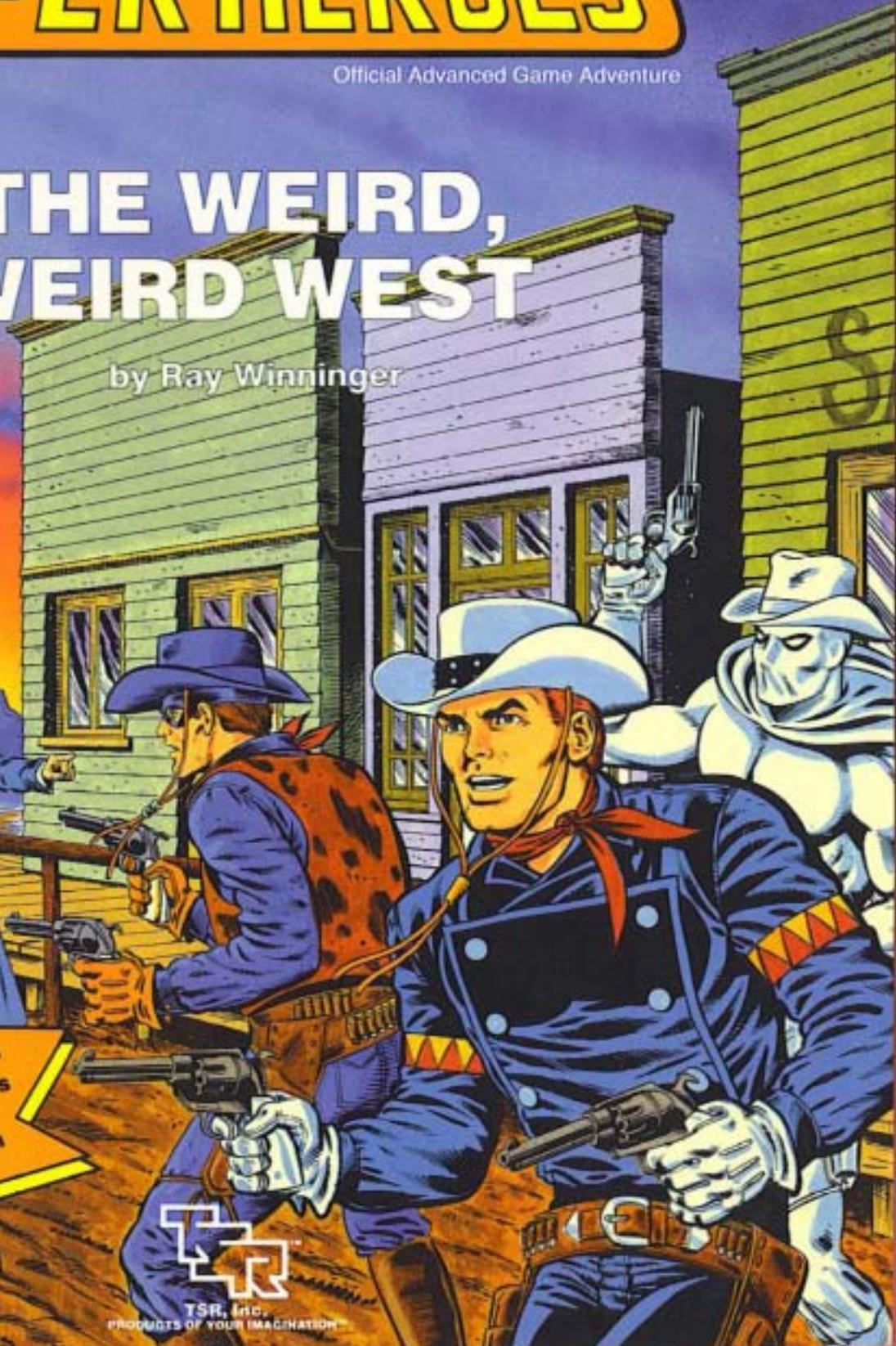
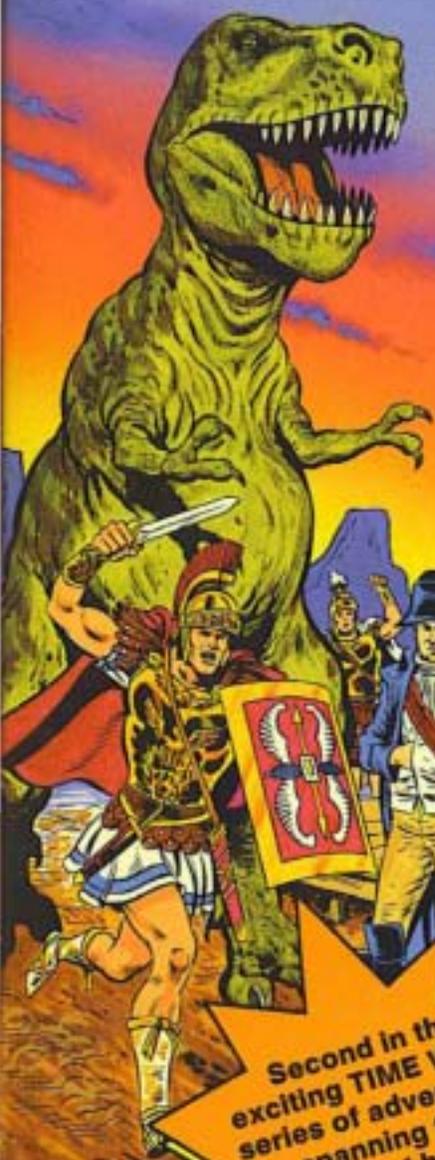


MARVEL SUPER HEROES™

Official Advanced Game Adventure

THE WEIRD, WEIRD WEST

by Ray Winninger



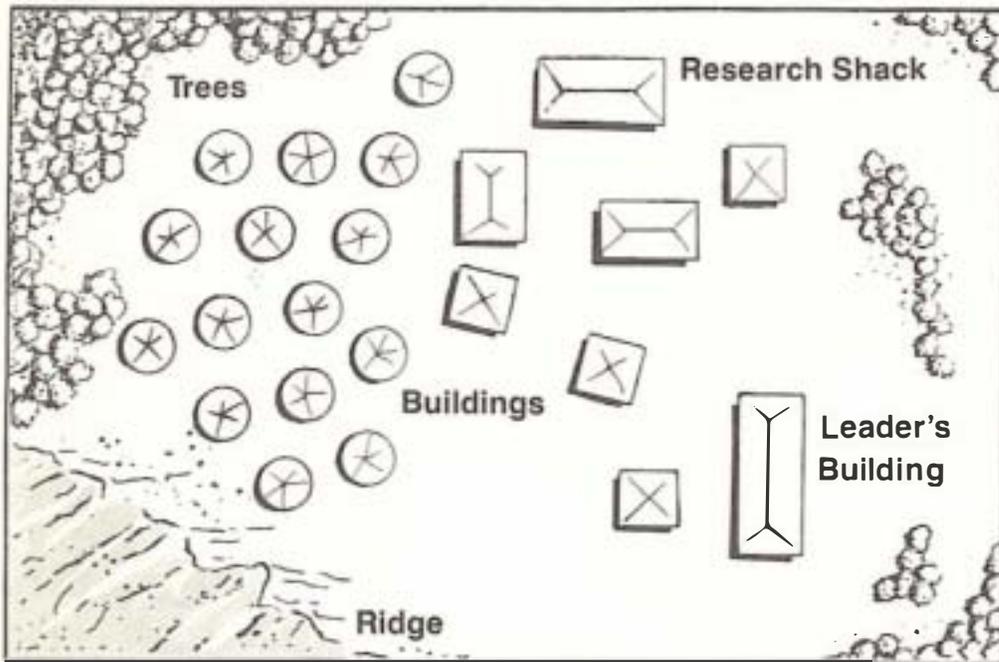
Second in the
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series of adventures
spanning the
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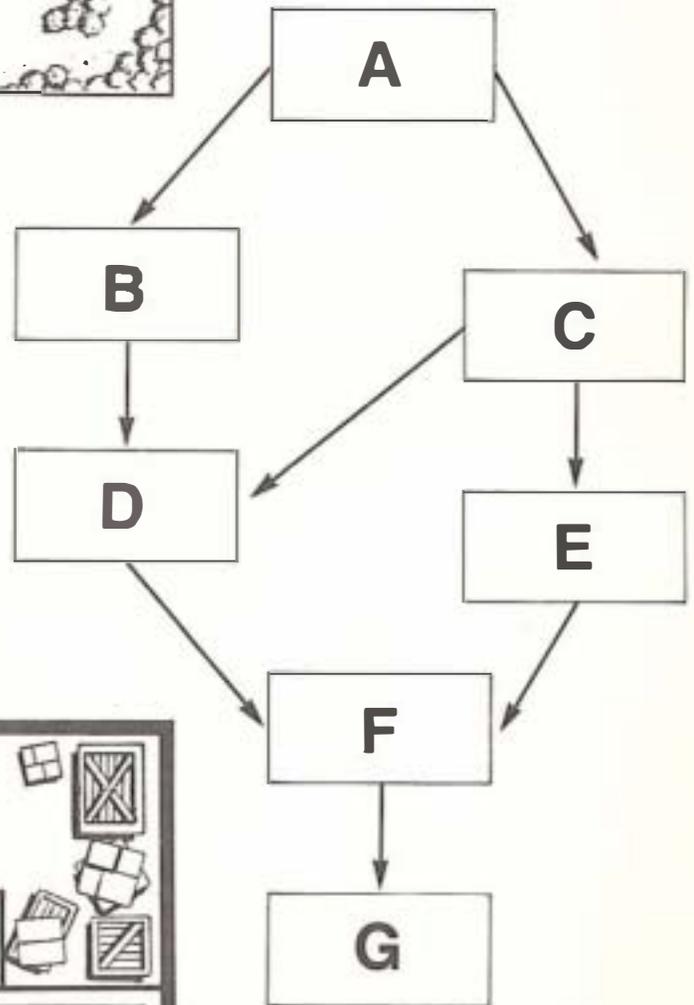


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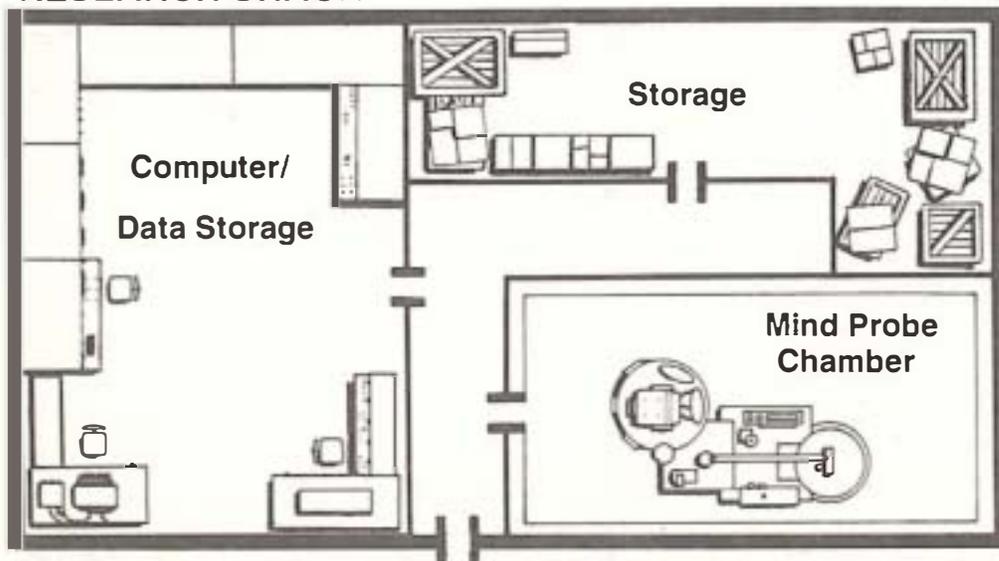
KROZZAR CAMP



BATTLE FLOWCHART For Krozzar assault



RESEARCH SHACK



MARVEL SUPER HEROES™

Official Game Adventure

The Weird, Weird West

By Ray Winninger

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INTRODUCTION

Dodge City, Kansas. The year is 1871.

At noon the stage from St. Louis arrives with a typical complement of passengers: a notorious gunfighter who hopes to find peace in Dodge and a place to settle down; a rich cattle baron who is stopping off as part of a return trip from a business venture in the east; a delicate and beautiful belle who is here to make amends with her rich uncle; and a middle-aged southern widow who hopes that the change of scenery will help her build a new life in the wake of her husband's death.

The thunder of the horses that bring the noon stage into Dodge City signals a throng of townsfolk to assemble in its wake. But it isn't really the thought of visitors that pulls the westerners away from their daily activities. The noon stage also carries mail, parcels, and news from the big cities back east.

Henry the saloon keeper rushes out to meet the stage, hoping to find a

letter from his gal Sally in Philadelphia. Sheriff Clemens meets the stage looking for the latest wanted posters from the federal authorities.

Twelve-year-old Ernie Caufield meets the stage on a mission from his mama, looking for a package from relatives in Chicago.

Nothing special—the noon stage arrives almost every day. It's just a typical summer afternoon in Dodge city. But then something happens that cuts right through the peace of the daily routine. Something unexpected.

Something extraordinary.
Something *weird*.

Welcome, true believers, to *The Weird, Weird West*, part two of the bombastic Mighty Marvel Time Warp Campaign series.

Yes, this is Part Two, meaning of course that there was a Part One (namely, *MT1—All This and World War II*). *The Weird, Weird West* continues the story from MT1 and catapults the intrepid heroes off into new

adventures in time and space. If you haven't played through MT1, don't worry, there's still plenty of time to run out and purchase a copy; or, if you can't find MT1 or you'd rather spend your seven dollars somewhere else, an alternate start is provided that will allow you to jump right into the action without playing Part One.

And since good things come in threes, all this is followed up with Part Three, *MT3—The Revenge Of Kang*. If you have fun with this adventure, you can pick up MT3 and continue the story, though MT1 and MT2 are both completely self-contained adventures in their own right. With that said, let's get down to business. *The Weird, Weird West* contains:

- a 64 page adventure book (you're reading it now) that describes the player characters, the non-player characters, and the adventure itself;
- a pull-out mapsheet that features a map of the area around Dodge City and a collection of battle maps;



—a cardstock cover that features various maps and tables that will be helpful during play.

The plot of this adventure is somewhat complex, so it is a good idea to read through the entire adventure booklet at least once before beginning play. If this is your first time as Judge, you might want to review the *Marvel Superheroes* rulebooks as well.

Something Weird?

Yes, something *weird*. In order to play through this adventure you need to know a little something about time and its nature, so we'll begin with a little physics lesson, Marvel style.

Picture time as a series of rivers and streams. Time begins trickling down from its source, the beginning of all things, and goes on to run down through a series of important historical events—things like births, deaths, the big bang, the signing of the Magna Carta, the death of your goldfish Skippy, and just about everything else that happens to you, me, and Aunt May, eventually ending at its mouth, the end of all things.

Most of us are like canoes floating down the river of time. We can only move forward at a slow, steady pace, and the currents and eddies sort of sweep us on down our destined paths. In the Marvel Universe, however, there are a few intrepid individuals, like Reed Richards, Kang the Conqueror, and Doctor Doom, who have managed to master time. These beings can move upstream as well as downstream, and vary their rate in either direction.

At each and every historical event, time branches off into an infinite number of rivulets, each comprising one of the event's possible outcomes. At the junction which represents World War II, for instance, there might be a branch representing the familiar Allied victory, a branch representing an Axis victory, a branch representing the possibility that the major powers might have signed an armistice years ahead of

schedule, and many, many others. Leading from beginning to the end, therefore, are an infinite number of possible temporal pathways, or *timestreams*. The traditional Marvel Universe and its events (such as the formation of the Avengers, the coming of Galactus, and the death of Elektra and her subsequent rebirth) make up only one such timestream; there are many others. In fact, every now and then one of the heroes or villains from the Marvel Universe will travel into one of these alternate timestreams seeking adventure.

Not many people are aware of the interesting fact that there are predators that "swim" through the timestreams, just as sharks swim through the ocean. These creatures, called "chronovores," feed upon time itself. It is the appearance of just such a chronovore that sets the stage for this adventure in *The Weird, Weird West*.

The Adventure

Recently, a chronovore made its way into the timestream of the Marvel Universe and began to feed just outside of Dodge City, Kansas in the year 1871. Time began to collapse in upon itself around the chronovore. More and more historical events were removed from history and drawn to the Dodge City of 1871, there to be swallowed by the creature and thus disappear from this timestream forever.

Before long, representatives of the armies of Napoleon, Genghis Khan, and Alexander the Great all found themselves drawn into the temporal swirl around Dodge City. They immediately became embroiled in an all-out war to control what little land and resources seemed to remain in the wake of the catastrophe, as more and more of history slowly crept into the chronovore's hungry maw.

Fortunately, the ever-vigilant player characters will notice what is going on in 1871 and speed off into the past to rectify the problem.

Unfortunately, the ever-vigilant Doctor Doom also noticed what is

going on in 1871, and is planning to speed off into the past himself. Detecting the crisis shortly after finishing the construction of his first time machine way back in the 1960s, Doc Doom rounds up a small army of villains and leads them back in time with the hopes of capturing and controlling the chronovore. If successful, this will give Doom a powerful weapon with which he can blackmail the multiverse.

The Player Characters

The Weird, Weird West, like all of the modules in the Time Warp campaign series, was specifically designed for use with heroes of your players' own design. If the players don't have the time or inclination to create characters of their own, it is suggested that you allow them to take on the roles of the West Coast Avengers (see the *Judge's Book* for their statistics and abilities). A few more of the Avengers are presented below:

THE VISION

F	RM	30	Health: 140
A	EX	20	
S	AM	50	Karma: 60
E	IN	40	
R	EX	20	Resources: PR(4)
I	GD	10	
P	RM	30	Popularity: 30

KNOWN POWERS:

Density Manipulation, Self: The Vision can control his density with Unearthly ability. His normal density is Good. At densities above Good, the Vision gains Body Armor equal to his density rank. At densities above Incredible he suffers a -1 CS to his Fighting and Agility ranks. At densities above Amazing, use the density rank in place of the Vision's Strength for Charging combat. At Unearthly density the Vision cannot move. The Vision can shift his density from Shift 0 all the way up to Unearthly or any rank in between in a single round instantaneously (limited to one density shift per round). He has developed

a number of Power Stunts using this ability:

—Phasing through solid objects at Shift 0 density. Unlike normal phasing, this does not cause malfunctions in electronic equipment.

—Flight at Shift 0 density (Poor speed).

—Disrupting living targets or non-living materials by solidifying inside of them. The damage inflicted is equal to the Vision's chosen density rank, ignoring the target's Body Armor. The Vision's precise computer brain enables him to use this stunt with little risk of killing living creatures.

Life Support: The Vision has Incredible Life Support powers and can survive in space for up to 40 rounds. He does not need to eat or breathe.

Solar Beams: The Vision can fire laser-like beams of solar energy from his eyes or from the jewel in his forehead. This is a Remarkable Energy attack with a Range of 8 areas.

Solar Regeneration: The Vision has this power at the Amazing rank. Indoors, the Vision will still heal at an accelerated rate if solar or laser energy is directed at his forehead.

Talents: The Vision has the Repair/Tinkering Talent.

Contacts: The Vision is an Avenger of long standing and is married to the Scarlet Witch. His best friends are Glynis and Ilya Zarkov, the stage magicians Glamor and Illusion.

Background: Ultron-5 obtained the deactivated body of the android Human Torch, originally built in 1939, and forced the android's creator, Prof. Phineas T. Horton, to remove the android's flame powers and replace them with the abilities to synthesize energy and manipulate density. Ultron then erased the Human Torch's memories and gave the android a new personality based upon that of Simon Williams, Wonder Man. Originally programmed to destroy the Avengers, the Vision turned against Ultron-5 and helped to destroy the robot.

Joining the Avengers, the Vision had a long and illustrious career,

finally assuming team leadership during the first Secret War. By this time, a control crystal in the Vision's brain was malfunctioning, causing him to concoct a misguided plan to impose peace on the world by controlling military and civilian computer networks. The Avengers convinced him to abort the scheme, and the Vision removed the defective control crystal. He was ultimately forced to temporarily resign from the team.

Despite his originally "cold and unfeeling" demeanor, the Vision's love for the Scarlet Witch has always been strong. With the removal of the control crystal, the Vision became capable of developing a true human personality. Recently, the Vision began developing strong family ties. He now regards Wonder Man as a brother, and the strong emotional bond between the Vision and the Scarlet Witch enabled them to birth children through mystical means.

NOTE: The description above applies to the "old" Vision. Recent events (and not-yet-published ones) in *The West Coast Avengers* and other Marvel titles have cast doubt on the story of Vision's origin, and it remains to be seen just what will happen to him. Players who want to stay completely current within the Marvel Universe™ may want to avoid playing the Vision until the situation settles itself down.

MOON KNIGHT

alias Marc Spector

		Normal / Moonlight			
F	RM	30	/ IN	40	Health: 90/150
A	EX	20	/ RM	30	
S	EX	20	/ IN	40	Karma: 60
E	EX	20	/ IN	40	
R	GD	10	/ GD	10	Res: RM(30)
I	EX	20	/ EX	20	
P	RM	30	/ RM	30	Popularity: 10

KNOWN POWERS:

Power Boost: When the moon is in the sky, Spector's abilities and Health are raised to the levels noted under *Moonlight*, above. This

increase occurs as soon as the moon is clear of the horizon, and lasts as long as it is in the sky. As it is the rays of the moon that give him the added power, a new moon or eclipse will not trigger the transformation, but being inside a building or underground does not interfere with the moon's effects.

Ankh: Moon Knight carries a golden ankh symbol that glows if his life is potentially threatened. Spector's Intuition is Amazing when he is using the Ankh.

Weaponry: Moon Knight carries a number of weapons, including:

—an ivory boomerang (range of 3 areas, Excellent Blunt damage, returns to the thrower);

—10 scarab darts (range of 3 areas, Good Edged damage, a "called shot" can pin a target to a vertical surface);

—a set of throwing irons (range 5 areas, Good Edged damage);

—a "lasso-grapple" (range 1 area, Good damage or Excellent Grappling ability against one foe) that allows Moon Knight to scale walls at 2 stories per round;

—and a bola (range 3 areas, Typical Blunt damage, or Good Grappling).

Background: Mercenary Marc Spector gave his life trying to prevent another mercenary from robbing an Egyptian archeological dig. Apparently slain, Spector regained his life at the feet of a statue of the Egyptian god of the moon, Khonshu. Attributing his resurrection to that deity, Spector became Moon Knight.

For months afterward, Spector served as a freelance agent, with aliases as cab driver Jake Lockley and millionaire Steven Grant. He used "Grant's" money to fund his crimefighting career. Tired of juggling several identities, Spector finally retired his other selves and sold the statue of Khonshu. When the buyer sought to turn the statue toward his own evil ends, three ancient priests of Egypt called upon Spector to rescue the statue and reassume the mantle of Moon Knight.

THE SCARLET WITCH

alias Wanda

F	GD	10	Health: 46
A	GD	10	
S	TY	6	Karma: 60
E	EX	20	
R	GD	10	Resources: TY(6)
I	EX	20	
P	RM	30	Popularity: 30

KNOWN POWERS:

Hex Spheres: This power is a unique and formidable type of Matter and Energy Control that alters a target's probability field and causes it to experience unlikely events. Wanda cannot use the power to cause the impossible (she cannot create objects out of thin air, for example), but her power is otherwise limited only by the imagination. She can, for example, cause a device to suddenly malfunction, an object to collapse and fall apart, or projectiles and energy bolts to deflect their paths in mid-flight.

In play, the player running the Scarlet Witch should describe the desired event to the Judge, such as "I want Kang's force field to overload and short out." The Judge then assigns the Intensity of the FEAT. In some instances, the Judge may rule that the event requires a successful Power Stunt. Wanda's hex spheres will never affect objects with a material strength of greater than Class 1000. Wanda currently uses this ability at the Amazing rank.

Magical Abilities: Wanda's hex spheres have seemed magical in effect, and some have assumed that she was a true sorceress. She also has the potential to wield powerful magic (the potential was implanted by the demon Chthon when Wanda was born), but she only recently sought out true magical instruction. Wanda has an intuitive "sense" of mystical events, has had precognitive dreams, has detected the mystical impressions left upon an object by its former user, has taught minor weather control magic to a teenage student, and has at least twice used

magical ceremonies to communicate with spirits in other dimensions. Treat each of these abilities as a developed power stunt that operates at a rank equal to Wanda's Psyche.

Talents: Wanda has a Magical Background and a wide knowledge of Occult Lore.

Contacts: In addition to her contacts within the Avengers, Wanda is a friend of the Inhumans and Doctor Strange. Wanda was also a student of the now-deceased Agatha Harkness, but she can sometimes communicate with Harkness' dead spirit. Wanda's father is Magneto, her brother is the hero Quicksilver, and she is married to the android Vision. The Scarlet Witch is currently tutoring Holly Ladonna, a Leonian teenager, and her best friends are Glynis and Ilya Zarkov, the stage magicians Glamor and Illusion.

Background: Wanda was born on Wundagore Mountain, citadel of the High Evolutionary and prison of Chthon the Demon. She and her brother Quicksilver were raised among Django Maximoff's gypsies, but had to flee when a mob attacked their keepers. They were later recruited by Magneto, and became members of the First Brotherhood of Evil Mutants. They eventually fled from his tyranny and joined the Avengers, where Wanda met and fell in love with her husband, the Vision. Wanda and the Vision have taken several leaves of absence from the organization, most recently after the Vision's misguided attempt to seize control of the planet. Through the use of magic, Wanda and the Vision have realized their long-held dream of having children. Wanda, the Vision, and their sons Thomas and William live in Leonia, New Jersey, and are trying to live fairly normal lives despite the inevitable turmoil that is a part of any superhero's life.

Non-Player Characters

Here are the statistics and background descriptions you will need for all of the important non-player characters that the heroes will encounter during the adventure. For the sake of convenience, NPCs have been divided into two groups: friends and enemies.

Friendly NPCs

Heroic western NPCs from the Marvel Universe are detailed in the back of this book. The following four are encountered in the course of this adventure: Kid Colt, Two-Gun Kid, Rawhide Kid, and the Ghost Rider. The player characters will meet these heroes toward the middle of the adventure. For a short time, the heroes will become player characters.

Also, several other modern-day super heroes with an American Southwest flavor (such as Texas Twister and Shooting Star) are detailed. Use these if you feel the characters need some more help, or if you just want to add more Old West "atmosphere." Don't bother explaining how they got here—weird things are going on, right?

In addition to western heroes, Albert Einstein is a helpful NPC whom the player characters will encounter.

Albert Einstein

F	PR	4	Health: 20
A	TY	6	
S	PR	4	Karma: 80
E	TY	6	
R	AM	50	Resources: GD(10)
I	EX	20	
P	GD	10	Popularity: 25

Talents: Einstein has the Repair/Tinkering talent and is a master of physics.

Background: Einstein was born in Ulm, Germany, in 1879—just eight years after this adventure takes place. From the age of five onward, Einstein showed a deeply-rooted interest and understanding of higher

mathematics, which served him well in his university training at the Swiss Polytechnic Institute in Zurich. He first advanced his famous theory of relativity in 1905, at the age of 26. Later, he went on to become a professor of theoretical physics at the University of Zurich, the German University at Prague, and the Prussian Academy of Sciences.

