

MHSP-3

MARVEL SUPERHEROES™

SECRET WARS



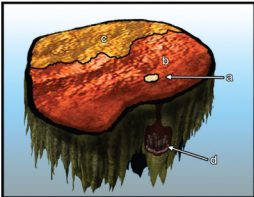
KILLVILLE COMPENDIUM

MARVEL SUPERHEROES™

SECRET WARS



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(Below MANHATTAN - EARTH 616)

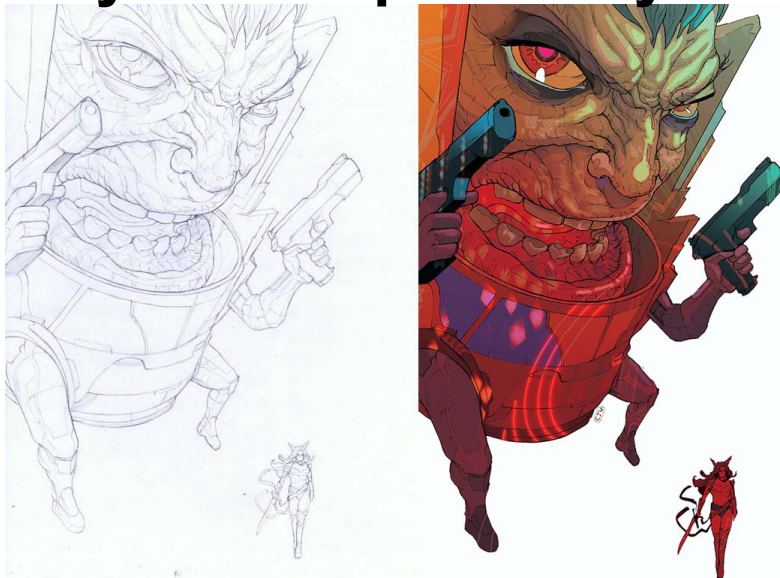
BATTLEWORLD

MARVEL SUPERHEROES™ SECRET WARS

KILLVILLE COMPENDIUM

AN UNOFFICIAL GAME ACCESSORY

By Christopher P. Tyner



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A NOTE FROM THE ADAPTOR

Greetings, True Believer!

Welcome to the Marvel Super Heroes Role Playing-Game fan created Secret Wars Compendiums!

The Adaptor has volunteered to compile as much information as he can to build the world known as Battleworld together for your gaming pleasure. Compendiums will be released at the Adaptor's leisure, as he is a father, theatrical director, and has a day job to boot.

Each volume of Marvel Super Heroes Secret Wars Compendiums have been compiled by pulling directly from the individual comic book series in the 2015 Secret Wars titles and the online marvel.wikia.com. Most of the character history descriptions come directly from marvel.wikia.com. Power sets are based, when available, off of the original MSH RPG by TSR from the Gamer's Handbook of the Marvel Universe. Many of these have been tweaked however to reflect either modern interpretations or versions based off of the characters depicted in the individual Secret Wars titles. The Adaptor reserves the right to a little creative licence to fill in some of the blanks on both powers and histories when needed.

All descriptions in each of the compendiums are written in past tense, describing the action as though the stories in each of the Battleworld Domains have reached their completion.

It is the intention of the Adaptor that these compendiums be used to tell one-shot stories or ongoing campaigns that can be set before, during or after any of the events depicted in the description of each Domain or in the histories of any of the characters defined within the pages of each compendium.

The Adaptor has made an effort to include as many key players in each domain as detailed as possible and

secondary characters will be fleshed out in lesser detail.

Occasionally, when characters are identical versions to those depicted in the 616 Universe, the Adaptor reserves the right to make a list of these characters that are available in the Official Gamer's Handbook of the Marvel Universe that can be easily found at classicmarvelforever.com.

A LITTLE BACKGROUND ON SECRET WARS AND BATTLEWORLD:

Battleworld appeared in the 2015 Secret Wars storyline, after numerous "incursions" destroyed the Multiverse. The remains of several realities were all merged to form a new Battleworld. All of these realities are known as Domains and most have the ability to interact with each other. The Deadlands (which contains the Marvel Zombies), Perfection (which contains the Ultron Sentinels), and New Xandar (which contains the Annihilation Wave) are separated from the rest by a Great Wall known as "The Shield" because each of these Domains contain threats that if loosed would destroy the other Domains.

Battleworld was created by its ruler Doctor Doom (who is worshiped as its deity God, "Emperor Doom") after he and Doctor Strange went to the Beyonders to stop an incursion of their reality. Doctor Doom presumably kills the Beyonders by using thousands of Molecule Men, allowing Doom to take the Beyonders' power as his own, ultimately incorporating the remnants of all realities destroyed by the incursions, or more precisely, their incursions points, to create his own image of Battleworld with Strange unable to do anything else but to follow his words.

Each of Battleworld's Domains is ruled by an appointed "Baron" or

"Baroness". The borders of each Battleworld Domain are clearly defined and travel between different domains is discouraged, as it requires special dispensation from the local Baron or from Doom himself.

Battleworld is overseen by the Thor Corps who serve as Battleworld's police force and answer to God Emperor Doom, himself.

Battleworld is orbited by a small Sun, in fact the Human Torch, consigned to the role for acting against Doctor Doom, and Knowhere, that acts as Battleworld's moon. Besides the Sun, Knowhere and Battleworld itself, there were originally no more celestial bodies in its universe, until Singularity, a mysterious young girl who actually represents a pocket universe that gained sentience during the multiversal collapse, appears to give her life to save the citizens of Arcadia from a horde of Zombies which made the stars appear in the sky.

This Battleworld would eventually collapse after God Emperor Doom's Beyonders' power was transferred to Reed Richards, who was considered by Doom himself and Molecule Man to be more worthy, and rectified the artificial reality.

A FINAL WORD

Thanks so much for taking the time to download and enjoy these compendiums. These are truly a labor of love, and I am thoroughly enjoying putting these together. I began playing the Marvel Super Heroes RPG way back in 1985. There probably hasn't been a year since that I haven't played or ran a game using that system.

Thanks for letting me share my playground.

From one Marvel-Phile to another:
EXCELSIOR!

Christopher P. Tyner
The Adaptor

Killville is one of the numerous domains of Battleworld. Its Baron is M.O.D.O.K., who succeeded Karl Mordo.

This domain consists of a world where every super hero was murdered by M.O.D.O.K., and regular citizens are constantly exposed to the damage caused by killers and villains waging war amongst themselves.

