

From the producers of the DUNGEONS & DRAGONS® Game

MARVEL SUPER HEROES™

CAMPAIGN BOOK



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Credits

Designed by

Jeff Grubb

Written by

Steve Winter

Co-Creators

Editing: Troy Denning

Graphic Design: Ray Silbersdorf

Lots of helpful ideas from Bruce Nesmith and Curtis Smith

Cover Art: Al Milgrom

Line Art: MARVEL BULLPEN


Maps: Dave "Diesel" LaForce

Box Cover Art: John Romita, Sr.

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

Special thanks to the MARVEL Bullpen

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



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

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

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

CAMPAIGN BOOK

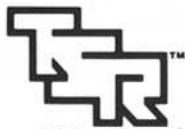
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TSR, Inc.
POB 756
Lake Geneva, WI 53147

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CHAPTER 1: HEROES



POWER ROSTERS

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

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

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

FIGHTING

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

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

AGILITY

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

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

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

STRENGTH

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

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

ENDURANCE











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

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

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

REASON

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

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

INTUITION

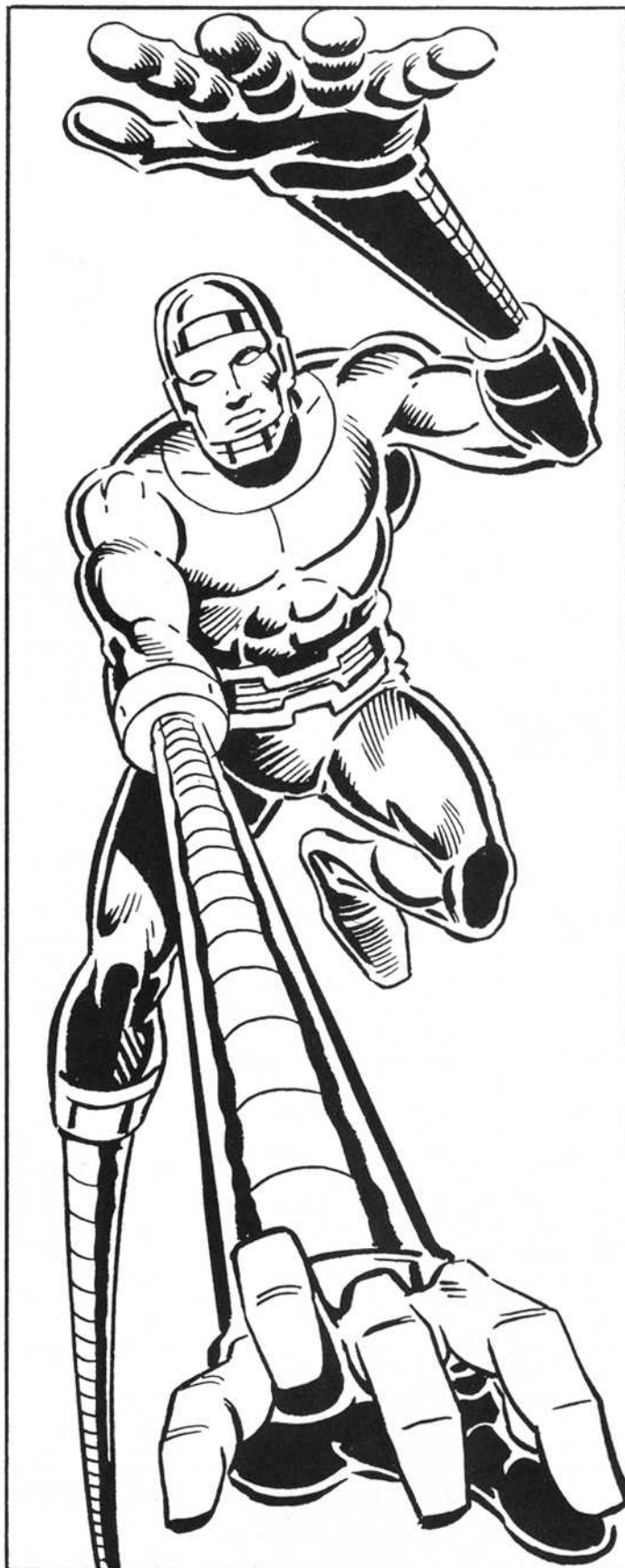
Intuition relies upon a hero's observation and senses to complement Reason. It also affects a hero's chance of being surprised. (I know what you're thinking and you're right, my spider sense is Amazing!)

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

PSYCHE

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

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



VARIABLE ABILITIES

HEALTH

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

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



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

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

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

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



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

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

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

Table 5: Resources

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

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

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

Table 6: Costs

COMMON WEAPONS

Handgun	5 rp
Rifle	8 rp
Knife	1 rp

VEHICLES

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

OTHER TRANSPORTATION

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

OFFICES AND BUILDINGS

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



OTHER COSTS

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

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

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



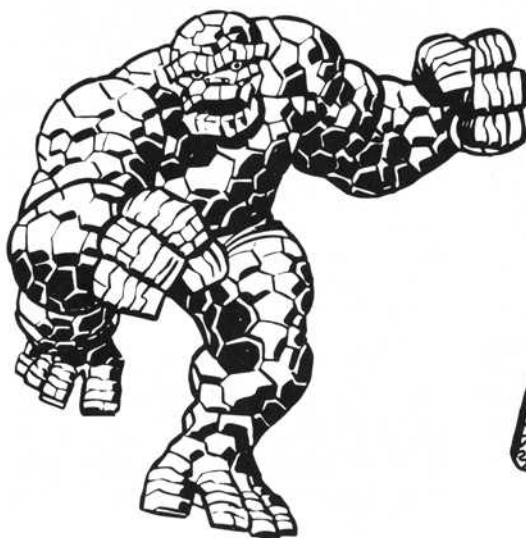
POPULARITY measures how well-liked the hero is, and affects the way people treat him and how much information and aid they are willing to give him. Well-established heroes whose real identities are known tend to be popular, while us secretive types and weirdo mutants tend to be unpopular.

