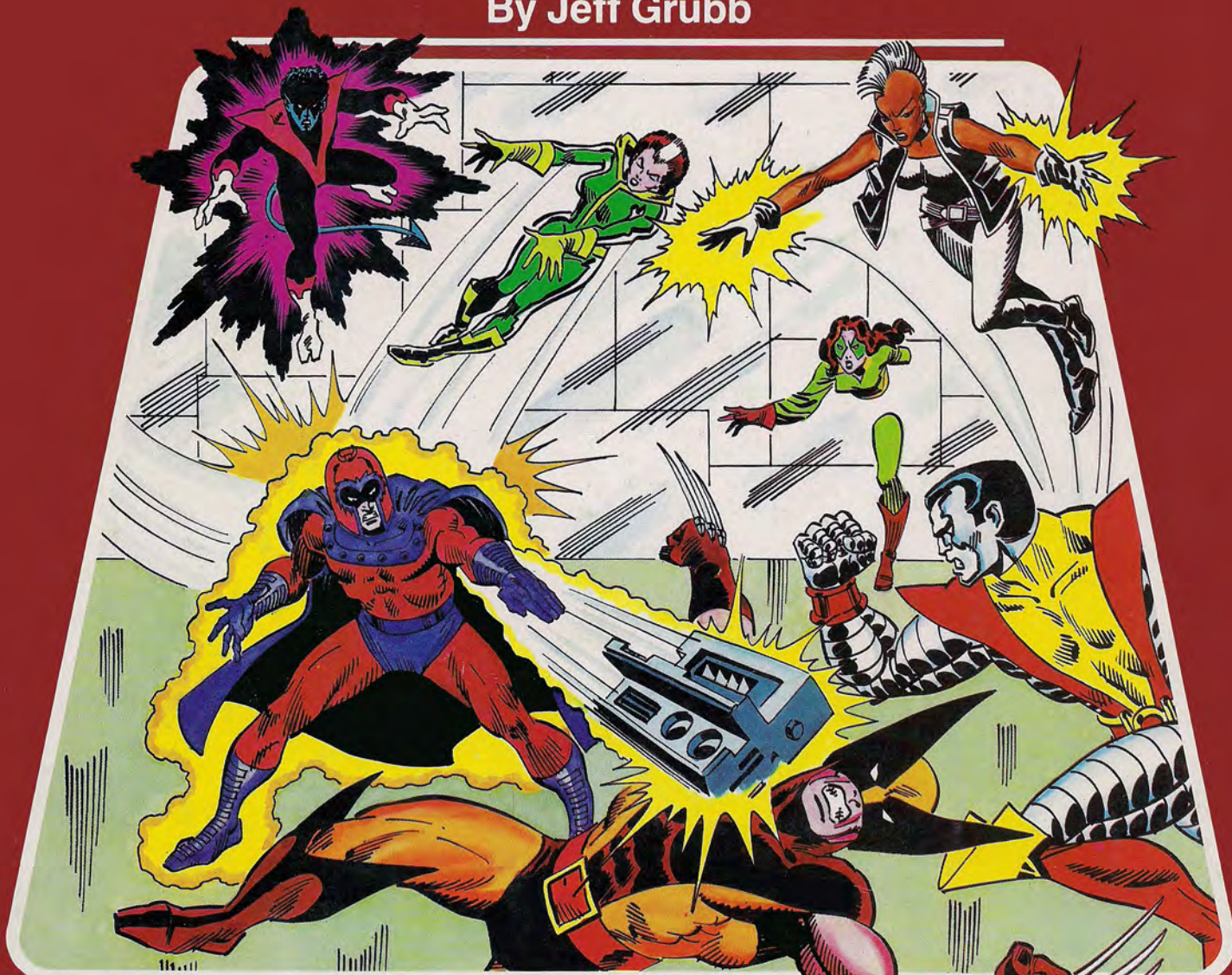


MARVEL SUPER HEROES™

Official Game Adventure

THE BREEDER BOMBS

By Jeff Grubb



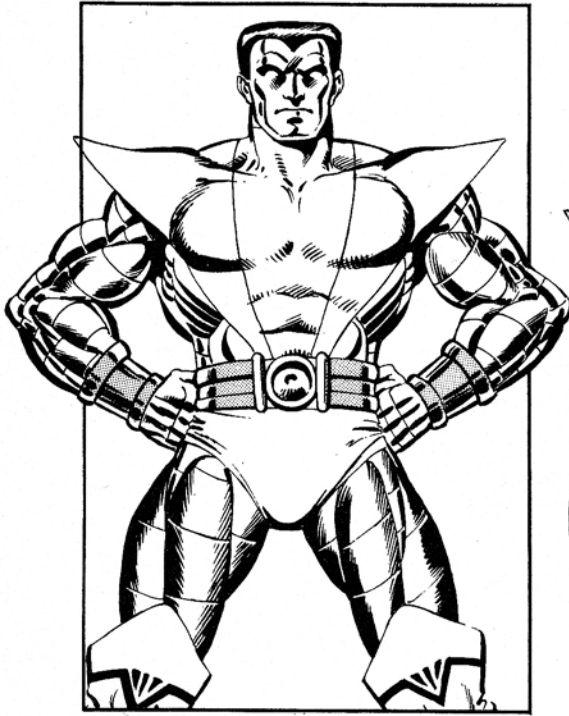
Magneto's back in town and deadlier than ever! Can even the X-men stop
THE BREEDER BOMBS?

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COLOSSUS™

Peter Nikolaievitch Rasputin, student

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

Health: 60 [145]
 Karma: 32
 Resources: POOR
 Popularity: 10

Powers:

ARMORED FORM. Peter can convert his body tissue to organic osmium steel at will, changing himself into an armored giant. In his armored form, he has these powers:

- 1) His Strength becomes Monstrous and his Endurance becomes Amazing. This also raises his Health to 145. Damage to Colossus doesn't carry over when he changes back to his human form unless Colossus' Health is below 60. If Peter's Health is 60 when he changes to Colossus, he gets his full Health of 145 points. If Colossus is knocked unconscious, he automatically changes back to his normal, unarmored form.
- 2) Colossus has Amazing body armor, Monstrous resistance to hot and cold extremes, and Remarkable resistance to radiation and electricity.

Talents: none.

Background: Peter was born near Lake Baikal in the Soviet Union



NIGHTCRAWLER™

Kurt Wagner, student/adventurer

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

Health: 106
 Karma: 50
 Resources: POOR
 Popularity: 2

Powers:

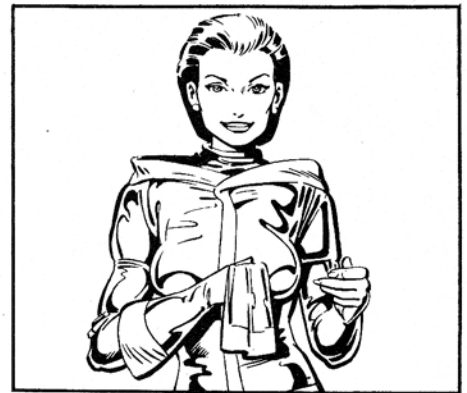
TELEPORTATION. Nightcrawler can move himself instantaneously from point to point. He never teleports to a place he's never seen. Nightcrawler can teleport as much as 2 miles east-to-west, 3 miles north-to-south, and 2 miles up or down. Teleporting near these limits, or carrying along additional weight, requires an Endurance FEAT roll. Failure means Nightcrawler becomes unconscious for 1 to 10 rounds. Nightcrawler can perform a second action in a round when he teleports if he makes an Endurance FEAT roll. His teleportation is accompanied by a cloud of sulphurous smoke and a "Bamf" sound.

PREHENSILE TAIL. Nightcrawler can support his own weight with his long, thin tail, or use it as an additional grasping limb.

INDIGO FUR. Nightcrawler's dark fur allows him to blend into deep shadow. Anyone looking for him in these conditions shifts his Intuition two columns to the left.

Talents: Kurt Wagner is a skilled acrobat and fencer. He gets one column shift to the right when fighting with a sword or other sharp weapon. He also is skilled in first aid, electronics, and mechanical repair.

Background: Kurt Wagner was born in the Bavarian Alps and raised by a gypsy circus. Accused by townspeople of being a demon, the young German was rescued by Prof. X and recruited into the X-Men.



ROGUE™

(real name unrevealed),
 student/adventurer

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

Health: 90
 Karma: 18
 Resources: POOR
 Popularity: 0

Powers:

POWER ABSORPTION. Rogue has the ability to absorb other beings' powers or abilities by touching her skin to theirs. Unless the victim is willing, Rogue must make a FEAT roll using her power rank (Amazing) to touch the victim. Rogue can possess the powers of more than one victim at once. A single touch transfers all of the victim's Powers or Abilities to Rogue for four rounds. Staying in contact with someone longer than one round is very dangerous, because the transfer can become permanent, even to the point of transferring all of the victim's memories to Rogue and leaving the victim's mind blank. Rogue must make a Psyche FEAT roll to prevent this. If she fails, Rogue takes on a new persona and her Psyche is lowered by one rank. If her Psyche ever falls below Feeble, she goes mad. Rogue's victims remain unconscious until their power returns. Rogue can't absorb artificial abilities (like Iron Man's Strength), or extra limbs or other extreme physical differences (like Nightcrawler's tail).

FLIGHT. Rogue can fly at Good speed, an ability she drained permanently from Ms. Marvel.

BODY ARMOR. Another theft from Ms. Marvel, Rogue has Incredible Body Armor.

CONFLICTING PERSONAS. Because she has two separate patterns in her brain, Rogue has Unearthly resistance to mental probes and attacks.

Talents: none.

Background: Rogue's early background is a mystery. She worked with the Brotherhood of Evil Mutants for a short while, but came to Prof. Xavier seeking help when she completely lost control of her power.



THE UNCANNY X-MEN:

BREEDER BOMBS!

They are children of the atom, former students of Professor Charles Xavier, mutants: feared and hated by the world they have sworn to protect. They are Storm, Ariel, Colossus, Nightcrawler, Wolverine, and Rogue. Together they are the Uncanny X-Men.

He is Magneto, the Master of Magnetism. He is a mutant like the X-Men, but one who has devoted his life to conquest and to making the world safe for his kind. The X-Men have blocked his schemes before. Now he is back, but is he friend or foe?

Breeder Bombs is an adventure for MARVEL SUPER HEROES™ Role-playing Game, featuring the X-Men and their oldest foe. The adventure is divided into seven chapters. Each chapter is divided into a campaign, battle, and aftermath section. Advice on how to run an adventure is given on page 8 of the MARVEL

SUPER HEROES™ Battle Book, and pages 36-37 of the Campaign Book.

This adventure is set up for a Judge and up to six players. The Judge should read the whole adventure before starting to play. Each player controls one of the six active X-Men. If six players aren't available, then either use the extra heroes as NPCs, let some players control more than one hero, or just leave the extra heroes out of the game (say they're on "personal missions").

Besides the adventure booklet in your hands, this package includes a loose cover/screen and a separate map. The X-Men's information cards are printed on the inside of the folding cover (except Wolverine's; his information card is in the boxed game, and is summarized in Chapter One). The map shows two levels of the X-Men's mansion on one side and a typical

outdoor area on the other. This map and the map from the boxed game are used in this adventure.

When the adventure starts, the X-Men have a Karma pool that contains 200 Karma points. Any X-Man can use that Karma.

Throughout this adventure, the Judge should keep in mind that the X-Men are mutants. The number of mutants in the Marvel Universe has been growing steadily since the end of World War II, due to a rise in Earth's background radiation levels. The general public fears mutants, regarding them at best as freaks and at worst as dangerous monsters that will someday wipe out mankind. These attitudes will affect the way normal humans react to the X-Men.

Now, we present the children of the atom: the Uncanny X-Men!

