

MARVEL SUPER HEROES ADVENTURE GAME



A GUIDE TO MARVEL EARTH



SAGA
GAME RULES

MARVEL
COMICS



MARVEL SUPER HEROES™ ADVENTURE GAME

A GUIDE TO MARVEL EARTH

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CLASSIFIED: RD

Restricted Data

To: Sidney Levine
R&D Division

From: Nick Fury
Executive Director



Subject: Site Archive Update

Gaffer:

I want a progress report on your assignment to catalog bases of operation and sites related to superpowered individuals, and to prepare a master file on blueprints, security, hazardous materials, personnel, weaponry, and specialized equipment stored at these locations. It's been two weeks.

Classify this file as DIRCON/EYES ONLY-Director Controlled. Access to this data should be severely limited without my authorization. Details on specific blueprints and dangerous materials will be restricted to a need-to-know basis.

Where does the project stand thus far?

- NF

MEMO:

If the Director would review Report 4.01/GSL-24 sent yesterday, he would find a complete briefing with ALPHA Clearance level sample screens.

levine

Agency Briefing 4.01/GSL-24

TOP SECRET



From: S. Levine

R&D Tech, L/8

To: S.H.I.E.L.D. Staff

Clearance Level: **ZEBRA**

RE: Enhanced Individuals Site Archive

Per your request and standard op-pro, here are beta-test data screens of all current sites cataloged to date. These are hereby submitted for review and approval. This is a work in progress and will require assignment of two ZEBRA level Intel-Ops to manage and update files from Field-Op reports henceforth. Attached is personnel request BS/2t.

Archived files have been divided into several categories designating the operating status of each location and acknowledged authority granted to enhanced individuals based there by governments or local officials. Working Code Designates are:

DEFENDER: Bases of enhanced individuals sanctioned by law-enforcement agencies

DIPLOMATIC: Sovereign nations having connections with enhanced individuals

GUARDIAN: Locations dedicated to government monitoring/control of enhanced individuals

NEFARIOUS: Bases of enhanced individuals engaged in criminal, espionage, or terrorist activities

NON-COMBATANT: Civilian locations associated with enhanced individuals

VIGILANTE: Headquarters of enhanced individuals operating without official sanction

WONDROUS: Locations associated with non-human enhanced individuals, such as aliens and Atlanteans

Individual file screens present site synopses in the following format:

File Number: Lists sequence code for full file

Name: Gives keyword file code names

File Type: Defines the nature of the site

Location: Designates the physical location of the site in question

Profile: Presents an identity synopsis of the site and a grounds description

Site Overview: Offers an overview of the contents or purpose of the site

Enhanced Individuals: Lists an overview of key personnel

New Technology: Catalogs specialized vehicles, weaponry, and equipment

In some cases, the recorded info is only an exemplar from records of past bases or an operating model pieced together from incomplete field reports. Hence updating and maintaining information is crucial.

Let me know soonest regarding any comments for directed changes to screens.

Sidney Levine

In shaded boxes are **Game Uses** of these sites. These paragraphs show how the sites can enter into your super hero games. Statistics for personnel, security, and equipment are listed here. This information is primarily for the Narrator; though players using these sites may also find some of it useful. Also, even S.H.I.E.L.D. has been known to be wrong on occasion, so where information needs further explanation, you'll find it here.

MANHATTAN: HERO CENTRAL

Manhattan is a center of activity for nearly every business in the world, but it is also the center of activity for enhanced individuals. As many as half the super heroes and super-villains in the world live and/or work here. Manhattan routinely pays the price for housing such persons, and as such it has become the most rebuilt city on Earth.

File Type: Metropolitan area

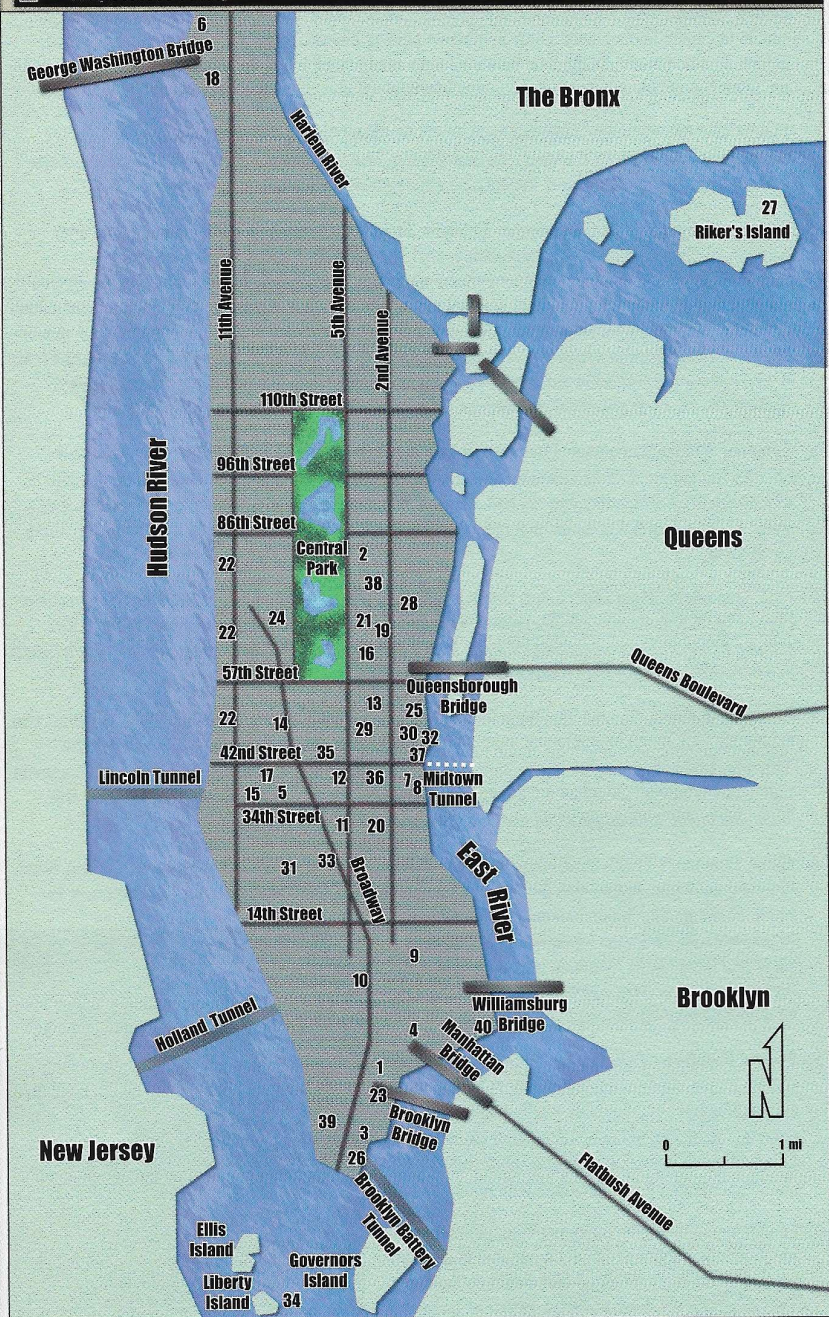
Location: New York City

Profile: Manhattan is one of New York City's five boroughs; the other four are Queens, Staten Island, Brooklyn, and the Bronx. Manhattan Island itself is 13 miles long, with nearly 1.5 million people crammed into its 22.6 square miles. The Borough of Manhattan encompasses Marble Hill on the Bronx mainland, several islands in the East River, and Governor's Island in Upper New York Bay.

Sites of enhanced activity in Manhattan:

1. **Alicia Masters's Studio:** Sculptor Alicia Masters, daughter of the Puppet Master and girlfriend of the Fantastic Four's Thing (Ben Grimm), lives alone in a fourth-floor studio loft. She has also been a close associate of the alien codenamed the Silver Surfer.
2. **Avengers Mansion:** America's most powerful super heroes reside in this mansion, which was donated to them by industrialist Tony Stark. Right next to the Mansion is Central Park. This area is often the site of battles between super heroes and their foes. Most recently, an epic conflict between the Elements of Doom and the hero/criminal team called the Thunderbolts caused significant damage there.
3. **Chase Manhattan Plaza:** The 50th floor of this 65-story bank building is home to the Manhattan branch of Frost International, a megacorporation specializing in transportation and electronics. Its owner, Emma Frost, was once the Hellfire Club's White Queen, but she now leads the vigilante team called Generation X.
4. **Chinatown:** Tong activity in this area has increased in recent years due to the criminal enterprises of the Kingpin.
5. **Code: BLUE's Metro Holding Facility:** Code: BLUE is a division of the NYPD assigned to protect the public from superpowered activity. This facility holds super-villains while the authorities arrange for their transfer to special penal institutions designed to house enhanced individuals.
6. **The Cloisters:** Once a walled friary, this site is now an English botanical garden and medieval museum. A favored site for clandestine meetings of super-villains with a taste for high society (such as the Wizard and Diablo), it also sometimes attracts plant-based superpowered menaces such as Plant Man.
7. **Daily Bugle:** A nationally distributed paper, the *Daily Bugle* has a history of campaigning against super hero vigilantes, particularly Spider-Man. Evidence suggests that the paper's leaders, J. Jonah Jameson and Norman Osborn, regularly finance covert operations

MANHATTAN



CODES
HERO CENTRAL



designed to bring vigilantes to justice. This practice may have contributed materially to the creation of such superpowered criminal threats as the Scorpion and the Spider-Slayers. The paper's constant editorial attacks on enhanced individuals make this building a frequent scene of superpowered conflict.

8. **Daily Globe:** This newspaper styles itself as a major competitor of the *Daily Bugle*, but it is really little more than a tabloid selling sensationalism. Of important note, Eddie Brock (code designate Venom), was employed here as a featured photojournalist until his prize story revealing the identity of the Scourge proved false.
9. **Daily Grind:** Reports indicate that both Spider-Man and the now-missing Scarlet Spider have visited this trendy coffee bistro. The madman Kane once destroyed the Grind, but the owner used insurance settlements and loans to rebuild it.
10. **Doctor Strange's Brownstone:** Doctor Stephen Strange, a retired surgeon and expert on ancient history, mythology, and the occult, makes his home here. S.H.I.E.L.D. and other law enforcement agencies have occasionally sought his counsel when dealing with paranormal phenomena, but Doctor Strange is reclusive and often uncooperative. Surveillance equipment and electronic scanners have recorded superpowered individuals entering and leaving his home, but such devices cannot penetrate the structure itself. Unconfirmed reports indicate that the building houses a vast library on the paranormal as well as a large collection of parapsychology files.
11. **Empire State Building:** This world-famous structure stands 1,250 feet tall and sports an antenna that reaches an additional 204 feet skyward. The building, which occupies an entire city block, has 86 floors of office space and two sub-basements. Two million tourists, including many enhanced individuals, visit its observation deck each year.
12. **Fisk Tower:** Wilson Fisk, a.k.a. the Kingpin, was the head of organized crime until his downfall at the hands of Daredevil. The top five floors of this building house FISK corporate headquarters and Wilson Fisk's residence. Various enhanced criminals, such as Hammerhead and Tombstone, have visited here.
13. **Four Freedoms Plaza:** The top four floors of this 45-story building once housed the Fantastic Four's headquarters and private labs, but the renegade team called the Thunderbolts destroyed these during the FF's absence. Fortunately, S.H.I.E.L.D. agents had the foresight to seize all equipment, weaponry, and computer files before the Thunderbolts' occupation of the premises.
14. **Gem Theater:** This small west side Broadway cinema shows a variety of classic films. Owned by Luke Cage, the building once served as the headquarters of Heroes for Hire. (This group later moved to Rand International and was recently revived by Oracle.) The Gem Theater remains Cage's home and thus may again become a center of superpowered activity.
15. **Hell's Kitchen:** This is the dirtiest, sleaziest, most crime-ridden neighborhood in the city. Hell's Kitchen consists of 110 blocks of tenements, factories, warehouses, and docks. Daredevil, Elektra, Luke Cage, and the Punisher have all frequented this area.
16. **Hellfire Club Brownstone:** This private club for millionaires has ties to a secret Illuminati whose goal is control of the world's finances. The Hellfire Club is an international organiza-



tion with headquarters in many countries. Its members seem to delight in various hedonistic pleasures of the rich and famous.

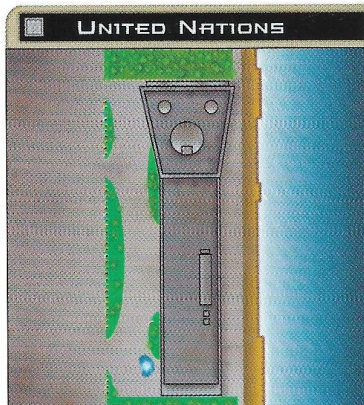
17. **Holy Ghost Church:** A prevalent rumor once maintained that this burned-out Catholic church just north of 9th Avenue and 43rd Street was haunted by a champion of the street people. This "champion" turned out to be an amnesiac Frank Castle (code designate the Punisher).
18. **Kraven's Mansion:** Once home to Kraven the Hunter, this estate includes an elegant house and a walled-in private preserve that was once (and may still be) home to a collection of unconfined wild beasts.
19. **Latverian Embassy:** This stone building resembles a small castle—a suitable place for Doctor Doom, the monarch of Latveria, to transact his international business. As this is sovereign territory, all access has been denied. Reports indicate, however, that the embassy has a full array of automated anti-invasion weaponry, as well as many robotic servitors to maintain the grounds and act as security.
20. **Marvel Comics Offices:** Marvel got its start by negotiating official licenses to produce graphic stories detailing the exploits of the Big Apple's first super hero teams (the Fantastic Four and the Avengers). Accordingly, the building is exceedingly dangerous because of constant visits from enhanced individuals.
21. **Matthew Murdock's Townhouse:** This was the site of Matthew Murdock's previous residence. After his townhouse here was destroyed (allegedly by the Kingpin), he moved in with Karen Page. Murdock is one of the best trial attorneys in New York, but he is also the vigilante Daredevil, which explains the unusual level of superpowered activity near any site where he makes his home.
22. **Morlock Tunnels:** Beneath New York City is a series of tunnels built during the Cold War era. A group of outcast mutants called the Morlocks made their home here until an evil mutant group (code designate the Marauders) slew them.
23. **New Warriors' Crash Pad:** This warehouse located in the shadow of the Brooklyn Bridge is home to the teenage hero group called the New Warriors, which was founded by Night Thrasher and later led by Justice and Firestar. This site features extensive anti-invasion systems, including security fire doors, cameras, audio recorders, and electroshock deterrents.
24. **Nightwing Restorations:** A third-story walkup office in this building houses the insurance investigation and recovery firm of Colleen Wing and Misty Knight. Colleen is an associate of Daniel Rand (code designate Iron Fist). Their associate, Jessica Drew, was once Spider-Woman; she possesses enhanced strength.
25. **Oracle:** This 99-story skyscraper hosts the philanthropist organization called Oracle, whose offices are located on the top three floors. Oracle brokers information and has one of the most sophisticated computer systems in Manhattan proper. The organization underwrites various special projects, including research to combat world hunger and grants for the study of antiquities. In addition, Oracle provides hired security specialists to assist corporations and local law enforcement agencies with special needs or projects. Recently, Oracle restarted the Heroes for Hire organization and named Jim Hammond, the android Human Torch of the 1940s, as its chief operating officer.
26. **Pier 4:** With the destruction of their headquarters in Four Freedoms Plaza, the Fantastic Four have relocated to this auxiliary site. Reed Richards has agreed to prepare a catalog of all valuable equipment and master schematics housed here, so as to avoid their loss in the future should the team again be absent for an extended period.

27. **Riker's Island:** This island hosts the Riker's Island Correctional Facility, one of New York's largest prisons. Riker's Island lies in the East River between the Bronx and Queens, separated from LaGuardia Airport by 200 yards of polluted water at the nearest point. A heavily guarded bridge links the island to Bowery Bay and the Steinway neighborhood of Queens. Correctional officers have occasionally had to restrain super-powered criminals here until they could be transferred to a federal penal facility built especially for enhanced individuals.



28. **The Rose's Penthouse:** The Rose is a financial wizard and investor, as well as a suspected crime boss. He wears a mask and employs an enhanced individual called Delilah as his bodyguard. The Rose raises hybrid roses, orchids, and lilies in a hothouse attached to his penthouse. Superpowered individuals often visit his abode for unknown purposes.
29. **Roxxon Corporate Offices:** These are the national offices of the energy megacorp Roxxon. This business holds several lucrative defense contracts requiring high-level clearance and security. However, recent information has linked several of its branches with unlicensed research and development in the fields of neobionics and xenogenetics. This has resulted in incidents involving unsanctioned war technology and out-of-control enhanced individuals.
30. **Sharpe, Nelson & Murdock:** On the 37th floor of the Citicorp Center are the offices of Rosanne "Razor" Sharpe, her son Frederick "Foggy" Nelson, and Matthew Murdock (code designate Daredevil), whose corporate and criminal law firm is known as one of the city's best. Murdock has defended many enhanced individuals, both criminals and vigilante heroes.
31. **S.H.I.E.L.D. Covert Headquarters:** This facility is built into the foundation of the old Theodore Burton Building. Various hologram façades are used to hide the security checkpoints. Electronic key codes, voice and body imprints, and armed covert personnel with plasma guns maintain security at the facility. S.H.I.E.L.D. Covert HQ has at times been mothballed. It was most recently reactivated as a backup against the possible loss of the helicarrier. There is a pneumatic shuttle between here and S.H.I.E.L.D. Public Headquarters.
32. **S.H.I.E.L.D. Public Headquarters:** On the 10th through 12th floors of the Citicorp Center at 53rd and Lexington, just blocks northwest of the United Nations, are S.H.I.E.L.D.'s public offices. This facility houses administrative and investigative research, as well as S.H.I.E.L.D.'s recruitment and public relations departments.
33. **Stark Solutions:** Upon returning from his self-professed sabbatical, Tony Stark discovered that Fujikawa Corporation of Japan had purchased controlling interest in his original business empire, Stark International. Instead of engaging in a costly boardroom battle to regain control, he used his personal fortune to start a new business called Stark Solutions. A not-for-profit research house, Stark Solutions charges its clients astronomical fees to address today's technological problems, then donates the proceeds to charity. This building boasts state-of-the-art security, including an AI unit and the services of a bona fide hero (code designate Iron Man).
34. **Statue of Liberty:** The statue is the grandest symbol of America, but its island is a perpetual battleground for enhanced individuals. Most recently, the statue's arm was

severed in a conflict between the Thunderbolts and the Wrecking Crew, though the former did repair the damage afterward.



35. **Times Square:** The center of New York's nightlife, this district contains more theaters than any other part of Manhattan. All of these are a considerable step up from the kinds of theaters that used to be there. Perhaps because of its fame, Times Square is a frequent site of super-conflict, most notably when a portal to some nether dimension opened up over it, flooding the island with so-called demons and goblins.
36. **Symkarian Embassy:** Symkaria's major trade commodity seems to be the services of a professional Delta-Force-level mercenary group (code designate Wild Pack) led by Silver Sable of Silver Sable International. Reports indicate that this brick building has state-of-the-art anti-invasion technology.
37. **United Nations Building:** The U.N., formed by 51 countries after World War II, has 159 member nations today. The organization's international profile ensures that the building is a site of constant interest for villainous organizations with world domination agendas, such as HYDRA and ULTIMATUM.
38. **Wakandan Embassy:** This new building has a brownstone manor façade, with an attached steel and glass biosphere housing exotic plants and animals native to the African nation of Wakanda. Though tied to old-world traditions and culture, Wakanda has become a highly sophisticated, technological society because of its wealth of natural vibranium deposits. T'Challa (code designate Black Panther) ruled this small country until he was deposed in a coup. S.H.I.E.L.D. information indicates that the embassy's security measures included state-of-the-art defenses while T'Challa was ambassador, but the current status of security there is unclear.
39. **World Trade Center:** International trade remains the primary focus of companies with offices in this enormous complex. The Twin Towers stand 110 stories high and are the tallest structures in Manhattan. The World Trade Center houses a number of businesses, including Fireheart Enterprises, a corporation based in New Mexico and run by Thomas Fireheart, a high-priced mercenary (code designate the Puma). Silver Sable International maintains a small office on a lower level of Twin Two, as does Roxxon Oil, though its main offices are in Rockefeller Center.
40. **Yancy Street:** Ben Grimm (code designate the Thing) grew up in this minor "bad" neighborhood on the lower east side and has been known to frequent the area. Graffiti slurring the Thing's reputation abounds here, and on at least two occasions mobs of local street toughs ("The Yancy Street Gang") have harassed this hero. Preliminary reports indicate that the vigilante Rage and the Wild Pack's Sandman are also Yancy Street natives. Rumor has it that somewhere in this neighborhood is a hangout for superpowered criminals, though it has not been found.

Game Uses: Do you have to ask!!! This is the City of Marvels where it all happens. Galactus tried to eat the Earth here. The Avengers fought the Masters of Evil across town. Heroes who are worthy of the name come to Manhattan, where the action is!

CODE: DEFENDER

These files contain information on locations associated with enhanced individuals whose actions are sanctioned by various law-enforcement agencies. Under this heading are nationally sponsored squads such as Department H's Alpha Flight, as well as groups openly or tacitly approved by government agencies. S.H.I.E.L.D. encourages all local directors to cooperate with authorized representatives of these groups.

AVENGERS MANSION

File Type: Sanctioned hero headquarters

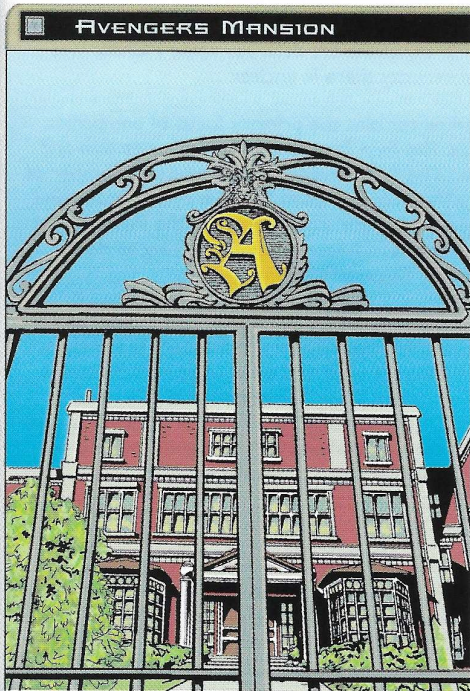
Location: New York City; onetime affiliate in San Francisco

Profile: The Avengers Mansion, an eclectic three-story structure located at 890 Fifth Avenue in Manhattan, houses the world's most powerful superteam: the Avengers. Originally the home of industrialist Howard Stark and his family, the mansion was donated to the Avengers by Howard's son Anthony shortly after the team's genesis. The younger Stark has also financed and created much of the technology that the Avengers have used through the years, and his bodyguard (code designate Iron Man) has served on the team since its inception.

The mansion, built of concrete reinforced with titanium steel, has been destroyed and rebuilt several times during its years of service, though the sub-levels have remained relatively intact. Repairs and additions

have been adapted to match the original architecture. Some time ago, Thor and Iron Man moved the original building, which abutted the street, back about 35 feet from Fifth Avenue to create a private front yard and to allow for a hydraulic sub-level freight elevator. The Masters of Evil destroyed this version of the mansion, so the Avengers moved for a time to Hydrobase, a floating island that Doctor Doom later decimated. The Avengers then built a new five-story headquarters (complete with a memorial statue) on the original site and attached it to the existing sub-levels. However, as the result of a mission, a duplicate of the original mansion from an alternate reality replaced this Avengers headquarters.

Stark's original building included three below-ground levels. As a result of the numerous underground additions that the Avengers



>> MORE // Avengers Mansion

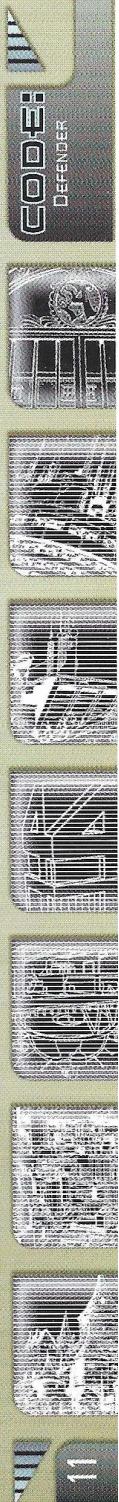
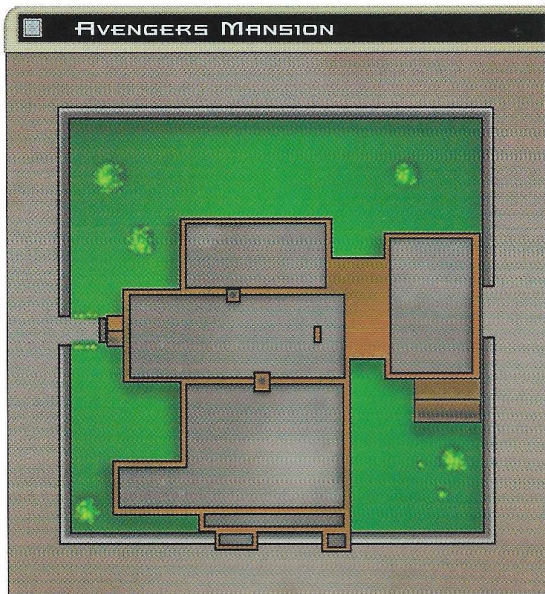
have since completed in relative secrecy, the sub-basements now occupy the entire block-wide property to a depth of about 100 feet. These levels house the areas requiring the most security, such as the group's headquarters and meeting rooms, combat simulation rooms, computers, arsenal, laboratories, and equipment storage. Above-ground floors contain servants' quarters, living space for the team, and off-duty rooms, as well as a public function area.

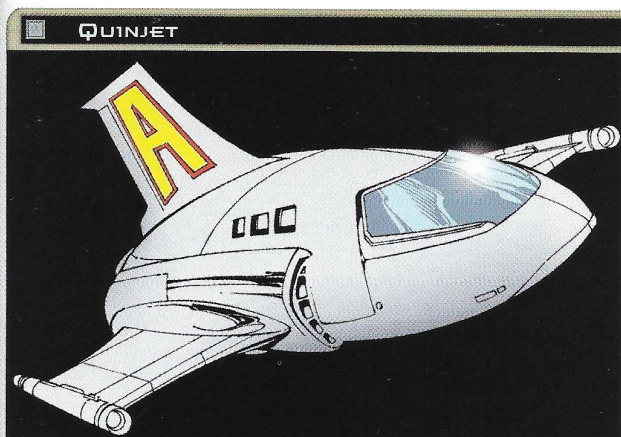
Site Overview: A 12-foot-tall reinforced wall (Stark's TANK-PRUF), complete with perimeter monitoring and security devices, surrounds the building. Iron gates bearing the Avengers' insignia block the main entrance and private drive. A statue commemorating the original founders of the team graces the front lawn. The back yard contains a garden, as well as a number of fruit trees and a grape arbor. The landscaping of the side lawn forms a pleasant retreat and helps to conceal security devices.

The yard, doors, windows, and walls have numerous concealed surveillance devices used to ascertain the identities of visitors, as well as detainment mechanisms designed to intercept and capture unauthorized persons. Scanning devices include cameras, bomb sniffers, various monitors (sensitive to motion, thermal, seismic, and electromagnetic wave disturbances), and detectors that pick up bio-imprints, infrared energy, and radiation. Detainment devices include low-yield plasma guns, electroshock weapons, capture coils, concussive missiles, bean bag guns, knockout gas, and electromagnetic pulse generators. The three-car garage houses a 150-ton hydraulic elevator for transporting heavy equipment or vehicles to the sub-levels.

The main floor of the English-style townhouse is accessible via a main entrance on Fifth Avenue, a tradesman's and side entrance on 70th Street, and a back door leading from the conference room to the rear driveway. A primary elevator, secured by personnel bioscan devices, services all floors of the building, while a second auxiliary elevator services only the basement levels. In design, the main floor is a cross between an embassy and an aircraft carrier. Here the Avengers can entertain diplomats and media, quarter staff members, and launch or land a squadron of quinjets while repelling intruders. The main floor contains the kitchen, a dining hall, a private library (noteworthy for its extensive collection of first editions and original works by some of the great masters), and the quarters of Edwin Jarvis, the butler. There is nothing vital to the group's security on this level, so the Avengers sometimes open it to the public for press conferences and social functions.

The second floor is one of the few areas of the house that resembles the original floor plan and architecture. Private quarters for resident Avengers fill this level. While many members maintain other residences, some have lived solely at the mansion during their terms of association. At only one time in the Avengers' history have all eight bedrooms been occupied; usually half are empty. Since the team's inception, there has always been at least one member living at the mansion. Tony Stark also maintains a bedroom and office here, just down the hall from those of his bodyguard, Iron Man.





The Avengers gutted the top floor of the building to install a hangar and launch/landing catchway for the super-sonic quinjets. The catchway uses technology similar to that of an aircraft carrier: a cross-mounted wire catches the arresting hook of a quinjet and a series of pistol-coupled pulleys decelerate the craft quickly. The hangar holds five

quinjets, with two always ready for launch. The remaining three are stored sideways on roll-about cradles in a side bay; an electric-powered, four-wheeled hustler moves them into position as needed. The hangar also contains refueling, repair, and maintenance facilities. A radio beacon, a radar station, various communications/navigation devices, and a link to the FAA (for coordinating flight in city airspace) complete the third floor's equipment roster.

Basement Level One is devoted to recreation, training, and medicine. The emergency medical facilities feature a state-of-the-art pathology lab with a cryogenic storage area, where individuals suffering from degenerative ailments can be placed in suspended animation. In the rest and recreation room are a regulation pool table, the Beast's ping-pong table, a CD jukebox, and pinball and video machines with experimental control devices designed to build reflexes. The gymnasium contains an overhead running track, an Olympic-sized swimming pool, and oversized variable resistance exercise devices made to challenge enhanced individuals. Also on the first basement level is a Combat Simulation Room with heavily reinforced walls, ceilings, and floors, plus dinetic dampeners that form impact-leeching fields to prevent damage to the building during workouts. Programmable simulators and robots can duplicate a wide variety of combat situations, foes, and conflict scenarios. These devices simulate attacks (flying, grappling, running, missile fire, and energy blasts), environmental distractions (blocked sight, unstable footing, disorienting sounds, and flocks of mini-bots), and large-scale threats (falling, explosions, fire, and crushing). The main computer on the next sub-level controls and monitors this room.

Basement Level Two houses the mansion's thermal power supply, its electronics workshop, and the Avengers' ultra-secure Team Assembly Room, where all operational meetings are held. A set of two vault doors can seal the room in case of emergency, and the walls are triple-reinforced with an adamantium/vibranium-strand ceramic. The Assembly Room computer system has full-band access to all manners of communication, plus a satellite uplink, a secure band to law enforcement tac lines, a bioscan monitor, scrambled beam communication to all Avengers ID cards, and links to the Fujikawa multitasking Erhlich-Sagan-E Meta-Computer 2200 (E-SE), which replaced the old Cray "Next Generation" model. In addition to maintaining the Avengers' old case files, the E-SE offers fully interactive file libraries on world locations, security, criminology, forensics, medical technology, general science, astrophysics, engineering, and xenodata, as well as links to world library networks. When operating under government security clearances, the Avengers have access to the national security data of the Pentagon's computer systems through the E-SE, which shares a common database with S.H.I.E.L.D. and the Fantastic Four. (The integrity of these files is presently suspect because of the security breach that occurred during the Thunderbolts debacle.) An access port from the Assembly Room leads to the shuttle control room in Basement Level Three.

Game Uses: The Avengers Mansion will see the most use in an Avengers game, where the players take the roles of active members of the team. In this kind of scenario, the building serves not only as the heroes' headquarters, but also perhaps as their home, where many of their day-to-day activities take place. In a non-Avengers game, the mansion can be a place where heroes go to meet other heroes socially (poker night at Avengers Mansion comes to mind), or for help. It stands as a symbol of the heroic community and as a reminder to the players of the tough standards heroes must maintain.

Building: Stark's TANK-PRUF walls are Material Strength 16, and the adamantium-reinforced ceramic ones are Material Strength 22. Avoiding the security systems requires a *daunting Agility* action every exchange. All defenses work at intensity 16. Simulators can be set at any intensity value from 8 to 24.

Equipment: The Avengers' signature vehicles are worth special mention.

Quinjet: Hull Strength 14. Body Armor +8, Danger Sense 14, ECM 14, Evacuation Ejection 12, Flight 19 (hovers and autopilots at Flight 14), Radar Sense 14. The quinjet model capable of space travel also has Space Flight 6.

Sky Cycle: Hull Strength 11. Flight 11, Lightning Speed 8.

Howard Stark originally built Basement Level Three for private weapons testing and storage. Now it houses mothballed equipment and the Vision's World Computer Console. This level also contains a shuttle to a submarine pen on the East River (accessible from the Assembly Room). S.H.I.E.L.D. has no data on other treasures or dangers down here, though Howard Stark once built and stored the robot menace known as Arsenal on this level. This storage space may, however, have housed other robotic or technological wonders, such as the Ultimate Assimilant (analyzes and duplicates skills), the Sublimator (alters perceptions via subliminals), and the Link (a device that creates an aetheric connection between two beings, enabling them to share powers temporarily).

Enhanced Individuals: The founding Avengers included Thor (file [H/AVTH001/B](#)), Iron Man (file [H/AVIM001/B](#)), the Wasp (file [H/AVVWA001/B](#)), Ant-Man (a.k.a. Giant Man; file [H/AVAM001/B](#)), and the Hulk (file [H/HKHK001/B](#)). Captain America (file [H/AVCA001/B](#)) joined soon after, and the roster has been rotating ever since. Non-enhanced individuals associated with the site include butler Edwin Jarvis (file [N/AVEJ001](#)) and longtime super-companion Rick Jones (file [H/AVRJ242](#)). Virtually every other super hero in Manhattan has at one time or another joined or fought alongside the mighty Avengers.

New Technology: The Stark International Quinjet A-1, a product of T'Challa's Wakanda Design Group, is the Avengers' current mode of rapid transport. Its overall length is 34' 8", and its wingspan is 16' 3". The cabin (10' 4" wide with a maximum height of 6' 8") can accommodate a flight crew of two, with optional seating for up to five passengers. This aircraft is capable of tremendous speed (maximum speed at sea level is Mach 2.1), and range (just over 9,500 miles with a 4,000-pound payload). Its power plant consists of 2 x 2 symmetrically mounted, modified Pratt & Whitney J48-P-8A Turbojet engines and one modified Pratt & Whitney TF33-P-7 turbofan (without afterburn). The quinjet can climb 7,900 feet per minute, with a service ceiling of 130,000 feet and afterburner of 220,000 feet. Pilots can achieve true Vertical Take-Off and Landing (VTOL) by rerouting the smaller engines' exhaust with vertical deflectors. The craft has repulsor defense screens for anti-collision and a crash-landing cushion, plus a fire suppressant system and explosive release canopy for evacuation. The quinjet has no offensive capabilities, though weaponry can be mounted if passenger capacity is reduced.

DEPARTMENT H

File Type: Government agency and sanctioned hero headquarters

Location: Province of Ontario, Dominion of Canada

Profile: Although nominally under the umbrella of the Canadian Ministry of Defense, Department H is actually the most powerful covert organization in Canada. Its public goals are the recruitment and training of enhanced Canadians for the defense of provinces and planet. In actuality, however, Department H appears to be engaged in extensive research into sophisticated technology and the development of superhuman abilities.

The exact origin of the Department is unclear, though it has links to the earliest known Canadian super heroes, including Alpha Flight and the X-Man Wolverine (a former agent of Department H, then operating under the code designate Weapon X). The first reports of Departmental activity appeared in conjunction with the scientific efforts of Dr. James MacDonald Hudson (alias "Weapon Alpha"), who later became the leader of Alpha Flight under the code designate Vindicator (later Guardian).

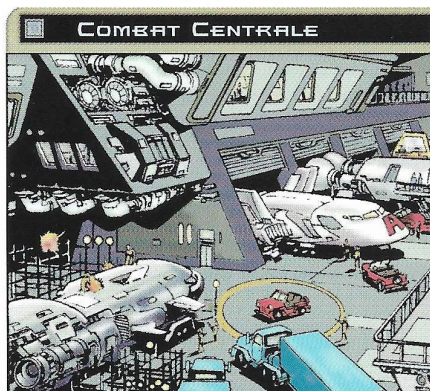
Dr. Hudson designed and developed a powersuit for geological exploration at the behest of Am-Can Petrochemical Corporation. When Am-Can made arrangements to sell his invention to the American military, an outraged Dr. Hudson stole the prototype of the suit and destroyed all the existing plans. Department H then recruited Dr. Hudson and assisted him in refining the design, ultimately creating the battlesuit he now wears as Guardian. Subsequently, the Department sponsored the recruitment and training of the original Alpha Flight team, then sent those enhanced individuals on more than one covert mission into the U.S. to capture Wolverine and return him to Canada.

At one point, Department H supposedly severed all ties with Alpha Flight and closed up shop. Currently, however, the Department is back in operation and (with the support of the Canadian government) directly overseeing Alpha Flight activities. Considering the increase in super-criminal activity in Canada and the incidents in the United States involving Onslaught and the Thunderbolts, it is not surprising that Department H's prime mission seems to be securing Canada a place in the superpowered "arms race."

Until recently, General Clarke oversaw Department H, but he apparently perished while attempting to repair the damage done to the Department's nuclear reactor by the terrorist superteam known as Zodiac. At present, all divisions are answerable to a Mr. Gentry, who in turn reports to a head administrator known as "Director X." The latter's true identity and agenda are unknown. Little information is available about the administrators of the various divisions, though reports indicate considerable interdivisional infighting.

Department H should be considered dangerous by all S.H.I.E.L.D. agents.

Site Overview: Department H maintains an extensive headquarters in an isolated part of Ontario. The headquarters building is like a small, self-contained city. It has several dozen above-ground levels and many more underground. The finest Canadian scientists and military experts were involved in building this base, and it contains many sophisticated examples of both human and alien technology. Although the public press releases claim that a cutting-edge geothermal tap powers the facility, there is actually a powerful nuclear reactor in the deepest sub-basement level.

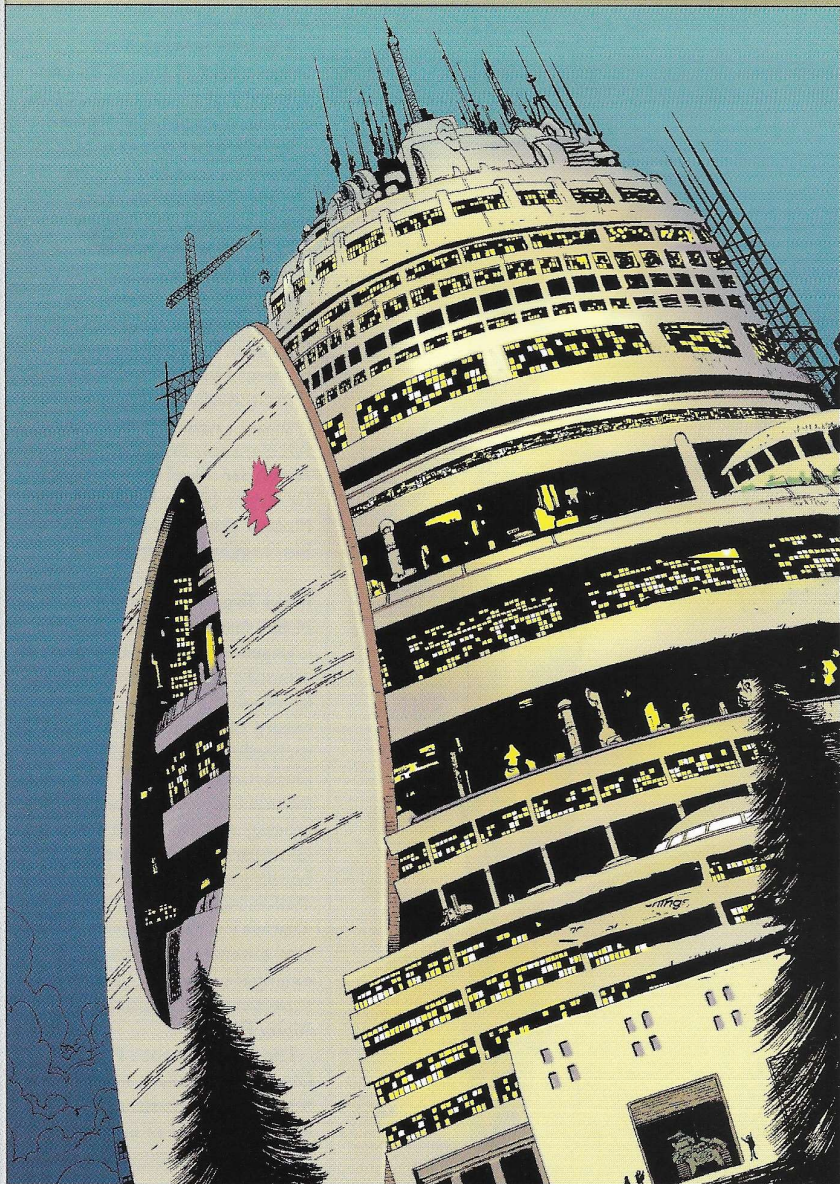


>> MORE // Department H

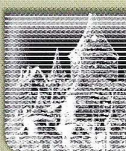
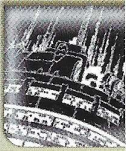
Many parts of the building are classified top secret and are off limits to all but Department personnel. Some areas are inaccessible to everyone except the highest-ranking directors and department heads; what lies behind those closed doors is unknown.

The headquarters building has a sophisticated communications network, a surveillance system with cameras that monitor all areas (interior and exterior), and extensive medical and scientific research facilities. A special barracks houses the elite and unquestioning Epsilon Guards, who provide on-site security. The building also has living quarters for the members of Alpha Flight and a training area known as "Combat Centrale,"

DEPARTMENT H



CODER
DEFENDER



which uses advanced robotics to provide super-foes as supplements to Alpha Flight's training program.

Enhanced Individuals: Department H is known for its aggressive policy of recruiting Canadians with enhanced abilities. The major enhanced individuals at Department H are the members of Alpha Flight. At last count, these included team leader Guardian, plus Vindicator, Puck, Radius, Flex, Murmur, and Manbot (c.f. files H/XM-Canadian). The Japanese mutant Sunfire resided at Department H for a time as a subject of "Project Helios," but he has since returned to Japan. Recent information suggests that the Department is also training and studying several other enhanced individuals in secret. Whether Department H still maintains the secondary training teams Beta Flight and Gamma Flight, originally established by Dr. James Hudson, is unknown.

GUARDIAN



The executive staff of Department H should be considered just as dangerous as its enhanced employees. Known administrators (c.f. files N/XM-Canadian) past and present include "Director X" (true identity unknown), Mr. Gentry (Administration), the late General Clarke (Super Hero Development & Deployment), Dr. Myra Haddock (Prometheus Division), Dr. Horatio Huxley (Project Helios), Lt. Oculus (Monitoring), Coordinator Proctor (Super Hero Youth Acceleration Program), Dr. Asadorian (Staff Psychologist), Dr. Krypt (Project Helios), Dr. Mobius (Project Helios), and Ko Bin Su (Chief Engineer).

New Technology: Department H has many different divisions engaged in all types of advanced scientific research, with particular emphasis on the origin and nature of enhanced abilities. The technology developed by Department H in the past includes the sophisticated electromagnetic battlesuit worn by Guardian and the process for bonding adamantium to Wolverine's skeleton. The organization's technological advances also extend to aerospace, as exemplified by the Alphajet, a supersonic aircraft used by Alpha Flight.

The Department's Prometheus Division specializes in advanced technology. Prometheus "collects" examples of technology from sources around the world,

both legitimate and covert. Reports indicate that Prometheus agents were behind the disappearance of a S.H.I.E.L.D. Life-Model Decoy (LMD) of director Nicholas Fury, along with the transdimensional Nth-Projector once in the custody of Project: PEGASUS. On the basis of this evidence, S.H.I.E.L.D. considers Department H's technological resources to be some of the finest in the world.

The creation of potent collection devices is another area in which Department H excels. The "capture blob" looks like a hovering reddish blob of energy with a darker red "eye" in its center. It can grapple targets and carry them inside itself as it phases through solid objects. A "flesh-eating blob" released from a Department H lab managed to consume many Department personnel (including Sasquatch) before other members of Alpha Flight could contain and destroy it. There may be other blobs (or similar creatures) lurking elsewhere in the Department's labs.

Game Uses: Department H is a shadowy organization that the Narrator can use against the heroes in many ways. Department personnel can capture a hero for study, steal samples of a super-team's unique technology, or try to dupe heroes into doing their dirty work for them, using anything from falsified "evidence" to subtle mind-control techniques to ensure cooperation.

From an inside perspective, Department H is a maze of secret plots and hidden agendas. Canadian heroes might join the Department in response to promises of training or for the opportunity to serve their country. In truth, the technicians here subject newly recruited heroes to bizarre tests and brainwashing intended to force their compliance in carrying out missions for the Department's various divisions. Thereafter, scientists pit advanced robots and synthezoids disguised as real villains against the heroes to gather data on their superpowers and abilities. Future missions for those deemed both fit and loyal might include forays into other dimensions or covert operations involving conflicts with former Department H agents, such as Wolverine, Maverick, and Deadpool.

For even MORE intrigue and suspicion, assign the heroes to infiltrate Department H, posing as "recruits." As spies within the organization, they can obtain information for S.H.I.E.L.D., the U.S. government (particularly a group like X-Factor), a mutant underground group (like the Mutant Liberation Front), or another covert organization (even a criminal one like A.I.M. or HYDRA). Double agents would have to find ways to resist the Department's mind-control techniques and keep their true identities secret while gathering information on Department H's real operations and goals.

Personnel: Department H has an extensive staff of scientists, administrators, and guards.

Epsilon Guard: Strength 5X, Agility 5X, Intellect 4X, Willpower 4D, Edge 0, Health 10. Military. Equipment: Body Armor +2, Force Blaster +3. Calling: Soldier.

Creatures: Department H scientists have created a number of mindless creatures to serve as "collectors."

Capture Blob: Strength 0X, Agility 8X, Intellect 0X, Willpower 0X, Edge 0, Health 10. Ensnarement 20, Invulnerability (to Emotional Control and Mental Control), Phasing 14 (Passengers, Phase Shift). Calling: Soldier.

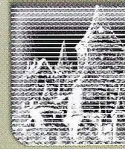
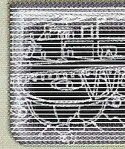
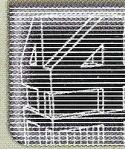
Flesh-Eating Blob: Strength 17X, Agility 2X, Intellect 0X, Willpower 0X, Edge 0, Health 20. Corrosion 18 (Limit: Flesh only), Invulnerability (to Emotional Control and Mental Control). Calling: Soldier.

Equipment: The Department has produced some of the most interesting technology on Earth.

Alphajet: Alarm, Anti-Theft, Automatic Return, Body Armor +5, CommLink, CPU, ECM, Flight 12, Homing System, Lights, Passenger Compartments, Sensor.

Nth-Projector: Dimensional Travel 10. This portal device can open gateways between different dimensions.