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

Table 7: Popularity Ranks

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

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





MAGIC

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

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

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

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

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

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



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

Table 8: Magical Limits

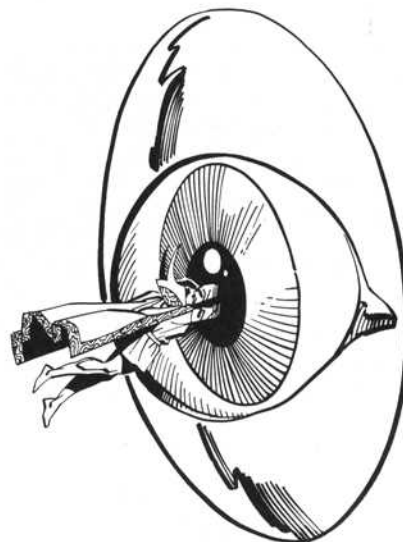
Caster's Psyche	Duration of spell	Area of spell
Feeble	Can't cast	Can't cast
Poor	Can't cast	Can't cast
Typical	Can't cast	Can't cast
Good	One round	Touching
Excellent	One hour	One area
Remarkable	One day	One area
Incredible	One week	Two areas
Amazing	Permanent	Five areas
Monstrous	Permanent	Ten square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

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

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

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

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



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

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

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

Mmm, that's hot. Calling on extradimen-

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

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

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

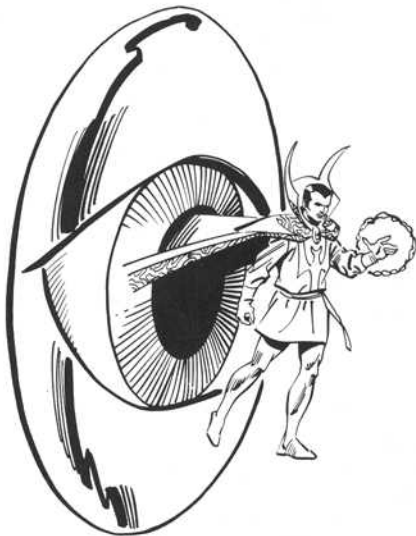


Table 9: Casting Shifts

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

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

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

Magic and Combat

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

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



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

Other considerations. . .

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

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

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

Tamam Shud



CHAPTER 2: HARDWARE



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

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

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

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

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

In these cases, reason must be substituted for strength.

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

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



VEHICLES

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

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

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

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

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

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

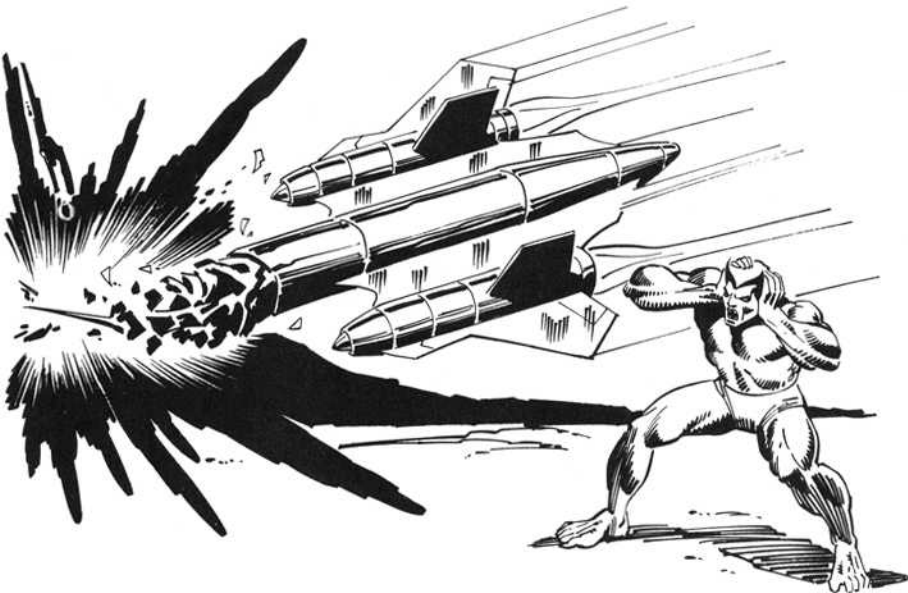
Table 10: Speed Normal

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

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

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

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



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

Moving

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

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

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

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

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

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

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

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

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

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

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

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

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

VEHICLES IN COMBAT

Ramming

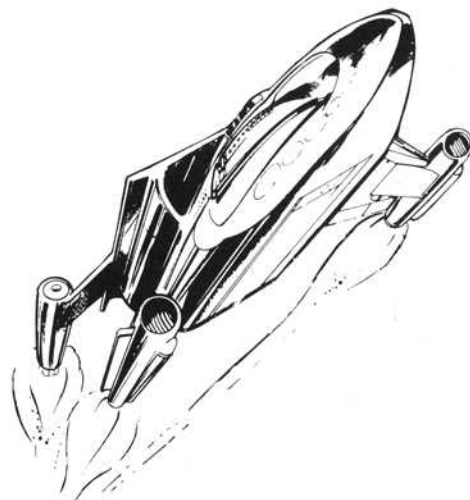
Most vehicles can be used to run into people, which is like charging. The vehicle hits the person automatically (as long as the person is in an area the vehicle can enter) unless the person makes a successful Agility FEAT roll. The vehicle

