

From the producers of the DUNGEONS & DRAGONS® Game

MARVEL SUPER HEROES™

THE HEROIC ROLE-PLAYING GAME

INCLUDES THE
ADVENTURE
DAY OF THE
OCTOPUS!



ADVENTURES FOR
2 OR MORE PLAYERS
AGES 10 TO ADULT

IN THE MIGHTY MARVEL
MANNER!
FROM . . .

THRILLS!
SPILLS!
INCREDIBLE FEATS!



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From the producers of the DUNGEONS & DRAGONS® Game

MARVEL SUPER HEROES™

BATTLE BOOK



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Judge: Spider-Man and Captain Marvel, you're patrolling over the city when Spider-Man hears an alarm ringing behind a fur store.

Mike: We'll check it out.



Spider-Man: An alarm, from the fur store. Let's check it out.



Judge: A truck, with its motor running, is backed up to the loading dock. A couple of tough-looking men are throwing furs into the back of the truck. They don't look like delivery boys.

Linda: Captain Marvel will disable the truck if Spidey can take out the thugs.

Mike: No problem.



Thug: There's only two of 'em! Let's get 'em!



Judge: Captain Marvel's force beam slices through the hood of the truck, but two of the thugs are drawing weapons and moving toward Spider-Man.

Mike: I give them both a sock in the jaw.



Spider-Man: Nighty-night, boys. Lucky for you there were only two of us.

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Welcome to the **MARVEL SUPER HEROES™ Game,** *true believers!*

The book you're holding in your hands is the Battle Book, the first part of the MARVEL SUPER HEROES™ Game.

The MARVEL SUPER HEROES™ Game is a role-playing game. As a player, you pretend to be your favorite Marvel® Comics super hero, using his super powers to fight deadly foes like the Hobgoblin, Viper, and Doctor Octopus. You can be the Thing, Captain America, or even me, your friendly, neighborhood Spider-Man.

The MARVEL SUPER HEROES™ Game is divided into three books: the Battle Book (you're reading it now), the Campaign Book, and the Adventure Book. You also get a sheet of dazzling counters, a swell map with central New York City on one side and some building interiors on the other, and two funny-looking dice.

This rule book (the Battle Book, remember?) describes super heroes and their powers, how they fight bad guys, and how to play the first adventure. The Campaign Book describes secret identities, vehicles, super-societies, even more about heroes, and lots of other stuff a costumed crimefighter needs to know. Read this book first and play the introductory chapter of "The Day of the Octopus," before reading the Campaign Book.

Before playing the game, one player has to read this rule book. Don't memorize the rules, just read them and get a general idea of what's going on. Then get a few friends, explain the basic ideas to them, and start playing. You can learn the rules by playing. If somebody asks a question, look it up! If you're not sure how something works, just try it. It's easier to understand once you start playing and doing things.

Some rules in this book are marked with my spider symbol. These rules are optional. Ignore the optional rules the first time you read the Battle Book, and play the introductory chapter without them. After you're familiar with the game, read the optional rules. You can play with some, all, or none of the optional rules; use the ones you like and ignore the others.

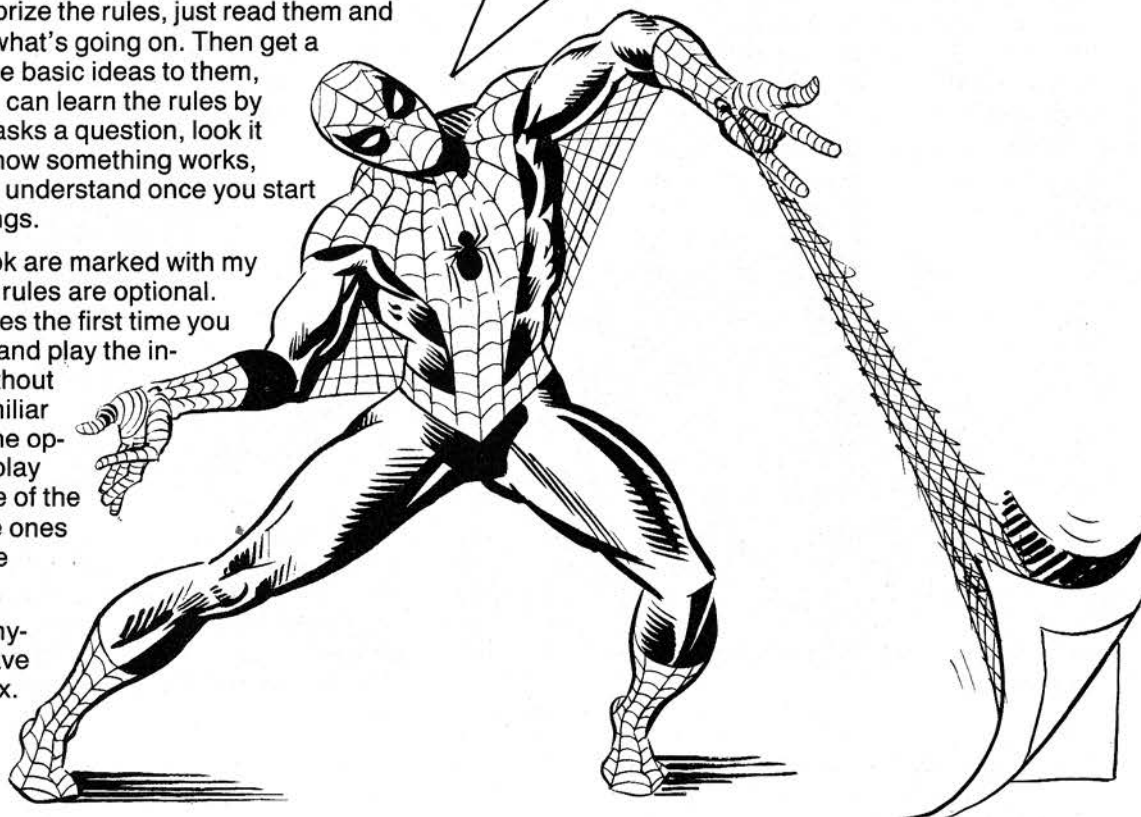
Remember those funny-looking dice? They have ten sides instead of six. In the MARVEL SUPER HEROES™ Game, they're called

percentile dice, and are used to roll numbers from 1 to 100. Roll both dice; the number showing on the dark die is the tens digit, and the number on the light die is the ones digit.

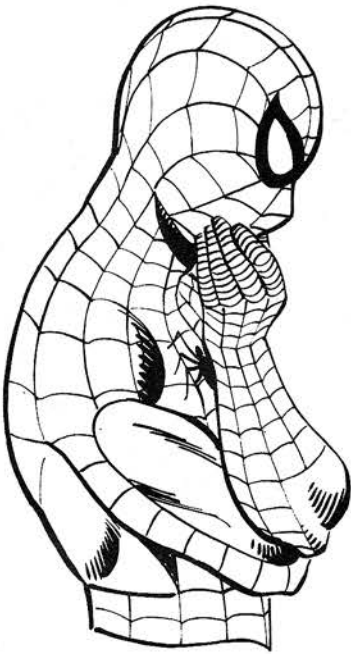
For example, if you roll 5 on the dark die and 3 on the light die, you've rolled 53. If you roll 7 on the dark die and 0 on the light, you've rolled 70. But if the dark die is 0 and the light die 7, the number is 07, or 7. A roll of 0 on both dice is 100.

Use the crayon to fill in the numbers on the dice, and wipe off any excess wax with a tissue or cloth. This makes the dice easier to read.

Okay, all that preliminary stuff is out of the way, so let's get this show on the road. We can now turn the page and ask the musical question. . .



WHAT IS A HERO?



A lot of people think of heroes as odd, powerful weirdos who hang around in funny costumes and throw punches at villains. Actually, we're just plain folks. Sure, our special powers make us a little tougher than your average Joe, but most of those powers are just normal abilities that have been tremendously improved.

Every hero, villain, and ordinary character in the Marvel® Universe has seven abilities: Fighting, Agility, Strength, Endurance, Reason, Intuition, and Psyche. Each ability describes how well that character can do something, like pick up heavy objects, dodge flying bullets and rocks, or beat up bad guys. These abilities are described below.



FIGHTING is the ability to punch, poke, jab, kick, trip, wallop, or whack someone, with bare hands or with a weapon. Captain America is good at this sort of thing. Even though he doesn't have any super powers, he fights so well that he holds his own against super-powered foes.



AGILITY is the ability to hit an opponent with a weapon that is thrown or fired. It also measures the ability to dodge a missile that somebody threw or fired at you. In fact, this ability covers everything that takes coordination: jumping from roof to roof, somersaulting over a wall, catching a baseball. While I don't like to brag, yours truly is a fine example of high Agility. I'm fast, nimble, and an ace shot with my trusty web-shooters.



STRENGTH measures how much weight a hero can lift and how hard he can punch with bare hands. Someone with tremendous strength, like the Hulk or the Thing, can toss around railroad cars and punch holes in battle-ships. My own dear Aunt May, on the other hand, has trouble opening the closet door.



ENDURANCE measures how far a hero can push himself, and how well he resists the effects of gas, poison, and stuff like that. Again, the Incredible Hulk is a good example of high Endurance; he can hold his breath for hours, and he never gets tired.



REASON equals brains, or raw smarts. It measures the ability to think logically and use complicated equipment. Reed Richards (Mr. Fantastic of the Fantastic Four) can repair machines, invent new machines that warp gravity, open doors to other dimensions, and even figure out alien technology. He gets a high score for his Reason ability.



INTUITION is wits and common sense. It goes hand-in-hand with Reason. A hero uses Intuition to notice something everyone else missed, when he senses danger, or when he has a hunch. People with high Intuition are very aware of the world around them. Not that I'm bragging, but my spider-sense gives me high Intuition.



PSYCHE (si'-key) measures force of will. It also affects mental powers and magical spells. A few heroes have learned to harness their Psyche and use it to wield magical power. The most famous is Earth's Sorcerer Supreme, Doctor Strange.

Each of a hero's seven abilities has a rank, from Feeble (the lowest) to Unearthly (the highest). Ranks are described below. I'll explain the rank numbers later.

Table 1: Rank Numbers and Descriptions

Rank	No.	Description
Feeble	2	Far below average human ability
Poor	4	Below average human ability
Typical	6	Average human ability
Good	10	Above average human ability
Excellent	20	Olympic ability
Remarkable	30	Limit of natural human ability
Incredible	40	Enhanced human ability
Amazing	50	Highest rank possible for anything considered human
Monstrous	75	Beyond the realm of humanity
Unearthly	100	The limit of human ability to describe and understand
Class 1000	1000	Beyond human ability to comprehend

Every hero in the game has an information card. The information card lists all seven of the hero's abilities and each ability's rank. You'll find my own handy-dandy information card on the character folder. Take a look and you'll see that each of my seven abilities has a rank. Go ahead and look; I'm not shy. I'll be waiting in the next paragraph . . .

SUPER POWERS

In addition to incredible. . . um, amazing. . . really good abilities, most super heroes have super powers. But instead of describing all the powers here, each hero's powers and their effects are listed on the hero's information card.



For example, my super powers are spider-sense, wall-crawling, and a special weapon (my web-shooters). If you didn't notice these on my information card, take another look right now (how high did you say your Intuition was?).

TALENTS

Super heroes don't spend all of their time nabbing bad guys and saving the world. Most of us have jobs that require skills, and everybody has a hobby or two. Because of our interests, we heroes develop talents unrelated to our lives as costumed crimefighters.

The difference between these talents and our super powers is that any normal man can learn a talent; you don't have to be a super-anything to have a talent or two. These talents and their effects are described on each hero's information card.

For example, I've always loved chemistry, and I've been taking photos for the *Daily Bugle* since I was a student at Midtown High. My talents, then, are chemistry and pho-

tography. These talents and their effects are listed on my information card (you didn't put it away again, did you?).

Assigning Super Powers and Talents

If you want to use Marvel® heroes that aren't described in this game, it's easy to pick their super powers and talents. First, study the hero's books. Marvel® Comics are the best resources, and they're easy to get if the hero is still active.

Use super powers to describe special aspects of the hero that aren't covered by his abilities. For example, the Thing is real strong. He doesn't need Strength as a super power, though, because his Strength ability rank is Monstrous; that covers his super strength. He also has rock-hard skin that shrugs off bazooka shells; now, that's a super power worth writing home about.

If you make up your own super heroes, be sure to study "The Origin of . . ." in the Campaign Book.



VARIABLE ABILITIES

Take another look at my information card (I hope you're keeping it out where you can see it; there's lots of important stuff there). After my seven abilities, but before my super powers and talents, are four more abilities: Health, Karma, Resources, and Popularity. These aren't quite like the abilities we discussed earlier, because these change while you're playing the game. That's why they're called variable abilities.



HEALTH is a number between 8 and 400. It indicates generally how healthy and physically fit the hero is. When a hero isn't sick or hurt, his Health equals the sum of his Fighting, Agility, Strength, and Endurance rank numbers. When a hero gets hurt (usually because he got thumped by a bad guy), a few points are subtracted from his Health. The exact number depends on who got hit, who did the hitting, and what the hitting was done with. That's all explained later.*

If a hero's Health is reduced to 0 or less, that hero is knocked out cold for the rest of the fight.* While he's out, the bad guys will probably slip away with whatever they were after, insult him behind his back, and gloat a lot. When we good guys knock somebody out, we simply give the nasty villain to the Boys in Blue, then swing away into the sunset.

Healing. An injured or sick hero regains Health points equal to his current Endurance rank number every day. This number is doubled if the hero rests in bed all day, and tripled if he is under a doctor's care or in a hospital. (If you think this is too easy on us, think again; when I'm in the middle of an adventure, I'm lucky to find time to chow down.) If the hero's Endurance rank was reduced,* he regains one rank per week. Healing continues until the hero's Health and Endurance return to normal.

KARMA reflects a hero's control over luck and fate. Heroes can use their Karma to pull themselves out of bad situations, load all of their energy into one punch, or otherwise save themselves when all the cookies are on the line.

*(See "It's Clobberin' Time," p. 10 — Sentient Steve)



Karma points can be used to modify dice rolls. Basically, spending one Karma point adds one point to the roll. The details of this are explained in the next section, "FEATs."

The hero can spend as many Karma points as he has, but heroes seldom have many at one time. At the start of a game, a hero has Karma points equal to the sum of his Reason, Intuition, and Psyche rank numbers. That seems like a lot, but, believe me, it goes fast.

Heroes can spend Karma to raise the result of any FEAT dice roll. Karma also can be spent to raise a hero's Resources or abilities.



RESOURCES is a fancy name for money, something I never seem to have. At this point in the game, you don't need to worry about money yet. We'll talk about Resources in the Campaign Book.



POPULARITY measures how well-liked the hero is. Like Resources, Popularity isn't very important unless you're playing a campaign game, so we'll talk about it more in the Campaign Book.

FEATs

To be a super-powered hero, you've got to do things that will make people look up from their *Daily Bugles* and say "Wow!" when they read about your FEATs.

Whenever a hero tries to do something incredible, like bending steel girders or dodging bullets, he's attempting a FEAT: A Function of Exceptional Ability or Talent. To determine if the FEAT succeeds, the player rolls the dice; if the number rolled is high enough, the FEAT worked. This is called making a FEAT roll.

On this book's back cover is the Universal Table. The Universal Table helps determine if the number rolled is high enough for the FEAT to succeed. The 11 ability ranks are listed across the top of the table, plus two extra columns: Shift 0 and Shift X. (The two shift columns are used in fights, so we'll talk about them later.) Down the left side is a list of numbers from 01 to 100.

To make a FEAT roll, roll the dice and find the number rolled along the left side of the table. Across the top of the table, find the ability rank that the hero used. Now find the box where the ability rank's column and the number's row intersect. The color of that box indicates whether the FEAT succeeded (green, yellow, or red) or failed (white).

Table 2 lists the seven abilities, and a few examples of the kinds of things a hero can do using each ability.

Table 2: Abilities and Activities

Ability	Activities
Fighting	Attacking with bare hands, a club, or a knife
Agility	Dodging, jumping, acrobatics, throwing things
Strength	Lifting, breaking, bending, wrestling
Endurance	Resisting unconsciousness or poison
Reason	Understanding technology
Intuition	Avoiding surprise, finding clues
Psyche	Casting spells, resisting mental control

So much for the basics. Let's look at an example.

Here I am swinging through the Big Apple when I spot a fuzzy little pup running into the street, right in front of a delivery truck. I've got to swoop down, grab the puppy, and swing to safety with it. Even though I do stuff like this all the time, it's not as easy as it looks. I'm using my Agility to attempt a FEAT.

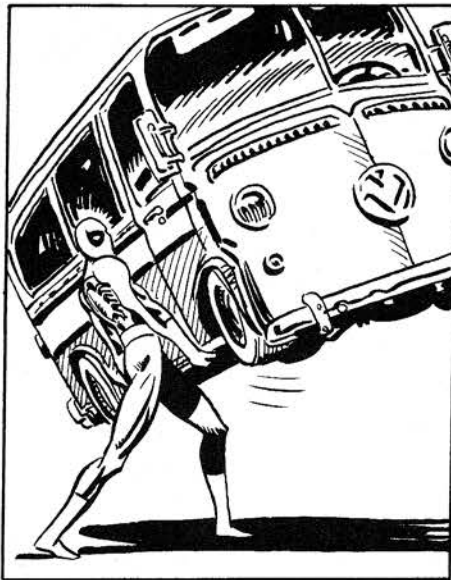
Let's say the FEAT roll is 18. Since 18 is between 15 and 20, we look at the 15-20 row on the Universal Table, and because my Agility rank is Amazing, we look at the Amazing column. The intersection of the row and column is white, so the FEAT fails! I miss the puppy, and wonder why I ever thought this was a good idea. . .

If the dice roll was 59, I would have checked the 56-60 row. The Amazing column intersects the 56-60 row in a yellow box—Bingo! I swoop down, grab the pup, and swing back into the clear blue just as the truck roars past, all right under J.J. Jameson's office window.

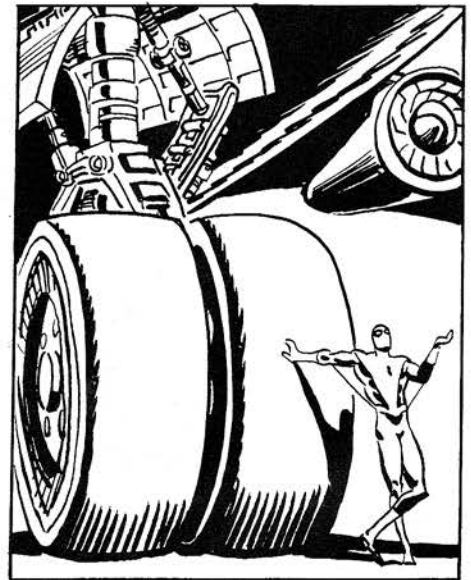




Piece o' cake!



No. . .oof. . .sweat!



You've gotta be kidding!

A FEAT roll is necessary only when a hero does something out of the ordinary. Walking down the street or opening a door doesn't require a FEAT roll. Neither does flying or swinging on a web, if that's something the hero does normally. On the other hand, flying through a small window or swinging between a pair of whirling blades is a lot more difficult; dangerous actions require FEAT rolls. And some things are just impossible, no matter how well the player rolls on the Universal Table (you'll never see me picking up a jumbo jet!). The best guide to what is and isn't possible are Marvel® comics. If the hero can do it in the comic books, he can try it in the game.

FEAT Option: The three colors on the Universal Table represent three different levels of difficulty. Green is the easiest to achieve, Yellow is a little tougher, and Red is the hardest.

Green FEATs are tough enough to test the hero's ability, but are relatively simple. Lifting a moderate weight, spotting a clue, and holding your breath are green FEATs. A green FEAT is successful if the number rolled is in the green, yellow, or red area on the Universal Table.

The hero tries yellow FEATs when there's real trouble. Lifting the maximum weight or knocking a gun out of someone's hand is a yellow FEAT. A yellow FEAT is successful if the number rolled falls in the yellow or red area on the Universal Table.

Red FEATs are very difficult, requiring massive effort and the use of hidden reserves. Lifting more weight than the hero's maximum or leaping farther than ever before are all red FEATs. A red FEAT succeeds only if the number rolled falls in the red area on the Universal Table. (And let me tell you, red results are few and far between.)

Using Karma

When his fat's in the fire and a hero really needs that FEAT roll to succeed, he can spend Karma points to improve his chances of success. Before rolling the dice, the player announces that he's spending Karma (and what color of FEAT he's attempting, if you're using that optional rule or if the hero is in combat).

If the dice roll isn't as high as the player wanted, subtract the roll from the number needed to accomplish the FEAT. Next, add this number of points to the dice roll, and subtract the same number from the hero's Karma. TA DA! You've just turned a low roll into a successful FEAT.

Of course, if the hero doesn't have enough Karma points to make up the difference between the dice roll and the number that was needed, he can't accomplish the FEAT. In this case, simply subtract 10 points from the hero's Karma. He doesn't have to spend all of his Karma if it won't raise the score to what he wanted. In fact, once a player says he is going to use Karma, he must spend at least 10 points, even if he gets lucky and makes the FEAT roll without adding anything. It's expensive to spend Karma on everything; a smart hero saves Karma until he really needs it.

Besides using Karma to raise his own dice rolls, a hero can use it to lower somebody else's. If somebody hits a hero, and he doesn't like it, he can lower their dice roll to the next lower color by paying 40 Karma points.

Finally, only the good guys get to spend Karma freely. Characters controlled by the Judge can spend only 20 Karma points on any one dice roll. They can spend any amount to save their lives or build things.

Heroes who get attacked when they weren't expecting to be attacked can't spend Karma during the first round of a fight.

Things

No, this isn't about Ben Grimm's family. I'm going to discuss tearing cars apart, ripping street lights out of the pavement, punching holes in brick walls, and other fun things like that.

Like abilities, materials are ranked from Poor to Unearthly. If the hero's Strength rank is better than the material's rank, he can rip it apart, break it up, or otherwise mangle it if he makes a green FEAT roll. If the material is ranked the same as the hero's Strength, he needs a yellow FEAT roll, and if it is ranked higher, he must make a red FEAT roll.

Table 3: Material Strength

Feeble	- cloth, glass, brush, paper
Poor	- ice, common plastic, wood, crystal
Typical	- rubber, soft metals (gold, brass)
Good	- mortared brick, aluminum, light machinery
Excellent	- concrete, iron, bullet-proof glass
Remarkable	- reinforced concrete, steel
Incredible	- solid stone, vibranium
Amazing	- steel alloys, granite
Monstrous	- diamond, heavy super-alloys
Unearthly	- adamantium steel, mystical elements
Class 1000	- A few special elements cannot be affected by brute force. Three examples are pure adamantium, Captain America's shield (made of an adamantium/vibranium alloy), and Thor's Hammer, Mjolnir (made of mystic elements and imbued with power by Odin himself).

Material Option: You can make it easier to break weak materials and tougher to break strong materials by using this optional rule.

If the material is less than 2 inches thick, let the hero make a FEAT roll as if his Strength is one rank higher than it really is. If the material is more than 1 foot thick, make the FEAT roll as if the hero's Strength is one rank lower than it really is. If the material is more than 2 feet thick, make the FEAT roll as if the hero's Strength is two ranks lower.

If the material's rank is lower than the hero's Strength, count the number of columns between the hero's Strength rank and the material's rank on the Universal Table. Then shift the hero's Strength one column to the right for each column of difference. If the player makes a green FEAT roll on this column, the hero succeeds.

For example, imagine that I'm trying to tear apart a brick wall. Mortared brick has a rank of Good, and my Strength rank is Incredible. Incredible is three columns to the right of Good, so I shift right three columns to Unearthly. I use this column to make a green FEAT roll.

If the material's rank is higher than the hero's Strength, do the opposite. Count the columns between the material's and the hero's Strength, then shift one column to the left for each column of difference. Now the hero must attempt a red FEAT.

If both the material and the hero's strength have the same rank, don't shift any columns and make a yellow FEAT roll. No shift can get the hero into Class 1000 or below Shift 0, no matter what the hero is doing. Only heroes with Class 1000 ability ranks can use the Class 1000 column.



MOVING ON THE MAP

Look at the game map. On one side is a typical downtown section of a big city, and on the other are a few building interiors. Both maps are divided into *areas* by dotted and solid lines. When heroes move, they travel from area to area.

Most heroes have their pictures painted on a counter. The counters show the hero's location on the map. Actually, the little arrow in the corner shows the hero's exact location; if the counter is too large to fit inside an area the hero is in, place the tip of the arrow in the area.



Cap is in the ice cream store, even though his counter overlaps some of the adjacent areas.

A hero's Endurance determines how far he can move in one round. A hero with Feeble Endurance can move only one area, a hero with Poor to Excellent Endurance can move two areas, and a hero with Remarkable or better Endurance can move three areas.

All lines on the map outline areas. Thick solid lines represent outside walls, and thin solid lines represent inside walls. Dotted lines don't represent any kind of barrier; they just outline area boundaries. Heroes can cross dotted lines without looking for doors or otherwise being slowed down.

Sometimes, a hero must go through a wall without doors or windows. In this case, he can try crashing through the wall.* Outside walls are usually Excellent material; inside walls are Typical material. Walls might be stronger or weaker in special cases.

A hero can keep people from entering a doorway by standing in it. Anyone trying to go through the door must slam, stun, or charge the character in the doorway; slamming, stunning, and charging are explained in "It's Clobberin' Time!"

If there's a lot of stuff in an area (desks, boxes, trashcans) put a clutter marker in it. If a big crowd gathers, put a crowd marker in that area. A hero on the ground has to make an Agility FEAT roll to move into or out of a crowded or cluttered area.

* (See FEATs—Steve.)



It's hard to fight in crowded areas, too. Any attack in a crowded or cluttered area gets shifted one column to the left. Any missile weapon or thrown item that misses its target in a crowd hits an innocent bystander. Three rounds after a fight starts in a crowded area, the crowd clears away.

The number in the corner of each building is its height in stories. Each story is 10 feet high.

Heroes sometimes climb the sides of buildings. Each story counts as one area. Most people can move only one area per round on a building's side, but somebody like me, with a special power that allows normal movement on vertical surfaces, moves at normal speed.

Anyone moving across the outside of a building, whether it's an outside wall or the roof, ignores the building's interior walls (the thin solid lines, remember?). They must still pay attention to dotted lines or outside walls (the thick solid lines). Even flying characters must pay the cost to move across dotted lines or thick solid lines, since these are area boundaries.

People with Endurances below Remarkable can climb one story per round on stairs. Those with Endurances of Remarkable or better can climb two per round. An elevator takes one round to reach any floor it's heading for.

Some heroes have special powers that allow them to jump around like giant bullfrogs. The rest of us must make Agility FEAT rolls to jump from building to building, and we can't cross more than one area doing so.

If somebody falls from a building, he loses 10 Health points for each story. If that doesn't knock him out, he must make an Endurance FEAT roll; on a white result, he also passes out for one round for each story he fell. Heroes can spend Karma to reduce damage from falling; each Karma point reduces damage by one point. A falling person falls 10 stories (100 feet) per round.

Web-head hadda go save somebody, so he asked me to take over for a while. He couldn't have made a better choice, if I say so myself, 'cause

IT'S CLOBBERIN' TIME!



During fights, we break time up into turns called Rounds (like rounds in a boxing match). Each round is like one panel in a comic book. Keep that in mind when you play; if a hero can't do something in one panel in a comic book, he can't do it in one round in the game. (Some folks will insist on knowing how much time a round covers; well, it varies according to what's happening. A round usually runs anywhere from 5 to 15 seconds, depending on what the Judge decides. About the only firm rule is that a hero or villain can attack only once per round, unless he has special powers.)

This is what happens during a round of fighting:

1. The Judge decides what the bad guys are doing. He doesn't tell anybody; he just remembers it for himself.
2. The good guys tell the Judge what they're doing that round.
3. The Judge and one player each roll a die. If the Judge rolls higher, the bad guys have initiative that round. If the player rolls the high number, the heroes get initiative. If the numbers are tied, they roll again.
4. The side with initiative is the *attacker*, and the other side is the *defender*. The attacking side moves its heroes (or villains) and clobbers the other side.
5. Next, the side that didn't get initiative becomes the attacker, moves its heroes or villains, and clobbers the other guys.

Initiative Option: Compare the highest Intuition ranks on each side and count the number of columns between them on the Universal Table. The side with the highest Intuition rank adds 1 to its die roll for each column of difference, each round. For example, Magneto's got Excellent Intuition, and mine's only Good. He gets to add 1 to his initiative die roll each round when we slug it out. Big deal; I'll still clobber that clown every time.

Moving and Clobbering. To slug or grab somebody, a hero must be in the same area and right next to the creep (unless he's got a special power). When two guys can hit each other, put their counters together so the arrows in the corners touch.

A character can move and attack somebody in the same round, but his Fighting, Agility, or Strength ability gets shifted one column to the left for that attack. Even if a hero can't reach the bad guy, he can still clobber the piker by throwing something (but I'll explain that later).

Combat boils down to FEAT rolls. Different kinds of clobberin' use different abilities. Combat styles and abilities are explained like this:

Slugfest: Two guys pounding each other senseless with their hands, feet, big sticks, or any blunt instrument is a slugfest. Any attempt to hit somebody this way is a Fighting FEAT.

Hack & Slash: Attacking with a sharp weapon is a Fighting FEAT, too. Sharp weapons—knives, swords, spears, and other pointy things—are more dangerous than blunt weapons.



Shooting and Throwing: Two kinds of things can be used from a distance: missile weapons and thrown items. Missile weapons, like guns and bows, shoot an object at the target. Thrown items, like rocks and boomerangs, are actually thrown at the target. Of course, a hero must be able to see what he's throwing or shooting at. Some super powers can be used from a distance, too. Attacking with any distance weapon is an Agility FEAT.

All missile weapons have limited ranges, which are listed on Table 4: Weapons. The area next to the hero

counts as area number one. The range of thrown items depends on the thrower's Strength. A hero can throw something one area, plus another area for each rank that his Strength is above Typical. With my Monstrous Strength, I can throw something seven areas; Monstrous is six ranks above Typical, plus one because anybody can throw something one area.

Distance Weapon Option: Before making a FEAT roll to hit a target with a distance weapon, shift one column to the left of the attacker's Agility rank for each area between the attacker and the target, including the area the target is in.

Dodging: If a hero is afraid of getting a boo-boo, at the start of the round he can say he's dodging instead of attacking. Every time a villain punches, grabs, hits, shoots, or throws something at him, the hero makes an Agility FEAT roll and consults the Dodging column on the Battle Effects Table.



Grappling: Wrestling, squeezing, crushing, and choking are all forms of grappling. Grappling is a Strength FEAT. Escaping from a hold and wrestling an object from somebody's grasp are also Strength FEATs.

Charging: Occasionally, I smash my whole body into some joker, or jump down onto him. That's called charging, and it's an Endurance FEAT. When it works, it works well. When it fails, I'm in big trouble.

To charge somebody, the attacker must be able to see the thug he's charging. He must also be close enough to reach the target in one round, but not right next to it. He has to be at least a few steps away so he can build up a good head of steam. Then he charges right into the guy, shifts one column to the right of his Endurance rank on the Universal Table for each area he charges through, and makes an Endurance FEAT roll. He also does more damage, because he shifts his Strength rank one column to the right for each column he shifts his Endurance.



If a charging attacker misses completely, he keeps moving straight ahead. If there's an object in front of him, he hits it (look at the "1 Area" slam result to see what happens). Otherwise, he just roars into the next area and must make an Agility FEAT roll to avoid tripping and falling.

Getting Hurt

When a guy gets punched, stabbed, choked, or otherwise injured, he loses points from his Health. When he doesn't have any Health points left, he goes to sleepy-bye land. Then he has to make an Endurance FEAT roll.

If the result is green, yellow, or red, he stays unconscious until the fighting ends in his area, plus another 1 to 10 rounds (roll one die when the battle stops or moves away).

If the result is white, the poor beggar's dying. At the end of the next round, his Endurance drops one rank, and keeps dropping one rank at the end of every following round. When his Endurance drops below Feeble, the guy's an ex-hero, as in pushing up daisies.

Sounds pretty grim, huh? It isn't as bad as all that. If anybody spends a round helping a dying hero (or villain), the lucky fellow stops losing Endurance ranks and remains unconscious, as explained above. Helping somebody doesn't take any special skill. Also, when his Endurance reaches Feeble, he can stay alive (barely) by spending 5 Karma points per round to keep his Endurance from dropping below Feeble.

Punching and Grappling. When an attacker smacks or grapples a defender, the damage he does equals his Strength rank number. The defender must subtract this amount from his Health. So when I use my Monstrous Strength to pound somebody with my best Sunday punch, he loses 75 Health points.

Thrown items. A thrown item causes damage equal to the Material rank number of the stuff it's made of, or the Strength rank number of the guy that threw it, whichever is less. (Things like knives or spears can be thrown or held; if they're held, use the damage listed on the Weapons Table, otherwise, treat them as normal thrown items.)*

People can be tossed around, too, just like anything else. First, the attacker must grab his target by grappling (a Strength FEAT, remember?). If he succeeds, he can toss the defender down the way. The defender must then make two Endurance FEAT rolls; first he checks the "Slam?" column, then he checks the "Stun?" column. If he isn't slammed or stunned, he lands on his feet in the same area, out of the other guy's reach.

Weapons. Hack & Slash weapons and weapons that provide their own power, like guns, do a set amount of damage. This damage is listed on Table 4: Weapons. Blunt weapons cause damage equal to the attacker's Strength rank number, shifted up one rank.



Clobbering Lots of People. When I tackle a bunch of creeps at once, I don't waste muscle knocking them out one at a time. Instead, I get 'em all with one Sunday punch, like Aunt Petunia taught me. Anybody can do it,

but it's not easy. If a hero wants to smash more than one guy at once, he makes a FEAT roll using the ability that applies (Fighting for punching and Endurance for charging). If the result is yellow or red, the hero nails the whole bunch, friend or foe. If it's green or white, he misses everybody.

Wrestling's a little bit different. A hero can shake off any number of attackers with one yellow FEAT roll, but he needs special powers to grab more than two guys at once.

If a hero wants to mash a bunch of goons from a distance, there's only one way to do it: throw something really big, like a chunk of pavement. Tossing something that big affects everybody in the area, but they all get a chance to jump out of the way by making an Agility FEAT roll. (Captain America can toss his shield into lots of clowns, but that's a special power.)

Pulling Punches. If a hero is a big guy like me and doesn't want to hurt somebody too bad, he can hit softer. Most attacks can be reduced by one color: from red to yellow, or yellow to green. Or, the attack can do less damage; I don't need all 75 points to knock out most Joes. A player doesn't need to say how much he's pulling a punch until after he finds out if it hits.

The only way to change damage from missile weapons or thrown items, though, is to spend Karma. Guns and bows are dangerous, and can kill accidentally. Reducing a missile or thrown item kill to a simple bull's-eye costs 50 Karma points, period. That's why heroes usually don't carry guns.

Body Armor. Being orange and rocky is nobody's picnic, but it does have one advantage: stuff bounces off. Iron Man's armor does the same thing, and Man-things squishy body has the same effect by letting things pass right through. No matter what a guy's armor looks like, it protects him from damage.

All body armor has an armor rank. Before a defender with body armor must subtract any points from his Health, an attacker must do more points of damage than the armor rank of the defender's body armor. Even if an attacker manages to hurt a defender wearing body armor, he must subtract the defender's body armor rank from the damage he normally inflicts. For instance, my skin is Remarkable armor, so I don't take any damage unless the guy's Strength is at least Incredible. If a creep with Incredible Strength does hit me, I still lose only 10 Health points. His Incredible Strength rank (40) minus my Remarkable body armor rank (30) equals 10 Health points. Simple, huh?

Force fields do the same thing, but they affect all kinds of attacks; punches, bullets, energy beams, electrical shocks, everything! Regular body armor like mine affects energy beams and force bolts and weird stuff like that as if it was four ranks lower than it really is. If that

** (Only sharp thrown items like knives kill; blunt thrown items stun instead—Steve.)*

squirt Annihilus blasted me with one of his cosmic energy beams, my armor would only be Poor.

If the attacker's Strength rank equals the defender's armor rank, the defender can be slammed, stunned, or even killed, but he doesn't lose any Health points.

Getting Hit When You're Down. Some really wicked villains will clobber a hero when he's unconscious. This really hurts. Each successful hit a villain lands costs the unconscious hero an Endurance rank. Well, nobody said this was an easy job.

The Battle Effects Table

Clobberin' FEATs are different from normal FEATs because the colors on the Universal Table mean something, instead of just bein' pretty.

When an attacker tries to make a combat FEAT roll, he finds the ability he's using and what he's trying to do on the Battle Effects Table (right underneath the Universal Table). Next, he rolls the dice and compares the color of the result he gets on the Universal Table to the color on the Battle Effects Table. The effect of his combat FEAT is listed right there in same color as his dice roll on the Universal Table.

For example, let's say I'm having a little fun bouncing my delicate digits off some Skrull's cranium (a slugfest). My Fighting ability is Incredible. My dice roll result is 44. That's a green box in the Incredible column. Looking at the Effects Table, the green box under Slugfest says "Hit." Voila! I creamed the little creep.

Here's what all the results mean:

Miss: The hero didn't succeed. He can usually try again in the next round.

Hit: The defender gets clobbered. He loses a few Health points, depending on what form the attack took.

Slam: If the attacker's Strength is at least equal to the defender's Endurance, the defender must make an Endurance FEAT roll and consult the "Slam?" column of the Battle Effects Table.

Stun: If the attacker's Strength at least equals the defender's Endurance, the defender must make an Endurance FEAT roll and consult the "Stun?" column of the Battle Effects Table.

Kill: The defender is dying, fast. He loses all his Health points and passes out. His Endurance falls one rank at the end of every round until he dies (when his Endurance rank falls below Feeble). He doesn't get to make an Endurance FEAT roll to avoid this. If somebody spends a round helping him before he dies, he stops losing Endurance. Once his Endurance reaches Feeble, he can stay alive by spending 5 Karma points per round to keep his Endurance at Feeble.



Bull's-Eye (thrown items or missile weapons only):

The attacker hits the target wherever he wants. There are some limits on this: first, the attacker can't kill or maim a living, human-sized target by hitting him in a vital area, like the heart or head. (Killing shots are already taken into account on the Battle Effects Table.) The attacker *can* temporarily disable the defender by shooting him in the arm or leg. He can also shoot an object out of somebody's hand, or even shoot a lever or button on a machine. In any case, the attacker must say he's trying for a bull's-eye (and say what he's trying to hit) before rolling the dice. Otherwise, this is just a normal hit.

2, 4, or 6 Shifts: Anybody attacking the hero this round shifts their attack 2, 4, or even 6 columns to the left on the Universal Table.

Hold: The attacker has grabbed the defender and pinned him in a bearhug, headlock, armlock, or other wrestling hold. This causes the same damage as punching, but the attacker keeps dishing out damage every round without making another FEAT roll until he lets go, or until the defender escapes.

Escape: The defender slips out of the hold and gets away. He can move up to one area away.

Reverse Hold: The defender not only slips out of the hold, he turns around and grabs the guy who was holding him, without making a second FEAT roll! If he doesn't want to reverse the hold, he can move one area away instead.

Grab: The attacker pulls whatever he was trying to grab out of the defender's grasp.

Break: The attacker grabs what he wanted, but not the way he wanted. If it's delicate, the object breaks. If it's a gun, bomb, or something else that can go off, it goes off. Roll dice for everything important in the area — the object (or character) with the lowest dice roll gets hit.

1 Area: The defender gets knocked right out of his area into an adjacent one. The attacker picks the area. The two areas must be next to each other. If there's a wall in

between — well, nobody said this job was easy. If the guy who did the punching is stronger than the material of the wall, the hero goes through it. Otherwise, he bounces off. In either case, the guy who got slammed loses more Health points, the same as if he'd been punched again.

Same Area: The defender gets knocked down in the same area. A little embarrassing, but not too bad otherwise. It slows him down, though, because the clown on the floor has to spend one round getting up before he does much of anything else.

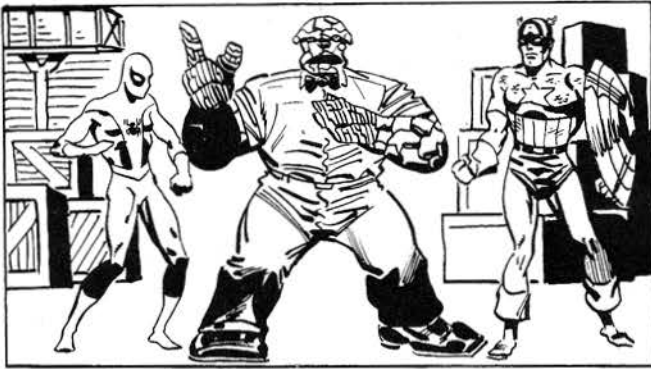
1-10 Rounds: This guy is going to La-la Land. He loses all of his Health points and passes out. Roll one die — this sleepy-head is out for that number of rounds. When he wakes up, he recovers as many Health points as his Endurance rank number. He doesn't make an Endurance FEAT roll to see if he starts losing Endurance ranks.

