



MARVEL SUPER HEROES™

Official Advanced Game Adventure

Mutating Mutants

by Bruce Nesmith

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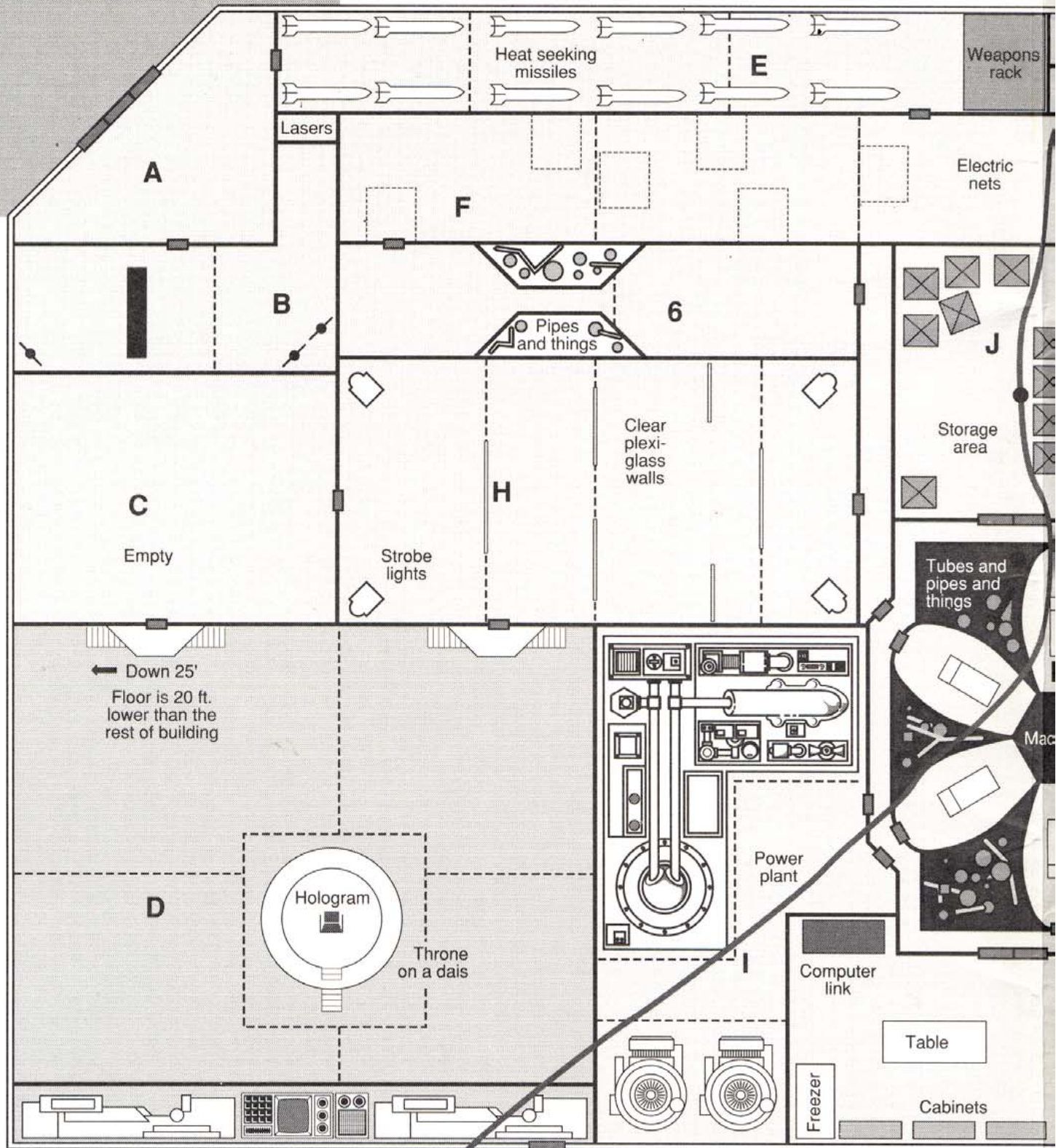
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INTRODUCTION

Sebastian Shaw stood before the large window of his executive office. Hands clasped behind his back, legs spread slightly, he brooded over the view of his sprawling industrial plant.

"Shaw Industries is doing well," he muttered "but Sebastian Shaw is not. The Hellfire Club is the real core of my power. Magneto must not be allowed to keep it! I was the Black King once, I shall be it again."

A quiet buzzer sounded on his desk, followed by the soothing tones of his receptionist. "Dr. Malus to see you, Mr. Shaw."

"At least he is punctual. Send him in 12 minutes from now."

"Yes, sir."

Turning to face his desk, Shaw gently touched a button on the keyboard of his desk computer. Facts and figures about Dr. Malus scrolled by on the screen at exactly the right reading speed. Shaw's eyes flickered over the words and pictures, but his mind was elsewhere. He already knew this material by heart. Instead he mulled over his recent defeat by Magneto and consequent loss of his precious Hellfire Club to the powerful mutant.

Twelve minutes later the door opened and a man in a white lab coat entered. He froze for a moment upon seeing Sebastian Shaw, then walked forward briskly with one hand extended.

This hesitation was expected. It is not every day one meets a powerful industrialist dressed up like a late 18th century gentleman. The black formal suit with the white ruffled cuffs and collar make quite an impression.

"I am so happy to meet you, Mr. Shaw. Your funding of my special project is sure to make it a smashing success."

Shaw disdained the offered hand, letting the patter continue for a moment until it died a quiet, natural death on the tongue of the scientist.

He let the silence drag on just a moment too long, enjoying the other man's discomfort.

Just as Dr. Malus was about to speak again, Shaw said, "Come with me. We shall talk as we ride."

A door panel slid open in the side of the office, even though Shaw had not moved a finger. He turned and walked through it, Dr. Malus hurrying to keep up with him.

Later in the limousine Sebastian Shaw told Dr. Malus what he had in mind. The car rolled smoothly through the New York countryside as the two men talked. The driver could hear nothing, nor was he able to see his passengers. He was paid well not to care.

"I want a weapon with which to defeat Magneto," Shaw said. "It must neutralize any mutant temporarily, say for a few days or weeks."

"I have just the thing!" said Dr. Malus. "I have synthesized a substance that when irradiated with a particular frequency of..."

"Quiet. I do not care how it works, only that it does. You will have a laboratory here in the New York countryside. You will find it well stocked, but if you lack anything I will get it for you. I have secured the assistance of several special men. Two of them are to stay with you at all times in the lab. All of them report directly to me. I expect an initial report from you within the month."

"I will have the ultimate mutie masher for you by then!" grinned Dr. Malus.

The grin was soon wiped from his face as Sebastian Shaw's forearm slammed him back into the leather seat.

"Never forget that I am also a mutant, you sniveling human. Do not think to use your weapon on me. My most trusted servants are not all mutants. If you fail or betray me I will feed you to them on a hook, just like the worm you are."

Dr. Malus was no longer sure this was going to be such an easy job. The money is good but the boss is a madman.

For the Judge Only

This adventure is designed for players who have never used the Marvel Advanced Game rules. This does not necessarily mean that they are not experienced role-players, although that may be the case. It does not imply that the judge is inexperienced. As always, make sure that you are familiar with the Advanced Set rules before playing this adventure.

With inexperienced players, the judge must be willing to be lenient. To twist an old proverb, "Give a sucker an even break." Give 'em the benefit of the doubt. You can always trounce them in the next adventure, when the excuse of being a beginner no longer applies.

The extra panel on the cover has cards for the six player characters. All are from the New Mutants group, or closely related. Feel free to use other characters, so long as they are mutants are of the same general power level as the ones provided.

The battles in the adventure are balanced assuming novice players. Experienced Marvel Advanced Game players may find them a bit too easy. This will only be made worse if they play powerful mutants.

The premise of this module is that the characters mutate, gaining or changing their powers as they are hit by Dr. Malus's X-Gene ray gun. It is recommended that the judge photocopy the back side of the character cards and keep notes on the changes as they occur. Have the players also note changes on a sheet of paper rather than mark up the cards.

There are three lists of companies in this adventure. They are intended to be photocopied and each given to

the players as they get them during the course of the game.

Most of the pre-designed player characters are straight from the Gamer's Handbook of the Marvel Universe series, MU1 through MU4. The exception is Richtor. His character and powers have been better defined by Marvel Comics since the MU series was published. His character card published in this module is accurate.

Secondary super villains are described in detail as they are called upon. All conform to the MU books except for Sabretooth. His character has been better defined by Marvel Comics recently. He is supposed to be a match for Wolverine, and this new description allows for that. Sebastian Shaw, the Black King, is described here.

Black King

Fighting	RM (30)
Agility	GD (10)
Strength	GD (10)
Endurance	AM (50)
Reason	EX (20)
Intuition	EX (20)
Psyche	RM (30)

Health: 100

Karma: 70

Resources: IN (40)

Popularity: 15

Background

Real Name: Sebastian Shaw

Occupation: CEO and principle shareholder in Shaw Industries.

Identity: Publicly known, however, the general public is unaware of Shaw's criminal activities.

Legal Status: Citizen of the United States with no criminal record.

Other Known Aliases: None

Place of Birth: Pittsburgh, Pennsylvania

Marital Status: Single

Known Relatives: None

Base of Operations: Worldwide, the Hellfire Club is based in Manhattan, New York.

Group Affiliation: Hellfire Club

Present Group Affiliation: None

Known Powers

Kinetic Absorption: Shaw is able to absorb kinetic energy and convert it to physical Strength, Agility, and Health. He must be in contact with the energy to absorb it. Whenever Shaw is attacked physically (say by a punch) or by energy attacks that must strike him to hurt him, the appropriate amount of damage is added to his Health, not deducted.

His Health, if boosted in this manner, can go as high as 400. For every 50 points over 100 that Shaw gains, he shifts his Strength and Agility ranks +1CS; therefore, at 150 Health his Strength and Agility would both be Excellent. This energy dissipates starting 10 rounds after he gained it. He loses 100 Health points

(and the corresponding Strength and Agility) per round until he is back to normal. All damage Shaw receives is applied to this excess Health first, then his own.

If Shaw must take more than his 400 point Health limit, he must make an Endurance FEAT roll; if he fails, roll a second Endurance FEAT roll and consult the Kill table. If a kill result is indicated, then Shaw either dies or spends 50 Karma points and become comatose for 5d10 weeks.

Sebastian Shaw is a stylish rogue who admires the ruthless, indulgent habits of the late 18th century upper class. Shaw enjoys fighting, but he never enters a fight personally unless there is a good reason. Play him as clever and ruthless. In this adventure, he is not out to kill the player characters, just to test out his new toy. He would rather bargain than risk having his plans revealed too soon.



I. Hot Time in the Old Town Tonight

The New Mutants and friends are in Furillo's Pizzeria at 10:00 pm on a Thursday night. You can find this shop on the map that comes in the Advanced Set box. It's on 8th street between Johnson and Buchanan. The crew is treating Wolverine to late night pizza as he regales them with stories of Madripoor.

Remind the players that they are in normal street clothes. In general the populace is wary about super powered mutants. It is in their best interests to either stay in disguise, or else be on their best behavior when in costume.

Through the open door of the pizza joint drifts a man's cry for aid. "Help! Somebody help me!" He sounds pretty desperate. The blank faces of the other patrons turn toward the big glass windows of the storefronts. They all huddle deeper into their seats, trying to ignore the cry.

Street lights illuminate the road, and the parked cars on either side. A few feet into the park all that can be seen is darkness. Even Wolverine's eyes cannot penetrate the dark while sitting under the bright fluorescent lights.

In the park, Dr. Wilhelm Kurtis is in trouble. He was cutting across Buchanan Park from the Armstrong Hotel where he has been staying. A motley gang of punks decided that Wilhelm and his wallet were a lot more fun than spitting into the fountain. Surrounding the poor man, they demanded that he give them "whatcha got in yo pockets." Although frightened to death, Wilhelm Kurtis called for help instead. He doesn't care much about his wallet, but he has a briefcase with some newly developed biochemicals in it.

There are 13 punks in the gang. Three of them are unusual, the other ten are all pretty much the same.

Use the generic punk description below for the ten, and the three special descriptions for the rest. All are dressed in ragged jeans or black slacks, leather jackets over stained T-shirts, and their hair is spiked.

Place markers (or jellybeans, or popcorn kernels, or whatever you use as counters) in any map space adjacent to the fountain. Put a counter for poor Mr. Kurtis in the middle of them. All the punks have their weapons out.

Schiz, Ee-ha and Rocco have been playing keep-away and catch with the contents of the doctor's briefcase. He is panicking over the possible loss of his precious new biochemicals. When the mutants arrive, the punks throw the three vials at the first three heroes they see.

For fun and amusement these vials all automatically hit (pretend to roll the dice) and break open. A strange odor fills the air and the victims' clothing smokes and takes on a funny color. This is all just theatrics, but it will be a small red herring when they are trying to figure out why they are mutating.

Since these are beginning players, read the list of Karma awards (see below) to them before the combat starts. This is a one-time break for new players. They should be told that this is the only time the rewards will be revealed before the action is played. For the remainder of the adventure they should use the general guidelines for Karma awards.

Generic Punk

F	GD (10)	
A	TY (6)	
S	TY (6)	
E	GD (10)	
R	PR (4)	Health: 32
I	TY (6)	
P	PR (4)	Karma: 4

Half of the punks are armed with

knives, the other half with makeshift clubs. Both weapons do 10 points of base damage, although one is blunt and the other edged.

Schiz

F	GD (10)	
A	GD (10)	
S	TY (6)	
E	GD (10)	
R	PR (4)	Health: 36
I	TY (6)	
P	PR (4)	Karma: 6

This half-psychotic teenager has Excellent fighting ability with his knife. He is one of the leaders of the rabble. He is not above trying to take Wilhelm Kurtis hostage. If the fight is going badly (which it is almost certain to do) he will try to adopt the classic "stand behind the hostage with the knife at his throat" position. The heroes may have to negotiate with him until he can be neutralized.

Ee-ha

F	EX (20)	
A	GD (10)	
S	TY (6)	
E	GD (10)	
R	PR (4)	Health: 46
I	TY (6)	
P	PR (4)	Karma: 6

Having taken martial arts lessons for a year, he thinks he is a Kung-Fu master. Ee-ha does not have any talent in the martial arts, but the practice did improve his fighting skills considerably. He will always try to kick and does not carry a weapon.

Rocco

F	GD (10)	
A	PR (4)	
S	GD (10)	
E	GD (10)	
R	PR (4)	Health: 34
I	TY (6)	
P	PR (4)	Karma: 4

Standing 6'4" tall, this overweight punk is very strong. He wields a club and loves to hurt people.

Karma Awards

Prevent the theft	10
Capture a gang member	5
Capture a leader or 10 or more punks	5
Destroy property	-20
Kill a punk	-60
Allow innocent victim to be killed	-40

If a punk is killed, the murderer is arrested immediately when the police arrive (which, by the way, happens 5 minutes after the first shout is heard). If anything else bad happens, the entire

crew will be hauled down town to answer questions. Arrests may follow depending upon the answers.

Four squad cars and two paramedic units show up right away. If more are needed, one unit shows up every two turns after that. One paramedic van can handle one injured person. Minor injuries can be handled outside the van.

