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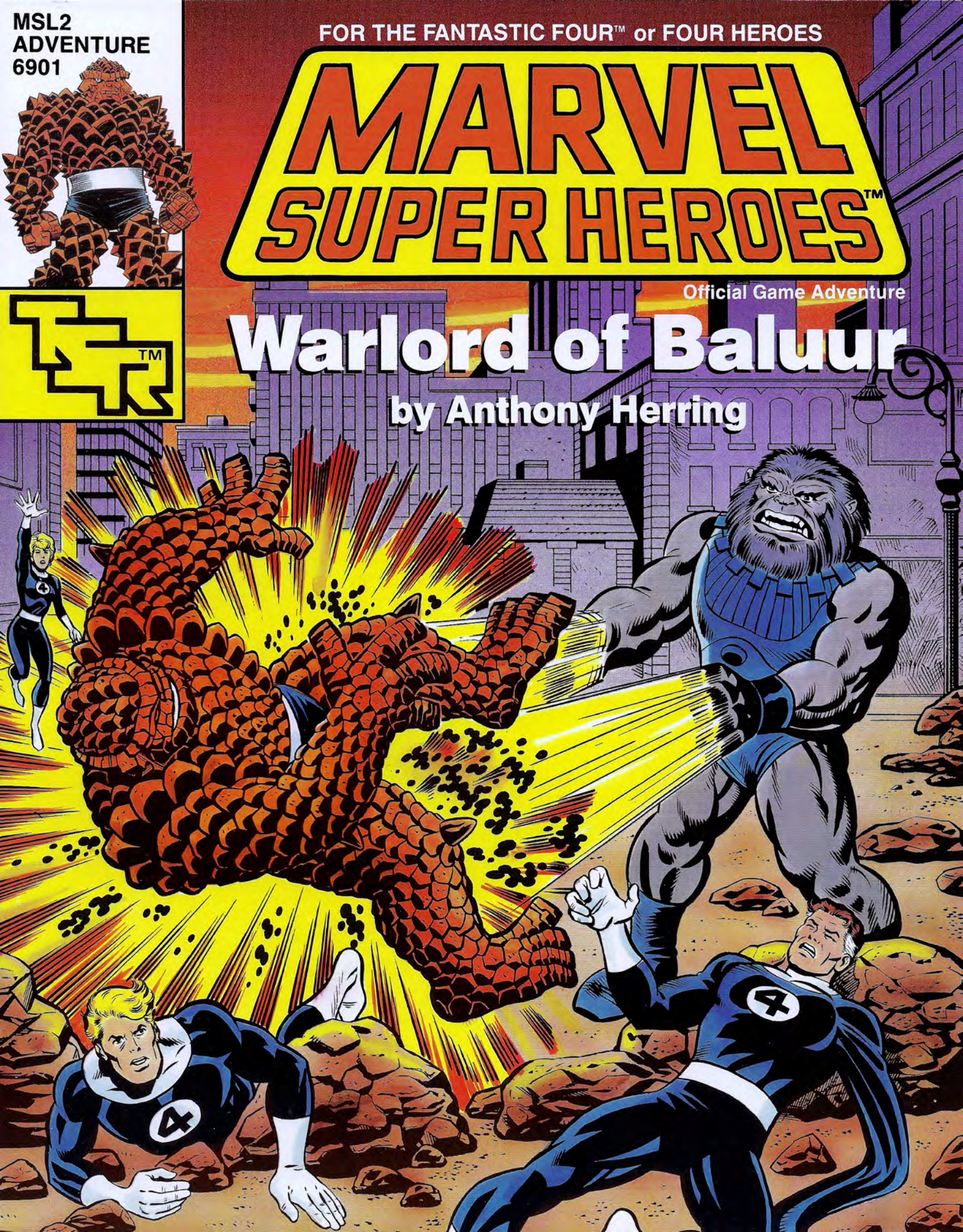
FOR THE FANTASTIC FOUR™ or FOUR HEROES

MARVEL SUPER HEROES™

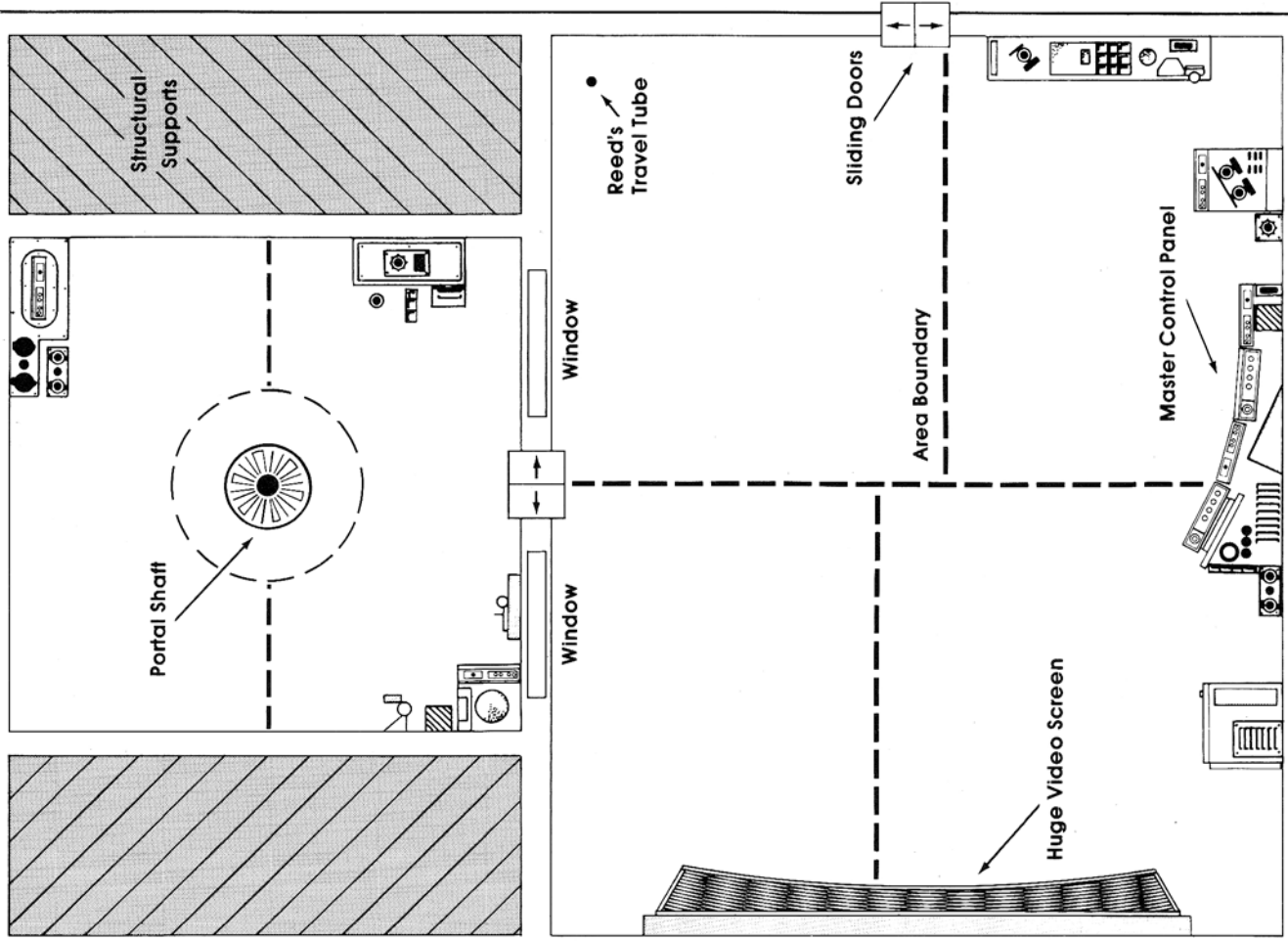
Official Game Adventure

Warlord of Baluur

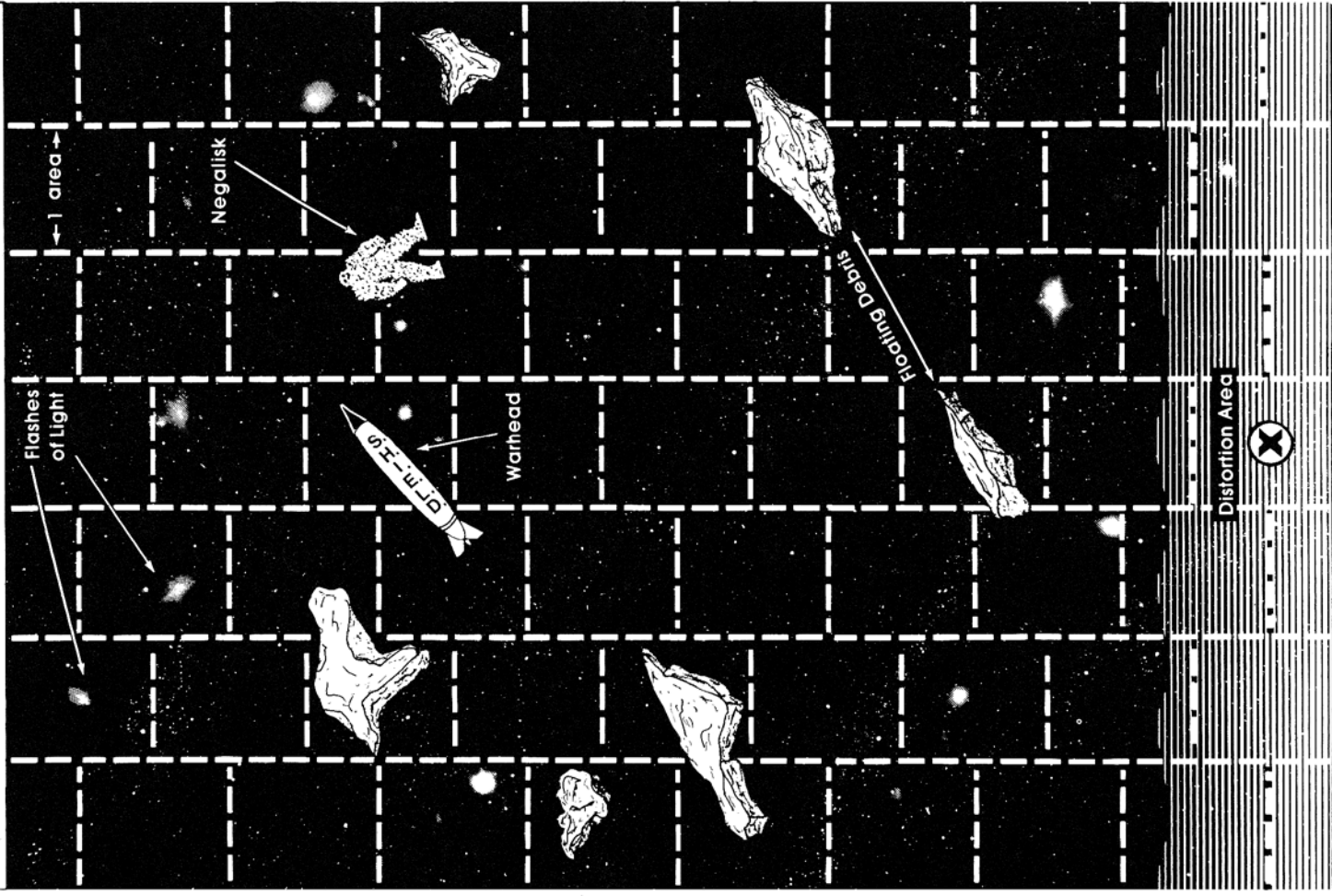
by Anthony Herring



Negative Zone Portal and Watch Station



Domain of the Negalisk





Official Game Adventure

Warlord of Baluur

By Anthony Herring

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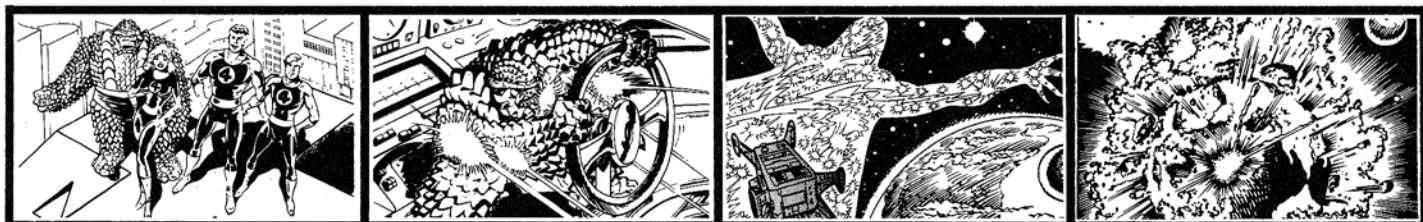
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INTRODUCTION

Well, true believers, here's hoping you're ready for non-stop action 'cause that's what you're gonna get from the *Warlord of Baluur*.

This is Part 1 of the Negative Zone Trilogy. Two more thrilling adventures are forthcoming—MLS3, *Spore of Arthros*, and MLS4, *Stygian Knight*. All three adventures are compatible with either the Basic or Advanced MARVEL SUPER HEROES™ Game rules and are designed to be self-contained, so they can be played individually or as a series. Watch for 'em!

Warlord of Baluur contains a 32-page adventure book (you're reading it now) which details the player characters, the non-player characters, and the story itself. You should also have a cover that features various maps designed to help play run smoothly.

Intensity and FEATs

In the original Basic Set rules, a player has to make a green FEAT roll for his character to succeed at an action, which is limited only by the Judge's discretion. The idea of *Intensity* has been added in the new Basic Set rules to determine a) the color result needed for the FEAT to succeed, and b) whether certain FEATs are automatically successful or downright impossible.

Intensity is set as a rank (Feeble, Monstrous, and so on). Compare the requisite Ability against the Intensity to determine the color of the FEAT required for success, as follows:

- If the Intensity rank is greater than the Ability rank, only a red result is successful.
- If the two are equal, a yellow or red result succeeds.
- If the Ability rank is greater than the Intensity rank, then any colored FEAT (except white, of course) is necessary for success.
- If a FEAT does not have a stated Intensity, assume that any color result means success. Alternatively, you may declare the Intensity to be Typical.

Automatic FEATs

In order to reduce the number of dice rolls during the game, some simple or unimportant actions can be considered automatic. If the Intensity for the action is three or more ranks lower than the hero's Ability, the FEAT is automatic—no roll is necessary.

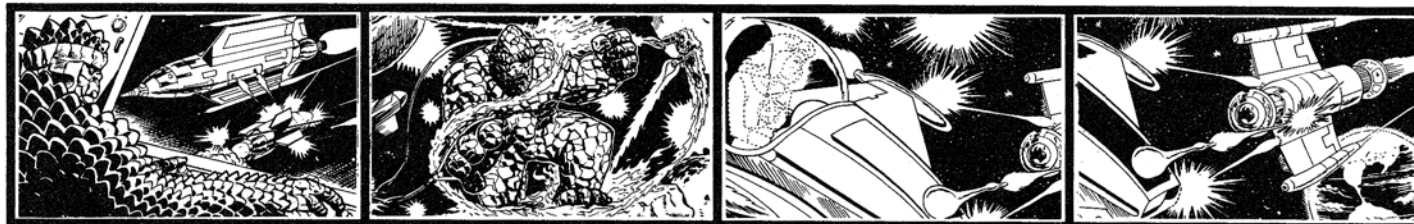
The final decision as to whether a FEAT is automatic is left to the Judge. If a simple action is crucial to the story, the Judge may call for a FEAT roll. In some cases, as with the effects of poisons, a FEAT roll is required regardless of the Intensity.

