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MARVEL SUPER HEROES™

UNOFFICIAL GAME ADVENTURE

THE HYDRA CONNECTION

By Richard Feitelberg

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INTRODUCTION

The AVENGERS - including CAPTAIN AMERICA, BEAST, BLACK PANTHER, THOR, WONDER MAN, SHE-HULK, BLACK WIDOW, and IRON MAN - are assigned to a public relations opportunity by their National Security Council Liaison, Henry Gyrich. But what else will they find when they investigate a drug connection to a newly-built hi-tech storage facility in Boston? And what enemies will try to prevent the AVENGERS from succeeding? Find out within the pages of this adventure, designed for use with the MARVEL SUPER HEROES Role-Playing Game.

To play this exciting adventure you need the MARVEL SUPER HEROES game. You need to know the game in order to play. It's a good idea to read this entire booklet before running the adventure, but it's not absolutely necessary. If you don't read the entire booklet first, at least read each chapter thoroughly before playing that scene.

Some of the villains and heroes have met in the MARVEL Comics before. This can be an aid to role-playing, but don't allow a player to change the game rules by showing you a comic in which a villain or hero does something not permitted in this adventure. Remember, you are the Judge, and this game requires careful balance, something you (not the players) should provide. "That's the way it works here," is a good answer for pushy players.

Once you've set up the game, it's time to discover what as afoot in Boston!

Credits:

Design: Richard Feitelberg
Editing: Steve Jolly
Layout: Steve Jolly
Illustrations by Jeff Grubb and the Marvel Bullpen

Thanks to George Henson and David Bailey for making this project possible!

TOURNAMENT RULES

JUDGE – Please read the following notice to all players.

There are a number of points in this game you should be made aware of before playing as these can affect the way in which you play. First, Health Points. This is the number written next to the word Health on your character sheet, and refers to the number of points of damage you can take before collapsing.

Second, Karma. The way the game is played, whenever you try to do something, you roll percentile dice to see if you can perform that action. I then check the appropriate chart and tell you whether you accomplished the action or not. However, if your roll is too low, you can use your Karma points to boost your roll to the necessary number needed to do the action. You MUST specify BEFORE you roll that you want to use your Karma. Moreover, if you get knocked down to negative Health points, you will need your Karma to stay alive. 'Nuff said.

Third, pulling punches. When you hit a villain you don't have to do all the damage you are capable of doing. You can do any amount up to maximum. This prevents someone like Spider-Man from killing a local thug. Moreover, if you roll well and get a killing attack, but don't want to do a killing attack, then you can shift it to a stun. In ALL cases I assume you do maximum unless you say otherwise. If you have a question during play about how you can modify your damage, ask, and I'll answer your questions.

Fourth, being Good Guys. You people are the Avengers. That means you fight on the side of law and order. Your score in this tournament will be determined by how well you do this. You have been warned.

NOTE TO JUDGE – the two players with the highest scores, even if they are negative, go on to the finals.

A note about the character sheets. All character sheets have been prepared in the same way. If no talents are listed, then the character has none. Power ranks for abilities are in the form: (R no.). The "R" denotes that it is the Rank and the no. is whatever number follows. Other information about the character abilities is also listed on the sheet, so please read these character sheets carefully. Thank you, and enjoy.

CHAPTER 1:

A DAY AT THE HARBOR

The Avengers have been asked to make a public appearance to dedicate a new wharf at Boston Harbor. The wharf will be used solely for the import of hi-tech goods. National Security Council Liaison Gyrich has suggested the Avengers make the appearance so they can inspect the facilities afterwards and ensure the building meets federal regulations. They are also to make the appearance to generate good public relations (should any hero refuse to comply with Gyrich's "suggestion", Gyrich will threaten to rescind the Avenger's security clearance). Have each hero make a FEAT roll on his Intuition to see if he has heard rumors about drug smuggling in the area. If any hero is smart enough to request blueprints of the warehouse, add 100 points to his score.

When the Avengers arrive, there are people waiting to greet them. The heroes sign autographs, shake hands and so forth. After this, they cut the ribbon to dedicate the wharf. Speeches are made by local politicians about what this new warehouse will mean to the City of Boston. After the ceremony, the Avengers are shown around by the head of security, Oliver Itch, and the foreman of construction. There are also some politicians and other NPCs touring the warehouse with the Avengers. During the inspection, the heroes will be able to investigate the rumors of drug trafficking, although anyone asked about it won't know anything.

The Warehouse

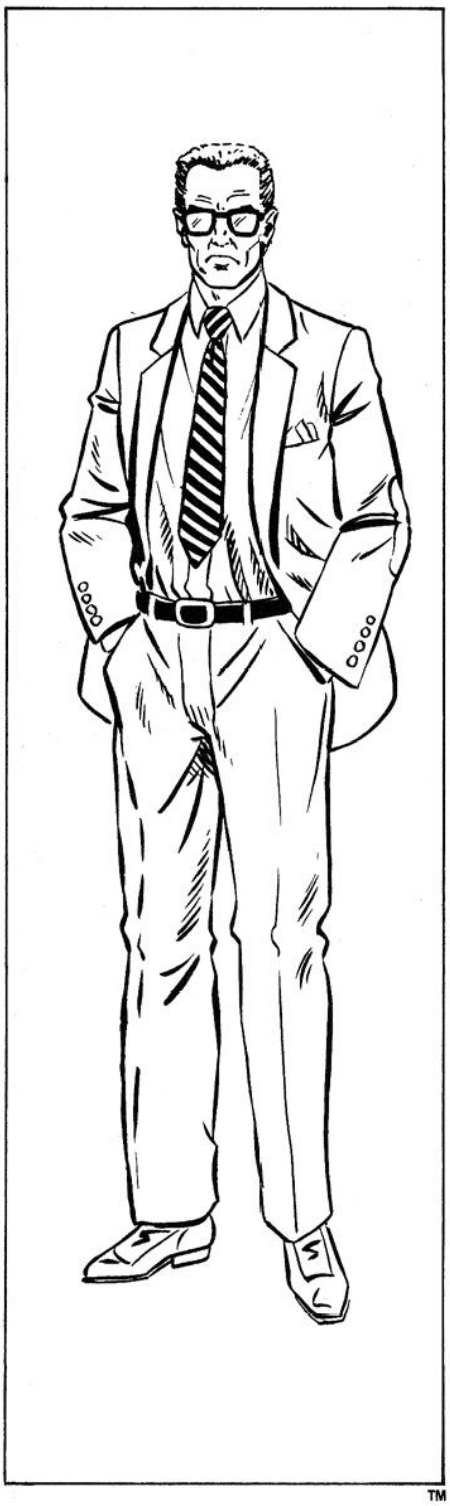
The warehouse is made of metal, and an electrified fence has been set up which security guards patrol both inside and outside. All guards are given radios as part of their standard equipment and are Watts security guards. The warehouse is five stories tall and all floors of the warehouse are presently empty and very large (roughly 100 yards by 50 yards), although the first floor is being filled with goods which are then broken down from their pallets and carted away to the freight elevators to be stored on some level above.

On the first floor, in addition to everything else, is a small electronics lock on the wall. The lock has a combination code and below the lock is a trapdoor. Any attempt to open the trapdoor before disarming the lock causes sirens to sound and lights, both inside and outside the warehouse, to go on. Have each hero roll a Green FEAT on his Intuition to notice the lock. Any hero asking about the lock will be told it is the warehouse security system protecting an underground warehouse. They will also be told if they ask, that the underground warehouse will be used to store goods destined for use by the government and/or the military. If asked to be shown the underground area, Itch will comply after the rest of the warehouse is shown (When Itch opens the lock, he will do so in such a manner so that the heroes cannot see the combination. If a hero wants to watch him, Itch will say he may not watch, as the combination is highly classified. If the heroes protest, he will say he has his orders – from Gyrich no less). If not asked about the lock, Itch will show the heroes the process of unloading the stock and the upstairs, where and how everything is stored (which is mainly on large metal racks about ten feet tall). Then Itch will show the heroes the security system and what happens in case someone tries to break in (mainly, the entire area is flooded with light and sound, and the guards start shooting). The ceiling on each level is 15 feet tall.

The Underground

The underground floor is just as large and just as empty as the floors above, save for the metal racks. There is also a secret exit here. Have each hero make a red FEAT roll on his Intuition to see if he notices the secret door in the warehouse. If any hero asks about the exit, they will get this reaction, "Oh, that's an extra room where sensitive documents enroute will be stored. However, since the room isn't quite finished, I won't bore you by showing it to you, especially since there are some men working in there." Have each hero who sees the door roll another FEAT on his Intuition. Those who made the roll will hear noises from behind the door. Asking about the noises gets this response, "As I've said, I have some men working in there." Itch will then send the foreman in to stop the noise, saying "Why don't you see how the workers are doing?"

A round later, the noises will stop. If the heroes believe Itch, then the



inspection is over. If the heroes do not believe Itch and press him for a look behind the door, Itch will say, "I really don't understand you guys. I thought you were more interested in saving the world and that sort of stuff. I really didn't know that watching men using hammers and saws turned you on." (A little Judge sarcasm is called for here as he speaks Itch's lines.) Anytime a hero wants to push past Itch and into the next room, he will find the foreman in the room alone. Have another hero roll a yellow FEAT on his Intuition to notice a metal locker in the corner of the room. There are also work materials piled up in front of another secret door, making it totally impossible to see at this time. Behind this door is a secret passage leading to the subway. It takes three rounds to get to the subway.

If any hero asks what made the noise they heard, the foreman will say that a pile of tools fell off the step of a ladder (he points the tools on the floor out to them). Any hero asking about the workmen Itch said were supposed to be in here will cause Itch to comment that he forgot that it was lunchtime, and the workmen have an hour off for lunch and must have left. The room is 25 yards by 50 yards. That ends the conversation. The heroes will then be shown out, as Itch has to get back to regular business.

After the inspection is complete, the Avengers may fly back to the Avengers Mansion, in which case Gyrich will call and ask what happened. If the heroes do not mention it, Gyrich will ask if the inspected the underground storage area. If they say they did not, Gyrich will say, "You morons! Go back and check it out immediately!" If they say that they did, Gyrich will ask for their appraisal of how secure they think the warehouse is. Any mention of the secret room or the secret exit will get the following response, "Secret room? What secret room? There is no secret room! You morons! Didn't you check the blueprints?" He will then send them back to check it out immediately. Go to Chapter 2; or the Avengers may have hung around to check out something that doesn't make sense.

