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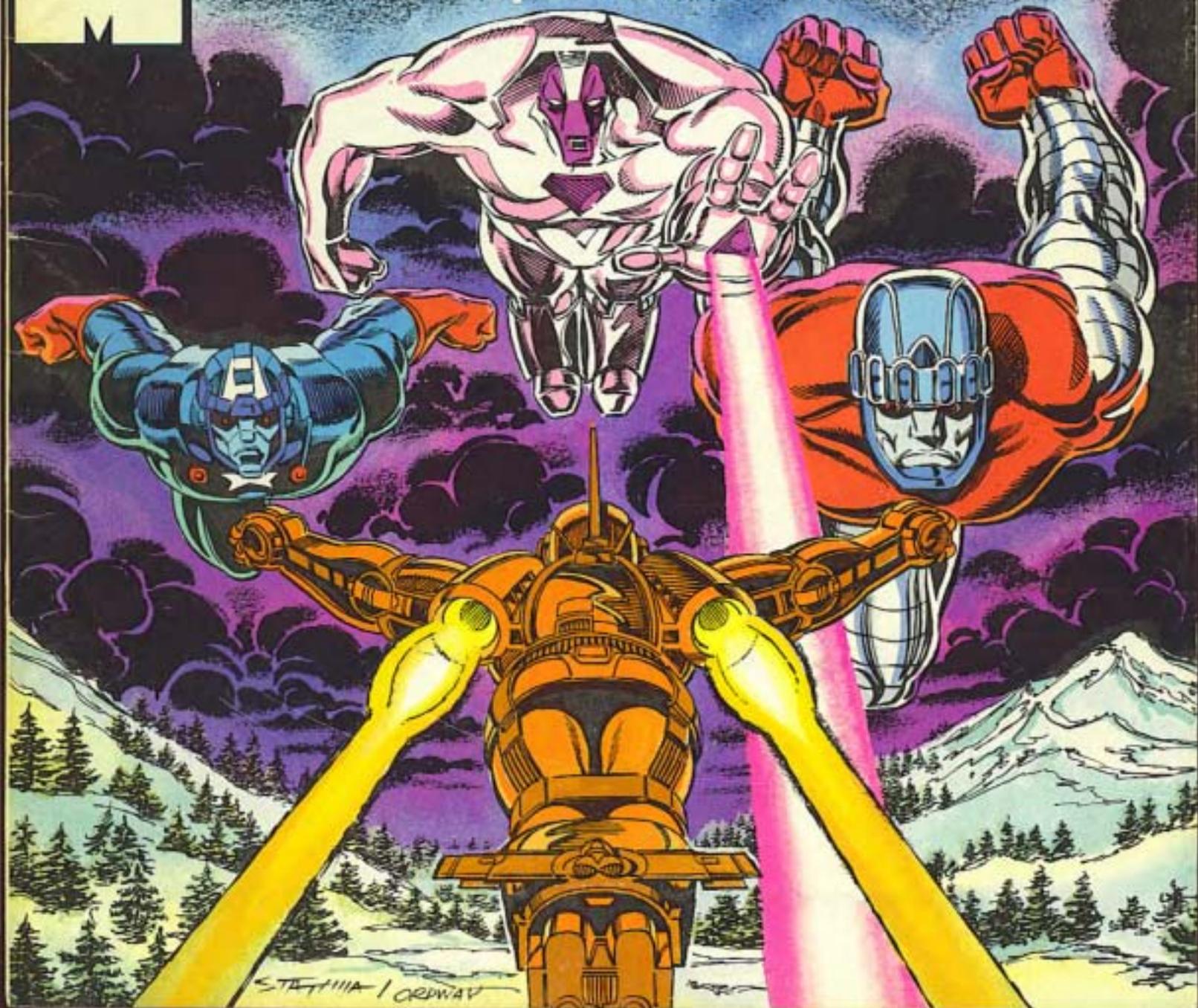
Official Advanced Game Accessory

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MARVEL SUPER HEROES™

Flames of Doom

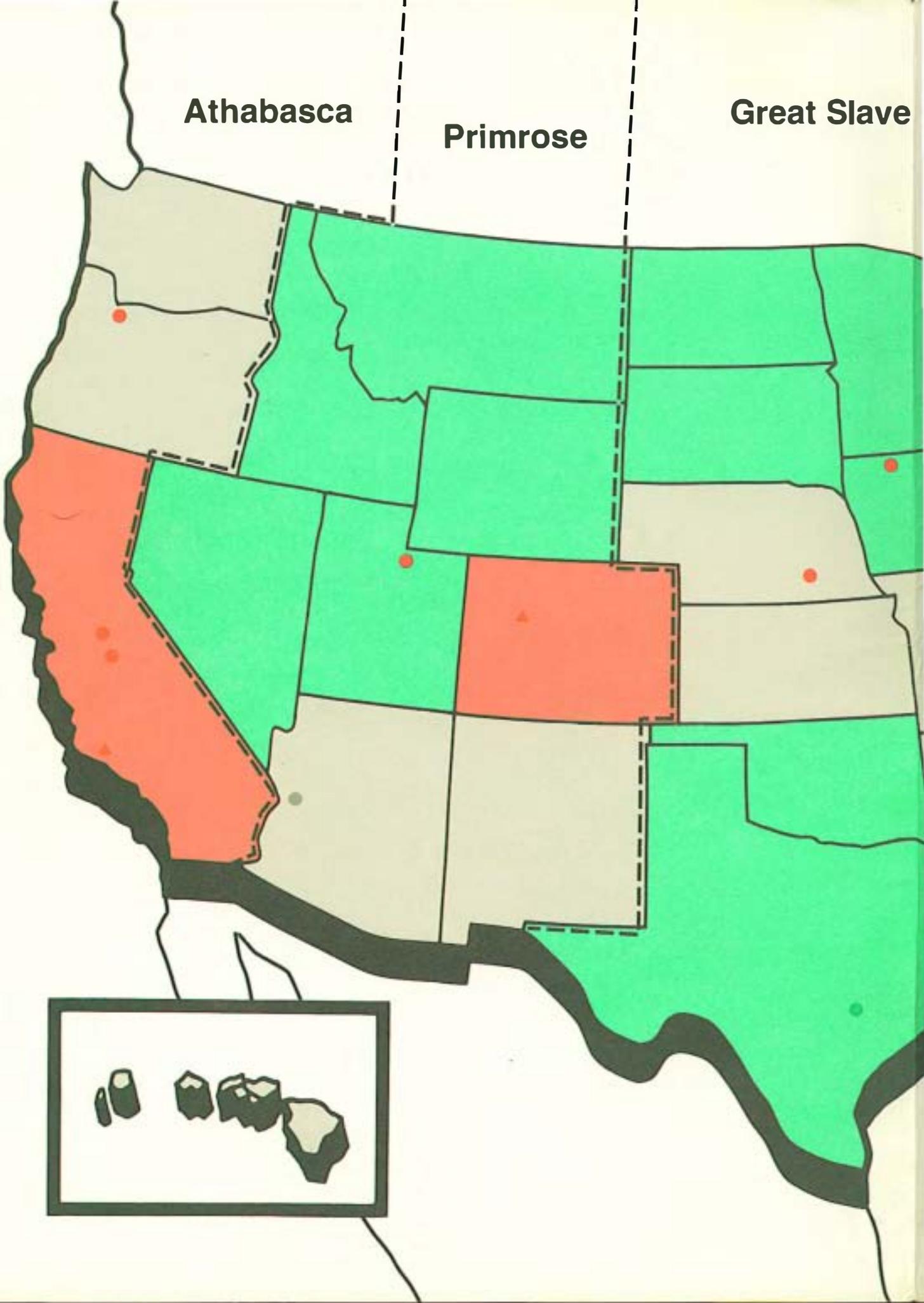
by David "Zeb" Cook



Athabasca

Primrose

Great Slave



MARVEL SUPER HEROES™

Official Game Adventure

Flames of Doom

by David "Zeb" Cook

Contents

The Cruellest of Dreams	2	The Teleporters' Railroad	18
Choices, Choices	5	Salvation	22
Loose Ends Encounters	7	The Arm of the State	25
How the Worlds End	12	Non-Player Characters	27
The Peoples' Revolution	12	The Great Debate Cards	32

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Why We Fight

*I know that I shall meet my fate
Somewhere among the clouds above;
Those that I fight I do not hate,
Those that I guard I do not love;
My country is Kiltartan Cross,
My countrymen Kiltartan's poor,
No likely end could bring them loss
Or leave them happier than before.
No law, nor duty bade me fight,
Nor public men, nor cheering crowds,
A lonely impulse of delight
Drove to this tumult in the clouds;
I balanced all, brought all to mind,
The years to come seemed waste of breath,
A waste of breath the years behind
In balance with this life, this death.*

An Irish Airman Foresees His Death

— W. B. Yeats

THE CRUELEST OF DREAMS

Perhaps it is only the cruelest of dreams — a nightmare that taunts with hope before smothering you under its shroud of despair and death. In your dreams there are scenes that can only be remembered in fragments — the searing exhaustion of blind running, the searchlights blazing in grimy alleys, the animalistic panting of human hounds, the immobilizing cold of the Canadian winter, the snapping of automatic fire.

But these are horrors you have survived. The concentration camps, the hate-filled mobs, the coldly vicious police, the maniacal politicians, even the vacant stares of your beaten comrades; none of these have broken your will to fight. But throughout your nightmares are the Sentinels. Inescapable robots. Machines. Never tiring, never surrendering, never forgetting their only purpose — to kill you, destroy you, annihilate you and every one of your kind — mutants.

Now you have finally struck at the heart of the monster. The Sentinel factory, their birthplace, is ash. Slowly, high imperceptibly, the scales of victory have swung in your favor. But the fight is far from ended and victory rests between the jagged jaws of defeat. Now is the time to regain the title "super hero."

Flames of Doom is the fourth module in a series that describes one possible future of the MARVEL SUPER HEROES™ world. It is not a pretty future. It is a world where the United States has gone mad, gripped in a blind hatred of mutants and any like them. During the series, your characters have escaped concentration camps, stolen their daily bread, thwarted Hitlerian politicians, narrowly averted the specter of death camps, and battled the relentless Sentinels. They are hated by the common people because they are mutants. They are distrusted by their fellow mutants because they might be informers. Indeed, any with super

powers are enemies, traitors of the people — and sometimes even friends.

If you have already played the other modules in this series (*Nightmares of Futures Past*, *The X-Potential*, and *Reap the Whirlwind*), this module continues and concludes the events of the series. Information given in the previous adventures will be used here, particularly the rules and descriptions of life in this bleak future. If it has been a while since you played the previous modules, you may want to refresh yourself with the details of life in the future. Furthermore, if you are playing this as the last of the series, you must use the same characters who have survived the previous adventures (introducing replacements to fill the ranks of the fallen as needed). They may have information, equipment, and powers vital to the conclusion of the series.

It is also possible to play this module without the preceding three of the series, although much of the impact of the story will be lost. However, if this is the case, the module should not be used as a campaign setting. Instead, the adventures here can be used in your normal campaign world. It is not unknown for super heroes to find themselves transported briefly to alternate futures. How the characters get there (and how they get back) is only limited by your imagination. If you do use this module as a stand-alone adventure, read the "American Gothic" section before beginning play.

This adventure is not designed or tailored for any particular hero or group. Indeed, you are encouraged to create your own heroes rather than use any who are active today. The majority of these have already fallen prey to the wave of mutant mania or that most remorseless power of all, age. With few exceptions, the survivors are tired and beaten. A lone few — the indomitable and the maniacal — still live to

fight and battle against seemingly hopeless odds.

This adventure, aside from all its battles and plots, presents your characters with one other great task, perhaps the hardest one they have ever had to role play. To succeed, to win, to overcome the impossible odds they face, your player characters (guided by the choices of the players) must live up to their titles and their names. They must become true heroes. This isn't something a player can just pretend his character is doing. It is not even a definable thing. You will have to listen to your players and pay attention to what they have their characters do to know when they have discovered true heroism.

It is easy for a character to go fearlessly into battle or face some particular evil, but this is not true heroics. There is no single villain, no easy solution available here. Now each PC must delve deep inside and discover the greater meanings of heroism. For noble heroism rises unbidden within people, often before they even know it. It is within the power of the PCs to break the choking grip of this nightmarish future.

But this won't happen in a single battle or with an easy choice. Instead the PCs can only succeed through painful choices, self-sacrifice, leadership, and the courage of their convictions. Throughout this adventure, the players will be forced to make choices — hard choices — that have little to do with simple combat and bashing things. You, as storyteller, must drive home to them the possible consequences of each choice. These results can be brilliant, futile, or even morally sickening and players should see what their characters become because of this. Player characters unwilling to do any less than this will not and cannot succeed.



American Gothic

Over the centuries, men have witnessed and committed countless acts of horror against their fellows. Some were small, some here great, but it was always too easy to dismiss with a simple, "it can't happen here." Well, it can and it did.

It begins in the late 1970s and early 1980s. For years, reports of costumed criminals, vigilantes, and people with funny powers had been increasing and the word "mutant" was coming into wider and wider use. The public dismissed it as hysteria and hype. Then the tenor began to change. Alison (Dazzler) Blaire publicly revealed her mutant powers (in an effort to promote her film), Magneto was tried before the World Court, and the devastating battles of super beings became all too visible. Normal folks feared the powers of mutants. Mutants replaced AIDS, crime in the streets, liberalism, and even the Soviets as the "greatest danger to the American People" in the pages of panic-mongering tabloids. Vehement editorials even appeared in reputable newspapers.

All this might have died down, leaving only an ugly welt on society, if it hadn't been for Senator Robert Kelly and the Second Brotherhood of Evil Mutants. Publicly struck down by these criminals, Kelly had been both a presidential candidate and chairman of the Senate "Mutant Menace" hearings. Mutant-bashing had suddenly become respectable.

A survivor, Cannonball, made the statement on page 3.

Citizens! Know Your Laws!

Mutants cannot bear children.

All mutants must register.

Mutants must report to Mutant Internment Centers.

Mutants must display identification markings upon their persons at all times.

Mutant organizations are illegal.

Unlicensed assembly of mutants is illegal.

Harboring a mutant is a crime.

Resistance means arrest or death.

Remember citizen — report all crimes for the good of all!

By order of the United States Government (Project Wideawake MD #347-A)

The Hall of Heroes

However, there has been some resistance. Initially many super heroes, mutant and not, saw the danger and fought back. Most are dead and the Sentinels wear their colors as trophies. The litany of the fallen is long and includes:

Angel	Magma
Banshee	Mr. Fantastic
Beast	Nightcrawler
Black Panther	Scarlet Witch
Captain America	Spider-Man
Cyclops	The Invisible Woman
Daredevil	Sunspot
Dr. Doom*	The Human Torch
Dr. Strange*	The Thing
Hulk	Thor
Iron Man	Vision
Karma	Wolfsbane

*Due to the nature of these super beings, it is unknown whether they

are actually deceased or are suffering some prolonged absence of an extra-dimensional nature.

In addition to those listed above, there are others who may be alive, captive of the Sentinels, or perhaps more mercifully dead. These include:

Ariel	Magneto
Colossus	Rachel Summers
Franklin Richards	Storm

However, there are also a few survivors, refusing to surrender. Legendary among these is Wolverine. Ever the loner, it is thought he lives in the north woods of Canada and has strong links to the Canadian Resistance Army (CRA). He has a talent for appearing at the right place and at the right time. He does not fight for love of his country, but out of loyalty and remembrance to his friends. He espouses no great cause, only hatred for the enemy, a point of his own personal honor.

Other mutant survivors have also been reported, although such claims are wildly unfounded. Most reliable are the reports concerning the activities of a three-person team — Cannonball, Mirage, and Lila Cheney. Their activities tend to be sudden raids and hurried disappearances. They have little contact with the CRA and the mutant Underground, so their plans and goals are currently unknown.

Beyond these few, virtually no other mutants survive from the "old days." At least not free and on the loose. The Sentinels have been frighteningly effective in their short reign.

CHOICES, CHOICES

Judging *Flames of Doom* is not a simple matter of beginning at the beginning and plodding through to the end of the module. The MX series so far has presented a complex and incredibly difficult reality for the player characters. This means they have lots of choices. Your job as Judge is to sort through these possible choices, pick one, and guide everything toward that conclusion.

The first step to running *Flames of Doom* is to select the way the entire series will end. Four different endings are given in this module. All of them are difficult and some are quite miserable and depressing. A few, however, hold out the hope of a better, even sane, future for mutants and mankind. Other endings are certainly possible, however these are some of the most likely and more entertaining outcomes that could occur.