Like many other historical notables, Einstein was swept up in the timestorm that developed around the chronovore and was brought to the 1870s. The heroes will encounter him early in the adventure.

Enemy NPCs

Alexander The Great

F	EX	20	Health: 50
A	GD	10	
S	GD	10	Karma: 50
E	GD	10	
R	EX	20	Resources: EX(20)
I	EX	20	
P	GD	10	Popularity: 40

Talents: Alexander is trained in swordsmanship and riding, and is a scholar of poetry and philosophy. His Reason in the area of Military Tactics is Incredible.

Background: Alexander was the son of Phillip of Macedon. He was born in approximately 356 BC. While a young man, Alexander was a scholar and student of the famous philosopher Aristotle. Later, he went on to become King of Macedon, and eventually established an empire that stretched from Greece to India.

Alexander and a large portion of his army were swept into the 1870s by the time storm created by the chronovore's sudden appearance. After arriving in the wake of the disaster, he decided to lead his men into a campaign to capture what little land and resources remained surrounding Dodge City. Unfortunately, Napoleon Bonaparte and Genghis Khan suffered similar fates and hit upon the same idea, leading all three factions into a vicious war.

Napoleon Bonaparte

F	TY	6	Health: 28
A	TY	6	
S	TY	6	Karma: 40
E	GD	10	
R	GD	10	Resources: GD(10)
I	EX	20	
P	GD	10	Popularity: 30

Talents: Napoleon's Reason is Amazing in the area of Military Tactics.

Background: Napoleon Bonaparte was born in 1769. After emerging from the French Royal Military Academy in Paris, Napoleon worked his way up through the French military hierarchy and eventually gained control of enough military power to overthrow the Convention that ruled France in the wake of the Revolution. Once his power was secure, Napoleon began carving an empire for himself out of the nations of Europe while improving the social conditions within his homeland. Eventually, he was defeated by a grand alliance of European monarchs.

Genghis Khan

F	EX	20	Health: 52
A	GD	6	
S	GD	6	Karma: 40
E	EX	20	
R	GD	10	Resources: EX(20)
I	EX	20	
P	GD	10	Popularity: 30

Talents: Khan is a trained swordsman and has the Wrestling talent. **Background:** Genghis was born in 1167. When he was 13 years old he succeeded his father as chief of a small Mongolian tribe, which he led into battle against two neighboring tribes, earning himself the title "The Great Khan." In the next ten years he succeeded in uniting all of the small Mongolian tribes, and by 1223 seized an empire that stretched from Iran to Korea.

Doctor Doom

Victor von Doom

F	RM	30	Health: 120
A	EX	20	
S	RM	30	Karma: 140
E	IN	40	
R	AM	50	Resources: AM(50)
I	IN	40	
P	AM	50	Popularity: 40

KNOWN POWERS:

Body Armor: Doctor Doom wears armor that gives him Incredible resistance to all physical and energy attacks.

Hyper-Invention: Doom has Monstrous Reason when inventing, designing, or constructing new devices. **Force Field:** Doom's Force Field is of Amazing Intensity and has a maximum radius of 8 feet.

Kinetic Blast: Doom can fire energy blasts that strike for Remarkable Force Damage.

Electricity: Anyone who touches Doom's armor receives an Excellent Intensity electric shock.

Rockets: Twin jets mounted in his battlesuit's legs give Doom Excellent airspeed (10 areas/round).

Mauser: Doctor Doom carries a pistol loaded with tranquilizer bullets (Excellent Intensity).

Talents: Doom is a world-class scientist. His Reason is Monstrous when inventing or inspecting engineering, robotics, weapon, or energy systems.

Background: Victor von Doom was a student at State University at the same time as Reed Richards (Mister Fantastic of the Fantastic Four). While at the university, Doom permanently disfigured himself in a horrible explosion. While convalescing, he was expelled from the university and formed the irrational belief that Reed Richards was somehow responsible for his accident. Since that time, Doom has built himself a powerful battlesuit and become the ruler of the European nation of Latveria, which he uses as a platform for his attacks against Richards and his allies in the Fantastic Four.



Early in his career, Doom built a practical working time machine (which was later captured by the Fantastic Four). Shortly after completing the time machine, he noticed the temporal chaos emanating from Dodge City of the 1870s and sent a probe back in time to bring him further information. The probe was only able to relay a few scant pieces of information before it was destroyed by unknown means, but Doom learned enough to deduce the presence of a living creature feeding upon time itself (the chronovore). He then recruited a group of villains and led them back into the past, where he hopes to gain control over the chronovore and use it to blackmail the multiverse.

Note that the Doctor Doom whom the heroes will encounter in this adventure is the same evil tyrant who fought the Fantastic Four in their earliest adventures. He has not yet experienced anything that has happened more than a year or two into his career as a villain. This is also

why his game statistics are slightly different from those that appear in the *Gamer's Handbook of the Marvel Universe*. These stats represent Doom at the earliest stage in his career.

The Sandman

William Baker

F	RM	30	Health: 175
A	RM	30	
S	IN	40	Karma: 46
E	MN	75	
R	TY	6	Resources: TY(6)
I	GD	10	
P	RM	30	Popularity: 0

KNOWN POWERS:

Mineral Body: Sandman can form his body into sand-like particles under his direct control.

Topobgy: Sandman can reform the shape of his body at will. Power Stunts include hammers that strike for Amazing damage, cages of Incredible material strength, "phasing" through openings with Remarkable ability, and elongating up to 2 areas.

Armor Skin: The Sandman's body has Amazing protection against physical attacks and Incredible protection against energy attacks.

Sandblast: An Incredible Intensity attack that effects everyone within two areas.

Quick Healing: Sandman heals at twice the normal rate.

Weaknesses: Heat and flame based attacks fuse his body into glass. Incredible Intensity winds tear his body into helpless particles. Water based powers of Monstrous rank or better turn the Sandman into mindless sludge.

Talents: None

Background: William Baker was born and raised in an impoverished section of New York City, where he learned to steal to survive. Eventually, Baker wound up in prison, though he quickly managed to escape and elude the authorities. After evading the law for years, Baker finally began sheltering himself in a nuclear test zone in Savannah, Georgia, where he was

subjected to a severe dose of atomic radiation and turned into the Sandman. Baker made use of his newly acquired abilities by becoming a super villain. He has already clashed with New York's Spiderman.

Shortly before this adventure begins, Sandman was recruited by Doctor Doom to accompany Doom into the past and hopefully capture the chronovore. The Sandman that the heroes will encounter, like all of the other Marvel villains, is only one or two years into his career. He has no knowledge of any events that take place after this point.

Mysterio

Quentin Black

F	EX	20	Health: 60
A	GD	10	
S	GD	10	Karma: 70
E	EX	20	
R	EX	20	Resources: EX(20)
I	EX	20	
P	RM	30	Popularity: -15

KNOWN POWERS:

Helmet: Crafted from one-way mirrored glass, this device contains a one hour air supply.

Gas Nozzles: Wrist and ankle nozzles in Mysterio's costume can be used to release a variety of gasses:

—Amazing Intensity fog

—Remarkable potency knockout gas

—Amazing Intensity gas that lowers the Intuition of those exposed to it by -3 CS to a minimum of Feeble.

Holographic Projectors: These devices give Mysterio Remarkable Illusion casting and Hypnosis powers.

Talents: Mysterio has Incredible Reason in the fields of special effects, holography, engineering, and robotics.

Background: Quentin Black began his career as a Hollywood stuntman, but soon became interested in the field of motion picture special effects, and quickly became one of the most accomplished effects designers in the industry. Motivated by the desire

to escape the limited behind-the-scenes nature of his occupation, Beck eventually began using his knowledge of illusions and special effects to commit crimes and challenge New York's Spider-Man.

Just before the adventure begins, Mysterio was recruited by Doctor Doom to accompany him into the past to capture the chronovore.

Black Knight

Nathan Garret

F	EX	20	Health: 60
A	EX	20	
S	GD	10	Karma: 20
E	GD	10	
R	GD	10	Resources: EX(20)
I	TY	6	
P	PR	4	Popularity: -5

KNOWN POWERS:

Body Armor: Garret wears a suit of chainmail armor that provides Good protection from physical damage.

Flying Horse: Garret usually rides a winged horse that he mutated using his knowledge of genetics. In this adventure, however, he has left the horse in the future. For purists, it has the following statistics:

F	A	S	E	R	I	P
10	20	30	40	6	10	6
Gd	Ex	Rm	In	Ty	Gd	Ty

Poor Flight speed (4 areas/round)

Weapons: The Black Knight's most important weapon is his energy lance, which has the following abilities:

—Laser Blast that does Remarkable energy damage (range of 5 areas).

—Shock Blast that does Remarkable Force damage (range of 5 areas).

—Smoke Launcher (Excellent Intensity, fills one area).

Talents: Garrett is skilled in Biology, Genetics, and Engineering.

Background: Garret is a descendant of the original Black Knight of Camelot. He created the criminal identity

of the Black Knight in order to finance his research.

Recently, Black Knight was recruited by Doctor Doom to travel back in time and capture the chronovore ravaging Dodge City of the 1870s.

Scorpion

MacDonald Gargan

F	RM	30	Health: 150
A	IN	40	
S	IN	40	Karma: 22
E	IN	40	
R	TY	6	Resources: TY(6)
I	TY	6	
P	GD	10	Popularity: -15

KNOWN POWERS:

Climbing: Gargan can climb walls with Excellent ability.

Body Armor: Gargan's suit provides him with Excellent protection against physical damage, and Remarkable protection against electrical damage. *Cybernetic Tail:* The Scorpion's tail is made of Amazing strength material and can do Incredible blunt damage. He can coil the tail like a spring to propel himself 3 areas up or 2 areas away. Gargan cannot grapple with the tail.

Talents: In his human form, Gargan used to have the detective talent.

Background: Private investigator Mac Gargan was hired by *Daily Bugle* publisher J. Jonah Jameson to follow Peter Parker in order to find out how Parker managed to take so many photographs of Spider-Man. While Gargan was on the case, Jameson learned of a Dr. Farley Stillwell, who had developed a mutagenic process for endowing animals with uncharacteristic features. He then offered Stillwell and Gargan each \$10,000 to create a creature capable of destroying Spider-Man. The result was the barely sane Scorpion.

Recently, Scorpion was recruited by Doctor Doom to be a member of the strike team Doom is leading into the past in order to capture the chronovore.

Krozzar

F	EX	20	Health: 60
A	GD	10	
S	EX	20	Karma: 24
E	GD	10	
R	GD	10	Resources: TY(6)
I	PR	4	
P	GD	10	Popularity: 0

KNOWN POWERS:

Rubbery Hide: The Krozzars' leathery skin gives them Typical Protection from physical attacks.

Weaponry: The Krozzar use a wide variety of weapons, including:

—Blasters that strike for Good Force damage.

—Laser pistols that do Typical Energy damage.

—a "glue gun" which can glue all targets in an area with Excellent strength adhesive. The adhesive dissolves after ten rounds.

—a neural stunner which causes its target to make a Good Intensity Psyche roll in order to avoid being Stunned.

Background: The Krozzar are a technologically advanced race of lizard-like aliens that will rule a sizable portion of the Earth during and after the Martian invasion of the early 21st century. A large group of Krozzar were caught up in the timestorm surrounding the appearance of the chronovore and drawn to the Dodge City of the 1870s. The Krozzar are a very militaristic and disciplined people. They respect only one thing: strength. Insubordination is completely unheard of within their ranks. The Krozzar have a definitive chain of command involving every single member of the race. If one of the creatures dies or is incapacitated, any of the others are ready to pick up that one's responsibilities.

CHAPTER 1: NO TIME LIKE THE PRESENT

SUMMARY: While performing some minor repairs upon the Orphu time vessel they acquired in *MT1, All This and World War Two*, the heroes notice a strange time disturbance emanating from the year 1871 and rocket back to its source to investigate.

If you did not play through *All This and World War Two*, see the Alternate Start below.

STARTING: Read the following text to the players:

"Hey, watch where you're pointing that neutron fluxer!"

"Gladly, if you'll just find me a little more slack!"

You've been working on the timeship's control console for hours, and you have yet to correct the problem; it's almost certainly a major fault. This is all you need! It seems as though there isn't enough power passing into the overdrive converter. About 20% of the reactor output isn't making it through the jungle of wiring and transformers and into the converter. This might call for a complete rewiring job!

"Now what did we do with that Riddley sprocket?"

ENCOUNTER: The heroes should have acquired the timeship in *MT1*. If

you did not play through Part One of the trilogy, see the Alternate Start below. Since the events of the earlier adventure, the heroes have learned a lot more about the time vessel and its operation. Recently, however, the ship's control console has manifested a minor fault that needs repair. In order to completely correct the problem, the heroes must solve the "puzzle" outlined below.

Draw out two columns of numbers on a piece of paper. The first column reads "10, 2, 7, 6, 3" and the second column reads "5, 8, 9, 4, 1." Explain to the players that these numbers represent the amount of power that is being carried through each of ten receptacles on the control console. These receptacles are then connected with one another in order to produce a stable power flow. In order to connect the receptacles, the heroes have three wires: a red wire, a blue wire, and a yellow wire. Receptacles can only be connected in accordance with the following rules:

—Each wire must connect a receptacle in column A with a receptacle in column B.

—The red and blue wires can only connect receptacles that are no more than one row higher or lower than each other. In other words, the red wire could connect "10" with "5" or "8," but not with "9" since "9" is two rows lower from "10" and the wire is

only one space long. The yellow wire is two spaces long. It could connect "3" with "1," "4," or "9," but not with "8" since "8" is three rows higher.

—The red wire can only connect two receptacles that each have an even amount of power flowing through them (ie. 2, 4, 6, 8, and 10). The blue wire can only connect two receptacles that each have an odd amount of power flowing through them (1, 3, 5, 7, 9). The yellow wire must be used to connect one receptacle that has an even amount of power (in Column A) flowing through it to a receptacle that has an odd amount of power (in Column B).

—Each receptacle can only be connected to one other receptacle.

Have the players draw three lines between the columns representing the wiring. The amount of power flowing through the entire configuration is equal to the sum of the six numbers connected by the wires, and the more power the players are able to muster, the better.

No matter how little power the heroes manage to squeeze through the converter, they will still be able to put the timeship back in working order. However, to completely repair the fault they must manage to muster a power total of 40 or better. The characters should not be informed of this fact.

The three connections that will produce the most power are listed



below. Before the heroes start tinkering with the "power puzzle" allow anyone with the Repair/Tinkering Talent to make an Amazing Intensity Reason FEAT roll. If the hero receives a green result, reveal one of the perfect connections, if the hero receives a yellow result reveal two of the perfect connections, and if the hero receives a red result, reveal all three connections.

Perfect Connection: There are two sets of connections that yield a total of 41: Red wire connects 10 and 8, blue wire connects 7 and 9, and the yellow wire connects 6 and 1; and yellow wire connects 10 and 5, blue wire connects 7 and 9, and red wire connects 6 and 4.

The Alarm. Just after the heroes rewire the console, a loud alarm begins blaring through the entire timeship. Checking the console, the heroes will find that one of the viewscreens reads "SITUATION CRITICAL. TEMPORAL DISTURBANCE EMANATING FROM 1871, DELTA MARK MARK 17 XV 5." The

last part of the warning message contains the time-space coordinates of the disturbance's source.

Allow everyone present to make Amazing Intensity Reason FEAT rolls. Anyone who receives a yellow result or better on such a roll figures out how to operate the console to receive a more detailed report on the disturbance. Such a character will learn that certain eras of time, both past and future, seem to be disappearing into the disturbance centered around 1871.

ALTERNATE START: If you did not play through *MT 1, All This and World War II*, your players probably do not have access to a time machine. In this case, if one of the heroes is a scientist of some sort, SHIELD will have given the group a time machine which SHIELD operatives captured on an earlier adventure so that the heroes can study it and turn in a report. Play through this chapter as usual.

If none of the heroes are scientists, SHIELD hires them to provide security for a time machine recently captured by SHIELD operatives. In the middle of the night with no one around, the alarm described above goes off, prompting the heroes to investigate. In this case, pick up play with "The Alarm."

AFTERMATH: At this point, the heroes must travel back to 1871 and investigate the calamity. The exact time space coordinates of the disturbance were part of the earlier warning message. When the players are ready to travel, go to Chapter 2.

KARMA:

Providing 30 or more units of power to the console:	+5
Providing 40 or more units of power to the console:	+10
Learning about the nature of the time disturbance:	+5
Agreeing to return to the past to investigate:	+10



CHAPTER 2: EDDIE? . . . WHO'S EDDIE?

SUMMARY: The time disturbance was caused by the chronovore entry into the timestream of the Marvel Universe and its subsequent feeding (see the Introduction). While rocketing back to 1871 to investigate the disturbance, the heroes are temporarily caught up in the "wormhole eddy" left in the timestream by the chronovore when it entered.

By this time, the heroes are quite familiar with the timeship and know how to operate it. If you did not play through MT1, have one of the players pass an Excellent Intensity Reason FEAT to figure out how the ship works, spending Karma if necessary.

STARTING: Read the following text to the players:

You throw the control which drops you on the trail into the past. Soon, the queasiness starts. It's nothing new; you've experienced this sort of thing before. Time travel has a whole world of wonderful side effects all its own.

But this time it seems different. More intense; more complete. Your suspicions are quickly confirmed by a loud thud that echoes across the outer hull. You have definitely never heard *that* before.

Whatever you're heading into, it doesn't look good.

ENCOUNTER: When the chronovore entered the timestream of the Marvel Universe, it tore a huge "wormhole" in the fabric of space-time. The heroes' timeship is now caught up in the "eddy" surrounding that wormhole.

Inform the pilot of the time vessel that a series of rapidly flashing historical events are passing before his or her eyes, and keeping the ship on course is quite difficult.

In order to navigate the eddy, the pilot must keep the timeship on course and not shoot back too far into the past. Before the ship can land, the pilot must pass three obstacles. Each obstacle requires a Good Intensity Agility FEAT roll. The Intensity of the FEAT is increased to Remarkable if the heroes were unable to wire 40 or more units of power through the control console in the first Chapter. If the pilot fails a FEAT, the timeship is vigorously buffeted about and everyone inside takes 5 points of damage due to the stress. At each obstacle, the pilot must also choose the proper route to keep the timeship on course.

Read each of the following sequences of historical events to the

pilot and ask him or her to choose the event which took place *after* 1871. If he or she is correct, the timeship stays on course. The correct answer is printed in bold type. If he or she is incorrect, the ship is buffeted off course and everyone takes another five points of damage. If the pilot received a red result on the Agility FEAT roll to navigate past the obstacle, he or she need not select a historical event and can proceed on to the next obstacle.

Obstacle One: 1) the signing of the Magna Carta, or 2) **the publication of Freud's theories concerning the unconscious.**

Obstacle Two: 1) **Colorado becomes a state,** or 2) Nebraska becomes a state.

Obstacle Three: 1) **The Franco-Prussian War begins,** or 2) Rutherford B. Hayes is president.

AFTERMATH: Once all of the obstacles have been negotiated, the timeship will come to a stop. Go to Chapter 3.

KARMA:

Negotiating the obstacles (per obstacle): +7

Figuring out how to operate the timeship (only if you did not play through MT1): +15

CHAPTER 3: THERE BE DINOSAURS!

SUMMARY: The heroes arrive in 1871 and begin to scout around. They quickly notice that the entire area has become a hodgepodge of various times and places. Before long, the heroes encounter a stray tyrannosaur, who wouldn't mind turning them into a tasty snack.

STARTING: Read the following text to the players:

The timeship comes to rest on a slightly rolling hill. From your vantage point you can see the small

town of Dodge City, Kansas, stretching out before you, but it doesn't exactly live up to your expectations.

Going in and out of the town are Roman cavalry officers from the 2nd century AD, side by side with futuristic soldiers from who knows when. You see Egyptian bearers from 1000 BC, "doughboys" from the England of World War I, even the occasional caveman. Time has apparently come completely unglued with the 1870s in the center of it all.

Right in front of the timeship is a large, oddly shaped crater. At the bottom of the crater is a smashed Conestoga wagon. It appears as though something is moving about in the wreckage.

ENCOUNTER: The crater is approximately five feet deep. Just after the heroes make their way out of the timeship and begin scouting around the crater, they hear a loud **THUD!** that seems to emanate from everywhere at once.

Eventually, the heroes will almost certainly decide to make their way down into the crater to explore the wreckage. At the bottom of the crater, they will find an unconscious man lying beneath the rubble. If anyone asks for a more complete description of the crater, inform them that they will have to walk about its perimeter in order to take in its full shape since the crater is so large. As they do so, slowly sketch out the outline of a giant Tyrannosaurus footprint on a piece of paper for the players.

The wagon was smashed by the beast as it wandered over the hill in search of food. The dinosaur is currently resting in a nearby clump of forest, but the sudden scent of the heroes' arrival has piqued its interest. Just after the heroes make their way down into the crater, they hear

another loud *THUD* in this area. A few seconds later, the tyrannosaur springs out of the woods to attack.

F	A	S	E	R	I	P
30	10	40	100	2	2	2
Rm	Gd	In	Un	Fe	Fe	Fe

Health: 180
Karma: 6

KNOWN POWERS:

Tough Hide: The Tyrannosaur's tough flesh provides it with Typical protection against physical attacks.

The tyrannosaur gets to make a free attack with Good Agility against everyone in its area, due to its trampling attack. As it springs after the heroes, the dinosaur treads dangerously close to the wreckage of the wagon. If the heroes do not get the

unconscious man out of the area he will be crushed. Once the dinosaur has taken 70 points of damage, it will flee.

AFTERMATH: The unconscious young man is just a pioneer from early America who was caught up in the chronovore's time field. There, he quickly met up with the tyrannosaur, who somehow forget to eat him the first time around. As soon as he wakes up, he will try to flee. If the heroes try to follow or restrain him, they quickly find that he can offer them little aid.

Go to Chapter 4.

KARMA:

Defeating the tyrannosaur:	+ 10
Saving the man:	+ 10
Ignoring the encounter:	- 10

CHAPTER 4: MEET THE KROZZAR

SUMMARY: At this point, the heroes will probably pick a direction and begin moving in search of clues. No matter which direction they select, they will soon come upon a party of Krozzar that was sent out to collect data concerning the time disturbance.

STARTING: Read the following text to the players:

move on, you notice a loud buzzing sound of increasing intensity filling the air around you. After a short time, the buzzing grows so loud that it is almost painful. You are certain that the sound is emanating from behind a nearby ridge.

ENCOUNTER: When the heroes make their way around the ridge to investigate, they find a group of five Krozzar fussing over some sort of huge machine, which is obviously the source of the buzzing. With all of the loud noise, there is no way that the Krozzar will notice the heroes approach unless the heroes would like to be noticed.

There are several courses of action that the heroes are likely to adopt. First, it is possible that the heroes will approach the Krozzar and attempt to communicate. In this case, the lizard-like aliens refuse to cooperate in any way, draw their blaster pistols, and inform the heroes that they are now captives of the

As you make your way across the ravaged countryside, your senses are slowly beginning to adjust to the strangeness. Overhead, the odd combination of World-War-I-era biplanes, futuristic space fighters, and pterodactyls no longer seems so startling. On a distant ridge, you see a small unit of Napoleonic troopers trying to bring down a mastodon, side-by-side with a group of medieval Chinese diplomats who are attempting to talk a passing cave-man into swapping a few scraps of food for a string of pearls. As you

Krozzar Empire. The heroes can then either allow the Krozzar to escort them back to the alien base, or put up a struggle. Play out the ensuing combat using any spare exterior map.

There is also a chance that the heroes will simply assume that the Krozzar are hostile, and come out swinging. In this case, play out the battle using any spare exterior map. In this situation, the heroes receive one round of surprise because of the loud noise generated by the machine, which obscures their approach until it's too late.

Finally, the heroes might attempt to set up some sort of diversion to draw the Krozzar away from the machine. In this case, have one of the Krozzar make an Intuition FEAT roll. If the roll fails, the aliens fall for the heroes' scheme; otherwise the diversion fails. You should base the Intensity of this FEAT on the soundness of the heroes' plan. A very good plan might call for an Amazing Intensity FEAT roll, while a poorly-

conceived plan might require a Typical FEAT.

If the heroes manage to get a look at the machine by defeating the Krozzar in combat, or tricking them out of the area, allow everyone to make a Remarkable Intensity Reason FEAT. Successful heroes understand that the machine was built to analyze the energies given off by temporal disturbances.

A screen on the machine reads: "60,000 BC–11,000 BC, 2000 BC–300 BC, 3 BC–700, 1343–1511, 1769–1814, 1902–1921, 1992–2006." These dates represent the time epochs that are being swallowed by the chronovore. Each of these epochs has been temporarily trans-

ported into the area around the Dodge City of 1871, where everything is slowly drifting toward the chronovore's present location. Soon the temporally-displaced people and places, and everything around them, will disappear into the chronovore's maw forever.

Anyone passing an Amazing Intensity Reason FEAT can use the device to learn that entire eras are somehow disappearing out of the past and future and being drawn into the area around Dodge City. Such persons also realize the significance of the dates.

AFTERMATH: If the heroes accompany the Krozzar back to their

encampment (whether by choice or not), proceed to Chapter 8. If the heroes defeat the Krozzar and want to make their way to the encampment on their own, or decide to simply wander on, proceed to Chapter 5.

KARMA:

Analyzing the machine:	+5
Learning something about the nature of the time disturbance:	+5
Attempting to negotiate with the Krozzar:	+10
Fighting the Krozzar without attempting to communicate:	-10
Tricking the Krozzar away from the machine long enough to investigate:	+15

CHAPTER 5: THE KROZZAR BASE

SUMMARY: After encountering the Krozzar research team, the heroes will probably want to make their way out to the nearby Krozzar encampment in search of the data the aliens have compiled concerning the time space disturbance. The encampment lies approximately two miles from the point where the heroes encountered the research team. If the heroes did not get the location of the encampment from interrogating captured aliens, you can have them stumble onto the camp by accident.

STARTING: Read the following text to the players:

You come up a long, sloping ridge. On the other side, about 25 feet below you, you spot what must be the alien camp. The camp consists of seven hurriedly-constructed shelters surrounded by a circular perimeter. It is approximately 50 yards from end-to-end. Twenty yards away from the rest of the encampment rests a single isolated shack. Next to the shack are several huge trees.

Dozens of the lizard-like aliens are rushing about the camp, madly giving and receiving orders. Judging from all of the weapons you see strewn about, the aliens are probably a very militaristic people.

From your vantage point, you can look down the ridge to a small, rocky plateau rising about 10 feet above the encampment. A tall tree up on the ridge helps conceal you from the aliens below. Higher up, the branches of the tree are only about two feet away from the long limbs of the tree near the isolated shack.

ENCOUNTER: The heroes can learn a great deal from observing the Krozzar encampment from up on the ridge. The heroes must pass a Remarkable Intensity Intuition FEAT roll in order to discover each of the following facts.

1. *Number of Krozzar present.* There seem to be about 75 of the creatures in the camp at the present time. About 50 of them appear to be warrior types.