Prometheus Pit: Size Alteration 20 (Limit: Shrinking only). This gateway is a dimensional portal into the subatomic microverse.



EXCALIBUR'S MUIR ISLAND

File Type: Sanctioned superteam headquarters

Location: The North Sea, off the coast of Cape Wrath, north of Scotland

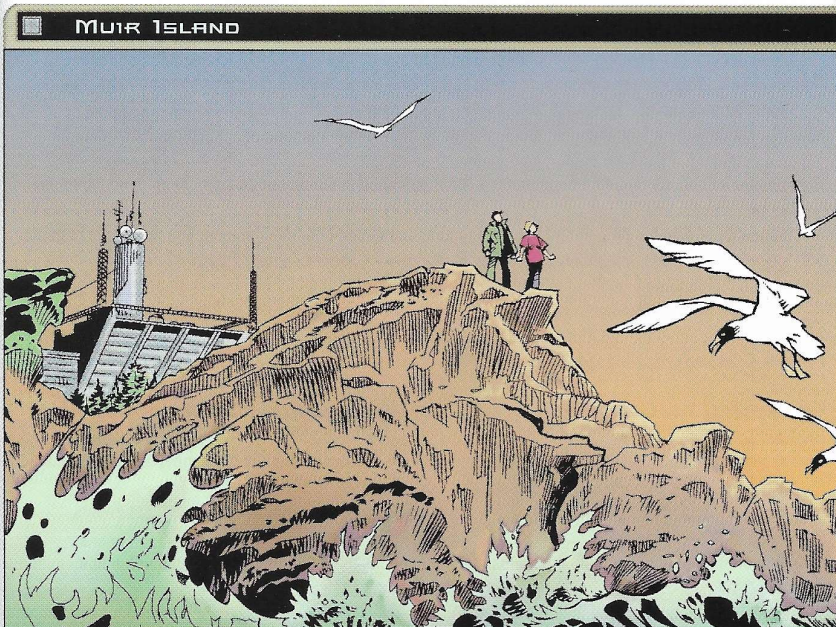
Profile: When most of the X-Men apparently died during their battle with the Adversary in Dallas, the remainder of the group joined Excalibur, the British mutant superteam. Excalibur eventually established a headquarters on Muir Island, which it maintained until the group disbanded.

Also located here is the Muir Island Medical Research Station, one of the world's premiere facilities for medical studies, particularly in the areas of mutant genetics, biology, and physiology. Nobel-Prize-winning scientist Dr. Moira MacTaggart, an expert on human mutation and a longtime associate of Professor X, directs the facility's operations.

Muir Island, along with a parcel of land along Cape Wrath on mainland Scotland, belonged to Dr. MacTaggart's father, Lord Kinross, and has been in the family for generations. After Dr. MacTaggart separated from her husband, Joseph MacTaggart, she moved to the research station on Muir Island to continue her prize-winning work in genetics. There she gave birth to a son, Kevin, who had been conceived before his mother left her husband. Kevin later became the ultra-destructive mutant Proteus, whose energy body was apparently scattered to the winds upon his defeat.

Recently, Dr. MacTaggart has become world famous for her research into the Legacy Virus. Although she has long been an ally of the X-Men and Excalibur, her obsession with finding a cure for the mutant-killing disease may also have something to do with the fact that she herself has become the first normal human to contract it.

Site Overview: Muir is a rocky island with rugged, hilly terrain and cliffs that overlook the North Sea. Its buildings include the Medical Research Station, Dr. MacTaggart's cottage, an airfield, docking facilities, a boathouse, residential cabins for both visitors and temporary crew, and a communications center with a transmission tower and antenna array.





A state-of-the-art security system developed by the American weapons designer Forge and augmented by various others (including members of Excalibur) protects the inhabitants from intruders. The system includes ground-effect radar and motion detectors to pick up any object (even a single human-sized flyer) approaching the island. The communications system can radio an alert to the mainland or to a satellite uplink system that can reach anywhere in the world. A small, self-maintaining nuclear power plant (with a backup diesel-powered generator in case of emergency) powers the island's primary systems.

The Research Station itself has three above-ground floors and at least two below-ground levels. The facility houses several laboratories, each equipped with anti-contaminant airlock doors and containment chambers capable of holding mutants (even those as powerful as Proteus) prisoner by neutralizing their powers. Excalibur has occasionally used these chambers to hold superpowered criminals until they could be turned over to the authorities. The station also has a sophisticated "holo-suite" that can project realistic three-dimensional images; this is primarily used for research into genetics. Excalibur occasionally makes use of this feature as well, however, for both training and recreation. A state-of-the-art computer network and a variety of expensive and sophisticated laboratory equipment round out the station's known instrumentation. Evidence

Game Uses: If your game involves mutants, sooner or later they will find a reason to go to Muir Island. New mutants wishing to understand and control their powers may turn to Dr. MacTaggart for help, while mutants with the Legacy Virus may go there hoping for a cure. Non-mutant super heroes might find themselves in need of the highly advanced genetic and biological research equipment on the island to study a particular virus, or even a hero or character with an unusual biochemistry. Moira is quite busy with her own research, however, and she doesn't like to be disturbed. Even heroes who come for a good cause might find that their questions go unanswered.

Personnel: The only individual remaining on the island who has connections to heroes is Dr. MacTaggart herself.

Dr. Moira MacTaggart: *Strength 3X, Agility 3X, Intellect 8A, Willpower 7X, Edge 0, Health 10. Scientific Genius (Biochemistry, Biology, Chemistry, Computers, Genetics [including Genetic Immunology], Medicine, Super-Physiology). Equipment: Containment Suit (Invulnerability to airborne illnesses). Hindrance: Physically Disabled—Legacy Virus. Calling: Investigator.*

Equipment: Besides the computers, the only items of interest to heroes are Dr. MacTaggart's specialty vehicles.

The Midnight Runner: *Hull Strength 12. Alarm, Anti-Theft, Automatic Return, Body Armor +5, CommLink, CPU, ECM, Flight 14, Invisibility 10, Lights, Passenger Compartments, Sensor. (The Midnight Flyer is identical, except that it has no Invisibility.)*

Special: This site's current claim to fame is its pre-eminence as a Legacy Virus research facility.

The Legacy Virus (New Hindrance): The Legacy Virus was created by the mutant terrorist named Stryfe. It kills slowly by attaching itself to the "X-factor" in mutant DNA and ravaging the host's immune system. It may be transmitted through the air and can lie dormant for months or years; during its incubation period the disease causes no ill effects. Any hero listed with the Legacy Virus Hindrance has the full-blown disease, and his or her player must draw a card each day to determine its effect. A negative aura card drops the hero to half his or her normal Strength and Agility scores for that day. Another manifestation of the virus is uncontrolled eruption of mutant powers. On any day that the infection has caused a drop in ability scores, the affected hero's player must draw a card each hour; a negative aura indicates that the victim lashes out uncontrollably with his or her mutant powers at full intensity. So far, the Legacy Virus has eventually killed everyone it has infected.

suggests, however, that a secret sub-basement chamber of the Muir Island Medical Research Station houses a computer system containing all the information Professor X and the X-Men have ever gathered on mutants and mutant genetics. If S.H.I.E.L.D. could gain access to this "Crypt Room," many lingering questions about mutants in general and the X-Men in particular would at last be answered.

Enhanced Individuals:

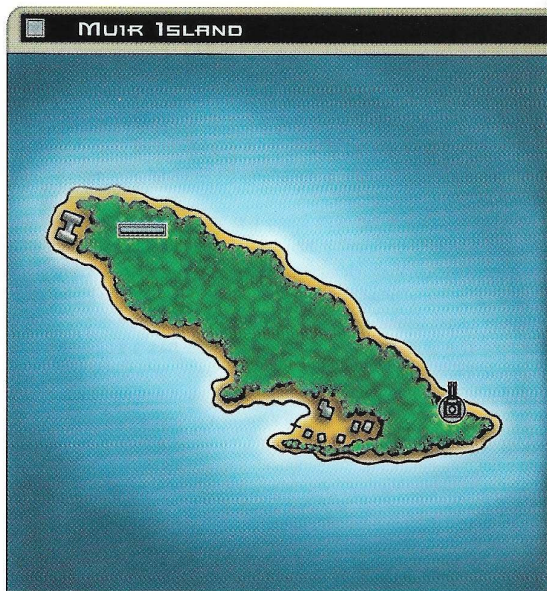
The superteam Excalibur lived on Muir Island and assisted Dr. Moira MacTaggart (file N/XMMM045) until the team agreed to disband. Excalibur's membership

roster included Nightcrawler, Colossus, Shadowcat, Captain Britain, Meggan, Wolfsbane, and the techno-organic lifeform known as Douglock (files H/XMXC001 to 007). Former Black Air agent Peter Wisdom (c.f. files H/XM-Scotland) was also part of the team for a while, but his present whereabouts are unknown.

Given its status as one of the world's premiere mutant research facilities, it is no surprise that many of the world's best known mutants, including various members of the X-Men, visit Muir Island regularly. Not all visits are peaceful, however: Renegade mutants and anti-mutant groups (as well as the alien Shi'ar) have attacked the island at various times. Also, Dr. MacTaggart has occasionally provided temporary living quarters at the station for mutants whose abilities required special study; these have included criminal mutants and others who came in the hopes of understanding their own powers.

New Technology: Muir Island may be the greatest storehouse of information on mutant genetics and abilities in the world. Dr. MacTaggart's research files contain comprehensive data on dozens of mutants, along with information provided by other experts in the field, such as Charles Xavier. Studies of various mutants' powers and abilities are surely the least of what these files may contain. The Medical Research Station has computer systems and instrumentation dedicated to gene mapping, genetic engineering, and cloning technology. In addition, the Muir Island facility is the world's leading site for investigation of the Legacy Virus. Dr. MacTaggart's extensive research and notes on the virus's origin and nature may well lead to a cure.

Other technology includes Captain Britain's advanced supersonic jet, the Midnight Runner, which features state-of-the-art systems and a cloaking device. Moira MacTaggart has a similar jet (without the cloaking device) called the Moonlight Flyer, which she uses as an emergency medical transport and shuttle.



FOUR FREEDOMS PLAZA

File Type: Sanctioned superteam headquarters (temporarily unoccupied)

Location: New York City

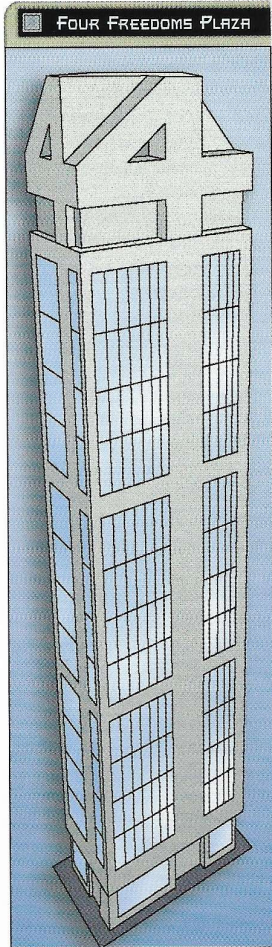
Profile: Four Freedoms Plaza was once home to the world's greatest heroic team—the Fantastic Four. The structure was located at 38th Street and Madison in Midtown on the east side of Manhattan, not far from the U.N. building. The Plaza stood on the former site of the Baxter Building, the Fantastic Four's first headquarters, which was destroyed by an heir to Doctor Doom. Reed Richards (code designate Mister Fantastic), the team's leader, designed Four Freedoms Plaza and oversaw its construction by the firm Damage Control and workmen associated with S.H.I.E.L.D.

The Plaza was among the world's most impregnable super hero bases. Yet it was eventually breached—not with a bang, but with a key to the city. A year after the apparent death of the Fantastic Four in connection with the Onslaught devastation, New York's mayor awarded the Plaza to the Thunderbolts, who were actually the Masters of Evil masquerading as heroes. The Directorate was disheartened to learn that the Fantastic Four's equipment had been removed from the facility during the team's absence rather than remanded to S.H.I.E.L.D.'s custody. Nonetheless, it was fortunate that none of this technology was there when the Thunderbolts moved into the facility. Following their exposure as criminals, the Thunderbolts hastily vacated their new headquarters and blew up the building, destroying any possessions they may have left behind. This record is a model of the original site and its equipment, which S.H.I.E.L.D. maintains on file in case the Fantastic Four should ever choose to rebuild.

Site Overview: Woven from an experimental carbon-aramid polymer thread, the walls of this 45-story office and manufacturing facility were thin, but nevertheless nearly impervious to superpowered assaults. Carbon poly-lattice, a diamond-hard, transparent material capable of absorbing the force of a blow and then returning to its original shape, was woven into the fabric of the walls to serve as windows.

All floors below the multistory penthouse were standard in design, and most were occupied despite the inherent dangers of working near enhanced individuals. The ground floor was open to the public and housed an atrium, a food court, and a shopping promenade. One special elevator, an express transit to the Fantastic Four levels, was tucked away in a quiet corner and guarded by the ever-vigilant doorman, Mr. O'Hoolihan.

The Fantastic Four's command center (later the Thunderbolts' lair) consisted of the top four and a half levels of the Plaza. The first of these levels had a ceiling height of 24 feet, the second and third were 18 feet tall, and the fourth was nearly 36 feet tall. Separating the tenant offices from the FF's headquarters was a buffer zone filled with electrical and mechanical equipment that provided climate control and power. In emergencies (such as attacks upon the FF), mechanisms within the buffer zone sealed off this top section of the structure from the lower levels.



CODE:
DEFENDER

With the proper electronic key and bioscan, building personnel could take an express elevator or heavy-load freight elevator to the second-level reception room on the 42nd floor. Team members carried special electronic coded belts to open their private elevator. (Mister Fantastic, however, preferred to get around the building by stretching his body through a labyrinth of small conduit tubing embedded in the walls.) Visitors needed an invitation and the help of Mr. O'Hoolihan to use the elevator, or special permission to land aircraft on the rooftop heliport.

The upper four levels were self-sustaining and heavily armored against attacks. The FF used an extensive network of computers, robot guards, and other advanced technology to ensure security. The central security computer maintained visual, audio, biophysical, and electronic surveillance on every section of the building's interior. It controlled all doors (which were airlocks) and locks (which were capable of administering mild electroshocks). The computer could also turn on and off all equipment within the building, trigger blast walls, initiate gas or energy disruption countermeasures based on intruder bioscans, or dispatch robotic drones to corral unwanted visitors.

The first floor of the Fantastic Four's headquarters contained the team members' apartments, plus some guest rooms. The suites of the Human Torch and the Thing included private loft areas above their general living spaces. Heir Franklin Richards had a large room just upstairs from his parents' quarters. The first level also contained most of the common rooms, including a kitchen, a breakfast room, a large library, a living room, a loft study, a specially-reinforced gymnasium, and a corner rock garden that the FF used for meditation.

Most of the day-to-day business of the Fantastic Four took place on the second floor. Each member had an office with a private elevator leading down into his or her apartment. Outside these private offices was an atrium with a robot secretarial pool. At the top of the public elevator, a robotic receptionist known as Roberta waited to greet visitors. A small public restroom, waiting area, gallery, and debriefing room completed the reception area. This level also contained a kitchen, dining rooms, conference rooms, building security, a mission planning/status room, a communications room, and a world watch situation room.

The third floor housed Mister Fantastic's laboratories, a security computer that controlled the building's functions, and an automated hospital. There were separate labs for DNA research, electronics, robotics, organic chemistry and plastics, particle acceleration, high energy physics, gravity wave research, superconduction, weapons manufacture,



exobiology, cold fusion, and forensics analysis. Also on this floor were a portal to the Negative Zone and a duplicate of Doctor Doom's time machine. (This latter device was kept behind a series of complex vault doors and security lockdowns.) Storage areas filled the rest of this level.

On the top floor of the Fantastic Four's headquarters, behind the four gargantuan "4s," was the hangar. When the FAA and New York authorities cracked down on the team's air traffic, the Fantastic Four relocated their rocket plane and launch silo outside the city. The hangar then became the domain of the Fantasticars and sky cycles (various models of each), the Pogo Plane, and an experimental exo-atmospheric Rocket Plane. Eventually the FF added an aircraft R&D lab, machine shop, and air traffic control room to this area by agreement with the FAA.

Mister Fantastic ensured rooftop security for the building by installing early warning sensors of various types (bio, motion, gravimetric, EM wave, and thermal) and anti-intruder capture devices (including automatic capture cages charged with electricity, plexiglass walled cells that filled with knockout gas, and gravimetric or EM plates that pinned intruders by gravity or magnetism). Several antenna arrays, satellite commlinks, an air traffic control beacon, a phased radar array, an astronomical EM telescope, and various sky cameras also occupied parts of the upper level. The angled walls of the roof slid open to provide launching and landing sites using kinetic shunt baffles to protect against jet draft. One entire roof section could be raised and lowered as a hydraulic lift platform.

Enhanced Individuals: The regular members of the Fantastic Four are Mister Fantastic, the Invisible Woman, the Human Torch, and the Thing (files H/FF*-001/B, **=MF/IW/HT/TH), though others have served on the team from time to time. Also very notable is Franklin Richards (file H/FFIW001-001A), heir to the FF and by all measurements one of the most powerful beings on Earth. He is under constant watch by S.H.I.E.L.D. because of the threat he may pose as he matures.

The Thunderbolts occupied Four Freedoms Plaza until S.H.I.E.L.D. operatives flushed them out of the facility. At that time, the Thunderbolts team consisted of Citizen V (file V/AVBZ001), MACH-1 (file V/AVBT211), Atlas (file V/AVGL945), Songbird (file V/AVSM388), Techno (file V/AVFX663), Meteorite (file V/AVMS794), and Jolt (file V/AVJL592). After numerous conflicts in New York and other showdowns, S.H.I.E.L.D. considers the Thunderbolts its number one target.

New Technology: All of the key technology invented by Mister Fantastic is now at Pier 4.

Game Uses: Four Freedoms Plaza was the ultimate in home headquarters, constructed by the first "super-family." It serves as a model for other groups. Since the upper floors of the Plaza were destroyed by the departing Thunderbolts and only support girders remain, a variety of simulations are possible here. For example, someone (hero, villain, or civilian group) could attempt to occupy the FF's former home.

Building: Carbon-aramid thread walls are Material Strength 22. All anti-intruder precautions range from 8 to 24 in intensity. See the next entry for enhanced vehicles and devices.

Personnel (Robotic): The only devices not built into the structure or described elsewhere in this book are the robotic drones.

Drones: Strength 11X, Agility 6X, Intellect 4X, Willpower 3X, Edge 0, Health 10. Backup Power, Sensors, Firefighting 4, Stun Blast 11, Voice Modulator 3. All drones are directed by the FF's computers.

PIER 4

File Type: Sanctioned superteam headquarters/warehouse

Location: New York City

Profile: With the destruction of the Fantastic Four's headquarters at Four Freedoms Plaza by the rogue hero group called the Thunderbolts, the world's greatest heroic team became homeless. Luckily, Reed Richards (code designate Mister Fantastic) already owned an old warehouse with docks on the East River. Through the years, he had used the facility to store mothballed inventions and equipment stockpiles. He had also taken the precaution of creating an offsite data archive there as a backup in case the FF's headquarters building should ever be destroyed. Several years ago, Richards cleared out a third of the space and converted it to a heavy equipment manufacturing facility. Due to New York's Ordinance RL-95238.2 on building height (and not wanting to alert the public to the presence of this warehouse), he constructed sub-levels beneath the surface of the East River to serve as laboratories for highly classified research into parallel realities and temporal anomalies. This plus the replacement of the small office front and parking lot with a prefabricated residential housing unit made this site a suitable interim headquarters for the Fantastic Four.

Mister Fantastic's technology has been returned to him now that the team is back in residence, so both the portal to the Negative Zone and the duplicate of Doctor Doom's time machine are once again in the hands of someone who can oversee their use. And

Game Uses: The Fantastic Four's new HQ is suited for staging a variety of world-threatening scenarios. The team often gets caught in the middle of conflicts with cosmic powers, alien and interdimensional invaders, trans-temporal aberrations, and threats from the Negative Dimension or Microverse. Further, Reed Richards is a prolific inventor and xeno-techno analyst who has often set aside projects in mid-development and stored dangerous technology without completing analysis or performing danger assessments. This habit of his provides opportunities for new discoveries, creation of enhancement technology that may alter subjects' powers, and city-threatening disasters. Alternatively, since Reed Richards is one of the foremost scientists on the planet, Pier 4's sub-levels can serve as the site of a scientific disaster requiring super hero involvement. This is where both the Negative Zone Portal and Doctor Doom's Time Machine are stored, so it is a great place to center an invasion from the future or past, or even from the mysterious Negative Zone. It is also a good place to enter the Microverse.

Building: The facility's carbon poly-lattice walls and doors are Material Strength 22. All anti-intruder precautions range in intensity from 8 to 24.

Equipment: The Fantastic Four's transport devices and computers are second to none on Earth.

Fantasticar: Hull Strength 11. ECM 10, Flight 10 (*Autopilot, Passengers, Separation* [can separate into multiple modules]).

KI-RBE-5000 Customized Computer: Material Strength 17. Ability Boost 5 (Intellect), *Anti-Theft* 12-18.

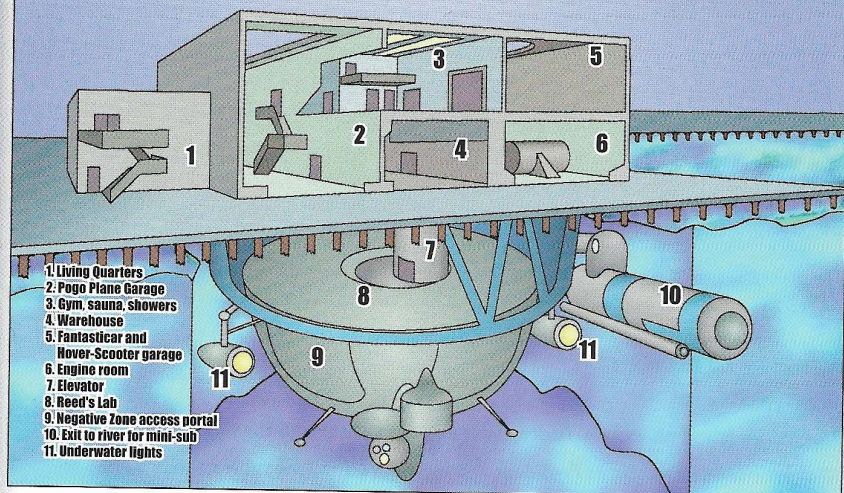
Negative Zone Portal: Material Strength 22 (Doors are Material Strength 30.) *Alarms, Dimensional Travel* 20 (Limit: Negative Zone only). The portal is rigged to the Fantasticar.

Pogo Plane: Hull Strength 14. Danger Sense 7, ECM 6, *Ejection, Flight* 22, Radar Sense 13.

Rocket Plane (Experimental): Hull Strength 18. *Automatic Return, Autopilot* 15, Danger Sense 11, ECM, *Ejection, Energy Blast* 12 (Limit: To those touching it without authorization only), *Flight* 25 (*Autopilot* 15), Radar Sense (Intellect 13X), *Space Flight* 4.

Sky Cycle: Hull Strength 3. *Flight* 8.

Temporal Plane: Material Strength 16 (Doors are Material Strength 24.) *Alarms, Time Travel* 8. This platform of light, a design of Doctor Doom's, transports those standing on it through time.



with the aid of Stark Solutions, Richards is rebuilding the security and maintenance computer to create a full-service, multitasking, auto-redundant AI unit more suited to research, analysis, and defense than the old one was.

Site Overview: A two-story prefabricated structure stands where the warehouse's office and parking lot used to be. Woven from a carbon-aramid polymer thread like that used to create the walls of Four Freedoms Plaza, this section contains spartan but servicable living quarters and common areas for the team. Further, since the unit is prefab, the FF can modify it easily. Security measures include full bio and neural imprint scans, as well as recognition of a securinet microfilament woven into the team's uniforms. Intruder repulsion systems include low-grade perimeter plasma guns, neural and diphasic shift disruptors in the interstitial wall segments, and automated capture systems (drones, auto lockdown, gas, and electroshock), plus detention pits built into the subfloor foundations.

This 40-foot-tall warehouse has two above-ground levels, each 20 feet high. The interior space is subdivided into two hangars, plus fueling depots, storage areas, workshops, and mechanical rooms. A two-story hangar houses the Fantastic Four's old Pogo Plane and their newer experimental Rocket Plane. This area is accessible via street-level blast doors or a rooftop hatch with elevating launch platform. Also on the ground floor are several storage rooms with blast doors, a heavy equipment factory, and machine and electrical rooms. Some of the second-floor rooms have been converted into an impact-enhanced gymnasium with a full-cycle running treadmill and an obstacle course. Next to this is a small vehicular workshop with roof hatch access that houses the Fantasticar and Sky Cycles.

The sunken sub-levels are accessible via a secured elevator in the center of the building; access to it is controlled by the same identi-technology as the entrances use, plus voice recognition. There are two identifiable sub-levels, plus an anterior coupling link for attaching more as needed. The first sub-level is Reed Richards's private lab, which includes full-range science modules for electronics, robotics, computers, chemistry, polymers, exobiology, forensics, surgery, physics, EM/radiation, gravimetry, and cold fusion. The computer station here allows multimedia access to the Worldnet. An underwater docking gantry on this level connects with a minisub port into the river.

The second sub-level hosts the new KI-RBE-5000 experimental customized computer, which manages security and facility functions. KI-RBE contains fully integrated modules and subroutines from the FF's old computer. In addition, both the Negative Zone Portal and Doom's Time Machine are secured behind a triple-redundant set of vault doors. The balance of this level holds life support and recycling systems.

Enhanced Individuals: See the entry on Four Freedoms Plaza.

CODE: DIPLOMATIC

These files discuss sovereign nations that have strong ties to enhanced individuals. In many cases, these countries are actually governed by such beings; occasionally, however, there is merely a high level of enhanced activity within their borders. Some of these countries, such as Genosha and Latveria, have provoked international censure. S.H.I.E.L.D. recommends caution in all dealings with representatives of these governments.

GENOSHA

File Type: Nation

Location: Island off eastern Africa, between Madagascar and the Seychelles.

Government Structure: President and legislature (now possibly overthrown)

Travel Advisories: Constant. All nations discourage travel to Genosha because of both the political situation and the dangers posed by its ongoing civil war.

Sanctions: Worldwide sanctions against Genosha are in place due to escalation of racial policies. Genosha has been ejected from the Organization of African Unity and is the world leader in Amnesty International citations.

Profile: Genosha's population consists entirely of English-speaking Europeans who have established a genetically pure homeland for themselves far from heterogeneous Europe. The country is mineral-rich and self-sufficient, ranking among the most prosperous of African nations even in the face of sanctions.

The anti-mutant policies of this country are universally decried, even by those nations with official sanctions against mutants. The all-powerful Genoshan State Security agency (which only nominally answers to the president) bio-engineers the mutants—nameless superpowered slaves brainwashed to serve the state. Mutates perform many functions, but are always involved in the capture and enslavement of any mutant or superbeing who enters Genosha.

Genosha's president tried to gain international support for these policies by capturing several mutants based in the United States and placing them on trial. The mutant vigilante teams known as the X-Men, the New Mutants, and X-Factor invaded Genosha and exposed its genocidal policies to the world. The global community responded with sanctions when it became

Game Uses: A mission to Genosha could easily whip mutant heroes into frenzies of outrage. Government rightists could send the Press Gang to capture the heroes, or they could have to rescue enslaved companions.

Personnel: The civil war involves all of Genosha's residents, civilian, soldier, or mutate.

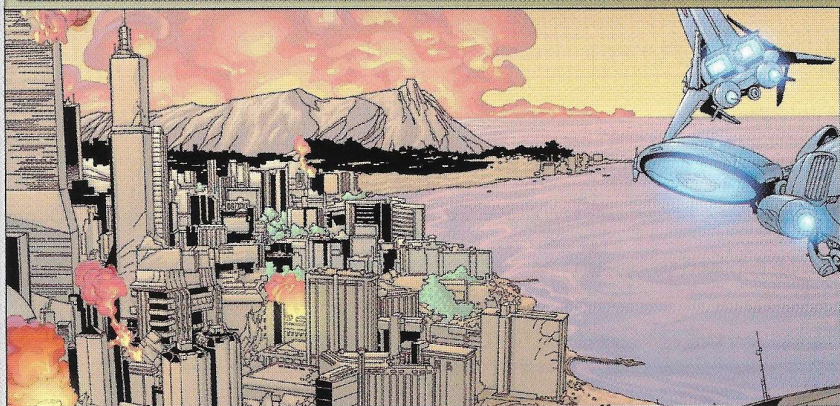
Magistrate: Strength 5X, Agility 5X, Intellect 4X, Willpower 4X, Edge 0, Health 10. Equipment: Body Armor +2, Force Rifle +3 (Nullification 20; Limit: One power type only [Skinsuit Body Armor]), plus assorted other weapons. Calling: Guardian.

Mutate: Strength 4X, Agility 4X, Intellect 3X, Willpower 3X, Edge 0, Health 10. At least one superpower. Equipment: "Skinsuit" (Body Armor +2; Limit: Negates ability to reproduce). Hindrance: Naïve (no memory except for that programmed by the Genengineer). Calling: Soldier.

Equipment: The military and the Genengineer have several specialized items.

Power Dampener: Nullification 20 (Limit: Neutralized by electronic keys).

Soldier Armor: Ability Boost 10 (Strength), Body Armor +7, two Machine Guns +5, two Rocket Launchers +8.

CODEX
DIPLOMATIC

clear that Genosha's "naturalization policy" included the practice of conscripting foreign nationals, forcing Genoshan citizenship upon them, and then pressing them into slavery according to Genoshan law.

In the wake of this exposure, a protracted civil war broke out in Genosha when the enslaved mutates rose against the government. Though casualties have been heavy, international mediators have been repulsed by both sides; they seem bent on destroying each other. The policy of the United States is to support the existing government.

Site Overview: In the heart of the capital city, also called Genosha, stands the Citadel—headquarters of the Genoshan State Security. The Citadel's most striking design feature is a trapezoidal tower, which serves as a beacon and a citywide public address system. Other Genoshan cities have similar beacons.

In the highlands north of the Ridgeback Mountains is the Mutant Settlement Zone, where the slaves live. Referred to in official records as "modules" and in unofficial slang as "genejokes," the mutants are locked in their skinsuits and herded like sheep.

Enhanced Individuals: The mutates (file [N/XMGN888](#)) have evinced dozens of enhanced powers. Deprogramming them is very difficult and always involves a complete mindwipe. In some cases, however, their memories have later returned, particularly when the brainwashing was broken by psychic surgery.

Mutates exist at the behest of the Genetics Directorate and Genegineer David Moreau (file [V/XMGN620](#)), an unenhanced scientist with vast talents in genetic manipulation. The Genegineer oversees the preparation of new mutates, which involves mindwiping mutants, shaving their heads, tattooing numbers on their foreheads, and placing them in skinsuits.

Cameron Hodge (file [V/XMRT117](#)), the former leader of the fanatical terrorist group called the Right, briefly became Genosha's leader. Reports indicate that he is now dead.

The military is led, in part, by the magistrates (file [N/XMGN878](#)), a group of veteran soldiers charged with controlling mutants. Most magistrates are human, including Chief Magistrate Anderson (file [N/XMGN878-878A](#)). But some—most notably former X-Factor leader Havok (file [H/XMHV044](#))—are mutants or former mutates whose powers are inhibited by dampeners. An elite military group called the Press Gang, consisting of both human and mutate soldiers, regularly launches guerrilla strikes to capture citizens of other nations in accordance with Genosha's "naturalization policy."

New Technology: Before the disappearance of Cameron Hodge, he and the Genegineer operated powerful genetic transmutation devices that bestowed superpowers at the cost of memories. The Genegineer also created the power dampeners that have crippled even such powerful mutant vigilantes as Havok and Phoenix.

In addition, Genoshan State Security has developed many new forms of armor and armament. S.H.I.E.L.D. investigations have never conclusively proven any connection between the Genoshan technological wizards and the scientists of the Right, but anecdotal evidence suggests a very strong link. Most notably, the Genoshan soldiers wear battlesuits whose designs seem strongly influenced by the so-called "smiley armor" of the Right.

LATVERIA

File Type: Nation

Location: The Balkans, near Transylvania and the former nation of Yugoslavia

Government Structure: Dictatorial "enforced monarchy" under King Victor von Doom

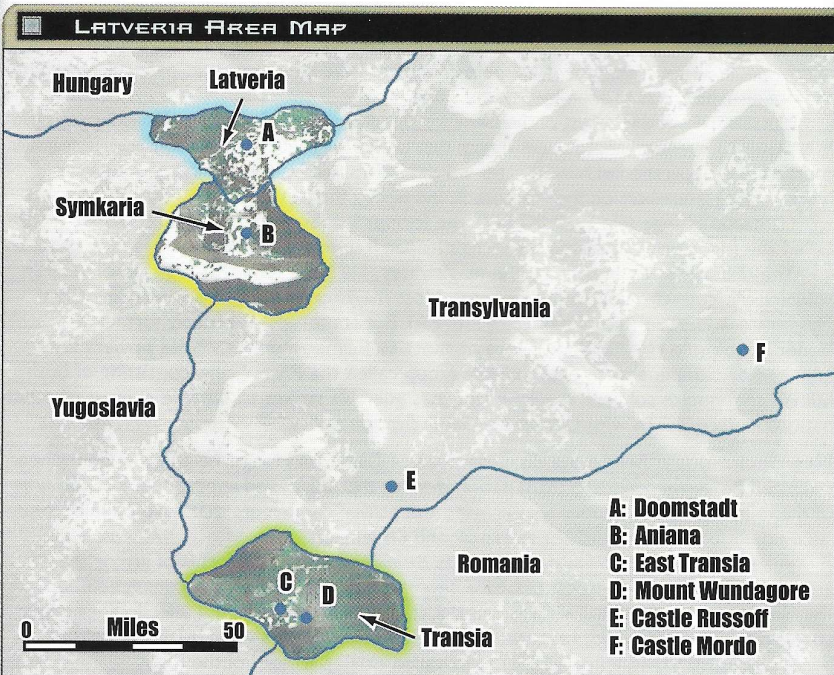
Travel Advisories: Latveria's borders are closed to travel except at the behest of its king.

Sanctions: United Nations only, but Latveria does not deal with the outside world. The nation only maintains one embassy in the world, and that one is in New York City.

Profile: Latveria has been known for some years as an extension of the world's most notorious super-villain, Doctor Doom. This is a reasonable assessment, but the nation has only recently appeared on the world stage. Before Victor von Doom's ascension to the throne, Latveria was only a nation frequently confused with the Baltic ex-Soviet state of Latvia.

Latveria was ruled for six centuries by successive generations of the Haasen monarchy. Wrested away from Transylvania by a small warrior band from Latvia, Latveria stayed a medieval nation well into the Renaissance. Increasing belligerence on the part of its neighbors led Latveria to take an isolationist stance starting in the 18th century. By the time of the Cold War, Latveria's kings had taken only tiny steps toward the technological revolution that had changed the face of the rest of the world.

Then in the capital city of Haasenstadt, events unfolded that would imperil the world. The armored gypsy named Victor von Doom returned from studies abroad and offered King Vladimir Haasen the chance to make Latveria a world power. Facing economic ruin brought on by royal overspending, King Vladimir named von Doom his science advisor.

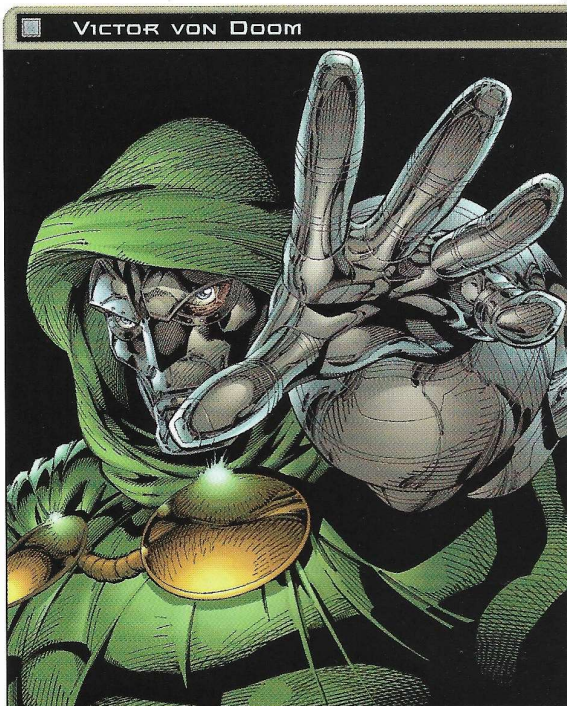


>> MORE // Latveria

Vladimir soon died in a palace coup at the hands of a noble from the house of the Draasens, cousins to the Haasens. The perpetrator was caught shortly thereafter in a similar assassination attempt on Vladimir's heir, Prince Rudolfo. Within weeks, the prince abdicated his throne to his father's science advisor, making a gypsy into a king.

The people of Latveria gleefully accepted Victor von Doom as their absolute ruler, and he remade the country in his own image. He renamed the capital city Doomstadt and began to use the resources of his new land to further his dreams of conquest and revenge against the world.

Doom's rule of Latveria hasn't been without challengers. A dictator always faces his share of coups, but Doom has had more than most. Nevertheless, he remains secure on his throne, not only because of his amazing power and technology, but also because of the love his people bear him.



Site Overview: All inhabited areas of Latveria serve to remind visitors who's in charge. One need look no further than the city of Doomstadt to see that this is so. Curiously, there is no gloom associated with this much Doom. The people of Latveria are not only happy, they are proud that their cities are neither overcrowded nor polluted, and that crime and unemployment are words found only in dictionaries. Doom's people are totally self-sufficient, wanting for nothing.

Still, the Latverians are mired in the early 20th century as far as technology is concerned, and few have above a third-grade education (by Doctor Doom's design, since he seems to believe that he can more easily control an uneducated populace). Worse yet, the people have no personal liberties at all. Whatever Doom wants, Doom takes. At one point, he nearly destroyed Doomstadt in an attempt to kill the Fantastic Four—and yet the people saw Doom as the hero even then.

Despite its technological backwardness, Doomstadt is patrolled by the world's most advanced robots, which function as everything from guards to tour guides. Citizens are used to seeing von Doom visiting Doomstadt and the surrounding towns, but more often than not, the visitor is only a robot likeness of the monarch. The citizens are led to believe that their king visits every village every month *on the same day*. For a time, a robot even governed the country while Doom was presumed dead, keeping the illusion alive for the citizens of Latveria.

Enhanced Individuals: Doctor Doom (file [V/FFDD001/B](#)) is the most dangerous man in the world. With time travel and mind control technology, he has already conquered the world once. Still, he has weaknesses: overconfidence, Latverian jingoism, and a fervent hatred of Reed Richards (file [H/FFMF001/B](#)) and the Fantastic Four. Richards and von

Game Uses: Latveria is the ultimate symbol of the principles against which heroes fight. This is what would happen to the world were von Doom to succeed in one of his grand schemes. So Latveria is where the Narrator can set an epic adventure. But the lands of Doom shouldn't be entered lightly! Heroes should only be led to Castle Doom when the fate of the entire world is at stake, and then only as the last stop in a globe-spanning epic. Don't overuse Latveria or it will lose its menace.

Latverian Home Rule: Due to the presence of Doctor Doom, the value of any card the Narrator plays from the Doom Bank is doubled when heroes are adventuring in Latveria or Castle Doom.

Personnel (Human): Humans in Latveria can be classified into three categories: staffers, subjects, or gypsies.

Guardsmen: Strength 4D, Agility 5C, Intellect 3X, Willpower 3X, Edge 0, Health 10. Wrestling, Artillery, Marksmanship. Equipment: Blaster Pistols +3. Calling: Soldier.

Gypsy Healer: Strength 3X, Agility 3X, Intellect 4C, Willpower 6D, Edge 0, Health 10. Biology (Botany), Occult; Mesmerism. Magic 3 (Limit: Only magical effects that involve healing and/or laying curses). Calling: Explorer.

Personnel (Robotic): Doctor Doom makes robots for every conceivable purpose. All Doombots look exactly like the Latverian monarch.

Doombot (Combat Model): Strength 12X, Agility 6X, Intellect 10X, Willpower 10X, Edge 3, Health 30. Body Armor +2, Electrical Control 12 (Stunt only; Shock Field), Energy Blast 12, Enhanced Senses 12, Flight 12, Force Field 12, Invulnerability (to Mental Control), Life Support 12, Transmutation 2 (can self-assemble into a new body if head is detached). Calling: World Domination.

Doombot (Diplomatic Model): Strength 10X, Agility 6X, Intellect 12X, Willpower 12X, Edge 2, Health 25. Body Armor +2, Energy Blast 10, Flight 10, Invulnerability (to Mental Control). Calling: World Domination.

Doom-Knight: Strength 8X, Agility 8X, Intellect 4X, Willpower 3X, Edge 2, Health 25. Body Armor +8, Computer Link 10, Enhanced Senses 8 (Infravision), Invulnerability (to Mental Control). Equipment: "Force Spear" 10 (Energy Blast). Calling: Soldier.

Warrior Robot: Strength 6X, Agility 6X, Intellect 2X, Willpower 2X, Edge 1, Health 17. Body Armor +6, Computer Link 10, Energy Blast 8, Enhanced Senses 8 (Infravision), Invulnerability (to Mental Control). Equipment: Some warrior robots carry Insulato-Shields (defense or attack bonus +6; Limit: Single user requires Strength 12 or greater, or two users each require Strength 4 or greater). Calling: Soldier.

Equipment (Vehicles): Victor von Doom's transportation technology is rivaled only by that of the Fantastic Four.

Bubble Ship: Hull Strength 18. Lightning Speed 8 (Swimming; Passengers), Waterbreathing 8.

Saucer Ship: Hull Strength 18. Energy Blast 15, Flight 25 (Passengers, VTOL capability), Invisibility 18 (Invisibility to Machines), Space Flight 18.

Temporal Plane: Material Strength 16 (Doors are Material Strength 24.) Alarms, Time Travel 8. This platform of light transports those standing on it through time.

Equipment (Scientific): Doctor Doom's innovations in various scientific fields are legendary.

Enlarging Ray: Size Alteration 19 (Limit: Growth only, up to eight targets, unit is located in the Microverse).

Hypnoticon: Light Control 10 (Strobe; contingent Hypnosis 14 [can command one action per exchange, effects wear off after one hour]).

Reducing Ray: Size Alteration 19 (Limits: Shrinking only, up to eight targets, victims arrive in the subatomic Microverse).

Doom were college roommates in America when the latter's face was scarred in an unauthorized experiment. Von Doom has always believed that Richards was responsible for his disfigurement, and he constantly plots against his rival.

Other versions of the monarch have also shown their dangerous streaks. The Doombots appear to be Doctor Doom himself, but are really his creations. When Doom was presumed dead, his adopted child Kristoff (file V/FFDD001-001W) was placed in a Doom exoskeleton by the Doombots and brainwashed to believe himself the real article; Kristoff was later sacrificed by the man who had adopted him. The Doomsman (file V/FFDD001-001K), an android Doom who developed a different malevolent personality, once battled Doctor Doom for control of Latveria.

Many tribes of gypsies roam Latveria. The gypsies—one of whom was Cynthia von Doom (file V/FFDD005), Victor's late mother—are the only Latverians allowed to come and go as they please, since von Doom knows they have no safer haven in all of Europe. A number of Latverian gypsies have shown aptitude in the magical arts, though only on a minor level.

New Technology: The Directorate has cataloged hundreds of Victor von Doom's hyper-advanced creations, a few of which are described here. These devices have been divided into three categories: robots, transportation, and weapons.

Doom's most common robots are the warriors, which look like men in purple and gray armor. A variation on these is the Doom-Knights, which wear gray suits of armor and hold energy spears. As previously noted, von Doom sends robot duplicates of himself into both combat and negotiations. Each of these Doombots believes it is Victor von Doom, at least until the real Doom or another Doombot arrives on the scene. (The fact that von Doom creates this many duplicates suggests that he has a fixation on his own appearance. This may not be much of a weapon against the tyrant, but it may help agents who face him.)

Doctor Doom accepts no barriers to his travels. Accordingly, he has designed spacecraft, underwater bubble ships, rays that shrink the user into subatomic dimensions, and, most troublingly, a time-travel platform. This last device requires the operator to stand on it while a square of light transports him or her backward or forward in time. (Reed Richards has a duplicate of this device at Pier 4.)

Doom's weapons are legendary. He has used guns that fire tight rays of anti-matter to cause explosions, devices that blast electricity and quench fire, beams that can freeze their targets in time, hypnosis-light generators, and even a device that breaks a target down into its component molecules.

Castle Doom

S.H.I.E.L.D. has assembled several eyewitness accounts of the inside of Doctor Doom's stronghold. Notably, Reed Richards of the Fantastic Four has provided the Directorate with detailed plans of Castle Doom from his unique perspective as a guest and occasional hostage.

Castle Doom is a huge, 110-room castle built in the 16th century by the Latverian nobleman Count Sabbat. The structure overlooks the capital city of Doomstadt (formerly called Haasensstadt). Doom has lived in the castle ever since he usurped the throne from the rightful heir, except for the brief periods when his rule was interrupted by Prince Zorba and Kristoff.

Doom destroyed the original castle to quell a rebellion led by exiled Prince Rudolfo, but rebuilt it thereafter. Its outer structure remains much the same as that of the original, but many technological advances have now been integrated into the shell. Among its numerous rooms, the castle contains Doom's private suite, his many laboratories, his art museum, his robotics factory, and the dungeons. Castle Doom has a permanent staff of 350, all but 50 of which seem to be robots.

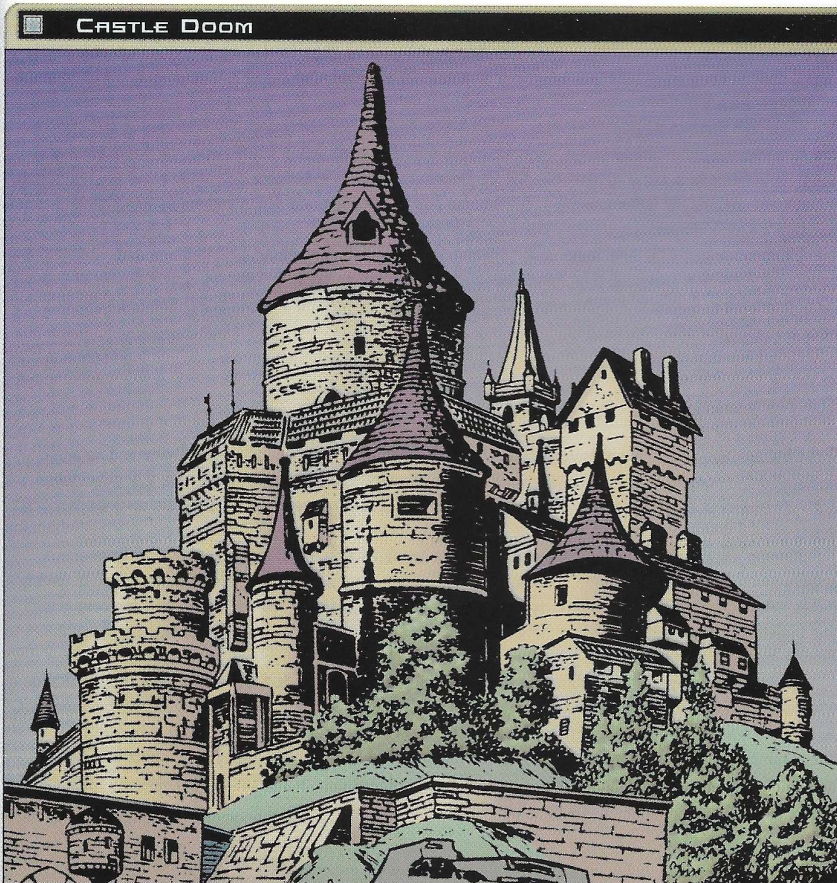
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Site Overview: Doom chose granite and other extremely tough types of stone for the castle's outer walls and reinforced wood for its roofs. The interior walls can be modified to reflect energy and physical attacks. Human and robot guards maintain security around the exterior walls at all times, and both types of guards frequently patrol inside the castle as well. Doom has also placed sensors everywhere, and he can readily trigger defense systems such as stun and shock fields, knockout gas, and air cannons. (Notably, Doom only allows human servants to monitor the sensors, which usually means a delay in reporting invasions.) Force fields can reinforce any area of the castle with one minute's warning.

