

HYDRA OPERATION MANUAL



ACKNOWLEDGEMENTS

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Hydra Operation Manual created by Chris Neumann 2013

HYDRA

“Hail Hydra! Immortal Hydra! Cut off a limb and two more shall take its place!!”



During the earliest recorded days of human history, a group of Egyptians, led by a man named Imhotep, fought back a Brood invasion. Spurred by this, the survivors formed two secret organizations - the Brotherhood of the Shield and the Brotherhood of the Spear. The Brotherhood of the Spear spread out, ingraining itself into all facets of human society - science, magic, politics - like a multi-headed beast, apparently destroyed around the time of the French Revolution. And although it went by many names - the Cathari sect, the Thule Society and all its antecedents - it is under the name of the many-headed Hydra that it is most well-known.

Hydra is a worldwide subversive organization dedicated to global domination. At its height, Hydra was the most extensive, powerful, and dangerous such organization in history. Hydra agents wear green costumes with cowls concealing their entire heads except for their mouths and chins. Their organization takes its name from the many-headed serpent-like monster of Greek mythology, the Lernaean Hydra, whose venom was lethal and who was known for its ability to grow two heads immediately to replace any head that was severed. (The Lernaean Hydra actually existed, and was slain by Hercules as one of his legendary Twelve Labors.) Hydra prides itself on its ability to regroup and rebuild itself, allegedly mightier than before, after any major defeat. Indeed, the organization has now endured for over four decades.

During this time, however, Hydra has undergone considerable structural and ideological changes, so much so that today's Hydra bears only superficial similarities to the organization in its heyday.

The man most responsible for the creation of Hydra was Baron Wolfgang Von Strucker, the Prussian aristocrat who served as wing commander of Nazi Germany's infamous Death's-Head Squadron, and later as leader of its Blitzkrieg Squad of Commandos. Infuriated by Strucker's defeats by the American commando, Sgt. Nicholas Fury. By Strucker's failure to execute the entire population of a French village, Adolf Hitler ordered the Gestapo to find and assassinate him. Strucker would have had little hope of escaping the Gestapo if not for the aid of the Red Skull, the second most powerful man in the Third Reich. The Skull intended to supplant Hitler eventually, or to achieve world domination himself if Hitler lost the war. To these ends the Skull assigned Strucker to create a power base in the Far East for him. (It was because the power base that Strucker helped create turned out to be Hydra that years later the Red Skull claimed credit for Hydra's creation. Obviously, however, the Skull's role in creating Hydra was quite indirect.) With the aid of the Skull's men and some loyal men of his own, Strucker escaped Europe. The embittered Strucker had no intention of serving anyone but himself, however, and severed ties with the Skull on becoming the Supreme Hydra.

On arriving in Japan, Strucker made contact with Japanese subversives who informed him that they were forming a secret society bent on world conquest. Strucker rapidly became the mastermind behind this society's rise to power. He planned and led raids on major war plants and military equipment storehouses throughout the world. This secret society became known as Hydra. Upon building Hydra's army and arsenal to what he judged to be maximum strength, Strucker slew the original Supreme Hydra, who was Japanese, and became Supreme Hydra himself.



Strucker conceived of Hydra as a strongly ideological fascist organization heavily influenced by Nazi philosophy. Hydra's very name, a reference to Greek mythology, attests to the major role Strucker had in shaping the organization even before he became its leader. Its salute, "Hail Hydra!", is an obvious variation on "Heil Hitler!" The full form of the salute reflects the fascist near-religious idealization and of submission to the power of the state, or, in Hydra's case, the organization: "Hail Hydra! Immortal Hydra! We shall never be destroyed! Cut off one limb and two more shall take its place! We serve the Supreme Hydra, as the world shall soon serve us!" In keeping with Nazism's male supremacist ethic, Hydra restricted its membership to men. Only decades later would Strucker's Hydra permit exceptions to this rule, most notably, Laura Brown, daughter of Imperial Hydra Arnold Brown, and Madame Hydra, who was later known as the Viper. Strucker created a cult of personality about himself as the Supreme Hydra, comparable to that of Hitler's in Germany. There was a heavy ideological emphasis on the anonymity of other HYDRA agents, who generally remained masked whenever they were among one another, and were usually addressed by numbers.



Strucker soon began construction of a fortress on a small Pacific island, which became Hydra's principal base upon its completion, and was known as Hydra Island. While building Hydra's arsenal, Strucker had also recruited a staff of brilliant scientists, who would later become the nucleus of the Hydra branch known as the Advanced Idea Mechanics, or AIM. Hydra was close to obtaining nuclear weaponry, and thus achieving the means to conquer the Earth, when Hydra Island was invaded by Captain Simon Savage's U.S. Marine commandos, the Leatherneck Raiders, and their Japanese counterparts, the so-called Samurai Squad. The Hydra Island base was destroyed, but Strucker escaped. (All of this happened while World War II was still continuing.)



Strucker slowly and quietly rebuilt Hydra in the years following World War II, this time using as its nucleus the best remaining men of the Nazi Schutz-Staffel (S.S.). As a result, and because of Nazi Germany's defeat, Strucker more emphatically regarded Hydra as the heir to the Third Reich. However, after nearly being killed in an encounter with the young Charles Xavier and Magneto, Strucker decided to remain behind the scenes from then on. He made the United States the center of Hydra's operations, although Hydra spread its influence around the world. Although Hydra's ideology, ceremonies, and organization remained fascistic, Strucker concealed its connections to Nazism. He created a new central committee, code-named THEM within Hydra, which would supervise the operations of Hydra and its sister societies. Strucker made himself Grand Imperator of THEM, its highest petition, and masqueraded under a number of aliases in public life, most prominently, the multimillionaire socialite Don Antonio Caballero. Only a small fraction of Hydra agents knew of the Grand Imperator's existence, and fewer still knew his true identity

THEM appointed Arnold Brown, executive Secretary to Leslie Farrington, one of the directions of Imperial Industries International, to be Supreme Hydra, or, as Brown was also called, perhaps because he was not Hydra's true leader, Imperial Hydra. Brown's principal usefulness to Hydra was in draining resources for Hydra from Imperial Industries International, and in managing Hydra's day-to-day operations. Ultimate power, however, remained in Strucker's hands. Under Brown's leadership, Hydra developed an arsenal of weaponry, submarines, and fighter aircraft greater than those of most nations. Hydra now had agents throughout the globe.

To meet the threat of Hydra, S.H.I.E.L.D. (Supreme Headquarters International Espionage, Law-Enforcement Division) was created; Hydra assassinated S.H.I.E.L.D.'s first Public Director, who was replaced by Colonel Nicholas Fury of the CIA, Strucker's greatest wartime foe. Soon after Fury became Public Director, Hydra attempted to blackmail the world with its orbiting Betatron Bomb, which could release lethal radiation upon the Earth. While inventor Anthony Stark deactivated the bomb, Fury captured Hydra's New York City headquarters. Brown was murdered by his own men, who seemingly failed to recognize him as Imperial Hydra without his costume.



Immediately after Brown's defeat, THEM set into action, directing subversive activities against S.H.I.E.L.D. and the U.S. government by its two subdivisions, AIM and the original Secret Empire. While its enemies were thus distracted, Hydra itself secretly regrouped and rebuilt its strength.

With the defeats of AIM and the Secret Empire, Hydra reemerged as an open opponent of S.H.I.E.L.D. and the world. Strucker in effect abolished THEM by again making himself Supreme Hydra and by making the other members of THEM into Hydra's new central committee, who were still completely subject to himself. Strucker launched the Overkill Horn, which would have set off every nuclear explosive on Earth; Hydra legions, supposedly safe in their special shelters, were to emerge later and take control of the devastated planet. Fury and S.H.I.E.L.D. thwarted this scheme.

Then, impersonating S.H.I.E.L.D. agent John Bronson, whom Hydra had secretly captured, Strucker smuggled the so-called Death Spore bomb aboard S.H.I.E.L.D.'s airborne Heli-Carrier headquarters. When the bomb exploded, it would destroy the Heli-Carrier and release deadly spores, which air currents would carry throughout the world. By now, Strucker had built a new Hydra Island, a "synthetic atoll" on the site of the original island. Here was gathered Hydra's leadership and elite guard, since the new fortress's impenetrable dome would afford maximum protection from the Death Spore. (Other Hydra agents around the world were presumably protected within special shelters.) In a telecast from the island, Strucker, still disguised as Bronson but proclaiming himself to be the Supreme Hydra, demanded that the world surrender to Hydra, for only those nations which surrendered would be Supplied with antidotes for the spores.

However, Fury had found the Death Spore bomb on the Heli-Carrier, singly invaded Hydra Island, and planted the bomb there. Fury was captured and Strucker nearly executed him at a mass meeting of Hydra agents on the island, before whom he revealed his true identity. But Fury escaped execution, and as a result of the ensuing battle between Fury and Strucker within the island base, Strucker unwittingly fled into a nuclear reactor chamber and was immediately incinerated. Fury fled the island just before the Death Spore bomb, which had been triggered by the unsuspecting Strucker, detonated, virtually completely sinking the island. The dome prevented any of the spores from escaping to the outside world. All Hydra members present on the island were killed.



