAWS. White Dragon's suit is equipped with Excellent-rank claws that inflict up to Good damage on the Hack & Slash Table.

BODY ARMOR. White Dragon's full-body armor provides Excellent protection from physical attacks and fire.

Modus Operandi: White Dragon, supported by the Kingpin of Crime, has attempted to consolidate and control the gangs of Chinatown, an area that Kingpin, as an outsider, has not yet developed to its fullest. White Dragon intends to use the street gang he controls, the Dragonlords, to aid in his takeover. (Treat Dragonlords as typical thugs who know martial arts.) He also runs a protection racket among the local shop owners. His plans have been foiled on several occasions by Spider-Man and Moon Knight, and by the Tiger's Claw, a gang devoted to peacefully protecting the Chinatown area.

WHITE RABBIT™

Real name unrevealed
Professional criminal

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

Health: 42
Karma: 36
Resources: EXCELLENT
Popularity: 0

Known Powers:

JET BOOTS. White Rabbit's boots are equipped with powerful jets that allow her to move up to six areas per round. She requires both boots to fly properly, and the malfunction or destruction of one will force her to land or crash in two rounds.

WEAPON UMBRELLA. White Rabbit wields an umbrella as her signature weapon. From its tip, the umbrella fires a laser beam with a range of seven areas, capable of inflicting up to Remarkable damage. The umbrella also fires knockout gas of Remarkable potency (Endurance FEAT roll or be knocked out: red if Endurance is less than Remarkable, yellow if equal, and green if greater). The knockout gas has extremely short range and small dosages, so

that only one target in close combat can be affected by it at any one time.

CARROTS. White Rabbit also packs a set of razor-tipped carrots that she can cast up to two areas away. These carrots inflict Excellent damage on the Hack & Slash Table.

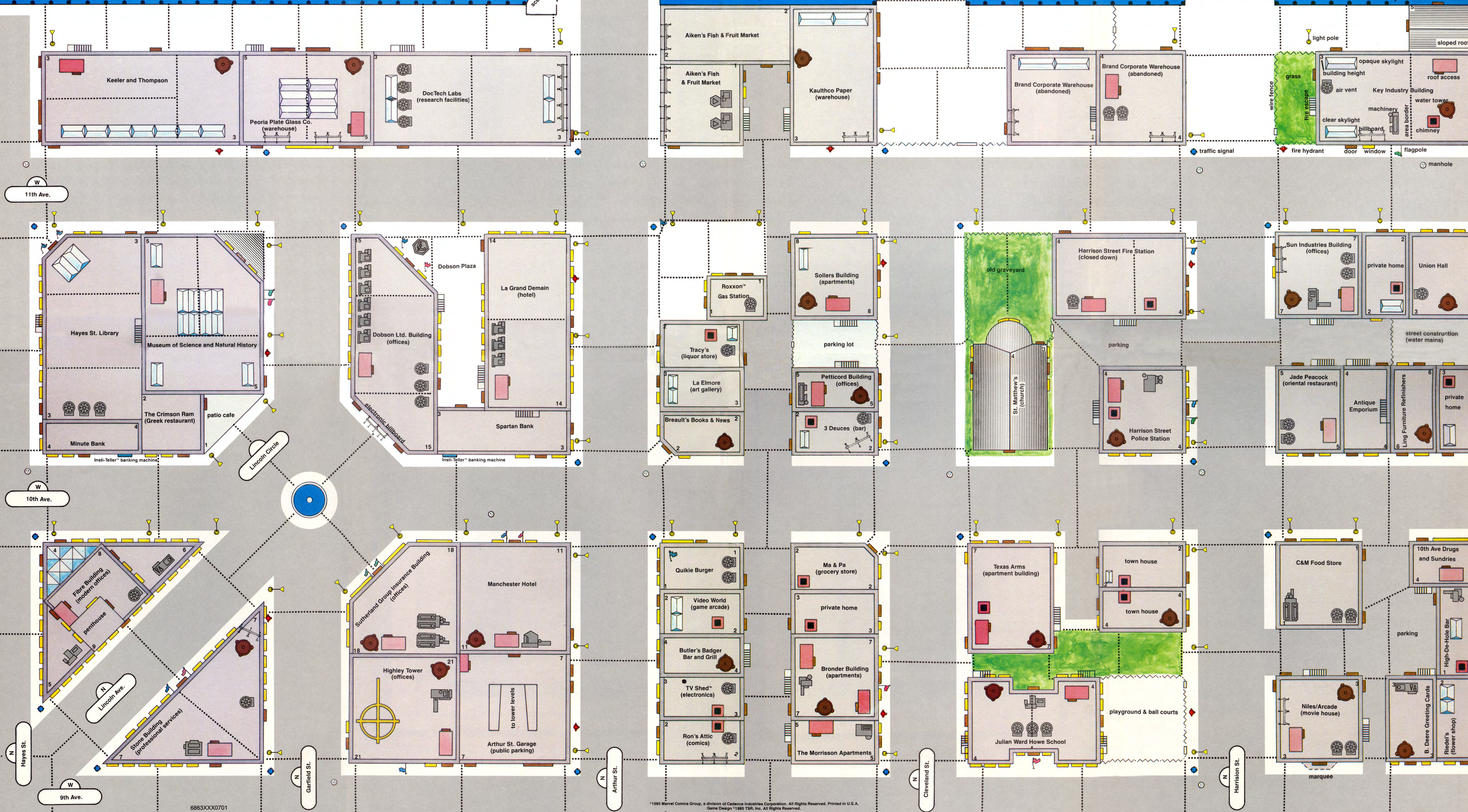
Modus Operandi: White Rabbit is a rich woman living out her little girl, criminal fantasies. Friendless as a youth, she retreated into books for enjoyment and protection, in particular the works of Lewis Carroll (*Alice in Wonderland*). She married a rich gentleman many years her senior and, when he died, used her vast inheritance to indulge her desires. She robs for the fun of it, taking special pleasure in looting those places she was forbidden to go as a child, such as fast food havens and comic book stores. White Rabbit usually conducts her crimes backed up by three to six thugs armed with automatic weaponry. She, however, is the center of attention in her crimes and gives the orders. Wrapped safely in her world of criminal fantasies, she has a careless and reckless disregard for the lives of innocent bystanders as well as her own goons. To her opponents she shows no mercy, yet she would rather flee than fight if overmatched.