Table 4: Weapons

Weapon	Range	Damage	Notes
Handgun	3	6 pts	can be fired with 1 hand
Rifle	10	10 pts	must use 2 hands to fire
Assault Rifle	7	10 pts	2 hands to fire
Shotgun	3	20 pts	2 hands to fire
Bow	5	6 pts	2 hands to fire
Crossbow	3	10 pts	2 hands to fire, 1 round to reload
Knife	T	10 pts/or as thrown	blade up to 12 inches long
Spear	T	10 pts/or as thrown	any blade with a handle over 1 foot long
Sword	0	10 pts/or as thrown	blade more than 12 inches long
Blunt Weapon	0	Strength + 1 column	shift right 1 column when attacking
Thrown Item	T	Material or Strength rank number, whichever is lower	blunt, thrown objects don't kill — they stun instead
Special (lasers, bombs, etc.)		See Building Things	

T Thrown weapons have a range equal to the number of ranks that the thrower's Strength is above Typical, plus one.

In case you're wondering how all this works, I've arranged for a little demonstration between Captain America and Spider-Man. Pay close attention, now.



All right, you two, I want a nice, clean fight. No gouging, no spitting, and lots of variety.



C'mon, Cap, you must be able to do better than that! Ben told me you were tough!

Captain America is attacking, but Spider-Man is dodging this round. Spidey dodges with a dice roll of 70, giving him four shifts to the left. Cap attacks, but rolls 32. Normally this would hit, but because Spider-Man is dodging, Cap's Fighting is reduced to Good and 32 isn't high enough to be a hit.



That thing makes a good target, Cap!

Spider-Man wins initiative, and kicks Captain America's shield. Spider-Man's dice roll is 83. Cap's shield soaks up the damage, but the kick was a possible slam. Cap's Endurance roll is 42, so he's knocked down and can't do anything else this round.



Don't get cocky, Spider-Man. I'm not out of this yet.

Cap can't do anything but get up this round. It looks like Web-head is giving him time to get back on his feet, but he's moving in to attack again next round.



Heads up, Web-slinger!

This time Cap wins initiative, and gets tricky. Instead of attacking Spider-Man, Cap tosses his shield at a stack of crates, trying to knock it over. The dice roll is 82—Bull's Eye! And Spidey is buried under an avalanche of packing crates.



Nice try, friend. Let's do this again sometime!

Thanks, but no, thanks.

As my Aunt Petunia would say, "That about wraps it up."



All right, you know how to move and fight, and what the numbers and abilities mean. Now it's time to play your first. . .

MARVEL SUPER HEROES™ Adventure

The third book in this game is the Adventure Book. You can use what you've learned in the Battle Book to play the battle games in the Adventure Book.

Before you start, a player must volunteer to be the Judge. Usually, the person who owns the game or knows the rules best is the Judge. The Judge does the most work because he makes sure everybody follows the rules, but he also controls all the bad guys. If there are a lot of bad guys, you can have two or three Judges, but each Judge should get to control at least one super-powered bad guy.

The other players are the good guys. It's best if each player controls only one hero. These players should read their hero's information card carefully before the game and make sure they understand all of the hero's abilities and super powers.

Once the battle starts, the Judge is like a referee. He makes decisions and rolls dice for the bad guys, and keeps track of the bad guys' Health and Karma points. When the players tell the Judge what their heroes are doing, the Judge tells the players what the heroes see and hear, or what the bad guys are doing. The easiest way for the Judge to handle all this is to follow the step-by-step order outlined in "It's Clobberin' Time!"

The Adventure Book and the MARVEL SUPER HEROES™ game adventures sold separately tell a complete comic-book story. The Adventure Book is divided into chapters, and each chapter deals with one battle, event, or discovery.

The chapters in the Adventure Book are divided into three sections: Battle, Campaign and Aftermath. If you haven't played any adventures yet, all you need to read is the introduction and the battle section of "The Meeting and the Mystery." It tells how to play your first MARVEL SUPER HEROES™ battle! Campaign stuff is explained in the Campaign Book — you'll get to that before long.

Each chapter's battle section describes the big fight in

that chapter. (Some chapters don't have fights, so they don't have a battle section.) The battle section tells you:

- *Who the villains are and how many thugs work for them (sometimes we call bad guys non-player characters, or NPCs).
- *Where the heroes and villains are when the battle starts.
- *What the villains are trying to do — rob a bank, take over the world, or just bother nice guys like me.
- *How the villains intend to carry out their plans — Doctor Doom acts differently than Doctor Octopus, for example.

The campaign rules are described in the second rule book (called the Campaign Book — neat, huh?). The campaign rules add all the things that aren't battles: friends and enemies, newspapers and television, police, detective work. Battles are a lot of fun, but the campaign rules are even more fun. The Aftermath Section wraps up each chapter.

If you're only playing the battles, the players and judge do two things at the end of each chapter:

- 1) Set the heroes' Karma back to its starting value.
- 2) Adjust the heroes' and villains' Health scores according to the instructions in the Aftermath section. Sometimes heroes get lots of Health points back, and sometimes they don't get any. It depends on how much time they have to rest between battles.

After playing the battles in "Day of the Octopus," you might wonder what to do next. My buddies at TSR, Inc. publish new Adventure Books pretty often, but you can make up your own fights and adventures, too. Just answer a few questions covered in the battle section (Who are the bad guys? What do they want?), pick a few heroes to save the day, and let 'er rip!

I am Uatu, the Watcher. You can explore the full richness of the Marvel Universe by joining Spider-Man and myself in the Campaign Book. Until then, good battling, Earth-people.



That's it for the Battle Book, true believers. If you're still not sure how something works, or just want to ask some questions, send your comments and questions to:

MARVEL SUPER HEROES™ Questions

POB 756
Lake Geneva, WI
53147

Be sure to include a stamped self-addressed return envelope with your letter—Uatu has a hard time getting stamps on the moon.

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Special Thanks To Harold Johnson, for keeping sharp objects out of our hands.

THE UNIVERSAL TABLE

DICE ROLL	0 SHIFT 0	2 FEEBLE	4 POOR	6 TYPICAL	10 GOOD	20 EXCELLENT	30 REMARKABLE	40 INCREDIBLE	50 AMAZING	75 MONSTROUS	100 UNEARTHLY	150 SHIFT X	1000 CLASS 1000
01-05													
06-10													
11-15													
16-20													
21-25													
26-30													
31-35													
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71-75													
76-80													
81-85													
86-90													
91-94													
95-97													
98-99													
100													

THE BATTLE EFFECTS TABLE

Fighting		Agility		Strength			Endurance		
Slugfest	Hack & Slash	Shooting & Throwing	Dodging	Grappling	Escaping	Snatching	Charging	Slam?	Stun?
Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	1 area	1-10 rounds
Hit	Hit	Hit	2 shifts	Miss	Miss	Miss	Hit	Same area	No stun
Slam	Stun	Bull's-Eye	4 shifts	Hold	Escape	Grab	Slam	No slam	No stun
Stun	Kill	Kill	6 shifts	Hold	Reverse	Break	Stun	No slam	No stun

From the producers of the DUNGEONS & DRAGONS® Game

MARVEL SUPER HEROES™

CAMPAIGN BOOK



TSR, Inc.

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Special thanks to the MARVEL Bullpen

John Byrne, Joe Rubinstein, John Romita, Jr., Walt Simonson, Butch Guice, Art Adams, Frank Giacoia, Al Milgrom, Joe Sinnott, Jack Abel, Paul Smith, Ross Andru, Mike Esposito, Gil Kane, John Romita, Sr., Sal Buscema, Terry Austin, Steve Ditko, Bob Budiansky, Kerry Gammill, Don Perlin, Jack Kirby, Mike Zeck, Ed Hannigan, Bill Sienkiewicz and Chic Stone.

I am The Watcher. My duty is to observe this world, and a thousand of its kindred, hanging gemlike in the lunar sky. Each of these worlds is home to millions of men: well-intended or evil, craven or valiant. Each of these worlds has its outstanding few, those who are immortalized in the MARVEL SUPER HEROES™ game.

You hold in your hands the Campaign Rule Book. It builds upon the ideas set forth in the Battle Book, and I strongly urge you to read and master the first book before continuing through this text. These campaign rules allow the judge to conduct longer, connected adventures for the players, rather than individual battles. To begin, let's learn more about these men and women called heroes.



"What Chrome-dome's trying to say is that this is the second book, so if you haven't read the Battle Book yet, go read it first! We'll be waiting on the next page when you're ready."

CAMPAIGN BOOK

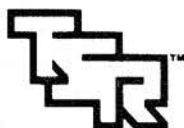
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CHAPTER 1: HEROES



POWER ROSTERS

In the Battle Book, I described the seven abilities that all heroes, villains, and normal men possess. I pointed out that a rank must be assigned to each ability. Now, it's time to talk specifically about what each ability covers and how to assign the various ranks.

Each Power Roster on the following pages describes ranks as they apply to one ability. The Power Rosters also rank the abilities of various heroes. If your players

want to use an unlisted hero, compare his abilities to the abilities of listed heroes. Find a listed hero who is similar in ability, then assign the same ability rank to the unlisted hero. For example, the Abomination is a gamma-spawned monster with Fighting ability similar to the Hulk's. The Hulk has Remarkable Fighting ability, so the Abomination's Fighting ability is Remarkable.

FIGHTING

Fighting ability reflects skill in armed and unarmed combat. It's a hero's ability to hit his opponent during a slugfest.

Rank	Example	Description
Feeble	Aunt May Professor X	Untrained in combat, or unable to fight due to physical limitations.
Poor	Man-Thing Polaris Frog-Man J.J. Jameson	Little ability in combat; below-normal aptitude
Typical	Dazzler	Standard human fighting ability without special talent or training
Good	Capt. Marvel Dr. Strange Scarlet Witch Ariel Rogue Invisible Girl Mr. Fantastic Human Torch	Some formal training in combat; about police force level
Excellent	Iron Man Colossus Storm Nightcrawler Nick Fury Cyclops	Training and experience in combat; includes active members of the armed forces
Remarkable	Spider-Man Hulk She-Hulk Power Man	Superior natural talent, or service as a combat specialist in the armed forces
Incredible	Thing Wolverine Daredevil Iron Fist	Combines intelligence, experience, and ability into a powerful package
Amazing	Capt. America Black Panther Punisher	The ultimate human fighting machine
Monstrous	Valkyrie Karnak	Wielding superior powers unavailable to normal men
Unearthly	Thor Hercules	Superior powers backed by long experience in combat

AGILITY






Agility affects maneuverability, accuracy with thrown or fired weapons, the ability to dodge, and most other actions depending on coordination.

Because of super powers, some heroes have a special accuracy rank that is higher than their Agility rank. For example, Hawkeye has Remarkable Agility, but when using his special bow and arrows, his accuracy is Amazing.

Rank	Example	Description
Feeble	Modok Supremor	Physically limited, with little ability to maneuver or change direction
Poor	Hulk Gargoyle Juggernaut Professor X	Maneuvers with difficulty; slow reaction time, easily hit, clumsy
Typical	J.J. Jameson Scarlet Witch Mr. Fantastic Dazzler	Normal human reaction and accuracy
Good	Capt. Marvel Power Man Dr. Strange Thing Ariel	Some training or natural ability
Excellent	Iron Man She-Hulk Thor Cyclops Rogue Human Torch	Colossus Invisible Girl
Remarkable	Black Panther Storm Iron Fist Wolverine	Agility of an olympic athlete, from experience or natural ability
Incredible	Capt. America Daredevil	High natural agility with training; can perform complex gymnastics
Amazing	Spider-Man Nightcrawler Beast	Able to walk tightropes, dodge single bullets
Monstrous	Cobra	Superb sense of balance, able to dodge multiple bullets
Unearthly	Silver Surfer Quicksilver	Able to dodge automatic weapon fire with ease

STRENGTH











Strength is the amount of weight a hero can lift, and the amount of damage he causes with a single punch.

Rank	Example	Able to Lift
Feeble	Aunt May Professor X	50 lbs with difficulty
		
Poor	Ariel	100 lbs with difficulty
		
Typical	Capt. Marvel J.J. Jameson Dr. Strange Dazzler Invisible Girl Nightcrawler Storm Mr. Fantastic Cyclops	200 lbs with difficulty
		
Good	Daredevil Iron Fist	400 lbs with difficulty
		
Excellent	Capt. America Nightcrawler	800 lbs with difficulty
		
Remarkable	Beast Capt. Britain	1 ton with difficulty
		
Incredible	Spider-Man Power Man Iron Man	10 tons with difficulty
		
Amazing	She-Hulk Vision Rogue	50 tons with difficulty
		
Monstrous	Thing Sasquatch Colossus	80 tons with difficulty
		
Unearthly	Hulk Thor Wonder Man	more than 80 tons
		

ENDURANCE

Endurance reflects the ability to survive in hostile environments, and to regain lost Health. It is also the hero's ability to work without resting. ("Work" includes running long distances and battling bad guys. One minute of work equals about five rounds of fighting.)

To exceed Endurance limits and keep working, a hero must make an Endurance FEAT roll each round. If he fails, the hero must rest immediately. If he fails a second FEAT roll, the hero falls unconscious.

Rank	Example	Description
Feeble	Aunt May	Stay out of drafts Rest: must rest 2 rounds after 1 minute of work
		
Poor	Leader F. Richards A. Masters	Easily winded Rest: 2 rounds after 2 minutes of work
		
Typical	J.J. Jameson Frog-Man	Able to tolerate New York City in August Rest: 2 rounds after 10 minutes of work
		
Good	Rogue Dazzler Ariel Professor X	Rest: 2 rounds after 30 minutes of work
		
Excellent	Beast Daredevil Invisible Girl Human Torch Mr. Fantastic	Rest: 1 round after 60 minutes of work
		
Remarkable	Capt. America Capt. Marvel Dr. Strange Nightcrawler Wolverine Colossus Cyclops Spider-Man	Rest: no need for rest other than normal sleep
		
Incredible		Rest: normal sleep
		
Amazing	She-Hulk Power Man Storm	Rest: normal sleep
		
Monstrous	Thing Wonder Man Iron Man Hulk	Can survive for short times in a vacuum Rest: normal sleep
		
Unearthly	Thor Silver Surfer Vision	Can survive unprotected in space for long periods Rest: no sleep needed
		

REASON

Reason is a general term for intelligence, education, and all logical processes. Heroes use Reason to identify the functions of alien artifacts and to invent new devices of their own.

Rank	Example	Description
Feeble	Man-Thing Living Mummy	Barely there; has trouble with doors
Poor	Dazzler	Knows how to use common 1980 technology
Typical	J.J. Jameson Wolverine Capt. Marvel Storm Thor Colossus	Normal human level Daredevil She-Hulk
Good	Nightcrawler Capt. America Dr. Strange Black Widow Power Man Thing Iron Fist Human Torch Invisible Girl	Understands modern technology; can attempt repairs on moderately complex items (such as cars)
Excellent	Spider-Man Nick Fury Cyclops	Can perform small experiments, invent or jury-rig equipment, run complex machinery
Remarkable	Bruce Banner Sasquatch Ariel	Can operate advanced or alien equipment; can invent and build lasting equipment
Incredible	Professor X Magneto Tony Stark	Can repair advanced or alien technology; capable of making significant improvements on normal science
Amazing	Mr. Fantastic Dr. Doom Starhawk Leader Ultron	Develops ideas beyond the realm of normal science; can modify and improve alien technology
Monstrous	Stranger High Evolutionary	Full recall; thought far beyond the realm of humans; can create artificial life
Unearthly	Watcher Immortus	Sees all, knows all

INTUITION

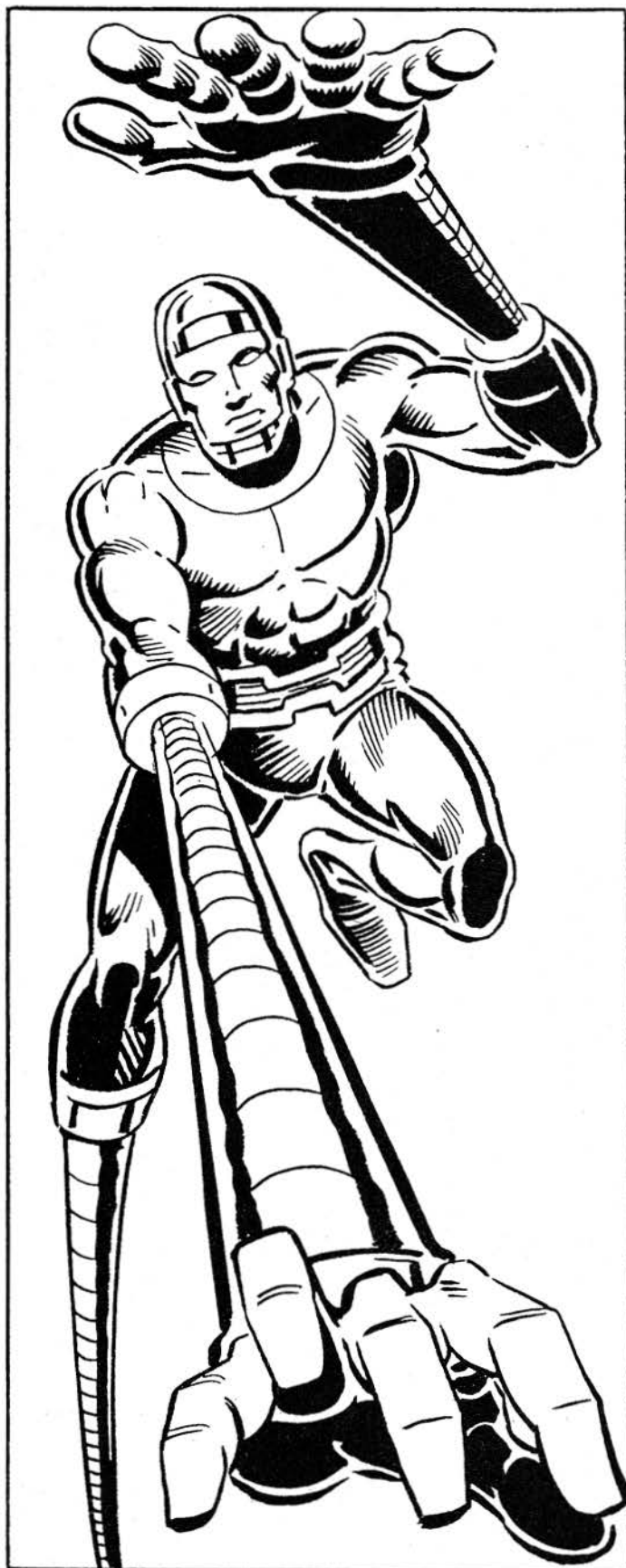
Intuition relies upon a hero's observation and senses to complement Reason. It also affects a hero's chance of being surprised. (I know what you're thinking and you're right, my spider sense is Amazing!)

Rank	Example	Description
Feeble	Man-Thing Living Mummy	Not aware of its environment unless harmed
Poor	Lackeys of AIM and HYDRA	Thick as a brick
Typical	J.J. Jameson Dazzler Colossus Hulk	Normal human level of intuition and observation
Good	Thing Capt. Marvel Ariel Invisible Girl Thor Rogue Human Torch	Sharper than average
Excellent	Power Man Nick Fury Iron Man Storm Nightcrawler	In the business of noticing things; has an eye for detail and odd circumstance
Remarkable	Moon Knight Cyclops	Detective; notices what others miss
Incredible	Capt. America Black Widow Iron Fist	Fine eye for detail and schedules; notices when something "feels wrong"
Amazing	Spider-Man Shaman Professor X	In tune with himself and his area; hard to surprise
Monstrous	Daredevil Dr. Strange Silver Surfer Wolverine	Notices things no normal person can; senses emotions
Unearthly	Watcher Starhawk	Plugged directly into the cosmos; one with the universe

PSYCHE

Psyche reflects willpower and inner strength. It is the "soul" of the hero, and the source of magical ability. (High Psyche does not grant magical power automatically, but it does make a hero more resistant to magic.)

Rank	Example	Description
Feeble	Man-Thing Lackeys of AIM and HYDRA	Easily controlled by magical or mental means
Poor	Rogue New Mutants	Young or untrained normal humans
Typical	J.J. Jameson Ariel Iron Man Capt. Marvel Human Torch Dazzler Power Man	Normal human; can be controlled by superior entity
Good	Capt. America Invisible Girl Daredevil	Some training in mind control, or experience with mind control
Excellent	Nightcrawler Storm Colossus	Trained to defend against mind control or familiar with magical wards
Remarkable	Hulk Mr. Fantastic Thing Cyclops	Hard to control except by magical or high-tech means
Incredible	Spider-Man Shaman Wolverine	Great strength of will; experience with magical foes
Amazing	Moondragon Dr. Doom Thor Iron Fist	Indomitable will; experience with magical and/or mental control
Monstrous	Professor X Loki Snowbird	Pinnacle of mental control; resistant to all but the most powerful magics
Unearthly	Dr. Strange Immortus	Highest level of magical control possible to mortals; invulnerable to mental attack



VARIABLE ABILITIES

HEALTH

Unconsciousness Option: If players want more detailed rules about getting knocked out, try one or both of the following. Both involve making FEAT rolls.

A hero can try to perform one last action before falling unconscious. First, the player tells the other players what his hero wants to do. Then the player makes an Endurance FEAT roll. If the roll is yellow or red, the hero performs the action. If not, well,



In any case, the player then makes another Endurance FEAT roll. The result determines how long the hero remains unconscious:

- FEAT failed — 3 hours, or until someone wakes him up with cold water, shaking, etc.
- Green — 1 hour, or until someone wakes him up
- Yellow — 30 minutes, or until someone wakes him up
- Red — 10 rounds; no more, no less

When a hero wakes up, he gets back a number of Health points equal to his Endurance rank number.

Sickness. A hero's Health can be reduced by sickness, too (even super heroes catch the flu). Sicknesses come in two types: fatal and non-fatal. A fatal illness reduces the hero's Health by a certain number of points every week until he dies or is cured. Non-fatal illnesses last a short time (usually less than a week), reduce the hero's Health once, and go away if he gets plenty of rest, drinks lots of fluids, and listens to his mom's advice. I'll tell you more about diseases when you need to know — hope it's not too soon.



RESOURCES, like I said, is a fancy name for petty cash. (Cash is never petty to me.) It isn't just money, though. It is the ability to get money or valuable equipment through many channels. It measures personal wealth and the influence of the hero with wealthy organizations. For example, Captain America is not rich. His alter identity, Steve Rogers, is an artist. But the Living Legend of WWII has connections with S.H.I.E.L.D., the Avengers, and half of the U.S. Government. Cap usually gets what he needs.

Like other abilities, Resources has a rank and a rank number. These are shown on those nifty information cards.

Table 5: Resources shows the number of resource points available per week. This weekly rate is the hero's Resource rank number. The Maximum column shows the maximum number of resource points the hero can accumulate at one time.

Table 5: Resources

Rank	Weekly Rate	Maximum	Description
Feeble	2r	10r	Reduced circumstances, unemployed or Social Security benefits
Poor	4r	20r	Freelance employment, bad credit risk (Peter Parker)
Typical	6r	50r	Salaried employment (game designer)
Good	10r	100r	Professional employment (Dr. Strange)
Excellent	20r	500r	Static inheritance fund (Moon Knight, Stark Foundation)
Remarkable	30r	1,000r	Small corporation (Fantastic Four Inc.)
Incredible	40r	5,000r	Large corporation (Stane International*)
Amazing	50r	None	Small country (Dr. Doom, Latveria)
Monstrous	75r	None	Large nations (U.S. and U.S.S.R.)
Unearthly	100r	None	Planetary resources (Galactus)

(*formerly Stark International, IM #173 — Picky Steve)

Heroes spend resources when they buy or borrow something. Borrowing costs one-half as much as buying, but if the hero fails to return an item in good shape, he must pay to repair or replace it.

Table 6: Costs

COMMON WEAPONS

Handgun	5 rp
Rifle	8 rp
Knife	1 rp

VEHICLES

New Mini-Car	60 rp
Used Mini-Car	40 rp
New Mid-Size Car	100 rp
Used Mid-Size Car	80 rp
New Sports Car	500 rp
Used Sports Car	400 rp
New Luxury Car	1,000 rp
Used Luxury Car	800 rp
Small Airplane	300 rp
Small Jet	2,000 rp
Small Powerboat	250 rp
Small Yacht	500 rp

OTHER TRANSPORTATION

Bus Ticket	2 rp
Train Ticket	4 rp
Airplane Ticket,	
Transcontinental	10 rp
Intercontinental	20 rp
Bicycle	4 rp

OFFICES AND BUILDINGS

Rented Office	20 rp/month
Rented Office Floor	50 rp/month
Office Building	1,000 rp/floor
House	500 rp
Mansion	3,000 rp
Empty Land	100 rp/acre
Construction	75 rp/room
Office Equipment	75 rp/room



OTHER COSTS

Clean Clothes	2 rp
Formal Dress or Tuxedo	6 rp
Expensive Night Out	2 rp
Camera	7 rp
Factory Equipment	1,000 rp/area
Electronic Equipment	100 rp/room
Electrical Generator	500 rp
Fence	20 rp/area

Use these costs as a guide if players buy items that aren't listed. One resource point equals anywhere from 50 to 75 dollars. Heroes working in a super group, like the Avengers, can use their own resources (can you believe they're paid \$1,000 a week just to be Avengers? And I turned down their offer?!) or draw from the group's resources.

Resource Option: They tell me a hero can raise his Resource rank by saving pennies from week to week. I know how to lower it by spending them. If a hero manages to keep his Resources at the maximum for three weeks in a row, then spends Karma equal to his Resource rank number, his Resource rank goes to the next level. You'll notice he can't rise above Amazing, because Amazing has no maximum. On the other hand, if a hero spends everything he gets for three weeks in a row, his rating goes down to the next lower level. (He doesn't have to spend Karma for that!)



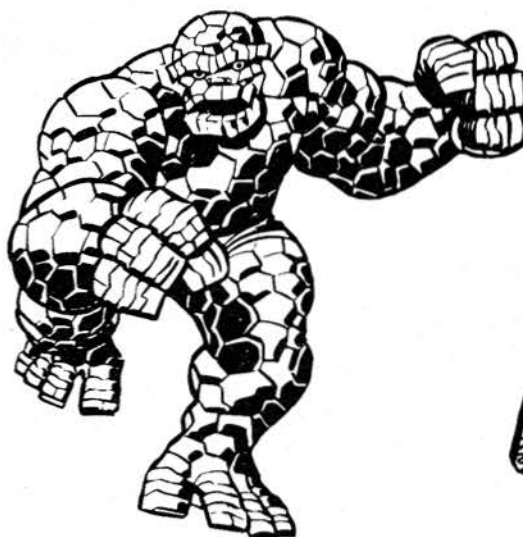
POPULARITY measures how well-liked the hero is, and affects the way people treat him and how much information and aid they are willing to give him. Well-established heroes whose real identities are known tend to be popular, while us secretive types and weirdo mutants tend to be unpopular.

Unlike most of the other abilities, Popularity has a number and that number determines its rank. Check Table 7: Popularity Ranks to find out what a hero's Popularity rank is:

Table 7: Popularity Ranks

Popularity	Rank
1-3	Feeble
4-5	Poor
6-9	Typical
10-19	Good
20-29	Excellent
30-39	Remarkable
40-49	Incredible
50-74	Amazing
75-99	Monstrous
100	Unearthly

Popularity Option: As a hero does good deeds, his popularity increases. For each week the hero arrests a criminal or stops a crime, and the action is reported positively, add one to that hero's Popularity score. If the hero has done something incredible (meriting a ticker-tape parade and receiving an award or key to the city), add 10 points. If the hero does nothing, make no change. If the hero is accused of a crime (whether he committed it or not), he loses 10 points. If the crime was murder or treason, make the loss 20. Popularity bounces around in most cases.





MAGIC

Greetings, True Believers. As Earth's Sorcerer Supreme, I have been asked to explain the nature of magic and magical combat. Magic is a powerful and dangerous occupation, so pay close attention.

A hero who uses magic must have Magical Training and a Psyche of Good or higher. Magical Training can be one of the hero's original Special Powers, or he can study long and hard under a master who understands the mysterious ways of magic.

If a hero chooses to study under a master during the course of the game, he faces a stern test indeed. He must find a master willing to teach him, and masters who do not value their privacy more than apprentices are very rare. If he succeeds in his first test, he must study and meditate every day for no less than a year. Finally, a master of magic will demand payment from the pupil, usually in the form of continuing service.

Once he understands the mystical sources of magic, a sorcerer can use magic. The player simply tells the Judge what he wants to do, makes a green, yellow, or red Psyche FEAT roll, and it happens. Especially easy, don't you think?

But it's not quite that simple. Many factors can influence the effects of spells. The most important of these factors is the caster himself. As a caster's Ability rank rises, so does the effect of his magic. A caster with a low Psyche will find his spells limited in both duration and area. Please study Table 8: Magical Limits.

Note that as the caster's Psyche increases, he becomes increasingly potent. A sorcerer with an Unearthly Psyche can save (or destroy) whole planets with the flick of a wrist. A sorcerer with only a Good Psyche must make a difficult Psyche FEAT roll to alter reality for even the briefest period of time, and he must be



touching the subject. (In cases where he is touching a very large subject, his area of effect is limited to his arm span.)

Table 8: Magical Limits

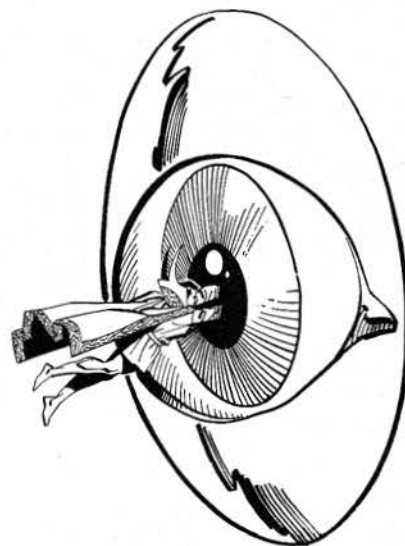
Caster's Psyche	Duration of spell	Area of spell
Feeble	Can't cast	Can't cast
Poor	Can't cast	Can't cast
Typical	Can't cast	Can't cast
Good	One round	Touching
Excellent	One hour	One area
Remarkable	One day	One area
Incredible	One week	Two areas
Amazing	Permanent	Five areas
Monstrous	Permanent	Ten square miles
Unearthly	Permanent	One planet
Class 1000	Permanent	One dimension

The second factor influencing the effect of a spell is the source of the energy. Magical energy can be drawn from three sources: personal, universal, and dimensional. Each source of energy yields a slightly different form of magic, although it is easy to achieve the same result using different sources.

PERSONAL ENERGIES, which come from within the caster's psychic or physical being, can be used for any spells that affect the caster himself or a willing subject; mesmerisms, trances, astral form, thought projections, and so forth can all

use personal energy. After casting (or attempting to cast) the spell, the sorcerer must make an Endurance FEAT roll. If this roll fails, the sorcerer loses 10 Health points.

UNIVERSAL ENERGIES can be used to cast spells affecting the world outside the sorcerer. Conjurings, teleportations, attacks, illusions, and so on tap the energy fields of the universe, using the magician as a focus. After casting such a spell, the magician must make an Endurance FEAT roll. If the result is white, the magician suffers a temporary loss of two Psyche ranks for the next 12 hours.



DIMENSIONAL ENERGIES are the least wearing on the caster, for they call upon extradimensional beings and aspects of power. The sorcerer may only use these energies to ask for things that the being or aspect called upon would and/or could provide. The Judge must use his knowledge of the Marvel® Universe and his campaign to determine whether beings or aspects so invoked will aid the sorcerer.

Spells using dimensional energies are called incantations, and usually involve a rhyme. Most sorcerers can make up incantations, but they often learn them from ancient books (learned incantations are particularly effective). For example, I could call upon extradimensional energies to create a cup of tea:

*By the Hoary Hosts of Hoggoth
And by Ymir's frozen sea,
I invoke the flames of Faltine
To produce a cup of tea.*

Mmm, that's hot. Calling on extradimen-

sional beings for a cup of tea is like using a bazooka to kill roaches, but it illustrates an important consideration when using dimensional energies: the magician makes himself known to the entity he calls.

The sorcerer must make a roll against his Popularity, shifting right one column if his Psyche is below Incredible. If his Psyche is Incredible or Amazing, he must shift right two columns, and if his Psyche is Monstrous or above he must shift right three columns. If he gets a red result, the being or aspect he was calling upon will either attack or ask for a service in return, depending upon circumstances at the time (and the Judge's discretion). Note that a popular, powerful mage runs more risk of attracting this kind of attention than a neophyte.

The third factor affecting a spell's effectiveness is the target itself. Table 9: Casting Shifts lists the column shifts that apply to spellcasting because of certain properties of the target. All column shifts start at the caster's Psyche rank and shift either to the right (plus) or left (minus).

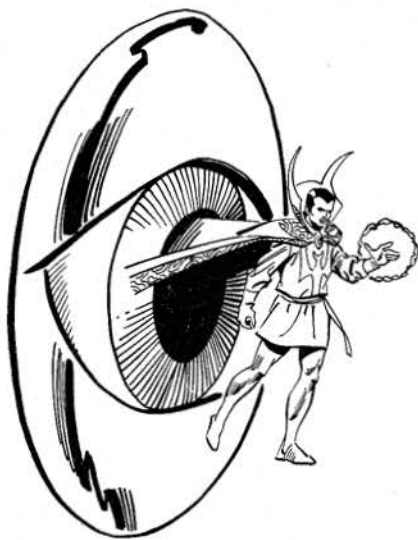


Table 9: Casting Shifts

- 1 For each rank of the subject's Psyche, unless the subject is willing or surprised. OR. . .
- 1 For each rank of the original enchanter's Psyche above that of the present spellcaster, if trying to remove or alter another sorcerer's spell. OR. . .
- 3 If the item being enchanted is more than 30 feet high or wide.
- 2 If the spell is an incantation utilizing dimensional energy. OR. . .
- 2 If the spell was learned from an ancient book. OR. . .
- 2 If cast during a ceremony OR. . .
- 2 If the subject is willing to be ensorcelled.

If more than one entry applies, use only the largest positive and the largest negative shifts.

A ceremony is a pre-planned spell, complete with candles, spices, and all the other necessary magical implements.

Magic and Combat

While magic is one of the most powerful forces in the Marvel® Universe, casting a spell can take time. Spells drawing upon personal or universal energy go off during the sorcerer's normal movement and action phase. Incantations, which draw upon dimensional energies, don't go off until the end of the round. If the sorcerer is hit or otherwise greatly disturbed, he will not be able to finish casting his spell.

Personally, when engaged in combat, I prefer to draw upon universal energies to protect myself with a mystic shield, and use bolts of magical energy to attack. A mystic shield (or any similar spell) serves as body armor with a material rank equal to the caster's Psyche. It affects damage from all incoming attacks. As long as the sorcerer casts the spell successfully, bolts of magical energy (or any such spell) always hit the target, causing damage equal to the caster's Psyche rank number. If the caster gets a red result, the defender's mystic shield shatters and the defender must make an Endurance FEAT roll or be stunned for 1 to 10 rounds.



A mage is normally limited to one spell per round. He may cast two spells in one round if those spells draw upon personal or universal energies and if he makes a red Agility FEAT roll.

Other considerations. . .

Although sorcerers can be very powerful, they live with two great dangers. First, although they earn Karma at only the normal rate, mages who do foolish or cowardly things lose double the normal amount of Karma.

Second, as mighty as he is, a sorcerer's foes are often great and powerful mages themselves. A spellcaster who displays his prowess too impressively will quickly find himself faced with an array of magic-using opponents, eager to test the newcomer or put him in his correct place. Some of the opponents a young sorcerer can attract might include such notables as Eternity, the Inbetweeners, the Elder Gods, the inhabitants of Asgard and Olympus, Nightmare, Dormammu, and any other powerful being with an interest in Earthly affairs.

Let this be a warning to the young sorcerer: these beings are more than a match for any mortal sorcerer, and great acts of spellcasting may invoke their wrath (at the Judge's discretion, of course).

Tamam Shud



CHAPTER 2: HARDWARE



Although humans are still children in the cosmic community, their technical achievements promise greatness in the future. Even those races that rule the interstellar ways had to survive the phase that mankind is passing through now.

The most obvious measures of man's progress are the machines and devices he builds. Other methods may be more accurate, but none are so easy to use.

Technology promises a wonderful future for humankind. As man's understanding of nature and the universe increases, his ability to coexist and prosper increases as well. The result is less poverty, less disease, and a better life for all. Eventually, even the stars will be within mankind's reach.

Humans must be cautious, however, for knowledge also hides great danger. Unless it is controlled, technology could cause the collapse and eventual destruction of the human race. Even devices that were designed to spread peace can be used to spread evil. A clever criminal can twist almost any item to illegal use: computers can be programed to steal and to spy; space stations can be used as criminal hideouts or headquarters.

As much as technology affects the lives of normal citizens, it is even more important in the world of super heroes and super villains. An awesome force must be met with awesome counterforce. Strength and courage sometimes are not enough to defeat the forces that threaten humanity.

In these cases, reason must be substituted for strength.

Because of the dangers they face daily, many super heroes have developed devices that stretch beyond the leading edge of technology. Also, technology created by aliens continually trickles into human society. The majority of earth's population is unaware of these advances, largely for their own protection.

While mankind's eventual entry into the galactic community depends on new technology, survival depends on wise use of that technology and understanding of the problems caused by technical progress. The final measure of humanity's maturity is not the machines it builds, but the solutions it develops to cope with its problems.



VEHICLES

We heroes and villains are pretty tough by ourselves, but sometimes even we need help getting around (bad guys especially, since they're always in such bad shape). When somebody must travel from one place to another faster than he can run, swing, or fly, a vehicle comes in real handy.

Cars, trucks, and motorcycles aren't the only vehicles. Just about any machine that moves is a vehicle: tanks, airplanes, submarines, the Avengers' Quinjet, and even things like walking war machines. On the other hand, machines that heroes have to carry around aren't vehicles. For example, Iron Man's armor isn't a vehicle.

Vehicles have three abilities: Body, Control, and Speed. Like hero abilities, each vehicle ability is ranked from Feeble to Unearthly. The Body and Control ranks tell how much damage the body and control systems can take. The Speed ability tells how fast the vehicle can move.

BODY is the main frame of the vehicle. Cargo and passengers ride inside the vehicle's body. It works like a hero's body armor to protect passengers, cargo, and sometimes even the control systems inside the vehicle. A vehicle's Body rank depends upon the Material rank of the stuff it's made of. Often, a vehicle's Body is made of two or more materials. In this case, the Judge must determine the vehicle's body rank based upon the mixture of the two materials. For example, a solid steel body would have a Remarkable rank. A steel body with lots of windows might have only a Typical or Poor rank, though. (This is discussed more in Reed Richards' section, Building Things).

CONTROL measures how quickly and safely the vehicle turns or does stunts. The condition of a vehicle's engine, steering, and wheels (or wings, or legs) affects its Control rank. Damaging a vehicle's controls can make it crash.

SPEED measures the number of areas a vehicle can move in one turn. Speed ranks are actually two numbers, separated by a slash. The first number is the vehicle's normal speed, and the second is its top speed. At its normal speed or slower, a vehicle can turn without being in danger of crashing. A vehicle can't go faster than its top speed.

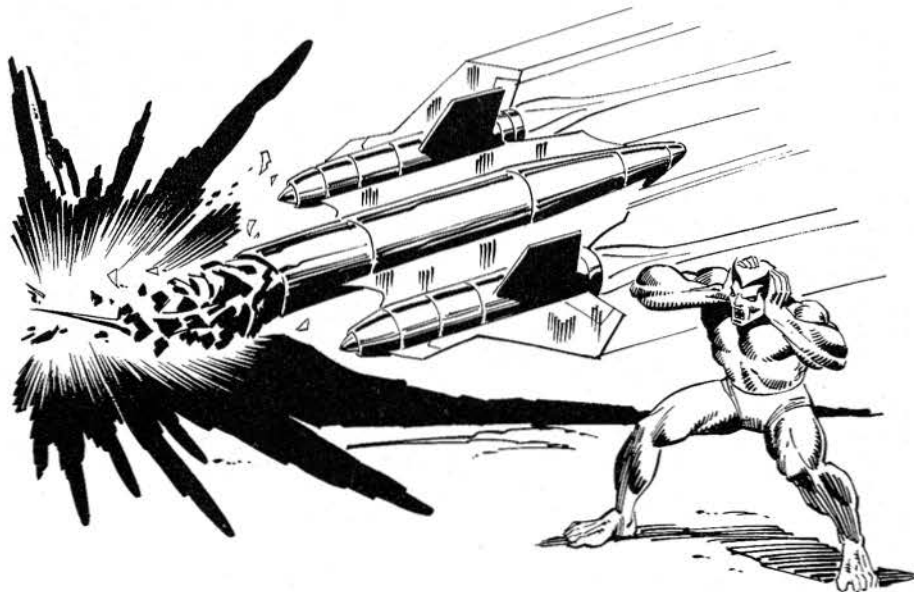
Table 10: Speed Normal

Rank	/Top	Example
Feeble	1 / 2	Construction Equipment
Poor	2 / 4	Moped, Motor Scooter
Typical	3 / 6	Mini-Car
Good	4 / 8	Standard-size car
Excellent	5 / 10	Motorcycle
Remarkable	6 / 15	Sports Car, Speedboat
Incredible	7 / 20	Commercial Jet
Amazing	8 / 25	Quinjet
Monstrous	9 / 30	SST
Unearthly	10 / -	Spacecraft
Class 1000	- / -	Hyperspace-craft

(driving a boat down the street, for example), or it might require a Control FEAT roll to avoid getting stuck in the first area it would not normally travel into (such as driving a car into the park).

The arrow on a vehicle counter indicates the vehicle's location and the direction it is facing. Unless a vehicle turns, it must move straight ahead, so it is important to place the counter on the map carefully.