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

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

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

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



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

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

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

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

Vehicle Damage from Combat

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



Vehicles with Weapons

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

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

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

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

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

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

TYPES OF VEHICLES

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

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

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

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

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

Table 11: Motor Vehicles

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

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

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

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



Table 12: Aircraft

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

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

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



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

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



Table 13: Water Craft

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

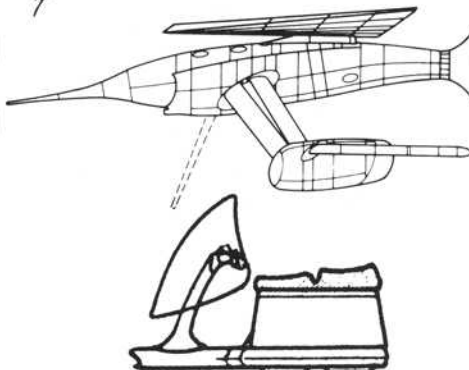
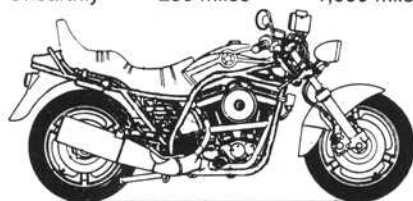
* Compartmentalized to delay sinking.

Long Distance Travel

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

Table 14: Travel

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



HEAVY ARTILLERY

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Table 21: Heavy Artillery

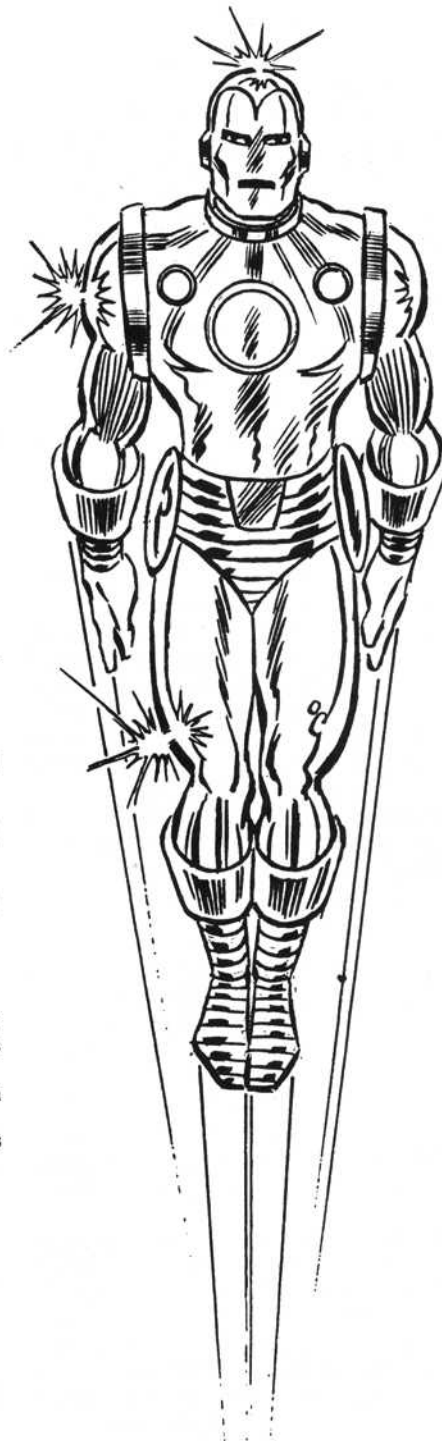
Weapon	Range	Damage	Cost
Sub-Machine Gun	7	25	100
Machine Gun	10	30	250
Flame Thrower	2	30	500
LAW	4	40	300
Light Artillery	10	40	300
Heavy Artillery	20	50	400
Hand Grenade	a	30	b
Guided Missile	c	d	700
Explosives	0	b	b
Gases	b	b	b
Fire Hose	3	6	—

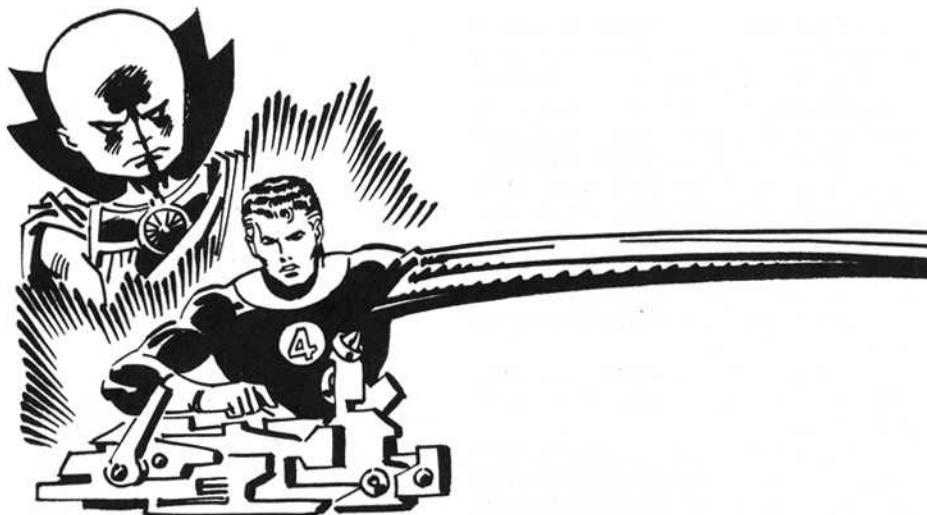
a Hand grenades are thrown items.

b Characteristics of grenades, explosives, and gases vary; see the individual descriptions for details.

c The range of guided missiles varies from a few areas to thousands of miles.

d A standard guided missile causes 40 points of damage.





