

From the producers of the DUNGEONS & DRAGONS® Game

MARVEL SUPER HEROES™

Official Game Adventure

DAY OF THE OCTOPUS By Bruce Nesmith



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INTRODUCTION

You want to play Marvel heroes? What a great idea! Have you read the rules yet? Before playing the battles in this adventure, read the Battle Book included in the box. If you want to play the campaign parts of this adventure, too, you should also read the Campaign Book.

This adventure is divided into seven chapters. You don't have to read all of them before playing, but you should read each chapter completely before playing it. That will help you run the game when your players do something weird or unexpected. You'll know what happens later in the chapter and can make better decisions guiding the adventure.

Each chapter is split into three parts: Campaign, Battle, and Aftermath. Those parts are explained in the Battle Book. If you just want to clobber the bad guys, ignore the campaign parts of this adventure.

Day of the Octopus is written for Captain America, Spider-Man, Captain Marvel, and the Thing to take on Radioactive Man, Beetle, Fixer, Scorpion, and, of course, that creep, Dr. Octopus. The hero cards are on the piece of cardboard that was wrapped around this adventure book. Those lovable villains are on the last page of this adventure book. That page tears out easily, so you can keep it handy. Read them all so you know their powers, talents, and hang-ups.

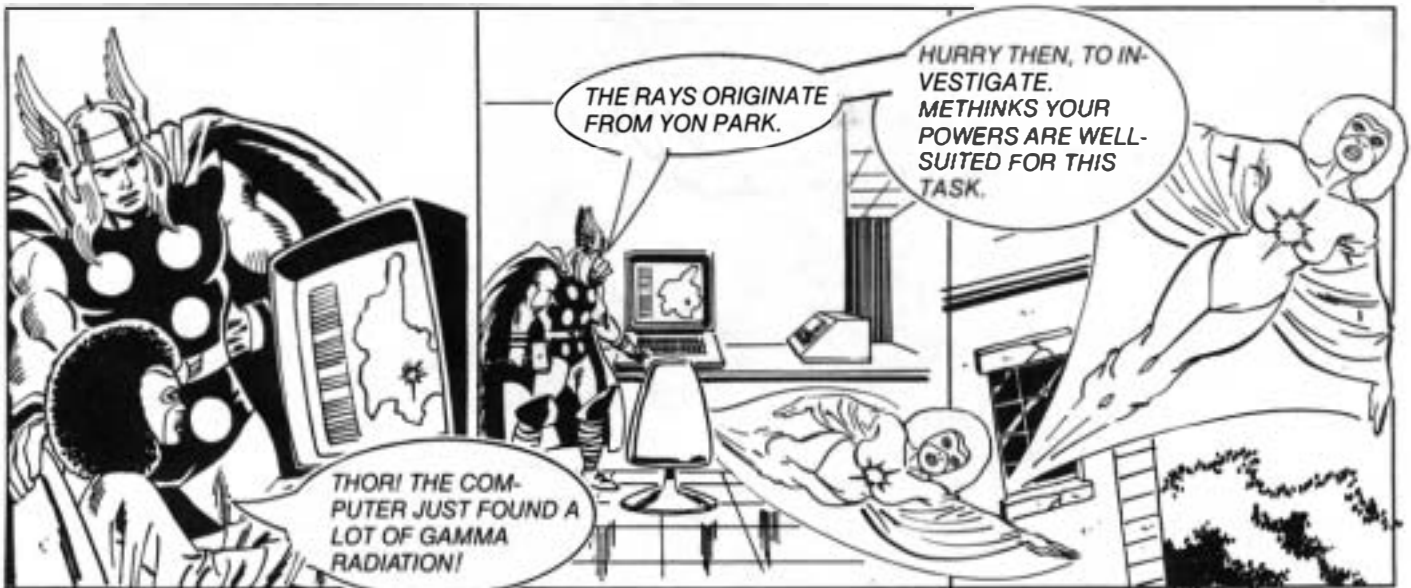
You can play this adventure with other

heroes or villains, but if you end up in some strange situations, you're on your own! The parts of this story that you read out loud are boxed. If you use different heroes or villains, you'll have to change some of the names and descriptions in those boxed passages.

A large map is in the box. On side one is a nifty layout of a city. The interiors of several buildings are on the other side, labeled side two. While playing *Day of the Octopus*, you'll use both sides of the map.

Before the game starts, lay out the map, with side one up, on a table or floor. Give each player the cardboard counter that represents his or her hero. Get out the villains, too, but keep them hidden from the players (to surprise 'em later on). Now you're ready to play! Go to it and have fun.

CHAPTER 1: THE MYSTERY & THE MEETING



CAMPAIGN

Read the following boxed text to the players.

Today is a pleasant Monday morning, and Ben Grimm, Steve Rogers, and Peter Parker have some time off. Coincidentally, they're all relaxing in the Park, right across the street from the 25-story-tall Krupp building. Captain Marvel is on duty at the Avengers' Mansion with Thor.

Tell Spider-Man's player to put his counter anywhere in the park, except in areas next to the fountain. Put a counter for Aunt May next to his counter. Read the following boxed text to that player.

Peter, you and your Aunt May are enjoying an early picnic lunch in the park. Aunt May is chattering away about some new recipes she's tried.

Sometime today you should go shopping for a birthday present for your friend, Ned Leeds. He's a reporter at the Daily Bugle. Early tomorrow morning, the Bugle office is throwing him a surprise birthday party. The stores close at 6 p.m. today.

Tell Captain America's player to put his counter in one of the areas next to the fountain. Place a counter for Bernie Rosenthal next to his counter. Read the following boxed text to that player.

Steve, you promised to attend a Veterans Benefit dinner tonight from 6 p.m. until 9:30 p.m. Right now, you and your gal, Bernie, are sharing a few quiet moments in one of New York's famous parks.

Tell the Thing's player to put his counter in any park area that's next to a street area. Read the following boxed text to the player.

Ben, today is a thoroughly depressing day. So was yesterday. The last time you knocked out some creep that tried to waste New York, nobody even said thank you. Most people don't even know they were ever in danger. They probably wouldn't care if they did know. Tonight, you have to be at the ceremonial opening of a new hospital wing at 5 p.m. The ceremony will probably be boring, but the reception afterward ought to have some decent food. It won't be over until at least 8 p.m.

Show Captain Marvel's player the pictures at the beginning of the chapter. The player can put her counter anywhere over the park as Captain Marvel flies in. Read the following boxed text to the player.

Captain Marvel, tomorrow at 10 a.m. you have an appointment to look at a new hydrofoil boat that's for sale. Your appointment is in New Orleans. Right now, you have a good view of the park and the Krupp building from the air.

BATTLE

Use map side one. Peter Parker (Spider-Man) is picnicking with his Aunt May in any park area not next to the fountain. Steve Rogers (Captain America) and his friend Bernie are in any area next to the fountain. Ben Grimm (The Thing) is strolling through the park in any area next to a street. Captain Marvel is flying in from the Avengers' Mansion.

Three events happen at the same time. A purse snatcher makes a grab for Aunt May's purse, while in another part of the park, near the Thing, a gang attacks a pretzel vendor. Meanwhile, two thugs try to steal some Mandroid armor from the Krupp building.

Even though these events take place at the same time, it's easiest to play them one-by-one. The heroes can't help each other (except Captain America and Captain Marvel) since they're busy with their own actions.

Spider-Man

Put a thug counter in the same area Peter and Aunt May are in. Secretly roll an Intuition FEAT roll for Spider-Man. If the roll is successful, his spider-sense warns him of the thug and they roll for initiative. If Spidey fails the Initiative FEAT roll, the purse snatcher gets one free round of action.

The purse snatcher has the standard thug abilities listed in Table 20 in the Campaign Book. He is unarmed. Unless Peter stops him somehow, he grabs the purse and takes off running toward Harrison Street. Aunt May, of course, tries to keep Peter from fighting. If Peter doesn't stop

the purse snatcher before he runs off the map, he gets away. Peter is not carrying any spider tracers with him.

The Thing

Choose a counter to represent a pretzel vendor's cart. Place the counter in the park three areas from the Thing. A old man named Aldo makes his living by selling pretzels from this cart.

Ben sees four members of a local youth gang trying to steal Aldo's cart because Aldo refused to pay them not to hurt him. The gangsters have normal thug abilities. Unless the Thing stops them, they beat up Aldo for two rounds, then release the brakes on his cart, and shove it down a hill. The cart crashes into a tree three rounds later.

