

MARVEL
COMICS

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AUTHORITY

THE *New!* MARVEL®-PHILE

AGAINST... THE
SYNISTER
SYNDICATE!



THE ^{New!} MARVEL® -PHILE

In this month's issue, we thought we would try something different and present a series of eight semi-related encounters that you can throw at your characters. These can be easily placed into your campaign as a random encounter, or expanded into a full adventure (with some work)!

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In the past, The Marvel-Phile was one of the best resources for new and updated information pertaining to the Marvel Super Heroes Role-Playing Game. We are continuing that fine tradition with the "New Marvel-Phile". We are certain that each edition will bring something new and exciting for those that still enjoy this great game.

Let us know if you like what we are doing here, or if you want to see something different. Requests are also welcome, but please bear in mind, that we cannot possibly accommodate all requests. Feel free to send requests, feedback, and submissions (especially submissions!) to [themarvelphile@gmail.com!](mailto:themarvelphile@gmail.com)

Please enjoy and feel free to give us feedback!



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Boomerang Bounces Back

SUMMARY: The Maggia has hired Boomerang ("the killer who keeps coming back") to remove a civic leader who is in their way. Run this encounter in the early evening.

SET-UP: Arthur Street has been blocked off from 8th to 9th Avenues for a rally for urban housing. The Reverend James Franklin is the featured speaker at the rally. The hero is in the vicinity and spots a shadowy form on a rooftop across the street from the speaker's stand. The unknown being is wielding something wickedly sharp that shines in the moonlight.

ADVENTURE: Speculators have earmarked the Arthur Street area for redevelopment and improvement, without considering the needs of low-income families. A group of local citizens, led by Reverend Franklin, have stalled the speculators in court. One of the reasons for this rally is to raise funds for the legal fees. One of the real estate speculators, Hamiltonco, is fronted by Maggia money and sees Reverend Franklin as an obstacle to their plans. Boomerang, positioned across Arthur Street from Franklin's platform in the center of the western part of the street, has been hired to remove that obstacle.

The hero has time to move one area or take one action before Boomerang throws his razorang at the minister. The hero may shout a warning, attempt to move Reverend Franklin out of the way, or try to intercept the missile in its flight. In the first case, the warning saves the minister's life, and any hit is for Good damage only. An attempt to move Reverend Franklin will be successful if the hero makes an Agility FEAT roll. Otherwise, Reverend Franklin takes full damage. If the hero tries to intercept the razorang, the attack hits the hero instead of the minister.

If Reverend Franklin is wounded, helpful friends and followers see that he is taken to St. Arbogast Hospital while the hero pursues Boomerang. The sudden appearance of a costumed hero was not in the plans, and Boomerang will flee rather than fight. Boomerang heads for the Krupp Building on foot, using his boot

jets only for a quick descent from the roof. The Krupp Building is the headquarters for Hamiltonco. If Boomerang reaches there he will be safe; it is private property and the hero will be stopped at the door. Boomerang is carrying two shatterangs, two more razorangs, one reflexrang, and one screamerang. He prefers to keep distance between himself and the hero to best use his weapons. If the hero defeats Boomerang, the villain smiles weakly before losing consciousness and says, "**You lose, hero. We got us a relief pitcher.**"

AFTERMATH: The Maggia are not sloppy people. In the unlikely event that Boomerang fails, they have a hit man ready in the wings. If Reverend Franklin is uninjured, the hitman, armed with a rifle, is in the second-floor apartment across from Guido's Grocery. If the minister is wounded, the hit man, dressed as an orderly and armed with a pistol, enters his room at the hospital. If the hero figures out what Boomerang meant by a "relief pitcher," the hero will arrive on the scene in time to stop the murder (by entering the hospital room or reaching the street just as the gun is pulled). There is no time limit because the hero is supposed to arrive just in the nick of time. See hit man statistics under the Maggia entry in the character book. The hit man surrenders if disarmed. Should the hero foil both assassination attempts, public reaction will be immediate. Boomerang won't talk, but the hit man will. He identifies Hamiltonco as a Maggia front company. The real estate speculation deal is squelched, and honest developers propose reasonable housing for the area. If the hero fails to prevent either assassination attempt, the community loses a great leader, and the real estate speculators turn the blocks into upper-middle-class housing when the court case fizzles.