Beantown by Night

If they wait around until dark to check out the warehouse again at night, go to Chapter 2. If not, Batroc the Leaper and the villain Void will be seen whenever the heroes go into the Boston area (in most cases, the villains will just be passing thru when spotted; however, it is possible that they were preparing to commit a crime). To spot the villains, have each hero roll a green FEAT on his Intuition. The villains will not attack first, and if attacked by the Avengers, they will press charges of assault against the heroes. If questioned by the heroes, the villains will be evasive as possible, and deliberately flip and smart mouthed.

The Avengers may decide to follow the villains (the smartest move) in which case the villains eventually go back to the warehouse by going thru the subway, through the secret tunnel and into the warehouse. It will be getting dark by this time. Go to Chapter 2. If the villains learn they are being followed, they will lead the heroes on a long tour of Boston, covering all the major historical sites, pausing to read monument markers, etc. When sundown approaches, the villains will attempt to lose the heroes so they can head for the warehouse. For a villain to learn he is being followed, he must make a Yellow FEAT against his Intuition.

CHAPTER 2:

BATTLE AT THE WATERFRONT WAREHOUSE

For whatever reason, the AVENGERS are investigating the underground warehouse at night. If they have returned to check something out that doesn't make sense, or because Gyrich has sent them back, the heroes will, of course, have to get past the guards and the fence outside. The Judge should remember that the guards outside are hired security people, not criminals. They are doing their job, and if players injure or kill them they lose scoring points and Karma. Once inside, they must deal with the electronic lock. If the heroes already know about the secret room, they will find the chamber (which is about 25 yards by 50 yards) with about fifteen thugs in it. There are also containers full of drugs in various stages of cutting and re-packaging here. The thugs are discussing plans for the next exchange of goods. Itch is there and so are Batroc and Void. Once the heroes open the door, whether it is the door to the tunnel and subway or from the underground warehouse, they will automatically achieve surprise. After the initial surprise is lost, Itch will immediately try to escape thru whichever secret door the Avenger characters did not come through, while the thugs and the costumed villains keep the heroes busy.

If Itch escapes, subtract 25 points from all player scores. The thugs fight until the villains are either captured or flee. Then they surrender. Void and Batroc fight while there is a reasonable change of victory. When this is lost, they attempt to flee the same way the heroes came in. Should any thug or costumed villain escape, subtract an additional 25 points from player scores.

If the heroes go after Itch and he makes it to the subway (Judge remember, it takes three rounds to go from the room to the subway, or from the room to outside the warehouse fence area), he will pull out a blaster and take a hostage to ensure his escape. He will also fire at the hero pursuing him. There will be civilians around the subway station, who are properly alarmed and mill about in fright.

If Batroc and Void flee, the guards and police they meet on their way out will not be able to stop them (mainly because Batroc can travel faster than they can aim, and he runs interference for Void). Only the Avengers themselves can stop the costumed villains. This means that if the heroes do not pursue the costumed villains when they break away, they will make good their escape.

After the battle, the police arrive and take the villains and thugs off the jail. They also take statements from the heroes and begin their investigation of what has happened at the warehouse. They will also tell the heroes where the villains will be taken if they (the heroes) want to question them later. The heroes will have five rounds before the police make it down to the drug room in which to search that area themselves.

They can open the containers full of drugs with no problems. There are lots of drugs, worth millions of dollars. Have each hero who hasn't rolled to find the locker, do so now. If the heroes know about the locker and want to check it out, tell them it appears to be a standard metal locker, about seven feet tall, about 4 feet wide. The locker cannot be opened no matter what the heroes do, despite the fact that there is no lock, just a keyhole. (The locker is, in fact, magically sealed.) Attempts to move the locker, even so much as a fraction of an inch, are futile. If the secret door in the drug room hasn't been found at this point, have each hero roll a yellow FEAT on his Intuition to find it.

Once the drug ring is broken, Gyrich will contact the heroes to either congratulate them and tell them to question one of the captured criminals to get more information on who was financing the drug ring operation, (Judge's discretion as to which one), or, if the costumed villains were not captured, Gyrich will tell the player characters that FBI Agents have captured Void in a running shoot-out, and will ask the heroes to interrogate him.

CHAPTER 3:

THE CURSE OF THE RED BULLET

Whether this scene was reached from Scene 1 or from Scene 2, the events which transpire next will pretty much be the same. The Avengers have entered the police station to question a villain. No sooner do they enter the police station than shots are heard. Rushing thru the jail to the appropriate cell where the shots seemed to originate from, they and the police will see the criminal (whoever they were to question) laying on the floor, bleeding profusely. The only words he can say are "Red bullet!, Red Bullet!" Then he dies. Have each hero (roll a yellow FEAT on his Intuition to notice a few red bullets on the floor near the wall of the cell.

As to who did the killing, people in the cells next to the victims will say that it was a policeman. But where he went, and how he managed to escape is unknown. No other criminal that has been caught will talk after this murder.

Investigating the red bullet, heroes find no fingerprints, but if they run it thru their computer links at the Avengers Mansion (or even tag into the police computer network and the FBI Crime Files) they can learn that back during the days of Prohibition, the red bullet was the symbol of the Maggia. If nobody thinks to use computer links they can also spend several hours thumbing books and running down the research at the local library to learn the same thing.

Once the heroes learn that the Maggia is connected, and presumably the motivating force behind the drug ring, this part of the adventure ends. The adventure will continue in the finals.

Please note that any help players request from SHIELD will be automatically denied, as this is an internal civilian matter, not a case of national security, and not within the sphere of SHIELD's normal range of activities (which are more properly, international espionage, threats to national security on an international level etc.) Players should also be discouraged during the adventure from leaning on the police or the FBI for help. The spirit of the game demands that the player characters solve the problems, not that they delegate their responsibilities to other agencies and other people.

Game Master, pick the two best players at your table and give them tickets to the finals. Base your decision on skill at handling the mechanics of the game, role-playing ability, and the ability to come up with workable, usable ideas and actions that advance the adventure in a positive fashion.

TOURNAMENT FINALS

JUDGE – Inform the players that last episode, we saw the Avengers (yourselves) uncover a Maggia drug ring headed by Oliver Itch on Boston's waterfront. Having smashed the evil-doers, you heroes are now leaving police headquarters where you have just been given authority to take charge of a strange locker found in the underground warehouse. This locker, although it appears to be normal, cannot be moved, and it cannot be opened. Due to the extraordinary nature of the situation, the locker has been placed under federal jurisdiction and will soon be moved away to Project P.E.G.A.S.U.S. for further study. Officially at least, you have been given the job of guarding the locker until it can be moved.

CHAPTER 4:

THE MAGGIA STRIKES BACK

As the Avengers are leaving the police station, a large black limousine pulls up and out come six costumed villains. The Avengers immediately recognize the baddies as the Scorpion, Lightspeed, Bulldozer, Darkflame, Powerhouse, and Audio. Once out of the car, the limo speeds away. Any attempt to stop the car will be hindered by a costumed villain, but even if the car is stopped, the heroes will find only a hired thug driving.

The costumed villains have orders from the Maggia to eliminate the Avengers as a thorn in their side; they plan to eliminate the heroes as effectively as possible. However, if things do not go as they plant, they are adaptable and will try a different ploy, as given below.

The villains' plan is to fight one or more of the heroes as follows:

- Bulldozer, while he will fight anyone, is especially meant to keep Thor, She-Hulk, and Wonder Man busy.
- Lightspeed; he is there especially to keep Black Panther busy.
- Darkflame; her primary job is to roast the Beast, Captain America, Black Widow, and the Black Panther (though not necessarily in that order).
- The Scorpion; he goes after Captain America immediately. Having fought the shield slinger before, he lusts for revenge as to most good Marvel Universe villains. He attacks with his tail generally, saving his plasma projector for an emergency.
- Powerhouse; his job is to freeze the Black Widow and Captain America. Then he will go after the Black Panther and the Beast.
- Audio, technically the leader, will immediately use his magnetic control powers to screw up Iron Man. Should he have time, he will go after Captain America's shield, Black Widow's wrist cartridges and cable, and Wonder Man's jets. He will, however, stop this plan of attack if Thor summons lightning. Only then will he use his electrical control power to redirect the bolt to hit the closest hero.

After the battle, no villain who is captured will talk or answer any question the Avengers or the police may have.

Should these strategies fail, the villains will try to regroup and continue fighting. At this point endangering other people will be their ploy. They will attack the heroes as they attempt to save victims. If this should fail, the villains will flee. For any villain who manages to escape, subtract 25 points from the final scores of the players. Victims include passerby's who are in groups watching the heroes and the villains mix it up, and the police inside the station who are at the door, and also at the corners of the building with their ineffectual weapons drawn.

NOTE TO JUDGE – The Maggia sent these costumed villains here because they believed they were more than a match for the Avengers. Try to run these criminals as hard and ruthless, and give the heroes a hard time. The heroes should have great difficulty dealing with these baddies and should win, if they do, over tremendous obstacles and in somewhat battered condition. Make sure the players know they survived a tough fight by running these criminals tough.