After having stolen a Nimrod CPU of the Sentinel Territories from A.I.M.'s possession, Otto Octavius was tracked down by M.O.D.O.K. in order to find his paymasters. After preventing Bullseye from killing Octavius, M.O.D.O.K. killed Otto himself, and decided to retrieve the piece of Nimrod tech, after concluding the presence of it in the market would incriminate him.

M.O.D.O.K. subsequently patrolled the borders of Killville, and after destroying a couple of Sentinels from the Territories that had trespassed into Killville when they were trying to capture a mutant, he discovered an unidentified object crashing into his land. When he approached the crater left by it, M.O.D.O.K. discovered it was a Thor from the Thor Corps, who, after dealing with some humans extremists in the Monarchy of M, was struck by a lightning bolt while flying the borders of Killville.

The Thor awoke and, upon seeing M.O.D.O.K., attacked him, thinking he was responsible

for what happened to her. Angela fought him fiercely, but he didn't fight back as he was amazed by her. She tried to use her Mjolnir, the Devilslayer, against him, but it didn't answer her, which made her furious. She attacked M.O.D.O.K. with no mercy and he did what he could to not be hit, but Angela still struck him with her spear and used his chainsaw to damage his chair, releasing the Null Bomb, a weapon designed by M.O.D.O.K. to kill Graviton. As the bomb exploded, M.O.D.O.K. used his powers to protect her and then fainted. Aldrif tried to kill him with her axe when he regained consciousness, but couldn't do this as she finally realized he wasn't the one who attacked her earlier. Afterwards, M.O.D.O.K. offered his help to discover who had attacked her. In the meanwhile, the lords of the Assassins Guild sent their best agents to kill M.O.D.O.K.

Together, M.O.D.O.K. and Aldrif worked together to dispose of their would-be assassins, even succeeding when being overwhelmed. After the three lords of the Assassins Guild,

Kingpin, Viper and the Shroud appeared to confront M.O.D.O.K., the Mindless Ones descended to the scene.

M.O.D.O.K. and Aldrif were able to evade the endless waves of Mindless Ones, at the cost of the lives of the remaining members of the Assassins Guild, who had become M.O.D.O.K.'s temporary allies. After reaching a safe zone, M.O.D.O.K. started putting together the different occurrences that happened to Aldrif, and concluded that the attack that struck her down, the force field that prevented her from reaching her hammer, and her cloaking against technology had been the work of Baron Mordo. The Mindless Ones caught up to M.O.D.O.K. and his companion, ultimately swarming him while Aldrif tried to go through the force field surrounding her hammer to recover it. The effort to disrupt the field knocked her out, allowing M.O.D.O.K. a chance to try to lift the hammer, but he wasn't worthy. With Aldrif unconscious and the Mindless Ones surrounding him, M.O.D.O.K.'s predicament took



KILLVILLE

turn for the worse with the arrival of Baron Mordo and Clea.

M.O.D.O.K. stalled Mordo by making him reveal his plan. Mordo planned for M.O.D.O.K. to kill the Thor when they first met, what would've brought the attention of Battleworld's Sheriff Strange, M.O.D.O.K. would then also have killed Strange whenever he confronted him for the Thor's death, and Mordo would kill M.O.D.O.K. to prove himself gain the position of Sheriff of Battleworld, as he considered superior to Strange. M.O.D.O.K. bought enough time to manipulate and command an army of Sentinels from the Sentinel Territories to do his bidding and attack Mordo's Mindless Ones. While the Sentinels helped M.O.D.O.K. turn the tide of the battle, Mordo found himself with the upper hand again, until Aldrif regained consciousness and killed Clea, subsequently dealing with the rest of the Mindless Ones while M.O.D.O.K. defeated Mordo. The Thor Corps arrived soon after Baron Mordo's defeat, in a fit of rage, the villain tried to attack the Thors, but he was killed by M.O.D.O.K.. Aldrif defended M.O.D.O.K.'s actions against her fellow Thors, acknowledging M.O.D.O.K.'s help in saving her. Before leaving, M.O.D.O.K. tried to kiss Angela, but she rejected him.

Angela informed the Sheriff about M.O.D.O.K.'s actions, and he was made Baron of Killville.

STATISTICS

F AM (50)
A GD (10)
S AM (50)
E IN (40)
R AM (50)
I GD (10)
P AM (50)

Health: 150

Karma: 110

Resources: IN (40)

Popularity: 30

BACKGROUND

Real Name: George Tarleton

Occupation: Assassin, Baron of Killville

Identity: Secret

Legal Status: Citizen of Killville

Other Known Aliases: Mental Organism

Designated Only For Killing

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: Leader of Advanced Idea Mechanics

Base of Operations: Killville

KNOWN POWERS

Multitasking: Modok can use any two of his powers at once.

Force Field vs. Energy: Modok can erect a barrier that provides Monstrous resistance to energy attacks and Good protection vs. physical attacks.

Heat: Amazing damage over a 2 area range.

Kinetic Bolt: Amazing damage over a 2 area range.

Mental Probe: Incredible up to 5 miles range.

Psionic Blast: Amazing damage over a 2 area range.

Total Memory: Amazing recall of any fact he has ever known.

Weapons Creation: Modok has a nearly unlimited array of weapons at his disposal which he can create and release from his Doomsday Chair.



These items take at least 1 round each to construct and may do up to Good damage with a single round dedicated to construction. With each additional round of concentration, however, Modok can increase the damage to Amazing with up to 5 rounds of uninterrupted concentration.

Doomsday Chair:

Control: EX

Speed: GD

Body: AM

Protection: AM

MODOK Mobile:

Control: RM

Speed: RM

Body: AM

Protection: RM

Talents: None

Contacts: AIM

HISTORY

M.O.D.O.K. was a resident of the domain of Killville, a world where he had successfully killed every hero, and regular citizens are constantly exposed to the damage caused by killers and villains waging war amongst themselves. At some point M.O.D.O.K. came into possession of a Nimrod CPU of the Sentinel Territories, and allowed Otto Octavius to steal in order to find his paymasters. His plan was complicated by the Assassin's Guild sending Bullseye to kill Octavius, but M.O.D.O.K. was able to kill both Bullseye and Otto. He then decided to retrieve the piece of Nimrod tech, after concluding the presence of it in the market would incriminate him.

M.O.D.O.K. subsequently patrolled the borders of Killville when he observed something falling from the sky. M.O.D.O.K. discovered a Thor from the Thor Corps at the bottom of a crater, who, after dealing with some human extremists in the Monarchy of M, was struck by a lightning bolt while flying the borders of Killville.