The police are not very sympathetic to the mutants if their identities are revealed. Our heroes are not arrested wrongfully, but they are not treated nicely either. The sole exception is Detective Fenton Muhr. He has a soft spot for super powered vigilante heroes. He gives them his card and tells them to call him if they ever need anything.

The group is not allowed to leave

the area with being accosted by Mr. Furillo. The owner of the pizza joint wants the heroes to settle their bill. Of course, their table has already been cleared and he will not deduct any money for the food they didn't get to eat.



II. It's One of Those Nights

A peaceful hour goes by after the Buchanan Park affair is settled. The next time the group is outside they are attacked by X-Gene ray gun wielding goons. Use any outdoor map you feel is appropriate. The odds are high that it is in the city, so have a city map available. If you want to use the map provided in the Marvel Advanced Set box, put them in the newsstand on Grant and 7th avenue.

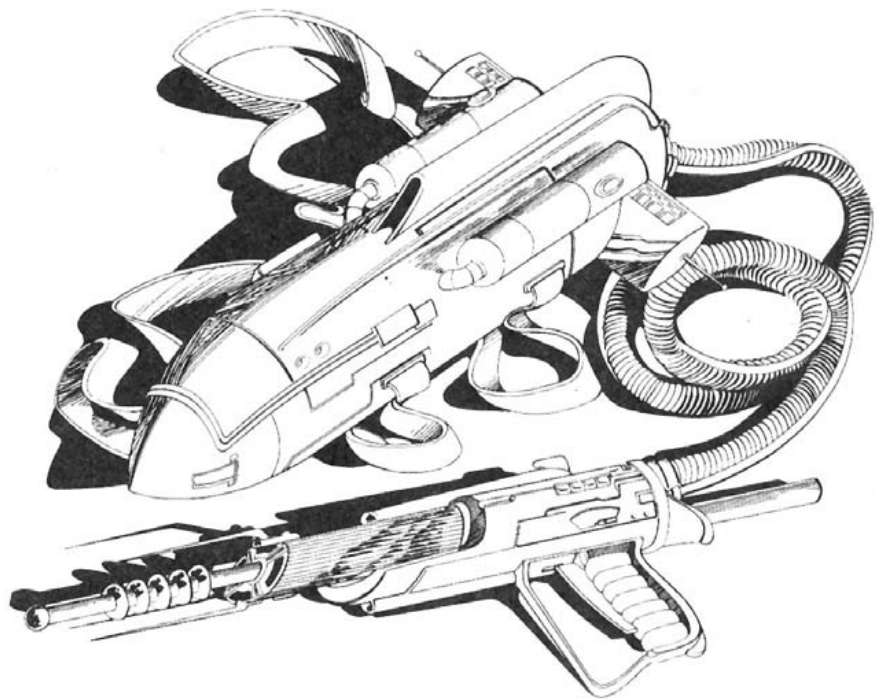
This time our fearless heroes are on the defensive. It is of course a group of the Black King's hired goons, wielding X-Gene ray guns built by Dr. Malus. If you want to use the Advanced Set map, put them just outside the Bear Paw Bar north of the newsstand.

The goons were hired anonymously so that they could not be traced back to the Black King or Shaw Industries. Technically they are members of a local organized crime group, but they have contracted independently to do this job. There are four of them, each with an X-Gene ray gun. Use the generic goon description below for each of them.

Generic Goon

F	TY (6)	
A	GD (10)	
S	TY (6)	
E	GD (10)	
R	PR (4)	Health: 32
I	TY (6)	
P	PR (4)	Karma: 10

On their backs is a large tank, similar to a scuba air tank. Three bundled hoses connect it to the large and awkward barrels. Each has a handgun in a shoulder holster. They will only use these if the situation gets desperate. They have on cheap black suits, with holsters hidden (sort of) under the jackets.



The goons arrive in a van; a fifth man, unarmed, is driving. The van stops three areas away, but the driver keeps the engine running. The four goons pile out and start shooting. Subtle, huh?

The minute it becomes obvious that the X-Gene ray guns do not operate as promised, the goons try to pile back into the van and escape. Of course, this is probably futile given who they were just firing at. The Black King has a couple of observers with video cameras stationed out of the way. They are not noticed by anybody.

X-Gene Ray Guns

These guns have a range of five areas. The yellow-green beam is narrow and can only hit a single target. On a successful hit, the defender rolls an Endurance FEAT roll or be stunned for a full round. Those not stunned feel queasy and a little sick. An hour after being hit, the victim alters over the course of the

next hour into his new mutations. Roll once on the table below for each hit. Each scenario has its own set of tables for mutations. A character may have to roll more than once if he is hit more than once.

If the judge can think of something highly appropriate, use that instead of table II or table III. Mutations that fit the character are always more fun than the random ones. For example, Richtor's skin might turn stony like the Thing's. The benefits or problems these mutations might cause should be considered. Stony skin should give him some sort of body armor.

I. X-Gene Ray Gun Effects

- | | |
|-----|--|
| 1-2 | Increase one of the primary ability scores by one rank, determined randomly. |
| 3-4 | Increase a mutation score by one rank, determined randomly. |
| 5-6 | Character alters visually but not functionally. See table II below. |

- 7-8 Character gains one new mutation ability. Use the tables on pg. 8 of the Advanced Set rules.
- 9 Eliminate a mutation completely, but add three ranks to a primary ability score. Both determined randomly.
- 10 Character degeneratively mutates. See table III below.

II. Minor Mutations

- 1 Total loss of body hair
- 2 Skin turns a different color
- 3 Voice gets high and squeaky
- 4 Grossly distorted face
- 5 One side of face sags
- 6 Snake scales cover body
- 7 Body glows in the dark
- 8 All body hair turns to feathers
- 9 Knee joints bend backward like a bird's
- 10 Judge's choice

III. Severe Mutations

- 1 Develop second joint in legs and arms
- 2 Neck becomes 2 feet long, can spin head 180 degrees
- 3 Grow an extra pair of limbs, allows two attacks per turn
- 4 One arm becomes a flipper
- 5 Spikes grow all over body; Typical edged damage
- 6 Teeth become fangs, Poor edged damage
- 7 Hands turn to claws, Typical damage
- 8 Become excessively fat; Endurance reduces one rank
- 9 Grow a prehensile tail, strength Poor
- 10 Judge's choice

It is vital to the adventure that at least one of the X-Gene ray guns fall into the hands of the heroes. Arrange for it somehow if they can not seem to defeat the goons. It is actually more likely that all of the X-gene guns fall into the hands of the mutants.

The police will not come after this incident unless the players call them. If they do, Detective Muhr arrives along with the squad car. The goons are arrested, but little sympathy is spared for the mutants and their problems.

If Detective Muhr is there or they call him up and ask for help, he has some advice. He tells our heroes to trace the parts of the guns to their various manufacturers. Obtain a list of buyers of these parts. He cautions them that the companies will not be willing to divulge this information. The implication here is that the group may have to break into the offices to get these records. The detective does not actually say this though. (This list is on page 11.)

By comparing the lists of buyers, only a few names should be on all lists. Go "talk" to these buyers. If the PCs can figure this out by themselves, don't bring in Detective Muhr. He is there to assist the party when it gets stuck for what to do next, not to play the adventure for them.

A detailed examination of the X-Gene ray gun takes six hours. The only pieces that have any manufacturing marks on them are the backpack tank, the hoses, and the rifle stock. See the table below for the corporation names and locations for these pieces.

IV. X-Gene Gun Parts Manufacturers

- 1) Backpack Tank:
Shaw Industries
Hartford, Connecticut
- 2) Hoses:
Castle Plastics Inc.
Newark, New Jersey
- 3) Rifle Stock:
Bulk Rifle Corp.
New York, New York

The group can visit any of these three places in any order. Skip to the appropriate section for that company. Phone calls are all taken politely, but the end result is that forms have to be filled out in triplicate to release the information. They would be more than willing to mail the forms to the heroes, but if they could stop by in person to fill them out, it would expedite matters.

A week's worth of digging into the ownership of the companies does reveal interesting information. All are connected in one way or another, usually by ownership, to Shaw Industries. The Black King is known by the group to be the owner of Shaw Industries. At this point, the mutants have no proof against the Black King. Any attack upon him only lands them in jail for assault and battery.

If the characters choose to keep the X-gene guns, they can be used in combat. Treat them as any other gun for combat. Each character will have to make some plans for how to carry the tank. In general it reduces the character Agility, for movement purposes only, by one rank.

III. Arms and Armor

Shaw Industries

Hartford, Connecticut

This is the big company owned by Sebastian Shaw himself, although the Hartford plant is not where he has his own offices. Hartford is roughly 60 miles from New York city. The building is a low, modern factory with a very small front office. Our heroes never get past the reception desk. The receptionist, a 55-year-old matron named Ms. Carlson, gives them a stack of papers to fill out in triplicate. Once these are completed, if they would be so kind as to walk them down to the warehouse foreman. He actually has the paperwork records.

Jo-Jo Wajhokowski is the foreman. He is a big, fat man with a big black beard. In very coarse terms he tells the group that when he does his inventory at the end of the month maybe he'll look for the shipping records. If he finds them, then he will have them mailed out. He pats a small filing cabinet and says "Them records is in here somewhere. But I ain't gonna take the time ta look now. I'm too busy. You fellas just hold onto your pants." Jo-Jo makes it implicitly clear that he doesn't like mutants. In fact the impression is that he may never look too hard for those records.

If threatened, Jo-Jo allows the heroes to go through the records themselves. He refuses to do it himself. He reminds the group that there are a dozen men outside his office working on the loading docks. While they are not a physical threat to the party, they would all testify in court to any abuse of their boss by the mutant slimeballs.

It takes three hours to filter through the records and find everybody that ordered that particular model pressure tank. See the side bar list of the company names. Have

a photocopy of this ready to give to the group.

Regardless of the approach the group takes, Jo-Jo reports them to upper management, where it quickly gets into the hands of the Black King. He has standing orders to inform him immediately if certain areas become subject to scrutiny. He sets up an ambush to try out a slightly refined version of the X-Gene ray gun. If the group stays in the warehouse for more than two hours, upon leaving they are attacked. If the players leave quickly and come back to infiltrate the warehouse, have an ambush waiting for them inside. Use map I for the setting. The dock hands cheer the X-Gene ray gun toting villains as they fight, but do not help either side.

Mauler and Beetle are waiting for our heroes. Their armor suits have been modified to include the X-Gene ray gun. On their backs are the tanks, hoses running to the shortened barrel mounted on the left forearm of each armored villain. This setup does not interfere with any of their other abilities. Dr. Malus made some quick, last minute adjustments to the X-Gene ray guns. Use the new tables below for the results. Being normal humans, Beetle and Mauler are totally unaffected by the X-gene gun, assuming that the group tries to use it on them.

Beetle

Fighting	GD (10)
Agility	GD (10)
Strength	RM (30)
Endurance	EX (20)
Reason	EX (20)
Intuition	RM (30)
Psyche	TY (6)

Health: 70
Karma: 56

Resources: EX (20)

Popularity: -10

Background

Real Name: Abner Jenkins

Occupation: Former mechanic, new professional criminal.

Identity: Publicly known

Legal Status: Citizen of the United States with a criminal record.

Other Known Aliases: None

Place of Birth: Baltimore, Maryland

Marital Status: Single

Known Relatives: None

Base of Operations: New York

Group Affiliation: Former employee of the Collector and Justin Hammer, former partner of the Gladiator, former member of the Sinister Syndicate, former member of Master of Evil III.

Present Group Affiliation: None

Known Powers

Body Armor: All of Jenkins' superhuman powers derive from his microwave powered armor. Jenkins' normally has Typical strength and endurance. The armor provides Excellent protection from physical attacks and Remarkable protection from energy attacks. As it is powered by microwaves, he jams microwaves within three areas with Incredible intensity.

Wall-Crawling: Suction cups on his gloves and feet allow Beetle to wallcrawl with Excellent ability.

Flight: Beetle normally flies at Poor speed (4 areas/turn). This is raised to Good speed (8 areas/turn) if power is shunted from all other systems. The wings are made of mylar, a Good strength material.

Electro-bite: By placing the second and third fingers of a gauntlet together, the Beetle may fire an Excellent electrical attack up to ten areas away.

Battle Computer: Mounted in the chestplate of the battlesuit, Beetle's

Battle Computer can be programmed with the fighting styles of particular foes, so that Beetle can anticipate their movements and attack accordingly. Against programmed foes, Beetle is +1CS on Fighting FEATs, +1CS on Agility FEATs, and +1CS on Intuition FEATs, including initiative. Beetle's computer is much weaker since Iron Man destroyed the S circuits in it. The only relevant program that Beetle has is for Wolverine. If Wolverine is not a player character, pick the single most recognizable character (if there is one) of the group.

Mauler

Fighting	IN (40)
Agility	EX (20)

Strength	IN (40)
Endurance	IN (40)
Reason	GD (10)
Intuition	EX (20)
Psyche	TY (6)

Health: 70
Karma: 56
Resources: EX (20)
Popularity: -10

Background

Real Name: Brendan Doyle

Occupation: Mercenary, professional criminal.

Identity: Secret

Legal Status: Dual citizenship in the United States and Great Britain with no criminal record.

Other Known Aliases: None

Place of Birth: Londonderry, Northern Ireland

Marital Status: Single

Known Relatives: None

Base of Operations: Mobile

Group Affiliation: None

Present Group Affiliation: None

Known Powers

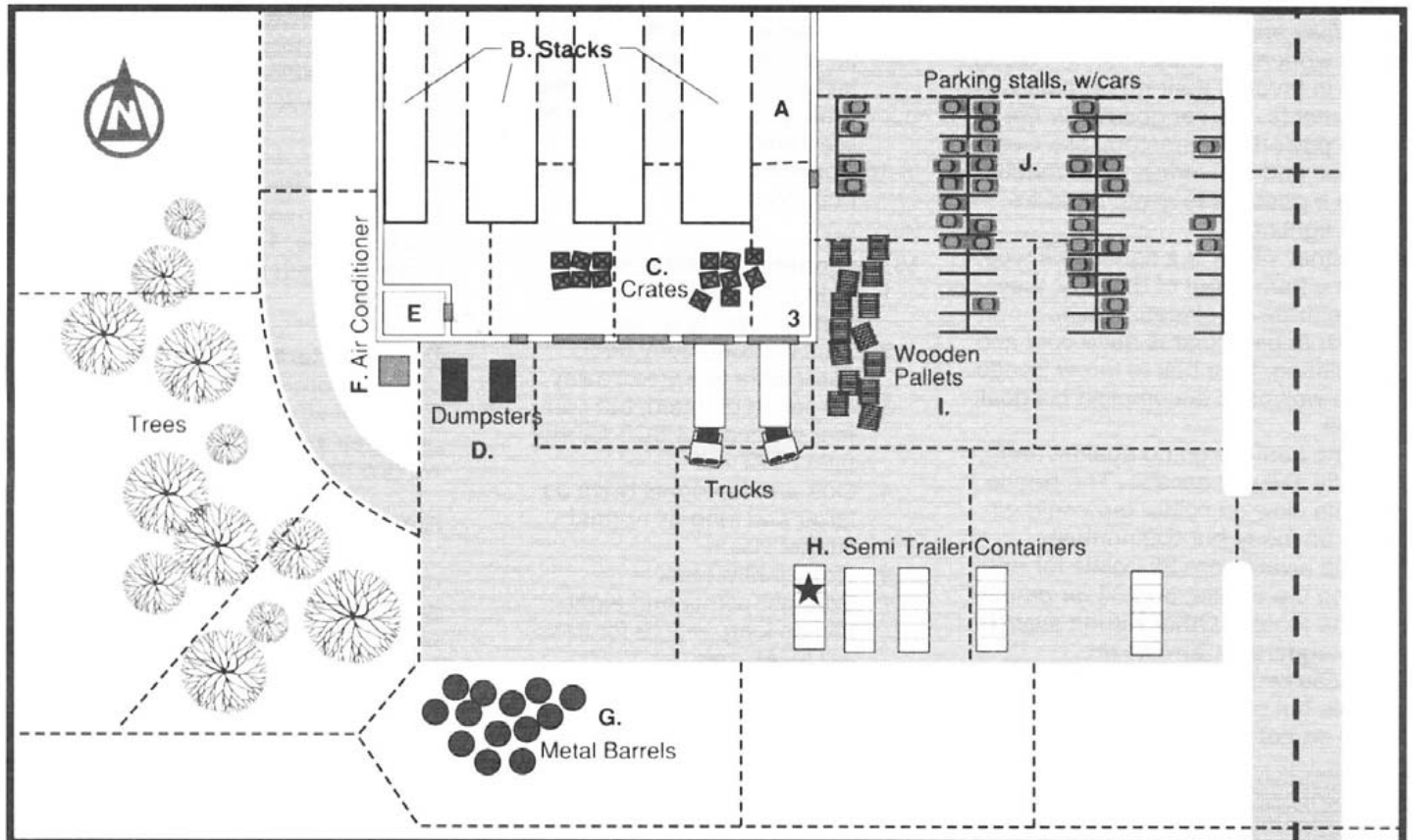
Body Armor: All of the Mauler's powers come from his armor. It is weaker now than before Iron Man reclaimed the S circuit from it. It gives him Remarkable protection against physical attacks, Incredible protection from energy attacks.