CHAPTER 5:

THE WRATH OF HYDRA

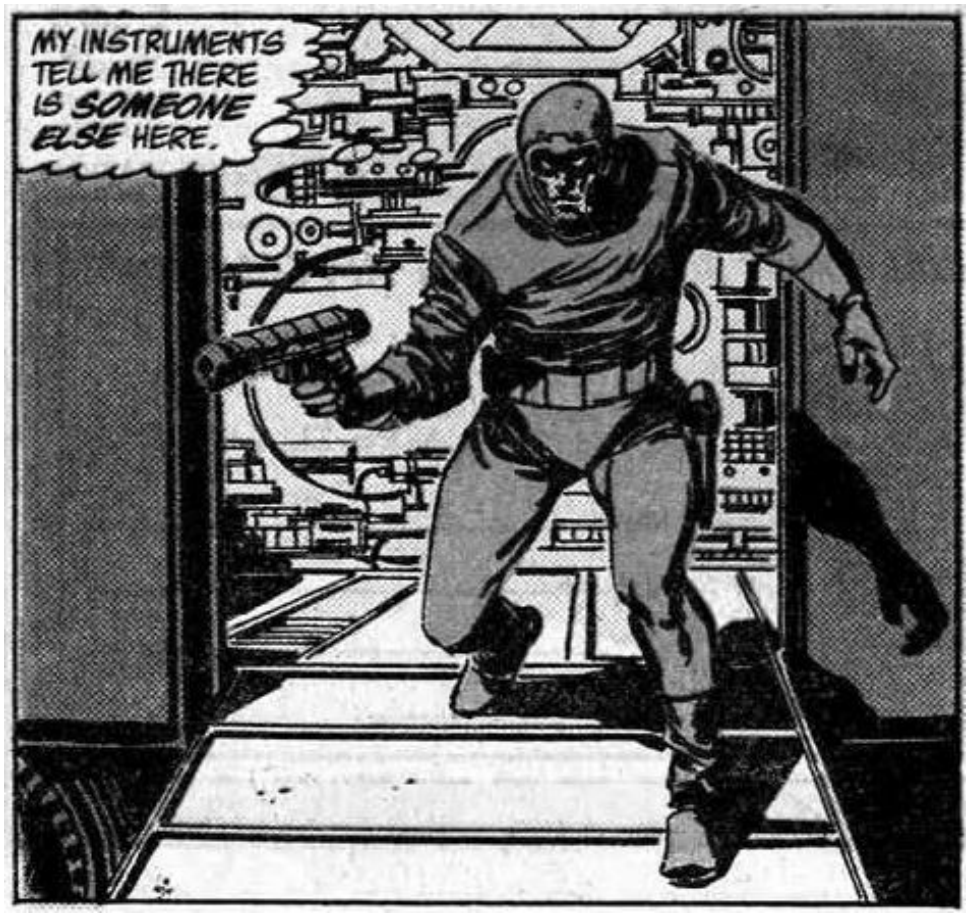
The scene begins at the warehouse. When the heroes arrive, the area around the warehouse is deserted. There are no guards, no people, nothing. The electrical fence has been turned off. The heroes will have no trouble entering at all. There are no lights inside the warehouse; the electronic lock has also been turned off, and the trapdoor is open. Any search outside for people or activity is futile.

Looking around inside, however, will quickly reveal 7 Hydra agents waiting for the heroes on the second floor. Players do not know these criminals work for Hydra, and the Judge should not tell them. If a battle takes place on the second floor, metal racks which hold warehouse goods cut down on the amount of fighting space and could become obstacles to be used by the criminals in battle.

If the players do not search the warehouse (a likely occurance) and go straight to the secret room which holds the locker, the Hydra agents will attack from behind by surprise. Both underground rooms are currently empty except for the locker and the metal racks.

These criminals have an attack plan, as listed below. In general, they will not run away, as the Supreme Leader wants these Avengers eliminated, and the price for failure in Hydra is often death anyway. Kalvak, however, will run when most of the other agents are either captured or killed, if for no other reason than to keep the heroes from getting the key he is carrying.

- The Fixer; he will immediately target those heroes his blaster will have the most effect on. In this case that means Black Widow, the Beast, Black Panther, and Captain America. He has web bombs and tangler cables and will use these when he can't get off a good shot with his blaster.



- Mongrel; she attacks with her claws. She will usually leap onto a hero, claw him up, and then leap away before the hero can recover. In most cases she will use her poison to knock out the hero. Only in the cases of Thor, Wonder Man and She-Hulk will she immediately strike to kill. She figures she/the others can kill heroes rendered unconscious or immobile by her poison later, however she has doubts concerning the three above mentioned heroes and will take no chances with them. She will not bother with Iron Man until the other heroes have been dealt with.
- Megavolt; he has two forms of attack. First, he has energy touch which shoots electricity through his victim. Second is his distance attack of throwing lightning bolts. He is more than willing to take on any Avenger.
- Paralysis; he also has two forms of attack. The first is generation and control of the Darkforce which he uses to knock out his opponents. The second form is his paralyzing touch.
- Zephyr; he usually creates strong winds to batter down structures and toss people around. He plans to use this power to relieve Captain America of his shield the first time he throws it. Other ploys are to create vacuums between heroes so they can't communicate.
- Batroc; what a surprise, he has managed to escape somehow. He will take on any hero except for Thor. Captain America is probably his first choice for an opponent.
- Kalvak the Conjuror; he is the leader of the group and will be the first one to run. He carries the key which will open the locker, but will not use it as the contents of the locker must be saved until the Supreme Leader says otherwise. Kalvak's standard line of attack is to set up the appropriate shields and defenses first, and then attack the heroes with mystic bolts of energy.

NOTE TO JUDGE – This should be a tough fight. The battle can be won by the players without all that much difficulty if

they remember to use their powers properly and to coordinate their attacks – in other words, fight as a team, which they should be doing since they are the Avengers. The Judge should run the villains as vicious, murderous fighters who are there to kill the Avengers dead. If things really go very badly for the players and all hope is absolutely lost, the players have totally bungled it and the villains are mopping up the landscape with them and all else is down the drain, the Judge call pull the ever popular deus ex machina by having Colonel Nick Fury and a strike squadron of SHIELD agents break in, opening fire with automatic weapons, and strange energy blasting weapons. The villains are disoriented, and all run away. If Fury has to be used, the players automatically sacrifice 50 points on their final scores. Damage done to the players in combat stands. Fury fights, he does not run a miracle ambulance service. If Fury has to be pulled in (this is the absolute last action), all the criminals get away automatically.

If the players successfully handle the attack by the costumed criminals, they have ten rounds, one full turn, in which to investigate the bodies of their opponents. If they search bodies they can find some useful items and some useful information. First, on Kalvak's body they will find around his neck two gold chains. On one of them is a medallion is the multi-fist symbol of the Hydra, which all the Avengers characters will immediately recognize. In addition, the other chain has an odd key on it, a small key with one end pin-like in shape, as though to fit into something unique and the other end which looks as though it fits a regular keyhole. In addition, Megavolt and Paralysis both are wearing chains with Hydra medallions on them.

Ten rounds after the competition of combat, the players hear a sound from above, as though from a huge helicopter. Then they hear the sound of running feet, and seconds later Nick Fury and a strike squad of SHIELD agents comes in to congratulate the Avengers on a job well done and to take charge of the fallen villains. Fury explains that they had a tip that Hydra was involved with the things going on in this warehouse, but they couldn't take action until Hydra tipped its hand.

Fury's agents begin tying up, attending to, and searching the bodies of the villains. Any heroes who are seriously injured or unconscious can be whisked off to the hospital at the same time. Once SHIELD secures and searches the bodies, Fury takes a brief statement from the Avengers and leaves.

If players have discovered the key and wish to investigate the locker on their own, they may do so. If they check the tunnel to the subway they will find that it is being filled in, by order of Gyrich and the City of Boston, and that the Boston Department of Public Works (DPW) has the job almost completed. Once the players decide to open the locker on their own, go to Chapter 5.

If the players do not search the bodies, and thus do not find the key or for some reason do not decide to check the locker, let time run. The Judge should allow a pause after combat for players to make decisions and do things before Fury arrives anyway. At this point, all the players have to do is to ask Fury if they found anything on any of the fallen villains. He will reply that something was found, but that it is being sent to Project P.E.G.A.S.U.S. for further study. To get the key after Fury's men have found it, the players will have to go to Gyrich, who, after a proper amount of fumbling and waiting will let the players have the key as he still has not figured out how to move the locker anyway. Once they have the key, after the proper amount of time wasting, go to Chapter 5.

If players do not find the key, and do not think to ask Fury if anything interesting was found when his people searched the bodies, then let the players decide what to do. If they decide to question the captured criminals, they can learn that the Maggia had set up a deal with Hydra and some hi-tech companies abroad. The Maggia would trade drugs for technology, and then sell the equipment to Hydra. The criminals with the Hydra medallions will be most reluctant to speak with heroes; the other crooks, particularly Batroc who is essentially a mercenary, will be more willing to talk, especially if the fact that they cooperated with authorities is noted on their records, possibly aiding in obtaining lighter sentences.

The Hydra agents can tell the heroes that they were planning to buy hi-tech equipment from the Maggia, but where they were going to get the goods, they don't know. The agents were mainly on the scene to deal with possible opposition from the law, and to make sure that transactions moved with "honor" and no double-crosses.

From the Maggia villains the players can learn that they were planning to sell drugs and narcotics abroad to hi-tech firms. From this point let the heroes figure things out for themselves. At this point, the Judge might remind the players that it was the Maggia who was running the warehouse full of electronics equipment. They may solve the smaller mystery, but without the key they are in a corner. Let time run down until they either remember to check with Fury, or follow up other dead end leads and the time limit expires.

CHAPTER 6:

OUT OF THE VALLEY OF SHADOWS

The Avengers are about to open the locker. Placing the key in the keyhole works. The heroes see that the key fits and turns and a click can be heard. Once unlocked, the locker immediately glows an eerie blue, and before the heroes can react, a hideous monster bursts forth from the locker, as the door to the locker completely dissolves/disappears.

The monster does one of two things. It either eats whatever is around it, or it smashes things to bits. The determination of which action the monster takes is simple, since people are considered by the beast to be food. The monster is extremely strong and stands about 14 ft tall. It also has hinged jaws, something like a snake, which allows it to open its mouth enormously and swallow people whole. Any hero who decides to look into the locker will see a gate to a different plane (players may not recognize this is exactly it, however, they see strange colors and vaguely odd shapes).

Once the monster is either subdued or slain, the heroes can take a closer look at the situation. If the monster kills the players, there will be no chance to look at anything else. Immediately inside the locker space is a dimly lit space. Players must physically go through the locker doorway to find out what is inside.

In the dimly lit space, the heroes almost stumble on the remains of a human being. He has obviously been in a fight with some fierce opponent as he is very bloody and various parts of his anatomy are missing. The body is dressed in the remains of a lab coat. If the remains are searched, the heroes will find an odd piece of metal on a chain around his neck. The piece of metal has a round hole in one end, and a small indentation at the other. It fits very nicely onto the key found on Kalvak's body, which was used to open the locker.