The round the Thing arrives to help Aldo, or the round after they push the cart, the gangsters scatter in four directions and blend into the crowd. If the Thing helps Aldo in any way, Aldo bursts out in praise, crying, "It is a miracle! You have saved me. How can I ever thank you? Here, please, take some pretzels — they're the best in the city."

Captain America and Captain Marvel

Captain America and Captain Marvel both spot two well-known thugs rushing into the Krupp building. One of the thugs is holding a gun. Both thugs have normal thug abilities. Read the following boxed text to the heroes if they enter the Krupp building.

Just as you enter the lobby, a burglar alarm begins to wail. Potted plants line the right-hand wall and long wooden benches line the left-hand wall. A broken glass display case stands in the center of the room with a suit of Mandroid battle armor in it! Lying next to the armor is a cardboard tube and a small metal box. A well-known thug named Turk is reaching into the display case. The other thug, Grotto, stands near the potted plants, gaping at you in shock.

The cardboard tube contains plans and blueprints for building Mandroid armor. Secretly tell the Captain America player that Captain America recognizes the metal object next to the armor. It's a Selectropack power source, developed by Stark International. It is the only power source for the Mandroid armor.

The Mandroid armor is made of several pieces. Each piece protects a part of the body. When it's all on, the wearer has Amazing protection from any damage.

Two armor gauntlets are in the case, one for each hand. Each gauntlet holds a stun-cannon that does Remarkable damage. Each cannon can fire twice before its batteries are drained. If a gauntlet is hooked

up to the Solectropack, it can fire indefinitely. It takes five rounds to connect a gauntlet to the Solectropack.

Ask the players what Captain America and Captain Marvel are going to do — you'll need to know to figure out what happens. Next round, Grotto shoots at the nearest hero. If Turk is attacked, he defends himself, otherwise he tries to put on one of the gauntlets. Make an Agility FEAT roll for Turk each round he tries to put on a gauntlet. If the roll is successful he gets a gauntlet on and opens fire at the nearest hero.

CAMPAIGN

A crowd gathers in front of the Krupp building during the battle there. Aunt May and Bernie are in the crowd. The police arrive just as Captain Marvel and Captain America finish with Turk and Grotto. The Thing and Spider-Man can join the other heroes now, if they want to.

If Turk or Grotto were captured, the heroes can question them. Turk and Grotto wanted to steal the Mandroid armor to start their own crime wave.

AFTERMATH

The heroes do not regain any Health at the end of this chapter.

The Campaign book outlines most Karma awards. Some example Karma awards for this chapter are listed below.

Spider-Man's Karma

What He Does	Karma Result
Returns Aunt May's purse.	+10
Fails to return Aunt May's purse.	- 5
Frightens Aunt May so much she faints.	- 5
Captures purse snatcher.	+ 5

Captain America's Karma

What He Does	Karma Result
Keeps armor from being stolen.	+25
Captures Turk and Grotto.	+10
Damages the lobby.	- 5
Signs autographs after the fight	+ 1

Captain Marvel's Karma

What She Does	Karma Result
Keeps armor from being stolen.	+25
Captures Turk and Grotto.	+10
Damages the lobby.	- 5
Tells the other heroes about the radiation she and Thor detected.	+ 5
Doesn't tell the other heroes about the radiation.	- 5

The Thing's Karma

What He Does	Karma Result
Helps Aldo.	+20
Doesn't help Aldo.	-20

CHAPTER 2: AMBUSH ON 7TH AVENUE



BATTLE

The heroes are in front of the Krupp building where a crowd is gathered and two police cars just pulled up. Tell the players that two shots ring out from the crowd. Heroes who turn to look through crowd see a small boy in a cowboy suit pointing a large cap pistol at them. The villains choose this moment to attack.

Show the players the three panels above. Put counters for Radioactive Man, Scorpion, Fixer, and Beetle in the Krupp building lobby, on side two of the map. The rest of this battle section explains what happens in the first round of the attack.

The villains catch the heroes unaware, and lay into them. In this round, the heroes (except Spider-Man) cannot take any action or spend Karma. They have to rely on their thick skins and vitamin pills. If Spider-Man makes a successful Intuition FEAT roll, his spider-sense warns him of the attack just in time to react, but he can't spend Karma on his actions.

Radioactive Man fires a blast of radiation under the Thing, blasting a three-story hole that he might fall into. Fixer shoots a laser blast at Captain Marvel while Beetle fires an electro-bite at Captain America. Scorpion charges Spider-Man. If any of the heroes are not in front of the Krupp building, the villains gang up on the others.

Some of the heroes know about these villains. If your players aren't familiar with them, use the following campaign section before continuing the battle in the next battle section. This campaign section also explains what the villains are after.

CAMPAIGN

Read the following boxed text to Captain America and Captain Marvel.

Radioactive Man is a living nuclear reactor. This large green man shoots intense beams of energy from his hands and can project a force field strong enough to deflect Thor's hammer. With his bare hands, he's been known to toss a Volkswagen through a bank window.

Read the following boxed text to Spider-Man and Captain America.

Scorpion is a man in a green costume with a large tail. He is unnaturally strong and fast and his tail packs a Sunday punch that can smash brick walls.

Read the following boxed text to Spider-Man, Captain Marvel, and Captain America.

Beetle is a man who wears green and purple armor. His helmet and a wing case on his back give him the appearance of a beetle. He is super-strong and can fly with his wings, and stick to walls and ceilings with his gloves. Those gloves also fire super-powerful electrical blasts.

Read the following boxed text to Spider-Man and the Thing.

Fixer is a man who makes extraordinary gizmos. He has no super powers, but he has a large supply of tricks and deadly gadgets.

When the villains attack, the crowd in front of the Krupp building runs to the park for safety, but continues to watch the battle. If the villains take a hostage, they grab May Parker or Bernie Rosenthal, of course.

The villains are in the Krupp building to steal the Mandroid armor plans and the Solectropak power source. If they defeat all the heroes, they steal the armor, too.

Unknown to the heroes, the villains parked a getaway truck behind the Krupp Building, on 6th Avenue. The truck is facing west. Any hero who looks behind the Krupp building should make an Intuition FEAT roll. If the roll is successful, that hero notices the truck, double parked and still running.

Doctor Octopus is hiding in a basement room, watching the fight through a remote viewing device. If the heroes start winning, Doc Ock pushes two tentacles through a ventilator grill under the display cabinet and grabs the plans and the Solectropak.

Regardless of where the heroes are, only Spider-Man has a chance of seeing Doc Ock steal the plans. If Spider-Man makes a successful Intuition FEAT roll, he sees the tentacles, but not in time to stop them.

Doctor Octopus will not join the fight under any circumstances. The heroes cannot find him now, even if they rush down and search the basement. Doc Ock planned this theft and his escape routes very carefully.

BATTLE

The villains' battle tactics are outlined below. Each villain will spend Karma points once, if he gets into a desperate situation.

Scorpion attacks Spider-Man whenever he gets the chance. Scorpion is a wild fighter; he leaps right into battles, usually striking with his tail rather than his fists. If he starts losing, he opens fire with the plasma beam in his tail.

Beetle's task is to keep Captain America busy. Beetle is a cagey fighter; he uses his brain when he fights. His battle computer is programmed for Captain America. Therefore, he gets several bonuses when fighting him (see the Villain Roster). Beetle tries to zap Captain America with an electro-bite. If Captain America blocks the shots with his shield, Beetle attacks a different hero while he maneuvers for a better shot at Captain America. Beetle will fight hand to hand, if he has to. Every hero who fights Beetle must make an Intuition FEAT roll. If the roll is good, that hero notices a dark stain on Beetle's boots. The stain is printers ink, but the heroes don't know that now.

Radioactive Man is supremely confident of his fighting abilities. However, he expected the Avengers, not this mixture of heroes. He was prepared to fight Thor, instead he's taking on the Thing. Radioactive Man's first attack was to blast a three-story-deep hole under the Thing. The Thing can climb out one story each round.

While the Thing is climbing out, Radioactive Man attacks Captain America or Captain Marvel, whoever is closer. If Captain America throws his shield at him, Radioactive Man tries to change his action and redirect the shield with his force field to hit the nearest hero, other than the Thing.

Fixer relies on tricky gadgets when he fights and uses a pistol for most attacks. He is prepared to combat Captain Marvel and Iron Man. Over his normal green suit, Fixer is wearing a black suit that is specially designed to absorb energy blasts, such as Captain Marvel and Iron Man's repulsor beams. The suit contains a maze of millions of flexible microscopic prisms that continuously split and blend light rays. Any light-based energy that hits the suit becomes trapped in it, bouncing around forever. The suit stops any of Captain Marvel's energy bolts up to Monstrous damage. If an energy bolt hits Fixer, he pretends that it hurts him, so Captain Marvel doesn't guess its real purpose.