KARMA:

- Stopping Boomerang's first attack+20
- Stopping the second assassination attempt+20
- Reverend Franklin dies-ALL
- Capturing Boomerang+40



Siege of the 11th Precinct

SUMMARY: Jack O'Lantern has taken several city officials hostage in an old police station on Harrison Street.

SET-UP: The hero is in the 11th Precinct as the police arrive and block off Harrison Street and 10th Avenue a block from the station. Riot control vans and police guard the area perimeter. News 'copters hover low. Something is up.

ADVENTURE: By speaking with police officers and bystanders, the hero can find out what's happening. The 11th Precinct is slated to be shut down (as was the fire station), its functions taken over by the 12th Precinct many blocks south. Local businessmen, concerned about the rise of youth gangs and organized crime, had arranged for a meeting with the police commissioner and four other city officials. Jack O'Lantern and his men disguised themselves as police, infiltrated the building, and took the five officials' hostage. Jack O'Lantern, his men, and the officials are the only people inside the building now. His demand: \$10 million in two hours or he blows up the building. The criminals are holding their hostages on the top floor of the building. SWAT teams and crack shots are standing by on the roofs of surrounding buildings, but a quick solution is needed. One of the city officials has a weak heart and was complaining about chest pains earlier. Jack O'Lantern has threatened to shove a hostage out the window if anyone enters the building. Apparently, there are five men with Jack O'Lantern. In addition to his usual bag of tricks, Jack O'Lantern has brought a bomb of Monstrous rank with a 12-round fuse. This bomb is set up in the squad room with the hostages. Jack's men (one on the roof, two in the stairwell, two with the hostages) are equipped with walkie-talkies. They must report in regularly.

The police on the outside will accept the hero's help if the hero's popularity is 10 or better. Otherwise, they inform the hero that this is a matter best left to the police. If the police accept the hero's

help, they mention that the fire escape up the back of the building offers the best chance of entering unnoticed. The hero may take their advice or try another method.