Each ending requires certain conditions to come about before it can be used. Like the alternate future presented in this module series, each ending is itself an alternate future. Thus, your Mutant Future Marvel campaign may have an entirely different ending from that of a fellow Judge. Indeed, you can even have your characters play each possible ending, shifting forward and back between these alternate futures. It is confusing, but it happens all the time in the comic books! A brief description of each ending and the conditions required for it is given below.

The People's Revolution

This ending assumes that the only solution is to launch some type of long, difficult, and bitter struggle against the Sentinels and their supporters. This means total war and perhaps civil war, an ugly and terrifying thought. It is also the solution with the best chance of victory.

However, a revolution does not have any chance unless the conditions are right. These conditions are:

- 1) The player characters have made contact with the CRA.
- 2) The Sentinel factory has been destroyed.
- 3) The death camp program has been publicly revealed and McGrafton has been humiliated. However, his status as a mutant has not been revealed.
- 4) The public execution of Lorelei was thwarted.

Clearly, these are daunting tasks, perhaps beyond the capabilities of your PCs. Therefore, not all of these objectives need be met. Each, however, serves to sway public sympathy or even the balance of power. Unified command under the CRA is vital to an effective war. The destruction of the Sentinel factory prevents infinite Sentinel reinforcement. The truth of the death camp plan disgusts a large portion of the population, creating the necessary support of the masses (while maintaining McGrafton's secret prevents more fuel for the anti-mutant blaze). Finally, the rescue of Lorelei begins the process of rebuilding the image of super-powered beings as "good guys," necessary to make a political settlement between humans and mutants possible.

Teleporters' Railroad

In this solution, the mutants have not solved the problem, only escaped. Through the knowledge and ability of the powerful teleporter Lila Cheney, the mutant Underground is working to spirit small groups of mutants to safety. This safety is of a most unusual nature — a Dyson sphere across the voids of space. Here mutants can live in safety, though they will never know peace. The conditions for this ending are:

- 1) There must be an active and vigorous mutant Underground.
- 2) The characters must discover the secret mutant research being carried out by Dr. Fuchida.
- 3) The characters must have tapped the computers of the Sentinel

factory and still have access to that information.

The Underground must be present to provide those characters running the teleporter railroad with a safe base of operations and resources. The other two conditions provide the characters with information needed to set up the actual teleport operations. Each alone seems like an insignificant bit of data. The mutant research work identifies several different mutants who are necessary to set up the railroad. The information in the Sentinel factory provides information on the powers and locations of interned mutants. It may be possible for players to do without the latter two conditions (although organizing the railroad will be much harder). However, the operation can never be successful without the cooperation of the Underground.

Salvation

This solution does not present the characters with a long and difficult struggle, nor does it give them an intricate puzzle to solve. Yet this is perhaps the most difficult solution of all. The PCs discover a method to return to the past. Realizing they can change the future by altering the past (after much debate), they make the attempt. However, their calculations are in error and they are faced with a situation far different from what they expect. Instead of merely altering the future, the characters must decide if they want to totally rewrite it. However, the only future they can create is one where mutants dominate humans in an equally savage and fascist state. The player characters must find some way to solve this dilemma. To reach this point and find the right way out of this "solution," the following conditions need to have occurred:

- 1) The characters must have met and gained the trust of Sebastian Shaw.
- 2) The characters must have the ancient Iron Man armor.

Of these conditions, the first of these presents the player characters with the plans and general working principles for an experimental time machine. The second is necessary since the armor must be cannibalized to provide the vital elements for the time machine.

Life in Hell

Of all the endings, this is the easiest to achieve. All the player characters have to do is nothing. They have accomplished nothing in the previous adventures — nothing has changed. The Sentinels still lord over all and the misery and anguish continue. It might still be possible for the player characters to win, but the prospects are worse than bleak.

Once you have selected an ending, read both the "Loose Ends Encounters" section and the one describing the ending you have chosen. Do not begin running the adventure until you have had a chance to think out and plan what you want to happen!

Aside from choosing an ending to this series, you must also decide if you want to close this campaign world completely, perhaps to return to a more familiar modern-day Marvel campaign. It's your choice. Even if the player characters overthrow the tyranny of the Sentinels, they can continue to adventure in the world of this alternate future. Indeed, it could actually give you (and your players) more freedom to create new adventures, heroes, villains, and strange situations. However, it would also mean that you would have a lot of work to do. This is a future where most of the old-time heroes and villains no longer exist. True, you could bring a few back through strange machines and time-slips, but your players would quickly tire of this as a plot device.

Since you may be ending a major campaign world with this module, there will probably be a number of unresolved problems — loose ends — that should be dealt with before

your campaign is finished. Like a good movie or novel, you want your campaign to end with all the questions answered. The one thing you don't want is your players leaving the table saying, "That was fun, but whatever happened to...?" Some of these unresolved matters you will have to handle yourself, without any advice from others.

However, certain situations are likely to happen. Some of these are obvious and are dealt with in the next section ("Loose Ends Encounters"). Others are more abstract and are harder to provide with set encounters or answers.

The American Government

Assuming the characters are successful, something must be done to establish a solid new government. The current rulers are most likely unacceptable for a number of reasons. They could be Sentinel sympathizers or, worse yet, collaborators. They may be too weak-willed or dispirited to do any good. In any case, the PCs should be involved in the making of a new government.

The Interned Mutants

Those mutants rescued from the internment camps have lost everything. They have no property, homes, families, or, in many cases, even dignity. Many of them bear rage and hatred against those who imprisoned them. These want "justice" or revenge on collaborators. Worse yet, many of these interned mutants have the power needed to strike back hard. The embittered survivors, many potential villains, will be released on America.

But not all released feel this way. The majority are simply grateful that the nightmare is finally over. Yet the player characters must do something to handle the release of the survivors and their needs. Most likely this means charming bureaucratic offices like Claim Committees, Refugee Relocation Boards, Retraining Cen-

ters, and Psychiatric Panels — all the things PCs are just dying to get involved in!

The Humans

With the overthrow of the Sentinels and the release of the internees, a large number of humans are going to be in for a rude awakening. Everything they had believed (and supported) has now been overturned. The reactions will be varied. Some, secretly loathing the old order, will be happy; most will accept the situation with a fatalistic resignation. A few will be unable to cope. Driven by their own hatreds and the collapse of their dream, they will try to fight back however possible. Furthermore, in addition to all these, are those people who see the upheaval as a way to gain. They will falsely accuse others of crimes and atrocities, perhaps even inciting mob actions against their victims.

To prevent these events, the PCs are going to have to work hard. Some type of effective and fair justice must be created. It must be one that squashes any legitimate attempts at rebellion, yet protects the rights of all. Most of all, it must only be a temporary thing. Too many nations have discovered it is all too easy to overthrow one type of tyranny for another. Whatever system of special justice is set up by the player characters, they must know when it is no longer needed.

The Sentinels

Even in the most successful situation — a revolution with the full support of the American people — there are going to be a number of undefeated or undiscovered Sentinels laying around. These will be a constant nuisance in the years to come. Player characters can either do nothing, only reacting when a new Sentinel menace appears, or can organize an agency or operation to actively track down and destroy all remaining Sentinels.

LOOSE ENDS ENCOUNTERS

The Many Faces of Mystique

*Sometime a horse I'll be, sometime
a hound,
A hog, a headless bear, sometime
a fire;
And neigh, and bark, and grunt,
and roar, and burn,
Like horse, hound, hog, bear, fire,
at every turn.*

A Midsummer Night's Dream

— William Shakespeare

Here is a mystery and a puzzle. Since Project Wideawake was first commissioned, one of its principal members has been Raven Darkholme. But Raven Darkholme is far more than she seems to be, for unknown to all others she is also the mysterious mutant known as Mystique. It is only by her mutant shapeshifting power that she has managed to maintain her secret lives. And the big question is — what is she up to?

More than anyone else, Raven/Mystique is responsible for the pathetic state America finds itself in. As Mystique, she organized and led the Second Brotherhood of Evil Mutants in their assassination of Senator Kelly. Conventional wisdom says that Mystique, seeing the rising fear of mutants, dramatically struck down Kelly (along with Professor Xavier and Moria MacTaggart) to teach normal humans to fear and respect the might of mutantkind. However, her plan horribly backfired, resulting in Project Wideawake and the Sentinel Program. Nothing more was heard of her and it is assumed she fled. This is what all believe her plan was. But was it?

There are several things to consider about Mystique. First is the nature of her ability — to control the cells of her body allowing her to reshape her physical form, changing pigmentation and even creating new limbs. As she became familiar with her own abilities, she conceived the notion that she could very well be immortal! After all, age is only the inability of the body to

maintain itself. Since she can control her cells, Mystique has decided that manipulating aged cells to become new and healthy again is well within her power. Still, she has not lived long enough to prove her theory, but to date she has been able to ward off all effects of age, lending it strong support.

Second is her presence on Project Wideawake as Raven Darkholme. It was extremely convenient that she was available and willing to be on the commission at just the right time. Given this coincidence, Mystique might find it convenient to hide from her enemies by joining them. But, even so, why did she support the Sentinel Program — the construction of powerful robots with the ability to locate and deal with mutants? Surely these robots would have detected her. Even with a personal masking device she would be taking a great risk — a risk that could have been avoided by using her influence to scuttle the Sentinel concept. So, what is she really doing?

Mystique is nothing if not pragmatic. Well before the assassination of Senator Kelly, she had decided she was immune to the effects of age. Barring unforeseen accidents or mayhem, she would live forever. And living forever would give her time to accomplish her dreams, complete mastery of the world and possibly even the universe! But to do this she needed power . . . and protection.

Realizing she had time, she was patient. As Raven Darkholme, she used her natural brilliance, cut-throat morals, and mutant power to rise through the layers of American bureaucracy. As Mystique, she recruited what super villains she could, to give her the muscle she needed when the time was right. But living, breathing people were undependable, untrustworthy, and treacherous; she wanted something better. The rising mutant hysteria afforded her a chance.

The assassination of Kelly was no

half-thought plan. Coldly calculating public opinion, Mystique decided she could not lose. If the public was cowed by the might of mutants, she could quickly rise to power. If public opinion reacted against the mutants, Raven Darkholme would be ready. Betting on the second result and the president's reaction, Mystique had already decided the true nature of the Sentinel Program. For, unknown to all, the Sentinels are secretly loyal to her.

More than anyone, Mystique understood the paranoid madness of Henry Peter Gyrich. Encouraging him, she supported his plan to reactivate the Sentinels. Her other position in DARPA (Defense Advanced Research Planning Agency) gave her unique access to the program. This she exploited to secretly alter the programming of the Sentinels. The first step was to program them to ignore her mutant presence (along with any she might designate). The second step was to implant an automatic override command. When uttered, this command — the word "Mystique" — renders any Sentinel completely obedient to her orders. This command is only effective when the Sentinel believes it to have been given by the real Raven Darkholme. Thus it is not enough for a character to learn the word or even to be disguised as her and make the attempt. The disguise must be so perfect as to beat all the detection abilities of a Sentinel, including the encephalo-scan.

So far the Sentinels are nearly finished with the first of Mystique's goals — the removal of any threat to herself. Nearly any mutant who could challenge her has been removed, either to camps or more permanently. The official power of the government is enslaved to the might of the Sentinels. Phase One is nearly complete. Phase Two is about to begin.

In Phase Two, Mystique intends to extend the power of the Sentinels (and thus her own power) over the entire world. The result will be hideous. Those nations with the might have

made it clear they will reduce North America to ash should the Sentinel cancer spread beyond the borders of the United States and Canada. Mystique does not care; she knows she will survive. The Sentinels do not care; as a force they will survive. She only wants power. They only seek to follow their programming.

Sooner or later, Mystique is going to become aware of the activities of the player characters, particularly if they have had great success. She need not urge the Sentinels to greater action, for they do this of their own accord. She gives orders that the PCs are not be captured. They are far too dangerous to keep alive.

If this fails and the player characters still manage to damage the Sentinels, Mystique takes the great risk of meeting the characters personally. Using her Mystique identity and the mutant Underground (which she has always maintained contact with), she makes contact with the PCs. A message arrives, verbally memorized by a member of the Underground the PCs know and trust. The message is as follows:

"I have heard of you and can give information of immediate use. Please be quick, I am already at grave risk. Must meet immediately. Pass your answer through the messenger and await my reply.

"M"

As is the case of all messages received through the Underground, the messenger has no idea who the message is from. He heard the message from someone else and, as he acidly points out, didn't ask too many questions about who it came from. Indeed, by being nosy, the PCs have violated the unwritten rule of the Resistance — don't ask too many questions. Questions about other Resistance cells are bad — each group is intensely paranoid about its own survival as informers and turn-coats abound.

If the player characters respond to

the message, Mystique arranges a meeting with them. Again, the message comes the same way. This time it names a location, a derelict shopping mall, and a time (approximately 3-4 days off) for the PCs to meet their unknown ally. (Pick the exact place and time that makes sense within your campaign.) The message urges the PCs to use every caution, as their new contact does not want to be discovered.

When the player characters arrive at the meeting location, they find everything as it should be (even if they arrive earlier than the stated meeting time). Mystique is not going to be so obvious. Instead, she arrives disguised as an innocuous but haggard woman of about 45. An accomplished actress, she behaves nervous and frightened.

Quickly, she explains, "My name is Martha Weeks. I'm a human and I've never done anything like this, but I want to help. I'm a secretary with Sen-SatCom (Sentinel Satellite Command) and . . ." But her explanation is cut short by a tremendous, explosive roar! The Sentinels have arrived!

Mystique has used herself as bait to lure the PCs into the open. She has previously arranged to have eight Sentinels (7 Alpha Sentinels led by 1 Omega Sentinel) to follow her to this location (use the Shopping Mall Battle Map). Their orders are to kill, not capture, anyone arriving at this location other than Mystique. The Sentinels take no action against her and she flees the scene as soon as possible. The Sentinels are under strict programming to see that no harm comes to her, even if it means they must stay their hand.

This instruction gives the player characters a chance of surviving the fight if all else fails. If Mystique is used as a hostage, the Sentinels will be forced to allow the characters to escape. They continue their pursuit at whatever distance they feel is safe, however, following the organic patterns of the PCs and the

encephalo-patterns of Mystique. Mystique bides her time, waiting for the right opportunity to use her shape-shifting power to escape.

If or when Mystique discovers she cannot kill the player characters without endangering all her work, she makes a second offer to them. This offer is made through radically different channels — the local newspapers. Show the PCs the "Cease-Fire Handout" found on the large map. Mystique, through the auspices of Project Wideawake, is extending a limited cease-fire to the "band of criminals who have repeatedly endangered the health and safety of innocent civilians purely in the interests of the well-being of all law-abiding people." The terms of the cease-fire allow the rebel mutants to name a time and place to confer with a designated representative of the government. The purpose of this talk is ostensibly to discuss "conditions of surrender by which the rebel mutants will lay down their arms and place themselves under government supervision."

If information is requested through the Underground about this meeting, the reactions range from confusion to suspicion. No one has any information to contradict the statements in the papers. There have been none of the usual signs of a counter-insurgency move — more identification checkpoints, rebasing of Sentinels from outlying areas, increased SWAT:AM training exercises, greater-than-normal radio traffic, or heavier anti-mutant propaganda. Still, a cease-fire offer is unprecedented in the history of the struggle, raising suspicions among Underground leaders.

The chosen government representative is none other than Raven Darkholme/Mystique. Her desire to meet with the PCs has nothing to do with a cease-fire. Instead, she wants to make them an offer. If the player characters will renounce their cause and join her personal staff, she will

see that they come to no harm. Furthermore, she guarantees that they will not be interned and will be given full freedoms (equal to humans), provided they follow her instructions. She promises to use her influence to save their loved ones. She suggests they can do more good for their own people working with her than against her. She points out the risk she is taking — she is not acting on orders of the government, but is using her own influence. Essentially, Mystique is offering them positions as the new Freedom Force, although she does not use this title.

If the characters accept, Mystique extends her protection from the Sentinels over them. She makes it clear to the characters that she controls the Sentinels — not the government or anyone else. Furthermore, with the characters present, she orders the Sentinels to destroy the new Freedom Force at any cost should something happen to her. She does not reveal her true identity as Mystique or even the fact that she is a mutant.

If previous attempts to slay or seduce the PCs fail, Mystique reverts to doing everything in her (and the Sentinels') power to kill the player characters. From this point on, no mercy or even regard for innocents affects the actions of the Sentinels. All-out war has been declared on the player characters.

The Great One

He was a mighty hunter before the Lord: wherefore it is said, Even as Nimrod the mighty hunter before the Lord.

