

MARVEL SUPER HEROES™

OFFICIAL GAME ADVENTURE

LONE WOLVES

By Bruce Nesmith



Danger lurks in the concrete jungles of New York City. Can a lone wolf survive?



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DAREDEVIL™

Matt Murdock, lawyer
Altered Human

Fighting: INCREDIBLE
Agility: INCREDIBLE
Strength: GOOD
Endurance: EXCELLENT
Reason: TYPICAL
Intuition: MONSTROUS
Psyche: GOOD

Health: 110
Karma: 91
Resources: GOOD
Popularity: 42

Powers:

BLIND: Matt Murdock has been blind since he was a teenager.

SENSES: Daredevil's four remaining senses have been heightened to a Monstrous level. He can detect sounds, smells, tastes and touch sensations far beyond the normal human range by making an Intuition FEAT roll. He frequently listens to peoples' heartbeats in the same area he is in to determine if they are lying. People with pacemakers or those that have some control over their body can fool Daredevil. If his senses are overloaded, as in a noisy crowd, his senses are only Incredible.

RADAR SENSE: Daredevil can sense three dimensional objects up to two areas away. He can tell how massive an object is with this sense. However, it is not refined enough for him to detect details of the object. This sense operates all the time, day or night. His radar sense can be overloaded by echoes or lots of little moving objects. This reduces his intuition to Incredible temporarily.

BILLY CLUB: When Daredevil is dressed as Matt Murdock, his club is simply a blind man's cane. The lower portion of the cane separates to become a fighting baton of Amazing material. The part of the club with the hooked end is a spring-loaded grappling hook. The cable is long enough to extend into any adjacent area. The billy club is a Unique Weapon and Daredevil gets two column shifts to the right when using it.

Talents: Gymnastics, boxing, oriental martial arts, and wrestling.

Important People: His family is dead. He is close to the Black Widow and to the late Elektra. He is fond of and protects his law partner "Foggy" Nelson. His arch-enemy is Bullseye.

Background: Son of a small-time prizefighter, Matt gained his powers and lost his sight when he was deluged with radioactive waste. He has been in the hero business for a long time and has many contacts, including the infamous Kingpin of crime.



POWER MAN™

Luke Cage, detective
Altered Human

Fighting: REMARKABLE
Agility: GOOD
Strength: INCREDIBLE
Endurance: AMAZING
Reason: GOOD
Intuition: EXCELLENT
Psyche: TYPICAL

Health: 130
Karma: 36
Resources: POOR
Popularity: 18

Powers:

THICK SKIN: Power Man has Incredible body armor, because of his dense flesh.

Talents: Law enforcement.

Important People: Luke has no known family. Iron Fist is a close friend. He has contacts and acquaintances throughout the poor urban areas of New York. His legal counsel is Jerwyn Hogarth.

Background: Luke was born in the slums of Harlem. He committed many petty thefts with his friend Willis Stryker. Eventually Luke went straight while Stryker became a rich criminal. Stryker framed Luke for heroin possession because of an argument over a woman. Soon afterwards the woman was killed in an assassination attempt meant for Stryker.

While in prison Luke learned how to fight in order to stay alive. He agreed to be a subject in an experiment of Dr. Bernstein's in exchange for early parole. A prison guard that hated Luke tried to use the experiment to kill him. Instead he gave Luke Cage superhuman strength and steel-hard skin.

Luke used his new powers to escape from prison. Back in New York, Luke set himself up as a Hero for Hire. While searching for evidence to clear his name he met Iron Fist. Together they cleared Luke of the drug charges and set up Heroes for Hire, a detective agency.



MARVEL SUPER HEROES™



LONE WOLVES

INTRODUCTION

Lone wolves. They are heroes who work alone. Daredevil™, Black Widow™, Power Man™ and Iron Fist™. All of these lone wolves avoid large organizations in favor of being on their own. In this intricate adventure these heroes are drawn together to unravel a challenging mystery and face an incredible menace.

Super villains are entrenched within the city. Kraven the Hunter™ commands Sabretooth™ and Vermin™. Modok™ directs Taskmaster™, who has turned his talents towards leading and training

deadly cyber-sergeants and minions. They all combine to be a deadly force arrayed against the heroes.

To play this explosive adventure you need the MARVEL SUPER HEROES™ game. You need to know the game in order to play. It's a good idea to read this entire booklet before running the adventure, but it's not absolutely necessary. If you don't read the entire booklet first, at least read each chapter thoroughly before playing that scene.

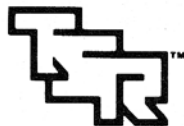
Some of the villains and heroes have

met in the MARVEL® Comics before. This can be an aid to role-playing, but don't allow a player to change the game rules by showing you a comic in which a villain or hero does something not permitted in this adventure. Remember, you are the Judge, and this game requires careful balance, something you (not the players) should provide. "That's the way it works here," is a good answer for pushy players.

Once you've set up the game, it's time for the hunt. On with the adventure!

Credits

Balmy Bruce Nesmith, Design
Dead Ed Carmien, Editing
Ranting Ray Silbersdorf, Graphic Design
Special Thanks to Smilin' Steve Winter and
Mercurial Michael Dobson



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Chapter 1:

I SMELL A RAT

CAMPAIGN

At the beginning of the adventure Power Man and Iron Fist are in their Heroes for Hire office in Midtown while Matt Murdock and the Black Widow are in the Nelson & Murdock law offices on the Upper East Side.

Read the following boxed text to the Heroes for Hire.

You have been working on the Lambertson case for over a month. So far, not even one crummy break about the creeps who are robbing and vandalizing Lenny Lambertson's shop in the poor section of Upper Manhattan. Every few days his storerooms are robbed and vandalized. He is an important client, mostly because he pays his bills. Most of the deadbeats that hire you don't.

Read the following boxed text to Matt Murdock and the Black Widow.

Foggy says it's bad business to take charity cases. But what else can you do when a hard working woman is about to be evicted without cause? Her name is Rachel. She says that her landlord is evicting her because he claims that her 19 year old son will destroy his building. He thinks her son is part of a street gang. Rachel says it isn't possible. She

knows that Reggie is a good boy, and good boys don't join street gangs. That was last week, and you promised to listen for news about the area.

Read the following boxed text to both groups.

We interrupt this program for the following news bulletin: A riot involving more than four hundred individuals is raging along Eighth Avenue in Upper Manhattan. Several deaths have already been reported, and attempts to call in various super hero groups have, according to our sources, failed to date. The National Guard is presently forming a cordon around the affected area. Stay tuned to this station for further news bulletins.

Tell the Heroes for Hire that the riot is only a block from Lenny's store. He has hired them to protect his shop. Tell the Black Widow and Matt that Rachel's apartment looks out over the scene of the riot. If Reggie is involved she may lose her apartment despite their best efforts.

If the heroes do not go to investigate the riot, things get worse. The radio reports extensive property damage and complains about the fact that no super heroes

have appeared on the scene. The heroes lose Karma (see the end of the chapter).

BATTLE

SET-UP. One-half of the map is a street section of poverty-ridden Upper Manhattan. Put crowd counters in areas marked with a "C." The heroes start in any area on the southern border of the map. (You may have to make additional crowd counters since only two come with the original boxed set.) Vermin is in the alley behind Lenny's store. Sabretooth is on the roof of the abandoned Old Town Apartments. Leave their counters off the map until a hero can see those areas.

The National Guard have men set up in every area that is on the edge of the map. They let any costumed hero through without question. The guard will not move unless a hero asks them to.

Each group of heroes immediately spots the other as soon as there is a clear line of sight. After that, all four heroes can work together. The first turn that a hero is in a crowd area or only one area away from a crowd area, have that hero make an Intuition FEAT roll. If it is green, the hero notices rats all over the place. If it is yellow, the hero also notices that people seem to be fighting with an inhuman savagery. If it is red, the hero can tell that when a rat bites a person, that person

goes into an insane rage that lasts a short time.

SABRETOOTH AND VERMIN. Kraven the Hunter has ordered Sabretooth and Vermin to conduct an experiment here today. The rats are controlled by Vermin. A rat's bite infects the victim with a chemical that induces savagery and rage. Since Vermin does not follow orders very well, Sabretooth is there to ensure his obedience. To find out more about Kraven, read Chapter Two.

Sabretooth must make an Intuition FEAT roll each turn for each hero in his line of sight. If it is successful, Sabretooth spots that hero. He tries to eliminate the heroes he has spotted one by one. He attacks any lone hero from behind. If the fight goes badly or reinforcements show up, he flees.

If any hero attacks Vermin, Sabretooth joins the battle. If Sabretooth is attacked, Vermin joins the battle. If they are losing the battle, both try to flee.

THE CROWD. Each turn the riot can shift its position, expand, or contract. Anybody in the same area as a crowd counter that is shifting shifts with it. Roll to determine what the crowd does each round:

Roll Random Crowd Actions—Table 1

0	Crowds shift one area to the north
1	Crowds shift one area to the south
2	Crowds shift one area to the east
3	Crowds shift one area to the west
4-6	No change
7	Take away one crowd counter from the edge of the riot
8-9	Add one crowd counter to the edge of the riot

Each turn a hero is in a crowd area, he is attacked by 1d10 rioters. For each additional hero in the same area, subtract one attacker. The attackers are under the influence of the rat bite chemical. They can't be convinced to stop.

Each rioter attacks once and then fades back into the crowd. The attackers don't pile up on the heroes. Each rioter has all Typical abilities, a Health of 24 and no Karma. Each is armed with a club, bottle or other random blunt weapon. This means that a hit does Good damage.

THE RATS. During each turn a hero is next to or in a crowd area, roll 1d10. On a roll of 0, the hero is bitten by a rat. To shake off the effects of the chemical immediately, a hero must make an Endurance FEAT roll. If a hero fails his roll, he or she becomes a savage rioter, under the control of the Judge. To shake off the effects during later turns, a hero must make a red Endurance FEAT roll. He or she can check once per turn to shake off the effect.