2. *Approximate weaponry the Krozzar have available.* Each of the aliens is armed with one of the weapons noted in the NPC section. In addition, there are four unlimbered special weapons present in the compound, along with a couple of vehicles and some other heavy equipment.

3. *Status.* The Krozzar are preparing for some sort of military campaign.

4. *Reaction to Space-Time Disturbance.* The Krozzar seem to be so confused by their surroundings that it is unlikely that they know very much about the temporal disturbance.

Plateau. One or more of the heroes might attempt to climb down to the plateau closer to the encampment in order to get a better look. To do so without being detected from below requires an Excellent Intensity Agility FEAT roll. If the hero(es) fail this roll, 30 warriors rush up the slopes with two of the heavy weapons and demand that the hero(es) surrender. The weapons are Neural Stunners which force their target to make an Amazing Intensity Endurance roll or drop unconscious. Any



hero who successfully makes it down to the plateau can discover all of the above information with Good Intensity Intuition FEAT rolls.

Doctor Doom and Company.

After the heroes have been looking over the camp for a while, they will notice a mysterious group of six hooded figures leave the isolated shack on the edge of the perimeter and enter the compound. These six figures are Doctor Doom and his group of supervillains (see the Introduction). While traveling back to the past in his primitive time machine, Doom became caught up in the chronovore-produced eddy surrounding 1871. Doom managed to make his way through the eddy, but not before the time machine had sustained enough damage to short out most of the electrical equipment he was bringing along, including all of the scientific apparatus Doom had intended to use to track down and subjugate the chronovore.

In spite of the damage to their equipment, Doom and his army set up a temporary base in a nearby cave after arriving in 1871. From there, they sent out a number of special replica androids to gather information, one of which the heroes will encounter later. One of these androids led Doom to the Krozzar, to whom Doom demonstrated his considerable scientific skills, enabling him to negotiate a deal with the ali-

ens. They are allowing him free reign and access to their scientific apparatus in return for any information on the temporal crisis that Doom can provide.

Reaching the Research Shack.

Seeing the six hooded figures leaving the shack on the edge of the compound might pique the heroes' curiosity. The obvious method of reaching the shack without attracting too much attention is to climb up the tree on the ridge, jump over to the long limbs of the trees near the shack, and climb down. Scaling the tree on the ridge requires a Typical Intensity Agility FEAT roll. Jumping from tree to tree is a Good Intensity Agility FEAT.

While jumping, each of the heroes must also check to see if he or she has attracted the attention of any of the aliens in the camp below. If the hero received a Green result on his or her Agility FEAT, the aliens get to make an Incredible Intensity Intuition FEAT to detect the hero (make one roll for all of the aliens). A Yellow result on the Agility FEAT raises the Intensity of the aliens' FEAT to Amazing, and a Red result means the aliens have no chance of detecting the heroes at all. Of course, the heroes can spend Karma on any of these rolls as they see fit. Climbing down the tree near the shack is so easy that it doesn't require a FEAT roll.

If any of the heroes blows the climbing or jumping FEATs, or is detected by the aliens, a group of 20 Krozzar soldiers train their weapons on the heroes and demand their surrender. If the heroes refuse, the soldiers will fight to capture the intruders.

Of course, the heroes might come up with a completely different scheme for moving about the compound, or reaching the research shack. In this case, it's up to you to judge the results. Keep in mind that any attempt to move through the compound will almost certainly give the aliens an opportunity to make an Intuition FEAT roll to detect the heroes.

AFTERMATH: If the heroes tip off the aliens and are captured, proceed to Chapter 7. If the heroes reach the research shack, go to Chapter 6.

KARMA:

Discovering each of the facts about the Krozzar (per fact):	+ 5
Avoiding capture for the entire encounter:	+10
Reaching the research shack:	+ 5

CHAPTER 6: THE RESEARCH SHACK

SUMMARY: The heroes make their way into the makeshift research center the Krozzar have set up to investigate the temporal disturbance in search of clues.

The heroes can reach the shack in several different ways: it might have caught their eye after the mysterious hooded figures appeared during Chapter 5, or the group might explore the shack after escaping from the Krozzar scientists in Chapter 8.

STARTING: If the heroes must break into the shack (that is, you are coming from Chapter 5), one of them must pass an Excellent Intensity Agility FEAT roll to pick the lock on the outer door. The door of the shack is of Excellent Material Strength. The area around the shack isn't very well patrolled by the Krozzar, so no one will notice the characters' efforts if they are able to get into the building in three rounds or less.

If it takes the heroes more than three rounds to pick the lock or get past the door, roll a D10 each round thereafter. On a roll of 1-3, they are noticed by the Krozzar walking about the compound; their immediate surrender is demanded by 20 Krozzar soldiers armed with the Neural Stunners described in Chapter 5.

If you are coming from Chapter 8, the heroes should be in the shack by themselves. In this case, they can walk about and explore at will.

ENCOUNTER: If the heroes are breaking into the shack, they will find it completely deserted. All of the Krozzar scientists are out on data collection missions similar to the one encountered by the heroes in Chapter 4. Doom and his allies are either talking to the Krozzar leader or are off conducting experiments. There is a map of the shack included on the cardstock foldout. Ask the players what areas they would like to explore.

Computer/Data Room. This area is likely to interest the heroes the most. As they enter, they will find a large computer storage bank and a desk. Spread out on the desk are

two copies of a map of the entire area around Dodge City, as it has become after the disaster (show the heroes the large-scale map of the region). The heroes will probably want to take a copy with them.

Inside the desk drawers are several piles of papers. One such pile contains a series of military projections reading: *"Our scouts have found that we are not the only warriors that have been swept up in the temporal disturbance. Apparently, representatives of Earth's Napoleonic, Hellenic, and marauding periods are present in this area as well. It seems that these three factions have begun an all-out war for control of local territory and resources. It should also be pointed out that the three factions are under the leadership of the legendary Napoleon Bonaparte, Alexander the Great, and Genghis Khan."*

Another paper reads: *"I concur with General Alzzan. Seizing military control of the surrounding region would certainly expedite the efforts of our researchers. I suggest a military assault against the Hellenics so as to capture an access route to the nearby mountain chain, where we could plant our beta-bomb (Serial #: XX7654c, D-Code: XNAV). Properly placed in the mountain chain, the beta-bomb should set up a geothermic reaction which will destroy everything within 20 miles of the nearby village (approx. death toll = 400,000), leaving the entire region open to our troops and researchers. Estimated chance of success is 99%. It is estimated that only a combined alliance of all three of the human factions could successfully oppose such an operation and prevent us from reaching the mountains in force. It is unfortunate that we have only one bomb on hand; another would up our odds to complete certainty."*

Tacked onto the end of the report is a message: *"Operation approved. Prepare to move immediately. Hostilities will commence in 104 hours."* From the time stamped on the message, the heroes can easily determine that the Krozzar assault is scheduled to begin in exactly two days.

The heroes can also gain valuable information from the Krozzar computer. In order to do so, they must first "hack" their way past the computer's security system. In order to access the computer files, the heroes must type in the proper four-letter password code. Anyone that has a Reason of Excellent or better that looks at the computer can determine in five minutes that the four letters that make up the password code are A, B, F, and G, though not necessarily in that order. At this point allow everyone present to make an Excellent Intensity Reason FEAT roll (applying the appropriate column shifts for Computer Talent). Anyone who receives a Green result or better realizes that "A" must be the first letter in the password. Anyone who receives a Yellow result or better realizes that "G" immediately follows "B" in the code; and anyone who receives a Red Result or better realizes that "F" is the fourth letter in the sequence. The proper password, therefore, is "ABGF."

Give the heroes only one chance to guess the proper code. If they guess incorrectly, the security system automatically shuts down the computer and it cannot be reactivated. If the heroes guess the correct code, they receive all of the following information.

1. The Krozzar are part of an alien alliance that dominates the Earth in the early 21st century. They were pulled into this era by some sort of strange temporal anomaly they do not understand. Their ultimate aim, of course, is to find a way to return to their normal time period.

2. The Krozzar scientists are completely unable to offer a credible theory explaining the time disturbance.

3. The Krozzar have collected reams of data on all sorts of energy readings taken in and around their camp, hoping to find some sort of explanation for the space-time phenomena. None of the figures are of any use to the heroes.

4. The alien research teams have not been able to collect as much data as they would have liked because they are constantly running into hostile creatures and travellers displaced from other time eras. The researchers warn that these creatures must be cleared out of the region if their efforts are ever to bear fruit since the Krozzar do not have enough soldiers to send out powerful military escorts for every research team.

5. Recently, the Krozzar were approached by six mysterious hooded figures, one of whom displayed amazing scientific prowess. The Krozzar somewhat reluctantly struck a bargain with the strangers. The aliens would allow the strangers access to their computer equipment in return for any knowledge the strangers collect concerning the temporal anomaly. The stated aim of the strangers is to find a way to return home themselves.

Mind Probe Chamber. This is where the Krozzar store their mind probe, a device they use for interrogating captives. If the heroes are ever captured by the Krozzar, it is possible that they will be subjected to the device (see Chapter 8).

Storage. This is a storage chamber for scientific apparatus and high-tech equipment. Almost all of the items stored here are completely useless to

the heroes. The only item of note is a small portable neutron flux power generator which might come in handy later in the adventure. Make sure you mention the generator. If the heroes don't take it now, they might decide to come back for it later.

Troop Arrival. After the heroes have been probing around in the research shack for a while, they begin to hear noise and commotion coming from out in the compound. If they look out the window, the heroes will see a mass of approximately 40 Krozzar soldiers returning to the encampment from maneuvers. The soldiers bring along with them a rag-tag group of captives and stragglers from various time periods that they encountered out on patrol. These prisoners will be interrogated and indoctrinated into the army to serve as slave troops (see Chapter 9).

AFTERMATH: After reading the military documents they found in the Computer/Data room, it is possible that the heroes will want to try to scout around the Krozzar camp and try to find the "beta-bomb" so they can eliminate the device and prevent the deaths of 400,000 people. In this case, remind them that moving about the camp is now very difficult due to the 40 additional troops that just arrived in the area. Even supposing that the heroes are able to find some

sort of way to move about the base undetected, they will still be unable to find the beta-bomb. The aliens have hidden the bomb very well for security reasons and the heroes don't really even know what it looks like.

Most likely, the heroes will now be forced to make some decisions.

There is obviously no way they can find out anything about the temporal anomaly if the Krozzar detonate the beta-bomb and destroy the entire surrounding area, probably including the heroes. It seems that the only way to stop the Krozzar operation is to convince the three warring factions from the past to join forces and oppose the aliens.

When the heroes are ready to travel on, proceed to Chapter 11. If the heroes are captured at any point during the encounter, proceed to Chapter 7.

KARMA:

Finding the military files:	+5
Gaining the info from the computer:	+10
Deciding to try to find the three warring factions in order to negotiate an alliance:	+10
Getting captured:	-5



CHAPTER 7: CAPTURED!

SUMMARY: The captured heroes are taken before the Krozzar leader and interrogated. While before the leader, they glimpse a group of mysterious hooded strangers.

STARTING: Read the following text to the players:

Twelve Krozzar soldiers lead you into one of the small pre-fab shelters located at the heart of the complex. Inside you find one of the lizard-like aliens sitting behind a desk, looking over a pile of papers. From all indications, he appears to be the alien leader.

ENCOUNTER: The Krozzar have taken the heroes directly to their leader because the heroes' strange garb and the fact that they were found poking around the encampment have singled them out as a possible threat. The leader is mainly interested in finding out who the heroes are and what they want. It is up to the players to come up with suitable answers.

If the players are able to come up with a convincing answer as to why they were present in the encampment, the leader will decide that they are not a threat and send them off to be indoctrinated into the Krozzar army as slave troops (see Chapter 9). If the players are unable to come up with a suitable answer, the leader will send them to be mind probed. If the heroes confess to the Krozzar leader that they are trying to find a way to identify and correct the time disturbance, he will send them off to be mind probed so as to find out everything the heroes know of the disturbance. The Krozzar leader will not be open to any offers of cooperation from the heroes; he has already made such a deal with Dr. Doom, whom he believes is more competent to handle the situation.

If the players invent some sort of false story for the leader, he is allowed an Intuition FEAT roll to see through their deception. The Intensi-

ty of this FEAT should range from Typical (for a very poor story) to Incredible (for a very good story).

The Arrival of Doom. Just after the leader has finished interrogating the heroes, six hooded strangers walk into the leader's office and begin a conversation. Read the following dialogue to the characters:

KROZZAR LEADER: *Have you found anything?*

DOOM (in disguise): *I think so. I need equipment. A flux overdrive.*

LEADER: *We have only one overdrive, and it is needed for our battlefield communications system. We are preparing to launch a campaign, you know.*

DOOM: *As I have told you, if we are to find answers we need equipment—and providing this equipment is your side of our bargain. You do want to see the 21st century again, do you not?*

LEADER: *You know, my friend, I am beginning to regret our little arrangement more and more. (To an underling) Get them the overdrive.*

Where will you be taking it?
DOOM: *For now that needn't concern you. We are very close to uncovering the nature of the disturbance. Once we have answers we will be back.*

LEADER: *Well remember, once our assault is complete, it wouldn't be wise to travel in the area we discussed earlier.*

DOOM: *Don't worry; I'm sure we will survive.*

With that the strangers leave.

During the entire conversation, the strangers do not notice the heroes and will ignore any attempts by the heroes to communicate with them. The Krozzar's comment about not traveling in the area is a warning to Doom about avoiding the zone which will be devastated by the beta-bomb.

AFTERMATH: Doom is indeed close to locating the chronovore. Between information that he has been receiving from the replica androids he sent out to gather data, and information provided to him by the Krozzar, he is slowly gaining a fix on the creature's location. He and his army are now going out to track the beast down. The heroes will not encounter him again until the end of the adventure.

If the heroes are to be mind-probed, proceed to Chapter 8. If they are to be indoctrinated into the Krozzar army as slave troops, proceed to Chapter 9.

KARMA:

Convincing the Krozzar leader that the heroes are not a threat: +15

Attempting to strike a bargain with the Krozzar: +10



CHAPTER 8: NOT THE MIND PROBE!

SUMMARY: The heroes are taken to the Krozzar mind probe machine located in the isolated research shack. There, the lizard people will examine the heroes to find out what they know.

STARTING: Read the following text to the players:

Ten Krozzar soldiers lead you out to the isolated shack located on the edge of the alien compound. Your destination: the Krozzar mind probe machine. You're not exactly sure what the "mind probe" is, but your imagination is quickly filling in the details.

Inside the shack, you are led into a small room, with a glass booth tucked in the corner of one end. Within the booth there is a steel-backed dentist's chair and a helmet that is wired like a Christmas tree. Outside the booth there is only a bench and a large control console, with its mess of wires and cables sloppily drooping down to the floor.

ENCOUNTER: The Krozzar begin using the mind probe machine on each of the heroes one-by-one in order to discover what they know about the temporal disturbance. The aliens will select a hero at random

and lead him or her off into the glass booth. Three of the aliens will stand guard over the victim in the booth. The rest work the control panel and watch the prisoners sitting on the bench in the outer chamber.

If the Krozzar finish interrogating the first prisoner before he or she breaks, they will select another and lead him or her off into the glass chamber. This process is repeated until they either have their answers, or all of the heroes have been questioned.

Mind Probe Procedure. The Krozzar mind probe actually attempts to read the thought patterns locked into the neurons of its target. The machine has three different intensity levels. When a hero is first placed in the machine, the Krozzar will always begin at the lowest level of intensity. If the hero resists questioning at the lowest level, the aliens will then up the intensity to the next level, until the hero either breaks and reveals everything he or she knows, or resists all three levels of questioning.

At each intensity level, the hero must make a Psyche FEAT roll in order to resist answering all of the aliens' questions truthfully. The aliens are chiefly interested in finding out who the heroes are, what they are capable of, where they come from, why they are interested in the alien encampment, and what they

know about the temporal disturbance. If the hero in question fails a Psyche FEAT roll during questioning, he or she automatically answers all of the above questions truthfully. Each Psyche FEAT roll the hero passes during questioning means that he or she has successfully resisted one stage of questioning. Resisting the mind probe places a great deal of strain on the target's psyche, however, so each successful FEAT roll also inflicts five points of Health damage upon the target. Of course, the hero can choose not to resist the mind probe, and answer all questions voluntarily.

The Intensities of the Psyche FEAT rolls necessary to resist the three stages of questioning are Good, Excellent, and Remarkable.

Lying. A clever hero might try to fix some sort of false set of answers in his or her mind, hoping to deceive the mind probe into believing that the answers are the truth. Tricking the mind probe requires an enormous mental effort. Any hero who tries this tactic must make an Incredible Intensity Psyche FEAT roll to succeed. If the ploy succeeds, the Krozzar are then entitled to an Incredible Intensity Intuition FEAT roll to see if they notice the deception themselves. If the hero puts up a good fight against the machine before attempting to implant the false information (i.e.,



passes a Psyche FEAT or two and takes a little damage), the Intensity of the FEAT necessary to detect the deception is increased to Monstrous. The heroes might want to mislead the aliens in this fashion in order to convince the creatures that they are not really a threat, in which case the heroes' security arrangements will be a lot looser from this point on, facilitating escape (see Chapter 9 for details).

The Break-Out. The heroes might try to break out during this Chapter. If so, play out the ensuing combat using any handy interior map. A complete map of the research shack can be found on the inside cover for reference.

If any of the heroes mention the loose tangle of wires springing from the control console, and ask to follow the wires' path, inform them that the wires run down to the floor, over to the wall, and around the frame of the room. Observation reveals that many of the cables that tie into the mind probe console pass right underneath

the bench upon which the heroes sit. A clever hero can try to kick one of these cables out with his or her foot. Kicking out a cable is an Excellent Intensity Strength FEAT. If the FEAT roll succeeds, the power to the mind probe is suddenly cut off, ending all questioning that is going on. The control console erupts in a minor explosion that inflicts 25 points of Health damage to all the Krozzar present in the room and stuns the aliens for one round. The Krozzar can move during this round, but not attack; the heroes are too far away to be affected by the blast. If possible, the Krozzar will do everything they can to prevent the heroes from leaving the research shack.

AFTERMATH: If the heroes were questioned, the Krozzar will decide to indoctrinate them into their army to serve as slave troops during the upcoming assault (see Chapter 9). How tightly secured the heroes are once they have been inducted into the alien army depends upon their answers during this Chapter and the last.

If the heroes escaped and cleaned out all of the Krozzar, they might want to look around the research shack. In this case, go to Chapter 6. If they were able to shake their captors, the heroes might also try to flee. In this case, describe the computer/data room to them as they make their way out of the shack, and explain how the data room looks like it might contain important information that the Krozzar have collected concerning the temporal disturbance. The heroes will probably make sneaking back into the compound and returning to the shack their next priority. When they do so, you can proceed through Chapters 5 and 6.

KARMA:

Resisting a stage of questioning: +5
Fooling the mind probe: +20
Escaping: +20
Kicking out the power cable: +15

CHAPTER 9: YOU'RE IN THE ARMY NOW

SUMMARY: The heroes are indoctrinated into the Krozzar army to serve as slave troops during the aliens' upcoming campaign against the forces of Alexander the Great.

STARTING: Read the following text to the players:

A group of 10 Krozzar soldiers leads you into one of the long pre-fabricated structures that make up the alien compound. As you are led in, you catch sight of many other prisoners of varying time periods and nationalities being brought in to join you.

You and the other prisoners are forced into a huge room, and seated in rows upon low benches.

Next to you is a dragoon from the Napoleonic wars, behind you two medieval English serfs and a Russian cossack from Crimea. Soon, an alien steps forward and begins to speak.

ENCOUNTER: The alien is General Alzzan, the Krozzar who is going to lead the assault against the forces of Alexander the Great in order to capture a passage to the mountains where the Krozzar hope to plant their beta-bomb. Alzzan explains to the captives that they are all to serve as slave troops during the upcoming alien campaign. Each captive will be armed and assigned to a squad of Krozzar troops, whose orders they

must follow without question. Alzzan goes on to explain the Krozzar code of military combat: never surrender, never retreat, and always follow the orders of a superior. The captives, of course, will be expected to uphold this code.

The Krozzar are not really too fond of the idea of turning the captives into soldiers, but they have little choice since they did not arrive in the past with very many of their own troops. In return for their service, each of the captives is given food and clothing, and allowed to live (for now). Naturally, the penalty for failing to obey the aliens is death.

Those captives who have been identified as a possible threat (which may include the heroes, depending upon the outcomes of Chapters 7



and 8) are each fitted with a special collar. General Alzzan will explain to the captives that their squad leaders each have access to a device which is capable of constricting the collar, causing the victim unimaginable pain. The general will then demonstrate the device's effectiveness by giving each of the victims a little sample. If the heroes are fitted with collars they each suffer two points of Health damage. The collars are made of Monstrous strength material and can only be removed with a special key carried by most of the Krozzar officers.

Before leaving, Alzzan summarizes the entire military situation in the area around Dodge City, and explains to the captives what the Krozzar hope to accomplish, leaving out the part about detonating the beta-bomb once they have captured an access route to the mountains. Summarize for the players all of the military information found in the documents inside the research shack (see Chapter 6) and show them the

large-scale map of the area located on the handout.

Break-Out?. The heroes might try to break out at this point. There are 20 Krozzar soldiers, and 20 other captives present. Use any spare interior map to play out the combat. If the heroes begin a fight, roll a D10 on each round after the first to see how many of the other captives will join in the struggle against the aliens. Assume that each of the captives has the same statistics as the typical soldier found in the back of the Judge's Book.

If the heroes have been fitted with the restraining collars, the aliens will naturally attempt to use them to calm down the assault. Each collar can be set to inflict between Shift 0 and Remarkable damage. The damage done by the collars is not affected by Body Armor or Force Fields and is automatically inflicted at the beginning of each round. Once the battle starts, the Krozzar will turn the col-

lars up to Good, and will increase the setting by one level for each round the battle continues.

AFTERMATH: If the heroes don't try anything, or try to break out and fail, proceed to Chapter 10. If the heroes successfully defeat all of the aliens, escape, and flee the camp, go to Chapter 11. In this case, you will want to make sure the heroes know that there is important information concerning the temporal disturbance located in the research shack so they will head there later and discover certain invaluable clues, if they have not already done so. Let the heroes overhear a couple of the Krozzar soldiers discussing the research shack on their way out. If the heroes head back to the shack later, proceed through Chapters 5 and 6.

KARMA:
Escaping: +20

CHAPTER 10: PATROL AND PROBE

SUMMARY: After being indoctrinated into the Krozzar army, the heroes are sent out on a patrol mission and presented with an opportunity to escape.

STARTING: Read the following text to the players:

After General Alzzan's speech, you and the other prisoners are divided up amongst the squads that make up the Krozzar army. Luckily, all of you ended up in the same squad. Your squad consists of six Krozzar warriors and yourselves.

Before you even have a chance to get your bearings, your new squad leader approaches you.

"We have just been given an assignment. We are to travel out along the path of the assault and scout out the terrain and composition of enemy forces. Command does not know how many hostiles will be in the area. I hope you lowly scum realize that I expect you to follow my orders readily and without question. The penalty for insubordination is swift and final."

ENCOUNTER: After giving the mission run-down to the heroes and the rest of his squad, the Krozzar commander leads the unit out into the wilderness surrounding the base. Just before the squad departs, each of the heroes is armed with a blaster pistol (see the NPC section for all relevant details).

After traveling for about 20 minutes, the squad makes its way into a narrow canyon between two ridges. Once the squad is within the canyon, a force of 12 ancient Greek soldiers, called hoplites, appears on the ridge to ambush the heroes and aliens. The hoplites are scouts that were dispatched by Alexander the Great. They saw the Krozzar squad approaching from the ridge top. The hoplites have the following statistics:

F	A	S	E	R	I	P
10	10	10	10	6	6	6
Gd	Gd	Gd	Gd	Ty	Ty	Ty
Health: 40						
Karma: 18						

Armor: The hoplites wear breastplates that provide them with Typical protection from physical attacks.

Weaponry: Each hoplite is armed with two javelins (Poor Edged damage) which can be thrown for a range of two areas, and a sword (Typical Edged damage).

The canyon is two areas wide and five areas long. The ridge stands 25 feet above the canyon floor on both sides of the depression. On the first round of the ambush, two of the Krozzar are killed. On the second round of the ambush, the squad leader dies. Four of the hoplites concentrate on attacking the heroes each round, while the remaining Krozzar will manage to kill off five of the Greeks in the first two rounds.

At some point, the heroes should figure out that this is a perfect chance to escape and make a break for it. If they were fitted with the special restraining collars, the heroes will probably want to get the control device away from the squad leader after he dies. If the heroes spend one round searching the leader, they also find one of the special keys which will remove the collars, and an order docket describing the Krozzar plans to detonate the beta-bomb in the mountain chain.

Once the heroes make their break, all of the remaining Krozzar target their fire upon them for one round, then forget about them and concentrate their efforts upon the Greeks. If the heroes are wearing collars and decide to escape on the first round, the commander activates the collars at Remarkable level for one round before he dies (see the previous Chapter for notes on the collars and how they function).

If the heroes flee before the Greeks are defeated on the fourth round, all of the remaining Greeks attack the heroes for one turn once

they are out of the canyon or reach the top of the ridge. Thereafter, the Greeks go back to concentrating their efforts upon the Krozzar.

AFTERMATH: Once the heroes have escaped, they can buy a little more time to investigate the temporal disturbance by heading off to the camps of the three warring factions and negotiating an alliance in order to prevent the Krozzar from reaching the mountains and detonating the beta-bomb. If the players somehow missed any of the clues that will lead them to adopt this course of action, you should create another encounter supplying the missing information.

The heroes should know exactly where the base camps of Napoleon, Alexander, and Genghis Khan are located from the maps they found in the research shack or those they were shown by General Alzzan. Once you are ready to proceed, go to Chapter 11.

KARMA:

Escaping:	+ 10
Finding the clues on the squad leader and removing the collars:	+ 5

CHAPTER 11: TRAVELING CROSS-COUNTRY

SUMMARY: The heroes travel from one place to the next through the area that has been devastated by the chronovore.

STARTING: Because of all of the people and wild animals dumped into the region, traveling in and around Dodge City can be quite dangerous. Refer to this Chapter any time the heroes want to travel from one area to another throughout the course of the adventure.

The first time you should end up here is after the heroes leave or escape the Krozzar encampment. At this point, they should know that the Krozzar intend to destroy everyone and everything in the area surrounding Dodge City to make it easier for their research teams to collect data on the time disturbance. The Krozzar can be prevented from detonating their bomb only if they are prevented from reaching the nearby mountain chain. The only way to prevent the Krozzar assault from breaking through to the mountains is to somehow negotiate an alliance between the three factions that are warring to control what little land and resources remain in the wake of the temporal disaster. Only the combined might of the human armies of Alexander the Great, Napoleon Bonaparte, and Genghis Khan can even hope to turn the Krozzar back.

The heroes really have little choice but to negotiate an alliance between these factions and prevent the Krozzar from detonating their bomb. The heroes don't yet have any clues as to the nature of the temporal disturbance, so it is very unlikely that they will be able to set everything right before the Krozzar begin their assault. Fleeing the area and ignoring the threat of the bomb isn't very heroic: the bomb will kill approximately 400,000 people from the past, present, and future, and the heroes will lose all of their Karma if they choose to ignore the bomb. In addition, the heroes can't really be sure that the explosion won't obliterate important clues that will be needed to discover the true nature of the

time-space disturbance. The Krozzar don't think it will—but what do they know?