Laser Cannon: Amazing damage with a 15 area range.

Electric Touch: The Mauler's left gauntlet is charged with a pulsed electrical shock which does Incredible damage.

Flight: The Mauler armor flies at

I. Shaw Industries



Amazing speed (25 area/round).

Life Support: The Mauler armor is a self contained environment suit, allowing him to survive for up to three and a half days in hostile environments without penalties.

Talents: Doyle is a mercenary with many skills, including Military and Guns Talents. This would not apply to his using the X-Gene ray gun since it is mounted into the suit.

They start the action from on top of the nearest semi-trailer container if encountered in the daytime. It is marked with a star on the map. If the heroes decide to break in at night, these two villains are lurking on top of the stacks in the warehouse.

On instructions from Dr. Malus, the duo fire their X-Gene guns first, attempting to neutralize the mutants before having to fight them. Once it becomes apparent that the guns don't work right, they abandon using them in favor of their more familiar armaments. Mauler goes after the more powerful characters, like Cannonball and Wolverine. Both remain flying if possible to avoid hand-to-hand fighting.

Neither villain is a fight to kill type. Once a hero is out of the way, they concentrate on someone else. Mauler in particular is quite cold and calculating. If he has to throw Beetle to the wolves to accomplish his goal, he will.

If the battle is going against them, they fly away to escape. The Beetle is quite slow on flying, but could escape anybody but Cannonball. Karma awards are 30 points for defeating the Beetle, and 50 for defeating the Mauler. Other Karma awards are standard for arrests etc.

These two know about Dr. Karl Malus, but not his whereabouts. They do not

know about the Black King. They were hired in a blind payoff scheme, but Dr. Malus personally instructed them in the use of the X-gene guns. This conversation took place in a nameless abandoned warehouse in New York city.

The slightly refined version of the X-Gene gun is no better than the first version, just different. A successful hit still requires an Endurance FEAT roll or the victim is stunned for a full turn. Use the table below for the other results of a hit. Remember, it takes an hour before the changes happen.

V. Revised X-Gene Gun Effects

- 1-4 Replace one mutation with a new one. If possible, pick a mutation gained by previous X-Gene effects, eliminate and roll a new one using the tables on page 8 of the Advanced Rules booklet.
- 5-8 Increase a randomly selected primary ability by one rank, and reduce another by one rank.
- 9-10 Degenerative mutation, use table VI below.

VI. Degenerative Mutations

- 1 Skin secretes slime constantly, leaving a trail
- 2 Emit a strong body odor, detectable two areas away
- 3 No sense of touch, but can feel pressure, +5CS for any pain FEAT roll
- 4 One arm becomes twice as large and long as normal
- 5 Tunnel vision
- 6 Grow a bird beak
- 7 Ears get points and eight inches long, +2CS for hearing FEAT rolls
- 8 Eyes are on six-inch-long stalks, able to see around corners or backwards

9 Webbed hands and feet

10 Judge's choice

Map Locations

Below are the descriptions for the labeled parts of the map.

A. Warehouse

This pole barn style building is made of light weight aluminum walls, a Good strength material. Every 25 feet or so is a heavy steel I-beam support, a Remarkable strength material. The ceiling is 25 feet high and also made of aluminum.

B. Stacks

These tall steel shelves hold the inventory. They are an Remarkable strength material and extend almost to the ceiling. It takes a forklift to get the crates up and down from the shelves. The shelves are mostly full, especially toward the front. There are several forklifts running from place to place, loading and unloading stuff from the stacks.

C. Crates

These crates are being unloaded from the two trucks parked in the loading bays. They are Poor strength material. Each weighs about 250 pounds.

D. Dumpsters

These large iron trash bins are an Excellent strength material. Right now they are mostly empty. Each weighs roughly 500 pounds.

E. Office

This is Jo-Jo's office. He has his desk and filing cabinets here. The walls of this little office are plaster and cheap wood, Poor strength materials. It is only a single story room, and has large glass windows on both interior sides.

F. Heat Pump

A large piece of machinery, Good strength material, fixed into a concrete base. It provides heat and cooling for the office and part of the warehouse.

G. Barrels

Stacked up to three high, these metal barrels are Good strength material and weigh about 50 pounds each.

H. Semi-Trailer Containers

The part of a semi-truck that holds the goods is called a container. Shaw Industries has a half dozen of these parked (without cabs) here. The walls are Good strength material and each weighs several tons.

I. Wooden Pallets

These are the wooden platforms that goods are stacked on in the truck and in the warehouse. The are



easily lifted by fork lift trucks. These 20 foot high stacks are easily knocked over.

J. Parking lot

If the group is attacked in the day time, the lot is mostly full. If they

come back at night to sneak into the warehouse, the lot has only two cars in it. The parking lot itself is asphalt, with grass and bare dirt surrounding it.

Shaw Industries Conclusion

The police do not show up unless the heroes decide to hang around a long time or call them themselves. Detective Muhr is not among those responding this time because it is outside of his jurisdiction. In fact its not even in the state of New York.

The police in Hartford are not as cold toward mutants as the big city cops. Unfortunately, most of the dock loaders do not want to side with the heroes. In their eyes, both sides are scum sucking super guys that don't care about the common people of earth. This leaves the police with only the heroes complaints to file against the villains. The odds are high that they will get off scot-free.

Shaw Industries List

Allor Inc.
Andres Manufacturing Inc.
Casparet Corp.
Controlled Surfaces Inc.
Countryside Pressure Sales Corp.
Dynamic Hydraulics Inc.
E. L. Machining Inc.
Ideal Tool Works Inc.
Isthmus Machining Corp.
Jeenex Products Inc.
K&G Manufacturing Inc.
Matryx Matchers Inc.
Mohawk Injectors Corp.
New York Holding Inc.
O&C Tools Corp.
Power Burrowers Inc.
Propane & Polymers Inc.
Quality Air Inc.
Schmidt Sales Inc.
Superior Drilling Corp.
U-neek Processes Inc.
Z-works Inc.

Castle Plastics

4M Media Inc.
Andres Manufacturing Inc.
CCC Companies Inc.
Countryside Pressure Sales Corp.
Creative Designs Inc.
Dragon Dredging Inc.
E. L. Machining Inc.
ENCO Plastics Corp.
Eversharp Machining Inc.
Falcon Supplies Inc.
Isthmus Machining Corp.
Jeenex Products Inc.
Kinkaid Distributors Inc.
Master Molders Inc.
Matryx Matchers Inc.
New York Holding Inc.
O&C Tools Corp.
Pioneer Laminates Inc.
Quality Air Inc.
Schmidt Sales Inc.
St. George Glass Inc.
Tek-it Connections Corp.
United Moldings Inc.
VT Sheet Plastics Inc.
Z-works Inc.

Bulk Rifle Corp.

Allor Inc.
Casparet Corp.
CCC Companies Inc.
Controlled Surfaces Inc.
Creative Designs Inc.
Dynamic Hydraulics Inc.
ENCO Plastics Corp.
Falcon Supplies Inc.
Ideal Tool works Inc.
Jeenex Products Inc.
Kinkaid Distributors Inc.
K&G Manufacturing Inc.
Master Molders Inc.
Pioneer Laminates Inc.
Power Burrowers Inc.
Propane and Polymers Inc.
Superior Drilling Corp.
Tek-it Connections Corp.
U-neek Processes Inc.
United Moldings Inc.
VT Sheet Plastics Inc.

IV. Fight Like Cats and Dogs

Castle Plastics Inc.

Newark, New Jersey

Sebastian Shaw owns this company through a chain of holding companies. He is not as in touch with it as he is with some of his other holdings. However he does have his contacts looking out for nosy super heroes.

This plant is an older building in the downtown section of Newark. Its dirty brick walls are spotted with grime encrusted windows so filthy that nobody could possibly see through them. Inside there is a hustle and bustle of an active firm.

The receptionist lets them in to see a Mr. Fu Lwon. He is in charge of the order transactions department for Castle Plastics. His receptionist, a Miss Peters, is a spy for the Black King. As soon as the heroes arrive, she calls her contacts to inform them that the mutants are nosing around. Sebastian Shaw sends out a new team to try the latest fix to the X-Gene. If the group is at Castle Plastics for more than two hours, then the ambush is waiting for them outside of the building.

Mr. Fu Lwon is very polite and very helpful. He is more than willing to assist the heroes. Contrary to many people these days he has a great admiration for the costumed super powered vigilantes of New York. Unfortunately it will take a few hours to accumulate the necessary data. The party is welcome to stay and wait, come back in three hours, or he will even express mail it to them.

Mad-Dog

Fighting	RM (30)
Agility	IN (40)
Strength	RM (30)
Endurance	IN (40)
Reason	GD (10)
Intuition	EX (20)
Psyche	TY (6)

Health: 140
Karma: 36
Resources: TY (6)
Popularity: -10

Background

Real Name: Robert "Buzz" Baxter
Occupation: Former colonel in the U.S. Air Force (retired), former security consultant to the Brand Corporation.

Identity: Known to the authorities, but not to the public

Legal Status: Citizen of the United States with a criminal record.

Other Known Aliases: None

Place of Birth: Centerville, California

Marital Status: Divorced

Known Relatives: Patsy Walker Hellstrom, ex-wife

Base of Operations: Mobile

Group Affiliation: Former agent of the Roxxon Oil Corporation, agent of Professor Power's Secret Empire, ally of the Mutant Force

Present Group Affiliation: None

Known Powers

Claws and Bite: Mad-Dog's claws and teeth do Remarkable edged damage. The teeth can only be used if he has Grappled an opponent.

His bite releases a toxin that causes the victim to make a yellow Endurance FEAT roll or be paralyzed for 1-10 rounds. If Mad-Dog paralyzes his victim, they must make an Endurance FEAT roll each round; failure indicates loss of an Endurance Rank, and if the victim drops below Feeble, death occurs.

Resistant to Psychic Attacks: Baxter has Excellent resistance to psionic attack forms.

Berserker: Mad-Dog has a tendency to go berserk in combat. If he draws blood or is verbally or physically provoked, this can happen. He must make a Psyche FEAT roll to remain in control. Once out of control, he

attacks anything in his path until it stops moving. He recovers once he runs out of targets.

Tracking Scent: Remarkable rank

Talents: Baxter has Acrobatics and Martial Arts C and E. He also has Military and Piloting skills.

Sabretooth

Fighting	IN (40)
Agility	IN (30)
Strength	EX (20)
Endurance	RM (30)
Reason	TY (6)
Intuition	GD (10)
Psyche	RM (30)

Health: 120
Karma: 46
Resources: TY (6)
Popularity: -5

Background

Real Name: Unrevealed

Occupation: Professional Assassin

Identity: Secret

Legal Status: Citizenship unknown, convicted criminal in several countries.

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Unrevealed

Known Relatives: None

Base of Operations: Mobile

Group Affiliation: Marauders, former partner of the Constrictor

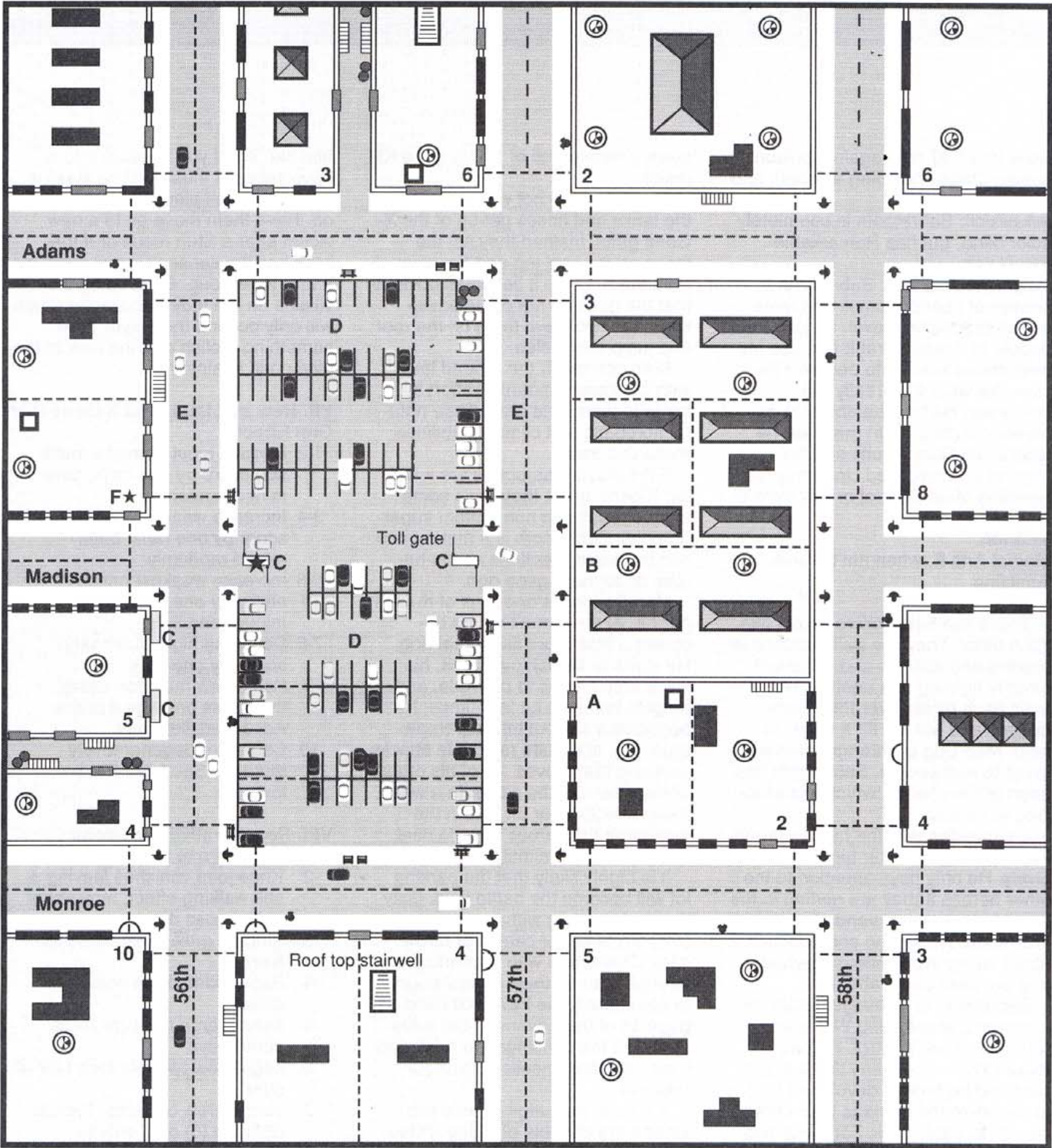
Present Group Affiliation: None

Known Powers

Claws and Bite: Sabretooth has claws and teeth capable of rending material of up to Incredible strength. He can Remarkable edged damage with his claws. He can also do Remarkable damage with his teeth if he has Grappled his opponent.