The rats will leave the scene of the riot if any of the following happen: Vermin is

knocked unconscious or flees, the street is two inches deep in water, or the area is subjected to a full turn of ultrasonic noise. If the rats are removed from the crowd, the riot begins to calm down. Remove two crowd counters each turn until the riot has vanished.

Each fire hydrant can flood the streets up to two areas away. Fire trucks can be called in by the heroes. They arrive four turns after being requested. A fire truck or a fire hydrant can flood any two areas to a depth of two inches in one round.

In the Fine Tunes Stereo Shop there is equipment to kit bash an ultrasonic stereo system. It takes two successful Reason FEAT rolls to assemble it. One roll is allowed each round. The system can project ultrasonic noise seven areas away.

REGGIE. Rachel's son Reggie is in the crowd. Put a his counter in front of Rachel's apartment building. He has not been bitten yet. Check to see if Reggie is bitten by a rat once each turn, just like for the heroes. He is attacked each turn by one rioter.

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

Health: 32 Karma: 14

If the crowd in his area shifts, Reggie shifts with it. If the apartment building is demolished, the landlord automatically assumes that Reggie is behind it all, whether or not Reggie is actually in the crowd at the time.

LAMBERTSON'S STORE. Lenny Lambertson is in his store. He protects it to the end. If any rioters enter the store he immediately attacks them. He is armed with a baseball bat. He is subject to the same rules as Reggie for rats and rioters attacking him.

The rioting crowds do not intend to destroy property, but in their madness they demolish any building they enter. A rioting crowd can be denied entrance to a building by something blocking the entranceway. A block consists of a large object moved to the proper place, like a truck or a large fence.

CAMPAIGN

CROWD. When the riot ends, few of the rioters can recall what really happened. For each person questioned, roll 1d10. On a result of 1-4, the former rioter remembers being bitten by a rat, then flying into an uncontrollable rage. On a result of 5-10, the former rioter recalls becoming insanely angry.

Everyone in the riot has been bitten at least once by a rat. Most have a variety of other bruises and cuts from the fights. A blood sample taken from a rioter shows the presence of an unknown chemical, if tested by a hospital or laboratory.

LENNY LAMBERTSON. Lenny can describe the riot as it looked to him.

If the crowd broke into Lenny's store and the Heroes for Hire are nearby, he will threaten to fire the heroes. The heroes need one green Popularity FEAT roll between the two of them to persuade Lenny not to fire them.

RACHEL. Rachel has no information. If questioned, she describes the riot and expresses concern for Reggie.

REGGIE. This is Reggie's story.

"Yah, I was comin' back with what Mom wanted, and ran into a crowd of people. All of 'em were kicking and scratching, and before I knew it, I was grabbed up. I...I lost the package in the mashing and fighting. Didn't hardly know about it until Bang! They grabbed me up!"

If Daredevil is present, he can perceive that Reggie is lying about some parts of what happened. Unless beaten or drugged (heroes would lose Karma for this), Reggie will stick to his story, perhaps even lying further to cover his true knowledge.

In truth, Reggie is in the employ of Kraven the Hunter (see next chapter) and knew the riot would occur. He was returning to protect his Mother when he was caught up in the riot accidentally. As soon as he has healed any wounds, Reggie goes to Kraven's lair at midnight the next night. The heroes might be able to follow him.

VERMIN AND SABRETOOTH. If either Sabretooth or Vermin is captured they can be questioned by the heroes. Both readily admit that they were following orders. Sabretooth won't say whose orders. If questioned for more than ten turns, Vermin lets slip that it was Kraven the Hunter. Neither will say where Kraven's lair is.

AFTERMATH

HEALING. After this chapter, the heroes recover their Endurance in Health.

In addition to the listed Karma penalties and awards, remember the Karma rules in the Campaign book. Heroes are responsible for their actions, even if they were bitten by a rat.

Table 2: I SMELL A RAT Karma

Power Man & Iron Fist:	
Save Lambertson's store	+20
Lenny's store destroyed	-20
Daredevil & Black Widow:	
Rescue Reggie	+20
Landlord's building damaged	-20
Each hero:	
Stop riot	+30
Capture Sabretooth	+40
Capture Vermin	+50
Riot stopped by National Guard	-30



Chapter 2.

JUNGLE STALK!

CAMPAIGN

The heroes must discover who ordered Sabretooth and Vermin to carry out this strange attack and why. They might already know who did if Vermin talked in the last chapter.

The next twelve sections are organized by clues. If a hero investigates a particular person, place or object, find the closest match and reference what is written there.

NEWS. News from recent weeks is of interest. Sabretooth and a half-dozen henchmen broke into Ryker's Island where Vermin was being held. They made a clean getaway with Vermin. One of the henchmen was captured. During questioning he revealed that he was a hireling of Kraven the Hunter. The next day he was found dead in his cell, killed by a swarm of rats.

Kraven the Hunter broke into the Brooklyn Zoo and stole several lions and tigers. It would have been a complete mystery except that the night watchmen caught a glimpse of him as he herded the cats aboard a truck. Fisk Spices, Inc., has donated money to the Zoo to replace the animals.

CONTACTS. All of the heroes have street contacts. Unfortunately none of them know very much about what happened. There is a 50% chance that a street contact gives a hero this rumor. "Kingpin has hired Kraven the Hunter to do some dirty work. Kraven is responsible

for the riot."

SABRETOOTH. He has no police record. He is a suspect in two recent murders, but there is no evidence. The police suspect that he has many underworld connections.

VERMIN. He was broken out of jail recently (see the NEWS section above). He was being held in the Ryker's Island Penitentiary asylum.

ALLEY. The alley that Rachel saw the rats pour out of has a clue in it. A thorough search reveals a spice wrapper. It is labeled "Fisk Spices, Inc.," and contains traces of a dried plant and several large hairs.

If Daredevil was ever in the same area as Vermin, he can identify the hairs as belonging to Vermin. A chemist can identify the plant as a rare African herb. He can tell that the hairs belong to a rat. However, the rat would have to have been as large as a man.

FISK SPICES, INC. Records show that the company is owned by Wilson Fisk, the Kingpin of Crime (see Kingpin, below).

KRAVEN. Police records of Kraven the Hunter show nothing new except what is in the NEWS section above. However, they do have a list of his former contacts and hangouts in New York City.

Police records on Kraven also show that two trusted accomplices of Kraven's, Kitty Kach and Mark Savage, are at large. The

police have current addresses for both. Kraven was known to frequent two places regularly, the Tiki Hut nightclub and the Brooklyn Zoo.

KITTY KACH. She lives in the Shanty Town Houses. She will speak readily of her past employer, Kraven, mentioning that she met him recently. If pressed, she adds that while she does sell rare African herbs to him, she turned down his recent offer of a job. He has also stopped purchasing herbs. That is all Kitty Kach knows.

Just as the interview is ending, the Punisher comes in through a window. Go to the Battle section. The Punisher's goal is to kidnap Kitty to question her.

MARK SAVAGE. When the heroes arrive at Mark's place, they hear a burst of gunfire from inside. The Punisher has just killed Mark Savage because he was a criminal. The Punisher did get the answers to a few questions first. Go to the Battle section. The Punisher's goal is to escape.

TIKI HUT. Nobody knows anything except the bartender. He saw Kitty Kach and Kraven together in a booth four days ago. Kraven gave Kitty an envelope and Kitty passed Kraven a large package.

BROOKLYN ZOO. See the NEWS section above for events that have happened at the Zoo. Kraven stole a white tiger, two panthers and a leopard.

KINGPIN. The Kingpin's office is in Mid-

town. Use the Fisk Building interior on side 2 of the map in the MARVEL SUPER HEROES™ game box. Kingpin is in the business offices on the 18th floor. There is a guard armed with a handgun in the lobby, and another in the Security Offices on the 18th floor.

The Kingpin knows when visitors come calling. For the heroes (and his thugs) he has arranged a little exercise. The elevator, while seeming to stop at the 18th floor, actually stops at the 10th, where six unarmed thugs (all Abilities Typical, 24 Health points each) jump the heroes from all sides as they exit the elevator. In two turns the door closes unless held open.

Once the heroes get to the business offices on the 18th floor, the Kingpin greets them pleasantly. He apologizes for any inconvenience his men may have caused them. He explains that he likes to keep them on their toes.

After a few minutes of idle conversation, he tells them:

"So you tell me you're interested in Kraven. Hmph. By chance, our interests coincide. His last payment to me was in counterfeit currency. I would be pleased if you would be so kind as to arrest him for me. He is currently laired at the vacant Hawk Animal Research Laboratories building..."

The turn after the Kingpin says where the lair is, the Punisher attacks. He was waiting outside on the window ledge. Go to the Battle section. The Punisher's goal is to kill the Kingpin. The Kingpin is, after all, just another criminal. If the situation gets bad, the Kingpin calls in ten goons. Each has all Typical abilities and a handgun. The goons follow Kingpin's instructions without question.

The Kingpin

Wilson Fisk, criminal mastermind
hi-tech wonder

Fighting: REMARKABLE
Agility: GOOD
Strength: EXCELLENT
Endurance: INCREDIBLE
Reason: GOOD
Intuition: EXCELLENT
Psyche: GOOD
Health: 100

Karma: 120
Resources: INCREDIBLE
Popularity: 31

Powers:

WRESTLING. Wilson Fisk learned sumo wrestling in Japan, and so receives a column shift to the right when grappling.

MARTIAL ARTS. He is a master of judo and oriental boxing.

BODY ARMOR. Sumo wrestling has hardened his body so that he has Poor body armor.

WALKING STICK. The stick conceals a three shot laser. It does Excellent damage and has a range of two areas. The stick also has two doses of gas that requires a yellow Endurance FEAT roll, or puts the victim to sleep for 1-10 hours. The Kingpin must be in the same area as the target to spray the gas. The walking stick is made of Remarkable material.