ENCOUNTER: Allow the players to refer to the large scale map of the area printed on the foldout mapsheet. There is another map of the area on the same map sheet which contains some information that is not on the players' map.

The players' map of the region around Dodge City is slightly different from most of the maps used in the Marvel Superheroes game. Each area on this map represents two miles of terrain. Place a spare die or one of the heroes' markers in the area where the heroes begin.

Travel on the map is conducted in two-hour "turns." Each turn, allow the heroes to move their marker on the map. The speed at which the heroes can travel is based upon the movement rate of the slowest individual hero. Refer to the table below.

MOVEMENT TABLE

Speed	Areas/Round
Pr	2
Ty	3
Gd	4
Ex	5
Rm	6
In	7
Am	8
Mn	10

Air Travel: If all of the heroes are capable of flight, add two areas per turn to their movement rate.

Encounters

At the end of each turn, roll 1D10 to see if the heroes have encountered anyone or anything. On a roll of 1-4, the heroes have an encounter. Roll a D100 on the table below.

ENCOUNTER TABLE

Roll	Encounter
01-25	Krozzar Scout Party
26-40	Trapped Soldiers
41-44	Dinosaurs
45-48	Dogfighters

49-52	Hungry Refugees
53-56	Chinese Merchants
57-60	Seismic Disturbance
61-66	Wind Storm
67-70	Cavemen
71-74	Wild Dogs
75-78	Indian Refugees
79-86	Debris/Rockfall
87-90	Aristotles' Scroll
91-96	Jackals
97-00	Medieval Warlord

Encounter Descriptions

Krozzar Scout Party. The heroes encounter a Krozzar squad assigned to scout out the surrounding area. The squad consists of four Krozzar warriors and three World War I doughboys who are slave troops. Each of the slave troops wears one of the special Krozzar restraining collars. The scout party will definitely attack the heroes. The slave troops, however, will only attack every other round since they are reluctant to fight. The scout party is armed with any weapons you see fit; each of the troopers carries one "unit" of food (see below) and one unit of water. The heroes get 15 Karma if they can free the slave troops without injuring them. Defeating the scout party is worth 10 Karma.

Trapped Soldiers. The heroes come across three soldiers cornered against a small rock outcropping by a pack of eight wolves (see the Judge's Book for statistics). The type of soldiers that are pinned depend upon whose territory the heroes occupy (Alexander's, Napoleon's, or Genghis Khan's). If the heroes aren't in any of the areas controlled by the human armies, the soldiers are Chinese merchants instead. The soldiers (or merchants) have the statistics of a typical soldier found on p. 63 of the Judge's Book. Napoleonic soldiers are armed with rifles that fire every other round for five points of damage; Khan's soldiers are armed with sabres that strike for Good Edged damage; and Alexander's soldiers are armed as the hoplites in Chapter Ten. The pack of

wolves flees once half of its members have been reduced to one half their Health or less. Defeating the wolves is worth 5 Karma. If the heroes free the soldiers, they gain one Diplomacy Point (see below) with their leader and 10 Karma (if the heroes are freeing merchants instead, they receive the Karma bonus and the merchants reward them each with one unit of food).

Dinosaurs. The heroes are attacked by two roaming tyrannosaurs. Use the statistics found in Chapter Three. The dinosaurs flee if reduced to half their Health or less. Defeating the dinosaurs is worth 10 Karma.

Dogfighters. Two German biplanes from World War I swoop down from overhead and begin strafing the heroes. The pilots are hoping to kill the heroes, land, and take whatever food and supplies they might have. The pilots have the abilities of a typical soldier (see the Judge's Book); the biplanes have the following statistics:

Cont	Speed	Body	Prot
30	10	4	0
Rm	Gd	Pr	Sh 0

Each plane is equipped with a machine gun that can fire at targets up to 8 areas away for 10 points of

Shooting damage. If the heroes damage either aircraft, both pilots will flee. If the heroes somehow manage to capture and question the pilots, they will confess that they were trying to kill the heroes in order to capture their food and supplies. If the heroes give the pilots any food or water, they receive 10 Karma. Defeating the pilots is worth 5 Karma.

Hungry Refugees. The heroes are approached by a group of seven of the townsfolk who live in Dodge City, who stop the group to beg for food and water. If the heroes give the townsfolk at least one unit each of food and water, they gain 15 Karma. If they don't give the refugees any food or water, they lose 10 Karma. If questioned, the refugees inform the heroes that they lived in Dodge City, but had to leave when the city became overrun by dinosaurs. The refugees know that there is a huge supply of food and water remaining in the city, but no one can get to it because of the dinosaurs.

Chinese Merchants. The heroes come upon a group of four Chinese merchants which offers food and water as trade items. The merchants will exchange one unit of food, or one unit of water for just about anything (capes, helmets, boots, captured weapons, etc). They have no information, and are carrying ten units of food

and ten units of water. The merchants have all of their ability ranks at Typical. The heroes lose 15 Karma if they attack the merchants.

Seismic Disturbance. The chronovore's arrival in 1870 has affected local geology, prompting a series of small earthquakes. The heroes encounter one such quake. Each of the heroes must make a Good Intensity Agility FEAT roll to avoid falling into a fissure that suddenly opens in front of them. Anyone who falls into the fissure must pass a Remarkable Intensity Endurance FEAT or suffer 10 points of damage. Another hero can catch a falling comrade with a Remarkable Intensity Agility FEAT (doing so will net the hero 10 Karma).

Wind Storm. Local weather patterns have also been affected by the arrival of the chronovore. Just now, a harsh wind storm develops overhead. For the next 1-5 turns (D10 divided by 2, rounding fractions up) all movement rates are halved with fractions rounded up. Flight is impossible while the storm is in effect.

Cavemen. The heroes come upon a group of five hungry cavemen, who desperately attack the heroes for their food and supplies. The cavemen have the following statistics:



F	A	S	E	R	I	P
10	4	10	20	4	4	4
Gd	Pr	Gd	Ex	Pr	Pr	Pr

Health: 44
Karma: 12

The cavemen are each armed with clubs that strike for Typical damage.

Anyone who passes an Excellent Intensity Intuition FEAT roll realizes that the cavemen are only attacking the heroes for food. If the heroes give each of the cavemen one unit of food, they will leave. Defeating the cavemen is worth 5 Karma; giving the cavemen food is worth 15 Karma; realizing that cavemen are hungry and not giving them any food costs the heroes 10 Karma.

Wild Dogs. The heroes are attacked by a pack of 12 wild dogs. Use the statistics for dogs found on p. 59 of the Judge's book. If half of the pack is reduced to 1/2 Health or less, the entire pack will flee. Defeating the dogs is worth 10 Karma.

Indian Refugees. The heroes meet up with 10 Shawnee Indians who used to live in the mountains above Dodge City. The obviously starving Indians offer to trade the heroes some beads for food. Giving the Indians each one unit of food nets the heroes 15 Karma; failing to give them food costs the heroes 10 Karma.

Debris/Rockfall. The area the heroes are in is covered with debris from a recent windstorm if it is a wooded or plain area, or covered with rocks from a recent rockfall. If traveling on the ground, the heroes must spend an extra turn before moving on.

Aristotles' Scrolls. The heroes come upon a pile of scrolls lying in the path. Anyone who can pass an Excellent Intensity Reason FEAT realizes that the scrolls are philosophical dialogues written by Aristotle. The scrolls were actually dropped here by Alexander the Great just after he and

his men arrived in the region. If they are returned to him later, the heroes automatically gain one Diplomacy Point toward Alexander.

Jackals. The heroes come across a pack of eight jackals feeding upon a couple of fallen buffalo. The jackals have the statistics of a typical dog, found on p. 59 of the Judge's Book. If any of the jackals are successfully attacked, the entire pack flees. Each of the buffalo can be turned into four units of food. Capturing the buffalo is worth 10 Karma.

Medieval Warlord. The heroes come upon a medieval warlord and four of his knights. The warlord and his men are robbing units of water at swordpoint from a group of three townfolk. The warlord and his knights each have the statistics and abilities of a typical soldier, wear armor that provides them with Typical protection against physical attack, and are armed with swords that strike for Typical Edged damage. The townfolk have all of their abilities at the Typical rank.

If the heroes prevent the robbery, they gain 15 Karma and the townfolk will offer them three units of water in gratitude. If the heroes accept the water, they don't get any Karma for the encounter (though they don't lose any either). The townfolk know that there is a huge supply of food and water in Dodge City, but that dinosaurs have overrun the town.

Survival

Traveling about the countryside under the hot Kansas sun is more difficult than it seems. The arrival of the chronovore has played havoc with the local environment, kicking the air temperature up to a stifling 114 degrees. The heroes also have the problem of simple survival; there are many people who want what little resources remain.

Water. Each turn, each of the heroes must pass a Good Intensity

Endurance FEAT roll, or lose one column on all of their physical attribute ranks (Fighting, Agility, Strength, and Endurance) until they can consume one "unit" of water. If the heroes were indoctrinated into the Krozzar army and have escaped, they each begin with one unit of food and one unit of water that were issued to them as part of their basic equipment. Otherwise they probably won't begin with any.

The heroes can get as much water as they like whenever they are in an area adjacent to the river shown on the map. Each hero can carry a number of units of food or water equal to the number of columns in his or her Strength ability rank (Poor Strength can carry one unit of food or water, Typical two, Good, three, etc).

The heroes can keep losing ability ranks due to lack of water, up to a maximum of three ranks lost.

Food. Each of the heroes must pass a Typical Intensity Agility FEAT every four turns, or lose one column on all of their physical ability ranks due to hunger until they are able to consume one unit of food. The heroes can lose a maximum of one column on their abilities due to hunger.

In any area, the heroes have the option of spending an extra turn to hunt. Have one of the heroes make a Reason FEAT. The Intensity of this FEAT is Typical if the heroes occupy a wooded area, Good if they occupy a plain, and Excellent if they occupy a mountainous area. If the FEAT is successful, the hero finds an animal and brings it down. Each such "kill" nets the heroes three units of food.

Sleep. Every eight turns, the heroes must each make a Typical Intensity Endurance FEAT roll or lose one column on all of their ability ranks until they are able to sleep for at least three turns. Each hero is only able to lose one column in this fashion, but the Intensity of the Endurance FEAT goes up by one column for each additional eight turns the heroes have spent without sleep.

Dodge City. If the heroes decide to check out Dodge City, they find the



town completely deserted except for the three tyrannosaurs that have taken over the settlement as their home turf. They each have the statistics given in Chapter 3. The tyrannosaurs will flee if they are reduced to $1/2$ Health or less. Use the city map that came with the Advanced Set to play out the battle. All the buildings are only one story tall and are made of wood. Inside Dodge City's general store is a stockpile of 3,000 units each of food and water. There are no other clues or items of interest in the town. The heroes receive 20 Karma if they liberate the food and water in the town from the dinosaurs.

Diplomacy Points. In order to convince Alexander, Napoleon, and Genghis Khan to join forces against the Krozzar for their own good, the heroes must earn a total of five "Diplomacy Points" (DP for short) on each of the leaders. Methods for gaining Diplomacy Points will be found in Chapters 15-22.

The Chronovore. The Chronovore is actually located on top of a tall mountain as indicated on the judge's map of the region. As time passes, more and more of the time field is flowing into the chronovore's maw. Consequently all of the area landmarks are actually being drawn toward the mountain at a slow but steady rate,

where they are being swallowed up by the creature.

This movement is so slow that you should not directly inform the players of the movement. Instead, have each hero make an Amazing Intensity Intuition FEAT roll every time the heroes have traveled across country and arrived at a destination. If any of the heroes succeeds, inform them that they are sure that the trip did not take as much time as they would have expected. If any of the heroes succeeds with a Yellow result or better, he or she realizes that all of the area landmarks are moving. In this case, draw a line on the map to indicate the direction in which the area in which they just arrived is moving. If the heroes receive yellow results on two Intuition FEAT rolls made in different areas, therefore, they can triangulate the direction of the motion back to the mountain, perhaps prompting them to investigate.

The Battle. As the heroes travel about the countryside, they will catch occasional glimpses of the battle between Genghis, Napoleon, and Alexander. Every now and then, let them catch sight of a distant battle between any two of the three combatants, just so they realize warfare is going on.

AFTERMATH: The first time the heroes begin to travel cross-country,

they encounter western heroes two hours into their travels. When this occurs, go to Chapter 12: Desperados Afoot. If that Chapter has already been played, continue according to the following destinations.

If the heroes are heading to Genghis Khan's camp, proceed to Chapter 17; if they are heading to Alexander's camp, proceed to Chapter 20; if they are heading to Napoleon's camp, go to Chapter 23. If the heroes go back to the Krozzar camp to get the power generator, go to Chapter 15; or if they are heading back to the timeship for their own generator, go to Chapter 16. If the heroes discover that everything is moving in the direction of the chronovore's mountain and want to investigate, go to Chapter 28.

JUDGE'S NOTE: From this point on, keep track of the passage of time. The Krozzar assault is scheduled to begin two days (48 hours) after the heroes leave the area of the alien camp for the first time.

KARMA:

Every turn the heroes survive without any penalties for thirst, starvation, or fatigue: +2
 Discovering the chronovore's mountain: +35

CHAPTER 12: DESPERADOS AFOOT

SUMMARY: The player characters are mistaken by local western heroes as allies of marauding desperados. Once the misunderstanding is cleared up, they are drafted by the westerners to help protect Albert Einstein from the desperados.

STARTING: Albert Einstein has been drawn to 1871 in the chronovore's time flux. He has already enlisted the aid of Kid Colt, the Rawhide Kid, the Two-Gun Kid and the Ghost Rider. These heroes are providing him with remnants of Krozzar equipment; with this material, Einstein is attempting to build a device which can determine the cause of the temporal disturbance.

Unfortunately, this concentration of western heroes has attracted the unwelcome attention of several local desperados—refugees from Dodge City who believe the heroes are guarding valuables or hoarding a food supply in the shack where Einstein works. When the player characters have been traveling across country for two hours, they move into the area occupied by Einstein and guarded by the western heroes. The characters are mistaken as allies of the desperados. Read the following to the player characters:

As you approach the foot of a small hill, a motion at the crest catches your eye. Someone wearing a cowboy hat ducks out of sight behind brush. A moment later, a gunshot rings out, the bullet kicking up dirt on the hillside before you. "Hold it right there!" comes a man's voice from the concealing brush. "Reach for the sky! Don't try anything funny or I'll fill you full of lead!"

ENCOUNTER: These threats come from Kid Colt, who is hoping to capture the player characters without a fight. If the heroes carry any obvious weapons, Kid Colt demands they drop them.

If the heroes do not immediately comply with these demands, the

Rawhide Kid fires a warning shot from off to the character's right, then shouts, "*Do what he says! You're surrounded!*"

In fact, the heroes are not surrounded at all. Only Kid Colt and the Rawhide Kid occupy the hill between the characters and Einstein's shack farther on. The warning shots they have fired will bring Ghost Rider and the Two-Gun Kid to the scene in three minutes.

Playing Along. If the player characters play along with Kid Colt's demands, they are told to drop anything which looks like it might be a weapon, move away from the discarded devices (if any), and are made to stand where they are. Ghost Rider and the Two-Gun Kid arrive on horseback. Once they are present, they cover the heroes with their guns while Kid Colt and Rawhide Kid tie the heroes' hands behind them. The characters are covered by all four westerners, and are herded along to Einstein's shack. During these events, characters should be given a chance to recognize the western heroes, as described following. Once they arrive at the shack, they have the conversation described under *Questioning*, below.

Recognizing the Westerners.

When the western heroes are encountered, determine whether or not the player characters happen to recognize who they are. If successful, this knowledge should temper any actions the heroes take against the westerners. Let each character make a Reason roll of Remarkable Intensity. If you decide characters have a special reason to be familiar with this historical era and its heroes (perhaps from historical texts or previous time-travel encounters), the difficulty of the roll may be reduced to Excellent or Good at your discretion. If the roll indicates that any of the western heroes are recognized, the player characters should realize they are good guys and potential allies in this era.

Negotiation. Whether or not the westerners are recognized, the heroes may try to talk their way out

of this situation before resorting to combat. Kid Colt does most of the talking in this situation. He and his companions are suspicious of the characters, who have arrived just as the westerners are on the lookout for yet another attack by desperados from Dodge City.

Roleplay any dialog taking place between the characters and the western heroes. Reasonable talk and a simple demonstration of unusual super-hero powers should convince Colt and friends that the heroes have nothing to do with the desperados. To convince Colt and companions of this, at least one hero must successfully make a Reason roll of Good Intensity. Difficulty is reduced to Typical if the player characters have used superhero powers in making their point.

Once this has taken place, Colt asks the heroes to assist him and his companions in neutralizing the gang of desperados, lead by the local ruffian and gambler, "Faro" John Hobart. If the heroes are reluctant to do so, Kid Colt mentions they are protecting a fellow named Albert Einstein from Hobart, who refuses to believe the nearby shack holds nothing of value to his gang. If this information fails to persuade the characters to help, Einstein himself can appeal to the heroes for assistance, explaining the importance of his project as described in Chapter 14: Uncle Albert.

Resistance. If the player characters refuse to surrender to the westerners and do not talk with them, the western heroes attempt to subdue the characters with force. Kid Colt and the Rawhide Kid begin this encounter four areas distant from the characters. The sounds of gunfire bring the Ghost Rider and the Two-Gun Kid to the scene three minutes after the shooting begins, if they are not already there. The westerners shoot to wound, not to kill, unless they are fired on by the player characters. If the heroes use powers with visible effects, such as beams of energy, this will also provoke the westerners into shooting to kill.

Note that a fight is not the objective of this encounter. The westerners and the player characters should still become allies at the conclusion of this Chapter. For this reason, any Kill results should be treated as a Stun instead.

If the player characters are captured by the westerners, proceed with *Questioning*, below. If the characters defeat Kid Colt and companions, the westerners quickly realize the heroes have nothing to do with the desperadoes, since the ruffians would kill them out of hand and head directly for the shack. Arrange for at least one westerner (preferably Kid Colt) to be conscious after their defeat in order to start the following conversation with the heroes.

"Who are you, anyway? None of Hobart's gang could've whupped us like that. You aren't after Einstein, are you?"

Roleplay the ensuing conversation. Realizing their error, the westerners apologize for their mistake and enlist the heroes' help as described under *Negotiation*.

Questioning. If the heroes are captured or play along with the westerners for now, the Two-Gun Kid—a former lawyer—questions the characters about who they are and what they are doing here. In the course of this conversation it should become clear they have nothing to do with the Hobart gang. The rest of the talk continues as described under *Negotiation*.

AFTERMATH: The western heroes explain to the super-heroes that they expect an attack by the Hobart gang at any time. Whether or not the characters agree to help, the desperadoes make their move immediately following the conclusion of this encounter. Allow enough time for stunned characters to recover first.

The attack takes place before the heroes can move to tactical positions or search the area. Continue play with Chapter 13: The Hobart Gang.

KARMA:

Not attacking the western heroes: +10



CHAPTER 13: THE HOBART GANG

SUMMARY: The heroes protect Albert Einstein from a gang of desperadoes intent on raiding the shack where Einstein is working.

STARTING: While the player characters and the western heroes are together on the hillside away from the shack, the Hobart gang makes its move. Outlaws advance on the shack, attacking the heroes with no warning. Read the following to the characters:

Suddenly, a hail of gunfire peppers the hillside around you with bullets. Gunsmoke drifts from the crest of a nearby hill where the attackers shoot from concealment. The pounding of hooves echoes briefly between hillsides, then three horsemen burst into the open, galloping towards Einstein's distant shack.

ENCOUNTER: The following encounter pits the heroes against six desperadoes, including "Faro" Hobart himself. The number of ruffians in Hobart's gang can be increased as necessary to make this a suitably challenging encounter for the heroes. Any additional desperadoes should be riflemen with the same abilities as those detailed below. These characters will be stationed on hillcrests in such a way as to surround the heroes, taking the same actions as other riflemen described below.

Hobart and two riflemen are concealed along the hillcrest eight areas distant from the player characters; all three shoot at the heroes. This position is easily out of range of the revolvers used by the western heroes, which have a range of four areas. The enemy riflemen keep the heroes pinned down while their mounted companions head for the shack.

"Faro" Hobart will shout out a demand that the heroes lay down their weapons and surrender. Since the westerners are armed only with revolvers and are threatened by the

longer-range rifles, Hobart does not expect resistance. Once they surrender and are disarmed, he plans to shoot them down anyway. The actions of Hobart and individual desperadoes are further detailed under the character descriptions below. **Hillside Cover.** The enemy riflemen are concealed in brush and rocks. Anyone conducting a ranged attack against them suffers a -2 CS penalty to their attack.

There is very little cover on the hillside where the heroes are located. Characters declaring they are lying prone increase the difficulty of an attacker's shot by one rank (i.e., a -1 CS to the attacker's roll). If powers or abilities can increase the protection afforded the characters, adjust the difficulty of the attacker's shot accordingly.

Mounted Outlaws. The riders gallop past the heroes at a range of eight areas. Unless prevented by the heroes, they reach Einstein's shack in ten turns. Should these desperadoes actually arrive at the shack, Einstein will hide in the root cellar and so be out of harm's way for the duration of this encounter.

Outlaws who reach the shack will be baffled at the Krozzar equipment inside and angry at the lack of the valuables they thought were here. If trapped in the shack, the desperadoes barricade themselves inside and settle down for a long shoot-out. In that case, it will be up to the PCs to figure out how to extricate the desperadoes from their position. The shack is a simple one-room wooden building one area in size, with one door and two windows.

Panic and Flight. All of Hobart's gang are mounted; those who shoot from the hilltops have left their horses tethered at the base of the hill behind them. The first time a superhero uses a super-power or ability with an unusual and visible effect, the ruffians must check to see if they flee in panic at the unexpected phenomenon. Each member of Hobart's gang makes an Intuition roll of Good Intensity. If successful, they are not overawed by subsequent use of that

super-power or ability. If the roll fails, that individual goes for his horse and flees the area. Also, if Hobart is slain, his underlings flee as soon as possible. Outlaws who retreat for any of these reasons are no longer a threat and will not return to this place in the future.

THE HOBART GANG

"Faro" John Hobart

F	PR	3	Health:	32
A	EX	16		
S	TY	5	Karma:	40
E	GD	8		
R	EX	16	Resources:	TY (5)
I	GD	8		
P	EX	16	Popularity:	-5

KNOWN POWERS:

None.

Talents: Sleight of Hand, Gambling. Hobart is familiar with the common games of chance of his era, and adds +1 CS to Reason FEATs employing this talent.

Hobart uses the rifle at his normal Agility rank, but has the Gun skill when firing his derringer. Hobart keeps a hold-out derringer concealed up his right sleeve. It has an effective range of only 10 feet, and does 7 points of damage to its target.

Background: "Faro" Hobart is a cardshark who preys on greenhorns newly arrived in Dodge City. This professional gambler aspires to opening his own gaming hall. Hobart runs with a group of ruffians composed of saloon bouncers, gunmen, thugs, and other shady characters of Dodge City.

Hobart fled Dodge during the time-flux upheaval, along with the rest of the town's inhabitants. Running into several of his low-life acquaintances, "Faro" quickly took charge of the leaderless group of shaken ruffians. After discovering Kid Colt and his companions apparently standing guard on a nondescript shack in the countryside, Hobart concluded there must be something of value within. Greedy and confident of his superior numbers, "Faro" has decided to

claim the contents of the shack for his own. An earlier attempt to do so was repulsed by the westerners before the player characters encountered Hobart's gang.

Role Playing Notes: Hobart is a cunning and greedy man willing to take a calculated risk for a benefit. He abhors personal violence (as in a fistfight), but is willing to ambush someone or shoot them in the back if it will save his skin. He is a glib talker who flees at the first sign that he is in serious danger.

Average Rifleman (2)

F	TY	5	Health: 26
A	GD	8	
S	TY	5	Karma: 13
E	GD	8	
R	TY	5	Resources: 0
I	TY	5	
P	PR	3	Popularity: 0

KNOWN POWERS:

None.

Talents: Lasso and Riding skills. The rifleman is also skilled with the rifle and the revolver (+1 CS). His 6-shot handgun has a range of 4 areas, doing 7 points of damage to a target. His rifle has Good range and Good material strength. It holds 12 shots that each do 10 points of damage to a target.

Background: This character is an street tough from Dodge, a man who

spends time in the saloons drinking and gambling and hanging out with bad company. He is experienced with gun, horse, and cattle work.

Role Playing Notes: Riflemen follow Faro's orders as long as he is alive to give them. They disrespect authority and are scornful of the western heroes they encounter. They are quick to flee to save their own skins.

Average Mounted Desperado (3)

F	GD	8	Health: 29
A	GD	8	
S	GD	8	Karma: 13
E	TY	5	
R	TY	5	Resources: 0
I	TY	5	
P	PR	3	Popularity: 0

KNOWN POWERS:

None.

Talents: Lasso and Riding skills. This mounted character is also skilled with the revolver (+1 CS). His 6-shot handgun has a range of 4 areas, doing 7 points of damage to a target. Although not especially skilled with its use, he carries a rifle with Good range and Good material strength. It holds 12 shots that each do 10 points of damage to a target.

Background: This character is a drifter from the streets of Dodge, a fellow who has been in trouble with the law and who has little to do but gamble, drink, and cause trouble. He

is familiar with cattle work, and is an experienced rider and roper.

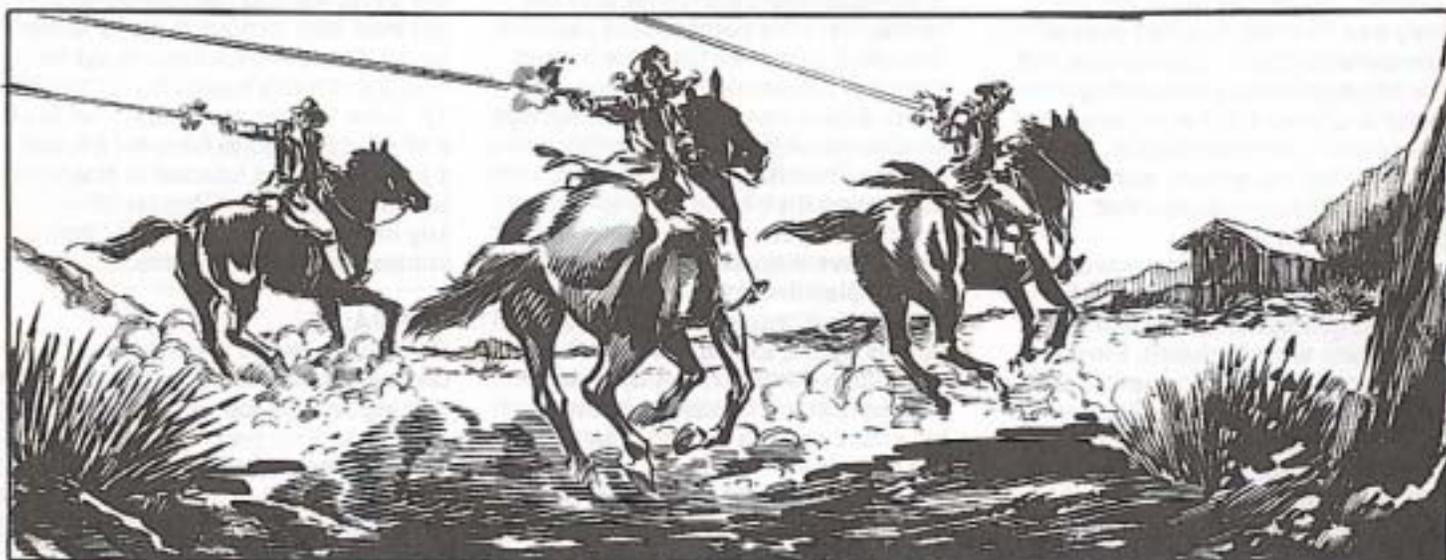
Role Playing Notes: These characters follow Faro's orders as long as he is alive to give them. They disrespect authority and are scornful of the western heroes they encounter. They are quick to flee or surrender in order to save their own skins.