If Captain Marvel launches herself in energy form at Fixer, she, too, becomes trapped in the suit. Captain Marvel takes Feeble damage (two points) each round she spends in the suit. If she changes

back into her physical form, she destroys the suit, but suffers Excellent damage (20 points) and an automatic stun for 1-10 rounds.

Fixer himself could get hurt if Captain Marvel blows up his suit while he's in it. Therefore, if she flies into his suit, he zips out of it, and leaves it on the floor the very next round.

Fixer's gadgets are described below. He keeps them all over his body and can get to them with or without his black suit on.

WEB BOMBS. Fixer has two web bombs to throw. Web bombs cover whatever they hit with a web of Incredible strength.

LASER PISTOL. This pistol fires laser rays of Remarkable damage and never runs out of energy. If this pistol is knocked out of Fixer's hand, or if he throws it, it becomes a heat seeking rocket that attacks the nearest hero. The rocket strikes with Incredible Agility and causes Remarkable damage.

TANGLER CABLES. This one-shot canister throws a mass of steel cables. The cables trap whatever they hit with Excellent strength and zap it with an electrical jolt that causes Good damage (10 points) each round for three rounds.

FLASH BOMBS. Fixer has three flash bombs. When he throws one onto the ground, it explodes in a bright flash of light. Every hero who is looking in the general direction of the bomb must make an Intuition FEAT roll. If the roll is successful, the hero looks away in time, otherwise he is blinded for 1-10 rounds. Since the flash explodes without warning, heroes cannot spend Karma on these Intuition FEAT rolls. Spider-Man's spider-sense warns him in time to spend Karma, if he wants to. Fixer wears tinted goggles to protect himself from the flashes.

Any villain that gets a chance, grabs the plans and Solectropack and runs out the back door. When that happens, the other villains (except Radioactive Man) stop fighting and dash for the door and their getaway truck.

Radioactive Man blocks the door to cover the other villains' escape. When they get to the truck, he causes a huge explosion (see the Villain Roster) and shouts, "Doctor Octopus will reward me richly for ridding the world of you." Then he races out to the getaway truck. The explosion sets fire to the first floor of the building, filling the lobby with flames and blinding smoke.

Although the getaway truck has normal truck abilities, Fixer souped it up. Now, a

wave-disruptor cannon faces out the back. Each cannon blast causes Amazing damage. The blasts only inflict Excellent damage to Captain Marvel when she is in an energy form. The cannon fires with its gunner's agility. Any villain can shoot it.

Fixer also cut a circular escape hatch in the bottom of the truck. If the heroes chase the villains, and the villains can't lose them, they stop the truck over a man-hole. In the next round, all of villains in the truck leap through the hatch and the man-hole into the the city storm sewers. When they get into the storm sewers, the heroes cannot find them because there are so many different tunnels.

CAMPAIGN

If Radioactive Man sets the building on fire, the fire department arrives two rounds after the battle. The firemen put out the fire in two hours. You can expand this adventure by asking the heroes help the firemen put out the fire or rescue trapped people.

If any villains are captured and questioned, they readily admit that Doctor Octopus is behind the theft. They also tell the heroes what was stolen. However, none of them, except the Fixer, will say why the plans were stolen. The Fixer tells the heroes that Doctor Octopus is building a giant robot to destroy the city. Fixer does not reveal any other details.

AFTERMATH

Each hero regains a number of health points equal to his Endurance rank number. Remember, heroes cannot have more Health points than they started with.

Special Karma awards are listed below. Check the guidelines in the rules for general Karma awards and losses.

Heroes' Karma

If This Happens	Each Hero's Karma Result
Radioactive Man is captured.	*75
Scorpion is captured.	*50
Fixer is captured.	*40
Beetle is captured.	*30
Plans and Solectropack stolen.	-25
Lobby severely damaged by heroes or villains.	-25
All the villains escape.	-10

Also, if any hero steals a gadget from Fixer and keeps it for himself, that hero loses 40 karma points. If Spider-Man somehow gets pictures of the battle to sell to the newspaper, he gains two Karma points.

CHAPTER 3: OCTOPUS HUNT



CAMPAIGN

Before the heroes leave the Krupp building area, a policeman runs up to one of them. He says, "We've got a radio call from Thor for Captain America or Captain Marvel." Read Thor's message, in the following boxed text, to whoever answers Thor's call.

"That vile creature who calls himself Doctor Octopus hath broadcast an evil threat from a hidden lair, somewhere in Manhattan. He threatens to destroy New York to prove his vile genius.

The other Avengers and members of the Fantastic Four are busy elsewhere in the world, and I must depart to aid them. Thus, you four must band together to seek out and halt this menace before he carries out his threat. I will lend what aid I can when I return.

Encourage the players to investigate and find Doctor Octopus, who is holed up in the old Globe printing building. There are many clues in this chapter that can lead the heroes to him. Though the heroes don't know it, unless they put an end to Doc Ock's robot, it marches at 1 p.m. Wednesday.

Remember that searching for clues and questioning people takes a while. So, keep close track of time. By now it's probably early Monday afternoon.

Before the heroes charge off looking for clues, remind them of their other commitments. Spider-Man should buy a present for Ned Leeds before 6 p.m. and go to his

party at 9:30 a.m. tomorrow. He should also make sure Aunt May gets home and doesn't worry about Peter Parker. Captain America must attend a veterans benefit dinner at 6 p.m. tonight and should let Bernie know what he's doing. Captain Marvel has an appointment in New Orleans at 10 a.m. tomorrow to look at a hydrofoil boat, and the Thing is dedicating a new hospital wing at 5 p.m. today.

If the heroes ask about something or do anything not covered here, make up a logical answer. If the players can't figure out what to do or get stuck somehow, go ahead and give them a couple hints.

Clues at the Krupp Building

Beetle has black printer's ink (from the Globe building) on his boots. Don't tell the players that, though. They must discover it. Heroes that fought Beetle hand-to-hand (in Chapter 2) might have noticed the dark stain. If the heroes search the lobby floor, and it isn't too damaged, they discover Beetle's boot-prints. If Beetle is captured, the heroes can also discover the stain by searching him.

Of course, Beetle won't tell them what the stain is from. The heroes can't be sure of what it is until they have it analyzed by the police or in the lab in the Avengers mansion. It takes one hour to analyze the stain.

If Fixer is captured and searched, the heroes find red mud on his boots. The mud can also be analyzed. It takes three hours from the time they deliver it to get results back, but don't tell the players how long it will take. The mud is from along the

bay on the east side of Manhattan. Naturally, Fixer refuses talk about how it got on his boots.

If Doctor Octopus snatched the plans and Solectropack, the ventilation grill under the display case is completely mangled.

If none of the villains escaped, their getaway truck is still behind the Krupp building. If the heroes search around the building, they find it. If they don't search the grounds, a police detective will tell them about the truck.

The truck is double parked and the engine is running, although nobody is in it. People on the street are staring at it. The inside of the truck is described in the battle section in Chapter 2.

If any of the villains got away, the truck is gone and the heroes find nothing behind the Krupp building.

The people who work in the shops along the street talk readily, if they're questioned. The first shopkeeper that the heroes question says this:

"Yeah! I saw a rent-a-truck double park across the street, you see, right in back of the Krupp building. Then a bunch of costumed freaks jumped out and headed into the building, knocking people out of the way. There were four of them. One was big and green, and another was green too, but he had a tail! I'm not kidding, a real live tail. I couldn't believe it! One was wearing a purple suit; he sort-of looked like a bug. The last guy at least looked normal. He wore a black uniform, like a janitor's maybe. A few minutes later it was like the whole building was coming apart."

If any villains escaped, the shopkeeper continues:

"Everything happened so fast. I don't remember exactly, but some of them ran out with some stuff. They hopped into the truck and took off as if someone was after them."

If the heroes keep questioning the shopkeeper, he remembers that the truck was an LGM rent-a-truck. The license number was BSN-728.

The heroes can ask the police to check the license number. If they do, one hour later, the police report that the truck is not stolen.

The heroes can trace the truck through the LGM rental agency. There are 23 LGM rent-a-truck offices in Manhattan. If the heroes call them all on the telephone to track down the license number, it takes an hour to find the right office. If they go from office to office looking for the one where the truck came from, it takes six hours to find the proper office. If the heroes split up and each check or call different outlets, they should find the office much faster.