STICKPIN. His diamond stickpin has one dose of sleep gas (see WALKING STICK). It is only usable against opponents within slugfest range.

Important People: The only people of any importance to the Kingpin are his wife Vanessa and his son Richard (also known as the Schemer).

Background: Wilson Fisk has organized all of the East Coast gangs under his leadership. He controls all crime in the area, especially in New York. Only the Maggia or superpowered villains can operate without his permission. He has shown himself to be extremely clever and a wizard at organization. At one time he was a leader of HYDRA, a subversive organization. He is publicly known as the Kingpin of Crime, but there is no evidence to convict him.

BATTLE

There are several episodes of the Punisher attacking the heroes or their contacts. In each case his goal is stated. This section describes his tactics. All of the Punisher's attacks should occur whether or not the heroes investigate the scene in which it occurs.

In this chapter the Punisher carries his standard assortment of handguns and an M16 submachine gun. He has a knife in an ankle holster. The M16 and the Browning are loaded with mercy bullets. The pistol and the derringer have real bullets. He has enough spare ammunition to reload as many times as necessary. The Punisher is carrying his standard load of grenades.

In hand-to-hand combat the Punisher can use the M16 as a blunt weapon. It has a special stock made of Excellent strength material. He can also reverse his knife and hit with the pommel; treat as a blunt weapon for Good damage.

HEROES: The Punisher considers himself to be a law-abiding citizen. He shoots innocents with mercy bullets. In the beginning, he considers all the heroes to be innocent. If a hero commits any crime, from jaywalking to breaking and entering, the Punisher will not forget...

Since the Punisher considers himself to be on the right side of the law, he is determined to convince heroes that they should

cooperate with him. During combat the Punisher tries to convince the heroes that his cause is just, and that they should help. This conversation has no effect on his combat skills.

CRIMINALS: The Punisher has no qualms about killing anyone who is a criminal, but unless it is his current goal he won't go out of his way to do so. However, if it is easier to kill a criminal than beat him, he kills.

If the Punisher attacks the Kingpin he does not use real bullets during the first round of combat.

TACTICS: The Punisher is a superb fighter. He uses every trick in the book. When playing the Punisher, always try to think of the most effective thing for him to do each round. For example, he might attempt a bullseye to shoot a weapon out of an opponent's hand, or a chandelier down from a ceiling onto several opponents.

"Keep MOVING!" is Punisher's battle code. A moving target is less likely to be hit. Each turn he shifts his position at least one area, unless he has a good reason to stay put.

It is important that The Punisher remain free and at large until Chapter 7. If he is seriously wounded, he leaves. He spends Karma to escape if necessary. If by some chance he dies in battle, alter the result so that the Punisher is only in a coma. He can then escape upon regaining consciousness.

CAMPAIGN

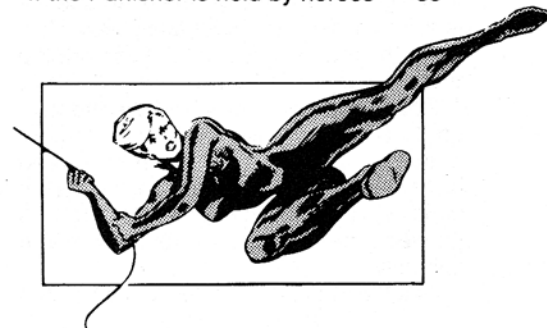
The Punisher automatically escapes from police custody. It is illegal for the heroes to keep him prisoner themselves. If by chance the heroes do keep him prisoner, the Punisher escapes the first moment that he is untended.

AFTERMATH

Once the heroes learn the location of Kraven's lair, go to the next chapter. At the end of this chapter the heroes can recover twice their Endurance in Health.

Table 3: JUNGLE STALK! Karma

For each clue followed	+5
If the Punisher kills Kitty	-50
If they aid The Punisher	-20
If the Punisher is captured	+30
If the Punisher is held by heroes	-35





Chapter 3

LION'S DEN

BATTLE

If the heroes follow Reggie to Kraven's lair, they see him go to the Hawk Animal Research Laboratories, a vacant building in Upper Manhattan. Reggie enters through the back door.

If the heroes have found the location of Kraven's lair through the Kingpin, they also know its location and can approach it at will. When they do, they find a two-story brick building, located in the heart of Upper Manhattan. The front door, windows, and fire escape have been bricked in. The walls are of Excellent material.

The roof is covered with glass. The glass is Typical material and strong enough to support the weight of a man. If two or more heroes stand close together, the glass breaks and they fall into the building, a two story fall (one story if heroes fall into the jungle—see below).

There are no openings in the glass roof. The glass roof heats the building the same way a glass roof on a greenhouse does. It is a humid 90 degrees inside Kraven's lair. From the roof all that can be seen are the tops of trees.

The back door is made of iron and kept unlocked. Just inside the door is a pair of buttons, one red and one green. Three turns after the door is opened, the alarm sounds, unless the green button is pushed. The red button sounds the alarm instantly.

Read the following boxed text when the

heroes enter the building.

Heat and humidity greet you as you open the door. Sounds as varied as those of a city street fill the air. Monkeys chatter, birds screech and honk, while from no particular direction comes the dull rumble of a large carnivore. A dirt path cuts through the jungle, branching at the iron door and heading off to the right and left. Trees, bushes, and vines are everywhere else.

Movement through the jungle is difficult. This is why the jungle areas on the map are small. A hero can only see into an adjacent area when he is in the jungle. Since the building is two stories tall, there is a ground level and an upper level. If a hero climbs a tree or falls through the glass ceiling, he or she is in the upper area.

Kraven's jungle is stocked with animals. Before the heroes enter the building, decide where you will place the four cats. Each cat starts in a jungle space. The cats have been trained to attack intruders. Move the cats toward the heroes each turn. Each hero must make an Intuition FEAT roll to avoid being surprised by the first attack of a cat. A surprised character gets no action for that round.

1 White Tiger

F	A	S	E	R	I	P
Ex	Gd	Gd	Ex	Fb	Ex	Fb

Health: 60 Special: Claws

2 Panthers

F	A	S	E	R	I	P
Gd	Ex	Ty	Gd	Fb	Ex	Fb

Health: 46 Special: Claws

1 Leopard

F	A	S	E	R	I	P
Ex	Ex	Ty	Gd	Fb	Gd	Fb

Health: 56 Special: Claws

There are other creatures in the jungle. Kraven has stocked it with snakes, birds, monkeys and lizards. Only the snakes are dangerous. The other animals just screech and run away when people get near.

Each turn a hero is in a jungle area a snake is nearby. If the hero makes a successful Intuition FEAT roll he spots the snake and avoids it. It attacks with a strength of Excellent on the grappling table. However, because the snakes are constrictors, shift two to the left for the victim's attempts to escape or reverse the grappling hold.

GUARD'S ROOM. In the corner is a square room. The guards are stationed here. The walls are made of steel and Typical strength glass. The diagonal wall is a

large plate glass window with a glass door set in the middle. Kraven keeps six guards on duty at all times. One of the guards on duty when the heroes break in is Reggie. The guards all wear special suits that give off an odor that the cats have been trained to avoid.

Each guard is armed with a wooden club, since Kraven doesn't like guns in his lair. Kraven forbids his guards to enter the jungle or the grass hut, allowing them to walk only on the dirt paths.

Their sentry duties consist of walking around the dirt path. They start from their room and walk all the way around back to it. Then a different guard does the same thing. A patrolling guard walks one area every round.

KRAVEN'S QUARTERS. Kraven is in the circular grass hut in the corner. Any of the villains from Chapter 1 that escaped are there with him. Kraven is alerted that there are intruders if the alarm sounds, a guard calls out, or a cat attacks the intruder.

The hut has cabinets of rare jungle herbs and chemicals along the wall. In the center of the hut is a table filled with test tubes, bunsen burners and other equipment. This is where Kraven makes his potions. A sample of the drug used on the crowd in Chapter 1 is in a small vial marked "I".

In one corner is an empty cage, capable of holding any creature of Remarkable strength or less. In the other corner is a small tree where Kraven sleeps.

Kraven is armed with a variety of weapons. They are detailed below.

GAS SPRAY. His costume has one dose of a paralyzing gas which can automatically hit one hero in the same area as Kraven. The victim must make an Endurance FEAT roll or be stunned for 1-10 turns.

KNIVES. Kraven has a knife in each boot. Treat these as claws for combat.

DARTS. His shoulder pads carry four darts each. Each dart is coated with a knockout drug. The victim must make an Endurance FEAT roll or be stunned for 1-10 turns.

ROPE. Kraven is carrying a special rope of Incredible strength. He uses it as a lasso, and is able to reach up to four areas away with it. A lasso attempt is treated as a long-range grappling attempt. After the first turn, the victim loses 20 points each turn since Kraven aims for the neck. Once in the noose, an Escape FEAT roll is required to get free.

In the hut is an elephant gun. It is loaded with non-lethal bullets. Kraven only uses it if other methods have failed. The gun does Amazing damage to whatever it hits; use the Slugfest table.

TACTICS. Kraven likes to hunt. He lets

his men and animals engage the intruders first. He uses his rope silently to drag the heroes into the bushes one by one. Each hero is allowed an Intuition check when Kraven springs an ambush. If his intended victim's roll is successful, he spots the ambush and is allowed an action that round. If any other hero makes a successful roll, he spots the victim being attacked. If the victim is surprised, Kraven gets a bonus of a HOLD with a green result.

The cats and the snakes do not attack Kraven. He trained the cats personally and they fear him. Kraven is wearing a snake repellent of his own devising, so snakes do not approach him.

CAMPAIGN

If the heroes are defeated, Kraven puts them in the animal cage in his grass hut. When they awaken he tells them that they are going to be guinea pigs for his latest version of the savagery drug. He leaves the hut laughing. The heroes have 10 turns in which to make an escape. If they do not, the Punisher sneaks in and releases them. However, by that time Kraven is at Modok's base.