— Genesis 10:9

He is grim. He never surrenders. He never forgets. He never forgives. He is unique. Of all their foes, the heroes face none more relentless and implacable than Nimrod, the ultimate Sentinel. Of all things in this insane world, he is the one thing that is beyond reach of all — the player

characters, the U.S. government, Project Wideawake, even his "mother" Mystique. In a heartless, mechanical way, Nimrod has transcended all of these things.

Nimrod is the highest expression of Sentinel technology. Built as a one-of-a-kind project, Nimrod is a fearsomely aggressive opponent. Originally, in Mystique's scheme, Nimrod was to be her ultimate bodyguard. However, fate and events have forced a change in her plans.

Fate has intervened in an ironic way. One important feature of Nimrod's design is a fully functional AI (artificial intelligence) computer — his brain. This computer gives Nimrod complete independence from any Sentinel base since he can make decisions on his own. At the same time, his computer brain allows him to make lightning-quick calculations. However, his makers unknowingly did their job too well. Of late, Nimrod's artificial intelligence has started to give him something else — emotions and self-identity. Nimrod is no longer a machine, he is now Nimrod the machine/man.

The event that upset Mystique's plans for Nimrod was the attempted reprogramming by Dr. Hernandez. While not successful, this reprogramming attempt initiated software defense programs in Nimrod's computer. These have discovered and removed previous evidences of "tampering" and have created new barriers to future attempts.

The result of these is two-fold. First, Nimrod's much-vaunted combat edge is being slightly eroded by his new feelings. Although still utterly dedicated to his directive to hunt and neutralize all mutants, Nimrod has begun to care more for humans and himself. Thus, if he can avoid the injury of a human through the use of Karma points, he does so. Should his own destruction be imminent, he retreats from battle, unless the retreat would definitely endanger humans. His second change is of greater concern to

Mystique, since of all the Sentinels, Nimrod alone no longer accepts her command overrides. Furthermore, any person who attempts to activate the Mystique override is a criminal, according to Nimrod's new defensive programming.

However, the second of Nimrod's two changes is of much less concern to the player characters than Mystique. The reprogramming attempt made Nimrod aware of the override command in his own computer brain. With logical efficiency, Nimrod has removed this command. He does not know who placed the command and is still not aware of the block that prevents him from discovering Mystique is a mutant. However, he will not respond to commands from Mystique, a fact she does not know at present. Should she discover this fact, she will have additional cause for winning the characters to her side.

Unless the PCs have defeated him, Nimrod is going to be a very BIG nuisance. Being more than just programming, Nimrod intelligently realizes that the defeat of the player characters is the key to restoring the Sentinels (and thereby protecting humanity). If the characters don't go looking for him, he comes a'hunting for them — but only on his own terms. He is smart and the odds will always be heavily in his favor before he acts. Nimrod can appear at any time and anywhere that is suitable for your campaign.

Due to his nature (and the nature of this adventure), there is no set encounter with Nimrod. However, the suggested encounter for each ending and guidelines below should help you prepare any encounter the PCs have with him.

The People's Revolution

Nimrod, leading a full company of Alpha and Omega Sentinels, descends on the CRA camp while the bulk of the army is absent, making a raid to the south. The player characters and a handful of other

mutants must defend the camp. However, Nimrod has come specifically looking for the mutants who destroyed the Sentinel factory.

The Teleporters' Railroad

The player characters have just safely returned to the Dyson sphere with another successful pick-up when there is the sudden "Zam!" of a teleporter. There, before their eyes, stands Nimrod! Using an enhanced teleportation circuit and following the residual energies of the characters, he has followed them home. He makes a quick scan of the place and "Zam!" disappears again. Unless the PCs pursue and stop him, the location of their secret world will be revealed to all the Sentinels, who will be sure to return!

Salvation

Relentless in his pursuit, Nimrod follows the characters back in time. Here he confronts them just as they are about to achieve their goal. If the PCs can defeat him, they may be able to use his memory data to show the world what will happen unless Project Wideawake is stopped. Of course, they may also be delivering the needed technological firepower straight into the hands of the enemy.

Life in Hell

Nimrod hunts the characters down and attempts to neutralize them, just as he was built to do.

To help you prepare for the actual combat, these guidelines will give you some idea of Nimrod's capability in the coming fight.

1) Have the player characters encountered Nimrod before?

Yes: Nimrod is prepared for any tactic used to battle or defeat him in the previous encounter. He does not merely anticipate the move, he has prepared active counter-measures to damage, subdue, or kill his attackers.
No: Nimrod makes no special preparations based on personal experience.

2) Have the characters been filmed in action?

Yes: Nimrod gains the +1 CS bonus allowed from his special learning programs.

No: Nimrod gains no bonus.

3) Have the characters fought other Sentinels in battles that lasted longer than 3 rounds?

Yes: Nimrod gains his learning program bonus when fighting those characters and is specially prepared for any techniques used to damage or destroy other Sentinels.

No: Nimrod gains no bonus.

Since Nimrod is the most powerful, deadly, and potentially frightening foe the player characters will face, it is important that this encounter be played correctly. You do not want to throw away the best and most exciting battle encounter in the adventure for lack of preparations. Introduce him only after you understand all his powers and how they can best be used against the characters. Remember, your play must be as smart as Nimrod's!

The Eye That Never Blinks

The Sentinels are powerful foes, but even those as mighty as they have weaknesses. It is only by preying upon these weaknesses that the player characters can hope to win.

Perhaps the Sentinels' greatest weakness is their highly centralized command structure. Sentinels, while fearsome and innovative in combat, are still only machines, bound to the orders and directives of someone or something. In this case, it is a thing — the central computer control. In one way or another, all Sentinels are tied to it. It is the home of vast data banks that record every mutant ever encountered. It tracks the location of every Sentinel in North America. It monitors the communication network vital to all Sentinel headquarters. Without it, the Sentinels become isolated, waging a war without orders. Obviously, it has to go.

For the characters to have any

chance of success with any of the endings (other than those that lead to utter failure), it is vital that they cripple the Sentinel communication network. There are two ways this can be done. One is difficult. The other is virtually impossible.

The harder and most obvious method is to destroy the central computer control. Aside from the obvious heavy protection such an installation has, there are a few other difficulties with this option. The first is locating the central computer. Since their assumption of virtual power, the Sentinels have rebuilt the central computer in a new location, far away from the original site at Shaw Industries. It is not a piece of information they bandy about, either. Indeed, if you want, the player characters are simply not going to be able to locate this headquarters.

If you do allow the PCs to attack the central computer control (and this is not recommended!), you will have to create a floor plan of the base. It is located in an underground complex (similar to Cheyenne Mountain), hardened against nuclear attack and well-protected against nearly all known mutant threats. The entire complex is encased in adamantium. There is a standing force of one full company of Sentinels (81 Alpha Sentinels, 16 Omega Sentinels, 4 mark VI Sentinels, and 9 mark IV Sentinels). The central computer also controls a number of installed defenses including nerve-gas dischargers, catch-web cables with built-in nullifiers, a full spectrum range of energy beams, disintegrator beams, light traps, nerveshock corridors, and psychic inhibitors. In short, virtually every defense that has ever been used by the Sentinels is installed here. Furthermore, all Sentinels, including Nimrod, have priority response orders should any attack be mounted on the central computer. In the long run, it is best if the central computer center is the last target attacked, well after the Sentinels

have been destroyed.

Fortunately for the player characters, there is another, possibly easier, method to cripple the Sentinels' communication network. All Sentinels use FM or tight-beam laser to communicate with the central computer. However, both these methods are greatly limited in range, laser especially being restricted to direct line-of-sight communications. Therefore, all Sentinels rely upon SenSatCom Network (SSCN). This is a series of three geosynchronous satellites (satellites that revolve over the same point of the earth at all times) that provide complete coverage over North America. If the characters can reach these satellites (in low earth orbit) and destroy them, Sentinel contact with the central computer will be knocked out.

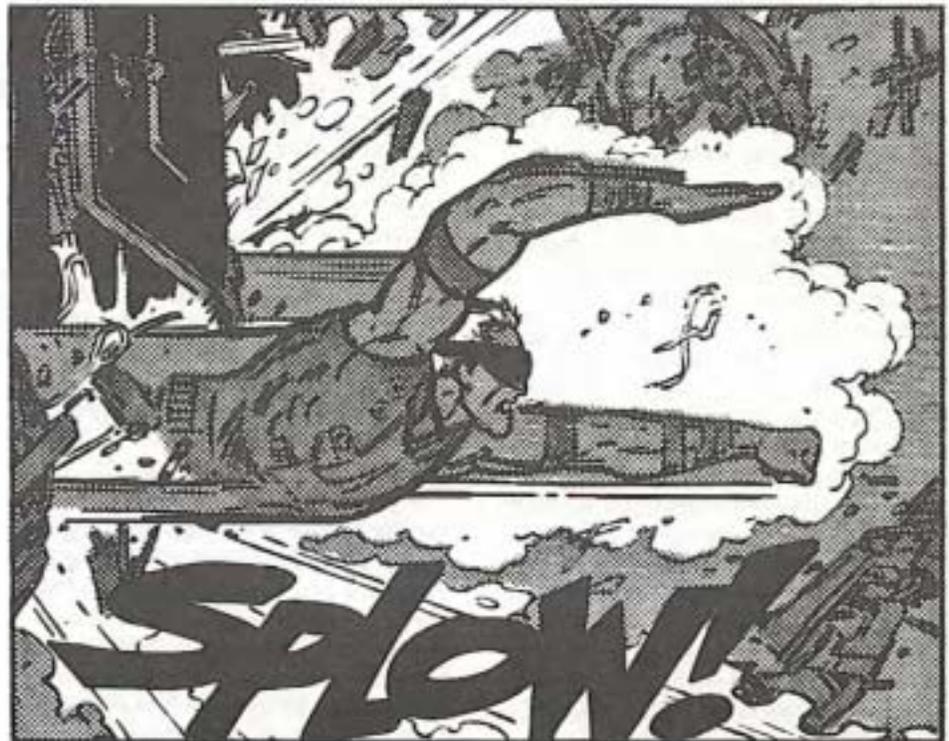
To knock out these satellites, the PCs must first locate them. Like the central computer, Sentinels tend to be close-mouthed about the orbits of these relays. However, the orbit paths are known to SenSatCom technicians, military specialists, and those still working at the hollow shell of NASA. If player characters have contacts in these areas, they can gain the appropriate information. Otherwise, PCs with astronomy or physics knowledge can calculate the general locations of the satellites based on the probable locations needed to provide adequate coverage. These calculations will produce 2-12 sites of which only three will be reasonably accurate. Once in space, the characters must make an Amazing Reason FEAT roll to locate each satellite. If the roll is failed, a new entry into the suspected orbital path must be made.

However, even these satellites are not without their defenses. Each has two bodyguards — modified ASAT (Anti-Satellite) satellites. These, originally designed to find and kill other satellites, are now fitted with defensive weaponry. Each ASAT has a powerful laser (Amazing damage,

range 50 miles) controlled by infrared, optical, and radar guidance systems (F 15). Fortunately, these weapons are mainly intended for use against large targets. Smaller ones (such as a single person) have a -2 CS when shot at. Each ASAT also carries a cluster bomb, a small explosive charge that hurls a cloud of steel balls out in all directions. These only do Good damage to anyone within the one kilometer blast area, but are quite effective at destroying unarmored sensitive equipment. Firing the cluster bomb destroys the ASAT. None of the ASAT's are armored, as their defense lies in their ability to destroy any threats. Their highly sophisticated guts make them very vulnerable to attack and each is considered to have 20 Health. The communication satellites themselves have no defenses and any character reaching or successfully shooting one can automatically disable it.

If all the satellites are destroyed, all relayed Sentinel communication to the

central computer is cut off. Thus, no Sentinel but Nimrod can call upon information in the central computer. (Nimrod carries his own data base with him.) Adaptive learning gained from previous encounters in other sectors is lost to the Sentinels, along with knowledge of specialized tactics and their counters. Information (including known mutants at large) that applies to the current patrol area is still available on the Surveillance Base computer. Large scale reinforcement and redeployment is no longer possible. Mutant detection through satellite link is no longer possible. Full normal functions cannot be restored for six to eight months. If only two satellites are destroyed, the effects above only apply to one coast. After one week, the blacked-out territory regains all normal functions but the ability to draw on the central data base. If one satellite is destroyed, one coast is under a communication blackout for 72 hours. After this time, all normal functions return, as the remaining two satellites are maneuvered into new positions.



HOW THE WORLDS END

*The web of man,
Grey as armor,
Is now being woven;
The Valkyries
Will cross it
With a crimson weft.*

Njal's Saga

— trans. Magnusson & Palsson

This section gives details of three of the four possible endings provided in this adventure. If you have already decided which ending you wish to use, you do not need to read this entire section. You only need to read the information under that ending. However, if you are still uncertain as to which ending you want to use, briefly read through all the information below.

Remember, just because you choose to play one ending does not mean you cannot later play another. The Marvel Universe is filled with opportunities to travel backward and forward in time. Furthermore, if you cleverly use a multitude of alternate futures (and alternate pasts!), there is no reason you cannot play each ending out to the end.

The People's Revolution

This ending can only be used if the player characters have made contact with and been accepted by the Canadian Resistance Army (CRA), a rag-tag collection of former American and Canadian soldiers, SHIELD agents, human rebels, and fugitive mutants. This group, approximately 30,000 strong, has been struggling to survive in the harsh forests of the Northwest Territories. At the same time, the CRA is trying to build itself into the resistance army that will drive out the hated oppressors — the Sentinels. It does not look to be an easy task.

Organizationally, the CRA is divided into five brigades, loosely spread east to west from northern Ontario to north-central Alberta and north into the Yukon and Northwest Territories. A sixth brigade, much weaker in

strength, is based in Alaska, separated from the rest by the broad spine of the Canadian Rockies. Each of the five brigades numbers about 6,000 soldiers. These soldiers are thinly spread throughout the area, not presenting concentrated targets to Sentinel raids. Thus, camps of the CRA seldom number more than 30 to 50 people and are based within actual communities of sympathizers.

Fortunately for the CRA, the Canadians of the north woods are a rugged and independent-minded lot with little love of outside interference such as the Sentinels would bring. The acceptance of the CRA could be due to the backwoods mystique surrounding Wolverine or the tough-as-nails appeal of Nick Fury. Whatever the source, the locals have begun to speak of the CRA as "our boys" much like the soldiers of previous wars.

In addition, the CRA maintains contact with infant movements throughout the country, encouraging them and trying to coordinate their activities with the strategies of the CRA. Some groups cooperate willingly, happy for the support — both material and moral — the CRA provides. Others reject any guidance from outsiders, suspecting them of treachery or having their own political programs to push. Of all these groups, the strongest and best organized outside the CRA is Sebastian Shaw's Mutant Army, a guerrilla network operating mainly in Texas. Player character experience with the Mutant Army is valuable to the CRA. It is quite likely that once accepted, the PCs will be asked to work as couriers and liaisons between the two groups.

How the CRA Works

If you are going to use this ending for the *Future in Flames* campaign, it is important that you understand the structure and operations of the CRA. For, unlike so many undisciplined super-hero groups, the CRA works hard to be an army — indeed it must if it is going to survive. To take part in or lead the revolution, the player

characters are going to have to accept some of the demands of army life. These are not the simple matters of rising at reveille, saluting, or remembering to say "Yes, sir," and "No, sir." No, the characters are going to have to accept orders and take responsibility for others. It will be a hard task.

Like the Sentinels, the CRA is grouped into combat units. However, in this case, the organization is a weird blend of Underground, SHIELD, and regular army terms. The smallest group is based on the Underground's unit, the cell. Each cell consists of three to five persons, all of whom know and trust each other. This trust is important, for if the cell collapses, the CRA will fall apart. Each member of the cell is a Field Agent, a holdover-title from the SHIELD days. One member of each cell is the Reporting Agent or corporal. This corporal reports to the next level up, the District Office, also called the "cadre."

The District Office is commanded by a sergeant. Normally, five to seven cells report to each District Office. The sergeant knows the commanders of those District Offices working in the areas around him and coordinates missions with them. Each District Office reports to the captain of the Regional Battalion.

It is at the battalion level that the true army structure of the CRA sets in. Each battalion has 10 to 15 District Offices reporting to it. In addition, each battalion maintains a company of heavy weapons (heavy machine guns, concussion cannons, and a few pieces of armor) and a squad (5-12 persons) of specialists. These specialists include demolitions experts, pilots, mutants with combat-specialized powers, and a few, truly rare, mutants with highly specialized military applications. Some send and receive thoughts which cannot be intercepted by the Sentinels. Others intercept the secret frequencies of the Sentinels, overhearing their communications. A

few are even able to block out radio signals in limited areas. There are mutants with healing powers, mutants able to scramble unshielded electronics, and even one who can project the mutant X-factor aura onto others (including Sentinels!)