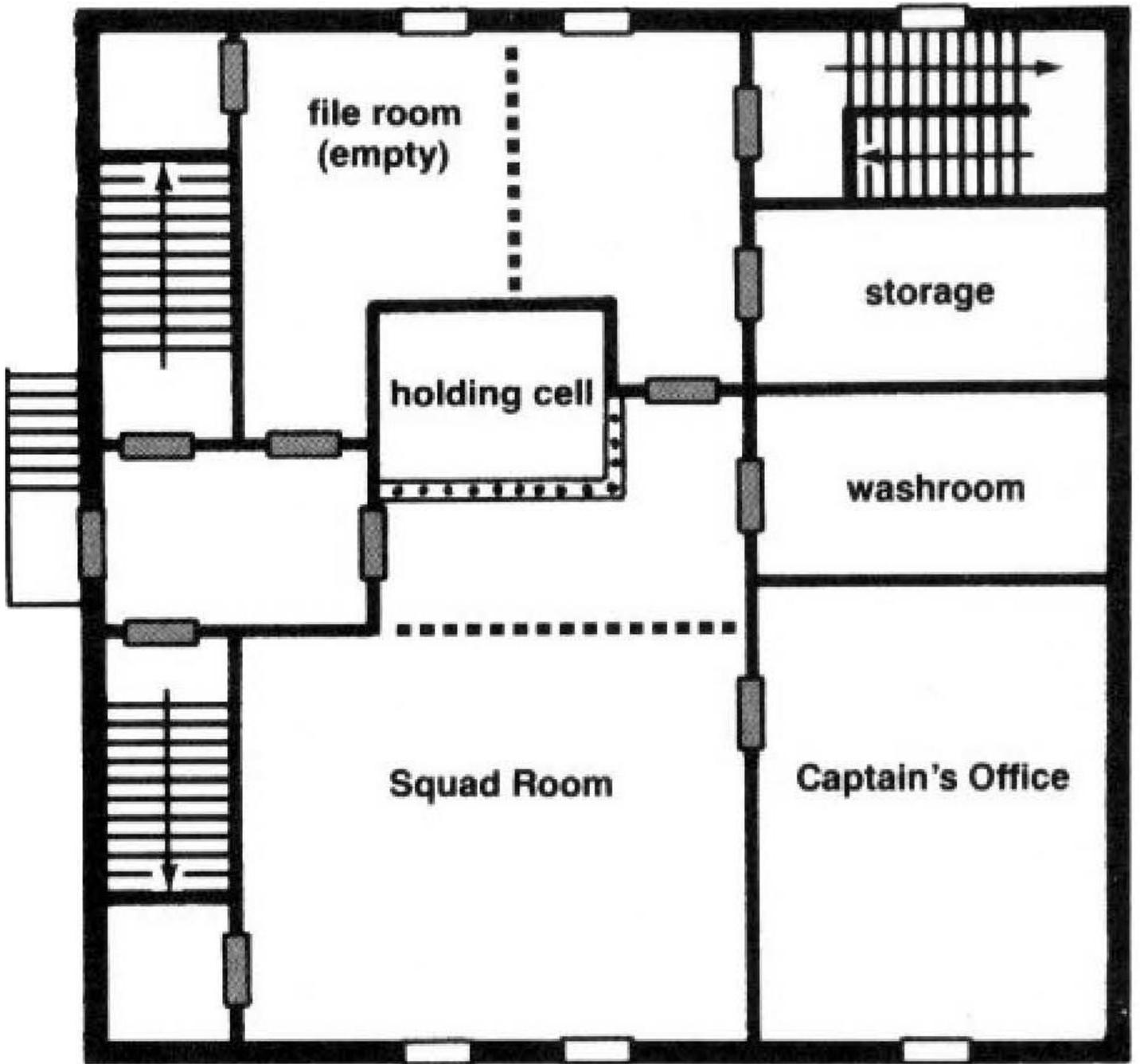
As soon as Jack O'Lantern sees a costumed hero, he activates his bomb and tries to escape. If one of his men sees the hero, he reports to his boss, who then activates the bomb. Jack O'Lantern considers himself too smart to mess with heroes. He blasts a hole for himself in the wall and escapes on his pogo platform. It takes Jack O'Lantern one round to activate the bomb and one round to blast the wall. He considers his henchmen (thug statistics, armed with submachine guns) expendable. The bomb weighs 50 pounds and will inflict Monstrous damage to anyone in the same area, Amazing damage to those in adjacent interior areas. A yellow Reason FEAT roll will defuse the bomb. If the hero pursues the fleeing Jack O'Lantern, Jack will engage in one round of combat but inform the hero that a bomb planted in the station will blow the hostages to smithereens. Even if he did not have time to set the bomb, Jack will bluff in hopes of distracting the hero.

AFTERMATH: If the bomb explodes, the five hostages take Monstrous damage. Reduce the hero's Popularity to 0 for three months when dealing with the police. If the hero frees the hostages unharmed, the police commissioner hosts a dinner in the hero's honor (unless the hero is wanted by the police). This dinner may attract some form of vendetta attack.

KARMA:

- Each henchman captured+10
- Jack O'Lantern captured+30
- Each hostage injured-30
- Bomb explodes injuring hostages-100
- Bomb disarmed+25
- Bomb kills anyone-ALL





POLICE STATION
4th floor

The Hand and the Rose

SUMMARY: The Hand is attempting to silence an informer on behalf of the Rose.

SET-UP: The hero is near the alley behind the Bronder Building and notices five red-robed figures enter the building from the fire escape.

ADVENTURE: The figures resemble ninja (oriental assassins). They are members of the Hand, hired by the organized crime boss known as The Rose to wipe out a potentially dangerous informer. The Rose has been careless enough to lose documents that link himself and Kingpin to questionable activities. Knowing his superior would be furious if this information fell into the wrong hands, the Rose has gone outside normal channels and brought in the Hand. By the time the hero reaches the apartment, a wordless battle is in full swing. The window to the fire escape is open, but the door (of Poor material) is bolted. Two of the Hand are down, but the remaining three are circling a shirtless man wielding Sai (oriental daggers). The Hand members carry swords.

The shirtless man is badly cut and bleeding from numerous wounds. The man is Allen Burns, a former member of the Rose's organization who came into possession of some documents that, while not implicating Kingpin and the Rose in illegal acts, reveal some questionable decisions within their operation that will keep their lawyers busy for quite a while. Allen is not yet under police protection because he is still cutting a deal with the authorities. The papers are in a safe deposit box at the Spartan Bank in the Fisk Building. Allen has the key. Allen is no amateur in combat. His statistics are all Good, Health = 40, and he has Excellent skill with both guns and swords.