Hydra has never since regained the power it had under Strucker. The bulk of the organization, including its most brilliant and all capable members were wiped out on Hydra Island. All that remained were Hydra agents who had either been meant to hide it from the Spore in smaller shelters, or had been left to their fate. The worldwide Hydra organization fragmented. Those who arose to lead the various Hydra factions were usually mediocrities, most of whom pretentiously referred to themselves as Supreme Hydras. AIM seceded from Hydra, and the Secret Empire was later revived independently of Hydra. The remnant of HYDRA in the New York City area was led first by Madame Hydra, and later by the Grim Reaper and the Space Phantom. A western European faction was led by Count Otto Vermis. Another Hydra remnant, centered in Las Vegas, came under the control of the Red Skull, who managed it through the American crime boss Wilson Fisk, the Kingpin, and his son Richard also known as the Schemer. The Fisks were unaware of the Skull's involvement, and the Kingpin opposed the Skull on learning the Skull was the faction's true leader.



The first major attempt to rebuild Hydra was made by surviving Hydra members based on the United States East Coast, who decided to turn Hydra into a less ideological organization, which would still seek world domination, but which would be structured along the lines of American organized crime. In keeping with this idea, these Hydra leaders recruited Silvio "Silvermane" Manfredi, the leader of a Maggia "family," as the new Supreme Hydra. Silvermane quickly built this East Coast-based Hydra into a large, well-organized and well-equipped fighting force. He established a large secret Hydra base in New York City, and recruited numerous costumed criminals to serve as Hydra division leaders, including his own son Blackwing, Commander Kraken, the Fixer, the Fox, Jackhammer, El Jaguar, Man-Killer, and Mentallo (the Fixer and Mentallo had previously worked for Strucker's Hydra). Silvermane and his recruits from the American criminal underworld, however, were ultimately out of their depth in running a major subversive organization like Hydra, and new East Coast Hydra was easily defeated by Fury and S.H.I.E.L.D.. This Hydra organization thereupon also fragmented.

Finally, Hydra was reorganized under radically different lines by unknown criminals, presumably American. Although this new Hydra has worldwide influence, it seems centered in the United States to a far greater extent than Strucker's Hydra ever was. As always, this Hydra is dedicated to world domination, but it has abandoned the traditional fascist Hydra ideology entirely. The only clear link between the current Hydra and Strucker's Hydra is the fact that the current organization's members dress in the traditional Hydra costumes. Women are now allowed into the organization in large numbers, and can hold important positions in it. Agents are often addressed by their real names, and Hydra officials often appear unmasked before their colleagues and subordinates in the organization. There is no apparent cult of personality surrounding the Supreme Hydra.

This current Hydra is organized along the lines of a major contemporary corporation. Agents can work full time or part time for the organization. They are paid high salaries and receive medical and other benefits. Hydra now recruits many ordinary American citizens into its organization as a result. Enticed by the financial rewards, these citizens blind themselves to the full extent of Hydra's criminal and subversive nature. Of course, even within the new Hydra, failure in a major assignment is punishable by death. It is not known who the current Supreme Hydra is.

But although Hydra has thus rebuilt itself, its power and reputation are far below what they were during the height of the Strucker period. Even Strucker's own children, Andrea and Andreas, have nothing to do with today's Hydra and have instead founded their own organization, Fenris. Hydra has launched no truly formidable assault on S.H.I.E.L.D. or the world since Strucker's death, nor, since his demise, has it produced a weapon comparable to the Overkill Horn or Betatron and Death Spore bombs, or Hydra's Dreadnaught robots.



In the wake of von Strucker's first death, the surviving elements of HYDRA broke into factions that each adopted its own reorganized modus operandi. Several of these factions developed "super-agents" that would occasionally break away in turn to become freelance operatives, or, in some rarer cases, superheroes such as the first Spider-Woman. Von Strucker was eventually revived and reunited several of the HYDRA factions under his leadership to renew his campaign against S.H.I.E.L.D. and humanity for several more years.

Despite his reorganization of the group, various independent HYDRA factions continue to operate around the Marvel Universe, and a HYDRA Civil War would later result. While Baron Helmut Zemo had Strucker placed in stasis for his own ends, Gorgon and Strucker's second wife Elsbeth von Strucker mystically created a clone of Strucker who they set up to fail, allowing for a public execution of him, after which - as part of an alliance with The Hand, they utilized an army of brainwashed superheroes and supervillains, including Northstar and Elektra to launch a massive assault on SHIELD. The assault was ultimately repelled and Wolverine killed Gorgon.

Hydra planned an all out attack on the United States by smuggling missiles into New York for use in a planned bio-weapon assault on the Ogallala Aquifer. They formed a distraction using clones of the Avengers (Iron Man, Captain America, Thor and Hawkeye, who was dead at the time) but were foiled when Spider-Man joined the Avengers' new line-up. The clones became infamous as the Super Agents designated Hydra Four.

When Nick Fury went rogue from S.H.I.E.L.D. and the government, it was discovered that for many years Hydra had one of its tentacles into the highest levels of S.H.I.E.L.D., effectively meaning Fury had been working for Hydra all this time. Ironically, Hydra was dealing with its own infiltrators around the same time, namely the Skrulls. Upon realization that he had been breached by the Skrulls, Strucker chose to completely destroy his undersea base codenamed Ichor with all of its personnel. He then reconvened Hydra at Gehenna, their most treasured stronghold, and called the full Hydra High Council together. They even forced the Grandmaster of the Hand to resurrect the Gorgon to convene the full council of Hydra's leaders.

So it was that Baron Strucker, Kraken, the Hive, the Gorgon, Madame Hydra and the Viper all met together for what was apparently the first time, and Strucker laid out his intentions. Fury had discovered their true structure and was going to come for them. Rather than wait, he wanted Hydra to go to war with Fury. Though some were reluctant, there was unanimous consent for Strucker's war.

Hydra was betrayed by one of its leaders Madame Hydra, otherwise known as Contessa Allegro de la Fontaine. She was, in fact, a sleeper agent of Leviathan, an ancient enemy of Hydra's dating back to the years of its very formation. She acquired from them an alien power source that could be used to awaken Leviathan's leader from stasis, and so rose Orion, leader of Leviathan. The two organizations met for what Hydra hoped could be an understanding between them. Leviathan was not interested in any understanding, and so fierce war began between Leviathan and Hydra.

All the while, Nick Fury and his small force of Secret Warriors manipulated events to urge them on. Hydra took heavy losses in the war with Leviathan, and this was made worse when Nick Fury and his Secret Warriors successfully destroyed Gehenna. The loss of this stronghold fractured Hydra's leadership, and two factions clashed in an internal civil war. One side rallied behind the Gorgon and the other behind Kraken. This only increased Hydra's losses, and it turned out this was all carefully orchestrated by Nick Fury. Kraken was not the original man who helped create Hydra but was actually Jake Fury. Hydra had been played into killing itself, and Nick Fury personally executed Strucker.

Though diminished, Hydra managed to endure because Fury had not accounted in his plans for Gorgon's resurrection. What remained of Hydra gathered under his and Viper's leadership.



HYDRA TIMELINE

Notes:

A brief look at the history of HYDRA's evolving power structure after learning of their involvement with the creation of S.H.I.E.L.D. This list has been culled of all inconsequential events - only relevant data is listed.

Compiled by Nicholas Fury.



- Earliest origins of HYDRA date back to the Third Dynasty of Egypt.
- All references to the ancient organization of HYDRA cease to appear after the Renaissance.
- Surviving fugitive members of the governments of Nazi Germany and the Empire of Japan (including the HAND) are recruited to become the modern incarnation of HYDRA.
- After joining HYDRA, Baron Wolfgang Von Strucker seizes control of the organization and constructs the HYDRA base Tsunami – called Hydra Island.
- Von Strucker acquires several hordes of Nazi gold.
- Von Strucker reorganizes and begins to diversify HYDRA, repositioning the organization towards global domination.
- Creation of the Typhon Group.
- Creation of S.H.I.E.L.D. Colonel Rick Stoner selected to be the first Director.
- The Zodiac Event. First encounter with the Kraken. Nick Fury receives the Infinity Formula.
- The assassination of Director Stoner. Nick Fury appointed executive director.
- 'Death' of Von Strucker. HYDRA breaks into factions (THEM, Secret Empire, A.I.M., Etc.).
- Von Strucker 'revived' – regains control of HYDRA. The Typhon Group goes public.
- Creation of Echidna Capital Management.
- HYDRA Civil War (Von Strucker placed in Stasis) followed by the Gorgon gaining control of HYDRA.
- Death of the Gorgon.
- Von Strucker returns. HYDRA goes quiet. Skrull Invasion.
- Destruction of Ichor. Rebirth of HYDRA. All assets activated.

HYDRA LEADERS

BARON WOLFGANG VON STRUCKER

Affiliations

SOLO 8
BUDDY 6
TEAM 10

Distinctions

FORMER NAZI
HAIL HYDRA!
SCHEMER



Power Sets

DEATH SPORE VIRUS

DEATH SPORE TOUCH 10 **SUPERHUMAN STAMINA** 10

SFX: *Area Attack.* Against multiple targets, for each additional target add D6 and keep an additional effect die.

SFX: *Healing Factor.* Spend a die from the doom pool to recover your physical stress and step back your physical trauma.

Limit: *Exhausted.* Shutdown a DEATH SPORE VIRUS power to add a D6 to the doom pool or step up the smallest doom die.

SATAN CLAW

ELECTRIC BLAST 10 **SUPERHUMAN STRENGTH** 10

SFX: *Death Blow.* Step up or double a SATAN CLAW power for one action. If that action fails, shutdown SATAN CLAW.

Limit: *Technological.* Shutdown SATAN CLAW versus EMP-based attacks to add a D6 to the doom pool or step up the smallest doom die and.