A vehicle moving at its normal speed or slower can turn up to 90 degrees in each area it enters. If the vehicle turns more than 90 degrees, the driver must make a



In addition to the standard three abilities, vehicles can have built-in hi-tech weapons and equipment, like lasers, radar, and force shields. Take a look at "The Origin of..." for a list of all the hi-tech powers available.

Moving

Vehicles move from area to area, just like people. At the beginning of the round, at the same time players announce their heroes' actions, anybody controlling a vehicle announces its speed that round. The speed is simply the number of areas the vehicle will move. The vehicle can move any number of areas up to its top speed.

Vehicles usually move forward, but most can move backward at one-half their normal speed (round fractions up). Shifting from forward to reverse while the vehicle is moving requires a Control FEAT roll. If the roll fails, the vehicle stops and does not move backward.

Most vehicles can travel only in certain types of areas: boats on water, planes in the air, cars on the road. Moving into a different kind of area may be impossible

Control FEAT roll to keep the vehicle from crashing. A vehicle that's moving faster than its normal speed must make a Control FEAT roll every time it turns.

Any special maneuver is a stunt: turning more than 90 degrees at normal speed, turning at all above normal speed, skidding, jumping across walls, etc. To do a stunt, the vehicle's driver must make a Control FEAT roll to keep the vehicle from crashing.

Stunt Option: A hero can use his Agility rank instead of the vehicle's Control rank to make a Control FEAT roll. If the driver's Agility is more than three ranks higher than the vehicle's Control rank, he must make the Control FEAT roll only three columns to the right of the vehicle's Control rank on the Universal Table.

When a vehicle crashes, the driver makes an Agility FEAT roll on the Shift 0 column of the Universal Table. A green, yellow, or red result means the vehicle crashes in the area where it lost control. A white result means the vehicle moves into an adjacent area and crashes. If the vehicle was attempting to turn, it skids sideways in the direction the driver was

attempting to turn. Otherwise, the vehicle continues straight ahead.

If the vehicle doesn't crash into a wall or a tree or some other solid barrier, it will tip over. Passengers can try to jump clear by making an Agility FEAT roll. Anybody who makes a successful roll is safe. Characters who fail their roll, or who decided to stay in the vehicle, take damage equal to 10 times the vehicle's speed when it crashed.

If a vehicle crashes or drives into a solid barrier, like a wall or a tank, compare the vehicle's Body rank to the Material rank of the barrier. If the barrier's Material rank is higher than the vehicle's Body rank, the vehicle smashes against the wall. Every passenger takes damage equal to the Material rank number of the barrier, plus 10 times the vehicle's speed this round.

If the vehicle's Body rank is higher than the barrier's Material rank, the vehicle breaks through the barrier. Every passenger inside takes damage equal to 10 times the vehicle's speed this round.

A passenger cannot avoid damage by jumping clear of the vehicle when it crashes into a solid object.

Some vehicles have built-in safety devices, like seat belts, shoulder harnesses, and air bags. Each safety device that a passenger uses protects him from 10 points of damage in a crash. However, a passenger using more than one safety device can never attempt to jump clear of a crash.

VEHICLES IN COMBAT

Ramming

Most vehicles can be used to run into people, which is like charging. The vehicle hits the person automatically (as long as the person is in an area the vehicle can enter) unless the person makes a successful Agility FEAT roll. The vehicle

causes damage equal to its Body rank number. If the person is wearing body armor, the vehicle takes damage equal to the armor's rank.

If one vehicle is attempting to ram another, the attacker will automatically hit the defender unless the defender makes a successful Control FEAT roll. If the defender fails the roll, treat the result as a crash into a solid object for both vehicles.

If the defender makes his Control FEAT roll, both drivers must immediately make another Control FEAT roll to see if they crash while maneuvering to ram or avoid being rammed.

Ramming Option: The relative speed of the defending vehicle may affect the damage caused to both vehicles by ramming. If the defender is not moving or is moving perpendicular to the attacker, shift one column to the right for each point of the attacker's Speed. If the defender is moving away from the attacker, subtract the defender's speed from that of the attacker and shift one column to the right for each point of difference. (Note that if the defender is moving away faster than the attacker is approaching, it is impossible for the attacker to ram him.) If the defender is moving toward the attacker, add both speeds and shift one column to the right for each point of the sum of the two speeds.



a little larger than the hand-held variety, but they are operated in the same manner. The character firing the weapon makes an Agility roll to see if he hits the target; all of the usual modifiers apply.

Note, however, that it may be impossible for a character to drive and operate a weapon at the same time. Unless the weapon is designed specifically to be fired by the driver, at least one passenger is required to operate it. Any vehicle-mounted weapon that is designed to be fired by a passenger may not be operated by the driver.

On occasion, villains (or even heroes) will fire a hand-held weapon from a moving vehicle. The character firing the weapon must make an Agility roll to hit the target; all of the usual modifiers apply. Note, however, that a driver cannot fire weapons which require two hands to operate, unless both his Strength and Agility ranks are Remarkable or higher. (Or unless he has more than two hands. Don't laugh, I've met villains like that.)

Once in a very rare while, a character will mount a computerized weapon on his vehicle. Treat these types of weapons as Robotic Weapons (see Building Things), with an Agility of their own. If you ask me, this is a mighty cheap way of doing your job, but I guess nobody asked me, did they?

Vehicle Damage from Combat

When a vehicle is attacked, its Body acts like a hero's body armor—the Body rank number is subtracted from all damage that hits the vehicle. This armor protects passengers and Control systems, but does not protect Speed. A bull's-eye can hit unprotected passengers (such as people



Vehicles with Weapons

Sometimes, villains (or even heroes) have weapons mounted on their vehicles. Weapons mounted on vehicles are usually

sitting near windows) or controls (like exposed tires) without passing through the Body.

If the damage from an attack is more than the vehicle's Body rank number, the attacker has three options:

1) Shred the Body. The attacker tears the vehicle's Body apart so that it no longer protects anything inside; the vehicle's Body rank is reduced below Feeble, to Shift 0.

2) Attack a Passenger. Any damage that gets through the vehicle's Body can hit any single passenger the attacker chooses.

3) Damage the Controls. Any damage that gets through the vehicle's Body can hit the vehicle's Controls. A vehicle's control system is like a hero's Health; points of damage are subtracted directly from the Control rank number. As the Control rank number goes down, the vehicle's Control rank is reduced. For example, a vehicle with Remarkable Controls has a Control rank number of 30. If the controls take 5 points of damage, the Control rank number is reduced to 25. Now the Control rank number is not high enough to be Remarkable, so the vehicle's Control rank drops to Excellent. If the Control rank drops below Feeble, the vehicle will crash the next time it needs to make a Control FEAT roll. If the vehicle is stationary, it can't be started up and driven.

TYPES OF VEHICLES

MOTOR VEHICLES are the most common form of transportation in the United States. Although they are used for all types of work in many different terrains, they are most commonly found on streets.

Remember that streets usually aren't empty. Other motorists, parked cars, pedestrians, taxicabs, and all sorts of things travel on streets. Use clutter and crowd counters to mark traffic jams or other obstacles that can get in a hero's way.

Stoplight Option: Most city intersections have traffic lights. Roll a single die whenever a vehicle approaches a stoplight. If the result is:

- 1 to 4 — the light is green; roll again next round and add 1
- 5 — the light is yellow, and will turn red next round
- 6 to 0 — the light is red; roll again next round and subtract 1

Running a red light is a stunt (actually, the stunt is avoiding the other cars in the intersection). Like other stunts, it requires a Control FEAT roll.

Table 11: Motor Vehicles

Motor Vehicle	Control	Speed	Body
Standard Sedan	Typical	Good	Good
Mini-car	Good	Typical	Typical
Luxury Car	Poor	Good	Excellent
Sports Car	Excellent	Remarkable	Poor
Security Limo	Typical	Excellent	Remarkable
Motorcycle	Typical	Excellent	Feeble
Pickup Truck	Typical	Good	Good
Heavy Truck	Typical	Good	Excellent
Semi-Trailer Rig	Good	Excellent	Excellent
Bus	Poor	Good	Typical
Tank	Excellent	Poor	Remarkable
All-Terrain Vehicle	Remarkable	Good	Good
Giant Robot	Excellent	Excellent	Remarkable
Train*	Feeble	Excellent	Good
Elevated Train*	Feeble	Typical	Good
Borer**	Feeble	Feeble	Excellent

* Trains, subways, and the elevated train must follow tracks. If the train leaves the track, it crashes.

** A borer is an armored, tunneling vehicle that moves underground. It is used in exploratory mining and by subterranean races.

AIRCRAFT are rare in the city, but now and then some villain swoops down between the skyscrapers in his flyer. Aircraft may not travel slower than their normal speed, except when taking off and landing. An aircraft will crash if it slows down below normal speed at any other time. Passengers in a crashing airplane take damage from crashing and from falling, unless they use parachutes or super powers to escape.



Table 12: Aircraft

Aircraft	Control	Speed	Body
Small Prop Plane	Typical	Excellent	Feeble
Small Jet	Typical	Remarkable	Poor
Military Jet	Excellent	Remarkable	Typical
Commercial Jet	Good	Incredible	Typical
Avengers' Quinjet*	Remarkable	Amazing	Good
Blimp*	Feeble	Poor	Feeble
Fantastical*	Excellent	Incredible	Good
Pogo Plane	Excellent	Amazing	Good
Flying Bathtub*	Good	Remarkable	Excellent
Flying Car (SHIELD)*	Remarkable	Incredible	Excellent
Helicarrier*	Good	Excellent	Excellent
Helicopter*	Good	Good	Feeble
Combat Chopper*	Good	Excellent	Good
Moon-Copter**	Excellent	Excellent	Excellent
Alien Landing Craft	Amazing	Monstrous	Good

* These aircraft can move slower than their normal speed, and can make vertical take-offs and landings (VTOL).

** Moon-Knight's helicopter has noise baffles so it can fly silently.



WATER CRAFT can't travel downtown very often, but they are handy when nasty things show up in the ocean.

When a ship's Body is reduced to 0, the hull is breached and the ship sinks. Some ships are divided into watertight compartments so that being punctured in one section doesn't sink the ship. Sinking a compartmentalized ship requires a great deal of effort. Instead of sinking when its body is reduced to 0 points, a compartmentalized ship's Control and Speed are reduced one rank each. The ship then recovers its full Body score. Each time its Body score is reduced to 0 again, reduce its Control and Speed by another rank. When either Control or Speed drops below Feeble, the ship goes under.



Table 13: Water Craft

Water Craft	Control	Speed	Body
Sailboat	Poor	Poor	Feeble
Yacht	Typical	Typical	Poor
Motorboat	Good	Good	Typical
Speedboat	Good	Remarkable	Poor
PT Boat	Excellent	Remarkable	Good
Destroyer*	Typical	Excellent	Excellent
Battleship*	Typical	Good	Remarkable
Carrier*	Typical	Good	Remarkable
Submarine*	Good	Good	Remarkable
Mini-sub	Excellent	Excellent	Good

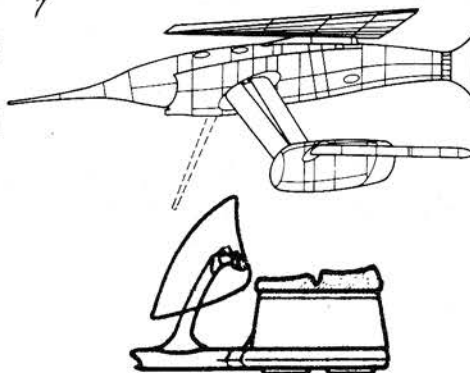
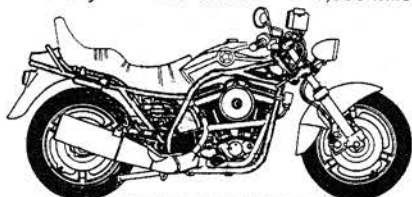
* Compartmentalized to delay sinking.

Long Distance Travel

When heroes travel long distances, use Table 14: Travel to figure out how long they spend getting somewhere. The table indicates how far a person with special traveling powers or a vehicle can travel in one hour at various speeds, traveling on the ground, at sea, or in the air.

Table 14: Travel

Speed	Distance on Ground or Sea	Distance in Air
Feeble	25 miles	50 miles
Poor	50 miles	100 miles
Typical	75 miles	150 miles
Good	100 miles	200 miles
Excellent	125 miles	250 miles
Remarkable	150 miles	375 miles
Incredible	175 miles	500 miles
Amazing	200 miles	675 miles
Monstrous	225 miles	750 miles
Unearthly	250 miles	1,000 miles



HEAVY ARTILLERY

Table 4: Weapons, in the Battle Book, covers weapons that are sold in sporting goods stores and gun shops everywhere. Heavier weapons shouldn't show up very often, but occasionally a bad guy gets his hands on something really dangerous or unusual.

All of these are military weapons. The only way to get them is to be in an army, steal them from an army, or buy them from somebody who stole them from an army. The trouble with stealing a weapon is that whoever has it probably will use it on whoever is trying to steal it.

The **submachine gun** is a big automatic pistol. It can be fired with one or two hands, with or without a shoulder stock. It fires bursts; one burst can hit up to three people, if they're standing in a group and the attacker makes his FEAT roll to hit more than one target.

Machine guns don't show up often in the hands of everyday crooks. It takes two men to fire a machine gun, and they always fire bursts. A burst from a machine gun hits everybody in the target area.

A **flamethrower** is a real dramatic weapon. Everything in front of and in range of a flamethrower gets hit and catches fire, taking 10 points of damage every round until the flames are put out.

A **LAW** is a light anti-tank weapon. This includes bazookas and wire- and tele-guided missiles. All LAWs are small enough to be carried and used by one or two men. Their big punch and small size make these pretty powerful weapons, and they're hard to get under any conditions.

Light artillery includes mortars, small howitzers, anti-aircraft guns, and recoilless rifles. **Heavy artillery** includes every-

thing from self-propelled howitzers to 16-inch battleship guns. Aside from armies and navies, the only person who might have armament like this is a crazy scientist or a would-be dictator.

Besides putting out fires, **fire hoses** are good for knocking people over without really hurting them. A fire hose is used like a distance weapon, but find its effects on the Slugfest column of the Effects Table. If it's used against a flaming creature, a fire hose causes 40 points of damage when it hits.

A **hand grenade** is a special kind of thrown weapon. When a grenade explodes, it affects everybody in the area where it went off. There are three kinds of standard grenade: high explosive, smoke, and gas.

When a **high explosive grenade** goes off, make a separate FEAT roll on the Remarkable column for each hero in the area. Check for effects on the Hack & Slash column of the Effects Table. A hit causes 30 points of damage. High explosive grenades cost 20 resource points each.

Smoke grenades don't cause any damage. They produce thick clouds of colored smoke that nobody with normal vision can see into, out of, or through. Everybody in the smoke cloud has a penalty of a two-column shift to the left on all FEAT rolls. The same penalty applies to people who try to shoot or throw weapons at targets in the smoke. A smoke grenade costs 10 resource points.

Gas grenades are similar to smoke grenades, but they release gas instead of smoke. The cost and effect varies according to the type of gas; I'll explain that more when I cover gases.

A **guided missile** is really a vehicle that carries a bomb, and either steers itself or can be steered remotely. A standard guided missile has the following ranks:

Body: Excellent
Control: Remarkable
Speed: Excellent
Damage: Incredible

These can vary, depending on the missile, but the explosive usually won't be weaker than Excellent or stronger than Unearthly.

Explosives are like high explosive grenades. Their rank varies from Good to Class 1000, and they use the Hack & Slash column on the Effects Table. Explosives usually cost about 10 times their rank number.

Quite a few **toxic and knock-out gases** are known, although they aren't very easy to get. The really dangerous stuff is guarded heavily. Like poison, all gases

have a potency rank. When a hero is exposed to a gas, the Judge makes a potency FEAT roll. If the roll fails, the character didn't get enough of a dose to be affected. If the roll succeeds, the character is affected and must make an Endurance FEAT roll. If the Endurance FEAT fails, the gas takes full effect. If the Endurance FEAT succeeded, the gas takes reduced effect; toxic gas knocks the hero out for as long as he is in the gas, knock-out gases knock him out for 1 to 10 rounds.

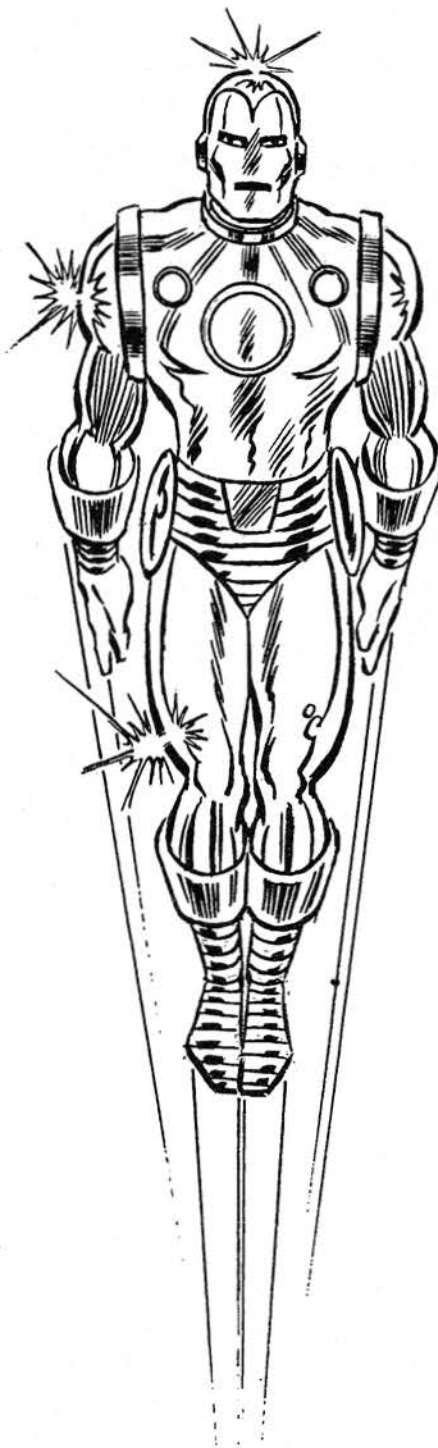
A toxic gas costs 20 times its potency rank. Knock-out gas costs 10 times its potency rank.

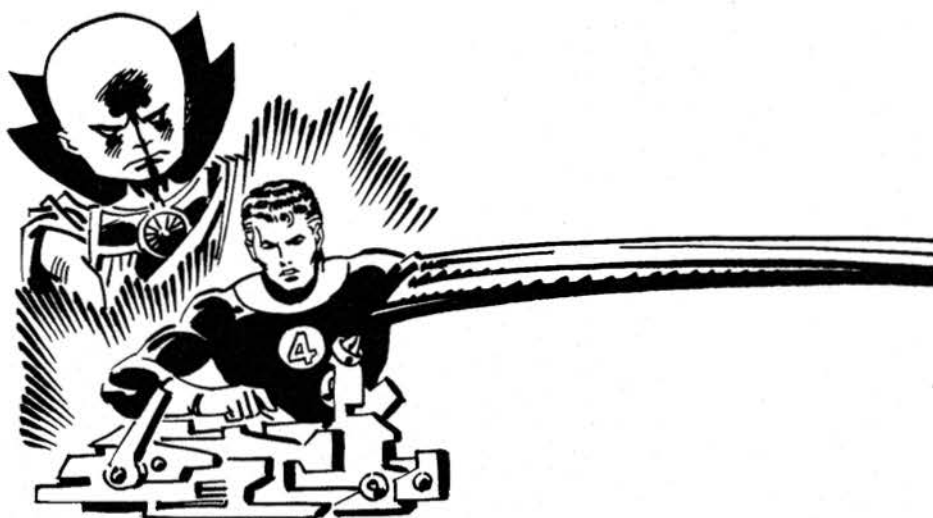
One last note: law enforcement agencies tend to disapprove of people who cart an arsenal around with them. Anybody caught carrying around a weapon without a good reason will at least be taken to the police station for questioning. Well-known super heroes and people with weapon licenses have a good enough reason to carry their weapons.

Table 21: Heavy Artillery

Weapon	Range	Damage	Cost
Sub-Machine Gun	7	25	100
Machine Gun	10	30	250
Flame Thrower	2	30	500
LAW	4	40	300
Light Artillery	10	40	300
Heavy Artillery	20	50	400
Hand Grenade	a	30	b
Guided Missile	c	d	700
Explosives	0	b	b
Gases	b	b	b
Fire Hose	3	6	—

- a Hand grenades are thrown items.
b Characteristics of grenades, explosives, and gases vary; see the individual descriptions for details.
c The range of guided missiles varies from a few areas to thousands of miles.
d A standard guided missile causes 40 points of damage.





BUILDING THINGS

Humans and other intelligent races habitually push back the borders of the unknown with new discoveries and inventions. To explain this very important topic, I have invited Doctor Reed Richards of Fantastic Four Inc. to introduce this section.

Thank you, Uatu. The process of invention, in game terms, is a simple algorithm: a function of temporal units, monetary resources, and inductive and deductive reasoning skills applied, via the scientific method, to a problem involving. . .



What do you say the two of us sneak ahead without them and find out what's going on here?

Richards once told me there are five kinds of inventions: vehicles, robots, weapons, armored suits, and special devices. These categories can be combined to make just about anything. A tank, for example, is just a weapon mounted on a vehicle. Everything can be broken down into pieces that fall into these five areas.

Before a player invents something, the inventor must define the object in terms of what it can do and how it will do it. Vehicles, robots, weapons, and armored suits have abilities defined with ranks. Special devices are handled differently, so we'll deal with those later.

Vehicles are machines that roll, crawl, walk, swim, or fly around, usually for the purpose of carrying something else: people, weapons, or cargo. A vehicle needs three ability ranks: Body, Control, and Speed.

Any machine that is in charge of itself is a **robot**. It may be a normal, walking humanoid robot, a smart vehicle, or even an intelligent weapon. Any machine with a Reason rank is a robot; its other abilities define what it can do.

Weapons are designed to damage, hurt, or destroy people or objects. A weapon needs ranks for Range and Damage. Range doesn't correspond neatly to rank numbers, so check Table 15: Range Ranks when assigning a Range to a weapon.

Table 15: Range Ranks

Range in Areas	Rank
0	Feeble
1	Poor
2	Typical
3	Good
5	Excellent
7	Remarkable
10	Incredible
25	Amazing
50	Monstrous
100	Unearthly

Armored suits range from simple outfits like flak jackets and biological warfare suits to powered battle armors like those worn by Iron Man, Scorpion, and Porcupine. An armored suit must have a body armor rank. It can have Fighting, Agility, Strength, Endurance, Reason, Intuition, or Psyche ranks, too, if needed. If a suit has one or more of these abilities, the hero wearing the suit uses the suit's ability

instead of his own. That's why armored suits are popular: they let anybody stomp around with Incredible Fighting ability and Monstrous Strength.

Special devices don't fit any of these categories because they don't have ranked abilities. Astral cameras, Negative Zone navigators, and mutant locaters are three examples. I'll cover special devices after we get the basics.

The Invention Process

The first step in inventing anything is figuring out what it's supposed to do. Once that question is answered, the rest is easy.

First, decide what type of invention this is. Is it a vehicle, a weapon, or an armored suit? Will it need a robot brain?

Next, list all of the invention's abilities and assign a rank to each. Consider these abilities carefully, and think about everything this machine will do. If it's a vehicle, it needs Body, Speed, and Control ranks. If the vehicle has arms to pick up things, it also needs Strength.

Don't go overboard assigning high ranks to abilities, because ranks must be paid for. Anybody can design the best force field generator in the world, but it would take a lot of money to build. The cost of an item in resource points is the sum of all its ability rank numbers multiplied by 10, plus any modifiers for its size; see Table 16: Size Modifiers.

Table 16: Size Modifiers

Size	Additional Cost (resource points)
Microscopic	100
Fits in a pocket	50
Easily portable	0
Man-sized	0
Fills a room	100
Big as a house	300

It's easy to see that inventions with lots of abilities, or a few really good abilities, are more expensive than smaller, simpler inventions.

Inventing and building an item takes as many hours as its cost in resource points: a gun that costs 200 resource points takes 200 hours to make. If more than one person works on the device, divide the number of hours by the number of people working to find the overall time. A gun that takes me 200 hours to make would take only 50 hours if three people helped me.

If any of the invention's abilities has a rank higher than the inventor's Reason rank, the Judge makes a Reason FEAT roll for the hero, shifting one column to the left for every rank of difference between the invention's highest rank and the hero's Reason. The Judge doesn't tell the player what the result was. If the FEAT suc-

ceeded, the invention was put together right and works fine. If the FEAT failed, something is wrong with the invention, but the fault won't show up until the first time the invention is really used (that means "used for real," as in combat).

An inventor worried about mistakes can double-check his work. Double-checking takes a number of hours equal to the highest rank number in the invention (40 hours for special devices). The Judge makes another secret Reason FEAT roll for the hero. If the FEAT succeeds, the hero knows whether anything is wrong. If nothing was wrong, he's sure the device is OK. If the FEAT fails, he's also sure the device is OK, even if something actually is wrong.

If a double-check locates a problem, repairs take one-half as long as the original construction and cost one-half as much.

Kit Bashing: If the inventor doesn't have enough time or money to build something properly, he can make a one-shot, throw-away version out of spare parts very quickly and cheaply. Throw-away inventions can be used only once, in one fight or on one brief trip, and then are blown up, broken down, or burned out.

If a throw-away item costs more resource points than the inventor has on hand, he can make up the difference with Karma points on a one-for-one basis.

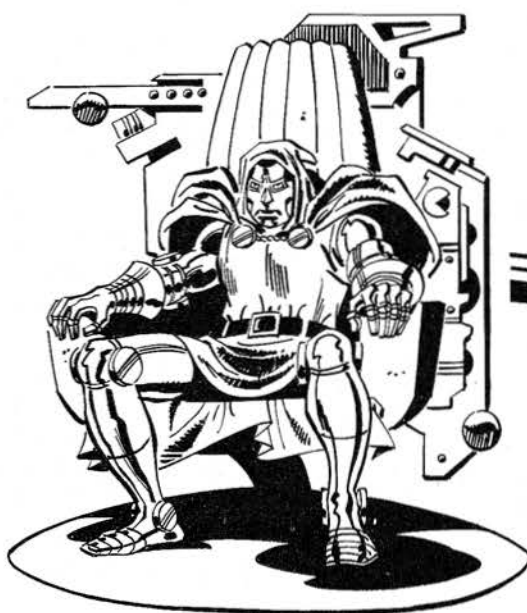
A throw-away item can be cobbled together in a number of rounds equal to the item's cost. Double-checking takes an additional four rounds. When any one-shot item is built, the Judge makes a secret Reason check for the hero, shifting one column to the left for each level the invention's highest rank is above the hero's Reason rank.

Before we look at some examples, there's one more very important note: a hero can't spend Karma to guarantee that those secret Reason FEAT rolls succeed! The only way to guarantee success is to double-check, and double-check, and double-check again. It takes time, but if your life depends on a piece of machinery, it's worth it.

Now we get to do examples. This is the fun part!

First, let's do a vehicle. Vehicles aren't my meat and potatoes, but some people couldn't live without them. Anyway, how about a big, spider-shaped thing with a dome where the driver sits and four legs to move around on? Sounds pretty far out, eh? Here's how easily we can put it together:

This thing's got to be fairly tough, but I want lots of glass in the cockpit so I can



see what's going on. I'll make the Body Excellent, like a heavy truck.

It doesn't need to be very fast. I'll give it Poor Speed; it can keep up with a tank.

Since it doesn't move very fast, this bug-machine doesn't need very good controls, either. I think Typical Controls will be adequate.

Here's what we've got:

Bug Machine

Component	Cost
Body: Excellent	200
Speed: Poor	40
Control: Typical	60
Room-sized	100
Total	400

The numbers in the cost column equal the rank numbers x 10. The size modifier is added at the end. Building this crate will cost somebody 400 resource points and take 400 hours of work. If I could afford it, I could build it without having to pass the secret Reason FEAT roll because none of the vehicle's ranks are higher than my Excellent Reason.

Weapons are even simpler, because they have only two abilities: Range and Damage. Blasters are real common in Marvel® comics, so let's build one. I'll give it Excellent Range (5 areas) and Remarkable Damage (30 points).

Blaster

Component	Cost
Range: Excellent (5 areas)	200
Damage: Remarkable	300
Fits in a pocket	50
Total	550



This blaster is more expensive and takes longer to build than the vehicle. And I have to worry about that secret Reason FEAT, because the blaster's Remarkable Damage is higher than my Excellent Reason. I think I'll keep my trusty web-shooters.

If I wanted to mount this blaster on my nifty bug-machine, the whole arrangement would cost 950 resource points, take 950 hours to finish, and I'd have to pass one secret Reason FEAT to put the blaster together.

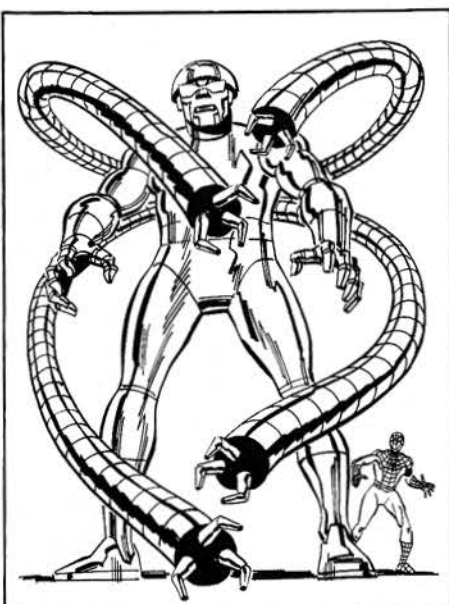
Now let's make a robot. Robots are a lot of fun, but they can be awfully expensive. This guy will be a sentry robot, put together like a person with arms, legs, a torso, and a head. I want him to do all the things a person could do, but he really doesn't need Intuition or Psyche. He needs Reason, though, because that's what makes him a robot. And he needs Fighting, Agility, Strength, and Endurance, because he will move and fight like a person.

Sentry Robot

Component	Cost
Fighting: Incredible	400
Agility: Good	100
Strength: Excellent	200
Endurance: Typical	60
Reason: Poor	40
Man-sized	0
Total	800

This guy's a real good fighter, but he's not too bright. A robot needs Reason, but he doesn't need a lot. The trouble with a stupid robot is that it's easy to confuse. If something happens that the robot isn't programmed to handle, it makes a Reason FEAT roll. Success means the robot figures something out and keeps working. Failure means the robot doesn't know what to do. It might ignore the situation, shut itself off, or even go berserk and start attacking everything in sight. The Judge decides exactly what happens.

Robots can have Intuition and Psyche. The Vision, after all, is a robot — an android, actually, but there's no real differ-



ence. A robot with Intuition could be very useful as a watchdog. A robot with Psyche has a will of its own, and may be hard for its creator to control.

How about a different kind of robot? Remember, the only requirement for a robot is that it has Reason. If a machine has Reason, it's a robot. If it's a robot, it has Reason. So, you ask, can a vehicle be a robot? Of course it can! Here's how:

Let's say I want to make my bug-machine into a robot that stacks cars in a junkyard. I need to make two changes in my basic design: add arms so it can pick up cars, and add a robot brain (Reason rank) so it doesn't need a driver.

Cars weigh a few tons, so the arms need Incredible Strength. Stacking cars doesn't take much intelligence, so I'll just give it Feeble Reason. The redesigned bug machine/car stacker looks like this:

Bug Machine/Car Stacker

Component	Cost
Body: Excellent	200
Speed: Poor	40
Controls: Typical	60
Strength: Incredible	400
Reason: Feeble	20
Room-sized	100
Total	820

This is a significant change from the original design. It's important to remember that because this machine has Strength, it can pick things up and even grapple heroes. With its Feeble Reason it probably wouldn't think of attacking someone. On the other hand, if it somehow starts thinking that a hero is a car and has to be stacked, it isn't smart enough to realize it's making a mistake!

Nobody has said anything about super powers yet, but yes, even super powers can be built into an invention. Lots of super powers are listed in "The Origin of . . ." the last section in this book. Powers like flying, growth, electrical control — in fact, any super power, with a little discretion from the Judge — can be built into a device by assigning a rank to the power. Some of those powers are pretty weird for machines, which leads us directly to . . .

Special Devices! Special devices are items that don't have ability ranks, or whose cost and complexity isn't accurately described by an ability rank. For example, an invisibility field generator that a hero can wear on his belt shouldn't be cheap or easy to build, but someone who builds an invisibility field generator might give it an invisibility rank of Feeble. This generator would be cheap and easy to build according to its rank; but that doesn't make sense, because it would take a lot of scientific know-how to make anything invisible.

The inventor must define exactly what the special device does. The player then assigns ranks to whatever abilities the invention has. (Remember, he'll have to pay for these ranks, just like any other invention.)

Now the Judge takes over. Look at what the invention does, and look at the Reason power roster on page 6. Choose the Reason rank that most closely matches the complexity of the invention. If the item is an extension or a new application of current technology, it could be Remarkably or Incredibly complex. If it goes beyond current knowledge, developing new or alien



technology, its complexity should be Amazing, Monstrous, or even Unearthly. If it pushes into the Class 1000 area — sorry, it can't be done. The hero will have to pay the cost for this rank, too, just as if it were an ability rank he wanted the device to have. (That's 10 times the rank number, remember?)

Next, roll both dice, add the numbers together, and multiply the sum by 10. This is a random cost/time factor that comes from working on strange new devices. (You guessed it! He has to pay this, too.) Finally, add the cost for the device's abilities (the rank numbers of all its abilities times 10), the complexity cost (complexity rank times 10), and the random cost/time factor. The hero must pay this amount in resource points to build the item.

Another of my handy-dandy examples will help clarify this. Everybody wants a teleporter. In "The Origin of . . ." under Teleportation power, it says that the power's rank number equals the number of areas an object can teleport across. I want my teleporter to have a range of 30 areas, so it needs a Remarkable teleporting rank.

Checking the Reason power roster, I see that someone with Amazing Reason can develop "ideas beyond the realm of normal science." That sounds like the level of smarts needed to design a teleporter. Rolling two dice for my random factor, I get a 4 and an 8.

Here's what I end up with:

Teleporter

Component	Cost
Teleport distance: Remarkable	300
Complexity: Amazing	500
Random factor: 4-8-12 (x10)	120
Man-Sized	0
Total	920

There it is. I'd have to make a Reason FEAT roll, shifted three columns to the left (the Poor column). It's not easy, but it can be done.

ALIEN TECHNOLOGY

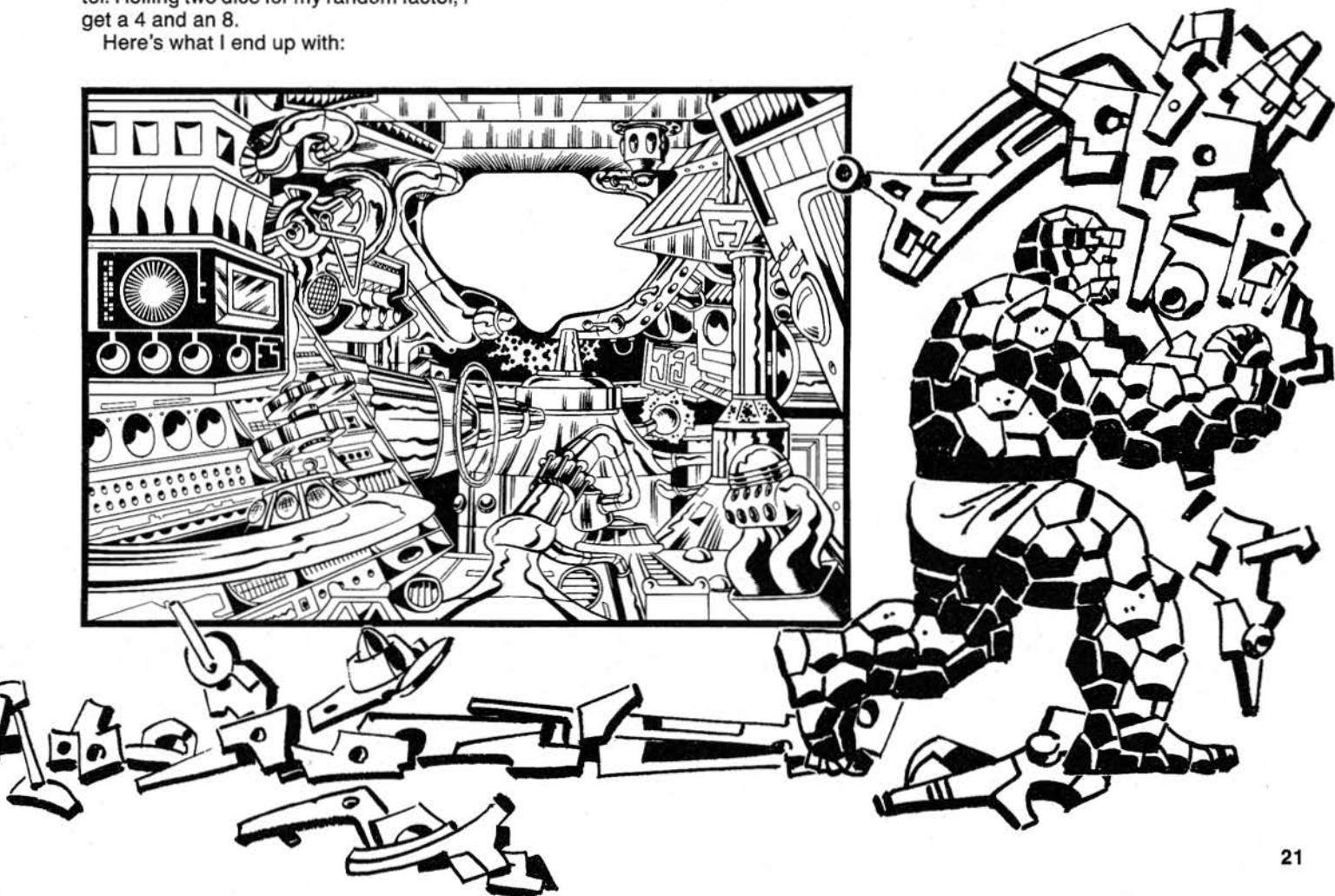
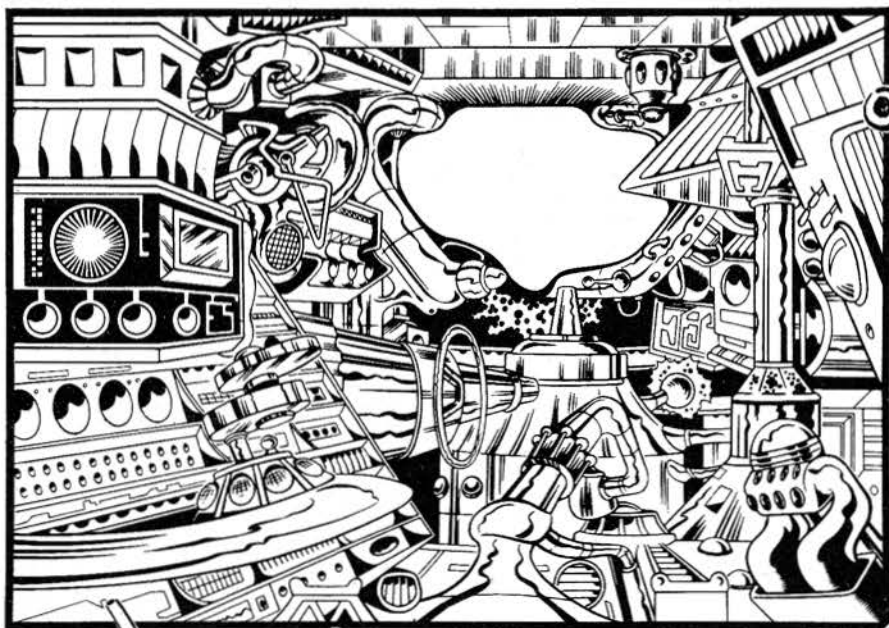
The average man lives in a secure little world, and by and large dismisses any notions about UFOs, aliens, and advanced technologies. I hate to shatter this illusion, but Earth lies at an interstellar crossroads, and many advanced races have visited this mudball we call home: the Skrull, the Kree, the Dire Wraiths, and the Shi'ar.

During their adventures, heroes may run into advanced human and alien technology. If the fate of the world hangs in the balance, someone will try to use a machine he doesn't understand.

Figuring out a piece of alien technology takes a Reason FEAT roll. If the result is green, the hero understands the item well enough to use it, but he can't fix or even reload it. Whenever he makes a FEAT roll depending on the device, he must shift one column to the left on the Universal Table.

If the result of the Reason FEAT is yellow or red, the hero understands the item well enough to use it without any column shifts. If the result is white, the hero has no idea what the device is. He can start punching buttons and hope nothing blows up.

A Reason FEAT roll isn't needed to figure out simple alien devices. Even complex alien devices can be figured out with lots of time and a good lab. The FEAT roll is needed only when time is short and the device is complicated.



CHAPTER 3:



The Marvel® Universe is a strange and diverse place, reaching from the Microverses to the Kree Galaxy, from midtown Manhattan to the Blue Area of the moon, and from shining, eternal Asgard to the Dark Dimension of Dormammu. This wondrous cosmos is the realm of the MARVEL SUPER HEROES™ campaign.

A campaign is much more than a series of battles. In a campaign, players must take charge of their characters' lives, both as public heroes and as private citizens. A campaign lets players take an active part in the interludes between battles by searching for clues, repairing damaged equipment, inventing new devices, recovering from injuries, and taking care of their private lives.

The Adventure Book, "Day of the Octopus," and other MARVEL SUPER HEROES™ adventures TSR publishes are designed to be a part of your campaign. The adventures are divided into chapters.

