

MARVEL SUPER HEROES™

OFFICIAL GAME ADVENTURE

TIME TRAP

By Bruce Nesmith



Can a planet be saved AFTER it's destroyed?

The Avengers™ travel through time to save the Earth.

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CAPTAIN AMERICA™

Steve Rogers, freelance artist

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

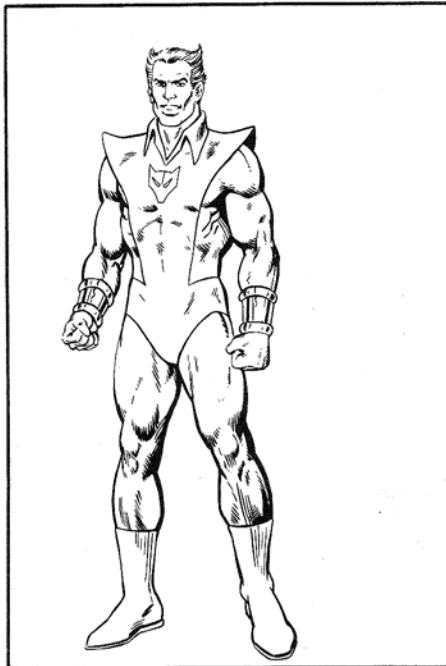
Health: 140
Karma: 60
Resources: POOR
Popularity: 95

Powers:

UNIQUE WEAPON: Captain America carries a shield made of a special adamantium and vibranium alloy. Nothing but magical or psychic energies can penetrate or damage the shield. It absorbs up to 90 points of damage per round, but if Cap uses it as a shield, he can't attack that round. Captain America can be stunned or slammed when using the shield. He can use the shield as a thrown weapon. He frequently tries called shots and bounces the shield off several surfaces so that it returns to him.

Talents: martial arts, wrestling.

Background: Captain America volunteered for the World War II Super-Soldier project and was transformed into the ultimate human fighting machine. He was frozen in suspended animation from 1945 until a few years ago, when he was rescued by the Avengers.



STARFOX™

Eros, adventurer/Eternal

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

Health: 110
Karma: 56
Resources: GOOD
Popularity: 75

Powers:

FLIGHT. Starfox can fly at Monstrous speed by manipulating gravitons.

BODY ARMOR. Starfox's body is very dense, giving him Good Body Armor.

MENTAL TICKLE. Eros can mentally stimulate the pleasure centers of the brain of any humanoid in the same area. Starfox must make a green Psyche FEAT roll to affect someone with a lower Psyche, a yellow FEAT roll to affect someone with an equal Psyche, and a red roll to affect someone with a Psyche one rank higher than Starfox's. If the victim's Psyche is two or more ranks greater than Starfox's, the victim is immune to this power.

Anyone who is affected by Starfox's power is helpless, and agreeable to suggestions from Starfox. Each round, the victim can try to make a yellow Psyche FEAT roll to recover from the mental tickle. Some aliens are immune to this power, and beings that are filled with hate, like the mindless Hulk, can only be controlled with a red FEAT roll.

Talents: none.

Background: Eros is a Titan-born Eternal. He is over 1,000 years old, but this is young by Eternal standards. He joined the Avengers for fun and adventure.



WASP™

Janet Van Dyne, heiress

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

Health: 46
Karma: 50
Resources: EXCELLENT
Popularity: 65

Powers:

SHRINKING. The wasp has Incredible shrinking power, letting her shrink down to a height of one-half inch.

WINGS. When she reaches her smallest size, a pair of wings unfolds from the Wasp's back. She uses these to fly with Good speed. The Wasp can lift 200 lbs, but her wings can only carry about half an ounce.

DISTANCE WEAPON. Wrist weapons on the Wasp's arms can shoot beams of bio-electric energy which cause Remarkable damage and have Poor range.

ANIMAL COMMUNICATION AND CONTROL. The Wasp has Typical communication and control power with insects, but she seldom uses it.

Talents: none.

Background: Janet van Dyne is the heiress-daughter of astronomer Vernon Van Dyne. She joined Henry Pym (Ant-man, Yellowjacket, Goliath, Giant Man) as a crimefighter, and eventually they were married. She is now divorced.

THE MIGHTY AVENGERS:™



TIME TRAP!

INTRODUCTION

Face front, True Believers! Get ready for pulse-pounding adventure as the mighty Avengers™ face their most deadly challenge! Can even Earth's mightiest heroes survive the deadly *Time Trap* of Kang the Conqueror?

This titanic adventure is designed to be used with 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 it.

Kang has battled the Avengers many times. True Marvelites will have many of the MARVEL® Comics in which he appears. Don't let a player try to change the game rules by showing you a comic in

which Kang or an Avenger does something not permitted in this adventure. Don't let an arguing player faze you. After all, Kang is different in every time line, and the Avengers' powers have changed many times over the years. Just say, "That's the way it works here."

Once you've set up the game, you're ready to play—so, on with the adventure! 'Nuff said!

Credits:

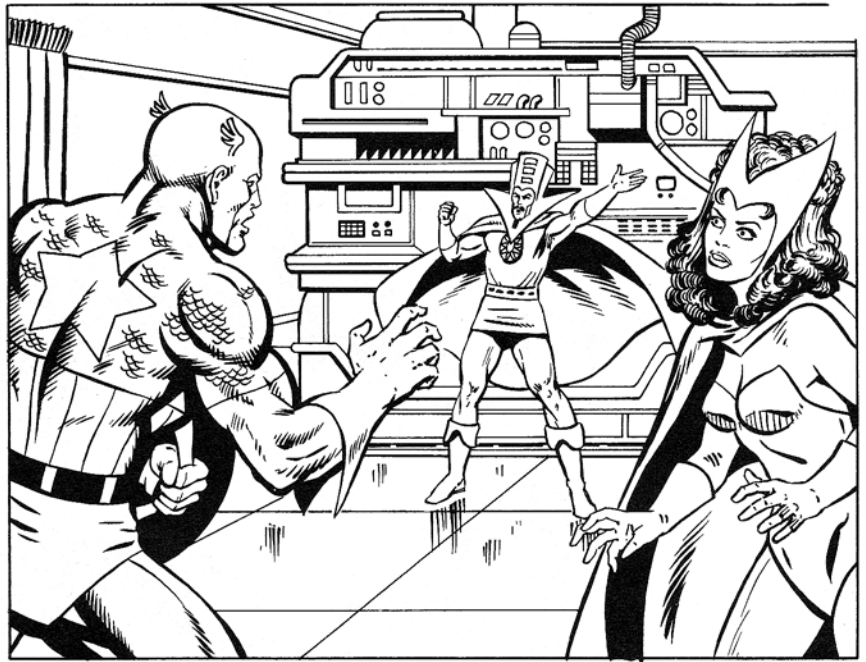
Dandy design by Bruce Nesmith
Eager editing by Steve Winter and Michael Dobson
Lusty layout by Ray Silbersdorf
Carefree cover by John Byrne
Intense interiors by Jeff Butler
Magnificent maps by Dave "Diesel" LaForce



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Chapter 1:

DOUBLE TIME

CAMPAIGN

Kang the Conqueror broods on his failures. "Always the Avengers have foiled my plans to conquer the 20th Century. Had they not existed, I would long since have triumphed! And so, I will use my mastery of time and cause the Avengers to eliminate themselves!" He stands, his cold iron mask a menacing presence, and snaps out orders to his minions to ready his time ship. Meanwhile, in the 20th Century, the Avengers meet... Read the following paragraph to your players.

As chairman, the Vision calls the meeting to order as you take your seats. The first item on the agenda is the upcoming year's charity work. But before the meeting can get under way, the room grows dim and blurred. In the center of the table smoke begins to form.

Each hero can perform one round of actions. The smoke is illusory; the blurred vision is a side effect of Kang's entrance. Both last only one round. Kang has disguised himself as his later incarnation: Immortus, the master of Limbo. Read the following section aloud.

The smoke clears, and your sight returns to normal. Standing before you is Immortus, the benevolent ruler of

Limbo. Behind Immortus is a large, complicated machine—his time ship. Immortus speaks.

"I apologize, Avengers, for this intrusion. Only danger that threatens time itself would cause me to leave Limbo and interfere in the temporal world. A terrible catastrophe has caused the branch of time you inhabit to be cut adrift. Fortunately, I managed to remove you and this mansion to a small pocket of Limbo before disaster struck."

"A series of coincidences have combined to doom humanity on this time line. Two days from now, a solar flare will trigger a meltdown of all nuclear reactors on Earth. All life on Earth will be destroyed by spreading radiation. Alas, I cannot act directly to prevent it. However, I have located five nodes in time that are crucial to this tragedy. You must travel back in time and alter these five events—or humanity will perish!"

If an Avenger leaves the building, he will find that the Avengers Mansion and a small island of land around it are floating in Limbo.

Immortus explains that the first time node is in the late 1960s in New Jersey, and involves a young man. Using his time machine, Immortus opens a small window

in time to show them the time node. (Actually, Kang has prepared a hologram of the scene as he wants the Avengers to perceive it.) Read the following paragraph aloud.

A small portion of the air blurs, then becomes a window to time itself. You watch as a young man approaches a collapsed cave entrance on a hillside. He begins to remove the stones that block the entrance. Suddenly he stoops, and picks up an object the size of a basketball. The object bathes him in its glow. Dazed, he drops the device, which begins to smoke and melt. Suddenly, time speeds up. In minutes, the young man progresses through college and becomes a leading nuclear physicist. In the middle of a lecture he stops, clutches his head, and falls to the floor. The next scene shows a funeral.

Immortus explains that the scientist's intellect was increased by the alien device. He invented a method of cooling atomic reactors, but it had a hidden flaw that helped trigger the meltdown. If the young man can be delayed from reaching the hillside, the alien device will break down before it alters his mind, altering the first of the five time nodes.

Immortus gives a strange headset to the Wasp. "Stop the boy from reaching the cave, put the helmet on his head, and activate it," he says. "It will erase all memory of the event and keep time from being altered in unforeseen ways. It will also signal me so that I can bring you back."

Kang is lying. The young man is actually Calvin Rankin—the Mimic. If the Avengers defeat the Mimic before he joins the X-Men, Rankin will not help the X-Men defeat Factor Three, which will continue to subvert mutants to its cause—including several future Avengers. The headset will ensure that the Mimic remembers his defeat, keeping him from becoming a hero. The only truth in Kang's statement is that the headset will signal him to bring the Avengers back to Limbo.

