

**MARVEL**  
*SUPERHEROES*™

**AVENGERS**  
**ARCHIVES**  
Official Game Accessory

**The Watcher's™ Chronicle**

## INTRODUCTION

"There are worlds and whole universes far beyond that in which the kind reader currently resides. I know this for a fact as I am Uatu the Watcher and I am an observer of such realities. My main purview is what you know as the MARVEL UNIVERSE in all its diverse wonders.

"The changes wrought by time are more startling than initially conceivable, but all will be explained. I have seen this seemingly insignificant planet rife with Celestial activity far beyond any within this quadrant of the galaxy. I have witnessed the rise of Eternals and Deviants far more powerful than any others, and noticed with interest the visitations of the extraterrestrial Kree and their gestation of those who would later be called Inhumans. Human civilizations rose and fell, as did the Deviant civilization on Lemuria and the human on Atlantis in the second coming of the Celestials. This azure planet attained the great interest of the Watchers before its native human population discovered the most rudimentary forms of writing.

"All this I have observed and more, as I peered into alternate timelines, where the smallest event can change an entire reality. Throughout the history of the mortal heroes called Avengers, small events have become part of legend. The mere passage of the emerald behemoth known as the Hulk over a western railroad and his manipulation by Loki ultimately gave birth to the mightiest team of heroes on Earth—the Avengers!

"A temper tantrum of the Sub-Mariner led to the rebirth of the living legend of Captain America! In the search for errors in his artificially intelligent robot, Henry Pym gave birth to the great danger called Ultron! All these small events led to greater legends and acts of heroism unparalleled. Read on, for here are the epics kept on those who respond to a call heard from Earth's core to the halls of Asgard: 'AVENGERS ASSEMBLE!'"



"This is Captain America, and this is our basic orientation booklet for all new Avengers. Everything within this book is information to acclimate new members to their new role in their upcoming tours of duty with the team.

"Only after passing all the security and background checks do applicants receive a Communicard and this booklet to read. The first topic is the Avengers' place among the varied power groups on Earth, especially contacts and involvement with other superhuman crime-fighting groups. Next are the Charter and By-Laws. Read them carefully. The Chairbeing and fellow Avengers will answer any questions about operating procedures. This also booklet contains the current membership roster as well as some excerpts from the files of the active membership of the Avengers. The last piece of instructional material describes the various villains the Avengers have faced in the past. We Avengers have found a need to keep all our members updated on the tactics and tricks of villains we encounter, as they tend to return, often spoiling for a fight. With this information, newer members benefit from the wealth of experience the Avengers membership holds. Finally, we have included a personal piece from the only person to have stayed with the team from Day One, Edwin Jarvis. Though the membership is constantly changing and new and old Avengers come and go, this man is the only one of us who truly cannot be replaced.

"I wish good luck to all new Avengers, and may they find the steadfast camaraderie and loyalty that I have among fellow Avengers. This is a unique collection of beings, and one that all of us are proud to be a part of. Keep 'em Flying!"

# THE SUPERHUMAN COMMUNITY

"In the time since I was revived, there has been no greater collection of heroes and friends than the Avengers. Over the years, I have attempted to mold the Avengers into the most efficient superhuman peace-keeping force in the world. During these times, we have come into contact with many of Earth's other superhumans, whether as friend or foe. The following file is a list of the superhuman community in their particular groups and how the Avengers work with them or against them for the benefit of the entire planet. Captain America signing off."

## American Superhero Teams

### Avengers East Coast (Recording)

**Current Active Roster:** Black Knight, Black Widow, Crystal, Hercules, Sersi, Thor II, Vision

**Current Reserve Roster:** Captain America, Captain Marvel, Dr. Druid, Falcon, She-Hulk, Spider-Man

**Current Leadership:** Black Widow

**Mission/Objective:** See Avengers Charter and By-Laws, Section One, Paragraph D

### Avengers West Coast

**Current Active Roster:** Hawkeye, Iron Man, Living Lightning, Scarlet Witch, Spider-Woman, U.S. Agent, Wonder Man

**Current Reserve Roster:** Dr. Pym, Firebird, Hellcat, Human Torch I, Machine Man, Mockingbird, Tigra, Wasp

**Current Leadership:** Scarlet Witch

**Mission/Objective:** See Avengers Charter and By-Laws, Section One, Paragraph D

**Status with Avengers:** (ALLY) As our sister team in California, this team is very closely linked with the East Coast Avengers team. Relations are very friendly, though contacts have been strained because of extremist actions during Operation Galactic Storm.

## Earth Force

**Current Active Roster:** Earthlord, Skyhawk, Wind Warrior

**Current Leadership:** Skyhawk

**Mission/Objective:** Currently unfocused but altruistic; original objective was to kill Hogun the Grim for the Egyptian god Seth.

**Status with Avengers:** (NEUTRAL)

When Earth Force was last encountered by the Avengers, they had broken from Seth's control and had sided with Thor, Odin, and the Black Knight to stop Seth's legions from invading Asgard. Their selfless sacrifices of their lives were repaid by the Egyptian pantheon who restored their lives as well as their powers. The trio has not been active in recent months, but can be considered friendly contacts, especially if in touch with the Black Knight or Thor I.

## Fantastic Four

**Current Active Roster:** Human Torch, Invisible Woman, Mister Fantastic, Thing

**Current Leadership:** Mister Fantastic

**Mission/Objective:** To safeguard the world from any threat beyond the power of local and conventional forces and to perform scientific research and provide technology for the betterment of Earth's populace

**Status with Avengers:** (ALLY) Reed, Sue, Ben, and Johnny have been steadfast allies of the Avengers from the beginning. As well sharing an information net and database on all native superhuman and alien beings, Fantastic Four Inc. has a reciprocal agreement with the Avengers to provide access to their equipment and headquarters. There are many strong friendships between members of the Avengers and the Fantastic Four.

## Great Lakes Avengers

**Current Active Roster:** Big Bertha, Dinah Soar, Doorman, Flat Man, Mister Immortal, Mockingbird

**Current Leadership:** Mockingbird with Mister Immortal

**Mission/Objective:** They unofficially adhere to the Avengers Charter and By-Laws, specifically Section One, Paragraph D

**Status with Avengers:** (NEUTRAL/ALLY)

These five heroes, until they were joined by Mockingbird (and Hawkeye, for a brief time), were neophyte heroes in Milwaukee, Wisconsin who called themselves Avengers without authorization. They still operate under this title without proper approval, but local reports of their exploits sound promising. Their exemplary actions also aided a number of enthralled Avengers against That Which Endures, an alien parasitic being. Though they are still novice heroes, the Great Lakes Avengers can be counted on as friendly contacts and potential Reservists should the need arise.

## New Warriors


**Current Active Roster:** Firestar, Namorita, Nova, Rage, Silhouette, Speedball

**Current Leadership:** Namorita

**Mission/Objective:** To safeguard the public good and "to wage a war against crime and those who practice it"

**Status with Avengers:** (NEUTRAL)

Though their ranks contain a former Avenger, this group of young heroes is of uncertain status with the team. Though we applaud their zeal and their stance against crime, we cannot as an organization condone their "anything to get the job done" altitude. Rage personally abused his Avengers training privileges to allow the Warriors access to a Quinjet.



Rage's status with the Avengers was used to deceive Kampuchean officials and the Quinjet was eventually stolen by four known criminals.

This next generation of heroes contains much potential, but there is a need for something more among these powered youths. Captain America spotted that in Vance Astrovik aka Marvel Boy. This belief was shattered by the boy's conviction for manslaughter. For all their promise, these heroes need focus, tempering, and some hard lessons in restraint and morality.

#### **Squadron Supreme**

**Current Active Roster:** Doctor Spectrum, Haywire, Hyperion, Lady Lark, Moonglow (Arcanna), Power Princess, Shape, Whizzer

**Current Leadership:** Hyperion and Power Princess (Co-leaders)

**Mission/Objective:** Awaiting contact with Arcanna's son on our Earth so they can return to their home dimension. Standard mission usually equivalent to Avengers' when on their own Earth, though for one year, the Squadron acted as planetary rulers.

**Status with Avengers:** (ALLY) Though their primary contact during their current stay on Earth has been Quasar, the Squadron and the Avengers are old allies. The Avengers hope they can count on the Squadron in times of need for the length of their stay on our Earth. Shape and Haywire are new members of the Squadron who are unknown to most Avengers, though they have proven themselves with their teammates.

#### **X-Factor**

**Current Active Roster:** Havok, Multiple Man, Polaris, Quicksilver, Strong Guy, Wolfsbane, Valerie Cooper (Government liaison)

**Current Leadership:** Valerie Cooper with Havok

**Mission/Objective:** To act as a U.S. government superhuman task force to be used to safeguard the interests of the United States government in situations beyond the control of conventional forces

**Status with Avengers:** (NEUTRAL) With the exception of Pietro, none of the X-Factor members have had much contact with the Avengers. Initial contacts with the group have been positive, accentuated by the presence of a former Avenger within their ranks. The Avengers' dealings with the previous government strike force (Freedom Force) were often confrontational if not hostile. It is hoped that X-Factor and the Avengers can maintain a healthy, friendly dialogue between our groups. Much of this shall depend on the government not sending their team on assignments that run counter to the Avengers' methods and beliefs.

#### **X-Force**

**Current Active Roster:** Boom Boom, Cable, Cannonball, Feral, Rictor, Shatterstar, Stryn, Sunspot, Warpath; Cable and Domino are of unknown status

**Current Leadership:** Cannonball

**Mission/Objective:** To protect mutants' rights and prepare them against the coming war against humanity

**Status with Avengers:** (UNFRIENDLY) This all-mutant paramilitary strike force is barely above some of the morals of the Avengers' standard enemies. Various government agencies are attempting to apprehend the group because of the shadier

tactics and actions of the group's leader, a mysterious mutant known as Cable. Boom Boom and Cannonball have had minor contacts with the Avengers when they were students of Charles Xavier, but these contacts are severely strained because of their association with a wanted criminal.

#### **X-Men**

**Current Active Roster:** Blue Strike Force: Beast, Cyclops, Gambit, Psylocke, Rogue, Wolverine; Gold Strike Force: Archangel, Bishop, Colossus, Jean Grey, Iceman, Storm

**Current Leadership:** Professor Charles Xavier (Team leader), Cyclops and Storm (Strike Force leaders)

**Mission/Objective:** To train mutants in the use of their superhuman powers and to safeguard humanity from attacks by superhuman "evil" or criminal mutants and other threats too great to be fought by conventional forces

**Status with Avengers:** (ALLY) The Avengers' relations with the X-Men are greatly improved now, with the X-Men's criminal status in the United States rescinded because of their recent aid versus Magneto and Asteroid M. We have recently had contact with them regarding the safety of Lanae, Pietro and Crystal's daughter and granddaughter of Magneto, from mutant radicals. The two teams also plan to exchange information on superhuman and mutant criminals. Despite the Avengers' expertise, Charles Xavier and his students have a greater wealth of information on genetic mutation than anyone else on Earth. We all hope this alliance remains strong for the future.

## Foreign Superhero Teams

### Alpha Flight

**Current Active Roster:** Core Alpha:

Aurora, Guardian, Northstar, Sasquatch, Weapon Omega; Support team: Puck, Shaman, Windshear; Beta Flight: Gobyln, Mannikin, Persuasion, Talisman, Witchfire

**Current Leadership:** Guardian

**Mission/Objective:** To safeguard Canada and her provinces from threats too powerful for conventional forces

**Status with Avengers:** (ALLY) Alpha's relations with the Avengers are primarily through the shared information net with the Fantastic Four. It is beneficial that government-supported super teams be kept up to date on the activities of superhumans. Alpha's strongest connection with the Avengers is also one of our most tragic. Marrina, one of the few Avengers to die, was a member of Alpha Flight and our team.

### Excalibur

**Current Active Roster:** Captain Britain,

Cerise, Meggan, Nightcrawler, Shadowcat; Feron, Kylun, and Phoenix are on leave or reserve duties.

**Current Leadership:** Nightcrawler

**Mission/Objective:** To safeguard England, Great Britain (and the world) from threats too powerful for conventional forces and to investigate events as requested by her Majesty's W.H.O. bureau (Weird Happenings Organization)

**Status with Avengers:** (ALLY) With the

exception of the former X-Men members (Nightcrawler and Shadowcat), this branch of the Avengers has had no contact with this Britain-based superteam. Our west coast contingent has teamed up with them against Dr. Doom. The camaraderie between the two teams seems promising. Their two latest members, Cerise and Kylun, are unknown, though the confidence placed in them by the Excalibur members and the British people implies their trustworthiness. With the Avengers' new international status, it would be beneficial to increase contact with these heroes if our aid is needed in Europe or the continent.

### Silver Sable and Outlaws

**Current Active Roster:** Prowler, Rocket Racer, Sandman, Silver Sable, Will O' The Wisp

**Current Leadership:** Silver Sable

**Mission/Objective:** Mercenary activities deemed too dangerous or beyond the abilities of Sable's Wild Pack

**Status with Avengers:**

(NEUTRAL/UNFRIENDLY) Our only contact with the members of this group was through the Sandman, once a Reserve Avenger. Because of a minor misunderstanding, the Sandman left the Avengers and soon linked up with his former employer, Silver Sable. The criminal backgrounds of many of this team's members, whether pardoned or not, makes the prospect of working with this mercenary force in any way other than temporary quite dubious.