Next to the man's body, further up into the chamber, is a table, and on the table is a notebook. If the heroes read from this notebook, they can learn that this is the scientific journal kept by John Morph (an eccentric genetic experimenter). Have each hero roll a FEAT on their Reason to see if they have heard about him. Those who have will know that he disappeared a few months back after announcing some controversial experiments at Empire State University. These same heroes will be able to recognize the body as that of John Morph. The notebook records in detail his bizarre genetic experiments. An entry near the end of the written pages is particularly informative:

I've done it! My experiments are a success. I've manage to transform human tissue into flesh of another race altogether. The race will be stronger than humanity by far, very carnivorous and destructive. Just what Hydra wants for its army of sleepers. Now all that I need are the subjects Hydra promised me.

The last entry records how one of his "subjects" refused to cooperate and how he "got out of hand". This entry is not finished.

Investigating this chamber further, the heroes will find more monsters against a far wall. There are fifty-one of the creatures all total, and each one is inside a tall plastic tube and appears to be dormant. Behind each tube is a sealed doorway about the size of a locker door. Above each door is an inscription. Vocalizing the inscription releases the monster in the tube. The tube shatters to dust and the monster immediately moves forward on a path of destruction.

Judge - hand a note to the player or players who check this area out. In the note inform him that there are cardboard placards behind each of the tubes with the following words written on them – Fantastic Four, X-Men, Defenders, New Mutants, Legion of Monsters, Eternals, Champions, Liberty Legion, Strategic Air Command, Ft. Knox… Listen carefully to what the players do. The minute one of the players says one (or more) of the names you have passed over to them as being written on the placards, one (or more) of the plastic tubes disintegrates to dust and the appropriate number of monsters is released to attach the players. The size of this room is 40 by 60 feet, with five feet along the N long side of the room taken up by the row of tubes and doors behind the tubes.

The monsters cannot destroy the tubes, due to an odd combination of

science and sorcery so popular in the Marvel Universe, these cannot be harmed by mere physical means, so no more of the monsters can break free unless the players utter more words. Players do not know this, of course. The monsters can move very fast, so even if the players make a mad rush for the entrance by which they came into this strange room, they cannot outrun the monsters, who will break out and follow right on their heels.

The finals end when the players figure out a way to close the gate that holds this room, and when they put the key in a safe place. The first part of this should be easy. Investigating the half key they retrieve from Kalvak they will find the words "Hail Hydra" inscribed on this side of the key. Using a form of magic and these words would have allowed Kalvak to open this locker safely. The other part of the key found inside this room has the inscription "Eternal Power" inscribed on it. This makes a complete phrase. To give the players a clue, have the first part of the inscription read exactly as follows "HAIL HYRA and finish the inscription on the second half, when screwed together with the other part of the key, to finish the line with ETERNAL POWER". Note that the first part of the line has an open quotation mark and the second half of the line has the close quotation marks, indicating the phrase is now complete. Players holding the key, screwed together, and repeating this phrase verbally, automatically close or unlock the door at their will. Saying the phrase inside closes the passageway back to the warehouse, and they are in a closed chamber with no sign that a doorway or passageway ever existed. Saying it again opens the passageway back up. Saying the phrase with the key in their possession from the warehouse side closes the passageway completely, the locker becoming nothing but a (by now) battered sheet metal locker and the chamber and its tubes of horror are closed.

The second part is a bit trickier. Disposing of the key by dropping it into a volcano or into the ocean will work, but the players lose 50 points, as the key will eventually turn up again in the future (remember, the key has magical properties, and even a volcano won't destroy it). If they think to give the key to Project P.E.G.A.S.U.S. or Dr. Strange, or to Gyrich (who will promptly turn it over to the research people at Project P.E.G.A.S.U.S.), this solves the problem completely. Giving the key to Fury, or telling Fury and S.H.I.E.L.D. that they have the key will call for an explanation, and he'll suggest they turn it over to Project P.E.G.A.S.U.S. anyway.

If the players decide to keep the key, even if they keep it in the Avengers Mansion, they will have trouble. The Hydra villains, at least the ones wearing the Hydra medallion, know about the key, and they know something about its properties. Have these particular costumed villains freed from jail by a Hydra attack squad who blow down the prison walls to free them. The Avengers get the good word by telephone, and just as they hang up, the villains attack them, wherever they might be (probably the Avengers Mansion). If the villains get the key, they utter the magic connecting words, the doorway opens right there, and they begin setting the monsters free to attack the Avengers. If the heroes beat back the attack, they should (hopefully) realize that Hydra wants that key very badly, and knows that the Avengers still have it. If they still decide to hold onto the key, the adventure ends, and the players take another 25 point subtraction from their final scores. The Avengers are supposed to solve problems, not set up the ground rules for endless hours of mindless combat, which is what the players will be doing if they hold onto that key.

If the players decide to remove the key from planet Earth, then accept this as a workable solution. Give each player 10 points for original thinking, and still have the villains attack them, as the villains still think the Avengers have the key, and will continue to believe that until the word gets out that the players do not have the key. If the villains win, and can't find the key, they leave in disgust. If the players win, they should have the brains enough to report some of this to other people.

Regardless of what the players do with the key, just before the adventure ends, have Gyrich call the players to inform them that he thinks the P.E.G.A.S.U.S. people have found a way to move that locker. At this point, the heroes should tell Gyrich what has happened. If they went to Gyrich in the first place, to get the key, Gyrich calls to ask them how they made out with it.

Judge - listen carefully to what the players say in this situation. Remember, the Avengers are supposed to be the good guys. Gyrich will be unhappy that the locker is destroyed before P.E.G.A.S.U.S. got a chance to investigate it, but satisfied that a Hydra scheme was uncovered and dealt with. If the players lie to Gyrich, but the story is plausible and makes good sense, subtract 30 points from their final scores, and Gyrich will be satisfied. If the heroes lie to Gyrich and the story is full of holes and contradictions, and Gyrich (played by you) believes/learns he is being lied to, subtract 75 points from each player's scores. At that point, Gyrich tells them they must either tell him the entire story, the whole truth, or they lose their security clearance.

Make your selection for best player, based on playing ability, role-playing, ingenuity in advancing the plot with good workable ideas, and bring your point results and recommendations to the Jefferson Hall lounge and give them to one of the General Staff members (the guys with the black t-shirts) so the trophy can be awarded.

AFTERTHOUGHTS:

The key found around the neck of Kalvak has an inscription on it, specifically the words "HAIL HYDRA, with an open quotation mark. This should be made clear to the players when they find and examine that key. The Judge should note that without Kalvak's unique magic knowledge and skills, that the players cannot safely open that locker, and so must always face at least one of the synthetic monsters. In addition, when the door of the locker disappears/blows up/whatever, the key will probably be hurled across the room. Unless the players specifically say they are looking for it after dealing with the monster, and then retrieve it, they will not have it when they enter the storage chamber/ experimental chamber beyond the dimension door. They can always go back and look for it, of course, but players do not have it unless they say they searched for it in the warehouse room, found it, and picked it up there.

The Judge should inform the players early, about the recovery costs for damage in this game, as some players may be out of action after some of the battles here. Overnight characters add their current Endurance points to their remaining Health points. If they get bed rest, it's double their current Endurance. If they are in a hospital, each day will give them triple their current Endurance to their health points. If players are in negative numbers and their current Endurance is shot, they heal at the rate of one rank per week, no faster. Healing ratios could become a factor in this competition, and the Judge should keep the players informed on the matter.

BEAST

Hank McCoy, geneticist

Fighting:	**INCREDIBLE**
Agility:	**AMAZING**
Strength:	**REMARKABLE**
Endurance:	**EXCELLENT**
Reason:	**EXCELLENT**
Intuition:	**GOOD**
Psyche:	**EXCELLENT**
Health:	**140**
Karma:	**50**
Resources:	**GOOD**
Popularity:	**25**

Powers:

CLIMBING: The Beast can climb at his normal movement rate rather than just one area per turn. He is fond of climbing the walls of whatever room he happens to be in.

FEET: The Beast's pedal dexterity is so good that he can use his feet as if they were another pair of hands. He gets a kick out of doing things with his feat that most people have to do with their hands.

Talents: Genetics

Background: The Beast was born with great agility. Professor X offered to train the Beast to use his power for good purposes. As a member of the X-Men, he learned a lot about combat and teamwork. The Beast later got a job at the Brand Corporation. There he discovered a serum that could change his appearance. He figured he could change his looks to ferret out enemy agents, but instead the serum enhanced his beastlike powers - and made him look like a beast, too! The change is irreversible. Hank McCoy has learned to accept his new appearance, and sometimes he even seems to revel in it.

BLACK PANTHER

T'Challa, King of Wakanda

Fighting:	**AMAZING**
Agility:	**REMARKABLE**
Strength:	**EXCELLENT**
Endurance:	**REMARKABLE**
Reason:	**GOOD**
Intuition:	**REMARKABLE**
Psyche:	**EXCELLENT**
Health:	**130**
Karma:	**60**
Resources:	**AMAZING**
Popularity:	**55**

Powers:

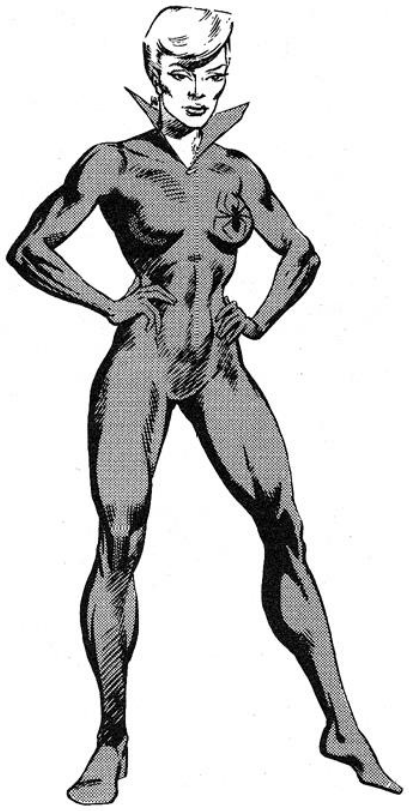
EXTRAORDINARY SENSES: The Black Panther has Incredible sight, hearing, and smell. He uses these senses to track creatures.