The Premise

Long ago in the Negative Zone, the strange universe comprised of anti-matter, an insectoid being of fiendish cunning created a device allowing him to live forever as the wielder of great and terrible power. This being is Annihilus, and the source of his might is the Cosmic Control Rod.

Recently, Stygorr, an alien entity spawned within the depths of Subspace, stole the Cosmic Control Rod from Annihilus and used it to open a gateway from the Negative Zone to Earth. Stygorr is hiding on Earth until he can master the Rod.

Blastaar, a native of the Negative Zone and Annihilus's chief rival, became aware of the theft and the gateway. After gathering an armada of warships, Blastaar now sits poised within the Negative Zone waiting for the gateway to grow large enough for his fleet to pass through. Blastaar plans to recover the Rod and conquer Earth. The Fantastic Four must risk their very lives to stop him!





THE PLAYER CHARACTERS

This adventure (and the two others of the Negative Zone Trilogy) are designed to be played with the original Fantastic Four as player characters. Their statistics are not included here, but can be found in both the Basic and Advanced game sets.

If you have fewer than four players, either let the players control more than one hero, or run the remaining FF members yourself as non-player characters.

If you have more than four players, allow the FF to be joined by other heroes. Statistics for Power Man and She-Hulk, both of whom were temporary members of the FF, are presented at the end of this section. Other suitable allies of the Fantastic Four include Quasar, Spider-Man, and Sub-Mariner.

At the Judge's discretion, additional players can run heroes of their own design. Not all of the players can do this—four of them must play the Fantastic Four.

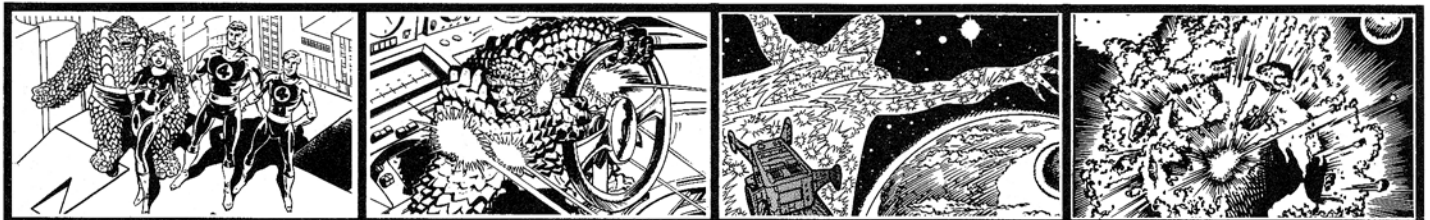
If more heroes are added, you should beef up the villains by giving them more Karma—add 100 points for each extra hero.

About the Fantastic Four

The Fantastic Four Inc. has, through years of faithful service, become one of the best known and best loved super-hero organizations in the world. The Fantastic Four makes its services available, without charge, anywhere there is a threat to the safety of Earth's citizens. Like most super-hero teams, the FF is an independent organization free of government control. Nevertheless, the group does have close working relationships with many governments and organizations.

The FF's current base of operation is Four Freedoms Plaza, a 45-story office building surmounted by their four-story headquarters. At the top of the building on each side is a gigantic numeral 4 carved in white marble (Incredible material strength). The skyscraper is 53 areas from the ground to its top.

While most of Four Freedoms Plaza is a typical office building, the upper structure is a self-sustaining, heavily armored unit which contains both the FF's headquarters and their living quarters. The upper structure makes extensive use of computers, guard robots, and other advanced devices to maintain security. Several major state-of-the-art research laboratories can be found here.





Equipping the Heroes

The Fantastic Four possess a number of devices which will be useful for the successful completion of this adventure. Inform the players that they have the following items at their disposal:

Antimatter Harnesses: Six of these devices are stored in a cabinet in the Negative Zone watch station. When worn, these allow a hero to fly through the Negative Zone at Excellent airspeed (10 areas per turn). The antimatter harnesses only function within the Negative Zone and are charged for a maximum of seven hours of continuous use.

Fantastacar and Pogo Plane: Statistics for these vehicles can be found in both the Basic and Advanced game sets. One of each is located in a hangar at the top of Four Freedoms Plaza. Note that only the Pogo Plane is equipped for space travel.

Gyro-Homing Device: These devices are stored with the antimatter harnesses. There are six of them and they look like oversized wrist watches. These prevent a hero within the Negative Zone from becoming lost by indicating the distance and direction to the FF's portal. They only operate when within Monstrous range (40 areas) of the portal.

Inhibitor Helmet: When worn, this device interferes with the use of natural abilities, including those of aliens, mutants, and altered humans. The character suffers a -5 CS on all physical abilities (FASE), and a -7 CS on the use of all Powers, Talents, and mental abilities (RIP, but not Powers) remain untouched. No ability may drop below Feeble.

Stasis Ray: This strange weapon consists of a cumbersome rifle and a very heavy power pack that must be worn on the user's back. It projects a ray of Incredible Intensity stunning. If the target is struck, it remains immobile for as long as the ray is in effect. The Stasis Ray is charged with enough energy to fire 1-10 shots. For each round the weapon holds a target in stasis, one shot is used. When all shots are expended, the device is useless until recharged in Reed's lab, which takes a full 24 hours. Inform the players that Reed Richards has not completed his tests on this weapon, so it is possible that

not all of the bugs have been worked out. Do not tell them that it in fact has a 50% chance of affecting the wielder!

Universal Translator: Only one is available. It can be found in the FF's communications room. This device allows the user to converse with creatures from other worlds. Translation of any language, whether previously known or unknown, is instantaneous.

POWER MAN

Luke Cage

F	A	S	E	R	I	P
RM	GD	IN	AM	GD	EX	TY
30	10	40	50	10	20	6
Health: 130			Karma: 36			
Resources: PR (4)			Popularity: 18			

KNOWN POWERS

Invulnerability: Power Man has Incredible resistance to physical and energy attacks.

Regeneration: Poor ability to heal which allows him to regain his Endurance rank number in Health three times per day.

TALENTS: Luke is skilled in Martial Arts A and E, Law Enforcement, and Criminology.

IN BRIEF: Luke Cage grew up on the mean streets of Harlem, often committing petty crimes with his friends. As he matured, Luke found legitimate odd jobs.

Unfortunately, he was framed by an enemy for a crime he didn't commit and was sent to prison. While incarcerated, Luke volunteered to be a subject in an experiment. Due to sabotage by a guard, the experiment was allowed to advance to a point beyond its design. Luke's body was mutagenically enhanced, giving him superhuman strength. He used his new powers to escape from prison. Eventually, he fled to New York City.

While in New York, he discovered that using his superhuman strength to thwart crime could be quite profitable. He and another hero named Iron Fist formed an organization called Heroes for Hire.

Luke is a large, dangerous-looking man, and he knows it. He lets body language handle most of the talking.



HEROES

Luke favors the simple brute force approach to problems. When wronged, he has been known to hold a grudge and go to great lengths to exact justice.

SHE-HULK

Jennifer Walters

F	A	S	E	R	I	P
RM	EX	MN	AM	TY	GD	EX
30	20	75	50	6	10	20

Health: 175

Karma: 36

Resources: EX (20)

Popularity: 30

KNOWN POWERS

Body Armor: She-Hulk's green skin is the equivalent of Incredible body armor and provides Excellent protection against energy attacks.

Leaping: She has Shift-Z leaping ability, allowing her to cross 4 areas in one jump.

Resistances: She-Hulk has Amazing (50) resistances to heat, cold, and disease.

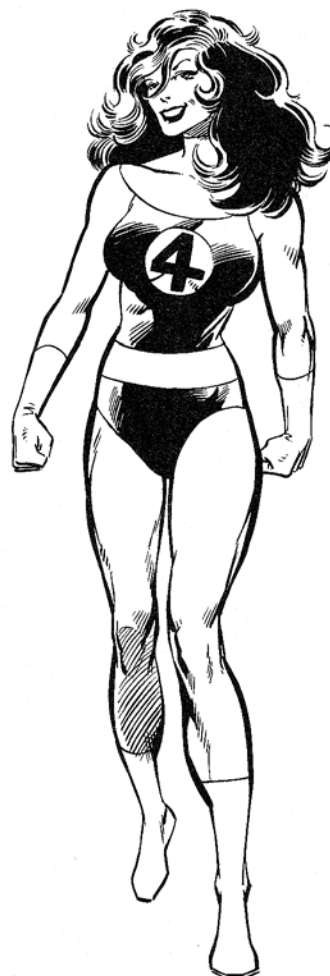
Talents: Jennifer was a lawyer and a member of the California bar. She is still a capable lawyer (Good Reason regarding legal matters), but rarely involves herself in cases. She has training in Martial Arts C.

In BRIEF: Jennifer Walters is a first cousin to Robert Bruce Banner, the atomic scientist who was transformed by gamma radiation into the Incredible Hulk. Despite an age difference of five years, Jennifer and Bruce were close as brother and sister. Upon her graduation from college, Jennifer went to law school in Los Angeles while Bruce attended medical school elsewhere. Although they corresponded briefly, the two lost track of one another.

One day, long after becoming the Hulk, Bruce Banner visited Jennifer to re-establish contact with his childhood friend and to confide in her the emotional trauma that being the Hulk had caused him. During the visit, Jennifer was shot by the henchman of a gangster who held a grudge against her. Bruce quickly improvised an emergency blood transfusion, knowing that he and his cousin shared the same blood type. As soon as it was evident that Jennifer would survive, Bruce left for fear that the stress of the episode would turn him into the Hulk.

The side-effects from the emergency transfusion became known to Jennifer while she was in the hospital: the properties in Bruce's mutated blood which made him into the Hulk, transformed her into the She-Hulk.

She-Hulk is an extremely pleasant, fun-loving young woman, who treats people with the same respect she is shown (good or bad). People who take themselves too seriously irritate her, and she will play minor jokes on them to relieve tension. Able to take orders without being blindly obedient, She-Hulk is a very good team player.





ABOUT THE NEGATIVE ZONE

Reed Richards discovered the Negative Zone—a universe comprised of antimatter. When matter and antimatter collide, the result is a terrific explosion.

Unlike our space, the space of the Negative Zone is breathable and supports many strange life forms. Three creatures previously encountered by the Fantastic Four include: *Annihilus*, an insectoid being who wields the awesome Cosmic Control Rod; *Blastaar*, monarch of the Baluurians, who forged a vast interstellar empire; and *Stygorr*, a powerful entity with the ability to oscillate his very atoms between antimatter and matter.

Entering the Negative Zone

This strange universe can only be entered by someone with the proper equipment. On Earth, the only portal is located in the FF's headquarters. The original portal was a fixture of the Baxter Building and consisted of a door seven feet in diameter surrounded by support machinery. Reed Richards built a second portal in the form of a 500-meter shaft, 499 meters of which existed only in the Negative Zone. Unfortunately, when the Baxter Building was destroyed after being lifted into Earth's orbit, the resulting explosion caused a dimension warp between our universe and the Negative Zone. A Class 1000 matter-antimatter explosion in the Negative Zone closed the portal.

When Four Freedoms Plaza was built to replace the Baxter Building, Reed recreated the shaft portal. Next to the portal chamber is a watch station equipped with a Negative Zone viewer that provides a telescopic view of the other side (Telescopic Vision, Good rank).

The Distortion Area

Between the Negative Zone and the Earth lies the Distortion Area, a region of Subspace that connects both dimensions. It is a turbulent area, pulsing with hypnotic flashes of intense colors and shapes.

A peculiar effect of the Distortion Area is that it converts matter to antimatter and vice versa. Thus, travellers

who enter the Distortion Area may safely pass back and forth between the Earth and the Negative Zone. A creature or object surrounded by a force field, however, is not converted to matter or antimatter.

Because the Distortion Area is a type of Subspace crossroads, Reed Richards once theorized that an explosion of great magnitude within it could have disastrous effects upon countless dimensions, including the Earth Dimension.

The Zone of Antimatter

Once within the Negative Zone, the traveller finds himself in orbit over Negative Earth, a world surrounded by an atmosphere of exploding debris known as the Zone of Antimatter.

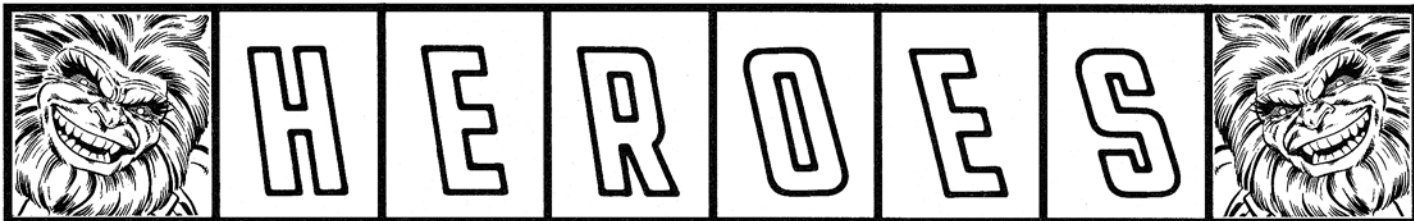
The gravitational pull of Negative Earth is very strong, trapping all creatures and objects that venture too close and ultimately destroying them. On several occasions, members of the FF have been trapped on chunks of rock descending toward Negative Earth. Because all Movement, Matter Control, and Energy Control Powers are negated in the Zone of Antimatter, escaping is difficult. On one occasion, Mr. Fantastic escaped by forming his body into a sail and using the air currents to tack against the wind. Mechanical devices, such as antimatter harnesses (see below), are not negated and can be used to fly out of the Zone of Antimatter.

Traveling in the Negative Zone

Without the power of flight, creatures who enter the Negative Zone are immediately caught by the pull of Negative Earth. To avoid this disastrous event the FF wear antimatter harnesses whenever they venture there.

By using his fire powers, the Human Torch can safely fly in the Negative Zone without need of a harness (which would burn up if he were aflame anyway). However, if he enters the Zone of Antimatter, his flame immediately extinguishes and he cannot "flame on" to escape because his powers are negated.





THE COSMIC CONTROL ROD

This awesome device was created by Annihilus. The Cosmic Control Rod looks like a small golden cylinder about one foot in length and four inches in diameter. Through unknown means, the Rod extracts and stores vast amounts of cosmic energy from the universe around it. The wielder unleashes this power by grasping the Rod and imagining the desired results. The powers of this incredibly potent device are limited only by the mental fortitude of the user.

When determining what powers are available to the wielder of the Rod, add the rank numbers of the character's three mental attributes (Reason, Intuition, and Psyche). Compare this sum to the rank numbers on the Universal Table to determine the character's mental rank (Excellent, Incredible, etc.).

The following categorizes the Rod's powers according to the total mental rank of the user. An individual can use all of the powers listed under his rank category and lesser rank categories.

Shift-0

- The wielder does not age and is Invulnerable to Disease, Radiation, Heat, and Cold.

Feeble, Poor, and Typical

- The user can increase one physical ability to Incredible rank for 1-10 turns each hour.
- The user can fire bolts of cosmic energy (either Force or Energy) of up to Incredible rank.

Good, Excellent, and Remarkable

- The user can fly at Good airspeed (8 areas per round) in atmospheric conditions, and up to Unearthly airspeed (40 areas per turn) in space.