Clues at the LGM Rent-A-Truck Agency

The LGM Rent-A-Truck agency where the getaway truck was rented is in a sleazy section of town, about three miles from the Krupp building. The office is small and dingy. Most of the trucks in the lot are in poor condition. The getaway truck is there only if any villains escaped from the Krupp building.

If the heroes enter the office, they meet the clerk, a small man with dark shifty eyes. His name is Rondo. He claims to know nothing about the rented truck used in the Krupp building heist. However, if the heroes pressure him, he eventually talks, saying:

"I rented that truck yesterday to a guy named Jim McGreed. It's strange because Jim rarely has enough money for cab fare, let alone to rent a truck. But he had the cash yesterday and said that it would be back by today."

If the heroes ask him, Rondo tells them that Jim McGreed can be found at Squid's bar on the waterfront.

The heroes can search the truck if it's in the lot. The truck is empty. The only thing in it is an old 1979 copy of the Globe newspaper. Spider-Man knows the Globe went

out of business a few years ago. Several recently installed bolts are on the floorbed of the truck. They appear to have held a medium-sized piece of machinery. In the floor of the truck is a circular hatch.

Clues at Squid's Bar

Squid's bar is open from 4 p.m. until 1 a.m. everyday. If the heroes enter the bar before it opens (maybe by breaking in), they don't find anything unusual.

If the heroes enter the bar in costume, half of the 20 or so customers immediately run for the door. Each hero can easily catch a couple, if they want to. If the heroes enter in regular clothing, the patrons don't react at all.

Jim McGreed always gets to Squid's at 8 p.m. When the heroes arrive, he won't run out of the bar. But if he has an opportunity, he walks calmly out the front door without being noticed.

The bartender won't give out any information unless he is bribed (with at least \$10) or threatened. If he is paid or threatened he points to a table in back where Jim McGreed is sitting.

If he's questioned, Jim McGreed says: "Look, I was given money to rent the truck. I don't know who gave it to me. It was just some guy in a trench coat that spoke with an oriental accent." If the heroes pressure him, Jim tells them he dropped the truck off at the Elliot building on Sunday afternoon. The Elliot building is one block down the street from the old Globe printing building.

AFTERMATH

The heroes and villains that escaped should fully recover their health during this chapter.

Let the heroes make or keep any dates or appointments they want to before awarding Karma.

Heroes' Karma

If This Happens	Each Hero's Karma Result
Heroes followed clues and found Doc Ock's lair.	+25
Thor had to tell the heroes where the lair is.	-5
Heroes beat up customers at Squid's bar.	-35

Spider-Man's Karma

What He Does	Karma Result
Makes it to Ned's party.	+10
Brings a present to the party.	+5
Misses Ned's party.	-10
Visits Aunt May.	You decide

Captain America's Karma

What He Does	Karma Result
Attends Veterans benefit dinner.	+40
Misses the benefit dinner.	-20
Visits Bernie Rosenthal.	You decide

Captain Marvel's Karma

What She Does	Karma Result
Checks out the hydro oil in New Orleans.	+10

Thing's Karma

What He Does	Karma Result
Attends the hospital ceremony.	+30
Misses the ceremony.	-20

If the heroes don't figure out that Doc Ock is in the abandoned Globe building by Wednesday morning, Thor returns to the Avengers' mansion and puts the pieces together. He notifies the heroes as soon as possible. He explains that the Avengers' computer shows the most likely location of Doctor Octopus's lair is the old Globe building.

When the heroes know where Doc Ock is, and are ready to enter the Globe building, move on to Chapter 4.

At 1 p.m. Wednesday, if the heroes still haven't gone to the Globe building, the robot starts its march, and they should find out about it. They might see a TV report or hear a radio broadcast about the giant robot destroying the city. Someone on the street may even tell them about it, but somehow they find out. When they do, go to Chapter 6.

CHAPTER 4: OCTOPUS GARDEN



BATTLE

Doctor Octopus and his 30-foot-tall Octodroid robot are holed up in the abandoned Globe press building. It's only a matter of time before Doc Ock unleashes the robot to destroy the city. Only the heroes can stop him.

Four villains are working for Doctor Octopus: Beetle, Fixer, Scorpion, and Radioactive Man. However, some of them may have been captured when they attacked the Krupp building (in Chapter 2). This chapter explains what all the villains do. If you're only playing this battle, use any combination of villains you want. If you're playing the whole adventure, only the villains who escaped are in the building with Doc Ock.

Use map side two. The heroes start outside the building. It's their move, so find out what they want to do. The building and the villain's plans are described below.

The entire building is rigged with silent alarms. Nobody can get in or out without setting them off and warning the villains. So, the heroes can't sneak upon Doc Ock and his crew! There is an exception, though. Captain Marvel can pass through the walls as radio waves without setting off the alarms. The other heroes aren't so lucky.

Several solar converters that look like normal skylights are on the roof. Unless the heroes examine them carefully, they shouldn't notice anything unusual. Heroes who look through them only see a dark room below. These skylights are a poor material, so even ordinary people can break them easily.

The solar converters serve a dual purpose. They charge batteries that supply power for the villains, and they are a trap for Captain Marvel. If Captain Marvel tries to go through one in any form of energy, it absorbs her and traps her in the storage batteries as sentient electricity. This doesn't harm her, but she can't return to human form until she escapes. Two rounds after she becomes trapped, she may start trying to find a way out through the circuits. Each round she tries to escape, she should make a Reason FEAT roll. When her roll is successful, she finds the lights over the presses. Normal light bulbs convert electricity to light, so she can escape through one and enter the room in light form. One round after her escape she can join the action.

Read the following boxed text to the heroes when they first enter the building.

In the center of the huge open room stands a gigantic robot, two stories tall. Its legs are blocked from view by three printing presses that stand a full story tall themselves! The robot is an immobile gleaming metal replica of Doctor Octopus, right down to his glasses!

The Octodroid's abilities are explained in the Villain Roster and Chapter 6. The robot isn't turned on yet, but it's ready to go. Doc Ock just made the last few adjustments to it.

Fixer changed the three huge printing presses into dangerous machines. They attack anyone near them who is not wearing a special ID disk. The disks are microscopic, so they're not visible to the naked eye. A disk is sewn into each

villain's costume. Only Doc Ock and Fixer can turn off the presses with devices they carry on their belts.

Although the presses can't move, they have dozens of mechanical tentacles that can.

Presses' Abilities

Fighting	Good
Agility	Good
Strength	Excellent
Endurance	Monstrous
Reason	Excellent
Intuition	Feeble
Psyche	Feeble
Health	115
Karma	24

Because they are so large, each press can attack several heroes each round. But each press can only attack each hero once each round. Luckily for the heroes, the presses aren't smart enough to gang up on them.

The tentacles try to grab heroes whose counters are on or touch the presses. Some of the arms hold heroes after they catch 'em, while the other tentacles keep fighting.

The round after a hero is captured, the press sprays a sedative gas in his face. This gas acts just like the stun darts explained below. The hero can change his action and hold his breath if he makes a successful Agility FEAT roll. His endurance determines how long he can hold his breath.

Whenever they're not grabbing someone, the presses make special attacks against the nearest free hero. They can make these attacks even while they're holding someone. When a press makes a special attack, check the Presses' Special Attack Table to find the type of attack it makes.

Presses' Special Attack Table

Die Roll	Type of Attack
1	Stun darts
2	Web bomb
3	Rocket
4	Laser beam
5	Electrical bolt
6	Flame thrower
7	Sonic discharge
8	Electronic Jammer
9	Nothing
0	Nothing

STUN DARTS. When the presses fire these darts, they penetrate materials of Good strength or less. They contain a powerful sedative. For three rounds after being hit by one, a hero must make an Endurance FEAT roll. If the roll is successful, the hero fights off the effect of the drug. If the roll is unsuccessful, he immediately falls unconscious for the rest of the chapter.

WEB BOMBS. These are just like the web bombs Fixer used in Chapter 2. They ensnare whatever they hit in a web of Incredible strength.

ROCKETS. A hero suffers Remarkable damage if a rocket strikes him. If it misses, he only takes Good damage from the blast. Everybody who is very close to him takes Good damage from the explosion regardless of whether or not it hits the hero.

LASER BEAM, ELECTRICAL BOLT, FLAME THROWER, AND SONIC DISCHARGE. These weapons all cause Excellent damage to whatever they hit. They can reach anything in the building that is visible from the press.