Specs

COSMIC MASTER 10 **COVERT MASTER** 10
CRIME MASTER 10 **MENACE MASTER** 10

Wolfgang von Strucker was a Nazi officer in World War II and one of the founders of Hydra. He has battled Captain America, Nick Fury, and even Spider-Man, but his primary foes have always been agents of S.H.I.E.L.D. The Death Spore Virus that grants him his superhuman regenerative abilities also makes killing him a non-option—if Strucker ever dies, the spores will be released from his body, ending nearly all life on the planet.

DEATH SPORE VIRUS

Power Sets

BIO-WEAPON

DISEASE 10

SFX: *Area Attack.* Target multiple opponents using Disease. For every additional target, add D6 and keep an additional effect die.

SFX: *Virus Exposure.* If a pool includes a Death Spore Touch or Disease power, add a D6. Step up the effect die against non-supernatural targets. If a non-supernatural target takes a D12 or higher complication from this effect, it dies.

SFX: *Virus Release.* If Baron von Strucker takes D12 or higher trauma, double Disease and immediately roll a Disease-based pool against all characters and mobs included in the scene.

Limit: *Biological Agent.* When you add Death Spore Touch or Disease to any pool, you may only create complications as your effect.

Baron von Strucker's body contains an irradiated form of the Death Spore virus that animates and preserves his previously deceased body. The virus can be released at Strucker's will, causing immediate pain to any living target in his immediate area or on the victim he chooses. Unless they are immune to disease or in possession of an antidote, Strucker's victims quickly die. The Virus seems to be incapable of killing superhuman or artificially enhanced beings, but is still capable of hurting or weakening them. Strucker claims that if he should be killed again, the spores will be released from his body "set free from my control, racing out from my body to revenge me on my killers — and everyone else."

GORGON

Affiliations

SOLO 10
BUDDY 6
TEAM 8

Distinctions

MASTER SWORDSMAN
POLYMATH GENIUS
RESURRECTED

Power Sets

PSYCHIC MUTATION

PSYCHIC RESISTANCE 10 TELEPATHY 6 TRANSMUTATION 10

SFX: *Deadly Counter.* On a successful reaction against a close-combat attack action, inflict physical stress or target an asset with your effect die at no doom pool cost or step up by +1 for d6 from the doom pool.

SFX: *Gorgon's Gaze.* Add d6 and step up your effect die by +1 when using Transmutation to inflict a petrification-based complication on a target.

Limit: *Living Matters.* Transmutation only affects living beings.

Limit: *Mutant.* Step up or add D6 to the doom pool when affected by mutant-specific Milestones and tech.

RESURRECTION RITUAL

ENHANCED DURABILITY 8 ENHANCED REFLEXES 8

ENHANCED SPEED 8 ENHANCED STRENGTH 8

ENHANCED STAMINA 8

SFX: *Immunity.* Spend a doom die to ignore stress, trauma, or complications from poison, disease, or fatigue.

SFX: *Healing Factor.* Spend D6 from the doom pool to recover physical stress and step back physical trauma by -1.

Limit: *From the Grave.* If a pool includes a Resurrection Ritual power, both 1s and 2s on those dice count as opportunities, but only 1s are excluded from being used for totals or effect dice.

Specs

ACROBATIC EXPERT 8
COVERT EXPERT 8
MYSTIC EXPERT 8

COMBAT MASTER 10
MENACE EXPERT 8
SCIENCE MASTER 10

Tomi Shishido



At two weeks old, Tomi Shishido said his first sentence. At three months he could walk. On his first Birthday Tomi could read and write. He was ranked among the top five artists in modern Japan at age four. Tomi was thirteen when he noticed what he was a Mutant. His eyes project an energy that turns whatever they hit to stone. He called himself Gorgon. For years The Gorgon was a member of mutant death cult called The Dawn of White Light and subjected Japan by many terrorist attacks. By age 18, he killed his family and friends to become a member of "The Hand". Later the Gorgon became connected to Hydra and quickly rose within the ranks of the terrorist organisation. He was responsible for the capture and brainwashing of Wolverine and became one of his deadliest enemies. Against his most powerful enemies Gorgon uses the sword "Godkiller" given to him by the legendary Hydra agent Kraken.

GODKILLER

Power Sets

GOD-FORGED BLADE

WEAPON 8

SFX: *Deadly Weapon.* Step back the highest die in an attack action pool to add a D6 and step up physical stress inflicted.

SFX: *Godslayer.* Against immortal beings step up physical stress inflicted. Immortal beings can be killed by this effect.

SFX: *Unleashed.* Step up or double Weapon for one action. If that action fails, take D8 emotional stress.

Limit: *Gear.* Shutdown Godkiller to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover Godkiller.



Ages ago, there was a conflict between the Olympian and Japanese Gods. Both Zeus and Amatsu-Mikaboshi asked the Blacksmith to forge great weapons for them that would help them win the war. The Blacksmith forged two swords: Godkiller for Zeus and Grasscutter for Amatsu-Mikaboshi.

GRASSCUTTER

Power Sets

GOD-FORGED BLADE

WEAPON 8

SFX: *Deadly Weapon.* Step back the highest die in an attack action pool to add a D6 and step up physical stress inflicted.

SFX: *Edge.* Step up or double Weapon for one action. Then step down Weapon. Activate an opportunity to recover.

SFX: *Godslayer.* Against immortal beings step up physical stress inflicted. Immortal beings can be killed by this effect.

Limit: *Gear.* Shutdown Grasscutter to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover Grasscutter



Ages ago, there was a conflict between the Olympian and Japanese Gods. Both Zeus and Amatsu-Mikaboshi asked the Blacksmith to forge great weapons for them that would help them win the war. The Blacksmith forged two swords: Godkiller for Zeus and Grasscutter for Amatsu-Mikaboshi.

HIVE

Affiliations

SOLO 8
BUDDY 6
TEAM 10

Distinctions

GROUP CONSCIOUSNESS
PARASITE COLONY
SPEAKS ARCANES LANGUAGE

Power Sets

PARASITIC PODS

ENHANCED DURABILITY 8 MIND CONTROL 6
SUPERHUMAN STAMINA 10 SUPERHUMAN STRENGTH 10

SFX: Area Attack. Target multiple opponents using Mind Control. For every additional target, add D6 and keep an additional effect die.

SFX: Healing Factor. Spend D6 from the doom pool to recover physical stress and step back physical trauma by -1.

SFX: Parasites. Add D6 and step up your effect die by -1 when using Mind Control to inflict persuasion-based complications or mental stress.

SFX: Chosen Targets. Create a Parasite complication on a target using an effect die or D6 from the doom pool. You may step up Mind Control against that target or mob to D10 until the complication is eliminated.

Limit: Group Consciousness. While stressed out, asleep, or unconscious, shutdown Parasite Pods. Recover Parasite Pods when you recover that stress or wake up.

Specs

COMBAT EXPERT 8 MENACE EXPERT 8



The Hive is a Hydra agent that was selected for a special program called Ravenous. Kraken took this agent to a secret underwater base and placed him in a room filled with parasitic pods. The process was extremely painful but the agent became the perfect host body. The Hive has the ability to take mental control of individuals by placing his parasites on the body of any victim. The Hive has the ability to breed and centrally control these parasites. He can shoot these parasites from various parts of his body including his hands and chest. The Hive speaks in some unknown language but certain members of Hydra including Strucker and the Gorgon can understand him.

KRAKEN

Affiliations

SOLO 8
BUDDY 4
TEAM 6

Distinctions

HYDRA FOUNING MEMBER
NATURAL INSTRUCTOR
TERMINAL ILLNESS

Power Sets

HYDRA LEGEND

PSYCHIC RESISTANCE 6 MAGIC RESISTANCE 6

SFX: Master Plan. Borrow a die from the doom pool for a Hydra Legend roll. If the roll succeeds, return the die to the doom pool. If roll fails, take mental stress equal to the doom die, then step it back and return it to the doom pool.

SFX: Natural Instructor. When an ally uses an asset you created, spend a D6 from the doom pool to step up or double that asset for the next roll.

SFX: Spymaster. Spend a doom die to step up a Covert Master stunt or resource and recover mental or emotional stress.

Limit: Moribund. Take a Terminal Illness persistent complication to add a die of equal size (max. D10) to the doom pool.

KRAKEN ARMOR

CYBERNETIC SENSES 8 ENHANCED REFLEXES 8
SUPERHUMAN DURABILITY 10 TELEPORT 8
SUPERHUMAN STRENGTH 10

SFX: Dangerous. Step back the highest die in an attack action pool to add a d6 and step up physical stress inflicted.

SFX: Immunity. Spend a doom die to ignore physical stress or trauma or complications caused by pressure, suffocation or water currents.

SFX: Invulnerability. Spend a doom die to ignore physical stress or trauma unless caused by electrical or magnetic attacks.

Limit: Vulnerable Systems. Step up physical stress inflicted by electrical or magnetic attacks to step up the lowest die, or add a D6 doom die.

Specs

COMBAT EXPERT 8 COVERT MASTER 10
CRIME EXPERT 8 MYSTIC EXPERT 8
PSYCH EXPERT 8 TECH EXPERT 8

Daniel Whitehall



The Kraken is a legendary HYDRA agent, who existence had been unverifiable, until recently. Any SHIELD agents that tried to find documented proof all disappeared. The Kraken preferred to work behind the scenes, seeing it as his mission to help people become what they are meant to be, usually with dangerous results. For decades he was responsible for developing Hydra's best assets, training their best talents. This involved a lot of human trafficking, theft and murder. Secretly, he was supposedly killed and replaced by Jake Fury.