She awoke and, upon seeing M.O.D.O.K., attacked him, thinking he was responsible for what happened to her. Angela fought him fiercely, but he didn't fight back as he was amazed by her beauty. While defending himself, M.O.D.O.K. inadvertently released a Null Bomb, a weapon designed by M.O.D.O.K. to kill Graviton. As the bomb exploded, M.O.D.O.K. used his powers to protect her and then fainted. Aldrif tried to kill

him with her axe when he regained consciousness, but couldn't do this as she finally realized he wasn't the one who attacked her earlier. Afterwards, M.O.D.O.K. offered his help to discover who had attacked her. In the meanwhile, the lords of the Assassins Guild sent their best agents to kill M.O.D.O.K.

Together, M.O.D.O.K. and Aldrif worked together to dispose of their would-be assassins, even succeeding when being overwhelmed. After the three lords of the Assassins Guild, Kingpin, Viper and the Shroud appeared to confront M.O.D.O.K., the Mindless Ones descended to the scene.

M.O.D.O.K. and Aldrif were able to evade the endless waves of Mindless Ones, at the cost of the lives of the remaining members of the Assassins Guild, who had become M.O.D.O.K.'s temporary allies. After reaching a safe zone, M.O.D.O.K. started putting together the different occurrences that happened to Aldrif, and concluded that the attack that struck her down, the force field that prevented her from reaching her hammer, and her cloaking against technology had been the work of Baron Mordo. The Mindless Ones caught up to M.O.D.O.K. and his companion, ultimately swarming him while Aldrif tried to go through the force field surrounding her hammer to recover it. The effort to disrupt the field knocked her out, allowing M.O.D.O.K. a chance to try to lift the hammer, but he wasn't worthy. With Aldrif unconscious and the Mindless Ones surrounding him, M.O.D.O.K. predicament took a

turn for the worse with the arrival of Baron Mordo and Clea.

M.O.D.O.K. stalled Mordo by making him reveal his plan. Mordo planned for M.O.D.O.K. to kill the Thor when they first met, what would've brought the attention of Battleworld's Sheriff Strange, M.O.D.O.K. would then also have killed Strange whenever he confronted him for the Thor's death, and Mordo would kill M.O.D.O.K. to prove himself gain the position of Sheriff of Battleworld, as he considered superior to Strange. M.O.D.O.K. bought enough time to manipulate and command an army of Sentinels from the Sentinel Territories to do his bidding and attack Mordo's Mindless Ones. While the Sentinels helped M.O.D.O.K. turn the tide of the battle, Mordo found himself with the upper hand again, until Aldrif regained consciousness and killed Clea, subsequently dealing with the rest of the Mindless Ones while M.O.D.O.K. defeated Mordo.

The Thor Corps arrived soon after Baron Mordo's defeat, in a fit of rage, the villain tried to attack the Thors, but he was killed by M.O.D.O.K.. Aldrif defended M.O.D.O.K.'s actions against her fellow Thors, acknowledging M.O.D.O.K.'s help in saving her. Before leaving, M.O.D.O.K. tried to kiss Angela, but she rejected him.

Angela informed the Sheriff about M.O.D.O.K.'s actions, and he was made Baron of Killville.

ADDITIONAL NOTES

ALDRIF DOOMSDOTTIR

STATISTICS

F MN (75)
A AM (50)
S AM (50)
E MN (75)
R EX (50)
I RM (30)
P RM (30)

Health: 250

Karma: 110

Resources: IN (40)

Popularity: 30

BACKGROUND

Real Name: Aldrif Doomsdottir

Occupation: Thor

Identity: Public

Legal Status: Citizen of Doomgard

Other Known Aliases: Angela

Place of Birth: Doomgard

Marital Status: Single

Known Relatives: Unrevealed

Group Affiliation: Thor Corps

Base of Operations: Doomgard

KNOWN POWERS

Body Armor: Excellent protection from physical and energy attacks.

Resist Disease: Shift Z protection from all forms of disease and poisons.

Extended Lifespan: Aldrif is considered nearly immortal with a Shift Z lifespan.

Healing Factor: Can heal at an excellerated rate with Amazing ability.

Flight: Aldrif can fly at Excellent speed.

Self Sustenance: Aldrif can go without food, water, or oxygen with Uneartly ability.

Weapons:

Devilslayer:

AM Damage/UN Material

Can call forth AM lightning.

Xiphos the Sword of the Stars:

AM Damage/UN Material

Blades of Ichor:

AM Damage/UN Material

Lance:

AM Damage/UN Material

Bladed Bow:

IN Damage/UN Material

Ribbons:

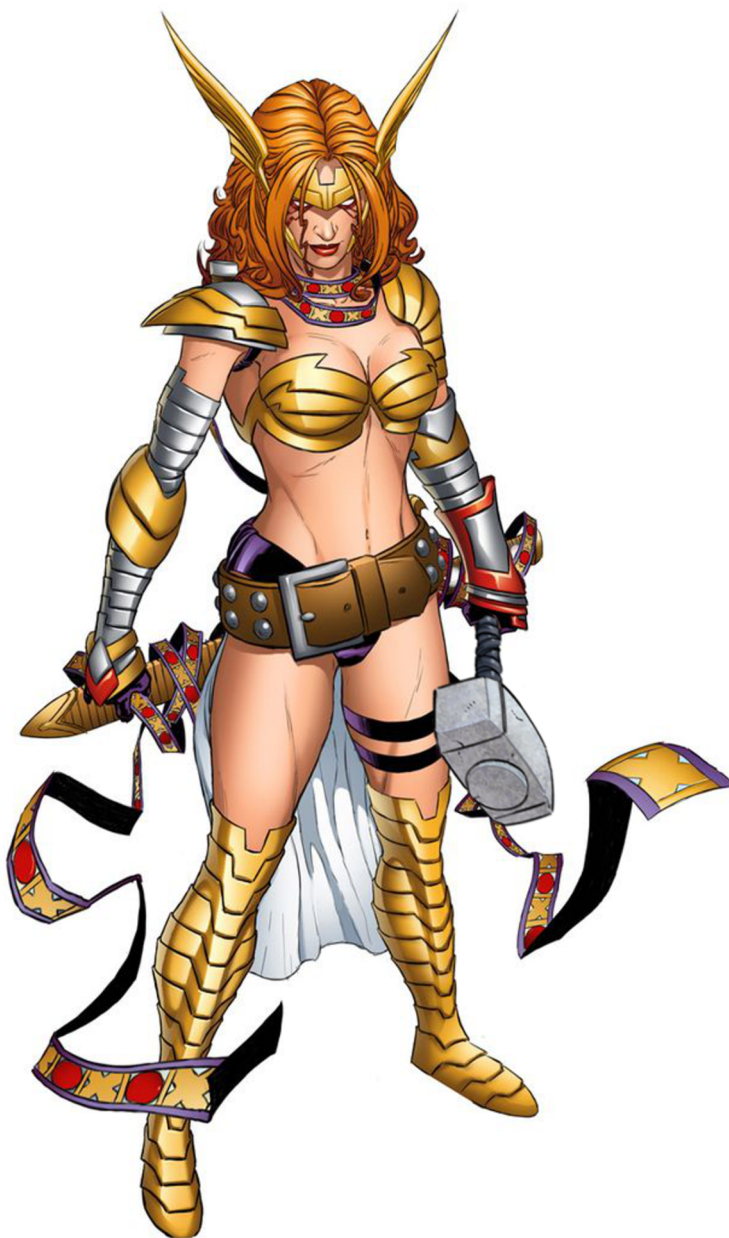
IN Damage/UN Material

Talents: Edged Weapons, Weapons

Specialist: Hammer, Martial Arts D and E

Contacts: Thor Corps

ADDITIONAL NOTES



HISTORY

Aldrif Doomsdottir is a member of the Thor Corps, Doom's enforcers of justice composed of multiple men and women from across Battleworld.

After dealing with some human extremists in the Monarchy of M, she was struck by a bolt while flying the borders of Killville. When she woke up, she then attacked M.O.D.O.K. who was near her, thinking he was responsible for attacking her, but soon came to realize that he wasn't responsible and M.O.D.O.K. offered his assistance to find out who attacked her.

Suddenly, the Assassins Guild tried to attack both of them. Together, M.O.D.O.K. and Aldrif worked together to dispose of their would-be assassins, even succeeding when being overwhelmed. Afterwards, the Mindless Ones descended to the scene.

M.O.D.O.K. and Aldrif were able to evade the endless waves of Mindless Ones, at the cost of the lives of the remaining members of the Assassins Guild, who had become M.O.D.O.K.'s temporary allies. Upon reaching a safe zone, M.O.D.O.K. started putting together the different occurrences that happened to Aldrif, and concluded that the attack that struck her down, the force field that prevented her from reaching her hammer, and her cloaking against technology had been the work of Baron Mordo. The Mindless Ones caught up to M.O.D.O.K. and his companion, ultimately swarming him while Aldrif tried to go through

the force field surrounding her hammer to recover it. The effort to disrupt the field knocked her out, while M.O.D.O.K. tried to kill Baron Mordo.

Aldrif eventually regained consciousness and killed Clea, subsequently dealing with the rest of the Mindless Ones while M.O.D.O.K. defeated Mordo. The Thor Corps arrived soon after Baron Mordo's defeat, and in a fit of rage, the villain tried to attack the Thors, but was killed by M.O.D.O.K.. Aldrif defended M.O.D.O.K.'s actions against her fellow Thors, acknowledging M.O.D.O.K.'s help in saving her. Before leaving, M.O.D.O.K. tried to kiss Angela, but she rejected him, then informed Sheriff Strange of M.O.D.O.K.'s actions, and he was made Baron of Killville.

After this, Aldrif was sent by God Emperor Doom to deal with Gamora, who had left the domain of Knowhere several times. Gamora was rescued alongside Drax, who picked up a fight with Angela when she appeared asking for Gamora, by their fellow Guardians of Knowhere member, Rocket Raccoon, and the trio fled to Mantis' apartment.

Angela later arrived to deal with Yotat the Destroyer by striking the villain with a lightning bolt. Her intervention allowed Drax to recover and attack Yotat, weakening him enough a second attack from Angela finally defeated him. The Nova Corps appeared on the scene to take Yotat into custody, as they had previously failed to subdue him during his first encounter with Drax. After Yotat was handed over to the Nova Corps, Angela

resumed her business with Gamora. Angela demanded Gamora provide an explanation for her heresy, as she did not view Doom as a deity. Gamora's failure to properly explain the reasoning behind her beliefs resulted in further confrontation, which was interrupted by the arrival of a mysterious woman through a portal.

At first astonished by the woman's appearance, Angela and Gamora tried to communicate with her, but they didn't recognize her language. Despite Gamora saying to Angela to disarm herself in order to calm the warrior down, Angela didn't listen and they were attacked and defeated by her. The Nova Corps showed up soon after, and tried to take her down, but she overcame them, killing many of them in the process, before recognizing the Kree symbol on Captain Marvel's chest. With the mysterious warrior distracted, Angela and Gamora stabbed her with their swords, seemingly killing her. Later, Angela tried to convince Gamora to stay in Knowhere and obey the laws created by Doom, but Gamora couldn't do it. As Gamora tried to explain her reasons to trespass to other domains, the believed dead mysterious woman rose once more and killed the Thor.

BARON MORDO

STATISTICS

F TY (6)
A TY (6)
S TY (6)
E RM (30)
R EX (20)
I RM (30)
P AM (50)

Health: 48

Karma: 100

Resources: IN (40)

Popularity: 30

BACKGROUND

Real Name: Karl Amadeus Mordo

Occupation: Sorcerer, Baron of Killville

Identity: Public

Legal Status: Citizen of Killville

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Married

Known Relatives: Clea - Wife

Group Affiliation: Former Disciple of the Ancient One

Base of Operations: Killville

KNOWN POWERS

Astral Projection: Monstrous rank

Conjure: Incredible rank

Eldritch Bolts: Amazing rank

Magical Shield: Amazing rank

Mesmerism: Monstrous rank

Necromancy: Incredible rank

Summoning: Monstrous rank

Telepathy: Unearthly rank

Teleportation: Unearthly rank

Talents: Mordo is an expert in Occult Lore and Battleworld history.

Contacts: Dark Dimension entities: Mordo can call forth hordes of Mindless Ones from the Dark Dimension



Mindless Ones

F A S E R I P H K
RM PR RM EX FE FE FE 150 6



Thick Skin: EX Body Armor
Eye Beam: EX Force damage, 1 area range

Environmental Independence: No need to eat, sleep or breathe.

Inexhaustible: Mindless Ones never cease fighting or moving. If defeated they will lay as if dead for 3 rounds then rise up and begin fighting again.