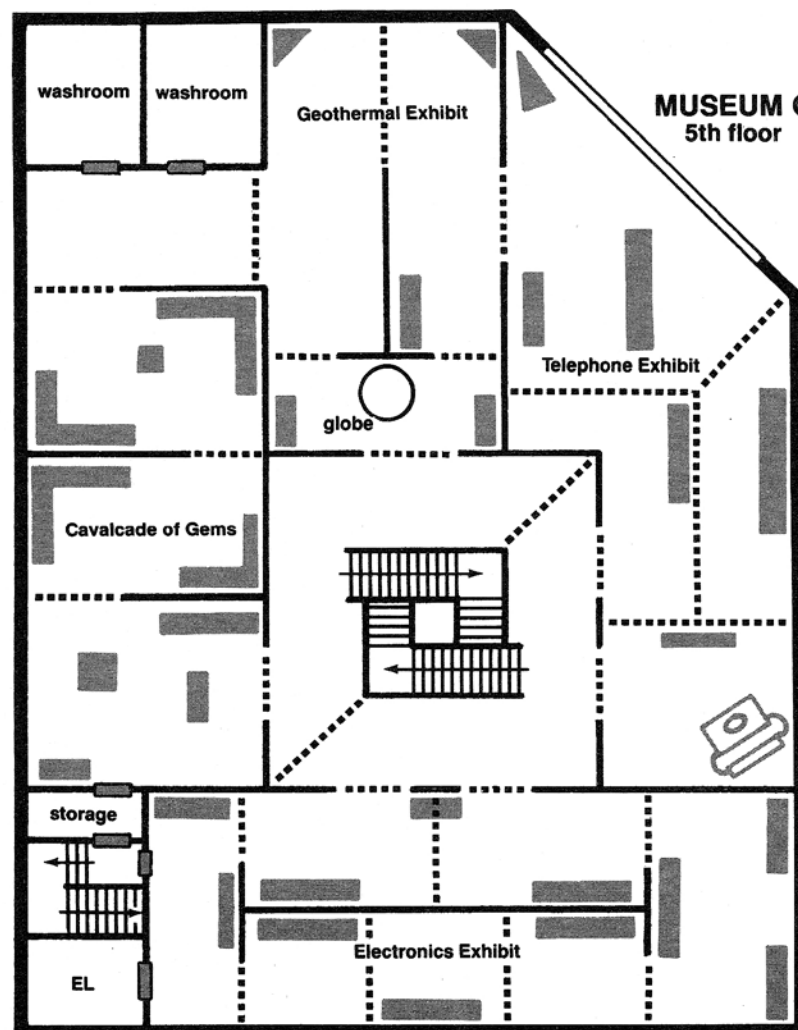


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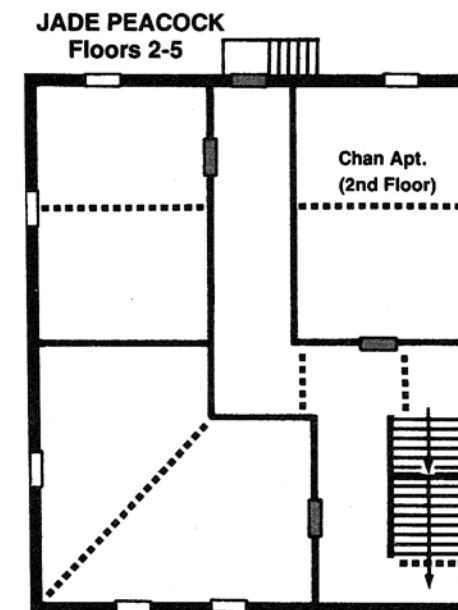