MADAME HYDRA

Ophelia Sarkissian



Affiliations

SOLO 6
BUDDY 4
TEAM 8

Distinctions

FEMME FATALE
RUTHLESS AND SUBTLE
SCARRED

Power Sets

ARSENAL

SWINGLINE 6

WEAPON 8

SFX: Immunity. Spend D6 from the doom pool to ignore stress, trauma, or complications from poison-based attacks.

SFX: Toxins. When creating poison-related complications, add D6 and step up effect die.

Limit: Gear. Shutdown an ARSENAL power to add a D6 to the doom pool or step up the smallest doom die. Spend D6 from the doom pool to recover.

Specs

ACROBATICS EXPERT 8
COVERT MASTER 10
SCIENCE EXPERT 8

COMBAT EXPERT 8
CRIME MASTER 10

Ophelia Sarkissian was granted a vastly-extended lifespan by the Elder God Chthon. She used this long life to pursue a career as an assassin, terrorist, and master criminal. She has served Hydra loyally for years, and she's responsible for restoring Spider-Woman's powers in exchange for the hero's service as a double agent and for renewing ties between Hydra and the Hand.

MOTHER OF PEARL

Affiliations

SOLO 6
BUDDY 4
TEAM 8

Distinctions

ANTICAPITALIST
EXPOUND PLANS
PEARL SECT LEADER

Power Sets

PEARL SECT ARSENAL

CANE 6 ENHANCED DURABILITY 8 PEARLS 8

SFX: Acid-Pearls. Step back the highest die in an attack action pool to add a D6 and step up physical stress inflicted.

SFX: Explosive Pearls. Against multiple targets, for each additional target add a D6 and keep an additional effect die.

SFX: Gas Pearls. When inflicting a complication on a target, add a D6 and step up the effect die.

Limit: Gear. Shutdown Pearl Arsenal to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover Pearl Arsenal.

Specs

BUSINESS MASTER 10
CRIME EXPERT 8
TECH EXPERT 8

COVERT EXPERT 8
SCIENCE EXPERT 8



Mother of Pearl is the leader of the Hydra Pearl Sect. The Pearl Sect were once loyal Hydra agents under Baron Wolfgang von Strucker, but when the organization fragmented after his temporarily death and the east coast branch was restructured by Silvermane under a corporate model, they left in disgust, vowing to make a new Hydra worthy of Strucker. They built a giant mind-control device and train it on the nearby Wall Street, fomenting economic chaos and eventual governmental collapse.

SUPREME HYDRA

Affiliations

SOLO 6
BUDDY 4
TEAM 8

Distinctions

EUROPEAN SECTION LEADER
MASTER OF BRAINWASHING
WITHHELD INFORMATION

Power Sets

HYDRA IMPLEMENTS

HYDRA ARMOR 6 **MIND CONTROL DEVICE** 8
PSYCHIC RESISTANCE 8 **WEAPON** 6

SFX: Contingency Plan. Spend a doom die to step up a Psych Master or Vehicle Expert stunt or resource and recover mental or emotional stress.

SFX: Mindbending. When creating mental or emotional stress, or mind-altering complications, add a d6 and step up the effect die.

SFX: Terror Network. When using Business Expert or Crime Expert to create scene assets or complications, step up the effect die.

Limit: Depletion. Spend a resource, asset, or complication created by Supreme Hydra to step up the lowest die in the doom pool or add a d6 doom die.

Specs

BUSINESS EXPERT 8 **COVERT EXPERT** 8
CRIME EXPERT 8 **MENACE EXPERT** 8
PSYCH MASTER 10 **VEHICLE EXPERT** 8

Count Otto Vermis



Count Otto Vermis is the area commander of a splinter group of Hydra operating in Europe. He is most well known as the Hydra agent that manipulated Jessica Drew into being their agent until she regained some of her memories and reformed. As an area commander of Hydra, Otto Vermis is a master strategist and leader. He is also good at manipulating others and in creating elaborate plots to further his own goals.



HYDRA SUPER AGENTS

Years were spent transforming Hydra agents into superhumans capable of matching the earth's mightiest heroes in physical power. Hydra conceived a multitude of special programs to create superhuman operatives, among them the genetically engineered von Strucker twins and Hydra Four, high-tech armaments of the Assassin Squad, tor the Department of Occult Armament's attempt to create Vampires, only to name a few. Some of these programs have been crowned with success, while others failed spectacularly.

The Hydra Four were Hydra versions of the Avengers sent into Manhattan to cause havoc in an attempt to draw out the Avengers. Each member wields a weapon/weapons that is based upon the person they are mimicking. Only Militant had a chance to fight his counterpart (Captain America), and although he held his own, he was ordered to retreat, along with the other three. Spider-Man later infiltrated their headquarters, where it was revealed each member had been subject to altered genetics.

BOWMAN

Affiliations

SOLO 6
BUDDY 4
TEAM 8

Distinctions

FOCUSED ON TARGET
HYDRA SUPER-AGENT
NARROW MINDED

Power Sets

HYDRA POWER AUGMENTATION

ENHANCED REFLEXES 8 **ENHANCED SENSES** 8
ENHANCED STAMINA 8

SFX: *Focus.* If a pool includes a Hydra Power Augmentation power, replace two dice of equal size with one stepped-up die.

SFX: *Versatile.* Split Enhanced Reflexes into 2d6.

Limit: *Exhausted.* Shut down Exceptional Training power to step up the lowest die in the doom pool or add a d6 doom die. Activate an opportunity to recover.

CUSTOM BOW & ARROWS

ENHANCED DURABILITY 8 **WEAPON** 8

SFX: *Blades and Broadheads.* Step back the highest die in an attack action pool to add a d6 and step up physical stress inflicted.

SFX: *Trick Arrows.* When inflicting a trick-arrow-related (usually grappling or blinding) complication on a target, add a d6 and step up the effect die.

Limit: *Gear.* Shutdown Special Equipment to step up the lowest die in the doom pool or add a d6 doom die. Spend a doom die to recover.

Specs

ACROBATICS EXPERT 8 **COMBAT MASTER** 10
COVERT EXPERT 8 **CRIME EXPERT** 8



The Bowman is Hydra's rip-off of Hawkeye. Like the original, Bowman is a highly skilled archer. He carries a quiver of special arrows with various effects.

FENRIS

Affiliations

SOLO 4
BUDDY 8
TEAM 6

Distinctions

CODEPENDENT
GENETICALLY ENGINEERED
WHITE SUPREMACISTS

Power Sets

GEMINI BIO-ENERGY

ENHANCED DURABILITY 8 **ENHANCED REFLEXES** 8
KINETIC BLAST **SUBSONIC FLIGHT** 8

SFX: Second Wind. Before making an action including a Gemini Bio-Energy power, spend a doom die the same size or larger than current physical stress to recover it and step up the Gemini Bio-Energy power for this action.

SFX: Gemini. When in direct physical contact, step up or double any Gemini-Set power of any character with a *Gemini* SFX for one action. If that action fails, step back power by -1. Activate an opportunity to recover.

Limit: Daddy Issues. Step up the lowest die in the doom pool or add a D6 doom die to step up emotional stress involving relationships with their father.

Limit: Gemini Gestalt. To activate Gemini Bioplasm the twins must be in physical contact with each other. Shutdown all Gemini Bio-Energy powers, step up emotional stress by one and gain a D6 doom die when separated.

Specs

ACROBATICS EXPERT 8 **COMBAT EXPERT** 8
COVERT EXPERT 8 **MENACE EXPERT** 8

Andrea & Andreas von Strucker



The von Strucker Twins Andrea and Andreas' DNA was altered by their father Baron von Strucker while they were still in embryonic states. The twins are white supremacists leading a sub-section of Hydra and strive for the resurrection of the Fourth Reich. As the result of their genetic engineering the twins possess bio-energy powers which only function if both of them are in physical contact - usually by holding hands. They are able to generate blasts of pure concussive force. Their powers also allow them to fly, though again, only when they are in physical contact.

GREGORY BELIAL

Affiliations

SOLO
BUDDY
TEAM 8

Distinctions

D.O.A. CHIEF
MYSTIC PRODIGY
UNDEAD

Power Sets

BLACK MAGIC

ENHANCED STAMINA 8 **EXPERT SORCERY** 8
MYSTIC BLAST 8 **MYSTIC SENSES** 10

SFX: Dark Pacts. Step up or double any Black Magic power for one action. If the action fails, take mental stress equal to the power die involved.

SFX: Immunity. Spend a D6 from the doom pool to ignore stress, trauma, or complications from aging, fatigue, disease, or poison.

SFX: Multimancy. When using Black Magic to create assets or resources, add a D6 and step up your effect die.

Limit: From the Grave. If a pool includes a Black Magic power, both 1s and 2s on those dice count as opportunities, but only 1s are excluded from being used for totals or effect dice.

Limit: The Extent of Sorcery. When you add Expert Sorcery to any pool, you may only create assets and complications as your effect.

Specs

COVERT EXPERT 8 **MYSTIC MASTER** 10



Gregory Belial was born to become a leader for a supernatural terrorist team. He was taught everything about alectryomancy, aleuromancy, astragalomancy, ceromancy, ichthyomancy and other similar rituals since childhood and used his knowledge as a loyal agent of Hydra to their advantage. He often worked on field operations and his dream to create vampire stormtroopers for Hydra. Belial became the chief of Hydra's Department of Occult Armaments (D.O.A.). The D.O.A. attempted to create a vampire soldier prototype with a sample of Dracula's DNA. Bloodstorm One was born and in turn, he savagely slaughtered everyone in the facility. Belial and some members of his original team were raised from the dead later to assist Red Skull's daughter Sin to gather the Serpent's Hammers as a power source for the Final Sleeper.

