

**MARVEL**  
**COMICS**

AN INTRODUCTION TO THE MARVEL SUPER HEROES™ ADVENTURE GAME



**#1**

# WOLVERINE

**VS. THE BROOD QUEEN**

FOR ONE OR TWO PLAYERS

**FREE**



**WHO** WILL  
**WIN?**

IT'S UP  
TO **YOU!**

Redman  
Williams  
Selinker  
Skroce  
Dickey

**MARVEL**  
**SUPER HEROES**  
ADVENTURE GAME

B0001026

# WOLVERINE [LOGAN]

## STRENGTH

♥ Hearts

8

## AGILITY

♦ Diamonds

10

## INTELLECT

♠ Spades

6

## WILLPOWER

♣ Clubs

10

## HAND SIZE

5

**HEY BUB!**

TEAR THIS SHEET  
OFF BEFORE  
YOU PLAY!

## HISTORY

Wolverine's origin is a mystery. Heather and James Hudson (Vindicator and Guardian, respectively) of Alpha Flight report that they found Logan in the Canadian woods, animalistic and incoherent. Someone had already laced his skeleton with unbreakable adamantium, and he had a set of retractable claws made of the same metal. After the Hudsons nursed Logan back to health, he worked for a while as an intelligence operative for the Canadian government. Rather than lead the first Alpha Flight team as "Weapon X," however, Logan joined the X-Men.

Much later, Magneto ripped all the adamantium from Wolverine's body, but Logan still retains a set of bone claws. Though he finds these much less effective than the adamantium ones, his improved healing factor is some compensation.

Now, for this adventure, YOU are Wolverine!



## POWERS

Below are Wolverine's special powers, along with their poker deck trump suits and instructions on how to use them in the game.

**Claws +2 (Hearts):** If Wolverine hits an opponent with his claws, he inflicts 2 damage points over and above what he could do with a regular punch.

**Enhanced Senses 16 (Clubs):** Wolverine's incredibly acute senses allow him to attack first a majority of the time. If Wolverine is the target of an ambush, play a card from your hand and add its value to 16. Compare that number to the opposition score (the Brood Queen's Agility + her cardplay). If Wolverine's total is higher, the ambush fails. Determine who attacks first in the normal fashion.

**Regeneration 15 (Hearts):** Whenever Wolverine is hurt, he heals if the card drawn in #14 (the "Had enough yet?" step of the combat sequence) is odd. This means that Wolverine heals more often than does the Brood Queen.

## RECENT EVENTS

A couple of weeks ago, word reached the X-Men that a team of naturalists had disappeared in the Indonesian Archipelago near Madripoor, Wolverine's occasional home. But it was not until one of them returned with wild stories about UFOs and "bug creatures" that Wolverine knew it was time to act. These "bugs" could be none other than Brood, the vicious aliens whose homeworld the X-Men had helped to destroy. Sure enough, the X-Men found a Brood Hive on a volcanic jungle island. Wolverine set out alone to exterminate the Brood Queen, while the rest of the X-Men dealt with the Hive's other inhabitants.



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 mighty Marvel action personally in a fight between Wolverine and a Brood Queen. You get to play Wolverine against this alien menace. You can do it alone, or let one of your friends play the Brood Queen against you. Afterward, you can trade parts and fight again!

When you see how cool it is to be a super hero, we know you'll ache for more. So at the end of the booklet, we'll show you what you need to keep playing this incredible game.

## 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, 52-card poker deck. 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 book cover and separate it at the fold. One person takes the Wolverine page, the other the Brood Queen page. Take a moment to look them over, but don't sweat the details yet.

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

### 3 GET A HAND OF CARDS.

If you're playing Wolverine, draw five cards and don't show them to the person playing the Brood Queen.

If you're playing the Brood Queen, draw four cards and don't show them to the person playing Wolverine.

*If you're playing alone, draw five cards for Wolverine. The Brood Queen doesn't get a hand of cards. Flip the top card of the deck. She'll use that card for everything she 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 worth the values printed on them.

### 5 WOLVERINE THROWS A PUNCH!

If you're playing Wolverine, lay a card from your hand face-up on the table. Add its value to Wolverine's Strength (8). 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 THE BROOD QUEEN DODGES!