Incredible, Amazing, and Monstrous

- The user can fly at Remarkable airspeed (15 areas per round) in atmospheric conditions, and up to Class 1000 airspeed (interplanetary) in space.

- The user can increase any one physical ability to Unearthly rank for 1-10 turns each hour.
- The user can fire bolts of cosmic energy (either Force or Energy) of up to Unearthly rank.
- The wielder can manipulate non-organic matter (but not transmute elements) with Unearthly ability.
- The wielder can use the power of Machine Animation at Amazing rank, allowing him to use the Rod as a type of remote-control panel and power source for anything mechanical. Affected machines can only perform those functions for which they were designed, but can function without a normal power supply.

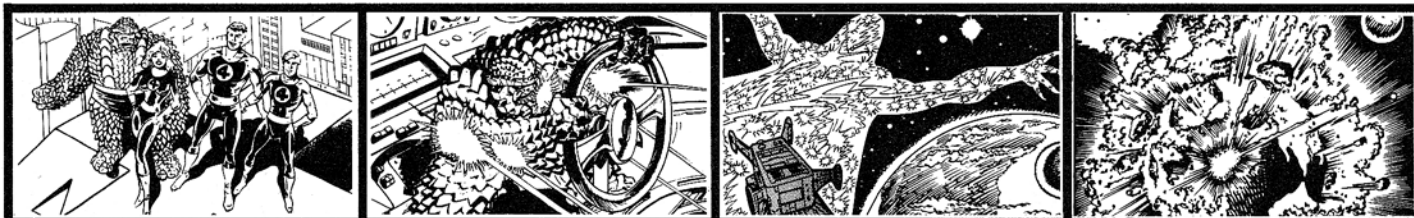
Unearthly, Shift-X, Shift-Y, and Shift-Z

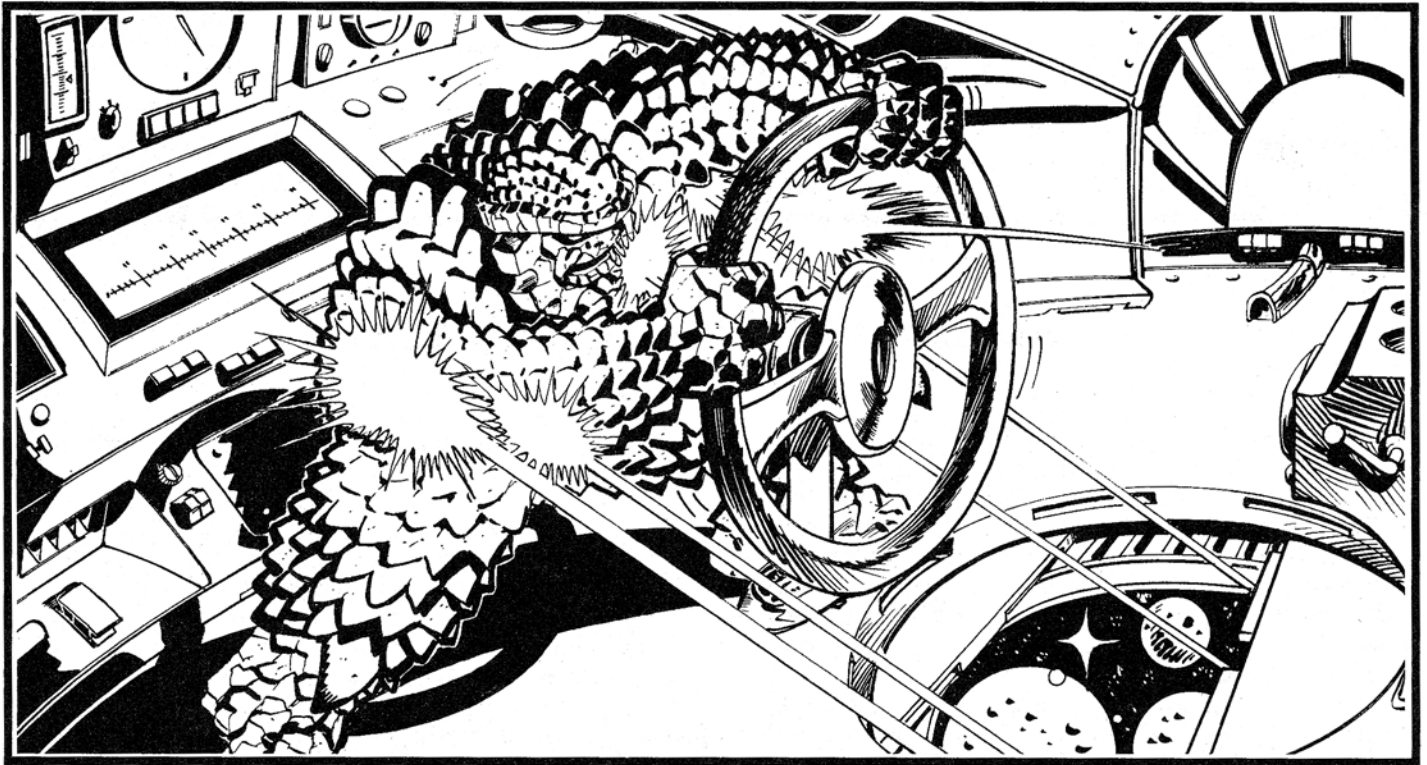
- While in possession of the Rod, the owner gains Life Support at Shift-Z rank, meaning he can survive in hostile environments (such as deep space) indefinitely without requiring food, water, or air.
- The user can break into other dimensions with the power of Dimensional Travel at Shift-Z ability. As a side effect, the traveler leaves an outline of himself as he passes between the dimensions. This outline is actually a gateway. Initially, the portal is the same size and shape as the wielder of the Rod. After 1-10 weeks, however, the gateway begins to grow, creating a huge likeness of the user. The gateway expands rapidly, doubling its size every hour. Eventually, it swallows planets, stars, solar systems, entire galaxies, until the two dimensions it connects become one. In the case of the Negative Zone joining the Earth Dimension, the result is total obliteration.

The wielder can close any gateway created with the Rod by succeeding at a red result with a Shift-Z Intensity FEAT roll.

Class 1000, Class 3000, Class 5000, and Beyond

- Virtually anything is possible, limited only by the Judge's discretion.





CHAPTER 1: RED ALERT!

SUMMARY: Stygorr has stolen the Cosmic Control Rod and used its powers to breach dimensions and flee to Earth. His entrance into our dimension has ripped a gate between Earth and the Negative Zone. As Stygorr's gateway between the worlds grows, it causes a massive disturbance in the Negative Zone which is detected on the Fantastic Four's monitoring equipment. As the heroes watch, an expanding wave of energy explodes toward the Negative Zone portal. If the locking mechanisms are not reinforced, the deadly blast could erupt into Four Freedoms Plaza!

STARTING: A map of the FF's Negative Zone portal and watch station is included with this adventure.

The Fantastic Four, minus Reed and Sue's son Franklin (who is spending the night with friends), are having dinner together. If there are more than four player characters, the additional heroes are here as dinner guests. When you are ready to begin, read the following boxed text to the players:

You are all sitting around a dining table on the 47th floor of Four Freedoms Plaza, the Fantastic Four's headquarters. Dinner has been delightful, allowing

you to forget your troubles. Unfortunately, the moment is short.

Screeching alarms echo through the building. Security systems activate automatically, as a robotic voice speaks on the intercom, "Full alert . . . Unidentified objects approaching Negative Zone portal . . . Contact estimated in 60 seconds . . . 59 seconds . . . 58 seconds . . ."

ENCOUNTER: The Negative Zone portal and watch station are on the 48th floor of Four Freedoms Plaza, one floor above the dining room where the heroes are eating dinner. The characters have 10 turns to act before the portal is breached. By the time they ride the elevator to the 48th floor and enter the watch station, they have six turns remaining.

There are one-inch tubes riddling the building, which are designed to allow Reed Richards quick and easy access to all parts of the structure. He can reach the station in one turn. Be sure the person playing Mister Fantastic knows the travel tubes are available.

For details concerning the portal and watch station, see the section of this module called "About the Nega-



HEROES

tive Zone.”

When the first hero (probably Reed) reaches the watch station, read the following boxed text aloud:

All around you loom the computer consoles created for the task of monitoring the Negative Zone. They are lit up like Christmas trees with flashing lights and flickering buttons.

One entire wall is a video screen which provides a telescopic view of the Negative Zone. The image displayed is that of a universe gone mad. Streams of cosmic energy and burning asteroids streak across the view, propelled by a shockwave of a titanic explosion.

Like an expanding ball of fire, a blast of blinding light grows to fill the viewer. In a matter of moments, the shockwave will hit the Negative Zone portal. If the locking mechanisms fail to keep the portal closed, the cosmic blast will erupt into Four Freedoms Plaza.

As destruction draws near, the computer delivers a warning in its monotone voice, “Full alert. Explosive force of great magnitude approaching Negative Zone portal. Probability of breach: 99.999%”

To avoid a catastrophe, one of the heroes must use the computers to channel reserve energy into the portal locks while at the same time being careful not to overload the system. Only one character can attempt the task. Once each round the hero at the portal’s master control panel must attempt a Reason FEAT roll. Reed, who designed the system, must get a green or better result on two consecutive rolls to keep the portal closed. If any other member of the Fantastic Four is at the controls, he or she needs two consecutive yellow or red results to succeed. Anyone else must get a red result two times in a row to succeed.

Failure

Each Reason FEAT roll takes one round. If time runs out before two consecutive rolls are successful, a gush of cosmic energy erupts from the portal like a horrible geyser. Most of the Unearthly Intensity energy pulse is ab-

sorbed by the Monstrous material strength ceiling through which a sizable hole is melted. (There is no danger of a matter-antimatter explosion because the cosmic energy was changed from negative to positive energy as it passed through the Distortion Area.)

The security system quickly extinguishes any fires resulting from the explosion, while computers stop the flow to ruptured pipes and electrical wiring. Even so, the portal chamber is badly damaged.

The heroes may be worse off, however. As the energy pulse rockets out of the portal, the glass windows between the portal chamber and the watch station shatter.

Allow the heroes to attempt a Good Intensity Agility FEAT. Those who succeed may take one action as the window breaks. For example, the Invisible Woman could succeed at the Agility FEAT and then deflect the glass shards with her force field. If protective measures are not taken, everyone in the watch station suffers 1-10 Typical Intensity Throwing Edged attacks.

Success . . . Almost

If the hero at the controls succeeds at two Reason FEATs in a row, enough energy has been funneled into the system to keep the locks from being breached by the coming shockwave. The complicating factor is that one of the locks is stuck and must be manually put in place. This means someone must go into the portal chamber and turn the metal wheel that closes the lock.

Turning the wheel requires a successful Monstrous Intensity Strength FEAT. One attempt may be made per round. If the wheel is not turned before time expires, a blast of cosmic energy erupts from the portal. Because most of the locks are in place, nearly all of the shockwave is blocked. The walls and windows of the chamber are strong enough to contain the explosion. The hero at the wheel suffers an Incredible Intensity energy attack. If the wheel was turned in time, there is no explosion—the shockwave is kept at bay.

A Force Field

The Invisible Woman could cover the portal shaft with her Monstrous rank force field. In this case, the explosion is





contained and the upper floors of the building are unharmed. If she must block the full brunt of an Unearthly Intensity blast, she must succeed at an Unearthly Intensity Psyche FEAT or fall unconscious for 1-10 turns.

The Damage Is Done

If the heroes inspect the portal after the shockwave passes, they discover it can still be used to travel between the worlds, but the locking mechanisms have been damaged. This means the weakened locks might not be able to prevent creatures in the Negative Zone from passing into the Earth Dimension. The warning system is functional, however, and will alert the Fantastic Four if creatures or objects approach the portal. The heroes may wish to repair or install locks, but there is no time due to recent events in space.

A Call From Above

Shortly after the shockwave passes, the heroes receive an urgent call from Nick Fury aboard the SHIELD Satellite, a permanently manned space station designed to detect extraterrestrial visitation.

SHIELD is an acronym for Strategic Hazard Intervention, Espionage, and Logistics Directorate, which is a worldwide intelligence and peacekeeping organization dedicated to protecting the nations and peoples of Earth from all threats to their security. Nick Fury has served as SHIELD's public director for many years.

A hardened combat veteran, Nick Fury lives by the highest standards of honor and integrity. He prefers to accomplish missions without outside help, but realizes

that super-hero teams can be a useful resource. He has worked with the FF on numerous occasions, and desperately needs their help now.

Read the following to the players:

The communications system beeps frantically, revealing a priority message coming through on the SHIELD waveband. The scruffy face of Nick Fury, the Public Director of SHIELD, appears on the screen. As usual, he gets right to the point.

"We have a crisis situation up here and require your expertise. I don't have time to go into details. Do I have permission to teleport you aboard?"

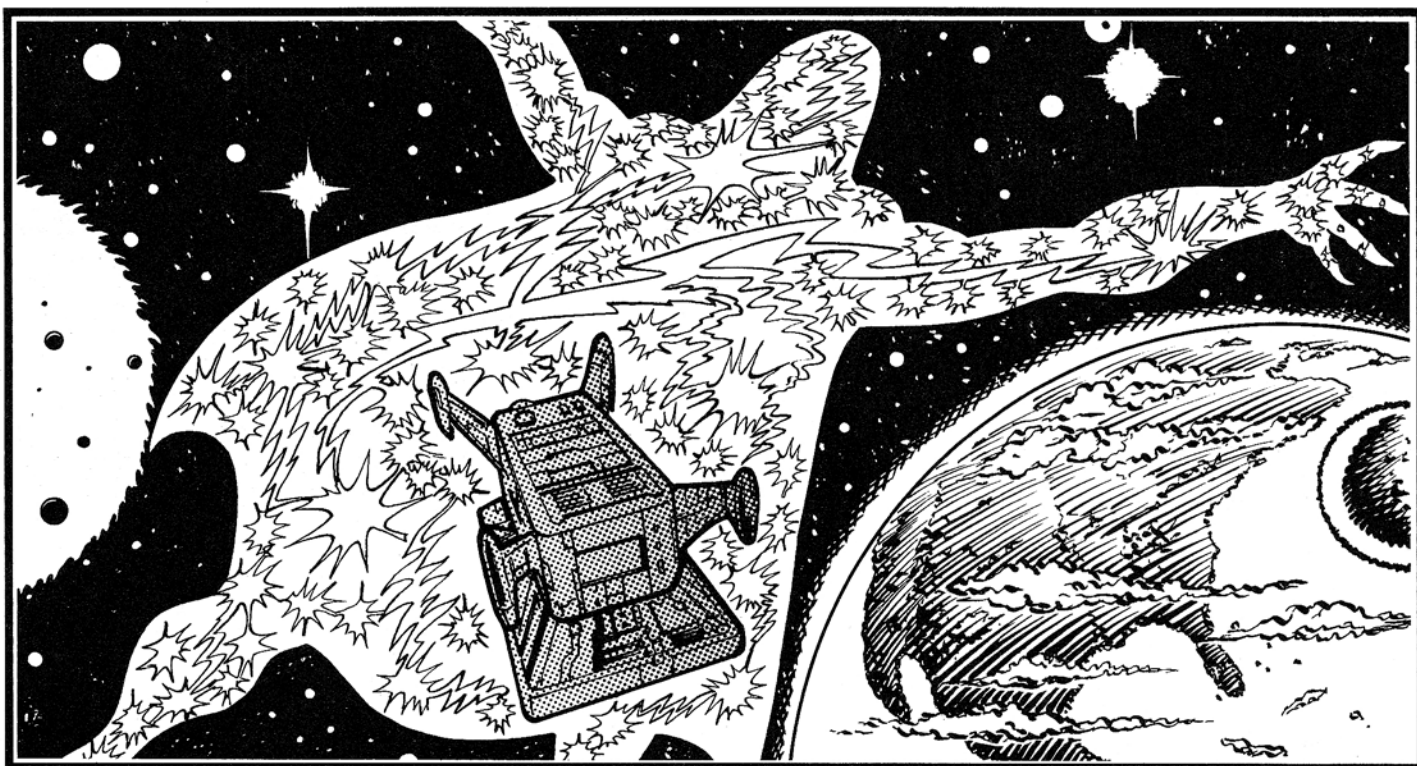
If Four Freedoms Plaza was badly damaged by the blast, the heroes may deny Nick's request. He'll become agitated. "The ever-lovin' world might be at stake," he says. "And you're worried about your HQ? Believe me, there are bigger fish to fry. Now, do I have your permission for teleportation or not?"