The basement and sub-basement levels contain wine cellars, detention dungeons, secret R&D labs, and a highly efficient nuclear reactor with extensive backup systems. Probably the weakest defensive point of the castle is the submersible entrance through the Klyne River that leads into the catacombs.

The ground floor door opens into the grand entry hall, where six suits of armor (probably warrior robots) stand guard near a pair of titanic stone pillars that support the castle. Doom's raised throne, forged of gold and jewels, dominates the lavish reception hall. Behind the throne, a huge tapestry depicting Doom's coronation hides the entrance to the monarch's robing room and study. Off the entry hall is a massive art gallery filled with Rembrandts, Renoirs, and other such masterworks. To the left of the reception hall are the staff lounge, the staff dining room, and some extremely antiquated kitchens; to the right are the fully stocked armory (no technological backwardness here), a robot repair/recharging area, and quarters for the guards. Humans usually staff all guardposts on this floor.



Game Uses: Doom is in complete control of his abode at all times, so infiltration is very difficult.

Building: The exterior walls are Material Strength 10, while the reinforced wooden roofs are Material Strength 7. Interior walls are usually Material Strength 8, though around high-security areas they are Material Strength 12; these latter are supplemented with energy screens that reflect most energy and physical attacks. Doom can erect force barriers inside or outside his abode at any time. Within the castle, Doom or his guards can direct various stunning, electrical, and other attacks from systems built into the castle walls.

Equipment: Doom's built-in defenses are entirely his own design.

Anti-Intruder Systems: Air Control 10, Electrical Control 15 (Stunt only; Shock Field), Poison 12+ ["Knockout Gas;" Soporific], Stun Blast 10.

Energy Screen: Energy Reflection 15.

Force Barrier: Force Field 15.

The second floor houses a little-used ballroom, the official throne room, a formal dining room, servants' quarters, and expensively furnished guest rooms. The music room (where the dictator often plays his Stradivarius violin) is also on this level, as is the castle museum where the crown jewels and a nonrobotic statue of Doom in the Latverian crown are displayed. Of more strategic note is the communications center; from here von Doom and his staff control the Latverian satellites and monitor every broadcast inside the country. Nearby is the two-level robot construction lab, plus the office of Doom's official historian and biographer. Finally, a balcony allows Doom to address his adoring public.

R&D labs dominate Levels Three and Four. Here Doom invents weapons and robots; a heavy-duty elevator connects the two labs. Also on the third floor are an infirmary, a state-of-the-art quarantine chamber, and staff quarters for doctors, who treat the citizens of Doomstadt as well as their king. Many of Latveria's scientists also live on this level. The third-floor surveillance center monitors the whole country through computerized spy sensors, essentially alerting Doom to any open displays of independent thought. Also on this floor are the hangar for Doom's saucerlike aircraft, a heavy weapons armory containing medievalized energy weapons and projectile launchers, and guardposts staffed with Doombots and Doom-Knights.

The R&D lab continues onto Level Four, which also houses a chemical lab, a radiation and genetics lab, and a holography and laser lab. These labs are probably among the world's finest; the advances Doom has made here include the development of full-scale cloning and handheld holographic projectors. The senior scientist (a position of high turnover in Doom's castle) maintains an office and quarters on this floor. The surveillance center on Level Three also extends up here; monitoring on this floor concentrates primarily on international espionage.

Levels Five through Ten are entirely contained in the massive central tower. Among the known or theorized sites here are a game room on Level Five, Doom's living quarters on Level Six, possibly a science lab on Level Seven, a magical sanctum on Level Eight, and a two-story library on the top two floors. This last is likely one of the most dangerous magical libraries in the world, though Doom himself has yet to prove himself a master of the mystic arts.



MADRIPPOOR

File Type: Nation

Location: The western Indonesian archipelago

Government Structure: Monarchy ruled by Prince Baran, a descendant of the pirates that founded Madripoor

Travel Advisories: Constant. Madripoor's love affair with crime makes it a dangerous place.

Sanctions: No sanctions are in place. Surprisingly, no country feels that Madripoor is out of line with international law. This suggests that more of them benefit from its practices than is generally acknowledged.

Profile: Madripoor describes itself as one of the most prosperous shipping yards in the Far East—and it is. But it is also a former pirate base with a relaxed attitude toward law, especially international law. Since Madripoor has no extradition treaties with any nation, it is home to many criminal organizations, including its own bureaucracy.

The island is ruled by Prince Baran, an amoral monarch who tries to appear above the criminal elements in his domain. Despite his protestations of innocence, he is aware of nearly every illegal activity in Madripoor and quite frequently coordinates such enterprises himself.

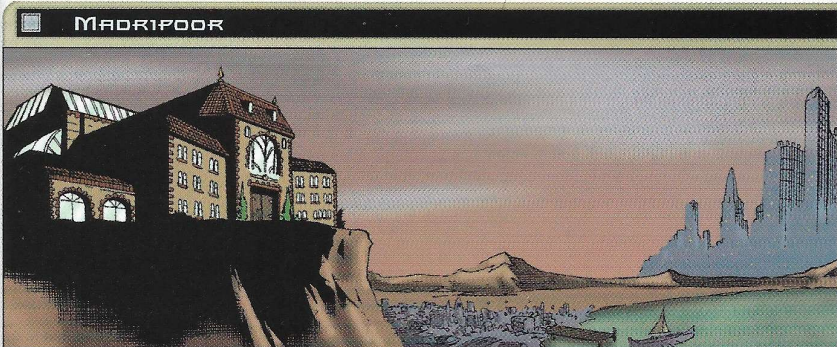
Appealing to the Madripoor police for help is not wise. As far as S.H.I.E.L.D. can tell, Police Chief Tai does not participate in any criminal activities or even profit from them, but he does not actively prevent them either. Perhaps he believes that most crime in Madripoor is beyond his ability to affect, or perhaps he has been ordered to ignore crime that is under the protection of Prince Baran. Regardless, even though Tai himself appears honest, the police do not seem to be an active force for law and order in Madripoor.

Site Overview: The nation of Madripoor consists mostly of untamed jungle. There is only one city (also named Madripoor), which is divided into Hightown, a shimmering world of plenty, and Lowtown, a simmering world of poverty. Crime thrives in both places, but it is of a higher quality in Hightown. The one percent of the populace that lives in Hightown controls ninety-nine percent of Madripoor's economy. The imperial palace of Prince Baran stands on a cliff overlooking Lowtown.

Beyond Hightown and Lowtown, most of the land is untamed wilderness. The jungle is so impenetrable that development of the island's natural resources is nearly impossible. This is probably fortunate, because the ruling body on the island would certainly squander those resources if given the opportunity.

A few small villages and estates pepper the island, and some fishing villages dot the coast. There is a class-A international airport on the one good road out of Lowtown. On a nearby island, an unexplained explosion recently destroyed the simple village of Rumika, killing hundreds of people.

Enhanced Individuals: The two main crimelords of Madripoor both have connections to enhanced individuals. General Nguyen Ngoc Coy (file [V/XMMA667](#)), a ruthless dealer



>> MORE // Madripoor

in drugs and other valuables, is the uncle of the mutant vigilante Karma (file V/XMKA744). Coy employs such enhanced bruisers as the pseudo-Norse adventurer Roughhouse (file V/XMMA911) and the vampiric Bloodscream (file V/XMMA918).

His primary rival, Tyger Tiger (file V/XMMA812), is a cold-blooded merchant of violence who wears a battlesuit when she fights. It is believed that she killed another rival named Roche (file V/XMMA277). Roche's most trusted allies were a pseudo-vampire named Sapphire Styx (file V/XMMA278) and a martial artist named Razorfist (file V/XMMA291). Since Roche's death, neither of his henchmen has been seen.

The General and Tyger Tiger maintain an uneasy truce imposed by Prince Baran (file N/XMMA012). S.H.I.E.L.D. agents should be aware that this truce could break out into a shooting war at any moment.

Inexplicably, the mutant super-agent Wolverine (file H/XMWV007/B) maintains a base in Madripoor under the assumed identity of Patch, co-owner of Lowtown's Princess Bar. Wolverine's partner in this endeavor is a local businessman named O'Donnell (file H/XMWV007/B-supplemental). S.H.I.E.L.D. operatives in Madripoor have been unable to discover why Wolverine keeps up this charade.

New Technology: Madripoor's merchants are not innovators, but distributors of innovation. Many items of enhanced technology come illegally through the offices of Landau, Luckman & Lake, a firm that sells foreign goods in Lowtown.

Game Uses: Any type of crime can occur in Madripoor; so crimefighting heroes should have plenty to keep them busy here. In particular, there are international theft and trafficking schemes aplenty. Even so, no one could possibly hope to clean up Madripoor.

Personnel: Most of the enhanced individuals in Madripoor are connected with the government.

Baran (Prince of Madripoor): Strength 3X, Agility 3X, Intellect 7C, Willpower 6C, Edge 0, Health 10. History, Trivia (Bad American Movies), Leadership, Politics. Calling: Majesty.

Bloodscream: Strength 11X, Agility 7X, Intellect 4X, Willpower 4X, Edge 2, Health 25. Invulnerability (to non-magical metal weapons), Regeneration 12 (Limit: Can gain back no more Health than was drained from the last target), Life Drain 12 (Telepathic Control; Limit: Must be touching flesh of victim to drain). Calling: Demolisher.

Nguyen Ngoc Coy (General): Strength 4X, Agility 4D, Intellect 6D, Willpower 7B, Edge 0, Health 10. Marksmanship, Criminology, Finance, Leadership, Military. Equipment: Handgun +3. Calling: Greed.

Razorfist: Strength 8D, Agility 8D, Intellect 4X, Willpower 4X, Edge 1, Health 17. Knives, Martial Arts. Steel-Blade Hands +3. Calling: Soldier.

Roche: Strength 3D, Agility 3D, Intellect 6X, Willpower 5D, Edge 0, Health 10. Knives, Marksmanship, Finance. Calling: Greed.

Roughhouse: Strength 17D, Agility 5D, Intellect 4X, Willpower 8X, Edge 1, Health 17. Wrestling, Martial Arts. Invulnerability (to non-magical attacks; Limit: Only applies to damage that reduces him to 0 Health). Calling: Adventurer.

Sapphire Styx: Strength 4X, Agility 4X, Intellect 4X, Willpower 4X, Edge 1, Health 17. Body Armor +3, Emotion Control 14 (Prolonged Emotions; Limits: One emotion only [intense physical attraction to Sapphire, only affects those who have lost Strength to her Weakness stunt]), Life Drain 12 (Stunt only; Weakness). Calling: Demolisher.

Tai (Police Chief): Strength 5D, Agility 4D, Intellect 5X, Willpower 5C, Edge 0, Health 10. Wrestling, Marksmanship, Law Enforcement, Politics. Equipment: Handgun +2. Calling: Soldier.

Tyger Tiger: Strength 4D, Agility 5C, Intellect 7D, Willpower 8C, Edge 0, Health 10. Knives, Marksmanship, Martial Arts, Computers, Finance, Leadership. Equipment: Battlesuit +4 (Body Armor), Handgun +3. Calling: Greed.

SYMKARIA

File Type: Nation

Location: The Balkans, near Transylvania and Latveria

Government Structure: Parliamentary monarchy, with a fractious three-party system (Symkaria's current patriarch is King Stefan, and its prime minister is Alphonse Gallatik.)

Travel Advisories: None, though Symkaria's northern border to Latveria is closed.

Sanctions: No sanctions are in place. Symkaria has become a center for European war crime trials.

Profile: Symkaria is a Balkan nation led by a royal family that has ruled more or less benevolently for three centuries. Its economy is weak but stable. The nation's chief economic powerhouse, the mercenary consortium Silver Sable International, maintains over half the region's export trade; this in itself suggests that Symkaria's impact on the world stage will remain limited.

The country maintains a huge standing army because of its historic need to struggle for independence. Latveria, Transylvania, and other nations have often tried to swallow it up over the years; this series of conflicts eventually led to the Independence Treaty, which is the foundation of Symkaria's current peaceful but tense relationship with its neighbors. In 1942, Symkaria and Latveria jointly repulsed Nazi Germany—but not before genocidal atrocities had claimed the lives of at least 1,200 Symkarians at the Eptrios concentration camp. Because Symkarians have neither forgotten nor forgiven this event, the nation has since become an international center for hunters of Nazi war criminals.

The Symkarian government sanctioned the hunt for Nazis by issuing a national mandate that formed the Wild Pack, a radical anti-Nazi activist force. Nazi leaders brought to Symkaria for trial knew that they would never leave. Symkaria's vengeful tactics in hunting down war criminals horrified many in the world, but eventually the national drive for revenge lessened, and the country became an accepted player on the world scene. Relationships between Symkaria and other nations (notably the U.S., whose Central Intelligence Agency was implicated briefly in the Red Skull's assassination of King Stefan's fiancée) are chilly at best.

Site Overview: Symkaria habitations—Aniana (the capital), Kronlia, and the resort towns surrounding Mount Balba and other mountains—retain their historic German architecture because they escaped bombing during World War II. The royal family lives in a palace in Aniana, which is also home to some of the world's finest schools of espionage and criminology. Nearby, Castle Sable serves as Silver Sable International's base of operations. This 18th-century structure contains state-of-the-art alarms and intelligence-gathering technology.

The people of Symkaria tell a dark legend about the wooded, rose-covered baronial estate known as Raven's Copse. Years ago, Baron Ravensar's sons accosted a gypsy's daughter and slaughtered his son. The Baron and his kin were unrepentant, so the wronged gypsy laid a curse on them and their progeny, bidding them to become the "beasts they were in their hearts." To this day, Symkarians give beautiful Raven's Copse a wide berth, claiming that werewolves stalk the area. S.H.I.E.L.D. intelligence cannot verify these reports, but given Symkaria's proximity to Transylvania, there is no reason to assume that the legends are false.

Enhanced Individuals: The Wild Pack maintains a headquarters in Symkaria and a central base in New York. Its original leader was Symkarian intelligence minister Ernst Sablinovia (file [D/MTSS618](#)), whose wife Anastasia was gunned down by Nazi leader Ivan Trefkov (file [D/MTSS291](#)). After Trefkov crippled Sablinovia (and died in the process), the

minister's daughter Silver (file H/MTSS599/B) took over the Wild Pack. At present, the Wild Pack's mercenary efforts fund Silver's multinational company, Silver Sable International, which in turn funds much of Symkaria. The organization's mission has changed over time to tracking down criminals of all types, not just war criminals.

With this expanded mission, the Wild Pack's membership roster has grown to include some enhanced individuals. In fact, Silver Sable's recent mercenary activities have involved temporary alliances with such famous heroes as Spider-Man and Captain America. Law enforcement agents have been troubled by the inclusion of the Outlaws, a band of former criminals, in the Wild Pack. All of its members are or were representatives of the Symkarian government, however, and are entitled to diplomatic immunity in the United States.



New Technology: Symkaria remains quaintly behind the times in terms of technology. However, Silver Sable International maintains one of the most sophisticated networks of crimefighting technology on the planet, with the former Wakandan king T'Challa supplying much of the company's equipment. Unenhanced Wild Pack members typically wear kevlar armor, carry blaster pistols, and ride airborne power sleds.

The most unusual Symkarian technological advance is the Ergonoff clock, made by a criminal family in Kronlia. Some of these clocks (available only by special order) can be reassembled into finely crafted guns after they have passed through customs.

Game Uses: Symkaria's proximity to Latveria and Transylvania makes it a perfect base of operations for adventures into those dark domains. The Wild Pack can be used anytime someone accuses the heroes of being on the wrong side of the law, as this group operates outside conventional laws and treads that gray line between heroism and greed.

Personnel: Outside of Silver Sable herself, only the Wild Pack merits special attention in Symkaria.

Wild Pack Member: Strength 5C, Agility 5C, Intellect 4D, Willpower 4X, Edge 0, Health 10. Brawling, Knives; **Marksmanship, Martial Arts;** Espionage. Equipment: **Blaster** +3, Kevlar Body Armor +3, Power Sled 6 (Flight). Calling: Soldier (Adventurer).

TRANSIA

File Type: Nation

Location: The Balkans, near Transylvania and Latveria

Government Structure: Constitutional, governed by the elected burgomeister of the town of East Transia.

Travel Advisories: Travel to Transia is unrestricted, though many countries (including the U.S.) advise tourists to beware of strange phenomena there.

Sanctions: None. Transia's government has never done anything to anyone.

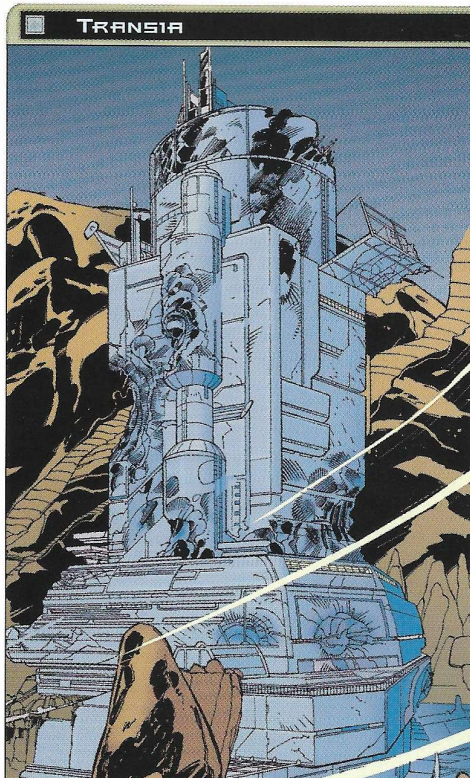
Profile: Transia has had little impact on any of its neighbors. It is a quiet collection of towns with a combined population of barely 20,000 residents.

Site Overview: Mount Wundagore, located at the heart of Transia, has a complex history involving magic, demons, and cosmic forces. The information presented here is of dubious veracity, but a great many local storytellers swear it is the gospel truth.

The primary legend is this: In the sixth century, the sorceress Morgan Le Fay and her Darkholder cult imprisoned the extraplanar being (or, less precisely, "demon") known as Chthon inside Mount Wundagore. Chthon's magic gradually suffused the mountain with power. (As a side note, the villain Puppet Master has reportedly used earth from this mountain to control the minds of others.)

By the 20th century, ownership of Wundagore had transferred from Gregor Russoff (father of Jack Russell, the monstrous Werewolf) to geneticist Herbert Wyndham. He and his partner Jonathan Drew discovered uranium on Wundagore and used the proceeds from its sale to build a citadel of super-science. Free from the world's scrutiny, Wyndham accelerated the evolution of normal animals, turning them into half-human beasts called "New Men." He also accelerated his own evolution to become (it is said) the pinnacle of human evolution (code designate High Evolutionary). Wyndham, the New Men, and (according to reports) the spirit of a sixth-century sorcerer named Magnus battled the spirit of Chthon on Wundagore. Accounts of Wyndham's subsequent actions are too fantastic to be believed; some say he even created a small planet from an asteroid belt.

There seems to be a connection between Wyndham, Chthon, and the mutant Avenger Wanda Maximoff (code designate Scarlet Witch). A bovine New Man named Bova sup-



posedly raised Wanda and her brother Pietro (code designate Quicksilver). The Scarlet Witch believes that Chthon imbued her with the potential for magic.

The New Men probably moved underground, though unreliable witnesses swear that they emigrated to a planet orbiting the Dog Star Sirius. Reports from the vigilante group Heroes for Hire suggest that the New Men have returned to Wundagore. Recently, a conflict involving the mutant terrorists called the Acolytes damaged the High Evolutionary's palace, but Wyndham's disposition is unrecorded.

Enhanced Individuals: The exact nature of the High Evolutionary (file N/FFHE022) is a mystery. He is clearly no longer just a human geneticist, but what he has become is open to debate. The Avengers and the Fantastic Four report that their power has rarely been enough to defeat Wyndham's advanced science and powers of matter rearrangement, which reportedly extend to creating life and entire worlds.

The Directorate knows of several New Men—also called Knights of Wundagore (files H/FFHE013 to 026). In addition to Bova, these include Lord Churchill (dog), Sir Delphis (dolphin), Lord Gator (alligator), Sir Leopard (Leopard), Sir Lyan (lion), Man-Beast (wolf), Sir Ossilot (ocelot), Sir Porga (pig), Sir Ram (sheep), Lord Tyger (tiger), Lady Ursula (bear), Lady Vermin (rat), and Lord Anon (whose original form is unrecorded). Reports indicate that all of these individuals have the abilities of their original animal forms combined with human intellect.

The Darkholder cult seeks to restore Chthon (file X/STCH502) to power using an ancient book of magical parchments called the Darkhold. The sorcerer Doctor Strange (file H/STDS001/B) reportedly keeps the Darkhold in his sanctum—another indication that he is amassing a dangerous store of magical references.

New Technology: The High Evolutionary has created some of the most advanced technology in Earth's history. He has developed spacecraft, genetic alteration chambers, flying steeds (one of which is owned by the ex-Avenger Black Knight), and even an entire planet reportedly called Counter-Earth. The Directorate advises all of its agents never to experiment with the technology of the High Evolutionary.

Game Uses: There's no point in going to Transia if you don't want to visit Wundagore. The heroes could respond to the Darkholder cult's newest attempt to raise Chthon, or the Knights could return to Wundagore for a cosmic battle.

Personnel: Anyone wandering around on Mount Wundagore who is not connected with the High Evolutionary is probably interested in the Darkhold.

Darkholder Cultist: Strength 3X, Agility 3X, Intellect 4D, Willpower 6X, Edge 1, Health 10. Occult. Magic 3. Calling: World Domination.

Equipment: The unusual items in Transia were created with either the High Evolutionary's science or Chthon's magic.

Atomic Steed: Strength 1 IX, Agility 12D, Intellect 0X, Willpower 0X, Edge 0, Health 10. Aerial Combat. Body Armor +18, Flight 8. Calling: Soldier.

The Darkhold: Using the Darkhold's ambient magic doubles a mage's Magic score (to a maximum of 24) while he or she is touching the book. Extensive reading of the Darkhold can raise a mage's Magic score by +1 permanently (up to a maximum bonus of his or her Hand Size), regardless of Willpower restrictions. When using the Darkhold in any way, the caster makes a Magic draw based on his or her normal Magic score (see the Magic description); if the spell fails, the caster gains a powerful Affliction appropriate to the passage read. If the card drawn is of the Doom suit and the caster has a non-villainous calling, his or her Calling becomes that listed on the card. Continued extensive use of the Darkhold can result in dire consequences of the Narrator's choosing.

TRANSYLVANIA

File Type: National province

Location: Western Romania, in eastern Europe

Government Structure: Transylvania is a province of Romania. Previously, it was an independent part of the nation of Wallachia.

Travel Advisories: Transylvania is viewed as extremely dangerous for tourism, even by the Romanian government.

Sanctions: No sanctions are in place.

Profile: To most eyes, Transylvania is a somewhat gloomier but otherwise unremarkable province of Romania. However, S.H.I.E.L.D. intelligence has lost many agents in the quest to learn whether Transylvania is as dangerous to people of our Earth as it is to those in the world of fiction. Rumors abound of vampires and werewolves straight out of literature. In a world where Thor and Hercules walk the Earth, the Directorate must presume that these legends are in fact descriptions of reality until proven otherwise.

TRANSYLVANIA



>> MORE // Transylvania

Site Overview: Castle Dracula is a somber, gothic castle rumored to be the home of the most powerful vampire on Earth—Dracula. Though the world at large thinks Dracula is either a fictional character or a lesser monarch who died four centuries ago, the Directorate believes he still exists and preys upon the weak. Other castles in Transylvania include that of the Russoff Barony, home to reputed wolfmen, and Castle Mordo, home to a very real and evil sorcerer.

Enhanced Individuals: S.H.I.E.L.D. intelligence indicates that the personage known as Count Dracula (file V/STDR001) is all that legend portrays him to be. Originally born Vlad Dracula in the 15th century, this prince of Wallachia ruled Transylvania with an iron fist. Wounded by a Turkish warlord, Dracula died at the hands of a gypsy healer. Recorded history ends there, but the reality seems to be far more sinister. The gypsy's vampiric kiss imbued Dracula with frightening powers after death, and he rose to become ruler of all vampires.

For centuries, Dracula and his minions have been slaying innocent people. Their powers include a life-draining bite, shapechanging abilities, and near-invulnerability. The magic of Doctor Strange and the mystical Darkhold tome barred vampires from our dimension for some years, but now the vampires—and Dracula—are among us again.

Another fearsome legacy in Transylvania is that of the Russoff line. In the early 17th century, Baron Gregor Russoff read a portion of the Darkhold about werewolves, thereby bringing the curse of lycanthropy upon himself. He and many in his lineage transformed into wolf-man hybrids during the full moon, and occasionally at other times as well. Gregor Russoff (file V/STWW921), the last Baron to bear this name, died at the hands of an angry mob decades ago. His son Jack Russell (file H/STWW020) lives in the United States, and sketchy reports suggest that he has brought the curse of the Russoffs to American soil.

Baron Mordo (file H/STMO601), the implacable rival of Doctor Strange, keeps a castle in Transylvania not far from Castle Dracula. Mordo is known to have deep connections to extra-dimensional beings of great power. Agents should approach him only with extreme caution.

New Technology: Nothing new has developed in Transylvania for more than a century.

Game Uses: The whole nation is dark and forbidding. Eventually, heroes who explore here will certainly run into at least the servants of Dracula and Gregor Russoff. Any excursion into Transylvania should be feared.

Personnel: Spooky bad people live in Transylvania.

Vampire: Strength 11X, **Agility** 13X, Intellect 4X, Willpower 1X, Edge 0, Health 10. **Animal Form** 10 (Bat), **Animal Form** 10 (Wolf), **Body Armor** +10, **Body Transformation** 10 (Gas), **Immortality**, **Invulnerability** (to Mental Control; Limit: Does not apply to vampires' control), **Invulnerability** (to non-silver weapons with damage bonuses less than +6), **Life Drain** 8, **Life Support** 20, **Mind Control** 15 (Limit: Must already have used Life Drain on the victim), **Regeneration** 10. **Hindrances:** Addicted to blood, **Fatally Vulnerable** to sunlight and running water, **Phobic** of crosses, garlic, and entering a building without permission, **Triggered-Powerless** by a stake through the heart. **Calling:** Uncontrolled Power (Demolisher).

Werewolf: Strength 11D, **Agility** 12X, Intellect 3X, Willpower 3X, Edge 0, Health 10. **Natural Weapons.** **Animal Form** 14 (Wolf; Limit: Change triggered by moonlight), **Claws** +3 (Limit: Wolf form only), **Invulnerability** to non-silver weapons with damage bonuses less than +6. **Hindrances:** Transformative. **Calling:** Uncontrolled Power (Demolisher).

Zombie: Strength 8X, **Agility** 1X, Intellect 0X, Willpower 0X, Edge 0, Health 10. **Immortality**, **Life Support** 20. **Calling:** Soldier.

WAKANDA

File Type: Nation

Location: Equatorial Africa

Government Structure: Presently unclear due to a civil war in progress—formerly a monarchy ruled by the now-deposed King T'Challa

Travel Advisories: All nations currently discourage travel to Wakanda because of the dangers posed by the civil war.

Sanctions: No sanctions are in place.

Profile: This tiny country has a population of 1,000 at best. Before the Cold War, its people lived as primitive tribesmen, building myths around a black panther and a mountain of sound-absorbing rock that fell from the sky. Visitors were welcomed here until a heartless plunderer named Ulysses Klaw realized that the rock was worth something and killed King T'Chaka; at that point the king's son, T'Challa, drove out the invaders. Though tragic, these events prompted the Wakandans to have the ore analyzed.

What oil did for the sultanate of Brunei, element number 108 (now called vibranium) did for Wakanda. A handful of the coveted extraterrestrial element was worth millions. Within a few years, these hunter-gatherers were the richest people on Earth. In time, the Wakandans also became one of the most educated populations on the planet, all without losing their rich tribal traditions. However, this juxtaposition of culture and education has now become one of the country's only points of conflict. After T'Challa ascended to the throne, his frequent absences emboldened anti-technology factions that managed to plunge the country into civil war at least once in the name of preserving the old ways. At the other extreme, T'Challa's cousin, Joseph Ito, wanted to use Wakanda's technology to strengthen its military—a prospect that also jeopardized Wakanda's peace.

T'Challa was eventually overthrown in a coup d'etat, and Wakanda is again embroiled in a civil war.

Site Overview: Though from the sky it appears to be a quiet rain forest, on the ground Wakanda looks like no other place on earth. Tall grasses wave beside futuristic factories, and a soldier might be armed with both a wooden spear and a laser pistol. Among the many sites that evoke the spirit of the past are the legendary King Solomon's Mines, the domain of the White Gorillas, Panther Island, and the Chasm of the Chilling Mist.

The central Wakandan compound stands amid the Woods of Solitude, a place of contemplation and meditation. Thousands of sensors and traps surround the compound to protect the mound of vibranium. S.H.I.E.L.D. sensors have not been able to find its exact location; each probe seems to place it in a different spot within Wakanda. This failure to determine its whereabouts is assuredly because of T'Challa's advances in the field of anti-surveillance equipment. But although the vibranium is safe from outsiders, the supply of it is limited. No one, least of all T'Challa, knows what will happen when the vibranium stock runs out.

Underneath much of the Wakandan valley is a labyrinth of scientific facilities that houses the Wakandan Design Group. This amazing research agency has available funding equal to that of similar organizations in countries with 10,000 times Wakanda's population.

Enhanced Individuals: After the vibranium began to bring bounties, the tribal elders sent T'Challa, their new King, to Europe to learn the ways of the world. He came back a genius in international finance and technological design. T'Challa also became leader of the omnipresent Black Panther Cult and took that name when he joined the Avengers (file H/AVBP021). Black Panther is an enhanced individual, with strength and agility pushed to the limit by ingestion of hitherto undiscovered rare herbs. He is now his nation's parallel to Captain America, even though he is no longer king. As noted above, he was overthrown and is now living in New York under the observation of the State Department.

New Technology: The Wakandan Design Group makes some of the world's most impressive technology—but only for Wakanda and a very small circle of its friends. Among its innovations are the Avengers' quinjet and the Symkarian security net.

The entire area surrounding central Wakanda and the vibranium mound is littered with layer upon layer of computers, sensors, and electronic traps. The very branches of the trees are composed of delicate wires and relays, which transmit a constant stream of information to gigantic tracking



computers. Among the traps that the Fantastic Four have encountered there are electrical stunners, magnetic anti-polarity guns, paralytic poisons, fireproof rooms, pools of devitalizing fluid, titanium handcuff traps, and high-voltage refrigeration units.

Game Uses: Heroes may come to Wakanda seeking the Black Panther and/or vibranium. Those on the latter mission must compete against T'Challa in a "most dangerous game" competition on his jungle turf. If someone were to steal the vibranium ore, Black Panther might call in some heroes to help track it down.

Equipment: The defensive systems protecting Wakanda's vibranium mound are extensive and efficient.

Devitalizing Fluid: Power Theft 14 (Limits: Abilities only [Strength], no one gains the lost Strength).

Electrical Stunner: Electrical Control 15 (Stun Blast [Any damage that gets through the target's defenses is also subtracted from his or her Strength; lost Strength returns after 10 exchanges.])

Fireproof Room: Air Control 15 (contingent Nullification [Limit: One power type only (Fire Control)]), Ensnarement 15.

Magnetic Anti-Polarity Gun: Telekinesis 20 (Two or more persons hit with different beams from this weapon repel one another. The effects last for a few seconds—long enough to separate affected persons by at least a mile. In an enclosed area, targets smash into opposite walls [Energy Blast 20 (Kinetic)].)

Refrigeration Unit: Cold Control 20 (contingent Paralysis 20 [Paralysis is opposed by Strength and lasts until the ice melts.])

Sleep Gas Claws: Claws +1 (contingent Paralysis 10 opposed by Strength). Anyone thusly reduced to 0 cards or 0 Health cannot gain cards or Health again for at least five exchanges.

Titanium Handcuffs: Ensnarement 10 (contingent Nullification; Limit: against Elongation and Plasticity only).

Vibranium: Material Strength 18. (Absorbs all blows and vibrations of intensity 18 or less.)

CODE: GUARDIAN

The files under this heading detail agencies formed by various governments for the express purpose of monitoring and/or controlling the activity of dangerous enhanced individuals. Some, like the Vault, incarcerate superpowered criminals. Others, such as S.H.I.E.L.D., work with selected enhanced individuals to address situations that transcend the capabilities of local law enforcement officers.

CODE: BLUE

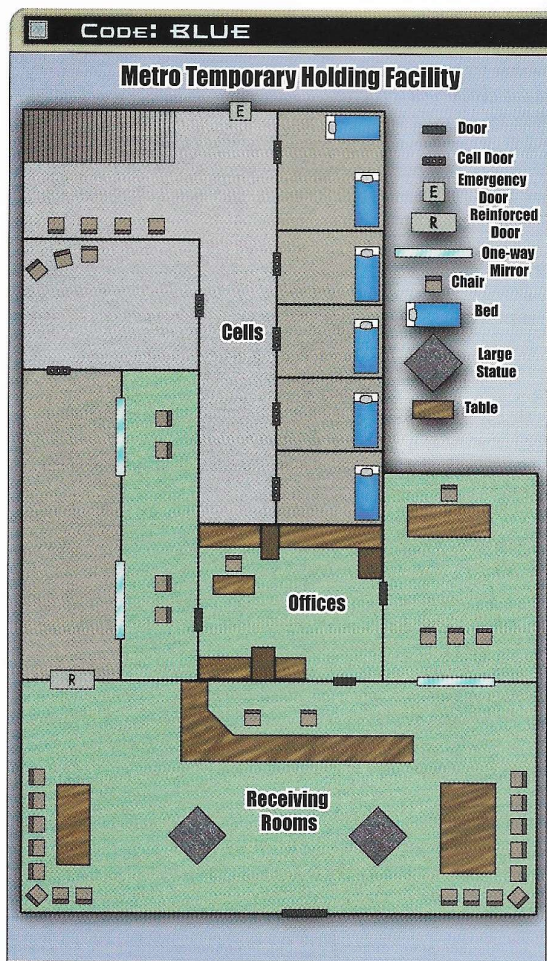
File Type: Enhanced jail facility

Location: New York

Profile: New York City is the site of more superpowered conflict than any other place on Earth. It is a wonder that the city is not a ghost town, for it seems that mere civilians can do nothing to protect themselves from super-villainy and its inevitable effects on their environment.

To address the issue, the resourceful New York Metro Police put together a special S.W.A.T. team to assist in the apprehension and incarceration of super-powered criminals. That unit is called Code: BLUE.

Armed with state-of-the-art tactical weaponry from Stark-Fujikawa and highly specialized training, the six policemen assigned to this duty regularly risk their lives to protect the public. Thus far, they have proven highly successful in ending conflicts, if not always in apprehending the criminals. Holding captured perpetrators is another matter altogether, and thus Damage Control and S.H.I.E.L.D. helped the N.Y.P.D. construct a temporary holding cell in Midtown for those in Code: BLUE custody.



>> MORE // Code: BLUE

Site Overview: This nondescript stone building resembles a common two-story precinct house. Indeed, the police department uses the first- and second-floor facilities to detain and interrogate non-superpowered criminals. But the basement 30 feet below the surface is as strong as a Fort Knox vault. Three reinforced walls nest together like the layers of an onion around eight special cells. The inner wall is a sheath of carbon-aramid polymer (which was also used to construct the walls at Four Freedoms Plaza) wrapped around a one-foot-thick, titanium-steel vault wall. The second wall is a two-foot-thick ceramic slab laced with vibranium and adamantium microfibrils. (The vibranium absorbs impact and the adamantium creates resiliency.) The outer concrete wall is three feet thick and interwoven with a network of highly charged electric wires as a final deterrent.

Where possible, Code: BLUE personnel separate perpetrators with technology-based abilities from their devices and imprison them with common criminals. Nullifying shackles and sedation gas serve to restrain physically altered super-villains, as well as technological-ly enhanced criminals who are inseparable from their machinery.

Enhanced Individuals: At one time or another, nearly every super-villain in Manhattan has been in Code: BLUE's holding facility. The staff consists of six special police officers: Lt. Marcus Stone (commander), demolitionist "Fireworks" Fielstein, acrobatic hit-and-run specialist Andrew "Jock" Jackson, Sergeant "Mad Dog" Rassitano, logistician "Mother" Majowski, and heavy weapons specialist "Rigger" Ruiz (files N/MTCB001 to 006).

New Technology: With the help of Stark-Fujikawa International, Code: BLUE has developed nullifying shackles that turn the powers of extremely dangerous criminals against them, as well as restraints that are impervious to a wide range of powers.

Game Uses: This site can be used for jailbreaks and hostage situations as well as for its intended purpose: the incarceration of enhanced individuals.

Building: The facility's walls are Material Strength 20. Interior walls have a contingent Energy Blast 13; middle walls have Resistance +8 to Kinetics. Cells contain gas dispensers (Poison 18 [Sedation]) and specialized restraints (Nullification 16).

Personnel: The Code: BLUE unit consists of six highly trained professionals who know how to work together.

Andrew "Jock" Jackson: Strength 8C, Agility 7B, Intellect 3X, Willpower 3X, Edge 1, Health 17. **Brawling; Wrestling; Acrobatics; Flinging; Martial Arts.** Equipment: Pistol +4. Calling: Protector.

"Fireworks" Fielstein: Strength 9D, Agility 6B, Intellect 4D, Willpower 3D, Edge 0, Health 10. **Brawling; Demolitions; Fast Exit; Martial Arts; Mechanics; Law Enforcement.** Equipment: Six Grenades +6, Pistol +2. Calling: Protector.

"Mad Dog" Rassitano: Strength 8D, Agility 6C, Intellect 3X, Willpower 3D, Edge 1, Health 10. **Brawling; Marksmanship; Martial Arts; Law Enforcement.** Equipment: Submachine Gun +5. Calling: Protector.

Marcus Stone: Strength 8D, Agility 7C, Intellect 4C, Willpower 3C, Edge 1, Health 17. **Brawling; Marksmanship; Martial Arts; Criminology; Espionage; Law Enforcement, Leadership.** Equipment: Grenade Launcher +6, M-16 Rifle +5. Calling: Protector.

"Mother" Majowski: Strength 8X, Agility 5D, Intellect 3C, Willpower 3D, Edge 1, Health 17. **Marksmanship; Computers, Electronics; Law Enforcement.** Equipment: Automatic Assault Rifle 8 (Rubber Suppression Bullets [Stun Blast]). Hindrance: Physically Disabled—Unable to walk. (Mother uses a wheelchair to compensate for his hindrance.) Calling: Protector.

"Rigger" Ruiz: Strength 9C, Agility 5C, Intellect 3X, Willpower 3D, Edge 0, Health 10. **Brawling; Wrestling; Marksmanship; Martial Arts; Law Enforcement.** Equipment: Taser Cannon +5 (Limit: Does not work on those who are invulnerable to electricity). Calling: Protector.

HULKBUSTER BASE

File Type: Government installation/Paramilitary headquarters

Location: New Mexico (desert locale)

Profile: Hulkbuster Base (originally known as Gamma Base) was the gamma bomb test site where Dr. Robert Bruce Banner became the Hulk. Later, the U.S. Army and Air Force selected it as the center of operations for their joint mission to capture and destroy the Hulk. General Thaddeus E. "Thunderbolt" Ross, the military officer with the longest experience battling the Hulk, was placed in command of the initial Hulkbuster troops.

In the intervening years, the government has decommissioned this base several times. Recently Dr. Leonard Samson (himself altered by gamma radiation) persuaded the federal government to rebuild and refinance Gamma Base after the villainous U-Foes had demolished it. Samson gained command of a new team of Hulkbusters and, through unknown means, managed to separate Banner and the Hulk, who subsequently escaped. The federal government then made Banner the leader of a third team of Hulkbusters (this one with a decidedly scientific bent) charged with pursuing and capturing the mindless Hulk. The team finally succeeded in remolding Banner and the Hulk, with Banner's intelligence in control most of the time. Assured that the Hulk now had the mind of Dr. Banner, the government finally disbanded the Hulkbusters.

Later, the authorities loaned Hulkbuster Base to Bastion, leader of Operation: Zero Tolerance, as a prison for mutants. Under his command, the base became a high security detention center. One of its most famous inmates during this time was the missing Professor Charles Xavier, once the strongest telepath the world has ever known. Bastion came close to his goal of capturing and incarcerating all mutants, but before he could do so, the government shut down Operation: Zero Tolerance because of world outrage. After Bastion's titanic battle with the X-Men and Sabra of Israel, S.H.I.E.L.D. took him into custody to face the world courts for his actions. Once again Hulkbuster Base has been decommissioned, though the fate of those mutants who failed to escape and aid in the final battle remains unknown.

Site Overview: Standing in the middle of the New Mexico desert, Hulkbuster Base has a no-fly perimeter of 27 miles. Nine miles from the heart of the base is a second defense perimeter with border patrols and seismic detectors to provide early warning of intruders. Electrified double fences nearly 20 feet tall surround the facility at a three-mile range, and access is limited to three guarded gates that require visual, keycard, and voice print clearance. A double-redundant pair of security computers inside the base analyzes signals from night vision cameras and various sensors (motion, seismic, and infrared) placed throughout the grounds. A 30-foot-tall, 15-foot-thick reinforced concrete wall surrounds the building; its two gates (placed at opposite ends of the compound) provide the only access to the interior.

HULKBUSTER BASE



>> MORE // Hulkbuster Base

The compound contains several squat buildings reinforced to withstand tanks and bombs. One is a motorpool bunker; its last equipment manifest shows 20 TZ-20 tanks, a mobile command center, and a capture wagon the size of a recreational vehicle. The hangar building houses six Sikorsky attack copters, each of which carries gas bombs, neural disruption pulse emitters, anti-personnel guns, capture blocks of reinforced omnium steel, and neural disruptor nets to hold subdued targets for transport.

The main structure includes barracks, support facilities, armories, a Tac Sym Battle Room, communications rooms, Worldnet computer uplinks, and detention bays specially modified to restrain the resident inmates, whatever their powers. All facilities have a double-redundancy backup. Guards are on 24-hour duty in double teams. The 256 soldiers wear reinforced, articulate exo-body armor and are outfitted with a variety of weapons, including LAV, plasma guns, sonic pistols, flamethrowers, grenades, gas rockets, and tangle wire.

Enhanced Individuals: General Thunderbolt Ross (file M/HKTR065), Doc Samson (file H/HKDS233), perpetual sidekick Rick Jones (file H/AVRJ242), and the Hulk (file H/HKHK001/B) were all involved with the Base's original mission. Banner's Hulkbusters included demolitionist Craig Saunders Jr., marine scientist Carolyn Parmenter, explorer Samuel J. LaRoquette, xenobiologist Armand Martel, geophysicist Hideko Takata, and Dr. Banner (c.f. files N/HKHB series).

New Technology: The Hulkbusters had advanced army-issue weaponry. Zero Tolerance soldiers wore government-designed mandroid armor to aid them in capturing enhanced targets; Bastion later inserted robotic controllers into a modified version. Bastion's Prime Sentinels, hybrid computer-human soldiers, seem to have little connection to those of Shaw Industries.

Game Uses: With the end of Operation: Zero Tolerance and the arrest of Bastion by S.H.I.E.L.D., the government has again mothballed Hulkbuster Base. This site is perfect for an infiltration mission to discover the fate of captured mutants, such as Professor X. The military might also recommission the base as a staging ground for a new task force dedicated to pursuing and capturing gamma-powered creatures, or the facility could be usurped by such groups as the Jury.

Building: All the building's walls are Material Strength 20, and the facility's sensors operate at Willpower 17.

Personnel: No staffers are currently stationed at the base. However, some of Bastion's personnel may still be present.

Sentinel, Mark VIII ("Prime Sentinel"): Strength 9X, Agility 7D, Intellect 3X, Willpower 5D, Edge 1, Health 17. **Martial Arts:** Observation. Body Armor +5 (works against all attacks), plus one power each. Calling: Soldier.

Zero Tolerance Soldier: Strength 4D, Agility 4C, Intellect 3D, Willpower 3D, Edge 0, Health 10. **Wrestling:** Artillery, Marksmanship; Mechanics; Military. Powered Armor 8 (Ability Boost 4 [Dual Ability Boost (Strength and Agility)], Body Armor +6, Energy Blast, Life Support 6, Protected Senses 14, Stun Blast, Kinetic Control [Stunt only; Repulse Field], Remote Controllable, Sensor, Tractor Beam 8).

Equipment: Most of the devices in this base were developed for the sole purpose of restraining either the Hulk or numerous superpowered individuals.

Command Center Wagon: Hull Strength 13. Energy Blast 12 (Electrical, Kinetic, and Radiation), Lightning Speed 8 (*Autopilot*). The wagon contains quarters for four, a communications suite, and a holding cell with Material Strength 18 walls.

Sikorsky Attack Copter: Hull Strength 9. Capture Cell (Hull Strength 17), Poison 8 ("Knockout Bombs;" Sedation), two Machine Guns +6, two Neural Disruptor Nets +8, Stun Blast 12.

TZ-20 Tank: Hull Strength 18. Shells 18 (Adamantium-Reinforced Snare Wire [Ensnarement], Gas [Poison], High Explosive [Energy Blast (Explosion)], Napalm [Fire Control]); Limit: All shells fire with the Bruiser hindrance at Agility 4), Lightning Speed 2, Stun Blast 9.

PROJECT: PEGASUS

File Type: U.S. Department of Energy installation

Location: Upstate New York

Profile: The Potential Energy Group/Alternate Sources/U.S. (PEGASUS) research laboratories, funded by the U.S. Department of Energy, are located in upstate New York. In the early 1970s, when freeing the U.S. from reliance on fossil fuels and other non-renewable energy sources was a high priority, the DoE developed Project: PEGASUS to research alternate energy options.

Although the existence and location of the facility is public knowledge, few people are aware of the full extent of the Project's laboratories and activities. On the surface, the Project consists of two three-story office buildings, two geodesic supply domes, an observatory, a radio telescope, a hangar, a landing strip, and an air control tower—all perched on top of Mount Athena, a small peak in the Catskills chain. Underground, however, are 24 stories of offices, containment facilities, and labs.