HAMMER

Affiliations

SOLO 6
BUDDY 4
TEAM 8

Distinctions

ARROGANT
EXPERIMENTAL GENETICS
HYDRA SUPER-AGENT

Power Sets

HYDRA POWER AUGMENTATION

ENHANCED REFLEXES 8 GODLIKE STAMINA 12
GODLIKE STRENGTH 12 SUBSONIC FLIGHT 8
SUPERHUMAN DURABILITY 10

SFX: Immunity. Spend a doom die to ignore stress, trauma, or complications from disease, poison, and fatigue.

SFX: Invulnerability. Spend a doom die to ignore physical stress.

SFX: Mighty Blow. Spend a doom die to double Godlike Strength for one action.

Limit: Anger Management. Step up the lowest die in the doom pool or add a d6 doom die to step up emotional stress from opponents that offend or mock Hammer.

HYDRA TECH MJOLNIR

ELECTRIC BLAST 10 WEAPON 8

SFX: Area Attack. When using a Hydra Tech Mjolnir power against multiple targets, for each additional target add a d6 and keep an additional effect die.

SFX: EMP Blast. Target multiple tech-based opponents. Double Electric Blast and add a D6 for each additional target. Use three dice for your total, then shutdown EMP Blast.

Limit: Gear. Shutdown Hydra Tech Mjolnir and step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover Hydra Tech Mjolnir.

Specs

COMBAT EXPERT 8 MENACE EXPERT 8



The Hammer is Hydra's version of Thor. He possesses the powers of flight and enhanced strength, and carries a mechanical hammer capable of generating electrical blasts or an electromagnetic pulse. His hammer can also be thrown, and will return to its thrower.

HORST EISELE

Affiliations

SOLO 6
BUDDY 4
TEAM 8

Distinctions

ASSASSIN SQUAD CHIEF
BLATANT
NOTORIOUS

Power Sets

ADVANCED POWER VEST

ENHANCED REFLEXES 8 SUPERHUMAN STRENGTH 10
SUPERHUMAN DURABILITY 10 SUBSONIC FLIGHT 8

SFX: Charged Blow. Step up or double a Superhuman Strength die against a single target. Remove highest rolling die and add an additional die to your total.

SFX: Invulnerability. Spend a doom die to ignore physical stress or trauma unless caused by electrical or magnetic attacks.

SFX: Jackhammer. Spend D6 from the doom pool to double Superhuman Strength for one action.

Limit: Vulnerable Systems. Step up physical stress inflicted by electrical or magnetic attacks to step up the lowest die in the doom pool or add a D6 doom die.

Specs

COMBAT EXPERT 8 COVERT EXPERT 8
CRIME EXPERT 8 MENACE EXPERT 8



Horst Eisele is a notorious assassin who served under El Jaguar when he was a Hydra section chief. He is a known customer of the Fixer, and can be recognized by his scar. Over the years, he worked his way up in rank within Hydra, eventually becoming a section chief himself. Eisele wears an upgraded power vest which protects him from harm, enhancing his strength, and permitting him flight. He also wears copies of the Fist-Rams wielded by the Hydra agent Jackhammer, allowing him to pound with superhuman force.

KILL-O-BYTE

Affiliations

SOLO 6
BUDDY 4
TEAM 8

Distinctions

BRUISER
CRIMINAL HACKER
TECHNO-TERRORIST

Power Sets

CYBERNETIC ENHANCEMENTS

ENHANCED REFLEXES 8 SUPERHUMAN DURABILITY 10
TECHNOLOGY CONTROL 8 ENERGY WEAPON 8

SFX: Bodyguard. When a nearby ally takes physical stress, you may step up that stress to take it yourself instead.

SFX: Dangerous. Step back the highest die in an attack action pool to add a D6 and step up physical stress inflicted.

SFX: Hacking. When using Tech Expert to create computer-based assets or complications, add a D6 and step up the effect die.

Limit: System Failure. Shutdown any Cybernetic Enhancements power to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover that power.

Specs

COMBAT EXPERT 8 COVERT EXPERT 8
CRIME EXPERT 8 TECH EXPERT 8
VEHICLE EXPERT 8



Kill-O-Byte is a member of System Crash which is a group of informational terrorists and cyber criminals affiliated with Hydra. Kill-O-Byte is a capable hacker, formidable in hand-to-hand combat, wears a cybernetic armor and wields a staff that can emit an electrical discharge.

MILITANT

Affiliations

SOLO 6
BUDDY 4
TEAM 8

Distinctions

EX-MILITARY
HYDRA SUPER-AGENT
RADICAL

Power Sets

HYDRA POWER AUGMENTATION

ENHANCED DURABILITY 8 ENHANCED REFLEXES 8
ENHANCED STAMINA 8 ENHANCED STRENGTH 8

SFX: Focus. If a pool includes a Power Augmentation power, replace two dice of equal size with one stepped-up die.

SFX: Second Wind. Spend a doom die to recover physical stress of an equal die size.

Limit: Fanatic. Step up mental or emotional stress or trauma relating to acts of terrorism to step up the lowest die in the doom pool or add a D6 doom die.

ADAMANTIUM-ALLOY SHIELD

SUPERHUMAN DURABILITY 10 WEAPON 8

SFX: Area Attack. Target multiple opponents. For every additional target, add d6 to your pool and keep +1 effect die.

SFX: Ricochet. Step up or double Weapon against a single target. Remove highest rolling die and add an additional die to your total.

Limit: Gear. Shutdown an Adamantium Alloy Shield power to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover that power.

Specs

ACROBATICS EXPERT 8 COMBAT MASTER 10
COVERT EXPERT 8 MILITARY EXPERT 8



Militant is Hydra's equivalent of Captain America. Militant is a skilled hand-to-hand combatant, and carries a disk-shaped shield which he can throw with some skill. He possesses good leadership skills.

TACTICAL FORCE

Affiliations

SOLO 6
BUDDY 4
TEAM 8

Distinctions

GUTLESS
HYDRA SUPER-AGENT
STOLEN STARK TECHNOLOGY

Power Sets

POWERED ARMOR

CYBERNETIC SENSES 6 SUPERHUMAN DURABILITY 10
SUPERHUMAN STRENGTH 10 SUPERSONIC FLIGHT 10

SFX: Boost. Shutdown the highest-rated Powered Armor or Weapon Systems power to step up another Powered Armor or Weapon Systems power. Spend a doom die to recover that power.

SFX: Energy Absorbers. On a successful reaction against a energy-based attack, convert opponent's effect die into a Powered Armor or Weapons Systems stunt or step up a power until used in an action. If opponent's action succeeds, spend a doom die to use this SFX.

Limit: Vulnerable Systems. Step up physical stress inflicted by electrical or magnetic attacks to step up the lowest die in the doom pool or add a d6 doom die.

WEAPON SYSTEMS

MISSILES 8 REPULSORS 8 TECHNOLOGY CONTROL 8

SFX: Area Attack. Against multiple targets, for each additional target add a D6 and keep an additional effect die.

SFX: Chest Laser. Step up or double Repulsors against a single opponent. Remove the highest rolling die and use three dice for your total.

SFX: Overcharge. Step up or double any Weapons Systems power for one action or spend a doom die to do both. Then step back that power. Spend a doom die to recover.

Limit: Power Surge. Shutdown a Weapon Systems power to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover that power.

Specs

COMBAT EXPERT 8 COVERT EXPERT 8
TECH EXPERT 8 VEHICLE EXPERT 8



Tactical Force is Hydra's copy of Iron Man. He wears a suit of powered armor equipped with boot jets, as well as energy blasters in the palms of its gauntlets. The armor also provides Tactical Force with superhuman strength and durability.

HYDRA AGENTS

HYDRA DREADNAUGHT

Affiliations

SOLO 8
BUDDY 6
TEAM 10

Distinctions

ROBOT COMMANDO
LIMITED A.I.
TITANIUM-STEEL ALLOY ARMOR

Power Sets

DREADNAUGHT ROBOT

ENHANCED REFLEXES 8 **SUPERHUMAN DURABILITY** 10
SUPERHUMAN STRENGTH 10 **SENSORS** 6

SFX: *Electrified Body.* On a successful Reaction against a physical or conductive material attack action, you may spend a D6 doom die to inflict Physical stress with your effect die.

Limit: *Robot.* Versus a successful electrical or magnetic attack, add D6 to the doom pool, or step up lowest die in the doom pool and step up opponents effect by +1.

WEAPON SYSTEMS

WEAPON 8

SFX: *Area Attack.* Add a D6 and keep an additional effect die for each additional target.

SFX: *Flame Thrower.* Spend D6 doom to step up or double Weapon for one action.

SFX: *Ice Blast.* Add a D6 and step up your effect die by +1 when inflicting a Freezing complication on a target.

Limit: *Charged System.* Shutdown Weapon and add D6 to the doom pool. Recover on an opportunity or during a Transition Scene.

Specs

COMBAT EXPERT 8



The Dreadnought was designed by HYDRA. Its robotic materials, design, and construction from a titanium steel alloy afford the Dreadnought superhuman strength, stamina, durability, and reflexes. It has limited artificial intelligence, and no capacity for self-motivated activity. It is programmed for hand-to-hand combat in the style of an American boxer and for combat uses of its built-in weapons sub-systems. The Dreadnought's gauntlets have flamethrower nozzles, capable of firing a hydrazine-liquid oxygen mix. The Dreadnought generates a powerful electrical charge which conducts throughout its body's frame.

