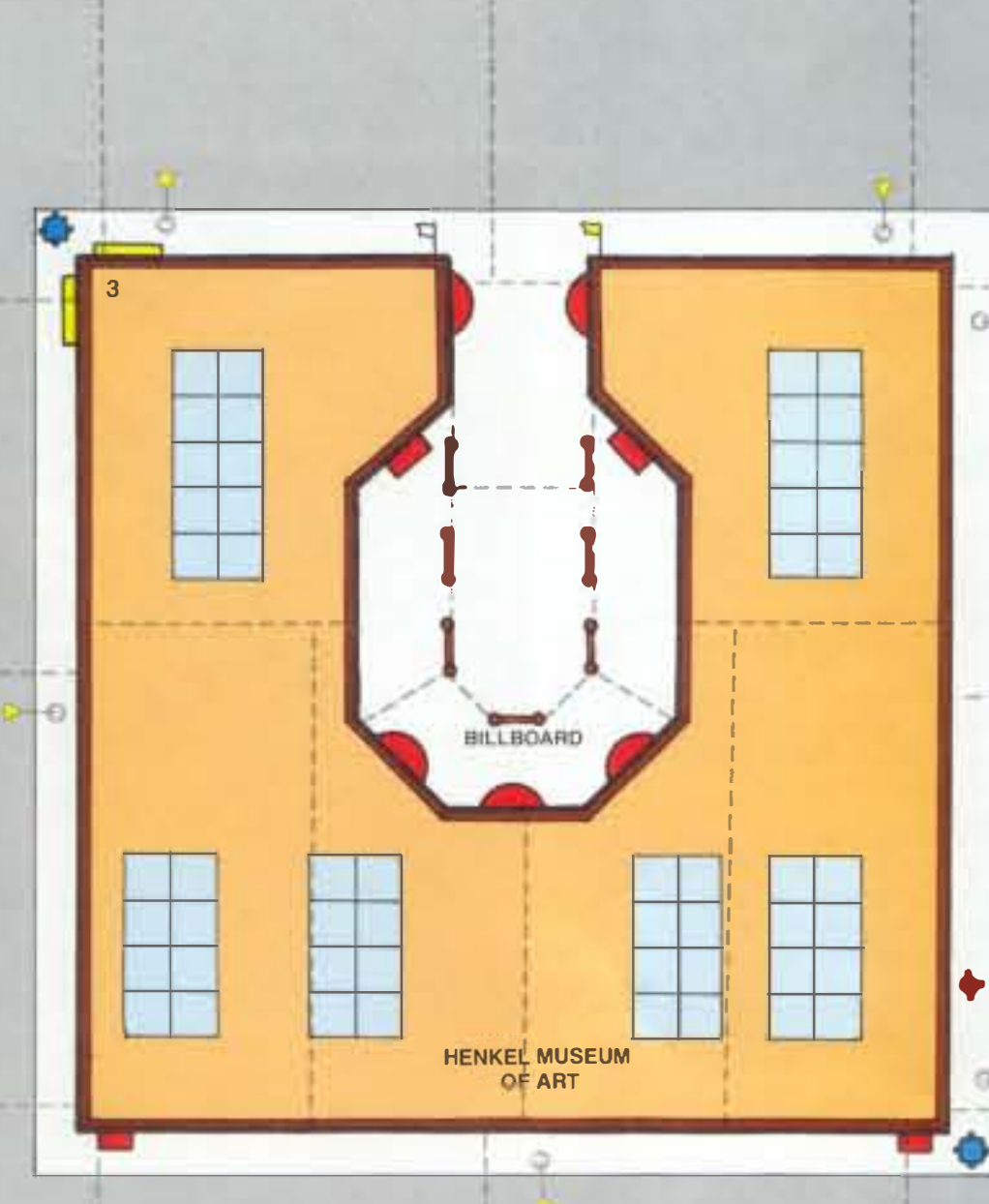