ELECTRONIC JAMMING DEVICE. This device shoots a blue-green colored ray that stops Iron Man's armor. Other heroes aren't affected by the rays, and don't feel anything if one hits them.

Doctor Octopus

Doctor Octopus can start the Octodroid by remote control from anywhere inside the building. He starts it by willing a transmitter in his tentacles to send the proper code. He doesn't have to move or say anything to send the code, so no one can tell when he transmits it. Once it's started, the Octodroid can't be turned off.

Doctor Octopus fights anyone who attacks him. If nobody attacks him, he attacks the heroes in this order: Spider-Man, Captain America, Thing, and then Captain Marvel.

Doc Ock is wearing a suit that gives him Excellent protection against Captain Marvel's light and energy blast attacks. If he must fight her, he tries to use a mirror near the robot to bounce her into one of the solar converters in the skylights. Of course, there are wavelengths that are not bounced by mirrors.

Doc Ock really wants to wait until 1 p.m. on Wednesday to start the Octodroid. However, if he is losing the battle, at the last possible instant, he turns it on. Even if he's knocked unconscious, his tentacles transmit the starting code to the robot.

Scorpion

Scorpion fights just as he did in Chapter 2. Reread the battle section in Chapter 2, if you need his battle strategies.

Beetle

Beetle takes on the Thing with a neurolyzer rifle that the Fixer whipped up. If the Thing is not around, Beetle attacks another hero. The rifle fires a yellow ray of energy. It causes no damage, but anyone it hits must make a successful yellow endurance FEAT roll or become paralyzed! Paralyzed heroes cannot move, speak, or spend Karma. There are six shots in the rifle.

Radioactive Man

Radioactive Man attacks the heroes in this order: Captain America, Thing, Captain Marvel, and then Spider-Man.

If he fights Captain Marvel, he uses his force field to deflect her into the solar converters in the ceiling skylights.

Fixer

Fixer tries to get out of the battle. If he is pursued, he uses his gadgets to escape. As soon as he gets out of the building and no one can see him, he turns on the illusion generator and flies away on his anti-gravity boots. Heroes must scan the sky and make a successful Intuition FEAT roll before they notice his escape. All they see is a large owl not flying the way it should. Fixer's gadgets are listed below.

SMOKE GRENADES. Normal vision is impossible for 10 rounds in the area one of these grenades explodes in. The smoke is filled with a chemical that dulls Spider-Man's spider-sense. If Spider-Man spends a round in the smoke, his Intuition drops to Excellent for the next 2-20 rounds. Fixer has three of these grenades.

HEAT SEEKER ROCKETS. These rockets fly straight at the nearest heat producing object (except Fixer himself) with Amazing Agility. They explode with Remarkable damage. Fixer has two of these rockets.

ILLUSION GENERATOR. This gizmo makes Fixer look like an owl.

WEB BOMBS. Fixer is carrying two web bombs. He uses them to block doorways and stop heroes long enough to get away.

UNIVERSAL DISSOLVENT. This fluid dissolves Spider-Man's webbing. If the fluid touches anyone, it does Excellent damage as acid. Fixer keeps enough dissolvent for three uses in his gloves.

CAMPAIGN

Regardless of the outcome of the battle, the Octodroid will march. When Doc Ock starts it, the Octodroid crashes through the east wall onto Garfield Street and heads south, one area per round.

If the heroes won the battle, skip Chapter 5 and go to Chapter 6. If the heroes lost the battle and were captured, proceed to Chapter 5.

AFTERMATH

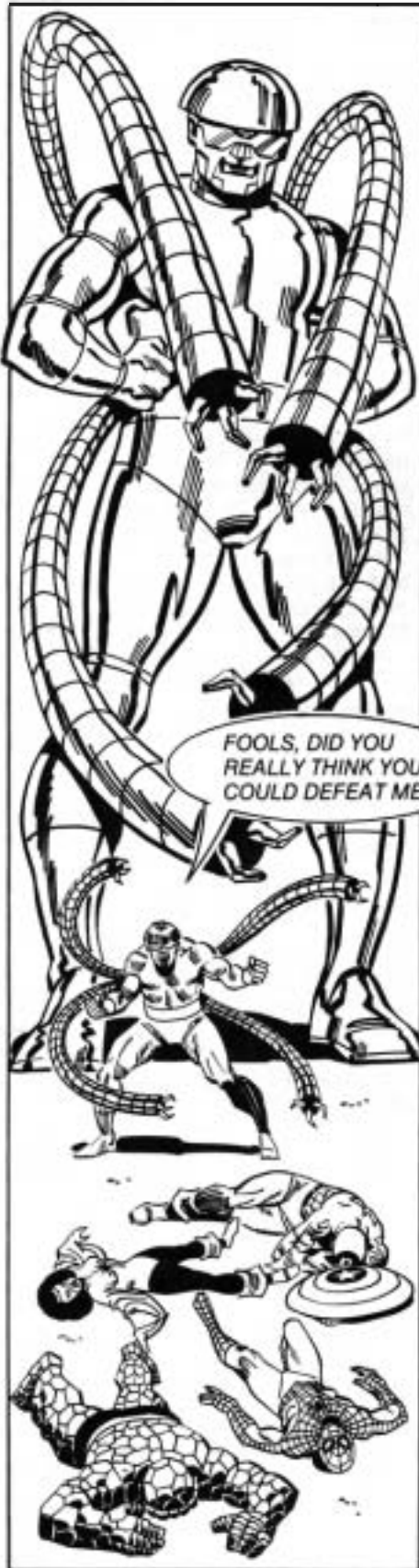
No one recovers any health at the end of this chapter.

Heroes' Karma

If This Happens	Each Hero's Karma Result
Doctor Octopus is captured.	*100
Radioactive Man is captured.	* 75
Scorpion is captured.	* 50
Fixer is captured.	* 40
Beetle is captured.	* 30
A press is destroyed.	* 40
Building is severely damaged.	- 15

Each hero that is captured or runs away loses 10 Karma points.

CHAPTER 5: END OF THE LINE



CAMPAIGN

Use this chapter only if some of the heroes were captured in Chapter 4. Doc Ock put each captured hero in a death trap in the Globe building. Those heroes have been unconscious for some time and have recovered a number of health points equal to their Endurance rank numbers.

Doc Ock already left the city. He double-crossed the remaining villains and left them drugged on the floor near the presses. Only the Fixer escaped (unless he was captured in Chapter 2). The drugged villains stay blacked-out for the rest of the adventure.

The Octodroid just started marching down Garfield Street toward 7th Avenue. It moves one area each round. Keep track of how far it moves, so you know where it is when the heroes get free.

If the heroes don't free themselves by the time the Octodroid gets to the intersection of Garfield and 7th Avenue, Thor rescues them. As soon as the heroes are free, Odin summons Thor to Asgard. Thor tells the heroes, "You must halt the robot whilst I answer my father's call."

BATTLE

Use map side two. Each captured hero is in a trap Doctor Octopus built. The traps are pretty simple, but they are deadly! Read the following boxed text out loud to all the players.

The first sound you hear as you regain consciousness is Doc Ock's creepy voice. "I'm sorry that I couldn't be here to see you all destroyed. Fortunately, I have a date to smash New York. Of course, it's too bad you can't see my Octodroid in action, it's rather impressive. Don't bother trying to find me, this is a recording. HAHahaha!"

The heroes' traps are described separately below.

Spider-Man

Spider-Man is locked in a basement room under the presses. The walls are made of Remarkable strength reinforced concrete. There's a hatch in the ceiling, also of Remarkable strength. The first round after he wakes up he's too groggy to do anything. Read the boxed text below.

You are in a 30-foot-square room. There's a tiny hatch in the middle of the ceiling, 15 feet overhead. The concrete walls look like the painted blue bottom of a swimming pool.

A gate in one wall begins to rise, and hundreds of gallons of sea water pour in. The room is filling quickly. Suddenly, a long tentacle writhes to the surface of the water. Attached to the tentacle is the gray-green body of a giant squid. Your spider-sense is screaming danger!

The water rises three feet each round. The squid attacks Spider-Man right away. Start their combat with a normal initiative roll. The squid's abilities are listed below. If Spider-Man pounds it down to 40 health points or less, it tries to break away and retreat to a corner to nurse its wounds. I'll leave Spidey alone after that!