On the table in the hut is a black pouch. If the heroes search the hut for clues they find it. It holds a message from Modok saying "Bring the savagery formula to my secret base. Here is the first part of your payment. Modok." There is \$1000 in the pouch as well. At the very bottom of the pouch is a note from one of the Kingpin's lieutenants demanding final payment on the black market shipment.

None of the henchmen, including Reggie, know anything about Kraven's operation. They were merely hired to keep people out of the place, especially costumed heroes.

Kraven can be questioned if captured. He reveals that Modok is his employer. He accuses the heroes of working as a collection agency for the Kingpin. Kraven refuses to tell the characters where Modok is based. Sabretooth and Vermin know nothing about who hired Kraven or why. They merely followed his orders.

REGGIE. Rachel's son Reggie works for Kraven. He agreed to the work because he and his mother needed the money. When the heroes capture Reggie, he begs for mercy. He says that he only did it for his mother.

This puts the heroes in a dilemma. Reggie did break the law, therefore, he should be arrested. But since Reggie has basically good motives, despite his mistakes the heroes can do their best for him within the law.

AFTERMATH

Healing: At the end of this chapter the heroes can heal up to their Endurance in Health.

Table 4: LION'S DEN Karma

Vermin captured	+30
Sabretooth captured	+40
Each Guard captured	+10
Reggie not arrested	-10
Each cat returned	+5
Pouch discovered	+5
Punisher rescues heroes	-15
Each cat killed	-15
Each snake killed	-5

Plus all awards/penalties in Campaign book





Chapter 4

KING OF THE JUNGLE

CAMPAIGN

The heroes should now know that Modok is behind the riot. They do not know what he is plotting. Finding Modok is very tough. He is inhumanly smart and keeps a low profile. Below are different sources that the heroes might consult to find Modok:

NEWS. There is nothing in the news that would lead to Modok.

POLICE. The police and Interpol (international police) have records of some of his past exploits. Unfortunately they do not have any current information.

S.H.I.E.L.D. Nick Fury, director of S.H.I.E.L.D., personally greets any heroes that go there. He tells them that S.H.I.E.L.D. is conducting an investigation of Modok, but because none of the heroes have a proper security clearance, Fury says that he cannot help the heroes in their hunt for Modok.

None of the Black Widow's friends in S.H.I.E.L.D. can tell her anything of use.

OTHER POWERFUL GROUPS. The Avengers, the Fantastic Four, and the CIA are examples of other powerful organizations that the heroes might consult. Each of the examples listed above will have a unique response, but no information. For example, Captain America would be likely to order the heroes to "let the Avengers handle it," and give no information. Other groups can be consulted, but no information can be found.

CONTACTS. Each of the heroes has street contacts. There is a 50% chance that any given contact has this information. The word on the street is that Modok is assembling an army, and that he needs able-bodied recruits who are rough and fearless. Each contact has a warning, however: none of the men hired by Modok are ever heard from again. Rumor has it that a man in a black beret is Modok's recruiter: he is usually found in Jo-Jo's pool hall.

It is also known that Modok has been buying arms and equipment on the black market. The purchase is always done through an intermediary. Nobody has been able to find out where the arms and equipment go to, but it is commonly believed that the Kingpin is behind the selling.

KINGPIN. If the heroes ask for an appointment, they are told that Mr. Fisk cannot see them until late that evening. When the heroes meet the Kingpin later, he is in his penthouse on the top of the building. The Kingpin greets them pleasantly.

The Kingpin starts the conversation by telling the heroes that he knows why they are here. He says that he was selling guns and electrical equipment to Modok. Apparently Modok now has enough, since he has stopped buying.

The Kingpin says that he makes it his

business to always know who he is dealing with and where they live. It took a lot of work and money, but he knows where Modok's secret base is.

He has no quarrel with Modok. But the Kingpin fears that Modok might be planning something that would be detrimental to his business. Since the Kingpin does nothing for free, he asks the heroes if they would agree to complete a small, insignificant task for him.

If the heroes agree, the Kingpin tells the heroes of a new gang that has been committing robberies in the city without his permission. At the very moment the Kingpin is speaking, this gang, known as the Flying Tigers, is robbing the Keesh Mall, directly across the street from the Kingpin's building. He would appreciate justice being served on these interlopers...with no police interference until the gang is ready for arrest.

If the heroes disagree quietly, and do not attempt to beat the information out of the Kingpin, he relents and tells the heroes exactly where Modok has constructed his lair. The Kingpin, however, is not giving the heroes a gift. "Now," the Kingpin says "you owe me one". This is a perfect opportunity to expand campaign play by setting up a adventure in which the Kingpin arranges for the hero's debt to be paid off.

If the heroes disagree violently, the

Kingpin reacts defensively, using Karma if necessary, calling in assistance as in Chapter 2. He tries to kick the heroes out of his penthouse apartment.

This is not the end of the road for the heroes, however. If the heroes leave without the information they need, within 24 hours Black Widow is approached by a young scruffy looking man. He tells her that he has some information for her, but that it will cost her some money to get it. For \$500 the scruffy man will tell Black Widow the location of Modok's base. He will choose a time when he thinks Black Widow to be alone to do this; if by chance Daredevil is nearby, he can confirm that the man is telling the truth.

Unfortunately for the heroes, Modok tampered with the man's mind: while he believed he was telling the truth, in actuality the spy set in motion an ambush. If this situation occurs, the Taskmaster is ready at all times (not just the time suggested by the spy). He stations himself in the Danger Room with 16 minions and 3 Cyber-Sergeants. Create a suitable ambush out of the information found in Chapter 5; attempt to lure the heroes into the Danger Room. If the heroes don't fall for the trap, they have the address of Modok's lair, and can approach it at will. After a few days, Taskmaster will give up and continue normal affairs as described in Chapter 5.

BATTLE

This battle occurs only if the heroes agree to help the Kingpin. Place a truck on 6th Avenue by the entrance of the Keesh Mall. There is a driver in the truck. Place a thug counter in each of the following shops.

Mogul's Department Store
J.P. Arnson's Department Store
Bainbridge Five & Dime
Kilpin's Tuxedos
Fisk Spice Shop
Smyth's Plain Clothes
Gray Moods Photography

Put two thugs in the Minute Bank and one thug somewhere in the center of the mall. The security post has a self-contained electronic security system nullifier attached to it. If it is broken or removed, alarms sound and the police arrive in 12 turns.

All of the thugs are unarmed. Each is dressed completely in black. This is not an ordinary group of thieves. It is a young Chinese-American gang of karate fighters. They call themselves the Flying Tigers.

Flying Tigers

F	A	S	E	R	I	P
Ex	Gd	Ty	Gd	Pr	Ty	Ty
Health: 46 Special: Martial Arts						

The Flying Tigers are very confident. As soon as they know that they are being attacked, they fight back. They consider using weapons to be a dishonorable method of combat.

The driver never leaves the truck, even if a fight breaks out. At the first opportunity that arises, six of Kingpin's goons overpower the driver and steal the truck. If the truck is disabled, the goons use a tow truck. If a hero guards the truck, the Kingpin orders a diversion to acquire the truck.

The Kingpin's goons take the truck next door to the Fisk Building and unload it. If any of the heroes try to stop the truck they probably fail, as the Kingpin will use Karma if necessary to prevent the truck from being recaptured.

This is why the Kingpin specified that the police were not to be involved. In one stroke, he has gained all, and probably lost nothing. If his goons successfully acquired the truck, the Kingpin has the truck and the insurance money from the losses to his spice shop in the Keesh Mall. To top it all off his control over New York City's criminal element is stronger than ever, with the elimination of his competitors, the Flying Tigers. Only the pride of the heroes is hurt...a little.

The man in the black beret

This battle only takes place if the heroes go to Jo-Jo's after talking to one of their street contacts. If the heroes enter in costume, the "man in the black beret" flees at once. If he gets away, the heroes must find another path to Modok's door. If they enter in disguise they can speak to the man in the black beret.

The man in the black beret calls himself Bob. He is a recruiter of Modok's, and is interested in hiring anyone that expresses a need for a job. He knows where Modok's lair is, and if coerced will begin to say where it is. Unfortunately, Modok has also trapped the man's mind, and Bob will expire with a gasp before he is able to tell the location. If this happens, the heroes will have to find another path to Modok.

Bob has organized his job quite efficiently. Anyone who wants a job is told that the work is rough. Anyone who still wants a job is told to return that night at 10 p.m., ready to leave the city for a long time. At 9:55 p.m. a truck pulls up, and about 25 goon-types have gathered. They are also interested in a job. Bob tells the crowd that they are to board the truck, and to follow his orders from that moment on. After the goons and heroes have boarded the truck, Bob locks the cargo door and drives the truck to a location about 12 blocks from Modok's lair. Daredevil can tell that the truck has gone somewhere in Upper Manhattan by making a yellow Intuition roll.

At a prearranged signal, Modok begins

to scan the minds of the goons in the truck. None of the heroes can tell, but Modok has found out who the heroes are. Modok quickly gives Bob secret directions by mental command. Read the following section to the heroes if they are still in the truck:

"A small dim light allows you to see the interior of the truck. A moment ago it stopped, with the engine running. Suddenly, a small square panel slides open, and Bob's voice can be heard. All of the goons in the truck tense up."

Bob quickly points out any heroes in the truck, and orders the rest of the goons to attack them as part of their test for employment. Bob then slams the panel shut and begins to run towards Modok's lair. The goons attack instantly.

Each goon has all Typical abilities and 24 Health. Each has his or her fists to fight with. However, each goon will stop fighting once half of their Health is gone. Since the truck is crowded, each hero can only be attacked by three goons at a time. For every three goons knocked out everyone's agility in the truck is shifted two to the left. The truck's sides are made of an Excellent material, and the cargo door is made of a Remarkable material.