Data File

MASTER HYDRA AGENT 10

SOLO 8

BUDDY 6

TEAM 4

DISGUISES 6

HOLDOUT PISTOL 6

Data File

EXPERT HYDRA TROOPER 8

SOLO 6

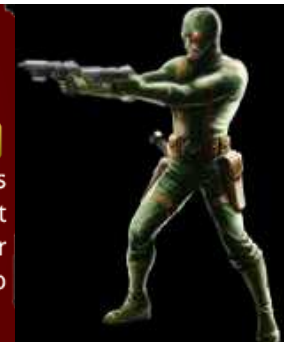
BUDDY 4

TEAM 8

HYDRA ARMOR 6

SMALL ARMS 6

SFX: *Two More Rise To Take Its Place.* A mob of Hydra Troopers is SOLO D6, BUDDY 2D4, TEAM 3D8. When a die is knocked out from the TEAM Affiliation, the Watcher may spend a D8 or greater out of the doom pool to add two additional dice to the mob, to a maximum of 6D8.



HYDRA BAZOOKA 8**SOLO** 6**BUDDY** 4**TEAM** 8**HYDRA ARMOR** 6 **MISSILE LAUNCHER** 8

SFX: *Rockets.* Step up or double Missile Launcher on your next roll, or spend a D6 from the doom pool to do both, then shutdown Missile Launcher. Recover Missile Launcher by activating an opportunity.

**HYDRA BURNER** 8**SOLO** 6**BUDDY** 4**TEAM** 8**HYDRA ARMOR** 6 **FLAME THROWER** 8

SFX: *Area Attack.* Target multiple opponents using Flame Thrower. For every additional target, add D6 and keep an additional effect die.

**HYDRA JUDICATOR** 8**SOLO** 6**BUDDY** 4**TEAM** 8**HYDRA ARMOR** 6 **ENERGY WEAPON** 8

SFX: *High-Energy Setting.* Step up Energy Weapon for one action. If that action fails, step back Energy Weapon by -1. Activate an opportunity to recover.

**HYDRA TEMPEST** 8**SOLO** 6**BUDDY** 4**TEAM** 8**HYDRA ARMOR** 6 **GAS SPRAYER** 8

SFX: *Gas.* When inflicting a complication on a target, add a D6 and step up the effect die.

**HYDRA VANGUARD** 8**SOLO** 6**BUDDY** 4**TEAM** 8**HYDRA ARMOR** 6 **ENERGY PISTOL** 6

SFX: *Dual-Fire.* Double Energy Pistol for an attack action and step back the highest die in your pool by -1.



HYDRA MILESTONES

Characters associated with Hydra may choose from the following Milestones.

DEEP COVER AGENT

You have either infiltrated or allied yourself with one or more organizations in order to report on their activities to Hydra, or you're reporting to one of those organizations by joining Hydra. You may also be a sleeper agent waiting to receive specific instructions to execute one of Hydra's glorious secret plans. Hail Hydra!

1 XP when you make a choice or perform an action that could put your true allegiance in question.

3 XP when you allow the organization you're infiltrating to accomplish one of its goals to maintain your cover identity.

10 XP when you either blow your cover to protect someone or allow innocents to suffer to maintain your secret.

CHILD OF HYDRA

Hydra's influence transcends generations and filial loyalties. An older relative has been involved with Hydra, making you and your family a potential target of the organization itself or some of its many enemies.

1 XP when you mention that a parent, older sibling, or other relative is or was a Hydra agent.

3 XP when you suffer mental or emotional stress related to your family's affiliation.

10 XP when you stress out a Hydra-affiliated family member or forsake your allies to join your family.

ALPHABET SOUP

"The Hand, Hydra, A.I.M., the Hellfire Club, H.A.M.M.E.R., S.H.I.E.L.D., and the list goes on and on, all with different ideas about how to make the world heaven or hell."

1 XP when you talk to a grunt in any of the above organizations.

3 XP when you talk to the leader of an organization and deal them mental or emotional stress from the conversation.

10 XP when you either decide that this organization needs to be decimated and declare war upon them or take control of the organization so that it is ruled by you.

HYDRA UNLOCKABLES

All unlockables with an XP cost are available to any hero following one of the Hydra Milestones presented previously. All other Hydra unlockables are treated as scene effects.

[D8/D10 doom] Assassin Squad: The Assassin Squad, once known as “Tiger Division”, employed a variety of high-tech devices, including jetpacks, laser handguns and rifles, bazookas, a gun which fired a cable lasso, gas masks, skateboards, and the Hydra-Ram. If the Hydra force in this scene includes Baron von Strucker, Gorgon, or Horst Eisele, you may spend a D8 from the doom pool to replace Hydra Armor from the power set of all Hydra agents with Power Vest D8 and add Jet Pack D6 or step up Weapons to D8; spend a D10 doom die to do both.

[D8 doom] Department of Occult Armaments: The D.O.A. tried to create super-agents for Hydra by supernatural means. The best results of these rituals, lead by Lt. Gregory Belial, were the Agents designated Rotwrap, Innards, Malpractice and Pyre that clashed with the Nightstalkers. Belial had the plan to create vampire stormtroopers from Hannibal King's DNA, but failed when his creation Bloodstorm One destroyed their current laboratory and killed him as well as his whole team. If the Hydra force in this scene includes Baron von Strucker or Gregory Belial, you may spend a D8 from the doom pool to add Mystic Resistance D6 to the power set of all Hydra agents and gain a D6 Mystic resource.

[5 XP/D6 doom] Echidna Capital Management: A venture capital firm founded by Hydra, Echidna is committed to funding (and in funding gaining a controlling stake in) businesses on the cutting edge of several key areas: genetic engineering, new media, nanotechnology, next-generation military systems, and aerospace engineering & manufacturing. You may spend 5 XP during a transition scene, or if the Hydra force in this scene includes Baron von Strucker, Kraken, or Supreme Hydra you may spend a D6 from the doom pool to gain a D8 Business, Science, or Tech resource.

[D6/D8 doom] Falcon Division: Hydra’s Falcon Division is responsible for air combat duties. If the Hydra force in this scene includes Baron von Strucker, Terror-Carrier, or Madame Hydra, you may spend a D6 doom die to add Jet Pack D6 to the power set of all Hydra agents, or spend a D8 doom die to add one affiliation die to Terror-Carrier up to a maximum of 6D8, or add one Viper Jet as a reinforcement to the scene.

[5 XP/10 XP/D8 doom] Mysterious Agenda: Hydra's plans are both subtle and far-reaching; sometimes that means offering aid (or at least appearing to offer aid) to heroes. For 5 XP, a group of four Hydra troopers or a single Hydra agent shows up to help you out during a single Action Scene, then departs. For 10 XP, Madame Hydra herself appears. Naturally, this will have repercussions down the line. For a D8 doom die you may add two affiliation die to a mob of Hydra troopers up to a maximum of 6D8, or a single Hydra agent as reinforcements to the scene.

[D8 doom] Pearl Sect: The anticapitalistic Pearl Sect left in disgust, when the east coast branch of Hydra was restructured by Silvermane under a corporate model. They found a half-completed A.I.M. storehouse built by the Taylor Foundation under an abandoned factory of theirs, and moved in. There they formulated a plan of world-domination: They'd build a giant mind-control device and train it on the nearby Wall Street, fomenting economic chaos and eventual governmental collapse. If the Hydra force in this scene includes Madame Hydra, or Mother of Pearl, add **"SFX: Gas.** When inflicting a complication on a target, add a D6 and step up the effect die, then shutdown that power. Recover power by activating an opportunity." to all Hydra agents.

[D10 doom] Rhino Division: Rhino Division is Hydra's Heavy Weapons Department. Rhino Division troops arrive in massive tanks, giant walker robots or other machinery of war. If the Hydra force in this scene includes Baron von Strucker, Supreme Hydra, or Madame Hydra, you may spend a D10 doom die to add one Hydra-Bot, one Rhino Tank, or two Dreadnaughts as reinforcements to the scene.

[D6 doom] Sea Dragon Division: Sea Dragon Division is responsible for Hydra's naval actions. If the Hydra force in this scene includes Baron von Strucker, Supreme Hydra, or Madame Hydra, you may spend a D6 from the doom pool to add Swimming D6 to the power set of all Hydra agents and gain a D6 asset, usable once during the scene.

[5 XP/D6 doom] Typhon Group: The Typhon Group was founded in 1949 by Hydra as a fount of money and a means of publicly moving capital around. The Typhon Group is one of the largest pharmaceuticals companies on Earth. It provides cost-effective vaccinations to poor countries, which has earned it praise. However, The Typhon Group is also a world-renowned producer of chemical weapons. You may spend 5 XP during a transition scene, or if the Hydra force in this scene includes Baron von Strucker, Gorgon, or Hive you may spend a D6 from the doom pool to gain a D6 Business, Medical, or Tech resource and a D6 asset, usable once during the scene.

HYDRA LOCATIONS

HYDRA ISLAND

Located 500 miles north of Darwin, Australia, in its original configuration, Hydra Island contained a number of **BOOBY TRAPS** on the surface, including poison darts, land mines and hidden pits. The main base of operations was located below ground, where a **SUBMARINE PEN** was located, along with sophisticated facilities that included control rooms, periscopes for monitoring the surface, and cells.