Regeneration: Sabretooth regains 10 health points per hour, or 1 every 6 minutes. He has Unearthly Endur-

II. Castle Plastics



- | | | | |
|----------|----------------|--------------|--------|
| Door | Revolving door | Stop light | Canopy |
| Window | Bench | Fire hydrant | |
| Skylight | Equipment | Trash can | |
| Air vent | Trap door | Mail box | |

ance for FEAT rolls against poison, gases, drugs (including alcohol), and disease.

Infravision: Sabretooth is completely color blind, but has Remarkable infravision.

Heightened Senses: Sabretooth's senses of hearing, smell and taste are all at Amazing level. He can track people at Amazing rank and use his heightened senses to perceive illusions for what they really are.

Berserker: He has the ability to go berserk in combat. In this case he ignores all Stun results and his Psyche is considered Unearthly for resisting Mind Control or any form of mental contact.

Talents: Martial Arts E, when not berserk Tumbling

These two hired killers do not like each other. They are well matched in powers and abilities and will avoid directly fighting one another. However, each gloats over the others failures and will not lift a finger to help. Mad-Dog is an angry man who loves to hurt people. Sabretooth has been put in charge, which irks Mad-Dog to no end.

If Wolverine is in the heroes group, Sabretooth goes after him exclusively. He only pays attention to the other heroes if they are getting in the way of his personal vendetta against Wolverine. He has no compunction about killing Wolverine or anybody that our hero cares about.

Sabretooth is a savage berserker in combat, resembling Wolverine without the self-control. He has fought Wolverine many times in the past and both have developed tactics to minimize the damage their claws can do to each other. For these two combatants only, a Green result is Good damage (10 points), Yellow is a normal hit, Red is a Slam, and it

takes a natural roll of 100 to get a Kill result.

These two are not willing to don the tanks and hoses get-up of the X-Gene guns. Instead they set the tanks on the rooftop and fire away from there. Once it becomes obvious that the guns do not do as advertised, the two leave them on the roof and jump into melee.

Both can reach the ground level with the same amount of effort it takes to travel one area. Their natural acrobatic and climbing abilities make this easy.

If the player characters are wielding X-gene guns, they have some unique results on non-mutant superhumans. Sabretooth is a mutant and has the same reactions as the heroes do to the X-gene gun.

Mad-Dog loses one rank of reason per hit. At the same time he becomes a little more like a real dog. He starts to crouch over a bit, his lower face begins to protrude, and he gets hairier. If hit four times, he becomes a six foot tall, superpowered dog, and quite rabid. He attacks anything that moves. All of his other abilities remain the same. In a week, these effects wear off, but in the meantime the heroes have to deal with him as an animal.

It is highly likely that the parking lot will become the battlefield. Only those characters with Incredible strength or better can lift or throw cars. Characters with Remarkable strength can tip them over, though. In both cases, the FEAT roll rules on page 16 of the Advanced Set rules apply. All the buildings are brick and their walls are Excellent strength material.

A note to the judge: These two villains are capable of killing a character very easily. Don't let that happen. Actually if a character keeps coming back for more, you should let

him die. What you shouldn't do is have either of these villains slash a hero into small pieces before moving on. Have them move on to a new victim after a Stun result or if the hero has the sense to move away for a turn to regroup. By keeping the villains on the move, character death will only occur if the player does something foolish or if the luck of the dice goes against him.

VII. New and Improved X-Gene Ray Gun Effects

- 1-2 Reduce most powerful mutation score by one rank, determined randomly.
- 3-4 Increase weakest mutation score by one rank, determined randomly.
- 5-6 Increase weakest primary ability by one rank, determined randomly.
- 7-8 Decrease highest primary ability by one rank.
- 9 Roll a new mutation using the tables on page 8 of the Advanced Set rules.
- 10 Character degeneratively mutates. See table VIII below.

VIII. Degenerative Mutations

- 1 Arms turn to tentacles
- 2 Knee joint vanishes leaving a stilt walking effect, movement agility goes down one rank
- 3 Fingers grow three times too long
- 4 Face slides down onto the chest
- 5 Eyes merge to single large central eye
- 6 Legs grow two foot long hair all over
- 7 Horns grow on head, Typical damage (6) on a charge
- 8 Skin becomes transparent
- 9 Eyes grow on back of head
- 10 Judge's choice

Map Locations

A. Main Office Entrance

This is the main entrance to the Castle Plastics offices. The group may enter through any door in the building. Once inside they are directed to go back out and come in through this door. What happens inside is described above.

B. Plant Entrance

This is the main plant entrance. These large double doors lead to a wide hall with door on both sides. On the right are the locker rooms, lounge and plant offices. On the left the doors open in the main plant itself.

C. Gate Houses

These small huts are the typical city parking lot gate houses. A single bored attendant sits inside collecting money and tickets from people that drive out of the lot. Entering the lot is easier because of the automatic ticket dispenser and gate. The walls of the gate house are wooden, as is the gate itself, which is a Poor strength material.

Once the fighting breaks out, the attendants drop to the ground inside their huts and stay there. Once every few turns one of them peeks out the window to see what is going on. Otherwise they stay out of the way.

D. Parking Lot

The lot is surrounded by a chain link fence, a Good strength material. The only breaks in the fence are at the gate houses. Without climbing over the fence, that is the only way in. It is paved with asphalt, also a Good strength material.

The parking lot has a varying number of cars in it at different times of the day. The main shifts in the plant are 7:00 to 3:00 and 3:00 to 11:00.



Between 9:00 and 5:00 the lot is filled to capacity because the office staff is there along with the plant workers. The remaining hours between 7:00 am and 11:00 pm it is about 75% full with most of the empty slots in the south end. From 11:00 pm to 7:00 am the lot is mostly empty, only a dozen cars or so.

If the judge wants to get particular about the vehicles, use the table below for individual cars to determine what they are. Otherwise just assume that they are all sedans. The vehicle descriptions are found on page 48 of the Advanced Set rules.

IX. Parking Lot Vehicles

01-25	Sedan
26-65	Mini-car
66-70	Sports car
71-80	Pickup truck
81-90	Van
91-95	Motorcycle
96-00	Luxury car

The lot is only going to have a few people in it, except at certain times. During the off times of the day, roll a d10 and subtract 5. Any negative number means the lot is empty of people, except the attendants.

For the half hour before each shift start and the half hour after each shift end, there are 1d10 people going to and from their cars on any given turn. This would be from 6:30 to 7:00, 2:30 to 3:30 and 11:00 to 11:30. There is also a surge from 4:30 to 5:00 for the office workers.

Anybody in the lot seeks shelter when the fighting starts. Those not in cars crouch on the ground between vehicles. Those in their cars keep down and out of sight.

E. Streets

Remember that there is moving traffic in these streets. During the peak hours it is completely uncrossable by a normal person. They must wait for the traffic lights. These hours are 6:30 to 8:00 in the morning and 3:00 to 5:30 in the afternoon. Typical speeds of moving vehicles is 25 mile per hour. The judge can either assume that all the vehicles are sedans, or else roll on the table below to determine vehicle type.

X. Street Vehicles

01-15	Sedan
16-40	Mini-car
41-45	Sports car
46-50	Luxury car
51-55	Van
56-65	Taxi
66-70	Bus
71-80	Semi-tractor/trailer
81-85	Motorcycle
86-95	Pickup truck
96-00	Heavy truck

At other times of the day there is a 20% chance per turn of there being a crossable break in traffic. After 9:00 the traffic is much lighter, giving a 50% chance per turn of being able to cross safely. Of course our heroes are not normal people. They might have abilities or powers allowing them to cross at any time without a

problem. That is for the judge to decide.

A fight between the heroes and villains does not significantly effect the traffic. Usually by the time the driver figures out that he is in the middle of a bad situation, its too late. He drives away as fast as possible, but the street layout limits his options. Every turn of fighting there is a 10% chance of an accident unrelated to the combat action. It is caused by gapers or panicked drivers. These accidents back up traffic on that street almost instantly.

There is also sidewalk traffic. There is always somebody on the sidewalks during the daylight hours. Lunch times and the beginning and end of the work day see the sidewalks fairly crowded.

Within three rounds of the beginning of an obvious fight, the sidewalks are cleared. There are many faces watching through windows or from alley entrances, but none of them stays in the open for long.

F. Fleastick Building Roof

There is nothing particularly special about this roof. It just happens to be where Mad-Dog and Sabretooth set up their ambush. There is a low brick retaining wall, about two feet high, around the roof. It is a Good strength material. The two villains crouch down behind it with their X-Gene guns, waiting for the group to come out of the Castle Plastics building. They can hit anything in the area where the group will exit the building even though the X-Gene gun only has a range of five areas. Due to the extremely flat trajectory, the elevation of the villains only counts as one area for the purpose of hitting anything that far away.

The police show up just as the battle is ending. If the villains are victorious, this will save the heroes' hides. Sabretooth and Mad-Dog won't stick around to kill them. They would rather make a hasty

exit and not have to explain things to lots of men trained in the use of handguns.

If the heroes are victorious, they will have to explain the battle to the cops. Detective Harold Robeson is the man on the scene in charge. Fortunately for the party, several witnesses come forward to say that Sabretooth and Mad-Dog attacked the mutants. This eases the way for staying out of trouble with the Newark police.

Interrogating the two hired killers is not an option. Since the police are on hand they read them their rights and haul them off to detention. If by some quirk the group does manage to ask them questions, they were hired in a blind payoff scheme. They have no idea who is behind the attack.

Karma awards are 50 points for Sabretooth and 40 for Mad-Dog. Other awards are dependent upon how the combat goes. The Marvel Advanced Set rules cover those situations.



V. Mutants, Just Say No!

Bulk Rifle Corp. New York, New York

This company is owned by Shaw Industries. It happens to be a major supplier of equipment to the Hellfire Club as well. The Black King keeps a very close eye on what goes on within this firm. The slightest hint of superheroes and Sebastian Shaw is personally aware of it within the half hour.

When the party arrives there for their appointment, they are greeted by a Mr. John Wixler. He is the general manager for the plant. His office is on the third floor, with a big glass window overlooking the plant floor. The assembly room is a full three stories tall. There are six large skylight windows in the plant ceiling.

In very friendly terms he tells the group that he will not comply with their request. He tells them that while the necessary records are in the floor manager's office, unless they can produce a search warrant (which they can not) he is not obligated to give them anything. In the course of telling this Mr. Wixler points to the floor manager's office through his big glass window. It is just a desk with a bank of filing cabinets. Personal threats may terrify the man, but he is more afraid of the Black King than any mutant hero.

This leaves the group with the option to break into the building at night and do the work themselves. If the group watches the building, they see the last shift leaving at midnight. By 1:00 am the building is completely empty and shut down. If they enter after midnight but before 1:00 am there are still 1d10 employees in the plant area.

There are five obvious ways to enter the plant. Your group may be inventive enough to come up with another way to get into the Bulk Rifle plant. Go ahead

and let them. The fun begins once they are inside, so there is no point in keeping them out for very long. Don't spend a lot of role-playing time on the breaking and entering.

The building is basically unlit at night. There are occasional dim lights, but the majority of the floor is in darkness. Each door has a red lit exit sign over it, making it easy to spot.

1. Skylights

These are glass with wooden frames. They are not built to be opened and will have to be forced or broken. Remember it is a three story drop to the floor, unless the skylight is over big machinery.

2. Outer doors

There is only one door that leads to outside the building. It is a steel fire door, locked but not hooked to any alarm. It is a Remarkable strength material.

3. Loading Docks

The loading dock garage doors are made of light alloys, a Good strength material. They are locked but not on any alarm system. Once entering the loading dock area, there are two ways to get to the proper plant floor.

There is a normal sized door on the wall near the dock entrance. It is a fire door of Remarkable strength material, but not locked. A red lit exit sign makes it easy to spot.

Deeper into the shipping and assembly plant area is a large set of double doors. It takes a while for the group to get there because they are not familiar with the plant layout. These doors are a full two stories high and wide enough to drive a large truck through, and open.

4. Materials Storage Warehouse

On the other side of the plant is

the materials storage area. This cavernous room is filled with piles of sand, barrels of chemicals, ingots of steel, bars of plastic and other materials used in the manufacturing process.

Large double doors connect this warehouse to the manufacturing plant floor. They are the same as those connecting to the assembly plant area and are also open. A dim light bulb illuminates the doorway.

5. Offices

By breaking into the office area, the group can retrace their steps to John Wixler's office. Before heading up stairs there is a door that leads onto the plant floor. If they are really desperate they can go up to his office, break through the window and drop onto the plant floor.

Since the Black King is no longer the head of the Hellfire Club, its relationship with Bulk Rifle Corporation has become strained. Sebastian Shaw has raised his prices considerably. In the near future he plans to cut the group off completely. For the time being he finds it useful to have them dependent upon him.

The Black King is no fool, though. He knows that the Hellfire Club may just decide to take what they want from Bulk Rifle. To deter this he has put a Sentinel on duty in the assembly plant. It is one of the old Mark IV models, quite inferior to the current Sentinels. It is the best the Black King could do on short notice. He plans to improve security in this plant before severing its relationship with the Hellfire Club. During the day the Sentinel sits in a large secret compartment inside one of the plant machines (see N below). It is aware and vigilant, but out of sight. At night it roams the plant floor.

Sentinel, Mark IV

Fighting	EX (20)
Agility	EX (20)
Strength	AM (50)
Endurance	MN (75)
Reason	TY (6)
Intuition	TY (6)
Psyche	PR (4)

Health: 1165
Karma: NA
Resources: NA
Popularity: NA

Background

Real Name: Not applicable

Occupation: Mutant hunter

Identity: Not applicable

Legal Status: Robotic creations owned by Shaw Industries.

Other Known Aliases: None

Place of Construction: Various Shaw Industries plants in the U.S.