AFTERMATH: After defeating this gang, the player characters are fully accepted allies of the western heroes, who proceed to introduce them to Albert Einstein. Play continues with Chapter 14: Uncle Albert.

Captives. Any desperado who is captured can be put in the root cellar as a temporary lock-up. They have no useful information beyond the statement that the food located in Dodge City is inaccessible because of the dinosaurs rampaging there. These ruffians thought the western heroes had made off with a stash of food and money from Dodge City—hence their attempt to claim these things for their own. The western heroes will deal with these fellows at the conclusion of the adventure, and their further disposition should be of little concern to the player characters.

KARMA:

Defeating the outlaws: +15



CHAPTER 14: UNCLE ALBERT

SUMMARY: The heroes meet Albert Einstein, and pick up some clues as to the nature of the time disturbance.

Mark the area where the heroes encounter Einstein on their map in case they want to return there later.

STARTING: Read the following text to the players:

Accompanied by Kid Colt and his friends, you approach a small shack nestled in a quiet green valley. An oddly-accented voice can be heard from inside.

"Now I have it! *Zis* should give me some clue to the nature of what we are up against!"

ENCOUNTER: Inside the shack is Albert Einstein, talking to himself about the work he is doing. Since being caught up in the time disturbance and transported back to 1871, Einstein has been trying to use his scientific skills to figure out exactly what has been going on. The western heroes each heard about the disturbance around Dodge City and came to investigate. The gunfighters met up with each other a while ago and then stumbled upon Einstein, who has so far appeared to be the only person who knows what he is talking about. Einstein has convinced the heroes to help him in his project.

When the heroes enter the shack, they find Einstein huddled over a complicated piece of apparatus that the scientist has been building in order to pinpoint the exact source of the space-time disturbance. The parts for the equipment were stripped off a Krozzar vehicle that crashed in the area.

The heroes have some powerful potential allies in Einstein and the western gunfighters. After the player characters are introduced, Einstein will share all of the information he has collected concerning the disaster:

1. Somehow, everyone and everything in the region has been displaced in time, not removed from the

timestream altogether. Einstein explains to the heroes that time cannot be destroyed, only moved or manipulated.

2. What he has seen so far leads Einstein to theorize that there is some sort of "temporal magnet" in this time period that is drawing the people and places from other eras. Einstein is currently attempting to build a machine to pinpoint the location of this "magnet," but he has found that he cannot generate enough energy to power the device with the items he has on hand.

In this regard the heroes might be able to help. They have probably seen the generator that was stored back in the Krozzar research shack. If they describe it to Einstein, he will inform them that it should provide enough power to allow his device to function properly. Anyone who passes an Excellent Intensity Reason FEAT roll will also realize that the heroes' timeship features a similar generator (the heroes were working with the generator in Chapter 1).

In any case, the heroes will probably set off to get Einstein the equipment he needs, or they may already have it with them. Once they return with a generator, Einstein begins wiring the generator into his apparatus, an operation that takes approximately 48 hours to complete. Einstein will not finish wiring the device until after the Krozzar assault is scheduled to begin; if he is to finish his task, the heroes must stop the assault. During this time, the heroes will want to take care of other pressing business as well, like negotiating an alliance between the warring factions to prevent the Krozzar from detonating their bomb.

After Einstein has a generator, 48 hours have elapsed, and the heroes return, play through Chapter 26. No matter what course of action the heroes adopt, Einstein will not accompany them on any of their journeys, since he wants to stay in his shack and make adjustments to the machine.

At this point, the heroes should see that they might have some prob-

lems accomplishing everything in time. Getting around to the camps of Napoleon, Genghis, and Alexander, and getting the generator before the Krozzar assault begins is going to be very difficult. This is where the western heroes come into the picture. Once the heroes explain what is going on, their western counterparts will be happy to help out in any way. The heroes now have enough forces to split up and send separate teams out after their goals.

Once the heroes have split up, the players of characters not present in the Chapter currently played can take on the roles of any western heroes that are there. For example, if the players send one group of mixed western heroes and player characters out to Alexander's camp while everyone else leaves for Genghis Khan's camp, play through the first group's encounters. The players whose characters are in the second group take on the roles of the western heroes present. After you have finished with the first group, you would then switch to the second group. This time, the players whose heroes were in the first group would take on the roles of the western heroes.

AFTERMATH: If the heroes are going back to the Krozzar camp to retrieve the generator they saw there, go to Chapter 15. If the heroes are going back to their timeship to get their own generator, go to Chapter 16. Once the heroes set out for Genghis Khan's camp, go to Chapter 17. If the heroes are headed for Alexander's camp, go to Chapter 20, and if the heroes are headed to Napoleon's camp, go to Chapter 23. In any case, see Chapter 11 for the journey between locations.

KARMA:

Getting Einstein's information: +10
Getting Einstein a generator: +15
Making an alliance with the western heroes: +10
Leaving someone (even an NPC) to guard Einstein: +20

CHAPTER 15: BACK TO THE KROZZAR CAMP

SUMMARY: The heroes return to the Krozzar camp in order to grab the generator they need to help Einstein build his machine.

STARTING: Play through Chapter 11 for the cross-country journey, then read the following text to the players:

Once again you find yourselves on a ridge overlooking the Krozzar encampment. Everything is much quieter than the last time you were here. It is likely that most of the Krozzar soldiers are out in the field in preparation for their coming assault.

ENCOUNTER: The heroes must now sneak into the isolated research shack. They can use the same methods outlined in Chapter 5 if they like, though at this point the Intensity of the Krozzar's Intuition FEAT roll to

see if they detect the heroes sneaking around the camp is Amazing. At this point, there are only six Krozzar soldiers present in the camp. Anyone overlooking the camp who successfully passes a Good Intensity Intuition FEAT roll realizes this fact. Everyone else is out in the field.

If the heroes make it to the research shack, they can find and remove the generator in five minutes. No rolls are necessary to leave the camp without being detected.

AFTERMATH: If the heroes are detected, the Krozzar soldiers attempt to capture them. If the heroes are captured and the players have not yet played through Chapters 7 and 8, you can now run them through these Chapters if you like. Otherwise, the Krozzar will simply lock their captives up in one of the buildings that make up the compound. In this case, the heroes must either figure out some way to break

out (all walls are of Remarkable Strength material), or wait for their comrades to notice that they are missing and come looking for them. If the heroes have split into two or more teams, the other team can come and rescue their comrades later. Otherwise, you can stage a timely rescue by Einstein or any of the gunfighters the heroes met in Chapter 12.

The most likely outcome is that the heroes will head back to Einstein and drop off the generator and then proceed to one of the camps of the three warring human factions in order to try to negotiate an alliance. In this case, see the appropriate Chapter (17, 20, or 23).

KARMA:

Getting the generator: +10
Avoiding the guards: +5

CHAPTER 16: BACK TO THE TIMESHIP

SUMMARY: The heroes return to their timeship to remove one of its power generators in order to help Einstein build his device.

STARTING: See the notes in Chapter 11 on how to run the cross-country journey. Then read the following text to the players:

Just over the next ridge you spot your timeship. Just a little simple tinkering, and you'll be able to help Einstein figure out what's causing all this weirdness.

Because Einstein's machine is made of Krozzar parts, the timeship's generator must be adapted to the proper power coupling so that everything will work properly. In order to adapt the coupling, the heroes must perform some quick calculations.

Ask one of the players present to multiply 34 by 16 without the use of scratch paper. If the player performs the calculation correctly (the answer is 544), the heroes adapt the coupling in five minutes. If the player answers incorrectly, the calculations will take more time. In this case, read the problem again and this time allow the player to use paper and pencil. If he or she answers correctly, it takes two hours to adapt the coupling. If he or she answers incorrectly, it takes four hours to adapt the coupling.

Any of the heroes present may try to pass an Amazing Intensity Reason FEAT roll to avoid having to multiply the numbers altogether. If the FEAT succeeds, proceed as though the players had multiplied the numbers correctly on the first try.

AFTERMATH: After the heroes head back to Einstein and drop off the

generator, they are free to proceed with their mission of diplomacy to one of the camps of the three warring human factions. Go to the appropriate Chapter (17, 20, or 23).

KARMA:

Adapting the coupling quickly: +15
Adapting the coupling in 2 hours: +5

CHAPTER 17: GENGHIS KHAN

SUMMARY: The heroes travel to the camp of Genghis Khan to ask Khan to join an alliance against the Krozzar.

STARTING: The heroes should know exactly where Khan's encampment is located, since its position is indicated on their map. See Chapter 11 for notes on running the cross-country journey. Then read the following text to the players:

As you approach Khan's camp, you begin to realize that your work may be cut out for you. As you came over the last ridge, you glimpsed a horde of Khan's Mongol warriors trotting off to battle the troops of Napoleon and Alexander. The three warlords are certainly confused in the wake of disaster which has swept them and their people into the distant future; and like all great generals, their first instinct when confused is to fight. In their eyes, everything has once again become a struggle for simple survival.

Khan's camp is a circle of over 20 spired tents. As you draw near, you count at least 100 Mongol troopers. There is constant traffic in and out of the compound. It seems as though the soldiers are building some sort of makeshift structure in the center of the camp. One particularly ornate tent catches your eye. It is almost certainly where you will find the great Khan.

Diplomacy Points: As explained earlier, the heroes' attempts to convince each of the warlords to join in alliance will be simulated abstractly through the use of "Diplomacy Points." The heroes must manage to gain 5 Diplomacy Points on each of the three war leaders to persuade the commanders to agree to form an alliance. Various methods for earning Diplomacy Points on each of the leaders are explained in the relevant sections of text. Make sure you keep

track of the heroes' totals on each of the leaders. Once the heroes have gained five points on a leader, he will agree to an alliance and they can begin concentrating their efforts on the next leader.

ENCOUNTER: The first thing the heroes must do is figure out how they are going to gain entry into the compound and get in to see Khan. There are several possibilities.

Disguise. They might try to ambush a couple of troopers coming out of the compound, disguise themselves in their robes, and walk right into Khan's tent.

This is simple enough. If the heroes wait ten or 15 minutes they can find an isolated group of the appropriate number of soldiers coming out of the camp. Khan's soldiers have the statistics of a typical soldier found on p. 63 of the *Judge's Book* and are armed as described in Chapter 11. Unless one of the soldiers is able to pass an Excellent Intensity Intuition FEAT roll, the heroes will take the group by surprise. Once inside, they can easily reveal themselves to Khan.

Open Approach. The heroes might wish to walk up to some of the troopers and ask to speak with Khan. In this case, the soldiers take the heroes prisoner, slap them in irons (Excellent strength material), and lead them before Khan for questioning.

Stealth. The heroes might try to sneak in using stealth. In this case, they are automatically detected, confronted by 75 Mongol warriors, slapped in irons and led before Genghis Khan. If the heroes try to resist capture in any way, they lose one Diplomacy Point on Khan.

Use Powers. Finally, the heroes might have access to some power or ability which will allow them to simply walk into Khan's tent unchallenged and unmolested (invisibility, etc).

Meeting with Khan. Once the heroes finally confront Khan, he asks them who they are and why they are visiting his camp. Read the following speech.

"Who are you? Why have you come here? A spy for my enemies, perhaps? Whatever your intentions, I pray to the sun and stars that you are not some weak niggling cowards. I despise weakness; it makes me physically ill. Strength, that's what I respect. With strength you can build an empire."

If and when the heroes explain their mission to Khan, they receive one Diplomacy Point. They only receive the point if they fully explain the Krozzar plot and make an attempt to explain exactly why an alliance between Khan, Alexander, and Napoleon is so vital. The heroes receive another Diplomacy Point if they attempt to convince Khan that they might be able to find a way to restore everyone to their proper places in time as long as the Krozzar assault is halted. For now, Khan will be somewhat skeptical of the heroes' offer. Up until now he hasn't even heard of the Krozzar. Just after the heroes stop talking with Khan, a mongol soldier comes in and delivers an announcement. Read the following text out loud.

"Lord Khan, the arena is finished and your warriors are waiting for you. The games are about to begin."

AFTERMATH: Khan then leaves for the makeshift arena his troops have set up out in the compound. Whether the heroes are invited to come by an intrigued Khan, or forced to come as his prisoners, a wrestling match comes next. Continue to Chapter 18.

KARMA:

Getting in to see Khan: +10
Each Diplomacy Point earned on Khan: +5

CHAPTER 18: ARENA COMBAT

SUMMARY: Genghis Khan holds a wrestling contest with his troops in order to decide who should fill a vacancy among his commanders. The heroes can win Khan's respect by getting involved and winning the contest.

STARTING: Read the following text to the players:

Khan and his men lead you outside to the giant wooden pen the troopers were building on your way in. Two huge Mongols stand at either end of the pen, both ready to charge forward and fight. It seems that all of the warriors in the Mongol camp have clustered around to watch the battle.

Khan begins to speak. "You two are my best warriors; one of you will take over as my second-in-command. We will decide which of you is to receive the promotion as Mongols have always decided such things: Through a test of strength. May the best man win."

ENCOUNTER: The match continues for about ten minutes before one of the Mongols finally defeats the other, delighting the crowd. The heroes are coming into this encounter in one of two ways, either invited to watch the

wrestling match by Khan, or led out to the arena as prisoners. If the heroes are prisoners, Khan will test their mettle for his own amusement by forcing them to select a champion to meet the victorious warrior in battle.

If the heroes are Khan's guests, they might come forward and challenge Khan's champion (or even Khan himself) to combat in order to impress the Mongols and convince Khan to join their alliance against the Krozzar.

The Combat. In any case, if the heroes are to fight they must choose a single champion to represent them in the arena. Before the match begins, the Mongols will explain the basic rules: only Grappling, Escaping, Charging, and Evasion are allowed in the arena. Once one of the combatants is reduced to 0 Health, the match is over and the other combatant is victorious. Either combatant can voluntarily concede the match at any point. The arena is three areas long by one area wide.

If the heroes are fighting Khan's champion, he has the following statistics:

F	A	S	E	R	I	P
10	10	10	20	4	6	4
Gd	Gd	Gd	Ex	Pr	Ty	Pr

Health: 50
Karma: 10

If the heroes are fighting Khan himself, you can find his statistics in the NPC section.

The heroes receive one Diplomacy Point simply for entering battle and putting up a good fight in front of Khan. If the heroes are victorious they receive an additional Diplomacy Point toward Khan. If the heroes break any of the arena rules during the battle, all Diplomacy Points they have earned are forfeit.

AFTERMATH: After the battle is over, Khan will be more impressed with the heroes than he was during the previous Chapter, assuming they put up a good fight. If they were prisoners, Khan orders them released. In any case, he asks them to accompany him on a royal hunt which will leave in approximately two hours. Proceed to Chapter 19.

KARMA:

Entering battle: +5
Winning in the arena: +15



CHAPTER 19: THE ROYAL HUNT

SUMMARY: The heroes accompany Genghis Khan on his royal hunt and are given an opportunity to save his life, perhaps winning his favor.

STARTING: This encounter takes place two hours after the wrestling match (see Chapter 18). Read the following text to the players:

Soon you find yourselves on horses loaned by Genghis Khan himself. Before you leave, Khan receives a report from one of his officers concerning the fate of a raiding party he sent out to harass Napoleon's troops. Then Khan and four of his warriors accompany you on horseback out into a nearby cluster of woods to begin the hunt. Apparently, the hunt has only a ceremonial significance. From what you saw earlier, it seems as though the Mongols have all the supplies they need.

ENCOUNTER: Allow the heroes a little time to interact with Genghis Khan and hunt. In order to successfully bring down game, the hunter must pass a Good Intensity Intuition FEAT roll followed by a Good Intensity ranged combat roll. If the heroes do not have any weapons or ranged attacks, Khan will lend them bows. Every kill the heroes make nets them

three units of food which might come in handy later. No matter how successful they are during the hunt, however, the heroes will not impress Khan enough to earn a Diplomacy Point.

The Attack. After the heroes have had an opportunity to hunt a little and interact with the Mongols, the hunting party catches sight of seven horsemen storming into the woods behind them. The horsemen are Napoleonic cavalrymen who were dispatched to kill Khan, thus robbing the Mongols of their leader and weakening them against possible attack. The Napoleonic soldiers and Khan's men have all of the statistics of a typical soldier found on p. 63 of the *Judge's Book*. The soldiers are armed as described in Chapter 11.

If the heroes join in the fray and attempt to prevent the cavalrymen from killing Khan, play out the battle using any spare exterior map. If not, Khan and his men will turn away the attackers after a protracted struggle.

If the heroes help Khan and his men during the battle they earn a Diplomacy Point toward him.

AFTERMATH: By now, it is extremely likely that the heroes have accumulated five Diplomacy Points toward Genghis Khan and turned him over to their side. If so, Khan agrees to stop fighting against Napoleon and Alexander, and asks the

heroes to set up a meeting with the other two leaders as soon as possible so the group can discuss strategy against the Krozzar. If the heroes have not accumulated five Diplomacy Points toward Khan, you can allow them to gain more points by making a last-minute appeal in the form of an impassioned speech. In this case, every ten points of Karma they spend will net them an additional Diplomacy Point.

If the heroes are going to proceed on to Alexander's Camp, go to Chapter 20. If they are traveling to Napoleon's camp, go to Chapter 23.

KARMA:

Going on the hunt:	+5
Helping Khan and his men:	+5
Making sure no soldiers of either side are killed:	+10



CHAPTER 20: GREAT ALEXANDER

SUMMARY: The heroes travel to the camp of Alexander the Great to ask Alexander to join an alliance against the Krozzar.

STARTING: The heroes should know exactly where Alexander's encampment is located, since its position is indicated on their map. See Chapter 11 for notes on running the cross-country journey. Then read the following text to the players:

Alexander's camp consists of one large tent with 25 smaller tents surrounding it in a circle. You notice hundreds of Greek soldiers and courtiers walking in and out of the compound. It looks almost impossible to stealthily sneak in.

ENCOUNTER: The first thing the heroes must do is figure out how they are going to gain entry into the compound and get in to see Alexander. There are several possibilities.

Disguise. They might try to ambush a couple of troopers coming out of the encampment, disguise themselves in their robes, and simply walk right in to see Alexander, whose headquarters is located in the largest tent.

If the heroes wait ten or 15 minutes they can find an isolated group of the appropriate number of soldiers coming in or out of the camp. Alexander's soldiers have the statistics of a typical soldier found on p. 63 of the *Judge's Book* and are armed as described in Chapter 11. Unless one of the soldiers is able to pass an Excellent Intensity Intuition FEAT roll, the heroes will take the group by surprise. Use any spare exterior map to play out the battle.

Once the heroes have disguised themselves, they can walk around the compound easily. Every time the heroes try to approach one of the tents to look for Alexander, make a Remarkable Intensity Intuition FEAT roll for the soldiers walking about the camp. If the soldiers' FEAT succeeds they realize that the heroes are

impostors, and 50 Greek warriors rush up to take the heroes prisoner. If the heroes resist capture in any way, they lose one Diplomacy Point toward Alexander. Captured heroes are taken directly to Alexander for questioning.

If the heroes find Alexander without being detected, they can reveal themselves and begin explaining their mission.

Open Approach. The heroes might wish to walk up to some of the troopers and ask to speak with their leader. In this case, the troopers will take the heroes prisoner, slap them in irons (Excellent strength material), and lead them before Alexander for questioning.

Stealth. The heroes might try to sneak in using stealth, in which case they are automatically detected, confronted by 75 Greek soldiers, slapped in irons, and taken before Alexander. Again, if the heroes try to resist capture in any way, they lose one Diplomacy Point on Alexander.

Use Powers. The heroes might have some power or ability which will allow them to walk into Alexander's tent unchallenged and unmolested (invisibility, etc). In this way they can easily reach Alexander.

In any of the above instances, Alexander is much more amiable than either Napoleon or Genghis Khan, and is more accessible than the others.

Meeting with Alexander. Once the heroes finally confront Alexander, he will ask them who they are and why they are visiting his camp. Read the following speech.

"Welcome, my friends. Your bravado is most impressive. Pray tell what land you are from?"

If and when the heroes explain their mission, they receive one Diplomacy Point toward Alexander. They only receive the point if they fully explain the Krozzar plot and attempt to explain exactly why an alliance between Alexander, Genghis Khan,

and Napoleon is so vital. The heroes receive another Diplomacy Point if they attempt to convince Alexander that they might be able to find a way to restore everyone to their proper places in time after the Krozzar assault is halted.

Poetry. As the heroes enter Alexander's tent, they catch sight of a number of scholars standing on the edge of Alexander's war room. When Alexander notices the heroes looking at the scholars, he says, "Ahh, you take a fancy to my scholars, do you? They are poets. Right now they are composing on the subject of trees. I like nothing more than a good poem. Appreciation of poetry is the true mark of the soldier. I have always found that one who has a heart tuned to beauty has a head tuned to war."

Clever players might take this opportunity to score quick points with Alexander by appreciating the poetry of the scholars, or composing some quick poetry of their own. In either case, Alexander responds enthusiastically even if the heroes are his prisoners. To successfully appreciate the poetry of the scholars and impress Alexander, one of the heroes must pass a Reason FEAT roll with an Intensity equal to Alexander's own Reason. If the heroes decide to compose a poem of their own, have the players sit down and write out ten lines with these restrictions: each line must have seven syllables, and every other line must rhyme.

If the players are able to meet these restrictions in a reasonable period of time, Alexander will be quite tickled with their efforts. If the heroes were able to properly appreciate the poetry of the scholars or compose a poem of their own, they pick up a Diplomacy Point toward Alexander. If the heroes successfully write or appreciate the poetry, Alexander will recognize them as men and women of learning and begin a philosophical conversation which lasts approximately one hour. If at the end of this hour any of the heroes are able to pass a Reason FEAT roll with an Intensity equal to Alexander's own Reason, they impress the Greek

leader with their wisdom and pick up another Diplomacy Point.

AFTERMATH: If the heroes impressed Alexander with their knowledge of poetry or entered his tent without being captured and picked up any Diplomacy Points at

all, he invites them to attend a special feast he is throwing in one hour. If the heroes failed to accomplish these goals, Alexander has them brought to the feast in irons to serve as entertainment for his soldiers. Go to Chapter 21.

KARMA:

Getting in to see Alexander:	+10
Each Diplomacy Point earned on Alexander:	+5
Appreciating the poetry:	+5
Writing a poem:	+10
Impressing Alexander with philosophical knowledge:	+5

CHAPTER 21: ALEXANDER'S FEAST

SUMMARY: The heroes attend the feast thrown by Alexander the Great.

STARTING: Read the following text to the players:

Soon Alexander's feast begins in the large tent in the center of the compound. From what you have seen and heard, it seems that the feast is some sort of tradition observed by Alexander and his commanders before they are about to enter battle. The feast is a celebration, religious ceremony, and strategy planning session all rolled into one event.

Alexander and the senior commanders sit at a long table at the head of the hall, flanked by Alexander's poets and scholars. The remaining officers sit at several smaller tables scattered about the banquet area.

ENCOUNTER: There are two possible circumstances in which the heroes could be entering this Chapter. If they were captured earlier and failed to amuse Alexander with their knowledge of poetry and philosophy, the heroes will be lead into the banquet in irons so that they may be taunted and ridiculed as entertainment. Otherwise, the heroes will be present as Alexander's guests. In either case, follow the instructions below.

Mark Twain. Shortly after the feast begins, Alexander calls out for silence so that he may introduce to the assembled crowd the latest poet to

join the ranks of his scholars. The heroes instantly recognize the poet as Mark Twain. Read the following text:

"This is Mr. Twain," says Alexander. "He wandered into our camp yesterday afternoon and immediately captured my heart with his stunning wit. Right now, Mr. Twain is working on a poem called *The Adventures of Huckleberry Finn*. Tell our guests of your work."

Twain begins. "Huck Finn is the story of a boy, Huck, and his friend Tom, an escaped slave. Together Huck and Tom travel down the Mississippi River in search of mischief and adventure."

Perhaps later Mr. Twain will read some of his selections. He is a fascinating man.

From the summary that Twain just presented, the heroes should get the idea that something is wrong. The name of the escaped slave in *Huckleberry Finn* is Jim, not Tom. If no players pick up on this inconsistency, allow all of the modern-age heroes present (not the heroes from the Old West) to make Good Intensity Reason FEAT rolls to see how much their characters know about Twain and his work. If the heroes voice their suspicions, Twain is startled and begins to walk slowly out of the tent. Observing Twain's behavior, Alexander orders his soldiers to seize him for questioning. At this point, Twain suddenly becomes violent. He begins tearing down the tent and attacking those present.

"Twain" is actually an android that was built by Doctor Doom. Doom arrived in the past with several such androids built while he was in the 1960s, and programmed them to insinuate themselves into their surroundings. The androids were then to get close to anyone who seemed to wield any kind of power in the area, and report back to Doom so he could keep tabs on everything happening in and around Dodge City that might affect his plans.

The Twain android has the following statistics:

F	RM	30	Health:	100
A	GD	10		
S	RM	30	Karma:	20
E	RM	30		
R	GD	10	Resources:	FE (2)
I	TY	6		
P	PR	4	Popularity:	0

KNOWN POWERS:

Body Armor: The android's construction provides Good protection against physical attacks.

Radio Communication: The android is constantly beaming signals back to Doom's hideout.

Talents. None.

Contacts. None.

The main tent is three areas long and two areas wide. Unless it is stopped, the android will wreck Alexander's entire encampment after destroying the tent. Since most of Alexander's men will flee in terror once the android begins its berserk rage, it will be up to the heroes to intervene on their own. If the heroes



are in irons, they can either fight in their restraints (-2 CS to all Fighting and Agility FEATs), or break out (Excellent Strength material). They won't have to worry about anyone trying to stop them since everyone is running away. During the confusion, you can allow each of the heroes to make an Excellent Intensity Intuition FEAT roll to see if he or she notices a guard drop the key to the irons as he flees the area.

Once the android is reduced to 40 Health or less, its plastic face drops off and the android short-circuits and collapses. After the android has been deactivated, anyone who analyzes its shell finds a blinking transmitter located in the head. If any of the heroes can pass a Remarkable Intensity Reason FEAT roll, they can figure out the exact point at which the transmitter is aimed. In that case, show the heroes the location of Doctor Doom's cave hideout on the large scale map of the area.

Exposing Twain as an android and defeating him is worth two Diplomacy Points toward Alexander.

Alexander's Assault. Once the android has been defeated, everything will return to normal and the banquet will resume. If the heroes began the Chapter in restraints, Alexander frees them and allow them to sit at his table as guests.