In the round after the hero arrives, Allen succumbs to the mild poison the Hand has used to inhibit his fighting ability. Should the hero interfere, the remainder of the Hand attack. Their mild poison forces an Endurance FEAT roll each time the hero is hit. Failure results in unconsciousness for 110 rounds. Those members of the Hand that are down beginning to dissolve.

AFTERMATH: If the hero is defeated by the Hand, he or she will recover to find Allen and the assassins gone. Allen will not be seen alive again.

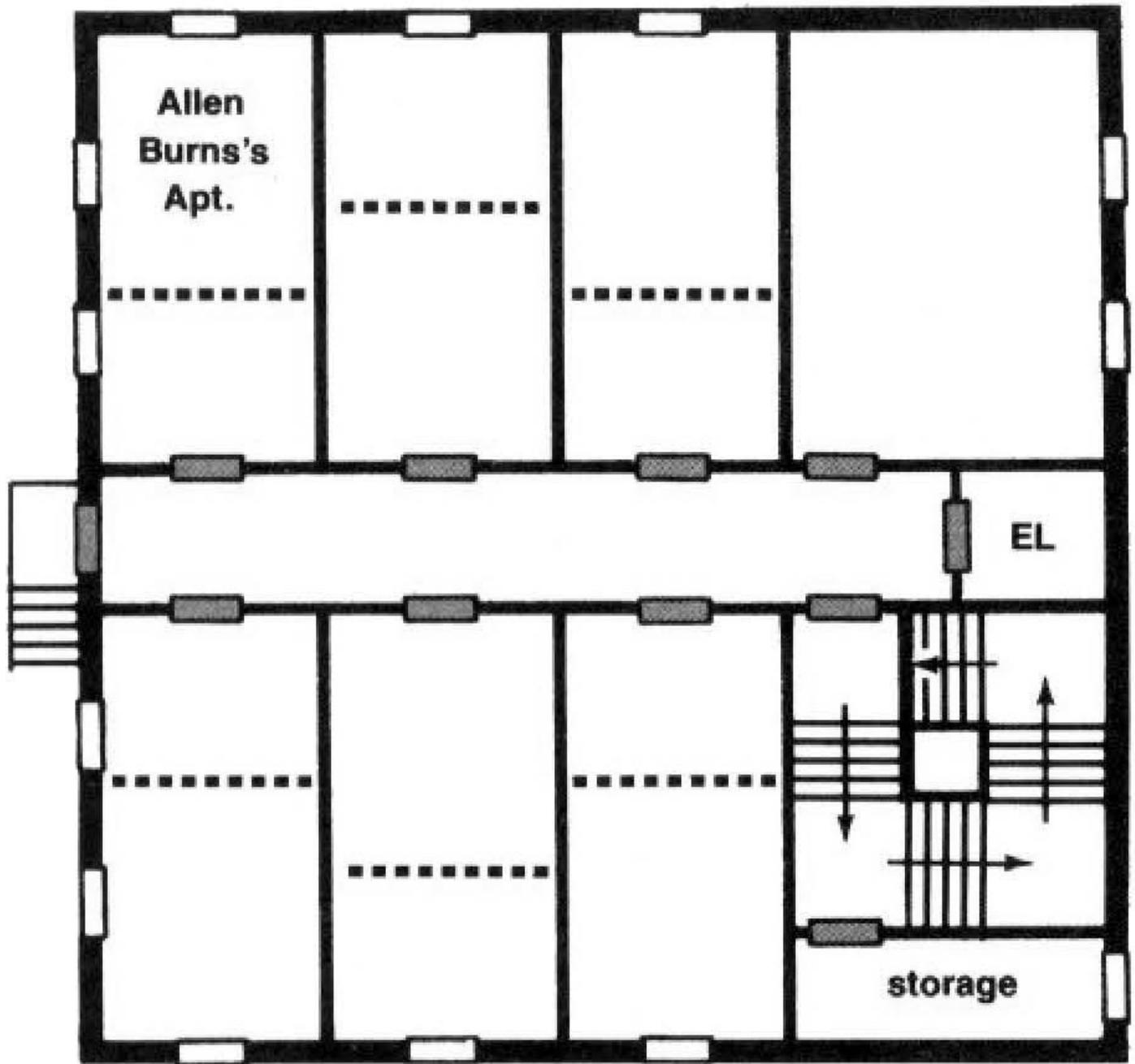
Should the hero defeat the Hand, Allen recovers sufficiently to give the hero the key to the security box. At this point, four members of the Rose's gang appear at the door to finish the job that the Hand botched. Their prime concern is the key, and they do not care how they get it. They have the same statistics as the hit men listed under the Maggia entry in the character book and are armed with handguns. If the hero departs with the key, the gangsters fire at him instead of Allen Burns. While the hero is present with the key, the Rose's hit men try to take Alien hostage. If the hero reaches the bank and gets the documents, a representative of the Kingpin will be waiting. He invites the hero to meet the Kingpin. If the hero agrees, he or she will be brought