Site Overview: In the underground portion of the complex, the central cylinder (called the Silo) is divided into eight levels with three floors each. Pneumatic elevators known as zoom tubes allow for quick travel to any level.

- A Level contains the solar power research labs, which are linked to the solar collection domes on the surface.
- B Level houses the communications center and electromagnetic research labs. Project staff can monitor all activities throughout the complex from here. This area also connects the Project with research centers across the world and provides an uplink to the Starcore solar satellite.
- C Level consists of offices for security staff. A major energy research center such as the Project must be ever-alert for spies, sabotage, and emergency service needs. The security staff on this level controls access to all classified projects and files.
- D Level houses administrative offices. As this is a government project, PEGASUS employs as many administrators as scientists due to the massive amount of paperwork required. The marketing division, which handles recruiting, funding, and test marketing discoveries, also has offices here.
- E Level holds the central computer, a massive system unrivaled except by the Fantastic Four's own K1-RBE. This machine controls the Project's housekeeping functions and stores scientific data for the laboratories.
- F Level consists of storage areas for building maintenance supplies. For reasons undisclosed, Project: PEGASUS maintains a 20-year supply of provisions for its entire staff.
- G Level contains all life support equipment (including air conditioning, plumbing, and heating facilities) for the entire base.
- H Level houses a breeder reactor, the major source of power for the complex.

Branching out from the Silo are 12 sub-level modules. Six of these provide living space for the 1,000 full-time personnel; the other six house specialized research laboratories for projects involving nuclear waste treatment, cold fission, thermal energy, magneto-gravimetric experiments, cosmic energy, stellar radiation, dimensional and time distortion,

Game Uses: Narrators can use Project: PEGASUS to create new superbeings, renew old ones, or generate major energy and ecological terrors. This is also a great setting for "Mad Scientist" adventures: a project to tap other resources or dimensions for energy could very easily get out of control, creating doorways to other dimensions, diphasic pockets, or world-threatening disasters such as radiation accidents.

and enhanced human resources. (The security staff has nicknamed these modules the Frankenstein Levels.) A transit system called the Loop circles and connects the 12 modules around the Silo.

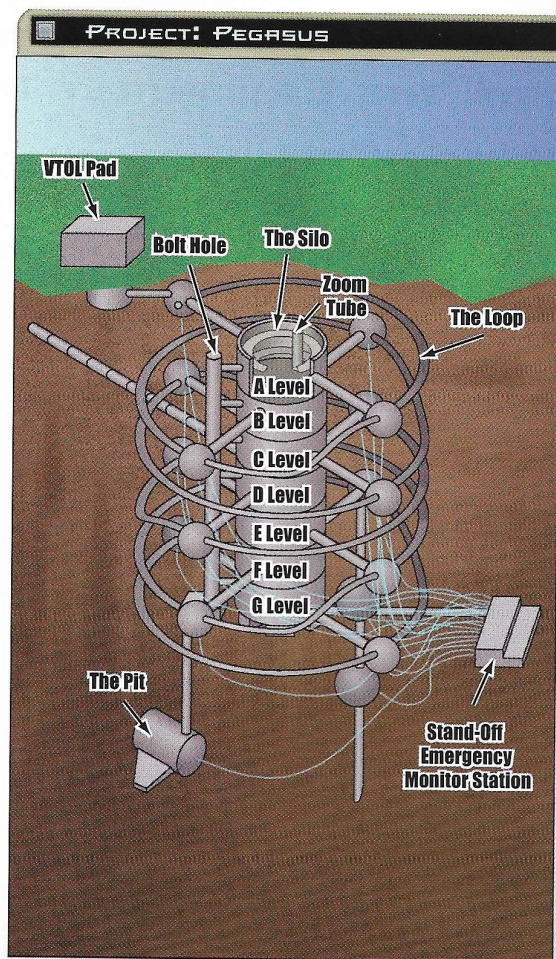
Enhanced Individuals:

The Human Resources Research dome, nicknamed the Compound, was one of the Project's most notorious research areas. Under federal authority, the Compound's supervisor, Dr. Henri Sorel (file [N/FFHS646](#)), took a number of enhanced humans (criminal and otherwise) into custody to study their powers "in the national interest." Among the many superhumans studied at the Project were Solarr (who died on-site), the Rhino, Klaw, Electro, Moonstone, Blackout, Vibro, Nitro, Equinox, Fusion, Nuklo, the Aquarian, Thundra, and Dazzler. Captain America, Quasar, the Thing, Giant-Man, and "Captain Hero" also allowed themselves to be studied here, but voluntarily. Because of numerous incidents in the Human Resources Research dome,

federal funding was stopped and the dome was shut down. All of the Project's remaining criminal study cases were then transferred to the Vault.

Dr. Myron Wilburn, one of the Project's architectural consultants, now serves as administrative director for Project: PEGASUS. Assisting him are Dr. Anson Harkov, Head of Research, and Dr. Margaret Mayfair, Head of Development, Patents, and Marketing. Each of the various research departments has its own directors, who are answerable to Dr. Harkov. Many different people have held the position of Director of Security at the Project: Wendell Vaughn, codename Quasar (file [H/AVQS778](#)), and Michael O'Brien, codename Guardsman (file [H/SHGM900](#)), are the two most famous.

New Technology: Without doubt, the Project has developed new power technologies. However, all files on these projects have been classified by the Department of Energy. It appears that the Project has not yet met its goal of a clean and renewable energy source, as it still uses a nuclear reactor for its own power supply.



THE RAVENCROFT INSTITUTE FOR THE CRIMINALLY INSANE

File Type: Psychiatric hospital

Location: Westchester County, upstate New York

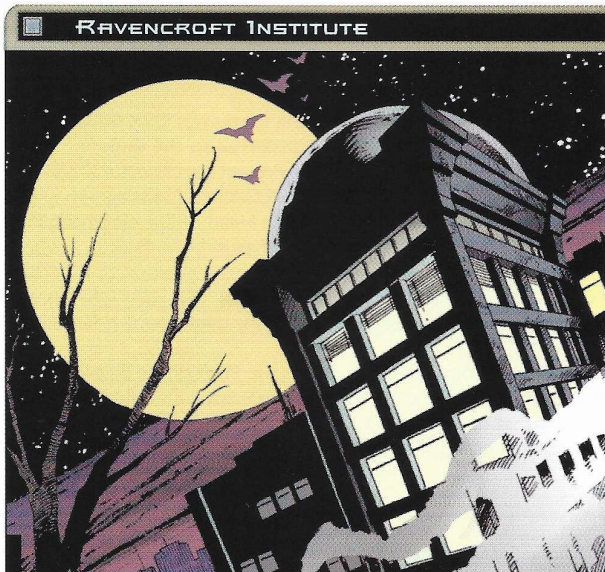
Profile: The Ravencroft Institute was originally a hospital for the treatment of mental illness. After the psychotic super-criminal Carnage severely damaged the building, the U.S. government funded its reconstruction as a special facility for treatment of criminally insane patients with superpowers. Dr. Ashley Kafka was appointed Director of the Institute, and former NASA astronaut Colonel John Jameson was hired as Director of Security.

Though in some senses it functions as a prison, Ravencroft exists to cure criminally insane superhumans, so that they can be rehabilitated and returned to society. Under the direction of the devoted Dr. Kafka, Ravencroft has made some progress in treating enhanced humans suffering from mental illnesses. For example, Institute psychiatrists managed to cure Edward Wheelan (formerly the super-criminal Vermin), who now works there as a peer counselor and aide to Dr. Kafka. Unfortunately, most of Ravencroft's patients are hardcore criminals, and all of Dr. Kafka's efforts to cure them have so far met with failure.

The government, concerned with the amount of money spent on Ravencroft inmates, is perpetually threatening to shut down the Institute. Dr. Kafka regularly fights to keep Ravencroft open and to prevent cutbacks of the Institute's programs and facilities. Several patients, including Carnage, Shriek, and the Chameleon, have escaped from Ravencroft, and this has not helped the funding situation. The Institute remains under close surveillance at all times, since so many of its patients are dangerous psychotic killers.

Site Overview: The Ravencroft facility is a modified private asylum surrounded by a wrought-iron fence. The main building has two wings and a central administration area. Two smaller structures flanking the main building provide additional space for Institute operations, but the main building's secure wing houses all the inmates. A state-of-the-art security system protects the buildings and surrounding grounds. The interior of the main building has reinforced surfaces and heavy security doors. In addition, motion detectors can pick up the slightest movement in the cells and alert the guards on duty in the Security Center to potential danger.

Jameson's highly-trained security guards wear protective armor and have access to a variety of weapons (including tazers, tranquilizer dart-guns, and microwave projectors)



for restraining inmates and intruders. The Institute has its own modified ambulances, plus a helicopter that is used by the medical staff for transporting patients and by the security staff for tracking down escapees.

Enhanced Individuals: Many different superhumans judged insane by the criminal justice system have been incarcerated at Ravenscroft in the hope of finding a cure for their mental illnesses. Past and present patients include Carnage, Shriek, the Chameleon, Carrion, Pyromania, Gale, Mayhem, and Webber (c.f. V/MT files). Edward Wheelan, once the super-criminal Vermin (file V/MTVM004), now aids Dr. Kafka (file N/MTAK330) in her work.

Security Director John Jameson (file N/STMW088) was once a superhuman himself (code designate Man-Wolf). Jameson was exposed to an alien crystal while on the Moon, causing him to transform into a werewolf form. Despite a recent relapse, he seems to have lost his powers some years ago.

Since many of the patients at Ravenscroft are his foes, Spider-Man (file H/MTSP001/B) is a regular visitor to the Institute and a friend of Dr. Kafka and Col. Jameson. He has assisted in preventing several breakouts and in recovering escapees.

New Technology: Ravenscroft uses sophisticated technology to contain and treat its inmates. The Institute's cells are similar to those used by the Vault. Each has countermeasures specially designed to handle the powers of a particular inmate. Carnage's cell, for example, uses high-energy microwave projectors to prevent his escape. Soundproofing and special reinforcements protect Shriek's cell from her sonic blasts.

Game Uses: Any crazed super-villain the heroes capture will probably end up at Ravenscroft. If the authorities believe that a super-criminal is insane and can be treated, they usually authorize transfer to the Institute, even with extreme cases like Carnage. A new patient might try to escape from Ravenscroft while the staff is fine-tuning the facility's systems to contain his or her powers. Heroes skilled in psychiatry or therapy might work at Ravenscroft or assist the staff there. A villain who specializes in psychological mind-games (like the Chameleon, Mysterio, or Mister Fear) might take over Ravenscroft, capture some heroes, and try to convince them that they are really inmates who are delusional about their heroic identities.

Building: Ravenscroft's walls are Material Strength 12. Cells are geared to their patients, but usually contain some kind of equipment (Nullification 16) designed to negate the criminal's specific powers.

Personnel: The staff of Ravenscroft is singularly dedicated to the Institute's stated mission of criminal rehabilitation.

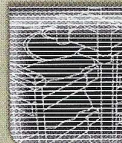
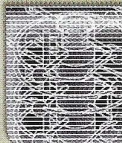
Ashley Kafka: Strength 4X, Agility 4X, Intellect 7B, Willpower 6D, Edge 0, Health 10. Medicine, Psychiatry, Sociology; Writing. Hindrance: Naive. Calling: Idealist.

John Jameson: Strength 7X, Agility 6C, Intellect 5X, Willpower 6C, Edge 1, Health 17. Marksmanship, Piloting; Leadership, Military. Calling: Soldier. (As Man-Wolf: Strength 13D, Agility 9X, Intellect 2X, Willpower 6X, Edge 2, Health 25. Natural Weapons. Claws +3, Enhanced Senses 11, Teeth +3. Calling: Animal Nature.)

Ravenscroft Guard: Strength 5X, Agility 5D, Intellect 4X, Willpower 4X, Edge 0, Health 10. Marksmanship. Equipment: Body Armor +3, Taser +3, Tranq-Gun 10 (Stun Blast) or Microwave Cannon 12 (Energy Blast). Calling: Soldier.

Equipment: Ravenscroft's equipment budget goes primarily toward design and acquisition of devices to contain and recapture dangerous individuals.

Capture Copter: Body Armor +4, CommLink, Flight 8, Homing System, Lights, two Microwave Cannons 14 (Energy Blast; [optional]), Passenger Compartments, Restraints 15 (Nullification).



RIKER'S ISLAND CORRECTIONAL FACILITY

File Type: Penal institution

Location: Outside New York City

Profile: Riker's Island Correctional Facility is one of New York State's largest prisons. It serves as home to the dregs of society and as a way station in the process of incarcerating superhuman criminals.

Site Overview: Set in the East River, Riker's Island lies between the Bronx and Queens. Just south of it, across only 200 yards of polluted water, lies LaGuardia Airport. A heavily guarded bridge links the island to Queens.

The island consists of approximately 150 acres of barren rock and scrub brush surrounded by dangerous shoals. On all sides are signs in English and Spanish that read:

KEEP OFF!
ONLY GOVERNMENT BOATS
WITHIN 200 YARDS!

TRESPASS AT YOUR OWN RISK!

Guards use megaphones to hail anyone who approaches, and they accept no excuses, firing immediately on those who fail to turn back.

Swimming near the island is dangerous; many escapees have been dashed against the razor-sharp rocks. Swimmers who survive the rocks must also deal with the numbing cold of the water.

The massive square wall surrounding the prison is almost 400 feet long per side. The only portions of the complex that lie outside those stone walls are the trash and recycling facilities, the motor pool, and an attack helicopter that can lift off from its concrete pad (just north of the garage) within seconds of any alarm.

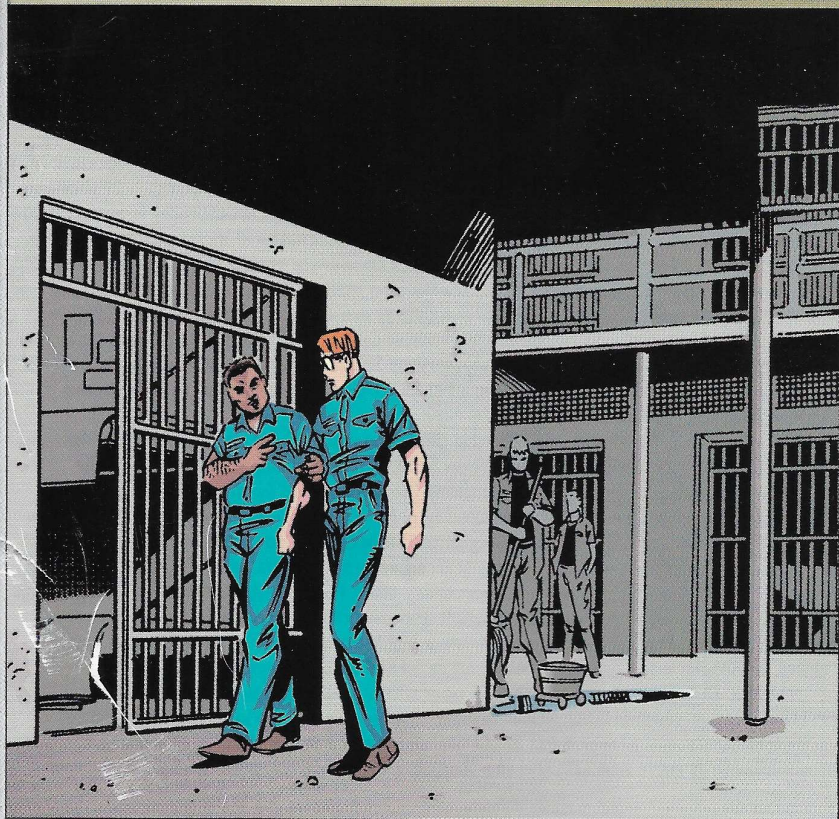
In the center of the prison compound are 11 cell blocks, a service building, and a two-story administration complex. Other smaller buildings lie along the north wall; these are the shops where the convicts work. The only gate is a pair of 20-foot-wide, one-foot-thick steel doors set in the center of the south wall and secured by two chain-linked gates.

At each corner of the prison's outer wall is a four-story tower with thick, bulletproof glass shielding all sides. Each tower is equipped with a searchlight, plus two machine guns, two handheld grenade launchers, and plenty of ammunition for the pair of guards posted in it at all times.

Enhanced Individuals: At one time or another, most super-villains in New York have ended up on Riker's Island.

New Technology: Occasionally the Riker's Island facility must restrain superpowered criminals until they can be transferred to a penal institution especially designed for enhanced individuals. Criminals using technology are stripped of their gear and confined with the general prison population. A titanium-reinforced bunker on the east side of the facility serves as an incarceration cell for physically altered individuals or mutants. The bunker uses electromagnetic suppressors to dampen energy-powered criminals; sedation

RIKER'S ISLAND CORRECTIONAL FACILITY



and/or nullifying shackles keep all other enhanced individuals from using their powers. Four guardsmen from S.H.I.E.L.D. keep watch over any and all enhanced prisoners incarcerated here.

Game Uses: Use Riker's Island to simulate prison breaks or to provide a period of incarceration in a hostile environment for a hero suspected of breaking the law.

Building and Grounds: The sharp rocks hidden just under the water near the island act as Knives +2 to a swimming hero (*challenging Agility* action to avoid because they are so hard to spot). The prison facility's walls and doors are Material Strength 10. The titanium-reinforced bunker has built-in Nullifier Shackles 12 (Nullification).

Personnel: The guards at Riker's Island have seen it all—more than once. It is very difficult for anyone they know to be an enhanced individual to fool them into coming close or acting in any way contrary to their orders. (Willpower-based actions to convince guards to cooperate with a hero's plans are made at a two-level difficulty penalty.)

Guard: Strength 5X, Agility 4X, Intellect 4X, Willpower 4X, Edge 0, Health 10. Powered Armor 6 (Ability Boost [Strength], Body Armor +7, Energy Blast 10 [Boot Jets; Limit: Must be above target to use boot jets as an attack], Flight 8, Resistance +7 [to Cold, Energy, Gas, and Heat], Kinetic Control 9 [Repulse Field], Life Support 2). Calling: Guardian.

S.H.I.E.L.D.

COVERT HEADQUARTERS

File Type: International law enforcement agency

Location: Headquarters in New York City, bases everywhere

Profile: No report on enhanced individuals would be complete without an overview of the agency most connected to and concerned with the world's superbeings—in short, us. S.H.I.E.L.D. (Strategic Hazard Intervention Espionage Logistics Directorate) is a worldwide intelligence and peacekeeping organization. It is truly international in scope, membership, and jurisdiction. Most of the world's free nations cooperate with S.H.I.E.L.D. and sanction its activities in their countries; the Directorate also maintains secret bases in most non-member countries. Although S.H.I.E.L.D.'s activities are covert and secret in nature, the general public knows of the organization's existence, and S.H.I.E.L.D. maintains public offices in many major cities. Though a mysterious Shadow Cabinet of world and business leaders once managed the organization, S.H.I.E.L.D. is now answerable to the United Nations Secretary General.

S.H.I.E.L.D. was formed to combat the threat posed to the free world by HYDRA—a neo-fascist, high-tech terrorist group. When S.H.I.E.L.D.'s first Supreme Director was murdered by HYDRA assassins, inventor Anthony Stark recruited Nicholas Fury, a U.S. Army Colonel and top CIA operative, to succeed him. Fury served for many years, until he was apparently assassinated by the crazed vigilante Frank Castle (code designate the Punisher). His successor was G.W. Bridge, a battle-scarred veteran who had served with both the American military and a paramilitary mercenary team (code designate the Six Pack). Bridge is the country's top-ranking espionage agent and one of the most feared men alive. It has since been learned that Fury did not perish; a highly advanced Life Model Decoy was "killed" in his place. He has since returned as S.H.I.E.L.D.'s Director.

S.H.I.E.L.D. has had many successful operations. In particular, it has dismantled HYDRA from a multinational global terrorist organization into small splinter groups of vastly less scope and power. S.H.I.E.L.D. has also been instrumental in thwarting the plans of organizations such as A.I.M. and the Zodiac, a crime cartel once led by Fury's own brother.

Site Overview: The S.H.I.E.L.D. Public Office in Citicorp Center has a concealed agent entrance in a trendy women's clothing store on the first floor of the Citicorp complex. One of the store's dressing rooms is actually a high-speed elevator serving the staging floors, the roof of the building, and a shuttle substation leading to Covert Headquarters. (All Manhattan S.H.I.E.L.D. Covert entrances lead either to pneumatic shuttles or to one of nine high-speed sub-elevators.)

S.H.I.E.L.D.'s Covert Headquarters is inside and beneath an unmarked warehouse built by Theodore Burton, a textile tycoon. This facility fills two blocks in Chelsea.

A variety of entrances to Covert HQ have been used over the years. The traditional storefront barbershop was closed several years ago; other fronts have included a flower shop and a café. At present, the warehouse has a conventional office front entrance featuring a guard at a desk, a bank of two elevators, and a security post with video monitors. But the elevators are fakes; this entrance is a trap for saboteurs and assassins. The true access points are hidden in a dead-end alley next to the building. A holographic brick wall conceals doors to an underground garage. (An extra set of steel blast doors reinforced with graphite threads can be triggered to cover this entrance during emergencies.) Sensors detect approaching agent vehicles and open the garage doors at the appropriate moment. Agents approaching on foot use a manhole in the center of the alley. The manhole cover's built-in scanners check palm prints and retinal patterns to verify identity. Visitors whose scans check out can then use the manhole cover as a personal lift platform. At the base of the lift (next to two high-speed personnel elevators and one heavy-load freight elevator) is another checkpoint, where voice analyzers and bioscans again verify identities. Unidentifiable visitors who have reached

this point trigger alarms, bringing guards in 30 seconds. The checkpoint walls are made of reinforced concrete. A lift tube and an emergency staircase provide the only access from the garage up to HQ proper.

The main facility is actually a shell with a perimeter façade of warehouse storage surrounding the actual bombproof headquarters at its heart. The warehouse portion is six stories tall and features a holographic roof center and blast doors. The headquarters section of the building is five stories tall, with an elevated helipad. Beneath the street are eight basement levels.

In the six floors above ground level, offices and wide walkways surround a central atrium rising to a bulletproof skylight. The bulk of the building is filled with nondescript offices and meeting rooms. The ground floor is 24 feet tall; the levels above it are each 12 feet high. The first floor holds emergency defense systems, security robots, and simulated test battlegrounds. The next two contain computers, laboratories, staff quarters, recreation areas, pneumatic shuttle bays, armories, technical assistance, and security vaults. The rest of the building's levels can pass as offices, except that they are occupied 24 hours a day by four different shifts.

On the fifth basement level is an isothermic incinerator used to destroy sensitive files, scrap metal, and broken equipment generated by the myriad scientific research projects going on here. The incineration chamber is a large, featureless vault which, when activated, uses a combination of heat and ultrasound to reduce anything within it to microscopic particles. There are safety switches on the inside of the room, but these can be overridden. The chamber has two exits: the main door and a waste runoff closed by a dilating vent in the floor. This drain opens a fraction of a second before the chamber activates.

Covert Headquarters is self-sustaining; it has its own food stores, power supplies, and hydroponics, plus a recycling sewage purification plant, two independent ventilation systems, and a secure sewage, water, and access tunnel to the Hudson River. While the facility can support a staff of 1,200, only 210 are on active duty in the information analysis and risk evaluation sections above ground.

Security devices include visual, motion, infrared, and EM distortion monitors, anti-personnel devices, and loyal guards. Access is limited by voiceprint, retinal, and handprint identification, as well as automated bioscans, keycards, pass codes, and DNA sampling. Computers monitor activities within the building and also control all electronic and mechanical systems. Countermeasures include automated defense nets, electroshock webs, airlock doors, gas, sedation flechettes, EM pulse jamming, blast doors, and force fields, plus robotic hunt-and-capture droids. In addition, all S.H.I.E.L.D. personnel are linked by radios and may be armed with low-yield plasma handguns.

However, this entire structure (above and below ground) is only the tip of the iceberg. Nearly 50 stories below Manhattan lies the original S.H.I.E.L.D. Supreme Headquarters. The 30 broad levels of classified research labs, testing ranges, and world crises refuge centers in this facility make it a veritable high-tech city. This section was once accessible by high-speed elevators, but was mothballed when a final assault by HYDRA proved how vulnerable a nonmobile, centralized operation was to attack. S.H.I.E.L.D. sealed off the facility to keep it from falling into the wrong hands—including those of its agents.

Each of the sub-levels in S.H.I.E.L.D. Supreme Headquarters was nearly 1,000 yards across. Magnetic-levitation (mag-lev) shuttles and lifts moved personnel from floor to floor. Several large atrium shafts, or silos, penetrated the upper 15 floors at various points. Force fields situated every five floors caught anything falling down an atrium and pushed it safely onto a walkway. Sub-levels 1–30 once contained testing ranges, robotics research, world crisis simulations, weapons arsenals, vehicles, and technology stockpiles. The lowest five sub-levels contained the most dangerous and secret research projects. ESPer and exobiology divisions were located on the lowest level. Recently, some unauthorized personnel in these areas encountered unstable dimensional or temporal wormholes.

There may have been more underground levels, but there are no records of such. The walls of sub-levels 1–10 are constructed of reinforced concrete, sub-levels 11–30 have graphite-whisker alloy walls, which are reinforced with bipolar adamantium strands on levels 26–30.

Several special freight elevators equipped with emergency jets provide for emergency evacuation from the sealed levels. These lifts hold a maximum of 50 people and can reach the surface in an astonishing 3 seconds, sounding alarms along the way.

Enhanced Individuals: All members of S.H.I.E.L.D. are considered enhanced because of the advanced technology and ordnance they use.

S.H.I.E.L.D. has a corporate organizational structure. The highest official is the Supreme Director Level One (Nick Fury), whose job is to fulfill U.N. directives, oversee international operations, serve as supreme military commander, and represent S.H.I.E.L.D. to governments as well as to the general public.

Reporting to the Supreme Director are several Special Directors (L2), who together serve as a combination Cabinet and General Staff. Each Special Director has his or her own field of expertise and responsibility (Internal Affairs, Public Relations, Communications, Military Coordination, Recruitment & Training, and Technology). Timothy "Dum Dum" Dugan (Military Coordination), and Contessa Valentina Allegra de Fontaine (Public Relations) are two of the Special Directors. Commander G.W. Bridge was reassigned to S.H.I.E.L.D.'s Washington Bureau after Fury's return.

Next in the reporting hierarchy are Regional Directors (L3), who manage S.H.I.E.L.D. operations in their designated areas. Every free-world capital city has a regional S.H.I.E.L.D. office, as do many major metropolitan centers. S.H.I.E.L.D. has more installations in the United States than in any other nation, with major operations centers in New York City, Chicago, Los Angeles, San Francisco, Miami, Dallas, Detroit, and Denver.

Special Officers (L4) serve as staff to Special Directors in the performance of international activities. Regional Officers (L5) perform a similar function with relation to Regional Directors. Both Special and Regional Officers have jurisdiction over Field Agents (L6), who

serve as S.H.I.E.L.D.'s troopers. There are between 3,000 and 5,000 Field Agents in the world; of these, three-quarters are on undercover assignments at any given time. The remaining Field Agents are assigned to specific S.H.I.E.L.D. bases, where they act as special militia.

S.H.I.E.L.D.'s Administrators are ranked L7; they handle the paperwork, finances, logistics, and support staff associated with the world's largest intelligence agency. This rank includes clerks, accountants, doctors, lawyers, and psychologists. Technicians (L8) maintain and upgrade computers, communications equipment, and weaponry. This level also includes engineers, scientists, inventors, computer programmers, and situation analysts. Every rank has an official S.H.I.E.L.D. uniform with corresponding insignia and accessories—though Administrators and Techs tend to wear uniforms only when on maneuvers.



Game Uses: S.H.I.E.L.D. is the ultimate spy organization in the Marvel Universe. Its agents can bail the heroes out when they get in over their heads, or they can make a hero's life a living hell by claiming jurisdiction and taking control of an adventure. They can be a good source of information, as S.H.I.E.L.D. researchers can solve almost any scientific puzzle, but they always have their own motivations and there are always strings attached. Exploration of the old S.H.I.E.L.D. Central Command sub-levels could put the heroes in contact with the Directorate, and with some unknown menace as well.

Building: In S.H.I.E.L.D. Covert Headquarters, blast doors and other reinforced sites are usually Material Strength 14 (or 18 if reinforced with adamantium). Anti-personnel devices generally operate at intensities ranging from 11 to 17.

Personnel (Human): S.H.I.E.L.D. agents are possibly the best trained soldiers on the planet.

Agent of S.H.I.E.L.D.: Strength 5X, Agility 4D, Intellect 4X, Willpower 5C, Edge 0, Health 10. **Marksanship:** Law Enforcement, Military. Stun Blaster +3. Calling: Soldier.

Personnel (Robotic): S.H.I.E.L.D. has for some time made use of Life Model Decoys to foil assassination attempts.

Life Model Decoy (LMD): All statistics as the person programmed (Limit: Maximum Intellect score of 10), Edge 0, Health 10. Calling: Soldier.

Equipment: The Directorate has access to some of the best technology available.

Isothermic Incinerator: Hull Strength 16. Fire Control 25 (Stunt only; Heat Control).

New Technology: S.H.I.E.L.D.'s greatest treasure is its information network. State-of-the-art surveillance equipment and spy satellites monitor areas of interest, and long-term covert agents placed in strategic positions gather information. This constant stream of data is fed to the Regional Offices, where it is analyzed and prioritized, then sent on to S.H.I.E.L.D. Central Command. Regional Directors handle matters of low priority and local issues; the Supreme Director and his staff deal with top priority matters involving world order and safety. Local field agents in a region where an event is taking place become the bulk of the task force, though additional special forces may be assigned.

Two of S.H.I.E.L.D.'s greatest weapons in the struggle for freedom are its successful ESP branch and its arsenal of high-tech weapons and equipment. The majority of S.H.I.E.L.D.'s weaponry was designed by Anthony Stark and built by Stark Enterprises. Since Stark moved away from weapons design, that business has shifted to other munitions and technology suppliers such as Stane International and Stark-Fujikawa International. The massive Helicarrier and the S.H.I.E.L.D. Satellite are two of the best known symbols of S.H.I.E.L.D.'s technological advancement.

One of S.H.I.E.L.D.'s most advanced technologies is the Life Model Decoy. LMDs are lifelike androids that can be programmed to simulate particular persons. It is almost impossible to tell the difference between an LMD and the original. However, bad experiences with LMDs (including their abuse by Fury's own brother Jacob to build his Zodiac gang) have caused S.H.I.E.L.D. to discontinue their use in recent years.

The S.H.I.E.L.D. Helicarrier

In addition to its Public Offices and Covert Headquarters, S.H.I.E.L.D. also maintains a mobile headquarters—a huge, flying aircraft carrier called the helicarrier. Anti-grav units and six large rotors hold this immense craft aloft. It takes 450 crew members (always S.H.I.E.L.D. agents) to operate the helicarrier, though in an emergency it can hold up to 1,000. The craft carries enough food and water to last a standard crew 30 days, and it can stay aloft indefinitely without needing service.

The helicarrier is the main headquarters of S.H.I.E.L.D. and a major link in the Defense Communications System. It is also an official arm of the World Wide Military Command and Control System, which maintains secure communications with military

bases around the world through radio, microwave, laser pulse, and satellites in times of world crisis. The helicopter's primary role is surveillance; as such, it is usually staffed with highly trained Electronic Intelligence personnel.

The helicopter's armored hull consists of three layers: the first is five inches of hardened poly-alloy, the second is 12 inches of fragment suppressor matrix, and the last is another layer of poly-alloy. The helicopter is also protected against nuclear EM pulses that may lead to electronic failure. Its internal construction is strong enough to permit the helicopter to set down on land or water, though it must jettison the radar "ball" deck first.

The helicopter is as heavily armed as it is armored. Its primary defenses against aircraft and missiles are radar-targeted 7mm electric cannons (placed in pairs at forward, aft, port, and starboard positions; another two pairs are situated forward downward). In addition, there are three 40mm electric cannon bays and two armored missile bays with eight variable payload radiation/infrared-seeking missiles placed port and starboard. Finally, there is a cruise missile maintenance and launch deck with 30 variable-payload and programmable missiles, plus an anti-missile, teravolt-charged particle projector.

Thermonuclear electricity provides power for the six electric engines with twin-bladed propellers that augment the anti-gravity generator (which compensates for only 75% of the mass). In combination, these power systems maintain the helicopter at level altitudes and enable rapid movement.

The Bridge/Combat Information Center, Combat Operations Center (COC), and Air Traffic Control Tower are all located on the flight deck. The bow section contains the Battle Command Center, the Command/Observation World Monitor Center, and Cruise Missile Control. The mess hall, sick bay, life support, and the megalithic computer that supports elint and general operations are situated midships. Up to 12 planes can be serviced on the two maintenance decks. Crew quarters are aft; a special aft anterior pod also contains the World Watch Situation Display Room, where S.H.I.E.L.D. monitors its nonmilitary, intelligence-gathering, and field agents.

The helicopter maintains a variety of aircraft for transport, support, and defense. At any time, the craft aboard include four mini-Sea King helicopters (used for transport, rescue, and submarine patrol), a total of 32 F/A-18 jets for Combat Patrol, two E-2C Hawkeye early warning planes, five flying cars for command personnel, and an intermediate range rocket (housed in a vibration-isolated silo) for low earth orbit missions.

Game Uses: The S.H.I.E.L.D. Helicopter can be either a mission situation site or an operations launch platform from which information is gathered and a mission outfitted. Use of the helicopter can add excitement to a mission, since S.H.I.E.L.D. can play either the cavalry or the enemy. The craft itself could achieve low orbit, or be sabotaged and crash.

Equipment: S.H.I.E.L.D. has a variety of vehicles and weapons at its disposal. The helicopter itself is much more a base than a vehicle and should be expected to have all the comforts of such a place.

E-2C Hawkeye Early Warning Plane: Hull Strength 6, ECM 9, Enhanced Senses 20 (triples ECM intensities for all connected to the plane's computer), Flight 12.

F/A-18: Hull Strength 6, Danger Sense 11, ECM 9, Ejection, Flight 10, ten Hornet Missiles +5, two Laser Cannons +4, Radar Sense 13, two Rear Stingers +9, two Sidewinder Missiles +11.

Flying Car: Hull Strength 10, 30mm Aft Cannon +6, 20mm Bow Cannon +4, Danger Sense 8, ECM 9, Ejection, Flight 10, Lightning Speed 8, Radar Sense 9, four Radiation Missiles +6.

Helicopter: Hull Strength 18, EMP Protection 18, Flight 6 (Passengers), Energy Blast 22 (Explosion), Kinetic Control 18 (Stunt only; Repulse Field).

Intermediate Range Rocket: Hull Strength 13, Flight 4 (Passengers), Life Support 18, Space Flight 4.

Sea King Helicopter: Hull Strength 10, Flight 8 (Passengers), Lights, two Machine Guns +6, Radar Sense 11, Sonar 11, two Stinger Missiles +9, two Torpedoes +7.

THE VAULT

File Type: Penal institution

Location: Colorado

Profile: At a site in the Rocky Mountains of Colorado is the Maximum Security Installation for the Incarceration of Superhuman Criminals (code designate the Vault). This facility was specifically designed to incarcerate enhanced villains whom conventional jails could not hold. Prior to its creation, superhuman criminals were sent to ordinary prisons, from which they usually escaped in a matter of months. Though the Vault was relatively successful as a maximum-security prison for years, several recent breakouts proved that it was dangerous to gather so many superpowered criminals in one facility. The federal government closed the Vault and transferred its inmates into a variety of penal facilities and promising rehabilitation programs (like that used by the mutant watchdog agency X-Factor) scattered around the country.

Various theories exist on the "right" method of super-villain incarceration; all executions have had notable failures. The reinforced cells at Riker's Island proved inadequate when dealing with escalating levels of power, especially in the face of overcrowding, improper facilities, and organized breakouts. Project: PEGASUS, built at a hidden location, developed restraints customized to each criminal's powers, but that very customization meant that the Project could hold but few prisoners. In contrast, the Vault had a remote location, reinforced cells, and personalized restraints designed by Forge, who created the power nullifier. But the impact of dangerous enhanced individuals working together was not foreseen. A new theory supports separating inmates and downsizing prison populations at places like Ravencroft. S.H.I.E.L.D. watches with interest.

Still, the Vault served its purpose, and much can be learned by studying this site. Because it was designed for containment, only a small part of the facility was devoted to research, and that was limited to examination of prisoners so that appropriate containment systems could be created. The Vault's administrators investigated the feasibility of permanently neutralizing criminals' powers, but that option has thus far been ruled unconstitutional.

The Vault had a five-person administration board, a warden, 35 guards, a six-member Retriever Squad to escort prisoners to the facility, and a three-person science/medical team to screen and test incoming inmates. All of the guards and the Retrievers wore Guardsman battlesuits. The warden of record was Howard G. Hardman, and the head of the science team was Henri Sorel, former Head of Human Research at Project: PEGASUS.

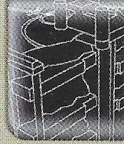
Site Overview: The Vault was designed to be impregnable from both sides. Half of the containment areas were lined with adamantium; the rest were constructed of omnium steel, another highly impervious material. The Vault had a surface administration level and five sub-levels, with the highest one placed 40 feet beneath the surface.

A gravel road through the Rockies led to the Vault. Outside was a checkpoint manned by two guards and a parking area for the general staff as well as the facility's occasional visitors. Two 50-foot-tall security towers overlooked the parking facility and the road; each was manned by one guard armed with a high-powered, swivel-mounted stun rifle.

Visitors passed the Administration Building to get to the second checkpoint, where two guards in battle armor verified their identities through retinal scans and fingerprint checks. Next, additional security staff scanned all visitors and their belongings with advanced metal and weapon detectors as well as x-rays before allowing them inside the facility. There were no exceptions to this policy.

The one-story, bunker-like Subcell Environmental Control structures flanking the main citadel contained controls for the prison's air, heat, light, and power systems. The Vault's designers prohibited access to these areas from the prison sub-levels below so that inmates could not knock out power to facilitate a mass escape. The walls (built from reinforced concrete more than five feet thick and jacketed with two feet of omnium steel and

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GUARDIAN

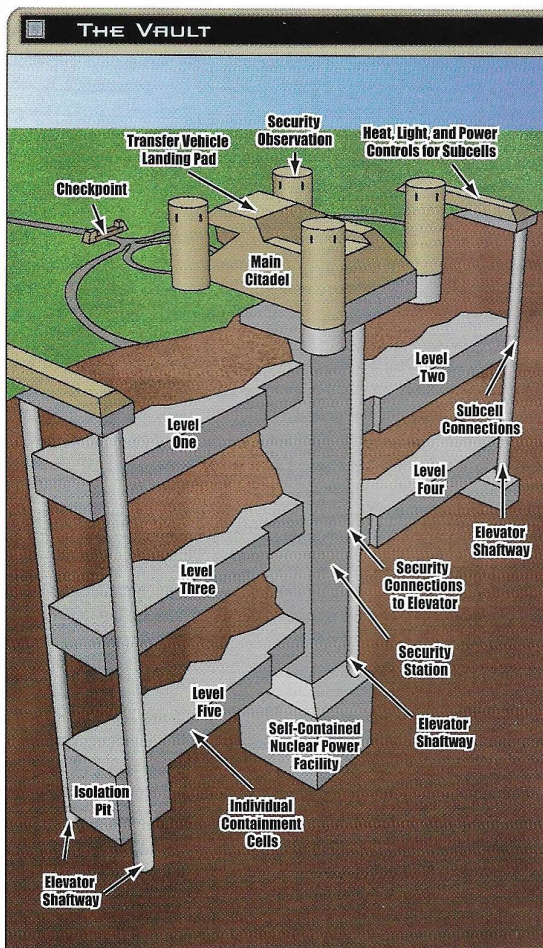


two inches of adamantium) were almost impervious to damage. One-foot-thick adamantium security doors controlled access to Subcell Environmental Control; entry required another retinal scan and fingerprint check, plus entry of a ten-digit code on a keypad. A heavily-reinforced elevator shaft ran between this area and the climate control sections of each sub-level. At the bottom of this shaft, far below the deepest level of the prison, was the Vault's self-contained nuclear power plant.

The main citadel had two manned security towers. The above-ground administration level housed the private offices of Dr. Henri Sorel and security chief Michael O'Brien, staff offices (mostly small cubicles), a second set of administrative offices and file rooms, a security staging area for processing prisoners, and elevator access to the lower levels (gained through the roof, which also doubled as a helipad). Also on this level was the security observation post. From here, technicians could monitor any portion of the prison. Sensors buried in the bedrock could detect the passage of anything larger than a rabbit either on or in the ground within one mile of the complex. Other sensors continually scanned all spectra of electromagnetic radiation, detecting even invisible and out-of-phase people and objects. The security staff stationed here could remotely control the neutralization devices in any cell in the prison. This room also housed a small armory containing three backup Guardsman armored suits as well as several small arms and energy weapons.

Each of the five lower levels had a security egress—a monitored area where one or more guards were on duty at all times. No controls were available from here, only monitoring. Each floor could contain as many as a dozen cells, but not all were the same size. The incarceration cells located on these sub-levels were modular, allowing easy installation of neutralization devices suited to the nature of each prisoner's special powers. Surrounding the cells were ten feet of concrete, five feet of omium steel, two inches of adamantium, and finally, the natural granite of the mountain.

A feature unique to Level Five of the Vault was the Pit, an isolation area used to hold the most dangerous super-powered criminals. The Pit was a 75-foot by 75-foot area kept in total darkness and silence. Cells in the Pit had no furniture and only the most basic hygiene facilities. Any inmate who tried to escape was sent to the Pit for a month on the first attempt, and for six months on the second. After six months in the Pit, no one tried to escape again.



Game Uses: Every game needs a place for the heroes to imprison the villains they've captured. The Vault may serve that purpose. It is also a great place to put heroes who have been wrongly accused of crimes. Can your heroes escape from this escape-proof prison?

Building: All walls in the Vault are Material Strength 22. Force Fields on individual cells can be pushed up to intensity 30, though they're usually kept at twice the Strength or intensity that the inmate can generate. Each cell is equipped with Nullifiers 15+ (Nullification); these generally work at intensity 15, though that value too can be pushed if necessary.

Personnel: The guards at the Vault are carefully chosen for their ability to maintain close surveillance on their charges and react quickly in emergencies. For that reason, any action a hero takes against a Vault guard is penalized by two levels of difficulty.

Guardman: Strength 5X, Agility 4X, Intellect 4X, Willpower 4X, Edge 0, Health 10. Powered Armor (Ability Boost 6 [Strength], Body Armor +7, Energy Blast 10 [Boot Jets; Limit: Must be above victim to use boot jets as attack], Flight 8, Kinetic Control 9 [Repulse Field], Life Support 2, Resistance +7 [to Cold, Energy, Gas, and Heat]). Calling: Soldier or Protector.

Enhanced Individuals: Surprisingly, not that many super-villains made it into the Vault before it was shut down. At best a dozen cells were usually occupied at a time. Among the most publicly known was the super-criminal Moonstone (file V/AVMS794), who broke out of the Vault with outside assistance to join the rogue vigilante team called the Thunderbolts under the codename Meteorite.

Two staff members transferred from Project: PEGASUS to the Vault: scientist Dr. Henri Sorel (file N/FFHS646) and security chief Michael O'Brien, once known as the Guardsman (file H/SHGM900).

New Technology: The Vault's most advanced systems were in its cells. The average cell measured 15 feet by 15 feet, though the walls could be moved to create cells of other sizes (up to 75 feet by 75 feet) as needed. Each cell contained a restroom, a sink, a bed, a small table, and a chair—everything a prisoner might need, except hope. A small library located in one of the storage rooms provided prisoners with books and magazines upon request, but no mechanical items were ever permitted in cells. Meals were prepared off-site and served with special silverware that broke down into a gray powder after 24 hours; this discouraged prisoners from stealing knives, forks, or spoons.

The walls, floors, and ceilings of the cells were composed of two-foot-thick omnium steel; a few units also had an additional three-inch sheath of adamantium. Each cell door was reinforced with a force field especially designed to resist a force approximately twice the maximum intensity that the occupant could generate. (This was done primarily to cut down on the energy drain of keeping all force fields set at maximum.) Hidden emitters in the walls of the cells constantly exposed the prisoners to nullification beams, which worked in the same way as Forge's nullifier gun. (These emitters only nullified powers known to the staff, however.)

X-FACTOR BASE

File Type: Government superbeing retrieval center

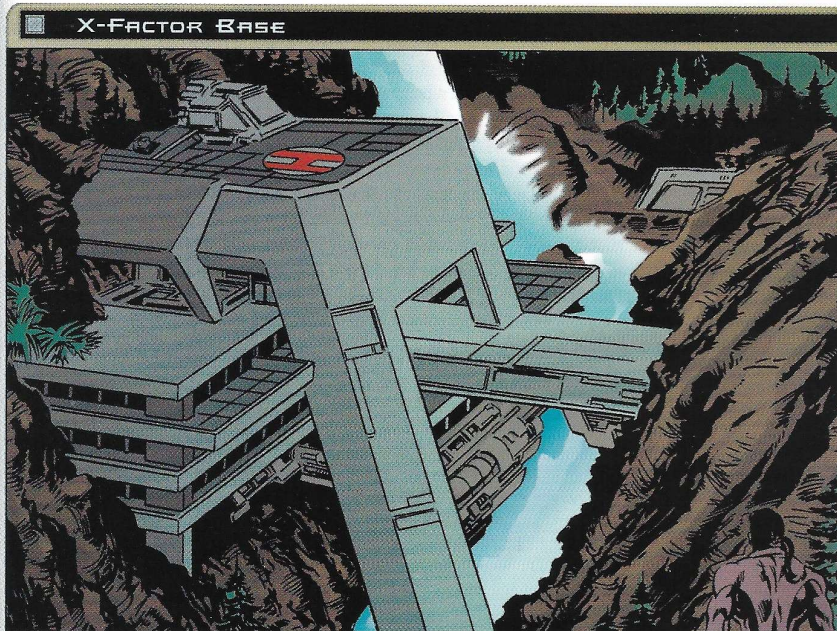
Location: Western Virginia

Profile: Located somewhere in the mountains of western Virginia is the Falls Edge Compound, former home to the government-sanctioned mutant law enforcement team known as X-Factor. Years ago, this building was a safe house for elite Cold War double agents, but then the Cold War ended and the site was mothballed. Recently, government strategists rashly decided to form their own mutant force to police other mutant activity. They selected Valerie Cooper, Special Mutant Affairs Advisor to the President and National Security Advisor, to lead this ill-fated team. She modeled it on the original X-Factor team—another poor decision that led to the manipulation of the vigilantes in the original X-Men by the terrorist group called the Right.

Cooper selected Forge, a Cheyenne shaman with the uncanny mutant ability to invent machines, to head the latest incarnation of X-Factor. But this choice didn't compensate for the villainous natures of certain other team members, such as Mystique (a criminal morph who infiltrated the Defense Department), the savage killer Sabretooth, and Genoshan military leader Havok, among others.

Shortly after the apparent demise of most of the X-Factor team, Special Director Brower and Valerie Cooper sought to penetrate the Falls Edge Compound. Building defenses proved deadly for several agents, but worse yet was the accidental breakage of a canister filled with a biotoxin that melted the flesh off of agents' bones. Brower and Cooper quickly sealed the compound and erected an electrostatic isolation dome to contain the spilled biotoxin.

