

**MARVEL
COMICS**



#2

FREE

AN INTRODUCTION TO THE MARVEL SUPER HEROES™ ADVENTURE GAME

Captain America

VS. BARON ZEMO!

CARNES
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MOUNTS

B0001032

FOR ONE OR TWO PLAYERS

MARVEL
SUPER HEROES
ADVENTURE GAME

CAPTAIN AMERICA [STEVE ROGERS]

HISTORY

When Steve Rogers tried to enlist in the U.S. Army during World War II, he was rejected for poor health. But because of his sincere desire to aid the war effort, government officials invited him to participate in a secret experiment called Operation: Rebirth. The Super-Soldier Serum that the project's head scientist had developed increased Steve's speed, strength, and endurance to the peak of human potential. The U.S. government then trained him in military tactics and fighting styles, turning him into the ultimate soldier and the perfect fighting machine known as Captain America. Armed with a star-spangled shield, Cap fought the Axis powers and their agents—including Baron Heinrich Zemo.

In the final days of the war, Cap and his sidekick Bucky tried to stop Baron Zemo's robot-controlled, bomb-loaded plane. Bucky died when the plane exploded, and Captain America fell into the frozen waters of the Arctic, where he floated for years in a state of suspended animation.

Eventually, the newly formed Avengers found and rescued Captain America. He quickly joined the team and has been the cornerstone of the Avengers ever since.

Cap is the classic American hero—a perfect physical specimen with an unshakable dedication to truth and justice.



STRENGTH

♥ Hearts

10

AGILITY

♦ Diamonds

10

INTELLECT

♠ Spades

6

WILLPOWER

♣ Clubs

12

HAND SIZE

6

EQUIPMENT

Chain Mail Body Armor (Hearts) +2: Body Armor adds 2 points to the damage Captain America can absorb.

Shield (Hearts) +5 (damage bonus) or +15 (armor bonus): Captain America may throw his shield at an opponent as an attack using his Strength. If he hits with it, he inflicts 5 damage points over and above what he would with a regular punch. To throw the shield, play a card from your hand and add its value to Cap's Strength score (10). If the attack hits, add the shield's damage bonus (5) to your attack total before subtracting Zemo's defense value (step #8). The shield automatically returns to Captain America after a successful hit, but not until he and his opponent(s) have each acted once in its absence. If Cap throws his shield and misses, it lands near the target and does not return. To retrieve it, Captain America must defeat any opponents between himself and the shield, then spend one action picking it up instead of attacking.

As long as Captain America has his shield in his hand, it acts like Body Armor, adding its defense bonus (15) to the damage he can absorb.

SKILLS

Combat Expertise: Captain America can attack up to two opponents at once. To have him do this, compare his attack score to the dodge score of each opponent to see whether he hit. In the same way, Captain America can try to dodge all attacks aimed at him. Simply compare his dodge score to the attack scores of all the opponents trying to attack him. (If the attack scores are different, one opponent may hit even if the other misses.)

RECENT EVENTS

Baron Helmut Zemo—son of the late Baron Heinrich Zemo, who fought Captain America during World War II—has continued in the criminal tradition of his father. In recent years, Cap and the Avengers have thwarted several of the new Baron's plots to take over the world.

Just recently, Captain America discovered and infiltrated one of the bases Zemo had been using for his criminal activities. The baron escaped by teleporter, but Cap managed to jump into the teleportation chamber and follow him just before the self-destruct timer caused the base to explode.

The teleporter took Captain America to the bridge of a partially completed satellite in orbit around the Earth. If this is to be the baron's new base of operations, it is especially important for the star-spangled Avenger to destroy it before he can complete it. But to do that, Cap must defeat Baron Zemo!

**HEY
SOLDIER!**
TEAR THIS SHEET
OFF BEFORE
YOU PLAY!

IN EVERY COMIC YOU'VE EVER READ, YOU'RE THE PASSENGER ALONG FOR THE RIDE.

EACH TWIST AND TURN IS EXACTLY THE SAME THE FIRST TIME AND THE LAST TIME YOU READ THE STORY.

NOW'S YOUR CHANCE TO STEP OUT OF THE PASSENGER SEAT AND SLIDE INTO THE DRIVER'S SEAT WITH YOUR FAVORITE HEROES!



Welcome to the Marvel Universe, true believer!

You're clutching a free sample of the *Marvel Super Heroes™ Adventure Game*. With it, you can experience Marvel action personally in a fight between Captain America and Baron Zemo. You can play alone or let one of your friends play against you. Then you can trade parts and play again!