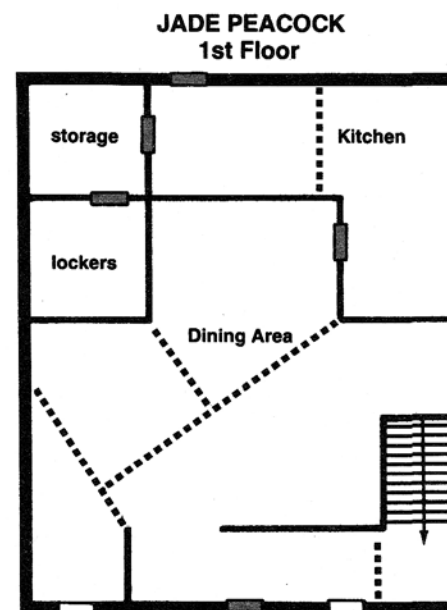
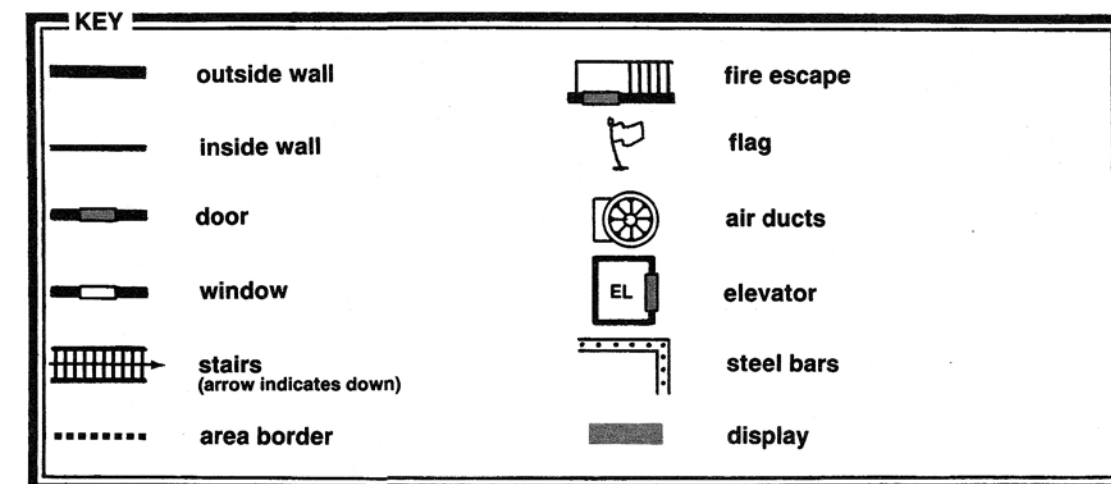
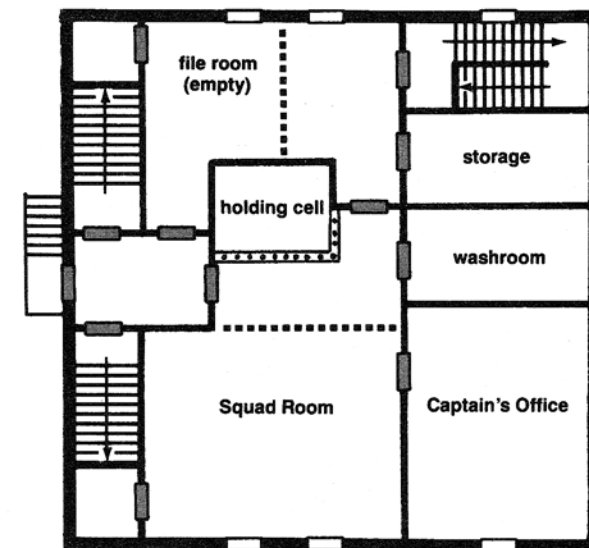