BUILDING THINGS

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

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



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

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

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

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

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

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

Table 15: Range Ranks

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

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

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

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

The Invention Process

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

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

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

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

Table 16: Size Modifiers

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

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

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

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

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

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

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

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

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

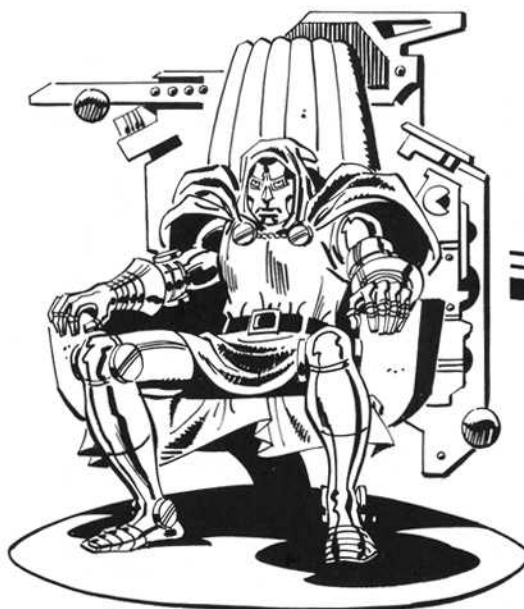
A throw-away item can be cobbled together in a number of rounds equal to the item's cost. Double-checking takes an additional four rounds. When any one-shot item is built, the Judge makes a secret Reason check for the hero, shifting one column to the left for each level the invention's highest rank is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

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

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

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

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



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

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

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

Here's what we've got:

Bug Machine

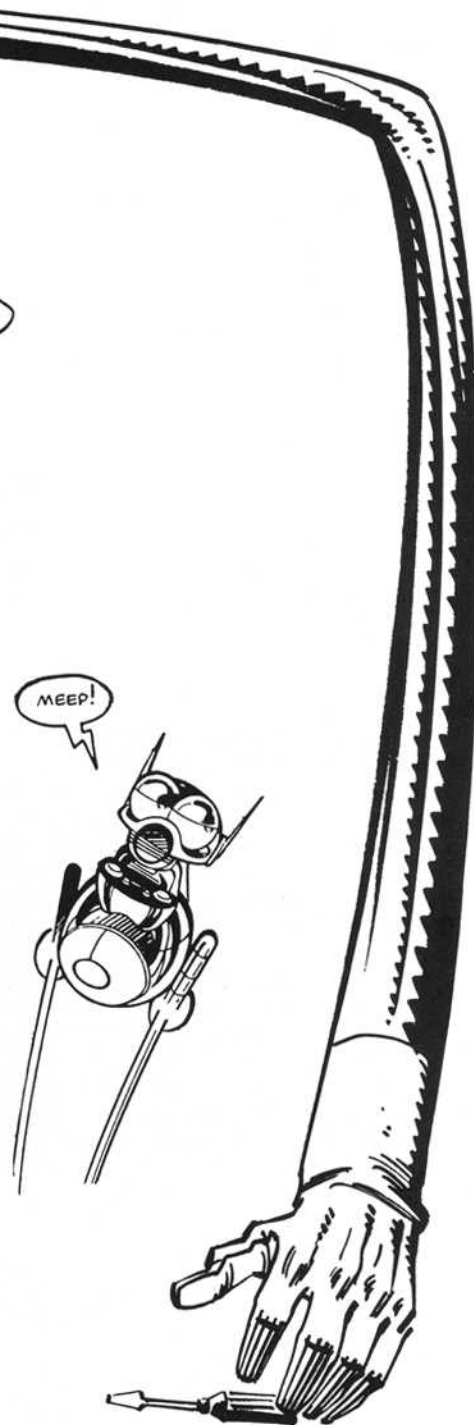
Component	Cost
Body: Excellent	200
Speed: Poor	40
Control: Typical	60
Room-sized	100
Total	400

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

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

Blaster

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



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

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

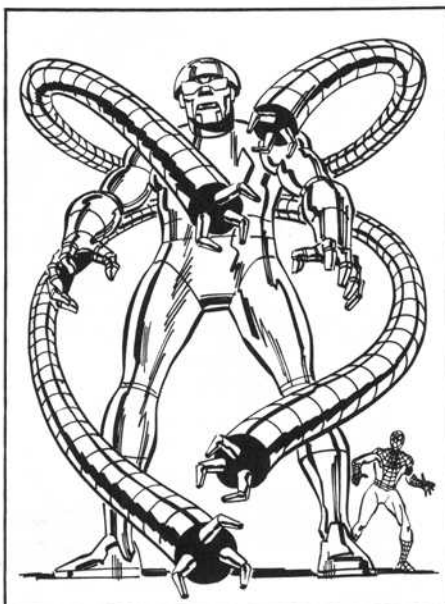
Now let's make a robot. Robots are a lot of fun, but they can be awfully expensive. This guy will be a sentry robot, put together like a person with arms, legs, a torso, and a head. I want him to do all the things a person could do, but he really doesn't need Intuition or Psyche. He needs Reason, though,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

Sentry Robot

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

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

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



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

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

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

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

Bug Machine/Car Stacker

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

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

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

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

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

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



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

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

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

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

Here's what I end up with:

Teleporter

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

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

ALIEN TECHNOLOGY

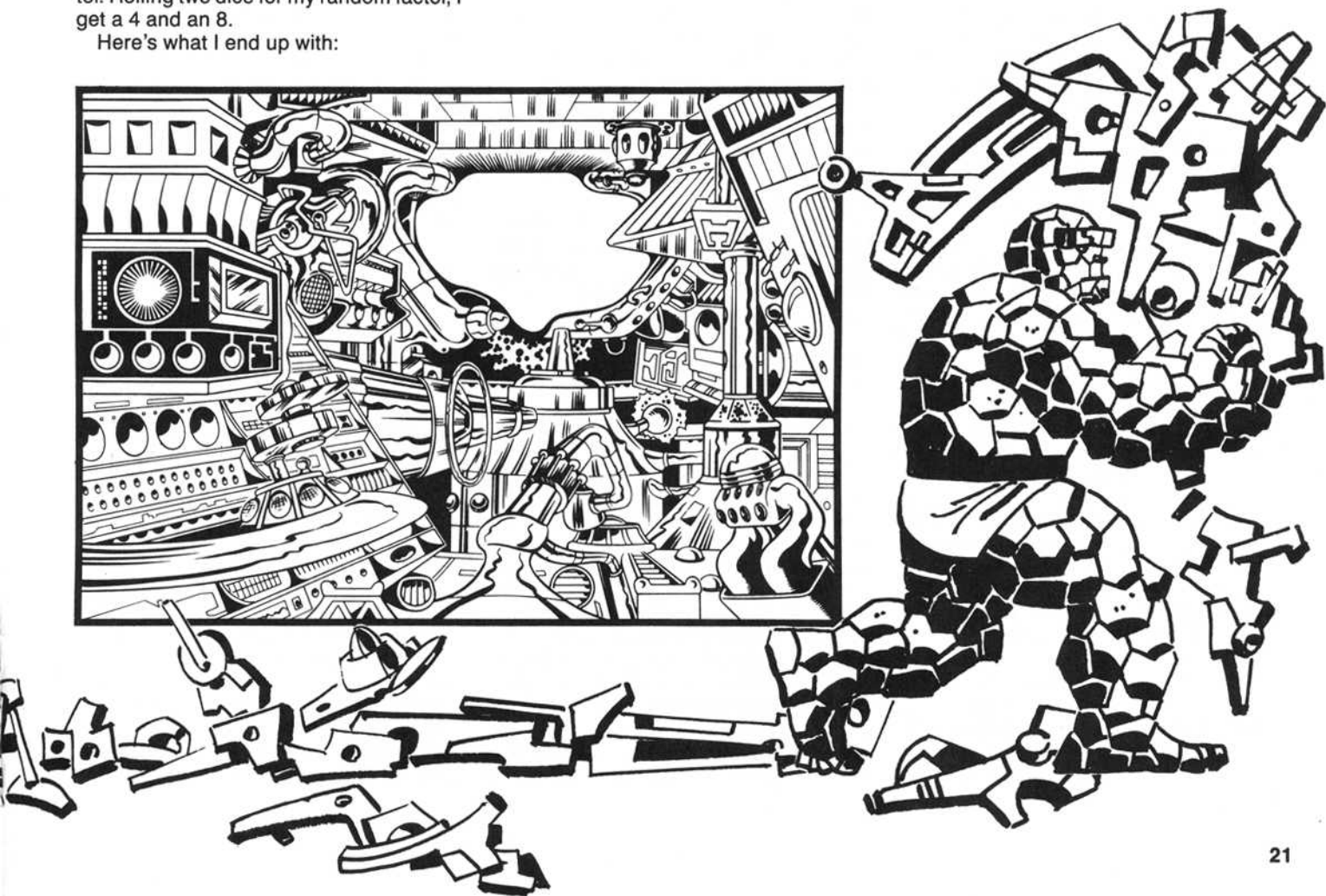
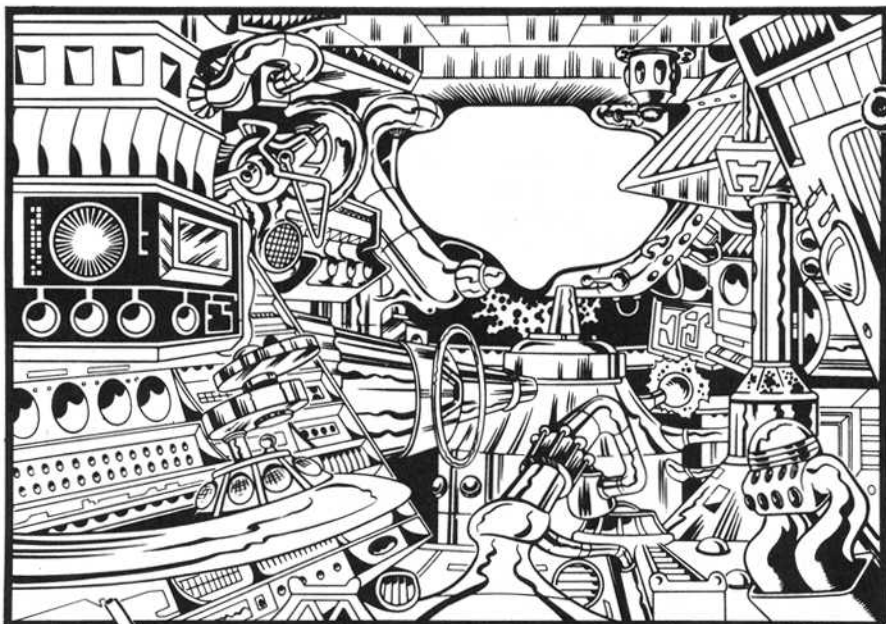
The average man lives in a secure little world, and by and large dismisses any notions about UFOs, aliens, and advanced technologies. I hate to shatter this illusion, but Earth lies at an interstellar crossroads, and many advanced races have visited this mudball we call home: the Skrull, the Kree, the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

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

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

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

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





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

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

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

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

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

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

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

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



KARMA

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

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

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

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



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

CAMPAIGNS



Table 17: Karma

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

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

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

Theft is stealing without threatening or injuring anybody. Shoplifting and pick-pocketing are simple thefts.