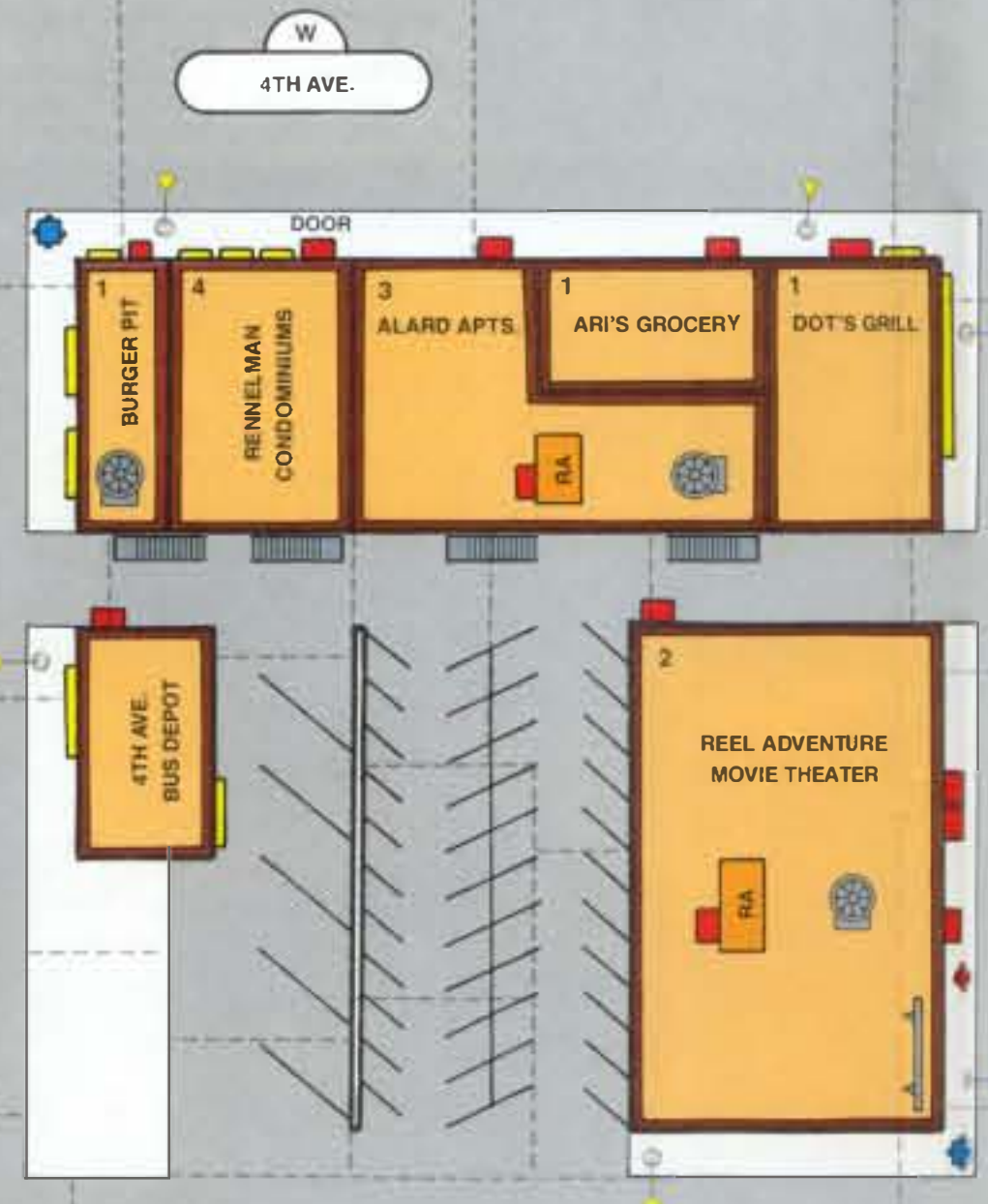
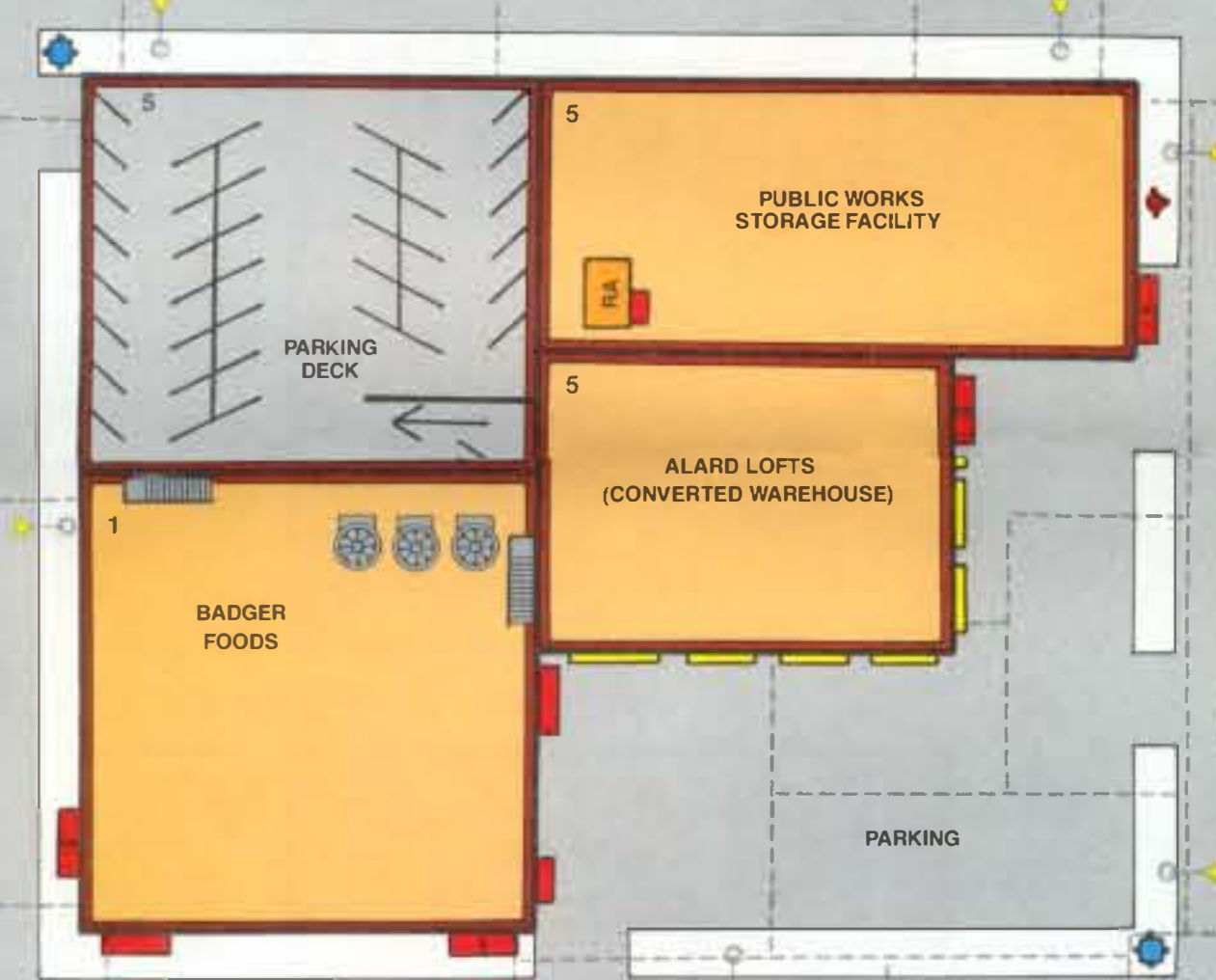