Credits

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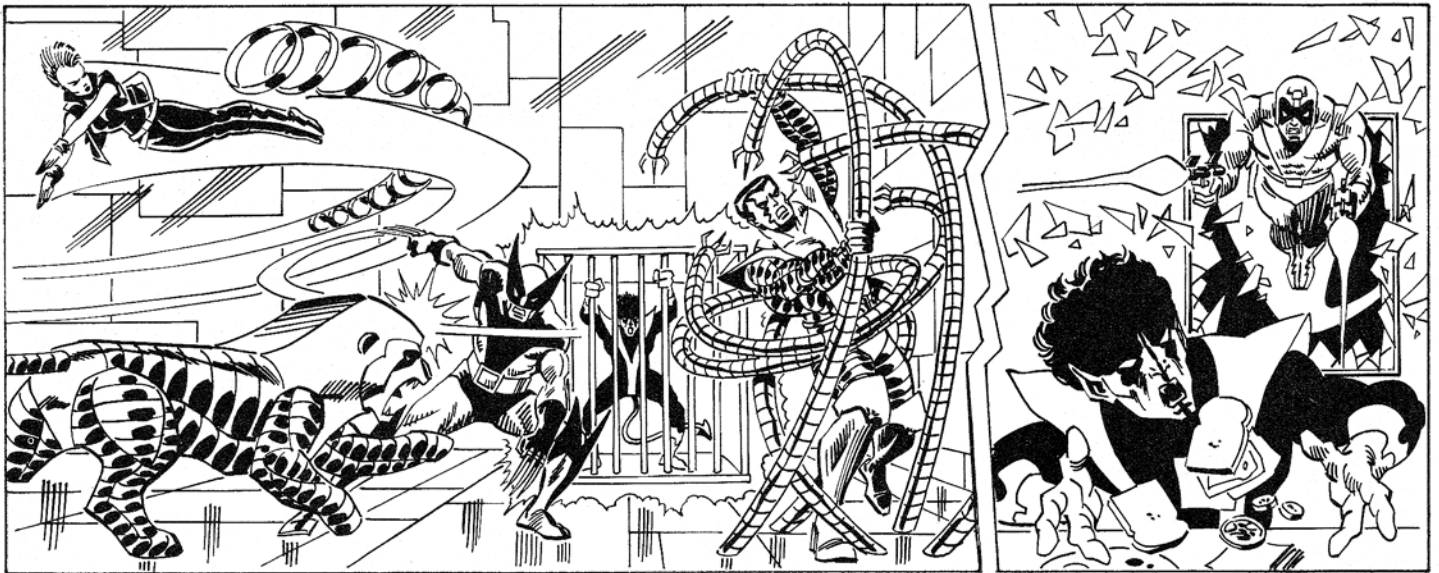


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Chapter One:

BE IT EVER SO DEADLY...

Campaign 1

When the adventure starts, the X-Men are working out in their Danger Room. All of them but one, that is. One of the heroes is in the kitchen on the ground floor, making lunch. Choose one of the heroes to be in the kitchen, secretly explain the situation to that player, and then set up the Danger Room battle. When everything is ready, read the boxed paragraph to the players whose characters are in the Danger Room.

You are standing at the Ready Room door to the Danger Room, a huge room designed to challenge and sharpen your mutant powers. Through alien technology, the room can simulate any terrain or opponent. Right now, nothing is showing but bare walls, though those bare walls may conceal any number of traps. At the far end of the room is a square cage, with an X-Man trapped inside.

The voice of Charles Xavier, founder of the X-Men, crackles over the loud-speaker. "Good morning, X-Men. This morning's exercise is a simple rescue. Your teammate is held captive in a cage that prevents him from using his powers. You must rescue him. You may begin anytime."

The figure in the cage is an illusion, a holograph projected by the room's computers. The real hero is in the kitchen, making lunch. Of course, the only people who know this are the Judge and the player whose hero is upstairs. Let that player control the holograph as if the hero really was there. He can offer suggestions, cheer, and tease or congratulate his teammates as they meet their tests.

Battle 1

The free X-Men are in area A in the Danger Room, just outside the Ready Room. The holographic X-Man is projected into a cage in area B. Professor X (an NPC) is supervising the test from the main control room.

The X-Men pass the test if they reach the cage. The room tries to stop them with traps and robots. If all the free X-Men are captured, or anyone is knocked out, the Danger Room stops attacking. The traps are described below; if a hero isn't in the test, a trap designed for that hero is not activated.

ALL X-MEN: An optical illusion created by the Shi'ar computers makes the Danger Room look smaller than it really is. Each area costs the same as two areas for

all movements, including flight and teleportation. When Nightcrawler teleports, he appears halfway between where he started and where he wanted to go.

WOLVERINE: If Wolverine is in the Danger Room, his opponent is Fluffy, a giant lion robot with an electrified mane. Fluffy rises through a hidden trapdoor in any area adjacent to Wolverine during the first round and attacks immediately. Fluffy can take 80 points of damage before it's wrecked, but shuts itself off after only 40. The robot tries to grapple Wolverine. If it gets a hold, Fluffy has knocked Wolverine down and is sitting on him. Fluffy doesn't hurt Wolverine while sitting on him.

FLUFFY:

F A S E R I P
Ex Ex Ex Ex Pr Pr Rm

Electrified mane causes Excellent (20 points) damage when it touches someone, or someone touches it.

STORM and ROGUE: Storm and Rogue are attacked by six flying hoops that try to slip around the heroes and constrict. This is a Grappling attack, and the effect is the same as being held. The hoops have Remarkable Strength. They can be torn apart like any other Remark-

able material, or destroyed by 40 points of electrical damage. The hoops move two areas per round. They appear on round one directly over the cage. They attack Storm, Rogue, and any other X-Man in the air (including anyone being thrown across the room).

COLOSSUS: In the second round of the battle, the floor around the young Russian sprouts 10 "octopus" tentacles. The tentacles' Strength is Incredible, as is the material they're made of. These tentacles attack Colossus and everybody else in the area, dividing evenly among all the possible targets (any leftovers attack Colossus). Each tentacle is a separate attacker.

NIGHTCRAWLER and ARIEL: Kurt Wagner and Kitty Pryde must deal with "ghosts." Four holographic ghosts appear on round two, and split into pairs to attack. These illusions can teleport and move through solid objects. They have Excellent Fighting ability, and when one touches an X-Man, it drains 30 points of Health. These points return after 10 rounds. These illusions can't kill anyone (a knocked-out opponent doesn't need to make an Endurance FEAT roll). Ariel's phasing power doesn't protect her at all from these ghosts. The only things that hurt them are electricity and metal (including Colossus' fists). Their Health is 20 points.

The training session ends when the cage is opened (Amazing material with an electronic lock requiring a Reason FEAT roll to pick), or when all the X-Men are captured or someone is knocked unconscious.

Campaign 2

As soon as the Danger Room battle is finished, read the following to the player who was "imprisoned" during that battle.

Professor X excused you from the morning drill to take care of personal business, but asked you to fix lunch for your "rescuers."

The lights dim slightly in the kitchen, indicating the training session has just begun. Behind you, the radio announcer begins the noon news:

"The United Nations is meeting this afternoon to discuss the situation in Arganistan. That country was invaded by a Soviet peace-keeping force four days ago. Arganistan has been torn by civil war for over a year.

"In Pennsylvania, another shipment of nuclear supplies, including some fissionable material, has been stolen. Six similar disappearances have occurred in the past month, without clues or witnesses. Law-enforcement agencies are baffled.

"Norbert Ebersol, a criminal better known as the Fixer, is once more at

large. Ebersol escaped from Ryker's Island prison using a mechanical digger built from silverware stolen from the prison kitchen. Ebersol was serving a 20-year sentence for his part in the Octodroid rampage ..."

The newscaster's voice suddenly is lost in a terrific blast as the kitchen window explodes inward!

When the window shatters, let the hero in the kitchen make an Intuition FEAT roll. If the roll fails, the hero takes 20 points of damage from flying glass. If the roll succeeds, the hero is unhurt. In either case, when the character gets back on his feet he is facing an angry figure in green coveralls: the Fixer!

Battle 2

Both characters start in the kitchen area on the main floor of the mansion. The Fixer has an axe to grind with the X-Men, Wolverine in particular (if Wolverine is in the game; otherwise, Fixer is looking for some other X-Man. See the note in Chapter 2.) If the hero in the kitchen isn't Wolverine, the Fixer tries to knock out that opponent and keep looking for Wolverine.

The Fixer's abilities and powers are given in MH 0, *Day of the Octopus*, and are summarized at the end of this chapter. The Fixer may have any of the gadgets listed in MH 0, but definitely has these additional items:

CAPTURE SPHERE: a small spring-loaded device that expands into a 10-foot-wide sphere of clear, Incredible material when it hits something. A hero hit by this device is trapped inside.

GAS BOMB: This small grenade will fill an area with Amazing knock-out gas. The Fixer is protected by a gas mask.

SCRAMBLER: One round after the Fixer breaks in, he releases a small "smart missile" designed to home in on the electrical activity generated by computers and scramble their input. Fixer intended this device to knock out security alarms. If released, it tracks the Shi'ar main computer, reaching the computer in one round.

If the missile attaches itself to the computer, the mansion goes haywire. Every security system becomes active and the Danger Room is powered up to its highest level. The following things happen immediately:

Blast doors shut across Danger Room entrances and the observation booth, cutting off Professor X and sealing the X-Men inside.

The tests are upped in power. Fluffy reactivates, and his mane causes Amazing damage (50 points). The tentacles and flying hoops will attack anyone and cause 20 points of damage per turn. The ghosts

are made strong enough to kill, so that anyone whose Health they drain below 0 must make an Endurance FEAT roll.

All other doors and windows lock automatically. In four rounds Professor X can bring the auxiliary computers on line, cut the mains out of circuit, and close down the Danger Room. An override button in area C also shuts down the room; all X-Men know about this. Kitty can walk through the machinery, but the Shi'ar computer will be wrecked if she does.

Aftermath

Contrary to appearances, the Fixer is not out to kill the X-Men, at least not until he gets some information. He doesn't want to hurt anyone except Wolverine.

In the rare event that all the X-Men are defeated by the combination of Fixer's assault and a Danger Room gone mad, Professor X can fell the Fixer with a thought bolt, once he gets the Danger Room under control. Injured characters can recover up to twice their Endurance number in Health points from Shi'ar treatments in the auto-doc.

Some Karma awards are suggested on Table 1: *Danger Room Karma*.

Table 1: *Danger Room Karma*

Free the captive teammate	+30
Defeat personal test in Danger Room	+10
Group cooperates as a team	+10
Defeat the Fixer	+40
Good role-playing	+10
Character in kitchen remembers lunch	+ 5
Defeated by Danger Room or Fixer	-20
Damage computer or mansion	-20
Allow Fixer to scramble computer	-10
Character in kitchen forgets lunch	- 2

WOLVERINE:

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

Health: 110

Powers: Unearthly Healing, Adamantium Skeleton, Claws, Extraordinary Sense.

FIXER:

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

Health: 24

Powers: Typical Body Armor, Good Resistance to Electricity, Light, and Radiation, Flight (Incredible speed).



Chapter Two:

WHATEVER HAPPENED TO MENTALLO?

Campaign

Any heroes wounded in the Fixer's attack are in the medical center in the sub-basement. All others are in the kitchen. Read the following paragraph to the players.

An hour ago, Professor X sequestered himself with the Fixer, after removing the villain's various gizmos and gadgets and dumping them on the kitchen table.

Suddenly, a calm, familiar voice resounds within your heads: the telepathic contact of Professor X. "Come to the Library, X-Men. We have a small problem."

There is no urgency in the former mentor's voice. Xavier, thoughtful as always, is waiting in the library with a woozy Fixer (in a bathrobe). A video recorder is set up between them.

Professor X nods toward the group. "Mr. Ebersol has explained his rather rude incursion on our Sunday morning. There is nothing to fear. I have fought Ebersol before. Without his gear he is almost safe, and my mental scan of his mind will alert me of any danger. I thought all of you should see this."

The Professor pushes the play button of the video recorder. The television screen shows a grisly scene: a berserk Wolverine² slashing Mentallo to death in a rooftop battle. The tape has no sound, but skylights and a water tower are visible behind the two men.

The tape runs out and the Fixer breaks the silence. "Up to about four months ago Mentallo was my partner. We started together, he and I, running rings around S.H.I.E.L.D. A couple of months back, he disappeared, without so much as a warning or a note. I was suspicious, and went looking for him. Poor choice of partners landed me in prison. When I escaped, I found this waiting for me in my mailbox, along with this address. I came expecting security systems, but nothing like this. Your hairless leader tells me you're clean, but I'm not too quick to believe him. If you're innocent, then who killed Mentallo?"