Kang/Immortus will not discuss any of the other time nodes. If pressed, he says that prior knowledge of the other nodes could endanger the chance for success. He tells the Avengers that his own existence is bound up in this crisis, blurring the time lines for him.

If the Avengers want to try anything else, Immortus explains that any alteration would cause unforeseen and possibly disastrous changes in time.

The Avengers Mansion is stocked with items that the heroes may want to take along. Allow any reasonable requests by the players. Virtually any common item and many uncommon items (sleep gas, energy and radiation detectors, space suits, a quinjet, etc.) are available. Very specialized items must be fabricated; however, none of these heroes has much technical expertise.

The heroes may want to consult the Avengers' computer. Calvin Rankin is not in the computer, since the Avengers never knew him. The time period is somewhere around the MARVEL® comic **Avengers** #18.

The Avengers may suspect that Immortus is not what he seems, or may try to refuse the mission. Kang is prepared for this. His disguise is impenetrable no matter what the Avengers do to unmask him. If the Avengers attempt to fight, Kang will be able to shrug off any attacks because of his force field. He will calmly forgive the Avengers, and ask them again for their help. Without Immortus's help, the Avengers cannot escape Limbo, and must eventually cooperate or be marooned. Either will satisfy Kang.

BATTLE

Use the map in the MARVEL SUPER HEROES™ game box. The Avengers start in any area of the park. There are three men and one woman in the park; one of the men (Calvin Rankin) is in the same area as the Avengers. The others are posi-

tioned randomly.

Because of the stress of time travel, the Avengers are helpless for the first full round after they appear. All the people in the park immediately head toward the nearest edge of the park.

The Mimic tries to talk to the Avengers before fighting them. This allows him to absorb their powers. He will not voluntarily put on the headset, nor will he reveal his identity. He wants to prove himself the most powerful man on Earth. Once the fight begins, his goal is to capture the Avengers and take them to the hill. He believes that the machine under the hill can make his mimicked powers permanent. He is wrong.

The Avengers recognize Calvin Rankin as the man they were sent to stop, but none of them recognize him as the Mimic. After the time travel effect wears off (the second round), make normal initiative rolls. The Mimic absorbs the Avengers' powers if possible. If he succeeds, his abilities and powers become:

F A S E R I P
Am In In In Ex In Rm

Health: 170 Karma: 90

Powers: shrinking, hex casting, energy transformation, energy missile weapon, flight, body armor, martial arts, wrestling.

SHRINKING. From the Wasp, Incredible rank.

HEX CASTING. From the Scarlet Witch.

ENERGY TRANSFORMATION. From Captain Marvel, Monstrous rank.

ENERGY MISSILE WEAPON. From Captain Marvel, Monstrous rank.

FLIGHT. From Starfox, Monstrous rank.

BODY ARMOR. From Starfox, Good rank.

MARTIAL ARTS. From Captain America.

WRESTLING. From Captain America.

The Mimic can't absorb the Vision's powers because the Vision is an android. He can't absorb the Wasp's stingers because they aren't a natural power.

The Mimic uses his powers well. If several heroes are in the same area, the Mimic might cast a hex on them. He might change himself into ultraviolet light, which is invisible to the naked eye, and charge an opponent. If the hero he charges can't see him, that hero is surprised and cannot spend Karma that round for combat. (If Captain Marvel transforms herself into energy, she can see the Mimic in energy form.)

Another tactic the Mimic might use is to shrink himself and then blast an opponent with Captain Marvel's force bolts.

In general, the Mimic concentrates on one opponent at a time to eliminate that Avenger from the battle. He is familiar with Captain America but does not know any of

the other Avengers.

At the beginning of the second round of combat, eight football players (Calvin's teammates) enter the park. They are looking for Calvin Rankin. Seeing him being attacked by the Avengers, they immediately join the fray. All of their abilities are Typical except for Strength and Endurance, which are Good. Their Health is 32 each. All have Wrestling talent. Tell the heroes that harming a high school football player means losing some Karma.

If the heroes seem to be losing the fight, the Mimic becomes overconfident; he stays in his material form and doesn't change size, fighting with just physical strength and energy bolts.

AFTERMATH

Ronald Rankin, the Mimic's father, built the machine in the cave under the hill. It is designed to remove Calvin's Mimic abilities, but Calvin was told that it would make those abilities permanent. Shortly after its completion, Dr. Rankin sealed the cavern with explosives. Calvin was not in the cavern at the time. The alien device shown in Kang's hologram doesn't exist. It was only a ruse to get the Avengers to believe his story.

If the Mimic defeats the Avengers, he takes them to the cavern. With his new powers, he easily clears the rubble from the cave entrance. Once inside, he steps into the machine and turns it on. It promptly removes his powers and he falls unconscious. His ability to mimic the powers of others is temporarily gone. Without that power, he does not join the X-Men, and Factor Three is not defeated. Kang's plan is successful.

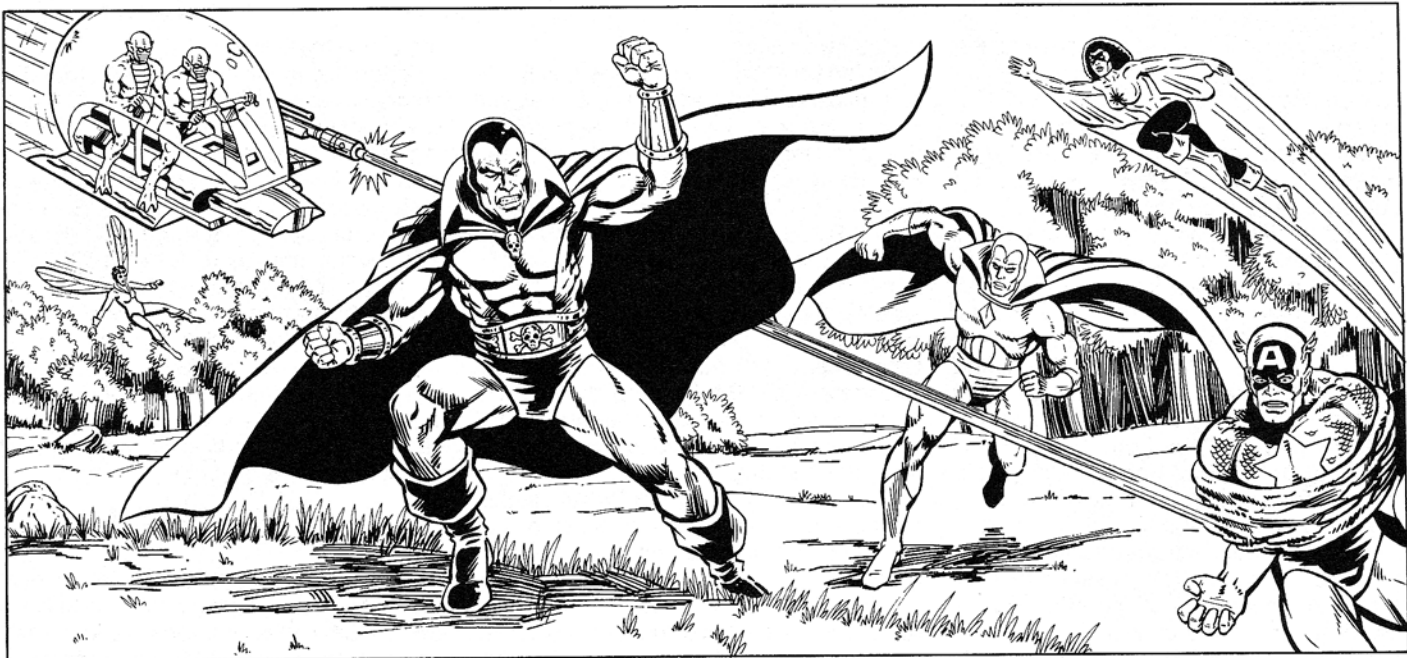
Once the Mimic is unconscious, either because the Avengers defeated him or because of the machine, Kang brings the Avengers back to Limbo. The headset goes with them.

Time has no meaning in Limbo. Therefore, the heroes instantly regain all of their lost Health at the end of this chapter.

The MARVEL SUPER HEROES™ Campaign Book outlines most Karma awards for side effects of this battle, such as destroying property or wounding innocent bystanders. Below are the other Karma awards for this chapter.

Table 1: **Double Time** Karma

Heroes talk before fighting	+5
Mimic is defeated	+75
Avengers are defeated	-20
Each football player injured	-2
Each football player knocked out	-10



Chapter 2

DRAX—FOILED AGAIN!

CAMPAIGN

Read the following paragraph to your players.

Your vision blurs and everything seems to grow dim. After a few moments, your sight returns to normal. Immortus stands before you in the Avengers Mansion main assembly hall. You feel full of energy and all your battle wounds seem to be healed!

Immortus/Kang has altered the flow of time to allow immediate healing of the Avengers' wounds. If any hero asks, Immortus explains that he did this to help the Avengers complete their mission. Kang, of course, wants the Avengers to succeed in their missions so that his own plan will eventually succeed.

If the Avengers succeeded in their mission, Immortus congratulates them. If they were defeated in their battle with the Mimic, read the following paragraph aloud.

Immortus looks troubled. "Although you failed in your mission," he says, "the man known as Calvin Rankin was delayed just long enough to prevent his contact with the alien brain enhancer. His memory of the event may not alter things to come too severely—but this is not an auspicious beginning."

Immortus answers any questions the heroes may have. He tells the truth when it suits his purpose. He sidesteps any troublesome questions by saying, "That cannot be revealed to you because of the nature of time." He avoids questions about the "alien device" that supposedly was to affect Calvin Rankin, and about Rankin's powers.

Immortus/Kang then shows the Avengers the second time node (actually another hologram). Read the following paragraph to the players.

A window in time opens again. This time, you are watching a calm country evening. A car moves through the countryside at a leisurely pace. Suddenly, a speck in the sky grows to become a strange space ship. The space ship fires a ray at the car, which explodes. As the space ship flies on to its unknown destination, a ghostly hand the size of a house reaches up through the ground. In the hand is the body of the driver. As you watch, the dead man's body is transformed into a familiar figure—Drax the Destroyer. Time accelerates, and suddenly you see Drax in the company of humanoid aliens wearing space suits. They are arguing with Drax in a language you

don't understand. Drax and the aliens seem to come to an agreement, and the aliens turn and walk away. Drax flies skyward. The scene changes, and you see two satellites in outer space, floating effortlessly in the void. A green streak, barely recognizable as Drax, zooms past and blasts a satellite into space dust. Moments later, a space ship glides slowly by, missing the other satellite but severely disrupting its orbit.