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

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

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

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

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

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

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

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

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

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

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

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

Karma Value

•30



•30



-All



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

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

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

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

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

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

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

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

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

0



•30



•1



+40



+10



-20



is defeat, too.

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

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

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

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

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

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

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

-30

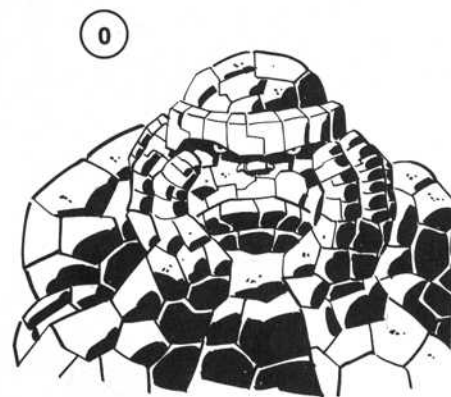
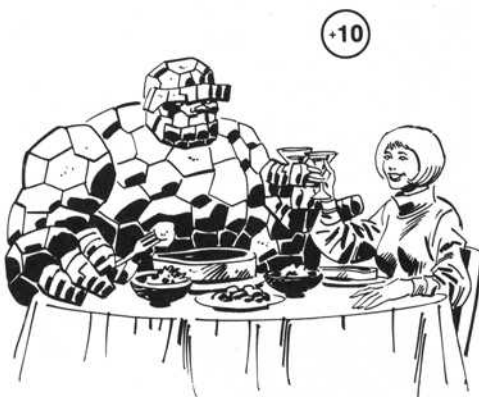


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-10





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

Karma Pools

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

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

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

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

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





Professor X with students.

PRACTICE

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

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

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



RANDOM ENCOUNTERS

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

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

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

This sample random encounters table is for me:

Table 18: Random Encounters

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

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

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



NON-PLAYER CHARACTERS

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

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

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

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

Table 19: Random NPCs

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

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

Table 20: Standard NPCs

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

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

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

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

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

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



REACTIONS

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

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

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

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

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

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

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

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

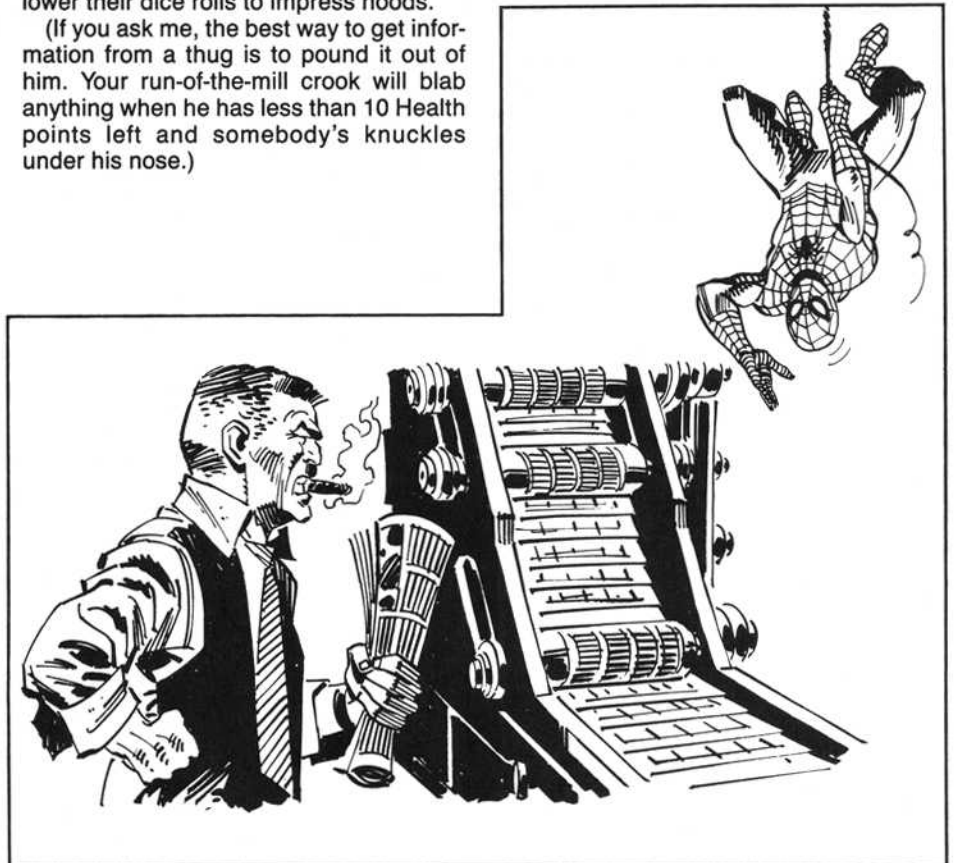
If the NPC:
is a friend of the hero
knows the hero personally
owes the hero a favor
doesn't like the hero
hates the hero

Right 2
Right 1
Right 1
Left 1
Left 2

News Reports

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

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





GOVERNMENT AND THE LAW

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

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

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

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

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

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

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

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

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

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

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

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

The American Legal System

The standard procedure for handling a crime is outlined below:

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

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

Trials

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

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

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

Table 22: Animals

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

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

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



ANIMALS

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

Oh, well let's get this over with.

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

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

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

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

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



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

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

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

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



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



SPECIAL ENVIRONMENTS

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

Underwater

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

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

Anyone inside a submarine can stay submerged almost indefinitely.