ADDITIONAL NOTES

HISTORY

Baron Mordo was the Baron of Killville, a domain where all the heroes had been killed by M.O.D.O.K.. In this realm Clea was his lover and both shared a disdain for M.O.D.O.K..

When Aldrif Doomsdottir was flying by the borders of Killville, he struck her with lightning and caused to crash, then magically cloaked her and shielded her hammer so she would be trapped.

Later, Baron Mordo was meditating in the dark in a room of Mindless Ones when he was approached by Clea who warned him of the arrival of Aldrif Doomsdottir.

When the assassins attacked M.O.D.O.K. and Aldrif Doomsdottir, large numbers of Mindless Ones sent by Baron Mordo attacked.

The Mindless Ones caught up to M.O.D.O.K. and his companion, ultimately swarming him while Aldrif tried to go through the force field surrounding her hammer to recover it. The effort to disrupt the field knocked her out, allowing M.O.D.O.K. a chance to try to lift the hammer, but he wasn't worthy. With Aldrif unconscious and the Mindless Ones surrounding him, M.O.D.O.K.'s predicament took a turn for the worse with the arrival of Baron Mordo and Clea.

Mordo revealed his plan for M.O.D.O.K. to kill the Thorguard when they first met, which would've brought the attention of Battleworld's Sheriff Strange.

M.O.D.O.K. would then also have killed Strange whenever he confronted him for the Thor's death, and Mordo would kill M.O.D.O.K. to gain the position of Sheriff of Battleworld, as he considered himself superior to Strange. M.O.D.O.K. bought enough time to manipulate and command an army of Sentinels from the Sentinel Territories to do his bidding and attack Mordo's Mindless Ones. While the Sentinels helped M.O.D.O.K. turn the tide of the battle, Mordo found himself with the upper hand again, until Aldrif regained consciousness and killed Clea, subsequently dealing with the rest of the Mindless Ones while M.O.D.O.K. defeated Mordo. The Thor Corps arrived soon after Baron Mordo's defeat, in a fit of rage, the villain tried to attack the Thors, but he was killed by M.O.D.O.K.

STATISTICS

F GD (10)
A GD (10)
S EX (20)
E EX (20)
R GD (10)
I IN (40)
P AM (50)

Health: 60

Karma: 100

Resources: IN (40)

Popularity: 20

BACKGROUND

Real Name: Clea

Occupation: Sorcerer, Princess of Killville

Identity: Public

Legal Status: Citizen of Killville

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Married

Known Relatives: Baron Mordo - Husband

Group Affiliation: Princess of Killville

Base of Operations: Killville



KNOWN POWERS

Clea has access to most magical spells and powers, She has studied under Baron Mordo and knows spells from the Vishanti and the Darkhold. The following powers are always at her disposal:

Astral Projection: Monstrous rank, allows her spirit to travel unseen. Can be detected with Telepathy.

Conjure: Amazing ability to call forth any item from across Battleworld that is within her range.

Eldritch Bolts: Amazing rank magical beams that do Psychic damage.

Magical Shield: Amazing protection against physical, energy, and psychic damage.

Summoning: Monstrous ability to call forth demons, spirits, and creatures from the Dark Dimension.

Teleportation: Amazing rank allows her to teleport herself and others up to

50 miles away.

Talents: Clea is an expert in Occult Lore and Battleworld history.

Contacts: Baron Mordo

ADDITIONAL NOTES

HISTORY

Clea was a resident of Killville, a domain where all the heroes had been killed by M.O.D.O.K.. In this realm she was the lover of Baron Mordo and both shared a disdain for MODOK who she felt was an abomination of science.[1] Clea later found Baron Mordo meditating in the dark in a room of Mindless Ones and warned him of the arrival of Aldrif Doomsdottir.

When the assassins attacked M.O.D.O.K and Aldrif Doomsdottir, large numbers of Mindless Ones sent by Baron Mordo attacked.

The Mindless Ones caught up to M.O.D.O.K. and his companion, ultimately swarming him while Aldrif tried to go through the force field surrounding her hammer to recover it. The effort to disrupt the field knocked her out, allowing M.O.D.O.K. a chance to try to lift the hammer, but he wasn't worthy. With Aldrif unconscious and the Mindless Ones surrounding him, M.O.D.O.K. predicament took a turn for the worse with the arrival of Baron Mordo and Clea.

Mordo revealed his plan to overthrow Sheriff Strange while M.O.D.O.K. turned nearby Sentinels on the Mindless Ones. Distracted, Clea was ultimately slain by Aldrif.

ASSASSIN'S GUILD



KINGPIN

F RM (30)
A GD (10)
S EX (20)
E IN (40)
R GD (10)
I EX (20)
P GD (10)

Health: 100

Karma: 40

Resources: IN (40)

Popularity: 0

BACKGROUND

Real Name: Wilson Fisk

Occupation: Criminal Mastermind

Identity: Public

Legal Status: Citizen of Killville

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Married

Known Relatives: Vanessa (Wife)
 Richard (son)

Group Affiliation: Assassin's Guild Lord

Base of Operations: Killville

KNOWN POWERS

Body Armor: PR

Weapons: *Walking Stick:* EX blunt damage made of RM material. The stick also has a 3-shot laser, range of 2 areas EX energy damage. The stick also contains two doses of AM intensity sleep gas (range 1 area).

Talents: Martial Arts A, B, C, Wrestling, Business/Finance.

Contacts: Kingpin has criminal contacts that span across Battleworld.



SHROUD

F RM (30)
A EX (20)
S GD (10)
E EX (20)
R GD (10)
I IN (40)
P EX (20)

Health: 80

Karma: 70

Resources: GD (10)

Popularity: -10

BACKGROUND

Real Name: Unrevealed

Occupation: Criminal Mastermind

Identity: Secret

Legal Status: Citizen of Killville

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: Assassins Guild Lord

Base of Operations: Killville

KNOWN POWERS

Darkforce Generation/Control: AM
Mystic Vision: Though blind, Shroud possesses mystic senses that allow him to see without penalty. He can see through walls and barriers. His range with this power allows him to "see" only as far as one area away.

Talents: Martial Arts A, B, C, and E, Criminal Ties.

Contacts: Shroud has criminal contacts all across Battleworld.