After a while, a group of commanders enter the tent and carry on

a whispered conversation with Alexander. If any of the heroes wishes to, he or she can easily get into position to overhear snatches of the conversation without being noticed. Alexander and his men are discussing a forthcoming attack on Napoleon. In two hours, six mounted troopers will leave for Napoleon's camp, where they will attempt to sneak in and poison his water supply. If the heroes already have five Diplomacy Points toward Alexander, he will call off the attack. If not, the attack will proceed as scheduled.

AFTERMATH: If Alexander's attack is going to proceed and the heroes want to send someone to warn Napoleon, follow the instructions in Chapter 11 for handling the cross-country journey and Chapter 23 for entering Napoleon's camp and getting in to see him. Warning Napoleon nets the heroes a Diplomacy Point toward Napoleon. If the heroes want to try to intercept Alexander's assault team, go to Chapter 22.

If the heroes do not yet have five Diplomacy Points toward Alexander and don't seem to be interested in preventing his assault on Napoleon, give them an opportunity to make a last-minute impassioned speech at the end of this encounter. They gain an additional Diplomacy Point for each 10 Karma they are willing to spend in the process. In this case,

however, Alexander will not agree to an alliance until one hour after his troopers have already left to attack. If the heroes are not yet aware of the attack, Alexander will inform them of his plans and ask the heroes if they can overtake the troopers and stop them.

If and when the heroes get around to checking out Doctor Doom's cave, go to Chapter 27.

Note that it is possible that the heroes will fail to recognize Twain as an android. In this case, proceed with the second part of the encounter (Alexander's Assault).

KARMA:

Exposing Twain without making a Reason FEAT roll:	+10
Exposing Twain:	+5
Defeating the Twain android:	+10
Tracking the android's signal:	+10
Learning of Alexander's attack on Napoleon:	+5

CHAPTER 22: ALEXANDER'S ASSAULT

SUMMARY: The heroes attempt to prevent a group of Alexander's troopers from attacking Napoleon.

STARTING: Alexander's troopers will take the direct route from their own headquarters to Napoleon's camp. If the heroes found out about the assault in advance and left before the troops, they can easily set up an ambush or wait for the troops anywhere along the route. Refer to Chapter 11 for notes on how to run the cross-country journey.

ENCOUNTER: If the heroes have already convinced Alexander to ally with Khan and Napoleon, they begin one hour behind the troopers. In this case, all they need do is catch up to the soldiers and inform them that Alexander has aborted their mission (it is assumed that Alexander will give the heroes some sort of symbol of authority so the soldiers will follow their commands). Catching up to the soldiers is an Excellent Intensity Movement FEAT (i.e., use your Movement Power Rank for the FEAT roll; characters with no movement powers move at between Feeble and Typical land speed as described on pages 22-23 of the *Player's Book*). Each of the heroes can try this FEAT separately if they are willing to split up, or the entire group can try using the movement rate of the slowest character.

Before the heroes attempt the movement FEAT, you can allow each one to make a speed FEAT as described on page 23 of the *Player's Book*. If this FEAT is successful, the hero receives +1 CS on the movement FEAT. If the speed FEAT fails, the hero receives -1 CS on the movement FEAT. A green Result on the movement FEAT means the hero(s) catch up to the soldiers in 6 hours, a yellow result means the hero(es) catch the soldiers in 4 hours, and a red result means the heroes catch the soldiers in 2 hours. Roll for encounters along the way using the instructions found in Chapter 11.

If the heroes sent someone to prevent the assault before they had an

opportunity to make their speech and sway Alexander (see Chapter 21, *Aftermath*), they are trying to abort the assault without Alexander's authority. In this case, the heroes have several options.

Ambush. They can set up an ambush and attack anywhere they like along the route. Alexander's troopers have the stats of a typical soldier found in the *Judge's Book* and are armed as described in Chapter 11. Make an Excellent Intensity Intuition FEAT roll for one of the soldiers to determine if the ambush catches the troopers by surprise. Use any spare exterior map to play out the battle. If the heroes overtly attack Alexander's men they automatically lose one Diplomacy Point toward Alexander. However, if they defeat the troops and prevent the attack they gain one Diplomacy Point toward Napoleon, even though it is likely in this case that Napoleon will never learn of the attempted attack.

Open Approach. They can approach the soldiers and make the traditional comic book "war is stupid" speech in an attempt to persuade them to halt the attack. This will only work if the heroes tell the soldiers all about the Krozzar and their bomb and how everyone will die unless all three warring factions unite. In order to persuade the soldiers one of the heroes must also make a Remarkable Intensity Psyche FEAT roll. If the Persuasion attempt succeeds, the heroes receive one Diplomacy Point toward both Napoleon and Alexander, since the troops that the heroes just won over to their side will have a talk with their leader. If the Persuasion attempt fails, the soldiers will attack. Use any spare exterior map to resolve the battle.

Trickery. Alternatively, the heroes might try to diffuse the assault through some sort of trickery. In this case, it's up to you to wing it.

What If The Heroes Fail. If the heroes fail to stop the assault, you can assume that the soldiers automatically get through to Napoleon's camp and succeed in their mission. In this case, the heroes lose one

Diplomacy Point toward Napoleon (and yes, they can be reduced to negative Diplomacy Points), since Alexander's attack will hit Napoleon hard and make him much less open to an alliance.

AFTERMATH: If the heroes have not yet convinced Alexander to join an alliance, you can have them return to the camp and make the last-minute speech discussed in Chapter 21. Once Alexander has agreed to be an ally he asks the heroes to set up a meeting between himself and the other two leaders as soon as possible in order to discuss strategy. Once the heroes get the meeting together, go to Chapter 24.

If the heroes are now heading on to Napoleon's camp to handle the action there, go to Chapter 23. If the heroes want to go to Genghis Khan's camp to earn his support, go to Chapter 17.

KARMA:

Stop the assault:	+ 10
Stop the assault without losing any Diplomacy Points:	+ 10

CHAPTER 23: LE PETIT EMPEREUR

SUMMARY: The heroes travel to the camp of Napoleon Bonaparte to ask him to join an alliance against the Krozzar.

STARTING: The heroes should know exactly where Napoleon's encampment is located, since its position is indicated on their map. See Chapter 11 for notes on running the cross-country journey. Read the following text:

Napoleon's camp is not in the condition of the others you have visited. Unlike those, Napoleon and his men seem to be desperately lacking in resources. Even from afar you realize that Napoleon's soldiers are hungry, thirsty, and desperate. The camp itself is a cluster of 15 to 20 low tents. About the grounds there are over 100 soldiers. Traffic in and out of the compound is frequent and steady.

ENCOUNTER: The first thing the heroes must do is figure out how they are going to gain entry into the compound and get in to see Napoleon. There are several possibilities.

Disguise. They might try to ambush a couple of troopers coming out of the compound, disguise themselves in their uniforms, and try to find Napoleon. This is relatively easy. If the heroes wait ten or 15 minutes they can certainly find an isolated group of the appropriate number of soldiers coming out of the camp. Napoleon's soldiers have the statistics of a typical soldier found on p. 63 of the *Judge's Book* and are armed as described in Chapter 11. In addition, each of the soldiers suffers a -1 CS penalty to all Fighting and Agility FEAT rolls due to hunger. Unless one of the soldiers is able to pass an Excellent Intensity Intuition FEAT roll, the heroes will take the group by surprise. Use any spare exterior map to play out the battle.

Once the heroes have captured uniforms it will be no problem to walk

around the camp until they find Napoleon's tent. Once they have located the emperor, they can then reveal their presence and begin negotiation.

Open Approach. The heroes might wish to walk up to some of the troopers and ask to speak with Napoleon. In this case, the troopers lead them right to Napoleon with no questions asked. Part of Napoleon's code of military conduct requires him to listen to the demands of anyone who approaches the compound peacefully and wishes to negotiate. Any hero who can pass an Excellent Intensity Reason FEAT roll knows that Napoleon and his men will react in this fashion.

Stealth. The heroes might try to sneak in using stealth, in which case you should make a Remarkable Intensity Intuition FEAT for the soldiers. If the soldiers fail their FEAT, the heroes have no problem wandering around the encampment and locate Napoleon with little difficulty. If the FEAT roll succeeds, the heroes are detected and confronted by 50



soldiers, who take them prisoner. If the heroes try to resist capture in any way, they lose one Diplomacy Point on Napoleon. Once the heroes are captured they will be led before Napoleon for interrogation as prisoners of war.

Use Powers. Alternatively, the heroes might have some power or ability which will allow them to simply walk into Napoleon's tent unchallenged and unmolested (invisibility, etc).

Meeting with Napoleon. Once the heroes finally confront Napoleon, they find him in a planning tent regarding a chessboard. Napoleon asks the heroes who they are and why they are visiting his camp. Read the following speech:

"I do not recognize you as one of my enemies, but perhaps their strategy has turned to deception. Strategy—that's the key to war. Always respect someone who knows his strategy."

If and when the heroes explain their mission to Napoleon, they receive one Diplomacy Point. They only receive the point if they fully explain the Krozzar plot and make some sort of attempt to explain exactly why an alliance between Napoleon, Alexander, and Khan is so vital. The heroes receive another Diplomacy Point if they attempt to convince Napoleon that they might be able to find a way to restore everyone to their proper places in time after the Krozzar assault is halted. For now, Napoleon will be skeptical of the heroes' offer. Up until now he hasn't heard of the Krozzar.

The Chess Game. One way in which the heroes can gain Napoleon's respect is to try to demonstrate their strategic skills by challenging him to a game of chess. The Emperor will gladly accept the challenge, even if the heroes are prisoners.

You can simulate the chess game in two ways. First, if you have the time and necessary components,

you can get out a chessboard, set up the pieces, and actually play the game. In order to save time and reflect the skill of the characters that are playing the match in addition to the skill of the players, you'll have to change the rules a bit. Once the pieces are set up, have one of the heroes (their choice) make a Typical Intensity Reason FEAT roll while you make an identical roll for Napoleon. Whoever receives a better result on the roll gets to make the first move. If both receive the same result, whoever rolled higher on the dice gets the first move. Once the appropriate player has made his or her move, the hero and Napoleon must make their FEAT rolls all over again in order to see who gets the second move. Keep repeating this procedure until the game is over. Thus, it is possible for one side to move several times before the opponent gets to move once.

If you would prefer a simpler method, you can have both Napoleon and one of the players make Typical Intensity Reason FEAT rolls. The winner of the match is the player who receives the best result on his or her FEAT. If both results are identical, keep rolling until the tie is broken. If the heroes challenge Napoleon to a chess match they receive one Diplomacy Point. If they win the match, they receive an addition point.

The Food Crisis. By now, it is fairly likely that the heroes have picked up the rumors of the huge food supply in Dodge City while out roaming the countryside. If so, they might offer to help Napoleon by traveling to the city and recovering the food (remember how desperate Napoleon and his men are for supplies). If the heroes inform the Emperor of the stockpiled supplies and offer to help, Napoleon will lend them five men and a supply wagon for an expedition to the city. The wagon can carry 500 units of food or water. Refer to the notes in Chapter 11 for handling the cross-country journey and visiting Dodge City.

It is up to you to play the roles of the five soldiers who accompany the

heroes. Offering to travel to the city nets the heroes one Diplomacy Point, while actually returning with the food is worth another. Acquiring more than one wagonload of supplies helps Napoleon's forces, but does not earn additional Diplomacy Points.

AFTERMATH: If the heroes are not able to gain five Diplomacy Points toward Napoleon by the end of the Chapter, you can allow them to make a speech of appeal to gain one additional Diplomacy Point per ten points of Karma they are willing to spend.

If the heroes do not challenge Napoleon to the chess match and do not bring him over to their side, he will allow them to simply walk out of the camp if they like, even if they were prisoners. He would love to hold them, but at present he doesn't have the men or the resources to take prisoners. Once the heroes have further information or have reconsidered their strategy, they can always return later.

After Napoleon agrees to join the alliance, he asks the heroes to set up a meeting between himself and the other leaders as soon as possible so that they may discuss strategy against the Krozzar. Once the heroes have set up the meeting, go to Chapter 24.

If the heroes have not yet recruited Genghis Khan or Alexander they can visit either of their camps in Chapters 17 and 20 respectively.

KARMA:

Getting in to see Napoleon:	+10
Each Diplomacy Point earned:	+5
Challenging Napoleon to a chess match:	+5
Winning the chess match:	+10
Offering to help Napoleon find supplies:	+5
Returning to the camp with food from Dodge city:	+10

CHAPTER 24: CAN WE TALK?

SUMMARY: The heroes set up a meeting between Genghis Khan, Napoleon, and Alexander to discuss strategy for the upcoming Krozzar assault.

STARTING: Allow the heroes to choose where and when the meeting will occur, and make sure they send someone around to all three camps to fill in the three leaders. All three leaders will gladly agree to any arrangements made by the heroes.

ENCOUNTER: If you and your players enjoy role playing and interaction, here is a golden opportunity. Sitting around a single table, you now have Napoleon, Genghis Khan, Alexander the Great, and a parcel of superheroes. Genghis, Napoleon, and Alexander will naturally be a little wary of each other as the meeting begins, but any ill will soon dissolves into an air of cooperation.

During the strategy session, the three leaders do most of the talking—after all, they're the experts. They draft a viable strategy for stopping the Krozzar assault, based upon everything the heroes have told them of the aliens and their capabilities. The leaders outline the following strategy for the heroes, and ask if they have any contributions:

1. The first concern is to determine the location of the Krozzar assault and move to reinforce the appropri-

ate areas. For this purpose, the leaders intend to spread small reconaissance units out along the entire front of the expected attack and deploy their main army toward the middle of the line, where it can rapidly move to reinforce any area the Krozzar attack.

Vital to this plan, of course, is effective communication. Once one of the smaller units locates and identifies the main enemy assault force, it is essential that the allied army be quickly contacted and mobilized.

2. The second priority is to somehow capture or destroy the "beta-bomb." This is the only factor that lends the battle its urgency. As long as the Krozzar have the threat of the bomb, the humans must continue to fight and defend their territory. Based upon the heroes' information, all three commanders are fairly certain that their armies lack the mobility to move out of the bomb's range once it has been placed and set.

3. Finally, the most qualified forces for locating and dealing with the threat of the bomb are the heroes themselves, since all of the human commanders and their troops are completely unfamiliar with any technology even remotely resembling that of the Krozzar. The three commanders believe that the best course of action is for their armies to delay the Krozzar for as long as possible, while the heroes

penetrate Krozzar lines to incapacitate the bomb.

The bomb itself is not likely to be heavily guarded since the Krozzar are probably unaware that the heroes know of the bomb's existence. All three commanders think that the Krozzar will hold the bomb in their camp until they have captured an access route to the mountains. If the heroes could somehow slip behind the alien lines and attack while the bomb was still in the camp, they would have the best chance of success.

After the leaders have outlined their strategies for the heroes, ask the heroes for their own contributions. Every worthwhile idea the heroes contribute nets them ten Karma, depending whether or not you decide an idea is worthwhile. However, the leaders will not radically alter the basic strategy outlined above. If the heroes aren't very happy with the idea of penetrating the Krozzar camp and locating the beta-bomb, remind them that the plan was drafted by the greatest military minds in Earth's history.

AFTERMATH: Everything should now be ready for the big assault. When you are ready, go to Chapter 25.

KARMA:

Scheduling the meeting: +5
Contributing worthwhile ideas: +10



CHAPTER 25: THE KROZZAR ASSAULT

SUMMARY: The heroes and their allies attempt to turn back the Krozzar assault, thus preventing the aliens from detonating their "beta-bomb" and destroying everyone and everything in the area.

STARTING: Soon after the strategy meeting (Chapter 24), the three human leaders march their armies into position and deploy them across the front where they expect the Krozzar to attack. Shortly thereafter, the enemy offensive begins.

It won't be necessary to play out the entire assault in detail, since only the heroes' attempt to get behind Krozzar lines to destroy the beta-bomb is truly important to the adventure (see *Aftermath*, below). When the battle begins, read the following text to the players:

Just as expected, the Krozzar are coming out in force, right up through the area that was formerly controlled by Alexander the Great. The troops stationed in the region of the assault do their job and quickly relay a message back to the main army, which should have no problem getting into position in time to reinforce the defense.

The human soldiers have their work cut out for them because of the amazing technological edge enjoyed by the Krozzar. Yet the humans outnumber the aliens by almost five to one, and are led by three of the greatest military minds in Earth history. The Krozzar seem to be caught off guard by the humans' sudden alliance. They expected to meet only Alexander's troops here.

The Krozzar and Their Plan. As stated earlier, the Krozzar hope to capture an access route to the mountain chain that runs through the middle of the large scale area map. Once they have captured this route, they will bring up their beta-bomb, plant it beneath the mountains, and pull their soldiers out of the area,

leaving a couple of battle robots and automated defense systems behind to guard the bomb until the aliens are in a safe position for detonation. Once the bomb goes off, it will set up a geothermic chain reaction beneath the mountain. This will result in a massive earthquake that will completely devastate everything within 20 miles of Dodge City. The Krozzar want to clean out all life in this area so that their research teams investigating the temporal disturbance can travel about the countryside unmolested, thus expediting their efforts.

Until the access route to the mountains has been captured and secured, the Krozzar will be preparing the bomb back at their base. This is just as the three human leaders expected, although the players shouldn't know this at first: let them live with a little paranoia for now. It is up to the heroes to find their way behind enemy lines and knock out the bomb before the Krozzar can implement their plans.

ENCOUNTER: Naturally, the heroes won't be able to simply walk around behind the alien lines unopposed; they are bound to encounter some Krozzar resistance. You can generate these encounters using the Assault Flowchart printed on the inside of the cardstock cover. The heroes begin with the encounter marked "A." At the end of each encounter description are instructions that will lead you to the next encounter, based upon the decisions made by the heroes. As the heroes travel, here is no need to generate any additional encounters through the use of Chapter 11, though you should continue to use the rules for food, water, and sleep.

If asked, the western heroes will accompany the player characters on their mission to knock out the bomb. In that case, it's up to you to play the gunfighters as NPCs.

Assault Encounter Descriptions

A. Stream. As the heroes make their way over a ridge and around the edge of the enemy perimeter, they come to a shallow stream which cuts across their path. Plainly visible in a small wooded area atop a hill on the other side of the stream is a Krozzar heavy weapons unit that has been set up to prevent any enemy flanking maneuvers. To continue on, the heroes must somehow find their way past the weapons team.

If the heroes continue to skirt the perimeter hoping to bypass this encounter altogether, they soon come upon another, identical emplacement. These emplacements are strung out along the entire perimeter surrounding the Krozzar camp. It is impossible to reach the camp without dealing with one of these emplacements. This encounter must be resolved before the heroes can continue.

The alien emplacement consists of four Krozzar and a heavy Neural Stunner (see Chapter 4). The heroes start this encounter concealed eight areas away from the weapons unit. The stream (one area wide) lies directly between the heroes and their quarry. The neural stunner has a range of seven areas.

If any heroes are capable of flight and try to fly over the emplacement, the Krozzar fire upon them with the Neural Stunner until they are out of range. If the heroes set up some sort of diversion to help them cross the stream and slip behind the emplacement, the Krozzar get to make a Remarkable Intensity Intuition FEAT roll to see if they fall for the heroes' scheme.

After the heroes have slipped behind the emplacement, they can either attempt to move directly toward the Krozzar camp (in which case go to encounter C), or skirt the edge of the perimeter for a bit more before heading toward the camp (in which case proceed to encounter B).

B. Scout Team. As the heroes pass through a small wood (or over it,



depending upon their mode of transportation), they immediately come face to face with a small Krozzar scout team that assumes attack position. The scout team consists of three Krozzar soldiers armed with any of the weapons described in the NPC section. The heroes do not see the aliens in time to avoid them.

Once the heroes have defeated the scout party, go to Encounter D.

C. Troop Column. As the heroes come over a ridge, they catch site of an entire reserve column of alien troopers waiting to advance towards the main battle. If the heroes want to continue on their present path, moving straight toward the Krozzar camp, they must somehow get past the column.

If the heroes attempt to sneak past the troopers, the aliens get to make a Remarkable Intensity Intuition FEAT roll to notice each one of the heroes as he or she passes by. If the heroes come up with a clever plan to avoid the troops or set up some kind of

diversion you can up the Intensity as you see fit.

The troop column consists of 15 Krozzar, armed as described in the NPC section. If the Krozzar notice any of the heroes, they will attack. If the opposing parties engage in combat, use any spare exterior map to play out the battle. The heroes' ridge is four areas away from the column, and the entire area is lightly wooded.

If the heroes get by the column, go to Encounter E. If the heroes decide to avoid the column altogether and skirt farther around the alien perimeter before moving toward the base, go to Encounter D.

D. Dinosaur. As the heroes move toward the Krozzar camp, they run right into a hungry tyrannosaur (see Chapter 3 for statistics). Use any spare exterior map to play out the battle. The tyrannosaur will flee once it has been reduced to 30 Health or less.

Once the heroes defeat the tyrannosaur, go to Encounter F.

E. Research Team. As the heroes emerge from a small wood, the air is filled with a loud buzzing sound. This comes from the equipment used by a nearby Krozzar research team which is collecting data. As the encounter begins, the team is unaware of the heroes' presence, but the characters must find some way to get past the team if they want to continue on to the Krozzar camp. The research team is identical to the team the heroes encountered in Chapter 4.

If the heroes wait for 20 minutes, the team will pack up and leave. If the heroes rush and attack the team, they automatically receive surprise, since the sound of their approach is covered by the same loud equipment as described in Chapter 4. If the heroes try to sneak past the researchers, the aliens can attempt to make Amazing Intensity Intuition FEAT rolls to see if they notice the heroes. If it comes down to a fight, use any spare exterior map.

If the heroes defeat the researchers and examine their equipment, they

find that the viewscreen on the apparatus reads *80,000 BC–9,000 BC, 7000 BC–800, 1141–1827, 1899–1971, 1992–2206*. Depending upon how much they remember from Chapter 4, the heroes may realize from this information that the time disturbance is spreading out to affect more and more of the timestream. Characters who do not realize this on their own can make an Excellent Intensity Reason FEAT to recognize this fact. The aliens have no other useful information. If the heroes get past the researchers, go to Encounter F.

F. Patrol. The heroes are now very close to the Krozzar encampment. Ahead of them is a low brush field that leads up to the ridge overlooking the camp. As the heroes are making their way through the brush field, they hear a patrol coming from around the ridge. The patrol consists of five Krozzar soldiers armed as described in the NPC section.

If the heroes try to hide from the patrol, the aliens make Excellent Intensity Intuition FEAT rolls to see if they notice each one of the heroes. If the aliens catch sight of the heroes, they will attack. Use any spare exterior map to play out any combat. If the aliens don't catch sight of the heroes and are not themselves attacked, they continue on along the perimeter, eventually disappearing out of sight. The alien patrol has no useful information. Once the heroes have gotten past the patrol, go to Encounter G.

G. Krozzar Camp. The heroes reach their destination. The encounter begins with the heroes on the ridge overlooking the camp—the same ridge they occupied during Chapter 5. This time, as the heroes look out over the alien camp, they immediately notice that the camp seems almost entirely deserted. There are only a handful of Krozzar present; the rest, including the Krozzar leader, are participating in the attack, or out collecting data on the time space disturbance.

The few Krozzar that remain in the camp concentrate their activities

around a single building located near the center of the encampment. This is the building that houses the bomb. The structure is one area long and three areas wide. The aliens enter and leave this building in a constant stream.

If the heroes sneak down into the camp, they have no problems approaching the building entirely undetected. Inside they find eight Krozzar working on a complicated piece of military hardware (the beta bomb), priming and readying the device for use.

If and when the heroes defeat the Krozzar inside the building, they can examine the device the aliens were working on and learn that it is the beta-bomb. Lying next to the bomb is a piece of paper that seems to have been removed from a military manual. The paper reads as follows:

Priming Instructions: Remove fuse cord A from detonator train. Build timing mechanism (see separate instructions) and insert in heat exchanger. Detonator is now live.

Disarming Instructions: Enter the bomb's alphanumeric D-Code (see serial information) into the keypad located on the undercarriage.

Note: Disarming the detonator permanently disables the priming device. To re-arm and detonate the bomb, a completely new timing mechanism must be constructed and inserted in accordance with the above instructions.

The heroes now have two options open to them. If they wish, the characters can take the 50-pound bomb with them and attempt to destroy it. The material strength of the bomb is Excellent; the bomb will not explode if attacked, since the Krozzar have not yet finished the priming sequence.

Alternatively, the heroes may wish to disarm the device. The bomb's D-Code ("XNAV") was written on one of the papers the heroes examined in the Krozzar research shack earlier. If

the heroes know the D-Code, they can easily type it into the keypad located on the underside of the bomb, thus disarming the device. The Krozzar do not have the material on hand to build another timing mechanism; if the bomb is disabled in this manner, the aliens are permanently prevented from detonating the bomb in the mountains.

If the heroes look elsewhere around the encampment, they will not find any useful information. The memo with the bomb's D-Code may still be in the research shack if it was not discovered and removed earlier by the heroes. A quick check of the information in the shack reveals that the Krozzar remain ignorant about the nature of the time disturbance.

AFTERMATH: While the heroes are infiltrating the Krozzar camp, the human troops are taking the brunt of the alien assault. The humans fight tenaciously and do much better than anyone would have expected, managing to keep the aliens away from the mountains for a full 15 hours before falling back to regroup. By this time, the heroes should have already taken out the bomb and been long gone. From this point on, the Krozzar continue to harass the human troops, and the humans continue to resist, but neither side makes any definitive progress for the duration of this adventure.

The heroes' next move is probably to wait until Einstein has finished wiring his device, which at this point is almost completed. When the heroes are ready to rejoin Einstein, go to Chapter 26.

KARMA:

Disarming the beta-bomb: +40

CHAPTER 26: UNCLE ALBERT, AGAIN

SUMMARY: The heroes return to Einstein, who has just completed the device he was building to track down the source of the time disturbance.

STARTING: The heroes can return to Einstein any time they like, though Einstein will not have finished his device until 48 hours have elapsed. During the interval that the heroes were gone, Einstein was not disturbed by any outside forces.

After the heroes have returned and the 48 hours have elapsed, read the following text:

You find a frustrated Einstein sitting over his tracking machine, which he has just finished rewiring. "I just don't know vat is wrong. Everyzing appears to be in order. Ze generator fits perfectly! Hmm. Perhaps my calculations are off."

ENCOUNTER: Einstein begins pouring over a huge list of mathematical calculations. Checking over all of the figures will take quite some time. If

the heroes ask if they can help, Einstein will ask them to begin checking over some of the figures. Show the following calculations to the players:

$$\begin{aligned} 565 + 758 &= 1323 \times 2 = 2646 + 777 = 3423 - 853 = 2570 / 10 = 257 \times 17 = 4369 + 11 = 4380 - 2213 = 2167 + 814 = 2981 + 109 = 3090 / 10 = 309 \times 16 = 4844 + 311 = 5155 / 5 = 1031 + 496 = 1527 - 27 = 1500. \end{aligned}$$

If the players find the mistake in the fifth and sixth lines ($309 \times 16 = 4944$, not 4844), and point it out to Einstein, he makes the appropriate corrections and the machine immediately hums into life. If not, Einstein finds the mistake himself after a lengthy and tedious search.