The vision ends. Immortus tells the Avengers that the two satellites are research stations observing the sun. If they should be destroyed, the study of solar flares will be set back five years. Without this information, the solar flare that triggers the meltdown will not be detected in time.

To prevent the destruction of the satellites, the heroes must delay or prevent the bargain between Drax and the aliens. Immortus objects to any plan other than direct action by the Avengers. For reasons explained earlier, he refuses to answer questions or give details of the bargain between Drax and the aliens.

Immortus tells the Avengers that the aliens need not be subjected to the memory eraser, but that Drax must be—otherwise, he will remember the encounter and attack the Avengers again the next time

they meet.

Captain America and the Wasp know Drax, but at the time of this encounter they have not yet met. Starfox knows Drax well, since he is the brother of Thanos, whom Drax was sworn to kill.

While Drax was not a hero in the true sense, he worked for the cause of good in his own way. He was obsessed with killing Thanos, the power-mad ruler of Titan who worshiped death. When Thanos died, Drax went insane.

The Avengers' computer contains complete information on Drax and Thanos. A few details of his history may be unknown, but his powers are fully understood. The aliens are not described in the computer.

Since the satellites don't exist, they aren't described in the computer either. If the heroes ask Immortus about this, he replies, "I know what was, is, and will be. I am not responsible for the information in your computer."

Kang's plan is for the Avengers to delay Drax long enough to allow one of Thanos's schemes to proceed—one which would result in the destruction of most of the Avengers. Historically, Drax inadvertently ruined this plan in one of his berserk attacks upon Thanos.

BATTLE

Use the Outdoors section of the map provided in this module. The Avengers appear in any area next to the building. Drax is in a clear area on the other side of the map. Six aliens start in any area adjacent to Drax. The space ship is nowhere in sight.

The aliens are emissaries from Thanos, sent to lure Drax into one of Thanos' traps. The aliens tell Drax that they have found the means to destroy Thanos forever. If Drax will only follow them to their base on Mars, they will reveal all.

When the Avengers arrive, they are paralyzed for the first round because of the effects of time travel. The aliens, detecting the arrival of the Avengers, tell Drax that the heroes were sent by Thanos. Drax, enraged, immediately moves to attack the Avengers. The aliens also attack. The heroes can try to reason with Drax. Every round that the Avengers say something to Drax that might placate him, make a Reason FEAT roll for Drax. The heroes can't spend Karma to alter this roll. A yellow or red FEAT result means that Drax is persuaded to side with the Avengers against the aliens.

Drax is a berserk fighter, prompted by rage more than anything else. He uses his energy blasts 50% of the time; otherwise he punches, charges, or throws something at his opponents, as appropriate.

Drax will grab a hero and throw him at a

hard target, such as a rock or another hero, given the opportunity. He does not know about the Vision's phasing power until he sees it in use. He may try to throw a hero into the Vision while the Vision is out of phase.

Drax never runs or dodges in combat, since he is very confident of his ability to take damage. He never acts defensively or retreats in battle.

The aliens have the following abilities:

Aliens (humanoid)

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

Health: 56 Karma: 30

Powers: body armor, energy rifles, jet packs.

BODY ARMOR. The aliens' space suits give them Good Body Armor.

ENERGY RIFLES. These cause Excellent damage at Excellent range (5 areas).

JET PACKS. Each alien wears a jet backpack that allows him to fly at Remarkable speed.

If Drax changes sides, the aliens beam up to their mother ship on the next round. The transporter will not beam up Drax or the Avengers.

One round after the first alien is wounded, an enclosed sled carrying two aliens arrives. The aliens in the sled are armed with energy pistols that cause Good damage to whatever they hit, with Good range. They are wearing space suits of a different design that don't give them any protection against damage.

Alien Sled

Body	Speed	Control
Exce	Exce	Rema

RADIATION RESISTANCE. The sled provides Monstrous protection from radiation. Captain Marvel can penetrate it only in high energy forms, such as radio waves. Her penetration doesn't damage the sled.

TANGLER GUN. This gun fires with Excellent agility and ensnares anything it hits with Incredible strength webbing. It has Remarkable range.

The aliens fire at the closest available target with their energy rifles. They split up so that they cannot be attacked by an area effect weapon or power.

The sled moves to help any alien under attack by the Avengers. It tries to web the attacking hero with its tangle gun. If the tangle gun is broken, the driver tries to ram the hero, causing Excellent damage if the sled hits.

CAMPAIGN

The aliens confess their plot if captured and questioned by the Avengers or Drax. They promise to never return to earth or aid Thanos if the heroes set them free.

If the Avengers bother to look, they can't find the satellites that Drax supposedly destroyed, since they exist only in Kang's hologram.

If the Avengers defeat Drax and the aliens, Kang returns them to Limbo as soon as the headset is activated. If the Avengers are beaten, Drax and the aliens leave, returning to outer space. After two hours, Kang checks to see what happened, finds the Avengers unconscious, and brings them back to Limbo.

AFTERMATH

Upon their return to Limbo, the Avengers immediately regain any lost Health, as before.

The Karma rewards for this chapter are given below. Keep in mind the other things for which Karma is awarded or deducted, such as good role-playing or destruction of property.

Table 2: **Foiled Again!** Karma

Drax defeated	+100
Each alien defeated	+20
Drax sides with the Avengers during the battle	+10
Avengers defeated	-20





Chapter 3

SKRULL™ AND CROSSBONES

CAMPAIGN

As the chronal energies dissipate you find yourselves once again before Immortus, ruler of Limbo. You no longer ache from the battle in the past and your wounds are healed.

If Drax the Destroyer defeated the Avengers, read the following paragraph to the players:

"You failed in your mission. Fortunately Drax the Destroyer was delayed enough so that the satellite was not damaged. Luckily, his memory of your attack has not altered the future in any important manner."

If the Avengers ask why they couldn't find the endangered satellites, Kang tells them that the satellites are simply too small to find in such a large area as outer space without special equipment. After answering questions, Immortus (Kang) reveals the Avengers' next mission. Once again, this is just a hologram of what Kang wants the Avengers to see.

A hole wreathed by mists appears in the air. Through it you see several people working in a laboratory with test

tubes and wearing radiation suits. A large vault in the far wall is standing open. Two men are wheeling a sealed glass container out of the vault.

Suddenly, the wall directly behind them shatters into a thousand fragments! An orange, rocky body smashes through the wall and hurtles across the room into the cart and the sealed glass container. The projectile is obviously the Thing of the Fantastic Four. The cart and the glass container lie shattered on the floor. Fumes begin rising from fragments. The Thing jumps up from the floor and launches himself back through the ruined wall, hollering "It's Clobberin' time!" Lab technicians are fleeing from the laboratory in all directions. The scene focuses on the fuming liquid on the floor.

The scene changes to a posh office. Two men are arguing.

"You have to report this! You can't hide it!"

"Just watch me. This company stands to lose millions if anyone discovers the solution has been lost. I intend..."

"We don't know what that stuff might do in a reactor core if it's not tested!"

"That's just a chance we'll have to take."

"Why you cold, heartless..."

The scene fades, and the portal in time vanishes.

Immortus, hands clasped behind his back, paces across the floor. "The solution spilled on the floor was a new coolant for nuclear reactor cores. This company was unwilling to admit that an accident in the lab put their testing behind schedule. The company produced the new coolant without testing and sold it around the world. Unfortunately, it is defective.

"To prevent this tragedy, the Fantastic Four must be delayed from fighting their foe, the Super-Skrull, long enough for the coolant to be taken from the laboratory. Then, if and when the Thing gets knocked through the wall, the coolant will not be there to be destroyed.

"You must defeat the Super-Skrull before his battle with the Fantastic Four. If you cannot defeat him, at least delay him for several minutes. I cannot give you any further information, for the reasons you already know."

The Scarlet Witch has fought the Super-

Skrull before. The Wasp, Captain America, and the Vision are very familiar with his history. Starfox and Captain Marvel are not familiar with the Super-Skrull because they are new to the Avengers. All of the heroes know that the Super-Skrull has the combined powers of all four members of the Fantastic Four.

The Avengers' computer can provide complete information on the Super-Skrull and Skrulls in general, including the Super-Skrull's dependence upon cosmic energy. The Avengers have no items that are designed specifically for fighting Skrulls.

In fact, Kang wants the Avengers to defeat the Super-Skrull. If the Super-Skrull is defeated by a group other than the Fantastic Four, he will report to the Skrull emperor that Earth is better protected than the Skrulls thought. The Skrulls will tend to leave Earth alone after that, with the end result that the Fantastic Four will be able to handle the remaining super villains more easily. A second large group of super heroes won't be needed, and the Avengers won't become a permanent group.

As soon as Kang has finished describing the mission to the players, he adjusts his disguised time ship and sends them back in time.

BATTLE

Use the city map that came with the MARVEL SUPER HEROES™ game. Place a small spaceship and the Fantastic Four in any rooftop area. The Avengers appear in any area on the same rooftop. Be sure to note any differences in the relative heights of the two areas before the action starts.

The Avengers are stunned for the first round, just as they were in the other chapters. This doesn't affect the course of events in this chapter, however.

The figures on the roof are not the Fantastic Four. They are three Skrulls and the Super-Skrull using their shape shifting powers. The Super-Skrull is disguised as the Thing.

It is early morning in New York City. Across the roof you see Mr. Fantastic, Johnny Storm, the Invisible Girl, and the Thing, standing in front of what is obviously a small spaceship. The hatch is open, and the Fantastic Four seem to be examining the ship. There is no one else around.

If the Avengers make any loud noises, the Skrulls turn around. Seeing a bunch of costumed humans, the Skrulls assume that they have been discovered and

charge in to fight. However, if the Avengers call out, saying something that indicates that they believe the Skrulls really are the Fantastic Four, the Skrulls keep up their masquerade. The false Mr. Fantastic explains that he detected this spaceship when it was landing, and came to investigate (a typical thing for the Fantastic Four to do). When the Skrulls get close to the Avengers, the Skrulls attack by surprise.

The ship is an important part of the Super-Skrull's plan. It is a small, four-Skrull vehicle designed to land on a planet from an orbiting spaceship. It is equipped with a few gadgets that are vital to the Skrulls' mission, including a laser and a directional antenna that beams cosmic energy to the Super-Skrull, boosting his powers and abilities.

The Super-Skrull does not use his ship during combat. He prefers to beat his foes in physical combat.