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

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

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

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

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

An average Atlantean has the following Ability ranks:

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

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

Space

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



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

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

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

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



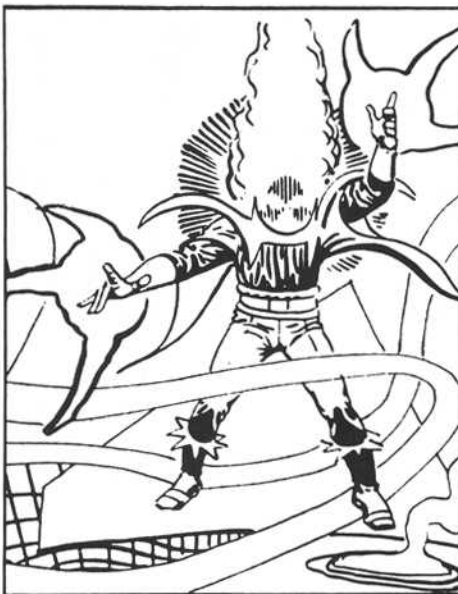
Kree
Skrull*
Shi'ar

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

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

Other Dimensions

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



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

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

from an astral opponent, however.

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

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

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



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

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

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

Typical Asgardians and Olympians have the following abilities:

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

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

THE OTHER RACES OF MAN

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

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

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

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

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

PLAYING WITH MINIATURES

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

fun to collect and paint.

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

A WORD FROM THE BAD GUYS

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



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



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

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

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

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

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

will soon enjoy the fruits of our labors.

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

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

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

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

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

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

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

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

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

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

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

Karma rewards are doubled if the crime



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

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

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

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

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

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

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

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

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

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

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

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

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

Table 23: Wages of Sin

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





JUDGES AND JUDGING

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

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

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

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

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

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

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

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

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

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

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

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





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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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



CHAPTER 4: The Origin Of . . .



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

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

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

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

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

Character Generation Checklist

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

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



CHARACTER GENERATION STEPS

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

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

Table 24: General Origins

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

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

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

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

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

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

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

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

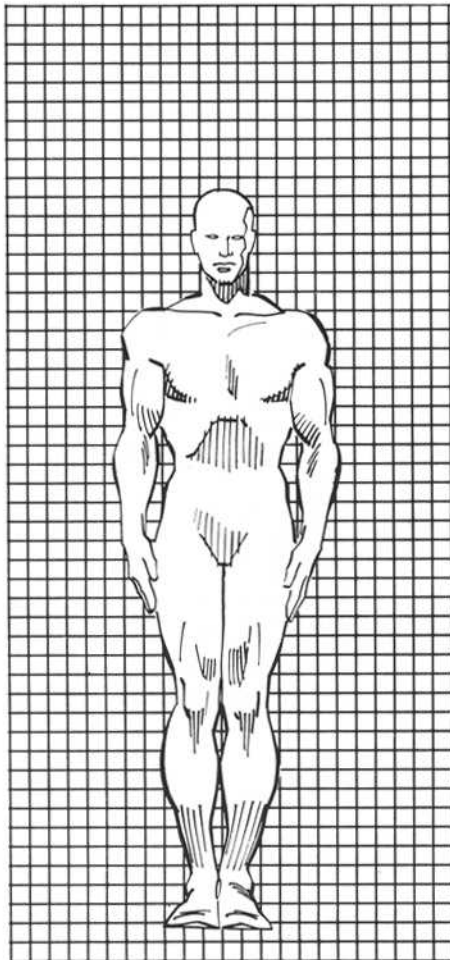
For each of the seven abilities, roll the dice and check Table 25: Random Ranks to find that ability's rank.

Table 25: Random Ranks

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

Modify these ability ranks as follows:

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



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

STEP 3. Determine the hero's variable abilities.

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

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

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

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

Table 26: Popularity Modifiers

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

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

STEP 4. Determine the hero's powers.

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

Table 27: Powers Available

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

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

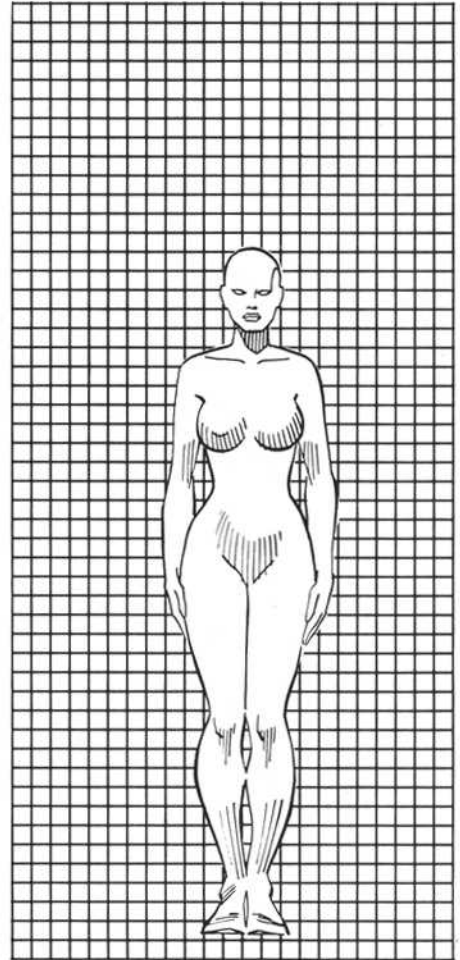
Table 28: Power Categories

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

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

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

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



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

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

Resistances and Senses

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

Movement

Flight
Gliding
Leaping
Wall-crawling
Lightning Speed
Teleportation *



Nature Control

Earth Control
Air Control
Fire Control
Water Control
Weather Control

Energy Control

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

Body Control

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

Distance Attacks

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

Mental Powers

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

Body Alterations, Offensive

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

Body Alterations, Defensive

Body Armor
Regeneration

Weapons, Vehicles, Sidekicks, and Alter Egos

Unique Weapon
Intelligent Weapon
Unique Vehicle
Sidekick
Alter Ego

STEP 5. Determine the hero's talents.