The chapters of an adventure book are like chapters in any book. The events of one chapter lead to the events of the next chapter. Clues found in one adventure chapter lead the heroes to their next encounter with the villains. If there are no clues, or the heroes miss the clues, the heroes may have to wait until the villains strike again.

Each chapter is divided into three sections — the battle section, the campaign section, and the aftermath section. The battle section describes the main event of the chapter, but the campaign and after-

math sections provide the information the Judge needs to fit the battle section into his campaign. Clues and NPC reactions to hero actions are found in the campaign and aftermath sections.

Many new elements are added to the game through campaigns. Heroes can form groups, like the Avengers or Defenders; they can become famous and popular, or hunted as criminals; they can even travel to other dimensions and meet alien races.

I have asked several of Earth's well-known heroes to discuss important topics that fall within their spheres of expertise. Without further ado, let us begin.



KARMA

A hero in a campaign has to earn Karma, and anyone who spends it faster than he earns it is heading for trouble.

At the beginning of a campaign, a hero's Karma equals the sum of his Reason, Intuition, and Psyche rank numbers. Once the campaign gets rolling, the hero's Karma goes up when he earns more, and goes down when he spends it. Nobody's Karma ever drops below 0.

Heroes are awarded Karma at the end of every chapter. We get Karma for doing

heroic things, like saving innocent people and arresting criminals — in other words, for doing our jobs. Any hero who doesn't do his job — letting a criminal go, or standing by while somebody commits a crime — loses Karma. Besides these hero kinds of things, though, we get Karma for everyday things like getting together with friends, working at a steady job, and keeping our personal lives in order. Anybody who lets his personal life fall apart, or just misses appointments or avoids his friends, loses Karma.



Table 17: Karma lists a lot of things a hero can do to gain or lose Karma. Some crimes list two Karma awards, separated by a slash. The first amount is awarded for stopping or preventing the crime. The second amount is awarded if the criminals are arrested and turned over to the authorities. If the hero stops the crime and arrests the criminals, he gets Karma points for both.

CAMPAIGNS

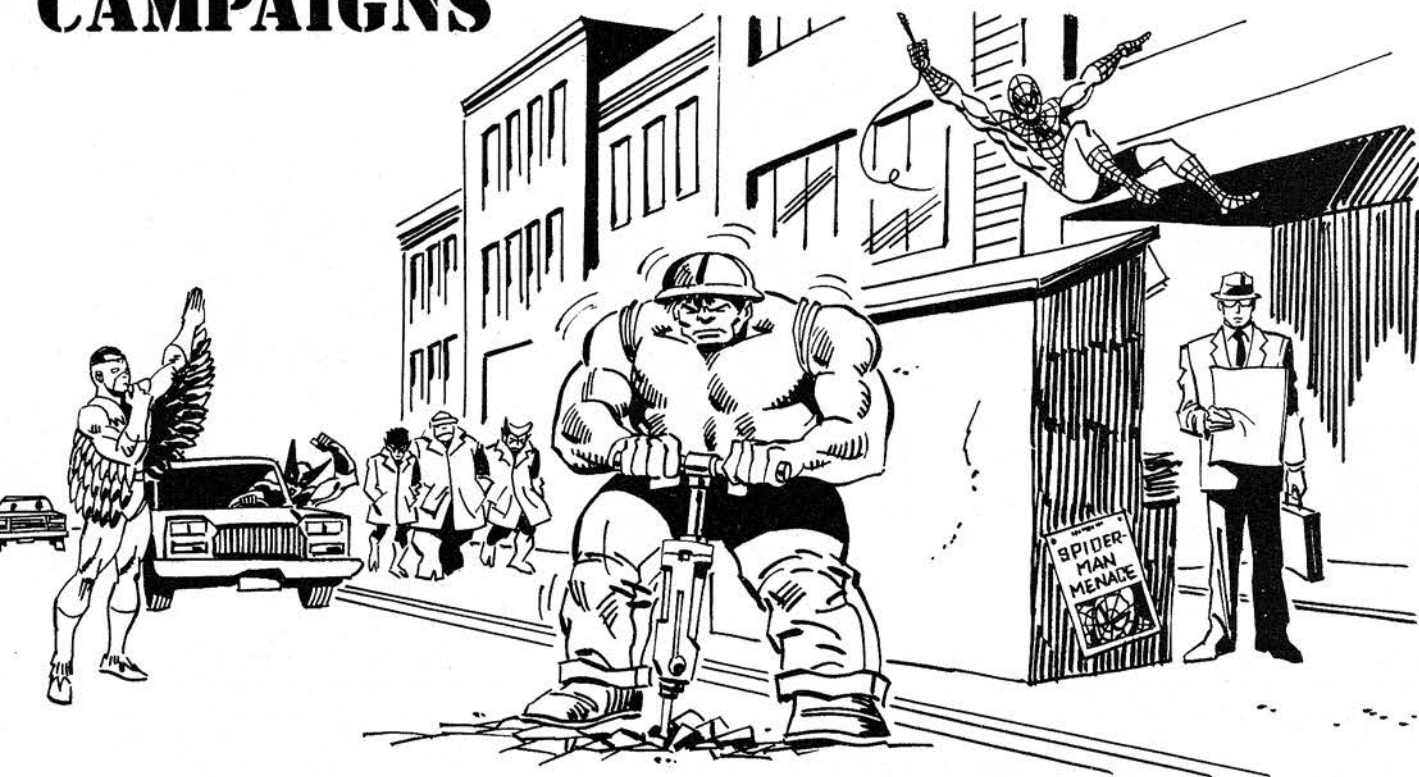


Table 17: Karma

Action	Karma
Stop violent crime	30/15
Stop destructive crime	20/10
Stop theft	10/5
Stop robbery	25/10
Stop misdemeanor	5/5
Stop local conspiracy	30/15
Stop national conspiracy	40/20
Stop global conspiracy	40/25
Stop other crime	15/5
Rescue someone	30
Get together with friends	5
Celebrate with friends	10
Help a friend in need	5-20
Go on a date	2-20
Spend a week with family	15-25
Meet weekly responsibilities	10
Make charity appearance	30
Make paid appearance	5
Sign autographs	1
Donate money to charity	1/100 rp
Good role-playing	1-10
Poor role-playing	- 1-20
Killing	- all
Commit crime	- 10-40
Permit crime to occur	- 10-40
Public defeat	- 30
Private defeat	- 20
Destruction of property	- 5-25
Break a date	- 10 or 20
Late for a date	- 5
Leave an appointment	- 5
Fail weekly responsibilities	- 10
Skip practice	- 10

Violent Crimes include murder, assault, kidnaping, and attempted murder, assault, or kidnaping. This category doesn't include attacks against heroes; I make myself a target for criminals when I put on this uniform, and that's a risk I have to accept.

Crimes of Destruction are violent crimes directed against property instead of people. Arson, bombing, rampaging monsters, even vandalism fall under this category.

Theft is stealing without threatening or injuring anybody. Shoplifting and pickpocketing are simple thefts.

Robbery is stealing with violence: muggings, stick-ups, bank break-ins, and hijacking.

Misdemeanors are minor crimes, like gambling and carrying concealed weapons.

Conspiracy is a plot or plan to commit a crime; making plans to break the law is against the law. There are three kinds of conspiracies. Local conspiracies are small, targeted against one city or corporation. National conspiracies oppose an entire country or government. Global conspiracies are aimed at taking over or blowing up the whole world.

Other Crimes are things that don't fit into any of the specific categories: forgery, smuggling, fraud, or whatever.

Pulling somebody from a burning building, grabbing him as he falls from a bridge, or protecting him from a rampaging monster is a **Rescue**. Heroes can rescue other

heroes or even villains. The rescuer gets Karma points for each person he rescues in a chapter, but he can't collect Karma points for rescuing the same person more than once in a single chapter.

Besides thundering into lawbreakers and protecting freedom, heroes can earn Karma just by being responsible citizens and good human beings. In many ways, meeting daily responsibilities, spending time with friends and family, and being a conscientious citizen are just as important as anything we do in costume.

Getting together with friends for a party, a card game, a weekend camping trip, or any other leisurely relaxation is an important break that everybody needs. If the gathering is a celebration — a birthday, a wedding, or anniversary — it's worth even more Karma.

Sometimes, a friend or relative needs special help — when they're in the hospital, or in trouble or just feeling down — and we can cheer them up a lot just by taking a little time out of our own schedules.

Those of us who are single enjoy going out for dinner, or dancing, or a movie with our respective girlfriends or boyfriends.

Married heroes get Karma points for spending a week with their spouse, and a bonus if the kids are around.

Most heroes have a **job** of some kind, either a regular job in an office, or doing free-lance work at home, or even working professionally as a hero. A hero can earn Karma points by meeting daily job responsibilities.

Karma Value

•30



•30



-All



Hospitals, schools, and charity organizations sometimes ask heroes to make **public appearances** at fund-raising or good will events. Charity appearances are worth more Karma than paid appearances. A hero must be invited to appear before he receives Karma at all. It is not polite for a hero to show up at any kind of function and make a speech on his own.

Heroes with extra resources can donate money to **charity**. It has to be a real, registered charity, though; other heroes, friends, and relatives don't count.

MARVEL SUPER HEROES™ is a **role-playing** game. There's more to a role-playing game than capturing villains and spreading justice. Costumed heroes do their jobs with a certain style, and the game is more fun if players approach it with that kind of spirit. For example, I always try to protect life and property

whenever possible, and people tell me that I tend to get sappy and preachy about America and patriotism. Any player who is playing Captain America should try to copy my attitudes, actions, and style. A player who acts the way his hero would should be rewarded with 1 to 10 bonus Karma points. On the other hand, a Captain America player who picks up a gun and shoots somebody, no matter how evil or dangerous that person is, is not acting the way I would, and should be penalized by losing 1 to 20 Karma points. These rewards and penalties are made solely at the Judge's discretion.

Just as players gain Karma by doing heroic things and taking care of their private lives, they lose Karma by doing cowardly things or letting their private affairs slide.

If a hero kills someone or takes no action to prevent the death of an innocent person that he could have saved, the hero loses all of his Karma points immediately.

If a hero deliberately commits a crime, he loses as many Karma points as he would have earned for stopping the crime (but not for arresting the criminal).

If a hero deliberately permits a crime to occur, he loses as many Karma points as he would have earned for arresting the criminal (but not for stopping the crime).

If a hero is defeated in public by a villain, the hero loses 30 Karma points. A defeat is public if there are bystanders watching, or if the news media broadcast the defeat. A hero who is defeated in private loses only 20 Karma points. A defeat is private if no bystanders witness the defeat. A hero doesn't have to be beaten unconscious to be defeated; running away

0



•30



-1



+40



-10



-20



is defeat, too.

Sometimes heroes must **destroy** a little to save a lot. Ripping up streets and buildings to stop a menace is better than letting a monster or villain rampage through the city, but it still costs some Karma. If the damage is minor — a crushed car, a twisted streetlight — the hero loses 5 Karma points. If the damage is significant, but restricted to one area on the map, the hero loses 15 Karma points. If severe damage spreads over several areas, or if entire buildings have been knocked down, the hero loses 25 Karma points. The hero loses Karma points even if the damage isn't his fault, but he only loses Karma for damage that occurred after he entered the battle.

Breaking a date, missing a business meeting, or not showing up at a party costs Karma points, too — 20, to be exact. The loss is only 10 if the hero has a good reason for being absent. If he shows up late, the loss is only 5 Karma points.

On the other hand, if a hero has to rush out of a meeting, a date, or a party, he also loses 5 Karma points. The Judge can give these points back if nobody notices that the character is leaving, or if he exits gracefully without messing up his friends' plans.

A hero who **doesn't meet his professional or school assignments** loses Karma, too, whether the failure was because of injury or because the hero was

out at Alpha Centauri fighting Skrulls. The loss is 10 Karma per week, unless the hero made arrangements with his boss or school beforehand. In this case, there's no penalty at all.

And, as I'm constantly trying to teach newcomers to this line of work, **practice** is essential. A hero who skips weekly practice loses 10 Karma points.

Defeating a very powerful villain deserves a Karma point bonus. When a hero, or a group of heroes, defeats a villain whose highest ability rank is Remarkable or better, the hero gets bonus Karma points equal to the villain's highest ability rank number. If a group of heroes worked together to defeat the villain, each hero gets the full bonus.

+30

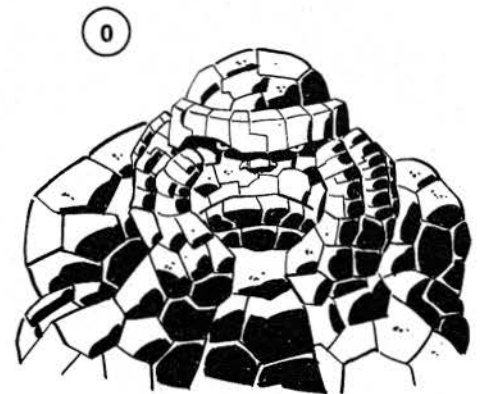
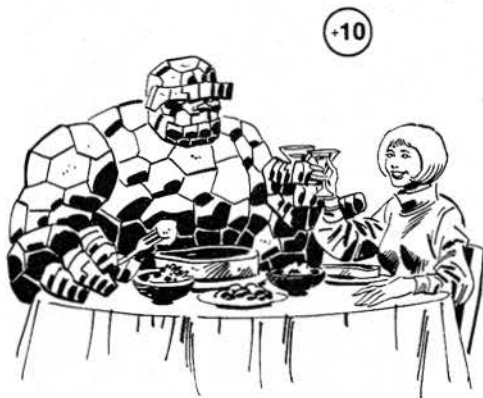


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-10





If a hero has to **call in help**, or the Judge has to send in the cavalry to save a hero, the hero gets only half as many Karma points for that battle as he normally would. Still, a hero shouldn't be reluctant to call for help. Giving up some Karma points may be painful, but not as painful as getting beat up or captured.

Karma Pools

To save time during adventures, the Judge can combine the Karma scores of all

super-powered villains into one score, or Karma pool. When a villain needs to spend Karma, he draws it from the villains' pool.

Heroes who belong to or form super-groups can set up a similar arrangement. Every member of the team donates a portion of his Karma to the pool. Any member of the group can use this Karma during a battle. If a hero quits the group, the amount of Karma he originally donated is subtracted from the pool and returned to him. If the group disbands, the remaining Karma is split evenly among the former

members. The advantage to this is that each individual has a much larger supply of Karma to fall back on in emergencies. And, someone with a penchant for killing, like Wolverine, is insulated against severe Karma losses — only personal Karma is affected by losses.

A hero cannot, however, avoid the consequences of Karma-losing actions by placing all of his Karma into a pool as soon as he earns it. At the end of a chapter, the Judge should subtract any Karma points the hero lost from those he earned before allowing the hero to put Karma into a pool.





Professor X with students.

PRACTICE

I am Professor Xavier, founder of the X-Men. What Captain America mentioned earlier, about practice, is very true. Practice is essential. Anyone can put on a costume and bash his way past a few thugs, but to do his job well the hero must be at the peak of physical and mental condition. Only constant practice can maintain this degree of fitness.

A hero with access to our X-Men's danger room or the Avengers' gym can work out there. The only alternative is patrolling the streets, putting an end to minor trouble.

Any hero who does not practice at least once per week loses 10 Karma points, as Captain America mentioned. That hero also shifts one column to the left on all FEAT and attack rolls, for the entire week following the one without practice. I repeat, practice is essential!



RANDOM ENCOUNTERS

A good way to keep players on their toes and make the Judge's job a little easier is to use a random encounter table. A random encounter is any small event that can bother, delay, confuse, or threaten the hero or interfere with his private life.

Random encounters are listed on a table along with die roll numbers. Every game day the Judge rolls one die and checks his random encounter table. If no encounter is listed at that number, the hero has no random encounter that day. If

an encounter is listed, the Judge decides when it happens and then brings it into play.

This sample random encounters table is for me:

Table 18: Random Encounters

Die Roll	Encounter
1-4	no encounter
5	Witness a petty crime in progress.
6	Adoring fans spot me and want autographs.
7	Spot a super-villain on his way to commit a crime or carry out an errand unrelated to the current adventure.
8	Aunt May becomes seriously ill.
9	I run out of web fluid at a critical moment.
10	Peter Parker invited to a party on an evening when J.J. Jameson wants him to photograph the Avengers' charity banquet.

Make a different random encounters table for each hero, and change the encounters each week. If an encounter is rolled twice, ignore it the second time and treat it as "no encounter." Most strange things happen on Monday, anyway.

Don't let random encounters run the game. Use them as spice, but if a random encounter is inappropriate or unnecessary, ignore it for that day.



NON-PLAYER CHARACTERS

Please allow me to introduce myself. I am Edwin Jarvis, butler to the Avengers. I have been asked to talk about non-player characters, or NPCs.

Any character controlled by the Judge rather than a player is a non-player character. NPCs include characters such as

super villains, policemen, and the many normal people who live in cities. These NPCs come into play as the plot of the adventure dictates.

Standard NPCs have ability ranks between Feeble and Excellent. To create an NPC quickly, roll both dice, add the results, and check Table 19: Random NPCs.

Table 19: Random NPCs

Dice roll	Ability Rank and Number
2-3	Feeble 2
4-5	Poor 4
6-9	Typical 6
10-19	Good 10
20	Excellent 20

If a large number of NPCs of similar types is needed, such as a team of 10 HYDRA agents, use standard NPCs from the tables below:

Table 20: Standard NPCs

Ability	Thug	Police
Fighting	Good	Good
Agility	Typical	Good
Strength	Typical	Typical
Endurance	Typical	Good
Reason	Poor	Typical
Intuition	Poor	Typical
Psyche	Poor	Typical
Health	28	36
Talent		Law Enforc.

Ability	Mercenary	Fire-fighter
Fighting	Excellent	Typical
Agility	Good	Typical
Strength	Good	Good
Endurance	Good	Excellent
Reason	Typical	Typical
Intuition	Typical	Good
Psyche	Poor	Typical
Health	50	42
Talent	Marksman	

Ability	Reporter	Student
Fighting	Poor	Poor
Agility	Typical	Good
Strength	Typical	Typical
Endurance	Typical	Good
Reason	Good	Good
Intuition	Excellent	Good
Psyche	Good	Good
Health	22	30
Talent		Student

Ability	Doctor	Scientist
Fighting	Poor	Poor
Agility	Good	Typical
Strength	Typical	Typical
Endurance	Good	Typical
Reason	Good	Excellent
Intuition	Good	Good
Psyche	Good	Typical
Health	30	22
Talent	Medicine	Science

Ability	Soldier	SWAT Member
Fighting	Excellent	Excellent
Agility	Typical	Good
Strength	Typical	Good
Endurance	Good	Typical
Reason	Typical	Typical
Intuition	Typical	Good
Psyche	Poor	Typical
Health	42	46
Talent	Military	Law Enforc.

Ability	Lawyer	Politician
Fighting	Poor	Poor
Agility	Typical	Typical
Strength	Typical	Typical
Endurance	Typical	Poor
Reason	Good	Typical
Intuition	Typical	Typical
Psyche	Good	Typical
Health	22	20
Talent	Law	



REACTIONS

They told me to talk to you about crowd reactions. I guess I'm a pretty good one to tell you about this kind of stuff, since it seems like I almost always do something that gets the crowd all sore. Listen close, now, 'cause I don't say things twice.

When a hero shows up in public or talks to strangers, the Judge needs to check the crowd's reaction. The hero makes a Popularity FEAT roll, and can add Karma to the roll.

If the FEAT result is green, yellow, or red, the crowd likes the hero. People will listen to him, applaud, maybe even cheer. The better the roll, the more people like him. If the result was white, the crowd dislikes the hero and will ignore his advice, run for cover, or even call him a menace and a maniac.

If the hero is dealing with only one person, the results are about the same, but the Judge can add more detail. For example, a hero who gets a green result might convince somebody to volunteer information, or direct him to someone else who can help. A yellow result might mean the person is willing to help in simple ways, like calling an ambulance or watching a doorway. The hero would need a red FEAT result to persuade someone to risk property or life.

The Judge should consider the situation and NPC attitudes when role-playing NPC reactions. A crowd wouldn't refuse to leave a burning building just because the dice indicated the crowd didn't like the hero who told them the building was on fire. On the other hand, J. Jonah Jameson wouldn't help Spider-Man at all, unless Jameson stood to get something out of the deal.

Criminals react differently than regular people. Being on the run from the law, most underworld types don't like bumping into heroes. To get a good reaction from a criminal, a hero must get a white result when he makes his Popularity FEAT roll. That's right; the less popular the hero is, the more criminals like him. A criminal will never give a hero anything more than information. Heroes can't use Karma to lower their dice rolls to impress hoods.

(If you ask me, the best way to get information from a thug is to pound it out of him. Your run-of-the-mill crook will blab anything when he has less than 10 Health points left and somebody's knuckles under his nose.)

Reaction Option: Past experience with a hero might affect an NPC's reactions. If the NPC has had past associations with a particular hero, it might be appropriate to modify the hero's Popularity FEAT roll with column shifts.

If the NPC:

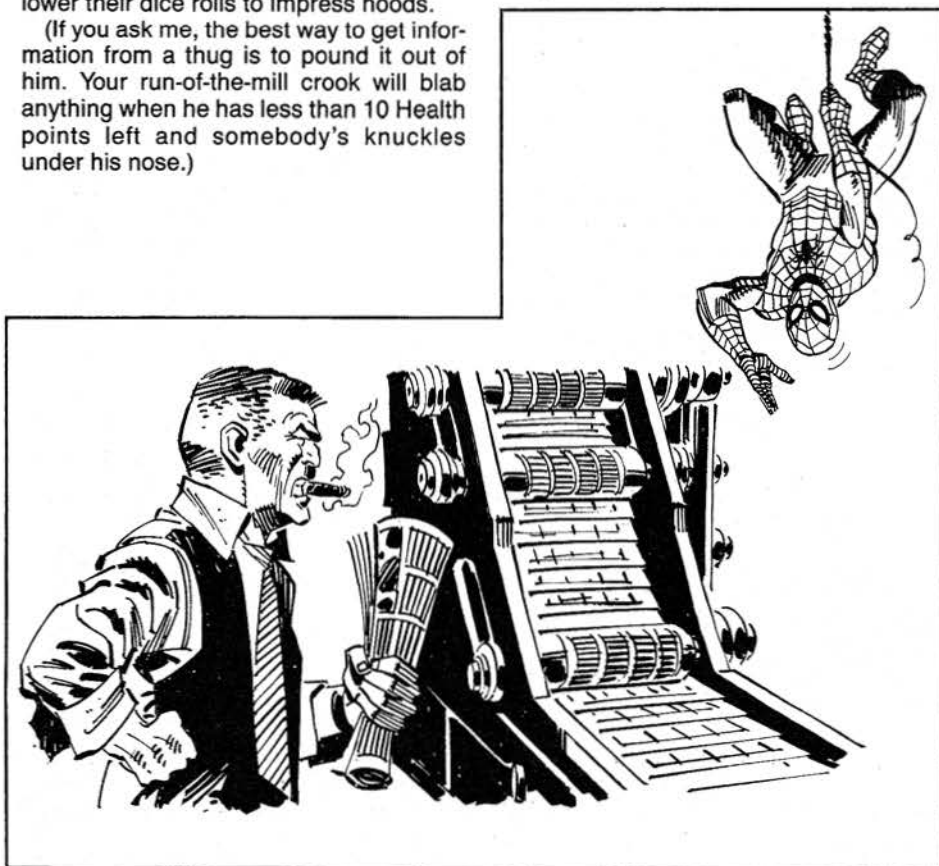
is a friend of the hero
knows the hero personally
owes the hero a favor
doesn't like the hero
hates the hero

Right 2
Right 1
Right 1
Left 1
Left 2

News Reports

Newspapers, radio and television stations love to run stories about costumed heroes and villains slugging each other in public. When a hero does something big, like save the world or capture some bank robbers, the news media probably will run the story. The hero makes a Popularity FEAT roll. If the result is green, yellow, or red, the story comes out and makes the hero look good.

If the result is white, either the story didn't make the news or it makes the hero look bad. Shift this FEAT roll three columns to the left if the story appears in the Daily Bugle, since the Bugle's publisher, J. Jonah Jameson, isn't exactly fond of super-powered heroes. One more thing: no Karma allowed on this dice roll.





GOVERNMENT AND THE LAW

My name is Henry Peter Gyrich. As National Security Council special liaison to the Avengers, I've had more than my share of experience smoothing out problems between heroes and the law.

As citizens of this republic, heroes must obey its laws and observe the due process of its legal system. Even so, heroes have a lot of leeway under the American legal system. The authorities understand that sometimes a crime fighter must rip up central Manhattan to save New York. But some things are just plain illegal, and can't be tolerated under any circumstances. The government takes a dim view of the following actions:

Committing Crimes: So-called heroes who rob banks, steal cars, kill, or endanger the lives of innocent people are no better than the villains they fight. Anyone who breaks the law in order to preserve it better have a good reason.

Withholding Information or Evidence: Any weapon or piece of equipment used to commit a crime is evidence, and must be turned over to authorities. A hero who keeps weapons or equipment used in a crime is withholding evidence. In effect, that hero is stealing from the state, and must lose Karma points accordingly. Authorities won't be as upset if the hero damages or destroys equipment, even though that reduces the state's chance to convict the villain.

Vigilante Action: Unless deputized or appointed as a federal marshal by the government, a hero is just another private citizen. He can make a citizen's arrest and

turn criminals over to the law. He cannot break the law in order to capture a crook, nor can he act as judge and jury, punishing criminals on the spot. Any hero who sets himself up as a judge is asking for big trouble from the law.

Every level of the government — local, state, and national — has its own jurisdictions and mechanisms for enforcing the law.

Local police have jurisdiction over one city, municipality, or county. They investigate typical crimes, like robbery, murder, and assault.

SWAT teams (Special Weapons And Tactics) are branches of the local police. They are trained in military assault tactics. Most often, they are used in situations involving hostages, terrorists, or super-villains.

State police have jurisdiction over an entire state, though they usually leave city problems to city police. State police departments cooperate across state lines to capture criminals who commit crimes in several states.

Several federal agencies exist to protect the security of the nation. The FBI deals with internal threats, the CIA deals with external threats, and the NSA is an information gathering agency that operates both inside and outside national boundaries.

Project Wideawake is a secret, illegal government operation set up to monitor the growing number of mutants and other super-powered beings in the United States and the world. Wideawake is responsible for the creation of the mutant-hunting Sentinels.

The American Legal System

The standard procedure for handling a crime is outlined below:

1. The suspect is brought in to a police station or agency headquarters for questioning. Police must release suspects within 24 hours, but federal agencies can hold suspects longer in cases where national security is at stake.
2. A suspect is charged with a crime, placed under arrest, and jailed at a local police station. Super-powered criminals must be disarmed and their powers neutralized somehow to prevent escape.
3. The suspect is brought before a judge. A trial date and bail are set. Bail can amount to 10 times the Karma award for foiling the crime and arresting the criminal (in resource points). If the crime was especially serious, bail can be denied. If the suspect pays the bail, he is released from jail. The amount of bail is returned to the suspect when he shows up for his trial.
4. The trial is held. Details on trials are explained below.
5. If found guilty, the suspect is sentenced to a prison term. A typical sentence is 1 or 2 times the total Karma award for foiling the crime and arresting the criminal (in years). If the crime was particularly violent or nasty, the sentence may be as long as 10 times the Karma award. In unusual cases, the sentence may be exile to an alien's home planet, or the loss of super powers (where possible). The Judge decides the sentence, in any case.

6. A criminal sentenced to a prison term can be paroled after serving one-twelfth of his sentence (one month for every year of the sentence). To be paroled, the criminal must make a successful Popularity FEAT roll, without using any Karma.

Trials

When a villain or a hero is brought to trial, follow these steps to determine the verdict:

1. Determine the suspect's Popularity rank.
2. Shift columns as follows:
 - +1 if the suspect has Law talent and is defending himself
 - +1 if the suspect has a solid alibi
 - +1 for every 200 resources spent in the suspect's defense
 - 1, -2, or -3, depending on the number of witnesses against the suspect
 - 1, -2, or -3, depending on the number of witnesses against the suspect
 - 4 if the suspect is a known mutant
3. Make a Popularity FEAT roll for the suspect. No Karma can be spent on this roll. If the result is green, yellow, or red, the suspect is acquitted. If the result is white, the suspect is convicted.

This assumes that the suspect gets a fair trial. Criminals may try to influence the jury or tamper with evidence, either to free a friend or guarantee that a hero is convicted. Actions like these must be determined and administered by the game Judge.



ANIMALS

In case you don't know me, I'm Hank McCoy: biochemist, X-Man, Defender. Some people call me the Beast. I don't know why they asked me to discuss animals. Why not Wolverine, or Wolfsbane, or Snowbird? No! They ask Hank McCoy about animals, just because somebody thought it would be cute.

Oh, well let's get this over with.

There aren't many dangerous animals in the big city, but every now and then somebody gets jumped by a guard dog or a trained-killer animal. Animals have the same abilities as people (like me). Their Reason, Intuition, and Psyche are Feeble. Their other four abilities vary by species. A few common examples are listed on Table 22: Animals.

Table 22: Animals

Ability	Horses	Sharks
Fighting	Poor	Good
Agility	Good	Good
Strength	Remarkable	Remarkable
Endurance	Excellent	Incredible
Health	64	90
Special		Teeth

Ability	Alligators	Eagles
Fighting	Good	Typical
Agility	Poor	Good
Strength	Remarkable	Typical
Endurance	Excellent	Excellent
Health	64	42
Special	Claws	Claws

Ability	Cats
Fighting	Feeble
Agility	Excellent
Strength	Feeble
Endurance	Excellent
Health	44
Special	Claws

Ability	Insects	Guard Dogs
Fighting	Excellent	Good
Agility	Feeble	Typical
Strength	Feeble	Typical
Endurance	Excellent	Good
Health	44	32
Special	Swarm	Claws

Ability	Lions	Bears
Fighting	Good	Good
Agility	Typical	Typical
Strength	Good	Remarkable
Endurance	Excellent	Remarkable
Health	46	76
Special	Claws	Claws

Some animals, like the two below, are special: they have properties associated with the mind that would put quite a few heroes to shame.

Ability	Redwing (Falcon)	Zabu (Saber-tooth)
Fighting	Good	Remarkable
Agility	Excellent	Good
Strength	Poor	Excellent
Endurance	Remarkable	Remarkable
Reason	Feeble	Poor
Intuition	Remarkable	Remarkable
Psyche	Excellent	Excellent
Health	64	90
Special	Claws	Claws



Animals with claws or teeth cause damage as if their Strength was one rank higher. A lion, for example would cause 10 points of damage if it had no claws. Its claws shift its Strength one column to the right to Excellent, so it causes 20 points of damage.

Insects attack as a swarm, not as individual bugs. If attacking insects can get underneath somebody's armor, they ignore the armor. Insects are more of a nuisance than a threat. They always get initiative. A hero attacked by insects must make an Endurance FEAT roll. If he fails, he spends that round itching and scratching. When an insect swarm is reduced to 0 Health, it disperses.

(No, I don't scratch behind my ears with my feet! That isn't funny.)

Some animals are poisonous: certain spiders, lizards, and snakes, especially. Animal poison has a rank for its potency. When a hero is poisoned, the Judge makes a FEAT roll for the poison, using the poison's potency rank. If the FEAT succeeds and the hero's Endurance rank is equal to or higher than the poison's potency, the hero falls unconscious for 1 to 10 rounds (roll one die).



If the FEAT is successful and the hero's Endurance rank is less than the poison's potency, the hero loses all his Health points and starts dying, losing one Endurance rank per round until someone gives him first aid. In both cases (assuming he survives), the hero temporarily loses two ranks from every ability for the next 24 hours.



SPECIAL ENVIRONMENTS

Most of Earth's heroes live and work in large cities. But others travel through space, sail across the skies, swim under the seas, or journey to strange dimensions and alternate realities. Anyone who intends to make such voyages should learn what they can about their destination before going.

Underwater

Humans cannot survive underwater without a supply of air, special adaptations, or mutations. A few examples:

Scuba tanks hold enough air for a human to breathe underwater for up to two hours.

Anyone inside a submarine can stay submerged almost indefinitely.



A few years back, I discovered chemical compounds that enable humans to breathe water.

In addition, any character can hold his breath for three rounds if he has no way to breathe. At the beginning of every round after the third, the hero must make an Endurance FEAT roll. Failure means he is drowning. Unless he reaches air in one round, the hero falls unconscious and loses one rank of Endurance per round until he dies or is rescued.

Land creatures can move through a body of water at one-half their land speed, whether swimming or walking along the bottom. Heroes native to water move at normal speed.

Water also affects the ability to fight. Shift all attacks one column to the left, in addition to normal adjustments, when the combatants are underwater. Distance weapons are effective only within the same area from which the weapon is fired. Fire, conventional explosives, and gunpowder weapons don't work underwater.

One of the races of Earth, the sea-dwelling Atlanteans, lives beneath the North Atlantic. Prince Namor I rules the under-sea Atlantean empire, but a number of barbarian tribes inhabit its borders. The largest of these tribes is led by Attuma.

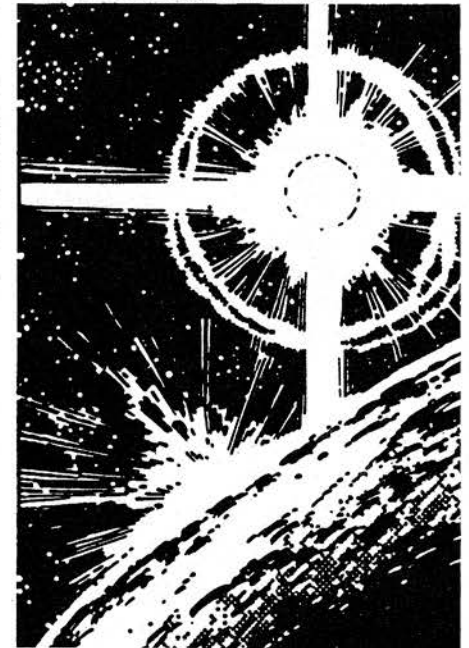
An average Atlantean has the following Ability ranks:

F	A	S	E	R	I	P
Gd	Ty	Rm	Rm	Ty	Ty	Ty

When Atlanteans leave the water, they must use special breathing devices or they will suffocate. Prince Namor is a human/Atlantean hybrid, and can survive in air for several days.

Space

Traveling through space presents a similar problem to traveling underwater: there is no oxygen for humans to breathe. Anyone exposed to the vacuum of space must make an Endurance FEAT roll at the end of every round to remain conscious. A hero with an Unearthly Endurance is immune to the effects of vacuum, and a hero with a Monstrous Endurance can resist the vacuum for five rounds before needing to make an Endurance FEAT roll.



When possible, humans use space vessels to work or fight in space. These vessels range from shuttles to warp-driven starships. All spacecraft have Monstrous Speed. Most are compartmentalized so that small leaks don't allow the air to escape from the entire vessel. Spacecraft combat occurs as normal vehicle combat.*

Gravity becomes an important consideration during personal combat in space. If the fight is on board a ship with artificial gravity, combat occurs normally. If there is no gravity, however, shift distance weapon attacks one column to the right on the Universal Table, and check for a possible slam on any hit in a slugfest.

Of all the races inhabiting the worlds of the Milky Way and other nearby galaxies, these three are most important to Earth because of their meddling in human affairs: the blue-skinned Kree, the shape-changing Skrulls, and the birdlike Shi'ar. Each of these races has built a large empire. A typical specimen of each race has the following abilities:

**(Look for STAR FRONTIERS® Knight Hawks, a fine game of battling spaceships from TSR, Inc. — Steve.)*



	F	A	S	E	R	I	P
Kree	Gd	Ty	Ex	Ex	Gd	Gd	Ty
Skrull*	Gd	Ty	Ty	Ty	Gd	Ty	Ty
Shi'ar	Gd	Gd	Gd	Ex	Ex	Gd	Gd

* Skrulls have a natural ability to change shape and appearance, enlarging themselves as much as 1.5 times their normal size.

Other Dimensions

In addition to alien planets, many other dimensions are accessible to heroes. Most of these dimensions are not hostile to human life, but there are exceptions. The most important of the dimensions are the Negative Zone, Asgard (and similar realms), and the mystic dimensions.



The mystic dimensions include the Dark Dimension of Dormammu and the Dimension of Dreams, ruled by Nightmare. Usually, such dimensions can be entered only through the use of magical spells.

The astral dimension is similar to the mystic dimensions, but it adjoins many planes, including our own. Astral form is often assumed to move across dimensional boundaries. Like the mystic dimensions, the astral dimensions must usually be entered through spells or psionics, and even then only the soul-self of the traveler assumes astral form. While in astral form, the traveler is immune to normal attacks and invisible, unless he wills it otherwise. Astral travelers are not invisible to each other or immune to attacks originating

from an astral opponent, however.

While a hero is in the astral form, his Health is equal to his Psyche rank number and returns to normal when the soul-self re-enters the body. All psychic injuries the soul-self suffers while in astral form are healed when the soul-self returns to its material body. When the astral traveler returns to his material body, he must make a Psyche FEAT roll to withstand the shock. If the FEAT fails, the hero loses Health points equal to his Psyche rank number.

While the soul-self is in astral form, his material body remains in a state similar to a coma. If any harm befalls the material body while the soul-self is in astral form, the material body will retain the damage even after rejoined by the soul-self. If the material body is destroyed or possessed, the soul-self will be trapped in astral form until it locates a new body. If this new body already has a soul, the astral traveler cannot enter it without the aid of a magical spell or device.

The Negative Zone is a pocket universe I discovered several years ago. It can be entered through a transitional portal kept at the Baxter Building. The Negative Zone is composed of anti-matter, so any item traveling from one section to another without passing through the transitional portal will explode, destroying a large portion of both the Negative Zone and Earth's dimension. Even beings native to the Negative Zone, such as the villains Blastaar, Annihilus, and Stygyro, must use this transitional portal.



Asgard and similar realms are inhabited by powerful beings once worshiped as gods on Earth. These realms include Asgard (Nordic gods), Olympus (Greek gods), and Heliopolis (Egyptian gods), as well as Hades and the Underworld (the domains of Pluto and Mephisto). These

dimensions are somewhat Earthlike, though the inhabitants are often intolerant, or even hostile, to humans. Humans usually travel to such a realm only at the behest of its ruler. When a human does wish to travel to one of these realms on his own, he must usually use magic or a dimension-spanning device.

Each of these realms is a separate world or universe, with many native races. Because of their past associations with Earthlings, Asgardians and Olympians tend to interfere with Earthly affairs regularly, either to achieve some subtle victory, for sport and pleasure, or out of concern for the welfare of Earth's inhabitants.

Typical Asgardians and Olympians have the following abilities:

	F	A	S	E	R	I	P
Asgardian	Ex	Gd	Rm	Rm	Gd	Gd	Rm
Olympian	Gd	Ex	Rm	Am	Ty	Ty	Rm

Bear in mind that these are typical citizens. Their heroes and leaders are much more powerful.

THE OTHER RACES OF MAN

In addition to aliens and extradimensional beings, there exist other races of men, offshoots of humanity that have evolved along separate paths in relative quiet. Some have proven themselves peaceful, some warlike; others remain unknown.

Eternals are the product of genetic experimentation by the Celestials. They are immortal, and capable of wielding cosmic energy in a variety of forms.

Deviants are also the product of Celestial experimentation. Deviants mutate from generation to generation. They are by nature ill-tempered and evil, seeking to enslave all other branches of humanity.

Inhumans are products of Kree experimentation. As a race, the Inhumans mutate more rapidly than humans, but along more reasonable lines than Deviants. The Inhumans have settled and live on Earth's moon.

Mutants are not a true race, but neither are they truly human. They are the children of normal humans, whose genetic structure has been altered by the increase in Earth's background radiation in the atomic age. Mutants form the only other branch of humanity that is well known and, as such, are generally feared by normal humans. Even the heroic X-Men are often shunned and criticized.

PLAYING WITH MINIATURES

Miniature metal figures of Marvel® heroes, villains, and machines are available from TSR, and can be used instead of the cardboard counters. Miniature figures make the playing area more exciting, and are

fun to collect and paint.

Miniatures can be used right on the game map instead of the counters. Miniatures are the most fun, though, when used without a map. Use HO scale model railroad buildings or buildings made of cardboard to set up a few blocks of the heroes'

city. Instead of drawing area boundaries on the streets, measure distances with a ruler; one area equals 4 inches on the game table. A hero who moves three areas on the map moves (3 x 4 =) 12 inches in the miniature city.

A WORD FROM THE BAD GUYS

Step right up, ladies and gents! Tired of reading about heroes do this, and heroes do that, and heroes get Karma, and heroes are strong, and the rest of that rot? Arcade has a deal for you! Villainy! Evilness! Corruption! It's all here, in breathtaking black and white! Just sit ba. . .



Enough of your mindless prattling, dolt! This section is mine, and the Lord of Latveria will not tolerate interference. . . Give me your undivided attention, Gentle Reader, for I am about to enlighten your feeble mind.



To begin, we must understand what separates those called villains from those called heroes.

Physically, there is little difference; both have tremendous powers and abilities. It is the villain's outlook that separates him from his unworthy foes. For instance, heroes want to be liked; I prefer to be feared. Heroes want to be accepted by the world; I want to control it. Heroes compromise; I see no need for such weakness.

The title "villain" is, in fact, unfair. If mankind could understand us criminals, it would see that many of us are dangerous only to fools who oppose us. Unfortunately, there are elements within our group that deserve the title, who cast their unpleasant shadows across the rest of our class. To bring this fact into sharper focus, "villains" can be classified according to their goals.