Bob has all Good abilities and a Health of 40. It takes him a turn to run one block, and if he runs more than two blocks from the truck, he can not be seen from the truck. Daredevil, however, can track Bob to Modok's lair at any time after the battle, as can anyone who can keep Bob in sight while he runs. After the battle in the truck, the goons will try to slink away.

CAMPAIGN

KINGPIN. If the heroes fought in the Keesh Mall, the Kingpin gives them the location of Modok's secret base: an abandoned warehouse in Upper Manhattan. He thanks them for ridding him of his competition.

MAN IN THE BLACK BERET. If the heroes follow Bob to Modok's secret base, they know that it is inside an abandoned warehouse in Upper Manhattan.

The Kingpin will deny stealing the truck, but thanks the heroes for the opportunity.

AFTERMATH

Healing: The heroes can heal an amount of Health equal to their Endurance at the end of this chapter.

Table 5: KING OF THE JUNGLE Karma

Find Modok's lair through Bob	+50
Agreeing to help Kingpin	-10
Stopping the Flying Tigers	+15
Each Flying Tiger captured	+10



Chapter 5:

A HARD TASKMASTER

BATTLE

With instructions, finding the warehouse is easy for the heroes. Any villains (except the Punisher) that have escaped from previous combat are here. However, they do not appear until the next chapter.

WAREHOUSE. The warehouse is a miniature fortress. The walls and ceiling are reinforced with vibranium steel, a Monstrous material. There are a number of doors, but all of them except one are fakes. The interior walls are regular steel, a Remarkable material.

There are 32 minions stationed in the building. Four times a day, groups of 8 men enter and leave the compound. Each group operates in six hour shifts. At any one time there is one shift on duty, one in training, one sleeping and one on leave. The shifts change at midnight, 6 a.m., noon, and 6 p.m.

1) THE GUARD STATION. Just inside the door is a guard station. Two guards sit behind the glass walls to check the identity of those who enter and leave. Each minion has an ID card he must show to enter or leave the compound.

The glass is bulletproof, an Excellent material. If the guards push a red button inside the station, a net falls and covers the area immediately in front of the door. The net is made of Remarkable material. The button also sounds an alarm throughout the first floor of the building.

2) THE BARRACKS. The minions

sleep in bunks here. There are always eight sleeping minions in this room. During shift changes sixteen minions are awake for half an hour. Minions are responsible for their guns and uniforms, stored here when they are off duty.

Modok's Minions

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

Health: 32

Unless specified, each minion has a stun gun which does Excellent damage and has a range of 5 areas. The gun is pistol-sized.

3) CYBER-SERGEANTS QUARTERS.

The elite leaders of the minions live here. They have bionic parts implanted in them to improve their abilities. As an added benefit, they never need to sleep. However, they do need to recharge for two hours once a day.

F	A	S	E	R	I	P
Ex	Ty	Ex	Ex	Fb	Fb	Pr

Health: 66

Each is linked to the main computer in room 5. They have a Reason of Remarkable when directed by the computer. The computer link allows them to communicate with each other mentally.

Each cyber-sergeant has a weapon instead of a left arm. Each is named after the special weapon he carries.

LASER: His is an Excellent strength laser beam that does damage on the slugfest table. It has a range of five areas.

BLADE: His is a Good strength whirling blade that does damage on the Hack & Slash table.

RIPPER: His is a bio-ray of Excellent power that ignores body armor and does damage on the Slugfest table. It has a range of 3 areas.

VIBRO: His is a vibrating ray of Excellent power that does damage on the Slugfest table. Against inorganic materials the ray does Incredible damage. It has a range of 3 areas.

When the heroes infiltrate the building, Blade is here recharging. The others are in different parts of the compound. Ripper is in room 4, the training hall. Vibro is in room 5, the control laboratory. Laser is in the observation room next to room 4. If called upon to fight, Blade can disconnect himself from the recharging device. He can only fight for five turns before his weapon is useless, since he is not fully charged.

4) THE TRAINING HALL. When the heroes enter this room, read the boxed passage below aloud. (Modify the description if this is an ambush.)

The room is like a gymnasium. The ceiling is two stories over your heads. The floor is smooth plated metal. At either end are two large machines flush against the walls. Each is oddly shaped with all sorts of bumps and knobs. There are eight men in uniform standing in the room. Close by is a strange-looking man, part human and part robot. His left arm is made of gleaming metal and looks an awful lot like a cannon.

The ceiling is laced with girders. It is easy to attach swing lines or hold onto them. The eight men are minions of Modok. They are just about to begin a lesson, and are all unarmed. Their floor instructor is Ripper. He orders the minions to attack immediately. As soon as Power Man is hit by someone, the computer figures out that he has body armor, and tells Ripper to concentrate on Power Man. As soon as a minion takes 25 points of damage he stops fighting and surrenders if retreat is not possible. These minions are not as dedicated as the cyber-sergeants.

Normally, Taskmaster and Laser are in the observation room in the corner of the training hall. This room controls all of the machinery in the training room. If the control panels take 30 points of damage or more, the training room stops working. The Taskmaster and Laser watch the fight in the training hall through the glass windows and the monitors. If an ambush has been readied, Taskmaster is in the observation room, while Laser, Ripper, and Vibro wait hidden behind raised sections of the floor with 16 minions. They attack if the heroes enter, while Taskmaster attempts to seal off the Danger Room with raised floor sections, trapping the heroes within.

Taskmaster and Laser only enter the fight if the heroes have almost defeated Ripper and the minions. Of course, if one of the heroes attacks them in the observation room, they join the fray immediately.

The training room is a simple version of the Danger Rooms of the X-Men and the Avengers. The four large machines in the room produce the hazards. Below is a list of the things the room can do. If one of the machines takes 30 points of damage it stops working. The effects are controlled by the Taskmaster while he is in the observation room. Each machine causes one effect per turn. If Taskmaster is not in the observation room, roll one die per machine per turn to determine the effect caused. Also roll randomly to determine the area of affect, where applicable.

Table 6: Danger Room Effects

- 1) **OBSTACLES.** Any floor area is raised up one story. This area is an obstacle to those on the floor, but also removes anyone in the area beyond the reach of the floor.
- 2) **STUN BEAMS.** The machine fires a ray at someone in the room. When the computer is in control, the target is the nearest person to the machine. It fires with an Agility of Remarkable and does Good damage. A successful hit, even if it does no damage, has a possibility to stun for 1 to 10 turns.
- 3) **TENTACLES.** Four metal arms rise out of one area of the floor and attempt to grapple everybody in the area. The arms have Remarkable strength.
- 4) **GAS.** A small nozzle appears in the floor of an area. Everybody in that area makes an Intuition FEAT roll to see the nozzle. On the next turn the nozzle sprays gas that fills the area for three turns. Breathing the gas requires an Endurance FEAT roll to avoid being stunned for 1 to 10 turns.
- 5-6) **PROJECTILES.** Each machine fires metal projectiles with Amazing agility for Good damage at the nearest person. The projectiles are rods, balls, cubes, and other blunt objects.
- 7) **ILLUSION.** A hologram of anything the controller desires appears in the training room. It is limited to no larger than one area. The hologram cannot affect anything. Daredevil does not see the illusion because it is made of light. The computer has a large memory of holographic images to use.
- 8-10) **NOTHING.** When the computer is in control and the effects are determined by die roll, nothing happens.

TASKMASTER'S TACTICS. The Taskmaster is a skilled fighter. He always uses his wits when he is fighting. If he can hurt someone from a distance, he will. For example, he might shoot or drop something on an opponent, or manually control the training room as described previously.

Of the heroes he is fighting, he has only seen two of them in action enough for his predictive powers to operate. He knows Daredevil and Iron Fist, but not the Black Widow or Power Man. He can predict the actions of Daredevil and Iron Fist, and tries to defeat them first. These two must always attack with two column shifts to the left.

The Taskmaster is ruthless, willing to sacrifice a minion or cyber-sergeant to save himself. While he prefers to take heroes alive, the Taskmaster will use his lethal weapons if capture becomes impossible, or escape is necessary.

Taskmaster always plans an escape

route. In this case, his plan is to dive down the gravity shaft in room 5. He therefore maneuvers to be near the doors to room 5, and if pressed, calls 8 more minions to cover his retreat.

5) THE CONTROL LABORATORY.

This room is full of machinery. The table against the wall is a complete electronics lab. The machinery against the wall is a sophisticated computer. It monitors the alarms and controls the cyber-sergeants.

If the computer takes 60 points of damage, the alarms and cyber-sergeants cease to function. The cyber-sergeants lose all will to fight, unless directly ordered by the Taskmaster, in which case they always lose initiative, moving after everybody else has.

Vibro is in this room. There are two armed minions here, one on each stool. They attack immediately if the heroes enter this room. Vibro sends a warning to the other cyber-sergeants through the computer link.

In one corner is a drop shaft five areas deep. Its antigravity allows gentle travel downwards at one area per round. The shaft leads to the sub-basement where Modok's control center is located. Taskmaster leaps into that shaft if he is pursued or losing a fight. Any remaining cyber-sergeants go with him. The minions are left to fight a delaying action against the heroes.

The door from this room into the hall is always locked. As he makes his retreat, Taskmaster locks the doors behind him to slow down the pursuit. The doors are made of Remarkable steel. None of the minions can unlock the doors.

IF THE HEROES NEED HELP. It is possible that the heroes can lose the fight with the Taskmaster. If this begins to happen, the Punisher suddenly enters the room and joins the fight. He goes for the weakest first, attacking minions, then cyber-sergeants, and lastly the Taskmaster. The Taskmaster has seen the Punisher fight many times, so his predictive and defense abilities work against him.

AFTERMATH

Healing: The heroes can recover up to their Endurance in Health at the end of this chapter.

Table 7: A HARD TASKMASTER Karma

Taskmaster defeated	+50
Each Cyber-Sergeant captured	+25
Each minion captured	+10
Taskmaster retreats down shaft	+20
The Punisher joins this battle	-20
Enter compound without raising the alarm	+10
Caught by ambush	-20



Chapter 6:

CORNERED PREY

BATTLE

Any villains that were not captured in earlier chapters appear with Modok in this chapter. This includes Cyber-Sergeants. The walls in this level are made of Remarkable material.