Above the battalion captains is the brigade colonel. Each brigade is identified with its regional headquarters. These HQs have long since moved from their original locations, so the names have little meaning now. The five in Canada are Primrose, Great Slave, St. Jean, Athabasca, and The Pas brigades. The brigade and battalion commanders have worked hard to instill an *esprit de corps* among the members of each brigade, no easy task considering the loose organization at the levels below. In addition to its battalions, each brigade holds a number of specialized assets to be assigned out as needed. Crucial among these is the CRAAF (Canadian Resistance Army Air Force), a noble title for a battered and hodge-podge collection of airplanes. Each brigade has several small planes (flown by volunteer bush pilots), civilian helicopters and one or two heavy combat aircraft. These are severely limited by a lack of fuel and sizeable landing strips. Thus, they are only committed to the most crucial air operations, where they will have the best degree of success. Other special companies include the elite Strike Teams, composed of hardened SHIELD agents, veterans of the Canadian and American special forces, former SWAT:AM officers, and powerful mutants. These teams regularly undertake the most dangerous and critical missions.

Above the brigades is the CRASH (Canadian Resistance Army Supreme Headquarters). At its head is Nick Fury, one-time SHIELD commander. Former officers of the U.S. and Canadian Armies have willingly deferred to his experience, as he possesses more practical combat time against both normal and super-powered enemies than nearly any other man in North

America. As with the other HQs in the CRA, CRASH also commands a number of special units. These include military specialists in a number of different areas — combat engineering, logistics, transport, communications, medical, and intelligence staffs are all important. There is also a special bodyguard/strike team — the cream of SHIELD and the most capable combat mutants. Player characters who have shown themselves powerful, effective, and intelligent can be attached to this unit, if they wish. Finally, there are the air assets of the CRAAF. Here the finest craft are kept, including an old-model Blackbird (similar to the X-Men plane of the early '80s), two sub-space orbiters, a deep-space atmospheric glider rocket, and 10 VTOL (Vertical Take-Off and Landing) jets. There are also a number of SHIELD attack helicopters and specialized hover platforms. The majority of SHIELD's surviving equipment is held here.

Thus, there is a little of every type of armament SHIELD has used in recent years, although much of it is worse for wear. For PCs, this means that CRASH will only authorize the use of its equipment for well-thought and realistic plans. Even then, the availability of any given piece of equipment is limited — the CRA can be assumed to have a resource level of Excellent. Since the equipment is very scarce, CRASH only authorizes its use in the most desperate situations. It prefers at this time to save its equipment for when it can strike the final blow.

The Council on Political Affairs

However, Nick Fury is painfully aware that he is no politician, constantly blaming himself for SHIELD's destruction at the hands of bureaucrats and Sentinels. Thus, advising him in all matters is the Council on Political Affairs.

For the player characters, this council is perhaps more important than the organization of brigades. The council is charged with overseeing of the revolution, a critical task. The council

members are the ones who must decide the grand strategy of the CRA. Their choices determine Nick Fury's actions and the operations of the brigades. They decide just what the CRA is fighting for and what they hope to accomplish. These decisions then shape the propaganda of the CRA, determining how the common people react to them and their deeds.

Finally, the council also controls the Training and Indoctrination Cadre (TIC). This unit is responsible for seeing that new recruits are trained for combat and that veterans understand the goals of the CRA. This cadre is a powerful force, since it can be used to politically indoctrinate the soldiers of the CRA, creating a loyal and dedicated soldiery. The council is painfully aware of the power and responsibility it holds, particularly the menace present should it come under the sway of an evil or unscrupulous demagogue.

Currently, there are eight members on the council. Two, Nick Fury and Wolverine, are members out of respect for their knowledge and experience. The remainder hold seats for their military, political, scientific, or real-world savvy. The background and attitude of each is outlined below.

Nick Fury: Little need be said of this great man's career for it has been well-publicized in the past. He has served his country since World War II and has risen to manage the largest and most powerful enforcement agency in the world. His experience with world-shattering threats and his tough, upright morality have carried him through many bleak times. Here and now is the worst.

Of all the council members, Nick Fury best remembers the lessons of the past. For him, the Sentinels are no less than the evil of Hitler reincarnate. The attitudes and parallels between the two are all too obvious. The Sentinels only remind him of the comrades he lost in another war, steeling his resolve to destroy them.

Politically, Fury is conservative and strongly anti-communistic. It's not that he has any strong political philosophy; again, his ties to the past betray him. He remembers how the promise of unity between the Allies collapsed during the Cold War. Thus, he is highly suspicious of "revolution," preferring a return to good, old values and a strong, peaceful society. For all his fiery talk and skill-at-arms, Nick Fury is getting old and no longer has a reason to love war.

Wolverine: Wolverine hates this council and dearly wishes he were not a part of it. He has no political ambitions or beliefs. He only responds to the demands of the internal self, following his secret moral map. It is only his sense of honor and obligation that keeps him here. He feels he has to be on this council because he owes it to comrades who fell in the past. However, he still considers the whole thing a waste of time.

Wolverine's only solution to the Sentinel problem is to destroy them — by himself if he has to. Thus, he will support any plan that achieves this goal and any political solution that expiates his sense of obligation.

Rear-Admiral Warner Turner, Ret.: Rear-Admiral Turner was once a rising star in the Pentagon establishment, before everything went to pieces. Unable to stand by silently while the Sentinels dismantled his beloved Navy, Turner spoke up once too loud and more than once too often. Quickly, he saw his career dead-ended and then de-commissioned by political maneuvers. It didn't take a brilliant mind to see that those on Project Wideawake were responsible for his fall. Determined not to go quietly into the night, he helped the infant CRA survive the first few years in the wilderness. Knowing there is little place for a sailor in a land-locked war, Turner has turned his organizational expertise and old contacts in the

Pentagon to the use of the CRA.

Politically, Turner is embittered by his treatment at the hands of the bureaucrats. He has decided he has no use for the Sentinels or their lackeys, the current government. He naively believes that all can be set right if the CRA and its political council assume control. Like many military men, he believes the armed forces can do a better job of running the country than elected officials.

Jeffery McEwan: Mr. McEwan is a Scotsman, assigned to the CRA as a liaison by the British government. Officially, his duty is to observe and report their activities to his superiors. Secretly, he is supposed to coordinate a number of services for the CRA. Great Britain has an only thinly-veiled dislike of the Sentinels, particularly for their depredations into Commonwealth territory. As such, the current government has been providing covert support to the CRA. McEwan has been able to arrange weapons shipments and is occasionally authorized to pass on classified information of use to CRA operations. Because of the importance of these services, McEwan is grudgingly given a seat on the council.

McEwan's politics, however, are decidedly not in line with those who sent him. While he has always been an effective, if not brilliant, liaison officer, he secretly harbors resentment against the upper classes of English society, particularly the "old boy" network. Politically, he has a decidedly socialist/communist outlook. These feelings are not so strong to lead him into actual treachery, but he does not mind directing a developing political group toward a certain outcome.

Dr. Parajhat Nelson: Dr. Nelson was a middle-level researcher during the early stages of Project Wideawake's Sentinel reactivation program. She is the council's expert on Sentinel programming and capabilities. Born the daughter of an American Navy man

and an Indian woman, Dr. Nelson has traveled the world extensively and has much to base her judgments on. She survived a difficult childhood of constant moving, bigotry, and cultural pressure to earn a scholarship at a modest Midwestern University. While she did not demonstrate an innovative brilliance there, she excelled in analytical and evaluative studies. As such, she became a valued assistant in laboratories of the Sentinel program. However, after several run-ins with Raven Darkholme and a growing concern about the programming of the Sentinels, she quit the project. Shortly after this she survived several murderous attacks, the cause of which was obvious to her. It was in fleeing one of these attacks that she fell in with Thomas Grafton, a CRA agent. He brought her to CRASH, where her advice and expertise have proven invaluable many times over. She recently married Grafton.

Her experiences as a Navy brat allowed her to see quite a number of different cultures. Although she has no strong political beliefs (being middle-of-the-road Democrat prior to the start of this nightmare), she has a natural abhorrence of social injustice. This includes persecution, disparity of wealth, social classes, and bureaucratic justice, among others. However it is only now that she is becoming politically active. Her sensibilities could be exploited to support a number of different positions.

Albert Rubin: Rubin gleefully points out that ever since he became "politically aware" some twenty years ago, he has done his best to be a constant thorn in the side of those in power. To this end he has had an illustrious, albeit unprofitable and unappreciated, career. As a student he edited, printed, and hawked issues of the infamous "Commie-Scare Sheet" with its guarantee to outrage sacred cows from right to left. After a highly publicized breach of national security lawsuit (which he won), he and several others

founded Pike, Inc., the "alternative business construct, a working model of a socialist business within the capitalistic society." His tactics and criticisms quickly brought him in conflict with the Wall Street types, garnering yet more publicity and several more lawsuits against him in the process. This time his antagonist was the SEC (Securities and Exchange Commission). Although he lost he only served a token sentence, paying a small fine and spending six months in a Federal prison. As usual, the sentence only gave him more opportunities to define his political philosophy.

However, it was while in prison that widespread mutant identification and registration began. As part of commonplace procedure, Rubin was scanned and found to be an anomalous human. Needless to say, upon his release from prison, he began to protest the rising fascist state of America. Legal forms of protest were quickly quashed and Rubin began to face a round of court cases, jail terms, mob scenes, and beatings. Cut off from the system, he and the late Edward Glean founded AMA, the American Marxist Army. Rubin and Glean, along with a handful of others, launched a campaign of urban terrorism designed to humiliate and harass the Sentinels and the U.S. government. Their combat methods, while insignificant, were quite spectacular and noticeable. They were done to generate media attention of the Sentinels, hopefully driving home their ineffectiveness. Of course, if the incident cast the Sentinels and their lackeys in an evil role, so much the better. Feeling that now is time for more direct action, he has established contact with the CRA. Through the strength of his convictions and his sheer willpower, Rubin has obtained a seat on the council.

There is no doubt about Rubin's political convictions, although he fervently disclaims any connection with the Politburo, Chinese Marxists, Leninists, Trotskyites, Stalinists,

Deng Marxists, Neo-Stalinists, or Third World governments. While politically far to the left, Rubin is the most motivated and has the most feeling for the undercurrent moods of America. He quite naturally supports revolution aimed at the restructuring of the American Political Machine.

Wilson Petries: Once the Canadian Minister of the Interior, Mr. Petries has fallen quite far from his safe, secure position. When the Canadian Parliament was dismantled by the Sentinels (shortly after their occupation of Canada), Petries' public and personal life crumbled. Out of work and alarmed by the direction North America is headed, Petries has chosen to risk his life by joining with the CRA.

Petries is basically a conservative at heart, but has learned that no one can be judged in simple terms. His foremost goal is the liberation of Canada. The problems of the United States are of only secondary concern. This cause has led him to fuller understandings of the diverse nature of his own land. A keen statesman, he often constructs compromises between the suspicious factions of the rank and file, getting radical Quebecois, stolid Alberta oilmen, taciturn Kootenay Indians, middle-class Ontario businessmen, and more to meet and lend their support to the CRA. Petries envisions the CRA as more than just a Sentinel resistance movement. He takes its name seriously and foresees it as the core of a political movement that will place Canada in the dominant position in North America. Given the state of affairs in the United States, his ambition is neither far-fetched nor megalomaniacal. Furthermore, his role in the CRA is vital, since he provides the Canadian leadership needed to gain the support of the local people.

Herschel Dean: It is difficult to measure by just what reasoning Herschel Dean has been made a member of this council. Prior to the beginning of the Sentinel horror in Canada, Dean

was nobody important. He has never held public office, served in the military, written a book, or expounded great political philosophy. He was just an ordinary man, the manager of a trading post in northern Manitoba. When the Sentinels first came, he was content to mind his own business. The giant machines never came that far north and he didn't have much use for the cities anyway. He spent several summers sitting on his porch, watching a few more refugees than last year arrive. He listened to their stories and helped them all he could. And then one day he took his gun and disappeared. A year later, he turned up in the CRA camp, ready to serve. A few of the Indian volunteers saw "the spirit of the Wendigo" in his eyes.

Since his arrival at CRASH, Dean has proven himself more than once. He is a rare thing, a natural charismatic, able to inspire others with his leadership. His common sense, insight, woodsman skills, and spiritual intensity have quickly moved him up in CRASH. He has no clear political beliefs, only a desire to see things "put right." He does have a natural distrust of technology, scientists, and formal philosophies. Just what motivates Dean and how he got this way is a total mystery, something he never talks about.

Start the Revolution With...?

The first step of beginning the war against the Sentinels is for the council, and perhaps the player characters, to decide just what type of war to conduct. To do this, the PCs must earn admittance to the council sessions.

To earn this right, the player characters must prove they are tough, dedicated, and intelligent. There is no space for weak, spineless bozos here. If the PCs have already met with Nick Fury (from events in *MX3*), it is quite possible these questions have already been answered. If the characters led the assault on the Sentinel factory (and did not hope-

lessly bungle the job) there is no question about their credentials. Otherwise, you will have to use the past actions of the PCs (and what the grapevine has said about them) to determine their worth.

If the player characters have not met with the CRA before, they have to prove themselves to Fury and the others. Upon contacting the CRA, the PCs get passed through different cells until they arrive at CRASH. The first cell that finds them views them with great suspicion (treat as popularity 0). The player characters could be plants attempting to infiltrate the CRA. They are held incommunicado for a week, not told anything, while the cell awaits orders. This begins a series of secret moves for the PCs, from one town or camp to another, each time meeting with suspicion and distrust that they must overcome. At the same time, the area is being heavily patrolled by a company of Sentinels. One check should be made each day, using the "Search Flow Chart" from *MX1* if it is available (CRA cells have Amazing protections), or by making an Amazing FEAT roll. If the roll is successful, the Sentinels have come no closer to finding the cell. If the roll is failed, the next highest color will also be considered failure the next time. Thus white and green mean failure when checking after the first failed die roll. When all results give failure, the CRA camp is discovered. Two triads of Sentinels (6 Alpha Sentinels) raid the camp some time that day. After changing cells five times (each accompanied by a 3-5 day delay), the characters reach CRASH.

Upon reaching CRASH, the toughness of the PCs will be self-evident. It is clear their powers must be substantial simply because they have survived this long. However, they have yet to prove their dedication and brains so Nick Fury gives them a seemingly impossible assignment. They are ordered to destroy the Sentinel company that has been plaguing the area.

This is the same company that has been raiding the cells, so any Sentinels destroyed can be removed from the total strength. The CRA provides guides to the Sentinel base (a clearing on the shores of the lake), but offers no other assistance. If the characters succeed in destroying or severely damaging the Sentinels, the council considers them worthy.

The Great Debate

After the player characters are accepted into the council, the real issues begin. The PCs must help decide the direction the war will take.

For this part of the module, photocopy page 32, "The Great Debate Cards." Cut apart the different position statements and give one to each player or group of players (try to make the groups equal in size if possible). Let each player or group read the position statement. Be sure everyone understands their position since they must argue for it. If you want, you can also read the description of the appropriate council member who supports the position. When everyone is ready, tell the players these different positions are the opinions of other council members and are the proposals before the council. Each player (or group) must now role-play the part of the council member in favor of that position. The players must decide on the best policy for the conduct of the war. Furthermore, players who can successfully argue for their position will earn their PC extra Karma points, depending on how well they do. After telling your player's this, let them work out a solution. This may take some time, but be patient. If your players are good role-players the resulting discussion should get very lively!

The object of this discussion is not to win the argument, but to reach a decision. If the players can reach a compromise, than all the PCs earn 20 Karma points. However, if the players resign in frustration, unable to reach a solution, the choices are put up to a

vote before the council. Tell the players they should now vote for the solution their player character (not the NPC council members) would prefer. The vote can be public or, if you wish, secret. The solution with the most votes is the winner. The NPC council members vote as follows:

Nick Fury	Solution #4
Wolverine	Abstain
Rear-Adm. Turner	Solution #2
McEwan	Solution #1
Dr. Nelson	Solution #3
Rubin	Solution #1
Petries	Solution #3
Dean	Solution #4

What It All Means

The solution the characters choose has an effect on the success of the war. The good and bad points of each are given below.