Marital Status: Not applicable

Known Relatives: Not applicable

Base of Operations: Mobile

Group Affiliation: Robotic agents of the U.S. government, Project Wideawake, and Sebastian Shaw.

Known Powers

Robotic Construction: Sentinels are built in humanoid form, standing 20 feet tall (Incredible rank growth, +2CS to be hit). They are immune to biological attacks, such as disease, gas, lack of water or air. They can survive in a vacuum indefinitely. They are immune to all forms of psionic attack.

Body Armor: The Sentinel's exterior construction is of Remarkable strength material that provides them with Remarkable protection against physical and energy attacks.

Flight: They can fly at Excellent air speed, 10 areas per turn.

Mutant Detection: The Sentinels can scan all living beings within seven areas and determine if they are human or mutant.

Energy Beams: The Mark IV Sentinels have a variety of different Energy and Force beam attacks which they can fire from their eyes or hands for Incredible damage up to two areas away. Minimally they have plasma beams, electrical blasts, heat rays, lasers and force beams.

Learning Program: The Mark IV Sentinels are equipped with a special learning program that gives them a +1CS against an opponent after three rounds of analysis (watching them in action). This analysis can be stored for future use against the same opponent by any other Mark IV Sentinel.

Gas Jets: They have jets in their hands which emit a knockout gas of Remarkable potency. It fills a 2x2x2 meter volume up to two areas away.

Catch-web Cables: Their wrists hold metal nets of Remarkable strength material that can be fired up to two areas away. These nets fill a 4x4 meter area.

Searchlights: This model Sentinel is equipped with searchlight eyes which can illuminate a two area volume up to five areas away.

The Sentinel's strategy is simple. It is constantly detecting for mutants (Sebastian Shaw NEVER visits this plant). If it finds one, it radios to its home base that mutants are in the area. It goes to a dark corner and stands there, perfectly still and quiet. Alternately, the judge can have it return to its secret compartment.

A couple of notes about Wolverine in this scenario. Like all of the X-Men, he can not be detected by machinery. This includes the Sentinel. The Sentinel is smart enough to identify anomalies. If an object

moves that has no-one moving it, if footprints appear without a source, or if it is attacked by an unseen opponent, it will assume an invisible or undetectable foe. It shoots a jet of lightly radioactive gas into the suspect area. The radioactivity is too mild to harm anybody, but the Sentinel can track it, allowing the robot to "see" Wolverine.

When the Sentinel is hiding in the shadows or in his secret compartment, Wolverine or anybody else with extraordinary senses is not able to detect it by smell or sound. If it is not in the secret compartment, it can be seen, but remember that it is hidden in shadow. This means that a hero needs a FEAT roll or super powered sight to see the robot.

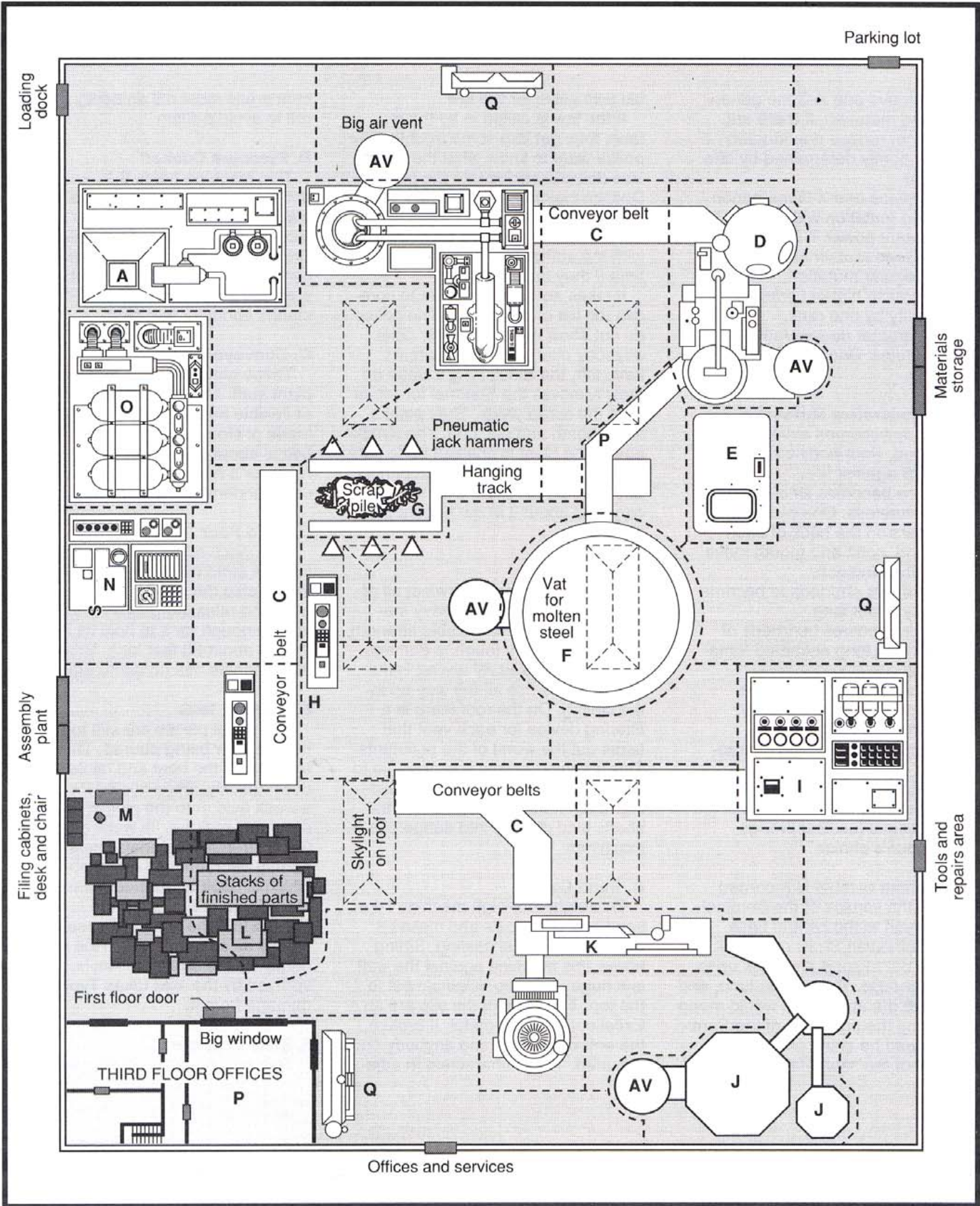
As for the rest of the combat, once the mutants enter the plant floor, the Sentinel fires catch-web cables over as many of them as possible. When that doesn't work, if it has the X-Gene gun, it switches to that weapon. If not it switches to gas jets. If that is unsuccessful it starts shooting and punching. The Sentinel is of course completely immune to the effects of the X-gene gun itself.

If there has been at least eight hours notice of the mutant investigation, the Sentinel will have an X-Gene gun mounted into its right hand. The entire mechanism is internal, so there is no visible tank or barrel. As you might expect, Dr. Karl Malus still hasn't gotten it right. See tables XI and XII below for the current effects of the X-Gene gun.

XI. X-Gene Ray Gun Effects Revisited

- 1 Remove all X-Gene generated mutations. If there are none, reduce one randomly determined primary ability by one rank.

III. Bulk Rifle Corporation



- 2-4 Remove one X-Gene generated mutation. If there are none, reduce one mutation randomly determined by one rank.
- 5-7 Replace one X-Gene generated mutation with a new mutant power. If there are no X-Gene mutations, eliminate a regular mutation.
- 8-9 Increase highest primary ability by one rank.
- 10 Character degeneratively mutates. See table VIII below.

XII. Degenerative Mutations

- 1 Body becomes animated wood, Poor body armor, but -2CS against fire.
- 2 Face becomes smooth and featureless. One eye appears on the back of each hand, nose and mouth move to the stomach.
- 3 One arm shortens to become only a foot long.
- 4 Hair becomes hundreds of six inch long animated tentacles.
- 5 A hundred and one eyes appear all over the body, complete 360° vision.
- 6 Ears vanish leaving character deaf.
- 7 Skin turns a strange color.
- 8 Foot long forked tongue
- 9 Vestigial (useless) wings
- 10 Judge's choice

The entire combat is recorded through the senses of the Sentinel and relayed to the central base. There Sebastian Shaw reviews it. He decides not to send any back up to the warehouse. There is no time, and to involve the authorities would mean explaining the presence of the Sentinel. Instead he starts planning a defense of the secret laboratory, and his own alibis for the law.

If the law is called in by the mutants they get into some trouble. The police want to know what the group was doing breaking into the plant. Despite claims to the contrary, they assume that the Sentinel was with the heroes. They could be in trouble with the authorities for quite some time if they take this route.

It takes about three hours to compile the list of customers. The police do not show up, and neither does anybody else. Once the mutants have left, the Black King's clean up crew removes the Sentinel for repair or to the scrap yards. They plant a small bomb and set it off. The wreckage of the plant is chalked up to sabotage and the insurance companies pay the cost of repair. Our heroes can read about it in the papers the next day.

Map Locations

Unless specified otherwise, all of the stuff in the plant is heavy machinery. This is Remarkable strength material and very tough to damage. The spots marked AV are air vents. These shafts rise all the way up to the ceiling. On the roof there is a filtering device for each vent that takes out the worst of the pollutants. This machine makes it impossible to use the air vents to enter the building. Even if they are bypassed, the shafts lead directly into dangerous machines.

A. Sand Caster

This eight-foot-high machine takes sand and chemicals and makes a mold for the metal casting. Sitting above this machine against the wall is a huge sand silo, filled almost to the top. The walls of the silo are an Excellent strength metal. If broken, the entire machine and anybody on it is buried. Those characters in adjacent areas must roll an agility FEAT roll to avoid a Slam.

B. Pressure Cooker

This machine heats the sand under high pressure to make it a solid piece. It then sprays the outer surface with a heat retardant material. Breaking this machine only spills the harmless liquid heat retardant on anybody in that area. The machine stands about 12 feet high.

C. Conveyor Belts

These only run when there is a plant staff. The belt surface is made of flexible metal mesh. They are only made of Good strength material. The belt is about waist high. There is room for a normal-sized person to crawl underneath the conveyor belt.

D. Mold Pour

This machine pours molten steel into the sand mold. The heat flash incinerates the sand mold. The lost heat and released gases cool the metal enough for it to hold its form. It stands about 20 feet high. Breaking this machine has no game effect.

E. Cooling Tank

The metal pieces are still too hot to handle after being poured. This tank siphons off the heat and cools them down quickly. Once cooled it sprays a weak acid onto the pieces to wash away any residue. Its walls are of Good strength material. There is a normal door in it and a chamber which is large enough to admit up to two people. If broken, there is a 50% chance that the acid tank breaks and sprays an adjacent area. Roll randomly for the direction. Anybody sprayed by the acid takes Typical damage from it.

F. Steel Crucible

This crucible holds molten steel 24

hours a day. It takes more time and energy to remelt the steel than it does to keep it molten at all times. The heat from it can be felt in any adjacent area. The crucible comes within five feet of the skylight, and it does have a lid. The skylight is stained an impenetrable black from the inside. A pipe runs 15 to 20 feet off the ground from the crucible to the mold pour. Anybody touching the crucible takes Incredible heat damage. A yellow Endurance FEAT roll is required to stay conscious.

The crucible is an Amazing strength material. If it is tipped or broken, molten steel spills into the appropriate adjacent areas. Anybody standing in those areas must try to leap out of the way. A successful Agility FEAT roll is needed to do this. Being splashed with the molten metal is a Monstrous energy attack. The molten steel stays on the floor and remains a danger for several hours.

G. Chippers

The rough metal pieces are moved along on a hanging hook trolley. The trolley tracks are 12 feet off the ground. They arrive at the chippers' station. Each chipper uses a compressed air jack hammer to chip away the excess metal from the freshly molded pieces.

These jack hammers are easily used. The ON button is highly visible and labeled. The air hoses reach up to 25 feet from the station. An attack with the jack hammer does Excellent damage to hard materials. Softer materials like flesh only take Good damage.

H. Stress Analyzers

These two stations have electrical probes on 20 foot cables. The probes induce an electrical current in the metal parts. Magnetic sensors read the field that is produced. A computer analyzes

the report for "hot" spots where stress might cause the part to break prematurely. The machines themselves are about six feet tall.

There are two probes per machine. Both must be touched to a target to do it damage. The current does Excellent damage. It bypasses any metal armor of course.

I. Punch Press

The small metal parts used by Bulk Rifle are not molded. Instead they are punched and lathed. This assemblage of machines takes metal bars and punches and lathes them into the right shapes. They are then passed onto the conveyor belt where they merge with the plastic moldings. The machines stand about eight feet high.

J. Plastic Tanks

The plastic that Bulk Rifle uses is made from two different materials melded together. These two tanks take the base plastics and heat them. The plastics are poured into a mixing tank where the final plastic is formed.

Like the steel crucible, these tanks are kept constantly heated. However the heat needed to keep plastic liquid is far less than what is required for steel. Touching either of these tanks causes Excellent damage.

The tanks are made of a Remarkable strength material. They are about 25 feet tall. If broken, the molten plastic splashes into the appropriate adjacent areas. The molten plastic stays on the floor and remains a danger for the next hour.

K. Plastic Molder

This machine molds and cools the plastic. The final pieces end up on the conveyor belt. The main power to this device is a steam turbine, made of

Remarkable strength material. If the turbine is broken, steam shoots out, filling the adjacent area. Anybody in that area takes Good heat damage. The steam dissipates after two turns. The molder is about six feet tall, the turbine is 10 feet tall.

L. Parts Stack

The finished parts are sorted and stacked on wooden pallets. When a pallet is full, it is moved into the assembly plant. The stacks of parts are 5 to 6 feet tall. All of the parts made in this plant are relatively small. They are no larger than three feet long and weigh no more than 50 pounds.

If a stack is tipped over, it will cause a domino effect, tipping over a few other stacks. Anybody caught under a falling stack takes damage. There is a 50/50 chance of the stack being metal parts or plastic parts. A stack of metal parts does Remarkable damage. A stack of plastic parts does Excellent damage. The stack falls slowly enough that an Agility FEAT roll will allow the character to jump out of the way.

M. Floor Manager's Desk

This is the goal of the players. They want to get here and sift through the material in the filing cabinets. Do your best not to let the fight destroy the filing cabinets. The papers can be scattered all over the place if you want, but keep them intact. Without the papers the group has a much reduced chance of completing the adventure. If the papers are scattered by the fight, add an extra hour to the time needed to sort through them all.

N. Regulator

This machine is supposedly a pressure regulator for the gas tanks

(see O.). Half of it actually is that. The other half is a hiding place for the Mark IV Sentinel. The secret door is marked on the side of the machine.

This machine, is about 15 feet tall. The Sentinel is seated inside, since it is 20 feet tall. It is made of an Incredible strength material. Plug in ports on the inside allow the Sentinel to be aware of what is going on outside the secret compartment.

O. Chemical Dispenser

This machine dispenses the gas and liquid chemicals to the sand caster (see A.). There are three big tanks on this machine. One contains a cyanide gas derivative, another holds water, and the last holds a fixative liquid. If the machine is broken, determine randomly which tanks are punctured. The material sprays into the adjacent areas.