Each round of combat, secretly make an Intuition FEAT roll for each hero who can see the spacecraft. Any hero who gets a red result notices that the dish antenna tracks the Super-Skrull. If the Wasp, Captain America, the Vision, or the Scarlet Witch notice this, they recall that the Super-Skrull has received extra energy from power beams in the past.

Twenty points of damage destroys the antenna; it has Typical armor (6 points). The round after the antenna is destroyed, the Super-Skrull reverts to his normal ability ranks. This also immediately reduces his Health by 70 points, and his Karma by 18 points.

The Super-Skrull uses several powers at once in combat. He might squeeze with the Thing's Strength while 'flamed on'. He could fight one hero at a time by sealing his foe and himself inside a forcefield. He might even become invisible and punch opponents several areas away by stretching.

If the battle is going badly for the Skrulls, they try to escape in the spaceship. If the Super-Skrull is beaten, then the other Skrulls flee. The Super-Skrull stays to the end, whether he is winning or losing.

Skrulls:

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

Health: 32 Karma: 20

Powers: shape shifting, laser pistols, reflective armor.

SHAPE SHIFTING. These three Skrulls have Excellent shape shifting ability. They can take on the appearance of any specific individual. These Skrulls have taken the shapes of Reed Richards, Susan Storm Richards, and Johnny Storm.

LASER PISTOLS. Each of the three normal Skrulls is armed with a laser pistol.

These special weapons are designed to lie flat under a shirt sleeve. This lets the Skrulls change shape and still keep their weapons. To an observer, it looks like energy beams are being projected from their hands. The laser pistols cause Excellent damage (20 points) to whatever they hit, and have Excellent range (5 areas).

REFLECTIVE ARMOR. All four Skrulls are wearing suits that reflect and disperse radiation. These suits provide Excellent Body Armor (20 points) and have Amazing resistance to radiation (50 points).

Skrull Landing Craft

Body	Speed	Control
Exce	Mons	Amaz

Powers: radar absorber, laser, power beam.

RADAR ABSORBER. This special coating absorbs any radar that hits the ship, allowing it to enter the Earth's atmosphere undetected.

LASER. This light weapon causes Excellent damage (20 points) to whatever it hits, and has Incredible range (10 areas). Use the pilot's Agility to determine hits.

POWER BEAM. On top of the ship is a dish antenna that always points at the Super-Skrull. It beams enough cosmic energy to him to increase each of his abilities and powers by one rank. Besides the obvious benefits, this increases his Health to 220 and his Karma to 40.

AFTERMATH

If the Super-Skrull defeats the Avengers, then he puts them all in the spaceship and locks the hatch. They will become prisoners of the Skrull empire after he defeats the Fantastic Four. Luckily, Kang gets impatient waiting for their signal, peeks into the past, and sees the Avengers lying in the ship. He brings them back into Limbo. If any of the heroes smash their way out of the ship and try to follow the Super-Skrull into his fight with the Fantastic Four, Kang pulls the heroes from that era and brings them back to Avengers Mansion in Limbo.

If the Avengers defeat the Skrulls, Kang whisks them back into Limbo as soon as the headset is activated.

As before, all of the Avengers are restored to full Health immediately when they return to Limbo.

Karma rewards for this chapter are listed on Table 3. Remember to adjust these rewards for destruction of property, good role-playing, and all the usual things.

Table 3: **Skrull and Crossbones** Karma

Heroes see through the Skrulls' disguises	+5
Super-Skrull is defeated	+75
Each normal Skrull defeated	+20
Avengers are defeated	-20



Chapter 4: STONE WALLED!

CAMPAIGN

Your sight blurs and grows dim. Mists swirl around you. When the world clears you see Immortus once again, standing regally in the Avengers' inner sanctum.

If the Avengers were defeated by the Super-Skrull, read this paragraph:

"I had thought that the mighty Avengers could deal with a small problem like the Super-Skrull. Fortunately, despite your defeat, the alien's battle with the Fantastic Four was delayed long enough to prevent the tragedy in the laboratory."

Kang answers questions about the last adventure, but he is anxious to continue. When any questions have subsided, read the following to the players:

"The next critical time node is the most delicate. To deal with this crisis, you must return into your own past." With a wave of his hand, Immortus opens the now familiar time window...

A meteor streaks through the depths of outer space. A small speck in the distance grows into a blue-green world. As

it gets closer, the world is recognizable as Earth. The meteor flashes through the atmosphere. Just before hitting the ocean, the meteor swerves! It heads inland, finally plunging into a shallow bay, steaming and hissing. From the apparently solid meteor arises a creature of stone! On its back is a large machine that looks something like a rocket propulsion unit. This creature was the meteor! It advances boldly into Manhattan, destroying everything in its path and leaving a wake of rubble. Finally, it is confronted by the Avengers and Daredevil! In a fierce battle, the stony creature is destroyed. As Iron Man and Daredevil investigate the rubble, a stone figure leaps up and touches both of them, turning them to stone—the Grey Gargoyle! The fight begins again and, without Iron Man and Daredevil, the remaining Avengers are easily caught and turned to stone.

Then the Grey Gargoyle moves further into the city, toppling power lines and smashing through buildings. The Gargoyle smashes through one wall into a research library. A large plastic container in his path is toppled and shatters on the floor, releasing a stone about 8 inches across. Enraged, the Grey Gargoyle snatches up the stone and hurls it at the helpless lab techni-

cian, knocking the man across a table. Seeing nothing else worth wrecking, the Grey Gargoyle walks through the opposite wall and continues his rampage. The time window closes.

Kang turns toward the Avengers. "The stone that the Grey Gargoyle threw at the laboratory assistant was an experimental isotope. It turned to stone when the Grey Gargoyle touched it, and its nuclear make-up was subtly altered. In fact, it became a highly efficient fuel for nuclear reactors, with one side-effect; any other radioactive material that came in contact with it slowly took on all of its properties.

"By the 1980s, this isotope is being used in most nuclear reactors in the world and all of those in the United States. Radiation from the solar flare made this strange isotope heat up too fast. None of your reactors had cooling mechanisms capable of dealing with this sudden temperature flare. Within an hour, every reactor core on Earth melted down, transforming the planet into a radioactive wasteland."

All of the Avengers except Captain Marvel and Starfox fought against the Grey Gargoyle in the battle seen through the time portal. These Avengers know all of the Grey Gargoyle's abilities and powers.

The Avengers were on trial as a national

security risk when the Grey Gargoyle attacked. He was defeated when the Scarlet Witch caused him to turn back to flesh at the last minute. (Don't tell the players about this unless they ask.)

Kang says that the only way the Grey Gargoyle can be stopped is if he is defeated before he reaches Manhattan. The characters absolutely must not appear on television or see any of the Avengers existing in that time. The resulting tremors in time would destroy the entire era.

Kang hopes that the time-traveling Avengers can defeat the Grey Gargoyle before the Avengers of that time find him. Without the publicity from their victory over the Grey Gargoyle, the Avengers would be forcibly disbanded by the courts. By defeating him publicly the Avengers proved to the National Security Council that they should be allowed to continue as New York's protectors.

When the players are ready, Kang sends them back in time to where the Grey Gargoyle is, outside of Manhattan. Kang refuses to send them anywhere else, because the risk of being seen is too high.

BATTLE

Use the wilderness section of side one of the Avengers map. The Grey Gargoyle starts in any clear area along one of the map's short sides, and the Avengers start in a clear area on the other side of the map.

The Avengers are stunned for the first round of the battle. However, the Grey Gargoyle can't reach them in that round, anyway.

The Grey Gargoyle starts off in a thick coating of stone. Show the pictures at the top of this page to the players if they are confused about what the Grey Gargoyle looks like. Cover the text with a piece of paper when the players are looking at the picture.

The Grey Gargoyle can't be hurt while he is protected by this stony shell. The shell can take 200 points of damage, and then it crumbles. The shell itself has Incredible body armor. Once the shell is smashed, the Grey Gargoyle can be hurt, but he is still protected by his Incredible Body Armor.

While encumbered with the stone shell, the Grey Gargoyle's Agility and Endurance are Poor. Vision's density attack can damage the stone casing, but not the Grey Gargoyle inside. The Grey Gargoyle's biggest disadvantage while in the shell is that he can't use his arms or hands.

The Grey Gargoyle's rocket pack lets him fly at Amazing speed in air and at Monstrous speed in outer space. He can't maneuver in it very well, so he doesn't fly during the battle.

The Grey Gargoyle wants to get out of the stone casing. He attacks the Avengers hoping that they can break it off of him. When he is free, he keeps fighting as long as he must, but will escape if a good opportunity presents itself.

During the battle the Grey Gargoyle concentrates his attacks against the Scarlet Witch and the Vision. He knows that these two Avengers are the most dangerous to himself.

He uses a wide variety of creative tactics. About 50% of the time the Grey Gargoyle simply tries to turn his opponent to stone, eliminating the foe in one round. At other times he punches, or grabs something with his right hand and throws it. Whatever he touches with his right hand turns to stone, so these thrown objects all cause Incredible damage when they hit. For example, a wooden park bench normally causes Poor damage when it's thrown. The same bench, turned to stone by the Grey Gargoyle, causes Incredible damage.

One of his favorite tricks is to turn something to stone and let the laws of science take over. For example, an awning or tent turned to stone can't support its own weight and collapses on anyone under it. A bush or tree becomes a trap if it turns to stone around a hero. If a hero falls into a pond, the Grey Gargoyle can turn the water to stone, trapping the hero in a stone prison for one hour.

The Vision is in for a nasty surprise if he tries to use his density attack against the Grey Gargoyle; it won't work. Because the Grey Gargoyle's body is stone, it isn't affected by the shock and pain of the Vision's attack. Instead, the Vision takes Incredible damage (40 points) for trying to solidify himself inside a dense object.

CAMPAIGN

When this battle is over the true Immortus appears before the startled Avengers. If they defeated the Grey Gargoyle, Immortus appears before the headset is activated. If the Grey Gargoyle won the battle, Immortus pops in as the Avengers are waking up.

The heroes have one round to react before Immortus speaks. He is protected by a Class 1000 force field, making him invulnerable. If the heroes attack him, Immortus points at one character each round, freezing time around that character so the hero is paralyzed and completely helpless. When all of the heroes are frozen, Immortus scolds them for being such fools, and then explains the situation to them.

If the heroes don't attack, or they are all frozen, read the following paragraph to the players:

Immortus looks deeply at each hero. "You have been deceived, Avengers. Deceived, and used. The being you serve is not Immortus, at least not yet. He is Kang the Conqueror, disguised as me by an illusion projector. I cannot explain in detail, as we have very little time before Kang becomes curious about your delay. But I can reassure you that the Earth has not been destroyed, and has never been in peril. Kang has been using you to alter time."