Solution #1: However radical this seems, this solution is almost a textbook example for how to wage a guerrilla war — a small, determined minority battling against a far more powerful, but potentially hateful enemy. Guerrilla wars are never easy. They can take a very long time to succeed and require extraordinary dedication from the fighters. Savage brutality on both sides is commonplace. Innocents invariably get hurt, especially since guerrilla soldiers must disguise themselves as civilians to survive, causing the authorities to treat all civilians as potential enemies. The actual rebellion is very fragile in its early stages, since severe setbacks only discourage people, not encourage them.

A guerrilla war must also gain the support of the population. This is normally done by tying the actual war to a clear political goal. This goal must include the overthrow of local or national authority. No cease-fires or terms can be accepted, since the replacement of the evil government is a key part of the politics. More effort has to be spent on politicizing the masses — getting them to agree

with the policies of the rebels.

Due to the high degree of central control that is needed to fight a guerilla war and the need to appeal to people's sense of social injustice, most rebellions take on a socialist/communist tone. While this is not absolute, it is a very common result of popular revolutions.

Still, for all its dangers and faults, this solution offers the greatest hope of success against the Sentinels. The people feel a part of the process and so there is a +1 CS on all liberation attempts.

Solution #2: This is perhaps the worst of all the solutions. The CRA cannot afford the luxury of time. If it does not act soon, its members will get discouraged and many will desert. At the same time, the Sentinels will hardly be inactive. They continue to wear down the power of the CRA, even before it has a chance to act. Finally, this solution seriously underestimates the might of the Sentinels, potentially setting up the CRA for a major disaster.

However, the solution is correct in pointing out that more and expert training is needed to defeat the Sentinels. If intensive training is chosen, the quality of each combat team (whatever its size) gets a +1 CS bonus.

Solution #3: This solution assumes the Sentinels will accept a negotiated peace, especially to establish a mutant homeland. This can only be possible if the CRA is extraordinarily successful and is powerful enough to protect its borders. This might be possible but it won't be easy. However, this outcome might also be entertaining if the Judge wants to set up a long-running campaign centered around the conflicts between the Sentinels and the mutant homeland. The best suggestion from this solution is that the British might be able to provide more than just material support. Backed with the promise of nuclear protection, the CRA gains a great deal of teeth (a +2 CS toward the liberation of any territory).

Solution #4: This answer essentially ducks the issue. It recognizes the need to begin with immediate military operations—realistic ones that can be fought on a small scale—and to improve the equipment and training levels of the army. However, it gives no answers for what to do with liberated territories. Therefore, combat teams have a +1 CS under this solution, but liberation attempts suffer a -1 CS for lack of a political plan.

The Conduct of War

A war, rebellion, or whatever you call it is not a small affair. In this case, it will involve thousands of people, hundreds of miles, and hours of careful planning. There is simply no possible way to prepare every encounter, engagement, and set-piece battle that will occur. You, as Judge, must decide what actions your player characters are going to be involved in. Player characters can also become involved in the planning and strategy of the war. Given the huge scope of operations, this is not an unreasonable role for them. For the most part, the PCs allocate resources and plan raids, taking the field only for the most major operations. These, along with Sentinel raids on the patrols, HQs, and depots of the CRA, should give the characters plenty to do. Ambitious Judges can also introduce special home-made adventures—slipping deep into Sentinel territory to rescue or locate a group of potential recruits, going out of the country to visit important suppliers in Europe and Asia (a good opportunity to introduce an adventure that has absolutely nothing to do with the Sentinels), or tracking down and dealing with Mystique.

However, you must also be able to play out the general course of the war. Your players must play the parts of the overall commanders of the CRA (whether these are their PCs or not). Using the map of Sentinel America, show them the location of

the five Canadian CRA brigade HQs and allow them to choose a location for CRASH. Next have them assign strike teams from the CRA Resources Table (show them this or make a copy) to the different CRA brigades. Where they put their main forces determines the areas where most of their attacks will be made.

When they are prepared, they can assign operations to each strike team. These operations are:

Transfer: The strike team moves to any other CRA HQ. Subtract it from the old brigade and add it to the new one.

Train and Equip: This allows one scout team to be improved to a strike team or one strike team to be improved to an elite team. Only one team per brigade can train and equip each turn.

Patrol: Designate the team's patrol area. Patrols have no specific mission but are assigned to collect equipment, find recruits, and harass the enemy. They are expected to handle any Sentinels they encounter by themselves.

Raid: Designate the target of the strike team. The team has been assigned the task of making a quick hit and run on a particularly important target. Normally several teams will be assigned the same target at the same time.

Liberate: Designate the area to be liberated. This is the most difficult and intense operation the CRA can mount. In it, not only do teams defeat the Sentinels in the area, but also attempt to guard the borders from further attacks and assume governmental control of the area. Liberation is normally done only after raids have neutralized all enemy strongholds and patrols have encouraged the populace.

After the characters have assigned all combat teams they wish, it is time to calculate the results of that month's actions. For this, assign one of the point values below to each team based on its activities for the

turn (or have your players do this).

Patrolling team (any type)	10 pts.
Raiding scout team	3 pts.
Raiding strike team	5 pts.
Raiding elite team	10 pts.
Liberation team (any type)	3 pts.

Total the number of points for all teams doing the same action in the same area. Thus, if five strike teams are patrolling in the Northeast area, the total would be 50 points. Note that only raiding teams sent against the same target should be added together. Make a FEAT roll for each operation, using the total value to determine the proper Rank. The consequences of each FEAT roll depends on the mission and the color result.

Patrolling: On a white result, one team (of the Judge's choice) has been captured or eliminated. The patrols failed. On a green result, one new scout team is recruited for that brigade. On a yellow result, two new scout teams are recruited. A red result has the same effect as yellow and, in addition, a triad of Sentinels is destroyed, allowing one team to immediately advance to the next grade.

Raid: On a white result, the attack is a failure. Half the attacking force is destroyed (Judge's choice).

Otherwise, the attack may succeed if it equals or betters the color of the attacked base. If it does not, the attack fails and the CRA loses one strike team for every color difference (a green result on a red installation would mean the loss of two teams). Once an attack is successful, the base is permanently destroyed (unless a liberation attempt fails).

Liberation: Liberation can only begin after all installations in an area have collapsed to successful raids. If the liberation FEAT roll is equal to or greater than the color of the area, the attempt was successful. The color of the area is reduced by one (from red to yellow, etc.). It remains at this new level until another liberation attempt is

made. If a white result is rolled, three teams are lost and the overall color of the area is increased by one. If the result is a color less than that required, one or two teams are lost (as in a Raid) and one installation in the area is rebuilt. It has the same color as the die result (green or yellow). This installation must be destroyed before more liberation attempts can be made in the same area.

CRA Karma

In some ways, the CRA is like an entity unto itself. Thus, it is able to earn Karma for certain actions it successfully accomplishes (and lose Karma for others). This is not a Karma pool! No individual, including the player characters, can contribute to the CRA totals, nor can they draw upon this Karma. The smallest unit upon which CRA Karma can be spent is the strike team. Thus, CRA Karma can be used to alter the outcome of some action in the war, but it cannot save PC lives.

At the beginning of the campaign, the CRA begins with 15 Karma points. The CRA gains and loses Karma for the following actions:

Completely liberating an area	+10
Destroying an internment camp	+15
Destroying an installation	-3
Causing Sentinels to rebuild an installation	-5
Causing Sentinels to increase defense of an area	-10

Last Words

When playing this war, remember that the player characters also need an excuse to go out and adventure. There are many suggestions in this section and in other sections for exciting encounters your PCs can have. Be sure to spice up your sessions with a lively balance of thought and action!

By applying these rules with clever role-playing, player charac-

ters can eventually overwhelm even the might of the Sentinels. However, there is much potential for utter disaster. Rash players and ill-thought strategies will surely carry the revolution to destruction. If you find your group headed in such a direction, do not hesitate to have Nick Fury relieve them of command or transfer them to some other duty. As he can explain, "There are some generals who are born to lead the charge into the guns, not organize the mules and kitchens needed to feed the fighting men. And I wish I could be there with you."

The Teleporters' Railroad

*"Brothers, now your friends have come!
Be brave! Be brave!
Would you see me taken captive?"*

Black Elk Speaks

— John G. Neihardt

There are words, drifting like the breeze, heard here and there, always fading away, floating through the Underground — the teleporters' railroad! It is a fantastic thing, a myth of hope and fantasy, a story that many have heard but none have seen — but is it real? There is no one to say. It remains only words — a wind in this desert.

The Whispered Wind

As the player characters concentrate on day-to-day survival and plan for another big strike against the hated Sentinels, they come into contact with other Underground cells. In these brief contacts, two things will be exchanged — equipment and information. While equipment may be useful, experienced Underground members know information is worth its weight in gold. Therefore, any of the following rumors may reach the ears of the PCs.

"Thursday night there'll be a camp

of black-tech marketeers down by the old highway. They're promising security as proof of their stuff!"

"There's a request going through the vine to find any 'porters. Someone wants to set up a talk with them. It's said they got some kind of plan. There's a drop you can leave information at — it's that old houseboat down by the river."

"You remember Lila Cheney, the rock star? She was seen last week, on the other side of town. Like, everyone knows she's a mutant, man, so what's she doing around here? Last I heard she was recording stuff in France. Hey, I even got one of her latest tapes. Wanna hear it?"

"Scouts north of town say they came across a bunch of wrecked Sentinels. Looked like a great big fist had punched through them. Maybe the CRA is getting close to us and the Sentinels are trying to keep it a secret."

"The Old Man says the railroad's coming. Says the trains gonna come and take us to some place we've never seen. Tells him this in his dreams it does. You know how the Old Man gets, kinda weird-like when he has one of those dreams."

The Meeting

From the rumors, the player characters have been given suggestions of two possible places they could go — the black-tech marketeers camp or the houseboat on the river. If they are reluctant to go out, any of several things could happen. During a routine maintenance check of their equipment, the PCs discover that some vital part is about to burn itself out. Or several mutant friends could announce their intention to go to either the black market or the houseboat. Or Sentinel patrols could get close to the PCs' current base, suggesting that it's time to move on. If

they refuse to follow all your clues, continue to run the game and await a new opportunity to introduce these encounters.

The Black-Tech Camp

Black-tech marketeers are a specialized group of Underground merchants who deal in the tools of survival, those items that are hard to find, build or buy — masks, jammers, wild weasels, and the like (see Appendix #2). They roll into towns at infrequent intervals, driving battered vans or rusting station wagons filled with dirty cardboard boxes of useful stuff. Criminals themselves, wanted for aiding the cause of mutants, their livelihood depends on the quality of their merchandise.

Upon arriving at the camp, well after dark, the player characters see an old Volkswagen van and two unidentifiable station wagons parked in a thicket of brambles not far from the road. Black figures hover in the headlights, poking through battered equipment mounded on old card tables. Hushed voices occasionally rise in sharper protest as haggling reaches a crucial point.

However, this is not a black-tech camp. It is a Sentinel/SWAT:AM trap. The five marketeers are SWAT:AM officers from another district, cooperating with local Sentinel authorities. Shortly after the PCs arrive and have had a chance to look at the gear (which is genuine), the officers trigger an FM relay summoning a triad of Alpha Sentinels led by an Omega Sentinel. When the Sentinels land, the SWAT:AM men scramble for their cars in mock panic only to reappear with hand-held searchlights, stun rifles, and a gas grenade launcher. Five more SWAT:AM men close in behind the mutants, armed with machine pistols (loaded with armor-piercing bullets). Their leader demands the surrender of all mutants.

Of the 10 mutants (other than the PCs) in the area, none are truly com-

bat worthy. While several may have useful skills for day-to-day survival, none have ever fought back before. They are not going to start today.

At the first sign of resistance, both SWAT teams open fire. Stun rays, machine pistol tracers, and exploding canisters of gas fly through the area. The other mutants have the sense to hit the deck, dropping out of the line of fire. The PCs are in the crossfire, but the confusion works to their advantage. Quickly, SWAT officers find themselves dodging each other's fire. One or two fall from stray shots or beams.

At this point the Sentinels intervene on the side of good — the police. The battle fought among the tangle of bushes and trees is no longer a simple capture operation. The player characters have powers endangering the safety of society. An immediate radio signal for reinforcements is made. Another Sentinel triad will arrive in eight rounds.

During this combat, Cannonball and Mirage make an appearance — a real dramatic appearance. Just when things seem the worst for the PCs (such as the arrival of Sentinel reinforcements), the chest of one of the giant robots explodes! With an amplified "SQUAAAAAAAAARKKKK!" the Sentinel topples. Beyond this, the lancing blast of a plasma rifle sears the outer shell of another machine. The cavalry has arrived!

Once the combat is finished (and the Sentinels fight to very end), Cannonball blasts down to land beside the player characters. "There ain't no time to talk now. So hit the road!" he says coldly, pushing them toward one of the vehicles. "Meet us at the houseboat down river. You'll know the one. Now get going!" And with that Cannonball and Mirage take off for the west.

If the characters take the car and leave, they discover the vehicle is a veritable mutant-protection paradise! It is fitted with on-board scanners, jammers, masks, and wild weasels. It

does not have any weaponry. It is clear the Sentinels didn't want them to gain too much.

The Houseboat

Sure enough, pushing through the brambles down to the riverbank, there's the houseboat the characters were told about. Getting closer, they suddenly hear the whinny of a horse.

"Yo, folks," hails a tall, short-haired blond man (Cannonball). "What might you be wanting in these parts?" He carries a large and dangerous looking energy rifle. A woman steps up behind him, her red-skinned features framed in a barbaric mixture of Norse and Indian dress (Mirage). She, too, carries a dangerous-looking rifle. Moving forward, she nods to her companion and then stares intently at the characters.

At this point, all the PCs are subjected to Mirage's image generation, as she demands to know what they seek. Provided the PCs have come with good intentions, they pass Mirage's test. On board, they meet the third member of the houseboat crew, Lila Cheney.

Unknown to everyone, this rather interesting reception has been observed by a third party — Marco Pene, hound for the Sentinels. As the characters disappear into the boat, he slips away to make his report.

After any amenities that can be managed (a cup of tea or crackers), Cannonball grills the characters on the subject of teleports. Have they every met any? Do they know any teleporters now? Are any of them teleporters? What kind of teleport range are the characters talking about?

As Sam (Cannonball) Guthrie continues to question the characters, Lila and Danielle (Mirage) Moonstar unfold their plan. The three of them have found a free place, although they cannot say where. But the problem is getting there. It's a long way off and the journey is not possible for

the majority of mutants, so they have set out to build the Teleporters' Railroad. They're still in the beginning stages. They've only got one teleporter who can get there — Lila Cheney. "If the Teleporters' Railroad succeeds," breaks in Sam, his eyes aglow, "then we'd be able to rescue mutants right out from under the noses of our enemies!"

Suddenly the boat heaves upward and the floor underneath them explodes, shattered by the metallic fist of a Sentinel! Everyone is knocked off their feet and must make Endurance FEAT rolls or be stunned for 1-2 rounds. Lila is flung backwards, slamming her head against a bulkhead. Limp, she tumbles onto the remains of the floor. In the next round, the Sentinel surges further upward and the boat shudders and splits in half.

The houseboat is under attack by three Alpha Sentinels, one from below, one from above, and one from the shore. Each is specially equipped with a psychic lance to deal with Cannonball. This device produces a blast of psychic energy of Amazing intensity. Aside from the damage, it produces wracking pain, certain to keep Cannonball from blasting. Worse still, Lila Cheney remains unconscious and is slipping into the river. If she drowns there is no hope for the railroad. Mirage's first duty is to save her, leaving her teammate and the PCs to the mercy of the Sentinels.

After the player characters defeat the Sentinels, one of them notices a flashing ray of sun-shined steel from the corner of his eye. Wheeling about, he sees a black-clad figure leaping toward them, knife in hand, just as ... the world lurches.

Home Away From Home

"Aiiiiieeee!" howls the black-clad figure as he slams and skids across the metal ground, wrenched out of his murderous trajectory by an unknown hand. The knife springs

from his grip and cartwheels, point to handle, to the base of a railing.

With a gasping whimper he struggles up, stumbling toward his knife. One arm dangles uselessly at his side. His dark shirt is torn and streaked with blood.

The stranger is Marco Pene, unwittingly teleported with the group to Lila's home, the Dyson Sphere. Originally planning to kill one of the group and escape into the river, Marco now finds the tables turned. Blindly panicked and utterly terrified, he attacks anyone who comes near him. If captured or surrounded, he collapses like an empty balloon, breaking into hysterical, panting screams. "What have you done! What have you done to me! You've killed me! I hate you all!"