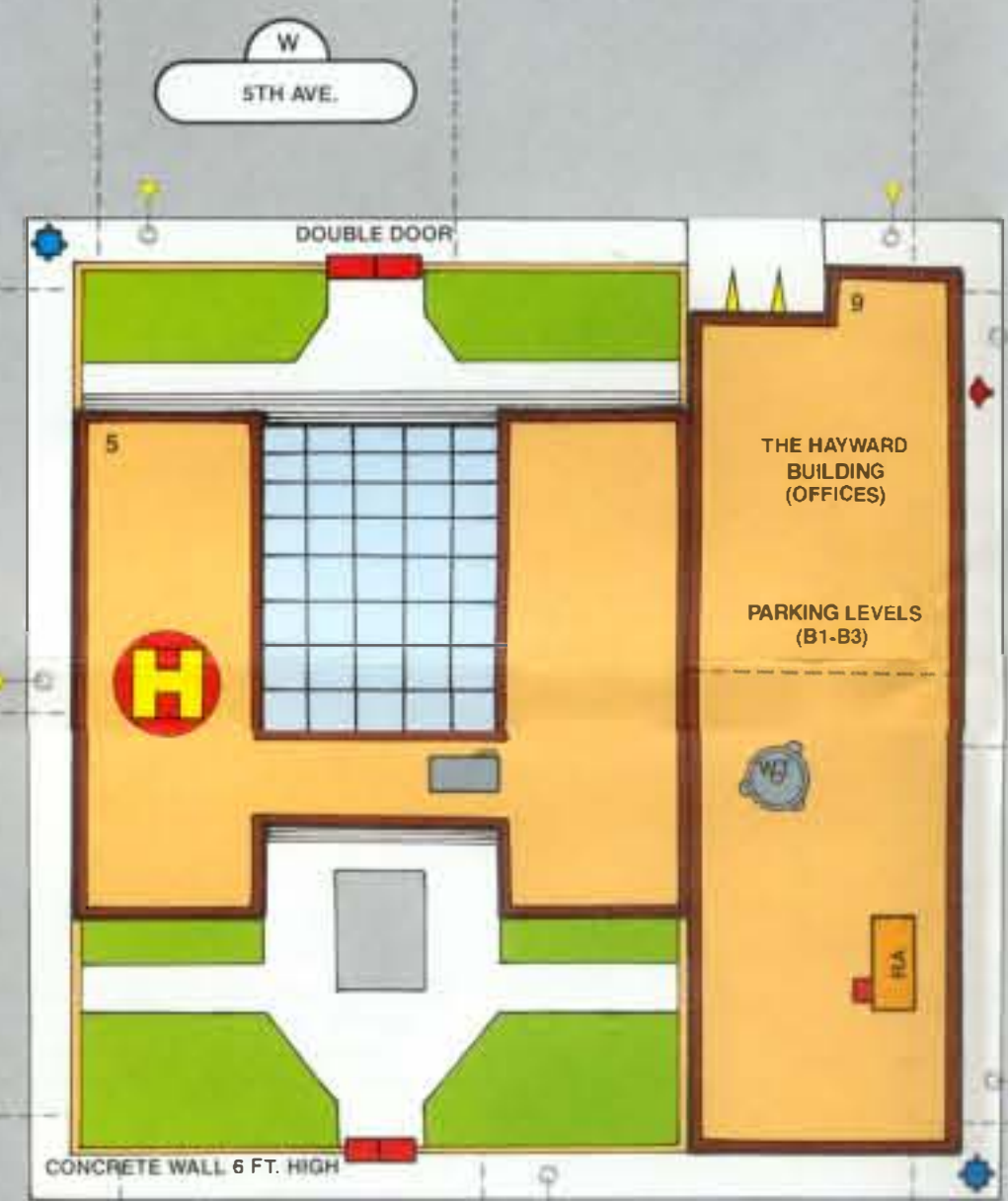