INFRAVISION: The Black Panther can easily see in the dark.

COSTUME: Because of his dark costume, the Black Panther is hard to detect in darkness or dim light. Opponents must shift two columns to the left on their Intuition FEAT rolls when they are trying to spot the Black Panther.

Talents: The Black Panther is highly skilled in the martial arts.

Background: T'Challa's father, the former king of Wakanda, was slain by Klaw, who wanted the vibranium from that country's mines. Wakanda is the only country known to have this useful metal. T'Challa swore to avenge his father's death. After his triumph over Klaw, T'Chalia went to Europe for schooling. He was trained in various forms of the martial arts. He later returned to Wakanda and obtained a sacred, heart-shaped herb that granted him his great physical powers.



BLACK WIDOW

Natasha Romanova, Adventurer

Fighting:	**INCREDIBLE**
Agility:	**REMARKABLE**
Strength:	**GOOD**
Endurance:	**EXCELLENT**
Reason:	**GOOD**
Intuition:	**INCREDIBLE**
Psyche:	**GOOD**
Health:	**100**
Karma:	**60**
Resources:	**TYPICAL**
Popularity:	**30**

Powers:

WRIST BRACELETS: Black Widow wears wrist bracelets that are capable of emitting a high-frequency electrostatic charge. This Charge does Excellent damage as an electrical distance weapon. Black Widow can hit any target in any adjacent area with this weapon, which she refers to as her "widow's bite'.
One of the cartridges on Black Widow's wrist bracelets contains a 100-foot-long hooked wire. She can use this "widow's line" to swing through up to four areas in one round.

Other cartridges on Black Widow's wrist bracelets contain a radio transmitter/receiver and several tear-gas pellets. One tear-gas pellet fills one area with gas. Anyone who inhales the gas must make an Endurance FEAT roll before he can perform any action in a round.

BELT: Black Widow occasionally wears a belt made of metal disks. Each disk holds a plastic explosive that does Remarkable damage to whatever it hits and Good damage to anything else in the same area. Use the grenade rules when Black Widow uses these disks.

SUCTION CUPS: Black Widow's uniform contains electrostatically charged suction cups on the feet and hands. These molecule-sized cups allow Black Widow to climb walls and stick to ceilings with Remarkable skill.

Talents: Black Widow is highly skilled in the martial arts.

Background: When her husband died while testing a new jet plane, Natasha enlisted in the KGB (the Russian espionage agency). She was trained In the martial arts and in espionage. Her first assignment was to infiltrate Stark Industries. Eventually she defected and joined S.H.I.E.L.D. After leaving S.H.I.E.L.D., she joined the Avengers, and is now one of their reserve members.

CAPTAIN AMERICA

Steve Rogers, Adventurer

Fighting:	**AMAZING**
Agility:	**INCREDIBLE**
Strength:	**EXCELLENT**
Endurance:	**REMARKABLE**
Reason:	**GOOD**
Intuition:	**INCREDIBLE**
Psyche:	**GOOD**
Health:	**140**
Karma:	**60**
Resources:	**EXCELLENT**
Popularity:	**100**

Powers:

SHIELD: Captain America carries a circular, red, white, and blue shield made of a special mixture of adamantium and vibranium (Class 1000 strength). The shield is a Unique Weapon and is immune to all forms of energy except magical and psionic.

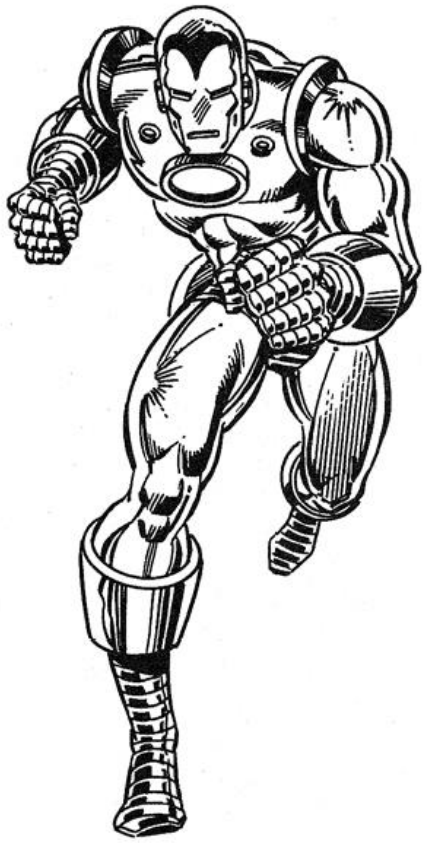
The shield can absorb up to 90 points of damage per round, but Cap cannot attack in the same round that he uses his shield for defense. Even when using the shield, he's still subject to special battle effects such as slams or stuns.

Cap can throw the shield to hit a target; he can even make a called shot, bounce the shield off several targets, and have it return to him. He has Monstrous Agility when throwing the shield, and the weapon does Remarkable damage to anyone or anything it hits.

Talents: Captain America is an expert in all forms of martial arts and wrestling. When wrestling, he gets two column shifts to the right on his FEAT rolls.

Captain America is also a master of military strategy and tactics. His Reason in this subject area is Incredible.

Background: At the outbreak of World War II, Steve Rogers volunteered to take the "super soldier" formula, which changed him Into a physically perfect human. He trained in all forms of combat, and served his country in Europe during the war. While on assignment during the war, Cap was thrown into the Icy waters of the North Atlantic and frozen in suspended animation for decades. The Avengers eventually rescued Captain America and made him part of their team. Cap has led the Avengers on many occasions.



IRON MAN

Tony Stark, inventor

Fighting:	**EXCELLENT**
Agility:	**EXCELLENT**
Strength:	**INCREDIBLE**
Endurance:	**MONSTROUS**
Reason:	**INCREDIBLE**
Intuition:	**EXCELLENT**
Psyche:	**TYPICAL**

Health:	**155**
Karma:	**66**
Resources:	**GOOD**
Popularity:	**70**

Powers:
All of Iron Man's powers come from his suit of armor. Without it, he is a normal man of Typical Strength and Endurance.

BODY ARMOR: The armor provides Amazing protection from physical damage.

RESISTANCES: The armor provides Unearthly resistance to radiation, plus Remarkable resistance to heat, cold, and acid.

FIRE EXTINGUISHER: The armor can spray foam covering one area that reduces the effect of fire by an additional Remarkable amount.

REPULSORS: Each of the armor's hand coverings contains a plasma projector in the palm, capable of doing Amazing damage to any target up to 10 areas away.

ABSORPTION: The armor can absorb Unearthly amounts of electricity and channel this energy out through the suit's repulsors or as electricity. The suit can be modified to absorb other types of energy.

FLIGHT: The armor's boots contain turbines which allow Iron Man to fly at Monstrous speed.

CHEST LAMP: The armor has a high-intensity lamp which allows Iron Man to see in darkness or to blind an unsuspecting foe for 1 - 1 0 rounds. The victim gets an Endurance FEAT roll to avoid the effect.

AIR SUPPLY: Iron Man can close the eye and mouth holes in his armor. The armor is then airtight enough so that it can be used in outer space. The air supply in the suit is good for up to 2 hours in total vacuum or underwater.

Talents: Tony Stark has engineering talent, enabling him to invent and construct any device of Incredible power or less.

Background: The Iron Man armor is presently operated by Tony Stark, its inventor. Jim Rhodes, one of Stark's hired pilots, wore the armor for a time while Stark was battling against alcoholism. Now that Stark has solved his problems, he has taken up the armor again.

SHE-HULK

Jennifer Walters, Lawyer

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

Health:	**150**
Karma:	**36**
Resources:	**EXCELLENT**
Popularity:	**30**

Powers:

DENSE FLESH: She-Hulk's body is dense enough to give her Incredible protection from damage.

LEAPING: She can make Remarkable leaps of up to 3 areas using her powerful leg muscles.

ALTER EGO: Like the Hulk, she has a weaker alter ego. Unlike the Hulk, her mind and personality stay the same in either of her forms. She can change from one to the other by choice. On occasion an overdose of gamma radiation has forced the change upon her. She rarely becomes Jennifer Walters, preferring to be the stronger She-Hulk.

Jennifer Walters:

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

Health: 26 Karma: 26
Resources: Excellent Popularity: 10

Talents: She-Hulk used to be a lawyer in her life as Jennifer Walters. She still has that knowledge and training.

Background: Jennifer Walters was shot by a gangster while her cousin Bruce Banner was visiting her. To save her life, Bruce Banner gave her a blood transfusion, and she gained some of the Hulk's abilities in that way. When she was later attacked by the same gangsters, she became excited and angry, which caused her to tum into the She-Hulk. She found that she liked being the She-Hulk better than being Jennifer Walters. She accepted an offer to be an Avenger, but then recently became a reserve Avenger when she replaced the Thing in the Fantastic Four.

THOR

Thor, Thunder God

Fighting:	**UNEARTHLY**
Agility:	**EXCELLENT**
Strength:	**UNEARTHLY**
Endurance:	**UNEARTHLY**
Reason:	**TYPICAL**
Intuition:	**EXCELLENT**
Psyche:	**AMAZING**
Health:	**320**
Karma:	**76**
Resources:	**EXCELLENT**
Popularity:	**100**

Powers:

DENSE FLESH: Thor's body is as tough as brick, which gives him Excellent protection as body armor. The standard for most Asgardians is Good protection.

MJOLNIR: Thor's magical hammer, Mjolnir, is a Unique Weapon made from mystical Uru metal, a Class 1 000 material. Thor's fighting is only Shift X, not Class 1 000, with it. The hammer has the following enchantments:

1) Return. The hammer always returns to the thrower's hand and is caught automatically in the same round it was thrown. Thor can throw it up to 1 0 areas.

2) Worthiness. Only those who are worthy (good, honorable, etc.) may lift Mjolnir. If Thor himself becomes villainous or cowardly, he cannot lift the hammer again until he proves himself worthy. Even a worthy character must have at least 1 000 Karma and Remarkable Strength. A non-living force may lift the hammer if it has at least Remarkable Strength.