The heroes should comply. If they absolutely refuse, he'll teleport them anyway.

AFTERMATH: The heroes are teleported to the SHIELD Satellite. Proceed to **Chapter 2**.

KARMA: Closing all of the locking mechanisms:	+20
Allowing a major explosion:	-20
Allowing only a minor explosion:	-10
Accepting Nick's invitation:	+5
Forcing Nick to teleport them:	-5





CHAPTER 2: A HOLE IN THE SKY

SUMMARY: The heroes arrive at the satellite and learn about the existence of the gateway. Nick Fury informs them that it is growing and could eventually swallow the Earth.

STARTING: A map is not required for the events of this chapter. When you are ready to begin, read the following aloud:

Immediately after Nick Fury signs off, your skin tingles and you blackout for a moment. You regain consciousness only to find yourselves standing among the blinking machinery of a transporter. A huge window reveals a startling view of the familiar blue and white ball called Earth—you're in orbit.

Nick Fury looks up from his conversation with a technician and says, "Welcome aboard the SHIELD Satellite, friends."

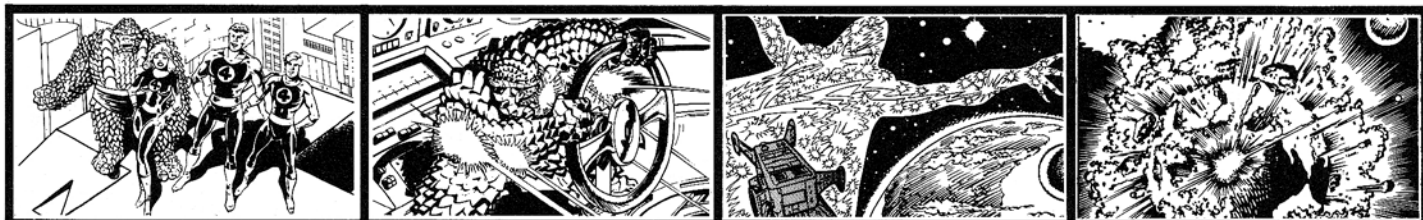
ENCOUNTER: If Nick was forced to transport the heroes against their will, he apologizes, explaining that the current situation calls for extreme measures. As compensation, Nick promises to allocate SHIELD funds and

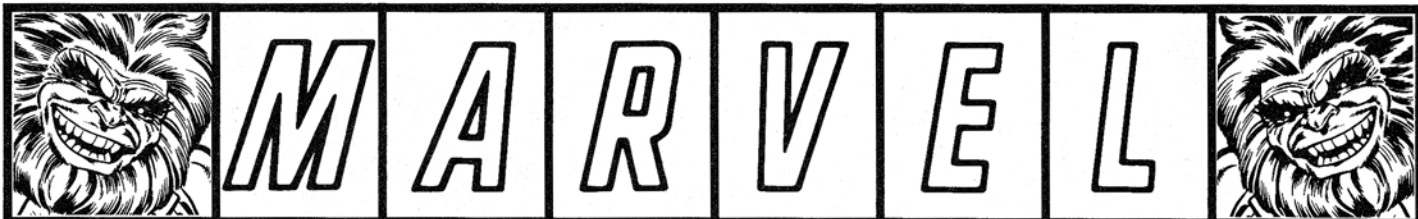
personal to help repair Four Freedoms Plaza after the current crisis is resolved.

Nick escorts the heroes to the satellite's main control room. Here, monitors depict another shot of Earth, complete with a magnified view of the interdimensional gateway created by Stygorr. The most shocking feature of the gateway is its humanoid shape, making it appear almost as if it is alive. The gateway's shape seems vaguely familiar to Reed (with a successful Red Reason FEAT roll), but he can't remember why due to his memory loss during a previous Negative Zone trip.

Nick explains that the station's sensors located the gateway a short while ago when it was only 50 meters in diameter. It is now over 100 meters wide and growing steadily. The station's computer technicians are unable to pinpoint when the gateway opened. It may have been several days, or even weeks, ago. Initially when discovered, it remained at a constant size, but has begun to grow at an increasing rate. In a matter of hours, it will be large enough to consume the Earth.

Nick tells the Fantastic Four he believes the gateway connects the Earth Dimension to the Negative Zone. In a few moments, he will launch a probe through the portal to confirm his suspicions.





When Nick and the heroes are ready to launch the probe, read the following boxed text to the players:

Standing behind a technician at the main control board, Nick Fury says, "Initiate launch sequence for probe on my mark . . . Mark!"

A computerized voice echoes through the room, "Launch in 10 seconds . . . 9 seconds . . . 8 seconds . . ."

Suddenly, a blaring alarm interrupts the countdown. In an excited voice, a technician exclaims, "Unidentified object emerging from the gateway, sir!"

Nick Fury cries out, "Stop the countdown! That thing is some kinda weapon! Rotate laser turrets and lock on target. Prepare to fire!"

Blastaar's Eye

The object is not a weapon, but is a probe sent by Blastaar. Describe it to the players as a small (1 meter in diameter) spherical device made of black metal. Numerous antennae protrude from it, surrounding a large central eye.

Allow the heroes to attempt a Reason FEAT roll. Those who succeed realize the antennae are similar to those used for communications. Thus, the object is probably some type of probe, rather than a weapon. By calling for him to wait, the heroes stop Nick just before the probe is obliterated.

At this point the heroes have several options. The three most likely ones are described below:

Blast It! If the probe has not escaped to Earth or back through the gateway, the heroes can have it destroyed by asking Nick to fire the satellite's lasers. Success is automatic.

A Failure to Communicate. If the heroes use the space station's radio to hail the probe, they receive no verbal response. However, the probe immediately changes direction and streaks directly toward the satellite.

If the player characters do nothing, the probe orbits the space station three times before heading back toward

the gateway. It escapes unless the heroes capture or destroy it.

Tugging With the Tractor Beam. If the heroes want to capture the probe, Nick orders a technician to catch it in the satellite's tractor beam. The young man furiously turns knobs and punches buttons, then cries out, "It's moving too fast! I can't lock on!"

Inform the players running the original Fantastic Four that their characters have enough experience with space craft operations to use the tractor beam. If they act fast, one of them can take over for the technician before the probe gets out of range.

Trapping the probe requires a successful Excellent Intensity Agility FEAT roll. Note that the Thing gains a +1 CS due to his Piloting skill.

If the FEAT is successful, the probe is captured and brought aboard the space station (after sensors have determined it is harmless). If the roll is failed, the probe hurtles out of the tractor beam's range.

An Eye Opener

If the probe is captured, the heroes can gain some very useful information. If one of the player characters opens the probe to study its inner workings, allow the hero to attempt an Red Reason FEAT. Note that Reed Richards gains a +1 CS due to his Electronics Talent.

If the roll is successful, the hero discovers the device's memory banks and can easily remove them. The satellite's computers can be used to play back what the probe recorded. Because the probe was damaged by the tractor beam, however, only the moments preceding its launch can be shown. When the heroes play back the tape, read the following aloud:

You flip a switch and one of the space station's monitors crackles to life. Filling the field of view is the unmistakable visage of Blastaar, the Living Bombburst!

Baluurian scientists shamble around their impressive leader. He speaks, and the space station's computers translate the Baluurian language into English, "Let us hope 'Blastaar's Eye' reveals that which we



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seek. With its power, all the Earth shall crumble within my explosive grasp!"

One of the Baluuriens speaks up, "In a short time, my Lord Blastaar, the rip in space will have grown large enough."

With a wicked smile, the self-styled ruler of the Negative Zone nods, "Good."

At that moment, the monitor fills with static. Apparently the probe's memory banks were damaged, for you can gain no more information from them.

The SHIELD Probe

Whether or not the heroes captured Blastaar's probe, Nick Fury insists on launching his own probe to discover what waits on the other side of the gateway. This time the countdown proceeds without delay.

Watching monitors, the characters see events from the probe's point of view. As they watch, it passes through the gateway and into the Distortion Area, a region of swirling colors and shapes. Hovering near the portal—within the Distortion Area—is an entire armada of Baluurian warships. Within a matter of seconds, one of the ships blasts the probe to smithereens. Static fills the space station's monitors.

Nick is obviously shaken. "I've gotta get this information to the United Nations Security Council immediately. In the meantime, I need you to brief me on everything you know about the Negative Zone and its inhabitants."

At this point, allow the players of the original Fantastic Four (and the She-Hulk player) to read the section of this module called "About the Negative Zone." Because its existence has been kept secret by the FF and SHIELD, other heroes do not have first hand knowledge of the Zone, so their players should not be allowed to read the material. If these players wish to know the information, they should role-play the situation by having their characters ask the FF questions. Because of the situation, the FF are under no obligation to keep the information secret from other heroes.

An Executive Decision

After the players have had time to read the information about the Negative Zone, and their characters have relayed it to Nick Fury or other heroes, the UN Security Council delivers its decision to Nick. They ask him to make a first strike by launching the space station's only nuclear warhead through the gateway.





A Dangerous Situation

From clues presented in the section called "About the Negative Zone," the players should realize three crucial facts:

1. An explosion of great magnitude (such as a nuclear detonation) in the Distortion Area could be disastrous for both the Earth Dimension and the Negative Zone, as well as countless other dimensions.

2. A sufficiently large matter-antimatter explosion in the Negative Zone—not in the Distortion Area—could close the gateway without endangering the Earth Dimension.

3. An object encompassed by a force field does not convert from matter to antimatter (and vice versa) when it passes through the Distortion Area.

With this information, the players should be able to devise a way of closing the gateway without endangering the Earth. Allow the players plenty of time to ponder the situation, but remind them that the gateway is still growing if they begin wasting time and make no decisions.

The Ultimate Solution

The players are likely to come up with numerous ideas (both good and bad) for closing the gateway. If they are

about to embark on a wild goose chase, use Nick Fury to get them back on track.

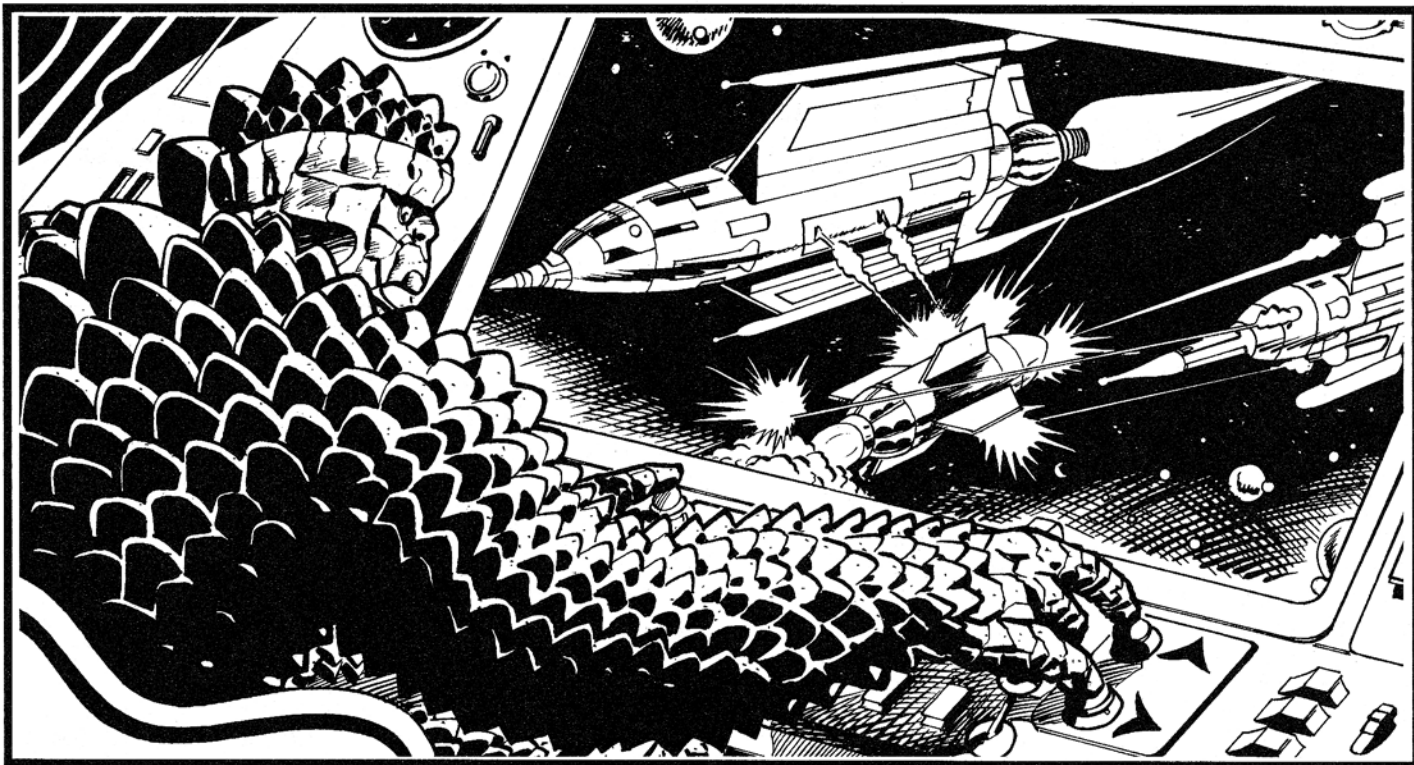
Nick suggests using a force field to surround the missile, which will prevent it from converting from positive matter to antimatter as it flies through the Distortion Area. Once in the Negative Zone, it can be detonated, releasing positive energy particles that will trigger a tremendous matter-antimatter explosion capable of closing the portal.

"There's only one problem," says Nick. "One of you is gonna have to use the remote control and fly that warhead through the Baluurian armada—without lettin' it get blown to bits! We've only got one missile, friends. Let's make it a good one!"

AFTERMATH: Nick and the player characters prepare to launch the missile. Continue with **Chapter 3**.

KARMA: Destroying the probe:	-5
Capturing the Baluurian probe:	+10
Playing the probe's memory tape:	+5
Realizing the danger of a Distortion Area explosion:	+10
Realizing the benefit of a Negative Zone explosion:	+10
The Judge presents the "Ultimate Solution" because the players do not think of it:	-5





CHAPTER 3: BY THE ROCKET'S RED GLARE

SUMMARY: A large asteroid is spied as the missile reaches the Negative Zone. While the rocket hurtles on, the heroes realize the asteroid is really a rock-like life form that looks exactly like the Thing!