VIPER

F EX (20)
A EX (20)
S GD (10)
E EX (20)
R EX (20)
I EX (20)
P EX (20)

Health: 70

Karma: 60

Resources: RM (30)

Popularity: -15

BACKGROUND

Real Name: Unknown

Occupation: Subversive

Identity: Secret

Legal Status: Citizen of Killville

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: Assassins Guild Lord

Base of Operations: Killville

KNOWN POWERS:

Weaponry:

Prosthetic Fangs: RM venom, EX biting damage.

Throwing Darts: TY Edged, RM venom

Laser Pistol: RM damage, 5 area range

Whip: GD damage, can disarm with a bullseye hit.

Teleportation Ring: IN

Talents: Guns, Martial Arts A & C, Technology, Leadership.

Contacts: Hydra and other criminal organizations across Battleworld.



BULLSEYE

F IN (40)
A RM (30)
S GD (10)
E EX (20)
R TY (6)
I PR (4)
P TY (6)

Health: 100

Karma: 16

Resources: EX (20)

Popularity: -10

BACKGROUND

Real Name: Unrevealed

Occupation: Assassin

Identity: Secret

Legal Status: Citizen of Killville

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Married

Known Relatives: Elektra (wife)

Group Affiliation: Assassins' Guild

Base of Operations: Killville

KNOWN POWERS

Adamantium Skeleton: +1CS to damage in blunt, charging, or any attack that uses his body. Bones cannot be broken.

Pinpoint Accuracy: When aiming with any thrown object or firearm, Bullseye's Agility should be considered Monstrous.

Talents: Martial Arts D, Military, Marksmanship, Explosives, and all Weapons Skills.

Contacts: Kingpin, Elektra



ELEKTRA

F IN (30)
A RM (20)
S GD (10)
E RM (20)
R GD (10)
I IN (40)
P RM (20)

Health: 110

Karma: 80

Resources: EX (20)

Popularity: 0

BACKGROUND

Real Name: Elektra Natchios

Occupation: Assassin

Identity: Secret

Legal Status: Citizen of Killville

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Married

Known Relatives: Bullseye (husband)

Group Affiliation: Assassins Guild

Base of Operations: Killville

KNOWN POWERS

Weapons:

Sai: Good edged damage.

Can be thrown up to 2 areas.

Talents: Weapons Master, Weapons

Specialist: Sai, Martial Arts A, B, C, and E, Acrobatics, Tumbling, Greek, English, Japanese.

Contacts: The Hand, Kingpin, Bullseye



DR OCTOPUS

F TY (6)
A GD (10)
S RM (30)
E EX (20)
R EX (20)
I TY (6)
P EX (20)

Health: 66

Karma: 46

Resources: GD (10)

Popularity: -5

BACKGROUND

Real Name: Otto Octavius

Occupation: Atomic Researcher

Identity: Public

Legal Status: Citizen of Killville

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: Assassins Guild

Base of Operations: Killville

KNOWN POWERS:

Tentacles: RM strength material.

May make up to 4 attacks per round with a successful fighting feat.

May reach opponents up to one area away.

May brace with 2 tentacles for +2CS

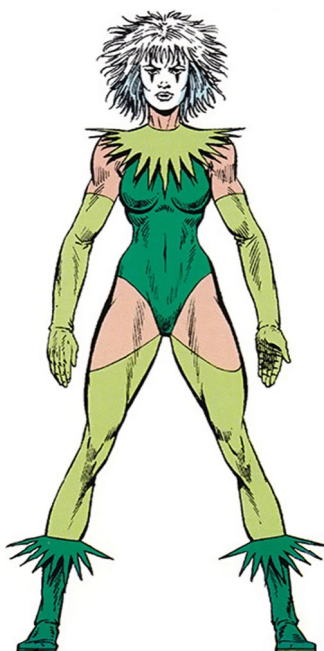
Endurance to avoid Stuns or Slams.

May travel 4 Areas per round.

Can control arms from 900 miles away.

Talents: Mechanics, Robotics, Radiation Research, Engineering, Repair.

Contacts: Criminal organizations across Battleworld.



SCREAMING MIMI

F EX (40)
A EX (30)
S RM (10)
E EX (20)
R TY (6)
I TY (4)
P TY (6)

Health: 90

Karma: 18

Resources: TY (6)

Popularity: 0

BACKGROUND

Real Name: Melissa Schwartz

Occupation: Assassin

Identity: Secret

Legal Status: Citizen of Killville

Other Known Aliases: Songbird

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: Assassin's Guild

Base of Operations: Killville

KNOWN POWERS

Sonic Blasts: IN with 4 area range.
Sonic Stun: 3 area radius. Green or better Endurance roll to resist. 1-10 round effect.

Sonic Force Field: IN with 1 area radius

Talents: Wrestling, Acrobatics

Contacts: None



JACK O'LANTERN

F EX (20)
A RM (30)
S EX (20)
E RM (30)
R GD (10)
I TY (6)
P TY (6)

Health: 100

Karma: 22

Resources: TY (6)

Popularity: 0

BACKGROUND

Real Name: Steven Mark Levins

Occupation: Assassin

Identity: Secret

Legal Status: Citizen of Killville

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Unknown

Known Relatives: Martin (father, deceased), Phyliss (mother, deceased)

Group Affiliation: Assassins Guild

Base of Operations: Killville

KNOWN POWERS

Weapons:

Grenades: RM intensity explosive, concussive, and gas grenades.

Body Armor: RM

Floating Disk: EX Speed, RM Control

Wrist Blasters: EX electrical damage with a 1 area range.

Talents: Guns, Explosives, Martial Arts B, Acrobatics, Electronics and Engineering

Contacts: None 15



BOOMERANG

F EX (20)
A RM (30)
S GD (10)
E EX (20)
R GD (10)
I GD (10)
P TY (6)

Health: 80

Karma: 26

Resources: GD (10)

Popularity: -5

BACKGROUND

Real Name: Fred Myers

Occupation: Ex-baseball pitcher, Assassin

Identity: Secret

Legal Status: Citizen of Killville

Other Known Aliases: Fred Slade

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: Assassins Guild

Base of Operations: Killville

KNOWN POWERS:

Weapons:

Shatterang: AM explosive damage.

Gasarang: MN tear gas

Razorang: RM edged damage

Bladerangs: IN (no effect on Body Armor GD or better)

Screamerangs: EX sonic attack

Gravityrangs: IN gravity field

Reflexrangs: EX blunt + Stun/Slam

Talents: Weapons Specialist:

Boomerangs, Thrown Objects

Contacts: Justin Hammer



WOLVERINE

F IN (40)
A RM (30)
S EX (20)
E RM (30)
R GD (10)
I MN (75)
P IN (40)

Health: 120

Karma: 125

Resources: EX (20)

Popularity: 0

BACKGROUND

Real Name: James "Logan" Howlett

Occupation: Assassin

Identity: Public

Legal Status: Citizen of Killville

Other Known Aliases: Logan

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: Assassin's Guild

Base of Operations: Killville

KNOWN POWERS

Adamantium Skeleton: EX body armor vs. blunt attacks, TY protection vs. edged attacks. +1CS to punches and kicks to determine damage.