If the heroes ask for proof of Immortus' identity, he allows the Scarlet Witch to use her power to reveal his true identity. No dice roll is needed. The Scarlet Witch cannot affect Immortus, proving that he is who he claims to be.

"Only one means is available to defeat Kang and undo his mischief: the chronatron. This time-rendering weapon is locked in the eternal fortress, in the Omega dimension. I cannot tell you about the eternal fortress, because I do not know what lies inside.

"The Omega dimension is a dead-end in time, where all life has been extinguished." Stretching out his hand, he offers a strange device to the Wasp. "Take this with you—it will allow you to understand the speech of the beings who built the fortress. I will instruct you in the chronatron's use when you return. But if you would go, you must leave now, before Kang's curiosity overcomes him."

If the Avengers agree to enter the eternal fortress, Immortus sends them to the Omega dimension. The Omega dimension and the eternal fortress are described in Chapter 5.

If the Avengers refuse to travel to the Omega dimension, Immortus tells them, "You have doomed yourselves!" and disappears. A few moments later, Kang returns the characters to Limbo. Skip Chapter 5 and continue with Chapter 6.

AFTERMATH

If the characters entered the Omega dimension, they don't get to recover any of their lost Health points until they return to Limbo. If the heroes refused to travel to the eternal fortress, Kang pulls them back to Limbo and restores them to full Health.

Table 4: **Stone Walled Karma**

Grey Gargoyle defeated	+80
Avengers defeated	-20
Avengers believe Immortus	+10
Avengers refuse to enter Omega Dimension	-10



Chapter 5:

THE OMEGA DIMENSION!

BATTLE

Use side two of the *Time Trap!* map. The numbered areas inside the fortress are described in this chapter.

The entire fortress is made of adamantium and osmium steel. The outer walls and the heavy, inner walls are pure adamantium augmented by a proton field which can't be penetrated by any means.

Other walls are made of osmium steel (Unearthly material). The doors in the fortress are hardened steel. A button along the side opens each door.

Room 1

This room is a large rotunda. The walls are covered with geometric patterns and etchings. In the center of the room, sitting on a throne that resembles a demolished planet, is Galactus, the Planet Eater!

"This place is not for creatures such as yourselves. Leave now, or face my wrath!"

Galactus is an illusion. It is controlled by a sophisticated computer. The illusion moves very convincingly, but never leaves its throne. A powerful (Remarkable rank) telekinetic projector is housed in the throne. This projector can't cause damage directly, but it allows the illusion of Galactus to toss objects (or people) around the room.

The throne is made out of an Amazing material. It can be destroyed by 200 points of damage. When the throne has suffered 100 points of damage, the telekinetic projector is disabled.

The markings on the walls and ceiling are easy to read with the translator.

"This world was once beautiful and fertile. Its proud masters waged wars across the time barriers. In the end, those wars destroyed not only the masters, but their world, and their entire dimension. The masters' weapon, the indestructible chronatron, is kept here in the Eternal Fortress to prevent our tragedy from sweeping all life from the multiverse."

Room 2

The long wall is covered with a mural depicting many battles. Among the combatants are strange aliens that look like snakes with antennae, fighting Kang! In the back of the room is a pedestal with a metal device on it. Between you and the pedestal are four ghostly figures that resemble the aliens in the mural.

The translucent alien spirits guard the device on the pedestal.

Spirits

F	A	S	E	R	I	P
Fb	Pr	Gd	Am	Rm	Ex	In

Health: 66 Karma: 0

Powers: ghostly touch, body armor.

GHOSTLY TOUCH. The spirits use normal fighting rules. The touch of a spirit passes directly into the victim's nervous system. Their attacks are not affected by Body Armor or force fields.

BODY ARMOR. These insubstantial ghosts have Excellent Body Armor and Incredible resistance to energy attacks.

The book-sized device on the pedestal is labeled "Forcefield Nullifier." If activated, this device opens the proton field sealing the door to the chronatron room.

Room 3

This empty room is paneled in gleaming metal. The surfaces are etched with geometric patterns, mostly circles.

Each circle covers a hole in the wall. In each hole is a robotic tentacle made of Incredible material. One round after the first hero enters the room, the door slams shut and locks. Three tentacles for each hero whip out of their slots and try to grapple the hero. They have Remarkable Strength. If a hero destroys three tentacles, the room leaves him alone.

Room 4

As the door slides open, the hallway is stitched by a murderous crossfire of lasers and rockets from inside the room. The hero who opened the door can close it immediately with an Agility FEAT roll.

Three lasers and three rocket launchers are mounted on the walls of the room. Each has Excellent Agility (for targeting), causes Excellent damage, and has Good range. They are made of Remarkable material, and can be destroyed by 20 points of damage.

Read the room description to the players after the weapons are disabled.

The room is long and narrow, and the far end forms a semicircle. Near the far wall is a glass case that contains a book. A large door dominates the right wall.

If the book is lifted or disturbed, the three functioning robots from Room 5 enter through the large door in the right wall. The book repeats the story told in the mural in the entrance rotunda.

Room 5

Almost 100 cylindrical robots are mounted on the walls of this otherwise barren room.

Only three of these robots work. If they didn't attack in Room 4, they drop from the wall and attack as soon as the characters move into this room. The Omegatron robots have cylindrical bodies with multi-jointed arms, and sensors where the head should be. They have no legs, but float 1 foot above the ground.

Omegatrons (robots)

F	A	S	E	R	I	P
Mn	Ex	Rm	Rm	Ty	Gd	Pr

Health: 155 Karma: 0

Room 6

The ceiling and walls of this room are covered with metal rods, as if the room was filled with 'monkey bars'. At the far end are five centipede-shaped robots. Each robot is 5 feet long.

The floor is almost frictionless. Every round when a hero is standing on the floor, the player must make an Agility FEAT roll. If the FEAT fails, the hero falls down before performing any action.

The metal bars are easy to climb, like a jungle gym. Any heroes without martial arts talent must take two column shifts to the left on the Universal Table while hang-

ing from the walls or ceiling. Shooting is shifted only one column to the left.

The centipedes attack immediately. They can climb the metal rods, the walls, and the ceiling without any column shifts, and are not hindered by the slippery floor.

Centipedes (robots)

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

Health: 56 Karma: 0

Powers: eye beams, body armor.

EYE BEAMS. The robots shoot Excellent (range and damage) electrical bolts from their eyes.

BODY ARMOR. Each robot has Good Body Armor.

Room 7

This room is large and oddly shaped. In three of the corners are glowing spheres. The room is covered with black scorch marks.

The spheres are energy spiders with their legs folded in. When the heroes enter the room, the energy spiders unfold their legs and attack!

Energy Spiders

F	A	S	E	R	I	P
Ty	Rm	Fb	Ty	Pr	Ty	Rm

Health: 46 Karma: 0

Powers: absorption, bite.

ABSORPTION. The spiders can absorb energy: radiation, electricity, etc. Each bolt of energy absorbed increases the spider's Strength and Endurance one rank. The creature's Health improves accordingly. If Captain Marvel passes through an energy spider as light, she is absorbed completely and all the spiders' abilities increase two ranks. She is freed when the spider is destroyed. Physical attacks cause normal damage.

BITE. This is a normal attack.

Room 8

This room is surrounded by an Unearthly force field. The Forcefield Nullifier in Room 2 turns it off.

All of the surfaces in this room glow with a blue light. An elaborate pedestal stands toward the rear of the room. A rifle-shaped device sits atop the pedestal. A humanoid alien is sitting cross-legged in front of the pedestal.

The device on the pedestal is the chronatron. The creature in front of it is the champion of the fortress. No one can remove the chronatron from the fortress without first defeating the champion.

Super powers do not work in this room, but abilities and talents are not affected.

Champion

F	A	S	E	R	I	P
Ex	Ex	Gd	Gd	In	Rm	Gd

Health: 60 Karma: 80

Powers: temporal fugue.

TEMPORAL FUGUE. The champion can call duplicates of himself from the past to aid him in combat. This power operates despite the properties of the room. Out of a sense of fairness, he always calls exactly as many duplicates as he has opponents.

Room 9

In the center of this otherwise barren room is an open steel box.

The box is a decoy. Anyone who steps into the room must make a Psyche FEAT roll. Failure means that the hero goes berserk and attacks his fellow Avengers for 1 to 10 rounds.

CAMPAIGN

When the Avengers get out of the Omega fortress with the chronatron, Immortus brings them back to the site of their battle with the Grey Gargoyle and gives them the following instructions.

"The device which accompanies Kang, and generates his time visions, is his timeship. Aim the chronatron at the timeship and press the blue button. The timeship will disappear, along with all traces of Kang's manipulations in the time stream. Kang must be kept away from the timeship for the first few moments after it is hit by this weapon, or he can negate its effect. Kang is about to summon you back to Limbo. Remember my instructions and be of stout heart, Avengers!"

AFTERMATH

As usual, the Avengers' wounds are healed as they travel through Limbo on their return trip.

Table 5: *The Eternal Fortress* Karma

Discover that Galactus is an illusion	+5
Defeat ghost	+50 each
Read the book in Room 4	+30
Defeat robot	+35 each
Defeat centipede	+20 each
Defeat spider	+40 each
Defeat champion	+50
Bring back Forcefield Nullifier	+20
Grabbed by tentacles	-30
Defeat berserk Avenger	-30 each



Chapter 6:

TRUTH AND CONSEQUENCES

CAMPAIGN

The mists of time swirl about you. Your vision clears and you see Immortus standing before you in the familiar halls of Avengers Mansion. But now you know that he is really the treacherous Kang the Conqueror! You recall Immortus' last warning before he left. "Do not let Kang send you back in time under any circumstances. He means to strand you there when your task is complete!"

The Avengers appear in the mansion in the same room as Kang. Kang does not suspect that they know who he really is. He assumes that they still believe he is Immortus.

If the Avengers don't attack right away, and they failed to stop the Grey Gargoyle, read the following paragraph aloud.

"You failed in your mission. The Grey Gargoyle runs rampant through New York. I may need to intervene personally to repair the damage. Know, Avengers, that this disaster lies upon your heads! With luck the damage is repairable."

Kang answers what questions he feels are pertinent. If the questioning gets too direct, he may suspect that the Avengers have seen through his ruse. Make an Intuition FEAT roll for Kang. If it succeeds, Kang decides he is trapped and attacks without warning.