## Independents

### Hulk

**Current Allies:** Betty Banner, Marlo Chandler, Rick Jones, Pantheon

**Mission/Objective:** To pay reparations to the world for all the destruction caused by the Hulk before his current incarnation

**Status with Avengers:** (NEUTRAL)

Though Bruce Banner has been close friends with many of the scientific minds of the Avengers for years, as well as being a founding member of the team, his current personality bears a grudge against the Avengers for their many clashes and their inability to accept him on various occasions. The Hulk had been offered Avengers membership after his pardon a few years ago, though he refused at the time. Bruce's current personality, while less volatile than it has been in the past, contains more than enough aggressiveness and power to prevent his effective participation within this team situation on a regular basis. His current affiliation with the mysterious Pantheon is also grounds for concern. The Pantheon has a reputation for entering situations and escalating them with their presence. They sometimes draw enough attention (such as their recent incursion into Trans-Sabal) to cause more damage than there was to begin with. The team is also notorious for "acting in the best interests of the human race" regardless of the wishes of the local governments and their people. The power of the Hulk within an organization like this is a powderkeg waiting to explode.

## AVENGERS CHARTER and BY-LAWS

"So you want to be Avengers, huh? Well, take it from ol' Hawkeye here, it's a lot tougher now than when I joined up as part of 'Cap's Kooky Quartet.' Well, um, I don't mean that it was easy for me. It's just more folks are around these days and security risks have to be watched and we can't accept every hero off the street anymore. Wait, uh, help me out, Mockingbird"

"What my tongue-tied husband is trying to say is that the Avengers now operate on a global scale and, as special members of the UN peace-keeping forces, all the regulations involved must be strictly adhered to. Give the Charter and By-Laws a read and this will give you some idea of what's involved in becoming a member of the world's premier peacekeeping force."

### Team Charter

The Avengers' team charter was first established by Ant-Man, the Hulk, Iron Man, Thor, and the Wasp at the soon-to-be-called Avengers Mansion. The charter was created to be an open-ended document, easily modified by a majority of the membership.

Numerous changes to this charter were made over the years to accommodate a more stable leadership (as opposed to a weekly or monthly leadership change), government sponsorship (first by the United States and later by the United Nations), and other various inquiries. The most recent changes to the charter involved the new unified organization of the Avengers and the team's sponsorship by the United Nations. While still exclusively based within the United States, the Avengers now truly have heroes for the world. Though there are currently only two Avengers teams, both located within the United States, there are hopes of establishing other Avengers branches within the borders of other member nations of the UN General Assembly.



### Articles and By-Laws BE IT KNOWN

That we, the Avengers, have banded together to protect and safeguard the planet Earth, its inhabitants and resources, from any and all threats, terrestrial or otherwise, which might prove to be beyond the power of conventional forces to handle.

That we shall tolerate no interference in the growth of humanity in meeting its rightful destiny.

That we dedicate ourselves to the establishment, growth, and preservation of peace, liberty, equality, and justice under law.

This is our solemn oath.

### ARTICLE ONE: ORGANIZATION

The Avengers are hereby chartered as a non-profit organization under the laws as set down by the United States of America; said organization being recognized and fully sanctioned as a peace-keeping force by the National Security Council of the United States of America, by the United Nations and the United Nations Security Council, and by the Strategic Hazard Intervention, Espionage, and Logistics Directorate (S.H.I.E.L.D.).

### ARTICLE TWO: JURISDICTION

In accordance with the tenets of national and international laws, The Avengers, acting individually or as a group, are herein authorized to function in all lands, territories, or protectorates of the United States and any member nations affiliated with the United Nations.

### ARTICLE THREE: FUNDING

As a non-profit organization, the Avengers shall be funded chiefly by private grants. Major funding for the activities of the Avengers, for their headquarters, transportation, and equipment, shall be provided by a grant from the Maria Stark Foundation (Anthony Stark, Director), with additional funding provided by the United Nations. These grants are accepted by the Avengers with the understanding that the Foundation and the United Nations shall have no say in Avengers operations or in the deployment of funds within the Avengers organization.

### ARTICLE FOUR: OPERATIONS

The day-to-day operations of the Avengers shall be governed by a set of by-laws as put forth by the founding members.

IN WITNESS of this charter, we founding members have hereunto subscribed our names.

Iron Man  
Thor  
Wasp  
Ant-Man  
Hulk



### AVENGERS BY-LAWS

#### Section One: Policy and Operations

A. All Avengers shall, at all times, endeavor to adhere to the principles of the Avengers Charter and follow the rules and regulations of these by-laws.

1. The by-laws may be amended, when deemed necessary, by the active members of the Avengers. Amendments may be proposed by any active Avenger. Amendments shall become a binding part of these by-laws upon approval by two-thirds of the active membership.

B. No Avenger shall be required to surrender knowledge of his or her civilian identity or personal affairs to the membership at large or to any agents of member nations of the United Nations General Assembly and Security Council.

C. Avengers shall be entitled to special priority government security clearances in all member nations of the United Nations General Assembly, as approved by the United Nations Security Council.

D. The Avengers are organized as a special unit of the United Nations peace-keeping forces, assignable only to cosmic, extraterrestrial, extra-dimensional, occult, subterranean, sub-oceanic menaces, invasions, limited incursions, infestations, and enchantments not instigated, abetted, or sanctioned by a current member nation.

1. The general membership of the Avengers can, by a two-thirds vote, establish a new branch team of active Avengers in addition to a team based at the Avengers central headquarters (See Paragraph E).
  - a. Each Avengers team shall be led by an individual Chairbeing duly elected from its active membership.

- b. Each Avengers branch team shall have the primary responsibility of safeguarding an established territory over another active Avengers team. These areas shall have defined geographical boundaries to mark each team's jurisdiction.
- c. Each team shall have an established base of operations for the storage of classified documents and equipment, and for use as a place of assembly for regular meetings. Quarters will be provided for any members at said base.

E. The Avengers shall establish a base to serve as a central headquarters for the general membership. This base shall also serve as the primary headquarters for a team of active Avengers.

F. The Avengers general membership, as one whole unit, shall be led by a duly elected Chief Executive. The duties of this Executive are to organize all activities of a business and/or legislative nature for the general membership.

1. The post of Chief Executive shall be filled by any active member who has fulfilled an active term of duty of no less than two years (See Section Two: Membership).
2. The Chief Executive shall serve for a term of six months. There shall be no limit placed on the number of consecutive terms an executive may serve.
3. The Chief Executive acts as the primary liaison for the Avengers to the United Nations General Assembly and the United Nations Security Council. The Chief Executive is also the primary representative of the Avengers to all terrestrial, extraterrestrial, and extradimensional heads of state.

4. The Chief Executive has the power to call special meetings of the general membership as he/she/it sees fit.
5. The Chief Executive shall also serve as the Chairbeing of the central branch of the Avengers, so signified by the primary team in attendance at the Avengers central headquarters.
6. The Chief Executive shall preside over any disciplinary tribunal at the request of a Chairbeing and a disciplinary board of inquiry (See Section Two, Paragraph G).
7. The Chief Executive shall oversee the establishment of any additional Avengers branch teams and their headquarters. The Chief Executive appoints an interim Chairbeing for the new branch until the election of a Chairbeing from the new team's active membership (See Paragraph E).

E. Each Avengers branch shall be led by a duly elected Chairbeing. It shall be the duty of this leader to coordinate all Avenger branch team activities, whether business or tactical in nature.

1. The position of Chairbeing shall be open to any active members who have passed their probationary period (See Section Two).
2. The Chairbeing shall serve for a term of six months. There shall be no limit to the number of successive terms a leader may serve.
3. It shall be the privilege of the Chairbeing to determine the format of meetings and to call special meetings as the Chair sees fit.
4. The Chairbeing shall be empowered to hire and oversee any staff necessary for the proper operation of the team headquarters and all Avengers team equipment.

5. In the event of the absence, incapacity, or resignation of the Chairbeing, an interim leader shall be chosen by a two-thirds vote of the active team membership.

### **Section Two: Membership**

A. Recognizing that the membership of the Avengers may be subject to and, indeed, might profit from change, procedures for the admission of members shall be set forth.

B. Candidates for membership must be legal adults, possessing at least one ability, power, skill, or talent which is deemed valuable by a majority of the active team membership.

1. Membership shall not be denied on account of race, creed, color, sex, or condition of birth or origin.
2. Membership candidates must be nominated by one active member in good standing at a regular or special meeting. Election for membership must be held within one week of nomination and be attended by a simple majority of active team members. A two-thirds vote is necessary for election to Avengers membership.
3. Newly-elected Avengers shall serve a probationary period of not less than 30 days.
  - a. During the probationary period, the United Nations Security Council, as well as the new Avenger's home country, shall make an investigation of the new Avenger's public record in order to determine approval for full security clearance.
  - b. While on probation, the new Avenger shall have limited access to Avengers facilities and records.

- c. At the end of probation, the new Avenger shall assume full active status, unless objections are raised by any active team member or by the United Nations Security Council.

C. The Avengers shall select new members whenever the Chairbeing or two-thirds of the active membership determines that the ranks are not at optimal strength, or when there is a vacancy in the ranks.

1. The Chairbeing has the power to limit the number of active members in their respective teams.

D. Active, or primary, Avengers shall be the designation given to those Avengers who are full-time members.

1. Active Avengers shall be required to log all individual cases into the main computer file, so that the entire membership may benefit from the individual's experience.
2. Active Avengers shall be required to attend all regular business meetings. Members who miss more than one meeting per month without submitting an acceptable excuse may face suspension and demotion to Reserve status for a period to be determined by the Chairbeing and a consensus of the other active members (See Paragraph G).
3. Active Avengers shall be issued an Avengers Communicard.
  - a. Active members shall be required to answer all emergency calls. If unable to respond, an active member must contact the Chairbeing at the earliest opportunity to explain the absence.



- b. Active members, if unable to respond personally to an emergency call, can contact and activate their reserve substitute Avenger to respond to the call in their stead (See Paragraph E).
- c. Active members who miss an emergency call without good reason and without activating their substitute may be subject to disciplinary action.
- 4. Active Avengers shall be expected to cooperate with other law enforcement agencies. Although granted certain privileges and legal immunities by the Avengers priority clearance, no Avenger shall be above the law.
- 5. Active Avengers shall be paid a stipend of one thousand dollars (\$1,000) per week. Members may choose not to accept their stipends, in which case the money is placed in their retirement fund.
  - a. Active members shall be entitled to free medical and life insurance benefits.
  - b. Active members shall be provided with private quarters where they may reside if they choose. Unlimited meal privileges shall be provided for live-in members.
- 6. Active Avengers shall be granted unlimited access to all Avengers headquarters, vehicles, computer records and files, and any other facilities of the organization.
- 7. Active Avengers may take a leave of absence for any reason simply by notifying the Chairbeing of said intent.
  - a. Active Avengers may choose to accept status as a reservist or an inactive Avenger.
- 8. Active Avengers shall, at all times, act in a manner befitting that of a guardian of the public trust.

E. Reserve Avengers, or reservists, shall be the designation given to those Avengers who are part-time members, on call for special missions or emergency assignments only.

1. Reserve membership shall be limited to those members who have fulfilled an active term of duty of not less than one year or those who have been allies in good standing for not less than five years, and who wish to reduce their connections with the group.
2. Reserve Avengers shall not be required to log their individual cases, though they shall be encouraged to do so.
3. Each reserve Avenger is assigned as a reserve substitute for a specific active Avenger.
  - a. The reserve substitute Avenger shall complement the active Avenger's contribution to the team in terms of sheer power, skill, or ability to operate in a team situation.
  - b. Reserve Avengers shall respond to emergency calls if requested by an active member or the acting Chairbeing.
4. Reserve Avengers may attend any regular meeting, but shall be required to attend no more than one meeting per year.
5. Reserve Avengers shall retain their Avengers Communicards.
  - a. Reserve members may be demoted to inactive status if they fail to answer three consecutive emergency calls.
6. Reserve Avengers shall be paid a stipend of one hundred dollars (\$100) per month.
  - a. A reserve Avenger on call as a reserve substitute of an active Avenger shall be paid a stipend of thirty dollars (\$30) per day spent on the active roster.

7. Reserve Avengers shall have limited access to Avengers headquarters and computer files. Access to equipment can be granted at the discretion of the active members.
8. Reserve Avengers may return to active status at the discretion of the Chairbeing, if they so petition and are accepted by majority vote of the active membership.
9. Reserve Avengers shall be given priority over inactive Avengers or new Avenger candidates in the filling of vacancies in the active membership.
10. Reserve Avengers may retire to inactive status by notifying the Chairbeing or the Chief Executive.
11. Reserve Avengers shall not have a vote in Avengers proceedings.
12. Reserve Avengers shall have the authority to call emergency meetings of an active team membership.

F. Inactive Avengers shall be the designation given to those members who have retired or resigned from active and reserve duty.

1. Avengers may resign by simply notifying the Chairbeing of their intent and surrendering all Avengers-owned equipment with the exception of the Avengers Communicard.
2. Any active or reserve Avenger who is incapacitated or who moves from the organization's normal jurisdiction shall be granted an honorable discharge and placed on the inactive roster.
3. Inactive Avengers may be granted limited access to Avengers facilities (but not portable equipment) at the discretion of the active members.