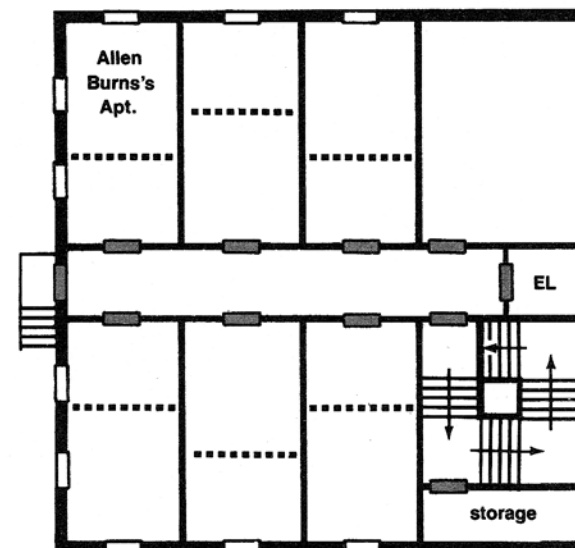
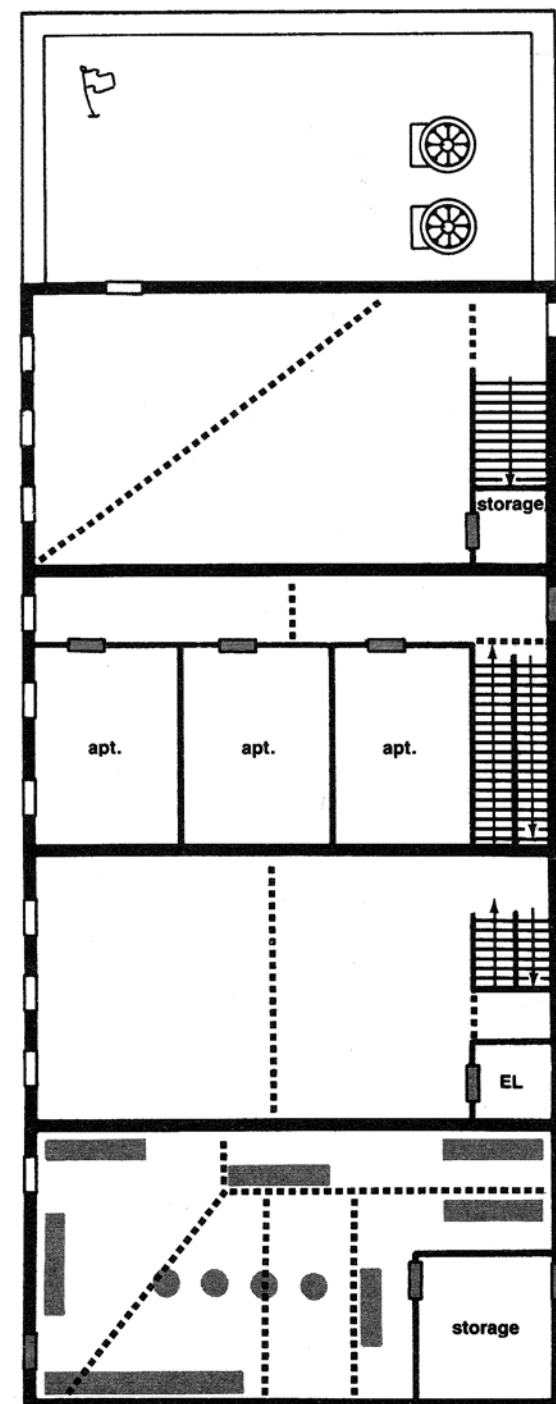
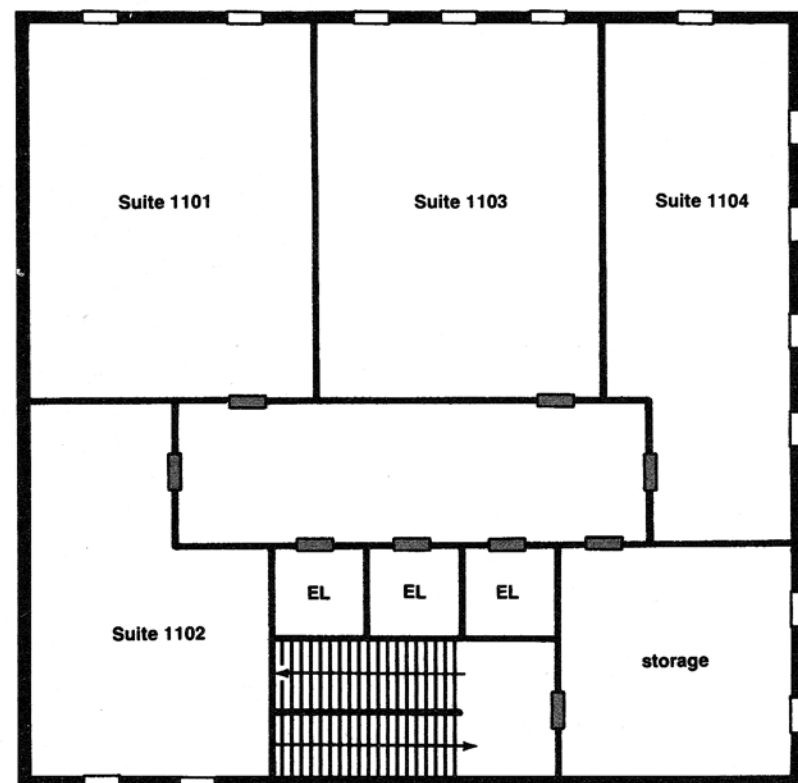