STARTING: A map is not required for this action. The players must decide whose character will guide the missile by remote control. The Thing is the obvious choice. He is a well known pilot, with Incredible Reason in that field, and gains a +1 CS due to his skill. However, the players are free to choose any player character for this task.

They must also decide how to surround the missile in a force field. If she wishes, Sue Richards can do it. Alternatively, Reed Richards can use the technicians and equipment aboard the Satellite to build a force field generator for the missile. Either the Original or Advanced rules for kit-bashing can be used to determine the results. The SHIELD technicians can donate a total of 100 Karma Points to the project.

When the player characters are ready to launch the missile, read the following aloud:

The space station's metallic voice drones a steady beat, "Launch in 10 seconds . . . 9 seconds . . . 8 seconds . . ."

As the countdown nears zero, tension is thick in the control room of the SHIELD Satellite.

" . . . 5 seconds . . . 4 seconds . . ."

Your preparations are complete. The force field is ready, while one of you is at the missile's controls.

" . . . 3 seconds . . . 2 seconds . . ."

Have you forgotten anything?

" . . . 1 second . . . missile away."

On the computer's monitors, you watch the war-head's flight from its point of view. It streaks toward the turbulent gateway, plunging into a realm of shifting colors and shapes. In a flash, it is among the awesome vessels of the Baluurian armada. Their weapons turn swiftly, trying to track the speeding rocket. If the missile should detonate now, within the Distortion Area, it could mean the deaths of two universes!

ENCOUNTER: Because of the missile's accelerated rate of speed, the hero at the controls must pass only one Incredible Intensity FEAT to guide it safely through the





barrage of laser fire.

Nuclear Warhead

Control	Speed	Body
IN	AM	EX

Roll against the missile's Control attribute or the pilot's Agility, whichever is higher. If the Thing is guiding the warhead, he gains a +1 CS to the roll.

If the FEAT is failed, the missile is struck by a laser blast. The force field (no matter what its Power Rank is) absorbs the damage, then shuts off. If it was Sue's force field, she must succeed at an Unearthly Intensity Psyche FEAT or fall unconscious for 1-10 turns.

Although the force field drops while the weapon is in the Distortion Area, the warhead is not transformed into antimatter. Inform the player of the hero at the controls that the missile is still comprised of positive matter. If it touches antimatter . . .

After a few tense moments, read the following aloud:

The missile streaks out of the Distortion Area and into the Negative Zone. On the monitors you see an asteroid dead ahead. The large chunk of antimatter will make a perfect catalyst for the matter-antimatter explosion you require to close the portal.

As the missile draws closer to its target, you are stunned by the image filling the monitor. The asteroid is not a lifeless rock, but a living being that looks exactly like the Thing!

You watch in horror as the warhead bears down upon the creature, whose eyes widen as it sees its approaching doom. Suddenly, it claps its stony hands, creating a wave of dark power that engulfs the rocket. Visual contact is lost as all of the missile's systems shut down.

"Look at the control panel!" cries a technician. "The warhead is still armed, but all of its systems have locked up. It's like it's frozen in time!"

Stunned, Nick Fury says, "That was our only hope. We could never get another warhead in time. At any moment the alien armada could sweep down upon the Earth. What are we gonna do?"

If the force field is up when the creature captures the missile, the force field immediately fails. Sue must succeed at an Unearthly Intensity Psyche FEAT or fall unconscious for 1-10 turns if it was her force field.

Allow the players time to discuss the situation. All attempts at controlling or detonating the missile fail. Because the warhead has not been destroyed, the obvious solution is to enter the Negative Zone and free it from the creature's energy field.

If the heroes are about to head off on the wrong track, Nick Fury steps forward and says, "Someone's gonna have to go into the Negative Zone and get that warhead so we can detonate it. Although it's a suicide mission, it's our only chance to close the gateway. There are no other options."

AFTERMATH: The Fantastic Four must take the missile from the creature (called a Negalisk) and detonate it in the Negative Zone. Turn to **Chapter 4**.

KARMA:

Choosing the Thing to control the missile:	+5
The missile is not hit by the Baluarians:	+5
The missile is hit:	-5
Coming up with the idea to enter the Negative Zone:	+5
Nick Fury gives the players the idea:	-5





CHAPTER 4: INTO THE NEGATIVE ZONE

SUMMARY: The Negalisk has the rocket trapped within a nullifying field. It attacks the Fantastic Four on sight, believing them to be the cause of the disturbance in the Negative Zone.

STARTING: Two maps are included for this encounter: one showing the Negalisk, the warhead, and a small portion of the Negative Zone; another depicting a larger area in order to relate the positions of Negative Earth, the FF's portal, and the Distortion Area.

The players must first determine how their characters are going to enter the Negative Zone. The three most likely options are detailed below.

1. Ask Nick Fury for a SHIELD Shuttle and fly through the gateway. Because of the Baluurian vessels, Nick absolutely refuses to loan them a shuttle. "You'd all be blown to bits before you even made it through the Distortion Area," he says. "There must be another way."

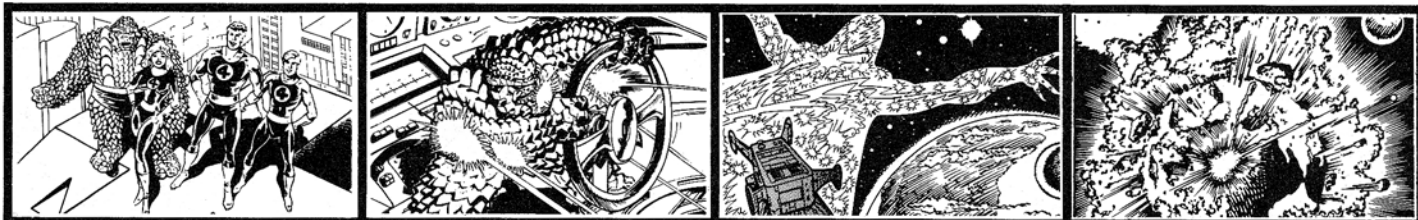
2. Teleport to Four Freedoms Plaza and fly the Pogo Plane through Stygorr's gateway. After being denied a ship by Nick Fury, the heroes may decide to fly their own vessel through the gateway. This is not a good idea.

Launching the Pogo Plane is noisy, frightening, and plays havoc with radar controllers at New York City's airports. For these reasons, the FAA prohibited the Fantastic Four (and the Avengers) from using their downtown headquarters as an airport. Be sure the players are aware of these problems.

If the heroes call the FAA and let them know in advance that they are about to make an emergency launch, the FAA reluctantly consents and is able to ensure that flights over NYC are not endangered. If the player characters fail to warn the FAA, the flight causes considerable mayhem. During the launch, the Pogo Plane narrowly avoids a mid-air collision with a passenger plane. At the Judge's option, the FAA may levy sanctions or fines against the Fantastic Four at the conclusion of this adventure.

Flying through Blastaar's armada is extremely dangerous. As with the missile, the pilot of the Pogo Plane must attempt a Control or Agility FEAT to avoid the armada's lasers. However, because the Pogo Plane is faster than the missile, the Intensity of the FEAT is Remarkable, rather than Incredible. The Thing gains a +1 CS if he is piloting the ship.

If the roll is successful, the Pogo Plane streaks through





the armada and exits from the Distortion Area into the Negative Zone without being hit.

If the roll is missed, an Amazing laser blast smashes through the tail section of the Pogo Plane, virtually cutting the vessel in half. The plane's Body and Protection attributes help to shield the heroes—they each suffer 20 points of energy damage (minus Body Armor, etc.). The ship, on the other hand, is destroyed and breaks apart all around the passengers. Their momentum carries the FF and the wreckage out of the Distortion Area and into the Negative Zone.

Whether the Pogo Plane flew through the armada successfully or not, read the following to the players when their characters enter the Negative Zone:

The Distortion Area stretches into the distance all around you in a prismatic barrier of shifting colors and shapes. Ahead lies the Zone of Antimatter, the exploding atmosphere surrounding Negative Earth—nothing survives there. Between you and the Zone of Antimatter is the rock creature. It is tumbling directly toward you and the Distortion Area.

It is difficult to judge distances here. As best you can tell, the Zone of Antimatter is at least a mile in front of you, while the rock creature is less than half that distance ahead. It will not be long before the strange being tumbles into the Distortion Area with an armed nuclear warhead.

3. Teleport to Four Freedoms Plaza and use the FF's portal. This is the safest method of entering the Negative Zone. By using the Negative Zone viewer at Four Freedoms Plaza, the heroes can locate the Negalisk and the warhead. If they do so, read the following aloud:

After a short search with the Negative Zone viewer, you find the rock creature and the warhead. The strange being has the missile trapped in some sort of energy web. As you look closer, you realize the creature is rolling and tumbling through the air as if unable to control its movement. Apparently, it is being drawn

toward the Distortion Area and the turbulence caused by the interdimensional gateway.

If the missile should pass back into the Distortion Area and detonate . . . well, you know what that means.

When the heroes enter the portal, read the following boxed text to the players:

You step onto a platform and begin a rapid descent down the portal shaft. The metallic walls of the portal flash past. Although it is 500 meters long, only one meter of the portal shaft exists in your dimension. The remaining 499 meters are in the Negative Zone.

The platform comes to an abrupt, but smooth, stop. Below swirls the chaotic region known as the Distortion Area. Relying on your harnesses for thrust, you leap from the platform.

Gigantic swirls of colors surround you. All sense of time and space are lost. The Distortion Area is confusing and uncomfortable, which is to be expected, for your very atoms are changing from matter to antimatter. Thankfully, you pass beyond the Distortion Area and into the Negative Zone.

To either side of you, the Distortion Area stretches into the distance, a prismatic barrier of shifting colors and shapes. Ahead lies the Zone of Antimatter, the exploding atmosphere surrounding Negative Earth—nothing survives there. To your left you see the rock creature tumbling toward the Distortion Area.

It is difficult to judge distances here. As best you can tell, the Zone of Antimatter is at least a mile in front of you, while the rock creature is less than half that distance to your left. It will not be long before it tumbles into the Distortion Area with an armed nuclear warhead.

ENCOUNTER: As shown on the map called "Features of the Negative Zone," the Zone of Antimatter is 40 areas away from the FF's portal, and 30 areas from the Negalisk. The creature starts 10 areas from the Distortion



HEROES

Area and 20 areas away from the FF's portal.

If the heroes attempted to fly the Pogo Plane through Blastaar's armada, they arrive in the Negative Zone at the point marked by an 'X' on the map called "Domain of the Negalisk." On this map the dotted lines designate area boundaries. Because the battlefield is three-dimensional, characters can move through areas containing obstacles (such as floating debris) without hindrance, and can move diagonally between areas.

The Negalisk's Fate

The disturbance caused by Stygorr's gateway is drawing the Negalisk into the Distortion Area, a region deadly to its species. Unable to control its movement, the being is falling toward the Distortion Area at Feeble airspeed (2 areas per round). Unless the heroes pull it away, the Negalisk reaches the Distortion Area in five turns with the warhead.

If the Negalisk enters the Distortion Area, the transformation from antimatter to matter, which is harmless to most creatures, has the disastrous effect of causing the Negalisk to disintegrate. Complete statistics for the creature can be found in the "Non-Player Character Roster" at the end of this module.

If the heroes entered the Negative Zone from the FF's portal, it takes them two turns to reach the Negalisk, but only if they are using the antimatter harnesses. When they arrive, the creature is six areas from the Distortion Area.

Although the characters arrive much closer to the creature if they flew through the armada, the Negalisk is still only six areas away from the Distortion Area because of the delay involved in readying the Pogo Plane for launch.

Chaos in Subspace

As the heroes move through the Negative Zone, describe their turbulent surroundings. Stygorr's gateway is obviously wreaking havoc here. Strange rock and energy formations hurtle past, seemingly in random directions. Some of these objects might even be alive.

Each time a hero moves through an area on the map called "Domain of the Negalisk," roll percentile dice. If

the result is 1-30, a brilliant flash of light erupts in that area. All characters in the area (including the Negalisk) may attempt an Amazing Intensity Agility FEAT to cover their eyes. Those who fail are blinded for 1-10 turns.

Whenever a character moves into an area occupied by floating debris, roll percentile dice. If the result is 1-10, the debris is a living creature that sprouts tentacles in order to grasp and eat the hero. The creature's statistics are as follows:

DEBRIS CREATURE

F	A	S	E	R	I	P
GD	GD	RM	RM	FE	PR	PR
10	10	30	30	2	4	4
Health: 80				Karma: 10		
Resources: 0				Popularity: 0		

KNOWN POWERS *Body Armor:* The creature's rocky hide grants it the equivalent of Good Body Armor.

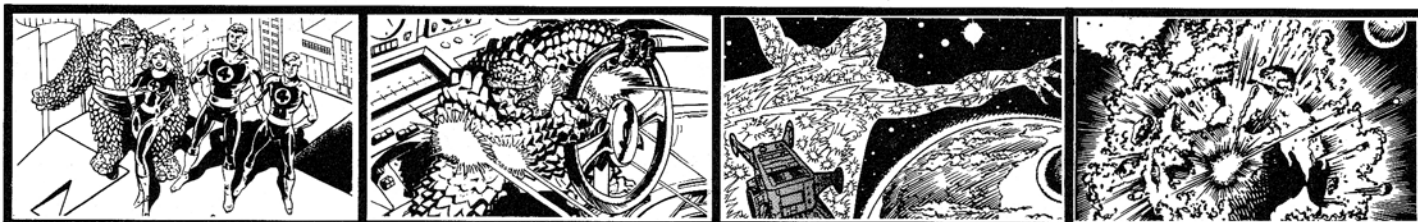
Tentacles: It can shape tentacles from its mass and make up to four attacks per turn, either as blunt attacks, grappling attacks, or a combination of the two.

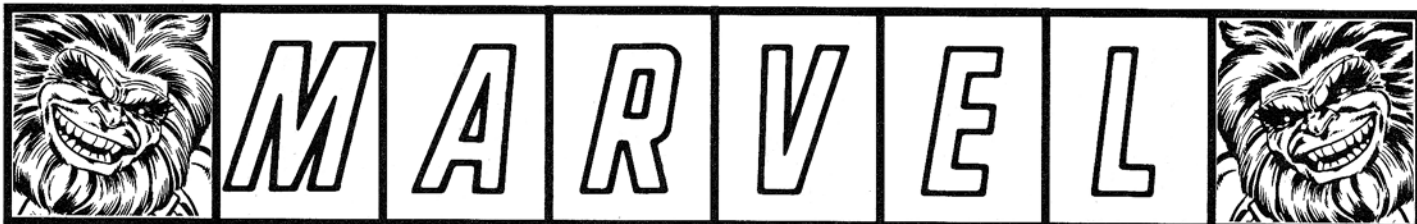
An Alien's Wrath

When the Fantastic Four confront the Negalisk, it immediately attacks them, believing they are responsible for its plight. As it fights, the Negalisk speaks in a garbled language, accusing the FF of causing the turbulence that is drawing it toward the Distortion Area.

If the heroes have the universal translator, they understand the Negalisk. By explaining their plan to end the disturbance by closing the gateway with the missile, the Negalisk may surrender the weapon to them. A successful Popularity FEAT is required.