(²If Wolverine isn't in the game, use another member. Storm would attack with bolts of lightning, Kitty with a gun, etc.)

At this point, take the character playing Wolverine (or whichever character was in

the videotape) aside and tell him that Wolverine has never met any Mentallo, much less had a desire to put him to the claw. The player must decide how Wolverine will defend himself, and the other players decide how the remaining X-Men react to the tape. If Wolverine says he is innocent, Xavier will believe him. Xavier thinks the film was a set-up, meant to make the Fixer hunt down the X-Men, possibly destroying several of them and himself in the process. The Fixer won't be convinced by arguments or Xavier's mind scans, but he is willing to look at evidence. Until Wolverine proves he is innocent, the Fixer will call him Xavier's "hired gun" or "assassin."

If the characters watch the tape again, one of the X-Men might recognize the area. Make a yellow Reason FEAT roll for each character watching the tape; Wolverine gets a one-column shift to the right. Several factories and warehouses are visible in the background, including the old Globe Press building. That should be a big enough clue to lead players to the filmed battleground: the roof of Minski's Cannery, in the northwest corner of Side One of the MARVEL SUPER HEROES™ map.

If no one recognizes the area, Professor Xavier can locate Mentallo by using Cere-

(¹ in MTU #118—No-Jive Jeff)

bro. Cerebro amplifies Xavier's own mutant-detection power. It has memory files on all of the various mutants that the X-Men have discovered or fought. Because Xavier has battled him before, Mentallo is on that list. (The Fixer is not considered a mutant, so he isn't monitored.)

Minski's Cannery is an abandoned warehouse on the corner of 8th and Hayes. The X-Men can take the school's limousine to the area. Professor Xavier will stay at the mansion.

The Fixer wants to come along to find out what really happened to his former partner. If the X-Men object, the Fixer will argue that the mutants need him in case they find Mentallo alive, because only he can convince Mentallo that the feared X-Men are friendly. (Fixer won't mention that Mentallo can read the X-Men's minds.) The players must decide whether the Fixer can come along, and whether they should give back his costume and gear. The Fixer will help the X-Men until they find and free Mentallo. Then both criminals will turn on their temporary allies and try to escape.

When the players reach Minski's Cannery, read them the following information.

Minski's is an abandoned food canning factory in a seedy section of the city. Its doors and windows have been nailed and chained shut, making them Excellent Strength material. The only things on the roof are a billboard sign, a skylight, a water tower, dust and soot.

The front and back doors are new, and made of reinforced steel (Incredible material). They are bolted from the inside. The water tower is empty except for robot doubles of Mentallo and Wolverine. The Mentallo robot is wearing Mentallo's old outfit. Wolverine picks up Mentallo's scent on the robot if he makes a successful Intuition FEAT roll. If the Fixer is with the group, he will ask to examine the robots. If the X-Men let him, he inspects the machines carefully, tinkering, bending, poking, and finally declaring them "first-rate pieces of work" and apparently still in operating condition.

The front and back offices have been gutted, and the canning floor is empty except for the machine noted on the map. This complicated-looking machine gives off a sub-sonic hum, so low that the characters can't hear it, but they can feel it. Mentallo is strapped to the machine, his head covered by a glass helmet filled with pale, red gas.

The machine has security devices watching the doors, windows, ceiling, and floor. As soon as someone enters the room, the security device:

A) Activates the two robots stashed in the water tower;

- B) Cuts off the area the machine is in from the rest of the room with a force field;
 C) Swings a pair of small attack lasers out from their hidden sockets in the walls.

Battle

The X-Men start in any office area or on the roof of Minski's Cannery. If the Fixer is with the X-Men, the Judge can control him as an NPC. The Mentallo and Wolverine robots start on the roof and head for the skylight, attacking from above and behind as much as possible.

A force field separates the area where the machine is from the rest of the building. It can be broken by a hero with at least Amazing Endurance who makes a successful red Endurance FEAT roll. Kitty can pass through it by making a red Endurance FEAT roll. In three rounds, the Fixer can whip up a device from pieces of a smashed laser that will let him (and only him) through. The force field extends only along the dotted area perimeter. Heroes can get around the force field by breaking through the ceiling or the wall.

The lasers are in the northeast and southeast corners. Both have Good range (3 areas), cause Incredible damage (40 points), aim themselves with Excellent Agility, and can take 25 points of damage. Once a laser chooses a target it keeps firing at that target until the target is out of action, out of range, or out of sight.

The machine itself is made of Remarkable material and has 30 Health points. Besides its force field, Kitty's phasing and Storm's electrical attacks will cause damage to the machine only if it fails a FEAT roll on the Shift 0 column.

Mentallo can be freed easily once the machine is destroyed, but he will be dizzy and unable to stand for the first two rounds after he is released. Once Mentallo is free and back on his feet, he tries to escape. If the Fixer is present, he turns on the X-Men and tries to escape with Mentallo. Mentallo uses his flight disks, and Fixer uses any devices that he still has, including the machine's lasers.

Aftermath

After the battle, Professor X contacts the group and asks them to gather up pieces of the destroyed robots and bring them along back to the mansion.

Any characters who were injured can recover twice their Endurance rank number in Health points by using the X-Men's auto-doc.

If the Fixer or Mentallo are still being held by the X-Men they should be turned over to the authorities. Xavier advises that the pair be kept at X-Men mansion until the X-Men find out who made the mysterious videotape and what Minski's Cannery was being used for.

Table 2: Battle at Minski's Karma

Discover location without help	+20
Defeat the robots	+20
Free Mentallo	+10
Allow Mentallo and Fixer to escape	-80
Damage Minski's Cannery	-20
Take the Fixer along	-10

ROBOT WOLVERINE:

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

Health: 84

Special: Claws cause Remarkable damage (20 points) and use the Hack & Slash table.

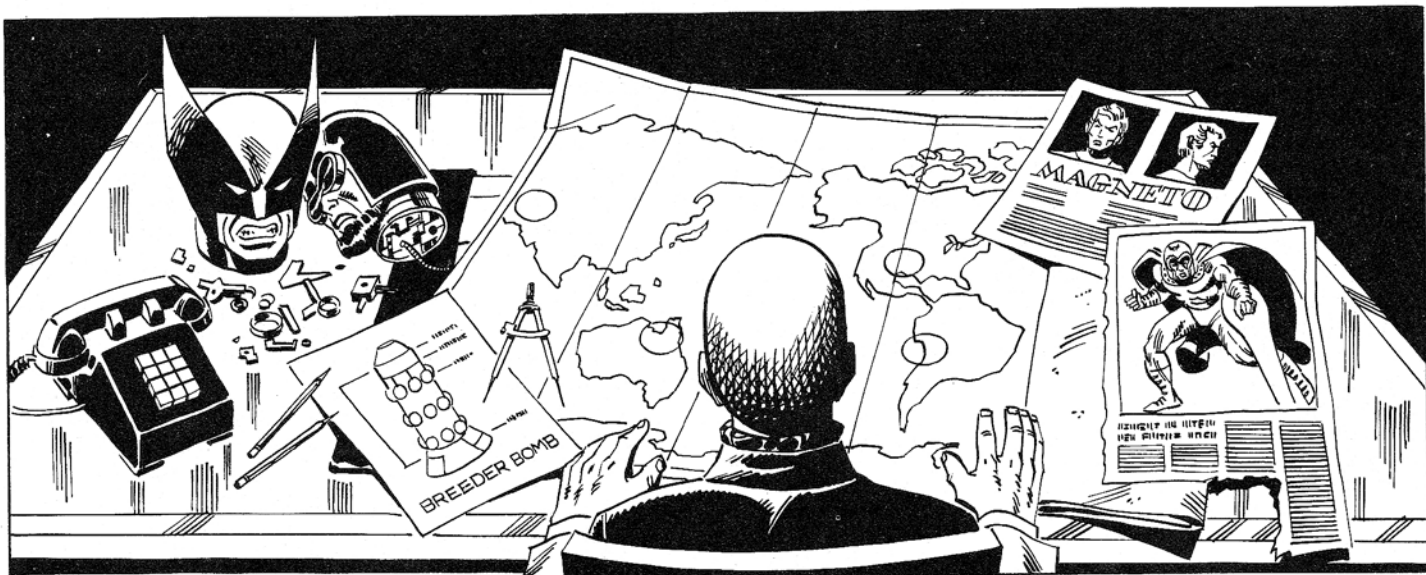
ROBOT MENTALLO:

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

Health: 16

Special: Carries a laser that causes Incredible damage (40 points) and has Good range (3 areas).





Chapter Three:

INTERLUDE

Campaign

After the cannery battle is mopped up and the X-Men have reassembled at the mansion, read the following paragraphs to the players.

Once again, you are gathered around the VCR in the library. Everyone has rested overnight since the battle at the cannery, but Professor X looks worried and worn.

"I had you salvage the robots' memory chips because there was something familiar in their style and programing. Their memory banks confirm my suspicion." Leaning forward, Xavier presses the recorder's play button.

"This tape was made from the memory bank of the Wolverine robot," he says. "The false Mentallo contains similar information." Everyone recognizes the scene on the television as the interior of the cannery, but besides the machine it contains a large console and an electronic map mounted against the south wall. Four green spots shine on the electronic grid, in North America, South America, Asia, and Australia. A lone figure in a purple cape and red helm works at the console. As the figure turns toward the robot Wolverine and smiles, the open front of the helm reveals the sharp, cruel features of the X-Men's greatest enemy, Magneto.

If the X-Men are still holding Mentallo, the evil mutant will reveal (after questioning) that he was recruited by Magneto to help steal nuclear materials. Magneto built a mental booster to amplify Mentallo's power. Using the booster, Mentallo could create an illusion to conceal Magneto as he walked into a high-security area and took whatever he wanted. When Mentallo's booster machine into a prison, where the X-Men found him.

Mentallo also knows that Magneto used the stolen material to build "breeder bombs." They are not real bombs, but open-air reactors designed to spew radiation into the upper atmosphere. In 10 to 15 years, the increase in radiation will increase the number of mutants on Earth. It also will kill millions of normal people.

If Mentallo escaped, then a video screen above the electronic map shows two scenes side-by-side. One, seen through a guard's eyes, is completely normal. The second, seen through the camera, shows Magneto walking past the guards, ripping the doors from an armored truck with his hands, and helping himself to the truck's cargo.

Without Mentallo's information, the X-Men can't be sure what Magneto's devices are designed to do.

Professor X deduced the exact location of the first device: on a United States military reservation in the Colorado Rockies.

He and Nightcrawler can install on the Blackbird a special detector that can locate Magneto's device within a 10-mile radius. The X-Men must leave at dawn the next day. Professor X will stay at the mansion and try to figure out where the other devices are hidden.

As the players will learn later, the figure in the videotape is not the true Magneto, but a robot imposter. Don't tell the players this, but don't stand in their way if they start figuring it out, either. Evidence that might lead someone to the truth includes the following singularities:

- A) Magneto is strong, but not strong enough to tear the doors off an armored truck with his hands.
- B) The equipment in the cannery, the console, and the breeder bombs themselves look crude and sloppy, considering Magneto's intelligence. Any character who checks one of these machines closely will notice this if he passes an Intuition FEAT roll.
- C) Magneto's scent is noticeably missing from the cannery. Wolverine notices this if he checks and makes a successful Intuition FEAT roll. The scent could have been removed by careful cleaning.

The player who first comes up with the idea that the filmed Magneto is a fake earns 30 Karma points, but only if he can support the idea with evidence or a reasonable theory.

Chapter Four:

SENTINELS!

Campaign

The X-Men should leave for Denning Military Reservation at dawn. If they approach the area without using the Blackbird's Shi'ar cloaking device, Xavier reminds them that mutant heroes aren't on the best of terms with the U.S. government.

Flying over the area indicated by Professor Xavier, the Blackbird's detector locates the first device in a mining town in western America, inside the boundary of Denning Military Reservation. The Blackbird touches down without incident outside the town.

The Blackbird can land anywhere on Wilderness Map B. The detector indicates that the device is inside building D. When any character moves within one area of building D, a shotgun blast sends a mix of salt, rocks, and gravel zinging inches above his head. A crackling, reedy voice shouts out "That's a warnin' shot! Come any closer and I'll pepper your gov'ment hides! This doo-hicky is mine, and no army types are gonna take it away!"