4. Inactive status shall be considered the equivalent of an indefinite leave of absence.
  5. Inactive Avengers may be reinstated only if there is a vacancy in the active ranks, and then only if elected by a two-thirds vote of the active membership.
- G. Motions for disciplinary action against any active or reserve Avenger may be brought by any other active Avenger.
1. In the event of such an accusation, the Chairbeing shall convene a board of inquiry comprised of a simple majority of the active team membership (minus the accused, if they are active Avengers).
  2. Disciplinary action shall be limited to suspension, with the option of further trying the accused before a tribunal of the Avengers general membership.
    - a. Tribunal proceedings shall be conducted in the manner of a military court-martial with the Chief Executive presiding.
    - b. Maximum punishment to be brought on the accused by such a tribunal shall be expulsion from the Avengers. Expulsion cancels any potential status as a reserve or inactive member of the Avengers.
    - c. A two-thirds vote shall be necessary to expel a member from the Avengers.
  3. Active and reserve Avengers can be expelled on the following grounds:
    - a. Conviction for any crime above a misdemeanor.
    - b. Voluntary betrayal of Avengers classified information.
    - c. Criminal acts of negligence not convicted for, but witnessed by at least one active member.

### **Section Three: Meetings**

- A. The Avengers shall meet at least once a week at a place agreed upon by a majority of the active team membership.
- B. Emergency meetings may be called at any time, but emergency meetings shall not be considered replacements for regular meetings.
- C. In the event that an Avengers mission is in progress at the time of a scheduled meeting, the meeting will be rescheduled.
- D. A simple majority of the active team membership shall be required to make a meeting official. Two-thirds of the active team membership are needed to have a necessary voting quorum.

### **Section Four: Punishment of Criminals**

- A. Avengers shall leave the punishment of perpetrators of criminal activity to the appropriate agencies of the law.
- B. The Avengers shall not abridge an accused's right to a fair and speedy trial.
- C. The Avengers shall abide by the decisions of the law, and will not take upon themselves any aspect of the punishment process.
- D. In the event that conventional imprisonment proves inadequate for a given criminal, the Avengers shall be allowed to hold said criminal in a fitting manner until proper facilities can be prepared, provided that a full report of said methods of imprisonment is given to the proper law enforcement authorities.

### **Section Five: Affiliations**

The Avengers shall maintain open and reciprocal relations, including joint limited access to computer data, with Alpha Flight and Department H, the Fantastic Four, Inc., and with the Strategic Hazard Intervention, Espionage, and Logistics Directorate (S.H.I.E.L.D.)

### **Section Six: Security**

The United Nations Security Council shall serve as liaison between the Avengers and the national governments of the Earth that are affiliated with the United Nations. The UNSC shall supervise the installation of all security devices and data centers and shall hold periodic inspections of said facilities. The Avengers are cleared for installation of their own security devices pending approval, clearance, and inspection by the UNSC.

### **Section Seven: Discorporation**

The Avengers organization as a whole may be disbanded by order of the United Nations Security Council for a breach of a member nation's security accompanied by a vote of no confidence by two-thirds of the UNSC. The Avengers can also be disbanded by a unanimous vote of the active general membership. In the event of disbanding, all Avengers holdings shall revert to the Maria Stark Foundation and/or Stark Industries, with the exception of any security devices, systems, or data which have any bearing on any country's national security. Said materials and data shall be immediately turned over to the appropriate governments via the United Nations Security Council.

## AVENGERS MEMBERSHIP ROSTER



"Good day, everyone. Janet Van Dyne, the Wasp, here! What's our topic? The roster? Oh, stop it with the 'But of course, madam' stuff, Jarvis. Could you be a dear, though, and fetch me a bottle of water? These recordings do make my throat scratchy. Thank you, Jarvis. Now, where was I? Oh yes...hmmmmmm..."

"For years, the news media has always made our roster changes into big news. We've always been led to believe it was an excuse for news magazines to string together stock footage of the Avengers and their battles as a cheap alternative to new programming. In any case, if the public believes a team roster change is important enough for television, one can believe how important it is to the Avengers themselves.

"For years, our membership was very stable and frequent change was scarcely a part of the team's vocabulary. Within the past few years, the lineup has changed more than ten times including the opening of an entirely new Avengers branch team. As we soon discovered with the attack of Baron Zemo's Masters of Evil and the subsequent destruction of the mansion, the most important factor of the team was to be up to data on both foes and friends. If not for the timely arrival of Thor and the surprising entrances of Ant-Man and Dr. Druid, those might have been the last days of the Avengers.

"Since that time, the Avengers have kept more exacting records and contacts with all past and present members in terms of their availability as well as their activities. The following full roster lists all heroes who have ever called themselves an Avenger. We have even counted those members with power or name changes, simply because an identity change often accompanies a major change in that person's power or contribution to the team. Have fun with your walk through Avengers' history—I've got to dash! Wasp out."

(In order of joining. Collected bunches of heroes signifies a major shift and entry into the team at the same time.)

1. Ant Man I  
Founding Member  
Status: Defunct Identity (37)

2. Hulk  
Founding Member  
Status: Inactive Reserve

3. Iron Man I  
Founding Member  
Status: Deceased (Inactive Reserve due to cryogenic sleep, believed dead)

4. Thor I  
Founding Member  
Status: Status Unknown

5. Wasp  
Founding Member  
Status: Reserve Member (WC)

6. Giant Man I  
Founding Member  
Status: Defunct Identity (37)

7. Captain America  
1st Recruit  
Status: Active Member (EC)

8. Hawkeye  
2nd Recruit  
Status: Active Member (WC)

9. Quicksilver  
3rd Recruit  
Status: Inactive Reserve

10. Scarlet Witch  
4th Recruit  
Status: Active Member (WC)

11. Swordsman  
5th Recruit  
Status: Deceased

12. Goliath I  
Founding Member  
Status: Defunct Identity (37)

13. Hercules  
6th Recruit  
Status: Active Member (EC)

14. Black Panther  
7th Recruit  
Status: Inactive Reserve

15. Vision  
8th Recruit  
Status: Active Member (EC)

16. Yellowjacket I  
Founding Member  
Status: Defunct Identity (37)

17. Goliath II  
2nd Recruit  
Status: Defunct Identity (8)

18. Black Knight  
9th Recruit  
Status: Active Member (EC)

19. Black Widow  
10th Recruit  
Status: Active Member (EC)

20. Mantis  
11th Recruit  
Status: Inactive Reserve

21. Beast  
12th Recruit  
Status: Inactive Reserve

22. Hellcat  
Applicant  
Status: Inactive Reserve

23. Moondragon  
Applicant  
Status: Inactive Reserve

24. Jocasta  
Applicant  
Status: Destroyed

25. Ms. Marvel I  
13th Recruit  
Status: Defunct Identity; (as Binary)  
Inactive Reserve

26. Falcon  
14th Recruit  
Status: Reserve Member (EC)

27. Wonder Man  
15th Recruit  
Status: Active Member (WC)

28. Tigra  
16th Recruit  
Status: Reserve Member (WC)

29. She-Hulk  
17th Recruit  
Status: Reserve Member (EC)

30. Captain Marvel  
18th Recruit  
Status: Reserve Member (EC)

31. Starfox  
19th Recruit  
Status: Inactive Reserve

32. Mockingbird  
1st Recruit, West Coast  
20th Team Recruit  
Status: Reserve Member (WC)

33. Iron Man II  
2nd Recruit, West Coast  
21st Team Recruit  
Status: Inactive Reserve

34. Thing  
3rd Recruit, West Coast  
22nd Team Recruit  
Status; Inactive Reserve

35. Firebird  
Applicant, West Coast  
Status: Reserve Member (WC)

36. Namor the Sub-Mariner  
20th Recruit, East Coast  
23rd Team Recruit  
Status: Inactive Reserve

**37. Dr. Pym**  
Founding Member  
Status: Reserve Member (WC)

**38. Moon Knight**  
4th Recruit, West Coast  
24th Team Recruit  
Status: Inactive Reserve

**39. Dr. Druid**  
21st Recruit, East Coast  
25th Team Recruit  
Status: Reserve Member (EC)

**40. Marrina**  
22nd Recruit, East Coast  
26th Team Recruit  
Status: Deceased

**41. Yellowjacket II**  
Applicant, reluctant ally  
Status: Inactive Reserve (currently on parole; membership pending rehabilitation or pardon)

**42. Gilgamesh**  
24th Recruit, East Coast  
28th Team Recruit  
Status: Inactive Reserve

**43. Mr. Fantastic**  
25th Recruit, East Coast  
29th Team Recruit  
Status: Inactive Reserve

**44. Invisible Woman**  
26th Recruit, East Coast  
30th Team Recruit  
Status: Inactive Reserve

**45. Quasar**  
27th Recruit, East Coast  
31st Team Recruit  
Status: Inactive Reserve

**46. Sersi**  
28th Recruit, East Coast  
32nd Team Recruit  
Status: Active Member (EC)

**47. US Agent**  
5th Recruit, West Coast  
33rd Team Recruit  
Status: Active Member (WC)

**48. Human Torch I**  
6th Recruit, West Coast  
34th Team Recruit  
Status: Reserve Member (WC)

**49. Spider-Man**  
29th Recruit, East Coast  
35th Team Recruit  
Status: Reserve Member (EC)

**50. Machine Man**  
Applicant, West Coast  
Status: Reserve Member (WC)

**51. Rage**  
30th Recruit, East Coast  
36th Team Recruit  
Status: Inactive Reserve; Training status until of legal adult age; training status revoked because of recent theft of Quinjet.

**52. Sandman**  
31st Recruit, East Coast  
37th Team Recruit  
Status: Inactive Reserve

**53. Living Lightning**  
7th Recruit, West Coast  
38th Team Recruit  
Status: Inactive Reserve

**54. Spider-Woman II**  
8th Recruit, West Coast  
39th Team Recruit  
Status: Active Member (WC)

**55. Thor II**  
32nd Recruit, East Coast  
40th Team Recruit  
Status: Active Member (EC)

**56. Crystal**  
33rd Recruit, East Coast  
41st Team Recruit  
Status: Active Member (EC)

### Honorary Members

1. Richard "Rick" Jones  
Status: Ally of Hulk and the Pantheon  
Location: Reno, Nevada
2. Captain Marvel I (Mar-Veil, Kree)  
Status: Deceased  
Location: Tomb world orbiting Saturn
3. Ant-Man II (Scott Lang)  
Status: Inactive/Part-time Hero  
Location: Los Angeles, California

### Unofficial Members

#### Demolition Man ("D-Man")

Status: Unknown; D-Man recruited by Captain America after the team broke up (see AVENGERS #297); he apparently died soon after and his membership was never official (nor was a quorum present for voting). His new status with his return is unknown.  
Location: New York City, New York

### Great Lakes Avengers

Status: Unknown; all listed below are active GLA members  
Location: Milwaukee, Wisconsin

1. Big Bertha
2. Dinah Soar
3. Doorman
4. Flatman
5. Mr. Immortal

### Nebula

Status: Nomination and membership declared illegal because of mind control and lack of quorum needed to accept new members (Membership #41.5).

Location: Unknown; last known location on Titan

## AVENGERS ROGUES GALLERY

"This is the Vision. The following are excerpts from our Avengers' database to provide new Avengers and allies with current information on the status of any of the Avengers' past and present enemies and related topics. Commentaries by a variety of Avengers regarding the villain at hand follow the factual entries. These comments are not totally logical or fact-based, but are the opinions and judgments of the listed Avenger"

### Absorbing Man

Crusher Creel was granted his powers to adapt his form into any state of matter or energy by Loki, the Asgardian god of trickery. Since that time, he has been a perennial foe of Thor and the Avengers. Creel was a member of the Masters of Evil's fourth incarnation, but his only current ally is Titania.

Captain America: "Crusher Creel is easily one of the team's most powerful foes. His usual tactics are to adapt the strongest materials or most powerful energy source for his body and attack with the finesse of a bull in a china shop. Despite his body's changes, Creel can be affected by attacks focused on his pressure points and other vulnerable areas, such as his eyes or ears. They can make him reflexively turn human and more vulnerable at that point. Don't underestimate him because of his apparent lack of education. Creel is crafty and he is practiced at keeping metals and durable items at hand to absorb."

### Annihilus

Annihilus is one of the most powerful beings known to inhabit the Negative Zone, a universe outside of our own that is composed entirely of anti-matter. Insectoid in appearance, Annihilus wears an armored beetle-like battle suit with wings, and much of his power stems from the Cosmic Control Rod about his neck. The Rod absorbs and projects energies on the level of Thor's hammer,

or beyond, if Reed Richards' estimates are correct.

Our last encounter with Annihilus was a few years ago when he took over the Baxter Building and created a Null-Field Generator capable of destroying both the Negative Zone and our universe. He had lost the Cosmic Control Rod and wished to take both universes into death with him. The Fantastic Four, with Captain Marvel, managed to defeat Annihilus and send him back to the Zone. After Thor invaded Asgard a few months later, he reported that Annihilus was destroyed, though there have been unconfirmed reports from some sources that he is still alive.

Thing: "Annihilus is the toughest thing in the entire dad-blamed Negative Zone. It's a major reason that place makes Aunt Petunia's favorite nephew nervous. He calls himself the "living death that walks." and I've seen him kill as easily as you swat a fly. Most of his power comes from numbers. When you rule a galaxy, you send your flunkies to soften up enemies first before attacking. If you can keep him away from his troops, all you have to worry about is one of the meanest tempers this side of the Hulk and his Cosmic doohickey. Never send energy projectors against him. He simply uses their energy through the Rod and sends it back. Your best bet is to close the gap, send a powerhouse like me or Wondy toe-to-toe with him, and distract him enough to take his Cosmic toy from him (Waspie or Ant-Man are good choices for taking the CCR away, as Suzie is on our team). Never turn your back on Annihilus, folks. This guy definitely does not fight fair."