If the Avengers play along with Kang's charade and don't do anything suspicious, Kang shows them the last node he wants changed.

"This is the last node!" says Kang. "Alter this portion of time and hope returns for Earth!" The air parts in a cloud of mist to reveal a window into history. The scene is the north Atlantic Ocean. A lone figure is swimming at an amazing pace through the icy water. Only Namor, the Sub-Mariner, Prince of Atlantis, can swim so fast.

Suddenly, out of the mists, looms an ocean liner. No one on the deck can see the figure in the water, and the huge vessel runs over the swimmer without even shifting its weight. A moment later the liner tips to one side. Namor flies out of the water shouting, "Impudent land worms! Have you no respect for royal blood? Mayhap now you shall!"

The ship rolls over, sinking rapidly, as the Sub-Mariner resumes his trek northward.

As the lifeboats are being lowered to the water and the crew and passengers scramble away from the sinking ship, the scene shifts to a cargo deck below the waterline. The deck is awash, and the water is rising. A lone man fumbles with the straps on several large crates, but they are obviously too bulky for him to move by himself. With a tremendous boom, the bulkhead collapses and water pours into the hold. The man screams, and the scene shifts once again to show the crates sinking slowly to the bottom of the sea. The ocean liner follows more slowly, finally settling to the bottom and crushing the crates.

Kang tells the Avengers that the man and his equipment represent a decade of nuclear research. To prevent the loss of his knowledge, they must travel to a small island where Namor is resting before beginning his trek into the North Atlantic. If the Sub-Mariner can be delayed one hour, the liner will be safe.

Kang's actual plot has nothing to do with an ocean liner. On this particular trip into the Arctic circle, Namor will find a man fro-

zen in a block of ice. In anger he will hurl it into the sea where it will be found by the Avengers. The frozen man is none other than Captain America! If Namor is delayed Captain America never is revived, and never becomes an Avenger. Without his leadership, the Avengers fall apart.

When the Avengers announce that they are ready, Kang adjusts his time machine. If he sends the Avengers back to Iceland, the adventure is over. Kang strands them there.

BATTLE

Use the map of Avengers Mansion main floor for this battle. Kang and his timeship start in any area in the main dining hall. The Avengers' locations depend on what the characters have done leading up to this point. The Avengers probably are in or adjacent to the main dining area.

Kang has lowered his guard. The null probability field which prevented the Scarlet Witch from affecting him has been lowered; the energy necessary to maintain it is enormous. Kang is not totally without defenses, though. If he can reach his timeship, one lever brings the Dragon Man from another time to attack the Avengers. Just to make life interesting, three of Kang's minions join the fray if a different lever is thrown.

The timeship is made of Monstrous material and has Monstrous body armor.

Kang has several devices with him. These are detailed below.

BODY ARMOR. While the Avengers were away, Kang quickly made a change in his armor. Each time a light-based energy beam hits him there is a 75% chance that it is reflected away harmlessly. After seeing the power wielded by Captain Marvel, Kang decided this change was necessary.

SAPPER GRENADES. Kang carries 10 of these grenades in his belt. Each can fill an entire area with gas. The gas reacts with enzymes in the body to reduce a person's Strength by four ranks for 1 to 10 rounds. Roll separately for each hero affected. The Vision is immune to this effect, but Starfox isn't. A hero's Health is not affected by this loss of Strength.

MOLECULAR ATTRACTOR. This beam weapon is mounted in Kang's left gauntlet. When fired at the floor beneath someone's feet, it makes the character stick to the floor. To break free, the character must make a Strength FEAT roll, as if he was trying to break an Amazing material.

ROCKET GUN. This large handgun is hidden in Kang's timeship. It fires rockets which cause Monstrous damage to whatever they hit and Remarkable damage to everything else in the same area as the target. It has Remarkable range.

DISINTEGRATOR BEAM. Kang's helmet has a built-in weapon which dissolves inorganic material. It can't hurt anything that is alive or made of organic components. This weapon causes Monstrous damage to the Vision and ignores his Body Armor if he has increased his density to Incredible or higher. Kang usually uses it to dissolve objects or to create holes beneath a hero's feet.

STASIS PROJECTOR. Anything hit by this weapon is frozen in time for 1 to 10 rounds. This doesn't hurt the victim, but it does take him out of the fight for a while. A hero in time stasis can't be affected by anything available to Kang or in the mansion. The stasis projector is a hand-held device, hidden in the timeship.

Kang's Minions

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

Health: 32

Each minion carries a blaster rifle which causes Good damage to whatever it hits, and has Excellent range. These rifles work directly on the nervous system and ignore Body Armor. However, Captain America's shield, Captain Marvel transformed to light, and the Vision out of phase are not effected. The adamantium in Captain America's shield reflects the beam.

Kang calls in Dragon Man and his three minions to soften up the Avengers as soon as possible after the battle starts. With his force field up Kang is almost invulnerable, but he can't attack through it. He extends this force field to enclose the time machine. If Dragon Man and Kang's minions are close to defeat, Kang turns off the force field and leaps into the fray.

If the Vision walks through Kang's force field while out of phase, he suffers Amazing damage and his Body Armor gives him no protection. When the Vision is inside, Kang starts to use his special weapons hidden in the time machine. From Kang's point of view, the Vision is trapped inside the force field with Kang, not vice versa!

If the Dragon Man is subjected to ultrasonic waves he must make a Reason FEAT roll each round. If he fails this roll, he turns and attacks Kang. Kang concentrates on putting away the berserk robot rather than the Avengers, because he considers it more dangerous.

The chronatron beam can't penetrate Kang's force field. A shot at the timeship hits automatically, because the machine is a big, stationary target. If the force field nullifier is activated in the mansion, the artifact shuts down Kang's force field at the beginning of the next round.

When the chronatron beam hits Kang's timeship, make a FEAT roll for the chronatron at the Unearthly level. If the result is red, the beam has transfixed the timeship's localizer mechanism. In 1 to 10 rounds, the timeship, Kang, Dragon Man, and Kang's minions will be dragged forward to the 30th century, erasing all traces of Kang's meddling. Kang can repair the effect if he has two rounds, undisturbed, to fiddle with his timeship. If the chronatron's FEAT roll failed, the beam was absorbed by the timeship's insulation.

CAMPAIGN

If the Avengers are losing the fight and all hope is lost, Immortus appears and saves the day. He could do this many ways. He might grab the chronatron and blast the time machine with it. He might snatch one of Kang's weapons and use it against Kang. Let Immortus do whatever is necessary to resolve the situation.

When the action is over and Kang has been sent back to his proper time, Immortus offers to answer any questions the Avengers have about what just happened, but he refuses to give them any more information about the eternal fortress.

Use Chapter 7 as an optional ending. It sends the Avengers back to the Omega dimension to return the artifacts that they stole to defeat Kang. Since these artifacts don't belong to the Avengers it could be seen as stealing to keep them. As we all know, heroes lose Karma for stealing.

If you don't use Chapter 7, then Immortus takes the items and returns them to the Omega dimension himself. He returns Avengers Mansion to New York and disappears in a wreath of mists to Limbo.

By the end of the fight, the mansion probably is a mess. Remind the Vision that that this whole thing started during a meeting to discuss the year's charity work. If the Avengers don't start cleaning up or resume their meeting, they should lose Karma. After all, they do have their everyday lives to attend to.

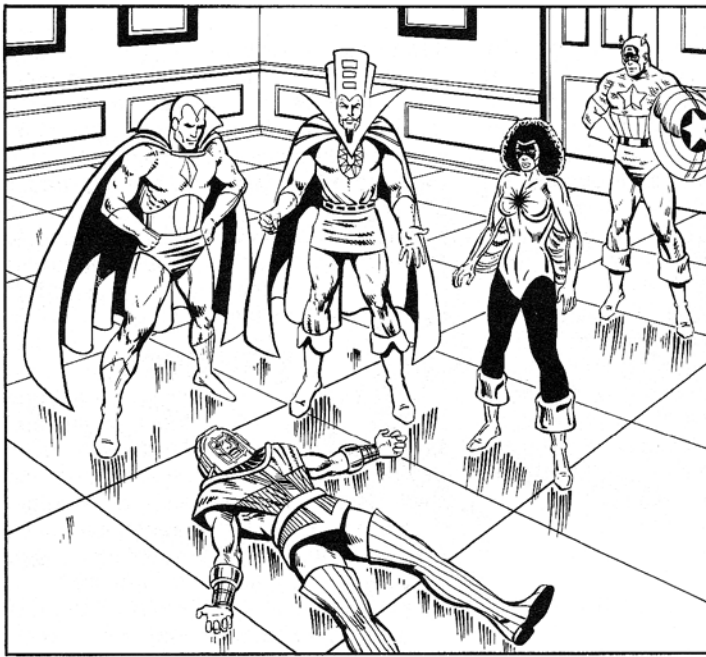
AFTERMATH

If the heroes return to the Omega dimension, they regain all of their lost Health, just as in all the other chapters. If they don't go dimension-hopping again, they recover Health at the normal rate.

Besides the Karma awards listed on Table 6, remember to award bonuses and penalties for good role playing and destruction of property. Even though the Avengers own Avengers Mansion, they still lose Karma for tearing it apart.

Table 6: *Truth and Consequences* Karma

Kang defeated	+100
Dragon Man defeated	+75
Each minion defeated	+20
Immortus has to help	-30



SOMETHING BORROWED

CAMPAIGN

Immortus tells you, "You must return what you removed from the eternal fortress. Such devices are far too dangerous to be kept anywhere else. Misuse of the chronatron could result in a total warping of time. In one hour I shall send you back to the Omega dimension."

The Avengers can scrounge for items that will help them get past the obstacles in the fortress before returning to the Omega dimension. Anything that can be held in a hero's hands can be taken there.

Immortus warns the heroes that the eternal fortress often changes itself randomly. What was in one place may now be in another. This is one of its protective schemes.

BATTLE

Use the map of the eternal fortress. The Avengers start in the entrance area in front of the fortress.

The room descriptions are in Chapter 5. Feel free to switch descriptions or traps between rooms, as the fortress periodically rearranges itself. It has restored itself to full operation since the last time the Avengers were there.

If the rooms are switched around, the chronatron's resting place must be surrounded by pure adamantium and the door must be guarded by the force field.

Any rooms that seemed too easy for the heroes can be strengthened with more guardians or traps.

When the heroes get to the room where the chronatron belongs, the champion reacts differently. He greets them in a friendly fashion and thanks them for returning the extremely dangerous device that they took. He warns them that Earth could end up like the Omega dimension if the chronatron is misused.