Meet Augustus Hickman: prospector, miner, reclainer of lost goods. He's been tramping through these hills for 50 years. In that time, he's never found anything like this huge, gleaming piece of machinery. It'll sell nicely as scrap, and he's not about to give it up. Unfortunately, that scrap happens to be Magneto's breeder bomb, and Augie's tampering could set it off.

AUGIE HICKMAN

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

Augie is armed with a shotgun, but will aim over the heroes' heads (he doesn't want to hurt anyone). Augie knows he is breaking the law by trespassing on army land, but he's been getting away with it for a long time.

Augie won't come out of building D until the X-Men convince him that:

1) They are not government agents;

2) They are not going to hurt him; and
3) His piece of scrap is dangerous and must be deactivated.

Augie is an NPC under the Judge's control. This is a good opportunity for the Judge to do some role playing. Augie is a nice enough fellow, but if the characters threaten him or make him mad, he fires another shot just over their heads. He has heard of super-powered mutants, but doesn't believe such "hawg-warsh." Augie isn't unreasonable, though, and logical arguments plus some proof that the characters are what they claim to be convince him to cooperate. He pretends to be unimpressed by the X-Men's powers, but absolutely refuses to unload or put down his shotgun. There is no reason to hurt Augie, and anyone who does should lose Karma.

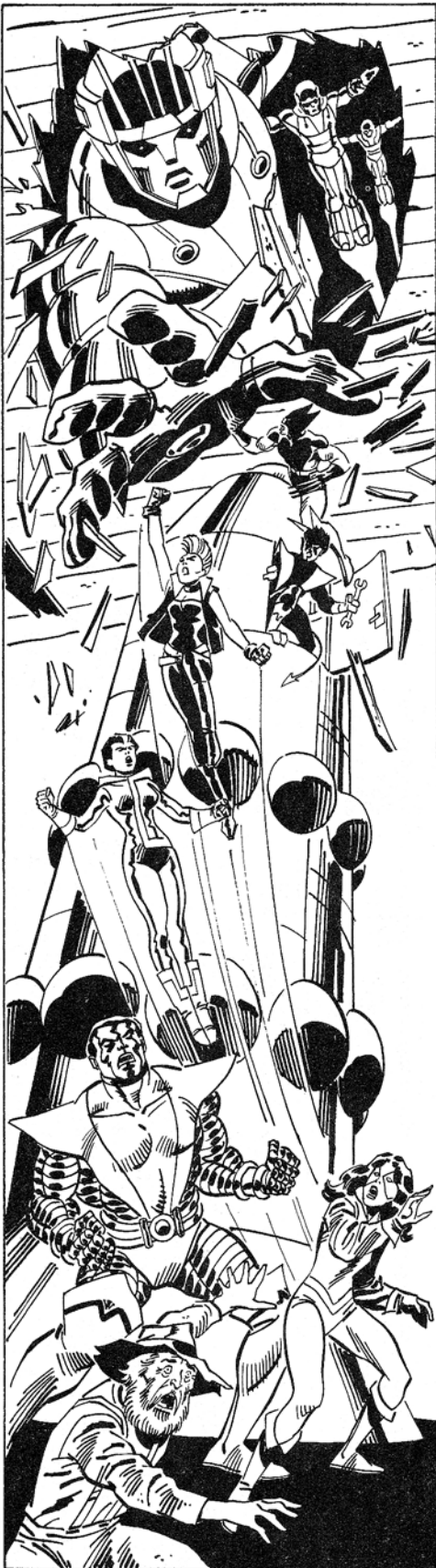
When the heroes get inside the building, read them the following description:

The inside of this old barracks is ripped out to make room for the huge, two-story machine that almost fills the building. Enough room was left between the machine and the walls to walk around the machine, and ladders lead up to the higher controls. The deactivation controls are in plain sight, but are protected by a series of mechanical locks.

Deactivating the bomb takes 10 minutes, plus a variable number of rounds. After 10 minutes the character working on the bomb makes a Reason FEAT roll. If the roll succeeds, the bomb is deactivated. If the roll fails, try again on the next round. If the deactivation is interrupted, the bomb starts spewing out radiation, causing one point of damage every four rounds to every character within a two-area radius.

If Ariel phases out and walks through the bomb's circuits, make a FEAT roll for the bomb; its circuits are Incredible. If the roll fails, the bomb is wrecked and deactivates itself.

When the characters have started work-



ing on the machine, read them the following:

The work goes smoothly for the first nine minutes. Then, suddenly, a huge, humanoid shadow falls across the area. A huge robot towers over the building—the Sentinels have arrived!

Denning Military Reservation is used for new weapon testing. The weapons being tested right now are new versions of Project Wideawake's mutant-hunting Mark V "S" Sentinel. Each is specially designed and equipped to help defeat the X-Men. They were on a routine shakedown patrol when their sensors detected the mutants. Their mission—capture the X-Men!

Battle

There is one Sentinel for every two X-Men at the bomb. The Sentinels start at point A on Wilderness Map B. The X-Men can set up inside or next to building D. If the character deactivating the bomb interrupts his work, the bomb starts releasing radiation (one point of damage every four rounds).

The Sentinels' statistics are listed in the back of this book. A few Sentinels have special abilities to deal with particular mutants. Roll one die for each Sentinel and check Table 3: Special Sentinels.

Table 3: Special Sentinels

Dice Roll	Type
1	Type N, designed to stop Nightcrawler
2	Type C, designed to stop Colossus
3	Type W, designed to stop Wolverine
4	Type A, designed to stop Ariel
5	Type R, designed to stop Rogue
6	Type S, designed to stop Storm
7-10	Normal Sentinel, as described on p. 14

TYPE N. This sentinel has fast tracking radar, boosting its Intuition to Remarkable. Besides standard weapons, it has heat-seeking missiles that home in on Nightcrawler's bursts of brimstone. These missiles are filled with Incredible potency knock-out gas.

TYPE W. The steel tendrils within this Sentinel's right hand are made of adamantium steel, an Unearthly material. The joint at the base of the tendril is steel, so Wolverine can break a tendril at a joint by making a red Strength FEAT roll. The tendrils are electrically charged to deliver 30 points of damage per round until the target is unconscious.

TYPE C. This robot's right arm has

been replaced with a large fluid cannon that fires a fast-setting adhesive. This Unearthly gluey mixture surrounds and traps Colossus. After 10 minutes, its Strength drops one rank per minute.

TYPE A. A low-intensity force field surrounds this Sentinel, increasing its Body Armor by one rank. In addition, it has a wave-modulator unit mounted in its right palm. This unit can speed up or slow down atoms, forcing Kitty back into phase for one round, making her easier to capture.

TYPE S. The Sentinel programmed to attack Storm has surface sensors wired to internal batteries, letting it absorb and store electrical attacks and fire them back at its attacker on the next round. As a side effect, this Sentinel has Monstrous resistance to any electrical attack.

TYPE R. Sentinels are naturally immune to Rogue's power-stealing because they are robots. The Type R's right hand can fire a fiber of Monstrous material with Remarkable Agility to a range of three areas. If the cable hits its target, it tangles around the target and has the same effect as a grappling hold. It causes 20 points of damage per round, and is anchored to the Sentinel's palm.

Any Sentinel that catches a mutant leaves the area and tries to return to its main base. There, the captive X-Men are fitted with inhibitor bracers that prevent them from using their mutant powers, and held for military trial. The charges are trespassing, a misdemeanor; terrorism, a crime of violence; and conspiracy against the government of the United States of America. The government believes that the X-Men built and planted the bomb.

Aftermath

If the X-Men defeat the Sentinels, they have 15 minutes to finish their business, get back to the Blackbird, and out of the area. After 15 minutes a patrol of 20 soldiers arrives, along with a military helicopter armed with rockets (Agil-Exce, Damg-Incr).

If the X-Men leave the breeder bomb behind without deactivating it, the military holds them responsible. A government press release accuses "mutant outlaws" of invading a top secret testing ground, destroying experimental weapons, and leaving behind deadly radiation generators.

Captured X-Men are tried according to the rules on page 29 of the Campaign Book, except they don't get a preliminary hearing. The trial is held the day after their capture. Feel free to run the X-Men's trial as a separate part of this adventure.

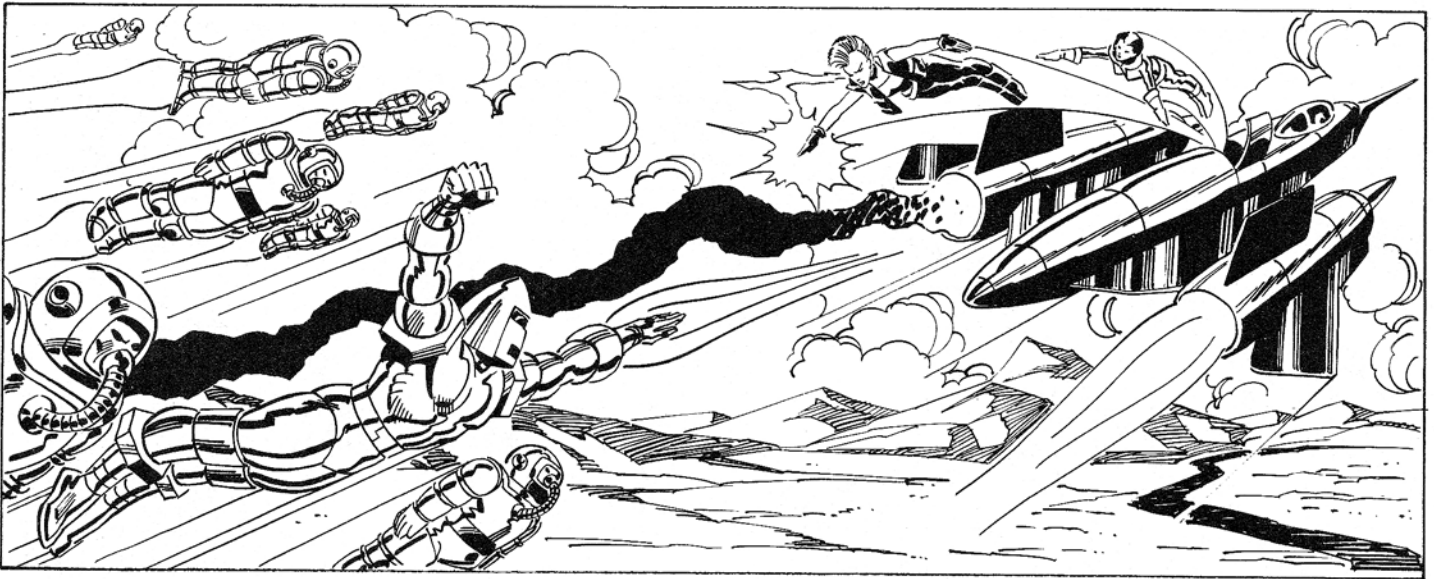
An escape is possible, but not easy. The captured X-Men are held in a high security building with Incredible walls. The area is

guarded by 10 soldiers with assault rifles. Twenty more, also with assault rifles, arrive three rounds after an alarm goes off. Any Sentinels that had more than half of their Health points left after the battle show up three rounds after the extra guards.

Table 4: Sentinels Karma

Deactivate the bomb	+20
Leave no trace of the bomb	+10
Convince Augie to help	+10
Defeat an attacking Sentinel	+50
Defend yourself in court	+ 5
Declared innocent in military court	+ 5
Fail a deactivation attempt	-10
Leave the bomb behind, deactivated	- 5
Attack Augie	-30
Get captured	-20
Attack U.S. soldiers	-10





Chapter Five:

BACK IN THE USSR

Campaign

When the X-Men are free and safely out of Denning Military Reservation, read the following paragraph to the players.

Your minds feel the brush of telepathic contact, and the image of Professor X stands before you. "My X-Men," he says, "I have determined the exact location of the Asian bomb. It is in the country of Arganistan, on the Soviet border. I will give you the coordinates..."

Wounded characters can be taken back to the mansion for treatment in the auto-doc before pushing on. Read the following to the remaining players:

The flight across the Atlantic goes smoothly, and soon the Blackbird is soaring through the hostile skies over Arganistan. Several patrols of Russian MiGs pass by without incident, unable to see the Blackbird through its Shi'ar screens. But as you approach the target, a ruby-red energy ray lances through the left wing, killing the port engine and sending the plane into a steep banking dive over the valley hiding the Asian bomb.