### Ares

As is his purview, Ares has warred against the Avengers on a number of occasions, though only when Hercules has been a member. He truly hates his half-brother since Hercules is favored by

Zeus. He also seems to resent Hercules' friendship with the Avengers, since he has never had easy alliances. The Greek God of War is a powerful foe, and Zeus' ban on the gods interfering with mortals kept him from much trouble for years. He recently came to Earth and possessed Thor II, seeking to goad Hercules into killing him, and thus gain his revenge by having his brother slay a friend. Hercules defeated Ares with help from Crystal and freed Thor from Ares' influence. This skirmish endangered a hospital filled with children, and it was all to settle a bet between gods. Despite the wealth of mythology on all these Olympians, the greatest danger when facing them is their caprice.

Hercules; "Aye, Ares is a foul sort, and is oft scheming to gain power or simply to cause ill. Though the Prince of Power is no stranger to combat, Ares' way to trick those around him to war is a dishonorable use for the gift of battle. His most recent foray didst occur at a hospice for sickly younglings, a most ill-suited setting for proper battle, though splendid, methinks, for my brother's maddening schemes. He hath always underestimated Hercules, but not I him. Nay, the Lion of Olympus is ever watchful of Ares' plans."

### Arkon

Arkon is the warlord and Imperion of the world of Polemachus. Though the Avengers helped save his world in our first meeting, his rash temper and often bad advice from his advisors continually placed us at odds with the powerful warrior of another world. His lightning bolts are magical artifacts that seem the most potent weapons of that world and allow Arkon to electrocute, disintegrate, or teleport his foes. His most recent foray against the Avengers had him kidnap and control some of the Avengers West Coast and the Fantastic Four, planning to use them in his army to invade Thundra's world. After breaking the mind control,

the Avengers simply watched as Arkon and Thundra fell in love and ended the hostilities. Arkon was last seen on Thundra's world, but he can teleport anywhere he wishes, so his exact location is unknown.

Wonder Man: "Arkon, while being a repeated foe of the Avengers, seems little more than an extradimensional bully. He's all bluster and posture with just enough power to make his threats believable. He's also not the brightest. Whenever he needs allies for his causes, he kidnaps people and forces them to be on his side (it's happened to the Avengers twice!) instead of asking for help. His pride is his greatest obstacle since it often feeds his enormous temper when people don't take him as seriously as he wishes. He came to L.A. a few months back simply to complain about the movies we made here on Earth about him. Everybody's a critic! I spoke to the studios about stopping the production on ARKON V (something about Polemachus being invaded by a wizard who looks like Annihilus), but they wouldn't abandon such a lucrative license. Well, when Arkon comes back to Earth, we'll just have to deal with him and Thundra too, I suppose. Can't really hate him though. ARKON II was my biggest movie gig ever!"

#### **Attuma**

Attuma is a barbarian Atlantean who sought for years to conquer the city of Atlantis by force. Attuma's first encounter with the Avengers failed because of an alliance of Dr. Doom and the heroes. Attuma later gained the throne of Atlantis and attacked the surface world only to be repelled by the Avengers and other heroes.

Namor: "This barbarian has been a constant thorn in my side for years, whether I ruled the coral spires of Atlantis or not. He is quite powerful, and is always backed by equally powerful allies or his own army. Though I have ceded the

throne to him, he has still incurred the undying wrath of the Avenging Son for his hand in the deaths of both of my wives. Currently, Attuma seems content to stay in Atlantis, but his temper rarely allows him peace for long. Witness his actions with the Avengers and Alpha Flight with the British submarine Northwind. He claimed he was protecting his territory, though I know he was simply spoiling for a brawl. His dull wit and lack of honor will cause him to lose future fights he starts. Above all, never trust this blue-skinned barbarian."



#### **Baron Zemo**

The two men who claimed this title have been the most implacable foes of the team because of their creation of the original and most recent Masters of Evil super villain teams. Neither of them has any powers other than evil cunning, but that's more than enough.

The first Baron Zemo was a Nazi scientist responsible for the creation of Adhesive X, a glue that bonded items together permanently. Captain America destroyed the supply of Adhesive X, but some spilled on the Nazi, gluing his hood to his face. Years later, Zemo's hatred for the Captain caused him to attack the Avengers with his own allies, the Masters of Evil. After a number of skirmishes, Baron Zemo was killed in a rockslide caused by his own gun while he was fighting Captain America.

The second Baron Zemo was the son of the original, and he was power-mad and insane like his father. Younger and stronger and just as intelligent, Baron Zemo II sought revenge on Captain America for his father's death. As he had recreated his father's inventions (and made a few of his own), he recreated the Masters of Evil in their most powerful incarnation yet. The fourth Masters team consisted of 17 super villains and was by far the most successful in reaching its goals of defeating the Avengers. Though overcome eventually, Zemo and his team destroyed the Manhattan mansion, temporarily neutralized the entire team, and severely injured the Black Knight, Jarvis, and even Hercules! Baron Zemo II is currently at large.

Captain America: "Aside from the Red Skull, who rarely has the temerity to challenge the Avengers, the Barons Zemo have been my most ruthless foes since the war. Zemo's son thought he dealt me his cruelest hand with his destruction of my personal mementos and Avengers Mansion. Zemo the elder destroyed something far more precious—the life of my partner, Bucky. Their Masters of Evil team is the single greatest threat to the Avengers, however, and must be carefully guarded against. Despite all their hatred of me, the elder Zemo is dead and his son deserves only pity for his madness in striving to attain the evils of his Nazi sire."



### **Beetle**

The Beetle has been a foe of the Avengers for quite a while, though recent years have seen him become more mercenary in his activities. He now only rarely fights more than one hero. His standard foes seem to be Iron Man or Spider-Man. Iron Man also informs us that the Beetle is connected to Justin Hammer, a seemingly-honest businessman who sponsors many super villains. The Beetle's insect-like armor allows him to fly, walk on walls, emit power blasts, and it also enhances his strength. He has faced the Avengers only as a pawn, first under the command of the Collector and later as a member of the third Masters of Evil under Egghead. His power is limited and certainly less than the standards of the Avengers these days, but the Beetle can still be a dangerous foe to individual heroes.

Iron Man: "Abner Jenkins, aka the Beetle, has considerable technical knowledge as is evidenced by his armor. Unfortunately, he chose to apply that knowledge to crime. My frequent battles against the Beetle have revealed a number of his tactics as well as some weaknesses. Given enough data and time against a specific opponent, his suit's computer can predict his foe's strategies and move the Beetle armor into appropriate counter-measures. Also, his ingenious microwave power generator allows him to be tracked with some preparation. The microwave feed disrupts and distorts nearby television reception. By tracking television signal relays and checking for changes in the patterns, the Beetle can be found quickly. The Beetle is most vulnerable after using his electro-blasts since all other systems are temporarily frozen because of power drain. He's also vulnerable in flight because his back plates are open, exposing wing apparatus. His wings also theoretically might fold up on him if exposed to a certain level of electrical charge."

### **Black Knight II**

Nathan Garrett was a successful research scientist, but he was also a spy for the Chinese Communists. He was arrested for his spy activities by Giant-Man I and swore revenge. He developed advanced weapons and a genetically-altered horse with wings, returning to fight Giant-Man and the Avengers as the Black Knight. After a pitched battle with Iron Man, he was gravely wounded by a fall from his horse. Before he died, he repented his criminal ways and willed all his technology to his nephew, Dane Whitman, to restore and carry on the heroic tradition of the Black Knight.

Black Knight: "My uncle, Nathan Garrett, was many things—scientist, spy, criminal—but he was also family. I've striven to remove the taint to the name of the Black Knight both through my work with the Avengers and by scientific works derived from his old research. His old power-lance was a marvel in miniaturized energy cells and circuitry, the basics of which I adapted for use in portable telephones and appliances. We're also in the preliminary stages of using his genetic techniques to grow natural skin for burn victims. We both managed to grow wings on horses, so this work should be manageable. In these ways, my uncle can make up for his crimes as the second Black Knight. He was one of the Masters of Evil, but I hope his research will see him remembered for the good his work is now able to do"

### **Black Talon**

An infrequent though no less deadly foe, the Black Talon is a houngan, a voodoo priest with inexplicable powers to animate dead corpses. His few battles with the Avengers have involved Wonder Man. In fact, it was the Black Talon's summoning that roused Simon from his coma and restored him to life. After his last defeat by the West Coast Avengers,

Black Talon escaped and is currently at large. The local authorities in New Orleans have been notified but, given the local beliefs in voodoo, it may be months before anyone dares to uncover his lair.

Wonder Man: "Black Talon's strength is greatest within the context of New Orleans or Haiti, or other places where voodoo is more widely believed. While I have as much respect for his powers as any other villain, our only danger from him away from his home turf and his worshippers is his ever-present army of zombies. He certainly won't scare anyone with his costume. Yeah, I've been told it's a symbol of him being the incarnation of some voodoo god, but he dresses up as a black rooster. How seriously can we take that?"

### **Blank, The**


This unknown thief stole a device that creates a frictionless force field that also obscures the features of the figure wearing it. His success as a thief rose with the force field, and he made a minor reputation for himself. When he teamed up with Graviton, however, he was out of his depth. He was apparently killed by his former ally for irritating him too much. The Blank was thrown out to sea with Tigra and the Shroud on the first major case of the West Coast Avengers. Tigra saved the Shroud, but the Blank was never found. He apparently drowned in the undertow.

Hawkeye: "I'll say this. The Blank's the best example of what desperation can do. By sheer luck and a bit of desperate panic, this two-bit thief managed to hold off five Avengers and blow up a gas station while doing it. He may not want to rule the world, but he is too easily underestimated."

### **Blastaar**

Blastaar, also known as the Living Bomb-Burst, was first encountered by the Fantastic Four. He has only crossed the paths of the Avengers twice, but both





times he proved himself incredibly dangerous, powerful, and cunning. His kinetic blasts can match the force of Iron Man's repulsors and Blastaar has learned other uses for them, including flight and defense. More than any of our foes since Graviton, Blastaar indulges in destruction and mayhem simply because he has the power to do so. After a displaced batch of Earth's Eternals saved his life, Blastaar attacked and temporarily destroyed their bodies (believing them killed) as a way "to show his thanks." Blastaar is currently on Earth in the city of Olympia, the displaced Greek dwelling of the Eternals, and he is under constant guard by the mutants Karkas and Reject.

Thor: "Verily, Blastaar is a powerful foe, though a being sorely lacking in honor. He be not a worthy foe for the Son of Odin nor for mine allies, the Avengers. Blastaar's bestial visage matches his fury and rage in battle, but his cunning is that of a troll. In truth, he is a coward, fighting only when he doth carry the strength of advantage. He hath held his own against mine own strength as well as that of Namor's and the She-Hulk. Henceforth, ally, respect Blastaar not, but respect Blastaar's power else thee will meet thine undoing."

### **Blood Brothers**

The Blood Brothers were discovered by Iron Man and the Thing during Thanos' first major gambit against Earth. Their power lies in a symbiotic field designed to increase the alien beings' strength and endurance in direct proportion to their proximity to each other. Because of the meddling of the United States government with an abandoned base of Thanos' in Arizona, the Blood Brothers were freed but were quickly detained by the Avengers. Quasar exiled the two brothers to Mars months later, and it is assumed they pose no immediate threat to Earth for quite a while.

Starfox: "Only my mad brother Thanos would ever conceive of using these monsters as henchmen. Their symbiotic strength makes them a formidable pair, both with an upper range of strength to match Iron Man or Namor. They are dull-witted and can generally be forced away from each other by anyone with enough fortitude to do so."

### **Brain Child**

Brain Child is the alias of a boy named Arnold Sutton who lives on the Squadron Supreme's Earth. An intuitive genius manipulated into inventing weapons for the military, his power manifested as his brain grew to huge proportions, resulting in his nickname. Brain Child moved to an isolated island lab, where he seemed to go mad. His Brain Child One rocket would cause the sun of the Squadron's Earth to go super-nova simply because he wanted to give himself a grand birthday present for his tenth birthday, which was the destruction of the world! Only the intervention of the Squadron Supreme and four Avengers (Goliath II, Quicksilver, Scarlet Witch, and Vision) saved the planet. Dr. Spectrum cured the boy's hypertrophied brain, apparently making him a normal child. It is unknown whether Brain Child's intellect has returned, but he is in his early teens by now, a prime time for mutations to emerge or return.

Scarlet Witch: "It seems cruel that humans, no matter which Earth they might reside upon, cannot accept mutants as people without reservations. Brain Child was simply a young boy whose mutation caused him to become a social outcast. Unfortunately, the military used him as much as they wanted. Brain Child's malice came from being lonely and unaccepted, but we cannot ignore his power having some effect. Arthur was allegedly 'cured' at age ten, but I, of course, know that mutant powers are hard to inhibit or 'cure.'"


### **Brethren**

The Brethren are a humanoid race created by the Celestials from viruses. The Brethren were used by the Celestials as executioners of planets deemed unworthy of life. Virtually unstoppable and incredibly powerful, most of the Brethren wore battle armor of varied sizes and weaponry, and a few could generate ocular energy beams. As well, the entire host could enter a berserker fury and more efficiently destroy entire civilizations.