Once the machine begins functioning, Einstein starts taking readings. Read the following to the players:

"Oh yes, it is just as I zuppected. Ze disturbance does have a definitive zource in ze area. Mit zis machine we can zero in on the

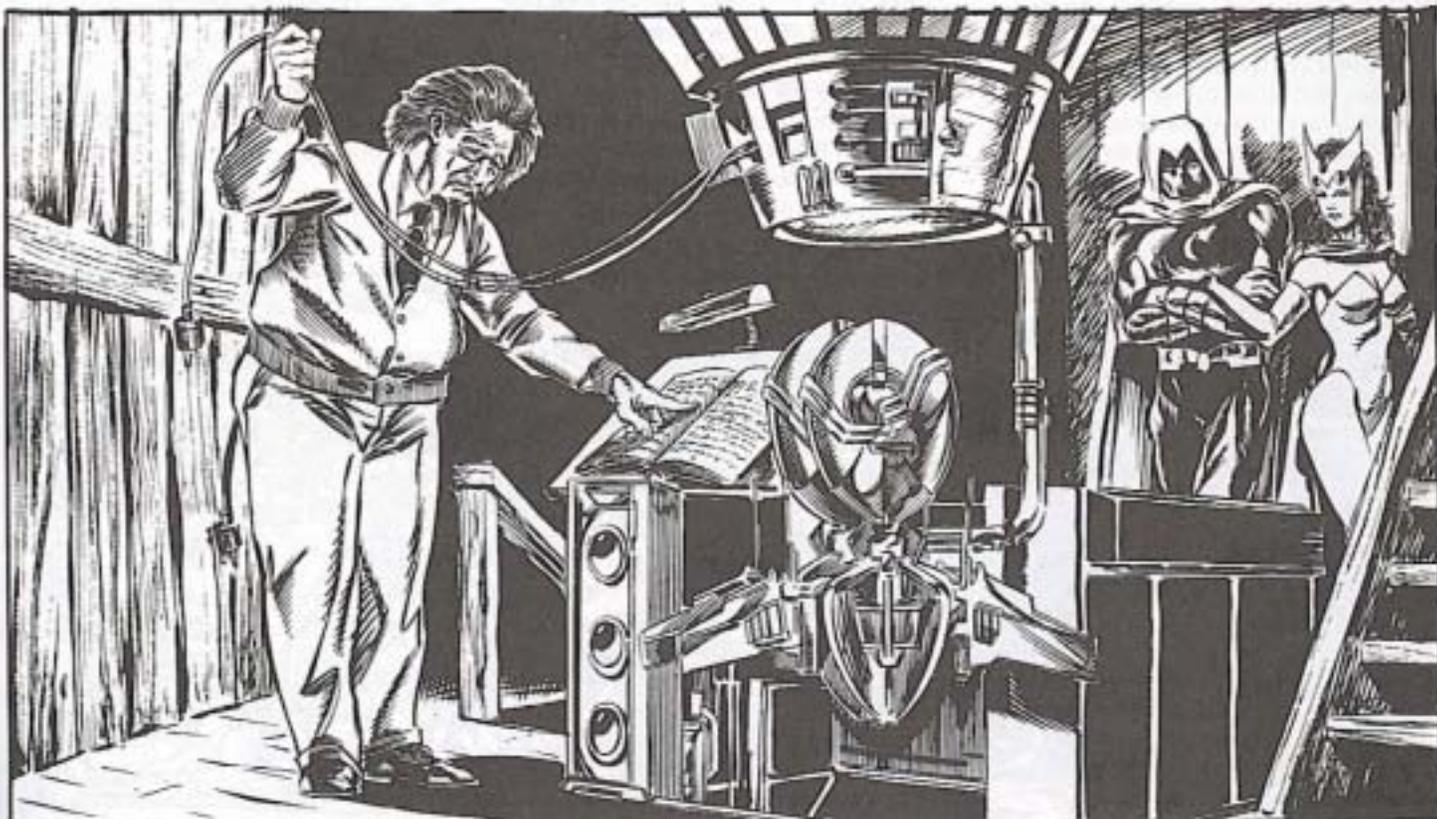
zource directly. It is odd, but from the readings I am getting, it zeems zat everything in zis whole region is zlowly moving—ze land, ze people, everyzing—even time itself moving in ze direction of ze zource. It is almost as if ze zource is zlowly zucking up everything around it. Odd.

Come now, we must follow zese readings back to ze zource.

AFTERMATH: Einstein will travel with the heroes, using his machine to guide their travels. If the characters ask the western heroes to tag along, they will decline, opting instead to see what they can do about helping some of the refugees in the area. When the heroes are ready to travel with Einstein and track down the source of the disturbance, go to Chapter 28.

KARMA:

Returning to Einstein: +5
Finding Einstein's mistake: +10



CHAPTER 27: DOOM'S DOORWAY

SUMMARY: Acting upon the clues they discovered while visiting Alexander's camp, the heroes locate and visit Doctor Doom's hidden cave.

STARTING: The heroes enter this Chapter by tracking down the signal being sent out by the Mark Twain android they encountered earlier. Once they trace the signal, they find that it leads back to a cave in the mountains. The location of the cave is shown on the judge's map of the area, located on the inside cover. Refer to the notes in Chapter 11 for handling the cross-country journey to reach the cave. Then read the following text to the players:

Ahead, you see what is apparently the destination of the signal that was being sent out by the Twain android: a shallow cave cut into the mountains. In front of the cave are two gleaming metallic soldiers that seem to be standing guard. They have yet to spot you.

ENCOUNTER: The soldiers are two more of Doctor Doom's androids. Doom has yet to adjust the features of these androids and give them personalities. The creatures are programmed to keep all intruders out of the cave.

The heroes begin this encounter four areas away from the androids. Because of their special sensing equipment, it is impossible to come within three areas of an android and not be detected. The androids' statistics are identical to those of the Twain android in Chapter 21. Use any spare exterior map to resolve the ensuing battle.

Once they take out the androids, the heroes will find the cave completely deserted. Doom and his cronies actually discovered the whereabouts of the chronovore long ago, using the borrowed Krozzar equipment, and set out to implement their scheme.

Inside the cave, the heroes find:

*Doom's time machine. Any of the heroes present will recognize the device as a time machine. If any of the heroes has ever met Doctor Doom or the Fantastic Four, they will recognize the time machine as the one built by Doom. The time-of-origin indicator on the machine reads "1968."

*A pile of black robes and hoods identical to those the heroes saw the mysterious strangers wearing in the Krozzar compound.

*A table full of computer chips, masks, and costumes of various historical personalities. Doom used these items to disguise the androids that he sent out into the countryside to collect information.

*A computer console that shows a map of the entire region, displaying "blips" corresponding to the location of all Doom's androids. Anyone who passes an Excellent Intensity Reason FEAT roll realizes that the computer console is also acting as a transceiver and accepting information from all of the androids in the form of radio signals. By accessing this information in the computer with a Remarkable Intensity Reason FEAT roll, the heroes can find out almost anything about the area surrounding Dodge City except the location of the chronovore.

*A pile of worthless, burned-out electronic equipment. This is Doom's tracking apparatus that was shorted out when he passed through the time eddy.

*A pile of notes, one of which reads: "*I think I have finally located the creature. At last, the universe is mine!*"

AFTERMATH: The heroes can now go on about their business. If they are ready to travel back to Einstein's shack, go to Chapter 26.

KARMA:

Finding Doom's cave: +10
Defeating the android guards: +10



CHAPTER 28: TIME AMOK

SUMMARY: The heroes discover the chronovore, confront Doctor Doom, and set everything back to normal.

STARTING: If the heroes are coming to this Chapter from Chapter 11, you should have them meet up with Albert Einstein on their way to the mountain. The heroes cannot successfully complete this Chapter unless Einstein is with them.

If the heroes are coming from Chapter 26, Einstein's device will lead them directly to the mountain and the chronovore. Refer to Chapter 11 for notes on how to run the heroes' cross-country journey. Once they arrive, the heroes' first priority is to scale the mountain, assuming they cannot fly up to the top. Scaling the mountain requires a Good Intensity Agility FEAT roll. Anyone who fails this roll sustains five points of Health damage. One of the heroes can help Einstein climb the mountain by upping his or her own FEAT Intensity to Excellent. Every so often, as the heroes climb, they will hear a deep thumping sound filling the air around them, followed by a sharp whoosh! This is the sound of the chronovore taking in little pieces of the timestream.

Once the heroes reach the top of the mountain, read the following text:

At the top of the mountain, you are greeted by an unbelievable spectacle: a huge black pit, the inside of which seems to spiral infinitely deep down into the mountain. The rocks, the vegetation, and even the soil itself are all obviously creeping slowly toward the pit and disappearing over the edge. You can already feel the pull beginning to affect your bodies.

"I zink I know what is going on!" shouts Einstein. "I zink it is alive! Ze entire pit is a living creature. I can feel its hunger and its zimple brain. Ze creature eats time!

"Fascinating—a creature zat feeds upon time itself: a chronovore. Who would've zought zese zings exist? Here iz our prob-

lem. Ze creature somehow entered our timestream at zis time und place und began feeding upon time itzelf. The damage caused by ze creature caused space-time to unravel, drawing all of us out of our historical places und into zis area.

"Ze real problem is zat I haven't ze zlightest idea of vhat to do next. If ze creature continues to feed, it will undoubtedly devour our entire timestream, wiping out all of history. As I said before, time cannot be destroyed, zimply rearranged. All of ze history devoured by ze creature is still intact zomewhere, but how are we going to restore it?"

ENCOUNTER: Any of the heroes with Telepathic Powers can quickly confirm Einstein's suspicions; they too feel some sort of life emanating from the creature.

At this point, the heroes hear the loud thumping noise again, followed by the shrill "whoosh." A huge wind sweeps them up and carries them over the edge of the pit, along with several trees, rocks, and other pieces of landscape. Any FEAT aimed at preventing the heroes from being swept over the edge is of Monstrous Intensity.

For a brief time, the heroes feel themselves being buffeted down a huge spiraling vortex, then they lose consciousness.

A few moments later, the heroes wake up. Read the following text:

You awake in what appears to be a large open field. The sun is shining, and a huge crowd gathers before you. On your right side, you notice a cannon from the American Civil War and a sign that reads *Gettysburg, Pennsylvania*. Suddenly, Abraham Lincoln steps up on a podium and begins to address the crowd.

"My friends, eightscore and twelve years ago today..."

Lincoln's speech is cut short by the voice of Einstein in your ear. "Ve must be in ze creature's belly; this is one of ze historical events it has sswallowed. Fascinating! Perhaps ve should try to move on. If ve could find ze creature's brain, perhaps ve could communicate, or at least find zome answers."

As soon as the group attempts to move anywhere, however, they find themselves frozen in place. Einstein will then theorize that time inside the creature is a jumble, and that motion is impossible without time. The only way to move inside the chronovore's belly is to sort out this jumble. If the heroes can identify the inconsistency in each of the historical scenes they pass through and concentrate upon the correct sequence of events, perhaps they can mentally latch onto enough of the timestream to allow themselves to move on.

Moving in the Creature's Belly.

Refer to the map of the inside of the creature. The heroes begin in the box marked "B." In order to move on to a new box, the players must identify the historical inconsistency in the box they wish to leave and then pass a Typical Intensity Reason FEAT roll (a check to see if they can achieve the proper level of concentration). The heroes can only move out of a box into an adjacent box; movement between boxes that are diagonally connected is impossible. If in any of the boxes the heroes guess the historical inconsistency incorrectly, they are instantly bounced back into the box they previously occupied—the last box in which they correctly identified the inconsistency. Mark the heroes' location with a spare die. Einstein will be of no help in recognizing the historical inconsistencies. Everything is up to the players.

A. *You step out into a windy August morning in 1945 and witness an atomic bomb explode over the distant town of Dresden.*

ANSWER: Dresden was never hit by an atomic bomb. Hiroshima and Nagasaki were the cities destroyed by A-bombs in 1945.

B. *The Gettysburg address scene, described above.*

ANSWER: Lincoln's speech begins "Fourscore and seven years ago today . . ."

C. *You see William Shakespeare penning "A Midsummer Night's Fancy" in Avon.*

ANSWER: The title of the play is "A Midsummer Night's Dream."

D. *You see the Avengers rescue the original Union Jack, one the greatest heroes of the Second World War, from suspended animation. Union Jack quickly becomes the Avengers' leader.*

ANSWER: The Avengers actually rescued Captain America.

E. *Thrust into the Africa of early man, you witness a caveman bring down a tyrannosaur with a stone spear.*

ANSWER: There were no dinosaurs alive during the age of the cavemen.

F. *You see Jack Ruby lean out the window of the Texas Book Depository Building in Dallas, Texas, and assassinate President John F. Kennedy.*

ANSWER: Lee Harvey Oswald killed Kennedy. Jack Ruby killed Oswald.

G. *You see Thomas Alva Edison in his shop in Menlo Park fitting a thin iron filament into his latest invention, the electric lightbulb.*

ANSWER: The secret to Edison's invention was the use of a tungsten filament.

H. *You are in a theater in 1938 watching Mickey Mouse in his first cartoon, "The Sorcerer's Apprentice."*

ANSWER: Mickey's first appearance was in "Steamboat Willie."

I. *You see King Richard sign the Magna Carta in 1215, granting certain rights to his subjects for the first time.*

ANSWER: It was King John who signed the Magna Carta.

If the heroes are having problems moving around inside the creature, you can allow them to make Reason FEAT rolls to see if their characters recognize the historical inconsistencies. The Intensity of the FEAT is Typical for events A-C, Good for events D-F, and Remarkable for events G-I.

The Big Show-Down. Once the heroes finally reach the box marked "BRAIN," read the following text:

You find yourselves in a vast chamber filled with what appear to be gigantic fibrous neurons and axons. At the other end of the chamber, you see a group of shadowy figures milling around what appears to be a huge machine.

No matter how the heroes attempt to approach the shadowy figures, they cannot do so undetected. Just before they get close enough to see clearly, the figures suddenly whirl around to face them. The six persons are wearing long black robes, the same sort of robes the heroes saw back at the Krozzar compound. Suddenly, Doctor Doom pulls back the hood of his robe to reveal his face. Whether the heroes have ever met Doctor Doom or not, he will not recognize them (remember, this is the Doctor Doom of 1968).

Doom and his colleagues discovered the location of the chronovore long ago. They have been here setting up their equipment ever since. Only a few minor adjustments have yet to be completed. Once it is finished, the machine will give Doom complete control over the chronovore. Doom will then use this control to return the timestream to normal so he can blackmail its peoples. If they do not agree to his demands, he will unleash the chronovore upon them once again.

Event Cards

Dinosaurs die out	Signing of the Magna Carta	Crusades end
Conquistadors kill the Incas	Pilgrims land at Plymouth Rock	French & Indian War
French Revolution	Franco- Prussian War	Spanish- American War
Freud authors his theories on the unconscious	James Joyce writes <i>Ulysses</i>	Jesse Owens wins his gold medals
The first man lands on the moon	Galactus invades earth for the first time	Bush is elected President

Event Cards



Just after he reveals himself, Doom makes a long gloating speech, detailing his plans and the history of his involvement in the whole affair. Then, his "hired hands" will reveal themselves and attack. If the heroes are going to save the timestream, they've got to stop the villains here. Use the map of the brain chamber located on the cover. During the battle, Einstein covers in a corner.

Setting Things Right. If the heroes are having problems defeating Doom and his henchmen, you can either invent some sort of act of god to aid them (such as an earthquake that rocks the chronovore's mountain, rattling the creature itself). All of the combatants must make Endurance FEAT rolls or drop unconscious, and the villains all automatically miss their rolls.

Once the heroes defeat Doom and his henchmen, Einstein comes forward and examines the machine. Read the following to the characters:

"He wasn't kidding. Ze chamber we are in functions as ze creature's brain. Zis machine is vired directly into zat brain. Ze good news is zat ve can use the machine to force ze creature to regurgitate our time line, restoring ze timestream, und I can zet ze machine to zelf-destruct once it has done its verk."

Zadly, ze destruction of ze machine vill almost certainly kill ze creature. Perhaps zis is best. Ve wouldn't vant to pass zis horror on to someone else, eh?"

Einstein then explains to the heroes that forcing the creature to "cough up" the timeline should not be difficult. The problem is to make the creature regurgitate the time back out in its proper order. Through the use of Doom's equipment, Einstein can scan through some of the events the creature has swallowed. If the heroes can place these events in the proper sequence, he might be able to program the machine to control the creature's regurgitation.

Cut out the event cards found on the previous page and ask the players to group them in the proper chronological order (once again, Einstein is no help). In order to properly program the machine, Einstein must pass a Good Intensity Reason FEAT roll, but he subtracts 5 from his dice roll for every event the heroes place in sequence incorrectly. The correct sequence follows:

1. Dinosaurs die out.
2. Signing of the Magna Carta.
3. Crusades end.
4. Conquistadors kill the Incas.
5. Pilgrims Land at Plymouth Rock.

6. French & Indian War.
7. French Revolution.
8. Franco - Prussian War.
9. Spanish - American War.
10. Freud authors his theories on the unconscious.
11. James Joyce writes *Ulysses*.
12. Jesse Owens wins his gold medals.
13. The first man lands on the moon.
14. Galactus invades earth for the first time.
15. Bush is elected President.

Allow the heroes to spend Karma to augment Einstein's roll, and warn them that the entire adventure comes down to this die roll.

AFTERMATH: After Einstein successfully programs the machine, there is a bright flash, and the heroes suddenly find themselves standing outside their timeship. Everyone has been returned to their proper places in time, including Doom, his henchmen, the Krozzar, Einstein, the human generals and their soldiers, and everyone else. Everything is restored to normal.

KARMA:

Reaching the mountain:	+ 20
Moving through the chronovore:	+ 20
Defeating Doom and his henchmen:	+ 30
Restoring the timeline:	+ 80



WESTERN HEROES

GHOST RIDER I & II

STATISTICS

F GD (10) Health: 46
A EX (20)
S TY (6) Karma: 36
E GD (10)
R TY (6) Resources: TY (6)
I GD (10)
P EX (20) Popularity: 20

BACKGROUND

Real Name: Carter and Lincoln Slade

Occupation: Schoolmaster, U.S. Marshall

Legal Status: U.S. Citizens with no criminal record

Identity: Secret

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: Carter Slade is the first Ghost Rider; his brother, Lincoln Slade, became the second Ghost Rider.

Base of Operations: The Old West

Past Group Affiliations: None

Present Group Affiliations:

KNOWN POWERS

Gun Fighting: Ghost Rider uses two Colt .45 revolvers, which do 7 points of Shooting damage.

Lighting Draw: The Ghost Rider adds one to his Initiative on the round he draws his pistol.

Talents: The Ghost Rider gets a +1 CS with his revolvers. He also has Martial Arts B and the Riding and Law Enforcement Talents.

Contacts: None.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES

The Ghost Rider is a driven hero who crusades not so much to champion good as to oppose evil. He has a certain flair for the mysterious and plays up this aspect of his character as much as possible.



At the time this adventure takes place, Carter Slade is the Ghost Rider encountered by the characters. Later in the 1870s, his place is taken by his brother, Lincoln.

Slade was given a special chalk-white cowboy outfit impregnated with special phosphorescent dust that Flaming Star had recovered from a meteorite.

Wearing this outfit, Slade soon created the legend of a phantom horseman who rode the frontier, serving the cause of justice. This seemingly supernatural figure was called various names: Ghost Rider, Night Rider, Phantom Rider, the Galloping Ghost, the Haunted Horseman, and He Who Rides the Night Winds, among them. When Carter Slade was killed by outlaws, his brother U.S. Marshall Lincoln Slade adopted the identity and carried on the legend.

HISTORY

Carter Slade was a schoolteacher who was gunned down by outlaws soon after moving out to the frontier. Found by a tribe of friendly Comanche Indians, Carter was nursed back to health by the medicine man Flaming Star. The aging Indian believed that Carter was the champion a Comanche sky spirit had revealed to him in a vision a year earlier. Carter

GHOST RIDER IV

STATISTICS

F TY (6) Health: 86
A EX (20)
S EX (20) Karma: 60
E IN (40)
R GD (10) Resources: TY (6)
I EX (20)
P RM (30) Popularity: 5

BACKGROUND

Real Name: Hamilton Slade

Occupation: Archaeologist

Identity: Secret

Legal Status: U.S. Citizens with no criminal record

Place of Birth: Reno, Nevada

Marital Status: Single

Known Relatives: Lincoln and Carter Slade (great-great-grandfather and great-great-granduncle)

Base of Operations: American Southwest in the 20th century

Past Group Affiliations: The Rangers

Present Group Affiliation:

KNOWN POWERS

Alter Ego: When not possessed by the spirit of the Ghost Rider, Hamilton Slade has the following statistics:

F	A	S	E	R	I	P
6	10	20	10	10	20	6
TY	GD	EX	GD	GD	EX	TY

His Health is 46, and his Karma begins at 36. Hamilton has no supernatural powers, but does have Excellent Reason when dealing with archaeological matters.

Detection of Evil: When in the presence of "evil", Hamilton Slade is possessed by the spirit of the Ghost Rider. This power has a range of several miles, but functions at only Excellent rank, requiring a yellow FEAT roll (with possible modifiers depending on the severity of the evil) to activate. Once the Ghost Rider has sensed the evil, it will assume control of Slade for about six hours.

Phasing: The Ghost Rider may become Intangible. When in this state, he has Class 1000 protection

against all physical and energy attacks save those of mystic origins. As the Ghost Rider needs to breathe, gas attacks can affect him, and he can remain intangible only for as long as he can hold his breath. When in this state, the Ghost Rider can walk on air at Typical speed.

Invisibility: The Ghost Rider can fade from view with Incredible ease, also becoming undetectable in both the infrared and ultraviolet ranges. As an established power stunt, he may turn only certain portions of his body invisible.

Banshee: The Ghost Rider's horse appears upon command. She has similar powers of intangibility and invisibility. Banshee never tires and can move three areas per round.

Mystic Weapons: The Ghost Rider may fire an unlimited number of phantom bullets from his spectral "six-shooter" which can pass through intervening objects to hit their target, but do no physical damage. A struck target must make an Endurance FEAT against Incredible intensity stunning or be knocked out for 1-10 turns. The bullets have a range of three areas. The Ghost Rider's lariat is also of mystic origin. He can throw it one area away. It is considered a Grappling attack at Amazing strength and can pass through material objects like his bullets. It is made of an Amazing material.

Talents: The Ghost Rider gets a +1 CS with his revolver. He also has the Horsemanship talent.

Contacts: The Ghost Rider was a member of the Rangers and could, perhaps, call on the other members for aid.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES

The Ghost Rider is a driven hero who crusades not so much to champion good as to oppose evil. He has a certain flair for the mysterious and plays up this aspect of his character as much as possible.

HISTORY

Hamilton Slade is an archaeologist whose interest in the lore of the American Indians was spurred during childhood by his parents' accounts of his family's claim to fame in the history of the Southwest. (See History of Ghost Rider I and II for details.)

While studying archaeology, Hamilton Slade hoped to some day discover the burial place of his famous great-great grandfather. One day, while leading a team of archeologists from the University of Nevada, Slade did come upon the resting place of his ancestor, in a subterranean cave beneath a Comanche burial mound. Unable to contain his excitement, Slade investigated the site alone, and was startled when the ghostly garb of the Ghost Rider levitated from a burial urn as he approached. In a blinding flash, Slade was possessed by the spirit of one of the phantom horsemen and acquired a host of spectral powers, far beyond those once possessed by his mortal ancestors. Joined by the ghost of the Night Rider's horse, Banshee, he galloped off into the night to save stuntrider Johnny Blaze from the magician Moondark. Upon the successful completion of this mission, Slade resumed his normal form, with no memory of his possession. Now, whenever there is evil nearby, Slade is transformed into the Phantom Rider to combat it. He still has no idea why he is subject to occasional memory lapses.

KID COLT

STATISTICS

F EX (20) Health: 70
A EX (20)
S GD (10) Karma: 36
E EX (20)
R TY (6) Resources: PR (4)
I EX (20)
P GD (10) Popularity: 20 (-30
with authorities)

BACKGROUND

Real Name: Blaine Colt

Occupation: Gunfighter

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

Identity: Publicly known

Place of Birth: Unrevealed

Marital Status: Single (in recorded history)

Known Relatives: Dan Colt (father, deceased)

Past Group Affiliations: None

Base of Operations: Mobile within the American Southwest in the 1870s

KNOWN POWERS

Gun-fighting: Kid Colt uses two Colt .45 revolvers, which do Typical damage

Talents: Kid Cold gets +1 CS with his revolvers and also with lassos. He has Martial Arts B, and Riding skill.

Contacts: Kid Colt knew the Two-Gun Kid, and the Rawhide Kid.

ADDITIONAL NOTES:



ROLE-PLAYING NOTES:

Kid Colt was one of the greatest heroes of the old West, in spite of the false charges placed against him. He has a different code of conduct than modern superheroes; dueling (with guns) is an accepted and honorable behavior and killing one's enemy was acceptable in a fair fight. Kid Colt was always concerned about injustice, especially when it affected those who could not fight back, and served as a champion for the common man.

HISTORY

Blaine Colt was the son of Dan Colt, the owner of the Flying-C Ranch just outside Abilene, Wyoming. Blaine secretly began practicing using a Colt .45 handgun and discovered he was extraordinarily fast on the draw. Knowing he had a hot temper, Blaine was afraid that if he carried a Colt, he might someday shoot someone in a fit of temper. Therefore, Blaine refused to carry a gun, thus disappointing his father, who knew Blaine might need a gun someday for defense. But Blaine refused to tell his father the real reason he did not

carry a gun for fear he would worry that Blaine might become a killer.

Lash Larrabee, the brutal head of a gang of gunslingers, formed a Ranchers Protective Association based in Abilene. Except for Dan Colt, all the ranchers in the area joined Larrabee's association for fear of reprisals from Larrabee if they did not. One day in the early 1870's Larrabee and some of his men confronted Dan and Blaine Colt in Abilene. Larrabee demanded that Dan Colt join the association, but the elder Colt refused. Larrabee knocked Dan Colt down. Both Dan and Blaine Colt attempted to fight back against Larrabee, but Larrabee held them both off at gunpoint. Larrabee ordered the two Colts to ride out of town and told them that the next time he saw them, either they should join his association or be ready to fight him in a gun battle.

The next morning Dan Colt got up before Blaine and, without telling his son beforehand, went to Abilene to settle his score with Larrabee. Dan

left orders that Blaine was to wait at the ranch for him. Later that day, a deputy arrived from Abilene and told Blaine that Larrabee had killed Dan in a gun duel. Blaine was furious. Since Larrabee was a professional gunfighter and Dan Colt was not, Blaine claimed that their duel had not been fair and that Larrabee had murdered Dan Colt.

Blaine Colt strapped on a gunbelt and rode to Abilene, where he confronted Larrabee in a saloon and challenged him to a gunfight. Larrabee grabbed his gun from its holster, but before he could fire, Blaine Colt drew and fired his own gun, shooting Larrabee dead.