The character flying the Blackbird must land it safely in enemy territory. Make an

Agility or Reason FEAT roll, shifting one column right if the pilot has aeronautics talent. Failure means the plane made a hard landing; the plane and all passengers suffer 20 points of damage and all passengers must check for stun.

The Crimson Dynamo detected the Blackbird's wake. He and a unit of Soviet Super-troopers immediately land near the crashed plane and demand that the occupants surrender.

Battle

X-Men who rode the Blackbird to the ground begin in area D on Wilderness Map B. Heroes who bailed out can land wherever they want. The Crimson Dynamo and his Super-troopers begin two areas away from the plane. Set up at least two Super-troopers for every X-Man in the battle.

The Super-troopers shoot to kill. If Colossus is present, the Crimson Dynamo concentrates on capturing him so he can be tried as a traitor to the motherland. If the Crimson Dynamo is knocked out of the fight, the Super-troopers pull out as soon as half of their men are down.

Aftermath

If the X-Men defeat the Crimson Dynamo and half of his troopers, the rest

flee and call reinforcements. The X-Men have one hour to deactivate the bomb and repair the Blackbird before 40 normal Soviet soldiers armed with assault rifles and accompanied by two tanks descend on the valley. The Blackbird can be repaired in 30 minutes by anyone who makes a successful Reason FEAT roll.

If the X-Men surrender, the Soviets hold them for military trial; handle this just like the trial described in Chapter 3, with a four-column shift to the left on all dice rolls, as the X-Men are five foreigners and a traitor.

If all of the X-Men are knocked unconscious, they awaken one hour later in the ruins of a battlefield. The Super-troopers' suits are torn rivet from rivet. The Blackbird stands repaired, the bomb is missing, and a scarlet "M" is carved into the nose of the jet. Someone saved the X-Men, and it wasn't Santa Claus!

Table 5: Arganistan Karma

Defeat the Crimson Dynamo	+75
Defeat an attacking Super-trooper	+20
Land the Blackbird without damage	+10
Found innocent in military court	+10
Deactivate the bomb	0
Fight normal Soviet troops	-10
Surrender to the Soviets	-15
Crash the Blackbird	-20
Saved by "M"	-20



Chapter Six:

LAND DOWN UNDER

Campaign

When the X-Men are safely out of Arganistan, they are contacted again by Professor X and sent to Australia. Read the following paragraph to the players.

The Blackbird stands alone among the rock outcroppings scattered throughout Australia's Great Dividing Range. Professor X's machines indicated the third bomb was in this rocky waste, and he was right. The bomb is here, but its plutonium heart is missing. All that's left is a twisted pile of metal in a cave strewn with trash.

The cavern floor is littered with cigarette butts, old bottles, and shredded pieces of a revolutionary newspaper. Tracks of a jeep lead up to the cavern, and away again. Any character who passes an Intuition FEAT realizes that the trash and the tracks were left after Magneto set up the bomb. Wolverine can detect Magneto's scent in this cave by making a successful Intuition FEAT roll. In the trash at the back of the cave is a map of Australia's East Coast. Someone has drawn a skull and crossbones over Sydney, the capital city.

If the players miss the map, or aren't interested in going to Sydney, they hear an announcement over the Blackbird's radio. Read the following paragraph to the players.

"We interrupt our regularly scheduled program for this special news bulletin! Terrorists who claim to have a nuclear weapon threaten to detonate

the device unless the government meets their demands. Apparently, the terrorists are demanding freedom for all prisoners, legal protection for the Great Barrier Reef, and safe passage for themselves out of the country."

Once in the air over the city, the Blackbird's detection gear easily locates the stolen material.

Battle

The trail leads to a large mall that has been turned into a battle zone. The Australian army has the area cordoned off and ringed with heavy tanks and guns. On the roof stands Magneto, cradling a metal object in his arms.

Set up this battle on Side 1 of the MARVEL SUPER HEROES™ map. Magneto stands in any area in the Keesh Mall. The army has closed the streets one block away in every direction. The X-Men may land in any clear street area.

Magneto will not attack on the first round, but does have his force field up. He explains (in haughty terms) that he is tracking down the breeder bombs himself. The core to this one was stolen by foolish humans. He offers as proof five unconscious men in the mall; the real thieves, whom he defeated. Magneto knows nothing about the Fixer, Mentallo, or the tape made at Minski's Cannery. He is willing to let the X-Men help him destroy the bombs.

If the X-Men attack, Magneto reacts vio-

lently. First, he puts the canister of radioactive material in a safe place: in orbit. Then, taking advantage of the metal in Wolverine and Colossus, Magneto uses these characters as weapons against the others. But he doesn't want to fight; he wants to escape off the north edge of the map. If Magneto gets off the north map edge, he has escaped and the X-Men can't catch him.

Aftermath

Magneto is telling the truth. He did not plant the bombs, and he is trying to find and destroy the bombs. Magneto realizes that the radiation will produce as many destructive mutations as beneficial ones.

If the X-Men defeat Magneto, he tries to convince them that they are working toward the same goal. As a token of faith, he claims to know where the final bomb is hidden. If arguments fail, he tries to escape.

Table 6: *Land Down Under Karma*

Follow clues to the stolen material	+20
Recover material from Magneto	+10
Defeat Magneto*	+50
Reason with Magneto	+10
Join forces with Magneto	0
Defeated by Magneto	-20
Damage the mall or surrounding areas	-20

* The award for defeating Magneto is reduced because Magneto is trying to help.



Chapter Seven:

MAGNETO'S DEFEAT

Campaign 1

By this time, the heroes have either teamed up with Magneto or watched him escape. If Magneto didn't say where the final bomb is, Professor X contacts the heroes with the information. When the characters have the location, read this paragraph to the players.

The last bomb is in an ancient, ruined city in the Chilean Andes. A great civilization rose here once, but this city was abandoned before Europeans came to the New World. At the very heart of a great stone pyramid lies the fourth and last of the breeder bombs.

No battles or encounters take place above ground in the ruined city. The city is similar to the Aztec and Incan cities to the north, but is far older. None of the buildings are standing except a large, central step pyramid. This monument has been cleared and renovated recently.

The pyramid has three entrances, on the north, east, and west. If the team splits to use different entrances, each group runs into a fight in the halls of the pyramid.

If the X-Men stay together, they avoid some of the opponents in the halls, but then these opponents show up in the final battle.

If Magneto is with the X-Men, he insists on trying one entrance alone. If he enters alone, he defeats the Deviants in that hallway. If any X-Men demand to go with him, Magneto slips away during the fight and heads deeper into the pyramid. This isn't cowardice; Magneto wants revenge on whoever is impersonating him!

Battle 1

The hallways in the pyramid where the X-Men are attacked are 15 areas long and 1 area wide. There is no hallway map; use one of the long streets on side one of the MARVEL SUPER HEROES™ map. The X-Men start at one end and their opponents start in the middle. The tunnel is lit by cold light panels. The ceiling is 10 feet high.

Each hallway is defended by three creatures: one giant, one flyer, and one special. These guards are members of a weak Deviant tribe forced into serving the false Magneto.

GIANT: a large humanoid with blue, pebble-marked skin, carrying a club.

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

Health: 104

FLYER: a small humanoid with wings and claws, capable of flying at Incredible Speed for two rounds, but then must move on the ground.

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

Health: 44

SPECIALS: The specials are wingless flyers with uncommon individual mutations. The three specials are the shooter, the reaper, and the phantasm.

The *shooter* can fire Remarkable energy rays through its large eyes. Otherwise, the shooter is identical to a flyer.

The *reaper* can project illusions of death into its enemies' minds by making a successful Psyche Feat roll. The victim then makes a Psyche FEAT roll. Success means the victim resists the attack, failure

means the victim falls unconscious for 1 to 10 rounds.

The *phantasm* projects the illusion that it is a giant. Everyone who sees the phantasm must make a Psyche FEAT roll. Those who succeed see through the illusion and can attack the phantasm. Those who fail see the giant illusion, and can't hurt the phantasm.

Deviants try to knock out their opponents so they can bring the unconscious prisoners to their master. They fight to the bitter end, because they fear the false Magneto and his servants more than any intruders.

The Deviants are a variation on the human race, so Rogue can drain away their abilities and powers.

Campaign 2

When the heroes get past the Deviants in the halls, read the following paragraph to the players.

The center of the pyramid is a cavernous room, lined with banks of winking computers and tell-tale lights. A huge console, shaped much like a steam organ, dominates the far end of the chamber. Laughing in front of the console is Magneto. Hanging unconscious from a harness above the console is another Magneto (as well as any captured X-Men). Standing between the entrance and Magneto is the original Brotherhood of Evil Mutants: Blob, the Scarlet Witch, Quicksilver (in his green costume), and Toad. Mastermind lies crumpled to the floor near the wall, the victim of an earlier fight.

The Magneto suspended above the console is the real McCoy, defeated in battle with the robot versions of himself and his original team (Mastermind went down with him, though). The Magneto in front of the console is a robot, created long ago by the Sentinels and almost destroyed by them. Saved by its self-repair mechanisms, the Magneto robot believes it is the original, and intends to take over the world. The members of the Brotherhood of Evil Mutants are robots created by the robot Magneto. The robot Magneto never met these mutants, so his knowledge of them is limited. As a result, his robot duplicates are far from perfect copies. The last and largest of the breeder bombs is in the wall behind the console.

Battle 2

The X-Men start in the West, North, or East hallways, depending on where they entered the pyramid. The false Magneto starts in area D. The four surviving mem-

bers of the Brotherhood (robots created by the False Magneto) start in the areas marked X, one per area. The real Magneto and any captured X-Men are hanging above the console, secured by metal bands around their arms and legs. Imprisoned X-Men become conscious on the second round of fighting, and Magneto wakes up on the sixth round.

FALSE BLOB:

F A S E R I P
Ex Pr Am Ex Fb — —

Health: 94

Powers: Spurs and Monstrous Body Armor.

Blob's claws anchor him to the floor so that he cannot be moved against his will without ripping up the floor (Excellent material).

FALSE SCARLET WITCH:

F A S E R I P
Gd In Gd In Fb — —

Health: 100

Powers: Energy Bolts, Flight.

The robotic Scarlet Witch can cast energy bolts that cause Incredible damage (40 points) with a range of three areas. She can fly at Typical speed.

FALSE QUICKSILVER:

F A S E R I P
Rm Rm Gd Gd Fb — —

Health: 80

Powers: Remarkable Speed, Electrical Touch.

Quicksilver's speed lets him move and attack in one round with no penalty. His fists cause Remarkable electrical damage (30 points).

FALSE TOAD:

F A S E R I P
Gd Rm Gd Rm Fb — —

Health: 80

Powers: Leaping, Adhesion.

The Toad robot causes Remarkable damage (30 points) if it charges an opponent by leaping. Toad also can stick to a wall or ceiling without making a FEAT roll.

FALSE MAGNETO:

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

Health: 76

Powers: Magnetic Control, Remarkable Body Armor, Robot Control.

The false Magneto can manipulate metal objects much like the real Magneto,

but his power rank is only Excellent. His force field provides only Good protection. His power can't affect living creatures the way Magneto's can.

Besides his magnetic force field, the robot has Remarkable Body Armor (30 points) and Incredible resistance to electricity and other energy attacks.

The other robots are controlled directly by the Magneto robot. If Magneto is destroyed or deactivated, all the others shut down automatically. These robots have the same personalities as their real counterparts. Toad is cowardly, Quicksilver is hot-tempered, the Scarlet Witch is unwilling to kill, and Blob blusters and brags and blows hot air.

The robots have no Karma to spend; they used it all fighting the real Magneto.

The machinery and computers in this room are protected by a Good force field.

Aftermath

If the X-Men are having a rough time and the fight lasts longer than six rounds, Magneto wakes up in round six, breaks free in round seven, and blasts the false Magneto into smoking bits of metal in round eight. With his business finished, Magneto leaves the X-Men to mop up what's left and deactivate the bomb.

If all the X-Men are defeated before Magneto breaks free, Magneto bides his time until his old enemies are strapped up the way he is. The false Magneto insists that everyone must be awake when he seals their doom. At this point, Magneto shatters his bonds and frees the others, telling them to flee while they can. Immediately, the pyramid starts quaking and buckling, threatening to collapse at any moment. Any heroes who don't leave immediately are pelted by falling stones and lose 10 Health points per round until they leave the central room. As soon as the X-Men are out, the pyramid collapses in one mountain-shaking crash, burying the central room under tons of rock. Presumably, Magneto must be in there somewhere, but the X-Men will not find him if they search the rubble.