The characters find themselves on the umpteenth-hundredth deck of some gleaming metal tower. All around are rising towers, arched threads of bridges, cantilevered gardens, musical statuary, and even more bizarre delights. In the distance, a few lone figures move about. Lila Cheney has brought them home.

As the PCs get oriented, Sam and Dani apologize for the surprise. Here is where the Teleporters' Railroad will end, explains Sam, in a world secure from the Sentinels and all they mean. A world for all mutants. But now they must make plans.

After being shown apartments more lavish than any they have seen in ages, after they have bathed and changed into the first clean clothes in perhaps weeks, and after they have eaten all they could want of things they cannot identify, their hosts get down to business. The essential problem, as they see it, is that they haven't been able to locate any mutant teleporters, much less any with the power to reach this place. Therefore, they have to do something to improve their chances. To that end Mirage has worked up a

plan. If, just if, they could secretly tap into the Sentinel sensor net, they should be able to use the Sentinels' own equipment to find the mutants they need. The job is more than the three of them can accomplish and they need the help of the player characters.

Clearly, the most logical place to make the tap is at SenSatCom (Sentinel Satellite Command). All orbital sensor data passes through here and, as an extra bonus, they'll also be able to listen in on the communications of the different Sentinel HQs. SenSatCom is also one of the few remaining command installations to still employ human civilians. However, getting in, planting the device, and getting out are not going to be any easy matter.

Player characters who have read the computer files of Dr. Yagami Fuchido (from *MX2: The X-Potential*) know that he was doing extensive research on classification of mutant types. His research has uncovered a method of sensor analysis, allowing him to identify basic mutational powers. Any character who read the material can attempt a red Reason FEAT roll to remember the basic calculation necessary to identify a teleporter aura. Characters who fail the roll or never had the chance to read the files carefully still remember the nature of Fuchido's research. This, too, can be accessed from SenSatCom.

Player characters who had a chance to look over the computer files at the Sentinel factory should make a normal Reason FEAT roll. If successful, the character remembers seeing a computer file that listed the known powers of all mutants in internment camps. Like Fuchido's work, it should be accessible through the computers of SenSatCom.

The three have already begun work on the plan. Sam and Lila have scouted the area and found a suitable teleportation point within the grounds. From the alien devices,

they have managed to construct a powerful hyperspace tap that will relay the information directly to the Dyson sphere.

Sam, Dani, and Lila are willing to wait until the PCs heal any damage before starting the mission. They are unwilling to wait longer than this. Every day there are fewer and fewer mutants, and every day their chances of success are less. Player characters can explore and investigate the alien technology while they wait. Lila has no objection to this, but points out the obvious risk — in this case a large crater about a mile away. "A little too much trial-and-error," she explains. Player characters who do experiment need not make any Reason FEAT rolls, although you can have them throw the dice all you want. They should only find equipment you want them to have.

While the PCs recover, so does Marco Pene. There is no one else in the region of the tower with time to spare on Pene, so he becomes the PCs' responsibility. After overcoming his initial shock, Pene sits about in sullen despair. He knows the Sentinels think he has defected. He is now a criminal. Any promise of the good life from that source is gone. As time goes on, however, Pene begins to look about him. Here, in the sphere, is the kind of life he had lost. If he were to hook up with these clods, at least for as long as he needed them, he might yet come out of this on top. If confined, he promises to behave if released. In most ways he becomes a model prisoner.

It is love, however, that finally does Pene in. If any female PC (of reasonably normal appearance) treats him honestly and kindly, psychological and emotional forces take their toll. Too proud and well-bred to be subservient or fawning, he does his best to be genteel, polite, and kind. After a time, it is clear what his feelings are.

However, love does not change his basic personality. He is still vengeful, greedy, and arrogant. He has many flaws to which he is totally blind.

If the characters mock him, he retreats further into himself, all things good turning to hate and bitterness. If he is treated with respect and his feelings are not dishonestly used (something he has done enough to recognize in others), Marco finally offers to help. He has deduced, through the whispered conversations and the secret plans, what the group intends to do. He has been to SenSatCom in the past. If they take him along, he will help them once they get inside. His motives for going along include his new emotions and a burning desire to strike back at something, anything, he hates — in this case the Sentinels. It is up to the PCs to trust him — or not.

The Raid

When all the preparations are made, Lila assembles the group and prepares to go. The plan is simple. Lila teleports them all into the compound. She, guarded by Mirage and Brightwind, remains behind. Since Cannonball is not a great master of stealth, he will split off from the group to create a diversion outside the compound's perimeter. It is up to the player characters to place the tap. Since all satellite signals are scrambled, the tap must be placed inside, on the main antenna junction to pick up the signal after it has passed through the de-scrambler. Sam figures it will take the Sentinels about 30 minutes to arrive. After 30 minutes, Lila and anybody with her will teleport back to the sphere. Anyone who is not present then is left behind. If the Sentinels arrive sooner, Lila is to immediately leave. For anyone who is left behind, there is a secondary pick-up point 30 miles north of SenSatCom, in an old cemetery. Lila will show up there the next night around three in the morning.

Marco Pene: If Marco accompanies the raid, he stays with the player characters. He knows the locations of the checkpoints and can warn characters of these. He gives a +1 CS to the location of other alarm devices. He gives a +1 CS to attempts to locate the correct place to set the tap. If cornered or things look bad, he will fight back his emotional attachments and turn the PCs in to save his own skin. Second, he is vengeful. Given a chance, he will take out some of his hatred on his former masters. If any PC has treated him badly, Marco also uses this raid to exact vengeance on them. Marco is teetering on the edge of sanity at this time.

Features of SenSatCom

Guardposts: Each post has three human guards. All are armed with machine pistols. A concussion rifle is kept behind the desk, along with a silent alarm that broadcasts on local Sentinel frequency. It takes one round for the guard behind the desk to activate the silent alarm. If the alarm is triggered, Sentinel arrival time is pushed forward 10 minutes.

Alarm Beams: These are standard electric eyebeams. If broken they trigger the silent alarm.

Random Person: This is a person walking down the hall or working at a desk. Most of these are secretaries or technicians. One in 10 will be a guard.

Blast Doors: These incredible material air-tight doors automatically close when the alarm is sounded.

The Computer Center: This room, filled with terminals and technicians, while tempting, is not the PCs' target. However, any character with Computer Talent can attempt to access a Sentinel file from here. The difficulty of the task depends on the

type of information needed. Since nearly anything that needs to be known is in these files, the range could run from easy to impossibly hard. As Judge, you must decide how difficult the task will be (based on what you want them to know).

The Main Junction: This is where the tap is to be placed. However, PCs must decide which of the 16 different-colored cables is the right one. You should secretly make a Reason FEAT roll for the character trying. Only a red result succeeds. The characters have no way of knowing if they did good until they return to the sphere.

The Bad Guys' Cavalry

In this raid, when the cavalry arrives it is not good news. If drawn by Cannonball's diversion, three triads of Alpha Sentinels will converge on a spot at the opposite end of the compound from Lila Cheney. Sam, seeing them arrive, kicks into stealth mode and bugs out as fast as possible. If drawn by the alarms, one triad will drop off to investigate the diversion while the other two continue on to SenSatCom. This time Sam bugs out, but with the intention of warning and rescuing the PCs while Lila and Mirage prepare to 'port away. If he can't get to them, the characters are left on their own to deal with two triads of Alpha Sentinels.

And In the End

If the raid on SenSatCom is a success, the player characters earn 30 Karma points each. They have made the dream of the Teleporters' Railroad a reality. Over the next few weeks, suitable teleporters are located. Some are easily contacted and convinced. Others are afraid or stubborn and want nothing to do with the plan. A few must be snatched right out from under the noses of the enemy. But the Railroad is a success. With more and more teleporters, more and more mutants are

rescued. The Dyson sphere is beginning to feel like home.

Salvation

Time is a river, the resistless flow of all created things. One thing no sooner comes in sight than it is hurried past and another is borne along, only to be swept away in its turn.

The Meditations of Marcus Aurelius

For this adventure, the player characters must have the Iron Man armor found in *MX3: Reap the Whirlwind*. If they do not have the armor yet, play out the adventure found in *MX3* which allows them to find it.

The Return of Shaw

Some time after the player characters have destroyed the Sentinel factory, they receive the following message through the Underground.

"I have need of your special talents, for I believe we have found a way to free ourselves from tyranny once and for all. It will make the factory and all that came before it meaningless in comparison. Return your reply through the usual channels.

"Shaw"

If the characters agree to meet him, an exchange of messages takes place until a suitable meeting time and place is found. In the last message, the one agreeing to the meeting, Shaw also writes, "It is of the utmost importance that you bring the armor. Wear it if you will, but bring it."

The meeting site that is chosen is a secure sight. When the PCs arrive, there are no Sentinels in sight nor will any arrive during the course of the meeting. Shaw will not make any attempt to harm or threaten the characters during this meeting either. He needs their cooperation in his plan.

If at all possible, Sebastian Shaw looks even more worn and haggard since their last meeting. Leading a



guerrilla war has taken its toll. After a cursory greeting he turns the conversation straight to business. His first questions are about the suit. Did the characters bring it? Is it still intact? Are any functions damaged? Only after he is satisfied on all these counts does he discuss his plans with the PCs.

As he quickly explains, because of their raid on the Sentinel factory, he was able to recover a number of old and new computer files from the Sentinel data banks. One related to a temporal transfer project his Blue Sky department had been working on before it was shut down. He was quite surprised then when he came across a new file showing that the project had been reactivated by the Sentinel research labs. After digging a little deeper and using what little influence he still has, he acquired the plans to a prototype temporal transfer (also known as time travel) machine. He has constructed the machine and it's all ready to go. It only needs three

things — a time destination, travelers, and a power plant.

The Right Time

The one thing Shaw hasn't been able to decide is how far back to go to prevent the current nightmare from happening. He offers the following list of what he thinks are the key dates of recent history.

- 1) The assassination of Kelly
- 2) The restart of the Sentinel Program
- 3) The passage of the Mutant Affairs Act
- 4) The attempted premiere of Alison Blaire's movie

The Travelers

He needs the player characters to serve as travelers. First, after their success at the factory, he has a respect for their skills. Second, he has to remain behind to operate the controls. Third (although he doesn't tell them this), if it doesn't work the

PCs will be out of his way. Already he considers their growing might and popularity a threat.

The Power Pack

Unfortunately, to power a single round trip, Shaw must drain the power pack of the Iron Man armor. Completely. Totally. Dead forever. "It is," he says, "the cost of freedom." If the player characters refuse, Shaw makes no attempt to detain them. He only sags back in his chair, an exhausted man.

Shaw is ready to begin work immediately. It takes him and his technicians several hours to hook up the power pack. During that time, he suggests, the characters should decide to when they want to go.

Goodbye, Goodbye

Finally, Shaw finishes. The temporal transfer device looks something like a cross between a giant tesla coil and a merry-go-round. Heavy cables run to the cannibalized suit of armor.

Shaw comes over and presses an object into the team leader's hand. "This is the recall. Press that button and you have 10 seconds to get everyone together. After 10 seconds, the device begins an automatic return cycle. Don't lose it — it's your only way back."

Once the group takes its positions around the device, Shaw pulls a pair of goggles over his eyes and begins the countdown.

"10. 9. 8, good luck! 7. 6. 5. 4, close your eyes! 3. 2, be sure you make the right..." "ONE!"

BVROOOOOP-WHUPPPP! The room explodes in pinwheels of light and suddenly the floor drops out from under the characters!

The characters have been dropped into a huge, darkened committee chamber. The salvation of the future lies ignominiously in a tumbled heap.

Hello, We Must Be Going

No matter what choice they made, the character have not arrived at the time they expected. As they look up from the floor, however, they will recognize this place. On the far side of the chamber is a single curved bar. At it sit a number of people, each spotlighted out from the darkness. In the center is a small witness table, also dramatically lit.

Scanning faces, the characters will recognize each and every one of them. They have been burned with hate into their memories. In the center sits "The Monster," Henry Peter Gyrich. The others around the table include Valerie Cooper, Raven Darkholme, Judge Petrie, and Frank Lowell. The player characters have landed in the private committee chambers of Project Wideawake!

Even as the PCs try to figure out what is going on, so are the council members. Suddenly Gyrich starts shouting for the guards.

Sunspot and Magma

The door to the conference chamber splinters open and fountains of lava burst through the floor on either side! Standing in the doorway is a large, night-black man. Behind him is a woman of living fire. The black figure strides in, easily batting aside a guard who rushes forward. "Don't even try it," says the woman to the other guards in the chamber.

"Gentlemen and ladies," says the black figure, addressing the bar, "I am Roberto Da Costa, although you may prefer to call me Sunspot. The woman behind me is Magma. I believe you can see how she earned her name. We represent the Mutant Alliance." With a flicker, the black figure is replaced by a well-muscled man dressed in the finest clothes.

"We have come to offer you a choice. It is a very simple one. Either you place the authority for Project Wideawake and the supervision of the U.S. government in my hands or — I kill you and take it all anyway.

There are currently 50,000 members of the Mutant Alliance, stationed throughout the halls of Congress and the Pentagon, awaiting my signal. Should I give it, they will use whatever force is necessary to gain control of the key areas of the government. Do not doubt that we will win.

"We offer you a nation living in peace with itself where Homo Superior can reach his fullest potential for the good of the nation. Do you accept our rule?"

At this point the PCs are faced with a difficult moral problem. If they allow Da Costa to carry out his plan (which will succeed unless they intervene), he will create a nation where humans are discriminated against and oppressed — a world the reverse of the one the characters came from. However, if they do intervene and defeat Sunspot and Magma in battle (thus preventing the coup), they will have saved Project Wideawake. They will have kept the future just as they know it.

There is no hope of changing Roberto's opinions, just as there is no hope of influencing Gyrich. But where persuasion fails, trickery and cleverness may prevail.

Hello, Hello!

If you decide the future has been improved and the nightmare halted, the characters reappear with a loud BVROOOOOP-WHUPPP! into a gleaming white lab. Assistants and technicians hurry over and unstrap them from comfortable chairs. Watching through a window is Sebastian Shaw, well-dressed and dignified. "Congratulations everyone, on our first trip through time!" he booms over the public address system.

If you decide the future has changed to one dominated by mutants, the scene is very much like the one above. However, the technicians and specialists wear the uniforms of the Mutant Alliance. Handling the more menial tasks are

humans — serving tea, running messages, polishing equipment.

If you decide the future remains as it has been, the characters arrive in the future just as they left it — oppressed and hunted.

Life in Hell

Nothing changes. Nothing ever will. It is just a long, hard struggle to stay alive or escape to another land. It keeps going like this until the Sentinels have destroyed all the mutants in the *Flames of Doom*

THE ARM OF THE STATE

Appendix #1: Sentinels

All Sentinels, regardless of model, share certain common characteristics. They are all 20 feet tall and humanoid in appearance. Their sensors are mounted in their heads, their computer brains in their chests. All can speak and communicate by radio. They can survive in all environments, even underwater or in outer space. They speak whatever languages they need and utilize all radio frequencies. They walk at Good speed, but cannot run or jump.

Sentinels are fitted with a special learning program. After three rounds of combat against a newly-encountered foe, all Sentinels gain a +1 CS in combat against that foe. All Sentinels are connected by radio/computer link and can share or retrieve data instantly. When patrolling for a known foe, they are normally fitted with special equipment to deal with that particular enemy. Just how any Sentinel has been customized is left for the Judge to decide.

All Sentinels are able to repair themselves provided they have at least 20 percent of their original Health points remaining, they have access to repair materials, and they have sufficient time to make the repairs. Repairs take 30 minutes per 10 Health points restored.

Mark IV Sentinel

F 20 Ex	Health = 165
A 20 Ex	
S 50 Am	Karma = 0
E 75 Mn	
R 6 Ty	Resources = 0
I 6 Ty	
P 6 Ty	Popularity = 0

Known Powers:

Flight: Can fly 9 areas per round using boot jets.

Mutant Detection: Can detect mutants within one mile.

Body Armor: Remarkable armor of Remarkable material.

Energy Beam: Full spectrum beams

fired from eyes. Incredible damage, 2 area range. Energy beams can also function as searchlights.

Gas Jets: Remarkable potency gas dispensers in palms with 2 area range. Gas can be any of several types — knockout, tear gas, poison, smoke, etc.

Catch-Web Cables: Restraining cables of Remarkable strength fired from wrists with a range of 2 areas.

Mark V Sentinel

F 20 Ex	Health = 190
A 20 Ex	
S 50 Am	Karma = 0
E 100 Un	
R 10 Gd	Resources = 0
I 6 Ty	
P 6 Ty	Popularity = 0

Known Powers:

Flight: Can fly 10 areas per round using boot jets.