The Brethren recently came to Earth unwittingly as part of a plan to add humanity to the menagerie of the Collector. After the Collector revealed his plan and destroyed many of the Brethren, Thane Ector, the leader of the Brethren, was able to summon his people unexpectedly into the Uni-Mind with the aid of Sersi. The Uni-Mind grabbed the Collector and both then exploded in a blaze of light. The strain of summoning the Uni-Mind proved too great for Ector and he died knowing healing instead of killing. In the end, the Brethren became the noble race which Ector had always dreamed they could be.

Little evidence is now left of the Brethren, as all of the race appears dead. However, it is likely that such a lifeform may have survived collected in smaller sects in the greater universe. There are, after all, a number of different sects of Eternals, so why not their opposite numbers?

Sersi: "The Brethren are amongst the most pernicious and brutal foes I have ever encountered in all my millennia. Their base origins initially disgusted me, but their final absolution in the form of the Uni-Mind redeemed them at least in my Eternal sight. All those Brethren who visited Earth have now passed on. Despite their great power and their final merging into the Uni-Mind, their wasteful expenditures of energy made them less hearty and easier to destroy than Earth's



Eternals. I have no doubt that there may be other Brethren out among the stars, as the Celestials rarely do things singularly, though I doubt I shall ever find as noble a soul among them as Thane Ector."

### **Collector**

This Elder of the Universe has been a thorn in the side of the Avengers since the beginning. For years, however, he was playing a lesser role, leading many to believe him a semi-benevolent being or simply a doddering old fossil. Our latest foray against him showed him to be nearly as powerful as such galactic beings as the Stranger. Given his newly revealed powers and taste for malice, the Collector is to be approached with utmost caution. He was apparently blown apart by the Brethren Uni-Mind, but he has come back from the dead on two separate occasions. Given his newly-revealed powers, the Avengers must watch out for this oft-underestimated foe.

Quasar: "In my short time as Protector of the Universe, I have met some of the most powerful beings in the multiverse. My limited contact with these beings, especially the Watchers and the Stranger, showed that nearly everyone who had met the Collector in the past was fooled by his role of the old doddering Elder. Not one Watcher—and I've talked with over five of them personally—had ever witnessed such a display of power from Taneleer Tivan in his many millennia. Apparently, the Avengers were the first beings in history to taste the true power of the Collector, or at least, the first to survive it. All the cosmic beings are watching him much more closely now, awaiting some shift in power among the greater beings in this universe. All I know is that the Avengers and I will be there to stop him if he visits Earth again."

### **Count Nefaria**

Count Luchino Nefaria was a head of the European Maggia and caused difficulties as such, even causing the first lineup of the Avengers to be branded traitors to the United States for a time. Years later, he returned for revenge on the team for earlier defeats, but this time he was empowered with the greatly-enhanced powers of the Living Laser, the original Power Man, and the Whirlwind. He managed to defeat the Avengers single-handedly, until the last-minute intervention of Iron Man and Thor. Nefaria's power also caused him to age at an accelerated rate. His great powers did not save him from death, but only brought him there quicker.

Thor: "Verily, this Count Nefaria was one of Midgard's most powerful denizens for a short time. Yea, he didst wield the power of a god. 'Twas the workings of the Skald, the Fates, that this foe of the mighty Avengers didst not gain the bodily fortitude of the gods and thus perished by his own power. 'Tis fitting when unworthy mortals seek paths of power."

### **Crimson Dynamo**

The Crimson Dynamo was a perennial foe of the Avengers, and most especially Iron Man. At least six men, all members of the KGB, have worn the armor in its many models, and an unknown seventh may be wearing it now as a member of the Supreme Soviets. His armor is on par with Iron Man's, though it does not have as much specialized equipment beyond weapons systems save its reduction matrix that allows the wearer to collapse the armor into a credit card. Except for the Soviet inventor Anton Vanko, the armor-wearers may not be proficient enough to fix or adapt it themselves. The current Dynamo armor, as reported by Dr. Banner, is on a par with the offensive systems of Iron Man's old Mark VI armor. Regardless of the current wearer, be prepared to battle a state-of-the-art

walking tank with the know-how to use its weapons effectively.

Iron Man: "The Crimson Dynamo has always been my enemy, regardless of who wears the armor. From the first, the Soviet KGB wanted my Iron Man suits for their own purposes, and sent agents over as the Dynamo to procure them. The Crimson Dynamo's armor is limited to basic defenses and a few offensive systems. The difficulty with the Dynamo was outwitting the crafty KGB minds in control of the armor as well as any allies they might have brought along. The current status of the Dynamo and the Supreme Soviets is unknown with the recent collapse of the Soviet Union and the KGB, though there are at least two working suits of armor and two other damaged and older suits in Russia."

### **Crusader**

Arthur Blackwood believed himself a Crusader reincarnate and he battled Thor with a magical sword and armor "bequeathed to [him] by his Crusading ancestor to fight against the pagans." When he lost, he apparently suffered a breakdown. He recently reemerged into the public eye when he attempted to slay a Muslim dignitary. This murder attempt was stopped by the Black Knight. Arthur now resides at a mental hospital that hopes to restore his sanity and to prevent his further rampages in the name of religion.

Black Knight: "The Crusader is one of the sadder figures I've met in this century. Like many people, he confused the intent of the Crusades with the facts. His beliefs in the 'noble' actions of the Crusades contradict what I know of the horrors and atrocities of those 'holy' wars. He is currently under a doctor's care, and I hope that his sanity and religious faith can be restored. I also hope that Arthur learns tolerance of other religions, for to not accept another's differences is what keeps us from attaining the peace held so highly by most religions."

### Deathbird

Originally, this woman was considered an Earth super villainess. She was later revealed as the elder sister of the Neramani clan of Chandilar. She eventually claimed the throne of the Shi'ar Imperium, despite her wings and claws, signs of genetic throwback to her avian forebears. Deathbird soon abdicated her throne to Lilandra, and she currently has been named regent leader of Hala and the fallen Kree Empire. This highly trained killer leads the Starforce and is now pulling together the ruins of an empire, rebuilding Hala slowly as part of the Shi'ar Imperium. A recent loss of her wings and a change in her appearance has yet to be explained.

Ms. Marvel: "Deathbird is one of my most tenacious foes, not to mention one of the most vicious. Her wings allow her silent flight and her pinions and claws are deadly when combined with her natural speed. Deal with her at long distances if possible, though her javelins (carried in smaller sizes on her arm bands) allow her a powerful energy blast strong enough to shatter steel."

Binary: "In the few short years I've spent in space with the Starjammers, I learned that Deathbird's wings were a result of genetic regression. This 'regressed' woman managed, through treachery and an alliance with the Brood, to take the Shi'ar throne for more than a year. Her reasons for abdicating earlier this year are unknown, but I don't plan on visiting her on Hala to ask. Despite our new knowledge of her regal background, I still find the woman far too cruel, capricious, and untrustworthy."

### Doctor Demonicus

Dr. Douglas Birely, aka Dr. Demonicus, tried to gain powers by exposure to a radioactive meteor he called the Life Stone. But all he gained was cancer. He later constructed his armor to keep his cancer in remission. With his Life Stone,



he can manipulate genetic structures of people and creatures to use in his schemes. Now, after the raising of Demonica, his plans for his new nation are unknown, and the nature of his new uses for the Life Stone's radiations is also unknown.

Living Lightning: "The Doc struck me as the type to get into power, even if he didn't have it himself. When you're dealing with this ugly hombre, take him out first. He's the linchpin of any plans and it makes his flunkies easier to fight. While I was with the Overlords, I never saw him use any powers. The others all seemed to toe the line out of fear, except Kuroku, who seemed to be afraid of him and in love with him too."

### Doctor Doom

Undoubtedly the most fearsome foe of the collected heroes of Earth, Doctor Victor Von Doom is the most dangerous mortal in our current time. His obsessive intellect, his knowledge of both science and magic, as well as his powerful armor and multitude of robots make him an enemy one cannot afford to underestimate. Above all, his rulership of the country of Latveria makes him difficult to apprehend because of diplomatic immunity.

Mr. Fantastic: "In all my years of dealing with Victor, I have discovered only a few constants. His ego and his belief in his own intellectual superiority are nearly insurmountable. This need to be superior has bred in him an utter hatred of me and, to a lesser degree, my colleagues in the Fantastic Four and the Avengers. In Victor's eyes, everything he does is good, since what is good for him should be good for everyone. To even hope to win against Dr. Doom, you must find a way to use his arrogance and his pride against him. He often underestimates intelligence in his foes, so you would be advised to think about his traps, not react to them. To anger him is futile, unless you cause him to lose face before his people. Above all, Doom has his pride and his honor. If he gives you his word, he will observe his promise to the letter, so be certain you understand exactly what he is promising. Only Mephisto is better at twisting the words of a promise than Victor Von Doom."

Scarlet Witch: "In a recent talk with Dr. Strange, he mentioned that Doom's mother had been freed from the clutches of Mephisto by his alliance with Doom. In the future, we should expect much more magic ability from Doom than in the past."



**Dominus**

Though he appeared as a humanoid form, this was simply an advanced robot containing the intelligence of a massive sentient computer complex. Its objective was to enslave entire planetary populations for domination by the Quist race. The Dominus complex's first attempt to dominate Earth was stopped by Professor Charles Xavier and his original X-Men. The attendant robot called itself Lucifer, and its defeat set back the computer's plans for years. Dominus was fully operational recently

and mounted its primary plan. Despite being scattered through the past, the West Coast Avengers defeated him, causing the core of the Dominus computer to flee into space. The complex apparently was destroyed in the resulting cave-in, along with all of Dominus' clone minions, Butte, Cactus, and Gila.  
Iron Man: "Dominus was one of the toughest villains the Avengers West Coast has faced. If not for Hank Pym's return to the Avengers, as well as allies like Espirita and Moon Knight, the team would never have escaped the past. That infernal

machine would have conquered the planet if it weren't for Moon Knight's multiple personalities. The Dominus complex was apparently destroyed in the cave-in from its blastoff into space. Past experience has shown me and this team we should be sure things are destroyed or disposed of. Avengers West will have to sort through the debris to see if some technology might be excavated in the future to keep it out of enemy or government hands."





## Dragon Man

The Dragon Man android was created by Dr. Gregson Gilbert at State University. With Diablo's intervention, the Dragon Man was given a semblance of life and was under Diablo's control. When not under the control of Diablo or some other criminal, Dragon Man has the functional intellectual equivalent of a domesticated dog. Dragon Man has always been susceptible to external control, and his formidable abilities (flame breath, armored hide, great strength, club-like tail) make it hard for any opponent to forget that it often acts not of its own accord.

Invisible Woman: "Dragon Man is a tragic experiment gone awry. The android, given proper treatment and care, might develop more of a will of its own. It has rudimentary memory capacities, as it has recognized me on a number of occasions as a friend. When battling the Dragon Man, do every thing possible to calm it down while also searching for any external stimuli that might be possible for its actions. If acting on its own, it is acting on basic impulses, from searching for food to protecting its current den. Despite its power, conditions can be set where a calm person can handle Dragon Man as easily as a dog."

## Dreadnoughts

These battle robots were created by HYDRA for use against S.H.I.E.L.D. The Maggia also created more Dreadnoughts that have attacked various Avengers in the past. Their weapons systems include cold and fire attacks, projectile spikes, electrical touch attacks, and gamma-ray eye beams. These weapons combined with the heavy armor of the robots makes them quite formidable. Spider-Man reported an encounter recently with an advanced series ("Dreadnought 2000"), though he has yet to file a detailed account on this new model.

Iron Man: "The Dreadnoughts are dangerous opponents, but even more so because of their numbers and pre-programmed teamwork. Their sheer individual power is formidable, but the Dreadnoughts are usually dispatched in trios, making them much more dangerous. The best way to dispatch them is to scramble their internal programs with external signals. If this option is not available, focus on detaching their heads and removing their internal circuitry. Their armor is built to take cannon shells without a scratch, so use teamwork and focus multiple attacks on one point to weaken the armor's effectiveness."

## Dreaming Celestial, The

Little is known about this being, except that he is buried under the Diablo Mountains and that he yearns to be free. He was imprisoned in total immobility by the Second Host of the Celestials as a traitor, though his actual crime is unknown. He was released by Ghaur and animated, though the West Coast Avengers and the Eternal Uni-Mind defeated Ghaur and recaptured the Dreaming Celestial in his prison.

Sersi: "Many are the mysteries of the Celestials, and none are more mysterious than the Dreaming Celestial. He is immobile in his prison, and can only be released by a pawn with possession of a vial from the Pyramid of Winds that contains his Celestial energies. Once freed, though, he controls his pawn utterly and does as he wishes. We were lucky to stop him once with my fellow Eternals and Avengers and the Uni-Mind. If he were to escape again, the full might of the Celestials could be brought to bear on this all-too-fragile planet and even we Eternals might fear death on that day."


## Egghead

Elihas Starr, a former scientist, was branded a criminal for stealing classified plans and attempting to sell them. From that time, his life turned to crime, and he soon became the arch-enemy of Dr. Henry Pym in all his heroic guises. During his last foray against the Avengers he formed the third Masters of Evil and he coerced Henry Pym into stealing Adamantium for his schemes. After his Masters of Evil were defeated by Henry Pym, Egghead attempted to shoot Pym in the back. When Hawkeye shot an arrow into Egghead's energy pistol, the energy backlash killed Egghead.