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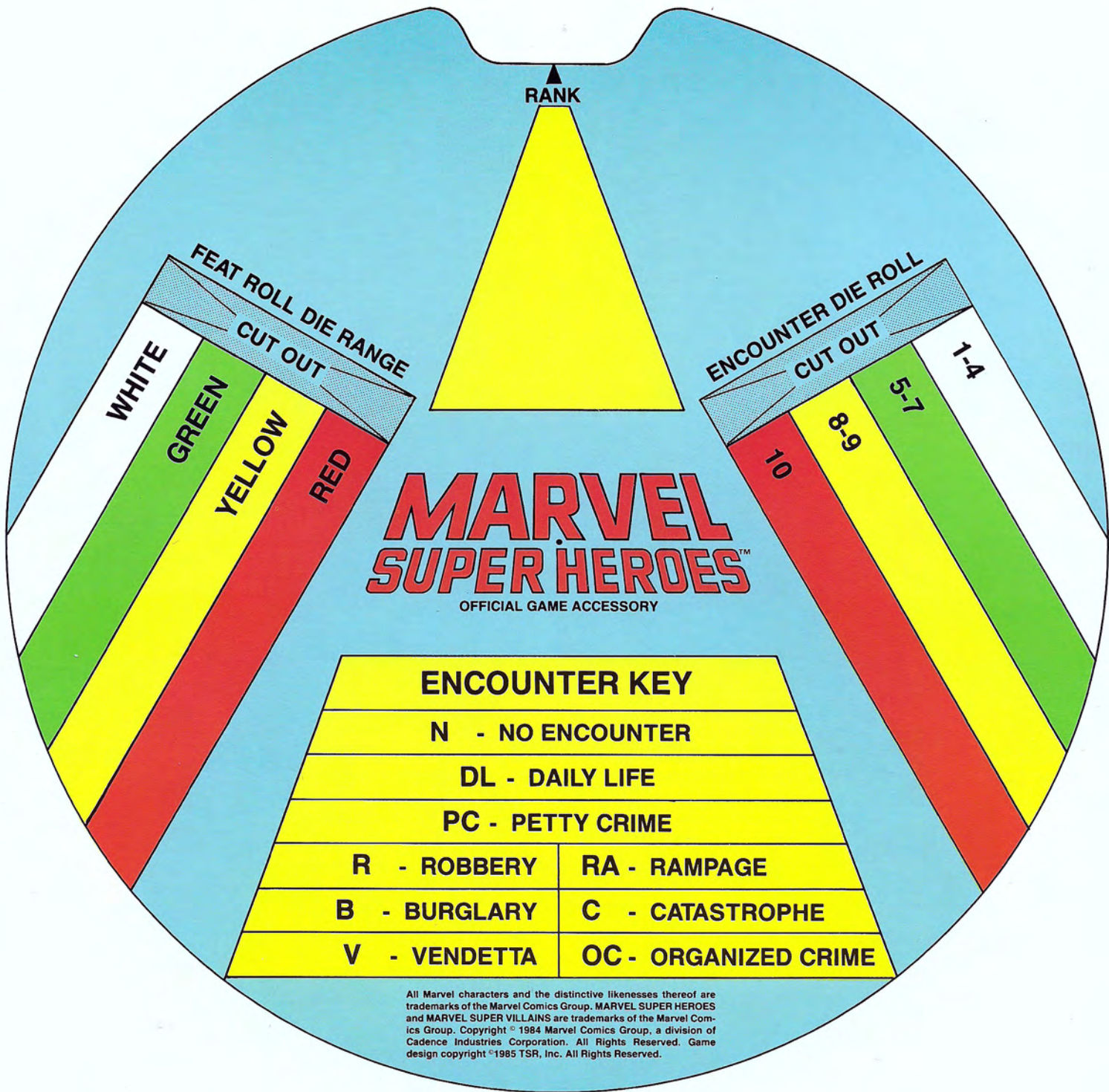
NEW YORK, NEW YORK
Official Game Accessory
CAMPAIGN MAP: THE CITY