Opponents attacking Wolverine with bare fists take TY damage. His bones are essentially made of UN material and cannot be broken.

Claws: Up to MN edged damage.

Regeneration: Regains 10 Health points per hour. UN Endurance vs. poison, gasses, and drugs.

Animal Empathy: AM with carnivores.

Heightened Senses: MN smell, IN hearing.

Berserker: Ignores Stun results, UN resistance of mind control. Yellow FEAT to come out of this state.

Talents: Guns, Thrown Weapons, Sharp Weapons, Oriental Weapons, Martial Arts A, B, E, Tumbling, Ninjitsu (hide in shadows IN, Night Vision at RM) Japanese, Russian.

Contacts: Sabretooth, The Hand



SABRETOOTH

F IN (40)
A RM (30)
S EX (20)
E RM (30)
R TY (6)
I GD (10)
P RM (30)

Health: 120

Karma: 46

Resources: TY (6)

Popularity: -5

BACKGROUND

Real Name: Victor Creed

Occupation: Assassin

Identity: Public

Legal Status: Citizen of Killville

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: Unknown

Group Affiliation: Assassins Guild

Base of Operations: Killville

KNOWN POWERS

Infravision: RM

Heightened Senses: AM

Claws and Bite: RM Edged damage

Talents: Guns, Sharp Weapons, Martial Arts A, B, E, Wrestling

Contacts: Wolverine



PUNISHER

F AM (50)
A EX (20)
S GD (10)
E EX (20)
R TY (6)
I EX (20)
P TY (6)

Health: 100

Karma: 32

Resources: GD (10)

Popularity: 5

BACKGROUND

Real Name: Frank Castle

Occupation: Vigilante, Assassin

Identity: Secret

Legal Status: Citizen of Killville

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Widowed

Known Relatives: All Deceased

Group Affiliation: Assassins Guild

Base of Operations: Killville

KNOWN POWERS:

Weaponry:

The Punisher has access to nearly any man-made weapon in existence.

Talents: Martial Arts A, B, C, D, E, Guns, Wrestling, Military, Explosives, Detective, Espionage, Survival, Weapons Manufacturing and repair, Mechanic.

Contacts: Microchip



BUSHWACKER

F EX (20)
A TY (6)
S GD (10)
E IN (40)
R TY (6)
I PR (4)
P PR (4)

Health: 76

Karma: 14

Resources: TY (6)

Popularity: -10

BACKGROUND

Real Name: Carl Burbank

Occupation: Assassin

Identity: Secret

Legal Status: Citizen of Killville

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: Assassin's Guild

Base of Operations: Killville

KNOWN POWERS

Gun Arm: IN damage

Flamethrower: AM damage, 2 area range

Talents: Military, Guns

Contacts: Typhoid Mary



TYPHOID MARY

F IN (40) PR (4)
A IN (40) TY (6)
S GD (10) PR (4)
E RM (30) TY (6)
R TY (6) TY (6)
I GD (6) GD (6)
P PR (4) PR (4)

Health: 120/20

Karma: 20

Resources: GD (10)

Popularity: 0

BACKGROUND

Real Name: Mary Walker

Occupation: Assassin

Identity: Secret

Legal Status: Citizen of Killville

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Unknown

Known Relatives: None

Group Affiliation: Assassins Guild

Base of Operations: Killville

KNOWN POWERS

Telekenisis: TY

Pyrokinesis: PR

Mind Control: GD

Pheromones: GD

Alter Ego:

Weapons:

Machetes: EX

Talents: Weapons Specialist: Machete, Martial Arts C, D, Tumbling

Contacts: Kingpin, Bushwacker



HIT MONKEY

F IN (40)
A IN (40)
S PR (4)
E EX (20)
R GD (10)
I GD (10)
P TY (6)

Health: 104

Karma: 26

Resources: GD (10)

Popularity: 0

BACKGROUND

Real Name: Unknown

Occupation: Assassin

Identity: Secret

Legal Status: Citizen of Killville

Other Known Aliases: Hitman Monkey

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: Assassins Guild

Base of Operations: Killville

KNOWN POWERS:

Weaponry:

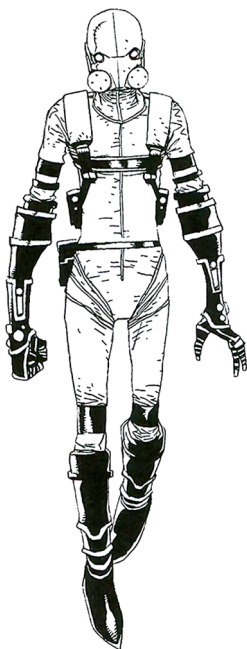
Pistols: GD damage, 3 area range

Knife: TY edged damage

Hit Monkey has access to nearly any firearm that he can lift.

Talents: Guns, Edged weapons, Martial Arts A, C, E, Wrestling

Contacts: None



GHOST

F EX (20)
A EX (20)
S EX (20)
E EX (20)
R RM (30)
I EX (20)
P EX (20)

Health: 80
Karma: 70
Resources: GD (10)
Popularity: 0

BACKGROUND

Real Name: Unknown
Occupation: Assassin, Saboteur
Identity: Secret
Legal Status: Citizen of Killville
Other Known Aliases: Casper, Phantasm, John Morley
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Group Affiliation: Assassin's Guild
Base of Operations: Killville

KNOWN POWERS

Intangibility: IN
Cloaking Device: IN invisibility to the naked eye and video surveillance
Electrical Interference: IN ability to disrupt electronic equipment
 Ghost has access to a wide array of explosives and high powered firearms.
Talents: Engineering, Explosives, Guns
Contacts: None



TASKMASTER

F AM (50)
A AM (50)
S GD (10)
E RM (30)
R GD (10)
I EX (20)
P GD (10)

Health: 140
Karma: 50
Resources: GD (10)
Popularity: -5

BACKGROUND

Real Name: Tony Masters
Occupation: Assassin, Trainer
Identity: Secret
Legal Status: Citizen of Killville
Other Known Aliases: None
Place of Birth: Unrevealed
Marital Status: Unknown
Known Relatives: None
Group Affiliation: Assassins Guild
Base of Operations: Killville