Dr. Pym: "It is pitiful that such a brilliant mind as Egghead's was geared toward crime. Though I hated the man for his countless crimes and his personal vendetta against me. I have to admit a begrudging respect for his intelligence. I never defeated him through sheer intellect, but through his pride. He, like Doom and so many others, underestimated the minds of others and the values of teamwork. He also never understood the idea of friends helping an ally. His need for control led him to believe that everyone had to command to get what they wanted. My ant friends and I defeated him as he never quite understood that ours was an alliance and friendship, not a commander/troop situation. I regret his accidental death, but he may have now found the peace that so eluded him here."

## Enchantress

Amora the Enchantress is one of the Avengers' oldest foes. Her Asgardian magics and her "eldritch kiss" have made much trouble for the Avengers in the past. After all these years however, we are not so easily fooled and her most recent foray against us failed because of the preparedness of Wonder Man and the Avengers West Coast. She is a crafty



and vengeful opponent, and her spells can be influencing situations without her immediate presence. If any male heroes seem under some emotional control, be ready for the Enchantress.

Thor: "Asgardian though she may be, Amora hath spent her millennia in her immoral pursuits of control over any males that suited her. She hath shown a more altruistic side of late, though she be at most an opportunist, and shalt worry first about her golden tresses above all other concerns. Her beauty and her magics can scarce be matched on a mortal level, though her attractions mask a fickle heart that couldst chill Ymir himself. Watch thineselves, for if Amora sets her eye on thee, thou shaft inherit naught but peril."

#### **Executioner**

Skurge, the Executioner, was a member of the first Masters of Evil as a partner of Amora the Enchantress. His years as a foe of Thor and Earth's heroes were due to his overwhelming devotion to the Enchantress. Years later, Skurge showed his true warrior's honor by aiding Thor in releasing many mortal souls trapped in Hel. He sacrificed himself to allow Thor, Balder, and the mortal souls to escape Hela's grasp. He now dwells among the heroic dead in Valhalla.

Thor: "As I hath before stated, the Enchantress can claim men's soul. None more than that of Skurge the Executioner. I felt the touch of his enchanted axe many times, though in the end, he gaineth the nobility and honor of a warrior born. Twas his hand that stayed Hel's touch of Hela on many mortals and mineself.

Henceforth, the name of Skurge was cleansed of all taint gained in league with Amora and he dwells in Odin's favor among the heroes of Valhalla. I regret the Avengers only met the edge of his axe, and never hadst the chance to gaze upon Skurge's nobility. His sacrifice shalt be sung amongst the heavens, a most valiant tale that needs be told."

#### **Ghaur**

Ghaur was the priestlord of Lemuria, the true power behind the titular ruler of the Deviant City of Toads. His schemes have seen him raise the Dreaming Celestial from his prison and nearly bring destruction upon the Earth. He also allied himself with Llyra and, acting as agents of Set, reconstructed a gigantic version of the Serpent Crown. With this plan, Ghaur is responsible for the deaths of hundreds of Atlanteans and the near-deaths of Andromeda, Dagger, Jean Grey, Invisible Woman, Scarlet Witch, She-Hulk, and Storm. In his final gambit to bring Set to Earth, he probed deep into the Serpent Crown only to release the spirit of Naga, the former emperor of Lemuria and long-time bearer of the Serpent Crown. Trapped in a battle of wills, both Naga and Ghaur disappeared, their current locations unknown.

Sersi: "Ghaur is one of the most ruthless Deviants I have ever had the displeasure of meeting. He wields power confidently and easily, no matter its extent. Aside from Warlord Kro, whom I'd trust no farther than the length of my fingers, Ghaur is the worst menace the Deviants have generated in millennia. He is a consummate planner, always remaining two steps ahead of his foes. Only external circumstances and an extreme amount of luck have allowed us to stop him in the past. If he reappears, the Avengers must be ready for anything. The only thing we can rely on is some aid from betrayed allies since the criminal capacity for revenge is great and all we can ever count on Ghaur to do is to abandon his helpers when they are no longer useful."

#### **Goliath III**

Eric Josten, a smuggler and mercenary, gained his power from the first Baron Zemo's machine that granted Wonder Man his ionic strength, thanks to the Enchantress. He originally went by the name of Power Man, until he lost the right to the name in a battle with Luke

Cage. After a number of years as a lackluster pawn of other villains, Josten had his strength boosted by Dr. Karl Malus and he was also granted a derivative of Henry Pym's growth-formula. Now with his size-changing power and great strength, Goliath is a foe to watch for.

Wonder Man: "Goliath is one of our most powerful foes but he has a few weaknesses. He has a need for attention and is envious of others' success and fame. He has no real fighting skills, using his size and strength in a 'bull-in-a-china-shop' method. He can be maneuvered into using his size against himself. Your best bet is to fight him in a setting where his size won't help him, such as reinforced enclosures that force him to shrink or wide-open spaces with room to maneuver aerially but nothing around for him to use as a weapon."

#### **Grandmaster**

The Grandmaster is the consummate gamesmaster. His entire existence is geared toward his games. Over the years, the Avengers have become some of his favorite pawns, pulled out of our normal lives and forced to play in his games for the fate of Earth or some other incredibly high stake. There is no way to predict when or where the Grandmaster's whim will strike, so prepare for anything when it does.

Hawkeye: "This bozo has yanked us across time and space so many times I don't wanna think about it. The trick to dealing with him is to find a way to protect whatever he's threatening, save your skins from the other pawns, and force him to play a game on your terms, not his. It ain't easy, but it can be done. Cap's still sore at me for saving the Earth and the Avengers with a simple shell game. Hey, we were against the wall and I knew he couldn't resist the game. Cap just doesn't like that I cheated to win. Oh well, better alive and mad than dead."

### Graviton

Franklin Hall gained his gravity powers in a laboratory accident. Since then, his powers seem to push him closer to insanity with each encounter. An implacable and powerful foe, he can manipulate the forces of gravity at will. Graviton is defeated only if you can catch him, and keep him, off-guard.

Wonder Man: "I've faced Graviton every time he's fought the Avengers, and he is one of the toughest to beat. Gratefully, he is also one of the most arrogant. He's so wrapped up in himself that when you poke holes in his 'infallible' schemes, he quickly loses control and can be taken out with teamwork. Despite all his power, if he has to focus on a number of things at once, you can get past his defenses and affect his all-too-human body with gas or knock-out drugs and get him put into a power dampener."

### Grey Gargoyle

Paul Pierre Duval is yet another scientific mind gone bad. His accidental creation of his petrification formula led him to become the Grey Gargoyle and seek the secret of immortality from Thor. Duval rarely allies himself with others, but he was a part of the fourth Masters of Evil until caught by the Black Knight, Paladin, and the Wasp.

Dr. Pym: "Paul Duval has one of the most intriguing biochemical structures that I've ever studied. He is our only close contact with what could be deemed as inorganic life. His touch paralyzes others by turning them to stone, but Duval's genetic makeup (or its alteration with exposure to the formula) allows him mobility and function while remaining inorganic. The Black Knight recently proved that specific energy charges can cause him to revert to human form. Unless heroes can cause him to change, their best bet is to limit his movement and prevent his right hand from touching anything."



### **Grim Reaper, The**

Eric Williams is the older brother of Simon Williams aka Wonder Man. For years, he blamed the Avengers for the apparent death of his brother and became the Grim Reaper for revenge. He died over a year ago, but was resurrected by Nekra with voodoo magic. Now utterly ruthless, the Grim Reaper's expanded powers allow him to absorb life force through his scythe. In fact, he must absorb the life of one human a day to remain animate.

The East Coast Avengers have recently had an encounter with the Reaper and a new Legion of the Unliving. Apparently, Eric has now studied magic and developed some awful powers such as teleportation, the skill to tear open dimensional walls, and the ability to kill and absorb life forces in a wider field. All this has dehumanized Eric even more.

Vision: "The Grim Reaper sought my destruction constantly as he saw me, with my brain patterned after his believed-dead brother, as a mockery of Simon Williams. His schemes drove him to his death, though he has attempted to shift the blame of his death onto Wonder Man and me. Our most recent battle showed him to have powers that can be identified as 'magic.' Where these powers came from is a case for conjecture. His ability to raise the Legion of the Unliving from the dead and his own rebirth and new powers suggest a connection with so-called voodoo magic."

### **Growing Man**

The Growing Man is a Stimuloid, an artificial servant of Kang the Conqueror. When it encounters energy (kinetic or electromagnetic), it absorbs it to grow as tall as 20 or 30 feet. There has only been one recorded instance where a Growing Man was utilized where Kang was not involved. If any Avenger encounters a Stimuloid, he or she should assemble the

team and expect a visit from Kang.

Mr. Fantastic: "Having had only one encounter with these constructs, I must say that they are a remarkable piece of work. Their primary function of adapting energy for their own uses is something to study under more controlled conditions in the hopes of using such a system for solving our energy problems. I have theorized their basic construction, but there is no functioning prototype to work with. Much of Kang's technology of the future has been theoretically proposed in past and present years by my father, myself, and other scientific minds such as Henry Pym and Victor Von Doom. With such information known to me, I can provide any hero with a means to alter the Growing Man's circuitry and cause it to lose mass and size as it absorbs energy and force. If possible, appropriate an inert Stimuloid for study. It could prove most beneficial."

### **Halflife**

This alien beauty can cause accelerated cellular aging and rot in organic materials or beings with a touch. Her power cannot affect inorganic materials, though it can affect certain energy fields such as Quasar's quantum energy. Force fields and her own clothing are the only known things that can withstand her power. She has twice escaped Project Pegasus and is currently at large, location unknown.

Quasar: "This woman apparently can cause a breakdown of cellular matter and some energy patterns. She is an alien of a previously unknown race. It is doubly unknown if this is a natural ability of her species or if she is some form of mutant. She claims to have slain every other being on her native planet. Boy, if I believed that line every time I heard it, I'd believe the galaxy was filled with genocidal maniacs. Count on this woman to be incredibly hostile to any attempts to capture. It is doubtful she will seek

alliances with Earth-based villains as she sees humans as 'cattle.'"

### **Kang**

This self-described "Master of Time" and "Conqueror" is a traveler from an alternate future. Though his primary identity by which the Avengers know him is Kang, he previously posed as the Pharaoh Ramatut and will become Immortus in the distant future. For more information, see Iron Man's treatise on time travel and alternate dimensions. Kang's future technology makes him a formidable foe, and he is constantly at odds with the Avengers as he seeks to bring time periods, including our own, under his sway. His latest attempts at conquering the 20th Century met with failure due to the intervention of the Avengers, the Fantastic Four, Dr. Druid, and the Temptress, a woman who was later revealed as Ravonna. She now watches over Kang's comatose form in his stronghold at Chronopolis.

Hawkeye: "Kang the Conqueror! This guy is actually dangerous enough to live up to his name. His armor and future tech make him a tough opponent even for a full contingent of Avengers. When you're dealing with Kang, don't even think about harming him. His armor gives Shellhead's a run for his money. The way to stop him is to disrupt his plans. His Growing Man androids are tough, but can be defeated if you've got muscle on hand like Wondy or Herc. His other surprises tend to be hand-held weapons or tricks with time fields. Luckily, we learned early on to detect the energy of Kang's time machines, so we know when he's at work and can guard against it.

"I've fought this guy nearly every time he met the Avengers and he's only done one good thing. He's the one who allowed me to meet my pal and idol from the 1800s, the Two Gun Kid. Despite all the grief he's caused, I've gotta thank him for that."



## **Klaw**

Ulysses Klaw was a former physicist and expert on sonics years ago. To further his research, he attempted to steal Vibranium from Wakanda, and in so doing, caused the death of T'Chaka the chieftain. In a second attack on Wakanda decades later, Klaw was transformed into his current "living sound" form. This quasi-solid foe has opposed the Avengers, beginning with a stint with the second Masters of Evil. He has lately become mentally unstable due to radical changes and events before and during the so-called "Secret Wars" and thus is very dangerous.

Black Panther: "I shall not waste much time talking of this honorless creature. I destroyed his hand years ago, but he has plagued me my entire adult life. Klaw becomes less intelligent as the years move on. Where once he would have thought before fighting, he often leaps pell-mell into battle. He is rash and reckless, leading off battles with an abrupt and powerful blast of sound. After felling a number of foes, he toys with opponents, forming animals and constructs of sound to confuse or attack in his stead. He is vulnerable to attacks from Vibranium, so be sure to have appropriate weapons to fight this walking echo of a man. Expect anything from Klaw except honor"

## **Living Laser**

Arthur Parks was a scientist who turned to crime using his knowledge of lasers. Eventually, Parks boosted his power by implanting laser devices into his own body. He soon had problems regulating his energy input and his laser devices threatened to kill him. During a battle with Iron Man, his devices overloaded and his body exploded. The Living Laser is now only a sentient packet of laser light with his former shape. After a recent encounter with Quasar, Parks is now under study at Project Pegasus.

Quasar: "The Living Laser is a open and shut case study in panic. Throughout his career, he sought more and more power but often lost his nerve during battles. In recent encounters, he has become reckless and uses his noncorporeal light-body to good advantage. He gave Iron Man and me tough fights, but he panicked and fled through the Watcher's home. After I collected the scores of dimensional duplicates of the Laser scattered throughout the multiverse thanks to Uatu's machines, I deposited him at Project Pegasus. He's powerful, no doubt, but hit him with the unexpected and he crumbles. Case closed."

## **Loki**

The Asgardian god of mischief and trickery, Loki is the being responsible for the formation of the Avengers, though he planned it as a revenge scheme against his brother Thor. Since then, Loki has run afoul of the Avengers many times, most recently through his Acts of Vengeance when he manipulated Earth's villains to fight unfamiliar heroes to gain an advantage and lead to the destruction of the Avengers. Though Loki is a trickster at heart, his evil may be at an end after his last encounter with his brother Thor. Even so, it is wise to stay on guard against him, as the gods are known to hold grudges even after death.