The reconstructed Hydra Island was a synthetic atoll surrounded by an **IMPENETRABLE SHIELD** designed to protect it from the Death Spore virus which they attempted to launch from the island. The island also possessed broadcasting equipment which enabled Hydra to transmit to any location on Earth. The island was also equipped with **HANGARS**, **LABORATORIES** and **PRISON-CELLS**, and an energy-based execution device called the **ALPHA-TRON**. In battle with Baron von Strucker, Nick Fury managed to create an epiderm-mask of Strucker's face and donned it, then gave Strucker a mask of his own face atop one of Fury, to trick Strucker's own agents into thinking that Strucker was Fury. After Strucker was killed by his own men, Fury left the island with Laura Brown, leaving behind the Death Spore virus device which had been planted on the Helicarrier. When it detonated, it slew all of the Hydra agents on the island, but the island's own dome prevented it from spreading. Hydra Island **SUNK** into the ocean.

An LMD replica of Strucker was activated as Hydra Island fell, and it believed itself to be the real Strucker. It set about creating LMD Hydra agents to serve it, and raised Hydra Island back to the surface. After kidnapping Captain Samuel Sawyer to force him to aid them in the launch of a B-52's **NUCLEAR WARHEADS**, the Strucker LMD brought Sawyer and the B-52 to Hydra Island, but was pursued by Captain America, Nick Fury, and the former members of the Howling Commandos. When Captain America entered the island, he was surprised to find it habitable, and suspected that the Death Spore had a short life-span. The LMD attempted to kill its enemies by exploding, but Sawyer took the blast for the others. Before dying, Sawyer set the B-52 to detonate its warheads, and the heroes departed Hydra Island before it was blasted into **RUINS**.



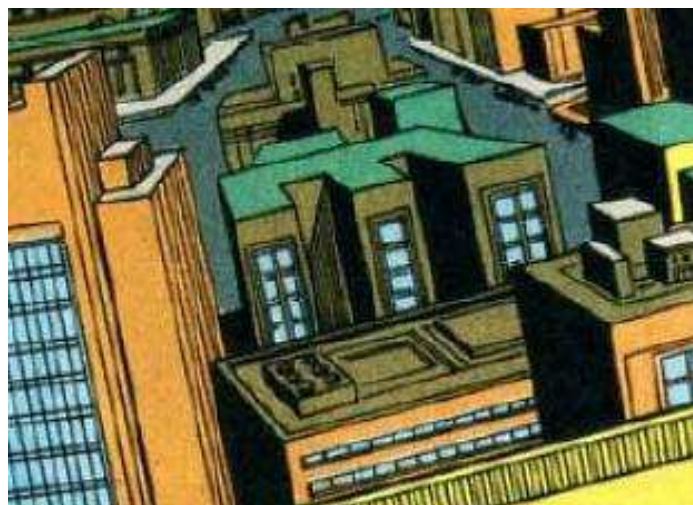
GEHENNA

Situated in an **ISOLATED MOUNTAIN RANGE** in New Zealand, lay the **RUINS** of the **ANCIENT TEMPLE** of Gehenna, that once served as headquarters for the Hydra Council. Protected by Hydras most powerful mystics and soldiers, its **WALLS** were nigh impenetrable to those who were not welcome. Many covert projects were situated at the now destroyed mountain stronghold complex, and the ruins still keep a few secrets.



HYDRA BASES

Since the near-total destruction of Hydra Island years ago, Hydra cells have operated out of a variety of secret bases in major cities throughout the world. Some, like the Hydra Terror-Carrier or Hydra's flying island, are technological marvels; others are just ordinary warehouses purchased by shell companies. Hydra bases are **REGULARLY PATROLLED** by **FACELESS GOONS**, and with a rare few exceptions are manned by **ISOLATED CELLS** with no knowledge of Hydra's activities anywhere else.



HYDRA EQUIPMENT

BETATRON BOMB 10

Power Sets

NUCLEAR WEAPON 12 SUPERHUMAN DURABILITY 10

SUPERSONIC FLIGHT 10

SFX: Global Attack. When Betatron Bomb becomes stressed out, target all characters. For every additional target, add D8 and keep an additional effect die. Then shut down Betatron Bomb. This SFX can only be activated, if SFX: Launch Sequence was activated previously.

SFX: Launch Sequence. Spend a D6 from the doom pool to activate Supersonic Flight. Any turn thereafter, you may spend a D8 to step up or double Supersonic Flight for one action. Spend a D10 to activate Nuclear Weapon. If the doom pool includes at least 2D12, you may add the doom pool to an attack action including SFX: Global Attack without Betatron Bomb becoming stressed out. End the Scene and remove 2D12 from the doom pool.

Limit: Radiation-Based. When stressed out by energy-draining or radiation-inhibiting tech, step up the lowest die in the doom pool or add a D6 doom die and shutdown Betatron Bomb.

Limit: Weapon of Mass Destruction. Supersonic Flight and Weapon are shut down, until used with appropriate SFX.



The Betatron Bomb is a powerful nuclear explosive which can be launched into Earth's orbit. If it is detonated, it can threaten virtually the entire globe. If it is destroyed prior to detonation, it spreads its fallout across the planet.

EPIDERM MASK

Power Sets

DISGUISE 8 DURABILITY 6

Limit: Gear. Shutdown Epiderm Mask and gain a D6 doom die, or step up the lowest die in the doom pool.

Limit: For I am.... When the character with Epiderm Mask takes physical trauma, or Epiderm Mask is shut down, reveal who is behind the mask.



In order to infiltrate the ranks of S.H.I.E.L.D., Hydra scientists developed the Epiderm-Mask. It could generate a lifelike mask of another person's face within minutes.

HYDRA-BOT 10 10

Power Sets

SPEED 8 SUPERHUMAN DURABILITY 10

SUPERHUMAN STRENGTH 10 WEAPON SYSTEMS 8

SFX: Area Attack. Against multiple targets, for each additional target add a D6 and keep an additional effect die.

SFX: Heavy Armor. Spend a doom die to ignore physical stress or trauma.

SFX: Hydra Reinforcements. Spend an affiliation die, or a D8 doom die to add one Hydra Dreadnaught, or 2 affiliation dice to a mob of Hydra Agents, to a maximum of 6D8, then shut down SFX: Hydra Reinforcements.

SFX: Main Cannon. Step up or double Weapon Systems on your next roll, or spend a doom die to do both, then shutdown SFX: Main Cannon. Activate an opportunity to recover or during a Transition Scene. Treat this SFX as an energy-based attack.

SFX: Synchronized Fire. Double Weapon Systems for one action. If your action fails by 5 or more, step down Weapon Systems. Activate an opportunity to recover.

Limit: Vehicle. Hydra-Bot has its own physical stress track. If it becomes stressed out shut down Hydra-Bot. Shutdown Hydra-Bot to add a D8 doom die, or step up the lowest die in the doom pool. Take a recovery action to reactivate.



The Hydra-Bot is an enormous tentacled vehicle with a skull-shaped head. It has multiple guns, and one extremely large one that deploys from the top. In addition to being a powerful tool of destruction, the Octo-bot is also a transport system for HYDRA soldiers, held in the main body of the robot and deployed through a hatch in the bottom. It is also equipped with Hydra Dreadnaughts for backup.

HYDRA LMD (8)

Power Sets

(SOLO 6 BUDDY 4 TEAM 8)

DURABILITY 6 STRENGTH 6 WEAPON 6

SFX: Immunity. Spend a D6 doom die to ignore stress, trauma, or complications caused by disease, poison, vacuum, hunger, thirst, fatigue, or psychic powers.

SFX: Self-Destruct. Against multiple targets, for each additional target add a D6 and keep an additional effect die. Add your physical stress to the pool and step up any doom dice added to this roll. Destroy the LMD afterwards.

Limit: Broken. When LMD becomes stressed out, reveal that it is only a Life Model Decoy, not the real thing.



Baron von Strucker constructed an LMD of himself to continue on as leader of Hydra in case of his Death. When Strucker was apparently killed, and Hydra Island sank beneath the ocean, the LMD came to life, and believed itself to be the true Strucker. With all of Strucker's men dead from the explosion, the LMD began building its own army of LMD Hydra soldiers.

HYDRA POWER ARMOR

Power Sets

CONCUSSIVE BLAST 8 SUPERHUMAN STRENGTH 10

SUPERHUMAN DURABILITY 10 SENSORS 6

SFX: Heavily Reinforced. Spend a doom die to ignore physical stress or trauma except by electrical or magnetic attacks.

SFX: Immunity. Spend d6 from the doom pool to ignore stress, trauma, or complications from airborne poisons or diseases, radiation, or chemicals.

Limit: Systems Failure. Shutdown Hydra Power Armor to step up lowest die in the doom pool or add d6 doom die. Activate an opportunity to recover.

Limit: Vulnerable Systems. Step up physical stress inflicted by electrical or magnetic attacks to step up the lowest die in the doom pool or add a D6 doom die.



The power armor design fielded most commonly by Hydra agents is a first-generation arc reactor technology fueling a titanium and steel exo-skeleton. Captain America first faced something similar to it in a Hydra weapons facility in a Nazi-occupied island in the Danish straits in 1943. Hydra is still using this tech developed by the Red Skull.

HYDRA RAM 8 8

Power Sets

ENERGY WEAPONS 10 SUPERHUMAN DURABILITY 10

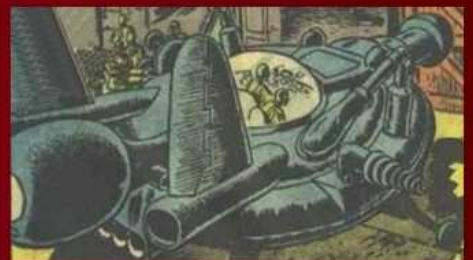
HOVER 10

SFX: Battering Ram. Spend a doom die to take an attack action with Superhuman Durability. Double Superhuman Durability for that action.