Conquerors are those who desire to rule the Earth, or a portion of it. Many are simple, ego-crazed power seekers. Their childish plans, undisciplined armies, and foolish weapons are easily defeated. Others, like myself, are proven leaders who

will soon enjoy the fruits of our labors.

Thieves hardly merit mention. Their only goal is to acquire as much wealth as possible, by whatever means necessary, and to share it with no one. Most operate independently. Some work as hired guns, or cooperate briefly with others of their kind. Their plans generally exceed their power and their wits.

Planners are spiders at the center of a web of crime. They do not commit crimes themselves, but plan criminal activities for their underlings. A planner may have any goal; it is the structure that identifies the planner.

Maniacs are the most dangerous villains, and yet their mania often leads to their downfall. For a maniac, crime is only the means to some twisted goal. Many maniacs enjoy causing pain and destruction.

Villains do not fall neatly into any category. Some maniacs see themselves as conquerors, and thieves very often imagine they are great planners. Bear in mind that villains have complex goals and methods.

Many villains build organizations around themselves to extend their reach and protect themselves. These criminal gangs earn resources for their leaders. The weekly income of such a gang equals the number of gang members, times 10. (This number changes as gang members are recruited or arrested.)

Eventually, criminals operating in the United States of America must deal with the Maggia. This Class 1000 gang controls the lion's share of criminal money and power in America. Any gang with a weekly income of 500 or more resource points will attract the attention of the Maggia. The Maggia typically demands that all income over 500 per week be turned over to it, or it will forcibly take control of the entire operation. If this happens, the leader is either eliminated or becomes another employee of the Maggia, to be used as one of its pawns.

Perhaps the most telling difference between villains and heroes is how they earn and use Karma. The villain's desire for power and wealth is reflected in Karma rewards for villainous acts.

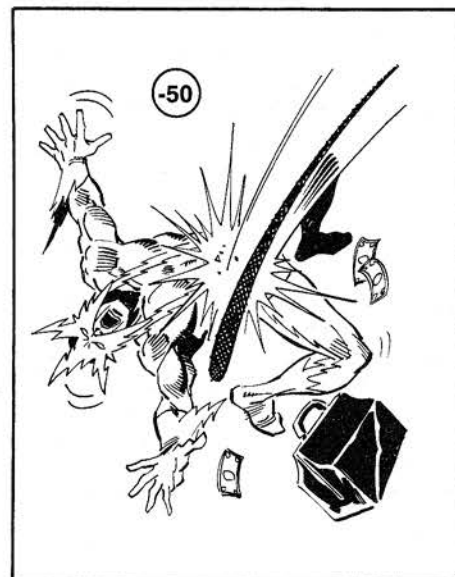
A villain earns as much Karma for personally committing a crime as a hero would earn for foiling it. If the crime is committed by the villain's henchmen, the Karma award is the same as that for arresting the criminal, but the Karma is placed in a pool accessible to both the villain and his henchmen. If all of the villain's henchmen are imprisoned or eliminated, the Karma pool is absorbed by the villain.

Upon defeating a hero or placing a hero in a death trap, the victorious villain earns Karma points equal to the hero's highest ability or power rank number. If the hero is both defeated and placed in a death trap, Karma is awarded for both victories. A death trap is any artificial or mechanical device that endangers a victim's life. Karma is earned by placing a hero in the death trap; the award does not depend on the hero's death. Indeed, if the hero is defeated and imprisoned in a death trap, then released, the villain has proven himself superior and is awarded an additional 20 Karma points.

While heroes often stand in the path to triumph, they also represent the small portion of humanity that understands and appreciates the achievements of marvelous thinkers like me. It is uplifting and satisfying to explain how I achieved triumph to a person with a mind capable of understanding the fine details of the plan, even if the listener is a bitter foe.

Explaining the vital points of a plan or device to a hero earns a bonus of 20 Karma points. Of course, only fools would do such a thing unless the hero were powerless to interfere.

Karma rewards are doubled if the crime



was carried out with special style. A robbery is worth 25 Karma points, but anyone can commit robbery. Stealing Captain America's shield from the Avengers' Mansion is a much more daring operation, worth 50 Karma points to the bold adventurer who would attempt it.

Villains who have families earn Karma for the time they devote to personal relationships, businesses, and charities.

Because of the structure of most villains' networks, a villain earns one Karma point per week for each person who works for him, to a maximum of 20 points per week.

Villains lose Karma if they are beaten. If a group of heroes defeats him, or a hero with at least one ability rank that is higher than the villain's highest rank, the villain loses 50 Karma points. If none of the hero's ability ranks exceed the villain's best ability, the villain loses 100 Karma points.

A villain who kills loses 30 Karma points; murder, while sometimes necessary, is still barbaric. The elimination of unruly or incompetent lackeys, hirelings, and henchmen, however, is of no consequence. It involves no loss of Karma.

Villains who ignore their personal relationships and affairs lose twice as much Karma as would a hero.

A villain brought to trial loses as many Karma points as he earned for committing the crime (or would have earned, if he had committed the crime).

If convicted, a villain earns no Karma while in prison, and loses 10 Karma points per month.

A hero who turns to villainy, or a villain who turns to heroism, loses one-half of all his personal Karma, and no longer has access to any previous Karma pools.

Villains are severely restricted when spending Karma; they cannot spend more than 20 points to modify a dice roll. There are three important exceptions to this rule:

1. They can spend 40 Karma points to defend themselves (only to reduce the effectiveness of an opponent's attack).
2. The villain may spend any amount of Karma, up to his limit, to escape from enemies.
3. If the Judge feels it is necessary, a villain may also spend any amount of Karma, up to his maximum, to further the plot.

Resources should not be a problem for most villains. Anyone involved in a legitimate occupation earns resources, the same as his unsuspecting associates and partners. Normal Resource rank limits apply in this case. Those of us with great vision find it child's play to set up a small, yet prosperous, corporation or country.

Others prefer to earn money in a more traditional, vulgar manner — they steal it. A villain with no steady income must steal the resources he needs, but such villains have no Resource rank, and therefore have no resource maximum. Resources gained through robbery are listed on Table 23: Wages of Sin.

Table 23: Wages of Sin

Target	Plunder (resource points)
Bank	1,000
Armored Car	400
Store	100-1,000
Individual	owner's weekly income
Private Home	2 x owner's weekly income





JUDGES AND JUDGING

Listen well, noble Earthlings. I have taken it upon myself to explain the most important role of the role-playing game, that of the Judge. Please heed my words with care, for in your understanding of my message hangs the balance and enjoyment of the MARVEL SUPER HEROES™ Game.

You, the Judge, are the most important player in a campaign. You must know the rules, settle disputes, design new adventures, control the villains and non-player characters, and ensure that everyone has fun.

You must be a storyteller. Entertain your players. People play the game to have fun, so your first and most important consideration should be making sure everyone is having fun.

As the Judge, you can make the game more fun by doing a few simple things.

First, tailor the game to suit the preference of your players. Some people enjoy using heroes with god-like powers, such as the Silver Surfer, in battle against awesome opponents like Mephisto. Others prefer less powerful heroes and villains, such as Spider-Man and Doctor Octopus. Some players take their games seriously, while others enjoy occasional detours into silliness. Find out what your players prefer, and adjust your adventures accordingly.

Second, remember that the MARVEL SUPER HEROES™ game is a role-playing game. While it is fun to play as a simple battle game, the real enjoyment comes from putting yourself into the hero's place and trying to act and speak as he would.

The same applies to non-player characters. You and your players will have more fun if you treat NPCs and villains as real people, and give them personality. Out-thinking and finally defeating Doctor Doom is much more challenging than punching and wrestling a set of ability ranks. When players encounter Doctor Doom, speak as Doom would speak. Think as Doom would think. With some practice, role-playing becomes very easy, and is much more fun than playing a boardgame.

Third, use all of your resources. Challenge the players by being creative. A smart villain will not fight one-on-one with a stronger hero, because the villain knows he will be beaten. A smart villain flees from a powerful enemy, returning when he has the advantage. Or, he tries to gain an advantage immediately.

Offices and warehouses, even city streets, are crowded with items that can be used as weapons. If the villain needs to escape, items can be scattered in the hero's path to slow his pursuit. Villains hide secret devices throughout their headquarters, and build escape routes for emergencies. Do not let your games become predictable or players will lose interest.

The Judge must be accurate. You need not memorize the rules, but you should know how to conduct a battle and know how to find a rule if a question occurs during the game. As Judge, you also must keep records on how many Health and Karma points villains have lost or spent. Players are expected to keep accurate records on their heroes, and you must do the same for your villains.

Once the game begins, you become the eyes and ears of the heroes. The players know nothing except what you tell them. As Judge, you must be sure that the players have all the information that is available to their heroes.

If an adventure begins in a park, describe the park for the players. It may be open and light, or shaded by tall trees. Children flying kites, a man selling pretzels, men and women relaxing on benches — these are common sights in a park, but unless you tell players about them, players do not know these things are around. It is not fair to penalize players for mistakes they made because the Judge did not tell them everything they should have known.





Before playing one of TSR's published adventures, like "Day of the Octopus," read the entire adventure carefully. You must be familiar with the villains and events in the adventure so you will not make mistakes. Players will be frustrated if you must stop the adventure to correct mistakes. Present the information to the players in the same order the adventure book presents it to you, and you will be less likely to skip or forget important details.

The Judge must be neutral. You control the villains, but you must not favor their side. Your job is not killing heroes. Your job is presenting challenges and obstacles for players to overcome. Players must face risks, and sometimes they will be defeated. You must balance the danger they face with a reasonable chance for the players to win, and you must balance the chance to win with a fair amount of danger.

You have a lot of freedom in handling FEATs and FEAT dice rolls during the game. Use common sense when deciding whether a FEAT roll is necessary. Simple actions can succeed automatically. FEAT rolls are important when heroes are attempting difficult things or are in danger.

Some FEATs are impossible. When a hero tries to do something that the Judge thinks is impossible, the Judge should tell the player that the FEAT cannot be done. The decision whether a FEAT is possible or impossible is made by the Judge, and his decision is final.

The Judge must also decide what happens to a hero who fails a FEAT roll. Does Spider-Man fall 20 stories to the ground if he fails to grab a ledge? Is Captain America crushed if he fails to hold up a collaps-

ing printing press? One failed FEAT roll is dangerous, perhaps even disastrous, but it should not be fatal.

Unless the hero is unconscious, dead, or restrained, he may try the same FEAT again the next round (or the next time the chance presents itself). If Spider-Man misses the ledge, he might try grabbing a lower ledge as he falls. Or he might save himself with his webbing. If this second FEAT fails, Spider-Man will be much closer to the ground and will not have time for a third attempt to stop his fall, but he might try to land on something that would cushion his fall.

You are free to use FEATs as you wish. If a FEAT is very difficult, but not impossible, tell the player he must get a yellow or red result to succeed. If the FEAT is almost, but not entirely, impossible, only a red result will succeed. The Universal Table is flexible; use that flexibility to make your games more exciting.

While you should be familiar with Marvel® heroes and villains, you need not be an expert on the Marvel universe. Sometimes a player will know more than you about a hero. Listen to advice from players, treating these players as sources of information. But you are in charge of the game, and you make final decisions about what can and cannot be done.

None of the Marvel® heroes are invincible, and sometimes they will fail. If players object to a decision, tell them why you made it. Do not change a decision without a good reason. Never change a decision simply because players object to it. Players will complain about decisions that work against their heroes. Strive to be fair and honest to both sides, heroes and villains.

Do not argue during the game. If a problem occurs, make a decision, finish the game, and discuss it afterward. Even a wrong decision that keeps the game moving is better than stopping the game to argue about a rule.

Never get angry at the players. Remember this is a game. A villain can get mad at a hero, and a hero can get mad at a villain, but the Judge and players should never get mad at each other. If the players are angry, perhaps you should end the game for that day, and resume it when everyone is calm.

Prepare your adventures in advance. This is easier than it sounds. TSR publishes many adventures for the MARVEL SUPER HEROES™ game, and there are hundreds of Marvel comics to get ideas from.

An adventure is like a comic book. It starts with a short encounter that lets the heroes know something is about to happen. Then it builds through several battles

or discoveries toward a final showdown, and ends with the final battle, when either the villain or the hero is defeated. If the villain wins, an entirely new adventure begins, because heroes are likely to pick themselves up and go after their enemy.

An adventure must be balanced. Choose villains who are strong enough to challenge the heroes, but not so strong the heroes cannot win.

After planning the adventure and starting heroes on the trail of the villains, do not be surprised if the players do unexpected things and act in unexpected ways. If players miss clues, they may think the villain's secret base is in Toledo instead of New York. This is no reason to panic; you must learn to react to the situation players create.

If your players do something unexpected, change the adventure slightly. If heroes go to Toledo, something must happen there. Whatever happens may not be related at all to the main story in New York. Meanwhile, the villains in New York continue with their plans, unopposed by your heroes, who are out of town. Eventually, the heroes will discover their mistake and return to the right path.



CHAPTER 4: The Origin Of . . .



As you no doubt appreciate by now, forces almost beyond comprehension are at work in the Marvel® Universe; nothing remains constant, no fact is given, and the very precepts of thought change as the cosmic wind. As it is with the universe, so it is with the inhabitants of the universe; the forces that change the universe are also at work upon humanity, altering and amplifying the abilities of otherwise normal men and women. Let us now look to these forces.

There are three types of heroes: Marvel heroes, original heroes, and random heroes. Marvel heroes come directly from Marvel comic books. Their abilities and powers are based on what the Judge and players know about the heroes.

Original heroes are described verbally or in writing by players. The Judge then assigns their abilities and powers according to the players' description.

Finally, players or Judges may create Random heroes by assigning powers and abilities according to dice rolls. This is explained later in this section.

To create any type of hero, answer the questions on the following checklist.

Character Generation Checklist

1. What kind of being is the hero, and how did he get his powers?
2. What are the hero's ability ranks?
3. What are the hero's starting Health, Karma, Resources, and Popularity scores?
4. What powers does the hero have?
5. What talents does the hero have?
6. What is the hero's name? How old is he? Does he have a secret identity? How does he act? What does he do for a living? Who are his relatives and close friends?

Each of these basic steps is fully explained below. The random generation tables are provided for random hero generation. When generating Marvel or original heroes, do not roll dice to use the tables; simply look at them and decide which entry applies to the hero.



CHARACTER GENERATION STEPS

STEP 1. Determine what kind of being the hero is and how he got his powers.

To begin, roll percentile dice and consult Table 24: General Origins. These origins are very general; the player and Judge should use their imaginations to fill in the details.

Table 24: General Origins

Dice Roll	Origin
01-30	Mutant
31-60	Altered Human
61-90	Hi-Tech Wonder
91-95	Robot
96-00	Alien

Mutants derive their powers from changes in their genetic structure. These changes become evident during adolescence.

Altered humans were once normal humans. Exposure to powerful chemicals, radiation, magic, cosmic, or unknown forces changed them and gave them their powers.

Hi-tech wonders are normal humans whose powers come from advanced technology. Their powers are built into their suits and devices, so the heroes may be very weak without their equipment.

Robots are machines, computers, cyborgs, androids, or golems. All robots must be created by someone or something, either intentionally or by accident.

Aliens are creatures from other planets or times, or even isolated places on Earth. This category includes Inhumans, Eternals, Asgardians, Atlanteans, and natives of the Kree Galaxy.

STEP 2. Assign ranks and rank numbers to the hero's abilities.

Begin by making a copy of the blank Character Information Sheet.

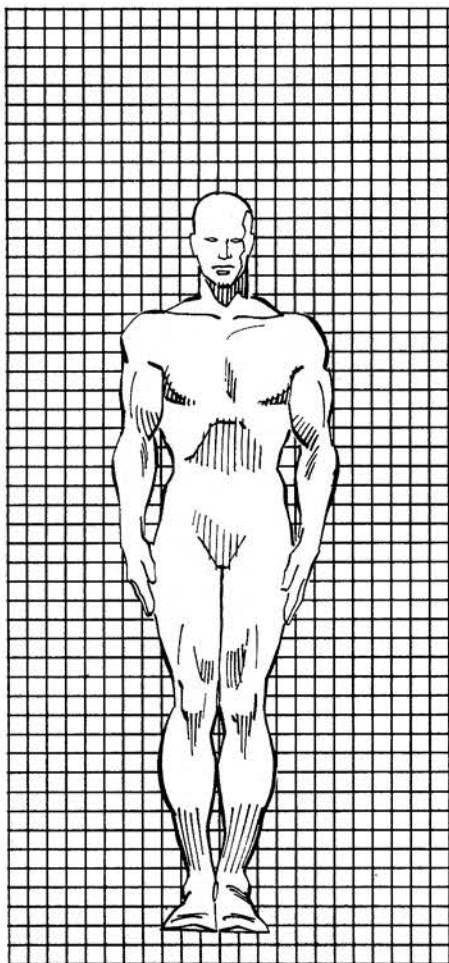
For each of the seven abilities, roll the dice and check Table 25: Random Ranks to find that ability's rank.

Table 25: Random Ranks

Dice Roll	Rank	Rank Number
01-05	Feeble	2
06-10	Poor	4
11-20	Typical	6
21-40	Good	10
41-60	Excellent	20
61-80	Remarkable	30
81-96	Incredible	40
97-00	Amazing	50

Modify these ability ranks as follows:

- If the hero is a hi-tech wonder, increase his Reason by one rank.
- If the hero is a mutant, increase his Endurance by one rank.



- If the hero is a robot and its Reason rank is Feeble, Poor, or Typical, increase its Reason rank to Good.

STEP 3. Determine the hero's variable abilities.

Add the hero's Fighting, Agility, Strength, and Endurance rank numbers. Their sum is the hero's starting Health score.

Add the hero's Reason, Intuition, and Psyche rank numbers. Their sum is his starting Karma score.

Roll percentile dice and consult Table 25: Random Ranks. The result is the hero's Resource rank. The hero starts the game with one week's income in cash. If the hero is a hi-tech wonder and his Resource rank is Excellent or less, the hero starts the game with 210 resource points in cash.

The hero starts with a Popularity of 50. Modify this score with any of the following modifiers that apply:

Table 26: Popularity Modifiers

Origin is known publicly	+20
Identity is known publicly	+20
Hero is well-established	+20
Hero looks human	+10
Origin is known to a few	0
Identity is known to a few	0
Origin is secret	-20
Identity is secret	-20
Hero is new in the area	-20
Hero is a robot	-20
Hero is a mutant	-40

The player decides whether the hero's origin and identity are public or private. The Judge must decide whether a secret origin or identity is consistent with the hero's origin.

STEP 4. Determine the hero's powers.

Roll percentile dice and consult Table 27: Powers Available, to determine how many powers the hero has. If the hero is an altered human, he gets one additional power.

Table 27: Powers Available

Dice Roll	No. of Powers
01-20	2
21-60	3
61-90	4
91-00	5

Roll percentile dice once for each power, consulting Table 28: Power Categories, each time. This determines the general type of each power. Determine the categories of all powers before proceeding to the next step and choosing specific powers.

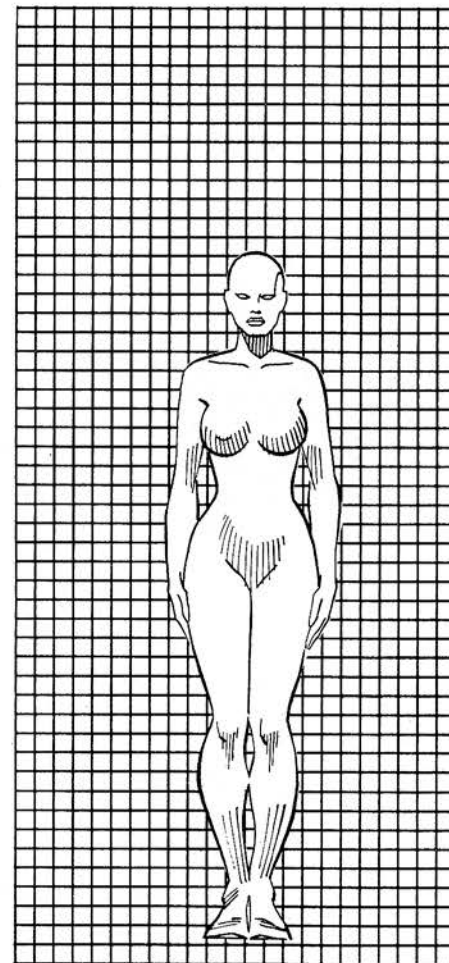
Table 28: Power Categories

Dice Roll	Power Category
01-05	Resistances and Senses
06-10	Movement
11-20	Nature Control
21-35	Energy Control
36-45	Body Control
46-60	Distance Attacks
61-65	Mental Powers
66-80	Body Alterations, Offensive
81-95	Body Alterations, Defensive
96-00	Weapons, Vehicles, Sidekicks, and Alter Egos*

* If a hero is a hi-tech wonder, he automatically has an alter ego.

When the categories of all powers are known, examine the lists of powers in each category and choose specific

powers for the hero. Listed powers marked with an asterisk are special powers. A hero may choose a special power only if he rolled two powers in that category. He must use two normal powers to get one special power.



As each power is chosen, assign a rank to the power by rolling percentile dice and consulting Table 25: Random Ranks.

When all of the hero's abilities and powers have been chosen and assigned ranks, choose one ability or one power and increase its rank by one level. If the hero is an alien, raise the rank by two levels instead of one.

Resistances and Senses

Resistance to Fire
Resistance to Cold
Resistance to Electricity
Resistance to Radiation
Resistance to Poison
Resistance to Corrosives
Protected Senses
Extraordinary Sense
Infravision

Movement

Flight
Gliding
Leaping
Wall-crawling
Lightning Speed
Teleportation *



Nature Control

Earth Control
Air Control
Fire Control
Water Control
Weather Control

Energy Control

Magnetic Control
Electrical Control
Light Control
Sound Control
Darkforce Generation/Control
Gravity Control

Body Control

Growth
Shrinking
Density Control
Phasing
Invisibility
Plasticity
Shape-Shifting *
Body Transformation

Distance Attacks

Hi-Tech Missile Weapon
Ensnaring Missile Weapon
Mental Force
Cold Missile Weapon
Energy Missile Weapon
Fire Missile Weapon
Sound Missile Weapon
Darkforce Missile Weapon

Mental Powers

Telepathy
Image Generation *
Telekinesis
Mind Control *
Force Field Generation
Animal Communication/Control

Body Alterations, Offensive

Extra Body Parts
Extra Attacks
Energy Touch
Poisonous/Paralyzing Touch
Claws

Body Alterations, Defensive

Body Armor
Regeneration

Weapons, Vehicles, Sidekicks, and Alter Egos

Unique Weapon
Intelligent Weapon
Unique Vehicle
Sidekick
Alter Ego

STEP 5. Determine the hero's talents.

Roll percentile dice and consult Table 29: Talents Available to determine how many talents the hero knows.

Table 29: Talents Available

Dice Roll	No. of Talents
01-20	1
21-60	2
61-90	3
91-00	4

To determine each talent, roll percentile dice and consult Table 30: Talents. Talents marked with an asterisk are special. Like special powers, one special talent is worth two regular talents. When a special talent is rolled, the hero gets the special talent and loses one of his remaining, undetermined talents. If the hero has no undetermined talents remaining, he gets to keep the special talent anyway. There are no ranks for talents.

Table 30: Talents

Dice Roll	Talent
01-04	Guns
05-08	Thrown Weapons
09-12	Bows
13-16	Blunt and Sharp Weapons
17-20	Marksman *
21-24	Weapon Master *
25-28	Martial Arts
29-32	Wrestling
33-36	First Aid
37-40	Medicine *
41-44	Law
45-48	Law-Enforcement *
49-52	Aeronautics (Pilot)
53-56	Military
57-60	Business/Finance
61-64	Scholar
65-68	Journalism
69-72	Engineering
73-76	Chemistry
77-80	Biology
81-84	Geology
85-88	Genetics
89-92	History
93-96	Archaeology
97-00	Physics

STEP 6. Determine details about the hero's personal life.

To fill in these details, answer the following questions:

1. What is the hero's name?
2. How old is the hero?
3. If the hero has a secret identity, what is it, and how does he keep it secret? Does anyone know this secret?
4. What is the hero's personality like?
5. Where does the hero live?
6. How does the hero earn his living?
7. Does the hero have any hobbies or favorite pastimes?

8. What does the hero's costume look like?

The hero starts with as many relatives and close friends as he has powers. Most heroes have many more friends than this, but these few are the most important. Answer the following questions about the hero's friends and relatives:

1. Who are the heroes' close friends and relatives? What are their names?
2. How long have they known the hero?
3. How do they earn their livings?
4. Where do they live?

EXPLANATIONS OF POWERS

All of the powers are explained below. The explanation offers only general guidelines for using the power; the Judge must further define the limits of the power to fit his campaign. Powers do not need to be defined completely from the start; heroes discover the full extent of their powers only through use.

Resistances and Senses

Resistance is the ability to withstand an attack, suffering less damage than the attack normally would cause. Each resistance is effective against only one type of attack. Heroes may, at the option of the Judge, devise a new resistance of their own, rather than choosing one of those listed.

Resistance to Poison. If this power's rank is greater than the hero's Endurance rank, compare the strength of the poison to the resistance power rank instead of the hero's Endurance. If the hero's Endurance rank is higher than the resistance power rank, the hero can add one level to his Endurance rank when comparing it to a poison's potency.

Protected Senses. The hero's five senses (sight, hearing, smell, taste, and touch) are protected against damage from



attacks based on sensory overload (such as loud noise, blinding light, or nauseating smells.) If the defender must normally make a FEAT roll to resist the attack, use the power's rank if it is higher than the appropriate ability rank. If the ability rank is higher, shift the ability rank one column to the right for the resistance FEAT roll. If the attack normally succeeds automatically, the power's rank acts like body armor that protects the senses (see "It's Clobberin' Time" for an explanation of body armor).

Extraordinary Sense. One or more of the hero's senses is heightened above normal human level. If this power rank is higher than the hero's Intuition rank, use this power rank when the hero makes Intuition FEAT rolls. If the power rank is lower than the hero's Intuition, increase his Intuition by one level when making Intuition FEAT checks. Players may devise an entirely new sense, like Daredevil's radar sense, subject to the Judge's approval.

Infravision. Infravision is the ability to see in complete darkness. A hero with infravision adds 1 to his initiative die rolls in the dark, and operates in the dark with no handicaps of any kind.

Movement

Flight. The hero can fly, through some natural power, technological device, or magic. The flight power rank determines how fast the hero can fly; consult Table 10: Speed, in the Vehicles section. The hero must make a flight FEAT roll to perform intricate maneuvers or fight while aloft.

Gliding. The hero can glide by catching updrafts or launching himself from a height. This is not self-propelled flight. The hero can travel up to four areas per round, but must come to a rest at the end of the round; he cannot remain aloft. Like flight, a gliding FEAT roll is required for quick or delicate maneuvering.

Leaping. The hero can leap great distances, either vertically or horizontally. The power rank determines how far:

Feeble to Typical	2 areas
Good to Incredible	3 areas
Amazing or Monstrous	4 areas
Unearthly	5 areas

After his initial leap, the hero may try to leap again in the same round, this time up to twice as far as the first time. He simply must make a successful Endurance FEAT roll.

Wall-Crawling. The hero can use suction cups, magnetics, adhesion, or some other power to cling to and move along surfaces from which normal people would fall. A wall-crawling FEAT roll is needed only if the hero is on a slippery or wet surface, or performing acrobatics.



Lightning Speed. This is the power to run faster than a normal human. The power rank determines how fast the hero can run: see Table 10: Speed, in the Vehicles section. Intricate maneuvers require an Agility FEAT roll, but actions that depend on speed alone, such as running across water, require FEAT rolls against this power rank.

Teleportation.* Teleportation is a special type of movement that allows a hero to travel instantaneously from one spot to another without physically crossing any of the space between. The hero can teleport across a number of areas equal to his teleportation power rank number. The hero must be familiar with the area he is teleporting to, or be able to see it. He must make a teleportation FEAT roll every time he teleports; failure means the hero



arrives dazed and unable to take any further action until the end of the next round.

If a hero teleports into a solid object (because he was unaware of its presence), he must make an Endurance FEAT roll; if this roll fails, he dies immediately. If it succeeds, he instinctively teleports himself back to his starting location, and is dazed for the next 1 to 10 rounds.

Nature Control

Nature control powers enable the hero to manipulate one of the four elemental materials (fire, water, earth, air) or the weather. In all cases, the power rank functions as Strength. A hero with Incredible Strength can lift 10 tons; a hero with Incredible earth control can use his power to manipulate up to 10 tons of mineral matter.

If this power is used to attack, the damage caused equals the power rank number. If the material is used as a shield, its armor rank equals the power rank. Offensive or defensive manipulations require a power FEAT roll to succeed.

A hero can manipulate the appropriate elements up to two areas away and within sight. Affecting anything further away than two areas requires a more difficult — yellow or red — FEAT roll. Only non-living, inanimate material can be manipulated.

Earth Control. This power enables the hero to manipulate naturally occurring minerals or items consisting mostly of minerals, such as concrete, pavement, iron, and glass. It does not include artificially manufactured devices, such as guns or plastic items.

Air Control. By using this power, the hero may create winds or partial vacuums. Defensively, air shields can deflect weapons and attacks as if the hero was dodging, and can protect more than one person. Whirlwinds can push small objects or, if strong enough, injure, slam, or stun an opponent.

Fire Control. The hero has the power to increase or decrease the intensity of an existing fire, or the temperature of an object, causing damage up to his power rank number. The hero cannot, however, generate fire from his body.

Water Control. The hero can control the movement of water, creating choppy seas, tidal waves, water spouts, or whirlpools. Any sea-going vessel with a Speed rank below the hero's power rank can be stopped in the water.

Weather Control. This power is a unique combination of all four elemental control powers. It allows the hero to manipulate the local weather. Storms, rain, wind, and snow can be summoned. The temperature can be raised or low-



ered. Lightning bolts can be called down. All weather effects require a FEAT roll to succeed, and cause damage equal to the power rank if used to attack someone.

Energy Control

All energy control powers allow the hero to manipulate one of the natural energy forms. Like nature control, the power rank determines how well the hero can manipulate energy, and how much damage an energy attack can inflict. A hero can affect his area and adjacent areas with ease. Affecting anything two or more areas away requires an Endurance FEAT roll.

Magnetic Control. A hero with magnetic control can control any items that contain iron or steel. The hero also can manipulate Earth's magnetic field and use it to control iron or steel-bearing items, or create a magnetic force shield with an armor rank equal to the magnetic control power rank.

Electrical Control. This is the power to absorb and redirect electrical energy. This power does not allow the hero to throw lightning bolts, but if the hero has an available power source he can deliver a shock through his touch, causing damage equal to the power rank number. An electrical force field will not stop attacks from outside, but it will inflict damage on anyone who tries to reach or move through it.

Light Control. A hero with this power can redirect, magnify, or diminish the light in an area. A blinding flash can cause damage equal to the power rank number and blind a victim temporarily. A light barrier causes no damage, but no one can see through it.

Sound Control. This is the power to manipulate, redirect, amplify, and deaden sound waves, changing their pitch and



intensity. A sound wall acts as a physical barrier, but can be demolished by an attack of greater rank. If the hero is cut off from a sound source, this power becomes temporarily useless.

Darkforce Generation and Control. The Darkforce is a semi-sentient force from another dimension. It can be used to generate a force field, or black out an area so completely that even invisision does not work. It cannot be used as a distance weapon, but anyone enveloped by the Darkforce loses Health points equal to the controller's power rank number each round.



Gravity Control. A hero with the power to control gravity can make any item heavier, if he makes a successful power FEAT roll. Living things with an Endurance rank equal to or greater than the hero's power rank cannot be affected. Other liv-

ing things can be affected and must make an Endurance FEAT roll to avoid being immobilized by their own weight. A weapon which is made heavier causes damage as if its rank was two levels higher. A gravity force field acts as armor against all attacks that pass through it.

Body Control

These are powers that affect the hero's body: growth, shrinking, shape changes, invisibility. Most changes are automatic, so that FEAT rolls are unnecessary. The Judge can call for a FEAT roll in special cases or emergencies.

Growth. The hero can grow taller at will. The limit on his size is listed on Table 31: Size Changes, and depends on the power rank. If the hero's Strength rank is less than this power rank, he uses the power rank as his Strength when in giant form. If the power rank is less than the hero's Strength, the hero's Strength is increased one rank when in giant form. Enemies who attack him also get a one-column shift to the right, because the hero's great size makes him easier to attack.

Shrinking. The hero can make himself smaller. The limit depends on his shrinking power rank, and is listed on Table 31: Size Changes. The hero's Strength rank is unaffected by size reduction, but he gets a one-column shift to the right when attacking, and opponents have a two-column shift to the left when they attack him.

Table 31: Size Changes

Rank	Max. Height	Min. Height
Feeble	8 feet	48.0 inches
Poor	10 feet	24.0 inches
Typical	12 feet	12.0 inches
Good	14 feet	6.0 inches
Excellent	16 feet	3.0 inches
Remarkable	18 feet	1.0 inch
Incredible	20 feet	0.5 inch
Amazing	22 feet	0.25 inch
Monstrous	25 feet	0.1 inch
Unearthly	30 feet	0.01 inch

Density Control. A hero with Density Control can alter his mass, thereby changing his resistance to attacks. He can increase his density up to the power rank, and decrease it to Feeble. As the hero raises his Density rank, he gains body armor equal to his current density rank.

He can also inflict damage equal to the power rank number when charging, if the power rank is higher than his Strength. If his Strength is higher, he gets an additional one-column shift to the right for damage when charging.

At any specific rank, the hero weighs as much as a person with that Strength rank could lift. If the hero's density rank exceeds his Endurance, his Fighting and Agility ranks shift one column to the left for

each rank by which his density exceeds his Endurance.

Phasing. Phasing power enables the hero to make his body less dense, allowing him to pass through solid objects and letting solid objects pass through him. The hero has body armor equal to his phasing rank when using this power, but anyone he attacks physically is treated as if they also had a body armor rank equal to the attacker's power rank. To phase through a solid object, the hero's phasing rank must be at least as high as the material rank of the object. The hero can lower the density of an object he touches by making a phasing FEAT roll.

Invisibility. A hero with this power can make himself invisible to normal sight. While invisible he can be found by heat radiation or smell, and will show up in fog or rain. The hero remains invisible as long as he wants. He can make other people or objects invisible by touching them and making an invisibility FEAT roll. The hero must touch the object to make it visible again.

Plasticity. A hero with this power can stretch sections of his body, like Mr. Fantastic of the Fantastic Four. This power allows the hero to punch or grab someone in another area. The stretching limit is determined by the power rank, as shown on the table below.



Power Rank	Limit
Feeble	1 area
Poor to Excellent	2 areas
Remarkable or better	3 areas

Shape-shifting.* The hero can change to the shape of any animal, plant, or object he wishes. He retains his normal size and mass, unless he also has growth or shrinking power. Changes to a generic shape are

automatic, but to become a perfect duplicate of a specific object requires a shape-shifting FEAT roll.



Body Transformation. The hero can turn his body into another substance, retaining his own shape. In his altered form, the hero may assume the properties of that material: water flows, energy travels at the speed of light, fire ignites flammable materials. If the material is solid, the hero can use its material rank as his body armor rank, but such body armor cannot be of higher rank than the hero's transformation power rank. The hero must choose the type of transformation he can make when he rolls this power:

Mineral or metal: sand, steel, diamond.

Ice: brittle, but causes power rank damage from cold.

Water: the hero can retain his body shape, or collapse and flow through small openings and cracks. Body armor equals power rank, because weapons pass through.

Gas: air, toxic fumes, etc. Body armor equals power rank.

Energy: electricity, light, radiation.

Darkforce: drains Health points equal to power rank by touching or enveloping victim.

Fire: Limited body armor equal to the power rank against weapons that melt or burn. Causes damage equal to power rank number, can ignite flammable items.

Distance Attacks

Powers in this category let heroes attack from a distance. Such powers may be part

of the hero's body structure, or a separate weapon. Any attack with these powers is an Agility FEAT, but damage caused equals the power rank number. The player and the referee must determine how these powers operate when one is chosen.

Hi-Tech Missile Weapon. Hi-tech missile weapons can be hand-held or implanted in the hands. The Judge and the player can agree to give such weapons specialized effects, similar to Hawkeye's stun arrows. A new hero should not have more than three specialized hi-tech items, and none of them can exceed the power rank of this power.



Ensnaring Missile Weapon. An ensnaring attack causes no damage, but immobilizes the target by tangling. The material that entangles the target has a material rank equal to this power rank. The ensnared character can try to break free only if his Strength rank equals or exceeds the material rank.

Mental Force. The hero has the power to launch a psionic blast, directly attacking his opponent's mind. The blast causes damage equal to the power rank. A mental attack is a Psyche FEAT, not an Agility FEAT.

Cold, Energy, Fire, Sound, and Darkforce Weapons. These energies can be directed against a specific target, causing damage equal to the power rank. If the hero also has the power to control this energy, it can be modified for different effects. The Human Torch, for example, can generate rings of fire and use them to trap a foe.

Mental Powers

Mental powers are very closely associated with the Psyche. Any mental FEAT roll can be made using either the Psyche rank or

the rank of that mental power, whichever is preferred.

Telepathy. Telepathy is the power to send thoughts and read minds. A hero with this power can send thoughts to anyone, but can only read the mind of someone with a lower Psyche than his own. A person with mental power is aware when someone tries to read his mind, and can block the attempt with a Psyche FEAT roll.



Image Generation.* Heroes with this power can create images of anything imaginable by making a power FEAT roll. These images look, sound, and smell entirely real. When a defender first encounters such an image, the Judge makes a secret Psyche FEAT roll for him.

If the FEAT succeeds, the defender cannot be affected by the image because it has no substance. The defender does not know this, however, until he actually touches or attacks the image.

If the FEAT failed, the defender believes the image can harm him. Attacks are treated as if the image were real, but the image cannot kill anyone. Any defender knocked unconscious will awaken with the same number of Health points he had before the fight.

A person with this power can control only one image at a time, and must concentrate on that image to maintain it. A person cannot defend himself and control the image during the same round. If attacked, he must make a Psyche FEAT roll to maintain the image.

Telekinesis. A hero with telekinetic power can move objects with his mind. The telekinetic power rank determines how much weight can be moved, as if it were Strength. The hero can also ensnare someone telekinetically; the victim is considered trapped by a material with a rank

equal to the attacker's telekinetic power rank or Psyche rank. The hero can form a telekinetic fist and attack from a distance, making a Psyche FEAT roll to hit his target. This will cause damage equal to the attacker's power rank.

Mind Control.* This is the power to take over another person's mind. The target must be visible and the attacker's power or Psyche rank must be higher than the victim's Psyche rank. A Psyche or power rank FEAT roll must be made to succeed. The victim is controlled until the attacker releases him. If the victim is ordered to do something he would not normally do, such as hurting himself, his teammates, or friends, the victim makes a Psyche FEAT roll and, if successful, breaks the mental hold.

Force Field Generation. A hero with this power can create a force field with an armor rank equal to the creator's Psyche or power rank, whichever is higher. Like all force fields, this field prevents attacks from entering or leaving the protected area. The hero must concentrate on the barrier to maintain it. If an attack causes more damage than the field can absorb, the field absorbs its maximum and then collapses. When this happens, the field's creator must make a successful Endurance FEAT roll or pass out for 1 to 10 rounds. A force field can enclose one area without straining its caster, but extending its size requires a Psyche FEAT roll. The caster may extend the field one area with a green result, two areas with a yellow result, and three areas with a red result.

Animal Communication/Control. This is a primitive form of mental control that permits the hero to communicate with and command specific animals. Communication is a Psyche FEAT. Command is possible only if the hero's power rank number is greater than the animal's full Health, and also requires a Psyche FEAT roll. The hero must choose one of the following types of animals to which his power applies: insects (and arachnids), sea creatures, reptiles, birds, mammals, or any other family the Judge desires.

Body Alterations, Offensive

These powers involve physical changes to the body that might affect combat, either by allowing extra attacks, extra damage, or bonus column shifts.

Extra Body Parts. This is either duplication of a normal body component (a second set of arms, for example) or addition of a new component (perhaps a prehensile tail). These additional parts do not allow the hero to attack more often unless he also has the Extra Attacks power.

Extra Attacks. The hero can attack twice in one round. The attacks can be

against the same or different opponents. The hero must have some explanation for his extra attack: extra body parts, fantastic speed, or a hi-tech item that can be used more than once per round.

Energy Touch. The hero can cause damage equal to this power rank number by touching his opponent (in combat, this is an Agility FEAT). This is not in addition to normal damage; the hero must use either his energy touch or some regular means to cause damage. Note, however, that normal body armor is less effective against this type of damage.

Poisonous/Paralyzing Touch. This character's touch is toxic. When he chooses the power, the hero must decide whether the touch kills or knocks its victim out. In either case, the potency of the poison equals its power rank. This is not in addition to normal damage; the hero must choose whether he will do normal damage or poison/paralyzing damage.



Claws. The hero has claws. When attacking, the hero can use his Fighting rank or this power rank, whichever he prefers. Damage equals the hero's Strength rank plus one column, and attacks are resolved on the Hack & Slash column.

Body Alterations, Defensive

Body Armor. The hero has body armor equal to this power rank. The player must decide how this armor works, and how it affects the hero's appearance. This power reduces the hero's Agility by one rank.

Regeneration. Heroes with this power regain lost Health points faster than normal. The hero recovers as if his Endurance equalled this power rank, or his Endurance plus one rank, whichever is higher.