Table 7: *End of Magneto Karma*

Defeat the Deviant guards	+30
Defeat the Magneto robot	+30
Defeat the Scarlet Witch robot	+40
Defeat the Quicksilver robot	+30
Defeat the Toad robot	+30
Defeat the Blob robot	+50
Captured by Deviant guards	-20
Defeated by robot Brotherhood	-30
Defeat robots with Magneto's help	-30
Rescued by Magneto	-50

EPILOG

The sad truth is, the X-Men get no credit if they save the world and a lot of blame if they fail. No one will thank them; not the U.S. or Soviet governments for saving the world, nor the Fixer for saving his partner, nor the Australian terrorists for saving their country and the Great Barrier Reef. Any failure or bad publicity means more ill-feeling toward mutants, besides the normal dangers. The only people who know and care about the heroic X-Men are Professor X and his gifted students, and somehow, that's enough. If the players pull off this adventure gracefully, award an

additional 300 Karma points to the X-Men's pool.

The heroes, villains, and locations in this story can easily move on to new adventures. Once the Danger Room is repaired, it can test the X-Men under any conditions, in any place, against any foe. And while Magneto leans toward becoming a force for good, his power and personality make him explosively dangerous. The X-Men are guaranteed to have plenty of enemies, challengers, dangers, and adventures as they search for a place where they, and all mutants, can be free and equal under the sun.



MAGNETO™

Magnus (?), conqueror

Fighting:	GOOD
Agility:	REMARKABLE
Strength:	GOOD
Endurance:	MONSTROUS
Reason:	INCREDIBLE
Intuition:	GOOD
Psyche:	AMAZING
Health:	125
Karma:	100
Resources:	AMAZING
Popularity:	10

Powers:

MAGNETIC CONTROL. Magneto is the Mutant Master of Magnetism. He uses his power to manipulate iron and iron-based materials with Unearthly power. He can assemble complicated machinery by force of will and manipulate ferrous objects (including such heroes as Iron Man and Colossus) at any distance, if he can see his target. Magneto also can generate an Unearthly force field around an entire area. This force field becomes one rank weaker for each additional area it encloses. Unlike most force fields, Magneto can attack through this field.

ENERGY CONTROL. Besides his almost limitless magnetic powers, Magneto has Monstrous control over all electro-magnetic energy: heat, light, electricity, x-rays, even gravitons. He can use these energies to cause Amazing damage (50 points) from a distance or Monstrous damage (75 points) when touching his victim, and to fly with Remarkable speed.

ASTRAL PROJECTION. Magneto has some limited mental powers. He can project his spirit into the astral dimension with Typical power.

TELEPATHY. Another of Magneto's mental powers, he has Typical telepathic ability. This is enough to control a weak (or badly defeated) mind.

Talents: Genetics, Electronics.

Background: Magneto is devoted to preserving and protecting mutants. He will take any action he deems necessary to preserve his race, even the enslavement of the human majority. His use of force to protect the rights of mutants separates Magneto from his long-time rival, Professor Xavier. The two have clashed often, Professor Xavier and his X-Men against Magneto and his Brotherhood of Evil Mutants. Magneto's attitude toward humans has softened a bit since the birth of his completely human granddaughter (Luna, daughter of Quicksilver and Crystal, an Inhuman).



PROFESSOR X™

Charles Xavier, Geneticist and Teacher

Fighting: FEEBLE
Agility: TYPICAL
Strength: TYPICAL
Endurance: REMARKABLE
Reason: INCREDIBLE
Intuition: AMAZING
Psyche: MONSTROUS

Health: 44
Karma: 165
Resources: REMARKABLE
Popularity: 20

Powers:

TELEPATHY. Xavier can read and alter the minds of others at an Uearthly level. He can contact other minds at a range of 250 miles, or 500 miles if he makes an Endurance FEAT roll. He can alter the thoughts of one target per turn, but only if the target is in his presence. Xavier can generate illusions, make himself seem invisible, or induce temporary paralysis in others. All these actions require a Psyche FEAT roll, subtracting the target's Psyche rank from Xavier's Uearthly Telepathy rank. Xavier doesn't like interfering with other people's minds; he loses 20 Karma points every time he attacks someone telepathically.

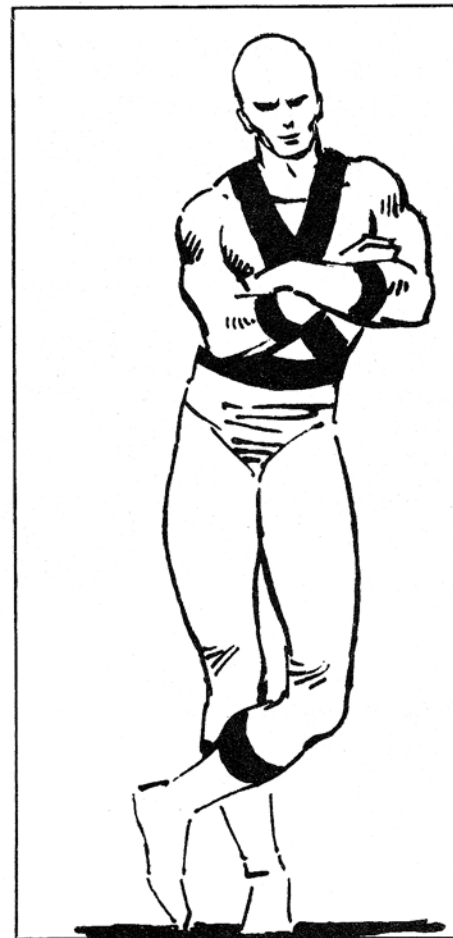
MENTAL BOLTS. Xavier can attack a living target with bolts of mental force, with a range of two areas. He attacks using his Monstrous Psyche rank and the Slugfest column of the Battle Effects Table. These bolts can cause up to Uearthly damage (100 points), and are unaffected by body armor or (non-telepathic) force fields.

MUTANT DETECTION. Professor X is sensitive to the mental wave-lengths of fellow mutants. He can detect another mutant four areas away. This range is boosted significantly by Cerebro, a detection enhancement machine.

ASTRAL FORM. Xavier can separate his astral self from his body and enter the mystic planes closest to our own.

Talents: Genetics, Electronics.

Background: Charles Xavier is the world's most powerful telepath and an authority on genetics. The latter is public knowledge, but his mutant powers and his connection with the X-Men are hidden behind his guise as the founder of a school for gifted students in Salem Center, New York. Professor X founded the school as a cover for his original X-Men. The team in this adventure is the second that Xavier has trained.



SENTINELS™

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

Health: 190
Karma: —
Resources: —
Popularity: —

Powers:

FLIGHT. The Sentinels fly at Excellent speed by using built-in boot jets.

ENERGY BOLTS. The Sentinels have energy blasters in their palms. These blasters cause Amazing damage (50 points) with a range of two areas.

BODY ARMOR. Sentinels have Remarkable armor.

COLD BEAMS. Sentinels can project beams of intense cold from their eyes. An opponent hit by this beam makes an Endurance FEAT roll and checks the Stun column of the Battle Effects Table. The target also is frozen inside a sheath of ice (Good material).

LEARNING. The greatest danger posed by Sentinels is their ability to learn from mistakes. After three rounds of fighting with one opponent, all Sentinels get one column shift to the right when fighting that character. Within this adventure, all the X-Men except Kitty Pryde and Rogue have fought Sentinels before.

Background: The Sentinels are 20-foot-tall robots designed to locate, capture, and kill mutants. Currently the Sentinels are under the control of Project Wideawake, an illegal government operation under the control of National Security Council member Henry Peter Gyrich.

MENTALLO™

Marvin Flumm, professional criminal

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

Health: 52
 Karma: 90
 Resources: TYPICAL
 Popularity: 5

Powers:

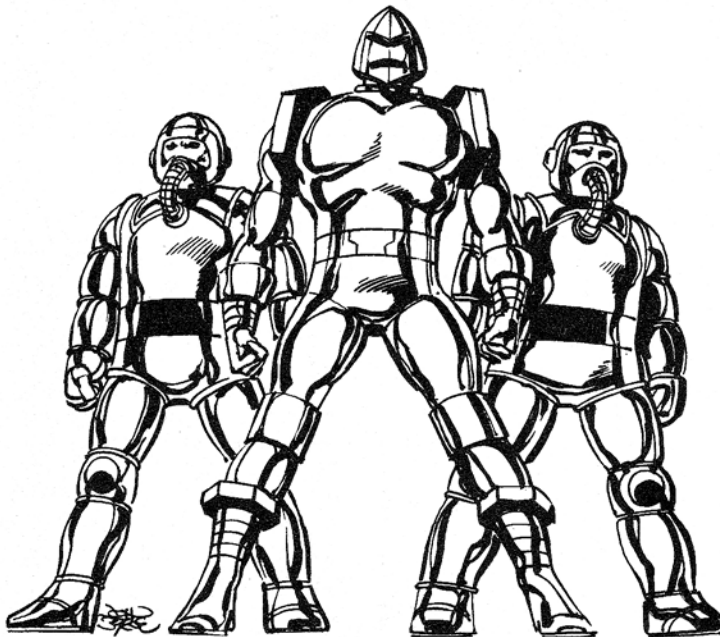
TELEPATHY. Mentallo has Amazing telepathic power, and is capable of scanning the thoughts

of anyone within 5 miles. Besides its obvious advantages, Mentallo gets a +1 modifier on his initiative dice roll.

IMAGE GENERATION. This is a form of thought projection. The image can be seen by only three opponents per round. These opponents can make a Psyche FEAT roll when they first see the image. Failure means the character believes the image is real.

Talents: Electronics.

Background: Flumm honed his power to a sharp edge while working with S.H.I.E.L.D., but his conspiracy to take over the spy agency flopped.



CRIMSON DYNAMO™

Dimitri Bukharin, special operative for USSR

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

Health: 80 [175]
 Karma: 36
 Resources: (supplied by USSR)
 Popularity: 20

Powers:

ARMOR. All of the Crimson Dynamo's powers are installed in the carborundum alloy battlesuit that he wears. This armor has the following powers:

- 1) Remarkable Agility, Incredible Strength, and Monstrous Endurance;
- 2) Amazing Body Armor (50 points);
- 3) An electrical attack weapon that causes Incredible damage at a range of 3 areas;
- 4) Amazing resistance to temperature extremes, fire, and radiation;
- 5) Flight, at Good speed.

Talents: Law Enforcement.

Background: Five men have worn the armor of the Crimson Dynamo. All but Dimitri Bukharin have met disgrace in the eyes of the Soviet State, to whom the armor belongs.

SOVIET SUPER-TROOPERS™

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

Health: 50 [90]
 Karma: 18
 Resources: —
 Popularity: —

Powers:

All of the Super-troopers' powers come from their armor:

- 1) Remarkable Strength and Remarkable Endurance;
- 2) Flight, at Typical speed;
- 3) An energy blast that causes Remarkable damage at a range of 3 areas;
- 4) Remarkable Body Armor.

Background: The Soviet Super-trooper armor was invented for use against the Hulk. The Super-troopers are led by Devastator, another hero of the Soviet state. Until a new Devastator unit is built* the Super-troopers are under the Crimson Dynamo's command.

[* The last one was destroyed in ROM #44—Got it?]