Because the Negalisk is an alien being that has never heard of the Fantastic Four, their Popularity is zero with regard to the Negalisk. However, because the Negalisk benefits by giving up the missile, grant the heroes a +2 CS. Allow the character who does most of the talking to attempt the roll. If the player role-plays the situation well and presents the Negalisk with a convincing speech, grant his character a +2 CS to the roll. If the Thing, who





looks a lot like the creature, attempts the FEAT, grant him an additional +4 CS. Due to the Negalisk's unfriendly demeanor, a red result is required for success.

If the roll succeeds, the Negalisk gives up the missile and pleads with the FF to help it escape the pull of the Distortion Area.

If the Popularity FEAT is missed, the creature believes the heroes are trying to trick it, and attacks with renewed vigor.

Falling Toward Destruction

As a result of the Negalisk's nullifying attack, the heroes' movement powers, antimatter harnesses, and even the Pogo Plane may be negated. If a character loses the ability to fly, the hapless hero begins to fall toward Negative Earth at an increasing speed.

Initially, the character falls at Feeble airspeed (2 areas per round), which increases by one rank every four turns to a maximum of Good airspeed (8 areas per round). See "About the Negative Zone" for more details about falling into the Zone of Antimatter.

The Warhead Unleashed

If the heroes render the Negalisk unconscious, or if they convince it to surrender, the nullifying field around the missile immediately dissipates. The weapon's systems come back on-line, which is observed by Nick Fury aboard the Satellite. He calls the heroes on their wrist communicators. "You've done it!" he cries. "Now get outta there. We'll detonate the warhead by remote control. Call me the moment you're all safely back in the good-old Earth Dimension."

Freed of the energy field, but having no more fuel, the warhead starts to fall toward the Zone of Antimatter. The heroes cannot touch it, for they are comprised of antimatter. If they do not seem to realize the danger, remind them that the missile is positive matter. A hasty retreat back to the Negative Zone portal is in order.

If the heroes do not prevent the Negalisk from entering the Distortion Area with the warhead, the creature disintegrates and the missile is thrown toward Negative Earth at Typical airspeed (6 areas per turn). It is virtually impos-

sible for the FF to keep the warhead from exploding in the Zone of Antimatter. Once again, a hasty retreat is in order.

What About the Negalisk?

Because the conversion from antimatter to matter would annihilate the creature, the heroes should not take it through the portal. If they do, the Negalisk dies horribly during their passage through the Distortion Area.

If the heroes plan to simply abandon the Negalisk in the Negative Zone, inform them that it will likely die in the matter-antimatter explosion when the warhead is detonated.

There are a number of viable solutions. For example:

1. Give the creature an antimatter harness and let it fly to safety. The hero without a harness can hold onto someone with one.
2. Transport it away in the Pogo Plane.
3. The Thing could hurl the creature far out into the Negative Zone.

AFTERMATH: The Pogo Plane cannot be taken through the FF's portal. If the heroes successfully flew the Pogo Plane into the Negative Zone and want to return in it, they must risk another flight through Blastaar's armada with the same chance of failure described previously. Alternatively, they can abandon the ship and use the FF's portal to return to Earth.

When the heroes return to Four Freedoms Plaza, continue with **Chapter 5**.

KARMA:

Notifying the FAA:	+10
Failing to notify the FAA:	-10
The Pogo Plane is not hit by the laser:	+5
The Pogo Plane is destroyed:	-20
Taking the universal translator:	+10
Forgetting the translator:	-10
Convincing the Negalisk to surrender:	+70
Forcibly defeating the Negalisk:	+50
The Negalisk is killed:	-50
Defeating a Debris Creature:	+30



HEROES

CHAPTER 5: TO BATTLE ABOVE THE WORLD!

SUMMARY: The heroes return to Four Freedoms Plaza. The ships of Blastaar's armada retreat from the Distortion Area to the Negative Zone, shaken badly by the warhead's explosion. However, a message arrives from Nick—although the gateway is no longer growing, it has not closed. To make matters worse, a single alien gunship has come through and is attacking the space station.

STARTING: A map is not required for the events of this chapter.

The following boxed text assumes the heroes have returned to Four Freedoms Plaza and have given Nick Fury the signal to detonate the warhead.

When you and the players are ready, read the following aloud:

You have gathered in the Negative Zone watch station to observe the results of the warhead's detonation. Without warning, the view screen fills with light as the bomb explodes. The computer does not even have time to issue a warning as the tremendous shockwave slams into the Negative Zone portal.

ENCOUNTER: If the players are smart, they will have realized that a matter-antimatter explosion near the Negative Zone portal could have effects similar to those in Chapter One. Prior to detonation, they should have told the Judge they were reinforcing the portal's locks. If they did, there is no danger.

If the heroes did not take precautions (such as reinforcing the locks or having Sue cover the shaft with a force field), an Unearthly Intensity blast of energy erupts from the portal with the same effects as described in Chapter One.

After this second shockwave, whether the heroes took protective measures or not, the portal's locks are virtually useless. Although the portal can still be used to travel

between the dimensions, it will take days to repair the locks. Unfortunately, the Fantastic Four are short on time.

Trouble on the Satellite

Immediately after the warhead's detonation, the heroes receive an emergency call from Nick Fury.

Read the following aloud:

After a series of explosive chain reactions, the Negative Zone appears to have returned to "normal."

Watching the monitors, you see the haggard Baluurian vessels leave the Distortion Area and regroup in the Negative Zone. There are certainly fewer ships than before. Apparently, some did not survive the shockwave. Nevertheless, victory is yours!

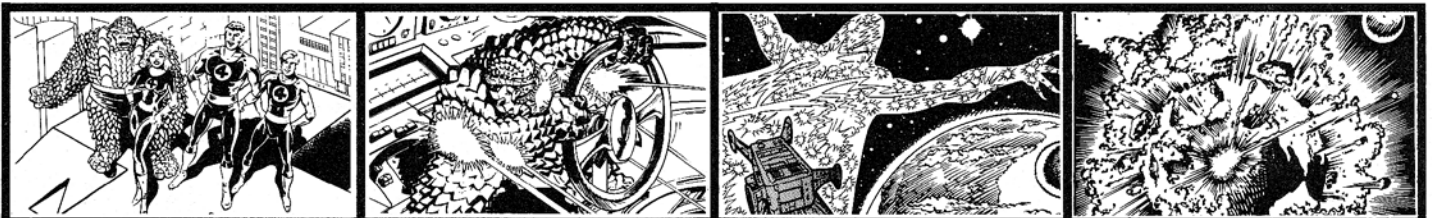
Suddenly, a blaring alarm reveals that someone is trying to contact you on the SHIELD waveband.

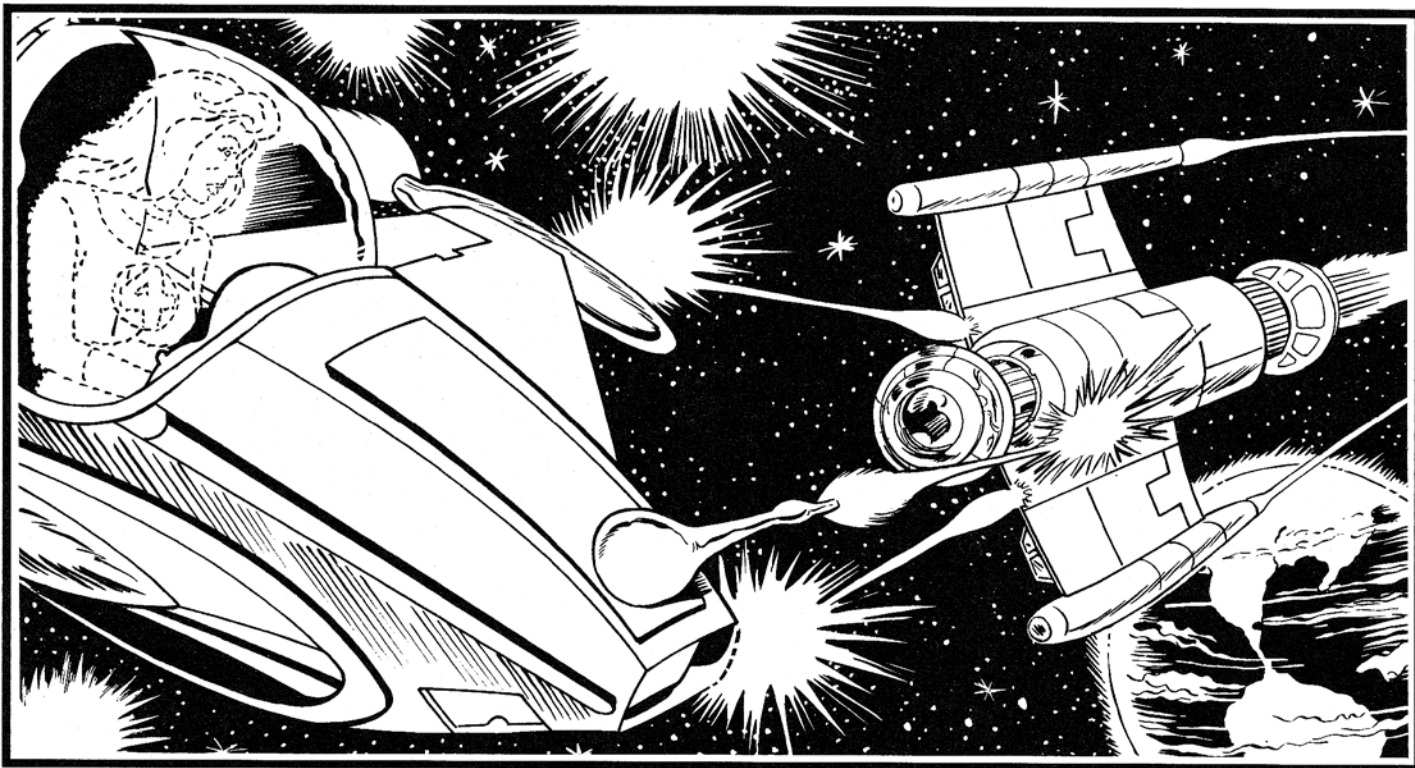
Nick Fury appears on a monitor. His face is bleeding from a long gash, and much of his uniform is burned away. In a weak voice he speaks, "Enemy vessel has just broken off attack . . . heavy casualties . . . need you here . . . beginning teleportation."

The heroes arrive at the space station to find it badly damaged. Nick Fury, holding a bandage to his head, informs the FF that things are under control. Apparently, the alien ship has left the satellite for dead and is heading toward Earth.

"Someone's gotta go after 'em before they get to Earth. Take the BRAVE ship. At least it'll give you a fighting chance. There's no time to spare!"

Nick is trying to persuade the FF to follow Blastaar in one of SHIELD's new Blossoming Re-entry and Assault Vehicular Engines (BRAVES), a ship that can be separated into four individual modules, each of which can hold two passengers. One of these vessels is docked at





the space station.

If the Pogo Plane was not abandoned or destroyed, the heroes can use it to intercept the alien ship. However, the Pogo Plane is not equipped with weapons.

Blossoming Reentry and Assault Vehicular Engine (BRAVE)

Control	Speed	Body	Protection
EX	UN	RM	RM

Individually, the ship's four modules have statistics at -1 CS from those above. Each is armed with a Remarkable Intensity laser cannon. Thus, the BRAVE as a whole can fire four cannons. All members of the Fantastic Four are experienced enough to fly one of the modules. The BRAVE and its modules are VTOL vehicles (Vertical Take-Off and Landing), which means they can hover and take off vertically.

Fist of Power

Control	Speed	Body	Protection
RM	CL5000	AM	AM

Unlike the BRAVE, Blastaar's flagship, the Fist of

Power, is not capable of entering the Earth's atmosphere. It is in orbit around the planet. The flagship is armed with four Monstrous Intensity pulse blasters and a Monstrous Intensity tractor beam.

In Pursuit of the Living Bombburst

Before the heroes get close enough to attack with their laser cannons (or to be shot at by the flagship's pulse blasters), they see the alien ship release an escape pod that hurtles toward Earth at great speed. The two most likely courses of action the heroes will take are described below.

1. Pursue the escape pod. If the characters choose to immediately follow the escape pod, they are not caught in the flagship's tractor beam and are out of range of its pulse blasters. They have cleanly escaped the Fist of Power.

2. Continue the attack against the mother ship. If the characters choose this action, the BRAVE is caught by the flagship's tractor beam before it gets close enough for the heroes to use their laser cannons. The ugly face of a Baluurian Battle-Lord fills the BRAVE's monitors. Laughing triumphantly, he says, "Ha! Ha! Ha! While you fools sit helplessly in your puny vessel, my



HEROES

Lord Blastaar descends upon your planet to retrieve the precious Cosmic Control Rod and destroy everything in his path! Ha! Ha! Ha! Ha!"

There are several ways to escape the tractor beam:

1. Separate the BRAVE into its four modules, which confuses the beam causing it to shut down for 1 round, just long enough for a quick escape.
2. Sue Richards could place a force field between them and the flagship. The tractor beam can be blocked for 1 round before penetrating her force field.
3. By succeeding at a Remarkable Intensity Reason FEAT, one of the heroes can modify the BRAVE's (or the Pogo Plane's) computers, allowing more energy to be channeled to the engines. The increased thrust enables them to break away from the tractor beam. Due to stress on the engines, this option can only be used once.

Note that in all three options the threat of the tractor beam is not eliminated. If the heroes continue to press the attack, rather than escaping, they once again are caught. The player characters should realize that attacking the flagship is futile.

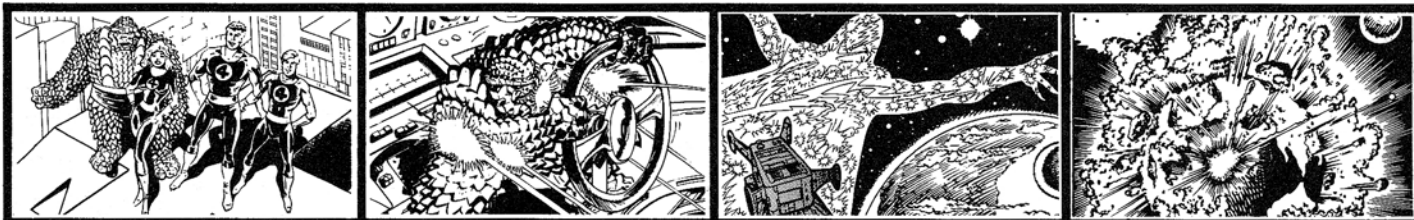
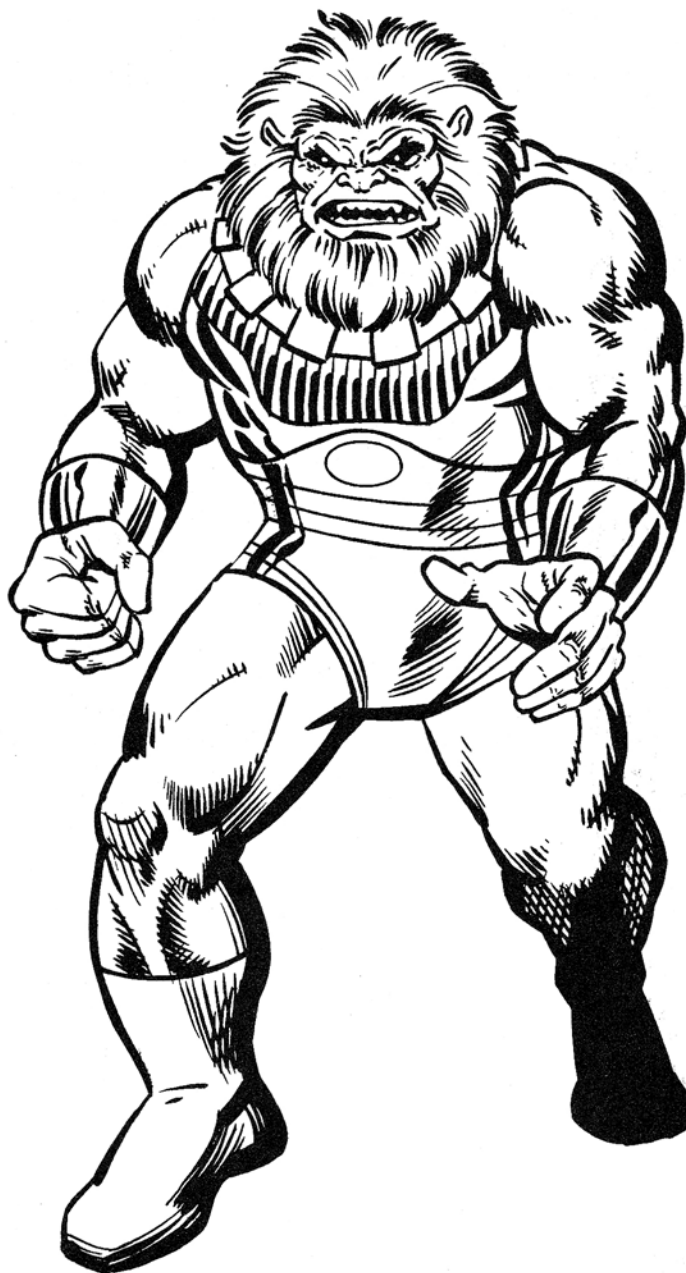
If the players cannot think of a way out of the tractor beam, Nick Fury radios and suggests one of the three options described above.