CAMPAIGN

When the heroes get out of the eternal fortress, Immortus returns them to their mansion in Manhattan. They have regained all of their Health through the time-warping powers of Immortus.

Several things can be done when the Avengers return. The mansion should have been seriously damaged during the fight with Kang. The planning meeting for charity work has to be finished.

Planning the year's charity work is a good way to add some flavor to the campaign. These events can be settings for new adventures or can conflict with an emergency. This kind of charity work makes a good background for a campaign.

Some samples of charity work:
Spend a day at the orphanage;
Dedicate a new building or facility;
Present a check to an organization;
Use super powers to aid a charity group;

Put on a show and give away the profits;
Speak at a benefit dinner;
Visit a retirement home;
Provide security at a summer festival;
Visit invalids at a hospital;
Help put out forest fires

When the Avengers finish their charity meeting, try to remind each of them of something in his or her personal life that needs to be taken care of that day:
Vision and Scarlet Witch—promised to visit Quicksilver and Crystal, who are visiting Earth for the week;
Captain America—agreed to give self-defense lessons to the Women's League;
Captain Marvel—said she would visit her parents. Her mother's birthday is soon;
Wasp—has a charity ball to organize. Of course, that means she needs a new outfit;
Starfox—promised to stop in at the Baxter Building and say hello to the She-Hulk.

AFTERMATH

Karma awards for actions in the eternal fortress are listed in Chapter 5. Two Karma penalties are listed here; awards for off-duty actions are listed on page 23 of the MARVEL SUPER HEROES™ Campaign Book.

Table 7: *Something Borrowed* Karma

Neglect to clean up and repair mansion	-20
Neglect to finish charity planning meeting	-25



KANG™

(real name unknown), conqueror

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

Health: 86
Karma: 90
Resources: MONSTROUS
Popularity: 5

Powers:

ARMOR. Kang's armor has a protective force field which gives him Unearthly protection from all types of energy. He can extend the force field to protect an entire area for up to 12 hours. The armor is made of an unknown metal which also gives him Remarkable Body Armor. The armor has a complete life support system.

GAUNTLETS. Kang's gauntlets contain anti-gravity projectors. These can lift objects as if they had Remarkable Strength, or shoot beams of energy that cause Remarkable damage.

TIME SHIP. This machine can send or retrieve people, objects, or itself to or from anywhere in time. The device weighs 11 tons. It is made of Incredible Strength metal, but it stops working if it takes 50 points of damage.

OTHER DEVICES. Kang usually carries a wide variety of new and unique devices.

Talents: none.

Background: Kang is a conqueror and time traveler from the 31st century. Actually, many Kangs exist separately in divergent time streams. One of these Kangs withdrew to Limbo and became Immortus.



MIMIC™

Calvin Rankin, student (deceased)

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

Health: 24
Karma: 18
Resources: POOR
Popularity: 15

Powers:

MIMICRY. The Mimic has the power to copy all of the natural abilities, powers, and talents of anybody who is in the same area with him. Artificial or mechanical abilities and powers can't be mimicked. Rankin can't control this power; he copies everything, even if he doesn't want to. Once he mimics a hero, he keeps those powers and abilities until he moves at least a mile away. Then the powers and abilities vanish. The Mimic always gets the highest ability or power rank from all the people in the area.

Talents: none.

Background: Calvin Rankin got his power in a laboratory accident. As the Mimic, Rankin first fought the X-Men, but later joined them (he was the only X-Man who was not a mutant). Eventually, Rankin lost control over his power, and it threatened to drain energy from people all over the world. Rankin was hunted down by the Hulk, and absorbed a lethal dose of Gamma Radiation.



DRAX THE DESTROYER™

(formerly Arthur Douglas), agent of Chronos

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

Health: 180
Karma: 50
Resources: FEEBLE
Popularity: 10

Powers:

BODY ARMOR. Drax's artificial body gives him Amazing Body Armor. Regardless of how much physical damage he takes, Drax can not die; he only falls unconscious.

FLIGHT. Drax can fly at Monstrous speed, and can make an interplanetary trip in weeks.

ENERGY BEAMS. Drax can project beams of cosmic energy, channeled through his arms, to cause Amazing damage.

Talents: none.

Background: Arthur Douglas and his family were murdered by Thanos of Titan. Thanos' father and grandfather, Mentor and Chronos, placed Douglas' astral form into an artificial body and charged it with fanatical hatred for Thanos. Eventually, Thanos' threat was eliminated, and Drax wandered without a purpose. When Drax attacked Moondragon, his daughter, she forced his astral form out of the artificial body, and the body was later destroyed by the Avengers.

In battle, Drax was likely to fly into a berserk rage. If provoked by insult or injury, he must make a Reason FEAT roll; if the roll fails, he attacks his persecutor with brute force alone.



DRAGON MAN™

artificially created being

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

Health: 145
Karma: 8
Resources: none
Popularity: 0

Powers:

BODY ARMOR. Dragon Man's hide gives him Incredible Body Armor.

FLIGHT. Dragon Man can fly at Good speed by using an internal anti-gravity device; his wings serve as stabilizers.

BREATH DISTANCE WEAPON. He can breathe fire and cause Monstrous damage. The maximum range for Dragon Man's breath is two areas. He can breathe fire only 20 to 25 times before needing more fuel, so he is somewhat conservative with his flames.

SONIC WEAKNESS. Dragon Man is vulnerable to sonic attacks. Each round that he is exposed to ultrasonic frequencies he must make a Psyche FEAT roll. If the roll fails, then Dragon Man undergoes a psychological change: becoming enraged, docile, confused, or determined, depending on the ultrasonic frequency and the Judge's discretion.

TAIL. Dragon Man can use his tail to attack opponents behind him.

Talents: none.

Background: Dragon Man was created at Empire State University by Professor Gregson Gilbert, with the help of Diablo. Having almost no mind of his own, Dragon Man has been used as a plug-ugly by numerous villains who managed to get control over him.

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GREY GARGOYLE™

Paul Pierre Duval, criminal

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

Health: 24 [110]
Karma: 36
Resources: GOOD
Popularity: 50 [10]

Powers:

PARALYZING TOUCH. Anything touched by the palm of the Grey Gargoyle's right hand is turned to stone for one hour. The touch penetrates thin materials like cloth or costumes, but not thicker materials like Iron Man's armor. The Grey Gargoyle can transform up to 10 cubic feet of material to stone with a single touch. This affects only one type of material at a time; if he touches a table, the entire table turns to stone, but the things on it are unchanged. Touching a moving object requires a Fighting FEAT roll. Stationary objects can be touched automatically. A person turned to stone has Incredible Body Armor, but can't move; he still takes damage normally.

ALTER EGO. By touching himself with his right palm, Duval becomes living stone. In this state he has Incredible Body Armor, and his abilities are raised to the ranks and numbers listed in brackets. Duval can still move when turned to stone.

LEAPING. The Grey Gargoyle's Incredible Strength is enough to give him Typical leaping power.

Talents: Chemistry.

Background: Duval was a pharmaceutical chemist in Paris before a laboratory accident gave him the power to change any material to stone with a touch. Since then, Duval has followed a life of crime, in Europe and the United States.



SUPER-SKRULL™

Skrull Warrior

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

Health: 150
Karma: 22
Resources: FEEBLE
Popularity: 0

Powers:

SHAPE-SHIFTING. Like all Skrulls, Super-Skrull can alter his shape and appearance to resemble anything of about the same size and weight.

BODY ARMOR. Super-Skrull has Remarkable Body Armor.

FLIGHT. By creating a blast of fire from his feet and legs the Super-Skrull can fly at Incredible speed.

GENERATE AND CONTROL FIRE. Like the Human Torch, the Super Skrull can create flames from his own body or control external flames, doing so with Monstrous power. Super-Skrull also can use fire as a distance weapon, causing Monstrous damage with Good range (3 areas). He has Monstrous resistance to fire.

INVISIBILITY. Super-Skrull can make himself invisible to normal, ultra-violet and infra-red light with Excellent power.

FORCE FIELDS. Super-Skrull's force field is Amazing.

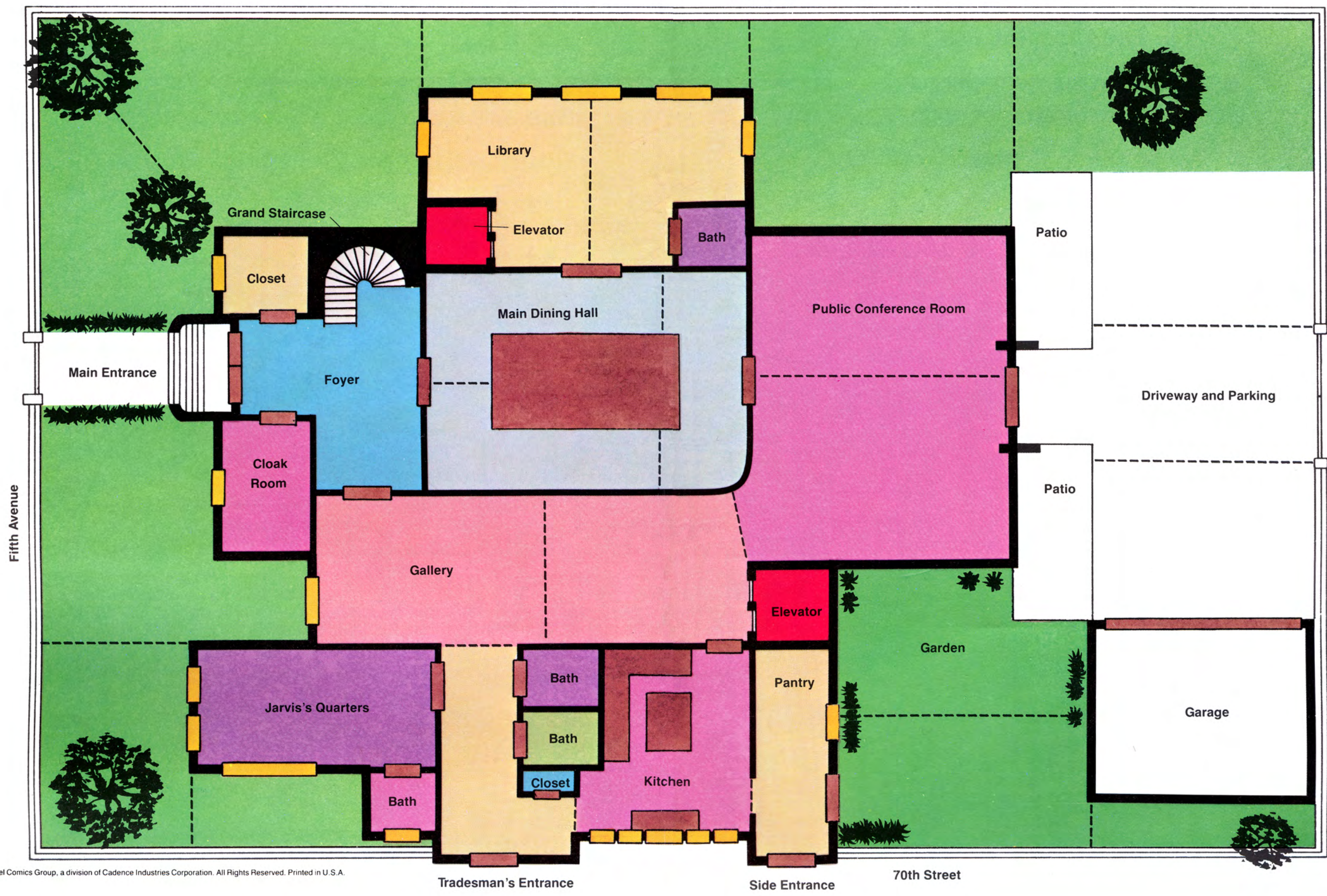
STRETCHING. Like Mr. Fantastic, Super-Skrull can stretch his body and reach as far as three areas away. He can attack or grapple several non-adjacent opponents at one time.