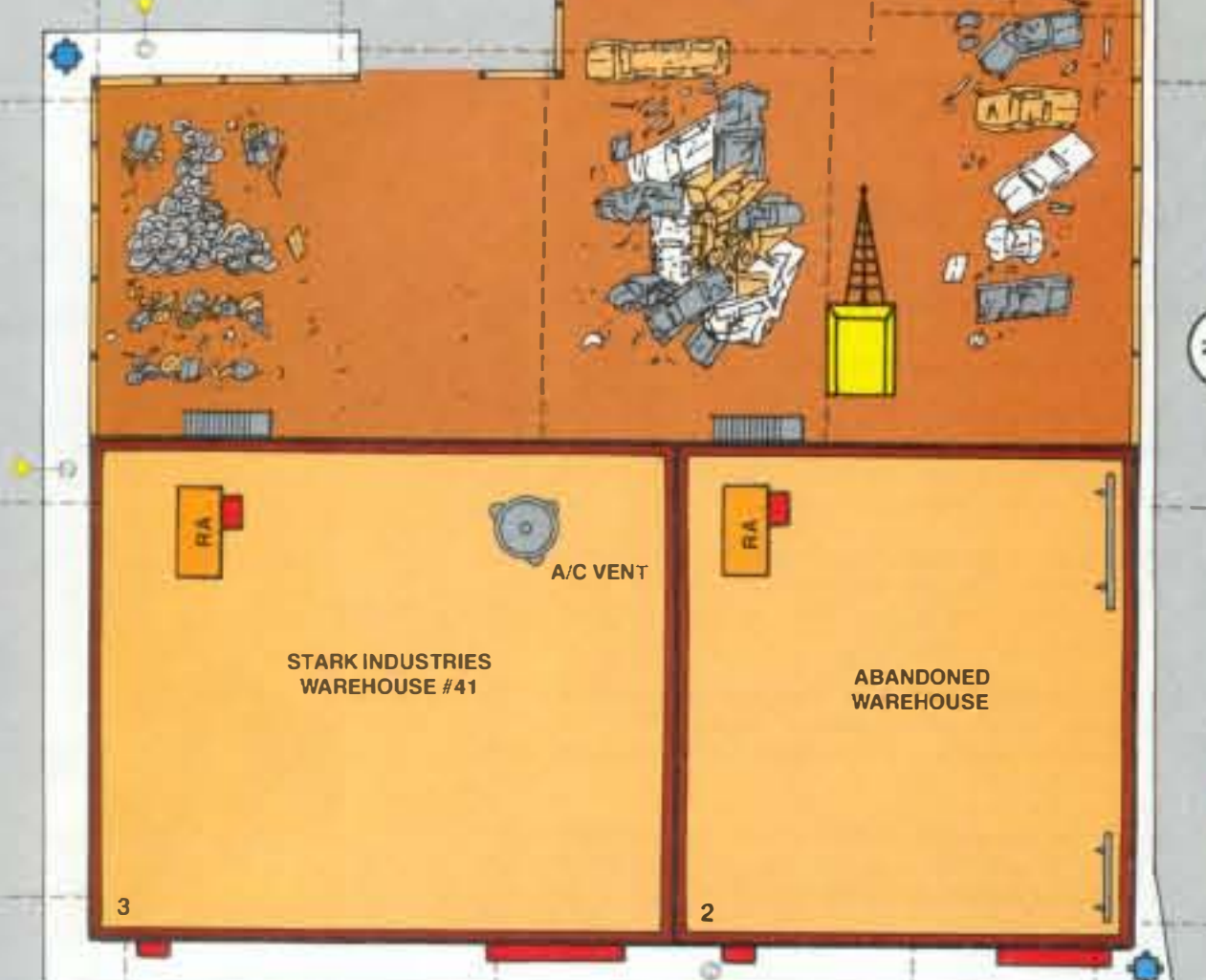
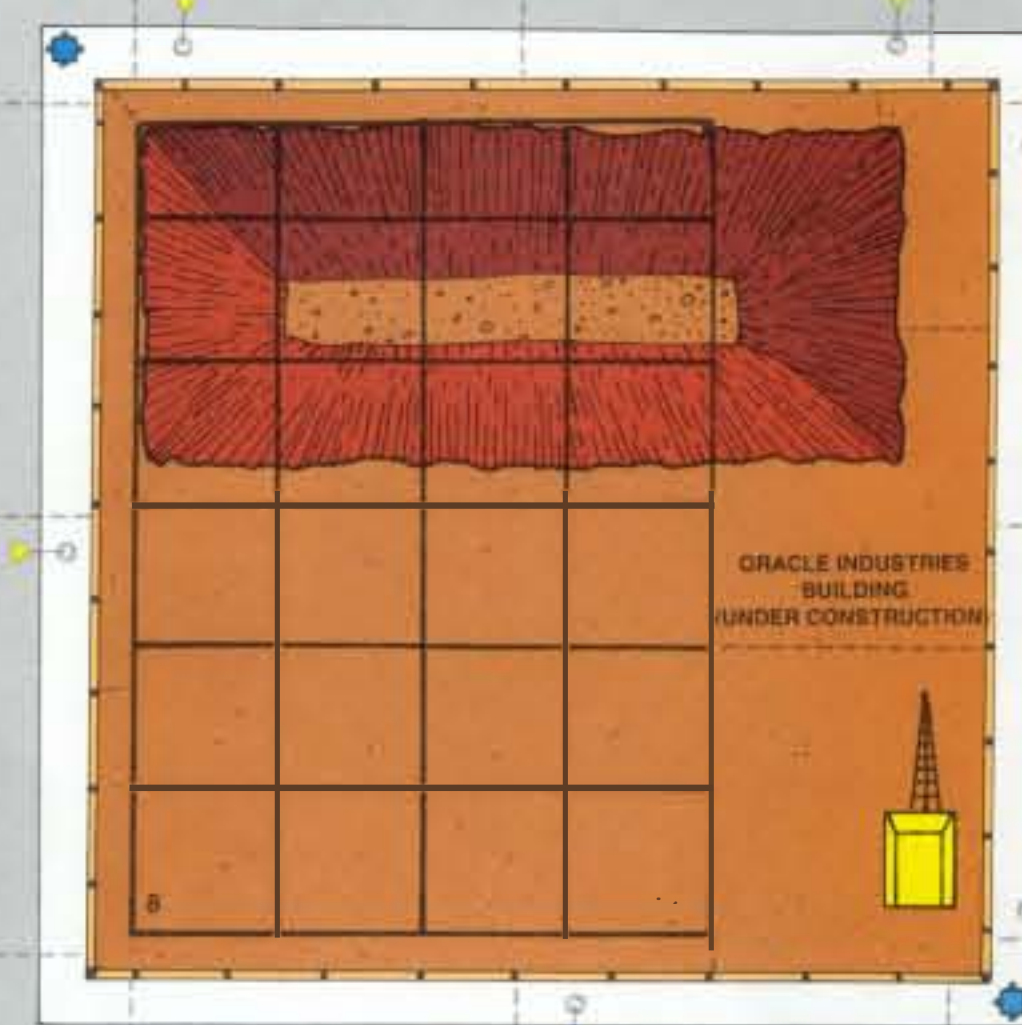