Weapons, Vehicles, Sidekicks, and Alter Egos

Unique Weapon. The hero has a unique weapon, similar to Captain America's shield or Thor's hammer. The hero gets two column shifts to the right when using this weapon in combat. The weapon also has one super power, chosen by the player. Its power rank is determined randomly, but if the result is Good or less, increase it to Excellent.

Intelligent Weapon. The hero has a unique weapon that is intelligent. It may be a living thing, or an electronic intellect. Determine the weapon's Reason, Intuition, and Psyche randomly, and choose its super power. This weapon is an NPC whose personality is determined and controlled by the Judge. The weapon places the same Karma demands on the hero as a sidekick.

Unique Vehicle. The hero possesses a special vehicle with exceptional powers. Choose one vehicle from the vehicle lists. Use Table 29: Talents Available to determine how many modifications the hero can make. A modification can be used to change the vehicle's Body, Speed, or Control rank, or give the vehicle a super power.

To modify the vehicle's Body, Speed, or Control rank, determine the new rank randomly using Table 25: Random Ranks once for each change. The ability must go up at least one rank, but a good dice roll may raise it even more. If the vehicle has super powers, each must have a randomly determined power rank. This vehicle is free at the beginning of the game, but the hero must pay for repairs and replacement parts during the game.

Sidekick. A sidekick is an NPC companion controlled by the Judge. Bucky Barnes and Rick Jones, both of whom

worked with Captain America, are the best examples. A sidekick is created the same way as any other character, but his Ability ranks cannot equal those of the hero he works with. If the sidekick has any power that duplicates one of his partner's, the sidekick's power rank must be at least two ranks lower than the hero's.

The sidekick does not earn Karma. His starting Karma is added to his partner's Karma score, but from then on the hero is responsible for covering his sidekick's Karma needs. If a sidekick dies, the hero loses Karma equal to the sidekick's starting Karma plus his full Health. If this is more Karma than the hero has, keep track of the difference. The hero must earn and pay off this Karma debt before keeping or using any Karma for himself. The normal Karma award is doubled if the hero catches the person who killed his sidekick.

Alter Ego. A hero with an alter ego can change from his super-powered self to a different physical form with different abilities and talents. Bruce Banner is the Hulk's alter ego; Peter Parker is not an alter ego of Spider-Man because he does not change physical form. There must be a physical difference between the hero and his alter ego. Determine the alter ego's abilities randomly as if the alter ego was a normal NPC with no super powers. The only ability that must be shared by a hero and his alter ego is Karma. Hi-tech wonders may also share Reason, Intuition, and Psyche. An alter ego allows the hero to travel without being recognized.



TALENTS

Unlike super powers, talents are available to anyone through learning and natural ability; passing through cosmic radiation, mystical training, or major surgery is not

required. Talents are divided into three types: combat training, which gives advantages in battle; professions, which provide a living and demonstrate extensive knowledge in a particular field; and sciences, which aid in gathering information and understanding technology.

Guns, Thrown Weapons, Bows, Blunt and Sharp Weapons. Each of these separate talents gives the attacker one column shift to the right when using the named weapon type in combat.

Marksmanship.* The user gets one column shift to the right when using any weapon that requires an Agility FEAT.

Weapon Master.* The user gets one column shift to the right when using any weapon that requires a Fighting FEAT.



Martial Arts. The user can slam or stun any opponent, even if the opponent has a higher Strength rank.

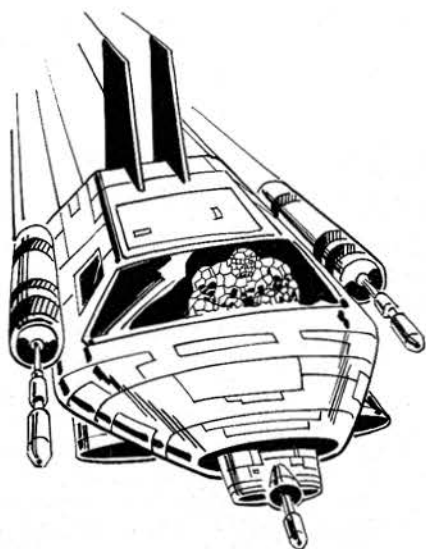
Wrestling. The hero gets two column shifts to the right when wrestling, but this does not affect damage.

First Aid. A person who knows first aid can help a hero who is unconscious and losing Endurance ranks. If first aid is applied within 10 rounds after the hero became unconscious, the hero stops losing Endurance ranks and is restored to his original Endurance rank.

Medicine.* A person with this talent is a doctor. This talent includes first aid but allows a 20-round time limit. The user's Reason is increased by one rank when dealing with medical problems, medications, poisons, and surgery.

Law. This person is a lawyer, and is familiar with all aspects of the law. His Reason shifts one column to the right when dealing with legal problems.

Law Enforcement.* This person knows the law, is licensed to carry a gun and make arrests, and has all bonuses of the Guns talent.



Aeronautics. A person with this talent has a pilot's license, and can pilot any normal aircraft. This does not include spacecraft.



Military. The hero is an active or retired member of the armed forces. When dealing with the military, the hero gets a one-column Reason shift to the right and a temporary 10-point bonus to his Popularity.

Business/Finance. This hero is familiar with the world of business and corporate finance. Reason is shifted one column right when dealing with business and money. The hero can increase his Resource rank by maintaining his maximum resource level for only two weeks.

Scholar. Scholars get a one-column shift to the right when dealing with any subject they have studied. The Judge should use his knowledge of the character to decide whether a character has studied a particular subject.

Journalism. The hero has contacts at local newspapers, radio, or television stations. He also knows people in politics, police departments, and the underworld.



Engineering. Engineers receive one column shift to the right when inventing or building any device.

Chemistry, Biology, Geology, Genetics, History, Archaeology, Physics. These talents allow a bonus shift of one column to the right when using Reason to deal with a problem within one of these fields, including inventing and building things.

SOME ADVICE ABOUT MAGIC

Magic is a very potent force in the MARVEL SUPER HEROES™ Game. Master sorcerers such as Doctor Strange wield great power, and confront awesome, extra-dimensional beings. For this reason, magical training is not available as a normal talent.

Players who want to create magically trained heroes must have the approval of the game Judge. Heroes with magical training should not have any other super powers, as such a combination could be nearly invincible. To undergo magical training, the hero must have a Psyche rank of Good or higher. One of the persons considered close to the hero is his teacher and mentor, who is himself a master spellcaster.

LIMITATIONS

Players who have created their own heroes can increase an Ability or Power rank by voluntarily limiting that Ability or Power. Limitations must be approved by the Judge. The limitation should affect the Ability or Power that is being increased, and should genuinely cause problems for the hero.

The disadvantage of the limitation should balance the advantage gained by the higher rank. Increasing a rank from Good to Excellent gives a small increase in power, but increasing a rank from Amazing to Monstrous gives a large increase in power. As the ranks involved get higher, the limitations should become more severe.

Limitations must be balanced by the Judge for his campaign. For example, a Judge could limit the number of times a character can raise a single rank, or the number of Abilities or powers that can be raised.

Here are some sample limitations:

Agility can be increased from Excellent to Remarkable if the hero becomes nocturnal — the bright light of day blinds him, and reduces his Agility to Good;

The power to control fire can be increased from Incredible to Amazing if the hero limits his range to the area he occupies;

Telekinetic power can be increased from Amazing to Monstrous if its use is limited to objects the hero has touched.

ADVANCEMENT

Heroes created by players can improve their abilities and powers, or gain new powers, by spending Karma. First, they must create an Improvement Fund by spending 200 Karma points. These 200 points are lost, but in exchange the hero is allowed to place Karma points in the Improvement Fund, like money in a savings account. Once placed in the Improvement Fund, this Karma can be used only to improve powers and abilities or gain new powers.

Improving an Ability or Power costs a number of Karma points equal to the new rank number x 100. Raising Endurance from Excellent to Remarkable, for example, costs (30 x 100 =) 3,000 Karma points. An Ability or Power can be raised only one rank at a time. No single Ability or Power can be raised more often than once per game year. No Ability or Power can be raised to Class 1000.

A new Power costs 3,000 Karma points, plus its power rank x 100. The power rank is determined randomly. The hero must have some justification for gaining this new power; exposure to cosmic radiation, strange chemicals, or some other traumatic event.

A new talent costs 500 Karma points. Only one new talent can be gained each game year. The hero must spend time learning the skill, either by going to school or through on-the-job training.

The Origin of...MACH 1



Now that you've read all those rules, let's take a little quiz and see how much you remember. This isn't a hard quiz; you won't even need a pencil. Just follow along with what I do.

I'm going to make up a new super hero, using the guidelines in this chapter. I don't have anything in particular in mind, so I'll do it randomly.

The first step is making a copy of the blank information sheet that's printed on the next page. I made a copy using the photocopier at the daily Bugle, but a blank sheet of paper would work almost as well. Always use a pencil when writing information on the sheet, because things can change during the game.

Let's follow the Character Generation Steps in order:

1. Determine what kind of being the hero is and how he got his powers.

I roll the dice, and the result is 48; checking table 24: General Origins tells me that this hero is an altered human, like me. Pulling something off the top of my head, let's just say this fellow—I'll name him Danny Paterson—was part of a scientific expedition to the Amazon jungle. Danny was knocked from a canoe during a vicious rainstorm and separated from the rest of the party, who gave him up for dead. He would have died, but a group of mysterious natives found his body along the bank of the river and nursed him back to health with the help of a powerful herbal potion. The potion reacted with something in Danny's blood and when he stumbled out of the jungle, he was ... different. (Pretty exciting stuff, eh?)

2. Assign ranks and rank numbers to the hero's abilities.

This takes seven dice rolls. Danny's abilities, dice rolls, ability ranks, and rank numbers are listed below:

Ability	Dice Roll	Rank	No.
Fighting	40	Good	10
Agility	62	Rema	30
Strength	91	Incr	40
Endurance	42	Exce	20
Reason	74	Rema	30
Intuition	68	Rema	30
Psyche	36	Good	10

I write these ranks and rank numbers in the blanks on the information sheet.

3. Determine the hero's Variable Abilities.

OK, let's see. Health equals Fighting plus Agility plus Strength plus Endurance. That's 10+30+40+20=100. Danny's health is 100, so I write "100" under Health on the information sheet.

Karma equals Reason plus Intuition plus Psyche. That's 30+30+10=70, so I write "70" under Karma on the information sheet.

Last is Popularity. Looking at the list of Popularity modifiers, I can see that I don't know enough about this hero yet to determine his Popularity. I'll skip that for now and come back to it.

4. Determine the hero's powers.

Here's the really interesting part. First, I determine how many powers Danny has. My dice roll is 72. That's pretty high, so he has four powers. Danny's an altered human besides, so he gets one extra power for a total of five.

Now I have to find out what categories his powers are from. That takes five dice rolls. The results are:

Dice Roll	Power Category
72	Body Alterations, offensive
92	Body Alterations, defensive
27	Energy Control
57	Distance Attacks
08	Movement

Looking at all the powers in these categories, a rough picture starts to form. I'd like a hero who can generate and control one type of energy and travel through the air. To get the effect, I choose the following powers and assign ranks to them by rolling the dice:

Power	Dice Roll	Rank	No.
Claws	48	Exce	20
Regeneration	79	Rema	30
Sound Control	91	Incr	40
Sound Mssl. Wpn.	64	Rema	30
Gliding	21	Good	10

Now it's time to define what Danny can do. His sound missile weapon is his altered larynx; his voice can produce sounds of any frequency, amplitude, or tone, from piercing screams and thundering bellows to a soft, barely audible purr. By controlling the sound, he can form physical barriers, echoes, perfect imitations of any sound effect, and create areas that no sound can enter or leave.

The power to glide is part of his costume; collapsible wings in a small pack extend to make a sturdy, compact glider. The mysterious South American potion that gave him his other powers also changed his feet into claws, which are strong enough to pierce brick and iron so that he can perch anywhere, even on a vertical surface. The regenerative power is another side effect of the potion.

Finally, Danny needs a new name. How about ... "Mach 1." I like the way it sounds.

Going back to step 3, I can figure out Mach 1's Popularity now. he can't very well keep his identity secret, with those clawed feet, but he has kept his origin secret to protect the natives who saved him. His Popularity works out like this:

Basic Popularity	50
Identity known publicly	+20
Origin secret	-20
New in area	-20

Starting Popularity 30

5. Determine the hero's talents.

Rolling the dice (I get 23) and checking table 29: Talents Available, I see Danny has two talents. These talents are:

Dice Roll	Talent
34	First Aid
82	Geology

6. Determine details about the hero's personal life.

This is all that's left. This was supposed to be a quiz, and I've done all the work so far, so I'll leave this part up to you. Just make up the details as you go! And, by all means, have fun!

CHARACTER INFORMATION SHEET

GROUP AFFILIATION

[illegible]

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Page numbers in roman type refer to the Campaign Book.

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THE UNIVERSAL TABLE

DICE ROLL	0 SHIFT 0	2 FEEBLE	4 POOR	6 TYPICAL	10 GOOD	20 EXCELLENT	30 REMARKABLE	40 INCREDIBLE	50 AMAZING	75 MONSTROUS	100 UNEARTHLY	150 SHIFT X	1000 CLASS 1000
01-05													
06-10													
11-15													
16-20													
21-25													
26-30													
31-35													
36-40													
41-45													
46-50													
51-55													
56-60													
61-65													
66-70													
71-75													
76-80													
81-85													
86-90													
91-94													
95-97													
98-99													
100													

THE BATTLE EFFECTS TABLE

Fighting		Agility		Strength			Endurance		
Slugfest	Hack & Slash	Shooting & Throwing	Dodging	Grappling	Escaping	Snatching	Charging	Slam?	Stun?
Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	1 area	1-10 rounds
Hit	Hit	Hit	2 shifts	Miss	Miss	Miss	Hit	Same area	No stun
Slam	Stun	Bull's-Eye	4 shifts	Hold	Escape	Grab	Slam	No slam	No stun
Stun	Kill	Kill	6 shifts	Hold	Reverse	Break	Stun	No slam	No stun

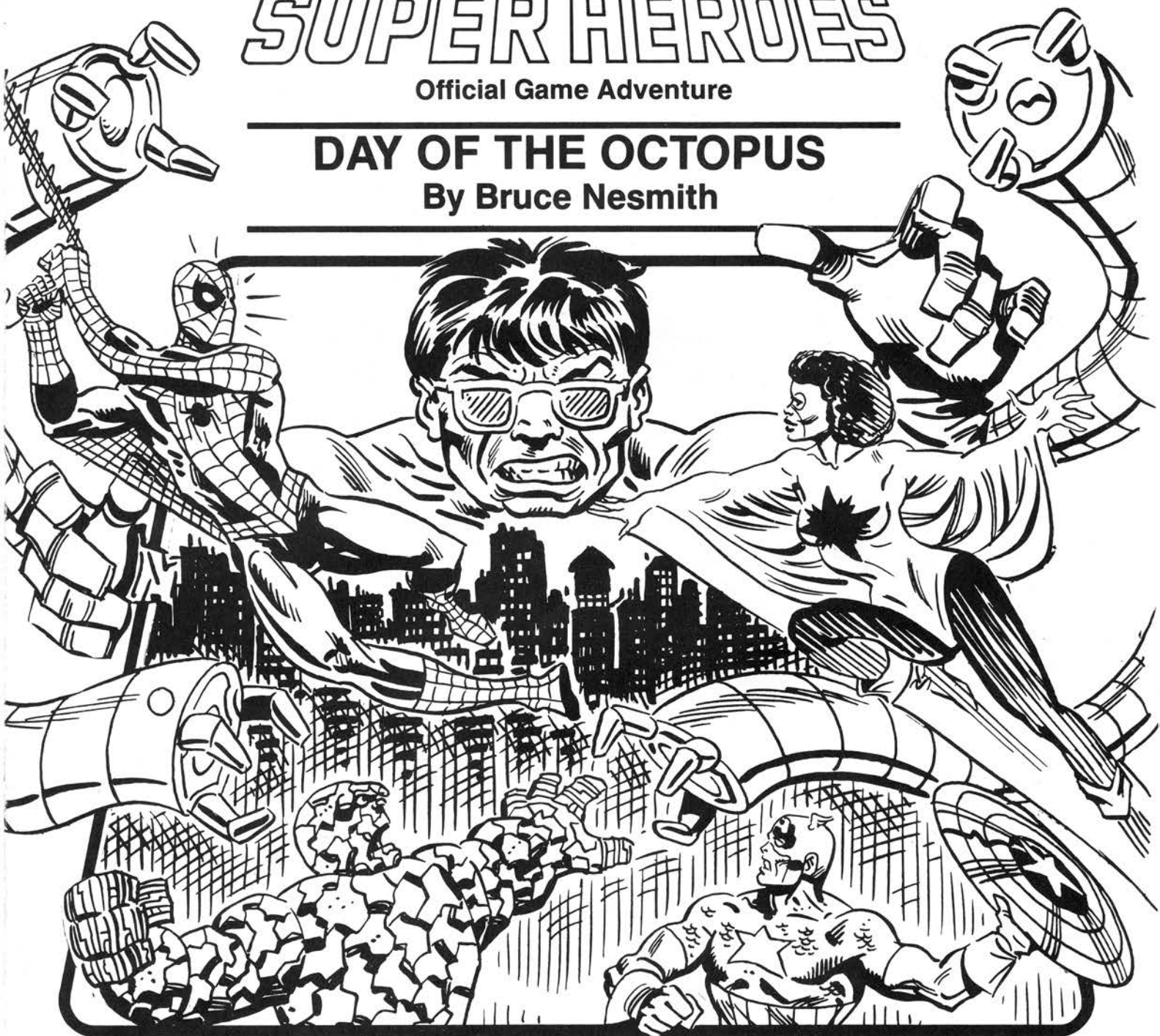
From the producers of the DUNGEONS & DRAGONS® Game

MARVEL SUPER HEROES™

Official Game Adventure

DAY OF THE OCTOPUS

By Bruce Nesmith



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INTRODUCTION

You want to play Marvel heroes? What a great idea! Have you read the rules yet? Before playing the battles in this adventure, read the Battle Book included in the box. If you want to play the campaign parts of this adventure, too, you should also read the Campaign Book.

This adventure is divided into seven chapters. You don't have to read all of them before playing, but you should read each chapter completely before playing it. That will help you run the game when your players do something weird or unexpected. You'll know what happens later in the chapter and can make better decisions guiding the adventure.

Each chapter is split into three parts: Campaign, Battle, and Aftermath. Those parts are explained in the Battle Book. If you just want to clobber the bad guys, ignore the campaign parts of this adventure.

Day of the Octopus is written for Captain America, Spider-Man, Captain Marvel, and the Thing to take on Radioactive Man, Beetle, Fixer, Scorpion, and, of course, that creep, Dr. Octopus. The hero cards are on the piece of cardboard that was wrapped around this adventure book. Those lovable villains are on the last page of this adventure book. That page tears out easily, so you can keep it handy. Read them all so you know their powers, talents, and hang-ups.

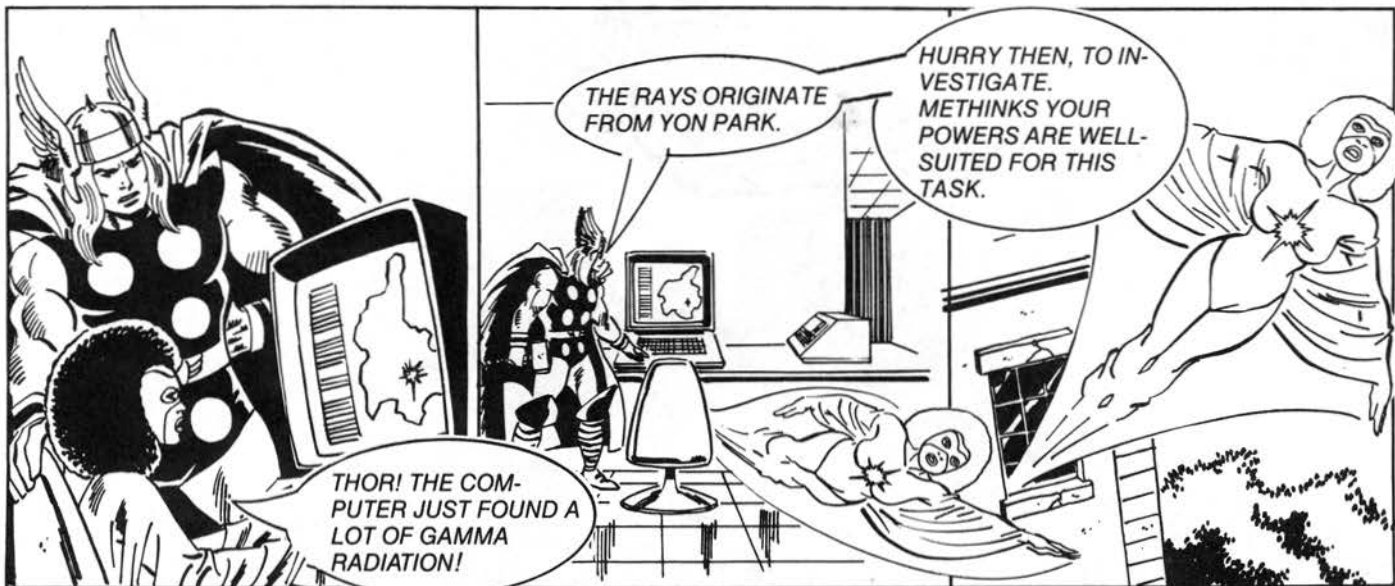
You can play this adventure with other

heroes or villains, but if you end up in some strange situations, you're on your own! The parts of this story that you read out loud are boxed. If you use different heroes or villains, you'll have to change some of the names and descriptions in those boxed passages.

A large map is in the box. On side one is a nifty layout of a city. The interiors of several buildings are on the other side, labeled side two. While playing *Day of the Octopus*, you'll use both sides of the map.

Before the game starts, lay out the map, with side one up, on a table or floor. Give each player the cardboard counter that represents his or her hero. Get out the villains, too, but keep them hidden from the players (to surprise 'em later on). Now you're ready to play! Go to it and have fun.

CHAPTER 1: THE MYSTERY & THE MEETING



CAMPAIGN

Read the following boxed text to the players.

Today is a pleasant Monday morning, and Ben Grimm, Steve Rogers, and Peter Parker have some time off. Coincidentally, they're all relaxing in the Park, right across the street from the 25-story-tall Krupp building. Captain Marvel is on duty at the Avengers' Mansion with Thor.

Tell Spider-Man's player to put his counter anywhere in the park, except in areas next to the fountain. Put a counter for Aunt May next to his counter. Read the following boxed text to that player.

Peter, you and your Aunt May are enjoying an early picnic lunch in the park. Aunt May is chattering away about some new recipes she's tried.

Sometime today you should go shopping for a birthday present for your friend, Ned Leeds. He's a reporter at the Daily Bugle. Early tomorrow morning, the Bugle office is throwing him a surprise birthday party. The stores close at 6 p.m. today.

Tell Captain America's player to put his counter in one of the areas next to the fountain. Place a counter for Bernie Rosenthal next to his counter. Read the following boxed text to that player.

Steve, you promised to attend to a Veterans Benefit dinner tonight from 6 p.m. until 9:30 p.m. Right now, you and your gal, Bernie, are sharing a few quiet moments in one of New York's famous parks.

Tell the Thing's player to put his counter in any park area that's next to a street area. Read the following boxed text to the player.

Ben, today is a thoroughly depressing day. So was yesterday. The last time you knocked out some creep that tried to waste New York, nobody even said thank you. Most people don't even know they were ever in danger. They probably wouldn't care if they did know. Tonight, you have to be at the ceremonial opening of a new hospital wing at 5 p.m. The ceremony will probably be boring, but the reception afterward ought to have some decent food. It won't be over until at least 8 p.m.

Show Captain Marvel's player the pictures at the beginning of the chapter. The player can put her counter anywhere over the park as Captain Marvel flies in. Read the following boxed text to the player.

Captain Marvel, tomorrow at 10 a.m. you have an appointment to look at a new hydrofoil boat that's for sale. Your appointment is in New Orleans. Right now, you have a good view of the park and the Krupp building from the air.

BATTLE

Use map side one. Peter Parker (Spider-Man) is picnicking with his Aunt May in any park area not next to the fountain. Steve Rogers (Captain America) and his friend Bernie are in any area next to the fountain. Ben Grimm (The Thing) is strolling through the park in any area next to a street. Captain Marvel is flying in from the Avengers' Mansion.

Three events happen at the same time. A purse snatcher makes a grab for Aunt May's purse, while in another part of the park, near the Thing, a gang attacks a pretzel vendor. Meanwhile, two thugs try to steal some Mandroid armor from the Krupp building.

Even though these events take place at the same time, it's easiest to play them one-by-one. The heroes can't help each other (except Captain America and Captain Marvel) since they're busy with their own actions.

Spider-Man

Put a thug counter in the same area Peter and Aunt May are in. Secretly roll an Intuition FEAT roll for Spider-Man. If the roll is successful, his spider-sense warns him of the thug and they roll for initiative. If Spider-Man fails the Initiative FEAT roll, the purse snatcher gets one free round of action.

The purse snatcher has the standard thug abilities listed in Table 20 in the Campaign Book. He is unarmed. Unless Peter stops him somehow, he grabs the purse and takes off running toward Harrison Street. Aunt May, of course, tries to keep Peter from fighting. If Peter doesn't stop

the purse snatcher before he runs off the map, he gets away. Peter is not carrying any spider tracers with him.

The Thing

Choose a counter to represent a pretzel vendor's cart. Place the counter in the park three areas from the Thing. A old man named Aldo makes his living by selling pretzels from this cart.

Ben sees four members of a local youth gang trying to steal Aldo's cart because Aldo refused to pay them not to hurt him. The gangsters have normal thug abilities. Unless the Thing stops them, they beat up Aldo for two rounds, then release the brakes on his cart, and shove it down a hill. The cart crashes into a tree three rounds later.

The round the Thing arrives to help Aldo, or the round after they push the cart, the gangsters scatter in four directions and blend into the crowd. If the Thing helps Aldo in any way, Aldo bursts out in praise, crying, "It is a miracle! You have saved me. How can I ever thank you? Here, please, take some pretzels — they're the best in the city."

Captain America and Captain Marvel

Captain America and Captain Marvel both spot two well-known thugs rushing into the Krupp building. One of the thugs is holding a gun. Both thugs have normal thug abilities. Read the following boxed text to the heroes if they enter the Krupp building.

Just as you enter the lobby, a burglar alarm begins to wail. Potted plants line the right-hand wall and long wooden benches line the left-hand wall. A broken glass display case stands in the center of the room with a suit of Mandroid battle armor in it! Lying next to the armor is a cardboard tube and a small metal box. A well-known thug named Turk is reaching into the display case. The other thug, Grotto, stands near the potted plants, gaping at you in shock.

The cardboard tube contains plans and blueprints for building Mandroid armor. Secretly tell the Captain America player that Captain America recognizes the metal object next to the armor. It's a Selectropack power source, developed by Stark International. It is the only power source for the Mandroid armor.

The Mandroid armor is made of several pieces. Each piece protects a part of the body. When it's all on, the wearer has Amazing protection from any damage.

Two armor gauntlets are in the case, one for each hand. Each gauntlet holds a stun-cannon that does Remarkable damage. Each cannon can fire twice before its batteries are drained. If a gauntlet is hooked

up to the Selectropack, it can fire indefinitely. It takes five rounds to connect a gauntlet to the Selectropack.

Ask the players what Captain America and Captain Marvel are going to do — you'll need to know to figure out what happens. Next round, Grotto shoots at the nearest hero. If Turk is attacked, he defends himself, otherwise he tries to put on one of the gauntlets. Make an Agility FEAT roll for Turk each round he tries to put on a gauntlet. If the roll is successful he gets a gauntlet on and opens fire at the nearest hero.

CAMPAIGN

A crowd gathers in front of the Krupp building during the battle there. Aunt May and Bernie are in the crowd. The police arrive just as Captain Marvel and Captain America finish with Turk and Grotto. The Thing and Spider-Man can join the other heroes now, if they want to.

If Turk or Grotto were captured, the heroes can question them. Turk and Grotto wanted to steal the Mandroid armor to start their own crime wave.

AFTERMATH

The heroes do not regain any Health at the end of this chapter.

The Campaign book outlines most Karma awards. Some example Karma awards for this chapter are listed below.

Spider-Man's Karma

What He Does	Karma Result
Returns Aunt May's purse.	+10
Fails to return Aunt May's purse.	- 5
Frightens Aunt May so much she faints.	- 5
Captures purse snatcher.	+ 5

Captain America's Karma

What He Does	Karma Result
Keeps armor from being stolen.	+25
Captures Turk and Grotto.	+10
Damages the lobby.	- 5
Signs autographs after the fight.	+ 1

Captain Marvel's Karma

What She Does	Karma Result
Keeps armor from being stolen.	+25
Captures Turk and Grotto.	+10
Damages the lobby.	- 5
Tells the other heroes about the radiation she and Thor detected.	+ 5
Doesn't tell the other heroes about the radiation.	- 5

The Thing's Karma

What He Does	Karma Result
Helps Aldo.	+20
Doesn't help Aldo.	-20

CHAPTER 2: AMBUSH ON 7TH AVENUE



BATTLE

The heroes are in front of the Krupp building where a crowd is gathered and two police cars just pulled up. Tell the players that two shots ring out from the crowd. Heroes who turn to look through crowd see a small boy in a cowboy suit pointing a large cap pistol at them. The villains choose this moment to attack.

Show the players the three panels above. Put counters for Radioactive Man, Scorpion, Fixer, and Beetle in the Krupp building lobby, on side two of the map. The rest of this battle section explains what happens in the first round of the attack.

The villains catch the heroes unaware, and lay into them. In this round, the heroes (except Spider-Man) cannot take any action or spend Karma. They have to rely on their thick skins and vitamin pills. If Spider-Man makes a successful Intuition FEAT roll, his spider-sense warns him of the attack just in time to react, but he can't spend Karma on his actions.

Radioactive Man fires a blast of radiation under the Thing, blasting a three-story hole that he might fall into. Fixer shoots a laser blast at Captain Marvel while Beetle fires an electro-bite at Captain America. Scorpion charges Spider-Man. If any of the heroes are not in front of the Krupp building, the villains gang up on the others.

Some of the heroes know about these villains. If your players aren't familiar with them, use the following campaign section before continuing the battle in the next battle section. This campaign section also explains what the villains are after.

CAMPAIGN

Read the following boxed text to Captain America and Captain Marvel.

Radioactive Man is a living nuclear reactor. This large green man shoots intense beams of energy from his hands and can project a force field strong enough to deflect Thor's hammer. With his bare hands, he's been known to toss a Volkswagen through a bank window.

Read the following boxed text to Spider-Man and Captain America.

Scorpion is a man in a green costume with a large tail. He is unnaturally strong and fast and his tail packs a Sunday punch that can smash brick walls.

Read the following boxed text to Spider-Man, Captain Marvel, and Captain America.

Beetle is a man who wears green and purple armor. His helmet and a wing case on his back give him the appearance of a beetle. He is super-strong and can fly with his wings, and stick to walls and ceilings with his gloves. Those gloves also fire super-powerful electrical blasts.

Read the following boxed text to Spider-Man and the Thing.

Fixer is a man who makes extraordinary gizmos. He has no super powers, but he has a large supply of tricks and deadly gadgets.

When the villains attack, the crowd in front of the Krupp building runs to the park for safety, but continues to watch the battle. If the villains take a hostage, they grab May Parker or Bernie Rosenthal, of course.

The villains are in the Krupp building to steal the Mandroid armor plans and the Solectropak power source. If they defeat all the heroes, they steal the armor, too.

Unknown to the heroes, the villains parked a getaway truck behind the Krupp Building, on 6th Avenue. The truck is facing west. Any hero who looks behind the Krupp building should make an Intuition FEAT roll. If the roll is successful, that hero notices the truck, double parked and still running.

Doctor Octopus is hiding in a basement room, watching the fight through a remote viewing device. If the heroes start winning, Doc Ock pushes two tentacles through a ventilator grill under the display cabinet and grabs the plans and the Solectropak.

Regardless of where the heroes are, only Spider-Man has a chance of seeing Doc Ock steal the plans. If Spider-Man makes a successful Intuition FEAT roll, he sees the tentacles, but not in time to stop them.

Doctor Octopus will not join the fight under any circumstances. The heroes cannot find him now, even if they rush down and search the basement. Doc Ock planned this theft and his escape routes very carefully.

BATTLE

The villains' battle tactics are outlined below. Each villain will spend Karma points once, if he gets into a desperate situation.

Scorpion attacks Spider-Man whenever he gets the chance. Scorpion is a wild fighter; he leaps right into battles, usually striking with his tail rather than his fists. If he starts losing, he opens fire with the plasma beam in his tail.

Beetle's task is to keep Captain America busy. Beetle is a cagey fighter; he uses his brain when he fights. His battle computer is programmed for Captain America. Therefore, he gets several bonuses when fighting him (see the Villain Roster). Beetle tries to zap Captain America with an electro-bite. If Captain America blocks the shots with his shield, Beetle attacks a different hero while he maneuvers for a better shot at Captain America. Beetle will fight hand to hand, if he has to. Every hero who fights Beetle must make an Intuition FEAT roll. If the roll is good, that hero notices a dark stain on Beetle's boots. The stain is printer's ink, but the heroes don't know that now.

Radioactive Man is supremely confident of his fighting abilities. However, he expected the Avengers, not this mixture of heroes. He was prepared to fight Thor, instead he's taking on the Thing. Radioactive Man's first attack was to blast a three-story-deep hole under the Thing. The Thing can climb out one story each round.

While the Thing is climbing out, Radioactive Man attacks Captain America or Captain Marvel, whoever is closer. If Captain America throws his shield at him, Radioactive Man tries to change his action and redirect the shield with his force field to hit the nearest hero, other than the Thing.

Fixer relies on tricky gadgets when he fights and uses a pistol for most attacks. He is prepared to combat Captain Marvel and Iron Man. Over his normal green suit, Fixer is wearing a black suit that is specially designed to absorb energy blasts, such as Captain Marvel and Iron Man's repulsor beams. The suit contains a maze of millions of flexible microscopic prisms that continuously split and blend light rays. Any light-based energy that hits the suit becomes trapped in it, bouncing around forever. The suit stops any of Captain Marvel's energy bolts up to Monstrous damage. If an energy bolt hits Fixer, he pretends that it hurts him, so Captain Marvel doesn't guess its real purpose.

If Captain Marvel launches herself in energy form at Fixer, she, too, becomes trapped in the suit. Captain Marvel takes Feeble damage (two points) each round she spends in the suit. If she changes

back into her physical form, she destroys the suit, but suffers Excellent damage (20 points) and an automatic stun for 1-10 rounds.

Fixer himself could get hurt if Captain Marvel blows up his suit while he's in it. Therefore, if she flies into his suit, he zips out of it, and leaves it on the floor the very next round.

Fixer's gadgets are described below. He keeps them all over his body and can get to them with or without his black suit on.

WEB BOMBS. Fixer has two web bombs to throw. Web bombs cover whatever they hit with a web of Incredible strength.

LASER PISTOL. This pistol fires laser rays of Remarkable damage and never runs out of energy. If this pistol is knocked out of Fixer's hand, or if he throws it, it becomes a heat seeking rocket that attacks the nearest hero. The rocket strikes with Incredible Agility and causes Remarkable damage.

TANGLER CABLES. This one-shot canister throws a mass of steel cables. The cables trap whatever they hit with Excellent strength and zap it with an electrical jolt that causes Good damage (10 points) each round for three rounds.

FLASH BOMBS. Fixer has three flash bombs. When he throws one onto the ground, it explodes in a bright flash of light. Every hero who is looking in the general direction of the bomb must make an Intuition FEAT roll. If the roll is successful, the hero looks away in time, otherwise he is blinded for 1-10 rounds. Since the flash explodes without warning, heroes cannot spend Karma on these Intuition FEAT rolls. Spider-Man's spider-sense warns him in time to spend Karma, if he wants to. Fixer wears tinted goggles to protect himself from the flashes.

Any villain that gets a chance, grabs the plans and Solectropack and runs out the back door. When that happens, the other villains (except Radioactive Man) stop fighting and dash for the door and their getaway truck.

Radioactive Man blocks the door to cover the other villains' escape. When they get to the truck, he causes a huge explosion (see the Villain Roster) and shouts, "Doctor Octopus will reward me richly for ridding the world of you." Then he races out to the getaway truck. The explosion sets fire to the first floor of the building, filling the lobby with flames and blinding smoke.

Although the getaway truck has normal truck abilities, Fixer souped it up. Now, a

wave-disruptor cannon faces out the back. Each cannon blast causes Amazing damage. The blasts only inflict Excellent damage to Captain Marvel when she is in an energy form. The cannon fires with its gunner's agility. Any villain can shoot it.

Fixer also cut a circular escape hatch in the bottom of the truck. If the heroes chase the villains, and the villains can't lose them, they stop the truck over a man-hole. In the next round, all of villains in the truck leap through the hatch and the man-hole into the city storm sewers. When they get into the storm sewers, the heroes cannot find them because there are so many different tunnels.

CAMPAIGN

If Radioactive Man sets the building on fire, the fire department arrives two rounds after the battle. The firemen put out the fire in two hours. You can expand this adventure by asking the heroes help the firemen put out the fire or rescue trapped people.

If any villains are captured and questioned, they readily admit that Doctor Octopus is behind the theft. They also tell the heroes what was stolen. However, none of them, except the Fixer, will say why the plans were stolen. The Fixer tells the heroes that Doctor Octopus is building a giant robot to destroy the city. Fixer does not reveal any other details.

AFTERMATH

Each hero regains a number of health points equal to his Endurance rank number. Remember, heroes cannot have more Health points than they started with.

Special Karma awards are listed below. Check the guidelines in the rules for general Karma awards and losses.

Heroes' Karma

If This Happens	Each Hero's Karma Result
Radioactive Man is captured.	*75
Scorpion is captured.	*50
Fixer is captured.	*40
Beetle is captured.	*30
Plans and Solectropack stolen.	-25
Lobby severely damaged by heroes or villains.	-25
All the villains escape.	-10

Also, if any hero steals a gadget from Fixer and keeps it for himself, that hero loses 40 karma points. If Spider-Man somehow gets pictures of the battle to sell to the newspaper, he gains two Karma points.

CHAPTER 3: OCTOPUS HUNT



CAMPAIGN

Before the heroes leave the Krupp building area, a policeman runs up to one of them. He says, "We've got a radio call from Thor for Captain America or Captain Marvel." Read Thor's message, in the following boxed text, to whoever answers Thor's call.

"That vile creature who calls himself Doctor Octopus hath broadcast an evil threat from a hidden lair, somewhere in Manhattan. He threatens to destroy New York to prove his vile genius.

The other Avengers and members of the Fantastic Four are busy elsewhere in the world, and I must depart to aid them. Thus, you four must band together to seek out and halt this menace before he carries out his threat. I will lend what aid I can when I return.

Encourage the players to investigate and find Doctor Octopus, who is holed up in the old Globe printing building. There are many clues in this chapter that can lead the heroes to him. Though the heroes don't know it, unless they put an end to Doc Ock's robot, it marches at 1 p.m. Wednesday.

Remember that searching for clues and questioning people takes a while. So, keep close track of time. By now it's probably early Monday afternoon.

Before the heroes charge off looking for clues, remind them of their other commitments. Spider-Man should buy a present for Ned Leeds before 6 p.m. and go to his

party at 9:30 a.m. tomorrow. He should also make sure Aunt May gets home and doesn't worry about Peter Parker. Captain America must attend a veterans benefit dinner at 6 p.m. tonight and should let Bernie know what he's doing. Captain Marvel has an appointment in New Orleans at 10 a.m. tomorrow to look at a hydrofoil boat, and the Thing is dedicating a new hospital wing at 5 p.m. today.

If the heroes ask about something or do anything not covered here, make up a logical answer. If the players can't figure out what to do or get stuck somehow, go ahead and give them a couple hints.

Clues at the Krupp Building

Beetle has black printer's ink (from the Globe building) on his boots. Don't tell the players that, though. They must discover it. Heroes that fought Beetle hand-to-hand (in Chapter 2) might have noticed the dark stain. If the heroes search the lobby floor, and it isn't too damaged, they discover Beetle's boot-prints. If Beetle is captured, the heroes can also discover the stain by searching him.

Of course, Beetle won't tell them what the stain is from. The heroes can't be sure of what it is until they have it analyzed by the police or in the lab in the Avengers mansion. It takes one hour to analyze the stain.

If Fixer is captured and searched, the heroes find red mud on his boots. The mud can also be analyzed. It takes three hours from the time they deliver it to get results back, but don't tell the players how long it will take. The mud is from along the

bay on the east side of Manhattan. Naturally, Fixer refuses talk about how it got on his boots.

If Doctor Octopus snatched the plans and Solectropack, the ventilation grill under the display case is completely mangled.

If none of the villains escaped, their get-away truck is still behind the Krupp building. If the heroes search around the building, they find it. If they don't search the grounds, a police detective will tell them about the truck.

The truck is double parked and the engine is running, although nobody is in it. People on the street are staring at it. The inside of the truck is described in the battle section in Chapter 2.

If any of the villains got away, the truck is gone and the heroes find nothing behind the Krupp building.

The people who work in the shops along the street talk readily, if they're questioned. The first shopkeeper that the heroes question says this:

"Yeah! I saw a rent-a-truck double park across the street, you see, right in back of the Krupp building. Then a bunch of costumed freaks jumped out and headed into the building, knocking people out of the way. There were four of them. One was big and green, and another was green too, but he had a tail! I'm not kidding, a real live tail. I couldn't believe it! One was wearing a purple suit; he sort-of looked like a bug. The last guy at least looked normal. He wore a black uniform, like a janitor's maybe. A few minutes later it was like the whole building was coming apart."