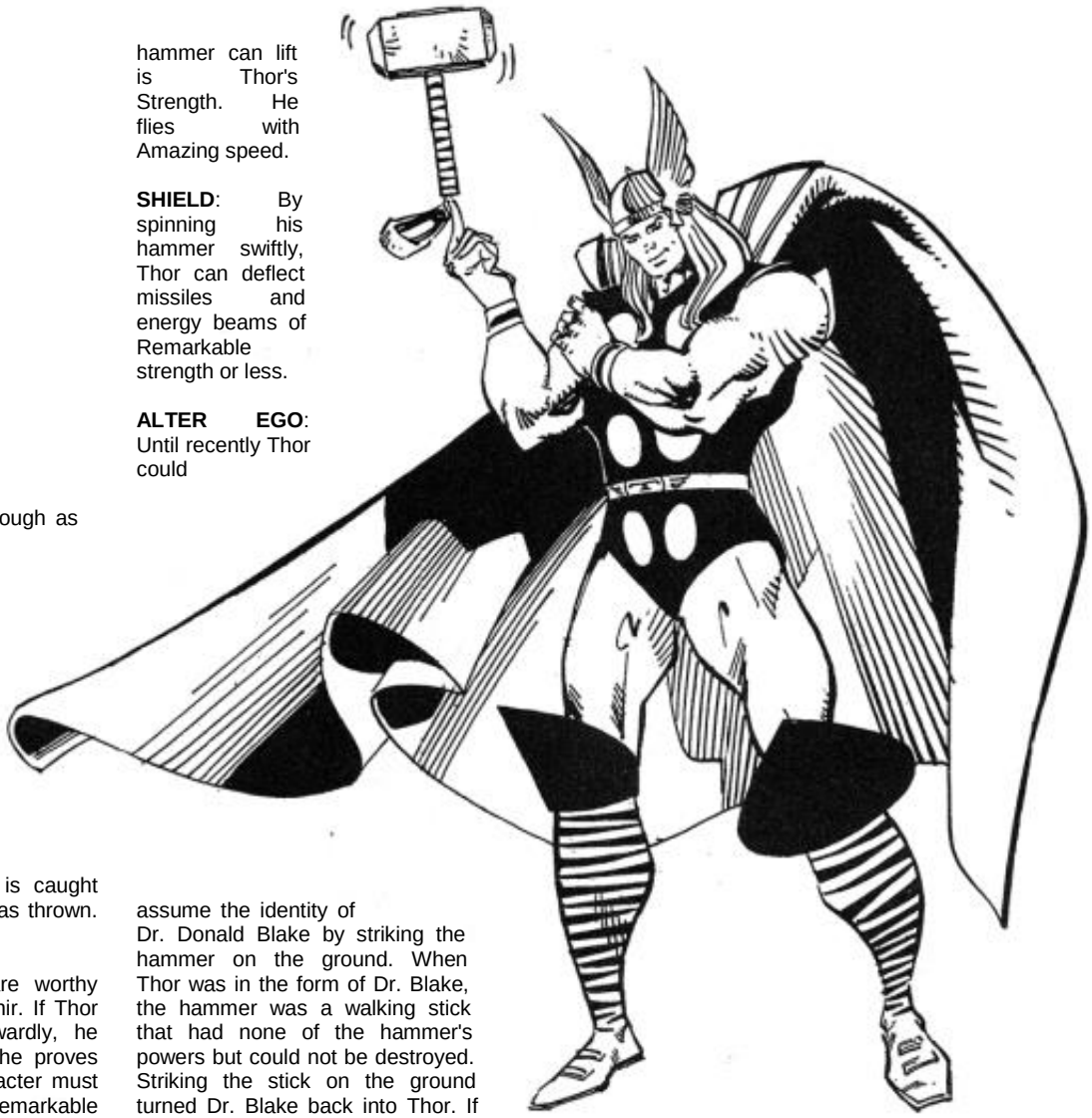
3) Weather Control. The wielder has Unearthly control of weather. He can call or dispel storms. He can cause villains to be struck by lightning bolts for Monstrous damage. He can make lightning bolts come directly from the hammer.

4) Dimensional Travel. By spinning the hammer just right, the owner can cross into other dimensions such as Asgard, Olympus, Limbo, and numerous pocket dimensions.

FLIGHT: This power is accomplished by using the hammer. By throwing it and grabbing onto the thong, Thor is pulled along behind the hammer. Thor can mentally control his flight path. The only limit to how much weight the hammer can lift is Thor's Strength. He flies with Amazing speed.

SHIELD: By spinning his hammer swiftly, Thor can deflect missiles and energy beams of Remarkable strength or less.

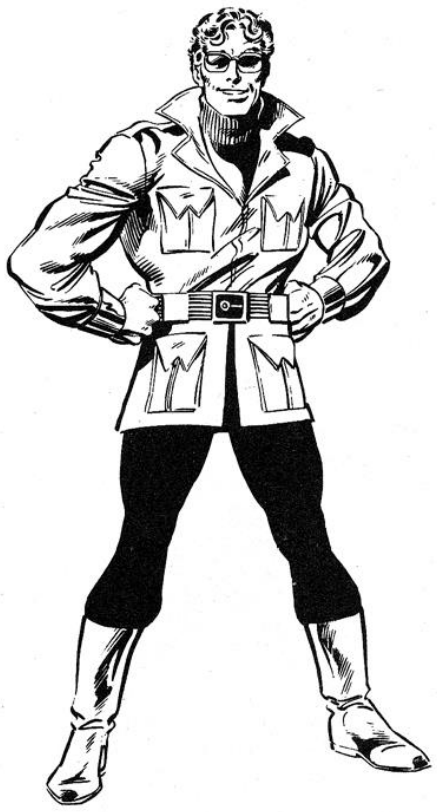
ALTER EGO: Until recently Thor could assume the identity of Dr. Donald Blake by striking the hammer on the ground. When Thor was in the form of Dr. Blake, the hammer was a walking stick that had none of the hammer's powers but could not be destroyed. Striking the stick on the ground turned Dr. Blake back into Thor. If the hammer was ever out of Thor's grasp for more than 60 seconds, he reverted to his alter ego automatically. Odin recently lifted this enchantment on Thor.



Talents: Thor trained for many years with a sword in Asgard. He gets a column shift to the right when using one.

Note on Resources: While Thor's personal resources are Excellent and usually sufficient for his needs, in times of dire emergency he can approach his father Odin, whose resources are Class 1000.

Background: Thor is the son of Odin. For many centuries Thor adventured in Asgard, fighting storm giants, trolls and other adversaries. In order to teach Thor humility, Odin enchanted him into the mortal form of Dr. Donald Blake. After learning humility he remained on Midgard (Earth) as one of its champions. He is called upon to settle affairs in Asgard occasionally.



WONDER MAN

Simon Williams, Actor

Fighting:	**GOOD**
Agility:	**REMARKABLE**
Strength:	**UNEARTHLY**
Endurance:	**MONSTROUS**
Reason:	**TYPICAL**
Intuition:	**TYPICAL**
Psyche:	**TYPICAL**
Health:	**215**
Karma:	**18**
Resources:	**POOR**
Popularity:	**45**

Powers:

HARD SKIN: Wonder Man's skin is so hard that he has Amazing protection from damage.

ENVIRONMENTAL INDEPENDENCE: He does not need to eat, drink, or breathe, but can if he wants to. He can survive in outer space. He is not truly a human anymore and does not age.

FLIGHT: He wears a belt which allows him to fly at Remarkable speeds. The belt can only lift 300 lbs. more than his own weight.

Talents: Simon Williams is an aspiring actor, although not a very good one. He is now a stuntman, and is very good at this job because he can't be hurt.

Background: The owner of a failing company, Simon Williams fell in with Baron Zemo and the Enchantress, members of the Masters of Evil. He was subjected to an "ionic ray" treatment that gave him extraordinary strength and invulnerability. Zemo told him that a side effect of the treatment would kill him unless he took an antidote that Zemo provided him with every week. Then the Masters of Evil, with Wonder Man on their side, took on the Avengers. In the battle, Wonder Man betrayed Baron Zemo, and the Masters of Evil were defeated. But Wonder Man apparently died because he didn't have the antidote he needed any more. His brother, the Grim Reaper, took the body to a voodoo priest to have it revived. Brought back to "life" as a mindless zombie, Wonder Man followed the commands of his brother and attacked the Avengers. However, he slowly began to regain his humanity. It was later discovered that he was not dead, but only in a deep coma while undergoing a permanent metamorphosis into a form that allowed him to retain his powers.

BATROC THE LEAPER

Georges Batroc, Mercenary

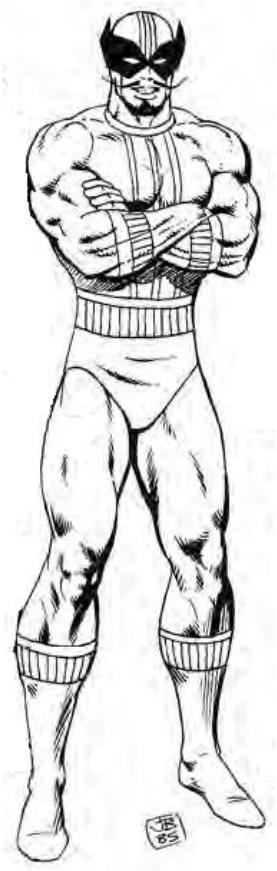
Fighting:	**INCREDIBLE**
Agility:	**REMARKABLE**
Strength:	**EXCELLENT**
Endurance:	**REMARKABLE**
Reason:	**GOOD**
Intuition:	**REMARKABLE**
Psyche:	**GOOD**
Health:	**120**
Karma:	**50**
Resources:	**GOOD**
Popularity:	**-5**

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 special 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."



SCORPION

MacDonald Gargan, Professional criminal

Fighting:	**REMARKABLE**
Agility:	**INCREDIBLE**
Strength:	**INCREDIBLE**
Endurance:	**INCREDIBLE**
Reason:	**TYPICAL**
Intuition:	**TYPICAL**
Psyche:	**GOOD**
Health:	**150**
Karma:	**22**
Resources:	**TYPICAL**
Popularity:	**-15**

Powers:

WALL CRAWLING: Gargan has Excellent wall-crawling abilities on any surface he can grip, including concrete and masonry but excluding glass.