1) MODOK'S LABORATORY. In this room Modok conducts his experiments. The work bench along the wall is covered in electrical equipment. The cabinets have parts and tools for electrical work. In the corner is a large coffin-like chamber. This is an alteration chamber similar to the one that created Modok. Its controls are along the opposite wall.

Modok is trying to find a way to increase his mobility while retaining his massive intellect. The experiments have been unsuccessful. His test subjects are the prisoners in room 2.

2) PRISON. There are two men in the prison cell. One is a member of AIM that Modok's minions captured. He knows nothing about the nature of Modok's plans except that Modok wants to regain control of AIM. The prisoner will agree to help the heroes, but refuses to fight Modok directly.

The other prisoner is one of Modok's minions. He committed a minor offense and has been sentenced to become one of the alteration chamber subjects. He also agrees to help the heroes if they ask. However, he is looking for a way to get back into Modok's favor. At the first opportunity

he betrays the heroes.

Neither man has any possessions other than his clothes. Both have abilities equal to those of Modok's minions.

3) ENTRY HALL. This is an empty room. Stationed at each door is a minion armed with a rifle. They open fire as soon as any hero steps into the room. If the minions are in slugfest range they use their rifles to hit a hero rather than shooting him.

If Taskmaster escaped in the previous chapter, the minions are both standing by the door to room 5. They each have their weapons trained upon the entrance. They shoot at the first thing that moves in the entryway. For this first shot they have two column shifts to the right for agility. If the heroes enter the room without precautions, the minions get a shot off before the heroes can take any action. The heroes can easily avoid this by throwing something into the room to draw the first round of fire.

2 Minions

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

Health: 32

The rifles do 25 points of damage on the Slugfest table. Their range is 10 areas. Using a rifle as a club causes Good damage.

4) POWER GENERATORS. A low rumble can be heard from outside the room. When the heroes open the door read the boxed text below out loud.

The room is small and packed with machinery. The steady hum of turbines can be heard. Along the wall to the right is a panel full of dials, knobs and buttons. Cables and wires are strung everywhere.

The machines in this room provide the power for the whole building. If the control panel to the right of the door takes more than 25 points of damage, it is disabled. Without the control panel, all power in the building fails in 1d10+2 turns. If a machine takes 75 points of damage, it ceases to work. However, when the last blow is made, whatever is touching the generator takes Amazing electrical damage. As long as one generator functions, there is sufficient power for the building. Without power, the drop shaft and the machinery in room 5 stop working immediately.

5) THE CONTROL ROOM. This is where Modok monitors all of his operations and projects. When the heroes enter the room, read the boxed text below out loud.

The room is large with a high ceiling. High on each wall is a 40 foot wide screen. On the right hand wall the screen shows the S.H.I.E.L.D. Helicarrier floating over farmland. Small flying cars buzz around it. The left-hand screen has a view of a large army base. There are soaring mountains on all sides. Inside the base soldiers scurry about as twelve large missiles are being lowered into silos. The center screen shows an aerial view of Project Pegasus, a government establishment for the imprisoning of super-powered villains.

Three walls of the room have panels full of dials, knobs and buttons. Seated before the center screen are two men in uniform, pistols at their sides. They look up in astonishment as you enter.

Also in the room are any super villains that may have escaped in previous chapters. If the Taskmaster escaped in Chapter 5, he is here arguing with Modok. They are in any area (Judge's choice) between the door and the control panel marked with a star. Any other villains, including Cyber-Sergeants, that remain at large are in the room. Place them in any area that is not occupied by a hero.

The villains are surprised if Taskmaster failed to get down here to warn them. Otherwise the heroes roll for initiative as usual. The minions do not act on the first turn regardless of warning.

It is possible that the heroes could be defeated in this battle, especially if many super villains from previous chapters are here. If this begins to happen, the Punisher joins the battle, fighting the weakest of the enemy first and moving on to progressively stronger targets. At the end of the battle, the Punisher will attempt to escape as quietly as possible.

2 Minions

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

Health: 32

BLASTER PISTOLS: These pistols do Excellent damage and have a range of five areas.

MODOK'S TACTICS. He knows each of these heroes. Modok has total recall and a computer-like mind. He has absorbed all available information about all the heroes he can. Of the four, he concentrates on Power Man. He knows that Power Man is almost invulnerable to physical damage, but not to psychic bolts.

If any hero in Modok's area is holding an object, he uses his heat powers to make

the hero drop it. Since the ceiling is so high, Modok hovers one area above the floor. If any hero hangs from the hover-chair, Modok runs the chair into the nearest solid surface for Remarkable damage. Should his forces begin to lose the battle, he heads for the control panel (marked with a star) near the drop shaft. A signal from his hover-chair opens the panel like a garage door. Modok enters the drop shaft and triggers another special function of his hover-chair—blasting jets which propel him up the shaft and through a special section of the ceiling.

His hover-chair is equipped with a safety device. If Modok is stunned or falls unconscious his hover-chair orders the control panel marked with a star to open and automatically gets him out of the building. It is important that Modok escapes. He uses Karma if necessary.

TASKMASTER AND THE CYBER-SERGEANTS. They use the same tactics as in Chapter 5. In this room they fight to the finish. Taskmaster and the Cyber-Sergeants do not have a planned escape route and can be captured.

CAMPAIGN

If a control screen has not taken 25 or more points of damage, it is still usable. The heroes may attempt to get information out of it. The Black Widow has had some training in using AIM's computers. She gets one column shift to the right when using the control screens.

It takes two successful Reason FEAT rolls in a row to get information out of a screen. If an attempt fails, the self-destruct mechanism is armed. The screen clears and the words "10:00 minutes until self-destruct" appear. The heroes have 40 turns until the entire warehouse begins to melt down into a heap of slag. They can still attempt to get information, however. Damage amounting to 250 points to the entire console stops the countdown, but destroys the information. Below is the data that each screen holds.

LEFT SIDE. This is the screen that shows the picture of the army base. If the two Reason FEAT rolls are successful, the screen clears. Words appear on the screen detailing a plot involving a substitute missile. One of the missiles has been manually reset for Avengers Mansion. It holds a remote radio activation device. It takes three turns to read this information.

RIGHT SIDE. This is the screen that shows the S.H.I.E.L.D. helicarrier. If the two Reason FEAT rolls are successful, the screen clears. Words appear on the screen revealing the name and description of a spy. One of S.H.I.E.L.D.'s regional directors is an agent for Modok. His mission is to cause the helicarrier to detonate a nuclear warhead. If this happens, Con-

gress will disband S.H.I.E.L.D.. It takes two turns to read this information.

CENTER. This is the screen that shows an aerial view of Project Pegasus. If the two Reason FEAT rolls are successful, the screen clears. Words appear on the screen about another planned assault on the installation. Both AIM and Modok have tried this before. The key factor in the assault is the release of super-powered villains held there. It takes only one turn to read this information.

The heroes can turn the information over to any of several agencies. A few examples are the FBI, S.H.I.E.L.D., the Avengers, the Fantastic Four and the CIA. The local police can tell the heroes that they cannot act on this information. It should be given to a powerful national or international agency.

These three scenarios can be expanded into adventures of your own if you wish. Modok or AIM should be involved in all of them somehow. The details of the adventure are for you to design. If your heroes have more enthusiasm for exploring these possibilities than you as a Judge, simply have S.H.I.E.L.D. operatives ask for the information and assure the players that the problems are being dealt with.

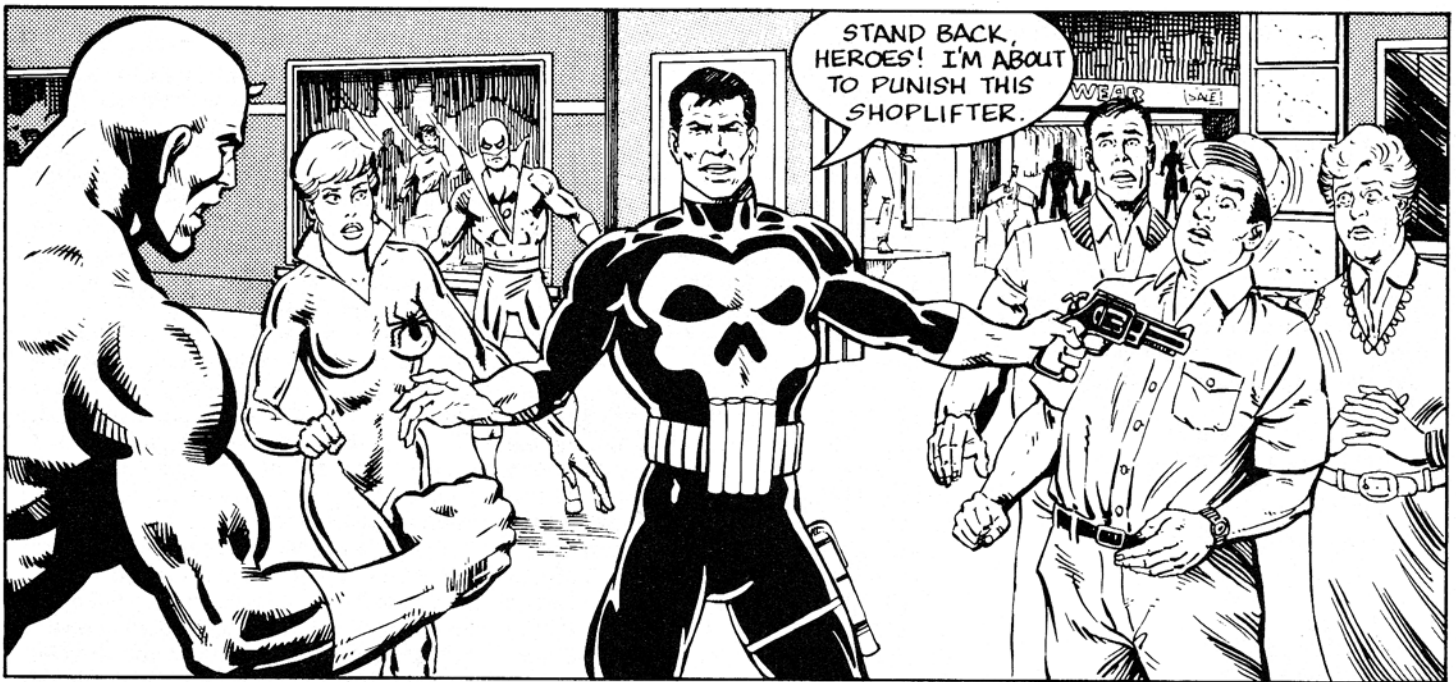
AFTERMATH

Healing: The heroes heal completely after this chapter.