If any villains escaped, the shopkeeper continues:

"Everything happened so fast. I don't remember exactly, but some of them ran out with some stuff. They hopped into the truck and took off as if someone was after them."

If the heroes keep questioning the shopkeeper, he remembers that the truck was an LGM rent-a-truck. The license number was BSN-728.

The heroes can ask the police to check the license number. If they do, one hour later, the police report that the truck is not stolen.

The heroes can trace the truck through the LGM rental agency. There are 23 LGM rent-a-truck offices in Manhattan. If the heroes call them all on the telephone to track down the license number, it takes an hour to find the right office. If they go from office to office looking for the one where the truck came from, it takes six hours to find the proper office. If the heroes split up and each check or call different outlets, they should find the office much faster.

Clues at the LGM Rent-A-Truck Agency

The LGM Rent-A-Truck agency where the getaway truck was rented is in a sleazy section of town, about three miles from the Krupp building. The office is small and dingy. Most of the trucks in the lot are in poor condition. The getaway truck is there only if any villains escaped from the Krupp building.

If the heroes enter the office, they meet the clerk, a small man with dark shifty eyes. His name is Rondo. He claims to know nothing about the rented truck used in the Krupp building heist. However, if the heroes pressure him, he eventually talks, saying:

"I rented that truck yesterday to a guy named Jim McGreed. It's strange because Jim rarely has enough money for cab fare, let alone to rent a truck. But he had the cash yesterday and said that it would be back by today."

If the heroes ask him, Rondo tells them that Jim McGreed can be found at Squid's bar on the waterfront.

The heroes can search the truck if it's in the lot. The truck is empty. The only thing in it is an old 1979 copy of the Globe newspaper. Spider-Man knows the Globe went

out of business a few years ago. Several recently installed bolts are on the floorboard of the truck. They appear to have held a medium-sized piece of machinery. In the floor of the truck is a circular hatch.

Clues at Squid's Bar

Squid's bar is open from 4 p.m. until 1 a.m. everyday. If the heroes enter the bar before it opens (maybe by breaking in), they don't find anything unusual.

If the heroes enter the bar in costume, half of the 20 or so customers immediately run for the door. Each hero can easily catch a couple, if they want to. If the heroes enter in regular clothing, the patrons don't react at all.

Jim McGreed always gets to Squid's at 8 p.m. When the heroes arrive, he won't run out of the bar. But if he has an opportunity, he walks calmly out the front door without being noticed.

The bartender won't give out any information unless he is bribed (with at least \$10) or threatened. If he is paid or threatened he points to a table in back where Jim McGreed is sitting.

If he's questioned, Jim McGreed says: "Look, I was given money to rent the truck. I don't know who gave it to me. It was just some guy in a trench coat that spoke with an oriental accent." If the heroes pressure him, Jim tells them he dropped the truck off at the Elliot building on Sunday afternoon. The Elliot building is one block down the street from the old Globe printing building.

If the heroes don't figure out that Doc Ock is in the abandoned Globe building by Wednesday morning, Thor returns to the Avengers' mansion and puts the pieces together. He notifies the heroes as soon as possible. He explains that the Avengers' computer shows the most likely location of Doctor Octopus's lair is the old Globe building.

When the heroes know where Doc Ock is, and are ready to enter the Globe building, move on to Chapter 4.

At 1 p.m. Wednesday, if the heroes still haven't gone to the Globe building, the robot starts its march, and they should find out about it. They might see a TV report or hear a radio broadcast about the giant robot destroying the city. Someone on the street may even tell them about it, but somehow they find out. When they do, go to Chapter 6.

AFTERMATH

The heroes and villains that escaped should fully recover their health during this chapter.

Let the heroes make or keep any dates or appointments they want to before awarding Karma.

Heroes' Karma

If This Happens	Each Hero's Karma Result
Heroes followed clues and found Doc Ock's lair.	+25
Thor had to tell the heroes where the lair is.	-5
Heroes beat up customers at Squid's bar.	-35

Spider-Man's Karma

What He Does	Karma Result
Makes it to Ned's party.	+10
Brings a present to the party.	+5
Misses Ned's party.	-10
Visits Aunt May.	You decide

Captain America's Karma

What He Does	Karma Result
Attends Veterans benefit dinner.	+40
Misses the benefit dinner.	-20
Visits Bernie Rosenthal.	You decide

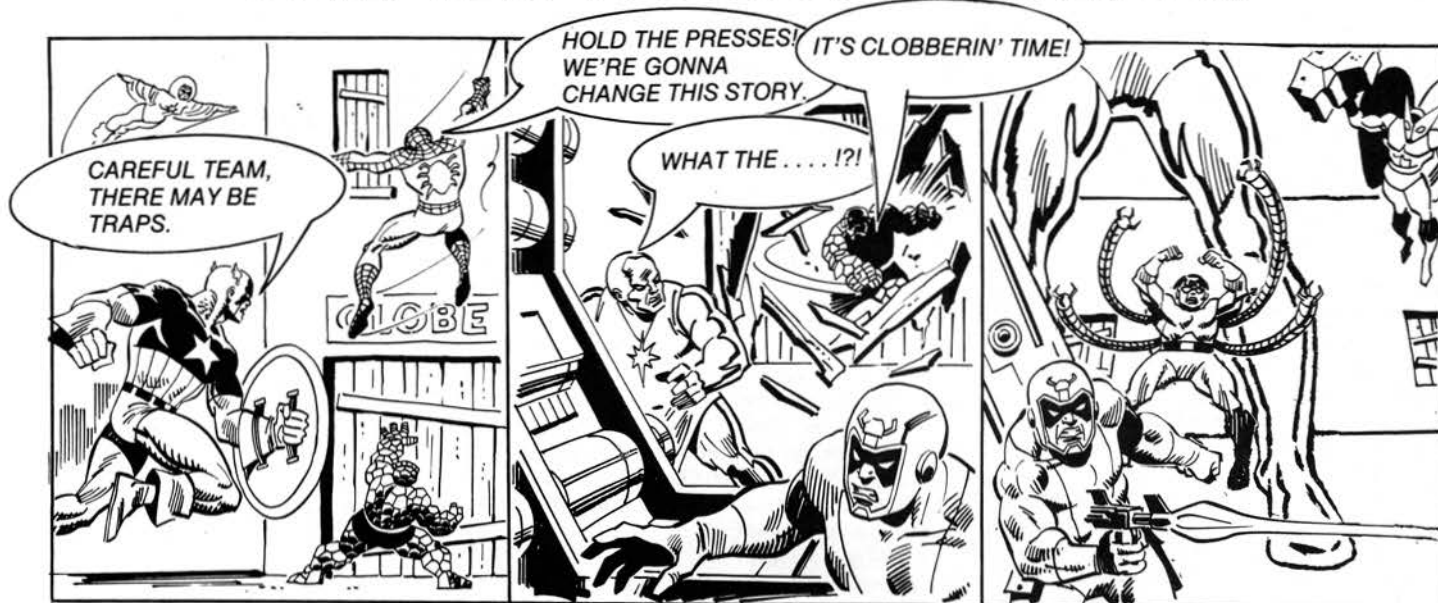
Captain Marvel's Karma

What She Does	Karma Result
Checks out the hydrofoil in New Orleans.	+10

Thing's Karma

What He Does	Karma Result
Attends the hospital ceremony.	+30
Misses the ceremony.	-20

CHAPTER 4: OCTOPUS GARDEN



BATTLE

Doctor Octopus and his 30-foot-tall Octodroid robot are holed up in the abandoned Globe press building. It's only a matter of time before Doc Ock unleashes the robot to destroy the city. Only the heroes can stop him.

Four villains are working for Doctor Octopus: Beetle, Fixer, Scorpion, and Radioactive Man. However, some of them may have been captured when they attacked the Krupp building (in Chapter 2). This chapter explains what all the villains do. If you're only playing this battle, use any combination of villains you want. If you're playing the whole adventure, only the villains who escaped are in the building with Doc Ock.

Use map side two. The heroes start outside the building. It's their move, so find out what they want to do. The building and the villain's plans are described below.

The entire building is rigged with silent alarms. Nobody can get in or out without setting them off and warning the villains. So, the heroes can't sneak up on Doc Ock and his crew! There is an exception, though. Captain Marvel can pass through the walls as radio waves without setting off the alarms. The other heroes aren't so lucky.

Several solar converters that look like normal skylights are on the roof. Unless the heroes examine them carefully, they shouldn't notice anything unusual. Heroes who look through them only see a dark room below. These skylights are a poor material, so even ordinary people can break them easily.

The solar converters serve a dual purpose. They charge batteries that supply power for the villains, and they are a trap for Captain Marvel. If Captain Marvel tries to go through one in any form of energy, it absorbs her and traps her in the storage batteries as sentient electricity. This doesn't harm her, but she can't return to human form until she escapes. Two rounds after she becomes trapped, she may start trying to find a way out through the circuits. Each round she tries to escape, she should make a Reason FEAT roll. When her roll is successful, she finds the lights over the presses. Normal light bulbs convert electricity to light, so she can escape through one and enter the room in light form. One round after her escape she can join the action.

Read the following boxed text to the heroes when they first enter the building.

In the center of the huge open room stands a gigantic robot, two stories tall. Its legs are blocked from view by three printing presses that stand a full story tall themselves! The robot is an immobile gleaming metal replica of Doctor Octopus, right down to his glasses!

The Octodroid's abilities are explained in the Villain Roster and Chapter 6. The robot isn't turned on yet, but it's ready to go. Doc Ock just made the last few adjustments to it.

Fixer changed the three huge printing presses into dangerous machines. They attack anyone near them who is not wearing a special ID disk. The disks are microscopic, so they're not visible to the naked eye. A disk is sewn into each

villain's costume. Only Doc Ock and Fixer can turn off the presses with devices they carry on their belts.

Although the presses can't move, they have dozens of mechanical tentacles that can.

Presses' Abilities

Fighting	Good
Agility	Good
Strength	Excellent
Endurance	Monstrous
Reason	Excellent
Intuition	Feeble
Psyche	Feeble
Health	115
Karma	24

Because they are so large, each press can attack several heroes each round. But each press can only attack each hero once each round. Luckily for the heroes, the presses aren't smart enough to gang up on them.

The tentacles try to grab heroes whose counters are on or touch the presses. Some of the arms hold heroes after they catch 'em, while the other tentacles keep fighting.

The round after a hero is captured, the press sprays a sedative gas in his face. This gas acts just like the stun darts explained below. The hero can change his action and hold his breath if he makes a successful Agility FEAT roll. His endurance determines how long he can hold his breath.

Whenever they're not grabbing someone, the presses make special attacks against the nearest free hero. They can make these attacks even while they're holding someone. When a press makes a special attack, check the Presses' Special Attack Table to find the type of attack it makes.

Presses' Special Attack Table

Die Roll	Type of Attack
1	Stun darts
2	Web bomb
3	Rocket
4	Laser beam
5	Electrical bolt
6	Flame thrower
7	Sonic discharge
8	Electronic Jammer
9	Nothing
0	Nothing

STUN DARTS. When the presses fire these darts, they penetrate materials of Good strength or less. They contain a powerful sedative. For three rounds after being hit by one, a hero must make an Endurance FEAT roll. If the roll is successful, the hero fights off the effect of the drug. If the roll is unsuccessful, he immediately falls unconscious for the rest of the chapter.

WEB BOMBS. These are just like the web bombs Fixer used in Chapter 2. They ensnare whatever they hit in a web of Incredible strength.

ROCKETS. A hero suffers Remarkable damage if a rocket strikes him. If it misses, he only takes Good damage from the blast. Everybody who is very close to him takes Good damage from the explosion regardless of whether or not it hits the hero.

LASER BEAM, ELECTRICAL BOLT, FLAME THROWER, AND SONIC DISCHARGE. These weapons all cause Excellent damage to whatever they hit. They can reach anything in the building that is visible from the press.

ELECTRONIC JAMMING DEVICE. This device shoots a blue-green colored ray that stops Iron Man's armor. Other heroes aren't affected by the rays, and don't feel anything if one hits them.

Doctor Octopus

Doctor Octopus can start the Octodroid by remote control from anywhere inside the building. He starts it by willing a transmitter in his tentacles to send the proper code. He doesn't have to move or say anything to send the code, so no one can tell when he transmits it. Once it's started, the Octodroid can't be turned off.

Doctor Octopus fights anyone who attacks him. If nobody attacks him, he attacks the heroes in this order: Spider-Man, Captain America, Thing, and then Captain Marvel.

Doc Ock is wearing a suit that gives him Excellent protection against Captain Marvel's light and energy blast attacks. If he must fight her, he tries to use a mirror near the robot to bounce her into one of the solar converters in the skylights. Of course, there are wavelengths that are not bounced by mirrors.

Doc Ock really wants to wait until 1 p.m. on Wednesday to start the Octodroid. However, if he is losing the battle, at the last possible instant, he turns it on. Even if he's knocked unconscious, his tentacles transmit the starting code to the robot.

Scorpion

Scorpion fights just as he did in Chapter 2. Reread the battle section in Chapter 2, if you need his battle strategies.

Beetle

Beetle takes on the Thing with a neurolyzer rifle that the Fixer whipped up. If the Thing is not around, Beetle attacks another hero. The rifle fires a yellow ray of energy. It causes no damage, but anyone it hits must make a successful yellow endurance FEAT roll or become paralyzed! Paralyzed heroes cannot move, speak, or spend Karma. There are six shots in the rifle.

Radioactive Man

Radioactive Man attacks the heroes in this order: Captain America, Thing, Captain Marvel, and then Spider-Man.

If he fights Captain Marvel, he uses his force field to deflect her into the solar converters in the ceiling skylights.

Fixer

Fixer tries to get out of the battle. If he is pursued, he uses his gadgets to escape. As soon as he gets out of the building and no one can see him, he turns on the illusion generator and flies away on his anti-gravity boots. Heroes must scan the sky and make a successful Intuition FEAT roll before they notice his escape. All they see is a large owl not flying the way it should. Fixer's gadgets are listed below.

SMOKE GRENADES. Normal vision is impossible for 10 rounds in the area one of these grenades explodes in. The smoke is filled with a chemical that dulls Spider-Man's spider-sense. If Spider-Man spends a round in the smoke, his Intuition drops to Excellent for the next 2-20 rounds. Fixer has three of these grenades.

HEAT SEEKER ROCKETS. These rockets fly straight at the nearest heat producing object (except Fixer himself) with Amazing Agility. They explode with Remarkable damage. Fixer has two of these rockets.

ILLUSION GENERATOR. This gizmo makes Fixer look like an owl.

WEB BOMBS. Fixer is carrying two web bombs. He uses them to block doorways and stop heroes long enough to get away.

UNIVERSAL DISSOLVENT. This fluid dissolves Spider-Man's webbing. If the fluid touches anyone, it does Excellent damage as acid. Fixer keeps enough dissolvent for three uses in his gloves.

CAMPAIGN

Regardless of the outcome of the battle, the Octodroid will march. When Doc Ock starts it, the Octodroid crashes through the east wall onto Garfield Street and heads south, one area per round.

If the heroes won the battle, skip Chapter 5 and go to Chapter 6. If the heroes lost the battle and were captured, proceed to Chapter 5.

AFTERMATH

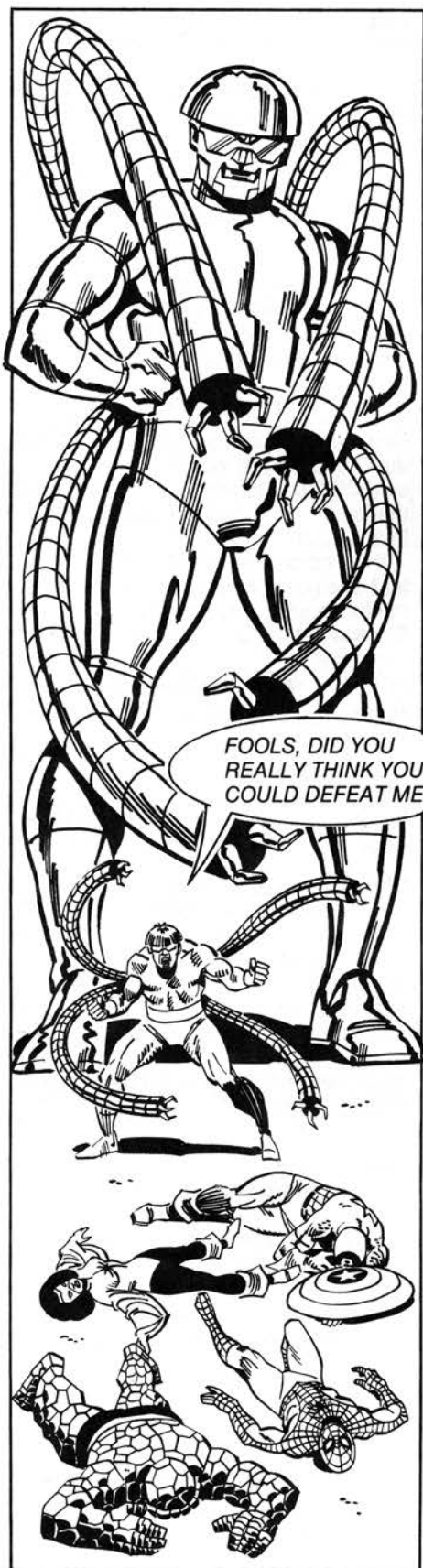
No one recovers any health at the end of this chapter.

Heroes' Karma

If This Happens	Each Hero's Karma Result
Doctor Octopus is captured.	*100
Radioactive Man is captured.	* 75
Scorpion is captured.	* 50
Fixer is captured.	* 40
Beetle is captured.	* 30
A press is destroyed.	* 40
Building is severely damaged.	- 15

Each hero that is captured or runs away loses 10 Karma points.

CHAPTER 5: END OF THE LINE



CAMPAIGN

Use this chapter only if some of the heroes were captured in Chapter 4. Doc Ock put each captured hero in a death trap in the Globe building. Those heroes have been unconscious for some time and have recovered a number of health points equal to their Endurance rank numbers.

Doc Ock already left the city. He double-crossed the remaining villains and left them drugged on the floor near the presses. Only the Fixer escaped (unless he was captured in Chapter 2). The drugged villains stay blacked-out for the rest of the adventure.

The Octodroid just started marching down Garfield Street toward 7th Avenue. It moves one area each round. Keep track of how far it moves, so you know where it is when the heroes get free.

If the heroes don't free themselves by the time the Octodroid gets to the intersection of Garfield and 7th Avenue, Thor rescues them. As soon as the heroes are free, Odin summons Thor to Asgard. Thor tells the heroes, "You must halt the robot whilst I answer my father's call."

BATTLE

Use map side two. Each captured hero is in a trap Doctor Octopus built. The traps are pretty simple, but they are deadly! Read the following boxed text out loud to all the players.

The first sound you hear as you regain consciousness is Doc Ock's creepy voice. "I'm sorry that I couldn't be here to see you all destroyed. Fortunately, I have a date to smash New York. Of course, it's too bad you can't see my Octodroid in action, it's rather impressive. Don't bother trying to find me, this is a recording. HAHAAAA!"

The heroes' traps are described separately below.

Spider-Man

Spider-Man is locked in a basement room under the presses. The walls are made of Remarkable strength reinforced concrete. There's a hatch in the ceiling, also of Remarkable strength. The first round after he wakes up he's too groggy to do anything. Read the boxed text below.

You are in a 30-foot-square room. There's a tiny hatch in the middle of the ceiling, 15 feet overhead. The concrete walls look like the painted blue bottom of a swimming pool.

A gate in one wall begins to rise, and hundreds of gallons of sea water pour in. The room is filling quickly. Suddenly, a long tentacle writhes to the surface of the water. Attached to the tentacle is the gray-green body of a giant squid. Your spider-sense is screaming danger!

The water rises three feet each round. The squid attacks Spider-Man right away. Start their combat with a normal initiative roll. The squid's abilities are listed below. If Spider-Man pounds it down to 40 health points or less, it tries to break away and retreat to a corner to nurse its wounds. It'll leave Spidey alone after that!

Giant Squid's Abilities

Fighting	Good
Agility	Typical
Strength	Incredible
Endurance	Incredible
Reason	Feeble
Intuition	Poor
Psyche	Poor
Health	96
Karma	10

The squid tries to grab Spider-Man with its eight tentacles (each tentacle makes a FEAT roll). If one or two tentacles get a hold of him, they squeeze with Incredible damage. If three or more tentacles grab him, the squeeze does Amazing damage. If Spider-Man clings to the ceiling, the squid's tentacles reach up to grab him.

The squid can spray a thick black ink into the water, making it impossible to see below the surface. Spider-Man's Fighting ability drops to Excellent while he fights under the inky water, because he is disoriented. Spider-Man is also in danger of drowning (see "Special Environments" in the Campaign Book).

Captain America

Captain America cannot do anything for one round as he awakes, because he is dizzy. Read the boxed text below aloud.

Your back is pressed against an iron beam and your wrists are tied together behind it. The ropes around your chest and arms make it difficult to breath. Your shield is loaded in a giant slingshot pointed right at your chest!

Make sure the player understands that the shield will kill Captain America if it is fired from the sling shot.

The rope binding him is a nylon of Remarkable strength. Captain America might not break it by sheer strength (he must make a red strength FEAT roll).

He can kick the shield out of the way after it's fired from the slingshot if he makes a successful yellow Fighting FEAT roll.

If the Thing was also captured, he is holding the slingshot back. Doctor Octopus hypnotized the Thing and ordered him to fire the slingshot when he hears a bell. A giant kitchen timer, set for two minutes, sits on the floor near the Thing. Captain America has eight rounds before the bell rings.

If the Thing is not a prisoner, a simple trigger device is holding back the slingshot. Captain America is standing on a foot pedal connected to the trigger. If he steps off the pedal, the slingshot fires.

The Thing

Doc Ock hypnotized the Thing into believing he is about to kill that evil arch-villain, Doctor Doom, with a giant slingshot! Of course, Doctor Doom isn't really there. Read the following boxed text aloud.

You wake up holding back a loaded giant slingshot, aimed straight at Doctor Doom, who's tied to a post. The slingshot is hard to hold, but your feet are firmly planted on a metal grate, and that helps. You don't feel in control of your mind, but somehow you know that you must wait until you hear a bell before you fire the slingshot.

The Thing cannot regain control of his actions until he breaks the hypnotism. Each round, he can make a Psyche FEAT roll. If he gets a yellow result or better, he is freed from the hypnosis.

A small kitchen timer lies on the floor near him. The timer's bell will ring in 20 rounds.

If Captain America was also captured, his shield is loaded in the slingshot and he is tied to a beam in front of it! Captain

America looks like Doctor Doom to the Thing.

Doctor Octopus connected the building's solar converters and giant storage batteries to the grate under the Thing's feet. When the Thing lets go of the slingshot, a million volts surge through the grate, causing Amazing damage each round. When he jumps off the grate, he stops taking damage.

Captain Marvel

Doctor Octopus locked Captain Marvel in a large box in the loading docks area. Several large cables lead into and out of the box. Read the following passage out loud.

You wake up in total darkness, trapped in a rather large box. The walls, floor, and ceiling are all made of a very hard, smooth metal. There is no apparent exit.

The box is made out of a vibranium-steel alloy that naturally acts as a mirror. It is an incredibly strong material. A magnetic field makes it an almost perfect reflector. It reflects all wavelengths, even radiowaves. Any light or energy beam Captain Marvel produces could bounce around forever inside the box. Don't tell Captain Marvel how reflective the box is until she makes some sort of light.

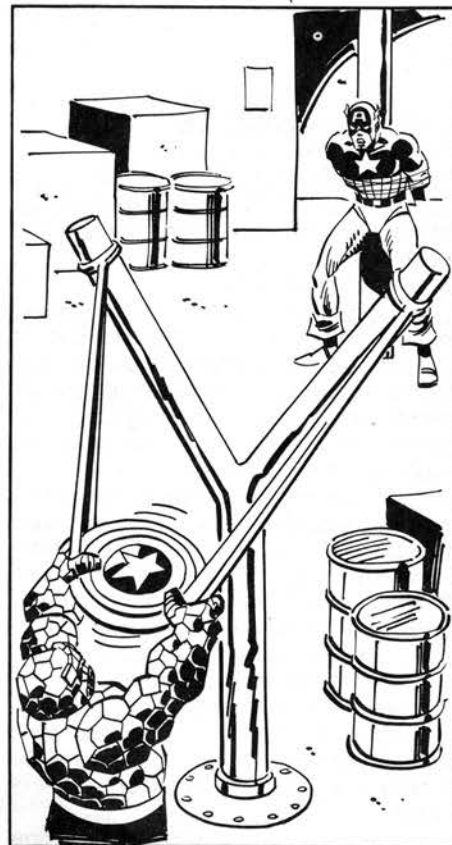
Unfortunately for her, the box is not ventilated. In 10 rounds she faints from lack of oxygen. In 50 rounds she will be dead.

Since no material is a perfect reflector, some of her energy, however small, is transferred to the walls when she bounces off them in light form. If she concentrates on a single spot for a few rounds, tell her that that spot becomes warm. Also tell her that the inside of the box becomes very bright. Concentrated energy on one spot for three rounds melts a small hole in the box that she can escape through. However, if she doesn't close her eyes, she is temporarily blinded for 2-20 rounds after she escapes.

Remember, if the heroes don't free themselves by the time the Octodroid gets to the intersection of Garfield and 7th Avenue, Thor rescues them, then leaves immediately for Asgard.

The heroes cannot find or capture Doctor Octopus. He left the city, and is watching the final conflict through remote TV cameras in the Octodroid's eyes. However, he may reappear in other adventures where the heroes might capture him.

When the heroes go after the Octodroid, proceed to Chapter 6. Only they can stop the Octodroid's path of destruction.



AFTERMATH

The heroes do not regain any health at the end of this chapter.

Individual Karma Rewards

The Hero Who Does This	Gets This Karma Award
Escapes without help from anyone.	+20
Is rescued or escapes with help from another hero.	—
Rescues or helps another hero escape.	+ 5

If Thor has to rescue anyone, the heroes lose five Karma points apiece.

CHAPTER 6: WHAT HAS FOUR TENTACLES AND DESTROYS NEW YORK CITY?

BATTLE

Doc Ock's powerful Octodroid is marching through New York, pounding buildings into rubble, cracking street pavement, and crushing cars. If the heroes don't stop it, New York is doomed!

The Octodroid's abilities are explained in the Villain Roster. Lay map side one up and get out the Octodroid counter. The Octodroid started on Garfield Street, directly east of the Globe Press building. Where it is now depends upon what just happened in your game.

If the heroes never went to the Globe building, wherever they are, they hear about the Octodroid as soon as it starts marching. Place the Octodroid counter on the map at the intersection of Garfield Street and 7th Avenue; the heroes start in any area they want that is at least two areas away from the Octodroid.

If the heroes went to the globe building and Doc Ock started the Octodroid early or during the battle, place the counter right outside the Globe building on Garfield Street.

If the heroes were captured in the Globe building, place the counter a number of areas down the road equal to the number of rounds the heroes take to escape and get to it. Remember that Thor will rescue the heroes if they don't escape by the time the Octodroid reaches the intersection of Garfield and 7th Avenue.

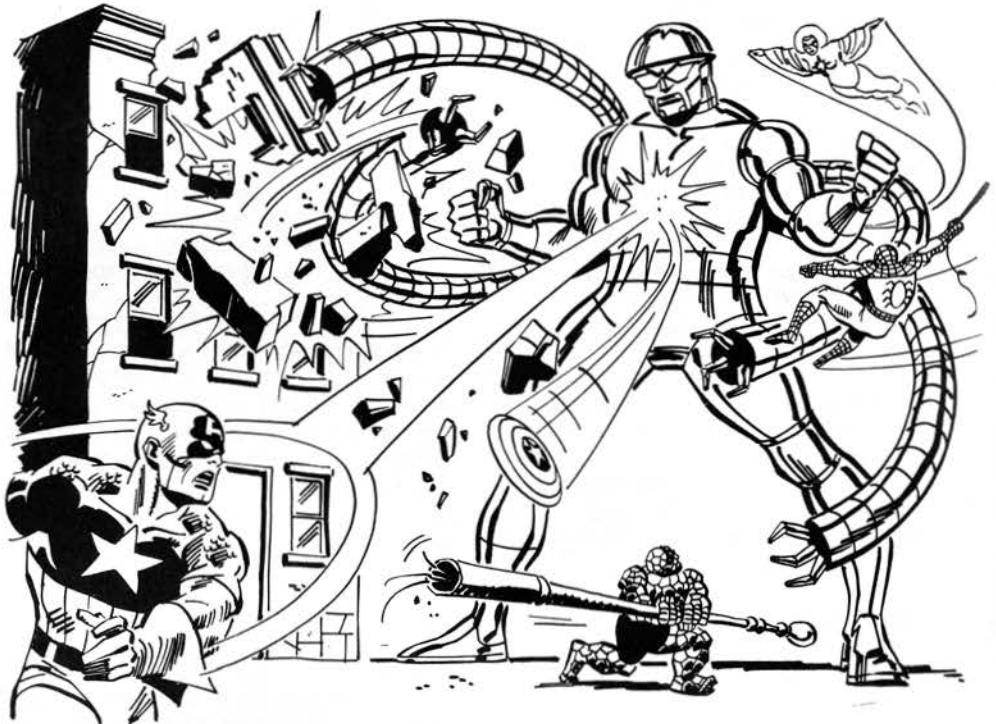
If you're playing this battle by itself, put the counter next to the Globe Press building.

The Octodroid moves one area south down Garfield every round until it reaches 7th Avenue. At 7th Avenue it turns east and heads toward the Krupp building.

The Octodroid is so big and causes such destruction that it's visible from anywhere on the map, except inside buildings. When the heroes get their first up-close look at it, read the following boxed text out loud.

A gigantic robot copy of Doctor Octopus is marching down the street, swinging its tentacles with ferocious speed. It's pounding buildings on both sides of the street into rubble. Each step it takes sends tremors through the ground and breaks up big chunks of pavement.

The 30-foot-tall metal monster bellows out a challenge: "This is the voice of Doctor Octopus. This city is doomed! I shall crack it open like an egg. If I am not made the ultimate ruler of the United States, my Octodroid will march on Washington D.C.!"



The same challenge repeats every third round. The sneering recorded voice sounds just like Doctor Octopus.

The Octodroid is just a big dumb robot. It doesn't act with any intelligence. Doctor Octopus and Fixer programmed it to destroy New York, street by street. Its memory bank contains a complete map of the city. It never leaves the street areas. The Octodroid is also just plain slow, so it always loses initiative. But, it never has to declare its actions.

The Octodroid has only two basic tactics. The one it uses is determined by whether or not it was damaged each round.

If the Octodroid was not hurt during the round, it demolishes buildings with its tentacles. The tentacles punch into the first floor of a building, then rip up through it. Sometimes it smashes buildings between its tentacles.

If the Octodroid was damaged, it tries to knock out the hero who harmed it. If that hero is within reach of a tentacle, it tries to punch the daylights out of him. If its tentacles can't reach, the Octodroid fires its

energy beam at that hero. Every round the Octodroid fights a hero, it does not demolish any buildings, and does not move.

If a hero clings to the body of the Octodroid, the robot does two things. First, it follows one of its two basic tactics, explained above. Second, its human hands try to pluck the pesky hero off its body. The round after it successfully grabs the hero, it throws him into the nearest building. When that happens, decide what the building is made of because that hero takes damage equal to the toughness of building. For example, if the Octodroid throws Spider-Man into a brick building, Spider-Man takes Good damage because mortared brick is a Good material. If the building was made of steel, Spider-Man would take Remarkable damage. Ouch!

It may appear that the Octodroid is unstoppable, but it's not. It does have an Achilles' heel (actually an achilles' foot). Its weak spot is the bottoms of its feet. Doc Ock and Fixer needed a way to get into the Octodroid to make adjustments, so they built a hatch in the bottom of each foot. The hatch is clearly visible to anyone under the Octodroid. Of course, being

under the Octodroid's foot causes problems of its own.

The hatches in its feet are not made of the same vibranium-steel alloy the rest of the Octodroid is made of. The hatches are only made out of Remarkable strength steel. Many of Captain Marvel's energy forms can penetrate these doors.

Let's suppose the Octodroid steps on the Thing (causing Unearthly damage) but the Thing sees the hatch and punches it. If he makes a successful Strength FEAT roll, the hatch breaks open!

There are six areas inside the Octodroid. Heroes move from one area to another inside the robot just like they move on the map. The six areas are: right leg, left leg, body, right arm, left arm, and head. Heroes must pass through the body area to move between the other areas. The tentacles are completely filled with hydraulics and other machinery, so the heroes can't move into them.

The interior of the Octodroid is made of a lightweight metal that gives excellent protection from damage. Therefore, the robot is easier to destroy from inside than it is from outside.

The robot's main computer is in its head. The Octodroid takes double damage from successful attacks there.

While the heroes battle the Octodroid, you can make life more interesting for them by adding in one or more of the following encounters.



Stalled Car

Put a car counter on the map, two areas ahead of the Octodroid. Read the following boxed text to the players.

A car just stalled in the street, right in front of the Octodroid! A man and a young boy are in the car, too panicked to move. They need help!

When the Octodroid gets to the car, it kicks it into a nearby building. Unless the heroes prevent the car from being kicked or rescue the man and boy in it first, the crash severely wounds the two passengers, who fall unconscious.

Lance Bannon Gets More Than He Bargained For

Lance Bannon is a photographer for the Daily Bugle. He and Peter Parker usually compete for pictures of heroes doing heroic deeds. Today, Lance is determined to outdo Peter Parker. Lance is perched on top of a building along 7th Avenue, where he's snapping pictures of the Octodroid. Not too bright, is he? Put a counter for Lance on the roof of any building ahead of

the Octodroid.

When the Octodroid reaches the street area next to that building, it demolishes the building's first floor. The rest of the building starts to collapse. Unless he's saved, Lance is partly buried in the rubble, knocked unconscious, and stays in a coma for a week.

The Air Force Helps Out

The Air Force dispatched an attack helicopter to help the heroes destroy the Octodroid. The chopper arrives when the Octodroid is anywhere between Garfield Street and Cleveland Street.

Each round, the chopper flies through the area the robot is in, strafing it. The helicopter's guns cause Amazing damage, but that isn't enough to hurt the Octodroid.

The Octodroid attempts to grab the chopper with its human hands. If it's successful, it holds the chopper for three rounds, then throws it into a nearby building. If the heroes don't rescue the pilot, he is burned and hospitalized for many weeks.



When the Octodroid's health drops to zero, it stops dead in its tracks. The next round it falls over (you decide which direction), causing Unearthly damage to anything it lands on and Excellent damage to anybody inside it.

If the heroes don't stop the Octodroid before it reaches Harrison Street, Thor returns from Asgard and saves the day. When the robot steps into the intersection of Harrison and 7th Avenue, Thor swoops down in front of it and hurls his hammer at its head. The hammer slams into the robot and damages the main computer. The Octodroid rocks back, and topples over. Once it's down, Thor points out the trap doors, and tells the heroes to finish it off from the inside.

CAMPAIGN

After the Octodroid is destroyed, unconscious heroes can be taken to the Avengers' mansion to recover. Several ways to expand this adventure are listed below.

Injured people need to be taken to hospitals. Rescue helicopters and ambulances can take some of them, but not all. Many citizens and policemen are working to rescue people trapped in the rubble, but they could really use some help.

A building that the Octodroid smashed starts burning (you decide which one). The flames spread rapidly through the damaged and destroyed buildings. The fire department races to the scene, but needs

help because many fire hydrants are damaged, too.

AFTERMATH

The heroes recover their health completely at the end of this chapter. This was the last battle in this adventure.

Heroes' Karma

If This Happens	Each Hero's Karma Result
The heroes defeat the Octodroid without Thor's help.	+120
The heroes stop the Octodroid with Thor's help.	+ 20
The Octodroid destroys only 4 or less building areas.	+ 20
The Octodroid destroys more than 10 building areas	- 20
The man and the boy in the stalled car are not rescued.	- 30
Lance Bannon is not rescued.	- 30
The chopper pilot is not rescued.	- 30

Individual Karma Rewards

The Hero Who Does This	Gets This Karma Award
Saves the man and the boy in the stalled car.	+30
Saves Lance Bannon.	+30
Saves the jet pilot.	+30

You decide what other Karma awards and penalties to give the heroes.

CHAPTER 7: EPILOGUE

CAMPAIGN

It's time to tie up loose ends and finish off this adventure. New York stays pretty quiet for a couple days after the heroes stop the Octodroid. The days after that last battle should give the heroes a chance to fully recover, see their friends and family, and catch up on their work and studies.

Even though this adventure ended, your heroes live on! As long as villains like Doc Ock insist on trying out their crazy schemes, heroes will have their hands full. Go ahead and invent your own adventures to carry on from here — or start a new adventure!

★★★★
FINAL

Clear, High in the 70s.

DAILY BUGLE

THE PICTURE NEWSPAPER
New York, Thursday, June 9, 1983

25¢
Circulation: Five million

OCTODROID STOPPED!

AWARDS CEREMONY ANNOUNCED

The mayor's office announced plans for an awards ceremony in honor of the heroes who brought the Octodroid to a halt yesterday. City hall sources quote the mayor as saying, "Captain America, The Thing, Spider-Man, and Captain Marvel all define the word hero. Without their bravery and quick actions, New York might have been destroyed!" Details of the upcoming ceremony are still to be announced, but one reliable source exclaimed, "This should be a PR event of the year!"

EDITORIAL by J. Jonah Jameson

Yesterday, New York witnessed yet another display of dangerous adventurism: so called "heroes" fighting in the streets. Our city is well-equipped to handle emergencies, such as the Octodroid. Interference by glory-seeking costumed vigilantes, such as Spider-Man, keeps our well-trained law enforcement officers from carrying out their duties.

When they take the law into their own hands, these so called "heroes," as they are popularly known, add significantly to the destruction of property and endanger human life. It is a matter of time before these ruffians injure innocent citizens. They should be stopped before they cause a major disaster. Their armor is not invulnerable.



picture by Peter Parker

The heroes in action!

WASHINGTON - Top level Air Force officials today praised Avengers Captain America and Captain Marvel, Ben Grimm of the Fantastic Four, and others for rescuing Air Force pilot Ted Carpenter. Colonel Carpenter's attack helicopter scrambled from Lincoln Air Force Base just minutes after the Octodroid started its march.

Eyewitnesses report that the chopper made several attacks, but its guns could not penetrate the robot's armor. When the robot struck down, the Air Force general, "We fought for the sophisticated Octodroid."

VILLAIN ROSTER



DOCTOR OCTOPUS™

Real Name: Dr. Otto Octavius

Abilities

Fighting	Poor
Agility	Typical
Strength	Remarkable
Endurance	Good
Reason	Excellent
Intuition	Typical
Psyche	Excellent

Health	50
Karma	46

POWERS

Four metal tentacles are attached to Doc Ock's body at his waist, two on each side. The tentacles are made of an Amazingly strong material. Remarkably strong pinchers are fastened to the ends of the tentacles.

Each tentacle's lifting and damage strength is Remarkable. When Doc Ock braces himself with two tentacles, the other two can lift together with Incredible Strength. His tentacles can extend to any part of the area he occupies.

Doc Ock can attack twice each round. If he attacks the same target with more than one tentacle, he only makes one FEAT roll. However, his damage goes up one rank for each tentacle he uses. One tentacle causes Remarkable damage; together, all four cause Monstrous damage. When he uses all four, he must make an Endurance FEAT roll. If he fails, he can only dodge and defend himself in the next round — he cannot attack.

TALENTS

Doctor Octopus is a scientist specializing in mechanics and robotics.



RADIOACTIVE MAN™

Real Name: Dr. Chen Lu

Abilities

Fighting	Typical
Agility	Good
Strength	Remarkable
Endurance	Excellent
Reason	Excellent
Intuition	Typical
Psyche	Typical

Health	66
Karma	32

POWERS

From his hands, Radioactive Man can project beams of Gamma rays that do Amazing damage. He can also release most of his energy in a devastating explosion. The blast inflicts Remarkable damage to everything in his area and Excellent damage to everything in each adjacent area. However, he can only explode like this once per day.

Radioactive Man can project a force field that gives him Monstrous protection. This force field is even strong enough to repel Thor's hammer! However, the force field does have a draw back — it works both ways. So, when he has it on, he can't attack.

The force field can redirect any thrown object that might hit Radioactive Man. His aim for redirecting things with his force field is only Typical though.

Unfortunately for him, Radioactive Man's body slowly leaks background radiation all the time. That leak often makes him easy to detect and find.

TALENTS

Dr. Chen Lu is a nuclear physicist. He has a great understanding of his own powers.



SCORPION™

Real Name: MacDonald "MAC" Gargan

Abilities

Fighting	Remarkable
Agility	Incredible
Strength	Incredible
Endurance	Incredible
Reason	Typical
Intuition	Typical
Psyche	Good

Health	150
Karma	22

POWERS

Scorpion can climb any wall that he can grip or make a grip in. He can't climb glass walls, but he can climb smooth concrete walls because he can make holes in the concrete.

Climbing walls and climbing on ceilings are two different things. Scorpion only climbs on ceilings in emergencies.

Scorpion's green costume contains a steel mesh and a rubber underlayer that absorb the first 20 points of damage from any attack. That means he has Excellent protection. The rubber underlayer further insulates him from electrical shocks, providing Remarkable protection from electrical damage.