(with the documents) to the penthouse of the Fisk Building. Kingpin does not threaten. He points out that the hero is holding stolen property. He calls in any favors owed him by the hero (such as saving the hero's life in "Fight in the Skies"). He offers information in exchange for the documents. If the hero refuses all inducements, Kingpin lets him go, saying, "White the information in those files is a minor embarrassment, it is not incriminating. More important is your reluctance to be reasonable. You may go." There are no charges against Kingpin and bringing him in will do no good.

KARMA:

- Each member of the Hand defeated+30
- Each of the Rose's hit men defeated+30
- Permitting Allen Burns to die through non-involvement or failing to defeat the Hand-ALL
- Getting the documents from the bank+10
- Getting the documents to Kingpin-20



BRONDER BUILDING
7th Floor

Fight in the Skies

SUMMARY: Two robbers are fighting over one bank...but the robbers are KILLER SHRIKE and VULTURE!

SET-UP: The hero is near the Fisk Building when, suddenly, alarms ring from within the Spartan Bank on the first floor. The ringing is followed by a shattering crash as a file cabinet flies out of the bank through a picture window.

ADVENTURE: Within the vaulted, two-story interior of the bank, two flying foes are duking it out. Killer Shrike has been trying to improve his standing with the Maggia by bragging that he is the deadliest criminal still in the air. This newcomer's boast wounded Vulture's pride. Through his underworld contacts, he learned the bank was Shrike's next target and arrived there before his boastful rival. Now the pair are fighting it out in the bank itself. Killer Shrike is using his power blasters while Vulture uses sacks of coins as missile weapons. The coins strike for Good damage in a one area range. Neither villain has taken damage yet; their battle has been a series of swoops and banking turns as each try to get the advantage on the other. The appearance of another costumed figure alters this deadly aerial ballet.

Should the hero leap into the fray, both Vulture and Killer Shrike turn on the interloper, seeking to score bonus points by knocking out a hero as well as a competitor. The two villains will not coordinate attacks, but both try to take the battle out onto the streets where they have more maneuverability and, if damaged, they may escape more easily. The bank guards and building security people have cleared the non-combatants out of the area and are waiting by the elevator but are not interfering. In round two, the elevator door opens and a short gentleman hands strangely shaped weapons to the four guards. The guards take these weapons but hold their positions. The guards (police statistics, Campaign Book, page 27) are now armed with stun blasters which inflict Excellent damage at a range of two areas. Anyone hit by this weapon must make a yellow Endurance FEAT roll or fall unconscious. The guards use these weapons only if the hero is knocked out, the wall to Fisk Spices is breached, or they themselves are threatened.

AFTERMATH: The guards work for Wilson Fisk, better known as the KINGPIN OF CRIME, owner of the building and of Fisk Spices. Kingpin is unamused by the duel between Vulture and Killer Shrike but will not interfere unless his own interests are involved. Having a hero in his debt would interest Mr. Fisk.

If either Vulture or Killer Shrike loses more than half his total Health, he tries to escape, letting the hero beat up on the other villain. Unless they defeat the hero, they take no stolen goods with them.

KARMA:

- Capturing Killer Shrike+30
- Capturing Vulture+40
- Preventing any money from being stolen+20
- Needing rescue by Kingpin's men-30
{Yes, they will let you know you are indebted to Kingpin.}



The Rhino's Rage

SUMMARY: Rhino is threatening the lives and well-being of sightseers on the public pier.