BODY ARMOR: Gargan's costume provides Excellent protection from physical attacks and Remarkable protection from electrical damage.

SCORPION'S TAIL: Scorpion's tail is made of Incredible-strength material and inflicts Amazing damage when it hits. It can react to mental commands from Gargan, who can make it coil like a spring to enable him to clear buildings three stories high in a single leap. The tail also contains a plasma projector capable of firing a bolt up to 10 areas away for Remarkable damage.

Background: MacDonald Gargan was a private investigator in the employ of J. Jonah Jameson. Jameson, while casting about for some way of defeating Spider-Man, discovered Dr. Farley Stillwell, a scientist who had made great leaps in mutagenics. Jameson offered Stillwell $10,000 to change someone into a super-powered challenger for Spider-Man, and offered Gargan $10,000 to be that subject. Gargan and Stillwell agreed, and Stillwell mutagenically altered Gargan to give him his superhuman powers. Stillwell also provided Gargan with a cybernetically controlled tail to use as a weapon. So armed, Scorpion went out to fight Spider-Man.

During the battle, Stillwell observed that the animals he used in previous experiments showed psychotic behavior. He realized that his modifications would soon destroy Gargan's sanity as well. Gargan went mad, blaming Jameson for his situation, and tried to kill the editor. Farley Stillwell perished in an attempt to administer an antidote, and Spider-Man defeated Scorpion. During the next few years Scorpion escaped incarceration several times to seek revenge on Jameson. Jameson, meanwhile, kept his role in Scorpion's past a secret while quietly paying for Gargan's psychiatric treatment. Finally, Jameson admitted his responsibility for the creation of Scorpion and, though no criminal charges were brought against him, resigned his position as editor of the Daily Bugle.

OLIVER ITCH

Spy

Fighting:	**GOOD**
Agility:	**GOOD**
Strength:	**TYPICAL**
Endurance:	**TYPICAL**
Reason:	**GOOD**
Intuition:	**TYPICAL**
Psyche:	**TYPICAL**
Health:	**32**
Karma:	**22**
Resources:	**Good**
Popularity:	**9**

Powers: None

Equipment: Handgun (2 Area range, 6 pts damage).

Talents: Oliver Itch is trained in the use of guns.

NAMELESS THUGS

Fighting:	**GOOD**
Agility:	**TYPICAL**
Strength:	**TYPICAL**
Endurance:	**TYPICAL**
Reason:	**POOR**
Intuition:	**POOR**
Psyche:	**POOR**
Health:	**28**
Karma:	**12**
Resources:	**Typical**
Popularity:	**0**

Powers: None

Equipment: Handgun (2 Area range, 6 pts damage).

Talents: Guns

FIXER

Paul Ebersol, Professional criminal

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

Health: **24**
Karma: **70**
Resources: **REMARKABLE**
Popularity: **-10**

Powers:

All the Fixer's powers derive from his weapons and technological devices.

BODY-SUIT: The Fixer's uniform is made of Kevlar cloth, giving Typical protection against physical attacks, Excellent from fire and heat, and Incredible from electricity.

Battle-Vest: The Fixer's metal vest is made of Remarkable strength material. It contains many of his weapon systems.

Sonic Blaster: This weapon fires a Remarkable intensity beam affecting everyone in the target area. It has a range of 4 areas.

Electrification: The vest can be electrified, causing Incredible electrical damage to opponents who come into contact with it.

Launchers: The launchers have a range of 5 areas. The two primaries will hold Incredible Rank ammo. There are six single-shot launchers below the primaries, holding Remarkable Rank ammo. Both primaries or three secondaries can be fired per round.

Gravity Clamp: This steel clamp can be fired out to 2 areas. If it hits, the target is surrounded by a gravity field that Grapples with Incredible Intensity.

Pistol: A laser, inflicting Excellent Energy damage with a range of 7 areas.

Electro-Knucks: An electro-knuck does Remarkable electrical damage.

Flight: The Fixer can fly at Shift X speed for up to 20 hours. He can hover and Blindside unsuspecting opponents.

Helmet: The Fixer's helmet provides Remarkable protection for his senses. The helmet has a 3-hour air supply.

Ammunition: Used in his launchers, all standard grenade types (fragmentary, smoke, tear gas, knock-out gas, flash, concussion, and sonic).

TALENTS: The Fixer is a genius at Electronics, Engineering, and Computers, and also has the Repair/Tinkering skill.

ZEPHYR

Unknown, criminal

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

Health: **130**
Karma: **60**
Resources: **UNKNOWN**
Popularity: **0**

Powers:
AIR CONTROL: Zephyr can lift up to 80 tons, create vacuums, whirlwinds, and wind shields to deflect attacks with his power

Talents: Zephyr has a background in Archaeology.

Costume: Light blue, with dark blue boots and cape.

PARALYSIS

Unknown, criminal

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

Health: **130**
Karma: **54**
Resources: **UNKNOWN**
Popularity: **0**

Powers:
BODY ARMOR: Remarkable Body Armor

DARK FORCE CONTROL/GENERATION: Excellent rank

PARALYZING TOUCH: Incredible rank.

Talents: Paralysis has a background in Engineering.

Costume: One-piece outfit that is completely black. However, his cape is gray.

MEGAVOLT

Unknown, criminal

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

Health: **104**
Karma: **70**
Resources: **UNKNOWN**
Popularity: **0**

Powers:
ENERGY MISSILE - LIGHTNING: Amazing

ENERGY TOUCH: Incredible

RESISTANCE - ELECTRICITY: Amazing

Talents: Megavolt has a background in Electrical Engineering.

Costume: Megavolt's costume is blue with a lightning bolt across his chest.

MONGREL

Unknown, criminal

Fighting:	**GOOD**
Agility:	**REMARKABLE**
Strength:	**REMARKABLE**
Endurance:	**REMARKABLE**
Reason:	**TYPICAL**
Intuition:	**GOOD**
Psyche:	**POOR**
Health:	**100**
Karma:	**20**
Resources:	**UNKNOWN**
Popularity:	**0**

Powers:
RESISTANCE TO POISON: Monstrous

HYPERSENSES – SMELL & HEARING: Excellent rank

LEAPING: Excellent rank.

BODY ARMOR – THICK FUR: Incredible

NATURAL WEAPONRY – CLAWS: Typical material strength, Incredible damage (use hack & slash table); poisonous claws of Amazing rank, can secrete poison from her claws and control when its secreted.

Appearance: Covered by brown fur, and appears much like a humanoid dog.

KALVAK THE CONJURER

Unknown, criminal

Fighting:	**GOOD**
Agility:	**TYPICAL**
Strength:	**GOOD**
Endurance:	**REMARKABLE**
Reason:	**INCREDIBLE**
Intuition:	**EXCELLENT**
Psyche:	**REMARKABLE**
Health:	**56**
Karma:	**90**
Resources:	**UNKNOWN**
Popularity:	**0**

Powers:
MAGIC DEFENSE - SHIELD: Treat as Remarkable rank body armor. Shield will shatter if heroes attack and make a Red FEAT. Caster must make an Endurance FEAT or be stunned for 1D10 rounds.

MYSTIC BOLT: Mystic bolts doing Remarkable damage. Not that if the spell is cast successfully, it does the damage.

Spell limit of one per round for either attack or defense – not both.

Costume: Kalvak wears an olive green tunic and a black cloak.

LIGHTSPEED

Unknown, criminal

Fighting:	**EXCELLENT**
Agility:	**REMARKABLE**
Strength:	**EXCELLENT**
Endurance:	**EXCELLENT**
Reason:	**GOOD**
Intuition:	**GOOD**
Psyche:	**EXCELLENT**
Health:	**90**
Karma:	**40**
Resources:	**UNKNOWN**
Popularity:	**0**

Powers:
LIGHTNING SPEED: Excellent rank

Talents: Zephyr has a background in Archaeology.

Costume: Lightspeed has a white costume with yellow streaks in it. He will not appreciate anyone saying he has a yellow streak in him, however, and may redirect his attacks toward the hero who first insults him.

BULLDOZER

Unknown, criminal

Fighting:	**INCREDIBLE**
Agility:	**GOOD**
Strength:	**MONSTROUS**
Endurance:	**AMAZING**
Reason:	**POOR**
Intuition:	**TYPICAL**
Psyche:	**EXCELLENT**
Health:	**175**
Karma:	**30**
Resources:	**UNKNOWN**
Popularity:	**0**

Powers:
ARMOR SKIN: Amazing rank

RESISTANCE - ELECTRICITY: Amazing rank

LEAPING: Good rank.

Costume: Bulldozer wears a one-piece emerald green costume.

Note: He is not very smart and is slow on the up-take. He is extremely strong, however.

POWERHOUSE

Unknown, criminal

Fighting:	**EXCELLENT**
Agility:	**GOOD**
Strength:	**INCREDIBLE**
Endurance:	**REMARKABLE**
Reason:	**GOOD**
Intuition:	**REMARKABLE**
Psyche:	**REMARKABLE**
Health:	**100**
Karma:	**70**
Resources:	**UNKNOWN**
Popularity:	**0**

Powers:
BODY ARMOR: Incredible rank

MISSILE WEAPON - COLD: Incredible rank

FLIGHT: Typical rank.

Costume: Powerhouse's costume, in addition to being colorful, gives her body armor. Her costume features various shades of blue, from light to dark. She can fly and will do so as often as possible. She can also form ice out of water vapor. Together, these powers make her quite deadly.

DARKFLAME

Unknown, criminal

Fighting:	**GOOD**
Agility:	**EXCELLENT**
Strength:	**REMARKABLE**
Endurance:	**EXCELLENT**
Reason:	**EXCELLENT**
Intuition:	**GOOD**
Psyche:	**EXCELLENT**
Health:	**80**
Karma:	**50**
Resources:	**UNKNOWN**
Popularity:	**0**

Powers:
ENERGY MISSILE - FIRE: Incredible

INFRAVISION

RESISTANCE - FIRE: Amazing

Costume: Darkflame's costume is basically black, with red flame around the edges. This flame on her costume looks black and gives off very little heat and no light. It does burn its victims nonetheless.