If you're playing the Brood Queen, play a card from your hand. Add its value to her Agility (6) and write down or remember the total. Draw a replacement card for your hand.

*If you're playing alone, the Brood Queen doesn't have a hand of cards. Use the card you turned up in #3 instead. Add its value to the Brood Queen's Agility (6), but don't discard that card yet. Be sure to remember her total!*

DESIGNER RICH REDMAN EDITOR PENNY WILLIAMS EDITOR-IN-CHIEF MIKE SELINKER

COVER ART STEVE SKROCE AND CHRIS DICKEY INTERIOR ART THE MARVEL BULLPEN

BRAND MANAGERS PAUL RANGLES & KEVIN MAPLES GRAPHIC DESIGN SEAN GLENN

Marvel Super Heroes, Marvel Universe, Wolverine, Brood Queen, X-Men, and the characters and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc. and are used with permission. ©1999 Marvel Characters, Inc. All Rights Reserved. The TSR logo is a registered trademark owned by TSR, Inc. This roleplaying game is produced under license from Marvel Characters, Inc. Distributed to the toy, hobby, and comic trade in the United States and Canada by regional distributors. This material is protected by the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of TSR, Inc. This product is a work of fiction. Any similarities to actual people, organizations, places, or events is purely coincidental. Game rules and game design ©1999 TSR, Inc. All rights reserved. Made in the USA. TSR, Inc. is a subsidiary of Wizards of the Coast, Inc. Visit our website at <www.tsr.com>.

WIZARDS OF THE COAST, INC. CUSTOMER SERVICE: 1-800-324-6496

## 7 DOES WOLVERINE HIT?

If Wolverine's total (from #5) is greater than the Queen's total (from #6), he hits her! He has claws, so add the +2 Claws bonus noted on his hero sheet to his total score (from #5). Write down or remember his new total and go to #8.

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

## 8 GETTING PAST THE BROOD QUEEN'S ARMOR.

The stronger you are, the tougher you are. So if Wolverine's score (from #7) is less than or equal to 14 (the Queen's Strength plus Body Armor), he doesn't hurt her. Go to #10.

If Wolverine's total score (from #7) is greater than 14 (the Brood Queen's Strength plus her Body Armor), he managed to hurt her. Subtract 14 (the Brood Queen's Strength plus her Body Armor) from Wolverine's total score (from #7). Whatever is left is the amount of damage he inflicts on her. Go to #9.

## 9 TAKING YOUR LUMPS!

If your character suffers damage, you must discard cards at least equal in value to that damage. If Wolverine hurts the Brood Queen, her player discards cards, and vice versa.

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 Wolverine has inflicted damage on the Brood Queen, subtract the damage (from #8) from her Health (25). If her Health ever reaches zero, she's unconscious, and you've won!*

*If you're playing alone and the Queen inflicts damage on Wolverine, discard cards from your hand at least equal in value to the damage he has suffered.*

## 10 THE BROOD QUEEN STRIKES BACK!

If you're playing the Brood Queen, play a card from your hand. Add its value to her Strength (12). Write down that total, or just remember it. Draw a replacement card for your hand from the top of the deck.

*If you're playing alone, use that card you turned face-up in #3. Add its value to the Brood Queen's Strength (12). Write down or remember that total.*

## 11 WOLVERINE DODGES!

If you're playing Wolverine, play a card from your hand. Add its value to his Agility (10). Jot down the total or remember it. Draw a new card from the deck and put it in your hand.

## 12 DOES THE BROOD QUEEN HIT?

If the Queen's score (from #10) is greater than Wolverine's score (from #11), she hits him! She has claws too, so add +2 (the Claws bonus from her character sheet) to her total (from #10). Write down or remember the new total and go to #13.

If her total score (from #10) is less than or equal to Wolverine's total score (from #11), she misses. Go to #14.

## 13 THOSE CLAWS HURT!

If she hits, the Brood Queen may inflict some damage.

Subtract Wolverine's Strength (8) from her total score (from #12). Whatever is left is the amount of damage she inflicts on him. (If this is zero or less, her hit inflicts no damage.)

See #9 for how Wolverine suffers 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 the top card of the deck.