SET-UP: The hero is near the public pier and notices that police have the area blocked off and are readying riot equipment. Every few seconds, a piece of dock piling sails over their heads. A man in a doctor's smock is arguing with the officer-in-charge.

ADVENTURE: The man is Dr. Phillips, an epidermist who has been helping in the operations to remove Rhino's body suit. During treatment, Rhino was injected with drugs to ease his pain. These drugs have had the nasty side effect of scrambling Rhino's memory and making him violent. As a result, he is reliving an earlier episode in his life. He is hunting Spider-Man and is threatening to harm his hostages if the wall-crawler does not appear soon. Rhino is becoming more unreasonable by the moment, and the police will welcome any hero available. They are trying to contact the Avengers as the hero arrives. The police need someone to keep Rhino busy so they can evacuate the two dozen sightseers from the pier into police launches. If Rhino is ranting and throwing dock pilings around, the rescue launches cannot come close.

Should the hero leap into the fray, Rhino tries to maintain distance between them by throwing dock pilings. (Remarkable damage, range of up to three areas). Rhino uses these missile weapons if the hero stays at a distance. If the hero closes in on

land, Rhino charges. For every round the hero keeps Rhino busy, six hostages are rescued by the police launches. In round two, the officer in charge uses his bull-horn to tell the hero that the Avengers are not available, and the police are trying to get in touch with the Fantastic Four. In round six, he tells the hero that the Fantastic Four are busy elsewhere and the police are calling Heroes for Hire. In round seven, Spider-Man (the real McCoy) arrives on the scene after hearing about the fight on the news. If Spider-Man is a player in the campaign, Peter Parker is having a fast lunch at a Quickie Burger when he hears the news over a passing radio. He finishes his burger on the run as he hurries to join the fight. Rhino tries to beat the stuffing out of any hero. If dumped into the water, he reappears three rounds later in any area between the public and private piers.

AFTERMATH: If the hero is defeated, Rhino uses him as a missile weapon, throwing him over the police lines. The police will check to see if he is all right. Should the hero defeat Rhino in a manner that does not severely damage the villain, Dr. Phillips will be very grateful.

KARMA:

- Distracting Rhino long enough for all the hostages to escape+10
- Distracting Rhino+40
- Avoiding serious damage to Rhino while defeating him ...+40



Night Moves

SUMMARY: The Kingpin of Crime manipulates the hero to discipline one of his subordinates. Run this encounter only if the hero is in a costumed identity.

SET-UP: A well-dressed gentleman (statistics as a Maggia agent) hails the hero and says that Mr. Fisk wishes to speak with him. Mr. Fisk is in a limousine parked by the curb.

ADVENTURE: As the hero approaches the limo, one reflective window slides down with a soft whoosh, revealing the huge form of the Kingpin of Crime. Kingpin says to the hero,

"I know of a robbery planned for this evening at the Brand Warehouse on 11th Avenue. A disobedient associate of the Rose has arranged the theft of equipment from an underground vault, equipment that can be used to create genetic terrors. I do not want such monsters at large in my city."



The Kingpin will offer no further information of use to the hero. He received his information from "an informed source." His interest is solely that of "a concerned citizen." His relationship to the associate, one Benjamin Lilac, is as "occasional business partners."

Kingpin will not engage in fisticuffs and warns that the hero can be charged with assault if any hostile actions are taken against him. After verbally sparring with the hero for two rounds, Kingpin motions to his driver. The window slides back into position and the car drives off. Kingpin is very interested in the hero making that appointment. To that end, Kingpin's agents (statistics as Maggia agents) trail the hero throughout the day. The agents are not smart enough to discover the hero's secret identity, if any, and the hero will spot them on a yellow Intuition FEAT roll. If confronted, they admit that they are "watching the hero in action." They were hired by "a concerned citizen." If the hero avoids the warehouse that evening, go to the Aftermath section.