MAP C

B

MAGNETO's LAIR

A

C

X

X

X

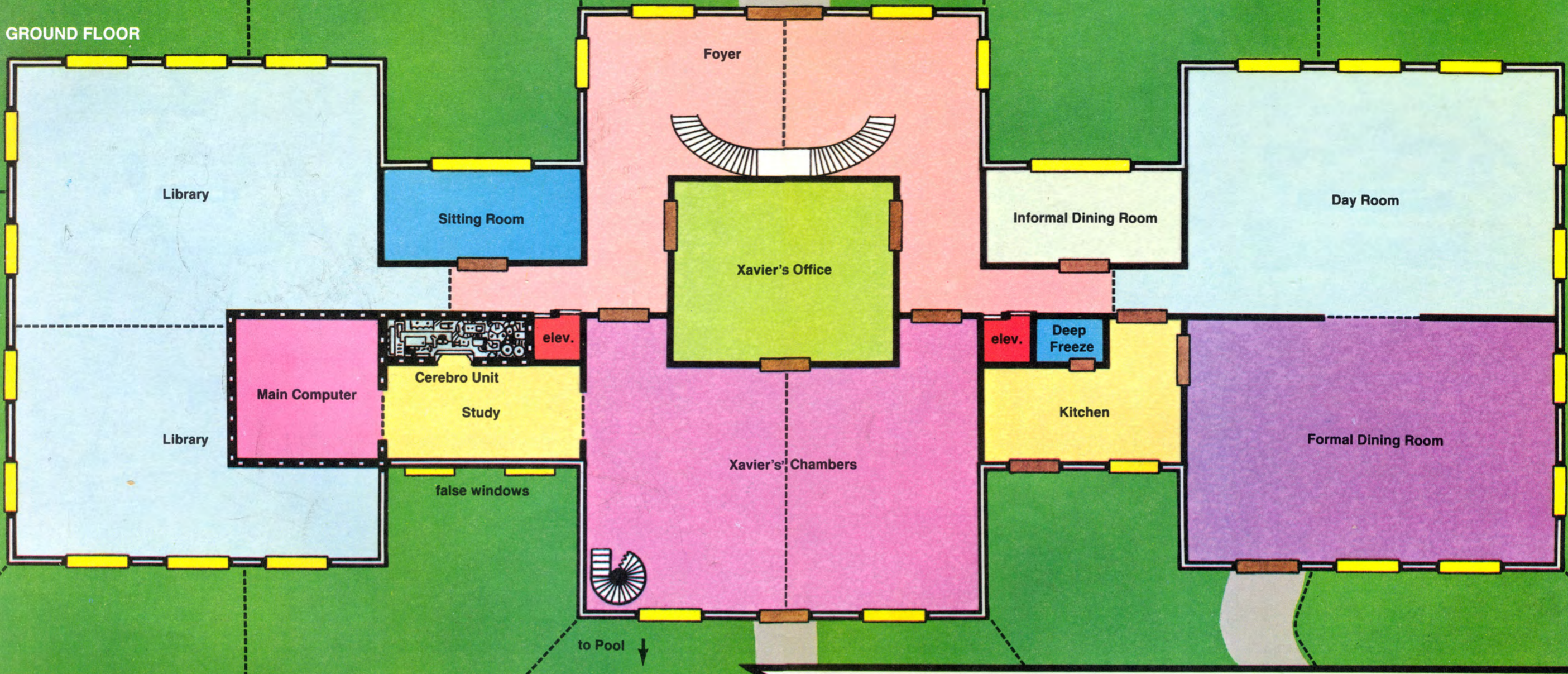
X

Chair

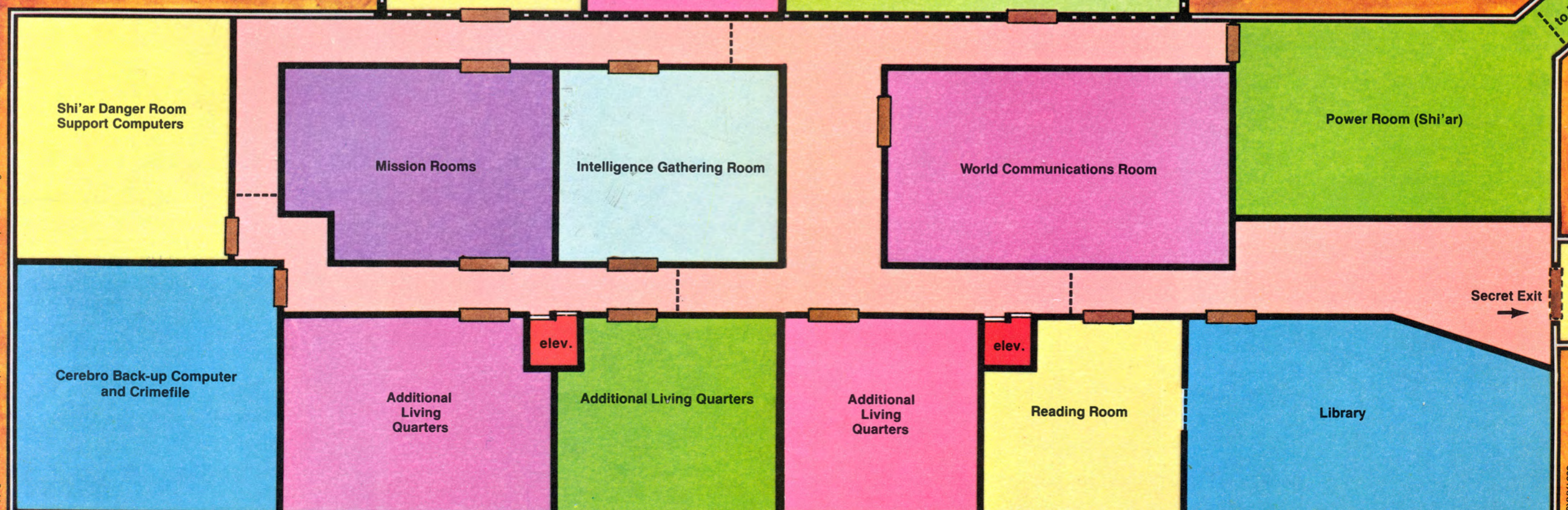
Console

D

GROUND FLOOR



DANGER ROOM LEVEL



X-Men™ Mansion, by Floors

Attic: storage, Ororo's room

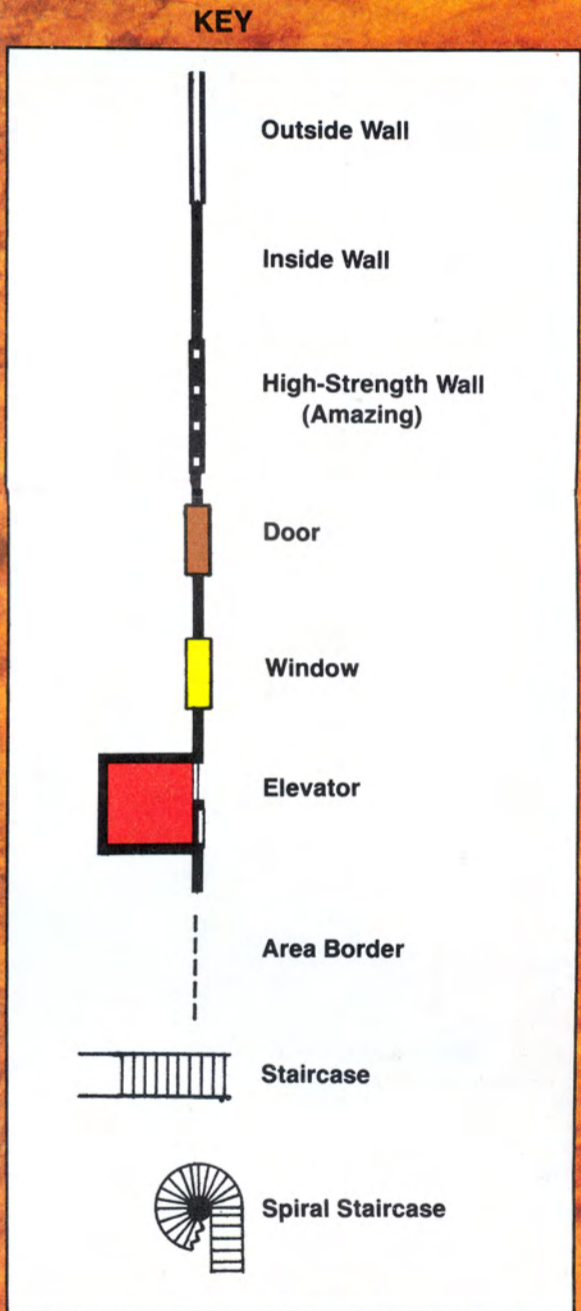
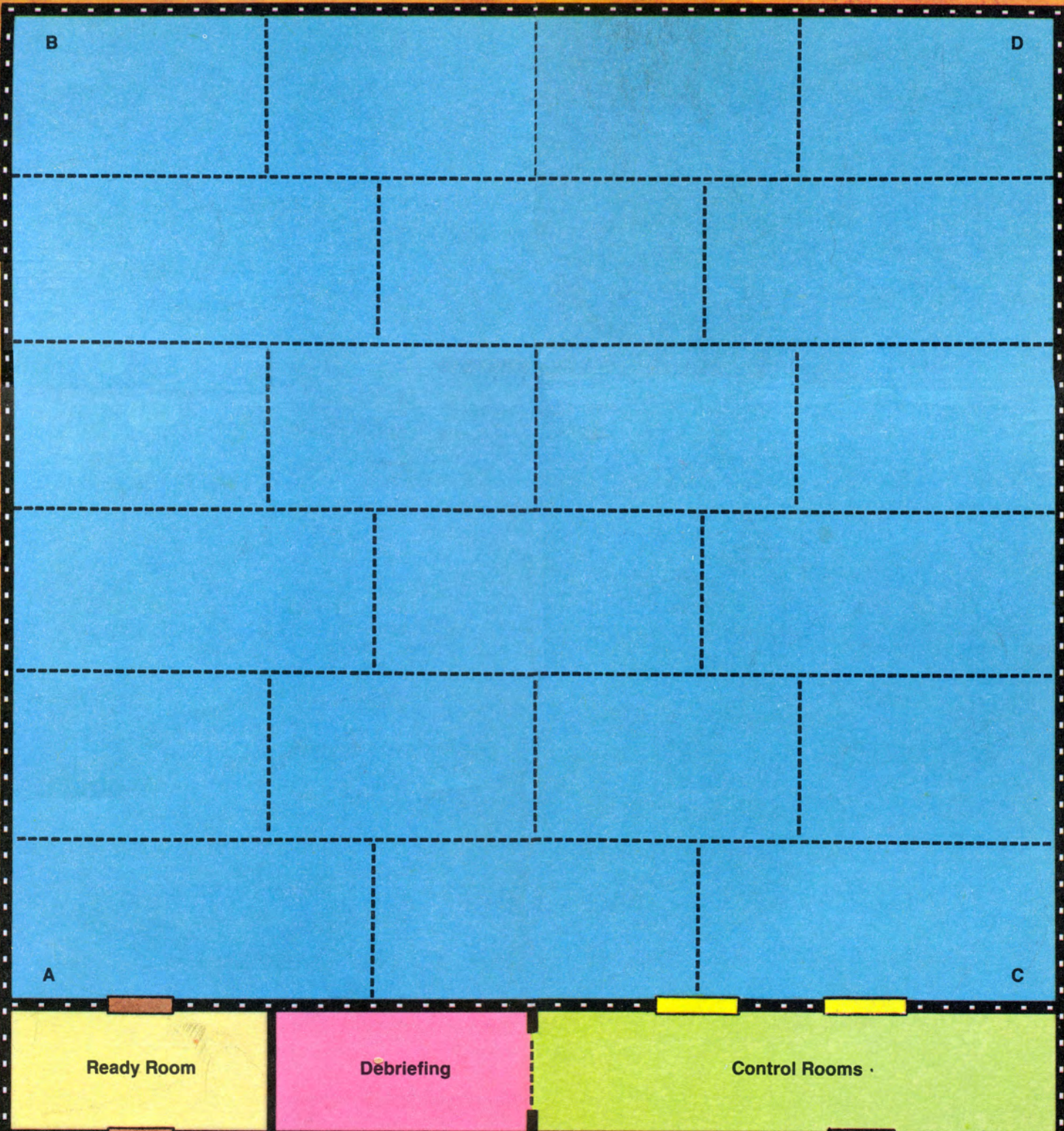
Second Floor: workshops, playroom, X-men living quarters, New Mutants living quarters, Xavier's upstairs chambers