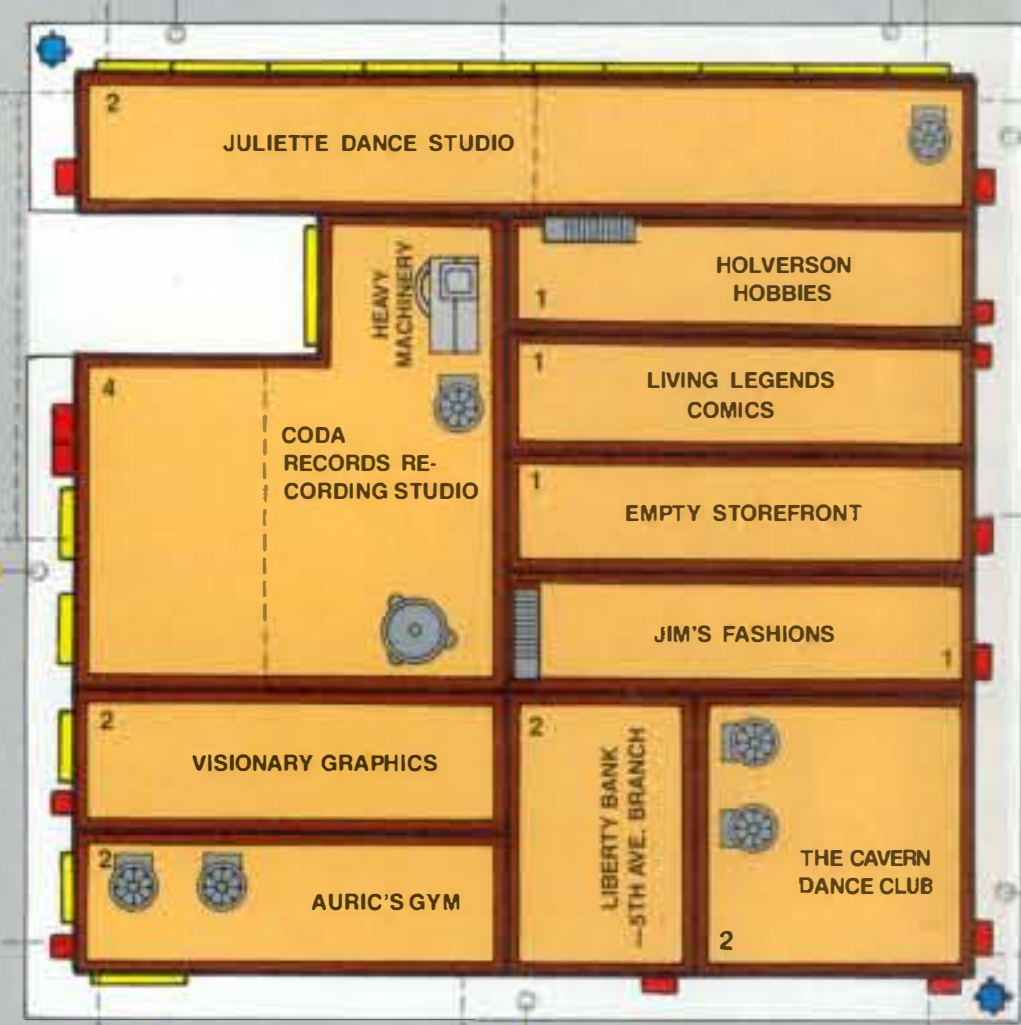