On a red card or any face card, Wolverine heals. If you're his player and you hold less than five cards, draw one card from the deck into your hand. If you already have a full hand of cards (five), don't draw any more. In either case, Wolverine attacks first next exchange. Go to #15.

On a black card from Ace-10, the Brood Queen heals. If you're her player and you have less than four cards, draw one card from the deck into your hand. If you have a full hand of cards (four), don't draw any more. In either case, the Brood Queen attacks first next exchange. Go to #15.

*If you're playing alone, flip the top card of the deck. If it's red or a face card, Wolverine heals. If you have less than five cards, draw one from the deck and put it in your hand. If you already have a full hand of cards (five), don't draw any more. Either way, Wolverine attacks first next exchange. Go to #15.*

*If the card you flipped is a black Ace-10, add its value to the Queen's Health, up to her maximum Health rating (25). Also, she attacks first in the next exchange and uses this card for her 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 and step #14 says Wolverine should go first, return to #5 and go through the steps in order again. If the Brood Queen attacks first, go through steps #10–#13, then #5–#9, then back to #14. Continue fighting until one combatant is unconscious.*

If you're playing with a friend, you have more options. If you want Wolverine and the Queen to punch each other in the face, don't read any of the rest of this. If step #14 says Wolverine attacks first next exchange, just go back to #5 and repeat the steps in order. If the Queen 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 let you juice up your game. If you want to use 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!

### 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.

## LIVENING UP THE GAME

All sorts of interesting things can happen in a Marvel fight! So if you want more than a slugfest, read over the next sections, then return to #15 and continue the fight under new conditions!

## THE ARENA

You know from the character sheets that Wolverine and the Brood Queen are on a volcanic jungle island in the Indonesian Archipelago, not far from Madripoor. Their fight occurs in the lava tubes the Queen's drones have built into a Brood nest. Steam vents and sharp lumps of volcanic rock riddle the lair. It's dark, and the air is like a sauna even in the dead of night.

## WHERE ARE THE X-MEN?

The rest of the X-Men are fighting a contingent of Brood Warriors, keeping them busy while Wolverine pursues the Queen.

## USING YOUR HEAD

Marvel heroes do more than just duke it out with villains. Here are a few ways that you can try to outsmart your opponent during combat.

## ESCAPES

Either side might want to get away from the other. Wolverine might want to lure the Brood Queen into an ambush. The Brood Queen might want a Brood Warrior to fight for her. Each wants to vanquish the other, though, so neither runs away for long.

If you want to escape, that's your action for that exchange. (Neither Wolverine nor the Brood Queen can hit an opponent AND run away in the same exchange.) So play a card and add it to your hero's Agility. Your opponent does the same thing. Whoever gets the higher total gets to decide whether the distance between Wolverine and the Brood Queen increases or decreases.

If the distance increases twice in a row (that is, for two consecutive exchanges), whoever ran away can choose to set up an *ambush* (see "Ambushes").

## AMBUSHES

If your character lays an ambush successfully, he or she attacks first in that exchange, regardless of what the draw in #14 indicates. Hiding and moving quietly are Agility actions, so if you're laying the

ambush, play a card and add its value to your character's Agility. Remember that total!

If you're playing the Brood Queen and want to try to detect Wolverine's ambush, play a card and add it to her Willpower (7). If you're playing Wolverine and want to detect the Queen's ambush, play a card and add it to his Enhanced Senses (16). Compare that total to your opponent's total for hiding (from above). If yours is greater, you detect the ambush and it isn't successful.

If the ambush succeeds, whoever set it can attack first. If it doesn't succeed, decide who goes first normally. (That is, look at the card flipped in step #14 of the last exchange and follow the instructions there.)





## FEELING LUCKY, BUB?

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 power your character uses. You'll find the suits for your character's abilities and powers listed near them on their character sheets. For example, if Wolverine tries to punch or claw the Brood Queen, he's using Strength. That's Hearts, so if you play a Heart for his action, you're playing in trump.

When you play a trump card, don't stop there—turn over the top card of the deck. If that is also in trump, flip 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 power rating, and that's your total for the action.

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

next exchange and can try to throw your foe into the steam vent. This is a normal attack using Strength, and the opponent may make a normal dodge. If the dodge succeeds, the victim twists nimbly aside and is ready to fight. If the dodge fails, the steam inflicts 20 damage points (no card values added). Your thrown foe subtracts Strength and armor normally from that damage.