SFX: Electro-Magnet. When inflicting a Grappling complication on a target with metal-based powers, add a D6 and step up the effect die.

SFX: Hydra Reinforcements. Spend an affiliation die from Hydra-Ram, or a D8 doom die to add 2 affiliation dice to a mob of Hydra Agents, to a maximum of 6D8, then shut down SFX: Hydra Reinforcements.

Limit: Vehicle. Hydra Ram has its own physical stress track. If it becomes stressed out shut down Hydra Ram. Shutdown Hydra-Ram to gain a D8 doom die, or step up the lowest die in the doom pool. Take a recovery action to reactivate.



The Hydra-Ram is a hovercraft which can seat over a half-dozen people. It features a battering ram, a laser-cutting beam, and powerful electro-magnets, all used for breaking into facilities. It was captured during a raid on a S.H.I.E.L.D.'s headquarter. S.H.I.E.L.D. removed these devices when they captured of it, allowing the vessel to travel faster. The Hydra Ram also contains a homing device to find Hydra headquarters.

HYDRA VIPER JET 10

Power Sets

ABLATIVE PLATING 8 RADAR 6
SUPERSONIC FLIGHT 10 WEAPON SYSTEMS 8

SFX: Afterburner. Spend a die from the doom pool to double Supersonic Flight for one action.

SFX: Missiles. Step up or double Weapon Systems on your next roll, or spend a doom die to do both, then shutdown that power. Recover power by activating an opportunity or during a Transition Scene.

SFX: Save Inside. Physical stress received by a character inside the vehicle may be shifted to physical stress for the vehicle.

SFX: Synchronized Fire. Double Weapon Systems for one action. If your action fails by 5 or more, step down Weapon Systems. Activate an opportunity to recover.

Limit: Vehicle. Viper Jet has its own physical stress track. If it becomes stressed out shut down Hydra-Bot. Shutdown Viper Jet to add a D6 doom die, or step up the lowest die in the doom pool. Take a recovery action to reactivate.



Hydra developed an arsenal of weaponry, submarines, and fighter aircraft greater than those of most nations. Among them are the Vipers, fourth-generation air superiority fighter jets, designed by the remnants of Falcon division. The Terror-Carrier, Hydras massive flying aircraft carrier transports an entire complement of these jets.

OVERKILL HORN

Power Sets

SONIC WEAPON 12

SFX: Area Attack. Against multiple targets, for each additional target add D6 and keep an additional effect die.

SFX: Overkill Detonation. If the doom pool includes at least 2D12, you may add the doom pool to an attack action including SFX: Area Attack. End the Scene and remove 2D12 from the doom pool.

Limit: Gear. Shutdown Overkill Horn and gain a D8 doom die, or step up the lowest die in the doom pool.



The Overkill Horn produces sonic vibrations so powerful that they can tear through any substance up to secondary adamantium. It can also trigger nuclear warheads with their vibrations. The Overkill Horn was deigned during the Cold War.

RHINO TANK 8 8 8

Power Sets

TURRET GUNS 10 SUPERHUMAN DURABILITY 10

SFX: Evac Rocket. Spend a D10 doom die to remove a Watcher character and one other character from the Scene. You may choose to remove more Watcher characters from the scene by spending a D6 doom die for each additional character.

SFX: Heavily Reinforced. Spend a doom die to ignore physical stress or trauma.

SFX: Hydra Reinforcements. Spend an affiliation die from Rhino Tank, or a D8 doom die to add 2 affiliation dice to a mob of Hydra Agents, to a maximum of 6D8, then shut down SFX: Hydra Reinforcements.

SFX: Synchronized Fire. Double Turret Guns for one action. If your action fails, step down Turret Guns. Activate an opportunity to recover.

Limit: Vehicle. Rhino Tank has its own physical stress track. If it becomes stressed out shut down Rhino Tank. Shutdown Rhino Tank to gain a D6 doom die, or step up the lowest die in the doom pool. Take a recovery action to reactivate.



The Rhino Tank is heavily armored, and can resist all the small arms fire of Stark Industries' security guards. It has four cannons mounted on it, and could also launch a sky missile from its body, ejecting over a dozen people in the rocket-powered missile.

THE LIVING ROOM 10

Power Sets

DIGESTIVE ACIDS 8

PSEUDOPODS 8

SUPERHUMAN DURABILITY 10

SFX: Area Attack. Target multiple opponents using Digestive Acids or Pseudopods. For every additional target, add D6 and keep an additional effect die.

SFX: Consume Victim. When a target has a D10 or higher grapple-related complication, you may spend a D6 doom die per round and target to inflict D8 physical stress to the target.

SFX: Grapple. When inflicting a grapple-related complication on a target, add a D6 and step up your effect die.

SFX: Healing Factor. Spend D6 from the doom pool to recover physical stress and step back physical trauma by -1.

SFX: Spawn of The Living Room. Whenever The Living Room takes trauma add one Spawn of The Living Room to the Scene.

Limit: Nucleus. The Living Room has its own physical stress track. It is not stressed out as normal characters. If The Living Room takes physical trauma an opening is created, through which victims may flee the scene as an action opposed by The Living Room. The opening remains until The Living Room has recovered from trauma.



The Living Room is an enormous single-celled organism created for Hydra. It grabs victims captured within its cell walls with powerful pseudopods and tries to dissolve them to slake its insatiable hunger. If the nucleus of the organism becomes damaged, The Living Room begins to part itself into two new organisms.

SPAWN OF THE LIVING ROOM

Power Sets

DIGESTIVE ACIDS 8

PSEUDOPODS 8

SUPERHUMAN DURABILITY 10

SFX: Area Attack. Target multiple opponents using Digestive Acids or Pseudopods. For every additional target, add D6 and keep an additional effect die.

SFX: Consume Victim. When a target has a D10 or higher grapple-related complication, you may spend a D6 doom die per round and target to inflict D8 physical stress to the target.

SFX: Grapple. When inflicting a grapple-related complication on a target, add a D6 and step up your effect die.

SFX: Healing Factor. Spend D6 from the doom pool to recover physical stress and step back physical trauma by -1.

Limit: Spawn. Spawn of The Living Room has its own physical stress track. It is not stressed out as normal characters. Shutdown Spawn of The Living Room if it takes D8 or higher trauma.

BOB, AGENT OF...

Affiliations

SOLO



BUDDY



TEAM



Distinctions

BLOGGER
"LIBERATED" HYDRA AGENT
NICE GUY (POOR PILOT)



or



Power Sets

SURVIVAL INSTINCTS

DANGER SENSE 6

ESCAPE SPEED 6

NERVOUS REFLEXES 6

SLACKER'S STAMINA 6

STRATEGIC INVISIBILITY 6

SFX: Advanced Surrender. Spend 1 PP to use two or more Survival Instinct powers in your dice pool, at -1 step for each additional power beyond the third.

SFX: Hiding Places 301. When using Strategic Invisibility to create assets, add a D6 and step up your effect die by +1.

SFX: Tactics of Retreat. Shutdown highest-rated Survival Instinct power to step up another Survival Instinct power by +1. Recover power by activating an opportunity or during a Transition Scene.

SFX: Save One's Bacon. Ignore physical stress or trauma results. Instead gain D6 physical stress.

SFX: Stupendous Luck. Spend 1 PP to add Danger Sense (or step up by +1 if already in your pool) and reroll all dice when taking an action.

Limit: Sluggard. Earn 1 PP to step up emotional stress inflicted by employers demanding work by +1.

HYDRA GEAR

BODY ARMOR 6

SMALL ARM 6

Limit: Gear. Shutdown Hydra Arsenal and gain 1 PP. Take an action vs. the doom pool to recover.

Specialties

ACROBATIC ROOKIE 6
CRIME AMATEUR 4
VEHICLE AMATEUR 4

COVERT EXPERT 8
TECH AMATEUR 4

[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]

Milestones

AGENT OF...

1 XP When you participate in an assignment given by your employer.

3 XP When you get commendation or reprehension from your employer.

10 XP When you rise above rank and file in your organization, or decide to leave the organization due to danger to life and limb.

THIS ISN'T THE BROOM CLOSET ???

1 XP When you actively avoid work.

3 XP When you hide during an action scene instead of fighting.

10 XP When you end an act without gaining any stress, or risk life and limb to do something really heroic.



STRESS / TRAUMA



History

Bob was persuaded into joining the criminal organization Hydra by his wife, Allison, who accused him of not being able to hold a steady job. The thought of a stable career with a dental plan also appealed to Bob, though he was disappointed to find out Hydra does not offer full dental like AIM. During Deadpool's assault on HYDRA to rescue the captured United States of America, he ran into Bob and coerced him into helping him. Bob was hesitant, as Hydra would not allow him back into the organization having betrayed them, but Deadpool, four inches tall at the time, tortured him with a security card until he relented. He then forced Bob to fly them to safety in one of Hydra's jets, though Bob did not know how to pilot an aircraft.

Personality

Bob is like Deadpool's biggest and only fan. He thinks Deadpool is a guy who's got it together, which speaks volumes about how monumentally dysfunctional Bob is. He's kind of a supplicating sycophant. Bob kept a blog while he was at Hydra, primarily remarking about the mundane like complaining about the commissary food. He cannot go for a few minutes without checking his cell-phone for new messages, or texting about something completely irrelevant.

Abilities & Resources

Bob is a normal guy in absolutely every way. He is thirty-three, and possesses average (or below average) strength, agility, durability, and intelligence. Bob continues to wear his Hydra uniform despite his "liberation" by Deadpool.