Table 8: CORNERED PREY Karma

Taskmaster captured	+50
Modok captured	+100
Each cyber-sergeant captured	+20
Each minion captured	+10
Prisoners released	+10
Each plot reported	+10
Warehouse melts down	-25
Punisher arrested	+40
Punisher escapes	-30





Chapter 7:

IT'S ABOUT TIME...

CAMPAIGN

This chapter occurs a few days after the confrontation with Modok. The Punisher, if he was captured and turned in to the police, has recently escaped. Each hero has in this first section some personal business to finish up.

The hearing for Reggie is today. Make sure that Matt Murdock knows this. He can gain or lose Karma depending upon what he does about it.

Tell the Black Widow that a funeral for a friend is today. She worked with him while she was a member of S.H.I.E.L.D. He saved her life once.

Lenny Lambertson is threatening to sue Power Man and Iron Fist. He claims that the riot was their fault. Their lawyer Jeryn Hogarth says that Lenny might be persuaded not to sue if they go talk to him. Reducing their rate just this once might help, too. If they meet with Lenny, a successful Popularity roll makes Lenny change his mind. If they offer to cut their price by 10%, he decides not to sue.

After the heroes complete their individual tasks, the police want all the heroes to come down to the precinct and fill out forms. Each needs to swear out a complaint against all of the villains. Each villain has to be identified in a line-up. The heroes have to sign a variety of other forms designed to handle super heroes capturing super villains.

BATTLE

Just as all the heroes are finishing up their paperwork, the Punisher surfaces yet

again. When the heroes are putting their pencils down a police band radio nearby crackles "two-eleven in progress at Olsen's Five and Dime on 8th and Arthur. All units respond. The Punisher, believed to be armed, is reported on the scene."

If the heroes respond, start them on the corner of 6th and Arthur on the map that comes in the game box. The police have cordoned off the area. Patrol cars are along 7th and 9th from Garfield to Cleveland, and along Garfield and Cleveland from 7th to 9th.

The Punisher is inside the Olsen Five and Dime store. Once the heroes move inside the shop, turn the map over and use the Olsen Five and Dime section. Place the Punisher next to the back office. A man in a mask lies in a pool of blood. Read the following boxed text to the players.

The glass front of the store is in shards, pieces of glass everywhere. Bullet holes line the walls and shelves of the store. To one side stands the Punisher. He is calm but in a ready fighting position. No expression of emotion can be read on his face. At his feet is a man lying in a spreading pool of blood. His face is covered with a ski mask. There is a pistol in his still hand.

The Punisher's reaction to the heroes depends upon how well they worked with him against Modok. If they had no problems, he tells the heroes that he has just helped cleanse society. If the heroes

have captured him in the previous chapters, he attacks them immediately.

If the Punisher is forced to retreat, he goes through the back office and outside. Seeing the police at the end of the alley, he moves up the fire escape. From there he may go through a skylight into a different building or try to swing over to the roof of a different building.

Unless he has seen a hero perform a crime, the Punisher only uses his mercy bullets. If he has seen one of the heroes doing anything even slightly illegal, then he uses whichever weapon is most convenient.

POLICE. If the police can see the Punisher, they shoot at him if there are no heroes or police in the same area. The police don't want to risk hitting an innocent bystander or costumed hero.

AFTERMATH

Healing: the heroes are fully healed after this chapter.

Table 9: IT'S ABOUT TIME...Karma

Individual heroes:	
Matt talks to judge about Reggie	+5
Black Widow goes to funeral	+5
Heroes for Hire aren't sued	+5
Failure (per hero)	-5
All heroes:	
Punisher escapes	-50
Punisher captured	+50



KRAVEN THE HUNTER™

Sergei Kravin, hunter and criminal
altered human

Fighting: INCREDIBLE
Agility: REMARKABLE
Strength: REMARKABLE
Endurance: INCREDIBLE
Reason: EXCELLENT
Intuition: INCREDIBLE
Psyche: TYPICAL

Health: 140
Karma: 66
Resources: TYPICAL
Popularity: 33

Powers:

RUNNING. Kraven can run five areas a round for up to six rounds an hour. However, he must move all five in a straight line.

NERVE PUNCH. If Kraven gets a red result in a slugfest he has successfully applied a nerve punch. The nerve punch stuns for twice the normal number of rounds. The victim must make a yellow Endurance FEAT roll to avoid being stunned.

Talents: Kraven is one of the world's best animal trainers, specializing in big cats. He also knows chemistry and martial arts.

Background: Orphaned as a youth, Kraven drifted to Africa, where he learned to hunt and survive in the jungle. A witch doctor's potion enhanced his natural jungle abilities. Bored with big-game hunting, he came to America and battled Spider-Man. He has returned to the U.S. several times, seeking revenge for his defeats.

Kraven often fights with nets, darts, axes, spears, and similar weapons. He usually keeps knives and gas sprays hidden in his costume.



MODOK™

formerly George Tarleton, scientist
altered human

Fighting: FEEBLE
Agility: FEEBLE
Strength: POOR
Endurance: EXCELLENT
Reason: AMAZING
Intuition: GOOD
Psyche: AMAZING

Health: 30
Karma: 110
Resources: INCREDIBLE
Popularity: 2

Powers:

PSIONIC BLAST. He can project beams of Amazing energy up to two areas away. He uses his Psyche to determine hits rather than his Agility, using the Slugfest table.

HEAT. Modok can use his psychic energy to raise the temperature of any object in the same area he is in. Objects become too hot to hold without a successful Endurance FEAT roll. Heated people suffer Good damage.

FORCEFIELD. He can form a force field over the area he is in. The field provides Monstrous protection from energy but only Good protection from physical attacks.

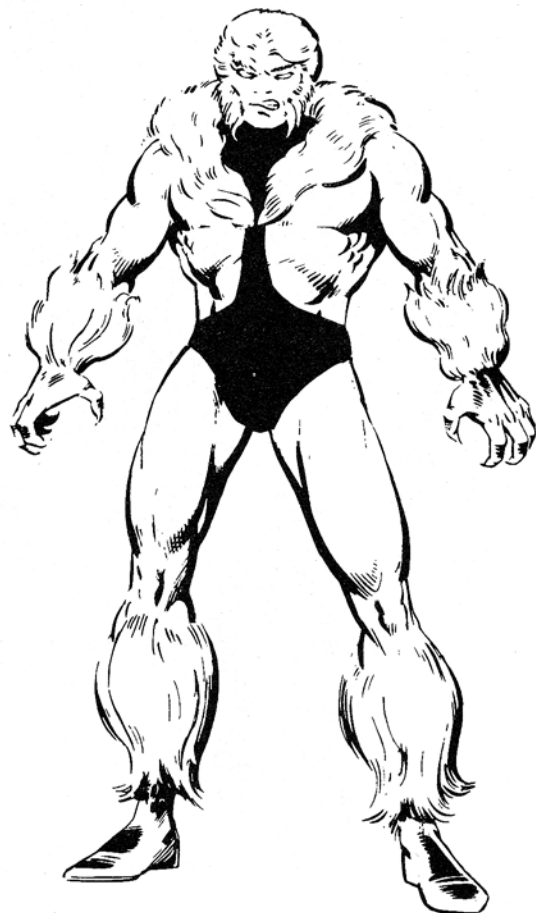
MINDSCAN. Modok can scan the mind of anybody within 5 miles and determine that person's identity. If the subject has a Psyche of Amazing or greater he gets a Psyche FEAT roll to prevent detection.

MULTITASKING. Modok can do any two of the following actions in one round: psionic blast, heat, force field, mind scan. The force field blocks the psionic blast.

HOVER-CHAIR. Without his hover-chair Modok cannot move. The chair is treated as a ground vehicle with Excellent control, Good speed, and Remarkable body. The chair can hover up to two areas above the ground. A called shot can hit an exposed part of Modok's body.

Talents: none.

Background: Tarleton was a scientist working for AIM when he was used as an experimental subject and changed into MODOK (Mental Organism Designed Only for Killing). He used his powers to seize control of AIM, but was forced out.



SABERTOOTH™

(real name unknown), assassin
origin unknown

Fighting: INCREDIBLE
Agility: REMARKABLE
Strength: EXCELLENT
Endurance: REMARKABLE
Reason: TYPICAL
Intuition: GOOD
Psyche: TYPICAL

Health: 120
Karma: 22
Resources: TYPICAL
Popularity: 4

Powers:

INFRAVISION. Sabertooth can see in the dark.

EXTRAORDINARY SENSES. Sabertooth has Amazing hearing, smell and taste. He can track a creature by making a FEAT roll once every half hour to see if he is still on the trail. He can identify a person by smell with a successful FEAT roll.

CLAWS. His claws are made of Incredible material. As an assassin he has used them to kill. His teeth work the same way his claws do and are made of the same material.

Talents: none.

Background: Little is known about Sabertooth. He is wanted in several countries, and has fought Iron Fist before. It is assumed that he is either a mutant or an altered human. He has no color vision, but sees the world in black and white.