COSMIC POWER. The Super-Skrull's powers are stronger when he is absorbing more cosmic energy. The ability and power ranks listed here are what he can do under Earth's normal dose of cosmic rays. If the Super-Skrull is getting additional cosmic rays, from a natural or artificial source, the following abilities and powers increase by one rank: Strength, Endurance, Flight, Generate and Control Fire, Force Field, and Stretching. His Health also increases by 50 points.

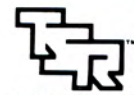


AVENGERS™ MANSION, MAIN FLOOR

71st Street



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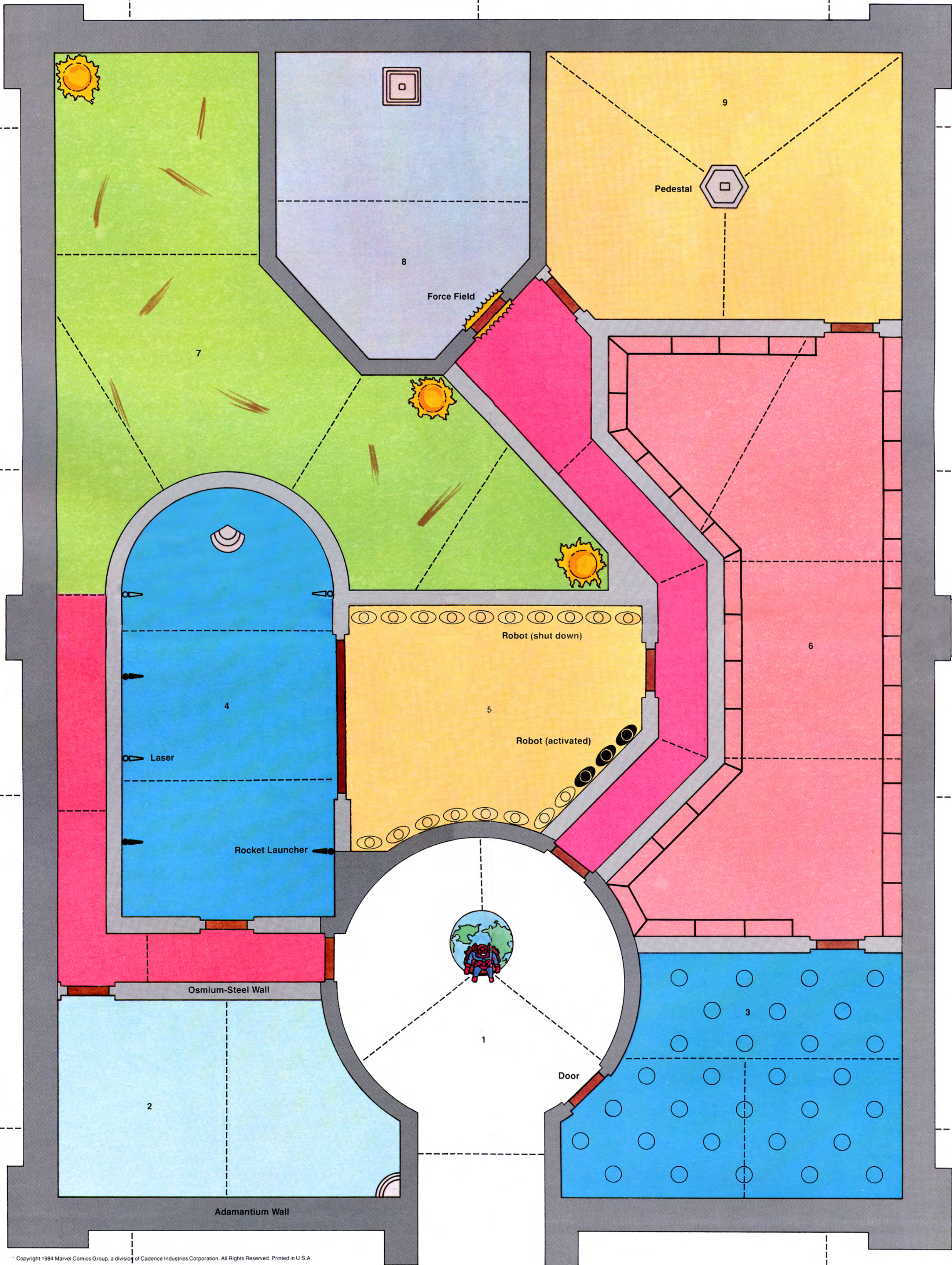


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OUTDOORS



THE ETERNAL FORTRESS





VISION™

Vision, Adventurer

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

Health: 140
 Karma: 56
 Resources: FEEBLE
 Popularity: 30

Powers:

DENSITY CONTROL. The Vision has Unearthly control of his density. For each rank that he increases his density above his Endurance rank (Remarkable), his Agility and Fighting abilities are reduced by one rank each.

PHASING. He can phase through any material of Unearthly hardness or less. The Vision can't make another object non-material. He can pass through most force fields, but some can stop him and others harm him.

FLIGHT. This is another use of his phasing power. By making himself very light, the Vision floats through the air. His power rank is Typical. He can't carry anything while flying, because he is non-material.

FIRE MISSILE WEAPON. The Vision can shoot beams of solar energy through the jewel in his forehead. These infrared/microwave beams cause Remarkable damage and have Excellent range (5 areas).

DENSITY ATTACK. The Vision's control over his density is so good that he can use it to attack and stun opponents. By putting part of his body through an opponent and partially resolidifying, he can cause up to Remarkable damage. The victim must make an Endurance FEAT roll. If the result is red or yellow, the attack has no further effect. If the result is Green, the victim falls unconscious. If the result is white, the victim loses all of his Health points, falls unconscious, and is dying. Body Armor doesn't affect this attack. Some force fields and Class 1000 armor block this attack.

Because this attack is so dangerous, the Vision must pay 25 Karma points every time he uses it. The Vision uses this power only in emergencies, usually to prevent murder. The Judge should impose an additional, stiff Karma penalty (25 to 50 points) on the Vision if this power is used casually.

Talents: Being an android, the Vision has a natural understanding of biology and engineering.

Background: The android called the Vision began its existence as the original Human Torch. After burning himself out, he was revived by Ultron. The Vision betrayed the evil Ultron, and joined the Avengers. He is married to the Scarlet Witch; both are now reserve members of the Avengers.

CAPTAIN MARVEL™

Monica Rambeau, adventurer.

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

Health: 60
 Karma: 22
 Resources: EXCELLENT
 Popularity: 20

Powers:

BODY TRANSFORMATION: Captain Marvel can convert her body into any form of electromagnetic energy: radio waves, visible light, gamma rays, X-rays, and everything in between. While in this energy state, she can only be harmed by other energy of the same wavelength, or by energy-muting fields or devices, such as force fields, power converters, or the Darkforce. She can move at the speed of light, and can travel along circuitry and dodge with Unearthly speed and Agility. Captain Marvel also can pass through any material that allows transmission of electromagnetic waves.

ENERGY BOLTS: Captain Marvel can project energy bolts from her hands which cause Monstrous damage and have Unearthly range.

FLIGHT: She can fly at Unearthly speed.

Talents: law enforcement.

Background: Monica Rambeau received her powers after she was subjected to an intense radiation field in a portal to another dimension. Shortly afterward, she resigned her job with the New Orleans harbor patrol and moved to New York City, where she learned to control her power and joined the Avengers.

SCARLET WITCH™

Wanda Maximoff, adventurer

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

Health: 46
 Karma: 60
 Resources: POOR
 Popularity: 30

Powers:

PROBABILITY FIELD ALTERATION. The Scarlet Witch's power seems magical, but in fact she is a mutant. She can disrupt probability fields so that very unlikely events occur. For example, she could cause a table to collapse or a machine to tip over. She can't cause something to happen if that event is impossible; tables can't be created from nothing, and machines can't just cease to exist. When the Scarlet Witch uses her power, the player describes precisely what effect is wanted, and the Judge decides whether that effect is within the Scarlet Witch's power. To use the power, the player must make a successful Psyche FEAT roll. If the Scarlet Witch is trying to alter probabilities around unnatural materials or energies, such as plastic, complex alloys, or force fields, her Psyche shifts two columns to the left when making the FEAT roll.

Talents: Wanda has some knowledge of occult sciences.

Background. Wanda and her mutant brother Pietro (Quicksilver) once belonged to the Brotherhood of Evil Mutants. Both later renounced evil, and she has been an active or reserve Avenger ever since. Wanda is married to the Vision, and is the daughter of Magneto.

MARVEL SUPER HEROES™

OFFICIAL GAME ADVENTURE

TIME TRAP

By Bruce Nesmith

Immortus brings an awful message from Limbo: Earth is doomed! Solar flares and atomic infernoes will scour the planet in two days! Only the Mighty Avengers™ can avert catastrophe, by traveling through time! Can the Avengers change their own past and save the world? Or will the battle for Earth be lost in a horrible Time Trap?

This module includes a 16-page adventure book, a 17 inch by 22½ inch, two-sided full color map, and complete information on the Mighty Avengers and some of their most dreaded enemies!

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