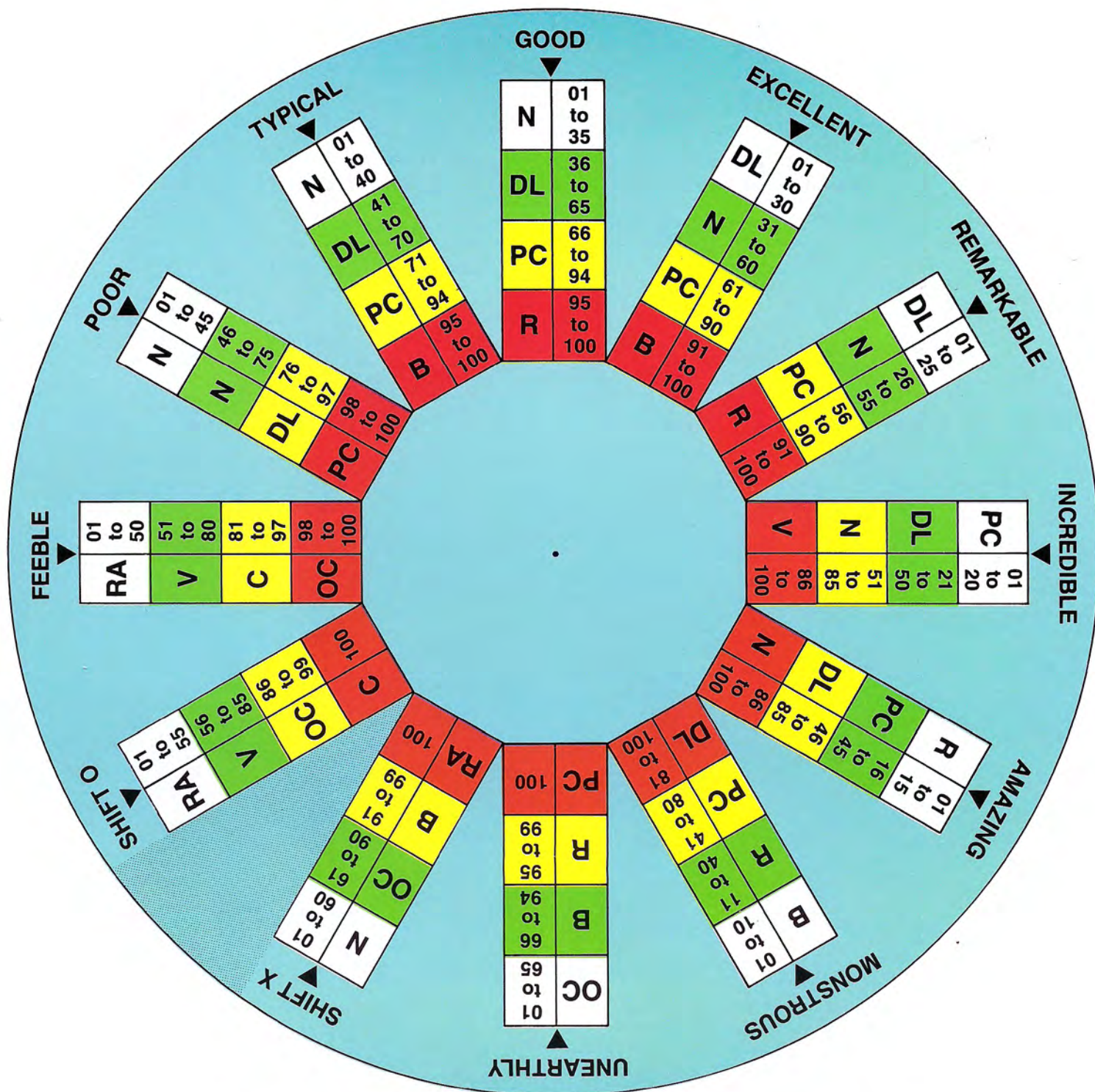




**SELECTED BUILDING INTERIORS
NEW YORK, NEW YORK**







Instructions for Assembling and Using the New York, New York Combat/Encounter Wheel

1. Cut out both wheels along their outside borders.
2. Using sharp scissors or a hobby knife, cut out the boxes marked X beneath the phrases FEAT ROLL DIE RANGE and ENCOUNTER DIE ROLL. Make a small cut through the centers of both wheels at the small dots.
3. Place the wheel with the MARVEL SUPER HEROES™ logo on top of the wheel with all the numbers. The wheels should line up so that the arrows beneath the power ranks on the lower wheel line up with the RANK arrow on the upper wheel. Numbers should be visible in the window marked FEAT ROLL DIE RANGE, and letters in the window marked ENCOUNTER DIE ROLL.
4. Push a brad through the small holes you cut in the centers of the wheels, and rotate the wheels in opposite directions to open the holes.
5. To use the wheel to find the die range of a particular FEAT roll, turn the wheel to the appropriate FEAT rank and line up the arrows. The window to the left shows the die roll ranges for each FEAT color.
6. To use the wheel to generate a random encounter, follow the instructions in the introduction to the Adventure Book. Roll one 10-sided die and read the encounter letter code for that roll in the window on the right. Encounter codes are listed in the lower portion of the wheel.

MARVEL SUPER HEROES™

OFFICIAL GAME ACCESSORY

NEW YORK, NEW YORK

Kate Novak and Jeff Grubb

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