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Avengers Headquarters:

Upper Level Details

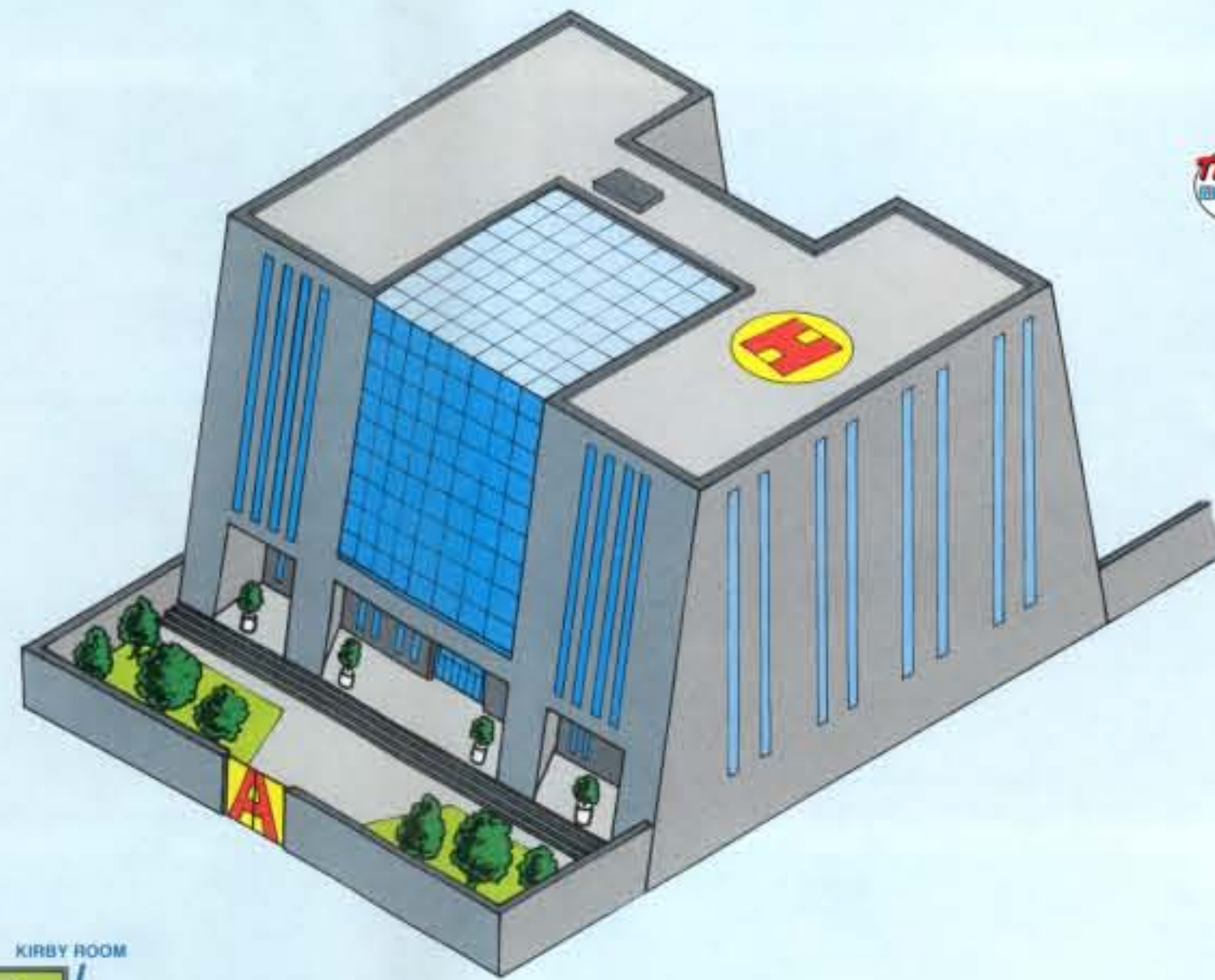
Level One: Ground floor. Main entry, main ballroom and entertainment areas (Simon and Kirby Rooms), public conference room, courier station, offices (Captain America, Thor).