Obviously the water tank is harmless. The fixative liquid causes retching and dizziness an hour after being absorbed into the skin. An Endurance FEAT roll is required at this point. A red result means that in another hour the character is OK. A yellow result means that he is affected by it for the rest of the day. His physical primary abilities are all reduced by one rank for the day (reduce his Health accordingly). A green result means that he is bed ridden for the day. A white or black result indicates that a week of hospitalization is required within 24 hours or else the character dies.

The cyanide gas derivative is the worst of the three. An Endurance FEAT roll is required to stay conscious. Each round after the first of exposure to the gas, the character takes Excellent poison gas damage. Three days of hospitalization is required to recover from this damage.

P. John Wixler's Office

This office is three stories up. Its large windows over look the plant floor. There is nothing of significance here. The rooms across the hall are a second office for a lower management person and a storage room for office equipment.

Q. Electrical Mains

These pieces control the main electricity for the heavy machinery of the plant. The casings are made of Good strength material. Damaging one of them has a 50% chance of causing a short. If the damage is caused by a flying body, that body is in for a big shock. The current does Remarkable electrical damage to anybody who comes in contact with it.



VI. Mountain and the Mole Hill

Jeenex Products Inc.

12 E. Zee Lane

Mill Point, New York

By this time the group has figured out where the secret laboratory is located. Mill Point is just outside of Poughkeepsie, about 50 miles north of New York City. Unfortunately, Sebastian Shaw knows that they are onto the operation. He is more than prepared for the assault on the secret laboratory.

The Black King is not really concerned with stopping the New Mutants crew. He wants to pit them against worthy foes so that he can learn more about them. He sees this as a convenient way for him to dispose of Dr. Karl Malus. The good doctor has become an albatross around his neck. In his mind the X-Gene gun is a failure and Dr. Malus' services are no longer required.

Shaw has rigged all the paperwork to make it seem like Dr. Malus funded himself from illegal inside trading schemes on the stock market. All traces of the connection to Shaw Industries and Sebastian Shaw have been eliminated. All that remains is for our heroes to clean up the remaining mess.

Although the Black King is at the secret laboratory, and will probably participate in the fight, he has already set up an alibi. His assistant Tessa and about 14 other people will all testify that he was at an informal dinner party at his home. Of course they are all lying, but the police will choose to believe the powerful industrialist with over a dozen witnesses rather than the crazed scientist with a lab full of illegal weapons.

The Agro Climates plant had been vacant for several years. Last year Sebastian Shaw bought it for the X-Gene laboratory. Its size and remote location are its primary attractions. He set up a dummy corporation called Jeenex to

handle all the funds and the supplies.

Map Locations

Map IV shows the Jeenex Corp. grounds. The interior of the two story building is on the inside of the cover. This map is not divided into areas. The Advanced Set rules provide an arealess mapping system, where 44 yards equals one area on an outdoor map. The relative size of an area (44 yards) is provided in the key. Whenever you are measuring distances, just do it in straight line form using this guide.

The grounds look uncared for, but the interior and the security system has been completely overhauled. The Armadillo and Goliath are in charge of grounds security. They have been told to expect the mutants.

The Armadillo is easily bored. He has spent the last few months digging a tunnel network in the grounds. Although the others are aware that he has been digging tunnels, they have no idea of the full extent of them. They are also unaware that some of his exits bypass the security system in the fence.

His tunnels are big enough for normal sized people to walk upright in single file. The rooms marked on the map are about 12 feet in diameter. His exit holes are about four feet in diameter. While it is difficult to hide a hole that size, he has made them as inconspicuous as possible. They are tucked between large tree roots or next to big rocks, etc. If the group is just walking along, not paying great attention to the area, there is only a 20% chance of spotting an exit hole they pass near. If they are searching the ground area, then they are sure to find the exit hole.

A. Fence

There is a token fence around the

grounds. It is an eight foot tall chain link fence. There are no breaks in the fence other than the gate, but it is easily climbed. The Black King knows he can't stop trespassers from getting in, but he intends to catch them if they do.

The first 20 feet inside the fence has micro-seismographs hidden in it. Anything weighing 50 pounds or more that drops to the ground registers on them. In that circumstance a warning light goes on in the security room of the building.

The base of each pole of the fence has a small infrared sensor. The sensor is on the inner side of the pole and can't be seen from outside the fence. It scans the first 20 feet inside the fence line for any warm bodies over 50 pounds. Once again, if any are registered a light goes on in the security room of the building.

B. Guardhouse

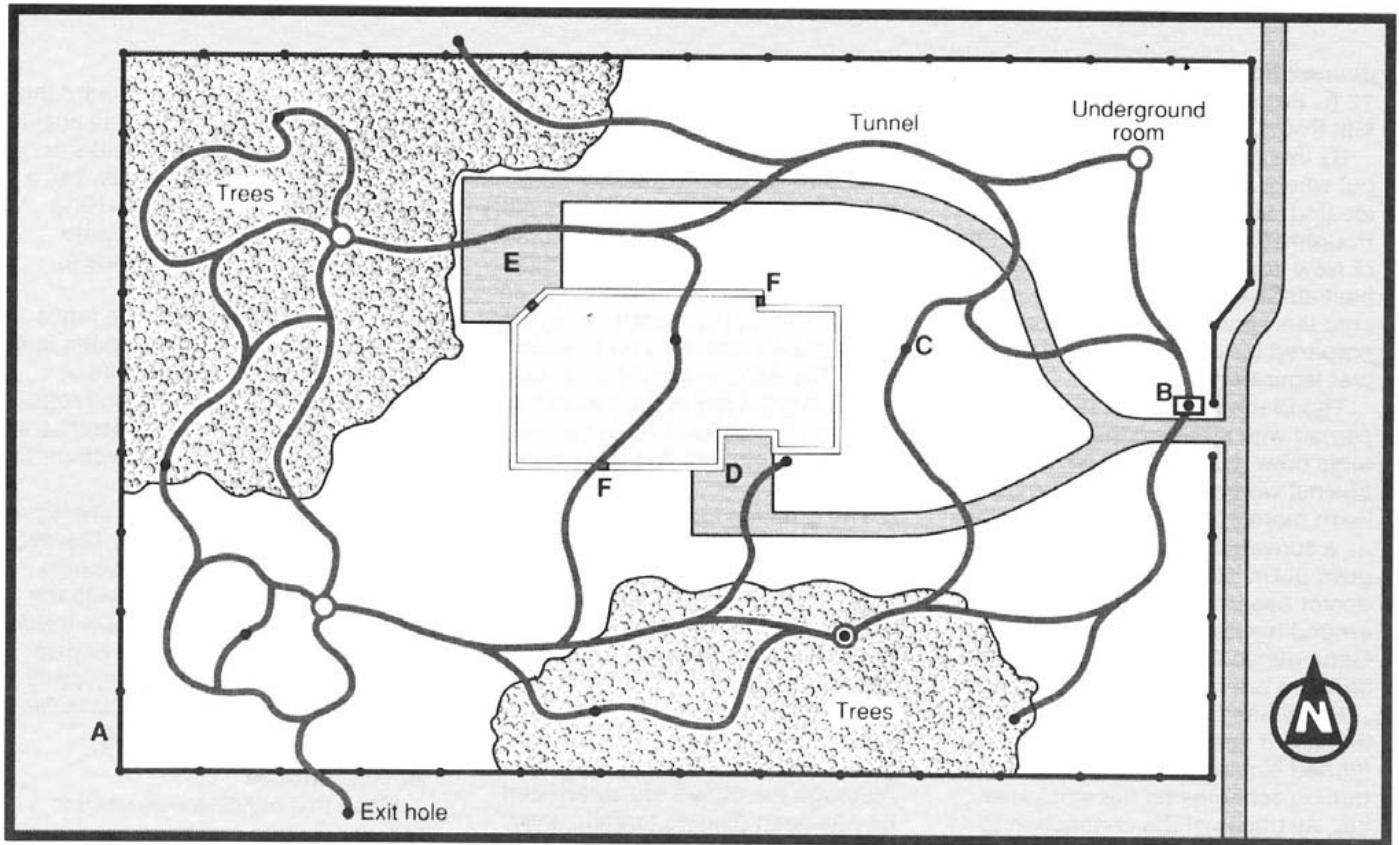
Once this building was used to register visitors and keep out people that did not have appointments. Now it is abandoned. The windows are filled with broken glass, toll gate is broken in half and weeds are growing out of the concrete. The main fence gate is closed and locked with a chain and padlock.

One of Armadillo's tunnels exits inside the guardhouse. It is crudely covered by a wooden panel. Anybody searching the guardhouse is guaranteed to find the tunnel entrance.

C. Company Sign

One of the few cosmetic changes that the Black King made to the grounds was to have the old Agro Climates sign changed to Jeenex Corporation. One of the Armadillo's exit holes is directly behind the sign. The sign is five feet high and about

IV. Jeenex Grounds



20 feet long. It is made of concrete, an Excellent strength material.

D. Loading Docks

Once the initial equipment was installed, these docks have been unused. The doors are fire doors, made of Remarkable strength steel. They are fitted with silent alarms which go off if they are tampered with in any way. The Armadillo has an exit hole here hidden behind an electrical box.

E. Main Parking Lot

There are a dozen or so cars parked here. There is nothing unusual about any of them, and no clues that might be picked up here. The main entrance to the building is on the diagonal wall that fronts the parking lot. The Arma-

dillo has an exit hole just outside the parking lot and just inside the trees.

F. Sealed Doors

These doors look normal from the outside. They used to be the fire exits for the building. They are locked. If the doors are opened, a blank metal wall is revealed. This is the electrified, Monstrous strength super-heavy alloy of the first floor walls (see the next section).

If the group travels by ground to the building, they encounter the Armadillo. If they pass near one of his exit holes, he pops up and attacks with surprise. He is capable of creating a new exit hole at any point in his network of tunnels. The Armadillo does not attack in this way if the group en-

ters his tunnel system via the two exit holes outside the fence line or the one in the guardhouse.

If the group is foolish enough to enter the tunnel system, they are playing into the Armadillo's hands (er claws?). He can move unhindered in the tunnels and knows them exactly. Unless there is a power to contradict it, none of the mutants can move more than two areas per turn underground.

The Armadillo knows many spots where he can cause a cave-in with a single swipe of his claws. He doesn't mind if he's caught in one because he can tunnel out easily. Because the tunnels are so shallow, the cave-in causes no damage. However, the characters do begin to suffocate. The Armadillo quickly reaches the surface and attacks the vulnerable mutants if

they emerge from the ground.

The Armadillo can burrow a few feet into a tunnel wall and loosely cover the hole. When a hero passes by, he attacks with surprise from behind. He uses these guerrilla tactics whenever possible. This is not a case of extreme intelligence, but rather of animal cunning. Armadillo is a simple man, slow in mind and easily manipulated. He is capable of murderous rampages when upset.

Armadillo is affected by the X-gene gun in a similar fashion to Mad-Dog. He loses a rank of reason each hit, and becomes more and more like a giant, superpowered version of his namesake. After three hits, he is indeed a six-foot-tall armadillo. At this point he wanders away from the fight, unless forced to defend himself. In a week, these effects wear off.

Armadillo

Fighting	EX (20)
Agility	GD (10)
Strength	IN (40)
Endurance	RM (30)
Reason	TY (6)
Intuition	TY (6)
Psyche	TY (6)

Health: 100
Karma: 18
Resources: GD (10)
Popularity: -10

Background

Real Name: Antonio Rodriguez

Occupation: Professional Wrestler

Identity: Secret

Legal Status: Citizen of the U.S. with a criminal record

Other Known Aliases: None

Place of Birth: San Antonio, Texas

Marital Status: Married

Known Relatives: Bonita (wife)

Base of Operations: Mobile

Group Affiliation: Former and cur-

rent henchman of Dr. Karl Malus, Member of the Unlimited Class Wrestling Federation.

Known Powers

Body Armor: Armadillo's body is covered with a thick hide and armor plates, providing Amazing (50) protection from physical and energy attacks, and Excellent (20) protection from heat, fire, acid, and cold based attacks.

Claws: Armadillo's hands and feet end in long, non-retractable claws which are capable of rending up to Remarkable strength materials. In combat, Armadillo inflicts Incredible (40) edged attack damage. Armadillo has used his claws to tunnel and climb up buildings. The latter he does at 1 floor per turn, leaving large claw prints in his path.

Tunneling: Using his powerful claws, Armadillo can burrow through soil and rock of up to Excellent (20) material strength. He may move in this fashion underground at a rate of 1 area per turn (Feeble speed).

Goliath guards the grounds close to the building. If the characters fly over the grounds and land on or near the building, they will still have to deal with him. He can get onto the building easily by growing big enough to step or climb onto the roof. The reinforced roof is made of Incredible strength material and is capable of supporting his full weight, though it may not survive a battle.

If somehow caught totally off guard, he is found lounging on the roof, near the east edge (see the star on the map). The view of the grounds is best here. Otherwise he attacks when they get close to the building. He does not go to help Armadillo, whom he considers to be a lowly hood.

His tactics are simpler than Armadillo's. He wants to confront the group

in a head on fight and gives them lots of warning that he is coming. A cheap thug given vast powers, Josten has always been a bully and a braggart with no redeeming qualities. He prefers to humble his opponents with sheer physical power and is highly motivated by vengeance. His ego will be the players' best defense. Goliath wants to be recognized as all powerful and will stop to gloat over his victims.

Goliath is also strangely affected by the X-gene gun. The first hit negates his size-altering power, locking him into whatever size he is at that moment. Subsequent hits make him grow one rank, but he still has lost his power to change size. Once he has reached his maximum height, the X-gene gun has no further effect. It should be easy to avoid a giant Goliath and enter the building. If he is over 12 feet tall, he is incapable of following them into the building.

There is a distinct possibility that Goliath will beat the group. They are potentially weakened by the fight with Armadillo and he is a pretty tough foe. Don't worry, it's OK if he beats them. Every hero should be humbled once in a while. In this case Goliath collects all of the unconscious bodies and takes them inside to the good Dr. Karl Malus. See the section below for captured players.

Goliath

Fighting	EX (20)
Agility	GD (10)
Strength	IN (40)
Endurance	MN (75)
Reason	TY (6)
Intuition	PR (4)
Psyche	PR (4)

Health: 145
Karma: 14
Resources: GD (10)
Popularity: -10

Background

Real Name: Erik Josten

Occupation: Former soldier of fortune, smuggler, now a professional criminal.

Identity: Known to the authorities Legal Status: Citizen of the U.S. with a criminal record.

Other Known Aliases: None

Place of Birth: Milwaukee, Wisconsin.

Marital Status: Single

Known Relatives: None

Base of Operations: Mobile

Group Affiliation: Former and current henchman of Dr. Karl Malus, former partner of the Swordsman, ally of the Enchantress, henchman of the Black Widow, the Red Skull, The Mandarin, Count Nefaria and the

Grim Reaper; member of the Lethal Legion and the Masters of Evil IV.

Known Powers

Growth: Goliath has Shift Y growth powers. His strength at normal height is Incredible, but never exceeds Unearthly regardless of how big he gets. Upon being rendered unconscious Goliath does not revert to his normal size.

Body Armor: Goliath's irradiated flesh provides Amazing protection against physical and energy attacks.

Invulnerability: Goliath is invulnerable to heat and cold. He no longer needs food, water or air to survive. He can exist in deep space for a short time with no ill effects and he no longer ages.