Site Overview: The three-story Falls Edge Compound clings to the side of a cliff overlooking a river gorge. Hydroelectric equipment harnesses the energy of a series of cascading waterfalls to create auxiliary power for the facility. An extendable bridge platform



Game Uses: Despite governmental records to the contrary, the missing X-Factor team members are still alive and residing in the Falls Edge Compound. They are safe from government interference beneath the electrostatic isolation dome erected to keep what the U.S. believed to be a level seven biohazard in check. The government's mutant watchdogs would still like to secure a reputed trove of technology created by Forge and may try to recruit unwitting heroes to breach the site for them. Alternatively, a former X-Factor member, unaware that his or her teammates are still alive, might seek clues as to who apparently killed them.

Building: The facility's walls are Material Strength 18. Defenses range in intensity from 12 to 18; many are geared to fire lethal bullets and rays (**Energy Blast** 12 [Electrical, Kinetic, or other]) automatically. There is no biotoxin here.

Equipment: X-Factor's technology was provided primarily by Forge.

Forge's Neutralizer: Nullification 19 (Limit: Permanent).

provides access to the front of Falls Edge and serves as a runway for aircraft. The main door of the compound is designed like that of a vault, requiring multiple levels of security clearance (voice, palm, and retinal scans) to gain access.

The first three above-ground levels are residential, evidently modeled on Forge's Dallas home. Each features multiple-level living quarters and office space with linking open-air stairs. Forge's private rooms are a series of levitating multi-level platforms held in place by repulsion fields. Holographic fields mask the area's true nature with recorded or computer-simulated sequences. A kitchen, a dining area, a recreation and video viewing room, and private studies complete the apartment.

Two additional floors crown the topmost residential level, creating a sort of double-story upper deck. On the first floor of this deck, at the center of it all, is the Operational Ready Room, with voice-activated computer access. Also on this floor are three technical bays and an arsenal protected by a variety of security systems, including a laser net, radiation bombardment apparatus, chain guns firing mercy bullets, electrified arcs, gas vents, and sealable blast doors. Above the Operations Center on the upper deck are storage areas for heavy equipment and the aircraft hangar. A flight control tower, a helipad, and a radiowave and EM jammer occupy the roof.

The structure has three sub-levels partially set into the mountainside. The topmost one of these contains computers, communication centers, and a library. A gymnasium, a pool, and a sick bay fill the second. In the lowest sub-level is Sabretooth's cell, protected by containment lasers and full systems monitors. The main power generators for the complex, which use perpetual magnetic motion, are also here. According to government records, there is also a deep vault beneath the lowest sub-level; this was meant to serve as a bomb shelter in the event of war.

Building security included anything and everything: flying robocams, blast doors, spike traps, pits, gas vents, bombs, crushing weights, and biohazards. Monitored access crawlways connect the various floors, though it is suspected that they too are loaded with security deterrents.

Enhanced Individuals: Many members of X-Factor are presently unaccounted for, including Forge (file H/XMFR663), Havok (file H/XMHV044), and Mystique (file V/XMMY097). S.H.I.E.L.D. requires additional information to close these files.

New Technology: S.H.I.E.L.D. has been unable to classify the treasure at the heart of this vault. Forge's inventions, and even his raw materials, are beyond the understanding of our scientists. Forge can make any machine he can envision, including the powerful mutation neutralizer that robbed the vigilante Storm of her powers for some time.

CODE: NEFARIOUS

These files detail the headquarters of various criminal and terrorist organizations, as well as the residences and workplaces of individuals with enhanced abilities. Many of the groups known to be residing at these locations, such as A.I.M. and HYDRA, pose international threats. Some individuals, such as the Green Goblin, focus on street-level activities. All are considered extremely dangerous. Any contact with them must be reported to director-level personnel immediately.

ADVANCED IDEA MECHANICS

File Type: Technological terrorist base

Location: Worldwide (headquartered in New York)

Profile: The secret organization known as Advanced Idea Mechanics (A.I.M.) is a group of gifted scientists and their henchmen bent on world domination through advanced technology. Formerly an R&D division of HYDRA and a public corporation, A.I.M. is now an independent underground organization. A.I.M. frequently auctions off its powerful technology to the highest bidder—therefore, any criminal cartel with enough money might be outfitted with A.I.M. equipment.

Site Overview: Most of the A.I.M. underground labs heretofore discovered are quite similar to one another. Accordingly, this report describes a general prototype A.I.M. facility.

A secret elevator, large enough for a 25-foot delivery truck, provides access to the laboratory facility. The elevator can be activated either by remote signal or by security staff within the lab.

Below ground, just off the elevator, is the main lab facility. It contains examination/operating tables, computers, and a variety of scientific equipment. Branching off the main lab are the primary storage facilities, which contain refrigeration units for perishable goods as well as space for regular supplies. Also near the lab are the



Game Uses: Advanced Idea Mechanics is interested in the acquisition and development of any advanced technology. Its members are excellent and versatile foes, capable of kidnapping super heroes for study, stealing important weaponry advancements, and developing instruments of amazing destructive power. An A.I.M. base is also a good site for setting off devices with LED countdowns to Armageddon. Super-villains might go to A.I.M. for specialized equipment, or even for funding to build terrorist technology of their own (though any villain should read his or her contract with A.I.M. very carefully). Finally, A.I.M. is really interested in any kind of advanced idea, so if the heroes develop something cool, A.I.M. will almost certainly want to acquire it—one way or another.

Personnel: A.I.M. scientists are all well-trained in their fields, though their attention to laboratory safety often leaves much to be desired.

A.I.M. Scientist: Strength 2X, Agility 3X, Intellect 4C, Willpower 2X, Edge 0, Health 1Q. Two science skills. Blaster Pistol +2. Calling: Investigator.

Equipment: As previously noted, an energy weapon of some type can be found in any A.I.M. base, though it can be problematical to use (even for its creators).

A.I.M. Energy Weapon: Energy Blast 17 (Limit: Unpredictable [With each use the Narrator draws a card; a Doom card indicates that the weapon malfunctions and explodes.])

main security station (containing electronic monitoring equipment), the armory, and a storage area for emergency equipment. An ancillary corridor leads to the records room (where both electronic and physical data are maintained), the “clean” lab (a lab environment free from static electricity and germs), and a small staff lounge.

Somewhere in the lab, the scientists have a massive energy weapon, typically an untested prototype. Such a weapon usually requires at least two scientists to use and is quite often improperly shielded against assaults. Nonetheless, agents should beware of such weapons.

As a side note, there is no reason to believe that all A.I.M. labs are underground, even though all those discovered to date have been so. Rumors that A.I.M. is working on a helicarrier to match S.H.I.E.L.D.'s have not been substantiated, but the Directorate continues to monitor this situation very closely.

Enhanced Individuals: A.I.M. scientists and technicians dress in yellow Racial spacesuits with mesh-plastic faceplates. Their sole mission is to design, build, and sometimes sell dangerous and powerful weapons. Curiously, A.I.M. doesn't seem to have a separate cadre of soldiers; instead the organization arms its scientists with the very weapons they design.

Modok—the Mobile Organism Designed Only for Killing (file V/AVMO785)—is an artificially mutated human being with superhuman intelligence and a plethora of mental abilities. His horribly misshapen body is almost entirely head, with small dangling arms and legs. At one time, Modok used his powers to subjugate A.I.M. for his own ends, but reports state that the organization has once again gained control over the mutate. A.I.M. also built a second such organism, codenamed Modam (file V/AVMO786), which is female, at least in appearance.

New Technology: If it is powerful and destructive, there's an even money chance that it was built by A.I.M. The organization has designed energy weapons, bombs, gamma-ray chambers, and other instruments of disaster too diverse and numerous to describe here. Nor is the organization's expertise limited to technological weaponry; A.I.M. scientists even brought the lethal mutant Proteus back from the dead, thereby re-creating an enormously hazardous weapon of another type. Invariably, any A.I.M. lab contains at least one prototypical energy weapon; agents are cautioned that these weapons rarely follow the same blueprint as previously discovered ones, even if the designs appear similar.

BARON ZEMO'S SATELLITE BASE

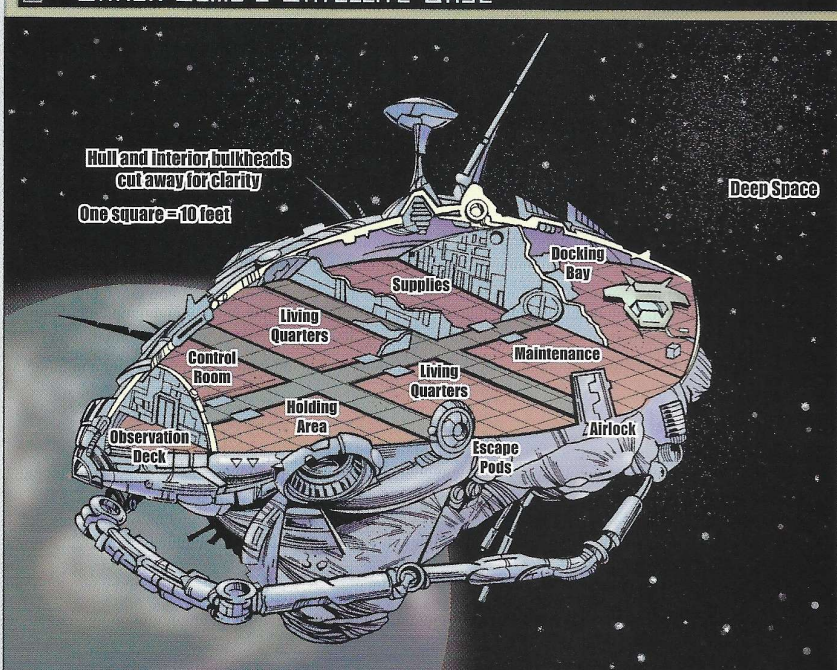
File Type: Criminal headquarters

Location: Earth's orbit, last seen above the Galapagos Islands

Profile: International threat Baron Helmut Zemo used this abandoned Advanced Idea Mechanics (A.I.M.) satellite as his base during his most successful attack on the people of the world. His relocation to this site was the culmination of a well-orchestrated plan of deceit and terror. After the Fantastic Four and many of the Avengers had apparently died in the Onslaught incident, Baron Zemo realized that the world needed new heroes and decided to provide them with some—on his terms. He gathered five former Masters of Evil team members, gave them new heroic identities, and assumed one for himself. The six disguised villains fooled the world into believing they stood for more than their own personal gain. A hero-starved Manhattan embraced the so-called “Thunderbolts” as its protectors, giving them a virtual key to the city and the Fantastic Four’s abandoned penthouse in Four Freedoms Plaza as a home. Throughout, Baron Zemo worked to gain access to the classified files of the Avengers and S.H.I.E.L.D.

For reasons that remain somewhat unclear, Baron Zemo himself alerted S.H.I.E.L.D.’s then-director G.W. Bridge as to the Thunderbolts’ true identities shortly after the group had received the requested security clearances. Just as New York’s mayor was publicly honoring the Thunderbolts, S.H.I.E.L.D. agents raided the ceremony and exposed them as the Masters of Evil. Law enforcement officials gathered to take the criminals into custody, but the Thunderbolts destroyed their own base in Four Freedoms Plaza and escaped into the stratosphere. The damage to S.H.I.E.L.D.’s security and the image of the Mayor’s Office from this incident was significant.

BARON ZEMO'S SATELLITE BASE



>> MORE // Baron Zemo's Satellite Base

Three weeks later, Baron Zemo unveiled his ultimate plan. Throughout the world, the effects of a device called the bio-modem made themselves known. Using a virus planted in military networks (to which the Avengers' security codes had given him access), Zemo sent a signal that dominated the minds of military personnel all over the Earth. The Baron took control of military bases worldwide and initiated military actions in formerly peaceful spots such as Booth City, Nevada, the European nation of Carnelia, and Libertad, Santo Rico.

The Avengers and the Fantastic Four returned and marched against Zemo, but even they fell under the sway of his bio-modem. Only the timely intervention of Iron Man, who had taken refuge in the abandoned Samarobryn Station, saved the world. It is believed that at least a few of the criminal Thunderbolts turned on Zemo in this encounter, but that remains to be proven.

The satellite was believed destroyed in the ensuing conflict, and the Thunderbolts remain S.H.I.E.L.D.'s number one threat. Conflicts with S.H.I.E.L.D. agents occurred in Colorado, but these villains are still at large.

Site Overview: The base was built to service A.I.M., but it suited Zemo's needs well. Its upper level featured living quarters, an observation deck, and a docking facility that could hold a dozen automobile-sized aircraft. Lower levels housed life support systems, technical maintenance equipment, and a highly efficient power supply. A.I.M.'s advanced computer equipment was capable of maintaining all the station's functions.

However, given that Techno's superpowers allow him to modify equipment to suit his needs, this layout may have changed significantly while the Thunderbolts occupied the station. At one point, eyewitnesses said that Techno transformed the exterior of the structure to resemble his own face, so who knows what might have been changed on the interior.

Enhanced Individuals: One of the most dangerous criminals on the planet, Baron Helmut Zemo (file [V/AVBZ002](#)) is the latest in a line of villainous individuals. He has led several incarnations of the Masters of Evil and bears a lifelong grudge against Captain America (file [H/AVCA001/B](#)). The Baron's Thunderbolts guise was "Citizen V," a modern version of a war hero whom Zemo's father had killed in the 1940s.

His closest ally (at least in the wake of the battle on the satellite) is Techno, the man formerly known as the Fixer (file [V/AVFX663](#)). Reports indicate that Techno's body died fighting the Elements of Doom (file [V/AVEL001](#) to [109](#)), but he somehow evolved a new body composed of living circuitry.

Other members of the Thunderbolts team were MACH-1, alias the Beetle (file [V/AVBT211](#)); Atlas, alias Goliath (file [V/AVGL945](#)); Songbird, alias Screaming Mimi (file [V/AVSM388](#)); Meteorite, alias Moonstone (file [V/AVMS794](#)); and Jolt (file [V/AVJL592](#)), whose previous villainous identity is not yet known, though the Directorate presumes that she must have had one. After conflicts in New York and other showdowns, S.H.I.E.L.D. considers the Thunderbolts its number one target.

New Technology: Though the satellite itself is quite advanced, the most important new technology on the station was the bio-modem. This device fired a signal into worldwide military computer nets that reconfigured programs and hardware in host systems. That signal caused the electron guns in individual monitors to project mind control waves into the optic nerves of their operators. Only a second's viewing of an infected port was necessary for Zemo's mind control to take hold.

S.H.I.E.L.D. is still trying to determine how this is possible.

Game Uses: Prior to the station's demolition, the satellite base could have made a great hideout for any super-villain on the run from Earth's heroes. Alternate reality scenarios in which the base wasn't destroyed in the fight among the FF, the Avengers, the T-Bolts, and Baron Zemo are also possible. In fact, if Techno still controls the base, it should prove a most surprising place, as it morphs and shifts to suit its controller's wishes.

Bio-Modem: Material Strength 4. Mind Control 12 (Broadcastable).

DOCTOR OCTOPUS'S LABORATORY

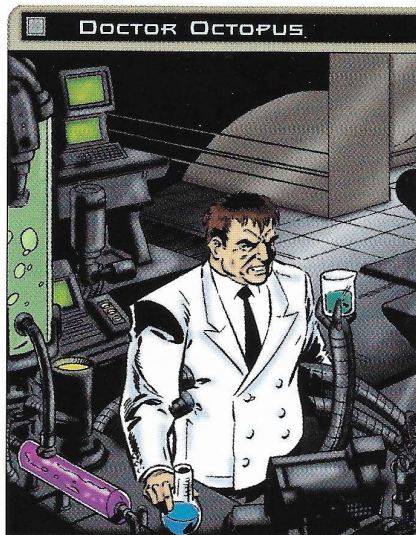
File Type: Criminal headquarters**Location:** New York City

Profile: Doctor Octopus has been a super-villain for longer than anyone cares to remember. Formerly brilliant nuclear researcher Otto Octavius, Doctor Octopus is now criminally insane and constantly perpetrates hideous crimes. He frequently runs afoul of the vigilante Spider-Man.

Site Overview: Over the years, Doctor Octopus has had a variety of lairs in New York, including subterranean bases, abandoned warehouses, and the like. His current lair remains undiscovered; this report details one of his most recent labs.

One area of the lair inevitably serves as the Doctor's laboratory. This lab facility is filled with computers and scientific equipment of all kinds, with particular emphasis

on devices relating to radioactive research. On one of the desks is a lead-lined chamber for the manipulation of radioactive substances, with sealed armholes for the Doctor's "tentacles." Another area houses the Doctor's communications net, where he can monitor broadcasts and speak with underlings and other super-villains. Usually placed here are satellite receivers, internet hookups, and cellular communications, along with relevant scrambling devices. Doctor Octopus maintains spartan living quarters (usually consisting of nothing more than a bedroom and bathroom) in each lair.



Enhanced Individuals: Doctor Octopus (file [V/MTDO994/B](#)) is a master criminal with a terrifying level of technological skill. He wears a harness of four metallic tentacles, which he evidently controls with his mind. In the past, these tentacles appeared to be fused to his body; recent reports, however, indicate that this is not the case now. Doctor Octopus directs most of his anger at Spider-Man (file [H/MTSP001/B](#)).

New Technology: In addition to his tentacles, Octavius has invented many types of radiation shielding. His devices could probably hold back a small nuclear explosion—or generate one.

Game Uses: Doctor Octopus is a good, general-purpose villain. Since he makes no attempt to live a private life, his headquarters are also his home. Doc Ock also occasionally assists heroes with problems involving radiation and toxicology, his areas of expertise. Of course, Octopus probably has his own selfish reasons for doing this.

Equipment: The shielding that surrounds Doc Ock's lab is one of its most notable features.

Octavius's Radiation Shielding: Force Field 25 (Limit: Shields from energy attacks only).

FISK TOWER

File Type: Business offices/Criminal headquarters

Location: New York City; affiliate headquarters in Japan

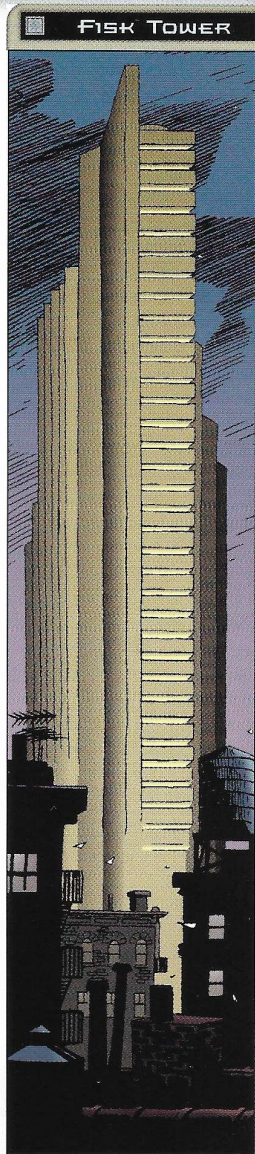
Profile: Despite various setbacks, Wilson Fisk remains the Kingpin—the most influential figure in crime on the eastern seaboard. He also is a fabulously successful legitimate businessman, and his company, Fisk Industries, has its headquarters in the Fisk Tower. Fisk likely owns many other properties in New York as well, though a complete listing is impossible to maintain due to his tangled web of dummy corporations.

Site Overview: Fisk Tower is an imposing building in midtown Manhattan. Fisk Industries occupies the top five floors of the structure.

Wilson Fisk's enormous personal offices dominate the penthouse. Along with his impressive library and a communications console for his legal activities, the office suite contains a separate comm center filled with monitors, satellite links, cellular communications, and scrambling devices. Kept in highly encrypted and isolated banks are Fisk's criminal files, both those detailing his own operations and the dossiers he has developed on other criminal figures and activities. S.H.I.E.L.D. reports suggest that there may be a hidden hangar bay for helicopters and VTOL aircraft on the roof. Both physical and electronic security are tight at Fisk Tower.

Enhanced Individuals: Though the Kingpin (file V/MTKP657/B) is widely known as a criminal mastermind, Fisk maintains that these stories pertain to someone else. It remains impossible to find evidence linking Fisk to the Kingpin's criminal activities. Heroes who have run afoul of the law—Spider-Man (file H/MTSP001/B) and Daredevil (file H/MTDD224/B) most prominently—are often seen here.

New Technology: The Kingpin's operations are low-tech, relying on the tools of the street. He is generally believed to be responsible for several "designer drugs" that have hit Manhattan in recent years.



CODE:
NEFARIOUS

Game Uses: The Kingpin has his fingers in many pies, so it is very easy for super hero groups to come across one of his operations. Fisk Tower is an easy place to contact the Kingpin, though getting in to see him is another matter entirely.

Personnel: The Kingpin doesn't like to do his own dirty work, so he employs a good supply of trained goons.

Kingpin's Goon: Strength 5D, Agility 4D, Intellect 3X, Willpower 2X, Edge 0, Health 10. Brawling: **Marksmanship**. Equipment: Knife +1, Pistol +2. Calling: Greed.

THE GREEN GOBLIN'S LAIR

File Type: Criminal headquarters

Location: New York City

Profile: The Green Goblin has one of the most notorious and unnerving faces in crime. Though not a global or even a national threat, he is dangerous to the general populace nonetheless. Since the reign of the original Green Goblin, several men have masqueraded as the cackling fiend, for both good and nefarious purposes. It was assumed for a time that industrialist Norman Osborn was the original Green Goblin. At least for the moment, however, he has quieted those rumors.

Also of note is the Hobgoblin (a.k.a. Roderick Kingsley), a thief who utilizes derivatives of the Green Goblin's technology and motif. The specifics of the Goblin's equipment and lair probably also apply to the Hobgoblin.

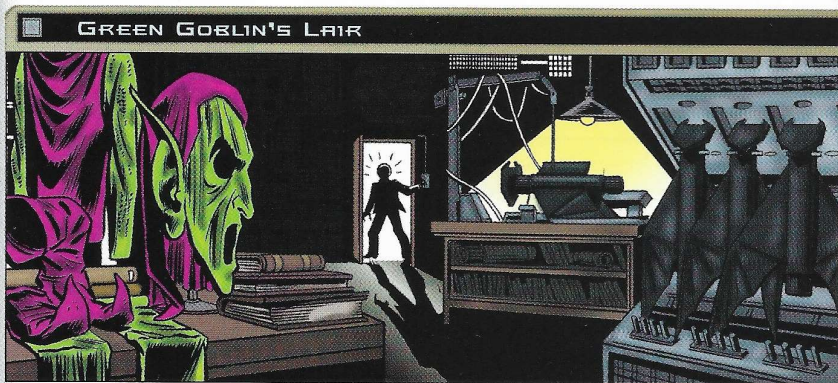
Site Overview: The various Green Gobblins have maintained lairs all over New York City, but all the sites chosen have common features in addition to their general contents. The lairs, be they behind false walls in warehouses, within storm sewers, or in sub-basements, are always hidden from all but the closest examinations. Most who have found Green Goblin lairs over time have stumbled across them through blind luck, as the Hobgoblin presumably did.

In one part of the lair, opposite the door, is a storage locker containing the Green Goblin mask, outfit, and armor. Nearby are racks of the villain's equipment, including stocks of pumpkin bombs, throwing bats, and spare goblin-gliders. On the closest wall is a workbench that holds a variety of tools and equipment, all used to create and maintain the Goblin's gadgetry.

Next to this workbench lies a small chemical laboratory. The lab is also stocked with a variety of emergency medical supplies, including bandages, sterilization salves, splints, and sutures.

Back across the room is a small library that features various technical and scientific texts, along with any notes or schematics that particular Goblin has created. Some of the Green Gobblins have kept journals, but most of those have been lost or destroyed over time.

Next to this library is a computer and communications console. Here the Green Goblin can monitor television, radio, and police bands, as well as maintain detailed electronic files. All communications equipment is attached to high-grade scramblers to conceal the origin of outgoing messages.



It appears that past Green Goblins have relied upon the inherent secrecy of their lairs as their primary security. However, some bases have utilized complex keypad locks for access, and all have heavily encrypted computer files.

Enhanced Individuals: Many people have been the Green Goblin since the original, once thought to be Norman Osborn (file V/MTGG017/B). No one currently holds the mantle, but Osborn himself has resurfaced as the new owner of the *Daily Bugle* newspaper; apparently, he has now been cleared of all charges relating to the Green Goblin. Other Goblins have included his son Harry (file V/MTGG017-017A) and psychologist Bart Hamilton (file V/MTGG017-017C). The Hobgoblin (file V/MTHB274) holds similar powers and has been known to raid old Green Goblin lairs for their technology.

The original Green Goblin's most heinous act was the killing of Gwen Stacy (file C/CVGS878), a known associate of Spider-Man (file H/MTSP001/B). The Goblin and Spider-Man have clashed on many occasions since.

New Technology: The Green Goblin has developed many new weapons, including small-scale bombs and blasters. He also created a personal glider with unprecedented maneuverability.

Game Uses: Although the Green Goblin goes through periods of inactivity, he always has a way of popping back up when least expected. The villain's various incarnations have held secret bases throughout the city, and heroes could easily stumble across one. Or perhaps a young criminal could find a base and begin yet another rampage as the Green Goblin. Of course, eventually Norman Osborn must reclaim his mantle.

Equipment: All the Green Goblin's signature devices are designed and named in accordance with his unique persona.

Blast Gloves: Energy Blast 10, Randomizer 20 (negates target's Danger Sense; Limit: Penalty of one difficulty level per action).

Body Armor +2

Goblin Grenade or Pumpkin Bomb: "Anti-Spider-Man" (Spider-Man's Danger Sense goes to 0 for 24 hours after he has been within firing range of a blast), Energy Blast 8 (Fire), Fire Control 8 (Stunt only; Smokescreen), Stun Blast 8, Limit: Delay (may be ignored at the Goblin's option).

Goblin-Glider: Flight 3.

Throwing Bat: Knife +2.

HELLFIRE CLUB

File Type: Elite social club/Criminal headquarters

Location: London, Moscow, New York, Rio de Janeiro, Tokyo, Venice, and possibly elsewhere

Profile: The Hellfire Club has been an organization of questionable moral fiber since its creation in England in the 1760s. Catering only to the elite, the Club has provided its members with pleasures (some questionable) as well as a meeting place at which to consolidate and further their economic and political power.

Led by a former member of Parliament named Sir Patrick Clemens, the Hellfire Club expanded to the colony of New York in the 1770s. The present-day Hellfire Club mansion stands on the very site of the abandoned church that served as its original New York headquarters (now a prestigious Fifth Avenue address on Manhattan's East Side).

Today, the Hellfire Club still invites only the most elite of the elite from around the world to become members. As far as the general public and most of the Club's members are concerned, it is a respectable upper class social organization singularly devoted to spectacular galas. Business is rarely left at the door, and multi-million dollar deals are often made within the mansion's confines.

The Inner Circle, composed of the Club's highest-ranking members, serves as its ruling council. Dressing in 18th century costumes and holding positions named after chess pieces, the Inner Circle members are more than just the best-connected or most popular of the elite; they are secretly engaged in plots of worldwide domination through economic and political influence.

Site Overview: The Hellfire Club maintains six primary locations throughout the world. Following is a brief description of each:

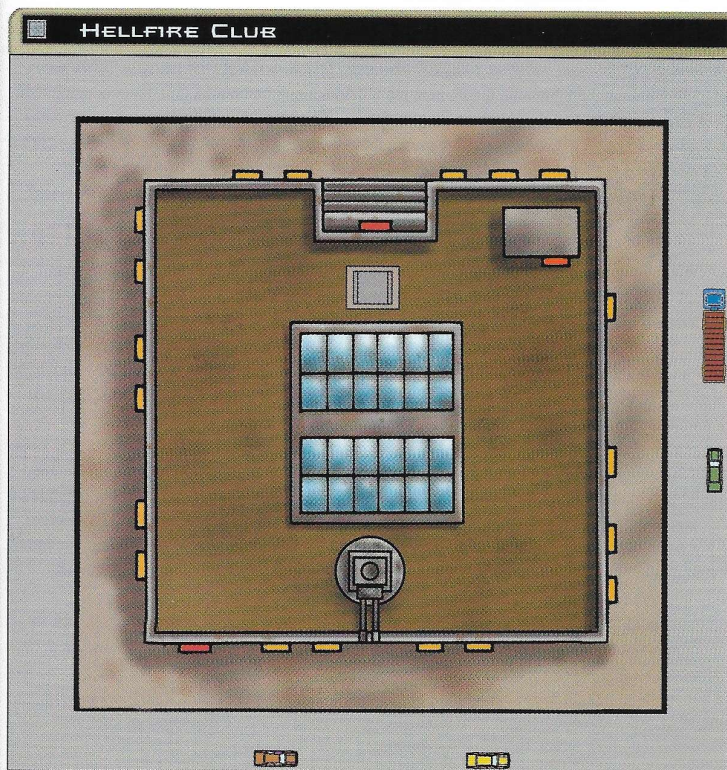
- The primary location of the Club is in Manhattan, New York. Built on the remains of an old church, the American Hellfire Club building is an opulent colonial mansion.
- The Club maintains a beautiful Renaissance mansion with five floors on the canals of Venice, Italy.
- A fully refurbished Spanish castle houses the Hellfire Club in Rio de Janeiro, Brazil.
- The London, England location is a stately Victorian mansion with deep crypts winding beneath it.
- The Club operates in an ancient imperial-style castle outside of Tokyo, Japan.
- A fully restored Czarist mansion houses the Club in Moscow, Russia.

The London location especially requires further infiltration. Rumor has it that, within the catacombs, ancient yet advanced technology has been found. While reports are sketchy, some believe these devices to be part of the arsenal used by the mutant Apocalypse, who supposedly owned the mansion at one time. S.H.I.E.L.D. will continue investigating this matter, as Apocalypse has been classified as a serious threat to national security.

While the Hellfire Club locations are very different, all share some similarities as well:

- **Ballrooms**—Every Club has at least two ballrooms, one of significant size and one used for smaller, more private gatherings. It is in the larger ballrooms that the Club celebrates its infamous year-end Bacchus Festivals, which are gatherings of conspicuous hedonism.
- **Drawing Rooms**—A sizable drawing room, complete with large fireplace, humidor, and large bar, is part of each Club.

- **Library**—Each Club has two libraries. The first is open to all members and features a wealth of first-edition classics and legal texts. The second is open only to higher-ranking members; these special collections reportedly include a variety of secret information and esoteric tomes.
- **Private Chambers**—Reserved on a rank-preference system, the Club offers fully furnished private chambers for its members. Those who require a secret place for discreet meetings often make use of these rooms, as do members who simply do not wish to leave the parties.
- **Servants Quarters**—The in-house staff members of each club have private quarters within the facility. These rooms are usually well away from the main areas of the house, and they are typically far more spartan than the rest of the mansion.
- **Necessities**—Of course, each Club maintains its own full kitchen, larder, wine cellar, public bathroom facilities, and the like. Each private chamber also has its own lavatory.
- **Secret Areas**—Secret passages and rooms riddle all the Hellfire Clubs; they are known only to higher-ranking members, who use them to make unnoticed exits/entrances or host clandestine meetings.
- **Inner Circle**—The most secret of secret areas are those chambers utilized by the Inner Circle. Most members are not even aware that these sections of the Clubs exist. Here the Inner Circle can scheme in secrecy, surrounded by electronic countermeasures as well as all manner of communications and computer equipment. Intelligence suggests that these areas contain many advanced devices created by either Shaw Industries or Frost International, but these reports have yet to be substantiated.



Security within the Hellfire Clubs is minimal in most areas. Mercenaries in uniforms with red and blue masks guard most locations, observing the mansions through electronic surveillance. The private chambers of the Inner Circle, however, are far more secure. A variety of systems, including key-code locks, voice recognition, electronic surveillance, bug detectors, white-noise generators, and computer encryption, make it difficult for unauthorized persons to enter one of these areas, much less utilize anything found there or communicate its presence to the outside world. Indeed, with the Hellfire Club's reputation and power, few would dare try to gain unwanted entrance.

Enhanced Individuals: Sebastian Shaw (file [C/XMBK011](#)), the Black King of the Hellfire Club, is the CEO and principal shareholder of Shaw Industries (file [NC-54057:486/8-83](#)). Reports indicate that Shaw is a mutant, with the ability to convert kinetic energy into physical strength. His son Shinobi (file [C/XMBK011-011A](#)) has also claimed control of the Hellfire Club on at least one occasion.

The mysterious woman known only as Selene (file [C/XMBQ001](#)) serves as the Black Queen of the Hellfire Club. Though she appears to be a young woman, eyewitnesses insist that she is centuries old. Selene's background is shrouded in mystery, and rumors abound that she is a mutant with superhuman strength, psionic vampirism powers, and various magical abilities. Small pockets of people who worship a Roman goddess named Selene exist, but no connection between the two is apparent.

S.H.I.E.L.D. intelligence indicates that Emma Frost (file [V/XMWQ008](#)) was once the White Queen of the Hellfire Club, but has given up her position there. She is presently the CEO of Frost International (file [NC-23008:486/1-17](#)), and also the fulltime headmistress at the Xavier School for Gifted Youngsters. Frost has known powers of mental domination.

New Technology: Though the Hellfire Club maintains a Renaissance affectation, the Inner Circle is technologically advanced. This technology comes principally from Shaw Industries, a contractor with the Defense Department and other government agencies. Shaw Industries' most successful project was the Sentinel refit, suggesting that the Hellfire Club may have access to the mutant-hunting robots. The contradiction between this technology and the suspected mutant status of the Inner Circle has not been reconciled to the Directorate's satisfaction.

Game Uses: The Hellfire Club, as simply a social club, is useful for mingling with the very rich and successful. Since it has locations around the world, members can enjoy its comforts while traveling abroad. On the other hand, the conspiratorial goals of the Inner Circle, combined with their considerable wealth and influence, make them versatile foes. Their avaricious interests lead them anywhere that there is gain to be had.

Personnel: Outside of the mutants who make up the inner circle, the only people in the Hellfire Club who could challenge heroes are the mercenaries who protect the place.

Hellfire Club Mercenary: Strength 7C, Agility 4C, Intellect 3X, Willpower 4D, Edge 0, Health 10. **Brawling, Knives; Marksmanship, Martial Arts;** Military. Equipment: **Body Armor** +2, **Machine Gun** +3. Calling: Soldier.

THE BLACK KING



HYDRA

File Type: Worldwide subversive organization base

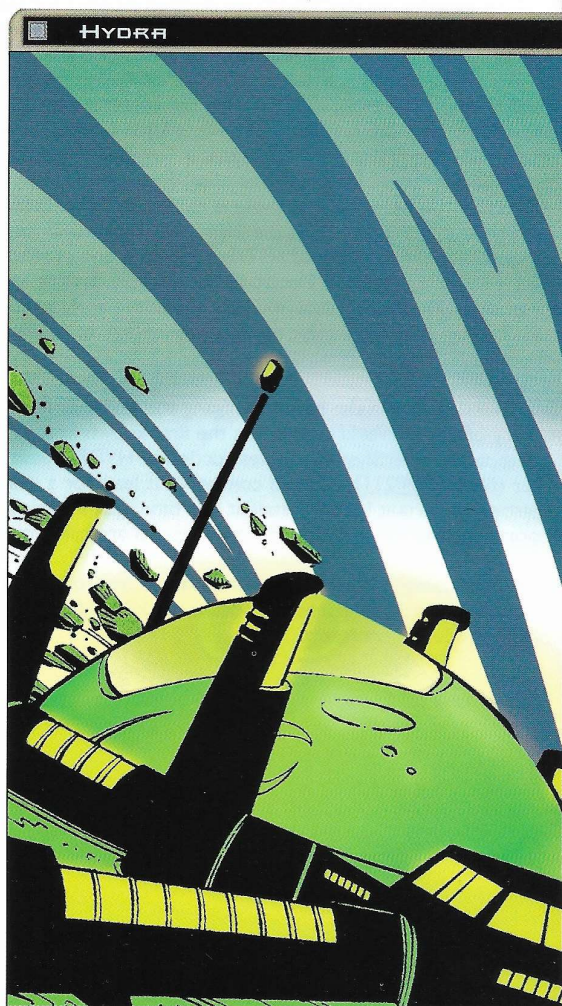
Location: Headquarters in U.S., formerly in Germany; other bases worldwide

Profile: HYDRA began as a fascist society in World War II. Named for the Lernaen Hydra of Greek myth, the organization prided itself on its ability to regroup and rebuild after any defeat, supposedly returning mightier than before. During the reign of its best-known leader, Baron Wolfgang von Strucker, HYDRA was one of the world's most feared criminal operations. At that time, its members believed themselves heirs to the Third Reich.

Today, HYDRA is a very different organization, although its world domination goals have not changed. Abandoning its fascist ideology, the modern HYDRA presents a new face to the world, even going so far as to offer "company benefits packages" that include health and dental insurance. Because of its many defeats over the years, HYDRA is no longer regarded as the threat it once was; what used to be the largest subversive group in the world is now on par with organizations such as A.I.M.

Agents of HYDRA still wear the same green uniforms (complete with cowl and yellow "H") as they did in past days. Though its operations are probably concentrated in the United States, HYDRA still maintains bases throughout the world.

Site Overview: While HYDRA utilizes many different configurations, this report details one of its floating bases—a fully mobile naval vessel that appears as a natural island from a distance. The most dominant feature of the island base is its large "mountain," which houses a small nuclear power plant and full radar facilities capable of detecting approaching aircraft and ships. The site also features extensive aircraft facilities, including fully movable runways, aircraft hangars, jumbo jet hangars, and fuel storage areas.



Game Uses: HYDRA operates all over the globe and has its fingers in many pies. A base such as this can be used as a covert research station (perhaps engaged in creating the latest in world-threatening devices) or as a staging area for a covert invasion. Regardless, HYDRA exists to be stopped by heroes seeking to save the world.

HYDRA bases have hulls of Material Strength 19, with Protected Senses 19.

Personnel: This criminal organization employs agents of all sorts, but most are normal humans.

HYDRA Agent: Strength 4X, Agility 4X, Intellect 3X, Willpower 2X, Edge 0, Health 10. Equipment: Blaster Pistol +2. Calling: Soldier.

Equipment: The best examples of HYDRA's technological expertise are its bases and its vehicles.

HYDRA Submersible: Hull Strength 17. Force Gun +8, Lightning Speed 8 (Swimming).

Also included on the "island" are docking facilities for seagoing craft, water purification plants, a communication and computer center, a fire station, a motor pool, an administration and housing area, a hospital, and various research and development facilities.

The configuration is based on a triple-hull design (making it virtually unsinkable by modern naval ordnance), with flotation cells dotting the underbelly and a full set of electromagnetic propulsion units. A three-foot layer of earth covers the "island's" surface, and beaches line the majority of its perimeter. Together, these features help to maintain the base's shallow façade for the casual observer.

Security on bases such as these is extremely tight. Radar/sonar facilities and satellite monitoring make approaching the island very difficult. Once there, an intruder not only has to contend with required HYDRA etiquette and protocol, but a variety of thumbprint devices and keycard locks. Electronic surveillance devices, keyed to a fully cross-referenced database of operatives, monitor the entire surface. Furthermore, these bases utilize radar baffling and holographic masking technology to evade detection and remote observation.

Enhanced Individuals: Baron Wolfgang von Strucker (file S/SHVS019), a former German military officer in World War II, was the first known head of HYDRA. He and his elite staff apparently perished in the destruction of HYDRA Base, and the terrorist known as Viper (file S/SHVP211) assumed command, at least for a while. Little information exists regarding important HYDRA staff at this time. Gaining this data is considered of utmost importance, and S.H.I.E.L.D. undercover agents are currently working toward that goal.

New Technology: HYDRA's major advances have occurred in the areas of weaponry and transportation. Of particular note is the HYDRA submersible, an impressive small craft for undersea transport.

KRAVEN'S DEN

File Type: Private residence

Location: New York City

Profile: Sergei Kravinoff (later anglicized to Kraven) was perhaps the greatest big game hunter in the world. Utilizing herbal potions obtained in Africa, he became a superb physical specimen, capable of taking down lions with his bare hands. Unfortunately, Kraven was convinced that Spider-Man was the ultimate quarry. Defeat after shameful defeat unhinged Kraven; once the hunter finally did defeat Spider-Man, he took his own life. Recent information, however, indicates that another Kravinoff has entered the country.

Site Overview: Kraven's mansion is located on 72nd Street in Manhattan. The house has the typical dining and kitchen facilities, bedrooms, and baths, plus several areas of special interest. Kraven's study is filled with books on herbalism and zoology. A small secret room off the study was once used as a chapel. Kraven's trophy area is still filled with traps and the stuffed remains of many of Kraven's glorious kills. Kraven also maintained a sizable computer and communications network, on which he stored information about his prey. In the cavernous basement level far beneath the mansion are prison cages and trophies of endangered or otherwise protected animals.

Enhanced Individuals: The noted hunter Kraven (file V/MTKR06Z) apparently took his own life in pursuit of the vigilante Spider-Man (file H/MTSP001/B). Dmitri Smerdyakov (a.k.a. Dmitri Kravinoff), the Chameleon (file V/MTCH679), is a Russian man and a naturalized citizen of the UK. He has the ability to mimic others perfectly. Apparently he grew up as a servant boy to Kraven, unaware that he was in fact related to Sergei.

New Technology: Kraven was a master at making traps, and his house is filled with them.

Game Uses: Heroes may visit Kraven's home to investigate reports of roaming beasts, or to aid an embattled Spider-Man.

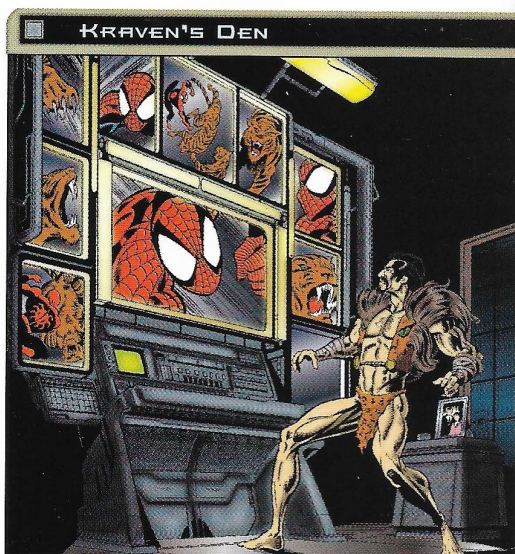
Equipment: The most notable devices in Kraven's den are mechanical traps.

Falling Cage: Material Strength 16. Entrapment 15.

Noose Trap: Ensnarement 9 (contingent Garrotes action).

Pungi Stakes: Poison 12 (Lethal; a desperate Agility action is needed to dodge each stake).

Trophy-Mounted Laser: Energy Blast 8 (Limit: Fires only from the eyes of Kraven's stuffed trophies).



CODE:
NEFARIOUS

MAGNETO'S ANTARCTIC BASE

File Type: Extremist headquarters

Location: Antarctica, near the Savage Land

Profile: S.H.I.E.L.D. personnel are quite familiar with the name Magneto. The world's Master of Magnetism has masterminded many plots, either on his own or in conjunction with his former Brotherhood of Evil Mutants or mutant Acolytes organizations. He believes mutants to be the superior strain, with an inborn right to dominate normal humans. Magneto may have gone through his phases of reform, but in the wake of the Onslaught devastation, he is still classified as a serious threat to national security.

Site Overview: Although Magneto is not currently utilizing this base, it is detailed here as a prime example of his abilities. It would be impossible to cover even a reasonable portion of this huge base in one report, so this document examines only the most important areas.

One of the most significant features of this facility is its power core. By tapping directly into geothermal energy, Magneto essentially created an eternal power source. The base is also fully automated, right down to repair drones that manage maintenance. Thus, the facility remains fully operational during Magneto's extended absences.

Definitely the most interesting feature is the base's size—it covers more than five square miles. Buried more than one mile beneath the surface, the primary entrance is accessible only through an active volcano. Magnetic shielding keeps the lava at bay and creates bubbles to protect entering vehicles.

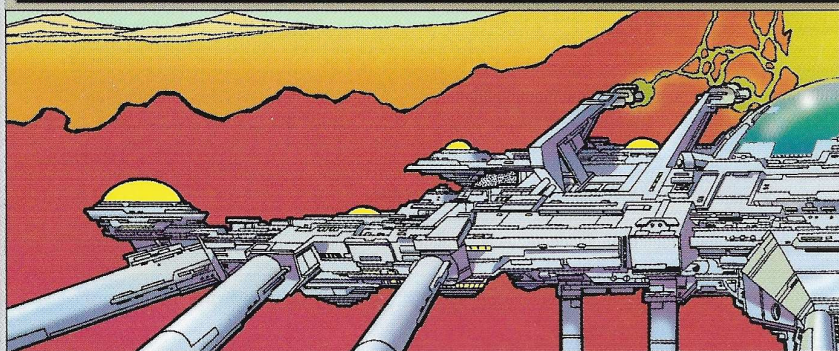
Several labs, all fully automated, exist throughout the base. There are laboratory facilities dedicated to genetics, engineering, biochemistry, and robotics. The cutting-edge technology apparent in the outfitting of these research facilities rivals that of the best institutions in the world.

Throughout the complex, Magneto maintains a variety of artificial environments, each utilized for a specific purpose such as training, experimentation in genetics, or research in environmental science.

The base also features a large computer and communications network. Information from around the world is relayed to the core through satellite dishes concealed on the surface. All information systems are encrypted, and all communications are scrambled. Data from electronic monitoring devices around the complex are also funneled to this area.

Extensive living quarters (enough to house a small army, according to reports) also exist here. Food and housekeeping services in these areas are fully automated.

MAGNETO'S ANTARCTIC BASE



>> MORE // Magneto's Antarctic Base

Game Uses: Even though Magneto is not currently using this facility, it is still fully functional. Other super-villains, including the cybernetic Nanny, have utilized this base as their own during some of Magneto's frequent absences. Furthermore, who knows what information, creations, or treasures Magneto left behind?

Personnel (Robotic): Magneto's most visible technological wonders are the robotic servo-drones that manage various day-to-day activities within the base.

Servo-Drone: Strength 12X, Agility 4X, Intellect 1X, Willpower 0X, Edge 1, Health 17. Equipment: Laser Torch +2 or similar functional item/weapon. Calling: Soldier.

In addition to the inherent secrecy of the base, secondhand reports indicate that a special magnetic masking technology effectively hides it from remote surveillance. Most automated functions are configured to Magneto's voice, making critical systems difficult for outsiders to access.

Other access and egress points doubtless exist throughout the base, but they are as yet unrecorded.

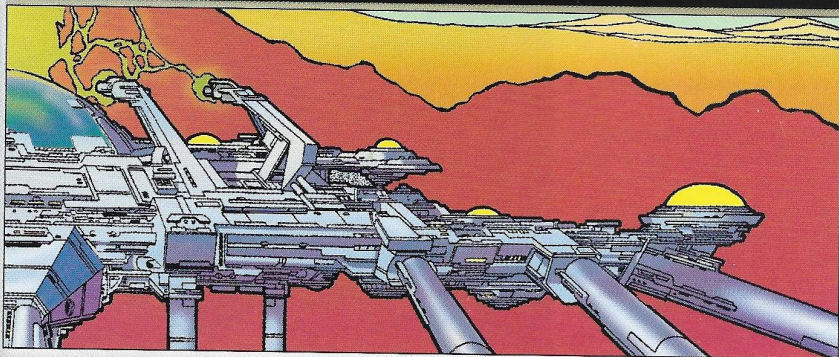
While all of this is undeniably impressive, perhaps the most amazing aspect of the base is that *Magneto built it all himself*. He apparently had no help other than his personal powers of magnetism in constructing this wonder.