When the heroes elude the tractor beam, they can pursue the escape pod. However, the Baluurian Battle-Lord takes a parting shot at them with his ship's four pulse blasters.

If the BRAVE has been separated, each module is attacked once. If a module does not have a crew or passengers, it is destroyed automatically; otherwise, allow the pilot of the module to attempt a dodge maneuver. Roll against the BRAVE's Control attribute or the pilot's Agility, whichever is higher, and note the result on the Dodge column of the Universal Table.

If the BRAVE is a single vessel, it is attacked four times. Allow the pilot to make a dodge attempt for each attack as described above.

The flagship attacks on the Remarkable column, unless reduced by a hero's successful Dodge. If an attack roll succeeds, the targeted ship is struck by a Monstrous Intensity blast of energy. Those inside gain the vessel's





Body and Protection attributes as equivalent Body Armor, reducing the damage against them personally. Thus, the passengers of the BRAVE as a single vessel suffer 15 points of damage, while those in separated modules sustain 35 points.

Spinning crazily, the damaged ship enters Earth's atmosphere at the wrong angle and begins to burn up. During each turn, the pilot may attempt an Excellent Intensity Control FEAT roll. Only one successful roll is required to properly realign the vessel and lower the internal temperature to normal. On the first turn, the temperature inside the cabin inflicts Typical Intensity heat damage to those inside, which increases by one rank each turn. If a Control FEAT is not successful after five turns, the module explodes, apparently killing the occupants. See "Back on the Satellite" below.

Note that Sue Richards could use her force field to shield the BRAVE (or one separated module), which protects it from the pulse blast. If the vessel was already hit, her force field can protect it from the intense heat of re-entry.

Back on the Satellite

Nick Fury is closely monitoring the heroes' progress. If the BRAVE or its modules are about to explode upon re-entry, Nick teleports the passengers back to the satellite at the last instant. Any dying or unconscious heroes are expertly attended by SHIELD medical personnel, who

quickly return them to consciousness and restore Health points equivalent to the injured character's Endurance rank number.

Nick tells the heroes that he has tracked the escape pod to a construction site in Lower Manhattan. He urges the characters to pursue Blastaar before he recovers the Cosmic Control Rod. Nick offers to teleport those characters on the satellite to the location where Blastaar landed.

AFTERMATH: The Fantastic Four should be hot on the trail of Blastaar. Turn to **Chapter 6** for the climactic final battle.

KARMA:

Taking precautions against the nuclear warhead's shockwave:	+20
Failing to protect the portal against the shockwave:	-20
Choosing to attack the mother ship rather than pursuing the escape pod:	-10
Choosing to pursue the escape pod instead of attacking:	+10
Devising a viable plan to escape the tractor beam:	+5
Nick Fury must tell them how to break free of the tractor beam:	-5
Avoiding the flagship's pulse blasters:	+5
Being hit by a pulse blaster:	-5
Preventing an injured module from exploding upon re-entry:	+10
Allowing a module to explode:	-10





CHAPTER 6: THE LIVING BOMBBURST!

SUMMARY: The heroes battle Blastaar and Stygorr for the Cosmic Control Rod. To the victors go the spoils.

STARTING: A map of Lew Shiner's skyscraper is included with this adventure.

If the heroes followed Blastaar's escape pod in the **BRAVE** (or Pogo Plane), read the following aloud:

The alien pod streaks ahead of you, traveling much faster than your ship. It looks as if you have lost it, when you receive a call from Nick Fury.

"We've been tracking the escape pod," he says. "It landed at a construction site in Lower Manhattan near the World Trade Center. I'm relaying the exact coordinates to your ship's computer."

"Hold everything! We've just intercepted a transmission between the pod and the mother ship. Blastaar was in the pod. He has found something called the 'Cosmic Control Rod.' You'd better get to Blastaar fast, before he escapes!"

When the heroes arrive at the construction site, either after having been teleported by Nick Fury or landing in

their ship, read the following boxed text:

It is late at night. The glass and steel skeleton of a partially-constructed skyscraper rises high into the air.

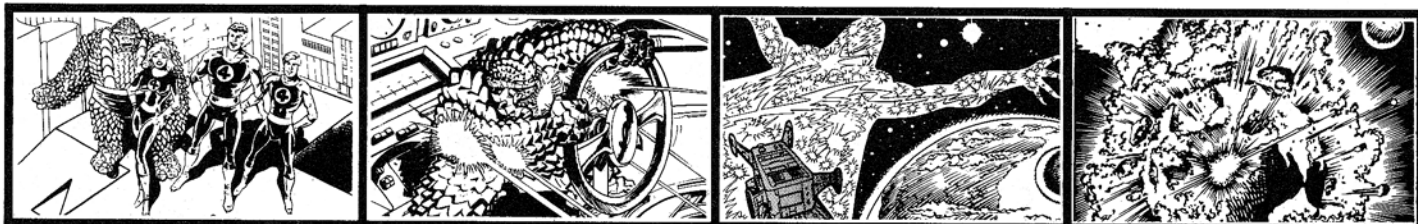
A flash of light at the very top grabs your attention. Standing in the whipping wind is the awesome form of Blastaar, the Living Bombburst!

With a swipe of his powerful arm, he knocks a man wearing a dark business suit into the shadows behind a stack of crates. Blastaar raises something high, as a brilliant cloak of energy engulfs his body. With a triumphant bellow, he shouts, "The Cosmic Control Rod is mine!"

ENCOUNTER: Heroes arriving in a ship must land on top of the skyscraper or on the ground nearby. Trying to land on a neighboring building could be disastrous.

Heroes teleported by Nick Fury arrive on top of the skyscraper at the point on the map marked by an 'X.'

If some heroes were teleported and some flew in ships, those who flew arrive 1-2 turns ahead of those who teleported.





The Battlefield

The skyscraper stands 50 areas tall. Only the five lowest floors are finished. Those above are simply a network of steel girders without windows, walls, or floors. A service elevator runs along the side of the building, and can be used by the heroes.

A number of loose steel girders lie on the top floor. They have Remarkable material strength and require a Remarkable Intensity Strength FEAT to lift. Also on the roof are several crates filled with construction materials. They have Good material strength and require a Good Intensity Strength FEAT to lift.

Much of the top story is without a solid floor. There are many places where a character could fall through. Because of the unusual conditions, anyone standing on the top floor makes all Fighting and Agility FEATs at -2 CS.

Any character suffering the effects of a Stun result must succeed at a Good Intensity Agility FEAT or fall through the floor. Furthermore, any character who is affected by a Slam result automatically falls through a hole or over the side.

There are plenty of girders and poles for a falling character to grab onto. Two attempts may be made. The first occurs on the second round after the character falls, and requires a successful Agility FEAT. The second attempt (if necessary) occurs on the fourth round, and is an Excellent Intensity Agility FEAT. Unless he catches something, the character smacks the ground on the fifth turn. Use either the Advanced or Basic rules to resolve damage from a fall.

Blastaar Unbridled!

Before attacking them, Blastaar taunts the Fantastic Four, "So! You weakling humans think you can stop me! Now that I have the Cosmic Control Rod, the entire cosmos shall quake with fear!" He then uses the powers of the Rod to battle the heroes.

Stygorr the Nightlord

The mysterious man in the dark business suit is Stygorr in his form as Lew Shiner. Before his death and subsequent rebirth, Lew worked in the demolition business:

Tormented by his bizarre existence to the point of madness, Lew finds a strange sense of comfort and familiarity while at the construction site. He spends most of his nights secluded on the top floor of the building, trying to fathom all of the intricacies of the Cosmic Control Rod. Lew was surprised by Blastaar, who wrestled the Rod away from him. While hidden behind the crates, he watches the battle between the Fantastic Four and Blastaar.

NOTE: If you are playing this adventure separately from the trilogy, the actions of Stygorr and Blastaar are left entirely to the Judge. Remember that the main objective of the villains is recovering the Cosmic Control Rod. Since they are certainly willing to fight each other, a three-way battle between the aliens and the Fantastic Four is very likely.

If you are playing this adventure as the first part of the *Negative Zone Trilogy*, Stygorr must escape with the Cosmic Control Rod to appear again in subsequent modules of the series. Exactly how Stygorr escapes with the Rod is up to the creativity of the Judge. Following are two ideas to help you pull this off:

1. Deception! Still in his form as Lew Shiner, Stygorr pretends to be dying from his initial encounter with Blastaar. After the heroes defeat Blastaar and recover the Rod, Stygorr moans pitifully and pleads for their help. "Please," he says, "I'm dying. Only the energy of the Cosmic Control Rod can save me. I'm begging you. Please, let me grasp it for just a moment."

If the player characters give him the Rod, Stygorr uses it to escape in his Lew Shiner form, rather than to fight. With the artifact, he can fly much faster than any of the Fantastic Four. Once he gets into the maze of streets below, finding him is virtually impossible.

2. Attack of the Nightlord! It is suggested that this option be used only if the heroes are losing the fight against Blastaar. Hidden behind the crates, Stygorr changes from his form as Lew Shiner into his alien form. At a dramatic moment, Stygorr hits Blastaar with a Monstrous Intensity energy blast. The Cosmic Control Rod is hurled over the side of the skyscraper by the force of the



HEROES

attack. Stygorr flies after the Rod and escapes into the night, leaving the heroes to deal with Blastaar. This should be played so the heroes only got a fleeting glimpse at a black-clad figure flying away.

Nick Fury to the Rescue!

If the heroes are in dire straits, you can allow them to receive help from Nick Fury. Realizing the FF might need some backup, Nick teleports to the skyscraper with 1-4 SHIELD operatives. Statistics for Nick and the typical SHIELD operative can be found in the "Non-Player Character Roster" section of this module.

AFTERMATH: There are two possible outcomes to this encounter. In both cases the heroes succeed (with a little help from the Judge, if needed).

1. If *Warlord of Baluur* has been played as the first part of the trilogy, Blastaar has been captured, but Stygorr has escaped with the Cosmic Control Rod. He will be encountered in the dramatic final module of the Negative Zone Trilogy.

2. If played as a separate adventure, the heroes capture both villains. They also recover the Rod.

Blastaar and Stygorr. If captured, the villains can either be deported to the Negative Zone or turned over to the Vault, a maximum security installation designed for incarcerating super-powered individuals. Will Blastaar and Stygorr want revenge against the FF? You betcha!

Blastaar's Flagship. With the defeat of their leader, the ship retreats to the Negative Zone via the gateway. Will the Baluurians return to rescue their Lord Blastaar?

Stygorr's Gateway. It is no longer growing, and poses no threat of swallowing the Earth. If the heroes have the Rod, they can use it to close the gateway. If they do not, who knows what creatures might pass through it from the Negative Zone?

KARMA:

Capturing Blastaar:	+100
Capturing Stygorr:	+100
Nick Fury must come to the rescue:	-30
Closing the gateway:	+50





NON-PLAYER CHARACTER ROSTER

BLASTAAR

Blastaar of Baluur

F	A	S	E	R	I	P
EX	GD	AM	UN	GD	GD	EX
20	10	50	100	10	10	20
Health: 180			Karma: 40			
Resources: EX(20)			Popularity: 2			

KNOWN POWERS

Body Armor: His thick hide gives him Remarkable protection against physical and energy attacks.

Cosmic Control Rod: For determining what powers of the Rod he can use, Blastaar's overall mental strength is Incredible. (See page 7).

Energy Blast: Blastaar can release a stream of neutrons from his hands which inflict Monstrous damage.

Rocket: He can fly at Monstrous speed (30 areas per round) by emitting controlled neutron blasts from his fingers.

Self-Sustenance: He can survive for weeks without food.

Suspended Animation: Blastaar can enter a suspended state for months and voluntarily reawake whenever he wants.

TALENTS: He is a military leader and tactician.

IN BRIEF: Blastaar is the ruler of the planet Baluur in the antimatter universe called the Negative Zone. He was a ruthless monarch for many years until his subjects rose up against him and imprisoned him in an adhesion suit and set him adrift in the Negative Zone. Blastaar eventually broke free and sighted Reed Richards, who was returning to Earth from the Negative Zone. Blastaar followed him back to Earth through the interdimensional portal Reed had opened into the Zone. The Fantastic Four drove Blastaar back into the Zone, but he has returned to Earth several times hoping to conquer it. Each time Blastaar has been defeated and ultimately deported to the Negative Zone.



Eventually, public sentiment on Baluur shifted and Blastaar not only reclaimed his throne there, but also led Baluur's forces in carving out an interplanetary empire in the Negative Zone.

Blastaar is a ruthless warrior who believes that his own raw power is enough to do anything he wants. Surprisingly, he has developed an affection of sorts for his people and wants to mold them into an empire to conquer the Negative Zone and then the Earth. If need be, he will ally himself with individuals whose power or resources he can later usurp.



HEROES

FURY, NICK

Nicholas Joseph Fury

F	A	S	E	R	I	P
IN	EX	GD	RM	EX	EX	GD
40	20	10	30	20	20	10
Health: 100			Karma: 50			
Resources: AM (50)			Popularity: 50			

KNOWN POWERS *Body Armor:* Nick normally wears a vest of Kevlar armor which gives him Typical protection from physical attacks and Poor protection against fire.

Weapons: His personalized weapon is a needle gun that shoots a stream of finely honed slivers up to 6 areas away for Excellent damage on the Edged Throwing column. The needle gun contains 300 rounds and is made of Excellent Strength materials.

Reduced Aging: Since World War II, Nick has received injections of the "Infinity Formula," a serum which reduces aging by a factor of five.

TALENTS: Nick has the Military, Espionage, and Leadership talents. He is a pilot of air and space craft, a demolitions expert (+1 CS on all matters involving explosives), is trained in First Aid, is a skilled Marksman, and has Wrestling and Martial Arts A, B, D, and E skills.