Ground Floor: shown above

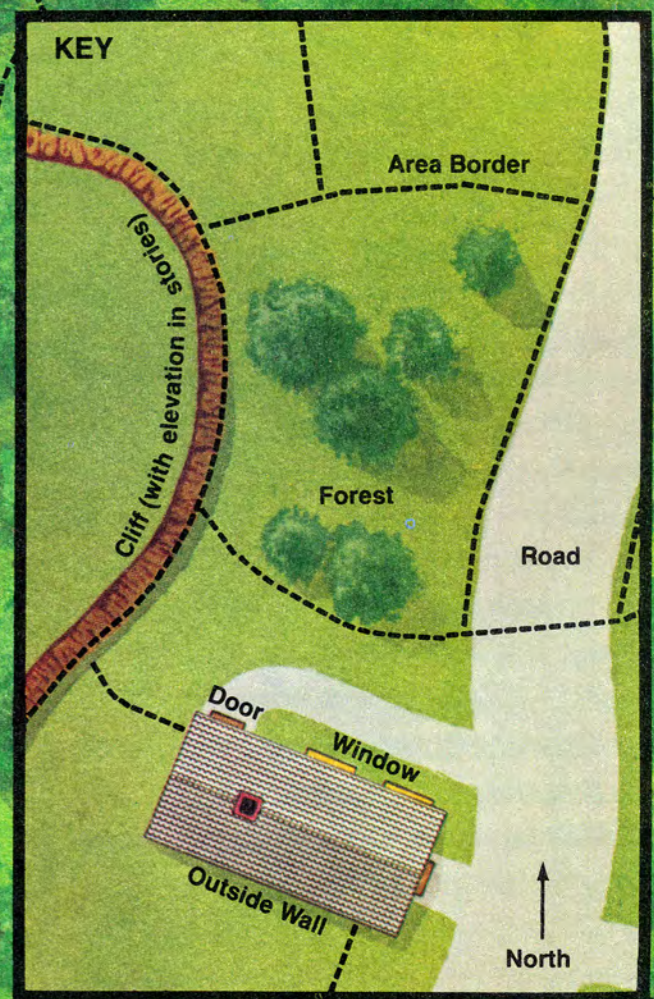
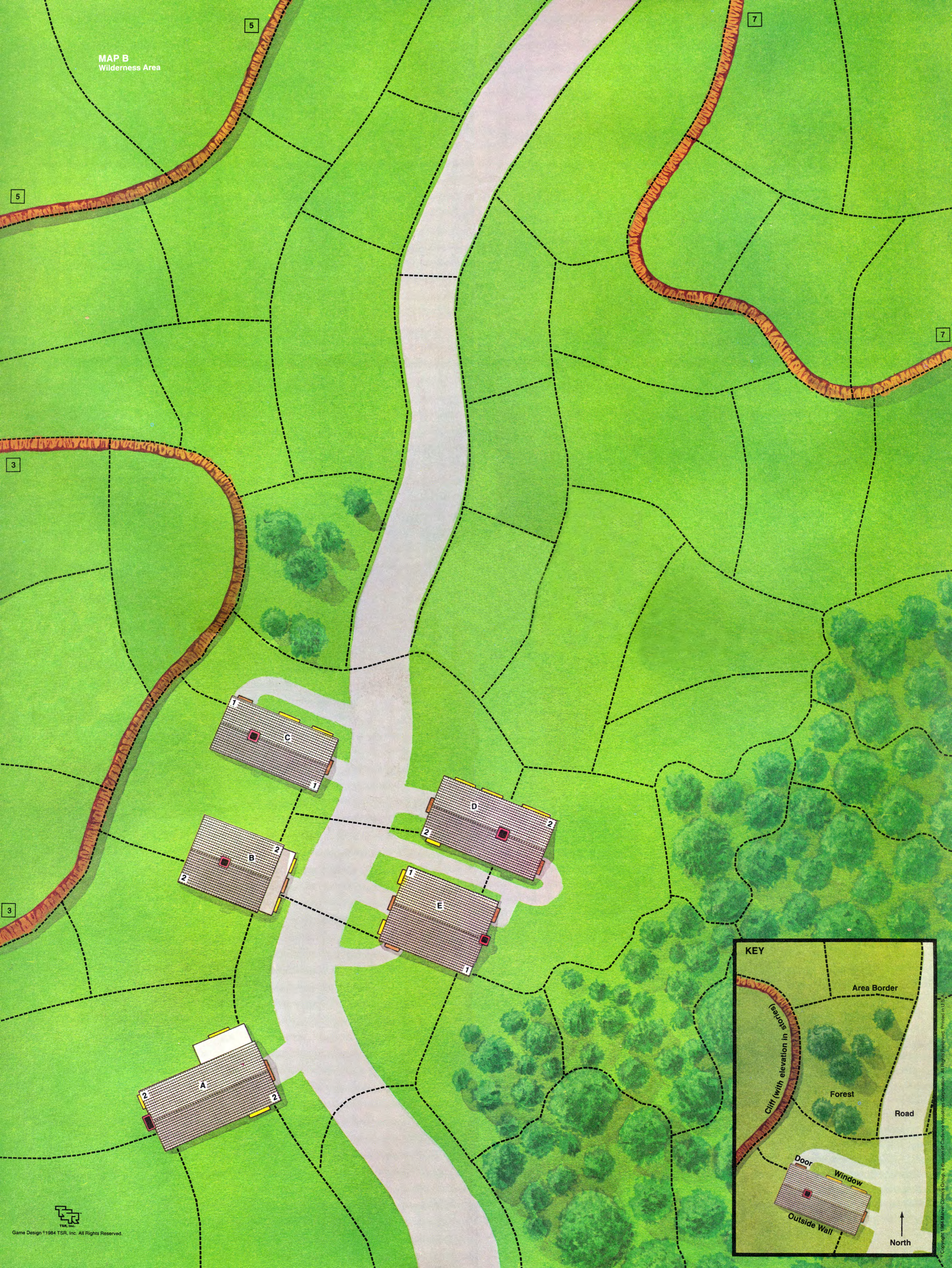
Basement: generator and fuel wine cellar, book storage, hot water heater, laundry room, computer main memory, Shi'ar back-up power supply

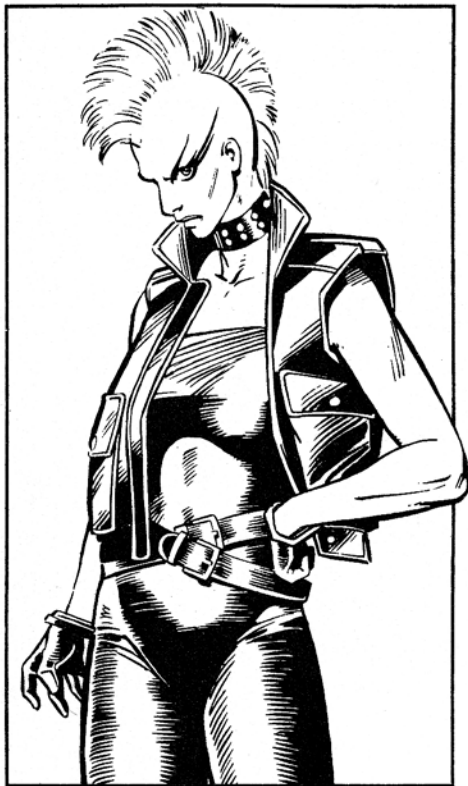
Sub-Basement: gymnasium, steam room, sauna, indoor pool, lockers, robotic research, back-up computer memory, shuttle terminal to Blackbird hangar, auto-doc, operating room, recovery room, chemical and electrical labs

Danger Room Level: shown at right →



MAP B
Wilderness Area





STORM™

Oro Munroe, adventurer

Fighting:	EXCELLENT
Agility:	REMARKABLE
Strength:	TYPICAL
Endurance:	AMAZING
Reason:	TYPICAL
Intuition:	EXCELLENT
Psyche:	GOOD
Health:	106
Karma:	36
Resources:	POOR
Popularity:	4

Powers:

WEATHER CONTROL. Storm has the power to manipulate existing weather patterns, creating wind, rain, and lightning at will. This power's rank is Amazing. She can cause up to Amazing damage (50 points) with weather attacks. By controlling the wind, she can fly at Excellent speed, and can create enough wind to carry others along. If Storm uses her power at its maximum (Amazing) level when she's angry or under very unusual circumstances, she must make a power FEAT roll each round to keep it under control.

Talents: Ororo is an experienced lockpick, thief, and escape artist.

Background: Ororo lost her parents when she was young, and wandered the African continent until her powers matured. She was worshipped as a goddess in Kenya until Prof. X recruited her for the new X-Men. She is currently the team leader. She is nominal leader of the Morlocks, a group of mutants living beneath New York City.



ARIEL™

Katherine "Kitty" Pryde, student

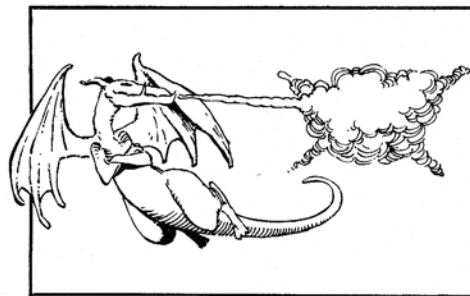
Fighting:	TYPICAL
Agility:	GOOD
Strength:	POOR
Endurance:	EXCELLENT
Reason:	REMARKABLE
Intuition:	GOOD
Psyche:	TYPICAL
Health:	40
Karma:	46
Resources:	POOR
Popularity:	10

Powers:

PHASING. Ariel can de-synchronize the molecules in her body, allowing her to pass unharmed through solid structures. She hasn't found a limit to how long she can stay out of phase, but she can stay inside a solid object only as long as she can hold her breath. Ariel cannot be harmed while out of phase, but she is affected by force fields. Her phasing also scrambles electrical equipment. Most equipment can make an Endurance FEAT roll to avoid being scrambled, but equipment without an Endurance rank is scrambled automatically. Mechanical beings take 30 points of damage from this scrambling, while battle suits and most machines are incapacitated for 10 rounds.

Talents: Kitty's Reason is Incredible when she works with computers.

Background: A native of Deerfield, Illinois, Ariel's powers are still new to her.



LOCKHEED THE DRAGON™

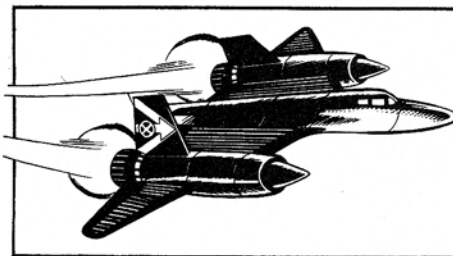
Fighting:	TYPICAL
Agility:	REMARKABLE
Strength:	FEEBLE
Endurance:	GOOD
Reason:	?
Intuition:	EXCELLENT
Psyche:	EXCELLENT
Health:	48

Powers:

FLIGHT. Lockheed flies at Typical speed, and can hover in place.

FLAME BREATH. Lockheed can breathe a ribbon of flame at a target up to one area away, causing Remarkable damage. If he does this more than once per day, he must make an Endurance FEAT roll each time.

Background: Lockheed was found on another planet that was visited by the X-Men. He became attached to Kitty Pryde and returned with her to Earth. Lockheed's primary concern is for his stomach, but he will jump into a fight to defend Kitty.



LOCKHEED RS-150 BLACKBIRD™

Control:	EXCELLENT
Speed:	MONSTROUS
Body:	EXCELLENT

This is the only surviving model of the Lockheed reconnaissance plane originally used by S.H.I.E.L.D. This Blackbird was modified with Shi'ar equipment. These modifications include Vertical Take-off and Landing gear (VTOL) and a Shi'ar cloaking device (detecting it is a red Intuition FEAT). It carries a crew of three (pilot, co-pilot, and flight engineer) and four passengers in safety cushions. More passengers can get inside, but only four passengers and the crew are protected in case of a crash.

MARVEL SUPER HEROES™

Official Game Adventure

THE BREEDER BOMBS

By Jeff Grubb

It takes a desperate man to attack the X-Men single-handed, but revenge for a murdered partner makes a man desperate. Did Wolverine really commit murder, or is he being set up? The search for that answer sends the X-Men around the world, and puts them on the trail of their oldest enemy—Magneto, the Mutant Master of Magnetism! And (could it be?) the Original Brotherhood of Evil Mutants! What's Maggie up to this time? And can the Uncanny X-Men stop him?

This adventure module is designed for use with the MARVEL SUPER HEROES™ role-playing game. This package includes a complete, seven-chapter adventure, a two-sided, full color, 22 1/2" x 17" playing map, and detailed information on the X-Men, Professor Xavier, Magneto, and more!



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