Enhanced Individuals: Magneto (file V/XMMG022/B) should be considered one of the most dangerous men in the world. His measured powers are impressive, particularly his ability to assemble complex machinery through his command of magnetism. He is also reputed to be a genius, with full mastery of genetics, engineering, and a variety of other technical fields.

Magneto has gained numerous converts to his cause, among them the fanatical Acolytes (file V/XMAC505). (It should be noted that Magneto no longer associates himself with this group.) Few agents can forget this super-villain's efforts against the Directorate—particularly the fight with his Acolytes on Magneto's "Asteroid M" hideout. One of S.H.I.E.L.D.'s own agents, Harry Delgado (file A/XMAC505-505H), is believed to have joined the Acolytes' cause.

New Technology: Magneto's power core taps geothermal power in a method unduplicated by other scientists. His servo-drones are also among the world's most advanced. Most importantly, his ability to mask the locations of his bases—even those in space asteroids—should never be underestimated. At any time, a Magneto base could be overhead or underfoot.

MAGNETO'S ANTARCTIC BASE



MORLOCK TUNNELS

File Type: Abandoned tunnel system

Location: Beneath New York City and its suburbs

Profile: Deep underground lies a series of tunnels originally built by the United States government in the 1950s as an extended bomb shelter system for the citizens of the New York City metropolitan area. However, due to the highly unstable and deteriorating nature of the tunnels, the project was abandoned by the government not too much later. These tunnels remain today, stretching underneath New York City and its surrounding areas in New York State.

At some point, a young mutant known only as Callisto discovered this area deep beneath the city. She dubbed it "the Alley" and began to gather other socially outcast mutants with the help of Caliban (see files relating to X-Factor and Apocalypse). Soon a community arose, with Callisto as its leader. These mutants dubbed themselves Morlocks, after the subterranean beasts from H.G. Wells's novel *The Time Machine*.

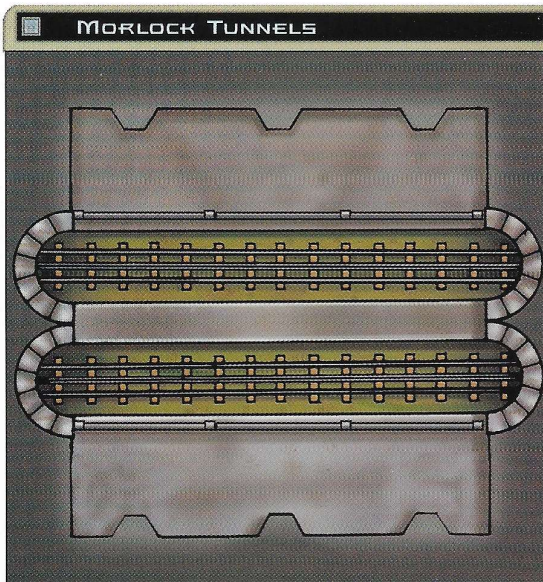
The Morlocks organized themselves like a large street gang, choosing the most ambitious and capable warrior as leader. (X-Men member Storm once held this post, with Callisto leading in her nearly perpetual absence.) Unfortunately, this little community was not just out to protect its own. The Morlocks often rebelled against society, causing various disturbances ranging from the inconvenient to the very destructive.

Since that time, the Morlock Tunnels have been the site of much bloodshed. Attacks by the Marauders have contributed significantly to this wholesale loss of life. Now, for the most part, the Morlock Tunnels appear to be abandoned.

S.H.I.E.L.D. continues its surveillance of the tunnels, for they represent an excellent bolt-hole for fugitives from the law, including those with superpowers.

Site Overview: The Morlock Tunnels are literally hundreds of miles long. The main ones measure 40 feet in diameter and run many feet below the existing sewer systems and subways under New York City and its surrounding suburbs. The original plans show many entrances meant for public use, but these were all bricked over and closed down when the shelter project was abandoned by the government. These days, only a few official sewer entrances exist to provide access to the waste and water flow valves built down in the tunnels. Few municipal workers care to go here under anything less than dire circumstances, however, for they have heard tales of hideous creatures living within. These stories, of course, are based in truth.

Through the years, the Morlocks created many new entrances spanning the tunnels. Some are deep within the subway system; others are accessible through the sewers or through access tunnels in deep basements. The only persons who may



Game Uses: The Morlock Tunnels are an excellent site for adventure. Although they are currently unoccupied, they stretch a long way and have many entrances. They are also a perfect site for covert actions, hidden bases, lethal hide-and-seek games, and the like. Fugitives from the law may find the tunnels an excellent hiding place.

Furthermore, in games run before the destruction of the Morlocks, many disfigured and outcast mutants occupied the area, providing an excellent basis for adventuring.

A few of the Morlocks did survive, and the rumor of their reorganization and plans for revenge is based on truth. Some have gathered under the banner of Gene Nation, taking a defiant stance for the rights of mutants. Others have joined the newest occupant of the tunnels, the Dark Beast—a villainous counterpart to the heroic, blue-furred Avenger.

Equipment: The Morlocks use whatever equipment they can pick up.

Stun Beams: Energy Blast 15.

actually know a majority of these covert entrances are the Morlocks themselves (if any are indeed left alive) and many of New York City's homeless. S.H.I.E.L.D. has recommended that a task force be created to close off these extraneous tunnels so as to prevent further incidents and the waste of government dollars in protection and research.

Drains and pipes cover the walls of the tunnels, and there are many control stations throughout the system. These stations utilize manual iris valves to direct the flow of water and waste, and the Morlocks have used these to keep the tunnels from flooding. Sometimes these flows have been directed into the city, causing thousands of dollars in civic damage. Furthermore, the Morlocks tapped into underground power lines to bring electricity and light into the tunnels. These extra lines still exist today, representing a fire hazard and a waste of a valuable city resource. This situation should be addressed before damage results.

There have been rumors of secret facilities (laboratories, hideouts, and more) existing even farther below the Morlock Tunnels. Other rumors speak of fierce and malformed beasts roaming the tunnels, preying on anything left alive. Still others claim that some of the Morlocks have survived, and that they are secretly regrouping with plans for bloody revenge. S.H.I.E.L.D. has no solid information regarding these rumors, but research continues. The last thing anyone wants to see is a well-armed and organized group of Morlocks bent on vengeance.

The X-Men maintain an entrance to the tunnels, which they have used at times in the past, particularly during the Mutant Massacre. It appears that this particular entrance is only to be used in emergencies. Furthermore, we also know that the X-Men maintain remote security, including computer surveillance and automated defensive stun beams, near their access point. If needed, the X-Men may be a source of information regarding the tunnels.

Enhanced Individuals: Callisto (file N/XMCA910), the former leader of the Morlocks, may be dead or alive. Her powers gave her superhuman senses, and she already possessed considerable combat skill. If Callisto is still alive, she would be a valuable source of knowledge regarding the Morlock Tunnels.

The X-Men, particularly Storm (file H/XMST089/B), have been seen here. As their connection to the Morlocks was once strong, they may know something about the fate of these creatures.

S.H.I.E.L.D. intelligence, however, indicates that the Morlocks no longer exist. The forces that tried so hard over the years to destroy this pitiable community seem to have succeeded in their goals at last.

MURDERWORLD



File Type: Deathtrap facility

Location: New York City, Philadelphia, and several other American cities

Profile: The man known as Arcade is a technological genius and a homicidal lunatic. For a fee of one million dollars per victim, Arcade will create specially designed, elaborate deathtraps and lure designated victims into them. These deathtraps are secret complexes called Murderworlds, which are built to resemble amusement parks.

S.H.I.E.L.D.'s Construction Division maintains that the million-dollar fee is actually a token sum—that in fact the creation and execution of a Murderworld complex must cost substantially more than that. Indeed, it seems that Arcade is independently wealthy and believes that the game itself is more important than the money—or even the winning. As a result, he is not a sore loser and knows when to cut his losses.

Site Overview: There is no such thing as a “typical” Murderworld. Each is specifically tailored toward the intended victim(s). This document examines one reported Murderworld; S.H.I.E.L.D. has extrapolated many details from the sketchy information provided.

Game Uses: Getting trapped in a Murderworld is something that could happen to any super hero. All it takes is one enemy rich enough and angry enough to pony up the money, and presto! The fun begins. Murderworlds can be an excellent diversion for a game, assuming that the heroes have made enemies of some powerful individuals.

Building: In any Murderworld, the perimeter wall is Material Strength 20, protected by a Force Field 8. The ceiling can fire bolts of electricity (Electrical Control 20 [Limit: Blast only]), and the air ducts can fire blasts of air (Air Control 18 [Downdraft]). The floors are inset with Razors +3 to make life difficult for any hero who falls on them. The facility's Lasers (Energy Blast 4 [Geometric Increase (Unique Stunt: Intensity doubles each exchange after the first)]) also serve as effective deterrents to departure.

Personnel (Robotic): Arcade uses few actual personnel in his operation, preferring to let highly detailed androids face the heroes he traps here.

Aztecs: Strength 4X, Agility 3X, Intellect 2X, Willpower 0X, Edge 0, Health 17. Equipment: Obsidian-edged Clubs +3 (Priests have Knives +3 instead.)

Quetzalcoatl: Strength 10X, Agility 11X, Intellect 4X, Willpower 0X, Edge 0, Health 30. Flight 8, Teeth +4.

Serpent: Strength 13X, Agility 7X, Intellect 1X, Willpower 0X, Edge 0, Health 30. Poison 5 (Paralytic), Teeth +4.

Specter (Armored): Strength 5X, Agility 4X, Intellect 2X, Willpower 0X, Edge 0, Health 17. Equipment: Sword +4.

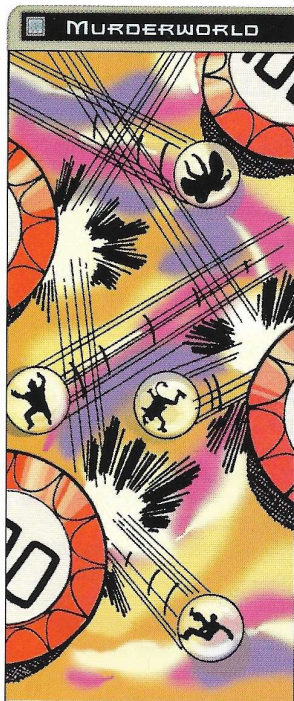
The first area appears to be a medieval castle, complete with a moat and surrounding woods. Steel walls reinforced with a force field encompass the perimeter of this room, and holographic projectors conceal the ceiling behind the appearance of open sky. This area is a page right out of horrific high-fantasy fiction. The moat contains a 30-foot venomous sea serpent, the castle is guarded by seemingly empty suits of armor, and traps (such as false floors with spike pits, sliding arrows, and falling blocks) appear everywhere within. If a victim makes his or her way to the center area of the castle, a computer monitor pops up and offers congratulations, then a door opens in the perimeter wall, allowing the victim to proceed to the next challenge.

The second area looks like an Aztec ziggurat with surrounding jungle. The perimeter wall and holographic ceilings are the same as those in the first room. Here the victims must test their mettle against a troop of robotic Aztecs, who attempt to capture them for purposes of ritual sacrifice. Quetzalcoatl appears in the sky during the battle to harry anyone on top of the ziggurat, as well as those who can fly. The victims' salvation lies within the ziggurat, where they must contend with bloodthirsty robotic priests and again, a variety of traps. Once again, the center of the ziggurat contains a monitor that congratulates heroes who reach it. Then a new door opens, leading to the next room.

Upon entering the third area, victims are thrust upward by concentrated bursts of air. The walls are the same as those in other areas, but the ceiling is unconcealed. The entire floor is covered with square gratings, each blasting gusts of air at varying levels. Some are just strong enough to keep a human aloft, others smash the victims into the ceiling, and yet others drop them to the floor. The ceiling is electrified to a deadly level, and the gratings on the floor are razor sharp. Victims must find a way to negotiate the air bursts across the room. As if this weren't enough, one assassin robot is dispensed every five minutes. Fortunately, the robots are not programmed with knowledge of the trap, so they can be destroyed through their own mistakes. Victims who reach the other side are gently lowered to the floor and can proceed to the next area.

The fourth room is a complex maze of mirrors, although the floors and the ceiling retain their normal nature. One robot is dispatched for each victim, but these robots have no special knowledge of the maze. Every five minutes, a laser beam is fired into the maze, ricocheting throughout the corridors in insane patterns. While not intense enough to kill instantly, it does burn when it hits. Enough laser burns can be debilitating or even deadly. The correct path leads the victim to a wall door, and thereafter to a holding room from which he or she is finally released. Most victims die before getting anywhere near the end of the fourth area.

Enhanced Individuals: Arcade (file V/XMAR002), assassin extraordinaire, can be hired through the international criminal underground. Though law enforcement never finds him, those with money to spend always seem to do so.



CODE: NEFRIDUS

THE REAVERS' AUSTRALIAN BASE

File Type: Terrorist group headquarters

Location: Australia

Profile: Hidden in the Australian outback is what appears to be a small ghost town. In fact, however, it is home to the nefarious cyborg group called the Reavers. Many times foes of the X-Men, the Reavers have often spent long periods of time away from this headquarters. During one of these absences, the X-Men (thought to be dead by the world at large) used the town as a base, and the talents of an aborigine named Gateway enabled them to conduct covert activities throughout the world.

Now the town has been refurbished and is once again home to the cybernetic terrorists. S.H.I.E.L.D.'s diplomatic specialists must gain permission from the Australian authorities before closer surveillance can be attempted.

Site Overview: While S.H.I.E.L.D. agents have never physically viewed the Reavers' base, satellite surveillance and secondhand reports have provided enough material to generate this composite report.

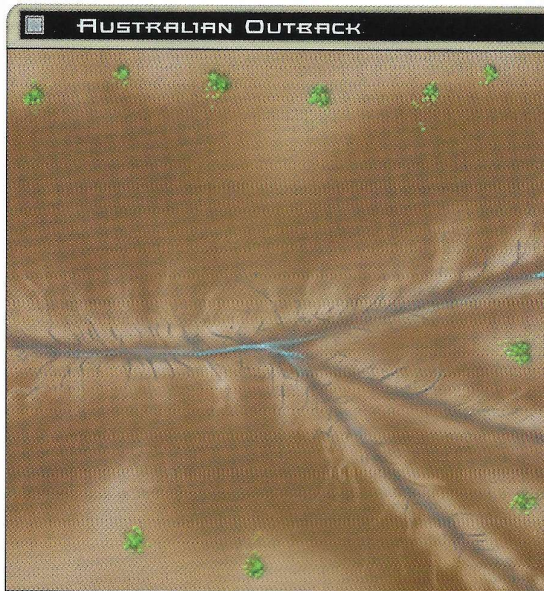
As in many towns of the American "wild west," there is only one street, which is lined with homes, taverns, stores, and other public structures. Very few buildings serve their original purposes; most have been converted to storage, residences, and (while the Reavers are present) bars.

Underneath the town lies a series of natural caverns. The Reavers built an impressive computer/communications network that links all systems through satellite feeds. The usual array of television and radio scanners fills the caverns, but security is light; since this is the middle of nowhere, the Reavers expect no trouble.

Enhanced Individuals: Donald Pierce (file [V/XMDP016](#)), the cybernetically altered leader of the Reavers, is a wealthy ex-member of the Hellfire Club. His limbs are far stronger than those of normal humans. His counterpart Bonebreaker (file [V/XMRE766](#)), an Australian citizen, is now far more machine than man—his lower body rides on a treaded chassis instead of anything vaguely humanoid.

Gateway (file [N/XMGA818](#)) is an aborigine with the power to create gateways to anyplace in the world. He was technically a prisoner of the Reavers for many years, but he assisted the X-Men during their stay.

Game Uses: In a game that features the Reavers, this town makes an excellent battlefield. Time and time again, the Reavers keep coming back here to roost. In a game set in the past, this base could be still occupied by the X-Men, who are supposedly dead and invisible to surveillance of any kind but the naked eye.



THE ROSE'S PENTHOUSE

File Type: Private residence/Criminal headquarters

Location: New York City

Profile: The individual known as the Rose is a crime boss whose reputation continues to grow. His specialties are processing stolen goods and overseeing gambling operations, including the fixing of professional sports events. In the past, the Rose has been allied with the Hobgoblin. (It cannot be confirmed whether the current Rose is the same as the one who associated with this villain.) He has also fought the vigilante Spider-Man on numerous occasions.

Site Overview: The Rose's penthouse is at the top of a 37-story midtown Manhattan high-rise. Physical security for the building is what one would expect from an expensive multi-unit residential facility: keycards, guards, and electronic monitoring.

The penthouse itself features all the amenities that a wealthy New Yorker should have: lavish furnishings, a sunken hot tub, and so forth. However, a few areas deserve special note. Flowering plants, particularly rose bushes, fill most of the terrace, creating a vibrant display of beauty. The Rose tends to these religiously, and they yield truly magnificent flowers. He often holds meetings in the garden. Within the penthouse suite is the Rose's private office, where he keeps his personal communications system (with relevant scrambling devices) and his encrypted files.



Enhanced Individuals:

Little is known of the man who calls himself the Rose (file V/MTRO633). He always wears a leather mask and gloves, ostensibly to hide his identity from criminal associates. His moniker comes from his rose gardens and the red rose he always wears on his lapel. He employs an assistant named Delilah.

Game Uses: Characters interacting with the Kingpin's organization, particularly in connection with thieving activities and gambling, may have cause to visit the Rose. The Rose himself is not a singular recurring foe, but he can always show up in the web spun by the Kingpin.

THE SERPENT CITADEL

File Type: Criminal syndicate headquarters/Mental hospital

Location: Worldwide (headquartered in New York)

Profile: The Serpent Society is a syndicate of enhanced criminals, all of whom have powers or identities relating in some way to snakes. The Society actively advertises for employment in the criminal underworld and operates almost like a real business, complete with employee benefits.

The Serpent Citadel is an abandoned mental institution, purchased from the state by the Society's dummy companies and remodeled to serve as a headquarters. The Society goes to great lengths to make the facility appear to be a functioning private mental institution, staffing it with servants, groundskeepers, security guards, and physicians. All staff members are completely aware of the true nature of the complex and willing to uphold the charade in exchange for their generous salaries.

Site Overview: The Serpent Citadel is a four-story building with one basement level. With the exception of the basement, the entire building could pass easily enough for a mental institution.

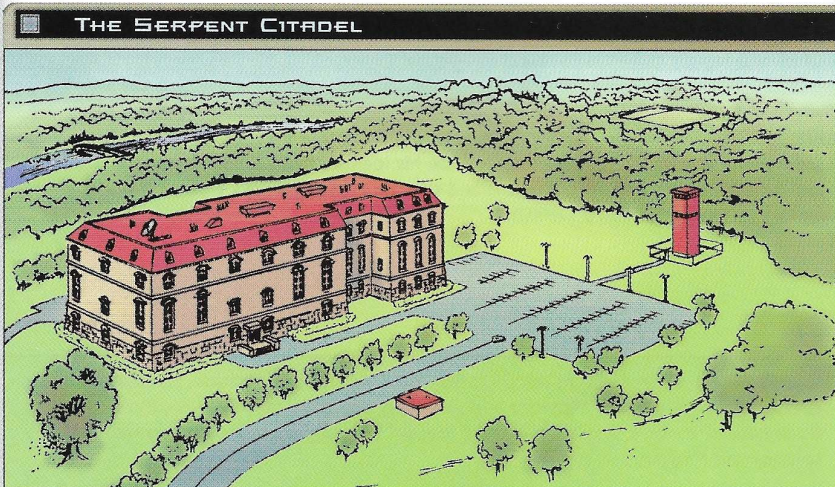
On the fourth floor are private quarters for Society members. To a casual examination, these appear to be individual patient rooms.

The third floor consists primarily of guest quarters, which also appear to be patient rooms. This level also has a small supply room, a TV lounge, and a recreation room.

The second floor houses doctor's offices and medical facilities, including an operating theater, a pharmacy, an intensive care unit, and electromechanical biomedical support equipment. There is also an extensive interrogation area here.

On the first floor are administrative offices, a kitchen, a cafeteria, a security desk, and a library. There are two entrances on this level: the main entrance from the parking lot and an emergency exit at the rear of the building. A main staircase and one bank of elevators service all above-ground levels.

The Society makes no attempt to maintain the mental institution façade when it comes to the basement. This level features a briefing room, an equipment room, an armory, a full gymnasium, spa facilities, the building's true security room, a communications area, and a computer records databank. The motor pool is also housed in the basement, and there is a secret underground exit large enough for vehicles.



THE SERPENT SOCIETY



Outside the Serpent Citadel itself is a normal parking lot, a guard tower, and a secret accessway leading to the hangar where the Society's three Serpent Saucer aircraft are stored.

Daytime security above ground is typical for a mental hospital. Mechanical gates, electronic surveillance devices, guards, and cyclone fencing around the grounds serve to protect the facility. At night, however, infrared perimeter alarms and motion detectors are activated to secure the rooftop and the grounds. The basement level is accessible by thumbprint identification only.

Enhanced Individuals: Little is known of Diamondback (file [V/AVDB657](#)), the last-known leader of the Society. At one time, this criminal seemed to have deep ties with, of all people, Captain America (file [H/AVCA001/B](#)). Diamondback no longer resides in the Serpent Citadel and may in fact have left the Society. Even during the time she led the group, however, she never worked in the field, but rather utilized her unique talents to assure that no one in the Society ever spent time incarcerated. Between her efforts and those of former leader Sidewinder, it has always been difficult to retain custody of any Serpent Society member for long.

Many other members of the Society have run afoul of the law. Sidewinder (file [V/AVSS971-971A](#)) was once the leader of the group, but seems to have taken a back-ground role at this point—assuming he is still alive.

New Technology: The Serpent Saucer is a highly mobile aircraft that can snake in and out of radar scanning.

Game Uses: The location of the Serpent Citadel should remain a mystery, but the Society itself can easily provide recurring foes for any group of heroes. Its members are powerful, organized, and very difficult to capture.

Equipment (Vehicles): The Serpent Society used a special vehicle for certain jobs. Its movements resembled those of a snake—it approached its targets stealthily and was quick to strike when the time came.

Serpent Saucer: Hull Strength 14. Flight 16 (Passengers), Force Field 5, Invisibility 14 (Stunt only; Invisibility to Machines).

CODE
NEFARIOUS



CODE:30
NON-COMBATANT**CODE: NON-COMBATANT**

Locations grouped under this heading have attracted S.H.I.E.L.D.'s attention because enhanced individuals frequent them. None of these places are deemed dangerous on their own, though the fact that enhanced individuals are associated with them raises the flag of warning. S.H.I.E.L.D. personnel are encouraged to be on their guard when in contact with these organizations and locations. Expect the unexpected here.

THE DAILY BUGLE

File Type: Publishing house (newspaper)

Location: New York City

Profile: Founded in 1897, the *Daily Bugle* is a newspaper with extensive readership. Although technically considered a tabloid paper like its supposed competitor, the *Daily Globe*, the *Bugle* commands more respect, even though it is photograph-heavy in content. The *Bugle's* offices are in the former Goodman Building in midtown Manhattan, on 39th Street and Second Avenue. The paper publishes several editions a day, as well as the revived *Now Magazine* and the occasional special-interest book.

The *Bugle* comes to the Directorate's attention through the activities of its owner/publisher, J. Jonah Jameson, and his staff. Jameson's connections with Spider-Man are murky at best. Norman Osborn, the man once believed to be the original Green Goblin, controls the paper's board of directors. Other staff members also seem to have an unerring ability to attract super heroes and villains, most notably Spider-Man.



>> MORE // The Daily Bugle

Site Overview: The 46-story building housing the paper's offices is crowned with a 30-foot high *Daily Bugle* logo. Loading docks open onto a back alleyway. The *Bugle* itself occupies only three floors of the building, plus two sub-basement levels that contain its printing presses. The rest of the office space is rented out to a variety of businesses. Building security is fairly light, consisting of surveillance cameras and security stations by day, and electronic locks, guards, and perimeter alarms by night.



Pictured in this report is the 17th-floor City Room, where most of the activity at the *Daily Bugle* takes place. The majority of the City Room's center is occupied by freestanding desks for the reporters and support staff. Lining two of the outside walls are nine offices, a darkroom, and the conference room. Two storage areas, a bank of three elevators, and two stairwells occupy the other perimeter walls. J. Jonah Jameson's executive suite is on the 46th floor.

Enhanced Individuals: Norman Osborn (file [Y/MTGG017/B](#)), the controlling stockholder, is an effective manager who brought the *Bugle* out of its recent decline. However, the Directorate remains concerned that Osborn was once believed to be the original Green Goblin, and subsequently had a long and unexplained absence.

J. Jonah Jameson (file [N/MTJ055](#)) is not an enhanced individual, but is nevertheless a singular man. Known as the most vitriolic member of the press as far as opposition to super heroes is concerned, he maintains a special hatred for Spider-Man. As such, he has gone far beyond vilifying the wall-crawler in print—so far, in fact, as to fund a variety of schemes (such as the robotic Spider-Slayers) in his single-minded quest to eliminate his nemesis. This vendetta seems to know no reasonable limits, which makes Jameson a highly dangerous person—not only to enhanced individuals, but to any normal humans who may be present when one of his schemes goes awry. Jameson's astronaut son John (file [N/STMW088](#)) once transformed into the feral Man-Wolf, but is now working as security chief at the Ravencroft Institute for the Criminally Insane (file [GR-27188:392/52-2](#)).

Spider-Man (file [H/MTSP001/B](#)) has been sighted numerous times in and around the *Daily Bugle* building. His continued presence is probably due primarily to his ongoing feud with Jameson. Most of our file photos of Spider-Man are the work of a *Daily Bugle* freelance employee, a photographer named Peter Parker (file [N/MTPP845](#)). It is rumored that Parker may have some connection with Spider-Man.

Game Uses: The *Daily Bugle* is an excellent vehicle for contacting Spider-Man, as Peter Parker can often be found here. Furthermore, heroes who achieve any degree of notoriety in New York might also find themselves victims of J. Jonah Jameson's "charming wit." Once pilloried by Jameson in print, the heroes will draw unwanted attention and publicity for some time thereafter, courtesy of the *Daily Bugle's* reporters. In addition, villains sometimes become angry with the *Bugle* and decide to voice their opinions—then mayhem ensues.

THE DAILY GLOBE

File Type: Publishing house (tabloid newspaper)

Location: New York City

Profile: Published by K.J. Clayton, the *Daily Globe* is a muck-raking tabloid newspaper that employs the most intrusive and disrespectful reporters in the five boroughs. Several employees have been suspected of gaining information through illegal channels, but these allegations have yet to be proven.

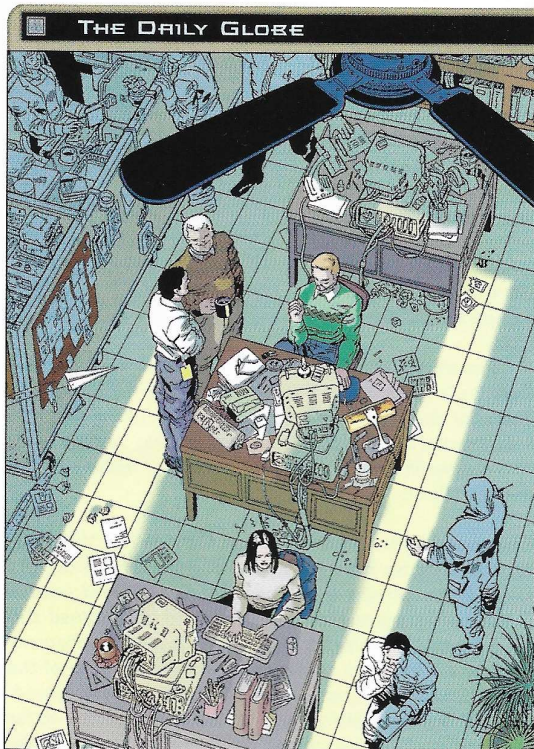
The *Globe* attracted the Directorate's attention due to the crazed actions of reporter Eddie Brock, who foolishly bonded with an alien parasite that had been rejected by Spider-Man, thereby becoming the slaving maniac Venom.

Site Overview: A giant globe and logo atop a 28-level mid-town office complex mark the site of the *Daily Globe*. Two elevator banks and a single staircase provide access between floors of the building. The paper's offices, which occupy the top floor, are surrounded by large glass windows on all sides. The City Room is functional at best—the staff reporters' area is a mass of freestanding desks, and management occupies the few small offices along the north and south sides of the building. The offices are an unpleasant mixture of constant chaos and the stench of burned coffee and stale cigarettes. The *Daily Globe* maintains off-site warehouse storage for its archives.

Enhanced Individuals: Eddie Brock (file V/MTVN734-734A/B) was once a reporter for the *Globe*. His newspaper career was unspectacular, ending in disgrace. His later alliance with Venom (file V/MTVN734/B) made him a mass murderer.

Brock's boss, Maxie Mullins (file C/MTMM612), is the chief editor at the *Daily Globe*. He is notable only because of his friendship with J. Jonah Jameson, the publisher of the rival *Daily Bugle*. Mullins has not been linked with Jameson's wild plots against super heroes, but often knows about them as they're hatching.

Game Uses: The *Daily Globe* can be used as a clearinghouse for contacts who offer questionable information and have suspicious motives. Furthermore, the paper itself may be a constant thorn in the sides of super heroes, whether or not they are keeping their noses clean.



THE DAILY GRIND

File Type: Small business (coffee shop)

Location: New York City

Profile: The Daily Grind is a trendy coffee shop in midtown Manhattan. Proprietor Shirley Lawrence established the business and has built a steady clientele.

Reports indicate that Peter Parker, the *Daily Bugle* photographer, is a regular patron of the Daily Grind. His constant presence assures that Spider-Man will be nearby.

Site Overview: The building itself has three stories, plus a basement level. The Daily Grind occupies the street-level floor and basement; the upper two floors are devoted to residential apartments.

The shop uses the unfurnished basement predominately as a storage area. As in many New York buildings, the basement features a small platform elevator to street level. The main shop consists of a counter with eight stools, ten tables for smoking customers, and ten tables for nonsmoking customers, as mandated by federal law. The interior is clean, with low lighting. Two large, plate-glass windows stretch across the long street side of the shop. The back room contains a small kitchen and a smaller storage area, plus a back door and fire exit.



Enhanced Individuals: None, with the occasional exception of the aforementioned Spider-Man (file [H/MTSP001/B](#)). Shirley Lawrence, the proprietor, claims no knowledge of Spider-Man's identity, but always seems to be able to reach him.

Personal Note: In this agent's opinion, the Daily Grind serves excellent coffee, particularly mochas. The cinnamon rolls and bear claws are also superb. The Daily Grind is recommended as a routine surveillance stop when operating in the area.

Game Uses: For the most part, the Daily Grind is not a high-action place. It can provide a relaxing setting for pursuing matters related to a hero's personal life, or it can be a place to make contact with Spider-Man.

Equipment: The Grind has tables, chairs, kitchen facilities, and coffeemakers.

Hot Coffee: Fire Control 8 (Stunt only; Heat Control).

CODE:1
NON-CONSTANT

DOCTOR STRANGE'S BROWNSTONE

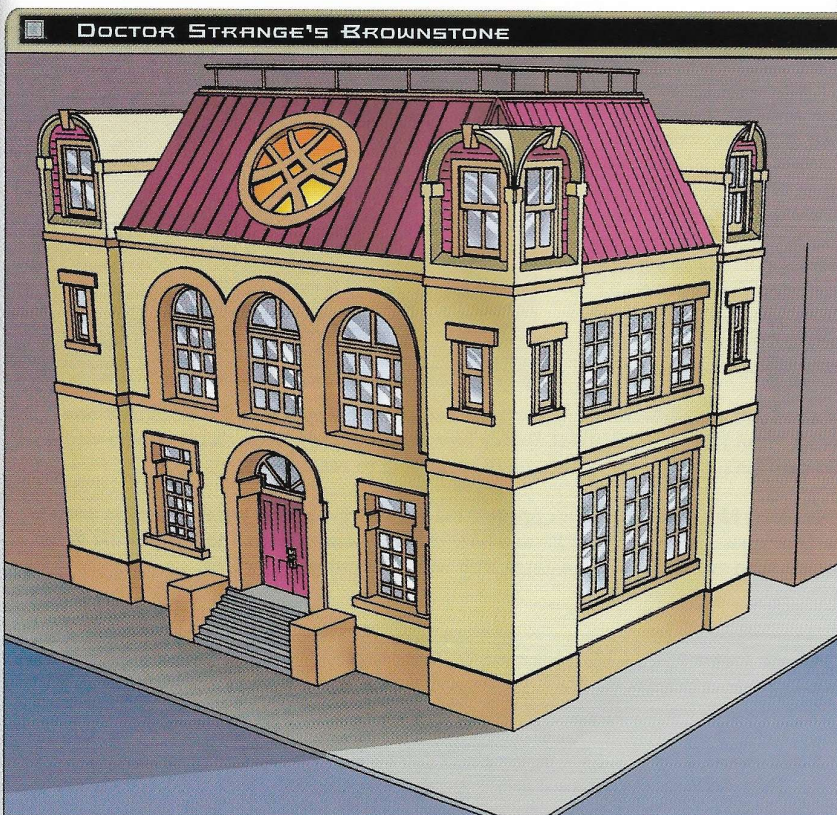
File Type: Private residence/Center of paranormal activity

Location: New York City

Profile: At 177A Bleeker Street in New York's Greenwich Village is Stephen Strange's three-story brownstone. To the outside world, Doctor Strange seems little more than a retired surgeon with reclusive habits. But S.H.I.E.L.D. intelligence indicates that he is the most powerful sorcerer on Earth—at least of those on the side of truth and justice.

Occult scholars believe that the site on which Doctor Strange's house now stands was the scene of pagan rituals in Colonial days, and of older arcane American Indian rites well before that. Local residents insist that the house is haunted. S.H.I.E.L.D. researchers have discovered an interesting fact: All buildings that have ever stood on this site have been destroyed, usually by some method involving fire.

The information presented here has been gleaned from original floor plans, satellite photos, and secondhand reports from visitors, including the old Defenders. There is some question as to the accuracy of these reports, but S.H.I.E.L.D. administrators are not willing to rule out anything at this time. Presented here is a reasonable approximation of the situation in the house, based on both verifiable data and questionable assertions.



>> MORE // Doctor Strange's Brownstone

Site Overview: It seems clear that Doctor Strange's residence is not all that it appears, and that it is somehow larger inside than its outer dimensions would allow. Various unconfirmed reports indicate that the interior rooms shift and rearrange themselves, seemingly of their own accord, and that decorations and furnishings tend to follow suit.

The basement contains a furnace, a laundry room, and the storage cellar of Doctor Strange's servant, Wong. As this seems to be a solely functional area, there is little here of interest.

On the first floor is a foyer, a drawing room, a library, a living room, a dining room, a bathroom, and a kitchen. The living room adjoins the library—most of the time. Doctor Strange usually entertains familiar visitors in the living room and those with whom he is not acquainted in the drawing room. The library on this floor contains little in the way of esoteric or occultist tomes; this probably indicates that the Doctor maintains another library elsewhere in the house.

Both Strange and Wong have bedrooms on the second floor. There is also a guest bedroom here, plus the Doctor's study. This last is simply a basic office, indicating once again that the Doctor keeps his prized possessions and important documents elsewhere.

According to the floor plan, the third floor originally had three rooms, but their current contents and status are unknown. S.H.I.E.L.D. administrators have theorized that this floor houses Doctor Strange's library of occult knowledge and magical devices—indeed, that it serves as his "sanctum sanctorum" (from the Latin, meaning an inviolably private place). Oddly, the most vulnerable surveillance point in the house—a large, round skylight window—is here. Nothing of interest has ever been observed through this window, which leads the Directorate to conclude that this is the center of paranormal activity in the house.

The brownstone is rumored to be protected by a variety of powerful magical wards that prevent intrusion and surveillance (physical or magical). While these reports are unsubstantiated, it is nevertheless true that all S.H.I.E.L.D. attempts at interior electronic surveillance have failed. Furthermore, this obviously wealthy estate in the middle of Manhattan has never once been the target of a burglary—at least no such attempt has ever been reported.

Enhanced Individuals: Doctor Stephen Strange (file H/STDS001/B) is a man of mystery. A former neurosurgeon, he suffered an automobile accident that injured his hands and thereby ended his medical career. He is now renowned as an occult expert in nearly all circles and rumored to be the most powerful sorcerer on Earth.

Wong (file H/STDS001-001A) is Doctor Strange's longtime servant. Reports indicate that Doctor Strange acquired his early magical training in Tibet, so Wong's Tibetan background is not likely a coincidence. Aside from his domestic skills, it seems that Wong is an expert in several martial arts styles.

New Technology: Doctor Strange's house contains many magical books and devices, including (at least at one point) the incredibly powerful Darkhold tome. Any field agents who somehow manage to get inside are cautioned to avoid touching *anything* in this house.

Game Uses: Heroes with an extradimensional or occult bent find Doctor Strange's sanctum sanctorum a particularly compelling place to visit. While this is a definite contact point for Earth's Sorcerer Supreme, few visitors actually get past the first-floor living room and its adjoining library (where the Defenders used to meet).

Personnel: Doctor Strange lives here with his manservant Wong; there are no other permanent residents.

Wong: Strength 5X, Agility 6D, Intellect 6D, Willpower 7B, Edge 1, Health 17.
Martial Arts: Occult; Meditation, Observation, Trance. Calling: Guardian.

ROXXON OIL COMPANY

File Type: Public corporation (multinational oil conglomerate)

Location: Headquarters in New York City, branches around the world

Profile: Generating billions of dollars in revenue each year through its petroleum products and other corporate interests, Roxxon is the largest oil conglomerate in the world. Among its subsidiaries is Metrobank, which remains one of New York's largest financial institutions. Roxxon maintains its world corporate headquarters at One Roxxon Plaza in New York City.

Unbeknownst to the world at large, Roxxon's Board of Directors has been party to numerous illegal activities and ventures over the years. Captain America, the Avengers, and Iron Man have all run afoul of covert activities associated with Roxxon, including plots involving the Serpent Squad and the lost land of Lemuria. The company's participation in a plot to sabotage Project: PEGASUS was suspected, but never proven. Fortunately, in this case, the Thing and Quasar were able to apprehend the actual saboteurs.

S.H.I.E.L.D. intelligence suggests that the Brand Corporation, another Roxxon subsidiary, had a Mutagenics Division that may have helped to create numerous superpowered individuals. Though Roxxon claims to have dissolved Brand, it has in fact simply absorbed the offending company into its other corporate operations, effectively removing it from the public eye. S.H.I.E.L.D. investigations into this matter continue.

For certain, Roxxon Oil's public relations department is of the highest caliber. The company's propaganda and PR activities usually succeed in covering up even the most serious incidents, keeping Roxxon's reputation clean in the eyes of the general public.

Site Overview: Since Roxxon's corporate holdings include hundreds of facilities across the world, it is impossible to detail even a small portion of them here. This report presents the floor plan of a research facility once operated by the now-defunct Brand Corporation. Though the names might have changed, the animal is no different.

Overall, security is tight throughout the complex. Electrified gates topped with concertina wire surround the grounds. Motion detectors and



Game Uses: Roxxon Oil can be an enemy to many super heroes, considering its variety of illicit activities and connections with many super-villains. However, it is also a resource for great inventions and, on a more covert note, bio-enhancements. The Brand Corporation's Mutagenics Division may serve as a new super hero's origin (as with the furry Beast). In this case, the question remains as to whether Roxxon management would let the new hero go free, or detain him or her for further research and study.

Personnel: Roxxon employs heavily armed guards to maintain security at its corporate and manufacturing locations.

Roxxon Guard: Strength 5X, Agility 4X, Intellect 3X, Willpower 3X, Edge 0, Health 10. Equipment: Body Armor +2, Submachine Gun +4. Calling: Soldier.

surveillance cameras (complete with infrared capabilities) monitor all activities. Furthermore, a highly-trained paramilitary staff, armed with fully automatic weaponry through some arrangement with the U.S. government, keeps watch over the facility and its grounds.

Within the buildings themselves, similar cameras and guards protect Roxxon's personnel and property. Internal checkpoints require a combination of ID card, voice recognition, and thumbprint for passage; other areas may require more or less verification depending upon the level of security. It seems clear that infiltration is no simple task.

There are no "common" areas in a Brand Corporation complex such as this. Visitations are by appointment only, and then only with security approval. While S.H.I.E.L.D. agents did receive a tour of the facility, they saw only the most inconsequential areas of the complex, such as offices and employee lunchrooms. All research laboratories had the highest levels of clearance and were kept under the tightest guard. The experience was similar to visiting a United States nuclear facility.

Enhanced Individuals: Roxxon has no public links with enhanced individuals. However, the company goes to great lengths to cover up its many involvements with superpowered persons, especially criminals. Among Roxxon's reputed activities are: backing the Dreadknight (file V/FFDK018) in a revolution in Latveria, brainwashing Alpha Flight leader James Hudson (file H/XMGA227), transforming the outlaw/heroine Songbird (file V/AVSM388), and enabling the Suntuirion (file V/AV2SU788) to destroy Allantown.

The Cord Conglomerate (file NC-42098:486/7-12), makers of the Mauler armor, once represented Roxxon's biggest competition. Cord's near-collapse suggests that Roxxon has all but won this corporate war, notably with weapons a lot more powerful than advertising and customer premiums.

New Technology: Roxxon makes its own equipment, having revolutionized the transport and refinement of petroleum around the world. Of greater concern is the purpose for which some of this equipment is used. The company has diversified into the design and manufacture of biotech, cybernetics, space stations, and weapons systems. Roxxon scientists apparently receive rewards for experiments that violate every scientific standard, especially ethical ones. S.H.I.E.L.D. discovered the blade of this two-edged sword when its agents assisted the company in an attempt to save the Savage Land—learning only afterward that Roxxon wanted to destroy the jungle paradise in order to plunder it.

STARK-FUJIKAWA INTERNATIONAL

File Type: Private corporation (multinational technology manufacturer)

Location: Headquarters on Long Island, branches around the world (notably in Tokyo and San Francisco)

Profile: Formerly Stark Enterprises, Stark International, and Stane International, Stark-Fujikawa International is one of the world's leaders in state-of-the-art technologies. The company maintains its corporate headquarters on Long Island, but also has numerous facilities throughout the world.

Founded by Howard Stark, the firm has been one of the U.S. government's primary defense contractors for electronic parts used in aviation, warheads, and advanced weaponry. Howard's son, Anthony, took over the corporation upon his father's death and pioneered the arrangement whereby Stark International has developed so much of S.H.I.E.L.D.'s advanced equipment. Anthony Stark himself is an inventive genius; he helped create virtually all of S.H.I.E.L.D.'s hard technological items, including the helicarrier.

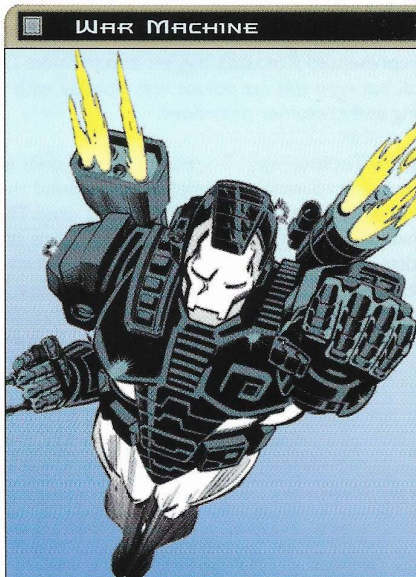
At one point, Anthony Stark made the decision to sever relations with the Directorate, reportedly due to an attack of conscience, but the Directorate felt that Stark International was the only viable supplier for the organization's technological needs. In the end, Anthony Stark took the company private in order to maintain his autonomy.

Obadiah Stane purchased the firm from Anthony Stark not long afterward. Relations were once again opened with the Directorate, but Anthony Stark left the company. In the wake of leaving Stark International, Stark started the California-based Circuits Maximus, the technological heir to Stark International. Due to an initial public offering elevated by expectations of Stark's performance, Circuits Maximus quickly became a successful firm. One of its triumphs was the War Machine armor, worn by a member of the West Coast Avengers before Iron Man joined that organization.

Circuits Maximus was a casualty of the most hostile takeover attempt possible—a bomb triggered by Obadiah Stane. This led to a clash between Iron Man and Stane in which the latter wore a powerful suit of battle armor of Stark International design. After Stane lost this battle, he committed suicide.

Upon the downfall of Stane International, Stark briefly retook control of the company. But during a period when Stark was presumed dead, Stark International was purchased by Fujikawa of Japan with the consent of Stark's senior staff. Upon his return, Stark decided against battling for control of the company his father had built and started Stark Solutions, an affiliated company, instead. Stark Solutions is dedicated to furthering Stark's humanitarian goals. It will build projects of humanitarian nature for those who have the money to pay for them—an odd but profitable arrangement for Stark.

Site Overview: One of Stark-Fujikawa International's primary facilities is on Long Island. The complex is accessible by any means—land, sea, or air. With the firm's reputation and ability, it only stands to reason that this facility is guarded by the most advanced technologies. The owners also maintain a topnotch emergency



response system. Although the armored warrior Iron Man no longer provides his services to the company, security at this facility is equivalent to that of any governmental contractor.

Though it is spread out over considerable square footage (transportation is maintained by an internal monorail system), the complex primarily houses research and manufacturing facilities. Included among these are the High-Energy Particle Research and Collider Target Building, the Superconductor Accelerator-Collider Ring Array, the Biochemical Medicine and Organic/Inorganic Chemistry Building, the Solar Converter Power Plant, and the

Electronics Design and Fabrication Building. Any further examination of the Stark-Fujikawa International facilities would require a highly technical report, and as such will not be included at this time.

Tours of this and virtually any other Stark-Fujikawa complex can be arranged for S.H.I.E.L.D. personnel as required. Information is also available upon request.

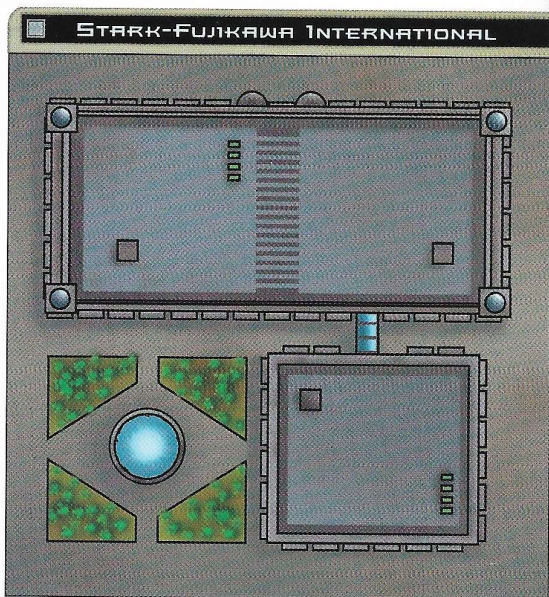
Enhanced Individuals: Most significant of Stark International's personnel, excepting Anthony Stark (file N/AVAS077/B) himself, would be Iron Man (file H/AVIM001/B), former head of security and super hero. Iron Man left with Stark upon purchase of the company by Obadiah Stane. His armor, designed by Stark, is probably the world's most advanced field hardware.