Level Two: Active team facilities. Main dining room, library, study, "trophy room," offices (Black Widow, Crystal, Hercules, Sersi, Vision).

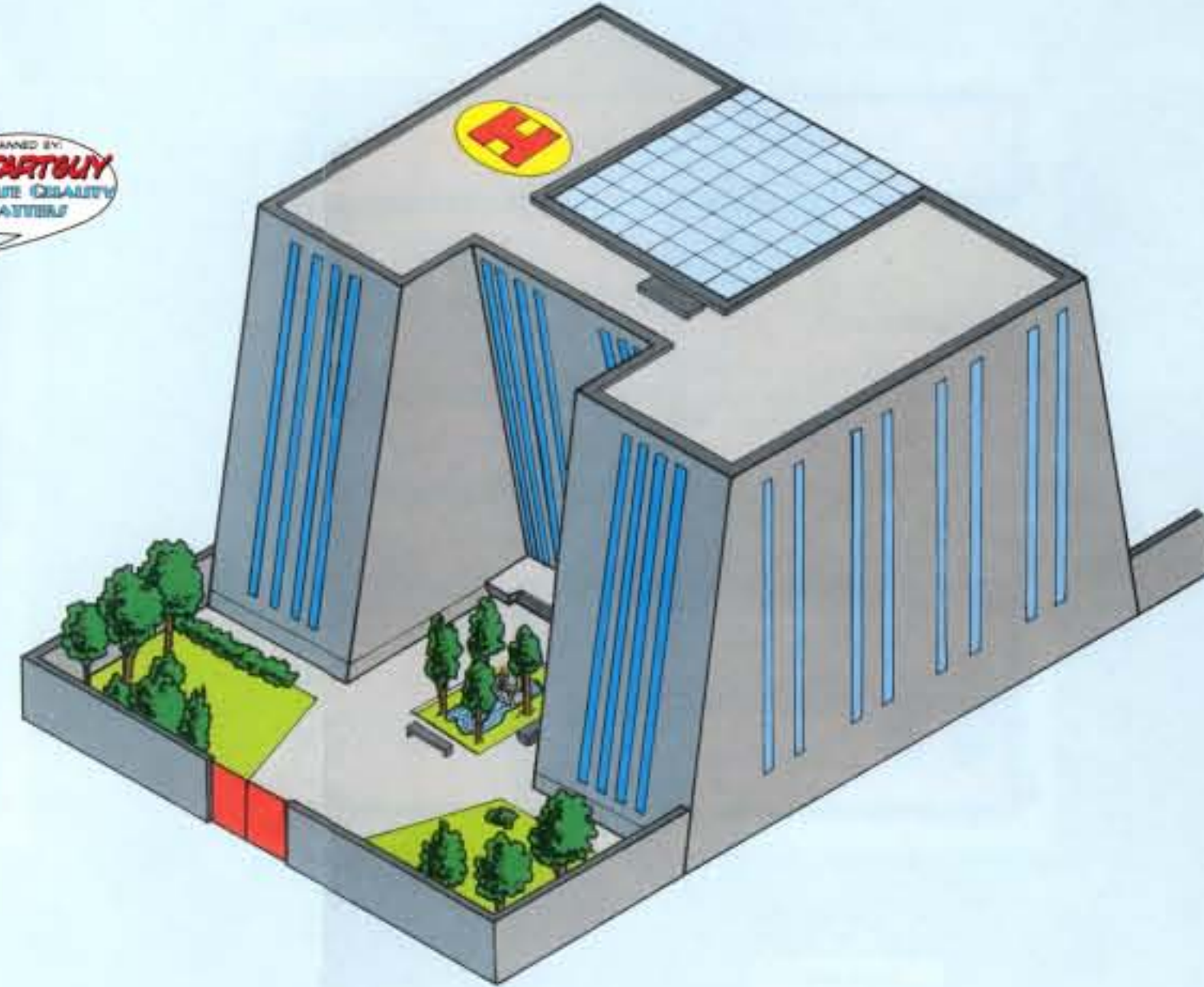
Level Three: Active team/guest facilities. Supplemental laboratories and workshops (computer, robotics, medical), offices (Black Knight, Tony Stark (vacant), two guest offices (vacant)).