KNOWN POWERS

Photographic Reflexes: MN ability to mimic any fighting style he sees
Combat Sense: Can make one Intuition roll per enemy per turn
Weapons:
Billy Club: EX damage, IN material
Shield: EX damage, IN material
Sword: EX damage, IN material
Bow and Arrows: IN assorted arrows
Pistol: Up to IN damage with various ammo types.
Grenades: IN damage of various types
Talents: Martial Arts A, B, C, D, E, Wrestling, Guns, Military, Leadership, Tumbling, Acrobatics, Thrown Weapons, Edged Weapons, Archery, Pilot, Criminology
Contacts: None



BLACK WIDOW

F IN (40)
A RM (30)
S GD (10)
E EX (20)
R GD (10)
I IN (40)
P EX (20)

Health: 100
Karma: 70
Resources: GD (10)
Popularity: 30

BACKGROUND

Real Name: Natalia Alianova Romanova
Occupation: Assassin, Spy
Identity: Public
Legal Status: Citizen of Killville
Other Known Aliases: Natasha Romanoff
Place of Birth: Unrevealed
Marital Status: Widowed
Known Relatives: None
Group Affiliation: Assassins Guild
Base of Operations: Killville

KNOWN POWERS:

Weaponry:
Widow's Bite: EX energy attack, 4 area range
Gas Launcher: EX
Cable Launcher: IN material, 3 area range
 Natasha has access to any man-made weapon
Talents: Weapons Specialist: Widow's Bite, Martial Arts A, B, E, Detective, Espionage, Multi-lingual
Contacts: Military



GRIM REAPER

F GD (40)
A EX (30)
S GD (10)
E GD (20)
R TY (6)
I TY (4)
P TY (6)

Health: 50

Karma: 18

Resources: EX (20)

Popularity: -10

BACKGROUND

Real Name: Eric Williams

Occupation: Assassin

Identity: Secret

Legal Status: Citizen of Killville

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: Simon (brother)

Group Affiliation: Assassin's Guild

Base of Operations: Killville

KNOWN POWERS

Battle Scythe: IN material, EX damage.

Has the following enhancements:

Force Blaster: RM damage, 3 area range

Cerebral Stunner: MN stunning on touch

Knock Out Gas: EX, fills one area

Blade Spinner: RM damage, EX protection against thrown objects and bullets.

Talents: Weapons Specialist: Scythe,

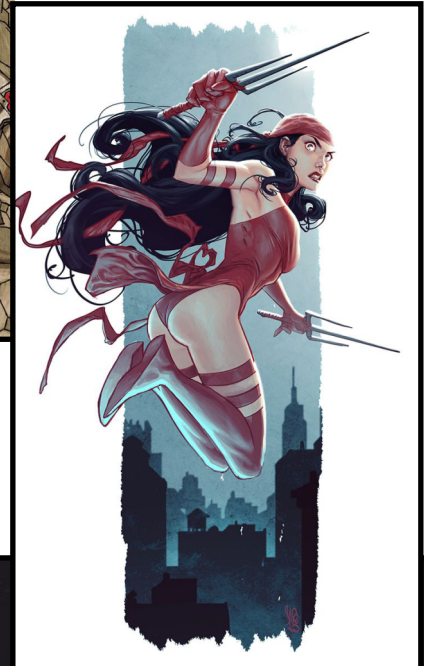
Contacts: None

HISTORY

The Assassin's Guild grew out of the void created when MODOK eliminated all of the superheroes of Killville. The Kingpin, Viper, and the Shroud drew together some of the most vicious criminals, spies, and mercenaries, rented out for hire to the highest bidder.

The Assassin's Guild controls all crime within Killville which in turn serves as the hub for the Black Market across Battleworld.

They often find themselves at Odds with MODOK.



STORY SEEDS

Assassin's Creed

The Characters have been recruited by the Assassin's Guild and are in training with one of the lead Assassins as their mentor.

The Remnants

The Characters are the last remaining Super Heroes in Killville. They have found a safe haven amidst all of the chaos and murder. Now all they have to do is survive.

The Remnants, Part Deux

The Characters are Assassins that have fallen prey to a league of surviving superheroes that have gone underground. It's time to turn the tables and wipe those do-gooders out once and for all!

Hard Target

The characters have been hired by Arcade from the Killiseum to hunt down heroes from across battleworld for the amusement of the masses. It's *The Hunger Games* of Killville!

Burning Down the House

The time of the Assassin's Guild is at an end. Someone has to take these guys down, and it might as well be the Characters!

Talking Heads

The Characters are all dastardly horrendous clones of amalgamations of MODOK and Superheroes or Villains from the regular universe.



Refugees

The Characters are a band of Mutants that have escaped from neighboring Domains: The Monarchy of M and Sentinel Territories. Not only must they dodge the ever present Assassin's Guild, but they are being hunted by Sentinels, The Magneto Family, and the Thor Corps for violating the Border Laws.

Taking AIM

The characters have been sent into Killville to steal technology from MODOK's headquarters. What they find leads them down a rabbit hole that just might break Battleworld once and for all.

Magic to Do

The Characters have been sent by Sheriff Strange to investigate the use of the Dark Arts in Killville. Their investigation leads them to the doorstep of the Baron Mordo and his wife Clea.

Rise of the Machines

A virus has overtaken the Sentinels from the Territories next door, The Assassin's Guild must protect their borders from a coming storm of robotic destruction.



CREDITS

The Adaptor pulled information from the following publications
and websites to compile this Compendium:

Marvel Unlimited Membership

Marvel.com

marvel.wikia.com

www.classicmarvelforever.com

<http://www.angelfire.com/comics/benriely/>

wikipedia.com

The Official Handbook of the Marvel Universe - Multiple Issues

The Gamer's Handbook of the Marvel Universe Vols. 1-4

and 1989-1992 Updates

MODOK Assassin #1-4

The Adaptor highly recommends the Marvel Unlimited membership and application.

This is the best tool for running any game in the Marvel Universe.

This is simply the adaptor's opinion and is given completely of his free will.

He does not work for nor is endorsed by Marvel Comics or the Disney Corp.

He's just a big Marvel Phile and prefers to pay for a subscription rather than pirate issues illegally.

MARVEL SUPERHEROES™

SECRET WARS

KILLVILLE COMPENDIUM

AN UNOFFICIAL GAME ACCESSORY