Mutant Detection: Can detect mutants within one mile.

Computer Link: FM radio link to headquarters computer, allowing instant identification of known mutants.

Body Armor: Remarkable armor of Remarkable material.

Energy Beam: Full spectrum eyebeams of Amazing power with a range of 2 areas.

Gas Jets: Remarkable potency gas dispensers in palms with 2 area range.

Cold Beams: Liquid nitrogen spray from eyes. Target must make Endurance FEAT, checking the Stun column. Stunned characters are encased in Good material strength ice.

Mark VI Sentinel

F 30 Rm	Health = 250
A 20 Ex	
S 50 Am	Karma = 0
E 150 Shift X	
R 10 Gd	Resources = 0
I 10 Gd	
P 6 Ty	Popularity = 0

Known Powers:

Flight: Can fly 10 areas per round using boot jets.

Mutant Detection: Can detect mutants within two miles.

Computer Link: FM radio link to headquarters computer, allowing instant identification of known mutants.

Body Armor: Remarkable armor of Remarkable material.

Energy Beam: Full spectrum eyebeams of Amazing power with a range of 2 areas.

Gas Jets: Remarkable potency gas dispensers in palms with 2 area range.

Alpha Sentinel

F 50 Am	Health = 250
A 40 In	
S 50 Am	Karma = 0
E 150 Shift X	
R 20 Ex	Resources = 0
I 10 Gd	
P 10 Gd	Popularity = 0

Known Powers:

Flight: Can fly 12 areas per round using boot jets.

Mutant Detection: Can detect mutants within 10 miles.

Computer Link: Tight-beam laser units link each Alpha Sentinel to its headquarters, allowing instant identification and threat analysis of known mutants.

Body Armor: Incredible armor made of Incredible material.

Energy Beam: Full-spectrum eyebeams of Amazing strength with a 6 area range. Eyebeams can also produce concussion force blasts.

Insulation: Excellent resistance to electrical attacks.

Darts: Each carries 10 darts (fired up to 3 per round) in its main body. These have a range of 3 areas and cause Excellent edged damage.

Darts are ineffective against Incredible or better materials.

Omega Sentinel

F 50 Am Health = 290
A 40 In
S 50 Am Karma = 0
E 150 Shift X
R 30 Rm Resources = 0
I 20 Ex
P 10 Gd Popularity = 0

Known Powers:

Flight: Can fly 12 areas per round using boot jets.

Mutant Detection: Can detect mutants within 100 miles.

Computer Link: Using tight-beam lasers, Omega Sentinels are connected to a nationwide computer network. Data in any Sentinel computer is automatically available.

Body Armor: Incredible armor of Incredible material.

Energy Beam: Full-spectrum and concussive force eyebeams of Amazing power with a 7 area range.

Encephalo-scan: Automatic lie detection unless a red Psyche FEAT roll is made.

Insulation: Remarkable resistance to electrical attacks.

Darts: Omega Sentinels have 10 darts (fired up to 4 per round) carried in the main body. These cause Excellent edged damage to a range of 3 areas. They are ineffective against Amazing or better materials.

Learning Program: The +1 CS combat bonus is applied after only two rounds of combat.

Nimrod

F 50 Am Health = 300
A 50 Am
S 50 Am Karma = 70
E 150 Shift X
R 30 Ex Resources = In (40)
I 30 Gd
P 10 Ty Popularity = 0

Known Powers:

Flight: Nimrod is able to fly by magnetic induction up to 15 areas per round.

Matrix Battle Computer: Equal to the Omega Sentinel learning program, but the bonus can be gained from any observation of the target in action, including films.

Mutant Detection: Internal analyzer range is 20 miles, expanding to 100 miles when connected to computer network.

Body Armor: Amazing armor of Amazing material.

Energy Beam: Full-spectrum control including electro-magnetic, molecular, sonic, and concussive energies. These can be fired from any point on his body. The range is 4 areas and the damage is Monstrous.

Auto-Repair: Nimrod's improved auto-repair allows regeneration on the molecular level. His repair mechanisms function if he has at least 10 Health points remaining. For every 20 points of Health restored, he must reduce one other power by two ranks. Nimrod will retreat rather than let his overall power level drop below Excellent. Recent improvements in his auto-repair allow him to repair 10 Health points every 15 minutes.

Disintegrator Beam: This obliterates one cubic yard of inorganic material each round. The range is 2 areas and the beam affects any material of Incredible strength or less.

Pressor-Tractor Beam: This allows Nimrod to move objects toward or away from him. The beam can move an object 1 area per round for every rank above Good that Nimrod applies. The Strength of the beam is Monstrous. If the target strikes an object the damage applied is equal to the strength of the beam (object struck determines the type of damage).

Force Field: Nimrod can make an Incredible Strength force field.

Teleportation: Nimrod can teleport (maximum range five miles, line of sight if unfamiliar) on a successful Psyche FEAT roll.

Nerveshock: Anyone touching Nimrod must make an Endurance FEAT roll or be stunned 1-10 rounds. Characters held by Nimrod are stunned until released.

Inhibitor Field: Nimrod can project a psychic inhibitor field in the area he is in and all adjacent areas. Anyone attempting psychic actions must make a red FEAT roll to break the field.

Scanners: Nimrod cannot be deafened or blinded. His scanners operate at Class 1000 rank. Characters within 2 areas can be scanned and analyzed, determining type and ranks of all powers and abilities. He is able to extrude a micro-satellite dish from his own form, allowing him to patch into any satellite and access its sensors and communication network.

Shockweb: This creates an energy web of Amazing material strength and Remarkable damage. Those entangled must make an Endurance FEAT roll or be stunned until released. The web can be projected out to 2 areas and covers 1 area. Nimrod must make a Remarkable FEAT roll to succeed. The web lasts one round, but successive attempts can be made from round to round.

Holo-form: Nimrod is able to encase himself in a holo-field, allowing him to assume a normal human appearance. This field allows him to change his apparent mass and height upon assuming the new form. Programming prevents him from assuming the form of a known human or mutant.

NON-PLAYER CHARACTERS

Appendix #2: Non-Player Characters Cannonball

Sam Guthrie, Rebel, Mutant

F 30 Rm	Health = 90
A 10 Gd	
S 10 Gd (30 Rm)	Karma = 10
E 40 In	
R 10 Gd	Resources = Pr (Ex)
I 10 Gd	
P 20 Ex	Popularity = -10

Known Powers:

Flight: Cannonball flies by generating thermo-chemical energy and releasing it through his skin. This is usually accompanied by heat, smoke, flame, and noise although he has, through practice, managed to suppress these effects for short periods of time (one round automatic and an Endurance FEAT required for each additional round). Furthermore, desperate practice has allowed him to refine control over his weakest area, turning. Thus, he only needs to make an Agility FEAT roll when turning 180 degrees or greater. When flying, he can travel at Amazing air speed in a straight line. His strength increases to Remarkable while flying. He can make Monstrous level charge attacks and can carry opponents with him on a Power FEAT roll. He can travel about one mile on a single blast of power. If surprised, he may involuntarily shut off his power (Psyche FEAT roll to avoid), making him vulnerable the next round.

Force Field: While flying, Sam's blasting energy protects him with a force field of Monstrous level against physical and energy damage. This extends to those things and people he is carrying. If he drops someone, they take damage as if he struck them at his current speed. He is not immune to mental or magical attacks while blasting.

Talents: Sam is knowledgeable with most personal weaponry and has

Marksman Talent with Guns. He has also mastered some of the basic survival techniques — building masks, jammers, and a variety of anti-Sentinel devices.

Contacts: Nearly all those Sam Guthrie knew and loved from his youth are dead. His few remaining contacts are either those of his cell — Mirage and Lila Cheney — or are allies to the cause. These include several journalists and human sympathizers. When working through his Earth-based contacts, Cannonball's resources are only Poor. However, when visiting Cheney's world, Sam's resource level improves to Excellent, although he is limited by what can be teleported back.

Background: Sam Guthrie has all the icy cool of an awkward youth grown up. He has overcome his clumsiness and naivete through rigid control and self-criticism. He acts and moves like a man forever on the edge of an explosion. He has seen his old teammates slain, his own life destroyed. He just might be ready to fall over that edge.

Lila Cheney

Intergalactic Thief, Ex-Rock Star, Mutant

F 10 Gd	Health = 66
A 20 Ex	
S 6 Ty	Karma = 20
E 30 Rm	
R 20 Ex	Resources = Pr (In)
I 10 Gd	
P 10 Gd	Popularity = 10

Known Powers:

Specialized Teleport: Lila Cheney has extremely long-ranged teleportation powers, with some known limitations and several untested abilities. It is known, for example, that she can teleport over interstellar distances, but she has never been tested teleporting for shorter hops. It seems that distance may also be a factor in how well she knows her target point. For years she assumed she could

only teleport between known locations. However, it now seems that the farther she teleports, the less precise destination information is required. Thus, she can teleport interstellar distances when she knows only the spacial coordinates of the target planet and the general terrain of the target area. However, shorter distances (intercontinental hops, for example) require a much higher degree of precision. These jumps can only be made with greater risk. When attempting a shorter hop, she must make a successful Psyche FEAT roll or become lost, randomly appearing somewhere else at the same relative distance (but not necessarily direction) she was 'porting. Lila actually finds it easier to travel from one point on Earth to another by hopping to her interstellar home (see below) and back. When she teleports, she indiscriminately carries all objects (including robots and equipment) that occupy the same area as she. While she has not been able to selectively teleport other persons, she has practiced controlling the radius of her teleport effect. To date, it now ranges from a five foot radius around her to one full area.

Dyson Sphere: Lila's adopted home (perhaps her true home) is a Dyson sphere, an artificial world. Built as a huge globe 200 million miles across, this world encloses a small star. The inside is covered by ancient cities, apparently long abandoned. This is the home Lila Cheney has bestowed to the mutants of earth. Within the sphere are a number of high-tech devices, only a few of which Lila is familiar with. She is willing to experiment with other devices, but is extremely cautious since other trials produced spectacular but hugely destructive results. The complexity of unknown equipment found on the sphere should be considered Unearthly.

Talents: Lila has Performer talent and is also a thief of Incredible ability. She speaks several languages, not all of

them native to Earth. She is not a fighter and never really wants to be one.

Contacts: Lila's contacts are numerous. Although her popularity on Earth has fallen greatly (since it has been publicly revealed that she is a mutant), she is still remembered in Europe and can manage to sell a few records there. She has many contacts within the music industry, although they will not openly come to her aid anymore. From her exploits in the past, she has several contacts in the intergalactic underworld and playboy cultures. She is Sam Guthrie's lover, a feeling mutually shared.

Background: Little is known of Lila's past. She deliberately never talks about it. She claims to be of Earth, but once named the sphere as her home. It is clear she was once a thief and adventurer through parts of the galaxy. She has a very strong instinct for self-preservation which she sometimes finds difficult to ignore. Though she professes to only do things for herself, it is clear she loves Sam Guthrie and just may believe in the mutant cause.

Magma

Amara Juliana Olivians Aquilla, Consort of Sunspot, Mutant

F	16 Ex	Health = 100
A	20 Ex	
S	10 Gd	Karma = 60
E	40 In	
R	30 Rm	Resources = Gd
I	20 Ex	
P	20 Ex	Popularity = 10

Known Powers:

Earth Control: Magma can control the movement of plates and lava within the earth. She can cause small earthquakes and fountains of lava out to a 4-area range (Monstrous ability and damage). She can turn any rock (or rock-like material) into lava and shape it at will. She can control lava only in her fiery form. On rare occasions, she subconsciously

brings her power into effect, mostly when she is extremely upset.

Body Armor: In Magma form, Amara is a woman of flaming lava, giving her Good protection from physical damage and Unearthly protection from fire and heat. Water does not significantly affect her.

Lava Blasts: Amara can project magma from her hands, using the Energy column at Remarkable Agility. She has a range of 3 areas and can cause up to Monstrous damage. She can use these to tunnel through solid matter (Monstrous material strength or less) at a rate of 2 areas per round.

Healing: When in contact with the earth, Magma recovers one Endurance rank every 10 turns, regardless of activity, provided she remains in contact with the ground for that time. If reduced to 0 Health points while on the ground, she falls unconscious for 1-10 rounds. After this, a successful Endurance FEAT roll allows her to regain consciousness with full Health points and abilities. All of her powers weaken when she is out of contact with the ground (or something fixed to it) for over 10 rounds. In this event, she suffers -1 CS for every 10 rounds up to a maximum of -3 CS.

Talents: Amara is a skilled fencer, gaining +1 CS when fighting with a sword. She speaks Latin and English.

Contacts: Aside from her family in Nova Roma, Amara has contacts with any of the original New Mutants still alive, the Hellions, and the Hellfire Club.

Background: Born to the ancient nobility of a lost civilization, Amara has since made her permanent home in the modern world. She is drawn to Sunspot, as each feeds off the other's assured superiority, ambition, and passionate nature. For her, Roberto is the closest man she has met to match the strong-willed ideal

of her people. Amara is headstrong, temperamental and sensual, confident enough of herself to freely show her passions and ambitions.

Mirage

Danielle (Dani) Moonstar, Rebel, Mutant

F	30 Rm	Health = 80
A	20 Ex	
S	10 Gd	Karma = 20
E	30 Rm	
R	10 Gd	Resources = Pr
I	20 Ex	
P	40 In	Popularity = -10

Known Powers:

Image Generation: Mirage has the power to create realistic images from the minds of others. This power works at Unearthly ability. Mirage must select an image of some desire, fear, or emotional impact (greatest fear, heart's desire, father figure, etc.). If the target fails a Psyche FEAT roll against her power, he will see the desired image. Indeed, the image will be visible to all, although only the target(s) will react to it as real. Mirage's range is normally line of sight, but it can also function through any direct vision-enhancing system (binoculars or a telescope, for example). The vision only lasts as long as she concentrates. The power also functions on animals, but the image is only seen by the target.

Limited Telepathy: Mirage, while not a full telepath, possesses a telepathic rapport with higher animals, especially dogs, wolves, foxes, coyotes, cats of all types, and birds. The ability even functions on mutants able to assume animal forms. She can share their feelings and senses, and can even see through their eyes. This ability functions at Monstrous rank.

Death Sense: Granted to her by the Valkyrior of Asgard, this is Mirage's power to sense another's imminent death. This usually manifests itself as a "death glow" surrounding a

person at the start of some undertaking (such as an adventure). Although this can be determined by making a FEAT roll for her ability, it is recommended that the Judge decide when this power will or will not function (especially in relation to player characters). If a death glow is detected, that character will attract attacks and will be unable to spend Karma on Endurance FEAT rolls for the course of the adventure.

Brightwind: Another result of her sojourn in Asgard is the Valkyrior horse Brightwind, a pure white winged stallion. Brightwind is in constant psi-link with Mirage when on Earth. The steed has Excellent Strength, able to carry up to 800 lbs. when flying. It flies at Excellent speed. Its psi-link allows it to know when Mirage is in danger and it will defend her to the death. It can make three attacks (bite and hooves), one for Excellent and the others for Remarkable damage.

Equipment: Although Mirage has never relied on equipment as part of her image, her lack of physical attacks has forced her to use weaponry to battle the Sentinels, who are otherwise immune to her powers. She most commonly carries a highly potent plasma rifle (Range 3 areas, Monstrous damage). She may be carrying other weapons.

Talents: The hard life of rebellion has taught Mirage many things she never thought she needed to know. She is a Remarkable shot with all personal weapons. She, like Cannonball, has learned to build masking devices, jammers, wild weasels, and a host of other anti-Sentinel gear. Her experiences have also given her the benefits of Leadership, although there are precious few left to lead.

Contacts: Aside from those she knows in the Underground, Mirage has only one forbidding contact—Death.

Background: Mirage is a woman in

pain. Once, as a youth, she had been happy, excitedly unsure of herself, and interested in the normal desires of a teenage girl. Now she is nearly overwhelmed by continual visions of death—she sees it in the auras of Underground contacts, in her dreams, and in her hopes for her own future. Everything she ever had is gone. Everything she wants—a man to love, peace, and freedom from her terrible duties—seems beyond her grasp. Without these, she is gradually slipping away, becoming a mirror image of her sole contact, becoming a true Valkyrior in spirit.

Mystique

Raven Darkholme, Member of Project Wideawake and DARPA (Defense Advanced Research Planning Agency), Mutant

F	20 Ex	Health = 90
A	20 Ex	
S	10 Gd	Karma = 150*
E	40 In	
R	30 Rm	Resources = Mn
I	20 Ex	
P	40 In	Popularity = 20

* Mystique's Karma reflects her inordinate influence and Popularity as Raven Darkholme.