WHAT YOU NEED TO PLAY

The *Marvel Super Heroes Adventure Game* comes with a spiffy deck of Fate Cards featuring a different hero or villain on every card. If you don't have a Fate Deck yet, you can play the fight in this book with a regular deck of playing cards. You might also want to keep a pencil and a piece of paper handy.

START PLAYING NOW!

Follow the numbered instructions in order, unless an entry says you should skip to another section. If you're playing with a friend, you can skip any *blue italic text*. If you're playing alone, use the *blue italic text* on any entry where it appears. If there is none (as in step #1), just use the regular text.

1. GET A DECK OF CARDS.

Ditch the jokers. Shuffle the deck. Put it where you (or you and your partner) can reach it.

2. GET YOUR CHARACTER SHEETS.

Remove the cover of this book and separate it at the fold. One person takes Cap's page, the other the baron's page. Look them over, but don't sweat the details yet.

If you want to play alone, detach Captain America's hero sheet (the inside front cover) and look it over.

3. GET A HAND OF CARDS.

If you're playing Captain America, draw six cards and don't show them to the person playing Baron Zemo.

If you're playing Baron Zemo, draw five cards and don't show them to the person playing Captain America.

If you're playing alone, draw six cards for Captain America. Baron Zemo doesn't get a hand of cards. Flip the top card of the deck. The baron will use that card for everything he does this turn.

4. ROYALTY IS WORTH 5.

All face cards (King, Queen, Jack) are worth 5. Aces are not face cards; they're each worth 1. Numbered cards (2–10) are each worth the values printed on them.

5. CAP THROWS THE FIRST PUNCH!

If you're playing Captain America, lay a card from your hand face-up on the table. Add its value to Captain America's Strength (10). Write down the total or remember it.

Put the face-up card beside the deck. This will be your discard pile. All cards that you or your partner play or discard for the rest of the game will go onto that stack. Draw a replacement card from the top of the deck and put it in your hand.

6. BARON ZEMO DODGES!

If you're playing Baron Zemo, play a card from your hand. Add its value to his Agility (6) and write down or remember that total. Draw a replacement card for your hand.

If you're playing alone, add the value of the card you turned over in #3 to Baron Zemo's Agility (6). Write down or remember that total!

7. DOES CAPTAIN AMERICA HIT?

If Captain America's score (from #5) is greater than the baron's (from #6), he hits! Remember this total and go to #8.

If his total is less than or equal to the baron's score, he misses. Go to #10.

8. GETTING PAST ZEMO'S ARMOR.

If Captain America's score (from #5) is less than or equal to 9 (Baron Zemo's Strength plus Body Armor), he doesn't hurt the baron. Go to #10.

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If Cap's total (from #7) is greater than 9, he dealt damage to the baron. Subtract 9 (the baron's Strength plus his Body Armor) from Captain America's total score (from #7). Whatever is left is the amount of damage Cap inflicts on Zemo in step #9.

9. TAKING YOUR LUMPS!

If your character suffers damage, you must discard cards at least equal in value to that damage. For example, if your character suffers 6 damage points, you could discard a six, or a two and a four, or three twos, or even a three and a seven, so long as the total value equals or exceeds six.

If at any time you have no cards in your hand, your character is unconscious and your opponent has won.

If you're playing alone and Captain America has inflicted damage on Baron Zemo, subtract the damage (from #8) from the baron's Health (30). If his Health ever reaches zero, he's unconscious and you've won!

If Zemo inflicts damage on Cap, discard cards from your hand at least equal in value to that damage.

10. ZEMO STRIKES BACK!

Baron Zemo drew his blaster pistol as soon as Captain America arrived. If you're playing the baron, play a card from your hand. Add its value to the intensity of his blaster pistol (20). Write down that total and draw a replacement card.

If you're playing alone, add the value of that card you turned over in #3 to the intensity of Baron Zemo's blaster pistol (20). Remember your total!

11. CAPTAIN AMERICA DODGES!

If you're playing Cap, play a card and add its value to his Agility (10). Jot down the total and draw a new card.

12. DOES BARON ZEMO HIT?

If the baron's score (from #10) is greater than Cap's (from #11), Zemo hits! Remember the score and go to #13.

If the baron's total score (from #10) is less than or equal to Captain America's (from #11), Zemo misses. Go to #14.