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

Table 29: Talents Available

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

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

Table 30: Talents

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

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

To fill in these details, answer the following questions:

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

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

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

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

EXPLANATIONS OF POWERS

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

Resistances and Senses

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

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

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



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

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

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

Movement

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

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

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

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

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

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



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

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



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

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

Nature Control

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

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

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

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

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

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

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

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



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

Energy Control

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

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

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

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

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

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

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



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

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

Body Control

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

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

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

Table 31: Size Changes

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

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

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

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

each rank by which his density exceeds his Endurance.

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

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

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



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

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

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



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

Mineral or metal: sand, steel, diamond.

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

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

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

Energy: electricity, light, radiation.

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

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

Distance Attacks

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

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

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



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

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

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

Mental Powers

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

the rank of that mental power, whichever is preferred.

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



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

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

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

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

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

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

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

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

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

Body Alterations, Offensive

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

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

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

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

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

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



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

Body Alterations, Defensive

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

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



Weapons, Vehicles, Sidekicks, and Alter Egos

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

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

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

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

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

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

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

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



TALENTS

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

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

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

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

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



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

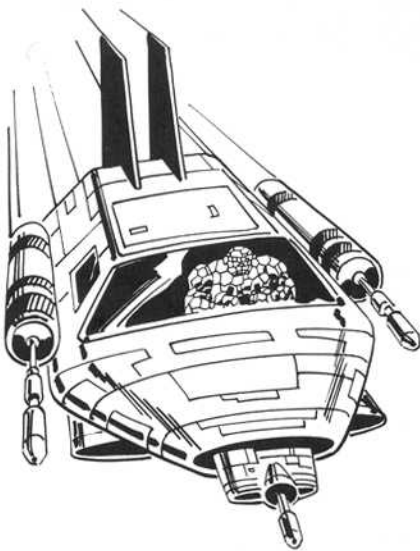
Wrestling. The hero gets two column shifts to the right when wrestling, but this does not affect damage.

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

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

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

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



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



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

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

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

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



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

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

SOME ADVICE ABOUT MAGIC

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

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

LIMITATIONS

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

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

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

Here are some sample limitations:

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

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

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

ADVANCEMENT

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

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

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

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

The Origin of...MACH 1



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

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

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

Let's follow the Character Generation Steps in order:

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

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

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

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

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

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

3. Determine the hero's Variable Abilities.

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

Karma equals Reason plus Intuition plus Psyche. That's 30+30+10=70, so I write "70" under Karma on the information sheet.

Last is Popularity. Looking at the list of Popularity modifiers, I can see that I don't know enough about this hero yet to determine his Popularity. I'll skip that for now and come back to it.

4. Determine the hero's powers.

Here's the really interesting part. First, I determine how many powers Danny has. My dice roll is 72. That's pretty high, so he has four powers. Danny's an altered human besides, so he gets one extra power for a total of five.

Now I have to find out what categories his powers are from. That takes five dice rolls. The results are:

Dice Roll	Power Category
72	Body Alterations, offensive
92	Body Alterations, defensive
27	Energy Control
57	Distance Attacks
08	Movement

Looking at all the powers in these categories, a rough picture starts to form. I'd like a hero who can generate and control one type of energy and travel through the air. To get the effect, I choose the following powers and assign ranks to them by rolling the dice:

Power	Dice Roll	Rank	No.
Claws	48	Exce	20
Regeneration	79	Rema	30
Sound Control	91	Incr	40
Sound Mssl. Wpn.	64	Rema	30
Gliding	21	Good	10

Now it's time to define what Danny can do. His sound missile weapon is his altered larynx; his voice can produce sounds of any frequency, amplitude, or tone, from piercing screams and thundering bellows to a soft, barely audible purr. By controlling the sound, he can form physical barriers, echoes, perfect imitations of any sound effect, and create areas that no sound can enter or leave.

The power to glide is part of his costume; collapsible wings in a small pack extend to make a sturdy, compact glider. The mysterious South American potion that gave him his other powers also changed his feet into claws, which are strong enough to pierce brick and iron so that he can perch anywhere, even on a vertical surface. The regenerative power is another side effect of the potion.

Finally, Danny needs a new name. How about . . . "Mach 1." I like the way it sounds.

Going back to step 3, I can figure out Mach 1's Popularity now. he can't very well keep his identity secret, with those clawed feet, but he has kept his origin secret to protect the natives who saved him. His Popularity works out like this:

Basic Popularity	50
Identity known publicly	+20
Origin secret	-20
New in area	-20

Starting Popularity 30

5. Determine the hero's talents.

Rolling the dice (I get 23) and checking table 29: Talents Available, I see Danny has two talents. These talents are:

Dice Roll	Talent
34	First Aid
82	Geology

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

This is all that's left. This was supposed to be a quiz, and I've done all the work so far, so I'll leave this part up to you. Just make up the details as you go! And, by all means, have fun!

CHARACTER INFORMATION SHEET

GROUP AFFILIATION

[illegible]

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THE UNIVERSAL TABLE

DICE ROLL	0 SHIFT 0	2 FEEBLE	4 POOR	6 TYPICAL	10 GOOD	20 EXCELLENT	30 REMARKABLE	40 INCREDIBLE	50 AMAZING	75 MONSTROUS	100 UNEARTHLY	150 SHIFT X	1000 CLASS 1000
01-05													
06-10													
11-15													
16-20													
21-25													
26-30													
31-35													
36-40													
41-45													
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61-65													
66-70													
71-75													
76-80													
81-85													
86-90													
91-94													
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98-99													
100													

THE BATTLE EFFECTS TABLE

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