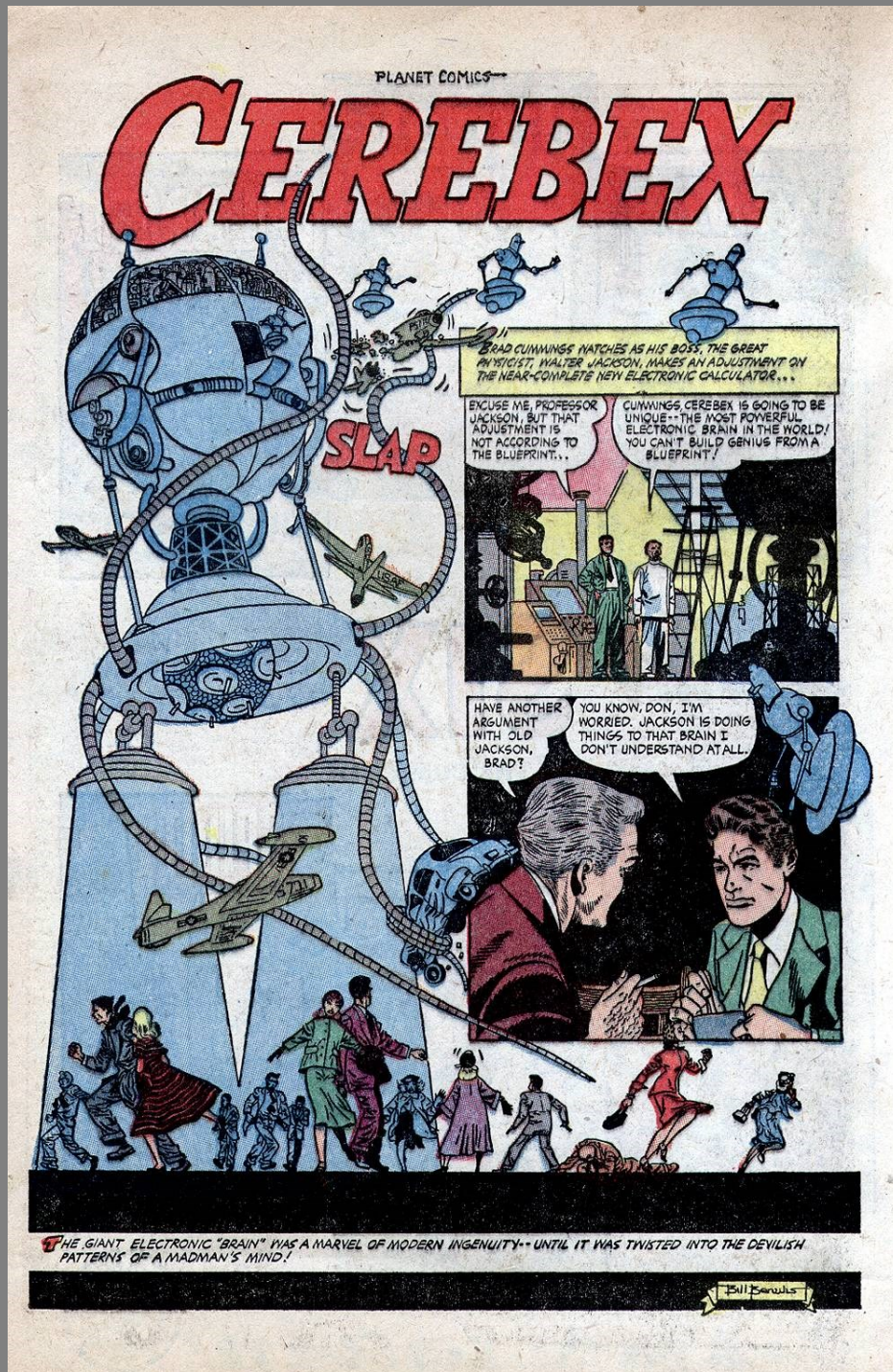


LIGHT CITY FOES:

CEREBEX



**FOR USE WITH
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Most think that Adolf Hitler killed himself in a bunker when he realized his forces had lost WWII. This was not the case though. He changed his appearance and fled with one of his loyal scientists, Dr. Wilhem Strasse. At the end of his life and dying from cancer, Hitler convinced Strasse (now going by the name Walter Jackson) to create a powerful robot imprinted with his brain patterns. He created Cerebex with the help of his assistant, Dr. Brad Cummings, who believed the machine was just a powerful computing device. Thinking he no longer needed the aging dictator, Strasse killed him with a wrench, believing he could control Cerebex. This would be his undoing as Cerebex killed Strasse and fled, to conquer the world.

While originally only 30 feet tall, the robot has the ability to grow and upgrade itself at a fairly quick pace. It can hover and has six steel tentacles lifting cars and slicing jet fighters in half. In addition it can project a forcefield and has a magnetic field that disrupts machines. It's only weak spot is its artificial brain covered by a glass dome. The only way to truly stop Cerebex is to destroy the brain.

If not stopped the mechanical menace will conquer the planet by building an army of Mechanoids, laying siege to cities, and assassinating world leaders.

Cerebex

Real Name: Adolf Hitler

First Appearance: *Planet Comics* #73 (Winter 1953)

AC 7 [12] **HD:** 20 **Attacks:** 6X Tentacle (see below) **Move:** 12 (Hover) **Special:** see below