One of Larrabee's men, fearing Blaine was too dangerous for him and the rest of the gang, ran to the sheriff and told him that Blaine Colt had shot Larrabee down in cold blood, without giving Larrabee a chance to draw his gun. Blaine Colt soon learned that the sheriff wanted him for questioning as a possible murderer. Afraid that no one would believe he had outdrawn

Larrabee in a fair fight, Blaine Colt fled from Abilene.

From then on Blaine Colt, known as "Kid Colt," wandered the American Southwest as a fugitive from the law. His flight from Abilene convinced many that he was a murderer, and he was unjustly blamed for many crimes over the years. In fact, Kid Colt used his amazing skill with guns to defend people from criminals, and many came to call him "a Robin Hood on horseback." Among Kid Colt's most notorious adversaries were Iron Mask, Doctor Danger, and the Fat Man. During his life as a gunfighter, Kid Colt encountered the Rawhide Kid, who had also been unjustly branded as an outlaw, and the masked crimefighting gunman known as the Two-Gun Kid.

The full story of Kid Colt's life has not yet been revealed; the circumstances, time, and place of his death are as yet unknown.

RAWHIDE KID

STATISTICS

F EX (20) **Health:** 70
A EX (20)
S GD (10) **Karma:** 36
E EX (20)
R TY (6) **Resources:** PR (4)
I EX (20)
P GD (10) **Popularity:** 20

BACKGROUND

Real Name: Johnny Bart

Occupation: Gunfighter

Identity: Known

Legal Status: U.S. Citizen with no criminal record

Place of Birth: Unknown

Marital Status: Single

Known Relatives: None

Base of Operations: American Southwest, 1870s.

Past Group Affiliations: None

Present Group Affiliations:

KNOWN POWERS

Gun-fighting: The Rawhide Kid uses two Colt .45 revolvers, which do 7 points of Shooting damage.

Lighting Draw: The Kid adds two to his Initiative on the round he draws his pistol.

Talents: The Kid gets a +2 CS with his revolvers. He also has Martial Arts A and B and the Riding Talent.

Contacts: The Rawhide Kid knows the Two-Gun Kid.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

The Rawhide Kid is perhaps the greatest gunman that ever lived, though his penchant for privacy has prevented him from earning a reputa-



tion of a magnitude to match his skills. The Kid is quiet, sullen, and strictly business.

HISTORY

When Johnny Bart was an infant, his parents, the Clays, were killed in a raid by Cheyenne Indians. Johnny's oldest brother, Joe, fled during the raid in panic; later, in an effort to expiate his guilt for deserting his family during that Indian attack, Joe Clay became the sheriff of the town of Willow Flats. Another brother, Frank, was captured by the Indians but escaped from them months later; he eventually became a gambler.

The infant Johnny was overlooked by the Cheyenne raiders, however, and was soon found by Ben Bart, a Texas Ranger. Bart adopted Johnny and raised him on his ranch outside Rawhide, Texas. Bart named his adopted son "Johnny Bart."

Ben Bart was one of the fastest gunmen in the Texas Rangers. When Johnny was 16, Ben, who by then had retired from the Texas Rangers, began teaching him how to use a gun. By the time that Johnny had

reached his 18th birthday, Ben had taught him all he could, and Johnny had become even faster and better than Ben was at using a gun.

One day, when Johnny was in town getting supplies, Ben Bart was confronted by a drifter trying to make a quick reputation by outdrawing the legendary ex-Ranger. But the drifter, named Hawk Brown, had an accomplice in hiding, who distracted Ben. When Ben turned to face the accomplice, Hawk gunned Ben down.

On his return, Johnny Bart found his adoptive father's body and buried him. Vowing to avenge Ben's death (Johnny could tell from the wounds how it happened), Johnny rode into town, where Hawk and his accomplice, a man named Spade, were bragging that Ben Bart had picked the fight and that Hawk had gunned Ben down fairly. Johnny confronted the men, and shot both in the arm to disarm them. Leaving the two to the law, Johnny decided to give up life in Rawhide and use his gunfighting prowess to fight evildoers wherever he could, no matter the odds against him. He adopted the name Rawhide Kid after the town he grew up in.

RED WOLF

STATISTICS

F RM (30) Health: 80
A EX (20)
S GD (10) Karma: 70
E EX (20)
R GD (10) Resources: TY (6)
I IN (40)
P EX (20) Popularity: 5

BACKGROUND

Real Name: Will Talltrees
Occupation: Former soldier, former construction worker, now professional adventurer
Legal Status: U.S. citizen with no criminal record
Identity: Secret
Place of Birth: Wolf Point, Montana
Marital Status: Single
Known Relatives: Thomas (father, deceased), Rebecca (mother, deceased), William (uncle)
Base of Operations: American Southwest
Past Group Affiliations: Rangers
Present Group Affiliation:

KNOWN POWERS

Weapons: Red Wolf carries two weapons. The first is a 6-foot-long wooden coup-stick (fighting staff) which can be used as a bludgeon or as a javelin to do 10 points of Blunt damage and be thrown up to 3 areas. The second weapon is a flint-edged tomahawk which can inflict 10 points of Edged damage or 16 points Blunt damage. Both items have Remarkable material strength.

Wolf: Red Wolf has a trained wolf, Lobo, with the following statistics:

F A S E R I P
EX GD GD GD FE FE TY
Health: 50
Karma: 10
Good Edged Damage

Lobo is trained to follow Red Wolf's verbal commands, and can track with Excellent ability.

Talents: Red Wolf has Wrestling, Thrown Weapons, and Acrobatics. He has had Military training, and can



track at Excellent rank.

Contacts: Red Wolf is a member of the Rangers. He has worked with the East Coast Avengers.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES

Red Wolf is a stern, no-nonsense type of superhero. In a fight he prefers to come across as a grim champion of the Indian people. He does not make wisecracks during a battle and is not a particularly showy fighter, preferring to dispatch his opponents as quickly and effectively as possible.

HISTORY

Among the Cheyenne Indians of the American Plains is the widespread belief in Owayodata the Wolf-Spirit. This spirit, one of the Native American gods, is an entity on the order of

the Asgardians or Olympians, but generally chooses to imbue his essence and attributes within a human host, rather than to physically materialize on the earthly plane. Within the bloodline of a certain Cheyenne family, Owayodata has often chosen to manifest himself, creating a quasi-superhuman champion of the people called the Red Wolf. How long the Wolf-Spirit has been manifesting himself in this way is not known, nor is why he has chosen the particular bloodline he has.

The first Red Wolf was said to have tamed the first horse, and driven his people's enemies such as the Sioux from the plains so that the Cheyenne would have a land of their own. The first Red Wolf about whom there are historical details is the young full-blooded Cheyenne who, after his tribesmen were massacred by the U.S. Army cavalry, was raised by a kindly white couple who named him Johnny Wakeley. Wakeley became an orphan again when Indians slaughtered his foster parents. Pursued by renegade members of his own tribe, Wakeley stumbled into a spot where the ceremonial garb of the Red Wolf was buried. There he

was visited by the spirit Owayodata. Bidden to don the ceremonial garb and given the totem of power, the coup-stick, Wakeley became the latest incarnation of the Red Wolf. A wolf, Lobo, joined him at the burial place. As the Red Wolf, Wakeley used the great skills and prowess he had acquired from Owayodata to try to bring peace between the white and red peoples. How he eventually met his demise has not yet been recorded.

In the latter half of the Twentieth Century, another man assumed the mantle of Red Wolf. Will Talltrees, the son of Thomas Talltrees, one of the Cheyenne tribal leaders, grew up on a reservation, hearing tales of the Red Wolf from the spiritual leaders of the tribe. Reaching adulthood, Talltrees left to enlist in the U.S. Army, and after serving his time, he became a construction worker in New York City. Returning home, Talltrees witnessed his father being intimidated into selling his property by a corrupt businessman, Cornelius van Lunt. That night Talltrees became the sole survivor of the massacre of his family at the hands of Lunt's henchmen. Swearing venge-

ance, Talltrees donned the ceremonial garb of the Red Wolf kept by his tribe's spiritual leaders and performed the ritualistic dance he had once witnessed as a youth. He was then visited by Owayodata, and imbued with his spiritual legacy. Talltrees soon found a wolf cub whom he named Lobo and trained to be his companion, as in the legends of the previous Red Wolves. Stalking van Lunt back to New York, Red Wolf exacted vengeance from him with the aid of the Avengers. Upon his return to the Southwest, he began a career as a masked vigilante and champion of freedom.

Red Wolf was one of several heroes of the American Southwest who responded to a distress call from Rick Jones to rescue the Hulk from the Corrupter. He remained with the loosely organized group that came to be known as the Rangers. Recently the Rangers were pitted against the West Coast Avengers by a demon in Shooting Star's form. With the disappearance of the real Shooting Star, and Firebird's departure, the Rangers have disbanded.

SHOOTING STAR

STATISTICS

F GD (10) **Health:** 66
A RM (30)
S TY (6) **Karma:** 18
E EX (20)
R TY (6) **Resources:** TY (6)
I TY (6)
P TY (6) **Popularity:** 10

BACKGROUND

Real Name: Victoria Star

Occupation: Rodeo performer, adventurer, possible demon

Identity: Publicly known

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

Other Known Aliases: None

Place of Birth: El Paso, Texas

Marital Status: Single

Known Relatives: Remington (father)

Base of Operations: American Southwest

Past Group Affiliation: Former member of the Texas Rangers

Present Group Affiliation:

KNOWN POWERS

Pistols: Shooting Star carries two pistols that resemble revolvers, but they fire star-shaped stun-pellets of Remarkable intensity. These pellets are incapable of killing (treat Kill results as Stun). Each pistol holds thirty pellets.

Gyro-Boots: Shooting Star has developed special boots, which allow her to be borne aloft by tornadoes created by her partner, Texas Twister.

Talents: Shooting Star is a Weapon Specialist with her pistols (+2 CS). She has Horsemanship, Acrobatics, and Tumbling skills.

Contacts: Shooting Star was a member of the Texas Rangers, and especially close to Texas Twister, who was also her lover. After being captured by the West Coast Avengers, Star claimed to have always been a demon; if this is true (which is unlikely), she has various demonic contacts, most notably Master Pandemonium.



ADDITIONAL NOTES:

ROLE-PLAYING NOTES

As a demon, Shooting Star was a steadfast servant of Master Pandemonium. As Shooting Star, she was a strong-willed, brave, and fiercely loyal member of the Rangers. A proud woman, one of her greatest desires was proving to the world that the Rangers were a top-rank superhero team.

HISTORY

Very little is known about Victoria Star's life before she took the alias Shooting Star and became a rodeo performer. Her father, Remington Star, was a wealthy Texas oil baron

and amateur rodeo performer who encouraged his daughter's aspirations to perform professionally in rodeos. He hired scientists to build for her a special six-shooter that shoots star-shaped pellets for her sharp-shooting act. At some point in her performing career, she met a fellow rodeo performer, the Texas Twister, and the two formed a dual act. Her father then had scientists design a pair of jet-boots that enabled her to stabilize her flight when swept up in the Twister's cyclonic vortex. Shooting Star and Texas Twister were the star attractions at Cody's Rodeo Extravaganza when they intercepted a message sent by Rick Jones meant for the Avengers. Jones was being held captive by the Corruptor, who had the Hulk under his influence. Shooting Star and Texas Twister went to answer the distress call and discovered that three other individuals had responded as well—Firebird, the Ghost Rider (then called Night Rider), and Red Wolf. Although the five Southwestern adventurers were

unable to stop the Hulk's rampage, they did enable him to defeat the Corruptor. At the battle's end, Texas Twister suggested that the five of them get together whenever a threat to the Southwest crops up. They agreed and took the collective name of the Rangers.

Shooting Star's identity was taken over by an unnamed demon in the employ of Master Pandemonium, who believed Firebird to be one of the possessors of his fragmented soul. To keep the Rangers from meeting regularly and perhaps posing a threat to him before he had completed his study of Firebird, Pandemonium dispatched the demon to take Shooting Star's place. When Firebird summoned the Rangers, the demon in Shooting Star was flushed out of hiding. According to the demon, Shooting Star was a human guise it had taken long before; there never was a Victoria Star. Since demons are notorious liars and this account does not fit previous information about Shooting Star, it is probably untrue. However, the

whereabouts and fate of Victoria Star have yet to be revealed. The Texas Twister demonstrated a curious lack of concern when his lover was revealed to be possessed by a demon and did not insist on accompanying the West Coast Avengers in their investigation of Master Pandemonium. Perhaps he was still under the demon's influence.

TEXAS TWISTER

STATISTICS

F GD (10) Health: 66
A EX (20)
S TY (6) Karma: 18
E RM (30)
R TY (6) Resources: TY (6)
I TY (6)
P TY (6) Popularity: 10

BACKGROUND

Real Name: Drew Daniels
Occupation: Ex-Cattle hand and SHIELD trainee turned rodeo performer and adventurer
Legal Status: U.S. citizen
Identity: Secret
Place of Birth: Amarillo, Texas
Marital Status: Single
Known Relatives: None
Base of Operations: Southwest United States
Past Group Affiliations: SHIELD, Rangers
Present Group Affiliation:

KNOWN POWERS

Whirlwind: Amazing Intensity and damage. Maximum tornado size is 2 areas. Power Stunts include:

- Flight at Amazing landspeed
- Grapple with Amazing ability
- Tornado-wrapped punches of Remarkable Strength

Body Resistance: Good resistance to physical attacks

Talents: Acrobatics, Tumbling, Horsemanship, and Martial Arts B

Contacts: Partner Shooting Star and other former Rangers (Red Wolf, Firebird, Ghost Rider); possibly SHIELD

ADDITIONAL NOTES:



ROLE-PLAYING NOTES

Texas Twister is primarily out for bucks and glory. He is willing to work with any team who can provide him with a decent share of both. His innate honesty prevents him from allying himself with criminals, though he tends to walk away rather than battle the villains. His one altruistic streak is his continuing quest to locate his missing partner and girlfriend, Shooting Star.

Texas when a storm began to brew. Daniels was near a nuclear power generating facility just as a tornado touched down in one of the site's waste storage canisters area. Daniels was bombarded with radioactive particles sucked out of the plant, even as he was swept up into the funnel cloud itself. The radiation bombardment triggered body-wide mutagenic alterations in him, endowing him with the ability to generate tornadoes at will.

His first use of his powers was to dissipate the raging storm that mutated him. He then quit his job as a cowhand, went to a special tailor and bought a custom-made costume, and journeyed to the East Coast in

HISTORY

Drew Daniels was rounding up some cattle that had strayed from the herd he was tending in the Panhandle in

order to make a name for himself. Calling himself the Texas Twister, Daniels answered a newspaper advertisement placed by the Wizard of the Frightful Four to fill a vacancy in the ranks of that criminal group. When the Twister learned of its criminal intent, he declined membership and applied to the espionage agency, SHIELD, which was organizing its super-agent program. For several months, the Twister trained under the Falcon with the super-agents. But when two of the four members were found to be traitors, the Super-Agent program was scrapped, and the Twister became a free agent.

Rapidly depleting his SHIELD severance pay, the Texas Twister decided to use his powers for profit and joined a rodeo. There he met Victoria Star, or Shooting Star as she called herself professionally, and the two worked out an act. Hoping to garner good publicity to help their career, the couple decided to answer an emergency call sent by Rick Jones to the Avengers. They soon found themselves in battle with the Hulk,

who was under the influence of the Corrupter. They also encountered Firebird, Ghost Rider, and Red Wolf, three of the American Southwest's superhuman champions. The Texas Twister and Shooting Star joined with the others to found the Rangers. The team was short-lived, however, and at some point Shooting Star was replaced by a demonic doppelganger. Shooting Star's double brought the Rangers into conflict with the West Coast Avengers and the substitution was discovered. Texas Twister has since been involved in a quest to locate the real Shooting Star.

TWO-GUN KID

STATISTICS

F EX (20) Health: 60
A GD (10)
S GD (10) Karma: 36
E EX (20)
R TY (6) Resources: GD
I EX (20)
P GD (10) Popularity: 10

BACKGROUND

Real Name: Matt Hawk

Occupation: Lawyer

Identity: Secret

Legal Status: Citizen of the U.S.
with no criminal record

Place of Birth: Boston, MA

Marital Status: Single

Known Relatives: None

Base of Operations: Tombstone,
Texas, in the 1870s

Past Group Affiliation: None

Present Group Affiliation:

KNOWN POWERS

Pistols: The Two-Gun Kid carries two Colt .45 caliber revolvers. The Colts hit for 8 points of Shooting damage, hold six shots each, and are made from Excellent strength material. The guns have a range of 4 areas. Two-Gun Kid can fire both pistols in a single turn (even at separate targets) with no penalty.

Lasso: Two-Gun Kid also carries a lasso of Good material strength that can be used to Grapple targets up to 2 areas away with a successful Agility FEAT roll.

Talents: Two-Gun Kid is an expert with handguns and lassos (+1 CS). He is one of the fastest guns in the Old West and can easily draw both pistols and fire in the same turn. Two-Gun Kid is also an expert horseman and has the Law talent.

Contacts: Two-Gun Kid has worked with Kid Colt, the Rawhide Kid, the second Phantom Rider, and the Ringo Kid. He has also met and cooperated with Hawkeye, Moon-dragon, and Thor.



ADDITIONAL NOTES:

ROLE-PLAYING NOTES

Two-Gun Kid is an intelligent and well-mannered hero with a flair for catching his enemies unaware. Hawk is driven by a strong curiosity and thirst for adventure. Naturally, he has found his trips to the twentieth century extremely intriguing and hopes to one day return.

HISTORY

Matt Hawk was a young lawyer from Boston, Massachusetts, settled in Tombstone, after the Civil War. Soon after arriving, Hawk was roughed up by a gang of rowdies led by Clem Carter until Carter's stepsister, Nan-

cy Carter, a young schoolteacher, stopped them. Nancy Carter befriended Hawk, welcoming him to town.

Later, Hawk saw members of Carter's gang harassing an elderly man named Ben Dancer, who was formerly a leading gunfighter. Hawk went to try to help Dancer, who finally drew his gun on his tormentors and drove them away. Impressed with the young lawyer's courage in trying to help him, Dancer undertook to teach Hawk how to use a gun. Over the following months, under Dancer's tutelage, Hawk not only became Dancer's superior as a gunfighter, but also learned to lasso and became a superb horseback rider. Moreover, Hawk trained himself athletically until he was in excellent physical condition.

Dancer warned Hawk that if people knew how fast Hawk had become in drawing a gun, gunslingers would go after him to make their reputations by beating him in shootouts. Therefore, Hawk adopted a masked identity, calling himself the Two-Gun Kid after Clay Harder, a fictional gun-

slinger about whom he had read. Dancer gave him a strong, fast horse named Thunder.

Deciding to return to the East to live, Dancer boarded a stagecoach leaving Tombstone. But Clem Carter and his gang sought vengeance on Dancer, overturned the stagecoach, and were about to kill Dancer when Hawk intervened as the Two-Gun Kid. Together, the Two-Gun Kid and Ben Dancer succeeded in overcoming the gang.

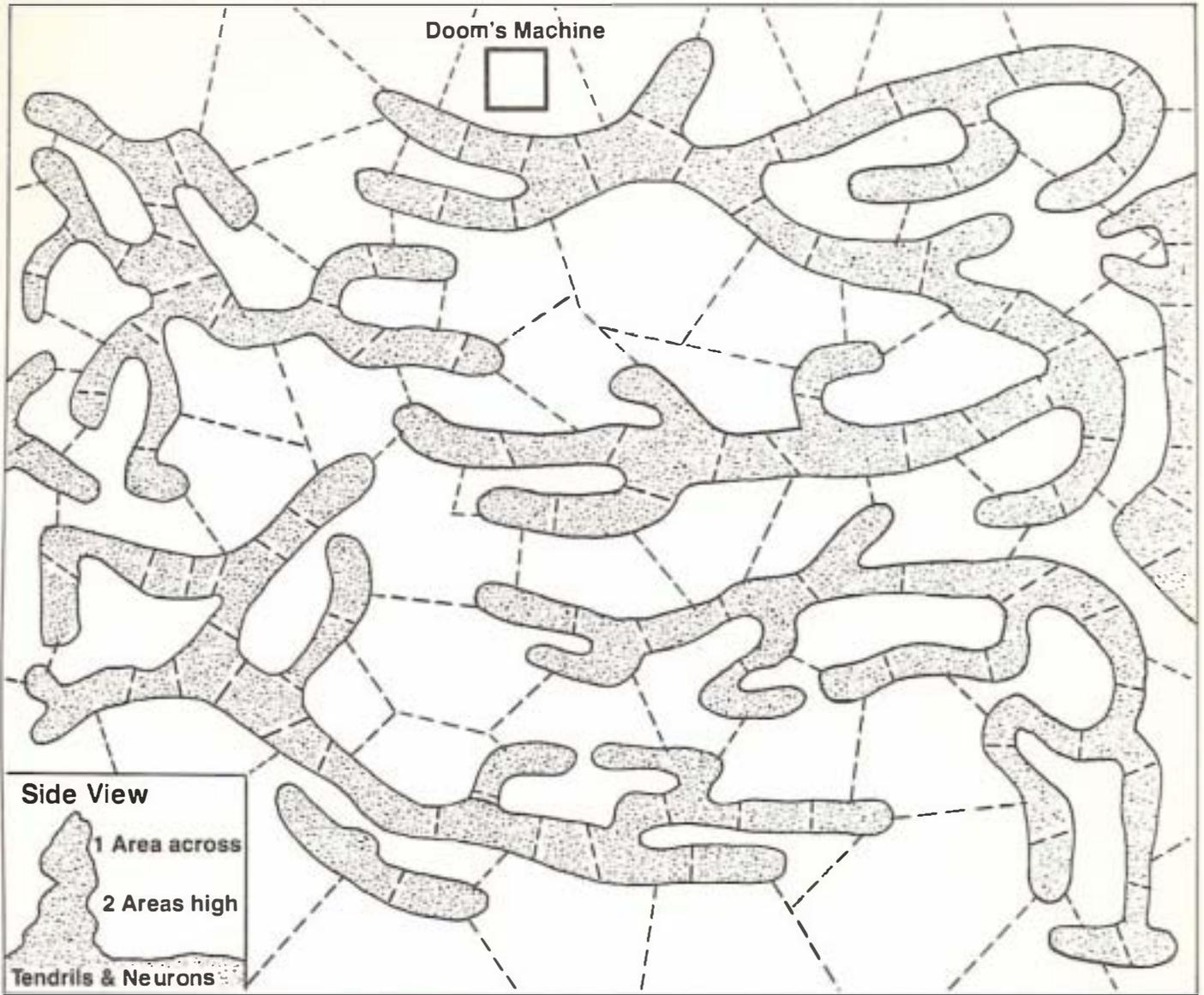
From then on Matt Hawk continued to fight against criminals as the Two-Gun Kid. Hawk had a long-running romantic relationship with Nancy Carter. His best friend was "Boom-Boom" Brown, a former boxer whom Hawk trusted with the knowledge of his double identity.

At times the Two-Gun Kid allied himself with other legendary gunfighters of his time, including Kid Colt, the Rawhide Kid, and the second Phantom Rider. In 1873, those four plus the Ringo Kid joined forces with three members of the Avengers—Hawkeye, Mondragon, and Thor—who had traveled back in time to

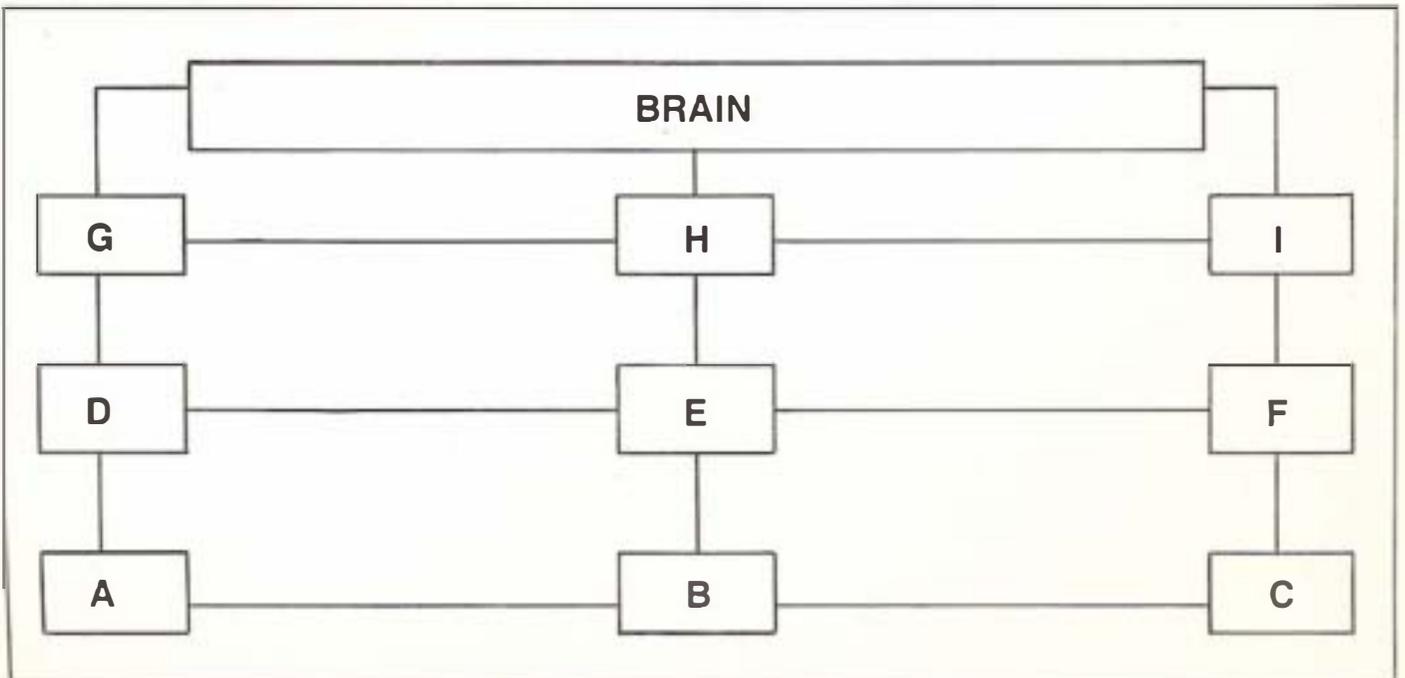
battle Kang the Conqueror. The Two-Gun Kid and Hawkeye became good friends, and the Two-Gun Kid journeyed to Hawkeye's own time with him. Preferring his own time period, the Two-Gun Kid returned via a time machine to 1874. In 1876 the Two-Gun Kid encountered Hawkeye again, who had gone back in time along with his wife Mockingbird and other members of the West Coast Avengers. The Two-Gun Kid and the Rawhide Kid then fought the second Phantom Rider, who had abducted Mockingbird. She, Hawkeye, and the other West Coast Avengers safely returned to their own time.

Before Hawkeye left, though, the Two-Gun Kid told him that someday he might want to return to Hawkeye's time period himself. No more is known about the Kid in his own time period, but it is quite possible that he did not die in the past, but journeyed through time into the twentieth century, and hence will actually die sometime in the as yet unrecorded future.

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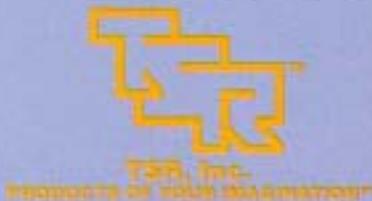
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