If the hero stakes out the area, a panel truck drives up to the private pier at midnight. The driver gets out and fiddles with the lock, then slides the gate open. The back of the truck opens and 12 men pile out (thug statistics, Campaign Book, page 27). Two of the men carry rifles; the remainder are unarmed. They open a small, hidden panel on the west side of the building. Three men step down into a hidden basement and begin to pass boxes of paper and equipment out to the others. If the hero waits for the thugs to complete their theft, they get back into the truck and head for Overton Storage, Lilac (Maggia middle-manager statistics) is waiting there with 12 more thugs and three other trucks to scatter the equipment to safe caches around the city. If the hero attacks the thugs while they are loading the material at the Brand Warehouse, the thugs put up as good a fight as possible. In the unlikely event the thugs win the fight, they take the hero with them to Lilac, who will suggest dropping the hero into the river if this occurs. If the hero decides to battle the thugs at the Brand Warehouse, the final round of the conflict is marked by a knife flashing out of the darkness. It misses the hero but buries its blade in the wall near his head. The knife has a note attached to it. The note reads "FOOL! You have taken the bait. Tonight, Kingpin dies in his penthouse atop the Fisk Building. Tomorrow the City of New York perishes as well!" It is unsigned, but smells strongly of lilacs.

The hero can pursue the knife thrower only if he guesses where the knife came from (Intuition FEAT roll). The knife thrower is a common thug who quickly (too quickly) confesses he was hired by Lilac. He is lying. If the hero defeats the thugs at the Brand Warehouse, find out what the hero does with the truck and stolen boxes. Any calls to the Fisk Building are stopped by a receptionist who tells the hero that Mr. Fisk is in, but is not to be disturbed. When the hero arrives at the Fisk Building, Kingpin is reading quietly. He appears surprised when the hero shows him the note. **"I'm perfectly safe,"** he assures the hero. **"Would you care for a snifter of brandy?"** Kingpin has been using the hero. He needed Lilac to point out the location of the equipment cache and set the hero up to stop him.

As the hero arrives at Kingpin's penthouse, Kilter Shrike and a team of seven crooks (Maggia enforcer statistics) are docking a small boat at the pier to steal the equipment for Kingpin. It will take them 12 rounds to pull everything off. If the hero called in the police, add five rounds to the time as Killer Shrike will have to deal with them.

AFTERMATH: This is an involved scenario with several outcomes, depending on the hero's actions. Kingpin, naturally, doesn't tell the hero he has been set up and makes no effort to prevent him from returning to the warehouse. If all goes as planned, the Kingpin will have gained the equipment and notes (information on genetic manipulation) and tweaked the nose of Lilac as well. If the hero fails to show up at the Brand Warehouse, a firefight develops between Lilac's men and Kingpin's, increasing criminal activity and risking a gang war. Kingpin arranges another roadside meeting with the hero and expresses his dissatisfaction after having thought so well of the hero in the past.

KARMA:

- Defeating Lilac's thugs+10
- Defeating Killer Shrike's thugs+10
- Saving the equipment (each time)+10
- Letting Lilac get the equipment-50
- Letting Kingpin get the equipment-50
- Attacking Kingpin-20
- Remaining at the warehouse+10
- Defeating Killer Shrike+30



Phantom of the Bank Machine

SUMMARY: Speed Demon is looking for a fast buck.

SET-UP: The hero is near one of the two Insta-Teller banking machines on 10th Avenue. A woman making a withdrawal from one machine collapses. Appearing out of nowhere, a figure in blue, red, and yellow stands over her, pulling the money from the machine as fast as it spits it out.

ADVENTURE: The colorful thief is Speed Demon, and he could escape in a twinkling if the machine wasn't so slow in dispensing bills. It takes Speed Demon two rounds to get the rest of the money from the machine, while the woman whose account he is looting shouts for help. The hero may try to interfere, but Speed Demon gets an Intuition FEAT roll to note the approaching hero. Speed Demon will Dodge the attacks of the hero for the first two rounds. If the hero has not delivered any damage, Speed Demon will spend the third round taking the woman's handbag as well. He will run off if he takes any damage, heading in the direction of the other banking machine. The hero can give chase, for Speed Demon will stop at the other banking machine and repeat the same process (a middle-aged gentleman is the victim), taking two rounds there. Then Speed Demon takes off heading west and south. Should he reach the subway station in front of the Key Building, he will escape.

AFTERMATH: If the hero stops Speed Demon today, both victims are very grateful. They are Ms. Riggs from the Hayes Street Library and Dr. Campbell from Doc Tech Labs, either of whom may have useful information for the hero later. Should Speed Demon succeed, he will pull the same job the next day at about the same time and continue to do so until caught or until a week passes.