13. IT PAYS TO HAVE A SHIELD!

If Zemo hits, subtract 27 (Captain America's Strength plus Body Armor plus defensive shield bonus) from the baron's total (from #12). Whatever is left is the amount of damage Zemo inflicts. (If this is zero or less, the baron inflicts no damage.)

See #9 for how to deal with damage, then go to #14.

14. HAD ENOUGH YET?

When each combatant has had a chance to act, the exchange ends. One of you flips over the top card of the deck.

On a red card, Captain America heals. If you're his player and you hold fewer than six cards, draw one from the deck. If you already have a full hand of cards (six), don't draw any more. In either case, Cap attacks first next exchange. Go to #15.

On a black card, Baron Zemo heals. If you're his player and you have fewer than five cards, draw one from the deck. If you have a full hand of cards (five), don't draw any more. In either case, the baron attacks first next exchange. Go to #15.

If you're playing alone, flip the top card of the deck. If it's red, Captain America heals. If you have fewer than six cards, draw one from the deck. If you already have a full hand of cards (six), don't draw any more. Either way, Captain America attacks first next exchange and Zemo uses this card for all his actions. Go to #15.

If the card you flipped is black, add its value to the baron's Health, up to his maximum Health rating (30). Also, Zemo attacks first in the next exchange and uses this card for his actions. Go to #15.

15. KEEP GOING!

That's all there is to playing a combat exchange. But it's not all there is to the game—the battle continues!

If you're playing alone, Captain America hears the voice of the satellite's computer say, "Self-destruct sequence initiated. Countdown beginning. Seven." Captain America now has seven exchanges in which to defeat Baron Zemo and get off the station before it blows up. At the end of each exchange, this countdown drops by one. (Be sure to keep track!) If Zemo is unconscious by the time the computer says "one," Cap can grab him, jump back in the teleporter, and get safely back to Earth before the satellite explodes. If he succeeds, you win!

Here's how to play the next exchange. If step #14 says Captain America should go first, return to #5 and go through the steps in order again. If Baron Zemo attacks first, go through steps #10–#13, then #5–#9, then back to #14. Continue fighting until one combatant is unconscious or until the station blows up.

If you are playing with a friend, you have more options. If you want Cap and Zemo to stand there and fight each other, don't bother reading the next two pages. If step #14 says Captain America attacks first next exchange, just go back to #5 and repeat the steps in order. If Baron Zemo attacks first, go through steps #10–#13, then #5–#9, then back to #14. Repeat that process until one of them is unconscious.

But that wouldn't be a Marvel fight! The next pages detail some ways to spice up your game. If you want to try those, read them now, then go back to step #5 or #10 (depending on who goes first next exchange) and continue fighting.

WINNING

When your opponent is unconscious (see #9), you win the game! Baron Zemo can also win by escaping from the station and blowing it up before Captain America can get to safety (see "The Big Explosion!"). If both escape from the station safely, the game is a draw.

NEVER FORGET!

No matter what options you use, remember four things during each exchange:

- 1) Whenever you play a card, you draw another from the top of the deck to replace it. You don't replace cards you lose because of damage until your character heals, though, and then only one card per healing opportunity.
- 2) Always subtract Strength and Body Armor from damage your foe inflicts on your character before you discard any cards.
- 3) An exchange lasts until everyone involved has performed one action. After everyone's actions, go to #14.
- 4) If you ever run out of cards, just shuffle all the cards in your discard pile into a new deck and keep going.

AUTOMATIC DEFENSES

At the beginning of the second exchange, the satellite's automatic defenses create two robots to defend Baron Zemo. They form out of the material of the satellite itself, rising up directly between Cap and Zemo. The robots attack on the baron's turn each exchange thereafter until their Health scores drop to zero.

Robots don't get hands of cards. To resolve their attack, add whatever card you flipped over in #14 to one robot's Strength (12). That's the number Cap must meet or beat to dodge both their blows. If he fails, subtract 27 if Cap has his shield (or 12 if he doesn't) to get the damage EACH robot inflicts. Then just multiply that by the number of robots attacking to get the total damage. When a robot suffers damage, figure out how much (step #8) and subtract that from its Health (17). At zero Health, it deactivates. These robots do not heal.

The station automatically produces additional robots throughout the fight. Whenever a spade or club is turned over in step #14, another robot rises from the floor and attacks Cap.