Giant Squid's Abilities

Fighting	Good
Agility	Typical
Strength	Incredible
Endurance	Incredible
Reason	Feeble
Intuition	Poor
Psyche	Poor
Health	96
Karma	10

The squid tries to grab Spider-Man with its eight tentacles (each tentacle makes a FEAT roll). If one or two tentacles get a hold of him, they squeeze with Incredible damage. If three or more tentacles grab him, the squeeze does Amazing damage. If Spider-Man clings to the ceiling, the squid's tentacles reach up to grab him.

The squid can spray a thick black ink into the water, making it impossible to see below the surface. Spider-Man's Fighting ability drops to Excellent while he fights under the inky water, because he is disoriented. Spider-Man is also in danger of drowning (see "Special Environments" in the Campaign Book).

Captain America

Captain America cannot do anything for one round as he awakes, because he is dizzy. Read the boxed text below aloud.

Your back is pressed against an iron beam and your wrists are tied together behind it. The ropes around your chest and arms make it difficult to breathe. Your shield is loaded in a giant slingshot pointed right at your chest!

Make sure the player understands that the shield will kill Captain America if it is fired from the slingshot.

The rope binding him is a nylon of remarkable strength. Captain America might not break it by sheer strength (he must make a red strength FEAT roll).

He can kick the shield out of the way after it's fired from the slingshot if he makes a successful yellow Fighting FEAT roll.

If the Thing was also captured, he is holding the slingshot back. Doctor Octopus hypnotized the Thing and ordered him to fire the slingshot when he hears a bell. A giant kitchen timer, set for two minutes, sits on the floor near the Thing. Captain America has eight rounds before the bell rings.

If the Thing is not a prisoner, a simple trigger device is holding back the slingshot. Captain America is standing on a foot pedal connected to the trigger. If he steps off the pedal, the slingshot fires.

The Thing

Doc Ock hypnotized the Thing into believing he is about to kill that evil arch-villain, Doctor Doom, with a giant slingshot! Of course, Doctor Doom isn't really there. Read the following boxed text aloud.

You wake up holding back a loaded giant slingshot, aimed straight at Doctor Doom, who's tied to a post. The slingshot is hard to hold, but your feet are firmly planted on a metal grate, and that helps. You don't feel in control of your mind, but somehow you know that you must wait until you hear a bell before you fire the slingshot.

The Thing cannot regain control of his actions until he breaks the hypnotism. Each round, he can make a Psyche FEAT roll. If he gets a yellow result or better, he is freed from the hypnosis.

A small kitchen timer lies on the floor near him. The timer's bell will ring in 20 rounds.

If Captain America was also captured, his shield is loaded in the slingshot and he is tied to a beam in front of it! Captain

America looks like Doctor Doom to the Thing.

Doctor Octopus connected the building's solar converters and giant storage batteries to the grate under the Thing's feet. When the Thing lets go of the slingshot, a million volts surge through the grate, causing Amazing damage each round. When he jumps off the grate, he stops taking damage.

Captain Marvel

Doctor Octopus locked Captain Marvel in a large box in the loading docks area. Several large cables lead into and out of the box. Read the following passage out loud.

You wake up in total darkness, trapped in a rather large box. The walls, floor, and ceiling are all made of a very hard, smooth metal. There is no apparent exit.

The box is made out of a vibranium-steel alloy that naturally acts as a mirror. It is an incredibly strong material. A magnetic field makes it an almost perfect reflector. It reflects all wavelengths, even radiowaves. Any light or energy beam Captain Marvel produces could bounce around forever inside the box. Don't tell Captain Marvel how reflective the box is until she makes some sort of light.

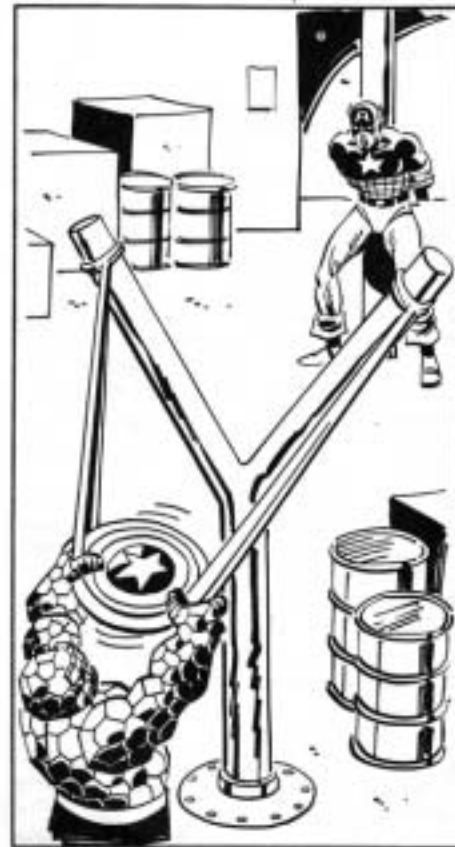
Unfortunately for her, the box is not ventilated. In 10 rounds she faints from lack of oxygen. In 50 rounds she will be dead.

Since no material is a perfect reflector, some of her energy, however small, is transferred to the walls when she bounces off them in light form. If she concentrates on a single spot for a few rounds, tell her that that spot becomes warm. Also tell her that the inside of the box becomes very bright. Concentrated energy on one spot for three rounds melts a small hole in the box that she can escape through. However, if she doesn't close her eyes, she is temporarily blinded for 2-20 rounds after she escapes.

Remember, if the heroes don't free themselves by the time the Octodroid gets to the intersection of Garfield and 7th Avenue, Thor rescues them, then leaves immediately for Asgard.

The heroes cannot find or capture Doctor Octopus. He left the city, and is watching the final conflict through remote TV cameras in the Octodroid's eyes. However, he may reappear in other adventures where the heroes might capture him.

When the heroes go after the Octodroid, proceed to Chapter 6. Only they can stop the Octodroid's path of destruction.



AFTERMATH

The heroes do not regain any health at the end of this chapter.

Individual Karma Rewards

The Hero Who Does This	Gets This Karma Award
Escapes without help from anyone.	+20
Is rescued or escapes with help from another hero.	—
Rescues or helps another hero escape.	+ 5

If Thor has to rescue anyone, the heroes lose five Karma points apiece.

CHAPTER 6: WHAT HAS FOUR TENTACLES AND DESTROYS NEW YORK CITY?

BATTLE

Doc Ock's powerful Octodroid is marching through New York, pounding buildings into rubble, cracking street pavement, and crushing cars. If the heroes don't stop it, New York is doomed!

The Octodroid's abilities are explained in the Villain Roster. Lay map side one up and get out the Octodroid counter. The Octodroid started on Garfield Street, directly east of the Globe Press building. Where it is now depends upon what just happened in your game.

If the heroes never went to the Globe building, wherever they are, they hear about the Octodroid as soon as it starts marching. Place the Octodroid counter on the map at the intersection of Garfield Street and 7th Avenue; the heroes start in any area they want that is at least two areas away from the Octodroid.

If the heroes went to the globe building and Doc Ock started the Octodroid early or during the battle, place the counter right outside the Globe building on Garfield Street.

If the heroes were captured in the Globe building, place the counter a number of areas down the road equal to the number of rounds the heroes take to escape and get to it. Remember that Thor will rescue the heroes if they don't escape by the time the Octodroid reaches the intersection of Garfield and 7th Avenue.

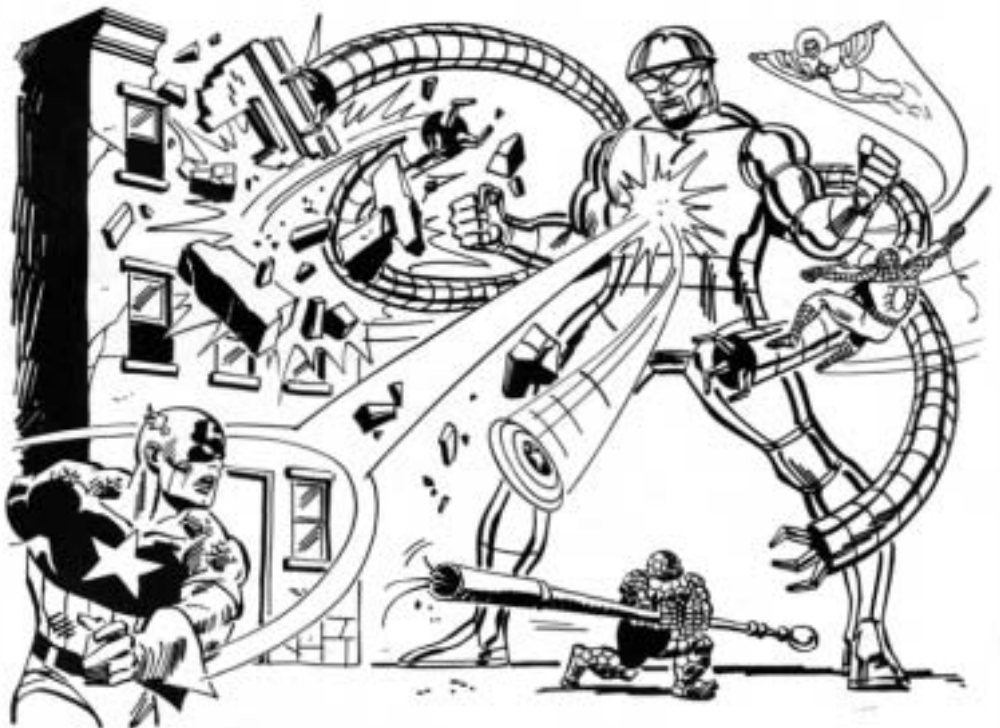
If you're playing this battle by itself, put the counter next to the Globe Press building.