Scorpion has a tail made of an Incredible material. He attacks with his tail just like he does with his arms and feet. But watch out! That tail does Amazing damage!

Scorpion's tail also contains a plasma projector that does Remarkable damage. Most heroes don't know about this recent modification, so Scorpion won't use it right away in battle. He'll save it for a surprise attack.

TALENTS

MacDonald Gargan has no particular talents.



BEETLE™

Real Name: Abner Jenkins

Abilities

Fighting	* Good
Agility	* Good
Strength	Excellent
Endurance	Excellent
Reason	Excellent
Intuition	* Remarkable
Psyche	Typical

Health	36
Karma	56

* These abilities can change — read on!

POWERS

Beetle's armor suit gives him Excellent protection. It absorbs the first 20 damage points that hit him. His armor also raises his Strength and Endurance, which are normally only Typical.

Beetle's armor suit includes a built-in battle computer that can be programmed (once per battle) to predict the techniques of a single opponent. When Beetle fights that opponent, some of Beetle's abilities improve — his Fighting and Agility become Remarkable and his Intuition becomes Amazing. Remember, these bonuses only apply to his actions against his programmed opponent.

Beetle built suction cups into the gloves of his suit so he can stick to most surfaces. He can't stick to wet or very porous surfaces, though.

Beetle's gloves also contain an electro-bite. Together, they discharge electric bolts that inflict Excellent damage.

Mylar wings in his suit give Beetle Excellent flying speed, but they also make him look like a bug!

TALENTS

Abner Jenkins is a master mechanic. He can adjust his suit in minor ways and build small devices.



FIXER™

Real Name: Norbert Ebersol

Abilities

Fighting	Typical
Agility	Typical
Strength	Typical
Endurance	Typical
Reason	Incredible
Intuition	Excellent
Psyche	Good

Health	24
Karma	70

POWERS

Most of Fixer's powers come from the astounding gadgets and weapons he invents and uses. When he appears in this adventure, the gadgets he has with him are explained. Below are the devices he always carries with him.

Fixer's green costume gives him Typical protection from attacks. However, its insulation provides Good protection from electricity, light, and radiation damage.

Antigravity disks on the soles of his boots enable him to fly with Incredible speed.

His head gear contains a face plate that allows him to breathe without any outside air supply for up to three hours.

TALENTS

When it comes to mechanics, Norbert Ebersol is one of the most brilliant and innovative minds on earth. He is capable of inventing items of great complexity very quickly.



OCTODROID ROBOT™

Abilities

Fighting	Remarkable
Agility	Good
Strength	Unearthly
Endurance	Monstrous
Reason	Typical
Intuition	Feeble
Psyche	Poor

Health	215
Karma	12

POWERS

The Octodroid is a 30-foot-tall robot that looks just like its inventor, Doctor Octopus.

The Octodroid's tooled vibranium-steel alloy surface is Monstrous protection against all physical and energy attacks. It's almost indestructible. No energy form can penetrate it (unless it is powerful enough to destroy the armor).

The Octodroid has four tentacles and two humanoid arms, just like Doc Ock. The humanoid arms are mostly for show, but have powerful grips and are used when none of the tentacles are free. The tentacles can reach up to two areas away.

A wave-disruptor cannon similar to the one in the getaway truck in Chapter 2 is mounted in each tentacle. Each cannon can fire twice, and each shot causes Amazing damage. Captain Marvel only receives Remarkable damage from a hit while she's in energy form.

The robot does not use its tentacles for movement the way Doctor Octopus does. It uses its humanoid feet to move one area per round. It is programmed to destroy the city of New York, street by street. See the battle section in Chapter 6 for more details about the Octodroid's programming and weaknesses.

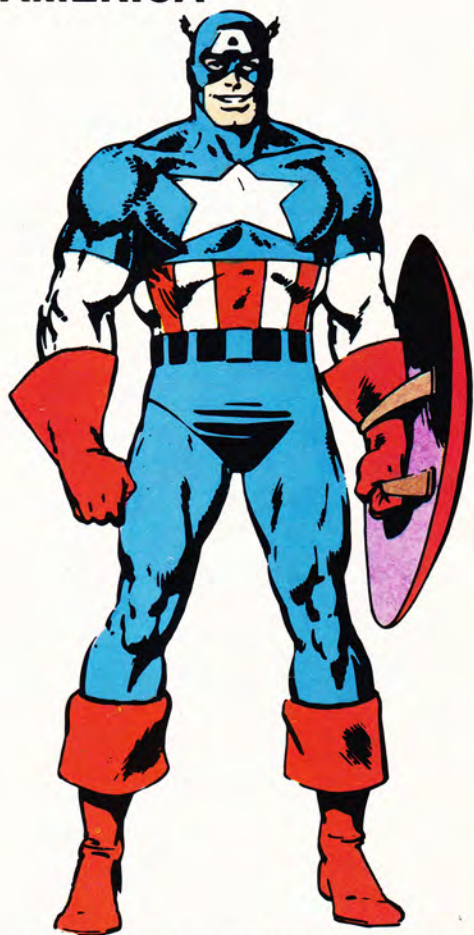
The Octodroid is not intelligent, so it can't be reasoned with, or even talked to! It's just a machine.

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Lake Geneva, WI 53147

CAPTAIN MARVEL™



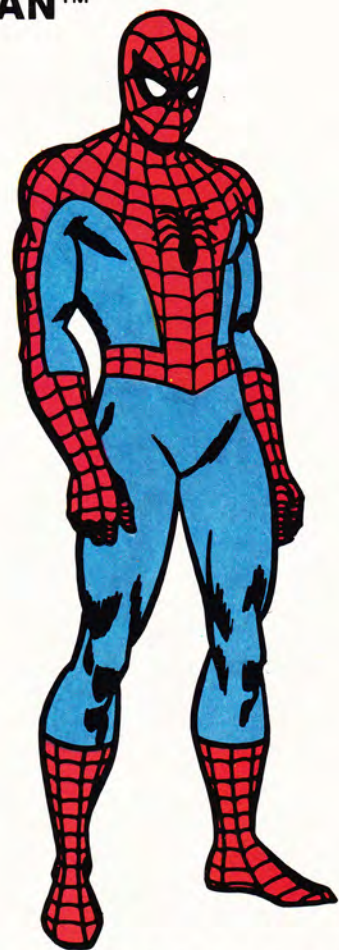
CAPTAIN AMERICA™



THE THING™



SPIDER-MAN™



MR. FANTASTIC™



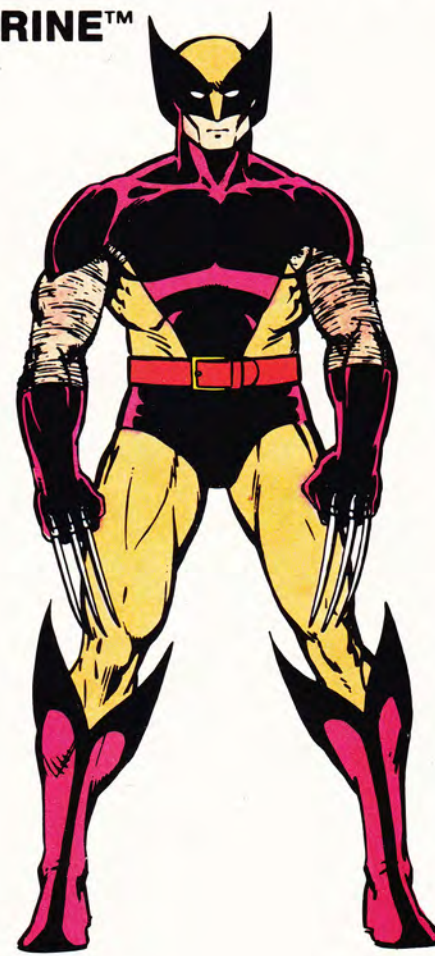
INVISIBLE GIRL™



THE HUMAN TORCH™



WOLVERINE™



SPIDER-MAN™

Real name: Peter Parker (Secret Identity)
Profession: Free Lance Photographer

Fighting: REMARKABLE (30)	Health: 160
Agility: AMAZING (50)	*Karma: 110
Strength: INCREDIBLE (40)	*Popularity: 40
Endurance: INCREDIBLE (40)	*Resources: POOR 4/20
Reason: EXCELLENT (20)	
Intuition: AMAZING (50)	
Psyche: INCREDIBLE (40)	*starting value

Powers

WALL-CRAWLING. Spider-Man sticks to all normal surfaces automatically if he wants to, so he can walk on walls and hang from ceilings. He must make a successful Agility FEAT roll to stick to wet or slippery surfaces.

SPIDER SENSE. This special sense warns him of danger. He must make an Intuition FEAT roll (no Karma) whenever he is in immediate danger. If the roll is good, he is alerted in time to react. If he fails the roll, he is not warned in time to react.

WEB-SHOOTERS (Unique weapon). Spider-Man's web-shooters (one on each wrist) fire Monstrously strong webbing up to 2 areas away. He uses his webs as swing-lines, missiles, and shields, and to block passages and tie up villains. The webbing does not conduct electricity.

SPIDER-TRACERS. Spider-Man owns several miniature homing devices, tuned to his Spider Sense. Range: 1 mile.

Talents

Peter is a photographer. He has a Reason of Remarkable in Chemistry.

Background

Peter Parker gained his amazing powers when a radioactive spider bit him. The important people in his life are his frail Aunt May and members of the Daily Bugle newspaper staff, including J. Jonah Jameson (publisher) and “Robbie” Robertson (editor).

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WOLVERINE™

Real Name: Logan (Secret Identity)
Profession: Adventurer

Fighting: INCREDIBLE (40)	Health: 110
Agility: REMARKABLE (30)	*Karma: 121
Strength: GOOD (10)	*Popularity: 0
Endurance: REMARKABLE (30)	*Resources: EXCELLENT 20/500
Reason: TYPICAL (6)	
Intuition: MONSTROUS (75)	
Psyche: INCREDIBLE (40)	*starting value

Powers

FAST HEALING. Wolverine has UNEARTHLY Endurance for healing and FEAT rolls against poisons and drugs.

ADAMANTIUM SKELETON. Adamantium, the strongest known substance, was surgically integrated into his skeleton. As a result, his Strength in Slugfests is Excellent when he uses his bare (unclawed) hands. Treat Wolverine as an Unearthly material when he is slammed into walls or used as a weapon.

CLAWS. Wolverine has six adamantium claws. His Fighting ability is Monstrous when he uses his claws. They cause Excellent damage (20 points), and the results are determined on the Hack & Slash column of the Battle Summary Chart.

SENSES. Wolverine can track by smell, much like a wolf. He remembers and can identify smells.

Talents

Wolverine shifts UP ONE when he fights with guns, bows, and edged weapons. He is known to be fluent in Japanese.

Background

Wolverine has not revealed his origin to anyone. He was employed in the Canadian secret service, but is now a member of the X-Men. His short temper and sharp claws make him a dangerous opponent.

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THE THING™

Real Name: Benjamin J. Grimm (Public Identity)
Profession: Adventurer

Fighting: INCREDIBLE (40)	Health: 200
Agility: GOOD (10)	*Karma: 50
Strength: MONSTROUS (75)	*Popularity: 80
Endurance: MONSTROUS (75)	*Resources: REMARKABLE 30/1000
Reason: GOOD (10)	
Intuition: GOOD (10)	
Psyche: REMARKABLE (30)	*starting value

Powers

THICK SKIN/BODY ARMOR. Ben's orange rocky hide serves as Incredible (40) Body Armor against all physical attacks.

Talents

Ben is a pilot. He can fly any airplane or spacecraft of terrestrial design. He can figure out the workings of any alien craft if he makes a successful Reason FEAT roll (his Reason is Incredible for this roll).

Background

Ben was the pilot of an early experimental spacecraft that was bombarded by cosmic radiation. This gave Ben super-human strength and his tough hide. Despite his frightening appearance, The Thing is a kind and understanding person. However, he does have a short fuse, and his temper often gets the better of him when he is frustrated or annoyed. Ben is a member of the Fantastic Four. The most important person in his life is his sweetheart, Alicia Masters, a blind sculptress who loves the man within the Thing.

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THE HUMAN TORCH™

Real Name: Johnny Storm (Public Identity)
Profession: Adventurer

Fighting: GOOD (10)	Health: 60
Agility: EXCELLENT (20)	*Karma: 26
Strength: GOOD (10)	*Popularity: 80
Endurance: EXCELLENT (20)	*Resources: REMARKABLE 30/1000
Reason: GOOD (10)	
Intuition: GOOD (10)	
Psyche: TYPICAL (6)	*starting value

Powers

GENERATE AND CONTROL FIRE. Johnny can generate flame from all or part of his body. He can also control external fire with Unearthly ability. He can shoot flame with Remarkable Agility against targets up to 3 areas away. Such an attack causes up to Unearthly damage.

FIRE RESISTANCE. He has Unearthly resistance to fire and heat.

FLIGHT. He can fly with Amazing speed (up to 25 areas/round).

BODY ARMOR. His flame is Incredible Body Armor against all physical weapons, except weapons of Amazing (or better) material. All forms of close combat do normal damage to him, but anyone who touches his flaming form suffers Incredible damage.

NOVA BLAST. While in flame state, he can explode into a fiery blast, causing Shift X damage (150 points) to everything within 5 areas. He must make a successful Endurance RED FEAT roll immediately afterward or fall unconscious for 1-10 rounds.

Talents

His Reason and Intuition are Excellent regarding cars and racing.

Background

Bombardment by cosmic radiation gave him his powers. He is the youngest member of the Fantastic Four.

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CAPTAIN AMERICA™

Real Name: Steve Rogers (Secret Identity)
Profession: Illustrator

Fighting: AMAZING (50)	Health: 140
Agility: INCREDIBLE (40)	*Karma: 60
Strength: EXCELLENT (20)	*Popularity: 100
Endurance: REMARKABLE (30)	*Resources: EXCELLENT 20/500
Reason: GOOD (10)	
Intuition: INCREDIBLE (40)	
Psyche: GOOD (10)	*starting value

Unique Weapon

SHIELD. Captain America carries a circular, red, white, and blue shield made of a special mixture of Adamantium and Vibranium. The shield is a Class 1000 material that cannot be damaged by any force except psionics. It absorbs up to 90 points of damage each round. While Cap uses the shield to protect himself, he cannot attack. Even when he uses his shield, Cap is subject to Slams and Stuns. Cap can throw his shield with Monstrous Agility and cause Remarkable damage (30 points) to whatever it hits.

Talents

Steve Rogers is a talented freelance illustrator.

Background

Captain America became the ultimate human fighting machine in the *Super Soldier* project in WWII. At the end of that war, he was accidentally frozen in an iceberg, and not rescued until decades later. Now, he must adapt to a new world—that of the mid-eighties. He is a strong believer in traditional American values. Bernie Rosenthal, Steve's girlfriend, is the most important person in his life. She knows that he is Captain America. Cap has many contacts in the U.S. Government and has led the Avengers on many occasions.

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INVISIBLE GIRL™

Real Name: Susan Storm Richards (Public Identity)
Profession: Adventurer

Fighting: GOOD (10)	Health: 46
Agility: GOOD (10)	*Karma: 40
Strength: TYPICAL (6)	*Popularity: 80
Endurance: EXCELLENT (20)	*Resources: REMARKABLE 30/1000
Reason: GOOD (10)	
Intuition: EXCELLENT (20)	
Psyche: GOOD (10)	*starting value

Powers

INVISIBILITY. Susan can automatically make herself invisible to normal sight by bending light around her. She can also make other people or things invisible (or vice versa) if she makes a successful Psyche FEAT roll.

FORCE FIELDS. Susan has the ability to create and use an invisible but solid force field. As a shield, the force field absorbs Monstrous damage (75 points) from every attack. If any single attack causes more than Monstrous damage, the field collapses, and Sue must make a successful Endurance roll or pass out for 1-10 rounds. The field can act as a cushion or a Monstrous material. She can use her field to lift with Incredible strength (up to 10 tons).

FLIGHT. Sue can fly with Typical speed (maximum 6 areas/round) by creating a pillar of force beneath her and moving it about.

Talents

Sue has acted in commercials and movies.

Background

Cosmic radiation gave Sue her powers. She is a member of the Fantastic Four, and married to its leader, Reed Richards. They have a son named Franklin.

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CAPTAIN MARVEL™

Real Name: Monica Rambeau (Secret Identity)
Profession: Adventurer

Fighting: GOOD (10)	Health: 56
Agility: GOOD (10)	*Karma: 22
Strength: TYPICAL (6)	*Popularity: 20
Endurance: REMARKABLE (30)	*Resources: EXCELLENT 20/500
Reason: TYPICAL (6)	
Intuition: GOOD (10)	
Psyche: TYPICAL (6)	*starting value

Powers

ENERGY FORMS: Captain Marvel can convert her body into any form of electromagnetic energy, including radio waves, gamma rays, cosmic rays, and visible light. She can also move along electrical circuitry. She moves with Unearthly speed (up to the speed of light) in these forms. In energy form, her Agility is Unearthly for dodging, but not for accuracy. She can only be harmed in her energy forms by other energy in the same form, and by energy-muting fields such as converters, force fields, and the Darkforce. In energy form, she can pass through any substance that energy can pass through.

ENERGY BOLTS: Captain Marvel can project energy bolts from her hands at anything she can see, causing Monstrous damage (75 points).

Talents

Monica was a member of the New Orleans Harbor Patrol. She is an experienced law enforcement officer and navigator. Her Agility shifts UP ONE when she uses firearms.

Background

Monica Rambeau received her powers when she was subjected to an intense radiation field. She recently joined the Avengers.

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MR. FANTASTIC™

Real Name: Reed Richards (Public Identity)
Profession: Scientist & Adventurer

Fighting: GOOD (10)	Health: 42
Agility: TYPICAL (6)	*Karma: 100
Strength: TYPICAL (6)	*Popularity: 80
Endurance: EXCELLENT (20)	*Resources REMARKABLE 30/1000
Reason: AMAZING (50)	
Intuition: EXCELLENT (20)	
Psyche: REMARKABLE (30)	*starting value

Powers

ELASTIC BODY. Reed's body is so flexible he can deform, expand, stretch, or compress all or part of his body. As a result, Mr. Fantastic can attack targets (in close combat) and use objects up to 4 areas away without making a FEAT roll. He can also attack or wrestle several non-adjacent opponents at once.

BODY ARMOR. Reed's skin provides Remarkable protection from most physical damage (bullets, knives, explosives, and thrown punches), but not energy rays or wrestling holds. He can absorb the damage from Incredible explosions (or worse), but must make a successful Endurance FEAT roll to remain conscious afterwards.

Talents

Reed is a master of many sciences, but excels in electronics; his Reason is Monstrous in electronics.

Background

Reed designed and flew in an experimental spacecraft with Ben Grimm, Sue Storm, and her brother Johnny. The ship encountered massive cosmic radiation that changed Reed into Mr. Fantastic. He is the leader of the Fantastic Four and chairman of Fantastic Four, Incorporated. He and Sue are married and have a son named Franklin.

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W
9th Ave.

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MARVEL
SUPER HEROES
MAP SIDE 1: THE CITY

W
8th Ave.

W
7th Ave.

W
6th Ave.

N
Hayes St.

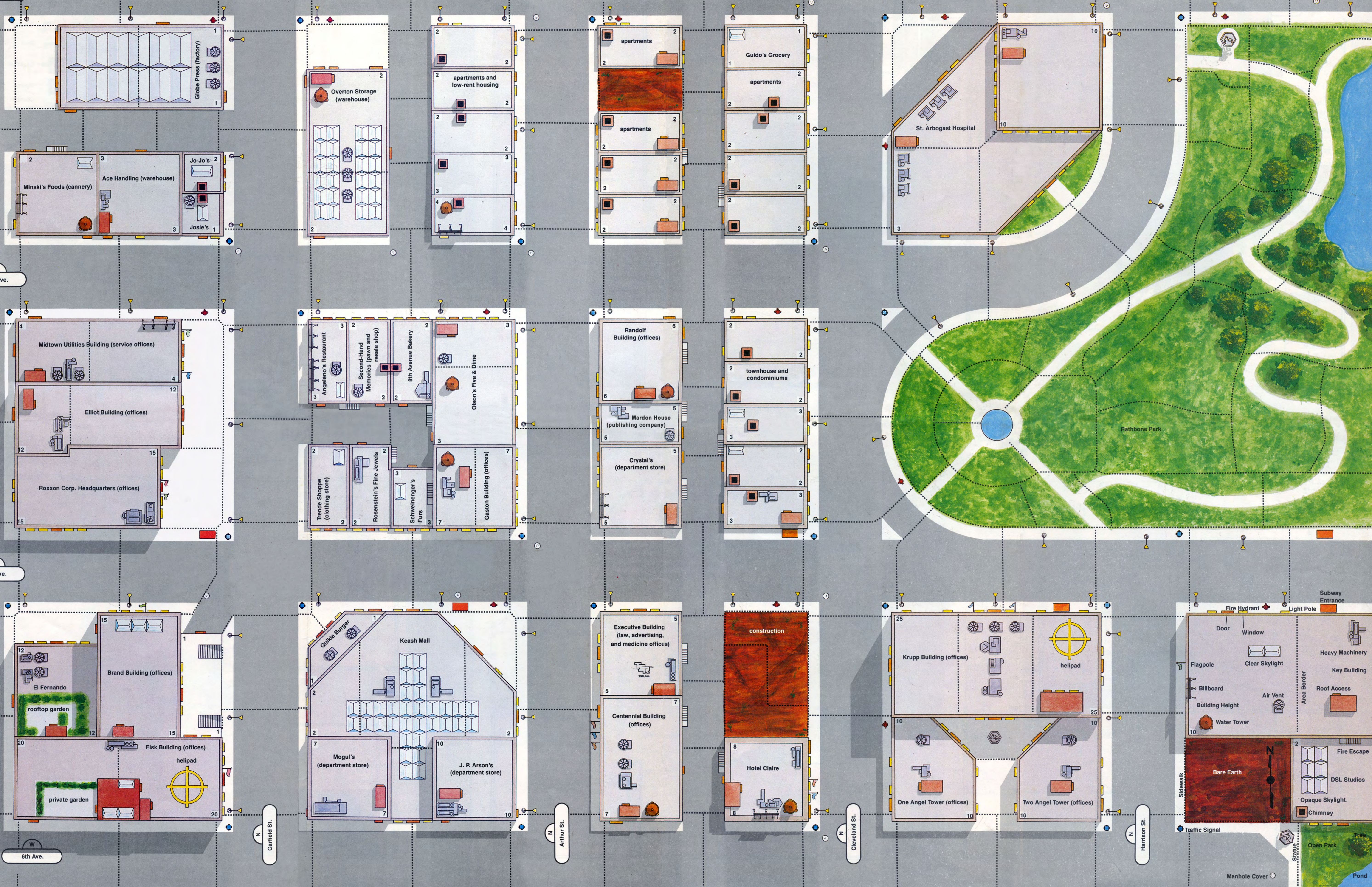
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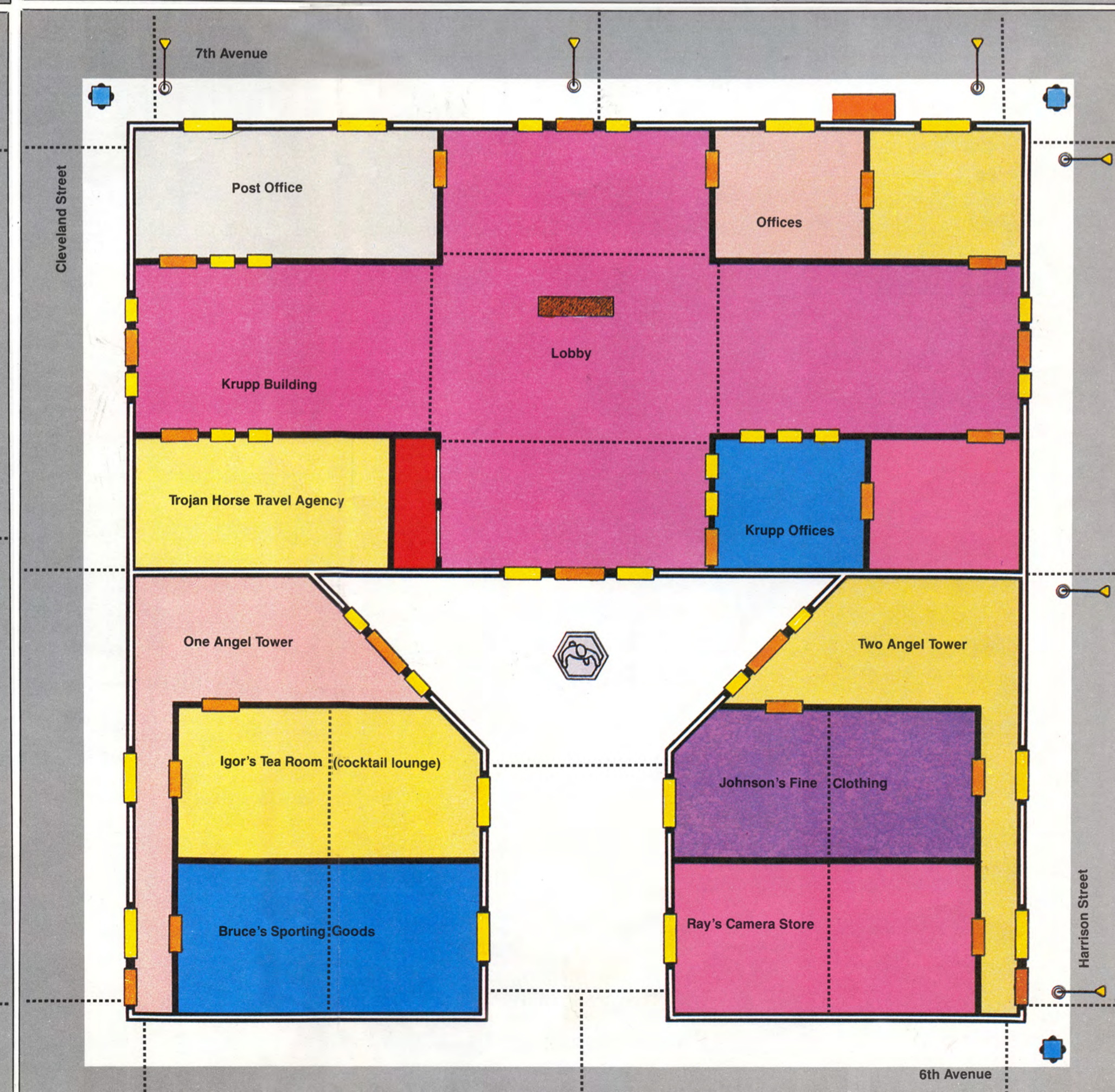
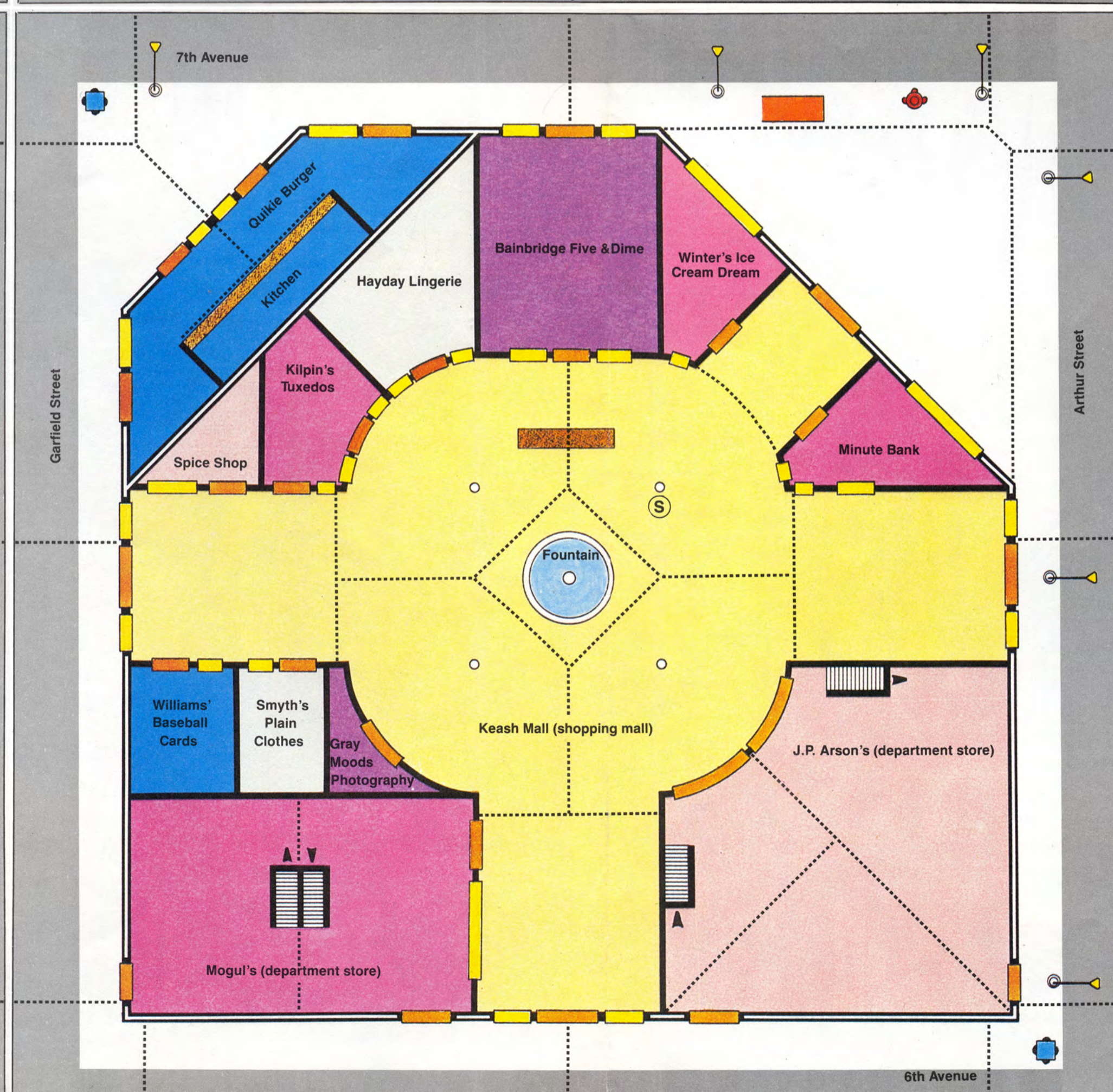
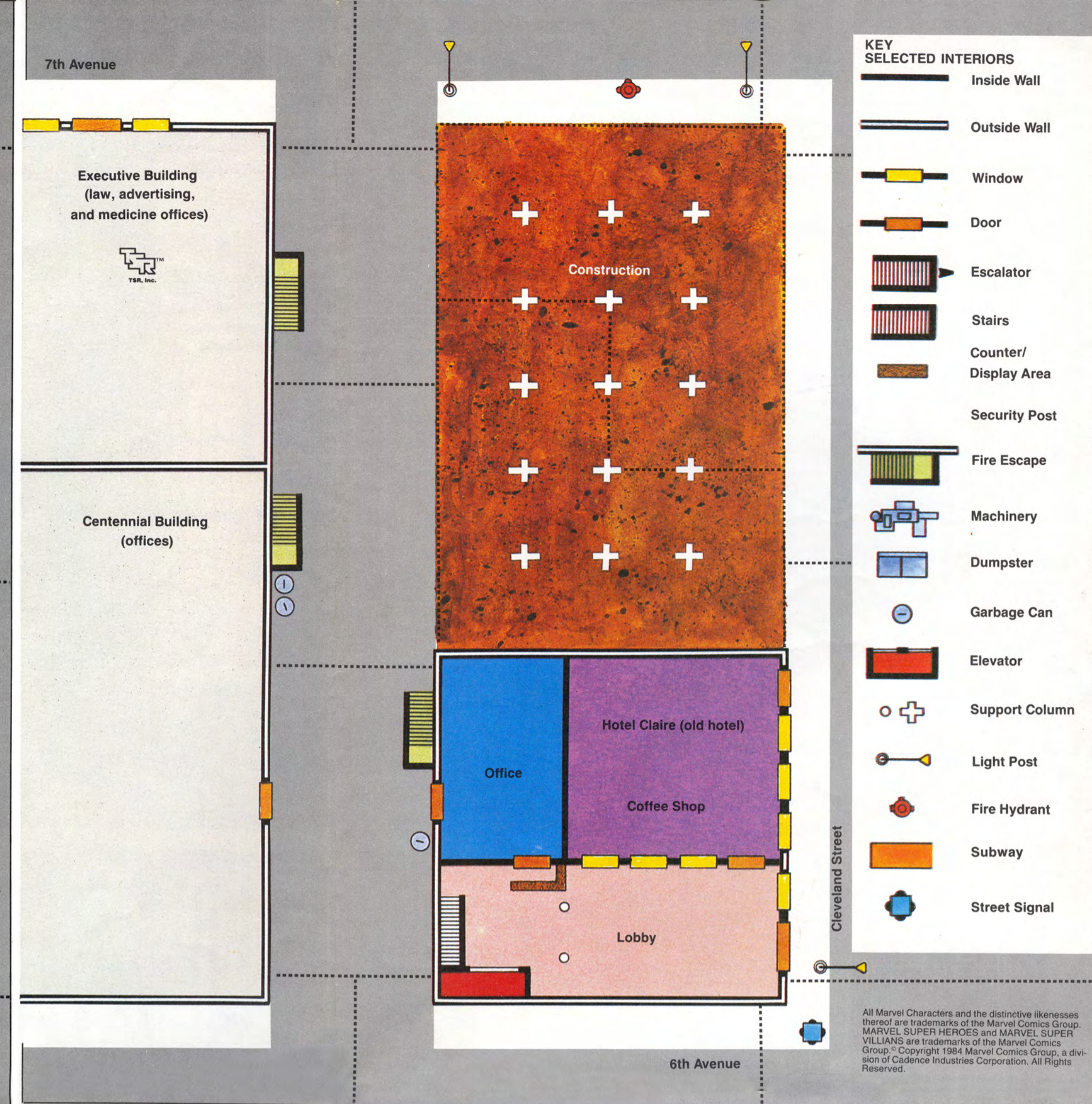
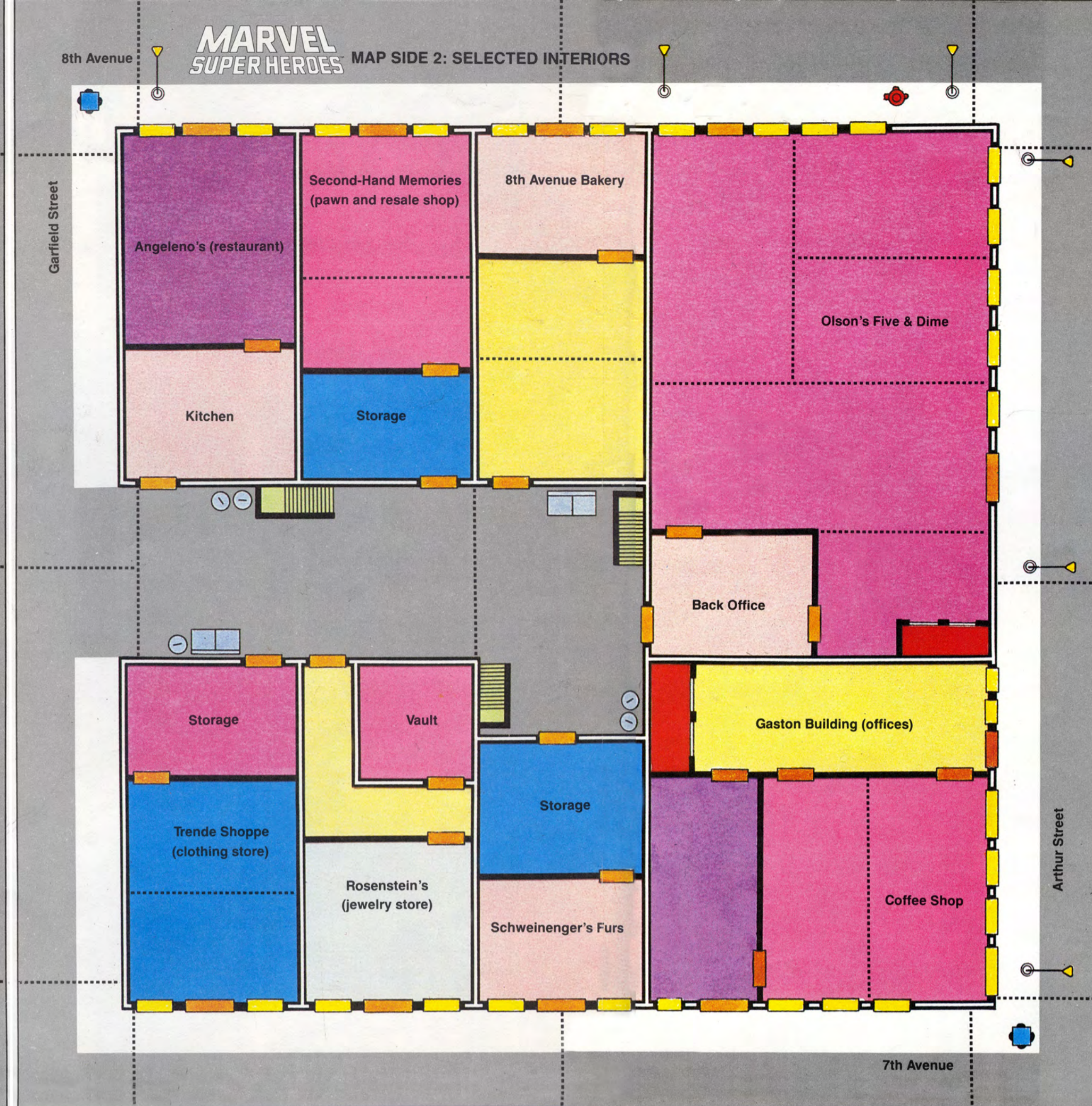
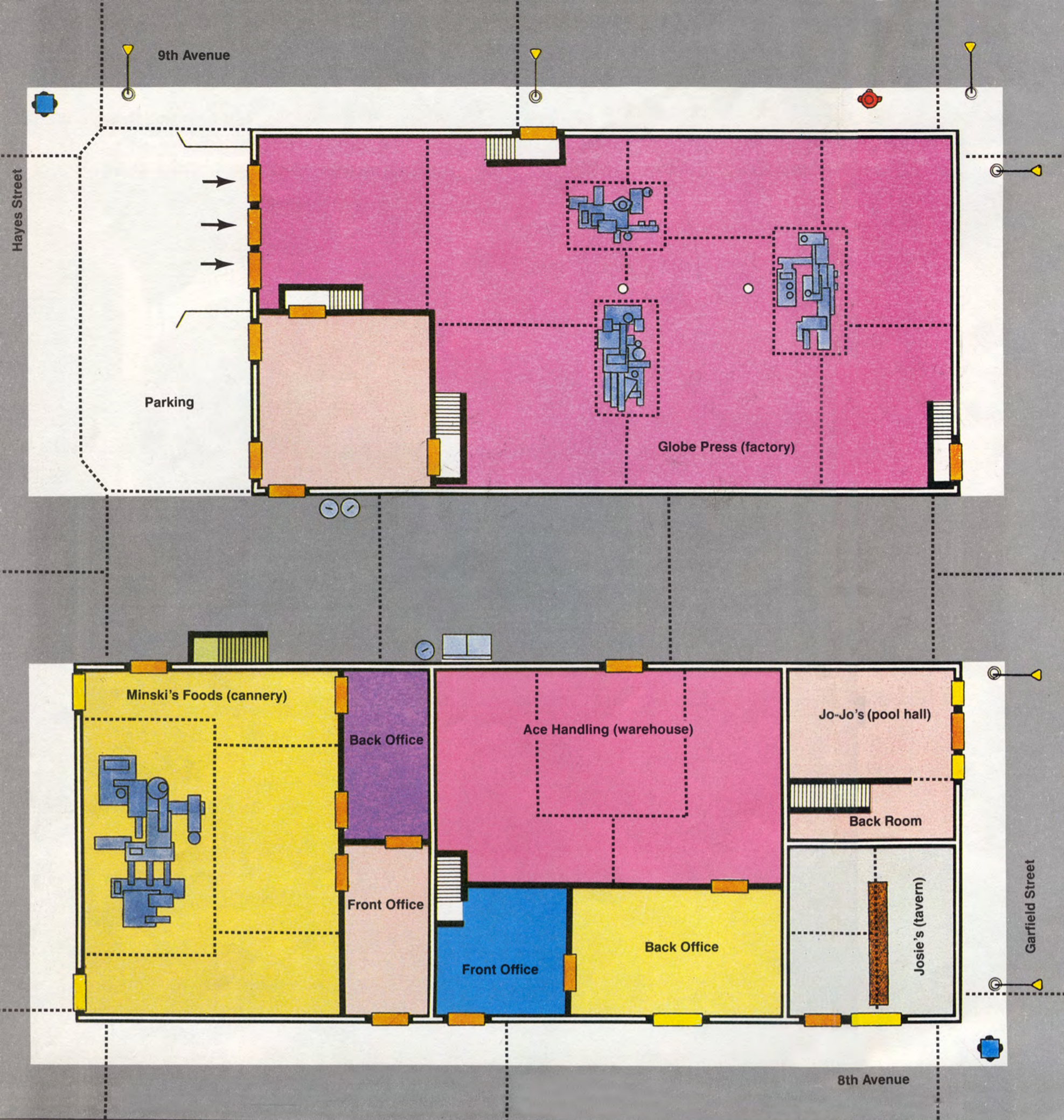
N
Arthur St.

N
Cleveland St.

N
Harrison St.

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