If either of these villains is questioned, they can identify both Dr. Karl Malus and the Black King as being involved in the scheme. They can also reveal that the two are currently in the Jeenex building. They know nothing about the layout of the building, never having been permitted beyond the loading docks or the reception room. The Armadillo does not reveal his secret tunnel entrance into the building.

Their testimony will never make it to court. If necessary, the Black King buys them off to implicate only Dr. Malus. The Black King does not like loose ends.

VII. Kings Pawn

Inside the Jeenex Building

The second floor of the building is vacant. The entire operation is on the first floor. The ceiling, walls and floor of the first floor have been reinforced with super-heavy alloys, making them a Monstrous strength structure. An inner insulated layer conducts a powerful electrical current. Anything breaching the wall takes Amazing electrical damage.

By the time the characters have made it into the building, the Black King has set and armed all of the traps. He and Dr. Karl Malus are waiting and watching in the security room. The pair watch the mutants progress through the security system.

Captured Players

If at any point the heroes are captured, they are brought to Dr. Karl

Malus and placed in the isolation chambers (see M. below). He continuously bombards them with X-gene rays trying to perfect his weapon. All of his tinkering is in vain, since he can not get the X-gene ray to suppress the mutant X gene that gives them their powers.

Every two hours the captured heroes are subjected to new mutations from the table below. Eventually they gain a power that lets them escape from the isolation chambers. If only some of the heroes were captured, it is possible that the others can release the prisoners.

XIII. X-Gene Ray Mutations

- 1-2 All wounds and damage are healed.
- 3-4 New random mutation power
- 5-7 Increase existing mutation power by one rank.

- 8-9 Eliminate a mutation and increase one primary ability by one rank
- 10 Degenerative mutation

XIV. Degenerative Mutation

- 1 Ears replaced by 12 inch long antennae, no effect on hearing.
- 2 Lose two fingers on each hand, manual dexterity down one rank.
- 3 Nose vanishes
- 4 Skin turns lizard like.
- 5 Goes color blind
- 6 Becomes hunch back.
- 7 Hands become paws, can't pick up objects, Poor damage from claws.
- 8 Tongue grows to two feet long, can't talk.

- 9 Grows elephant ears a foot wide.
10 Judge's choice

If there is a break out, the villains know it immediately. After all, they are watching everything from the security room. Whoever brought in the mutants, probably Goliath, is sent to deal with them. If it is Goliath, remember he can not grow beyond 10 feet tall inside the bulling and still be able to fight.

Map Locations

The interior of the building can be found on the inside of the cover. The various experiments going on in the Jeenex building have been converted to an array of defenses. They were playing with everything from mutational X-gene rays, to holograms to hallucinogenic gasses.

A. Reception Room

Normally there is a receptionist at the fine oak desk. She turns away all visitors, salesmen and the like. Her presence helped to maintain the illusion of a normal business. By the time our heroes get there, she has been sent home. This room is empty and harmless.

Once the group is through either door, it slams shut. From the other side it is solid gleaming steel. Like the walls, the doors are a Monstrous strength material.

B. Laser Room

This room is not so harmless. Tucked into the northern alcove, are twin lasers. In the southeast and southwest corners are large mirrors (Feeble strength material) on swiveling poles. A small computer controls the aiming of the lasers and the mirrors. Between them, the two laser beams can hit any target in the room. It takes 30 points of damage to

knock out the lasers.

There is a heavy stone wall placed to look like protective cover. The second set of mirrors allows the lasers to hit anybody behind it. To add insult to injury, if that mirror is destroyed, the stone wall is actually a plaster fake made of Poor strength material. The lasers can punch right through it. Since the mirror is also used for aiming, a red FEAT roll is needed to hit a character hiding behind the plaster wall.

The Black King has tampered with the aiming program of the lasers. Normally they have Remarkable agility for aiming. Now they only have Feeble aim. A hit from a laser does Excellent damage. He wants the group to get through this room with minimal damage, but believing that somebody was really trying to kill them.

C. Empty Room

What can you say about an empty room? There's nothing here.

D. Holograms

The back wall of this room is filled with holographic projectors. The separating wall is a one-way mirror, a Feeble strength material. It takes 50 points of damage to stop the holograms.

The floor of this room is 20 feet lower than the rest of the building. The two doors enter onto platforms with stairs leading down to the main floor. In the center of the room is a large raised dais. On the dais is a throne. On the throne is a hologram of Dr. Doom. On either side of him, but not on the dais, is a hologram of a Sentinel.

Dr. Doom tells the group that he is the master of this place. They should leave now, thankful to still have their paltry lives. The hologram is quite capable of carrying on a conversation with the

group. He is dictatorial and impatient. He refuses to explain himself or his actions, commenting that it is beneath him to treat with such puny powers as the heroes.

If the group tries to attack him, the hologram does its best to give the impression that the attacks are turned back by force fields. It has the Sentinels march forward menacingly, but won't have them actually attack. Dr. Doom remains seated on the throne the whole time. Keep in mind that any attack must actually pass through the hologram. If the circumstances are right, it strikes the back mirrors, possibly damaging them.

E. Missile Room

The east wall of this room is filled with racks of heat-seeking missiles. When the group gets into the middle area of the room, panels drop down revealing the missiles and one for each mutant is fired. There are enough missiles to fire every turn for four turns before running out. If they hit they do Excellent damage. Once again, the Black King has tampered with the aiming programs. These missiles would normally use an Incredible agility to aim, but now only have Feeble agility for aiming. It takes 40 points of damage to destroy the missile bank.

F. Electrified Nets

This room appears to be empty at first glance. As the group walks down it, trap doors in the ceiling open up and drop electrified steel nets of Remarkable strength down on the mutants. An unwary hero must make a Yellow agility FEAT roll to avoid the net. Anybody watching the ceiling only needs a Green roll to escape.

The electricity has been rigged to stun, not to damage. Anybody caught under a net must roll an En-

duration FEAT against Stun. In the unlikely event that they are all stunned, somebody gathers them up and carts them off to the isolation chambers. Refer to the captured players section above.

G. Dripping Goo

Originally this room was used for processing the X-gene chemical. It has been converted into a trap. The center of the room has a narrow hallway, only one person wide. There is a green goo dripping from the ceiling, oozing down the walls and running on the floor. The floor is a large grate of Remarkable strength steel. The goo falling through the grate is collected and dripped through again.

It is not possible for a normal person to get through the narrow tunnels without being thoroughly covered in goo. Even super fast heroes will get a significant amount on them. The only obvious way through is to use some sort of umbrella-like shield and protective foot gear. Various super powers might imitate these capabilities.

The goo is a sticky, corrosive acid. It does Typical damage to any Typical or weaker strength materials each turn. It takes a full turn to scrape it off, which means that anybody running through the stuff gets two full turns of damage from it. Uniforms do not prevent any damage, although it does take a full turn to eat through heavy clothing.

Various panels from trap doors in previous rooms can be used as shields. Some characters might be immune to the effects of the goo. They could carry the others through it. These are just some of the ideas for getting through this room safely.

H. Strobe Room

The walls, floor and ceiling of this room are painted flat black. There is



no light source at all in it. In each corner is a high-powered strobe light. When both doors are closed, the strobes begin going off. The pattern is random, with an average delay between flashes of a second or two.

Each turn in this room requires a FEAT roll to not be temporarily blinded. This effect lasts for 1d10 +10 turns. Even closed eyes do not help because of the power of the strobes. A shielding arm or heavy cloth does prevent the strobe light from getting through.

There are thick, clear plexiglass walls in the room. They let the light through, but act as Good strength barriers to easy movement. They are not meant to stop the group, only to slow them down so that the strobes take effect.

I. Power Plant

These large machines control the power for the whole plant. If they are damaged, several important pieces of machinery stop working. First of all, the entire place is engulfed in darkness. The electricity running in the walls is cut off. All room traps that require power become inactive. The only traps left are the mutant animals in room R, and the

super powered villains in rooms Q and L. The power to the isolation chambers is severed. Only the security room has auxiliary power.

These machines are made of Remarkable strength metal. It takes 100 points of damage to make them quit working. Each blow has a 20% chance of generating an electrical backlash to the striking character. This electricity does Remarkable damage. There are no visible or obvious cutoff switches. It takes a trained technician to shut the power off safely.

J. Storage Room

This room is mostly empty, with some empty crates and boxes in it. Maybe 10% of those are filled with supplies. None of the materials is anything useful or unusual. The bulk of the materials have been used or removed.

The only thing of interest is one of Armadillo's tunnel exits. He used a laser to secretly cut a hole in the floor. From this starting point, he connected it to his other tunnels. It was to be his secret escape route should something go wrong. Nobody else knows of its existence.

K. Abandoned Cubicles

This is the only place on the first floor that was not converted for use by the Black King and Dr. Karl Malus. Its dark interior is filled with empty, dusty office cubicles. The cloth covered plastic walls are only six feet tall, leaving plenty of room between their top and the ceiling. The whole thing forms a kind of maze to those not familiar with its layout.

The door to the outside world has been plated over with Monstrous strength super-heavy alloy, just like the walls. The two doors in the northwest corner open into larger offices, also dark, empty and dusty.

L. Ramhorn

Dr. Malus has been tinkering again. This time he found one of the Black King's goons that was willing to be turned into a super villain. Not a very bright goon, given the good doctors track record.

Using a derivative of the X-gene process, Dr. Malus grafted the genetic material of a big horn ram onto his body. The Black King was not amused by Dr. Malus working on projects without his knowledge. Presented with a finished result, he grudgingly let it go. Because the X-gene process was involved, in a few months the goon degenerates back into a normal human. It is a painful and unpleasant process.

In the meantime he has several super powers acquired from the operation. The Black King has put him into an empty room by himself to await the arrival of the mutants. If Ramhorn does well, the Black King will hire him to do various dirty jobs.

Ramhorn does not wait for chitchat, he charges. Quite frankly he is scared, and he should be. He is not sure that his powers are up to defeating genuine super heroes. He does talk, but does not stop the combat to do so.

Ramhorn

Fighting	EX (20)
Agility	EX (20)
Strength	IN (40)
Endurance	IN (40)
Reason	PR (4)
Intuition	TY (6)
Psyche	PR (4)

Health: 120
Karma: 14
Resources: PR (4)
Popularity: 0

Background

Real Name: Donald Elbert
Occupation: "Muscle" for Sebastian Shaw and Shaw Industries
Identity: secret
Legal Status: Citizen of the U.S.
Other Known Aliases: None
Place of Birth: Cleveland, Ohio
Marital Status: Single
Known Relatives: Kurt (brother)
Base of Operations: New York City
Group Affiliation: Works for Sebastian Shaw (the Black King) and Shaw Industries. Current henchman of Dr. Karl Malus.

Known Powers

Body Armor: His tough hide gives him Good protection against physical and energy attacks.

Resistance to Cold: Ram horn has Remarkable resistance to cold.

Horns: These horns curl over and back like a big horn sheep's, so he does not get an edged attack. If he meets another moving physical object head-on with his horns, he has Incredible body armor for that attack.

Charge: He can charge with Amazing ability, although he only does Incredible damage if he hits.

Climbing: Ramhorn can climb surfaces that are all but vertical at normal movement speed. The only restriction is that there must be sufficient handholds and footholds.

M. Isolation Chambers

Each of these six pods has a "bed" in the center made of a Monstrous strength alloy. Straps are placed to hold the neck, arms, legs and torso of whoever is lying on it. The straps are also of Monstrous strength alloy. Needless to say, this "bed" is not very comfortable.

The flat wall toward the center of the cluster has a variety of gadgets protruding from it. These are various sensors and the X-gene projecting

equipment. These instruments are only Incredible strength material, although the wall behind them is still of Monstrous strength.

The doors can only be opened from the outside. From the outside they look like an airlock door. A large wheel in the center of the door cycles the locking bars in or out of place. It takes a full turn to cycle the lock.

If the room is penetrated from the outside, or its inhabitant somehow breaks free, there are no security provisions. Dr. Malus kept meaning to install knockout gas jets, but it just never got high enough on his priority list. The X-gene gun can be fired at intruders or freed occupants with Feeble accuracy.

N. Computer Room

The door to this room is always kept locked. Behind it is the main computer system for the building. It controls the isolation chambers, all the security monitors, and the communications system. It is also a backup for the security room. All the functions that are done there can be done less comfortably from here.

It only takes 30 points of damage to fry one of the computer's machines. If two or more of the big pieces in the room are taken out of commission, the entire computer system shuts down.

O. Security Room

The west wall of this room is filled with big screen monitors, control panels, computer terminals, etc. A handful of chairs sits in front of the equipment. Against the back wall are a comfortable couch and a couple of nice chairs. Visitors, of which there are few, and observers, usually the Black King, sit here.

The Black King, Dr. Karl Malus and possibly Goliath if he beat the mutants, are in this room during the

entire penetration of the building. The Black King is not afraid of our heroes, and Dr. Malus is willing to let either Goliath or the Black King defend him. They will remain in this room until the group bursts in.

The security panel can be shut down by doing 30 points or more of damage to it. Its components are only made of an Excellent strength material. There is a 25% chance per hit of an electrical short that can hurt the attacker, doing Excellent damage. With the security panel disabled, the link to the computer is severed. This has the same effect as if the computer itself were disabled. It would be possible to run all the security room functions from the computer room if necessary.

Dr. Karl Malus is completely without super powers. He will surrender without a struggle. The Black King is another story. He fights with everything he can muster, which is quite a lot. If Goliath is in the room with them, the two could prove to be more than the group can handle. As the battle is drawing to a close, the Black King turns on Goliath. His power of absorbing physical blows makes it a sure thing that Goliath will be defeated.

With or without Goliath, if the Black King wins the battle, he exits the building and leaves Dr. Malus to the tender mercies of the authorities. To prevent the good doctor or Goliath from running away, the Black King might have to tie them up or give them a dose of knockout gas from the lab. When the mutants wake up they find an all too conveniently trussed up set of villains.

If the Black King is losing the battle, he flees. He should have a good chance to escape. If for some reason he does not, it's OK. Once taken outside the building, a Mark VI Sentinel with special programming ab-

ducts him. It claims to want him because he is a "mutant danger to mankind." Actually it delivers him to safety. For further information about the Black King's involvement, see the Conclusion.

Try not to have this be a combat situation. A Mark VI Sentinel is so powerful that the mutants should not have much of a chance. Catching them by surprise, it gases all of them into paralysis with no FEAT roll allowed to avoid the effects.

P. Laboratory

This is where Dr. Karl Malus does most of his research work. The south wall is lined with cabinets containing various biochemical ingredients and instruments. In the southwest corner is a large freezer with more of the same in it. Two large tables are in the center of the room. Each is covered with elaborate glass and metal piping, like your standard scientist's table.

In the northwest corner is a computer terminal system. It's more than just a keyboard and monitor. It has an entire array of computer linkages for Dr. Malus's instruments and various printout devices.

On the east wall is an airtight chamber. Small animal experiments with the X-gene ray are conducted here. The chamber is easily opened from the outside, but not from the inside. Its walls are of Incredible strength material.

Q. Loading Dock

Except for some scraps of wood and cardboard, this large room is empty. No more deliveries are being made to Jeenex. At the judge's option any or all of the surviving villains from the previous chapters can be waiting here.