The Octodroid moves one area south down Garfield every round until it reaches 7th Avenue. At 7th Avenue it turns east and heads toward the Krupp building.

The Octodroid is so big and causes such destruction that it's visible from anywhere on the map, except inside buildings. When the heroes get their first up-close look at it, read the following boxed text out loud.

A gigantic robot copy of Doctor Octopus is marching down the street, swinging its tentacles with ferocious speed. It's pounding buildings on both sides of the street into rubble. Each step it takes sends tremors through the ground and breaks up big chunks of pavement.

The 30-foot-tall metal monster bellows out a challenge: "This is the voice of Doctor Octopus. This city is doomed! I shall crack it open like an egg. If I am not made the ultimate ruler of the United States, my Octodroid will march on Washington D.C.!"



The same challenge repeats every third round. The sneering recorded voice sounds just like Doctor Octopus.

The Octodroid is just a big dumb robot. It doesn't act with any intelligence. Doctor Octopus and Fixer programmed it to destroy New York, street by street. Its memory bank contains a complete map of the city. It never leaves the street areas. The Octodroid is also just plain slow, so it always loses initiative. But, it never has to declare its actions.

The Octodroid has only two basic tactics. The one it uses is determined by whether or not it was damaged each round.

If the Octodroid was not hurt during the round, it demolishes buildings with its tentacles. The tentacles punch into the first floor of a building, then rip up through it. Sometimes it smashes buildings between its tentacles.

If the Octodroid was damaged, it tries to knock out the hero who harmed it. If that hero is within reach of a tentacle, it tries to punch the daylights out of him. If its tentacles can't reach, the Octodroid fires its

energy beam at that hero. Every round the Octodroid fights a hero, it does not demolish any buildings, and does not move.

If a hero clings to the body of the Octodroid, the robot does two things. First, it follows one of its two basic tactics, explained above. Second, its human hands try to pluck the pesky hero off its body. The round after it successfully grabs the hero, it throws him into the nearest building. When that happens, decide what the building is made of because that hero takes damage equal to the toughness of building. For example, if the Octodroid throws Spider-Man into a brick building, Spider-Man takes Good damage because mortared brick is a Good material. If the building was made of steel, Spider-Man would take Remarkable damage. Ouch!

It may appear that the Octodroid is unstoppable, but it's not. It does have an Achilles' heel (actually an achilles' foot). Its weak spot is the bottoms of its feet. Doc Ock and Fixer needed a way to get into the Octodroid to make adjustments, so they built a hatch in the bottom of each foot. The hatch is clearly visible to anyone under the Octodroid. Of course, being

under the Octodroid's foot causes problems of its own.

The hatches in its feet are not made of the same vibranium-steel alloy the rest of the Octodroid is made of. The hatches are only made out of Remarkable strength steel. Many of Captain Marvel's energy forms can penetrate these doors.

Let's suppose the Octodroid steps on the Thing (causing Unearthly damage) but the Thing sees the hatch and punches it. If he makes a successful Strength FEAT roll, the hatch breaks open!

There are six areas inside the Octodroid. Heroes move from one area to another inside the robot just like they move on the map. The six areas are: right leg, left leg, body, right arm, left arm, and head. Heroes must pass through the body area to move between the other areas. The tentacles are completely filled with hydraulics and other machinery, so the heroes can't move into them.

The interior of the Octodroid is made of a lightweight metal that gives excellent protection from damage. Therefore, the robot is easier to destroy from inside than it is from outside.

The robot's main computer is in its head. The Octodroid takes double damage from successful attacks there.

While the heroes battle the Octodroid, you can make life more interesting for them by adding in one or more of the following encounters.



Stalled Car

Put a car counter on the map, two areas ahead of the Octodroid. Read the following boxed text to the players.

A car just stalled in the street, right in front of the Octodroid! A man and a young boy are in the car, too panicked to move. They need help!

When the Octodroid gets to the car, it kicks it into a nearby building. Unless the heroes prevent the car from being kicked or rescue the man and boy in it first, the crash severely wounds the two passengers, who fall unconscious.

Lance Bannon Gets More Than He Bargained For

Lance Bannon is a photographer for the Daily Bugle. He and Peter Parker usually compete for pictures of heroes doing heroic deeds. Today, Lance is determined to outdo Peter Parker. Lance is perched on top of a building along 7th Avenue, where he's snapping pictures of the Octodroid. Not too bright, is he? Put a counter for Lance on the roof of any building ahead of

the Octodroid.

When the Octodroid reaches the street area next to that building, it demolishes the building's first floor. The rest of the building starts to collapse. Unless he's saved, Lance is partly buried in the rubble, knocked unconscious, and stays in a coma for a week.

The Air Force Helps Out

The Air Force dispatched an attack helicopter to help the heroes destroy the Octodroid. The chopper arrives when the Octodroid is anywhere between Garfield Street and Cleveland Street.

Each round, the chopper flies through the area the robot is in, strafing it. The helicopter's guns cause Amazing damage, but that isn't enough to hurt the Octodroid.

The Octodroid attempts to grab the chopper with its human hands. If it's successful, it holds the chopper for three rounds, then throws it into a nearby building. If the heroes don't rescue the pilot, he is burned and hospitalized for many weeks.



When the Octodroid's health drops to zero, it stops dead in its tracks. The next round it falls over (you decide which direction), causing Unearthly damage to anything it lands on and Excellent damage to anybody inside it.

If the heroes don't stop the Octodroid before it reaches Harrison Street, Thor returns from Asgard and saves the day. When the robot steps into the intersection of Harrison and 7th Avenue, Thor swoops down in front of it and hurls his hammer at its head. The hammer slams into the robot and damages the main computer. The Octodroid rocks back, and topples over. Once it's down, Thor points out the trap doors, and tells the heroes to finish it off from the inside.

CAMPAIGN

After the Octodroid is destroyed, unconscious heroes can be taken to the Avengers' mansion to recover. Several ways to expand this adventure are listed below.

Injured people need to be taken to hospitals. Rescue helicopters and ambulances can take some of them, but not all.

Many citizens and policemen are working to rescue people trapped in the rubble, but they could really use some help.

A building that the Octodroid smashed starts burning (you decide which one). The flames spread rapidly through the damaged and destroyed buildings. The fire department races to the scene, but needs

help because many fire hydrants are damaged, too.

AFTERMATH

The heroes recover their health completely at the end of this chapter. This was the last battle in this adventure.

Heroes' Karma

If This Happens	Each Hero's Karma Result
The heroes defeat the Octodroid without Thor's help.	+120
The heroes stop the Octodroid with Thor's help.	+20
The Octodroid destroys only 4 or less building areas.	+20
The Octodroid destroys more than 10 building areas.	-20
The man and the boy in the stalled car are not rescued.	-30
Lance Bannon is not rescued.	-30
The chopper pilot is not rescued.	-30

Individual Karma Rewards

The Hero Who Does This	Gets This Karma Award
Saves the man and the boy in the stalled car.	+30
Saves Lance Bannon.	+30
Saves the jet pilot.	+30

You decide what other Karma awards and penalties to give the heroes.

CHAPTER 7: EPILOGUE

CAMPAIGN

It's time to tie up loose ends and finish off this adventure. New York stays pretty quiet for a couple days after the heroes stop the Octodroid. The days after that last battle should give the heroes a chance to fully recover, see their friends and family, and catch up on their work and studies.

Even though this adventure ended, your heroes live on! As long as villains like Doc Ock insist on trying out their crazy schemes, heroes will have their hands full. Go ahead and invent your own adventures to carry on from here — or start a new adventure!