Obadiah Stane (file N/AVOS897) created a suit of battle armor in an apparent attempt to destroy Iron Man. After his defeat, Stane committed suicide. This fact has remained largely secret and is known only to Iron Man, top Stane security, and top S.H.I.E.L.D. operatives. Regardless, with Stark-Fujikawa it is business as usual, and the company remains our primary technological contractor.

New Technology: Stark-Fujikawa is the world's most productive manufacturer of small-scale weapons technology. Its battle armors, weaponry guidance systems, and flying automobiles are unrivaled. Most impressive was the Iron Man armor, the greatest advance in personal arms technology in history.

However, with Anthony Stark's departure, the company has lost some of its creativity, and in recent months it has unveiled its first post-Stark technology. This may not be the equal of what Stark's genius can create, but it serves the needs of the Directorate and other clients well.

Game Uses: Any relations with S.H.I.E.L.D. can lead to Stark-Fujikawa International, manufacturer of the organization's hardware and gadgets. Devices from within Stark-Fujikawa International may also be stolen and utilized by super-villains. Unfortunately, it is unlikely that individual heroes or groups will be able to contract the company for the creation of devices unless they represent larger interests.



STARK SOLUTIONS

File Type: Private corporation
(consulting firm)

Location: New York City

Profile: Rather than fight the corporate takeover of Stark International by the Fujikawa Corporation, Tony Stark decided to start again from scratch. The product of his efforts is the new company called Stark Solutions.

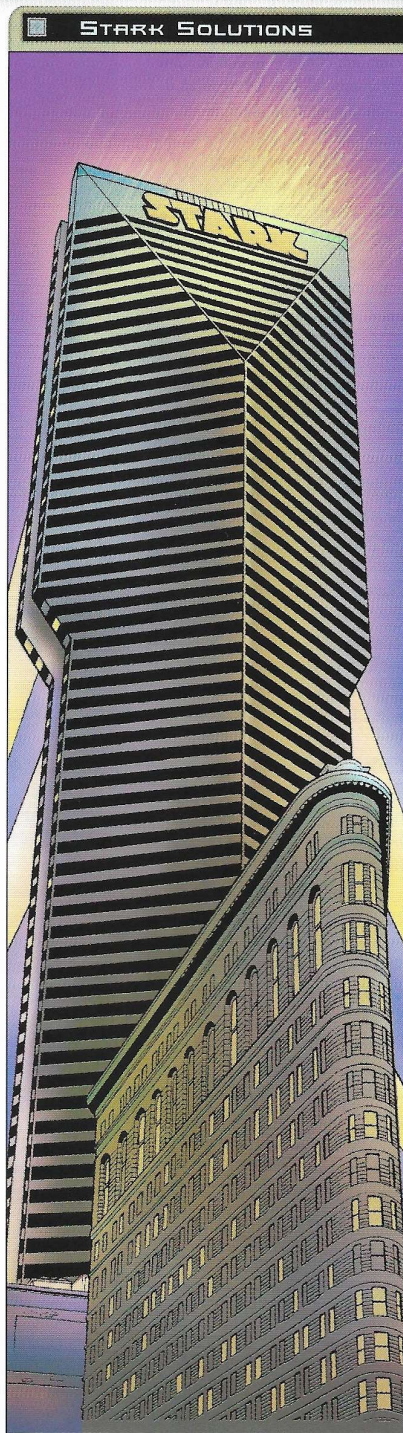
While Stark International dealt with the manufacture of highly-technological items, Stark Solutions is simply Anthony Stark's consulting firm. For exorbitant fees, a company can retain Mr. Stark's services and expertise in the fields of management and engineering. Many corporations are willing to pay these fees for two reasons—one, Tony Stark is considered a genius in both fields, and two, a great majority of the proceeds are funneled directly into charity organizations.

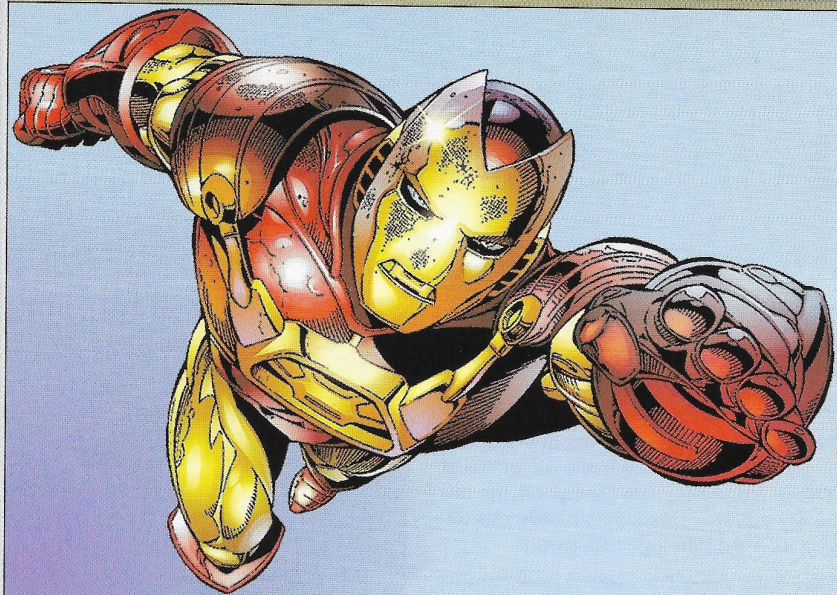
The new 67-story Stark Tower is located in midtown Manhattan, overlooking the Flatiron Building. Most of Stark Tower is rented out as retail space, office space, and luxury apartments.

Site Overview: Stark Solutions only occupies the 64th floor of the Stark Tower; the penthouse belongs to Tony Stark himself. Presented here is what information S.H.I.E.L.D. has gleaned about all relevant space.

The Stark Solutions offices are friendly, yet conservative. The requisite facilities are all there, including reception area, bath-rooms, and offices for the various staff, along with elevator and stair access. Of course, Tony Stark maintains a sizable corner office, obviously built to impress clients. The atmosphere is one of optimism; the employees seem to enjoy their jobs, unlike many other corporate workers worldwide. This, however, is not surprising, given Stark's reputation as a manager.

Stark's penthouse is what one might expect from a building that he outbid oil sheikhs to acquire. It contains a sizable living room, full formal dining room, kitchen, small spa with hot tub, sauna, steam bath,





Stark's master bedroom, two guest bedrooms, and a full office. The entire apartment may look sparsely furnished, but one only need inspect the items there to realize their value. In addition to these facilities, the penthouse has a large foyer, used for parties and other miscellaneous gatherings.

Rumors place a secret basement sub-level underneath Stark Tower. It is believed that this is a secret lab catering to the needs of Stark's longtime bodyguard, Iron Man. (It is a matter of utmost security that Stark is Iron Man.) S.H.I.E.L.D. believes that Stark has access to this level as well, but there has been no need to investigate further.

Security in the Stark Tower is maintained through electronic surveillance, perimeter alarms, and security guards. Access to the penthouse level (either by elevator or stair) is by special key only. Security in the rumored basement level is unknown at this time.

Enhanced Individuals: Anthony Stark (file N/AVAS077/B), CEO and controlling shareholder, is considered one of the greatest inventive geniuses of our time. He is certainly responsible for S.H.I.E.L.D.'s technological edge over its terrorist foes. Sideline by a one-time heart weakness, Stark has employees test and show off his creations rather than modeling them himself.

The company's best-known product tester is the Avenger Iron Man (file H/AVIM001/B). Once Head of Security for Stark International, the armored crusader seems to be fulfilling that same role with Stark Solutions, in addition to being an icon for the firm.

Game Uses: Anyone associated with the elite of the city may visit Tony Stark at his penthouse residence, as may those wishing to acquire his services. Persons who have associated with Iron Man in the past may also visit Stark Tower.

CODE: VIGILANTE

S.H.I.E.L.D. monitors enhanced groups and individuals under this heading, since they perform official functions without official sanction. Those listed here, such as Daredevil and the X-Men, tend to take matters into their own hands without waiting for official organizations to seek out their aid. As such, S.H.I.E.L.D. treats all such individuals as potential safety risks.

THE DEADHUT

File Type: Vigilante hideout

Location: San Francisco

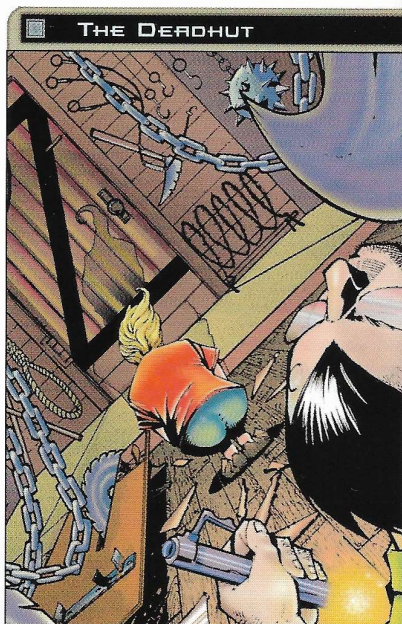
Profile: In a nondescript row of pressboard houses in San Francisco is the lair of Wade Wilson (code designate Deadpool), the mercenary vigilante. Deadpool's murderous tendencies make him highly dangerous.

Site Overview: The building itself consists of a basement and two above-ground floors. In the basement are storage areas, laundry facilities, and Weasel's workshop, along with secure storage for Deadpool's arsenal. The first floor contains a living room, a workout room/workshop, a bathroom, a kitchen, and a raised room called the Box—144 square feet of blades, broken glass, and a variety of other unpleasant booby-traps. On the second floor are a bathroom and sleeping quarters.

Enhanced Individuals: S.H.I.E.L.D. intelligence indicates that Deadpool (file M/XMDP525) is a hideously malformed mercenary. Field agents are hereby warned not to negotiate or associate with Deadpool, even if he seems to all tests to be a hero.

Reports indicate two other individuals residing in this house—a prisoner named Alfred (file M/XMDP525-525B) and a man known as Weasel (file M/XMDP525-525C). Alfred is a blind woman, probably in her late sixties, who seems to serve as a domestic in the Deadhut. Weasel is Deadpool's inventor sidekick.

Deadpool's dog looks uncannily like Deuce, the former seeing-eye dog of lawyer/vigilante Matthew Murdock, otherwise known as Daredevil (file H/H/MTDD224/B).



Game Uses: Deadpool is not the most social individual, so even heroes involved in a mercenary-type game have little cause to visit the Deadhut.

Equipment: The most notable piece of equipment in the Deadhut is the Box.

The Box: Each exchange, anyone moving within this area must make a *daunting Intellect* action to avoid a trap. (Choose from Blade +2, Gun +3, Ensnarement 12 [contingent Garrote (see the Garrotes skill)], or anything else the Narrator can envision while thinking like Deadpool.)

MATTHEW MURDOCK'S TOWNHOUSE

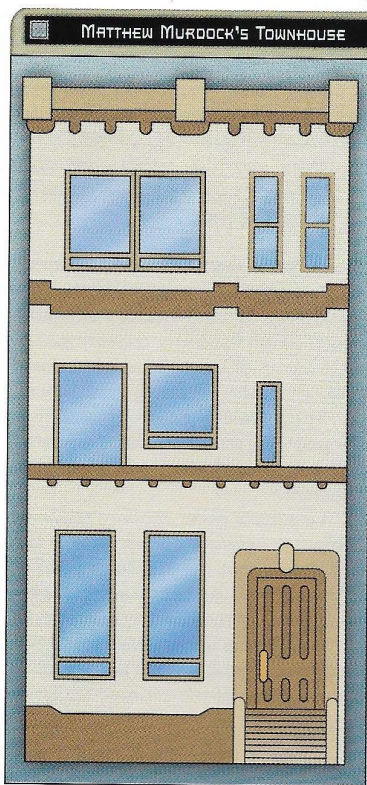
File Type: Private residence/Vigilante hideout

Former Location: New York City

Profile: At 448 East 66th Street in Manhattan was an inconspicuous three-story townhouse leased to Matthew Murdock, defense attorney. Murdock—or as the Directorate sometimes refers to him, “the Lawyer”—is also a costumed vigilante (code designate Daredevil). This location was destroyed, reportedly by the criminal Kingpin.

Site Overview: The Lawyer’s residence consists of three above-ground floors and a basement. The third floor houses a study, Murdock’s sculpture studio, and America’s fourth largest privately-owned Braille library. Murdock sometimes uses the skylight over the library as an exit. The master bedroom (with accompanying terrace) and two guest bedrooms are on the second floor. On the first floor are the foyer, Murdock’s private home office, a parlor for entertaining guests, a kitchen, and a dining room. The basement contains a basic laundry room and boiler, which are the only normally ascertainable features on this level. However, Murdock also maintains two concealed ground-level exits here, along with his secret gymnasium, which contains a trampoline, a stationary ring apparatus, parallel and uneven bars, and a weightlifting stand. This is the only level where any materials or evidence pertaining to Daredevil can be found.

Initial studies show no special security measures at Murdock’s home. It appears that he trusts in secrecy and good old-fashioned deadbolt locks.



Enhanced Individuals: Matthew Murdock (file [H/MTDD224/B](#)) is a lawyer trained in criminal justice. Though blinded in his youth, he is uncannily accurate for someone with this disability. Murdock is at best a shaky ally, usually crippled by an inflexibility in the area of justice. Of course, this makes him one of S.H.I.E.L.D.'s most predictable sometime pawns. Murdock’s relationship with the assassin Elektra (file [H/MTEL323/B](#)) bears constant monitoring.

Game Uses: Since the destruction of his townhouse residence, the Lawyer has been living with Karen Page. As with his old home, Karen’s apartment looks like a personal residence, not a super hero’s base.

THE NEW WARRIORS' CRASH-PAD

File Type: Hero team headquarters

Location: New York City

Profile: The vigilante group known as the New Warriors maintains its base, the "Crash-Pad," in the shadow of New York City's Brooklyn Bridge. Although the name suggests a group of juvenile mindset, the New Warriors are quite able, despite their youth.

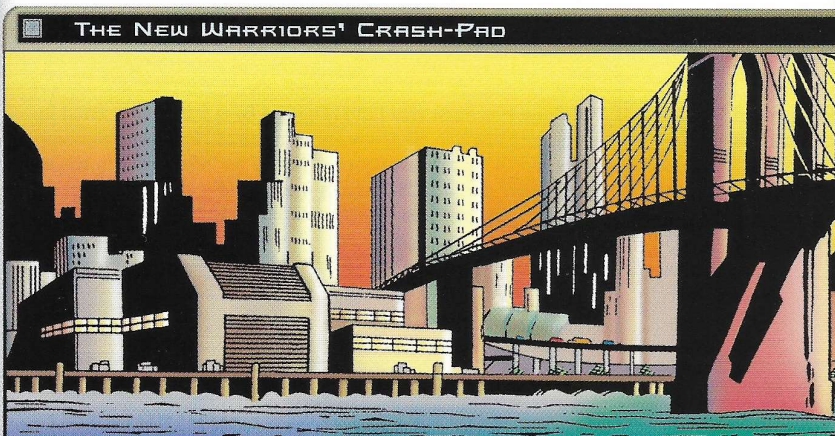
S.H.I.E.L.D. views the New Warriors as a valuable opportunity—a young and malleable team far more amenable to direction than the Avengers or the Fantastic Four. The Directorate is presently considering a recommendation that S.H.I.E.L.D. actively promote this group and keep it somewhat stable. This suggests the possibility of creating some sort of mentoring relationship—a far less sinister version of General Clarke's participation in Alpha Flight, perhaps.

Site Overview: The New Warriors' base is an extensively modified warehouse with aerial, street, and river access. While the outside may suggest a modern warehouse facility, the interior is another story altogether. It is ultra-modern, complete with the latest in computer and security technologies. Unfortunately, S.H.I.E.L.D. does not yet have a complete layout of the building's interior with all of its modifications, so this report includes only reasonably verifiable intelligence.

The multilevel building has all the basic necessities (including kitchen, bathrooms, and sleeping quarters) both for members who reside here and for those on long duty. There is also a recreational area, complete with couches, television screens, and computer entertainment.

Like many other modern super hero teams, the New Warriors maintain an extensive computer network consisting of a high-grade mainframe linked with several smaller terminals throughout the building, as well as an extensive comm system that uses satellite relays and cellular communications technology. Since it is connected to the internet, this computer utilizes heavy encryption for security.

One of the upper levels features a conference room, a ready room for the team, a tactical area where plans are created and analyzed, a general-purpose lab and, just down the hall, state-of-the-art med-lab facilities.



The basement level is utilized for storage and as shelter in case of emergency. The New Warriors also maintain a garage here for storage and maintenance of the team's motor pool.

Security at the Crash-Pad is tight. Electronic surveillance devices monitor both the interior and the perimeter of the building, and thumbprint locks protect all exterior doors and critical interior areas.

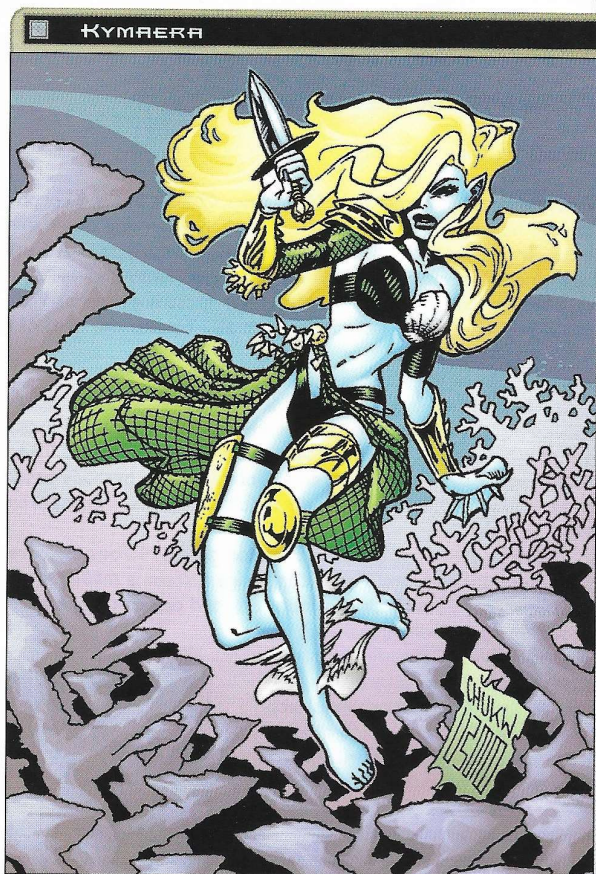
Enhanced Individuals:

Night Thrasher (file [H/MTNT355](#)) was a young millionaire who swore vengeance on criminals after his parents were murdered. Toward that end, he founded the original New Warriors team in conjunction with Nova (file [H/MTNV661](#)), a star-spanning young man who could fly by rocket power.

Most of the original New Warriors have since left the group. Some have joined the rival group Psionex (file [VG-73973:136/6-98](#)), formerly an organization of superpowered mental patients. Perhaps the ranking member of the New Warriors at present is the youthful jackrabbit called Speedball (file [H/MTSB187](#)).

Oddly, the Avengers seem to be using the New Warriors as a training group. Ex-New Warriors Justice (file [H/AVJU661](#)) and Firestar (file [H/AVFS513](#)) are now Avengers by Captain America's decree. Rage (file [H/MTRG994](#)), an original New Warrior, also served briefly with Avengers. Kymaera (file [D/FFSM007](#)), another ex-New Warrior, was for a period of time the regent of Atlantis.

Game Uses: The New Warriors team has a fairly large membership roster that continues to change, be it through departures or switches to reserve status. In any case, the group always seems to have openings for new team members. Considering its status with S.H.I.E.L.D. and the Avengers, this vigilante group is in a position to provide new super hero characters with more resources than they would be able to muster on their own. The New Warriors base can be used for this purpose, or to contact the group for help with a mission.



CODE:3
VIGILANTE

BOX

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6

ORACLE, INC.

File Type: Mercenary team headquarters

Location: New York City

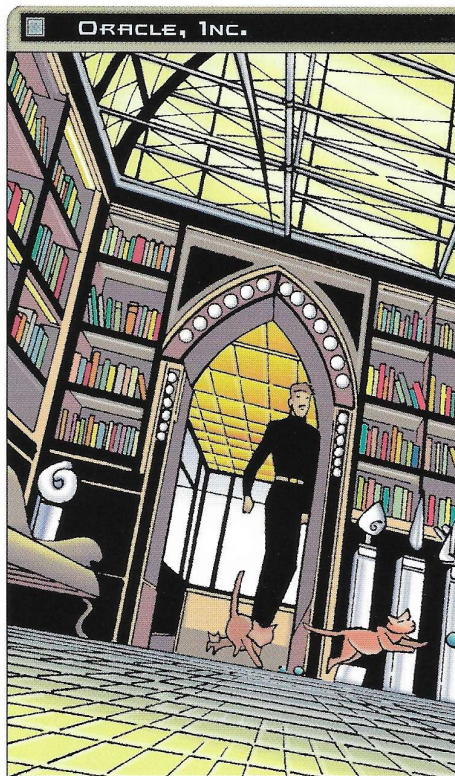
Profile: Located in midtown Manhattan, Oracle, Inc. is a corporation that funds research, salvage operations, and information brokering, among other things. Oracle, Inc. is held through a series of shadow companies; Prince Namor of Atlantis was once its chief executive officer. The chief operating officer is Jim Hammond—likely the highest-ranking corporate android in the world. But the factor most important to the Directorate is that the organization's corporate headquarters also houses the base of the vigilante group Heroes for Hire.

Site Overview: The Oracle Building is a 99-story skyscraper. Oracle, Inc.'s corporate offices occupy floors 94 to 99, the Heroes for Hire team uses floors 84 to 93 as its base, and the rest of the building is rented to other businesses. The top of the whole structure resembles (presumably) an Atlantean tower, perhaps based on the ones in the home of Oracle's CEO. Rather than detail full floorplans, this report examines only primary areas of interest.

Perhaps the most significant section of the Heroes for Hire base is its Communications Core. This cutting-edge system is made up of satellite receivers, fiber-optic internet hookups, radio monitors, and closed communications arrays, all connected to a control console and a bank of monitors. From here, the team can access virtually any information on a moment's notice and communicate with anyone, including each other, from anywhere in the world. Jim Hammond is often here, coordinating the actions of the team and gathering necessary information. Computer security is very tight; it even once repelled the computerized criminal Techno.

Also contained within this part of the complex is a full medical ward (complete with surgical facilities), plus ancillary computer nodes and a full gymnasium. This gymnasium is not unlike the training facilities of many other super hero teams; it even uses drone robots for combat exercises.

Heroes for Hire also maintains its own basement containment facility for the temporary incarceration of villains awaiting trial or transfer to the Vault. The security of these facilities came into question when the ultra-dangerous Super-Adaptoid escaped from Oracle's cells and was quelled by, of all people, the Thunderbolts. The basement also has a tunnel to the waterline, where an Atlantean minisubmarine is sometimes housed.



>> MORE // Oracle, Inc.

Game Uses: The Oracle Building, obviously, can be used as a contact point for Heroes for Hire, whether the issue is a need to talk with the team members or even to hire them. Heroes for Hire is unlike many other vigilante teams in that it attacks problems from a corporate contract angle. Perhaps new heroes will attempt to hire on with Heroes for Hire, in which case the Oracle Building can become their new home away from home.

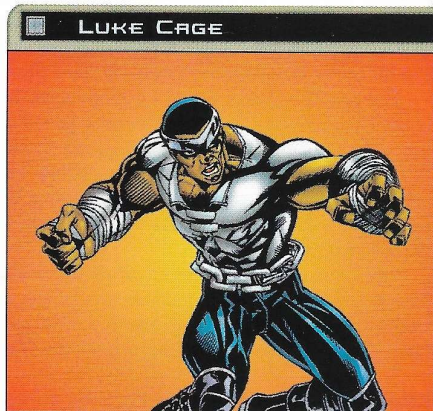
Personnel (Robotic): Outside of Oracle's superpowered staff, the only resident humanoid in the facility are robots used in training exercises.

Training Room Robot: Strength 13X, Agility 8X, Intellect 1X, Willpower 1X, Edge 0, Health 10. Body Armor +7, Claws +4, Plasticity 3, Sensors. Calling: Soldier.

Security within the Oracle Building is what one might expect from a corporate headquarters: guards, electronic surveillance, and keycard locks protect the personnel and premises. The Heroes for Hire headquarters is substantially better guarded; the extent of its electronic security is unknown at this time.

Enhanced Individuals: The chief operating officer of Oracle is Jim Hammond, earlier known as the android Human Torch (file [H/FFHT001](#)), a creation of scientist Phineas Horton (file [N/FFHT001-001A](#)). For decades it was believed that Hammond was deactivated, and that his body helped form the Vision (file [H/AVVS111/B](#)). This is obviously not so, as he is now as operational as ever, complete with cosmetic modifications (most notably, a beard).

At the time of this report, Heroes for Hire's membership roster includes Hammond, Luke Cage (file [H/STPM045/B](#)), the Black Knight (file [H/AVBK002](#)), Iron Fist (file [H/STIF339/B](#)), and Sersi (file [H/FFSE399](#)), with Jennifer Walters (file [H/AVSH551/B](#)) serving as legal counsel. Jane Foster (file [N/AVTH067](#)) is a nurse who was once linked with Donald Blake, a close friend of the thunder god Thor. The Greek god Hercules (file [H/AVHE021](#)) was previously a member of the Heroes for Hire, but his problems with alcohol appear to have made him unwelcome at Oracle HQ. Also formerly a member was White Tiger (file [H/STWT626](#)), reportedly a creation of the High Evolutionary. She mysteriously disappeared while on a mission involving the Knights of Wundagore.



XAVIER INSTITUTE OF HIGHER LEARNING

File Type: Private school/Mutant training facility

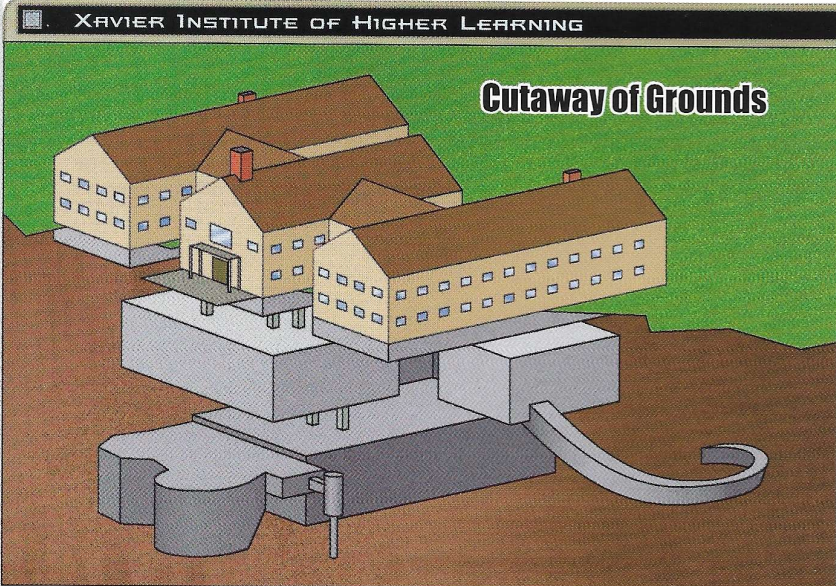
Location: Salem's Center, Westchester County, New York

Profile: Located at 1407 Graymalkin Lane in the town of Salem's Center, New York, Professor Xavier's Institute of Higher Learning serves as the headquarters for the vigilante X-Men. Originally built by a Dutch seafaring ancestor of Charles Xavier 10 generations ago, the mansion has undergone extensive modifications to suit its present purpose as a base for superpowered activity. Several near-demolitions at the hands of enhanced individuals prompted Charles Xavier to utilize Shi'ar technology in rebuilding it, replacing worn components with self-improving aspects. As a result, the mansion was now not only of alien design, but also capable of "regenerating."

The Xavier estate covers a large area between Graymalkin Lane and Breakstone Lake. The grounds include Japanese gardens, stables, a boathouse, a very low-frequency antenna, a communications tower, and an Olympic-sized swimming pool at the rear of the mansion. On a distant section of the estate is the hangar and launching area for the X-Men's Blackbird VTOL jet, along with a light plane turntable and runway accessible from the mansion via an underground electromagnetic railway.

The mansion was stripped of all technology, human and Shi'ar, by Operation: Zero Tolerance. The X-Men continue to use the now-normal mansion as their headquarters. The general populace is unaware of the true nature of the Xavier Mansion, seeing it only as the site of the Xavier Institute.

Site Overview: The Xavier Mansion consists of three floors above ground, a basement level, and two sub-basement levels. All above-ground floors are accessible via two elevator banks and one grand staircase. Both elevators also serve the primary basement, but access to the sub-basement levels is limited to a secret



>> MORE // Xavier Institute of Higher Learning

pathway from the primary basement. This document represents the total of S.H.I.E.L.D.'s information on the mansion's interior.

The attic of the Xavier Mansion consists largely of storage areas, though at least one of the X-Men maintains living quarters there. In addition, there is a large recreational area situated at the top of the staircase and one room used for the maintenance of advanced communications equipment.

On the second floor are the X-Men's living quarters. Professor Xavier's bedroom is on this level, but the rest of his private chambers are on the first floor. Storage and laundry facilities, a small playroom, and guest quarters fill the rest of this level.

The ground floor entrance opens into the main foyer; there is also a rear exit on this level leading to the rest of the grounds. The rest of the main floor consists of a lavishly furnished living room, a formal dining room, a smaller informal dining room, an informal sitting room, kitchen facilities, a library, the mansion's main computer room, and Professor Xavier's private living quarters (except for his bedroom, which is on the second floor). Worth notice in Xavier's chambers are his private office (used for school business), and the mansion's principal terminal to Cerebro.

The main basement appears normal, containing storage areas, a wine cellar, oil and water heaters, a laundry room, and auxiliary generators. Also in the basement, hidden from prying eyes, were the computer's main memory systems and a secret passageway leading to the sub-basement levels.

The majority of the first sub-basement level contained medical and scientific facilities, including a fully equipped operating theater, a large recovery room with space for up to 25 patients, a trauma room with auto-doc, medical offices, an electronics lab, a chemical lab, a practical physics lab, and a robotics development lab. The remaining space was occupied by an artificial sun deck, an indoor Olympic-sized pool, a locker/shower/massage area, saunas, steam baths, whirlpools, a full gymnasium, a debriefing room, back-up computer memory, a Shi'ar power supply, and a boarding area for the high-speed electromagnetic rail cars to the hangars.

On the second sub-basement level was the X-Men's famous Danger Room, an impressively lethal training facility. The original Danger Room depended on highly advanced Earth technology built by Stark Enterprises; the most recent one utilized alien Shi'ar devices, including holographic projectors and robots of exceptional capability. Nearly any environment or circumstance could be simulated here for training purposes. This level also contained emergency living quarters (complete with independent food storage), Cerebro's main banks, the X-Men's crime files and backup computers, mission planning areas, an intelligence-gathering room, a small library and reading room, a world communications monitoring area, and a Shi'ar power tap and transducing room. Reports indicate that there is also an access point to the Morlock Tunnels on this level.

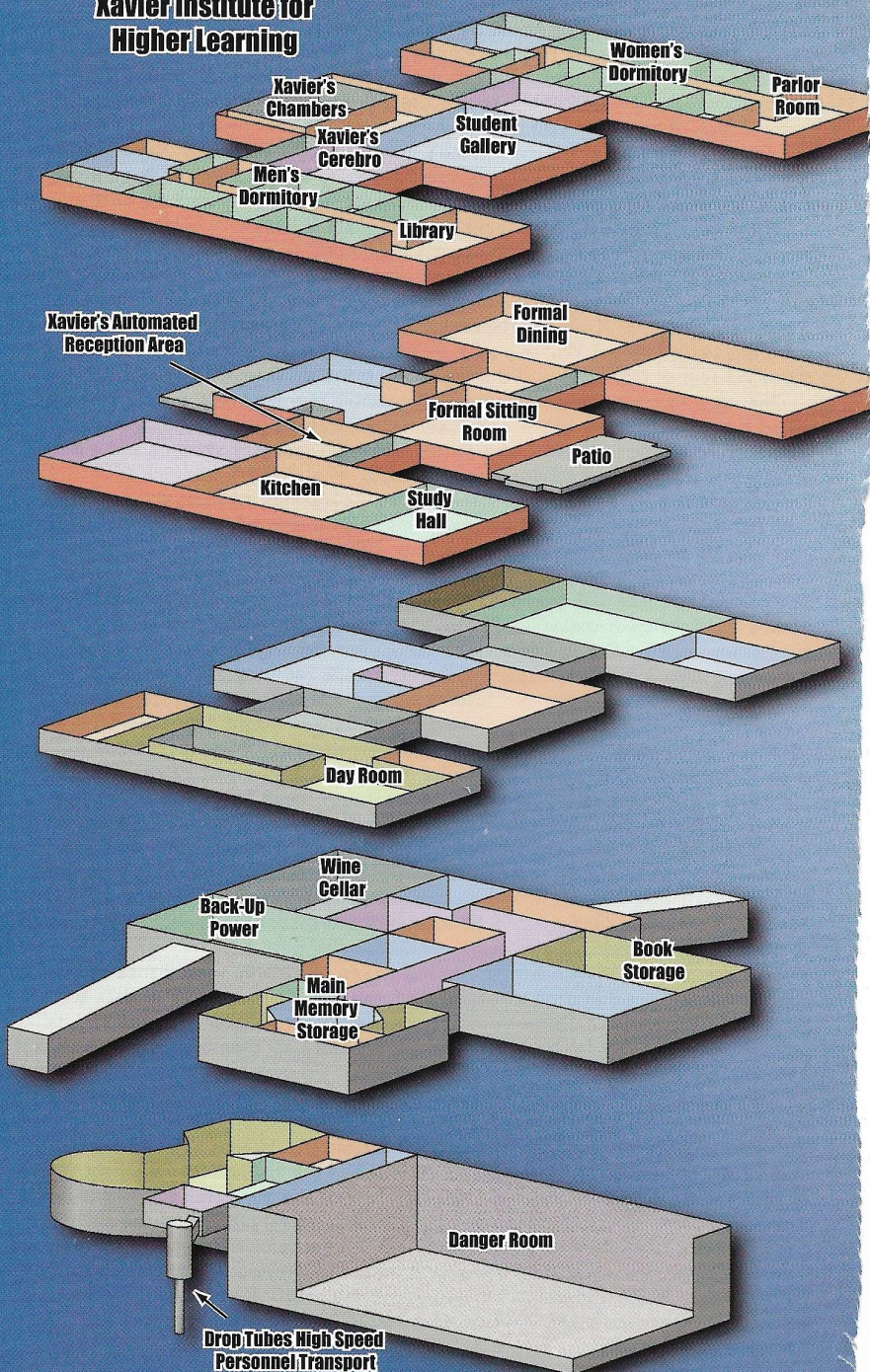
Security at the Xavier Mansion was high. Alien electronic surveillance devices covered the grounds and the mansion itself, relaying large amounts of data to the estate's main computer. Gaining unwanted access to the Xavier Mansion and its grounds was probably at least as difficult, if not more so, than breaking into critical S.H.I.E.L.D. facilities.

Current security is unknown, but sneaking up on the X-Men is never a wise idea.

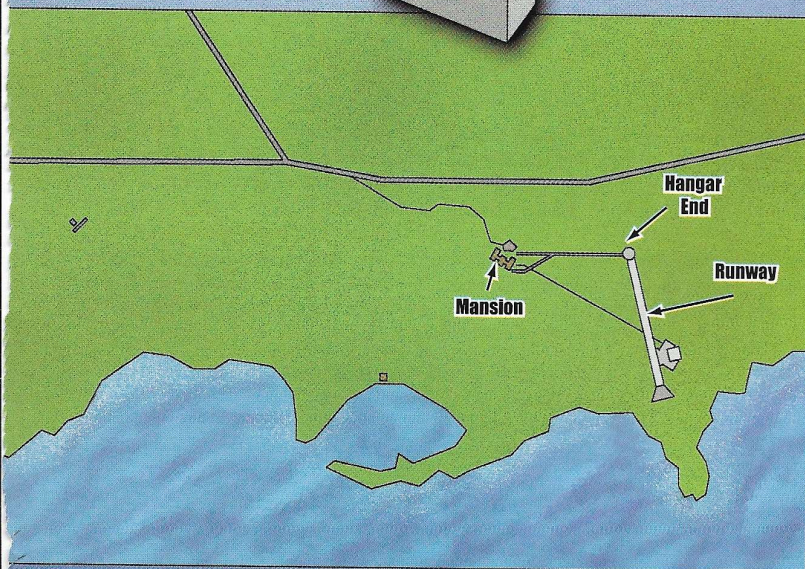
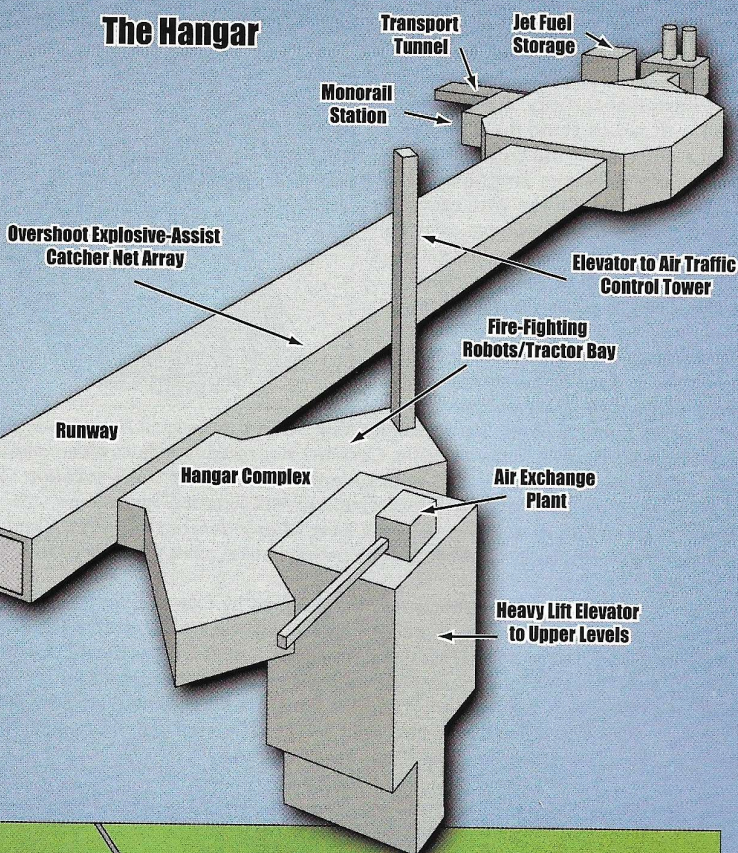
Enhanced Individuals: Professor Charles Xavier (file [H/XMPX001/B](#)) was, at least until recently, Director of the Institute of Higher Learning and leader of the X-Men. A genius in life sciences, Professor X is also one of the strongest psionics in the world. His powers include telepathy, psychokinesis, astral travel, and the ability to detect mutant physiologies. His stated goal is the peaceful integration of mutants and humans, but his activities toward that end have often resulted in catastrophic events. Most notably, Xavier somehow brought about the creation of Onslaught, the mutant terror that destroyed much of Manhattan and led to the apparent deaths of the Avengers and Fantastic Four.

The X-Men's roster includes such dangerous vigilantes as Wolverine (file [H/XMWV007/B](#)) and Rogue (file [H/XMRG211/B](#)). More idealistic members of

Xavier Institute for Higher Learning



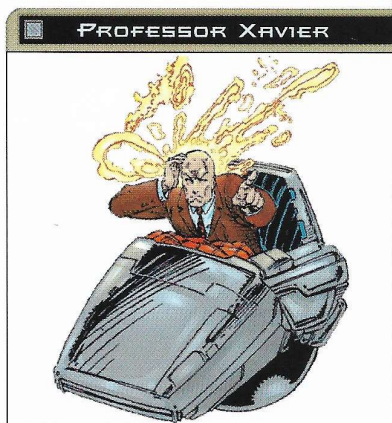
The Hangar



the group, such as Cyclops (file H/XMCY002/B) and Beast (file H/XMBE544), have left the team for personal reasons. The X-Men are considered a threat to national security, though agents have been ordered to stand down in the wake of the collapse of the anti-mutant Operation: Zero Tolerance program. S.H.I.E.L.D. treats the X-Men with caution, though some of its members have assisted the Directorate in the past—particularly Wolverine, who has previously worked for the U.S. and Canadian governments.

New Technology: Of special note in this area is Professor Xavier's computer, Cerebro. Designed by Xavier himself, Cerebro acts as a mutant locating device, homing in on the unusual brainwaves of such individuals through unknown means. Cerebro can roughly measure the amount of power a particular mutant has and determine his or her geographic location (or even identity), given sufficient input. While Cerebro will function for anyone who understands how to use it, it seems to work best when operated by those gifted with telepathic powers. Thus, Cerebro only functions at its peak when operated by Xavier himself.

Based on the SR-71 reconnaissance aircraft designed by Clarence Johnson, former head of Lockheed's Advanced Development Projects Group, the Blackbird has been extensively modified by advanced Shi'ar technology. It is a VTOL (Vertical Take-Off and Landing) aircraft that can accommodate a flight crew of three plus four passengers. The Blackbird can exceed Mach 4 in speed and outmaneuver most similar craft. The designs of the U.S. military, and even S.H.I.E.L.D. itself, pale in comparison. The Blackbird was also taken by Operation: Zero Tolerance.



Game Uses: The Xavier Mansion is useful for older mutants who require training. It is also the home of one of the world's most notorious vigilante teams. Despite the mansion's sophisticated security systems, several villains have dared to challenge the X-Men on their home turf in the past.

Building: The mansion, though well-appointed, no longer contains alien technology.

Danger Room: The traps in this famous training facility include laser beams (Energy Blast), rapid-fire manacles (Ensnarement), web launchers (Ensnarement [Adhesion]), Machine Guns +5, sleep gas (Posion [Sedation]), micro-missiles (Energy Blast [Explosion]), flame jets (Fire Control [Fire Missiles]), and holographic imaging (Illusion), plus pillows, feather clippers, bulletproof glass, baton-launchers, and robots. Everything in here normally functions at intensity 16–20, but the intensity can be lowered for less experienced trainees. The walls are Material Strength 18, and the room's guns and other missile fire devices function at Agility 6.

Personnel (Robotic): The robots used for training in the Danger Room were adaptable for a wide variety of scenarios.

Danger Room Robot: Strength 19X, Agility 14X, Intellect 0X, Willpower 0X, Edge 2, Health 25. **Invulnerability** to Mental Control. Equipment: Assorted weapons +3. Calling: Soldier.

Equipment: Professor Xavier had the finest in available technology.

Cerebro: Detection 8 (Mutant Detection), or double the user's Mutant Detection intensity.

SR-71 Blackbird: Hull Strength 25. Flight 20, Space Flight 3.

XAVIER'S SCHOOL FOR GIFTED YOUNGSTERS

File Type: Private school/Mutant training facility

Location: Snow Valley, Massachusetts

Profile: One of America's oldest and most respected prep schools, the Massachusetts Academy was founded in 1700. Located in the Berkshire Mountains in Snow Valley, Massachusetts, the facility draws the nation's high school elite. The Academy is a boarding school, with dormitories for the students.

Unbeknownst to most, the Massachusetts Academy is also home to Xavier's School for Gifted Youngsters. The same school that bred the X-Men has relocated here from suburban New York, but still serves the same function—to train young mutants to control their powers and use them with moral responsibility. The new moniker for the junior team in training here is Generation X, and these youngsters represent the future of the X-Men teams.

The entire Academy stretches out over acres of land, encompassing several roads and 16 buildings. Funded in part by wealthy Head Administrator Emma Frost, the school reeks of money, with its terraced grounds, wooded hills, and colonial architecture.

Site Overview: Each of the 16 buildings is examined individually for this report, with particular attention to those of special interest.

Nearest the entrance of the Academy are four housing buildings. Two small colonial mansions contain spacious apartments for the school's faculty. While not opulent, faculty apartments are nicely furnished. The other two larger buildings are student dormitories. The west one is for women, and the east is for men. Each student has private living quarters with all the basic necessities.

Moving east from the entrance, the next building is the library and study hall. This facility maintains a varied supply of materials designed to catch the interest of the school's younger audience. East of this, in close proximity, are a sumptuous dining hall, a student lounge, and a non-denominational chapel. The student lounge contains a variety of diversions, including meeting halls, a bowling alley, video games and pinball, pool and darts, and a small dance club.

North of the library are four more buildings: the large main classroom facility, the arts studio, the science building, and the faculty research hall. Class size at the Academy rarely exceeds 20 students. The arts studio houses facilities for illustrative and performing arts, including music practice rooms, a theater, and an auditorium. The science building maintains the most restrictive conduct rules and the best emergency equipment that can be found in any American school. The faculty research hall contains a specialized biosphere (see "New Technology").

West of the entrance is the main administration building, which houses offices for the entire faculty and staff. It is here that most parents initially come when touring the school, and each spring brings dozens of families. Also in this building are a clinic, dental offices, and a small hospital dedicated to maintaining the health of the students and staff. North of this are full gymnasium facilities and a stable stocked with the finest thoroughbreds. A nearby computer resources building offers the latest in personal computer technology and networks.

Security at the Academy is not as tight as it is at the Xavier Institute. Since normal students attend the Academy as well as young mutants, only the faculty research facility maintains sophisticated electronic surveillance. Thumbprint locks, as well as security cameras and perimeter alarms, protect those levels of the research building where secret Xavier School areas are located. Housing facilities function under simple lock and key; other buildings also utilize infrared perimeter alarms at

night. Of course, security guards patrol the entire campus, and the school maintains an emergency response team.

Emma Frost's personal telepathic talents assure that regular students and staff remain unaware of the "special" students and the facilities reserved for them. It appears that she uses her abilities to suppress the relevant memories of both students and staff when necessary.

Enhanced Individuals: Sean Cassidy (file [H/XMBA995](#)) is Headmaster of the school. He is also the X-Man known as Banshee. His daughter Theresa, also known as Siryn (file [H/XMSR663](#)), has been known to visit here.

Emma Frost (file [V/XMWQ008](#)), the school's Head Administrator, is also CEO and chairperson of Frost International (file [NC-23008:486/1-17](#)) and the chair of the Academy's Board of Trustees. At one time, she was the White Queen of the Hellfire Club, but she seems to have resigned this position. Miss Frost is also a telepath of considerable power. Her abilities help to assure secrecy on campus and to make her eye-catching style of daily dress acceptable to those who might not otherwise find it so.

XAVIER'S SCHOOL FOR GIFTED YOUNGSTERS





The current membership roster of Generation X includes the young mutants known as Chamber, Husk, Jubilee, M, Penance, Skin, and Synch. (See files H/XMGX001 to 007).