Known Powers:

Imitation: Mystique is a metamorph, able to mimic the form of other humans and human-related creatures including mutants, inhumans, and other super-powerful beings. This metamorphosis appears to occur at a cellular level and is initiated by a psychic field. This field extends to her clothing as well, but Mystique has been unsuccessful at projecting it farther than this. Her ability to imitate is Unearthly, down to vocal cords, fingerprints, retinal scans, and smell. She can even generate additional limbs within the restrictions of her mass. She cannot increase or decrease her overall mass and maintaining a larger physical shape is a great strain. When doing so, she

must make an Endurance FEAT roll every round. She cannot assume an overtly non-humanoid form. The change process requires one round. Her normal appearance is that of a midnight-blue skinned woman with straight black hair.

Combat Suit: Mystique occasionally uses a special combat suit. This absorbs any electrical attack, redirecting it as a general energy blast (Range 2 areas, Damage -1 CS of attack that struck her). The suit also inhibits undesired teleportation attempts against her.

Psionic Scrambler: Within her suit is an electronic scrambler which masks her true thoughts from outside detection. With the improved abilities of the Sentinels, she has modified the scrambler to transmit truthful brain-wave patterns when necessary. A successful Psyche FEAT roll vs. Monstrous intensity penetrates the scrambler to the extent that its presence will be detected and vague patterns of Mystique's true thoughts will be read.

Weapons: Mystique commonly carries an assortment of small gases, explosives, flares, acids, and the like. All of these are of Incredible potency. She normally carries a garrote and knife which she is Excellent with. Her connections with Project Wideawake, DARPA, and the Sentinels allow her access to any weaponry in the United States Arsenal. Furthermore, her control over the Sentinels allows her full use of these machines, too.

Personal Mask: Although she has embedded non-detection orders within the Sentinel programming, Mystique cannot control non-Sentinel scanners. Thus, she always carries a micro-mask on her person. This is concealed as her DARPA identification card. The mask has a Feeble range but a Monstrous density. However, its micro-miniaturized circuitry creates an enormous power drain on

its tiny battery. Thus, the mask cannot be run for more than five minutes without recharging. Mystique only switches it on to pass through checkpoints, turning it off immediately afterward.

Talents: Mystique is trained in basic weapons up through energy rifles, all of which she uses at Excellent levels. She knows martial arts styles B and C. She has Leadership skill.

Contacts: Mystique, in her Raven Darkholme persona, has extensive contacts within the U.S. government, including all remaining members of the Project Wideawake council. Likewise, her contacts are well-established within the defense industry, all of whom now work on Sentinel projects. As Mystique, she has maintained contacts within the tiny Mutant Underground. She never betrays these contacts, since this would dry up her source of information. Of late, Mystique has also been building overseas contacts with a variety of governments and under a variety of guises. She is doing this in preparation for her plans to secretly rule the world.

Marco Pene

Government Hound, Mutant

F	16 Ex	Health = 35
A	20 Ex	
S	10 Gd	Karma = 60
E	15 Gd	
R	10 Gd	Resources = 0
I	16 Ex	
P	20 Ex	Popularity = 0

Known Powers:

Mutant Vision: Pene is able to detect the body aura of mutants in much the same manner as organic scanners. To his eyes, mutants radiate a peculiar colored aura, invisible to normal means of detection. He has no ability to see the aura of normal or even anomalous humans. His detection ability operates at Unearthly rank and is not fooled by electronic

images that would deceive a Sentinel. His range is only limited by terrain and visibility, although it does not function with electrically enhanced or processed images.

Mutant Flash: Upon detecting an aura, Pene can alter the bio-electrical charge of the field, making it visible to normal sight. He can also control the intensity of this field. By pushing the field to the utmost of his ability, Pene can cause a mutant to "burst" in a blinding flash of Incredible intensity light. This only affects those characters in the same area and must be focused upon a mutant (although Pene can use himself as the focus). Affected characters are blinded for 1-6 turns. Pene himself is not affected by his own power, primarily because he knows just when the flash will occur.

Talents: Marco has Sharp Weapons and Languages talents. He normally carries a stiletto boot knife when out on missions.

Background: Born and bred in wealthy society, Pene grew to be an elitist snob. All his life he was told that he and those of his station were better and more necessary than the great unwashed portions of the population—the middle class and poor. When the first rumblings of Project Wideawake surfaced, his parents wasted no time in determining whether they had the "correct" genetic status, only to be shocked to discover that they were anomalous humans. Wisely, yet arrogantly, they joined the small flight of other wealthy families to live among the expatriate colonies of Europe. Here Marco's feelings of superiority and social class were only enhanced.

After his parents died in a tragic boating accident, Pene foolishly chose to return to the States to live with relatives. He confidently expected his family's money and influence to keep him safe from all trouble. He was extremely wrong. He was quickly shown to be a mutant to the dis-

gust of all his society friends. His inheritance was confiscated, relatives turned their backs on him, and he was finally deported to an internment camp. His world of wealth and privilege collapsed.

Though morally bereft, Pene was not a weakling. Life in the camps make him tough, brutal, and desperate. He came to hate mutants for all they had done to him, hate himself for what he had become. After several murderous rages and attempts on his own life, his power manifested itself. For pathetic, spoiled Marco Pene, it was his ticket out of Hell.

It only took a little persuasion to convince Marco to sell out. All he had to do was a little something for the jailers and they would see he lived in style. Why, with enough cooperation, he might even return to his old life. Marco jumped at the chance; he became a hound.

Life as a hound, however, never did turn out to be what he expected. His cooperation didn't seem to make a difference. In the eyes of the SWA-T:AM men he worked with, Marco was the lowest of the mutants, one who sold out his own kind. Other mutants knew what he did and hated him for it. Alone and unloved, Marco retreated and sheltered in the one thing he knew how to do—the hunt, the bloodlust, and the kill. Yet even that has not been enough.

Sunspot

Roberto Da Costa, ex-New Mutant, Leader of the Mutant Coalition, Mutant

F	20 Ex	Health = 76
A	10 Gd	
S	6 Ty (40 In)	Karma = 30
E	40 In	
R	16 Ex	Resources = Ex
I	10 Gd	
P	20 Ex	Popularity = 10

Known Powers:

Enhanced Strength: Sunspot is able to convert solar energy into Strength,

up to the rank given in parentheses. When doing so, he turns glowing black. In sunlight, he can use his power for unlimited rounds. In darkness or shade, the ability is limited to 8 rounds after which he must make an Endurance FEAT roll each round. The first failed roll results in a -1 CS for that round. On the second failed roll, he falls unconscious.

Talents: Roberto speaks English, Portuguese, and Latin. He is knowledgeable in Leadership and political science. He has a natural charm with women.

Contacts: Sunspot has many connections through the original New Mutant group, the various X-Men, and the Hellfire Club which his father was once a member of.

Background: Sunspot has come a long way since the days of the New Mutants. In his world, the death of Kelly initiated a virtual war between mankind and mutants. It is a war Sunspot is determined to win. In this he has not changed, he is still as stubborn and hot-headed as ever. However, he has lost the youthful hope and belief he once had. Although he talks of a better world, it is hard to tell if he is even listening to himself anymore.

The Hardware of Hell

Throughout their adventures in this new land of horror, the player characters are going to need some specialized pieces of equipment. These are only summarized here; complete information on each can be found in *MX1: Nightmares of Future Past*.

Jammers: A jammer blocks the scanners of Sentinels. Jammers hide mutants, but also create a "white hole" in the Sentinels' map. They do not know what is there, but they know that it is something important. They will immediately try to find the source of the jamming. Jammers can

be used as effective diversions.

Jammer range is determined by ranks, as given below.

Rank	Radius Range
Shift 0	1 area
Feeble	2 areas
Poor	4 areas
Typical	6 areas
Good	20 areas
Excellent	1 mile
Remarkable	5 miles
Incredible	20 miles
Amazing	50 miles
Monstrous	150 miles
Unearthly	500 miles

The time required by Sentinels to find a jammer can be found by making a FEAT roll vs. the jammer's rank.

White result — one hour
 Green result — 1-10 hours
 Yellow result — 1 day
 Red result — 1-10 days

Jammers of Typical rank or less are automatically found in one hour or less. Jammers are not easily portable.

Black market cost: equal to range rank.

Wild Weasel: This is a decoy that appears to be a mutant to Sentinel scanners. One or more false images can be created. The wild weasel can hide a mutant in a forest of false images, but attracts Sentinels. The ranges are the same as jammers. The number of images created is equal to the rank number. Wild weasels can be programmed to create images of particular mutants. When checking to see if Sentinels discover the source of a wild weasel, use the same results as for jammers but read each result as one greater. Thus, a green result means one day is required. A wild weasel is the approximate size of a television.

Black market cost: Highest rank +2 CS.

Masks: A mask device conceals the

telltale signature of a mutant, making him appear "normal" to Sentinel scanners. Masks are rated by range and number of persons they can protect.

Rank	Range	Characters
Feeble	2 feet	1
Poor	4 feet	2
Typical	6 feet	3
Good	8 feet	4
Excellent	10 feet	6
Remarkable	1 area	8
Incredible	1 area	10
Amazing	1 area	15
Monstrous	2 areas	25
Unearthly	4 areas	40

In addition, a mask has a separate rating for how effective it is against Sentinel scanners.

Black market cost: Highest rank +3 CS.

Minutemen: This device creates an image of a mutant to lure Sentinels within range and then detonates. Each day a FEAT roll is made for the device, based on the rank of its lure. One Sentinel arrives for each color result. A separate rank determines the power of its blast (treat as an edged attack on each Sentinel). Other types of minutemen can be designed.

Black market cost: Highest rank +1 CS.

I.D. Cards: I.D. cards are necessary for mutants to move about and work without suspicion. They must be shown for all basic purchases and upon demand by any law officer or Sentinel. Those without cards are automatically criminals. Since cards rely on fingerprints and photographs, "borrowed" cards are seldom of use to characters. Cards can be forged and are of various ranks of quality. When inspected, the rank of the card is compared to an Intuition FEAT roll to determine success or failure.

Black market cost: Rank of card +1 CS.

Appendix 3: The Great Debate Cards

Solution #1:

We are engaged in nothing less than a war of extermination, a battle that must be fought with every breath to the bitter end. Therefore, the only way to succeed is to gain the support of those people who have been dispossessed and crushed by the Sentinels.

The rebellion must be one that comes from the people. To succeed, it must topple the present government, since this has been corrupted by the Sentinels. It must have the support of the majority of the population. This can be done with political education and a program to abolish the social injustices of society. The army should be the people, living among them like fish in water. Therefore, efforts must be concentrated on wearing down the enemy, discrediting him, and forcing him to commit acts against the populace. The CRA must be ready to exploit the hatred of the people, turning them against the Sentinels and recruiting them to the cause. The army must always pick its own fights and never attempt a stand-up battle against the Sentinels unless it has overwhelming odds. Sabotage and infiltration are the tools of the army. Finally, the CRA must be willing to accept help

from any source that is willing to offer it.

Proposed by Albert Rubin

Solution #2:

The CRA must build itself into a proper army that can take on the Sentinels. The officers and men have already learned from their mistakes and the support of the British will provide the equipment to rebuild. When all this is done, the CRA can take the Sentinels on in a face-to-face fight. As the CRA succeeds, the people of Canada and America, who really don't like the Sentinels, will flock to the CRA and the army will continue to grow. Sabotage should not be used, because this looks bad and will lose the support of potential recruits. There is no particular need for political training of the troops, because they are already dedicated men. Instead, propaganda should concentrate on maintaining their fine morale and letting the people know that the CRA is coming to free them.

Proposed by Rear-Admiral Turner

Solution #3:

This is a war of mutants against their oppressors. There is no way mutants are ever going to be accepted by normal people ever again, not after all that has happened. The goal of liberating all of North America is just not practical. The CRA should con-

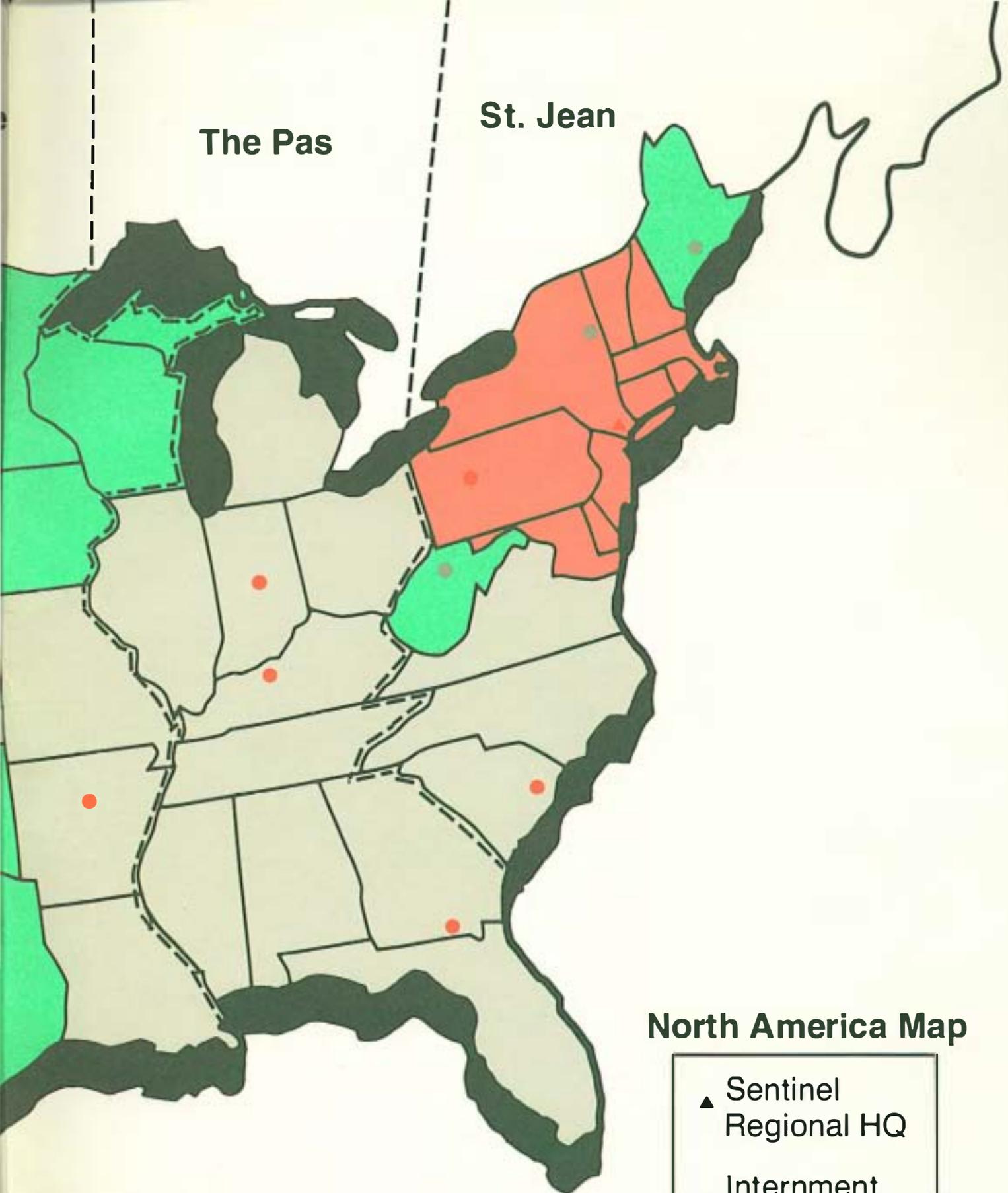
centrate on building its army and attracting all the free mutants it can. When it has assembled a big enough force, it should fight to free a limited area (all of Canada at the most). Once a secure area has been established, the CRA can demand a truce and set up a mutant homeland. With enough might, the CRA can force the Sentinels and the U.S. government to meet its terms. The British will give guarantees on the security of this homeland. With this done, the CRA can get to the more important business of rebuilding what is left of society.

Proposed by Petries

Solution #4:

The war can only be fought to destroy every Sentinel in North America. That is the only way things can ever hope to return to any type of normal life. Therefore, the concern of the CRA is to wage war, since it is pointless to plan for anything else. The situation is grim and the CRA can't afford the luxury of waiting to build stronger forces. Therefore, it must begin small actions aimed at gaining more supplies and equipment and providing a high visibility to attract new troops. It must also get stepped-up supply shipments from Britain and begin planning a proper campaign with clear military objectives.

Proposed by Nick Fury



The Pas

St. Jean

North America Map

- ▲ Sentinel Regional HQ
- Internment Camp

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by David "Zeb" Cook

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