Cap has some choices to make when he is facing robots. If there are two or more in front of him, he cannot get past them. That means he can't attack Zemo with his fists or chase him if he tries to escape. Cap can attack the robots, using his combat expertise skill to fight up to two of them at once. That would allow Zemo to have his choice of running away (see "Escape!") or adding his own blaster fire to the robots' attacks. Alternatively,

Cap could throw his shield at the baron (see Cap's hero sheet for instructions on how to do this). Though a successful hit could leave Baron Zemo with stars flying around his evil head, it also leaves Cap without his shield (and its defense bonus) until he can retrieve it. Those robots become a lot more dangerous then!

If there is only one robot in front of Cap, he can stand and fight it, or he can run past it and go after Zemo. If he stays to fight, the baron may escape. But if he runs past the robot, it can still attack him once from behind. Though Cap can dodge this normally, he does not get his defensive shield bonus on an attack from the rear. The robots never chase Cap, so they get only one rear attack each.

BARON ZEMO'S OPTIONS

Baron Zemo is a cunning villain, not a brutish one. His primary goal is to avoid getting caught, though he certainly wouldn't pass up a golden opportunity to defeat his oldest adversary. Zemo knows Captain America can beat him in a hand-to-hand fight, but he has a few dirty tricks up his sleeve.

ESCAPE!

If things look bad for Zemo, he can always try to escape. It will take him 4 exchanges of running to reach the safety of an escape pod, another exchange to activate it, and one more exchange to blast off. (Be sure to keep track of how many exchanges Zemo has been running so you know how close he is to his goal!) If Captain America hasn't caught up with him or knocked him unconscious before he takes off, Zemo escapes.

Captain America and Baron Zemo start the game at 0 exchanges apart—that is, either character could attack the other with his fists. When Zemo's robots first appear, the distance between him and Cap becomes 1 exchange. At that range, Cap can throw his shield and Zemo can fire his blaster, but they can't fight with their fists. At 2 exchanges apart, the two can't attack each other at all.

If you're Zemo's player and want him to try to escape, all you have to do is say so at the beginning of your turn. (Remember that the baron can't attack Captain America on any exchange that he's running away.) If Cap can't chase Zemo because he's fighting robots or stuck in Adhesive X (see Zemo's sheet), the distance between them increases by 1 exchange automatically and you don't have to play any cards. On any exchange that Captain America does chase the baron, each player must play a card and add its value to his or her character's Agility score. Whoever gets the higher total can decide whether the distance between the two increases or decreases by 1 exchange. If the



EXCEEDING YOUR LIMITS!

You can use trump to improve your chances of success in any action. Playing in trump means to play a card of the same suit as the ability or equipment your character uses. You'll find the suits listed next to the abilities and equipment on their hero sheets. For instance, if someone throws a punch, he's using Strength. That's Hearts, so if you play a Heart for his action, it's trump.

When you play a trump card, don't stop there—turn over the top card of the deck. If that's also in trump, turn over the next card too. Keep doing that until you turn a card that's not in trump. Then add the values of all the cards (the one you first played plus all those you turned over) to the ability or equipment rating, and that's your total for the action.

Face cards (King, Queen, Jack) are *never* trump.

scores tie, the distance between them remains the same.

You can use cards to keep track of the distance between you. As soon as the distance between Cap and Zemo becomes 1 exchange, place a card from the deck face-down between you on the table. If the distance becomes 2 exchanges, put a second card face-down between you. If the distance decreases to 1 exchange again, remove one of the cards and put it back at the bottom of the deck. Continue using cards in this way to keep track of the changing distance between Cap and Zemo.

Repeat this process for each exchange that both Cap and Zemo are running until the distance between them drops to 0 or Zemo escapes. Anytime one combatant stops, the other gets to decide whether the distance between them increases or decreases that exchange.

THE BIG EXPLOSION!

If Baron Zemo escapes from the station, he can try to blow it up with Cap still on it! The sacrifice of his satellite would be a small price to pay for the final defeat of his most hated foe!

On the exchange after he blasts off into space, Zemo can try to start the station's self-destruct sequence from the control panel of the escape pod. If you're his player and want to do this, play a card from your hand and add it to the baron's Intellect score (9). If the total is 17 or higher, he has accessed the correct computer file and started the timer. (If he fails, he can keep trying each exchange until he succeeds.)

Once the baron has started the timer, Captain America hears the satellite computer's voice say, "Four." There is a teleporter guarded by two robots in the chamber where Cap is now. He has 3 exchanges to defeat the them and escape. (If desired, Zemo's player can make this last fight more exciting by substituting a card from his or her hand for the one (from step #14)

that the robots would normally use for their actions. This entitles the robots to the benefits of trump for this battle. Zemo's player redraws any cards played as usual.) While the countdown is in progress, no more robots appear, regardless of the draw in step #14.