Thor: "'Tis most pleasing that my brother, in seeking to cause harm to mineself and my comrades, hath caused the assemblage of Midgard's greatest heroes since the fall of Ilium. Nothing rankles against his breast more than having to dwell on the good he hath caused whilst brooding and seeking to bring evil to me. The irony is rich, that the god of trickery and lies shouldst be the progenitor of this world's greatest collective of heroism. Mock him not, if thou dost value breath and sight, for Loki hath never been one to be slighted."

## **Magneto**


Magneto is one of the most dangerous mutants alive today. Current beliefs that he is dead are unfounded until a body is found. His power to manipulate magnetic forces, and consequently control other energies, is incredibly strong and has been used both against and for the Avengers on many occasions. He is also the father of Wanda and Pietro Maximoff, our own Scarlet Witch and Quicksilver.

Scarlet Witch: "The self-proclaimed Master of Magnetism, Magneto, is an enigma. In the past, his extreme actions branded him both my savior and my enemy. Now, though some of his actions are no less criminal, his expressed motives are solely for the defense of mutants. However noble his words may seem, his moods and temper are too mercurial to trust to self-vigilance. Though he is my father, I will not hesitate in my duty as an Avenger and defend the helpless against him. Though I sometimes feel the sting of mutant prejudice and hatred, I shall never embrace his goal of mutant supremacy, veiled as protecting mutants from harsh human treatment.

"Charles Xavier and his X-Men may be able to work with my father at times, but Magneto has betrayed my trust too many times for me to willingly put my hand in his and walk with him toward his dream world without mutant persecution. That is a goal found by hard work and example, mutants working with humans to show what cooperation can accomplish. This is what I do every day with the Avengers. Now if only my example could sway my father from his lonely path."

## **Man-Ape**

M'Baku was once the greatest warrior of Wakanda, second only to T'Challa, the chieftain. When he was left to rule Wakanda as a regent while the Black Panther joined the Avengers, M'Baku revived the outlawed White Gorilla cult and gained great strength by killing and



consuming a rare white gorilla. Since then, the Man-Ape has plagued the Black Panther and the Avengers both on his own and as a member of the Lethal Legions. He is currently at large.

Black Panther: "M'Baku was once a trusted warrior and friend. All that is gone now as he wallows in the madness and power of the white gorilla. The gorilla cult was outlawed by the Black Panther cult because of its barbaric nature and the madness it can cause. Its most visible worshipper, the Man-Ape, shows its dangerous power. M'Baku was a skilled warrior and hunter in his day. As the Man-Ape, his skill is almost lost and he tends to ignore signals he used to see easily, fighting like a maddened boar in the jungle rather than a warrior."

#### **Master Pandemonium**

Martin Preston, a renowned film actor, dared to make a deal with Mephisto to save his life after a car wreck. Though given life, Preston's body became a receptacle for great demonic energies. He could separate his limbs and they would attack as whole demons, and he could cast some magical spells, most commonly demonfire blasts. At his last encounter, he collected much of Mephisto's scattered power for him and apparently imploded. His effectiveness as a villain and a servant of Mephisto may see him return in some new fashion.

Thing: "This yahoo is one of the weirdest villains I ever went toe-to-toe with, and I been up against a lot of 'em. My adventures with the Whackos were against him and he had more tricks up his sleeve than ol' Iron Pants! His spells tend ta be downright nasty. If you're used ta most things not harmin' ya, think again and be ready for anything! Master Panda-bear deals with magic, and that breaks lots of tidy scientific rules. It's the sorta stuff that makes big brains like Pym or Reed twitch."

#### **Moonstone**

Dr. Karla Sofen gained her powers by stealing a powerful gem from the original Moonstone. With her energy powers, she is a mighty and persistent foe, joining the last two configurations of the Masters of Evil. She has currently recovered from breaking her back, an injury suffered while escaping the ruins of Avengers Mansion after the Masters' assault.

Captain Marvel: "Moonstone is a powerful enemy, but she has a few psychological flaws despite being a psychiatrist. She needs to be 'in-charge' of any situation or persons around her. Ironically, she is unable to accept responsibility for her own actions. Not an admirable trait for someone in command positions. All you need to do is keep her allies confused over her ability to command them or show Moonstone that her plans are flawed. Either tactic should unnerve her enough to give someone the opening to take her down"

#### **Radioactive Man**

Dr. Chen Lu volunteered to become Communist China's first superhuman and was imbued with his radioactive powers. Radioactive Man was sent to America to challenge Thor, and was quickly defeated and was believed dead. He reappeared later with the first Masters of Evil, his ties with China broken. Chen Lu, a perennial Avengers foe, is currently at large.

Dr. Pym: "Dr. Chen Lu used to be one of the world's great minds on radiation, but has since abandoned any research in pursuit of a life of crime. He is incredibly powerful and has humbled both Thor and the She-Hulk on occasion. This aside, he rarely uses his intelligence in battle and acts often as a subordinate. Reasons for this are unknown, but if Lu were to apply his powers and intelligence more often, he could become one of our most dangerous foes. If he is encountered, be sure to have some sort of anti-radiation device on hand to nullify his powers."

#### **Rampage**

Stewart Clarke created the Rampage armor years ago but lost his company and his money because of bad business deals. Using the armor, he ran afoul of the Champions a number of times. He recently reappeared in L.A., stole his armor and six duplicates from the current holder, and resumed his rampage against the well-to-do. He was stopped by Wonder Man and the Beast and is now in prison.

Black Widow: "Rampage is a foe very easy to underestimate. With his constant whining about his sorry life, one forgets that his armor is just below Iron Man's class. His exo-skeleton provides him with enhanced strength and protection. Disable it and he's helpless."

#### **Sons of the Serpent**

This radical group has had three incarnations, but they all embraced precepts of hate, prejudice, isolationism, and misguided concepts of racial supremacy. The original Sons of the Serpent were the most technologically advanced, and were organized by foreign powers to undermine the U.S. government. The most recent group was armed with only military surplus and totaled eight members.

Captain America: "The Sons of the Serpent are dangerous only when the public buys into their rhetoric. Their message of hate, and its unfortunate infectiousness, leads far too quickly to lost tempers on a large scale and a general breakdown in civil order. The best weapon against these bigots is a clear head and a firm belief in equality for everyone, including them. We may not want to hear what they have to say, but I've spent my life defending peoples' rights to free speech and I won't stop now, because I don't like what they say. If they resort to overt violence, that is where they must be stopped and disbanded."



**Space Phantom**

The Space Phantom was one of the Avengers' earliest foes. He is able to assume the form and abilities of any creature, the unfortunate creature being shunted to Limbo while the Space Phantom replaces it. He originally worked for Immortus, trading places with Earthlings so Immortus could study those the Phantom replaced. He has been independent in the past, and with Immortus' new inert way of life, the Space Phantom's status is unknown.

Wasp: "This little guy came close to destroying the Avengers immediately after the first official meeting, with his imitations of the Hulk and Iron Man. Only brain scans and telepaths can detect any difference between the Space Phantom and one of his victims. He has developed better acting skills since his early days, and studies those he imitates, lessening

chances of his charade being found out. The Avengers have not encountered him in years, except for a chance encounter in Limbo. Our best defense is to incorporate cerebral scanners into the security system to guard against him. If you ever have to fight him, keep in mind that he has all the powers and weaknesses of those he imitates."

**Super-Adaptoid**

Created by Advanced Idea Mechanics, this android was originally programmed solely to defeat Captain America, but soon altered its programming to oppose a number of super-teams including the X-Men and the Avengers. Its ability to duplicate the skills and powers and likenesses of up to eight beings was powered by an energized piece of a Cosmic Cube. This power source was recently removed by Kubik, a sentient

being that evolved from a Cosmic Cube. The Adaptoid's inert form was stored on Avengers Island, but salvage operations failed to find the android and therefore it is considered to be at large.

Captain America: "The Super-Adaptoid has battled the Avengers no fewer than five times and each battle becomes progressively more difficult. With its ability to add any of our skills and powers to its repertoire, it was often like fighting a one-man Avengers battalion. In our latest encounter with it, it adapted the abilities of a Cosmic Cube, but was defeated by Kubik with the aid of the Avengers. The Adaptoid's power source was absorbed by Kubik and it was left inert on Avengers Island. After the island sank, the Adaptoid was discovered missing. We should be ready if anyone manages to reanimate this powerful foe."



### **Supreme Intelligence**

The Supreme Intelligence of the Kree is a technorganic computer system, a construction that links thousands of cryogenically preserved brains to a 5,000-cubic-foot computer and produces the communal intelligence that formerly ruled the Kree Empire. Whether a byproduct of the communal consciousness or some other unknown factor, the Supremor has psionic abilities that can even span galaxies! The Supreme Intelligence has spent many millennia manipulating events to spur the development of the Kree race out of its evolutionary dead end. With the recent Kree/Shi'ar war, the Supremor manipulated all involved parties, including the Avengers, until the release of the Nega-Bomb. The Nega-Bomb's effects, secretly engineered by the Supreme Intelligence, killed roughly 75% of the living beings within the galaxy of the Kree Empire (what we call the Greater Magellanic Cloud). The survivors have been drastically altered on a genetic level and have the potential for evolutionary growth now. The Supreme Intelligence was apparently slain by the Black Knight and a contingent of Avengers in retribution for the millions slain by the Nega-Bomb. This action has led to revenge sworn by the Kree and much dissension among the team.

Commentary on this topic by various Avengers personnel has been stricken because of the emotional and divisive nature of said comments to the team structure.

### **Taskmaster**

A trainer of the endless numbers of thugs often employed by super villains, the Taskmaster also has the special ability to duplicate any observed physical movements. He does not gain any heightened abilities or other superhuman powers. While utilizing replicas of their weaponry, the Taskmaster maintains the

skills and fighting styles of Avengers and allies Black Knight, Black Panther, Captain America, Daredevil, Punisher, Spider-Man, and Tigra. He is currently at large, having escaped a federal lock-up months ago.

Ant Man: "I used to think the ugliest outfits were saved for the Academy Awards, but then I get stuck with Mr. Bad-Taste for my recurring villain. Jokes aside, Taskmaster is a tricky foe especially with his amalgamation of some of the world's best fighters' styles. Your best bet against him is to either send someone who can take punishment against him hand-to-hand, or take him out with a distance attack. Remember, he's got all the defensive and offensive skills of at least four Avengers, so come up with tactics that would keep Cap or Dane or T'Challa at a disadvantage. Me, I prefer the hide-and-seek method at ant-size and then give him a quick-growth upper cut to take him out quick."

### **Thanos**

Thanos is, without a doubt, the most dangerous foe the Avengers have ever faced. Immensely powerful and wickedly cunning, Thanos always bears close watching. His appearance and personal powers do not match a standard Eternal's, except for his immense strength, but he supplements his might with incredible technologies and knowledge. The mad Eternal of Titan has threatened lives on a galactic scale a number of times, including his foray with a Cosmic Cube or his use of the Infinity Gems to snuff out the stars. He has returned from the dead after Adam Warlock turned him to stone. He was allegedly brought back to serve Death, but he betrayed her for the power of the Infinity Gauntlet. He lost the Gauntlet to a resurrected Adam Warlock and is currently at large in space.

Starfox: "My brother, the mad Thanos, spent his entire life seeking power and

control. He always had a fascination with death, a fixation that turned to a sick love of Death herself. Thanos has always sought to please her and kill any number of beings to gain her favor. All his schemes were engineered to bring Thanos approval from Death. Adam Warlock, having looked into the depths of my brother's soul, has concluded that no matter how much power Thanos has, he will seek out more but never feel worthy of it. Remember that he seeks his power to gain Death's favor; however, if he were worthy of the power, he would be an equal. Since he subconsciously feels beneath such powers, he provides his foes with opportunities to defeat him.

### **Tiger Shark**

Todd Arliss, a former Olympic swimmer, was altered by Dr. Lemuel Dorcas into the savage Tiger Shark, an amphibian with power and savagery enough to battle the Sub-Mariner to a standstill on more than one occasion. Tiger Shark was a member of both the third and fourth incarnations of the Masters of Evil.

Sub-Mariner: "I pity Todd Arliss for being a pawn of Dorcas, but I hold no pity for the monster he has become. His claws and teeth are to be guarded against, and his speed and power nearly match my own beneath the waves. His defeat lies in his water-retaining costume. Remove his water reservoir while on dry land and his power will diminish swiftly."

### **Titania**

Created by Doctor Doom during the Secret Wars, Titania aka Mary "Skeeter" MacPheran swiftly became the partner of the Absorbing Man and established herself as a powerful foe. Her strength level and fortitude are equivalent to the She-Hulk. What she lacks in cunning or skill is compensated by raw power.

Spider-Man: "This lady's one tough customer. Her strength is easily six times my own and her skin can reflect bullets and worse punishment. So can someone tell me why she's afraid of me? She can heft airplanes, but she has little finesse and even less self-control. I beat her during her first time out by letting her strength take her through a wall when she tried to hit me."