DAILY BUGLE

THE PICTURE NEWSPAPER
New York, Thursday, June 9, 1963

Circulation: Five million

★★★★
FINAL

Clear, High in the 70s.

OCTODROID STOPPED!

AWARDS CEREMONY ANNOUNCED

The mayor's office announced plans for an awards ceremony in honor of the heroes who brought the Octodroid to a halt yesterday. City hall sources quote the mayor as saying, "Captain America, The Thing, Spider-Man, and Captain Marvel all define the word hero. Without their bravery and quick actions, New York might have been destroyed!" Details of the upcoming ceremony are still to be announced, but one reliable source has exclaimed, "This should be a PR event of the year!"

EDITORIAL by J. Jonah Jameson

Yesterday, New York witnessed yet another display of dangerous adventurism: so called "heroes" fighting in the streets. Our city is well-equipped to handle emergencies, such as the Octodroid. Interference by glory-seeking costumed vigilantes, such as Spider-Man, keeps our well-trained law enforcement officers from carrying out their duties.

When they take the law into their own hands, these so called "heroes" as they are popularly known, add significantly to the destruction of property and endanger human life. It is a matter of time before these ruffians injure innocent people. They should be stopped immediately. It is in the public interest that their armor be destroyed.



picture by Peter Parker

The heroes in action!

WASHINGTON - Top level Air Force officials today praised Avengers Captain America and Captain Marvel, Ben Grimm of the Fantastic Four, and others for rescuing Air Force pilot Ted Carpenter. Colonel Carpenter's attack helicopter scrambled from Lincoln Air Force Base just minutes after the Octodroid started its march.

Eyewitnesses report that the chopper made several attacks, but its guns could not penetrate the robot's armor. When the helicopter struck down, the Air Force general, "We fought for the sophisticated Octodroid."

VILLAIN ROSTER



DOCTOR OCTOPUS™

Real Name: Dr. Otto Octavius

Abilities

Fighting	Poor
Agility	Typical
Strength	Remarkable
Endurance	Good
Reason	Excellent
Intuition	Typical
Psyche	Excellent

Health	50
Karma	46

POWERS

Four metal tentacles are attached to Doc Ock's body at his waist, two on each side. The tentacles are made of an Amazingly strong material. Remarkably strong pinchers are fastened to the ends of the tentacles.

Each tentacle's lifting and damage strength is Remarkable. When Doc Ock braces himself with two tentacles, the other two can lift together with Incredible Strength. His tentacles can extend to any part of the area he occupies.

Doc Ock can attack twice each round. If he attacks the same target with more than one tentacle, he only makes one FEAT roll. However, his damage goes up one rank for each tentacle he uses. One tentacle causes Remarkable damage; together, all four cause Monstrous damage. When he uses all four, he must make an Endurance FEAT roll. If he fails, he can only dodge and defend himself in the next round — he cannot attack.

TALENTS

Doctor Octopus is a scientist specializing in mechanics and robotics.



RADIOACTIVE MAN™

Real Name: Dr. Chen Lu

Abilities

Fighting	Typical
Agility	Good
Strength	Remarkable
Endurance	Excellent
Reason	Excellent
Intuition	Typical
Psyche	Typical

Health	66
Karma	32

POWERS

From his hands, Radioactive Man can project beams of Gamma rays that do Amazing damage. He can also release most of his energy in a devastating explosion. The blast inflicts Remarkable damage to everything in his area and Excellent damage to everything in each adjacent area. However, he can only explode like this once per day.

Radioactive Man can project a force field that gives him Monstrous protection. This force field is even strong enough to repel Thor's hammer! However, the force field does have a drawback — it works both ways. So, when he has it on, he can't attack.

The force field can redirect any thrown object that might hit Radioactive Man. His aim for redirecting things with his force field is only Typical though.

Unfortunately for him, Radioactive Man's body slowly leaks background radiation all the time. That leak often makes him easy to detect and find.

TALENTS

Dr. Chen Lu is a nuclear physicist. He has a great understanding of his own powers.



SCORPION™

Real Name: MacDonald "MAC" Gargan

Abilities

Fighting	Remarkable
Agility	Incredible
Strength	Incredible
Endurance	Incredible
Reason	Typical
Intuition	Typical
Psyche	Good

Health	150
Karma	22

POWERS

Scorpion can climb any wall that he can grip or make a grip in. He can't climb glass walls, but he can climb smooth concrete walls because he can make holes in the concrete.

Climbing walls and climbing on ceilings are two different things. Scorpion only climbs on ceilings in emergencies.

Scorpion's green costume contains a steel mesh and a rubber underlayer that absorb the first 20 points of damage from any attack. That means he has Excellent protection. The rubber underlayer further insulates him from electrical shocks, providing Remarkable protection from electrical damage.

Scorpion has a tail made of an Incredible material. He attacks with his tail just like he does with his arms and feet. But watch out! That tail does Amazing damage!

Scorpion's tail also contains a plasma projector that does Remarkable damage. Most heroes don't know about this recent modification, so Scorpion won't use it right away in battle. He'll save it for a surprise attack.

TALENTS

MacDonald Gargan has no particular talents.



BEETLE™

Real Name: Abner Jenkins

Abilities

Fighting	* Good
Agility	* Good
Strength	Excellent
Endurance	Excellent
Reason	Excellent
Intuition	* Remarkable
Psyche	Typical

Health	36
Karma	56

* These abilities can change — read on!

POWERS

Beetle's armor suit gives him Excellent protection. It absorbs the first 20 damage points that hit him. His armor also raises his Strength and Endurance, which are normally only Typical.

Beetle's armor suit includes a built-in battle computer that can be programmed (once per battle) to predict the techniques of a single opponent. When Beetle fights that opponent, some of Beetle's abilities improve — his Fighting and Agility become Remarkable and his Intuition becomes Amazing. Remember, these bonuses only apply to his actions against his programmed opponent.

Beetle built suction cups into the gloves of his suit so he can stick to most surfaces. He can't stick to wet or very porous surfaces, though.

Beetle's gloves also contain an electro-bite. Together, they discharge electric bolts that inflict Excellent damage.

Mylar wings in his suit give Beetle Excellent flying speed, but they also make him look like a bug!

TALENTS

Abner Jenkins is a master mechanic. He can adjust his suit in minor ways and build small devices.



FIXER™

Real Name: Norbert Ebersol

Abilities

Fighting	Typical
Agility	Typical
Strength	Typical
Endurance	Typical
Reason	Incredible
Intuition	Excellent
Psyche	Good

Health	24
Karma	70

POWERS

Most of Fixer's powers come from the astounding gadgets and weapons he invents and uses. When he appears in this adventure, the gadgets he has with him are explained. Below are the devices he always carries with him.

Fixer's green costume gives him Typical protection from attacks. However, its insulation provides Good protection from electricity, light, and radiation damage.

Antigravity disks on the soles of his boots enable him to fly with Incredible speed.

His head gear contains a face plate that allows him to breathe without any outside air supply for up to three hours.

TALENTS

When it comes to mechanics, Norbert Ebersol is one of the most brilliant and innovative minds on earth. He is capable of inventing items of great complexity very quickly.



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OCTODROID ROBOT™

Abilities

Fighting	Remarkable
Agility	Good
Strength	Unearthly
Endurance	Monstrous
Reason	Typical
Intuition	Feeble
Psyche	Poor

Health	215
Karma	12

POWERS

The Octodroid is a 30-foot-tall robot that looks just like its inventor, Doctor Octopus.

The Octodroid's tooled vibranium-steel alloy surface is Monstrous protection against all physical and energy attacks. It's almost indestructible. No energy form can penetrate it (unless it is powerful enough to destroy the armor).

The Octodroid has four tentacles and two humanoid arms, just like Doc Ock. The humanoid arms are mostly for show, but have powerful grips and are used when none of the tentacles are free. The tentacles can reach up to two areas away.

A wave-disruptor cannon similar to the one in the getaway truck in Chapter 2 is mounted in each tentacle. Each cannon can fire twice, and each shot causes Amazing damage. Captain Marvel only receives Remarkable damage from a hit while she's in energy form.

The robot does not use its tentacles for movement the way Doctor Octopus does. It uses its humanoid feet to move one area per round. It is programmed to destroy the city of New York, street by street. See the battle section in Chapter 6 for more details about the Octodroid's programming and weaknesses.

The Octodroid is not intelligent, so it can't be reasoned with, or even talked to! It's just a machine.