VERMIN™

(real name unknown), wanderer
altered human

Fighting: REMARKABLE
Agility: EXCELLENT
Strength: EXCELLENT
Endurance: AMAZING
Reason: FEEBLE
Intuition: TYPICAL
Psyche: POOR

Health: 120
Karma: 12
Resources: FEEBLE
Popularity: 0

Powers:

CLAWS. His teeth and claws are razor sharp, so that he does Remarkable damage with them.

RUNNING. He can move 4 areas a round for as long as half an hour.

EXTRAORDINARY SENSES. His sense of smell is Amazing. He can detect the presense of a creature up to 2 areas away by smell alone.

ANIMAL COMMUNICATION/CONTROL. Vermin can communicate with and control rats and untrained dogs up to 2 miles away with Excellent skill.

Talents: none.

Background: Vermin was once an orphan, kidnapped by Arnim Zola who genetically transformed him into a human rodent. Eventually Vermin escaped from Zola and Baron Zemo. He is intelligent, but entirely animalistic.



TASKMASTER™

(real name unknown), criminal
origin unknown

Fighting: AMAZING
Agility: AMAZING
Strength: EXCELLENT
Endurance: REMARKABLE
Reason: GOOD
Intuition: INCREDIBLE
Psyche: TYPICAL

Health: 150
Karma: 56
Resources: GOOD
Popularity: 30

Powers:

PHOTOGRAPHIC REFLEXES. If the Taskmaster sees someone do something, he gains the ability to do it. He has studied Spider-Man, Captain America, Iron Fist, Daredevil, Tigra, the Punisher, and El Aguila. Because he is only human, his fighting, agility, strength, and endurance currently are at their peak.

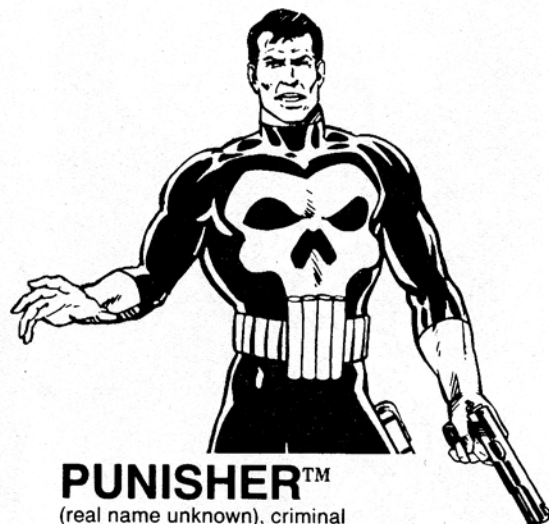
PREDICTION ABILITY. The Taskmaster can predict the actions of anyone he has studied by making an Intuition FEAT roll for each opponent. If the roll succeeds, the heroes whose actions he predicted must announce their actions first that round.

Any hero whom the Taskmaster has studied must take two column shifts to the left when fighting the Taskmaster. If the Taskmaster is surprised, this does not apply.

Equipment: The Taskmaster carries a steel alloy throwing shield, a bow with special arrows, a steel alloy sword, a multi-purpose billy club, and a .45-caliber automatic pistol. He also has a variety of common items, such as magnesium flares.

Talents: The Taskmaster is a marksman, weapon master, martial artist, wrestler, and pilot. With his photographic reflexes, he can pick up any other talents he observes.

Background: The Taskmaster began his adult life as a trainer for other criminals, but his training centers were discovered and closed down.



PUNISHER™

(real name unknown), criminal
hi-tech wonder

Fighting: AMAZING
Agility: EXCELLENT
Strength: GOOD
Endurance: EXCELLENT
Reason: TYPICAL
Intuition: EXCELLENT
Psyche: TYPICAL

Health: 100
Karma: 32
Resources: POOR
Popularity: 7

Powers:

Talents: As a commando, he learned marksmanship, martial arts, wrestling, and SCUBA diving (which allows him to fight underwater without a column shift to the left).

Equipment:

GUNS. Punisher has a wide variety of guns: M16 assault rifle: 10 shots, range 7, damage 20
Mark 6 submachine gun: 10 shots, range 5, damage 25
Browning auto-rifle: 14 shots, range 3, damage 10
Pistol: 8 shots, range 3, damage 6
Derringer: 4 shots, range 2, damage 4
His usual assortment is the Browning in a hip holster, the derringer (a very small pistol) hidden and the pistol in an ankle holster. He carries the M16 or Mark 6 in his hands or slung over his shoulder.

At his choice, any of his guns can be loaded with mercy bullets. These are slugfest weapons rather than shooting & throwing weapons.

GRENADES. Punisher carries four high-explosive grenades and four tear gas grenades. Tear gas forces the victim to make an Endurance FEAT roll or be stunned. It reduces Intuition (eyesight only) by three ranks for 1-10 rounds.

KNIFE. When wielding his knife, Punisher is considered to have claws.

VAN. Punisher has a battle van which is not described here. It never appears in this module. See the Marvel Universe for details.

Background: Punisher is a former Marine Corps captain and combat veteran. Seeing his family murdered by gangsters drove him insane, and he now considers it his duty to punish all crimes.



IRON FIST™

Daniel Rand, detective
Altered Human

Fighting: INCREDIBLE
Agility: REMARKABLE
Strength: GOOD
Endurance: EXCELLENT
Reason: GOOD
Intuition: INCREDIBLE
Psyche: AMAZING

Health: 100
Karma: 100
Resources: POOR
Popularity: 20

Powers:

IRON FIST: Once per day Daniel can channel his psychic force into his hand for one devastating punch of Incredible power. He must spend one turn concentrating without interruption to do this. He can only maintain the Iron Fist for three turns or until he connects with his punch, whichever comes first. The turn he delivers the Iron Fist punch, Daniel must make a red Endurance FEAT roll or be stunned for 1-10 turns.

CHI: Daniel Rand can channel his psychic energy into any of his FASE abilities. The result is that one ability is raised one rank. It takes him one turn of concentration to do this. The effect lasts for ten turns after which he loses 25 health points from exhaustion.

Important People: Both of Iron Fist's parents are dead. He is close friends with Misty Knight, Luke Cage, and Power Man. He still harbors good feelings for the monks of K'un-Lun.

Background: Daniel's parents both died in Tibet. The monks of K'un-Lun adopted him and trained him as a fighter. In a test of his skill he won the ability of the Iron Fist. He turned down the monks' offer to live in K'un-Lun and returned to the States to avenge his parents' death. Eventually he met Luke Cage and they established the Heroes for Hire detective agency.



BLACK WIDOW™

Natasha Romanova, former Russian spy
hi-tech wonder

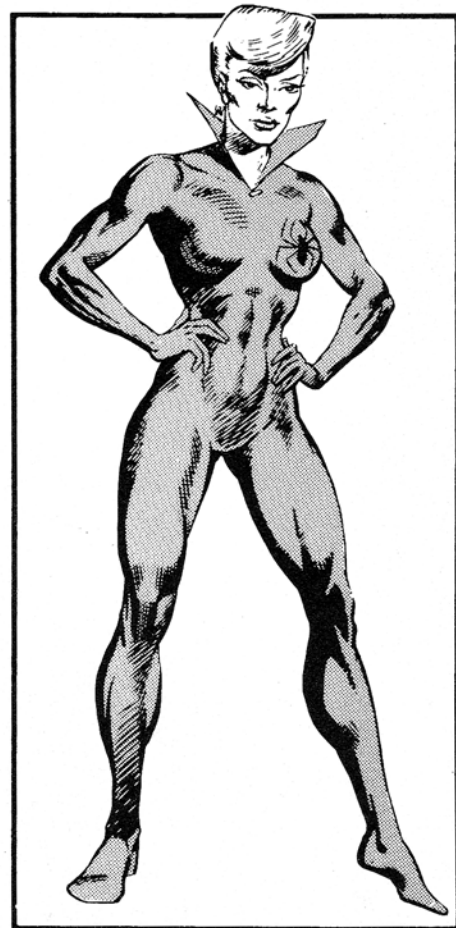
Fighting: INCREDIBLE
Agility: REMARKABLE
Strength: GOOD
Endurance: EXCELLENT
Reason: GOOD
Intuition: INCREDIBLE
Psyche: GOOD

Health: 100
Karma: 60
Resources: TYPICAL
Popularity: 30

Powers:

WRIST BRACELETS. Black Widow wears wrist bracelets that are capable of emitting a high-frequency electrostatic charge. This charge does Excellent damage as an electrical distance weapon. Black Widow can hit any target up to one area away with this weapon, which she refers to as her "widow's bite."

One of the cartridges on Black Widow's wrist bracelets contains a 100-foot-long hooked wire.



She can use this "widow's line" to swing through up to four areas in one turn.

Other cartridges on Black Widow's wrist bracelets contain a radio transmitter/receiver and several tear-gas pellets. One tear-gas pellet fills one area with gas. Anyone who inhales the gas must make an Endurance FEAT roll before he can perform any action in a turn.

BELT: Black Widow occasionally wears a belt made of metal disks. Each disk holds a plastic explosive that does Remarkable damage to whatever it hits and Good damage to anything else in the same area. Use the grenade rules (Campaign Book, p. 17) when Black Widow uses these disks.

SUCTION CUPS: Black Widow's uniform contains electrostatically charged suction cups on the feet and hands. These molecule-sized cups allow Black Widow to climb walls and stick to ceilings with Remarkable skill.

Talents: Martial arts.

Important People: Black Widow was once a S.H.I.E.L.D. agent, so she has many friends in that organization. She was also Daredevil's partner for a time. Black Widow has many friends and relatives still living in Russia.

Background: When her husband died while testing a new jet plane, Natasha enlisted in the KGB (the Russian espionage agency). She was trained in the martial arts and in espionage. Her first assignment was to infiltrate Stark Industries. It was during this assignment that Natasha defected. After leaving S.H.I.E.L.D., she joined the Avengers.

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