New Technology: Hidden within the faculty research building is Generation X's fully interactive ecological biosphere, dubbed the Danger Grotto. This self-repairing, self-monitoring technological marvel is the fruit of Emma Frost's top research dollars. Serving the same function as the X-Men's Danger Room, the biosphere doesn't rely on holograms. Instead, robots and actual living matter rearrange the area for different scenarios and create the dangers necessary for training. Its safeguard mechanisms are similar to those of the Danger Room, so that Generation X students won't be truly harmed by training exercises.

Game Uses: Perhaps one of the greatest potential uses for the Massachusetts Academy is as a starting place for young mutant heroes. The kids of Generation X are still just learning, and all those training at the Academy have the potential to become tomorrow's X-Men. Otherwise, the Massachusetts Academy is a place to interact with young mutants who have yet to master their powers.

Building: Emma Frost provides the finest in technology for training her students.

Danger Grotto: Biosphere Strength 20. Life Support 4, various traps with intensities ranging from 12 to 16.

Personnel (Robotic): The design of the robots in the Danger Grotto is constantly being updated.

Danger Grotto Robot: Strength 15X, Agility 10X, Intellect 0X, Willpower 0X, Edge 1, Health 17. Invulnerability (to Mental Control). Equipment: Assorted weapons +3. Calling: Soldier.

CODE: WONDROUS

Locations under this heading are beyond the experience of most S.H.I.E.L.D. personnel. The strange, the fabulous, and the terrifying are found here. Aliens, Atlanteans, muck monsters, and other unclassifiable individuals merit round-the-clock investigation. In the best case, we learn more about our neighbors. In the worst case, we are prepared if they should become threats.

ATLANTIS

File Type: Undersea nation (partially risen)

Location: Atlantic Ocean

Government Structure: Parliamentary monarchy, with Namor (the Sub-Mariner) as king

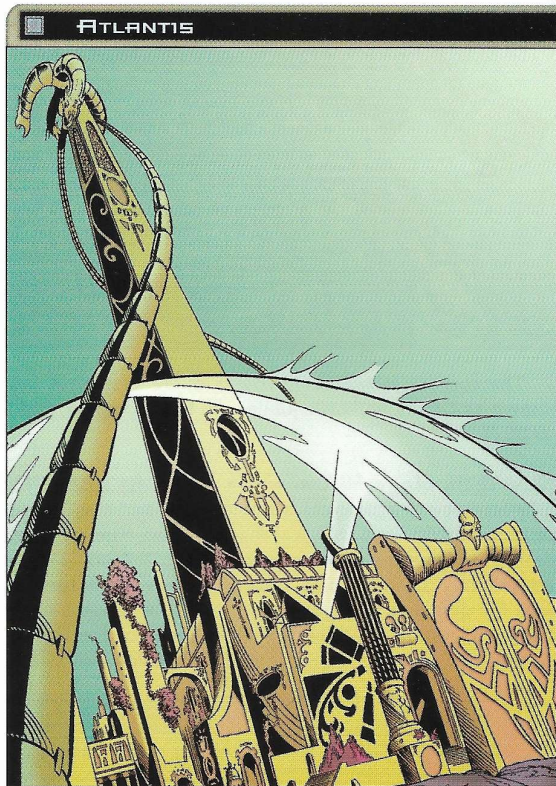
Travel Advisories: None, though underwater travel near Atlantis is dangerous.

Sanctions: No sanctions are in effect.

Profile: Sunken Atlantis remained a legend for centuries, until the arrival of Namor the Sub-Mariner during World War II. Since then, S.H.I.E.L.D. has pieced together some information about the history of this lost continent.

If reports are correct, Atlantis was once an inhabited continent situated in the North Atlantic. As early as 19,000 B.C., highly advanced civilizations had appeared there. Atlantis evolved into an empire of merchant sailors, craftsmen, astrologers, alchemists, and sorcerers. The Empire eventually came into conflict with Lemuria, another ancient kingdom that relied on sorcery for its might. Sources agree that the empires virtually destroyed each other, and both sank beneath the waves because of the unprecedented mixture of technology and magic the two nations unleashed.

Eventually, humanoids with gills appeared in the oceans. The origins of *homo mermanus* (mermen) are unknown, but the capacity of this species to breathe underwater may have resulted from experimentation on surviving Atlanteans by Inhumans or Deviants. The present-day Atlanteans, of course, credit their god Neptune for this miracle. After several millennia, the mermen rediscovered ancient Atlantis and



claimed it for their own.

Site Overview: Atlantis rests on the ocean floor between North America and Europe. Its capital city lies hundreds of miles south of Iceland. One part of Atlantis has risen and is now home to the Inhumans, who have rebuilt their capital city of Attilan there. Nearby, the barbarian realm of the chieftain Attuma girdles Greenland.

The Atlantean Empire is similar to the Roman Empire at its height. Government is primarily tribal, though citizens of the capital recognize a monarchy augmented by a Council of Elders. Although the monarchy claims dominion over all mermen dwelling in the Atlantic, it neither provides services nor collects tribute from those who live more than a day's swim from the capital.

Enhanced Individuals: No information exists on how many Atlanteans live today, but the number is believed to be less than 10,000. Two thousand of these live in the rebuilt capital city of Atlantis or nearby; the rest dwell in caves on the ocean floor or in ancient coral reefs. The Atlanteans have a standing army that poses a constant threat to nations on the surface.

For five decades, King Namor (file [D/FFSM002/B](#)) has fueled a stormy relationship between Atlantis and the surface world. The half-human child of a merwoman and sailor Leonard MacKenzie, Namor is a mutant who can fly and breathe both air and water. He is at best an erratic ruler, having repeatedly abdicated and reclaimed his throne. His dealings with nations of the surface world range from half-hearted attempts at diplomacy through the United Nations to outright hostility on occasions when he has personally led sea monsters in devastating attacks. Less spectacularly perhaps, Namor once attempted to dominate oceanographic research through his corporate front of Oracle, Inc.

Heads of state and intelligence agencies have been advised that Namor's cousin Kymaera (file [D/FFSM007](#)) is by far the most accessible of the Atlanteans. She spent a significant portion of her teenage years living in New York City, so she has perhaps gained a greater appreciation for the security needs and goals of surface nations. Kymaera once served as regent of Atlantis. In recent months, however, a new generation of Atlantean warlords has come to the fore. Reports indicate that their leader Keerg (file [D/FFAT525](#)) attempted to overthrow Kymaera during her regency. It is now believed that Namor has taken back his throne once more.

New Technology: S.H.I.E.L.D. has attempted to recover Atlantean technology with little success. The only item captured to date is a power trident, which fires a stunning blast from its prongs.

Game Uses: Atlantis offers a unique environment to visit, requiring most heroes to rely on artificial means to breathe and survive the crushing pressure. The threat of an Atlantean attack on the surface world is a serious one that should not be underestimated. The ageless creatures and artifacts that can fall into the hands of wicked Atlanteans also make this an exciting and dangerous place to investigate. Note that a standard mode of attack may not work in Atlantis, forcing heroes to explore other facets of their powers.

Personnel: Atlanteans, like humans, come in many shapes, sizes, and power levels. Average Atlanteans are armed with simple weapons; warriors have better equipment.

Atlantean Citizen: Strength 9D, Agility 3X, Intellect 4C, Willpower 2X, Edge 0, Health 10. Knives; Lore (Atlantean), Oceanography. Resistance +4 (to Cold and Pressure), Waterbreathing 3. Equipment: Knife +2, Net 8 (Ensnarement), Trident +4. Hindrance: Fatally Vulnerable to dehydration. Calling: Outcast.

Atlantean Warrior: Strength 10C, Agility 4D, Intellect 4C, Willpower 3X, Edge 1, Health 17. Knives, Spears; Underwater Combat; Lore (Atlantean), Oceanography. Lightning Speed 4 (Swimming), Resistance +6 (to Cold and Pressure), Waterbreathing 5. Equipment: Net 8 (Ensnarement), Power Trident +3 (Stun Blast 8), Ray Gun 10 (Energy Blast), Spear +3. Hindrance: Fatally Vulnerable to dehydration. Calling: Soldier.

ATTILAN

File Type: Hidden homeland

Location: Risen portion of Atlantis in the Atlantic Ocean

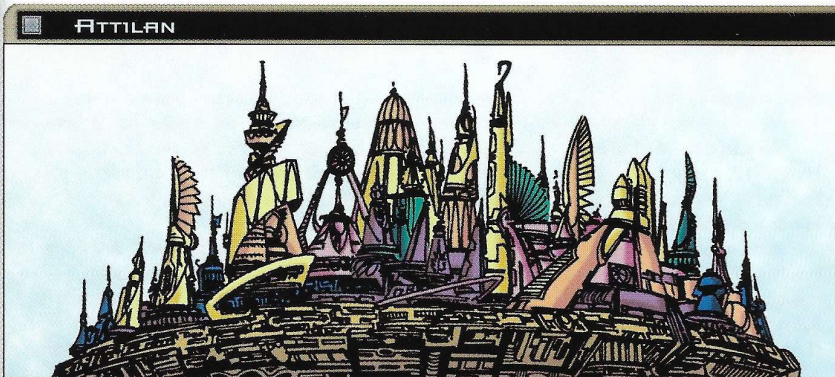
Profile: If the ancient tales are true, the alien Kree visited Earth just as the ancestors of humanity were climbing out of the trees. The Kree genetically augmented some of the apemen, giving them heightened intelligence and mutagenic genes. And thus the Inhumans were made.

The Inhumans first lived among men, but found themselves persecuted constantly. So they built Attilan on an island near Iceland (in honor of sunken Atlantis) and lived there peacefully for some time. In the 20th century, they moved the city to the valley of the Eternals in the Himalayas to secure it from prying eyes. But even this wasn't safe enough from pollution and disease. When their leader, Black Bolt, spoke his first words, the power of his voice devastated Attilan. Faced with rebuilding anyway, the Inhumans moved their home once again, this time to the moon's Blue Area. Recently, however, Attilan has returned to the frigid waters of the North Atlantic on Earth. Now it is situated on a risen section of Atlantis and hidden by distortion projectors and magnetic wave disruptors so that none but those invited by the Inhumans can find it.

Site Overview: Attilan is built around the palace of the Royal Family and the attached Terrigen Mists Labs, where the Inhumans intentionally mutate themselves. Radiating from the city center are six neighborhoods, two large parks with prehistoric flowering trees, and six perimeter fortresses to guard against invasion. The streets are paved with a durable polymer, and some of them are suspended between the buildings in the air. There are three main roads representing the qualities of leadership: the Avenues of Stability, Harmony, and Kings. Tombs and memorials to some of the greatest Inhumans have been erected along these streets.

The Royal Family and its distant blood kin have residences in the vast halls of the palace. Also within this huge structure are servant quarters, libraries, research labs, armories, and treasure troves. Attached to the palace are the Terrigen Labs to the south, where some Inhumans still seek to improve their mutations, and the Parliament to the north, where elected members representing each family form the guiding council of Attilan.

The nearby university features a grand campus offering training in scientific and technical skills, arts development, and the annals of history. To either side of the university are residential zones: the Old City, with its smaller structures and original architecture, and the New City, with attached Spaceport Aerodrome launching bays and the Tower of Vision observation tower.



>> MORE // Attilan

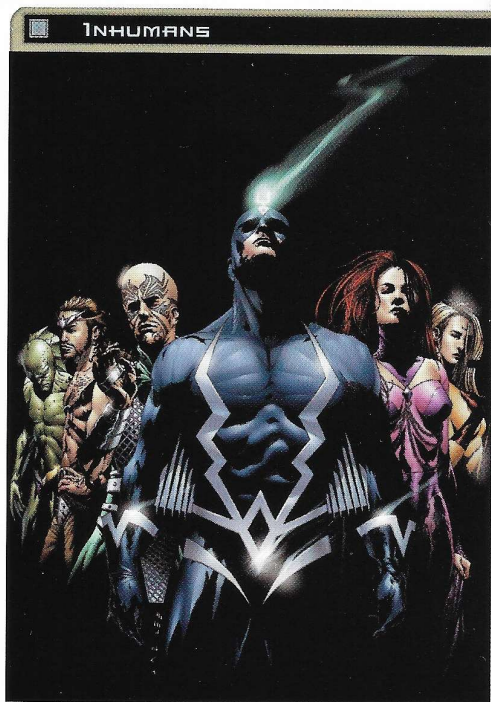
North of the palace is an endothermic nuclear reactor beside Agon's Tower (genetic research) and the Tower of Genesis (cloning banks). Beyond that is the old harbor of Attilan. Nearby lies the Arena of Judgment for those seeking justice of the fittest. The marketplace district contains the market, the prison, and the entrance to the Alpha Primitive sub-levels.

Finally, the Silent City is the graveyard and rending grounds, where ancestors are revered and their remains provide gene strands for harvest. Genetic inferiors are buried in the Pit of the Dead.

Enhanced Individuals:

Inhuman society is based on genocracy—rule by the most genetically fit. The Inhuman geneticist Randac discovered a chemical catalyst, called the Terrigen Mists, that caused mutations. This became an important part of Inhuman life, altering individuals even beyond their natural mutations and actually changing the human form into something unnatural. Inhumans also developed cloning and created a servitor race called the Alpha Primitives. Considered inferior in society, the Alpha Primitives were nevertheless eventually freed. They now live in the sub-levels of Attilan and still perform menial tasks.

The Inhumans are led by the silent Black Bolt (file [N/FFIN001](#)) and his wife Medusa (file [N/FFIN002](#)). The Avenger Crystal (file [N/FFIN024](#)) is also an Inhuman.



New Technology: Everything the Inhumans make is new technology, though they never allowed it to be studied by S.H.I.E.L.D. or, as far as we know, anyone else.

Game Uses: There are very few adventures that are as exciting as exploration. Discovering a hidden valley or a mysterious new race can be a welcome break from the usual game based on the "villain of the month." The Inhumans are mysterious. Not even the Fantastic Four, their closest "human" friends, know all there is to know about them. Attilan is an opportunity to give heroes a glimpse into a secret world of wonder.

Personnel: Two races of beings live in Attilan.

Inhuman: Strength 8X, Agility 4X, Intellect 3D, Willpower 3X, Edge 1, Health 17. Every Inhuman possesses at least one power, usually at intensity 6 or lower. Normally this power is tied to some sort of physical aberration—the ability to cause an earthquake by stamping hooved feet, or shoot an Energy Blast from glowing eyes, for example. Hindrance: Fatally Vulnerable to pollution of intensity 15 or greater. Calling: Outcast.

Alpha Primitive: Strength 9X, Agility 5X, Intellect 3X, Willpower 3X, Edge 0, Health 10. Calling: Soldier.

THE BLUE AREA OF THE MOON

File Type: Interstellar ruins

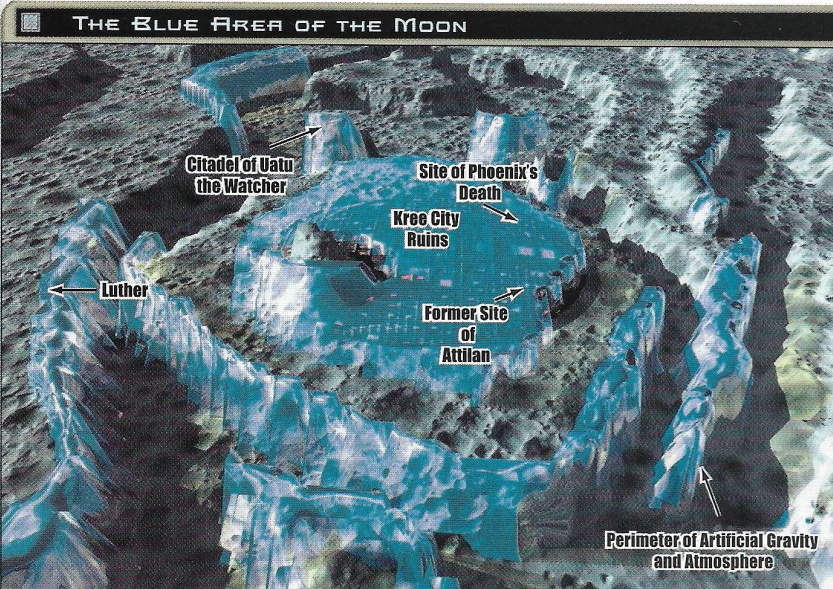
Location: Mare Crisum, the Moon

Profile: Located on the earthward side of the moon in the Mare Crisum, the Luther Crater (often called the Blue Area of the Moon) is a miscolored patch of dust and stone. Its involvement with Earth goes back thousands (if not millions) of years. In recent times, numerous enhanced beings, including the Fantastic Four, the X-Men, and the Inhumans, have visited or even lived here.

Site Overview: In the midst of the Blue Area is a ruined Kree city surrounded by a zone of artificial gravity and a sheath of atmosphere equal to Earth norm. It is this artificial atmosphere and its moisture content that gives a blue cast to the region. A double ring of towers circles the ruin and appears to coincide with the affected area; S.H.I.E.L.D. intelligence presumes these structures to be generator towers that create a semi-pervious force field and liberate atmospheric gases from the rocks of the moon. While many structures remain intact beneath the shattered lattice of a dome, a large meteor crater at the city's heart shows why it was abandoned. The graceful alien towers, flying bridges, and convoluted pipes that compose the rest of the city, however, pay tribute to the architectural talents of the Kree.

Near the fabled Blue Area are several other locations of interest. To the south lies the site where the incredible Inhumans once relocated Attilan, their home city, during their absence from Earth. In the Kree City Ruins is the site where the Dark Phoenix force died. No one knows what technology may still exist within these ruins. Any devices exposed to the radiation of space for ages are probably beyond repair, but technology locked in sealed towers might still be coaxed to life.

To the north, a gargantuan alien tower (5.7 miles across and nearly 210 feet tall) stands on a rocky outcropping. This is reportedly the home of this sector's Watcher. The Watchers are one of the oldest races in the Universe, pledged for eons only to observe the universe and never to interfere. Earth's Watcher, Uatu, has become fascinated with humanity and has violated his pledge by aiding its survival on several occasions. Uatu will not respond to requests for assistance, however.



The Watcher's Citadel has never been fully explored. Intelligence suggests that the contents and internal arrangement may change frequently at the will of its tenant. Despite this, reports from occasional visits hint at some of the things that may be encountered there. The gargantuan chambers were obviously built for a being who stands nearly 30 feet tall. While there may be access corridors, the fact that the Watcher has been witnessed levitating suggests that the floors have not been designed for walking and may be littered with obstacles. Platforms jut out at various locations to allow the Watcher to come to rest. The equivalents of furniture seem rare in this abode. It is believed that the Watcher needs neither gravity nor air, and therefore, in all likelihood, he alters his home, adding gravity and atmosphere as needed, to accommodate his guests. The Citadel may have alien technology displayed in all orientations—attached to the walls and ceilings, or even floating in the air.

Enhanced Individuals: The Watcher Uatu (file [N/FFUA887](#)) is a bulbous-headed alien with an all-encompassing outlook on our world. He is likely one of the most powerful beings in this solar system.

At one time, the Inhumans occupied the Blue Area, but they have recently returned to Earth. Reports suggest that there may be a Kree Sentry in a deactivated stage somewhere among the ruins.

New Technology: Items found in the Blue Area are like nothing on Earth. The Watcher uses unknown sciences to locate and observe. There is probably also an information storage site in his home, but it must be incredibly compact to contain information on the entire universe. There is at least one chamber with technology that allows him to phase into and observe alternate realities. Reports also tell of a vast collection of devices and even zoos where dangerous items or intruders have been kept for study. Reports suggest that the Watcher now possesses the Ultimate Nullifier with which Mr. Fantastic defeated Galactus.

Game Uses: The Blue Area of the Moon may be used to respond to alien invasions or to deal with the results of activating some uncontrollable alien technology. The Watcher not only knows all that is happening, he knows many of the possible fates the Earth may face, based on his perusal of alternate realities. Heroes may use the Watcher's tower to explore the wonders of alternate futures or talk with the Watcher himself to gain experience in the complexities of negotiation with an alien being.

Personnel (Alien): The Blue Area of the Moon is the home of Earth's Watcher, Uatu.

Watcher (Uatu): **Strength** 18X, **Agility** 12X, **Intellect** 18A, **Willpower** 19A, **Edge** 3, **Health** 30. All **Intellect-** or **Willpower-based** skills. **Animal Control** 15, **Body Transformation** 18 (Energy Form), **Cosmic Awareness** 24, **Empathy** 24 (Resistance to Mental Control), **Enhanced Senses** 18, **ESP** 18, **Force Field** 24 (Remote Field, Shield from Psionics), **Hyperlinguistics** 24, **Immortality**, **Invisibility** 24 (Mental and Remote), **Invulnerability** to nearly everything, **Kinetic Control** 18, **Life Support** 30, **Mind Control** 18 (Ability Boost, Mindwipe), **Shapeshifting** 24, **Telekinesis** 18 (Forceflight, Object Swarm, Passengers), **Telepathy** 18, **Teleportation** 30 (Gateway, Passengers, Summoning). Calling: Investigator.

Personnel (Robotic): The Kree left a dormant sentry here.

Kree Sentry: **Strength** 16X, **Agility** 6X, **Intellect** 3X, **Willpower** 2X, **Edge** 0, **Health** 20, **Body Armor** +4, **Computer Link** 15, **Energy Blast** 14, **Force Field** 18 (Remote Field), **Invulnerability** (to Aging, Corrosion, Disease, Emotion Control, Mental Control, and Poison), **Size Alteration** 6, **Regeneration** 15, **Vibro-Screen** 14 (Unique Power: The Sentry can project a spherical force shield up to a mile in diameter that inflicts damage as an Energy Blast to anything that crosses it.) **Hindrance:** Uncreative (0 Intellect in fights; always responds with the simplest and most apparently logical powers regardless of consequences). Calling: Soldier.

LEMURIA

File Type: Undersea nation

Location: Pacific Ocean

Profile: Thousands of years ago, the continent of Mu and the nearby Lemurian Isles were known as Lemuria, which became home to two different races. A race of humans similar to the ancient Atlanteans occupied the Isles, while the Deviants, evolutionary cousins of humanity apparently created by the ultra-powerful Celestials, ruled the land of Mu.

Some 200 centuries ago, the Deviants conquered humanity. Their last remaining foes, the Atlanteans, fought their sorcery in a highly destructive battle that opened the magma pits beneath Mu's capital city. During the ensuing earthquakes, the Deviants detected the Celestials returning to Earth and attacked them. The Celestials responded by detonating a nuclear weapon, which caused a Great Cataclysm that devastated much of the planet. Both Lemuria and Atlantis sank beneath the waves.

Some humans and Deviants escaped into underground cities. Eventually the Deviants created a new capital deep beneath the sea—the so-called City of Toads—on the southern half of the sunken continent. In their unending ambition, they built submarines to retake the surface. But they found that man had thrived in their absence, so they returned to the cities below.

Site Overview: The northern half of the sunken continent is now home to the Lemurians, a race of water-breathing humanoids descended from the ancient race of the same name. Their capital, Naga's City, shows the ancient architecture of the Deviants—sunken outposts with gargantuan statues, Romanesque pillars, and flooded courtyards. The Lemurians used science and magic to form the Serpent Crown, a mystical object linked to the elder demon Set.

Most of the ruins of ancient Mu are flooded and now occupied only by sharks and squids. The Deviants' City of Toads lies below an ancient sunken ruin marked by gargantuan

Game Uses: Sunken Mu is full of potential for interesting and challenging missions. Journeys to Naga's City mean dealing with an underwater adventure, ancient sorcery, and the perverted futuristic science of the Deviants. A visit to the City of Toads requires coping with the unpredictable powers of the Deviants, their sinister priesthood, battle arenas, unimaginable monstrous mutants, and ancient technology. And of course, there is also the potential to run afoul of foreign submarines and sunken hydrobases, including the submerged HYDRA base.

Personnel: Lemurians, like Atlanteans, are all individuals. Deviants, with their unstable DNA, are even more individual, almost never resembling their forebears.

Lemurian: Strength 8D, Agility 4X, Intellect 5X, Willpower 4X, Edge 0, Health 10. Resistance +5 to Cold, Waterbreathing 5. Hindrance: Fatally Vulnerable to dehydration. Calling: Outcast.

Deviant: Strength 7X, Agility 4X, Intellect 4X, Willpower 2X, Edge 1, Health 17. One or more powers at intensity 8 or lower. Calling: Outcast.

Deviant Beast: Strength 9X, Agility 9X, Intellect 3X, Willpower 2X, Edge 3, Health 30. Invulnerability (to Mental Control and Poison), one natural form of attack +7 (Claws, Constriction, Teeth), Ability Boost 11 (any one ability), plus one of the following powers: Adaptation 9, Blending 9, Body Armor +10, Electrical Control 13, Energy Reflection 13, Illusion 6, Paralysis 6, Quills +9, Radiation Control 9, Size Alteration 6, Sonic Control 9. Calling: Demolisher.

Equipment: The Deviants have managed to construct some unique technology, only a few pieces of which have been seen in the surface world.

Deviant Submarine: Hull Strength 12. Danger Sense 7, ECM 15, Lightning Speed 7 (Swimming; Passengers), Maser Cannon +11, Sonar 13.



an buildings, megalithic blocks of stone, and mammoth humanoid statues. There may be underwater patrols of Deviants using rebreathers or those with water-breathing abilities, but the majority of the Deviants live in close quarters within the City of Toads. Great vats of algae and powerful fans create a breathable atmosphere here, even during times of flooding. The Deviants are masters of biological breeding and alteration of living creatures through surgery and gene manipulation.

Nearby is a sunken base once operated by the sinister fascist organization called HYDRA. S.H.I.E.L.D. destroyed the original HYDRA operation and sank the base along with its artificial atoll. Within its unbreakable dome lurks a lethal death spore virus.

Enhanced Individuals: Lemurians possess physical characteristics similar to those of Atlanteans, though their skin is green and scaled rather than blue and smooth. Lemurians are primarily peaceful, but a secret faction of ancient sorcerers covertly trades with the Deviants. The king of Lemuria is Karthon the Questor (file [N/FFLM772](#)).

The Deviants are a genetically unstable race. Each Deviant is a mutant, possessing traits different than those of his or her parents. A priesthood dominates Deviant society, ruling by its psychic powers and adherence to harsh traditions (such as purging the weak in ceremonies of fire). The priests have an equivalent of the Eternals' Uni-Mind, which they call the Anti-Mind. The Deviant king, Kro (file [N/FFDV033](#)), is a tyrant with high hopes of world domination.

New Technology: S.H.I.E.L.D. has only discovered a few pieces of Deviant and Lemurian technology. Deviant submarines were assuredly the world's first and are still marvels of science. The Serpent Crown, however, is one of the most powerful artifacts on Earth.

THE NEXUS OF ALL REALITIES

File Type: Swamp

Location: The Everglades, Florida

Profile: Deep within Florida's Cypress County swamp country (south of Lake Okeechobee and Citrusville and north of Topequa and the Seminole Indian Reservation) lies a piece of marshland owned by the heirs of F.A. Schist. This swamp, the haunt of the creature called the Man-Thing, is a bit of a Bermuda Triangle in the heart of Florida. Unexplainable things—almost supernatural in nature—happen here often. That, the locals say, is because the Nexus of All Realities lies at the heart of this swamp.

Schist, the original owner, hoped to build a major development on this land. But every effort met with misfortune and failure until the poor man went crazy. Now his old construction site is abandoned, reclaimed by the land. Quite a number of odd things have happened here since then, including the construction of Omegaville and Swamp City, both of which now lie abandoned.

Site Overview: This swamp and the area around it are full of strange occurrences. People vanish, and those who have been lost are found again, either not a day older than when they left or aged well beyond the time of their absences. Visitors have encountered restless spirits, ghosts, and echoes of the past within these mists. In addition, there seem to be at least a half dozen locations that act as teleports to distant places such as Cape Canaveral, Port Everglades, Miami, and even other dimensions. This last is what won the area the appellation "Nexus of All Realities."

There are many interesting sites within the swamp. A barren patch marks where the Collector, an immortal alien, stole a piece of land. In another spot lie the crystal remains of Victorious and Judem, leaders of the Cult of Entropy. One of the crumbling buildings deep in the trees is an abandoned A.I.M. site from the time of Project Gladiator, the super-soldier development program of Ted Sallis. Here too is the spaceship in which the Aquarian crashed and lay for years, maturing within. And also in the swamp is the lab of Dr. O'Heimer, who has made repeated attempts to capture the Man-Thing.

Nearly every strange and macabre event that could happen in the swamp has. Vampires, werewolves, aliens, sorcerers, and every other kind of weirdness is second nature to the swamp. It is possible that some strange sorcery was performed on the swamp centuries ago, but most occultists questioned on the subject attribute the Nexus's powers to something much more powerful than mankind.

Enhanced Individuals: The Man-Thing (file [N/STMT006](#)) is the guardian of the Nexus. Ted Sallis was once a chemist working for the government. A botched attempt to duplicate Captain America's Super-Soldier Serum transformed him into a monstrous, hulking mass of vegetation that walked like a man. As the plants ate away at him and replaced his body, his thoughts and intelligence were consumed as well, until only echoes of humanity and emotions remained. Since that time, this creature that was once Ted Sallis has for some unknown reason been the guardian of the Nexus.

Reports suggest that Man-Thing even carries a shard of the Nexus within his being. Apparently, the Nexus has become fragmented not only in the swamp, but across time

Game Uses: This is a land shrouded in mystery. Unexplained things happen in this swamp—everything from time travel to teleportation to mystic adventures. This presents the opportunity for bizarre missions with a horror twist, as well as an opportunity to fight mystical invasions of the Earth.

Equipment: The swamp hides many unique and useful places. The origins of these wonders remain unknown, however.

Fountain of Youth: Regeneration 8 (Aging Reversal; Limit: Effects end immediately after leaving the swamp).

Teleportal: Dimensional Travel 9.

and space. Sallis's estranged wife Ellen (file [N/STMT313](#)) is somehow involved in trying to put it back together.

Cypress County's swamps are also the home of Jennifer Kale (file [N/STJK906](#)), one of the last practitioners of Atlantean magic. She studies here alone, instructed by the spirit of her master, Dakimh the Enchanter.

New Technology: Hardly "new," the true Fountain of Youth is apparently inside the swamp as well. This place, once thought to be mythical, was sought after by explorer Ponce de Leon, but supposedly never found. If it does exist in the swamp, it may well have the power to reverse or retard aging, much like S.H.I.E.L.D. Director Nick Fury's Infinity Formula. But the fountain's effects may come with a price: Locals claim that those who drink from it can never leave the swamp or they will die.

Most noteworthy, however, are the portals to other dimensions. Destinations apparently reachable from here include the home dimension of the Hand and that of one-time presidential candidate Howard the Duck. No one has cataloged all the places one can reach from the Nexus, but it is assumed to be close to infinite. No one knows why the portals work—except for maybe the Man-Thing, and he's not talking.

THE NEXUS OF ALL REALITIES



OLYMPIA

File Type: Hidden homeland

Location: Northern Greece

Profile: The Eternals are a race of superpowered individuals reportedly evolved from humans via the genetic manipulations of the godlike Celestials. Olympia, located in a hidden valley in northern Greece, was the principal home of those Eternals who lived on Earth. Other Eternal cities include Polaria in Siberia and Oceana in the Pacific Ocean. Olympia is all but abandoned now, though once it was the capital of the Eternals' society. Some sort of psionic screen maintained by the power of the city's guardian keeps it hidden from humanity. Only with the aid of an Eternal as a guide can Olympia be found.

Reports indicate that Olympia lies near the nexus between Earth and the realm of the ancient Greek gods. It seems that confusion arose in ancient times between the Olympian

Eternals and the true gods. The hero Hercules has revealed that Zuras, leader of the Eternals, and Zeus, leader of the Greek gods, made a pact not to interfere with each other. But somehow this pact was broken, and in an apparently epic battle, Zuras was slain. S.H.I.E.L.D. has no proof of this story, notably because most of the Eternal society has left Earth to explore space.

Site

Overview:

The first city of the Eternals, Titanos, was apparently destroyed by a cosmic energy explosion—the result of an experiment by Chronos,



the Eternals' ruler. Chronos's son Zuras directed the construction of Olympia, the capital city. From here Zuras, and later Thena and Ikaris, ruled the Eternals. (Other Eternals apparently moved to Titan, a moon of Saturn. This is beyond the scope of this report.)

The city of Olympia is said to be a realm of wonder—a mixture of Grecian architecture and technology the like of which the world has rarely seen. Hercules has noted that it has some similarities to his legendary home, including a game arena and an amphitheater to celebrate the arts. But where Olympus was a palace of the gods, the Eternals' Olympia was a land whose inhabitants placed science over faith.

In the center of the great city is the Tower of the Uni-Mind. This Uni-Mind is a collective being with superior intellect composed of the minds and bodies of all the Eternals. From the Hall of Ascent, the Eternals would gather and levitate to take part in the creation of the Uni-Mind, which formed about the Tower at the city's center. Atoms of each individual combined to form the powerful composite being.

The rest of the city was set in tiers across the land, with common buildings for feasting, games, and celebration, plus private residences for all who chose to live there. (The onetime Avenger named Gilgamesh was exiled to a house in an isolated section for centuries.) The ruler of the Eternals governed from the Eternal Seat in Coronation Hall. The Great Chamber in the Assembly Hall hosted important meetings.

Behind the palace rises a spire of rock from which the Eternals monitored the activities of the Celestials. Far beneath the city, mighty engines within the Chambers of Power provide energy to operate Olympia's technological wonders. Beneath the city lies the Hall of Eternal Judgment.

Since most of the Eternals left for outer space after the departure of the Celestials' Fourth Host, Olympia has been virtually deserted. The caretaker of the city is now the kindly Deviant monstrosity named Karkas. The Eternal Argos operates its machines, which monitor activities throughout the world.

Enhanced Individuals: Eternals have powers that exceed those of mortal men.

Augmented by cosmic rays, they are virtually immortal and invulnerable to damage. They can only be slain if their will to survive grows weak, or if their atoms are scattered. Eternals have the potential for enhanced abilities and superpowers, but these are developed through ages of training and specialization. All Eternals have super Strength and can levitate, create illusions, and transform objects. They can also project cosmic energy from their eyes or hands, which can manifest itself as heat, force, light, and possibly other electromagnetic energy. Some also possess the power to teleport. Expending cosmic energy for a prolonged time weakens an Eternal.

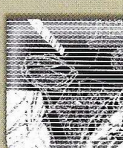
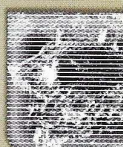
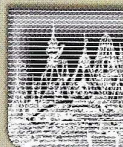
Game Uses: The Eternals are ages older than mankind. Eons ago, they developed amazing technology and fought a perpetual enemy—the Deviant race. With most of the Eternals now gone, an excursion to the hidden city of Olympia offers rewards of high technology, lost history of Earth, weapons to fight the Celestials and other dangers from space, and even a way to contact the Olympians for help in averting a crisis for Earth.

Personnel: Only a handful of Eternals now remain on Earth. These few are charged with protecting the delicate balance among the Eternal, Deviant, and human populations.

Eternal: Strength 4X, Agility 7X, Intellect 9D, Willpower 8X, Edge 1, Health 17. Energy Control. Energy Blast 10, Flight 10, Illusion 8, Immortality, Invulnerability (to Cold, Disease, Energy, Electricity, Heat, Poison, and Radiation), Transmutation 6. Calling: Explorer.

Uni-Mind: Strength 0X, Agility 4X, Intellect 16A, Willpower 19A, Edge 5, Health 50. All Skills * Ability Boost 8 (Intellect), Astral Projection 20, Cosmic Awareness 10, Psi-Screen +20, Space Flight 20, Telekinesis 20, Telepathy 20. Calling: Explorer.

*Because the Uni-Mind represents the sum total of all the Eternals' psyches, it possesses all Intellect and Willpower skills known to the race.



THE SAVAGE LAND

File Type: Prehistoric preserve

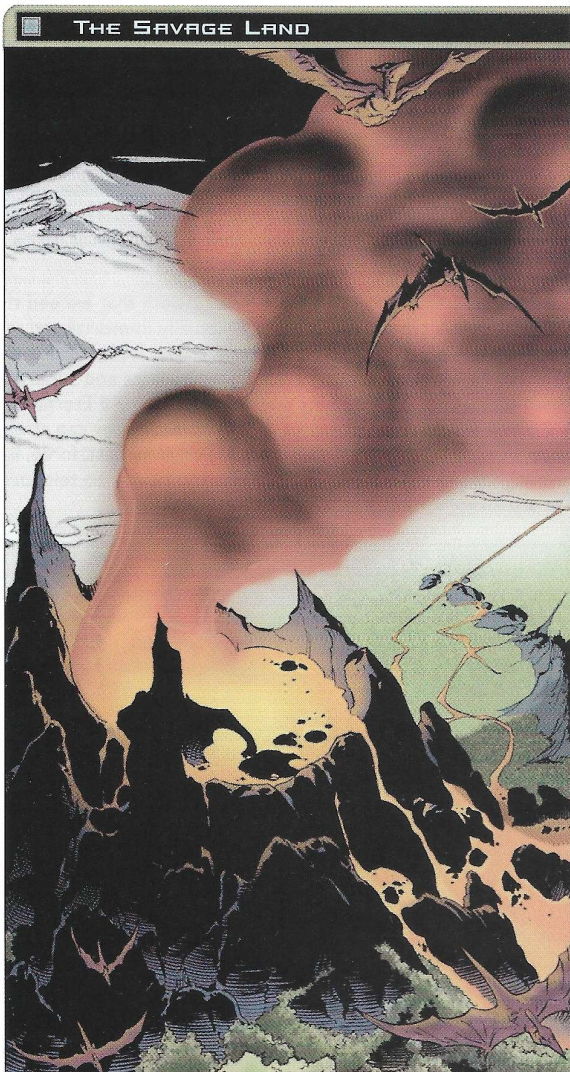
Location: Antarctica

Profile: Hidden within the icy reaches of Antarctica is the prehistoric jungle called the Savage Land. It lies on the Palmerland peninsula just north of Marguerite Bay, beneath the Eternity Mountain Range, attached to the ancient lands of Pangea. Despite being locked in the coldest place on Earth, the Savage Land has a tropical climate, as the ground is warmed by volcanic activity and the climate is kept hot by weather-controlling technology that the High Evolutionary created for that purpose. The origin of this technology is uncertain, though speculation attributes it to either the star-spanning Kree or the ancient Atlanteans.

It appears that whatever power created the Savage Land and the lands of Pangea, its purpose was to preserve societies and creatures from the world's past.

Site Overview: The Savage Land is a prehistoric refuge stocked with dinosaurs presumed extinct, as well as prehistoric mammals that did not exist during the time of the dinosaurs. Here tyrannosaurs, sabretooth tigers, apatosaurs, and mastodons live in the same jungles. Prehistoric men, the Fall People, battle with Maa-Gor of the man-apes.

North of the Savage Land lie the realms of Pangea, accessible by a narrow river valley. Though Pangea is exposed to the elements, a stronghold of bizarre technology creates warmth for the valley, resulting in mild weather. This is a land of contradictions and ancient societies, for here are samplings of races never seen. How these creatures came to be is unknown.



>> MORE // The Savage Land

Enhanced Individuals: Ka-Zar and Shanna the She-Devil (files [H/XMKZ201](#) and [202](#)) are king and queen of the Savage Land. Ka-Zar, born Lord Kevin Plunder, was marooned here as a child and raised by the Fall People. He now lives life as a latter-day Tarzan with his Jane, Shanna, and their son Matthew. Plunder's brother, Parnival the Plunderer (file [H/XMKZ203](#)), is a criminal who does not blink at environmental destruction.

The lands of Pangea are divided into several nations, each featuring an ancient society and a native race that is not quite human. The land of Zarhan surrounds the jungle domain of the Pandori, who are nomadic cat people. Humanoids with the traits of the great cats, they are excellent hunters and can fade into the foliage easily and soundlessly. On the shores of the Gorahn Sea is a small area populated by Lemurians, an air-breathing race that seems part human and part serpent. Upon an island in the same sea live the Tubanti, or manphibians, a race of men with the traits of frogs. In the central country of Shalan is the Aerie, home to the feathered people and the Botor, a race that resembles lemurs with gliding patagia. In southern Athmeth live the pterons, a race of humanoids who share traits with pteranodons. Finally, in the lands of Atlantea is a superstitious society made up of descendants of the ancient Atlanteans. Also in this area live the Chatorea, a race of abominable snowmen. The environmental equipment of Atlantea was apparently damaged beyond repair by Terminus, the alien miner, and it is unknown whether anything now remains of Pangea beneath the invading snows.

At one time, the fanatic villain Magneto (file [V/XMMG022/B](#)) made his base in the Savage Land and created his own team of mutated champions from a group of Swamp People exposed to a natural radiation deposit. For a time, the Master of Magnetism ruled the land until the X-Men came and battled him and his mutates. After Magneto's defeat, the mutates regressed to their original non-superhuman state for unknown reasons. But with the arrival of the mutant known as Sauron (file [V/XMSR494](#)), most regained their powers.

The Roxxon Corporation once attempted to destroy the Savage Land, sadly with an unwitting S.H.I.E.L.D. as its partner.

New Technology: Vibranium has been discovered in the Savage Land. It is a different form of the element than that found in Wakanda—this one dissolves other materials it contacts.

Game Uses: Missions to the Savage Land may seek to determine the status of the area after destruction of the environmental equipment. Other missions might be to acquire Antarctica vibranium, to capture a living dinosaur, or to learn something of one of the ancient societies occupying Pangea, if they still survive. Lastly, an exploration of Pangea and the Savage Land may find alien or ancient technology that could benefit the world.

Creatures: The Savage Land is populated by all manner of unusual creatures, including many species of dinosaurs.

Brontosaurus: Strength 20X, Agility 1X, Intellect 0, Willpower 0, Edge 0, Health 30. Body Armor +8. Calling: Demolisher.

Pterodactyl: Strength 4X, Agility 8X, Intellect 0X, Willpower 0X, Edge 0, Health 10. Flight 4 (Limit: Gliding). Calling: Demolisher.

Sabretooth Tiger: Strength 12X, Agility 11X, Intellect 1X, Willpower 3D, Edge 0, Health 10. Tracking. Claws +2, Leaping 4, Teeth +5. Calling: Demolisher.

Triceratops: Strength 14X, Agility 2X, Intellect 0X, Willpower 0X, Edge 0, Health 30. Body Armor +4. Horns +8. Calling: Demolisher.

Tyrannosaur: Strength 16X, Agility 6X, Intellect 0X, Willpower 0X, Edge 0, Health 30. Teeth +6. Calling: Demolisher.

Natural Resources: This land has deposits of antarctic vibranium, a very precious substance on the world market.

Antarctic Vibranium: Strength 15. Corrosion 15.

SUBTERRANEA & MONSTER ISLAND

File Type: Underground land

Location: Miles beneath the Earth's surface

Profile: Monster Island is lost somewhere in the Bermuda Triangle. It is a hostile, volcanic island with steaming caldera that give it the appearance of a giant monstrous face. Surrounded by deadly rocky shallows, this barren place is one of the few known entrances to Subterranea, home of the villainous Mole Man.

The Mole Man leads a group of monsters that may be prehistoric survivors. These beasts hide in the depths during the day and prowl the island in the cool of the night.

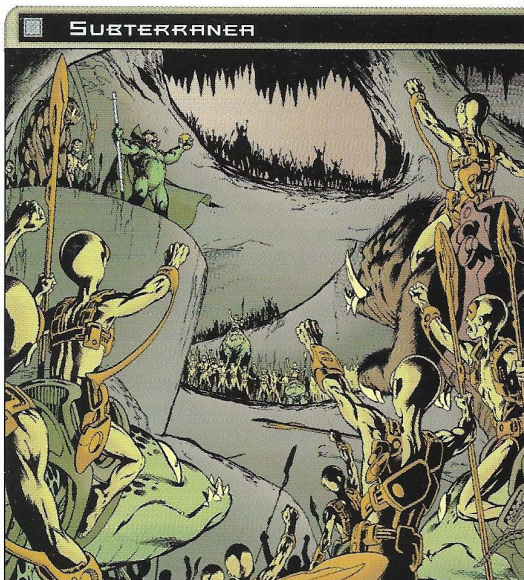
Site Overview: Miles beneath the surface of the Earth lies a network of caves, tunnels, and lost cities called Subterranea.

The Deviants spent considerable time here building underground cities, then abandoned their kingdom of darkness and gloom for a new capital deep beneath the sea.

Enhanced Individuals: The Subterraneans have evolved into several groups. The Moloids are yellow-skinned, large-eyed, and silent. The Tyrannoids are orange-skinned, stocky-bodied, and strong. The Lava Men are demonic and fiery.

The Mole Man (file [V/FFMM232](#)), a cosmetically challenged individual, stumbled upon Subterranea while seeking to escape the ridicule of his fellow men. There he discovered the yellow-skinned Moloids, who proved anxious to call him master. The Mole Man learned how to use the Deviants' machines in his attempts to conquer the surface world, but the Fantastic Four have repeatedly foiled his attempts.

New Technology: The Mole Man's application of Deviant technology has been destructive—he has harnessed the geological devices left behind to cause earthquakes. Anytime the ground starts shaking in Manhattan, you can bet the Mole Man's nearby.



Game Uses: Journeys to the underworld provide an opportunity to mix the challenge of the unknown with mysteries of ancient Deviant sorcery and monsters.

Creatures: Subterranea is home to a wide variety of monstrous beings.

Lava Man: Strength 7X, Intellect 1X, Agility 3X, Willpower 1X, Edge 0, Health 10. Fire Control 4. Calling: Demolisher.

Mole Monster: Strength 22X, Intellect 1X, Agility 2X, Willpower 1X, Edge 0, Health 30. Digging 15, Invulnerability (to Mental Control), Teeth +6. Calling: Demolisher.

Moloid: Strength 4X, Intellect 1X, Agility 3X, Willpower 1X, Edge 0, Health 10. Invulnerability (to Mental Control; Limit: No defense against Emotion Control). Calling: Soldier.

Tyrannoid: Strength 11X, Agility 5X, Intellect 1X, Willpower 1X, Edge 0, Health 10. Calling: Demolisher.

A GUIDE TO MARVEL EARTH

06929



by Matt Grau, Harold Johnson, Stephen Kenson,
Bill Olmesdahl, and Mike Selinker

CLASSIFIED: RD/ORCON

*Restricted Data
Access Control/Originator*

To: Levine, Sidney E.
Tech-L/8

From: Fury, Nicholas
Executive Director

Subject: Research, Catalog, and Archiving of Central
Sites and Headquarters for Enhanced Individuals



Sidney—

The Thunderbolts affair, which nearly put the Fantastic Four's abandoned files and equipment into the hands of criminals, risked international security and was unacceptable! I don't want S.H.I.E.L.D. to be caught flat-footed again!

You are hereby authorized to open a new project file—research, analyze, and compile a full listing of all specialized sites, special-issue weapons depots, special research facilities, and headquarters associated with superpowered teams and individuals. Make a point of including any civilian and government agencies that interact with enhanced individuals.

I want full details, mister—blueprints, equipment and armament lists, photo files, and security manifests. Don't limit yourself to operating facilities; our experience shows these individuals have a habit of appropriating and occupying abandoned sites with potentially dangerous stockpiles of equipment.

Get on it, Gaffer. I'm giving you some time on this one—I want it yesterday!

— Fury

**This guide uses the award-winning SAGA® game rules
from the MARVEL SUPER HEROES™ Adventure Game**

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