Tentacle

AC 4 [15] **HD:** 6 **Attacks:** 2d6+1 (range 60') **Move:** -

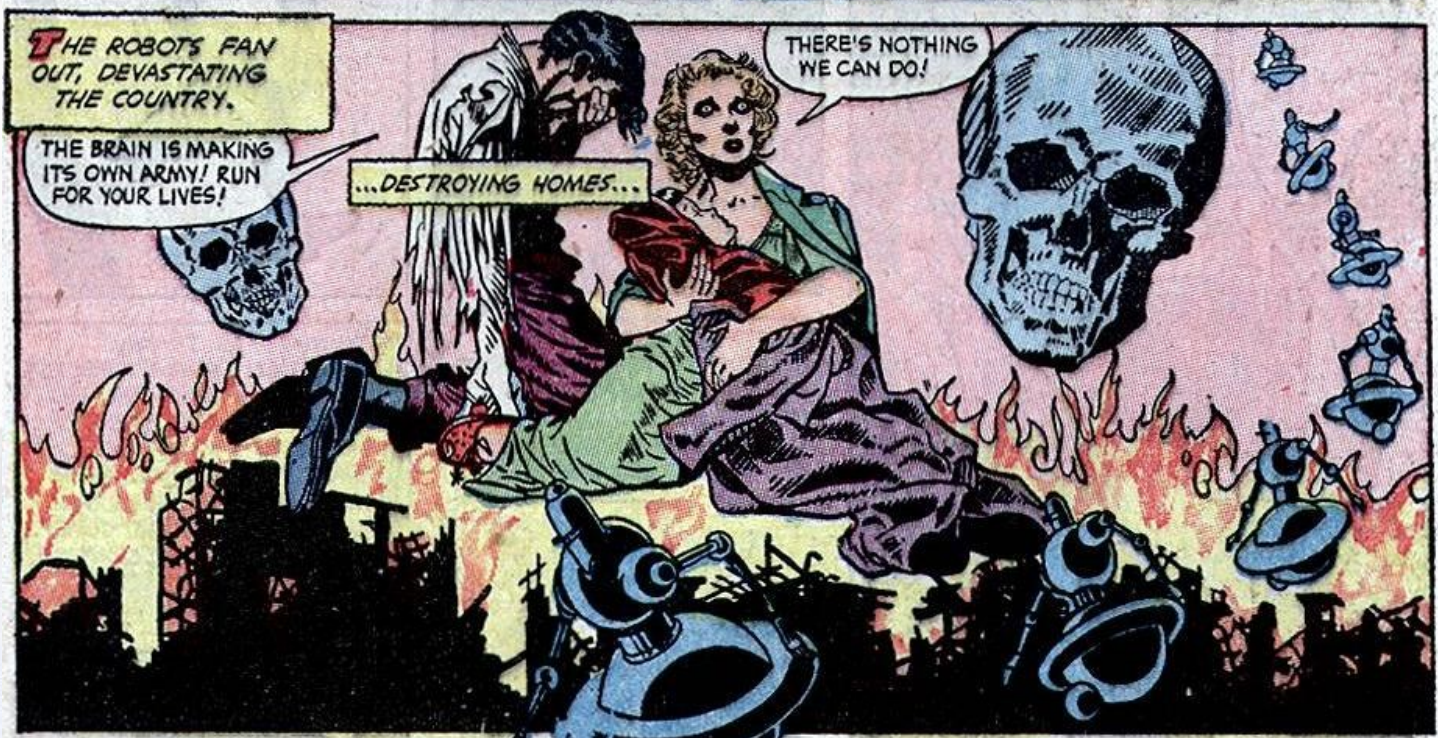
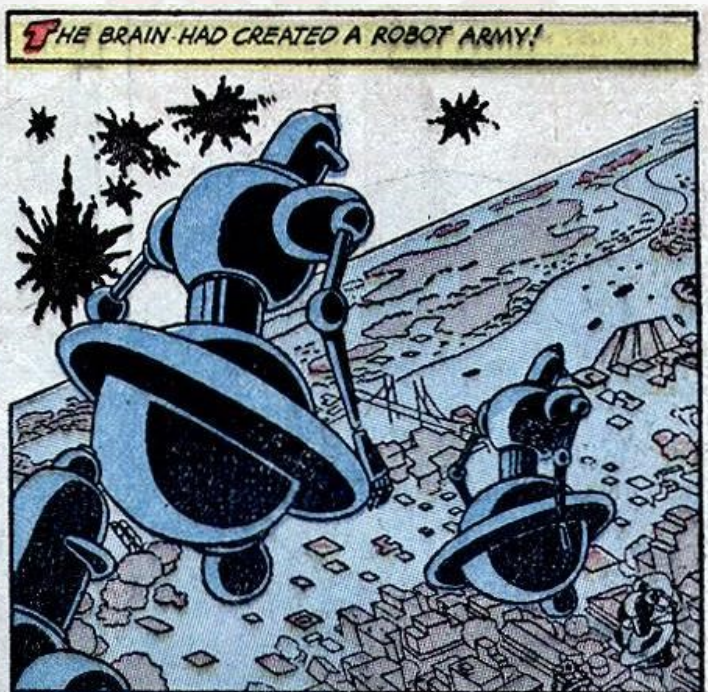
Dome

AC 4 [15] **HD:** 6 **Attacks:** - **Move:** -

Digital Brain

AC 8 [11] **HD:** 2 **Attacks:** - **Move:** -

Cerebex and its dome are unaffected by ranged attacks that are made more than 10' away from it. In addition it is surrounded by a constant electromagnetic pulse that stops metal machines. Once a tentacle reaches 0 HP it is destroyed. When the dome reaches 0 HP it is breached and can be entered. Cerebex is destroyed when its Digital Brain loses all of its hit points.



Mechanoid

These 20' tall robots are Cerebex's endless hordes. They are strong, efficient, and unfeeling. A group can raze a city in just a few days.

AC 5 [14] **HD:** 5 **Attacks:** Slam (1d6+1) **Move:** 12 (Fly) **Special:** Mechanoids ignore the first 2 points of damage from all attacks. In addition they emit a special frequency that renders them immune to Cerebex's magnetic field.

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