AUDIO

Unknown, criminal

Fighting:	**EXCELLENT**
Agility:	**INCREDIBLE**
Strength:	**TYPICAL**
Endurance:	**EXCELLENT**
Reason:	**GOOD**
Intuition:	**EXCELLENT**
Psyche:	**EXCELLENT**
Health:	**86**
Karma:	**50**
Resources:	**UNKNOWN**
Popularity:	**0**

Powers:

UNIQUE WEAPON – RING: Miniaturized circuits in his ring give him his powers. The circuits cannot be blown by lightning or electricity.

RESISTANCE - ELECTRICITY: Incredible

ELECTRICAL CONTROL: Incredible rank

MAGNETIC CONTROL: Remarkable rank.

VOID

Emma Tea, criminal

Fighting:	**GOOD**
Agility:	**EXCELLENT**
Strength:	**EXCELLENT**
Endurance:	**AMAZING**
Reason:	**EXCELLENT**
Intuition:	**GOOD**
Psyche:	**GOOD**
Health:	**100**
Karma:	**40**
Resources:	**UNKNOWN**
Popularity:	**0**

Powers:

DAMPER BELT: Void's belt has the ability to dampen all super-normal abilities – normal abilities are immune. It will negate all abilities in a 2 area radius. The effects last until a yellow FEAT on the hero's Endurance is made. Initially, all heroes within the area of effect must make a red FEAT roll on their Endurance. Once out of the area, the yellow FEAT can be rolled. Prolonged exposure requires heroes who have not been affected to roll new FEATs once per round.

BODY ARMOR: Void's carefully made costume simulated body armor which absorbs up to Remarkable damage. The costume itself resembles photos of galaxies – it is mostly black with star fields and star clusters superimposed upon it.

Talents: Void is trained in the use of guns.

SYNTHETIC MONSTERS

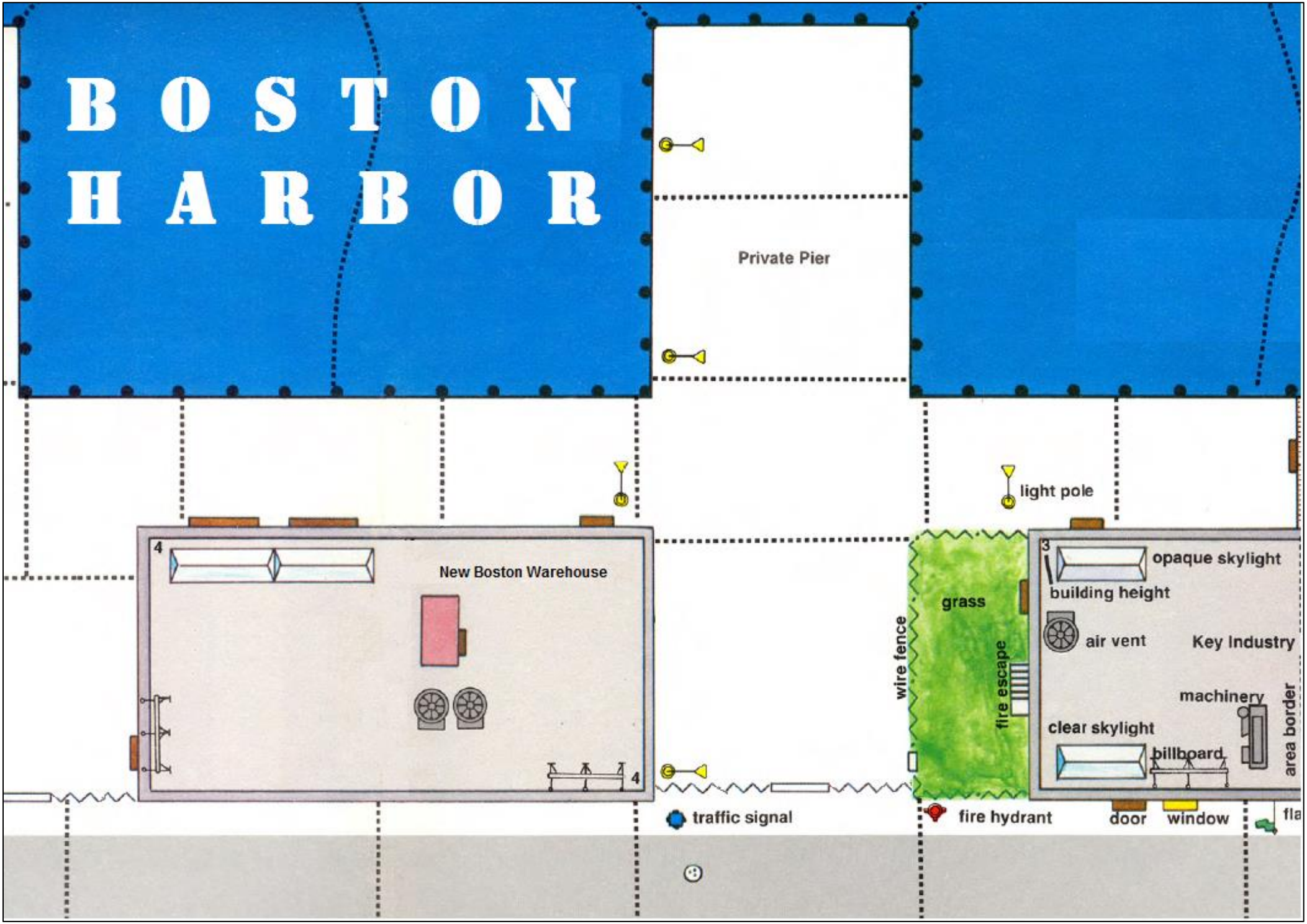
Fighting:	**UNEARTHLY**
Agility:	**MONSTROUS**
Strength:	**UNEARTHLY**
Endurance:	**UNEARTHLY**
Reason:	**POOR**
Intuition:	**TYPICAL**
Psyche:	**FEEBLE**
Health:	**375**
Karma:	**12**
Resources:	**NONE**
Popularity:	**0**

Powers:

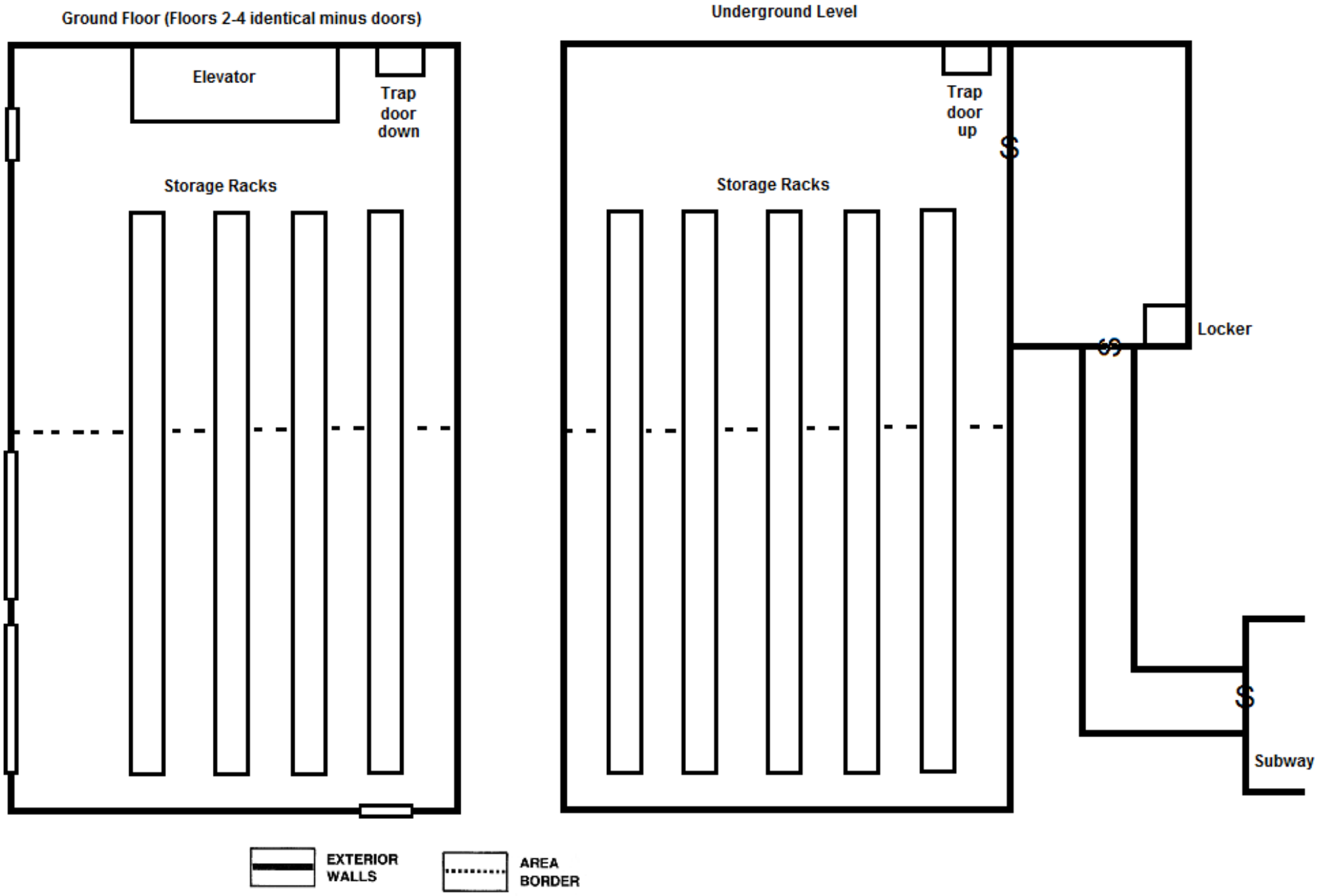
RESISTANCE – FIRE, ELECTRICITY, & RADIATION: Incredible rank

BODY ARMOR: Monstrous rank against all attacks except poison.

Note: Each monster is 14 feet tall, and drab green in color. It is also ugly and slimy. It tends to be hungry most of the time, and since it is a carnivore, it could do very well in a large unprotected city.


BOSTON HARBOR
Private Pier
light pole
4
New Boston Warehouse
4
3
opaque skylight
building height
grass
wire fence
fire escape
air vent
Key Industry
machinery
clear skylight
billboard
area border
traffic signal
fire hydrant
door
window

New Boston Warehouse Map



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