At the end of each exchange,

the count drops by one. If Captain America defeats the two robots before the computer says "One," he can leap into the teleporter and get to Earth safely before the station explodes. If he succeeds, the game is a draw; if he fails, Zemo wins!

CAPTAIN AMERICA'S OPTIONS

You might think Cap is at a disadvantage, alone on this satellite and outnumbered! But Captain America is never without choices.

TRAPPING THE BARON

To prevent the baron from getting more than 1 exchange away, Cap can try to trap him on the satellite bridge. The sliding door between the bridge and the hallway is currently open. To close it, Captain America must hit the control panel beside it with either his hand or his shield.

If you're Cap's player and want him to close the door with his hand, play a card and add it to his Strength as though he were punching. If you want him to close the door by throwing his shield at it, play a card from your hand and add its value to 15 (Cap's Strength plus the shield's damage bonus). If your total score is 20 or better in either case, the door closes. Baron Zemo must then take one exchange to open the door before he can leave. His player doesn't have to play any cards to do this, but the baron can't attack that exchange. If Cap's score is 30 or better, however, he has smashed the control panel so that Baron Zemo can't open the door at all. How can you get a score of 30, you ask? Try using the trump rules outlined in "Exceeding Your Limits!"

WANT MORE?

If you want to play again, shuffle all the cards back into the deck and go back to #1.



BARON ZEMO

HISTORY

Baron Helmut Zemo inherited his title from his father, Baron Heinrich Zemo, who was one of Captain America's fiercest adversaries in World War II. It was Heinrich's robot-controlled plane that killed Cap's partner Bucky and flung Cap into the Arctic Ocean, where he floated in suspended animation for decades. But the Avengers revived Captain America, and the elder Zemo eventually died trying to defeat him.

The old baron taught his son that the Zemos were destined to rule the world, and Helmut took that lesson very much to heart. But between attempts to conquer the Earth, he has made every effort to destroy the Avengers, and especially Captain America, whom he blames for his father's death.

When Cap seemingly died in the conflict against Onslaught, Zemo created the Thunderbolts—a group of villains masquerading as heroes—as a way to gain access to S.H.I.E.L.D. files and take over the world. But the Thunderbolts liked being heroes and eventually turned against their leader. Never daunted by such setbacks, however, Zemo continues to scheme against Captain America, the Avengers, and the forces of good wherever they may be.

EQUIPMENT

Blaster Pistol 20 (Spades): Baron Zemo's blaster

pistol has two types of ammunition cartridges—one that fires blasts of energy, and one that contains "Adhesive X"—the baron's specially-developed glue. The baron can switch ammunition types with the flick of a switch. (This does not require an action; Zemo can do this and still fire in the same exchange.) To fire either type of ammunition, play a card and add its value to the pistol's intensity (20).

If the baron hits with an energy blast, figure out the damage inflicted as you normally would, by subtracting Captain America's total defense from the baron's score.

If Zemo hits with Adhesive X, Cap is covered with glue and cannot attack or dodge until he breaks free. That requires him to pit his Strength against the adhesive. As his next action, Captain America's player must play a card and add its value to his Strength score (10). If that total is greater than or equal to the blaster pistol's intensity (20), Cap breaks loose. If he doesn't escape on that exchange, he must continue trying on the following ones until he succeeds.

Chain Mail Body Armor +2 (Hearts): Body Armor adds 2 points to the damage Baron Zemo can absorb.

RECENT EVENTS

Captain America raided one of your secret bases on Earth just as you were putting your latest plan for world domination into effect. Leaving your troops to fend for themselves, you teleported up to your partially completed orbiting satellite. But that cursed Captain America has followed you here!

ROBOTS

Strength (Hearts) 12, **Agility** (Diamonds) 7, **Intellect** (Spades) 0, **Willpower** (Clubs) 0, **Health** 17.



STRENGTH

Hearts ♥

7

AGILITY

Diamonds ♦

6

INTELLECT

Spades ♠

9

WILLPOWER

Clubs ♣

10

HAND SIZE (HEALTH)

5 [30]

ACHTUNG!

TEAR THIS
SHEET OFF IF
YOU'RE PLAYING
TOGETHER!

To Be Continued...



Now that you have some villain-thumping experience under your belt, it's time to take on a whole new set of nasties.

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