IN BRIEF: In the European theater of operations during World War II, Nick commanded the "Howling Commandos," a specially trained band of soldiers whose exploits gained them fame for bravery and foolhardiness.

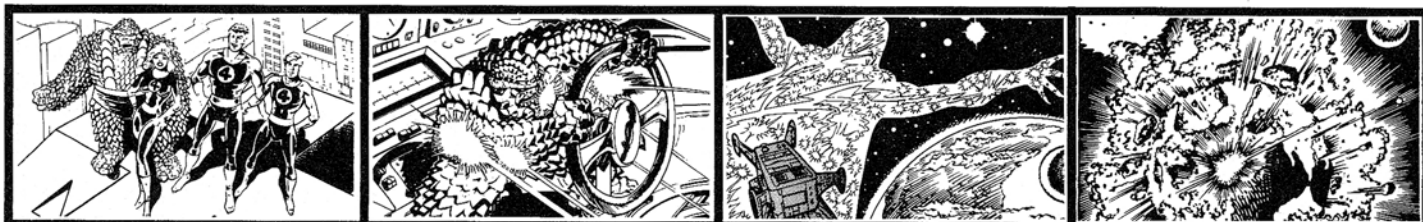
On one mission in France, Nick came under the emergency care of Professor Berthold Sternberg. Sternberg inoculated Fury with the Infinity Formula, which Nick has taken annually since then. It has dramatically slowed the process of aging in his body.

After working for the Central Intelligence Agency, Nick was contacted by the Board of Directors of SHIELD and offered directorship. SHIELD has since undergone massive restructuring after the Deltite affair revealed widespread corruption in the organization's ranks. Nick personally dismantled and rebuilt SHIELD under a new UN charter; the smaller SHIELD, directly controlled by Fury, is once again the top law-enforcement agency in the world.



SHIELD is an acronym for Strategic Hazard Intervention, Espionage, and Logistics Directorate, a worldwide intelligence organization answerable to the United Nations and dedicated to protecting the nations and people of Earth. Fury has served as SHIELD's public director, both in administrative matters and in the field, ever since.

A hardened combat veteran, Nick Fury lives by the highest standards of honor and integrity. He prefers to accomplish missions without outside help, but realizes that super-heroic teams can be a useful resource.





NEGALISK

Crotakeetok

F	A	S	E	R	I	P
GD	GD	UN	UN	PR	TY	PR
10	10	100	100	4	6	4
Health: 220			Karma: 14			
Resources: 0			Popularity: 0			

KNOWN POWERS

Body Armor: A Negalisk's rocky hide provides Incredible protection against physical and fiery attacks, as well as Excellent protection against other energy attacks.

Giant Size: An average Negalisk stands 30 feet tall. Consequently, it is +3 CS to be hit.

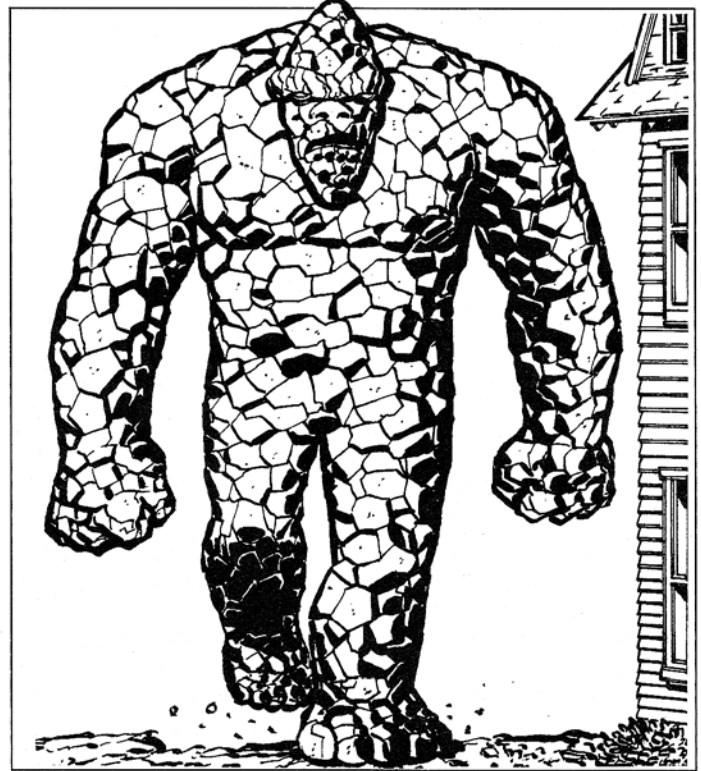
Gravity Manipulation: Negalisks can alter the attractive forces of gravity with Remarkable ability. This allows them to fly at Good airspeed (8 areas per round), and to levitate others at Excellent speed (10 areas per turn).

Nullifying Field: By clapping its huge hands, a Negalisk creates an Incredible Intensity nullifying field around a single target within a range of 11 areas. The attack inflicts no damage, but nullifies inborn and technological Powers. The effects last for as long as the Negalisk concentrates. The creature can concentrate upon up to three separate targets. Each round, a victim may attempt a Psyche FEAT (for inborn) or a Reason FEAT (for hi-tech) to evade the nullifying field.

TALENTS: None.

IN BRIEF: The Negalisks are an alien race of rock creatures indigenous to the Negative Zone. They travel the Zone feeding upon gravity itself. They often stop to orbit large planetoids in order to "graze." At first glance, a group of Negalisks appears to be an asteroid field.

Eventually, a Negalisk grows to such a huge size that it can survive upon its own gravitational field. Having a continual food supply, an "adult" Negalisk enters a state



of dormancy. It is content to simply float through the Negative Zone at random, growing larger and larger. Other life forms begin to live and breed on the Negalisk's surface, bringing with them all of the elements of nature. At this stage, a Negalisk is a living planetoid capable of supporting a complete ecosystem.

A Negalisk is an alien being with motives that are incomprehensible to normal humans. Generally, they drift through the Negative Zone living a peaceful existence. They only become violent when their safety is threatened.



HEROES

STYGORR

Stygorr/Lew Shiner

F	A	S	E	R	I	P
RM	IN	EX	EX	IN	RM	RM
30	40	20	40	30	30	

Health: 110 Karma: 100
Resources: AM (50) Popularity: 0

KNOWN POWERS *Alter Ego*: Stygorr can take the form of his earthly counterpart, a businessman named Lew Shiner. The two share the same mind. While in human form, Stygorr cannot utilize any of his own powers (other than to transform himself back into Stygorr). However, he can utilize the powers of the Cosmic Control Rod as Shiner. His human form has the following statistics:

F	A	S	E	R	I	P
TY	TY	TY	GD	IN	RM	RM
6	6	6	10	40	30	30

Health: 28 Karma: 100
Resources: AM (50) Popularity: 0

Body Armor: Stygorr's alien physique grants him Incredible protection against physical and energy attacks.

Cosmic Control Rod: For determining what powers of the Rod he can use, Stygorr's overall mental strength is Unearthly.

Flight: He can move at Excellent airspeed (10 areas per round) in atmospheric conditions and at Unearthly airspeed (40 areas per round) in space.

Matter Fluctuation: Stygorr has the power to alter his bodily substance from positive to antimatter (and vice versa) at will. This builds up an energy charge within his very being, which he can release in two ways:

- By channeling the energy through his arms and out his hands, he can produce a Monstrous Intensity energy blast that can be fired up to Incredible range (11 areas).

- He can release the energy in all directions, forming a "concussion sphere" that acts as an Amazing Intensity Force attack on all targets within the same area as Stygorr.

TALENTS: By joining with Shiner, Stygorr has acquired



the Business/Finance and Engineering talents.

IN BRIEF: During their confrontation with a being called the Ebon Seeker, the Fantastic Four's Baxter Building (and several blocks of Midtown Manhattan around it) was transported to the Negative Zone. The intrusion was quickly noticed by Stygorr, the Nightlord and self-styled ruler of the Sub-Space realm. He immediately attacked the force field surrounding the small, floating city that was once part of Midtown Manhattan.

In the meantime, Lew Shiner, a businessman and engineer, was infuriated that his job of demolishing a building had been interrupted. He accused the FF of intentionally transporting Midtown into outer space as part of some bizarre experiment. He raised a mob and stormed the Baxter Building. When Shiner tried to shoot the Human Torch, the mob turned against him. He fled back to the demolition site.





The FF decided to release the old building, which was scheduled for demolition anyway, into the Negative Zone in order to create a matter-antimatter explosion capable of sending them home. The Human Torch searched the demolition site to evacuate anyone there. Shiner remained in hiding, however, and when the building was expelled from the force field by Sue Richards, he went flying into the Negative Zone.

Unknown to the FF, Shiner collided with Stygorr, and the resulting matter-antimatter explosion hurtled Midtown back to where it belongs. Although the story appeared to end with the deaths of the two villains, in actuality, Stygorr and Shiner's very atoms merged, forming a single entity.

With enhanced intelligence and powers, the new Stygorr is an even deadlier foe. After long months of plotting, he stole the Cosmic Control Rod from Annihilus. With it, he plans to place himself as monarch of two universes!

As individuals, both Lew Shiner and Stygorr possessed a cruel heart. After their very essences were fused, the result was a single, totally evil being of great cunning and power. Only total dominion over the Earth and the Negative Zone will satisfy Stygorr.

TYPICAL SHIELD OPERATIVE

F	A	S	E	R	I	P
EX	GD	TY	GD	TY	TY	GD
20	10	6	10	6	6	10
Health: 46			Karma: 22			
Resources: EX (20)			Popularity: 10			

KNOWN POWERS *Body Armor:* An operative's uniform provides Good protection against physical attacks and Poor protection versus energy attacks.

Weapons: In addition to a throwing knife and .45 cal. handgun, each SHIELD agent is armed with a plasma beam handgun that fires an Excellent Intensity Force attack. Of the following grenades, one of each type is carried in the operative's belt pouch:

- *Flare:* Creates an Amazing Intensity flash of light.

Those facing the flare must succeed at an Agility FEAT or be blinded for 1-10 turns.

- *Fragmentation:* Inflicts Remarkable Edged Attack damage to all targets in the same area as the explosion.

- *Gas:* Releases a cloud of Good Intensity knock-out gas. Those in the same area as the cloud must succeed at an Endurance FEAT or be knocked out for 1-10 turns.

- *Smoke:* Creates a cloud of Excellent Intensity smoke. All FEATs performed in the smoke are at -2 CS.

TALENTS: SHIELD agents are trained in Detective/ Espionage, Marksmanship, Martial Arts B and E, and Military Talents.

IN BRIEF: SHIELD operatives are strictly professionals, chosen for their tactical abilities and coolness under fire.



Features of the Negative Zone



Negative Zone

30 areas

40 areas = 1 mile

Negallisk

10 areas

20 areas

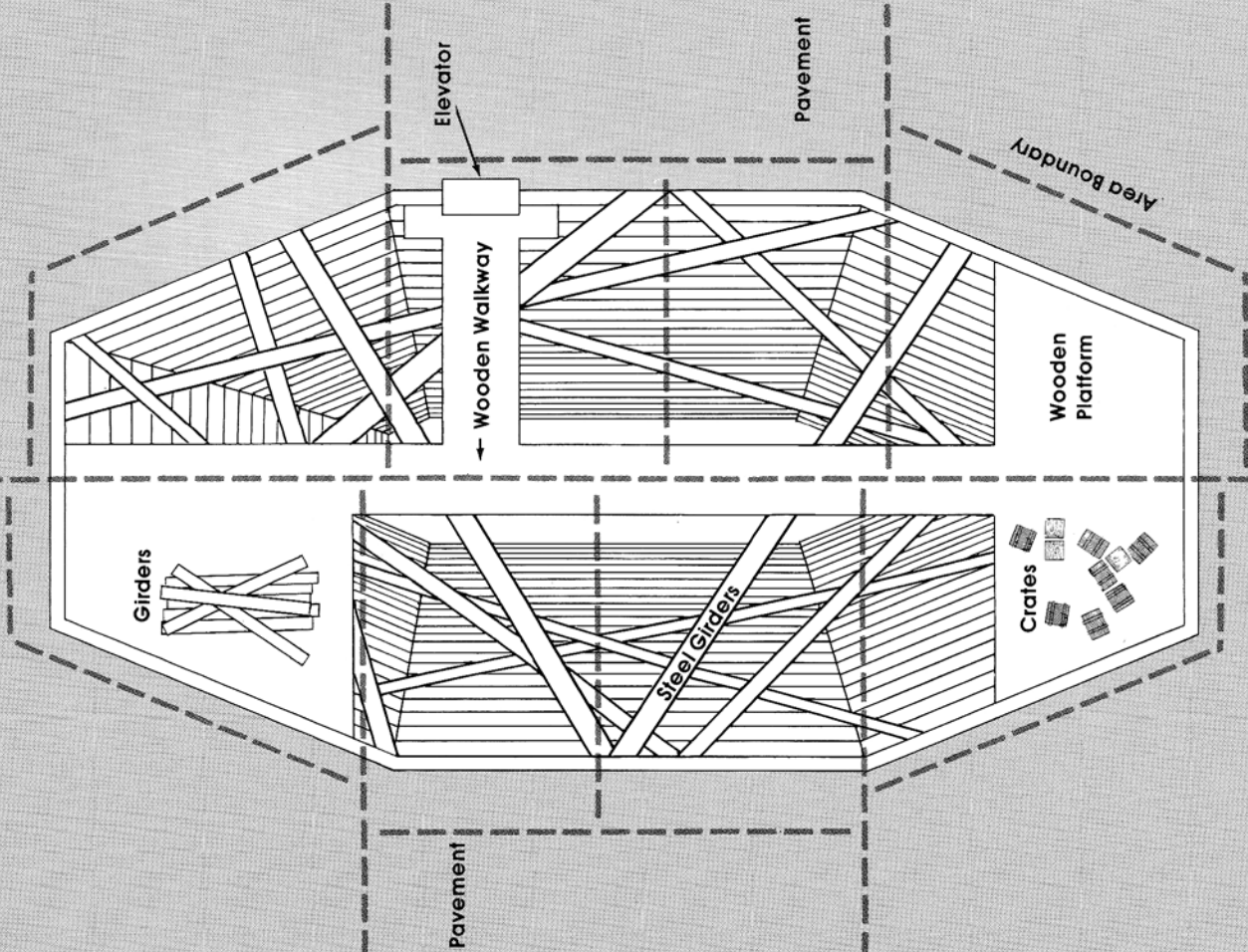
FF's

Portal

Shaft

Distortion Area

Lew Shiner's Skyscraper





Official Game Adventure

Warlord of Baluur

by Anthony Herring

The ultimate toy: The Cosmic Control Rod. It's in the hands of a nameless fiend who is understandably reluctant to give it back.

If that isn't enough, consider this: a portal has been opened into the Negative Zone, the anti-matter universe that borders on our own. BLASTAAR™ wants the Cosmic Control Rod for his very own, and has a massive armada poised to invade Earth from the Zone. Only one thing, a S.H.I.E.L.D.™ nuclear warhead, can close the gateway. Can the player characters halt the invasion from behind the stars and defeat Blastaar's forces before they invade Earth? Will they find the Cosmic Control Rod and prevent a war that could annihilate two universes before it's too late?

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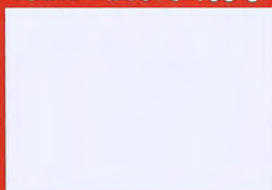


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