Although they did not know their employer before, the Black King

through Dr. Malus has hired them directly to protect the interior of the building. They are now aware of who is running the operation. If interrogated they can tell the group about the Black King. They will not testify in court about it because the Black King would kill them.

R. Animal Room

This room holds all of Dr. Karl Malus's failures. Most of his experiments have been done with animals. He would selectively find animals with small mutations and subject them to the X-gene ray. In keeping with his history, most of these experiments failed.

The tables in the south end of the room are wheeled operating room style tables pushed off to one side. In the middle of the western wing of this room is a set of large lights and hanging instruments, like those of an operating room.

The east and west wall of the northern wing is lined with small cages stacked eight high. Roughly 10% of these are filled with mutated animals. The exact descriptions are not important, you can make them up as you go. In general they are rabbits, rats and chickens with lots of deformities.

In the far northern end are three large cages made of Incredible strength steel alloy. The three occupants are Dr. Malus's most dramatic and dangerous failures. His long painful experiments have forged an association of hate and pain to humans. These animals will attack anything that looks human on sight.

The floor of each cage has a gas jet which can flood the cage with knockout gas. The doors and these gas jets are controlled by the computer system, and can be overridden by a control panel near the doors in



the western wing. When the group rounds the corner and sees the cages, Dr. Malus opens them.

R1. Chimpanzee

This is a normal sized and shaped chimp. However, his fur is a constantly swirling set of rainbow colors. This side effect of his power acts rather like a mood indicator with dark colors represent bad feelings and bright colors representing good feelings.

F	A	S	E	R	I	P
TY	TY	GD	AM	FE	TY	PR

Health: 72

Light Manipulation: Amazing control over light. When he is afraid, everything goes dark around him. He can use it to attack with, doing Remarkable damage as a laser beam. This beam appears to emanate from his mouth.

R2. Giant Dalmatian

Standing five feet tall at the shoulder, this six-legged dalmatian is the size of a Great Dane. Other than that it looks quite normal.

F	A	S	E	R	I	P
GD	TY	GD	EX	FE	GD	FE

Health: 46

Resistant to Fire: Amazing resistance to any form of heat.

Six Legs: With six legs, it can stand on four and rake with two. Each turn it gets three attacks, one for each claw and a bite.

Claws and Teeth: A claw rake does Poor damage. However, the teeth to Good damage.

R3. Chicken

A thin looking red hen of normal size is in this cage. If it weren't for the two foot long barbed tail it would look quite normal.

F	A	S	E	R	I	P
TY	EX	FE	GD	FE	FE	FE

Health: 38

Flight: Unlike the true domestic chicken, this bird is a Good flyer.

Beak and Tail: The barbed tail is used for an edged attack for Typical damage, although only a natural 100 gets a kill result. On the same turn it can attack with its beak for Feeble damage, no stun or kill result allowed.

Body Armor: Its feathers are now laced with metabolized metal, providing Good protection from physical and energy attacks.

S. Psycho Gas Room

This huge empty room is darkened, with only a single low watt bulb hanging from the center of the ceiling. There are nine gas jets in the ceiling. They release a fog-like gas that affects the minds of the characters. This gas soaks in through the skin or inner flesh of the nose and mouth.

Contact with the gas automatically establishes a powerful hallucination. Roll a Psyche FEAT roll secretly for each character. A Yellow result means that they know it is a hallucination, any other result means they believe it whole heartedly.

Each hallucinating character sees figures rising out of the fog-like gas. In actuality the figures are their friends and fellow mutants. The figures they see as their friends and mutants are actually figments of their imaginations. The end result of this is that they may end up attacking the other members of the group because they see them as enemies. What they see as fellow heroes are actually illusions. Of course the villain that represents themselves is also an illusion.

Each hero has a counterpart villain that he is seen as. If you are not using the provided mutant heroes, find villains that have very similar powers to the heroes. If a character is fighting Sabretooth, but it's really Wolverine, it is hard to tell by the results of the combat. Combat descriptions of these villains are not provided because the heroes are actually fighting themselves, not these villains.

Remember, these villains are actually the heroes. Record the attacks and damages made by the "villains." Pretend to roll the dice and transfer the results to the appropriate player character. It is quite possible that a villain will do something out of character because that is what the hero decides to do. This should be a clue to our heroes that something is amiss.

Wolverine/Sabretooth: He is described elsewhere in this adventure. His powers are virtually an exact match of Wolverine's.

Boom-Boom/Hobgoblin: In this case he is not seen flying on his pogo platform. His stock in trade are his pumpkin bombs, which act similarly to Boom-Boom's exploding energy spheres.

Hobgoblin wears an orange tunic, boots, cape and cowl. His face is covered with a yellow fright mask. He has a bag of tricks that holds his bombs.

Sunspot/Goliath: Without his growth power in use, which it wouldn't be indoors, Goliath's powers are very similar to Sunspot's. Goliath is described earlier in this adventure.

Richtor/Avalanche: He has earth control and vibration powers similar to those of Richtor. Avalanche wears an armored suit with visor and a large letter A engraved onto his chest.

Rusty Collins/Pyro: A known companion to Avalanche, Pyro can control and make fire just like Rusty Collins. He is

a thin man with yellow hair and wears, a yellow and red costume with flexible metal tubes leading from his back to his wrists.

Cannonball/Quicksilver: This mutant cannot fly the way Cannonball can, but his ground speed is as fast as flying. Since this encounter takes place in a room, the difference is moot. Quicksilver's combat methods are somewhat like Cannonball's.

Quicksilver wears a blue and white costume. His white hair has twin peaks somewhat like Wolverine's.

VIII. Conclusion

In the long run, Dr. Karl Malus gets a long prison term, the other captured super villains get shorter ones. The Black King arranged for this lenience in exchange for their silence. Since the good doctor is the fall guy, he can rant and rave all he wants. Without

somebody to corroborate his story he is not believed.

The Black King can be confronted at any time by the heroes. If they beat him up he files charges. He is very careful to not start anything with them, so that he always has the law on his side. Threats of death or serious bodily harm bring a couple of his Mark VI Sentinels to his rescue.

In general, the group should know that the Black King was behind the scheme. They foiled the plot, but couldn't touch its mastermind. He is a great villain for further adventures, where maybe he is defeated thoroughly.

A month after the climax of the adventure, the mutations caused by the X-gene ray gun go away. A consummate bungler, Dr. Karl Malus couldn't even get that right.

Cannonball

Sam Guthrie

F	GD	10	Health: 54
A	TY	6	
S	GD	10	Karma: 22
E	RM	30	
R	TY	6	Resources: PR (4)
I	TY	6	
P	GD	10	Popularity: 4



Summarized Powers:

Flight: Becomes human rocket with EX(20) air speed. Any turn requires Agility FEAT. Anything dropped while he is flying takes damage as if hit by his charge. If surprised he might involuntarily turn off his power.

Strength: RM(30) when flying.

Charge: AM(50) damage, carry opponent with him on successful power FEAT roll.

Force Field: MN(75) protection vs. physical and energy attacks when flying.

Talents:

Mining

Boom-Boom

Tabitha (last name unrevealed)

F	PR	4	Health: 34
A	TY	6	
S	PR	4	Karma: 16
E	EX	20	
R	PR	4	Resources: PR (4)
I	TY	6	
P	TY	6	Popularity: 0



Summarized Powers:

Energy Bombs: Can generate spheres of up to AM(50) energy up to two feet in diameter. She can preset them to explode up to 10 turns later. They affect everything in the area. Only one bomb can be active at a time. She can throw them up to two areas away.

Talents:

Throwing Weapon: for her energy bombs only.

Rusty (Russell) Collins

F	TY	6	Health: 28
A	TY	6	
S	TY	6	Karma: 22
E	GD	10	
R	TY	6	Resources: FE (2)
I	TY	6	
P	GD	10	Popularity: -3



Summarized Powers:

Pyrotechnics: He can ignite the air around any object, causing it to burst into flames if it is flammable.

Although the power rank is MN(75), he can only do EX(20) damage safely. He uses the MN(75) rating for range and control. In stressful situations he must make a Psyche FEAT roll or else the flames engulf up to two areas of volume with AM(50) intensity. Once out of control he needs a yellow psyche FEAT roll to regain it.

Hear Resistance: He has UN(100) resistance to fire and heat.

Wolverine

Logan (last name unrevealed)

F	IN	40	Health: 110
A	RM	30	
S	GD	10	Karma: 121
E	RM	30	
R	TY	6	Resources: TY (6)
I	MN	75	
P	IN	40	Popularity: 0



Summarized Powers:

Regeneration: 10 health/hour

Resistance: UN(100) vs. poison, gases, drugs, alcohol, disease

Claws: EX(20) damage, cut through up to MN(75) materials.

Adamantium Skeleton: EX(20) body armor vs. blunt and TY(6) vs. edged attacks. Punch for EX(20) damage.

Tracking: MN (75) smell, IN(40) hearing

Invisibility: To any mechanical device or sensor.

Talents:

Oriental Weapons
Guns and edged weapons
Martial arts A, B, E
Tumbling
Military
Detective/Espionage
Hide in shadows: IN(40)
Speaks Japanese and Russian

Richtor

(Unrevealed)

F	TY	6	Health: 38
A	TY	6	
S	TY	6	Karma: 126
E	EX	20	
R	TY	6	Resources: FE (2)
I	GD	10	
P	GD	10	Popularity: -5

Summarized Powers:

Vibration Touch: He can cause anything he touches to vibrate and shake apart. He can do up to IN(40) damage safely this way. He can try for more, but each rank higher he tries for means an Endurance FEAT roll. AM(50) damage is green, MN(75) is yellow and UN(100) is a red FEAT roll. If it goes out of control, he cannot stop it without a yellow psyche FEAT and it increases and decreases randomly in power one rank each turn. Organic objects are affected one rank lower than inorganic.

Vibration Ray: He can project his power as a ray to anything in the same area with him. Damage is one rank less for all circumstances, but otherwise the same as above.

Earth Tremors: If his power is applied to the ground, it has an area effect range equal to its power rank.

Sunspot

Roberto Da Costa

F	GD	10	Health: 52 (76)
A	TY	6	
S	TY	6	Karma: 20
E	RM	30	
R	TY	6	Resources: EX (20)
I	PR	4	
P	GD	10	Popularity: 3



Summarized Powers:

Absorption: RM(30) ability to absorb sunlight and convert it into strength. His health increases accordingly.

Damage is applied to this extra health first. When he reverts, that damage goes away.

Strength: When calling upon his power, his strength becomes RM(30).

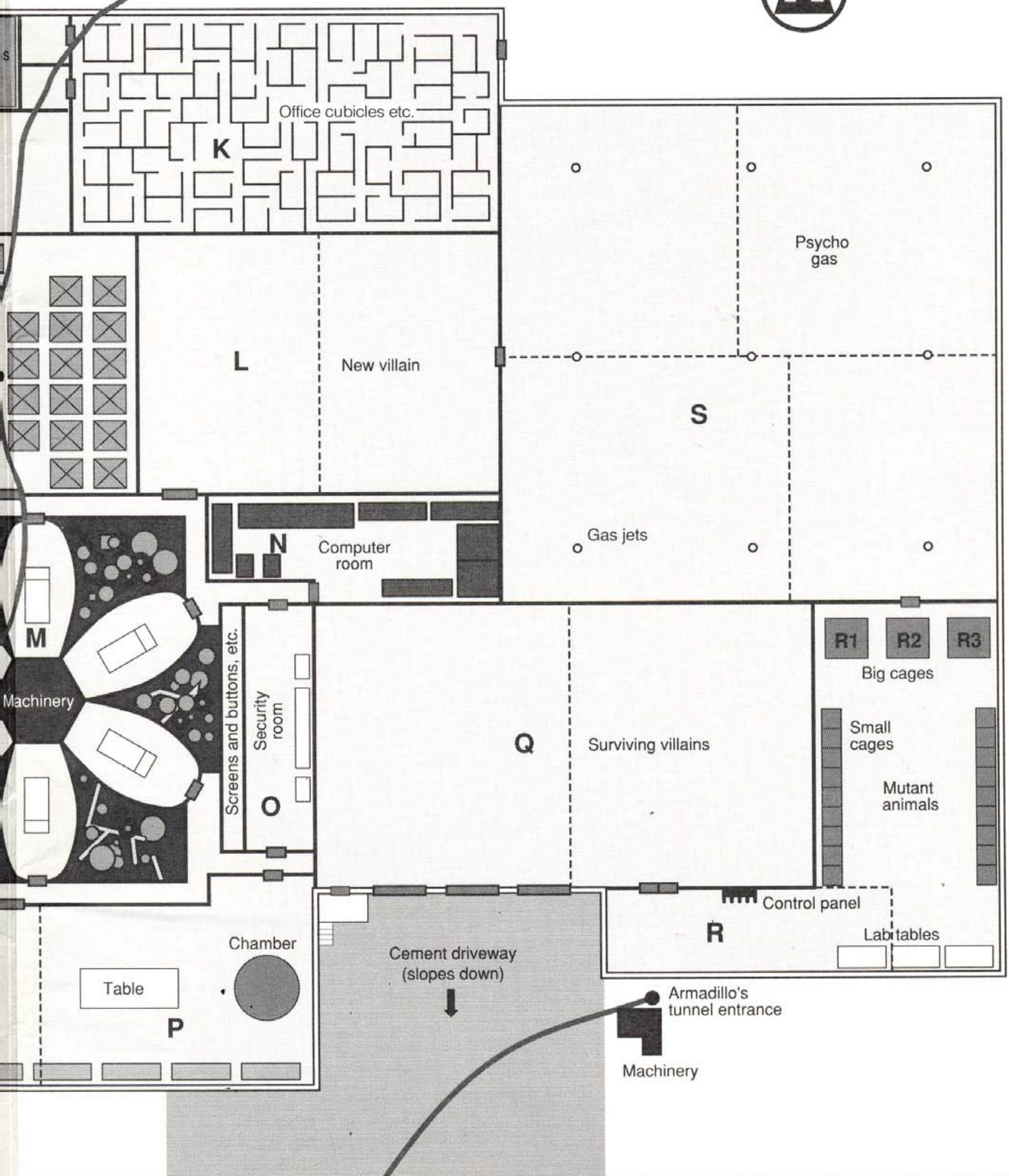
Invulnerability: While his power is active, he has

Remarkable resistance to physical and energy attacks.

Weakness: In unlit places, Sunspot can only use his power for 5 turns. Each turn afterward he must make an Endurance FEAT roll or lose one rank in strength and Endurance. A second failed FEAT roll results in unconsciousness.

Talents:

Roberto is fluent in Spanish and English



MARVEL SUPER HEROES™

Official Advanced Game Adventure

Mutating Mutants

by Bruce Nesmith

"Being a mutant is tough. Being a New Mutant is even tougher. I think I'll pay those kids a friendly visit. Y'know, I may be Wolverine, but I don't have many friends who aren't out to use me. These kids haven't gotten hardbitten and cynical like this old warrior. Yep, time for a drop-in . . ."

Later . . .

"Somebody is after these kids. Trying to hurt them, and hurt 'em bad. Somebody just made a big mistake, and I intend to see that they find out just HOW big. Somebody's gonna pay for what they've done to the kids . . ."

Wolverine watches as the New Mutants slither, crawl, and hop toward their goal. He knows they'll never be the same again. What's worse, he also knows HE'll never be the same again . . .



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