## BROOD WARRIORS

The Queen has a limited supply of Brood Warriors. Since the nest isn't complete, she hasn't yet hatched enough Warriors to defeat the X-Men. If you're her player and you feel she's suffered too much damage by step #14 of the combat sequence, you can have her call a Warrior away from the X-Men to get Wolverine off her back—if she also tries to escape in the same exchange.

If the Brood Queen brings in a Warrior (see the Queen's sheet for his abilities), Wolverine must choose what to do. He can chase the Queen, escape from the Warrior, or make a stand against the Warrior. If he chases the Brood Queen, the Warrior pounds away at him. Wolverine can't attack back as long as he's chasing the Queen, but she can't set up an ambush for him unless she can increase the distance between them twice (see "Escapes"). If Wolverine fights the Brood Warrior, the Brood Queen can automatically escape and set up her ambush for him (see "Ambushes"). If Wolverine escapes the Warrior, the Brood Queen gets away and can set up an ambush, but the Warrior can't attack Wolverine any more.

The Brood Warrior doesn't get a hand of cards. When he attacks (on the Brood Queen's turn), add whatever card you flipped over in #14 to the ability or power he's using. When he suffers damage, you subtract it from his Health (17). When he reaches zero Health, he's unconscious. The Brood Warrior does get to heal whenever the draw in #14 is a black Ace—10, however, as does the Brood Queen—even if she's not there.

## STEAM VENTS

This volcanic island is a maze of steam vents and old lava tubes. The Brood Queen knows her tunnels, and she knows where the steam vents are. Wolverine's Enhanced Senses lead him straight to the nearest vent. You can move toward one during the fight just by saying you want to do so—you don't have to play cards.

To throw someone into a steam vent takes two exchanges. In the first exchange, you attack normally but don't inflict damage. If you beat your foe's dodge attempt, you've grabbed hold. Your opponent can still hit you AND make a Strength action to break free at the end of the exchange (right before #14). To make a Strength action, your opponent plays a card and adds it to his or her character's Strength. If that's higher than the total you used for the grab, your opponent breaks free.

If your held opponent doesn't break free, you go first on the

## BIG ROCKS

Ripping up a big rock takes the place of an attack. You don't need to play cards to have your character pick up the rock, but doing this does require the character to stand still.

On the next exchange, your character can use the rock as a club or as a missile. As a club, the character can use it over and over again. Handle the attack normally (using Strength as the action ability), and the opponent can dodge normally. If your character hits, add 6 points (instead of the 2 you've been adding for claws) to your action total for damage.

If your character wants to throw the rock, use Agility instead of Strength to attack. If the attack hits, add 6 points to the damage. You can hit an opponent even if there's distance between you, but you can throw the rock only once. To do that again, you need a new rock.

## PARALYSIS AND THE BROOD QUEEN

If the Queen has high Spade cards, she should attack using her Paralysis power (see her sheet). If she paralyzes Wolverine, she takes him to a hatching chamber, manacles him to a wall, and implants a Brood egg. Then she leaves him in agony.

See the Brood Queen's sheet ("Paralysis") to determine how long it takes for Wolverine's Paralysis to wear off. After that, he can try to break free. To break the manacles, Wolverine must use his Strength—but as long as an egg is in his body, Wolverine is in horrible pain and his Strength score is half its normal value. If you're Wolverine's player, play a card and add it to his current Strength (4). If the total is 12 or greater, he breaks free.

Wolverine can make one attempt to break the manacles each exchange after Paralysis wears off. If he ever heals completely, assume his mutant healing powers have defeated the implanted egg. If he is not yet free of the manacles, he can then use his full Strength (rather than half) in the attempt.

Once Wolverine is free, he can hunt down the Brood Queen again. Regardless, you can always assume the X-Men defeat the Brood Warriors and rescue Wolverine. Don't feel that you have to sit around doing nothing but healing and flipping cards if you'd rather be brawling *Marvel* style!