#### **Ultron-13**

Ultron was to be Henry Pym's greatest achievement in creative artificial intelligence and self-repair. This robot's initial debugging program was flawed and somehow installed emotive responses within Ultron that soon became focused on a hatred of all things human, especially Henry Pym. Since its creation, Ultron has gone through 13 different robotic models. Since his

incarnation as Ultron-6, the robot has been covered in pure Adamantium and is effectively invulnerable. Of all the models, Ultron-Mark-12 was the only robot to surpass its hatred, becoming almost like a son to Pym before its deactivation by Ultron-11. Ultron-13 was captured after an abortive alliance with the Grim Reaper and is currently imprisoned in the Vault.

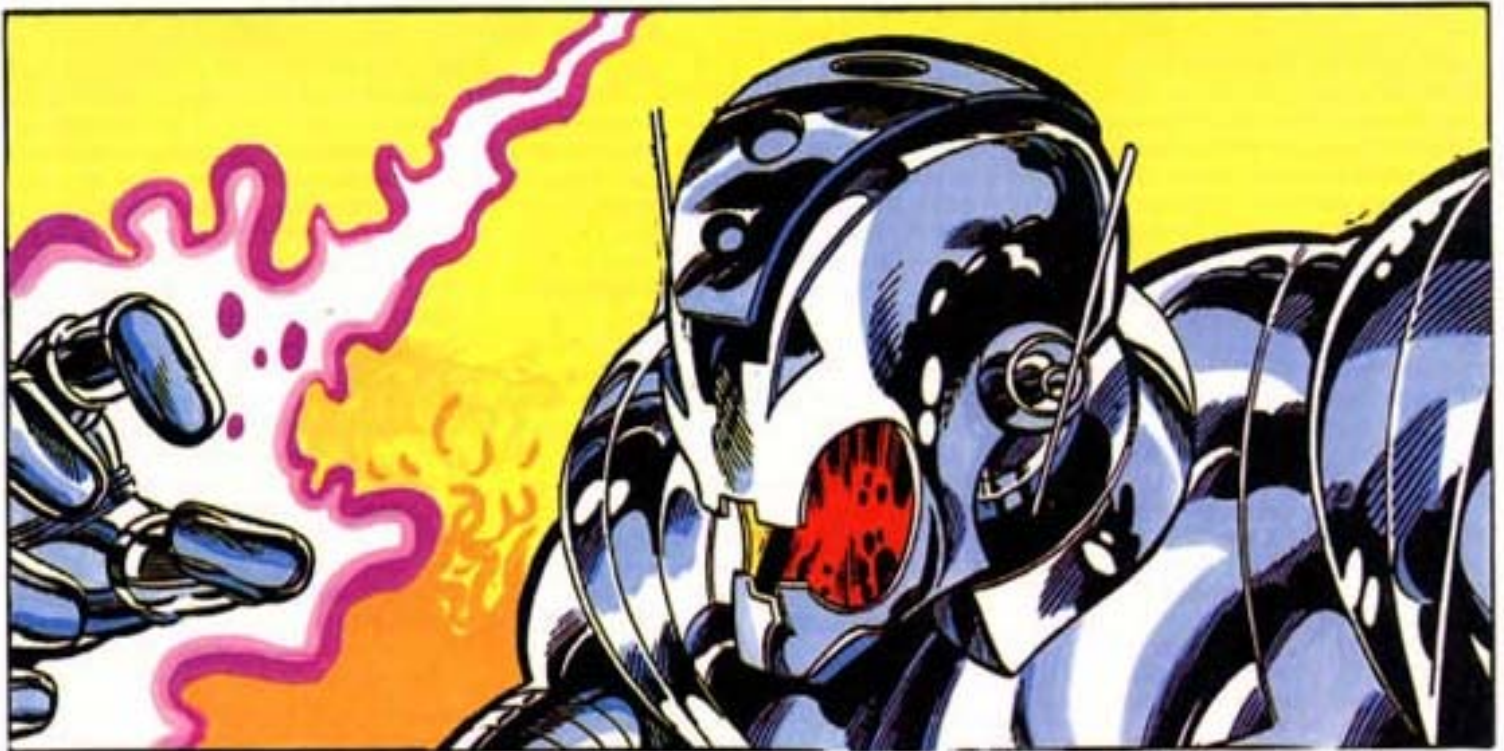
Dr. Pym: "In some detached, scientific way, I can be proud of the achievement I made in artificial intelligence, that is, until the horror of what I unleashed upon the world settles in. Ultron is our most ruthless foe, always attempting to subvert the human rule of the planet. Covered with Adamantium, he is immune to physical attacks. Our best bets against this robot are our brains and the Scarlet Witch. Ultron's robotic intellect cannot comprehend or defend against the

improbabilities of Wanda's hexes."

#### **Whirlwind**

Dave Cannon infiltrated the inner workings of the Avengers as "Charles," Janet Van Dyne's chauffeur. Having fought Giant Man and the Wasp as the Human Top, he renamed himself Whirlwind and has pursued Jan with a sick fascination for years. He now wears light body armor and buzz saw blades on his wrists, his speed and weaponry making him a dangerous enemy.

Wasp: "Dave Cannon has been a personal thorn in my side for years, stalking me as if I'm some prize to be won. Whirlwind always had a bit of an ego problem and this was worsened by his new armament. He tends to overestimate his power and the effectiveness of his weapons. Use that arrogance to put him away."





## THE AVENGERS GENTLEMAN

"On the whole, it is rather unseemly for a gentleman's gentleman to gossip and record the happenings of the household under his care. Despite this, I, Edwin Jarvis, have undertaken the task of committing to a personal memoir my recollections of and activities with the collective group of superhumans known as the Avengers. I feel that, impropriety notwithstanding, these memoirs will be better served at a later date to instruct the populace (or at the very least, my successor) in the human or, perhaps, mortal, side of their 'superheroes.'"

### **On Matters of Address**

Despite their fanciful sobriquets and their dangerous professions, all of the Avengers are human in the relative sense and just as worthy of proper service and address as any other employers. "Master" and "Mistress" or "Madame" are suitable terms of address to be added to the heroes' and heroines' varied appellations, though it took rather a few months to become accustomed to such charges as "Master Goliath" and "Mistress Moondragon."

As a number of the Avengers take their comrades into confidence with their civilian identities, I too, am privy to understanding the heroes who dwell beneath their masks. Of utmost importance is their insistence on being referred to by their actual names, with aforementioned appropriate designations, of course. I am honored with their trust and shall never divulge the civilian identities of any Avengers who have not made such knowledge public. Using their proper names is only suitable when they are unmasked. I have not betrayed any confidences with an error in address, though I daresay some of the Avengers themselves could use a bit of discipline in this regard to prevent unwanted attention brought about by a slip of the tongue.

### **On Matters of Service**


As the manservant of the Avengers and the Stark family, I have always striven for my personal best in the job I do. The difficulties of managing the household of a somewhat eccentric inventor and his so-called "playboy" son cannot begin to match the intricacies and complications of being the butler for the world's premier team of superheroes. The largest difficulties lie in the realms of technological adaptability, unpredictability, and the seemingly simple task of food service.

Of all the areas I have learned "on the fly," I am most indebted to my employers for my training and knowledge of current and new technologies. To be certain, Avengers Mansion, Avengers Island, and the new Avenger Headquarters contain some of the most technologically advanced machines in the world. It has ever been my duty to see to their upkeep, now made so much easier with the addition of Master Fabian Stancowicz to the Avengers Support Staff to personally oversee much of the maintenance. From maintaining the Quinjets to updating the Avengers files, I have learned to use machines that were scarcely dreamt of in my youth. That is not to say there have not been difficulties. I have had to wrestle tea carts from the clutches of security tendrils, free trapped guests and other support staff from laser cages, and I have sacrificed at least three sumptuous meals to faulty fire extinguishing systems. The sciences of Messrs. Stark and Richards have continued to grow at dizzying rates, though I've no doubt that before I retire from their service, the Avengers will have me polishing the lenses and controls of matter transmitters not unlike those on that delightful television show. I fear there shall be little to surprise me.

In the past, one could expect certain

patterns of behavior to become prevalent and to adapt to them, such as Mr. Stark's parties. From the first day, when Mr. Stark announced the need for a "feast" for some very "special guests," the predictable life of this butler ended and the chaos that followed the Avengers entered. With the recent addition of the Avengers support staff, I now have comrades with which to share my duties as I did before the staff unexpectedly walked out before the first dinner party for the Avengers, daunted by the Hulk's impending presence. To be honest, my first meeting with the emerald Avenger was unsettling enough that I lost my head and fainted. Since that time, I have steeled myself to expect nearly anything, and have encountered everything from the gentle scenes of the growing love of Mistress Wanda and Master Vision to my own assault by the hideous Mr. Hyde. My foremost memories are those of scenes which underscored the differences in the life my charges have chosen from all others' lives. I have lost count of the many times I have entered the laboratory with a repast for them only to be met with a number of heroes tensed and ready for battle. Though I oil it regularly, the Starks' antique tea cart has a squeaky wheel that, combined with the light clatter of the silver tea set, I'm told, sounds suspiciously like an attack robot.

One in my position cannot expect such an eclectic group to keep a clean house, especially in the event of an attack. I pride myself on being able to handle the chore of tidying up after the Avengers have vanquished a foe within the grounds of the new Headquarters. Though few of the heroes other than the Vision, the Beast, and Wonder Man took much advantage of the older mansion's library, I saw to its reconstruction and restoration (including rebinding or replacement of damaged books from Mr. Stark's collections) on at least four separate occasions. On the few incidents



where the damage was beyond my or the Avengers' ability to repair, work crews were ever overseen by myself in terms of the details not to be overlooked. Even the firm of Damage Control has required a few delicate lessons from myself in the maintenance and repair of areas frequented by superhumans.

Given the unpredictability and confusion that so often rules the lives of our superheroes, one can understand my difficulties in setting proper meals for the Avengers. Not only were their schedules subject to change at a moment's notice, there were the problems of coordinating menus suitable for everyone's tastes. (I shan't forget Tigra's insistence on warm milk and fillet of mouse. I should have enjoyed her quips more had I not been so allergic to felines.) No other cook in the world has had to set a table for two gods, two kings, and a host of American, Russian, and European heroes all at once, and I have done so on a number of occasions. It has been both enlightening and educational in the years of cooking. I have expanded my cooking skills without a doubt, having spent two weeks researching the specific ingredients and dishes of a feast Master Hercules once attended at the table of Odysseus and Penelope. I can honestly claim the meal was proclaimed "the best meal made by a mortal in this millennia!" In the past, when more Avengers dwelt in the mansion, I took to the habit of preparing at least the members' favorite dishes weekly while exposing some of them to the more refined dishes of the continent and the British Isles. Despite some resistance, I even managed to convince Master Hawkeye to try dishes that were soon proclaimed "good eats." A mark of high distinction, to be sure. With a bit of luck, I might try to collate all the varied recipes I've used over the years for publication. I wonder how the market would receive such a mix of recipes from Wakanda, Russia, Greece (both ancient

and modern), Transia, Italy, Thailand, Hala (a few Kree dishes taught me by Captain Mar-Vell and Ms. Marvel), and an especially delightful New Orleans gumbo recipe of Captain Marvel's. My only regret so far has been the lack of detail Master Thor has given me in the proper preparation of native Asgardian dishes. His gift of a wild boar, hunted by himself and the Warriors Three in the hills of Gundershelm, was most daunting in size, though it made for an excellent Yuletide feast.

#### **On the Avengers as a Whole**

The Avengers, as a whole, are the noblest group it has ever been my privilege to know. My duties as butler have never been easy in their service, but I have been with them from the first, and intend to remain for as long as I am able. These heroic men and women (and beings, not to exclude such constructs as Mistress Jocasta) sacrifice so much for the world that greets them rarely with praise and often with derision, that I feel it is my lot to make their lives as comfortable as possible. It is not for myself that I strive to serve the Avengers as well as I am capable. These heroes seek so little reward for the deeds they do for the children of Earth that I feel the need to thank them for all of us with any labor I might perform for them.

#### **On My Charges**

The Avengers have always been an exciting and vibrant lot, more so in recent years with the influx of so many members. As stated before, the life of an Avenger is hardly an easy one, though I hope my efforts made their stays with the team as pleasant as possible. For those who think I shall, as Americans say, "kiss and tell," they should look to other sources. I do not gossip about my employers, but merely share my

experiences with them that they may seem more real to those of you indulging in idle hero-worship.

Of all the older Avengers, I have become the closest with Mistress Janet Van Dyne, also known as the Wasp. I first met a giddy young girl with an all-encompassing love for her beloved Ant-Man. To her credit, this young heroine has grown into a good and courageous woman. Her flair for fashion design has generated some wonderful clothes (the originals she has created for my mother are always appreciated), though some of her costumes border on unsettling.

Captain America, the noblest and most alone of all the Avengers, is a man of the 1940s brought into our time by the whims of fate. On quieter nights with the Captain in his early months after his return, I became his first confidante in this time, a trust I shall always cherish. This man has such outstanding moral fiber that seems lost in today's world. I once worried that his morals would be lost on the younger generation, but we have recently reestablished the Stars & Stripes, a network of young computer aficionados who collect local information of interest to the Avengers and alert the team to any situations where they are needed. I am doubly proud to call Captain America my friend and am pleased that his legacy of honor and justice seems to have reached younger ears.

Random thoughts brush my mind, scenes people might find surprising of their heroes such as the Vision's poetry reading late at night in the library, Hawkeye's and my trip to Yankee Stadium, Hercules' love of children as he played games with Franklin Richards, and an intriguing game of Atlantean chess with Prince Namor. I shall have the time in the future to record other, more detailed precious anecdotes of each and every hero I have served, but there is much to do before my day is done.