KARMA:

- Thwarting the robbery or recovering what was stolen+25
- Capturing Speed Demon+75
- Speed Demon still at large-30



A Plague of Villains

SUMMARY: The cure for a deadly virus has been found, and everyone wants it.

SET-UP: The hero is near 7th and Harrison when he spots a man staggering out of the subway entrance. The man is dressed in an open white lab coat, but there is a large red stain on his shirt,

ADVENTURE: The man collapses at the hero's feet (even if the hero is in secret identity—it's one of those things that happen to heroes). The man gasps "**HYDRA... disease... cure... bottle... Take to Doc Tech... bridge... HYDRA... hand....**"

His eyes shut and he slumps to the pavement, dead of a chest wound. There is nothing the hero could have done for him (no Karma loss). Inside the man's coat is a badge identifying him as Morton Groves, a S.H.I.E.L.D. lab technician. Also inside the pocket is a tightly stoppered, unbreakable vial of cherry-red liquid. This is the cure to a nasty virus created by the Hand, stolen by HYDRA, then stolen from them by Groves for S.H.I.E.L.D. (got that?). The Hand caught up with Groves in the subway, and HYDRA is close behind.

While mulling over the dead technician's final words, the hero notices five suspicious figures in trench coats moving toward the subway entrance. These five are agents of HYDRA, intent on recapturing the formula before it gets into the right hands. They have normal HYDRA statistics and are armed with stun-clubs (billy clubs that discharge an electric shock on impact, delivering Good electrical damage in addition to regular club damage). They try to pummel the hero into unconsciousness and recover the formula. If the hero defeats the five agents, a sixth agent opens fire with a rifle from the northwest corner of the Key Building. If the hero heads for Doc Tech Labs on foot, he or she is soon approached from behind by a limousine. It pulls alongside, and a rear window rolls down. From within, the crime lord called the Rose offers the hero a lift. If the hero gets into the limo, the Rose offers money, power, and a place in his organization if the hero turns over the vial. If the hero accepts, the Rose takes the vial and tries to desert the hero at the first opportunity. If the hero refuses the offer, Rose drops him off at the corner of 6th and Garfield.

As the hero moves north, he or she can (at the Judge's option) be jumped by the Sinister Syndicate intent on capturing the vial for the Maggia.

The villains have a detector keyed to radioactive elements in the vial and will attack whether the hero is on foot, flying, or in a taxi. If there are multiple heroes or the hero is rather powerful and unhurt, use a few of the Syndicates Allies and Contacts to make the team stronger. The attack takes place as the hero crosses 9th Avenue.

Upon reaching 10th Avenue, the hero catches a glimpse of figures moving in the shadows (Intuition FEAT roll to confirm). These are 12 members of the Hand. They are armed with blades and shuriken coated with the deadly virus, which causes immediate loss of three ranks, then the loss of one rank each six rounds until all abilities are Feeble, at which point death occurs. They play for keeps. If the Hand is too much for the hero, he can

be rescued (in the nick of time) by four S.H.I.E.L.D. agents with automatic rifles.

AFTERMATH: If the hero makes it to the lab, he finds four S.H.I.E.L.D. agents, Doc Tech (who is not a super-hero), and two other researchers (including Dr. Campbell from Robbery Encounter 1). These men have been desperately waiting for Groves to arrive with the vial so they may begin culturing the anti-virus formula. The anti-virus takes ten rounds to culture. During this time, the tab can be attacked by 10 more HYDRA agents with automatic weapons in a last-ditch attempt to regain the formula. (The Judge should use discretion and not run this attack if the hero is really banged up.) Let the hero run the S.H.I.E.L.D. agents. Their statistics are:

F	A	S	E	R	I	P
Gd	Ty	Ty	Gd	Ty	Ty	Ty
Health: 32			Karma: 18			

After the cure is duplicated, it must be divided and delivered to various parts of the city for safekeeping. Doc Tech asks the hero to deliver one package to St. Arbogast Hospital. The hero can be jumped by another villain anywhere en route, or the Judge can drive the player wild with innocent occurrences: shadows in the alley, an ordinary mugging, a man in a trench coat walking a dog, etc.

KARMA:

- Each HYDRA agent defeated+20
- Defeating other villains as listed in other adventures
- Getting the vial to Doc Tech+100
- Failing to get the vial there-100
- Getting the vial to St. Arbogast Hospital+20