## WANT MORE?

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

# THE BROOD QUEEN



## HISTORY

The Brood are insectoid aliens from a distant part of our galaxy. They quickly became the fiercest competitors for the resources of their own world, then branched out into space. Brood queens developed the ability to reproduce by implanting their eggs in other creatures. These unwilling hosts then became Brood when the eggs hatched. When Brood expansion

threatened Shi'ar space, the X-Men and the Starjammers destroyed the Brood homeworld. But some Brood survived, and the X-Men have repeatedly battled against rogue queens and their hives of Broodlings. Now, another queen has set her sights on Earth.

## POWERS

**Body Armor +2 (Hearts):** Body Armor adds 2 points to the damage the Brood Queen can absorb.

**Claws +2 (Hearts):** If the Queen hits Wolverine with her claws, she inflicts 2 extra damage points over and above what she would do otherwise.

**Paralysis 12 (Spades):** To use this power, play a card and add its value to the Queen's Paralysis score (12). Wolverine's player must then play a card and add it to his Willpower (10). Compare the two totals; if the Brood Queen's is higher, Wolverine's player must subtract his Strength score (8) from her total and discard cards equal to or above the remainder as if that were damage—except that the discarded cards go face-up in front of Wolverine's player. If at any time Wolverine's player has an empty hand while there are cards on the table for Paralysis, Wolverine is paralyzed and cannot take any action until the Paralysis ends. Whenever Wolverine heals, his player turns one of those cards face-down. When they're all face-down, they go back into the player's hand and Wolverine can move again.

## RECENT EVENTS

This Brood Queen arrived on Earth with just a few Warriors. She chose a jungle island for her new Hive because of its rich wildlife and its relative isolation. Over the last few months, she has been implanting her eggs in the local creatures her Warriors have captured. The new Workers hatched from these eggs have managed to build an extensive tunnel system for the Hive.

When a group of naturalists came to the island a few weeks ago, the Queen debated whether to have her Warriors capture them for implantation. On the one hand, any Brood hatched from them would have their skills and knowledge; on the other, if any of them escaped to tell their story, it could jeopardize the whole Brood colony. It was a risk worth taking, but it proved foolhardy, for one did escape. Now the Hive is under attack, and one cursed human has gotten through the Warriors to attack the Queen in her chambers!

## BROOD WARRIOR

**Strength** (Hearts) 9, **Agility** (Diamonds) 8, **Intellect** (Spades) 3, **Willpower** (Clubs) 3, **Health** 17. Body Armor +5 (Hearts). Body Armor adds 5 points to the damage the Brood Warrior can absorb. For example, if Wolverine inflicted 20 damage points on a Brood Warrior, you would subtract 8 plus 5 (or 13) from that, leaving 7 damage points to subtract from the Warrior's 17 Health.

### STRENGTH

Hearts ♥

12

### AGILITY

Diamonds ♦

6

### INTELLECT

Spades ♠

9

### WILLPOWER

Clubs ♣

7

### HAND SIZE (HEALTH)

4 [25]

**HEY BUB!**

TEAR THIS  
SHEET OFF IF  
YOU'RE PLAYING  
TOGETHER!



# TAKE OVER WHERE THE TORCH LEAVES OFF

Can't wait for that next issue to see what happens? Then make something happen yourself, pal! Or shall we call you "Human Torch"?

All it takes is the *Marvel Super Heroes™* Adventure Game, some friends, and . . . oh yeah, a burning desire to thrash villains! Playing it is a cinch. And you get to be any *Marvel* super hero you wanna be.

**GIVE THE BAD GUYS THE  
THIRD DEGREE!**



Ask for all the  
*Marvel Super Heroes*  
Adventure Game products  
at your local comic  
or game store.

**MARVEL**  
**SUPER HEROES**  
ADVENTURE GAME

**AS REAL AS IT GETS.**



Questions? Call (800) 324-6496 or visit our website at [www.tsr.com](http://www.tsr.com).  
For a store near you, go to <http://locator.wizards.com>.

MARVEL COMICS, Marvel Super Heroes, and the names and distinct likenesses of all characters mentioned are trademarks of Marvel Characters, Inc., and used under license. The Silver Anniversary logo is a trademark of TSR, Inc. TSR, Inc. is a subsidiary of Wizards of the Coast, Inc. ©1999 Wizards of the Coast, Inc.