Level Four: Residential level. Quarters (Support Staff: Peggy Carter, Edwin Jarvis, Marilla, Michael O'Brien. Active Avengers: Crystal, Vision, Captain America (vacant), Sersi (vacant)).

Level Five: Hangar/Residential level. Hangar, quarters (Active Avengers: Hercules, Black Knight, Black Widow, Thor (vacant). Guests: two vacant quarters).



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Avengers Headquarters/Mansion

General Details

History: The current Avengers Mansion is less than one year old, but shares a great history with its current location and the previous buildings that served as homes of the Avengers. The original mansion was built in 1932 for Howard Stark. Soon after the formation of the Avengers, the mansion was donated by Tony Stark to the team. Despite years of use by the heroes, the old mansion rarely suffered much total damage; until the siege by the fourth Masters of Evil. More than a dozen super villains destroyed much of the building while battling the Avengers. The mansion was rebuilt on the floating island known as Hydro-Base. Re-named Avengers Island, the base and the mansion now lie on the bottom of New York harbor, victims of Doctor Doom and the Act of Vengeance.

The new Avengers Headquarters was built on the site of the original mansion. With the loss of the original mansion and Avengers Island, a new headquarters was built on the site of Avengers Park and connected with the original mansion's sub-basements that still remained there. That building, with recent renovations such as the glass atrium, is the base for the East Coast Avengers.

Construction: (Exterior) The outside walls are cast of Incredible material strength steel-reinforced concrete. The atrium contains Remarkable material strength transparent polymer panels with Remarkable steel reinforcements.

(Interior) The above-ground interior structure utilizes Remarkable material strength metal walls that can be covered by plaster or wood paneling for variety. The sub-basement walls are reinforced to Incredible material strength and can also be cosmetically altered. All upper floors in Avengers HQ are made of a nonconductive metal of Incredible material strength, while the sub-basement floors are constructed of Incredible strength concrete. All internal surfaces (walls, floors, ceilings) contain integral shock absorbers that mute any explosive force or impact on or near said surfaces (-1CS to all physical or force attacks within two inches of a surface). The walls and floors within and surrounding the laboratories are specially reinforced. A half-inch thick sheet of Vibranium insulates the walls, preventing sound from escaping the sensitive areas and absorbing the bulk of any explosions. This is further backed by a quarter-inch sheet of Adamantium to prevent any materials from escaping the lab in the event of a mishap. This insulation gives the doors, walls, floors, and ceilings of the Avengers labs an Unearthly material strength.

All the doors within Avengers HQ are of Remarkable material strength, whether they are reinforced wood or metal doors. They are usually manually controlled, though all doors can be opened, closed, and locked by computer controls in the command center. All doorways can also form pressurized seals about the doors, preventing the escape or entry of any gases or miniaturized enemies. All windows are made of a transparent polymer of Excellent material strength and are controlled by computer for opening and closing. All windows automatically close and seal if an intruder alert is activated by security.

Surveillance Systems: Avengers HQ has incredible rank visual (includes infrared and ultraviolet scans), audible, and motion sensors that can focus on any location within the building, its sub-basements, and the grounds. Many surveillance monitors are built into the track lighting of all internal areas (Incredible Intensity Reason FEAT to isolate the monitoring equipment within the lighting) but can be disabled from the communications/security center. All monitoring equipment transmits information to the security center and has quadruple-redundancy systems to ensure that all monitors are functioning and that all areas are secure at all times. This was upgraded from the original double-redundancy protective systems that were easily overcome by Doctor Doom.

Security Systems: Supplemental security sweep sensors operate within 10 feet of any entrance into the mansion or onto the grounds. They activate if a superpowered being comes within 25 feet of the boundaries of Avengers HQ (detected by a constant passive surveillance sweep loosely based on the mutant-detecting circuits of a Sentinel). The security sensors record all physical aspects of the approaching being in 0.37 seconds and cross-check all pertinent data for identity verification. The micro-burst scan checks voice-prints, retina scans, and physical dimensions. If any of these checks corresponds to a known enemy or known hostile, an alert is set off. Low-level alerts are set off by any known superhumans or known normal humans, hostile or no, simply for matters of internal security.

All entrances onto the Avengers HQ premises have a battery of 12 tool steel tendrils that grapple any being within 15 feet of said entrance if there is an intruder or hostile alert active. These tendrils are of Incredible material strength and grapple with Incredible strength. Some tendrils can be fitted with gripping claws that hold for Amazing strength, but currently these attachments are used only on the main entrance. The tendrils are designed to immobilize beings for either a more detailed identification or eventual incarceration (in the event of hostile attacks). Supplemental security systems include stun fields within all doorways of Incredible rank, Remarkable rank knock-out gas within any areas with a security breach, etc.

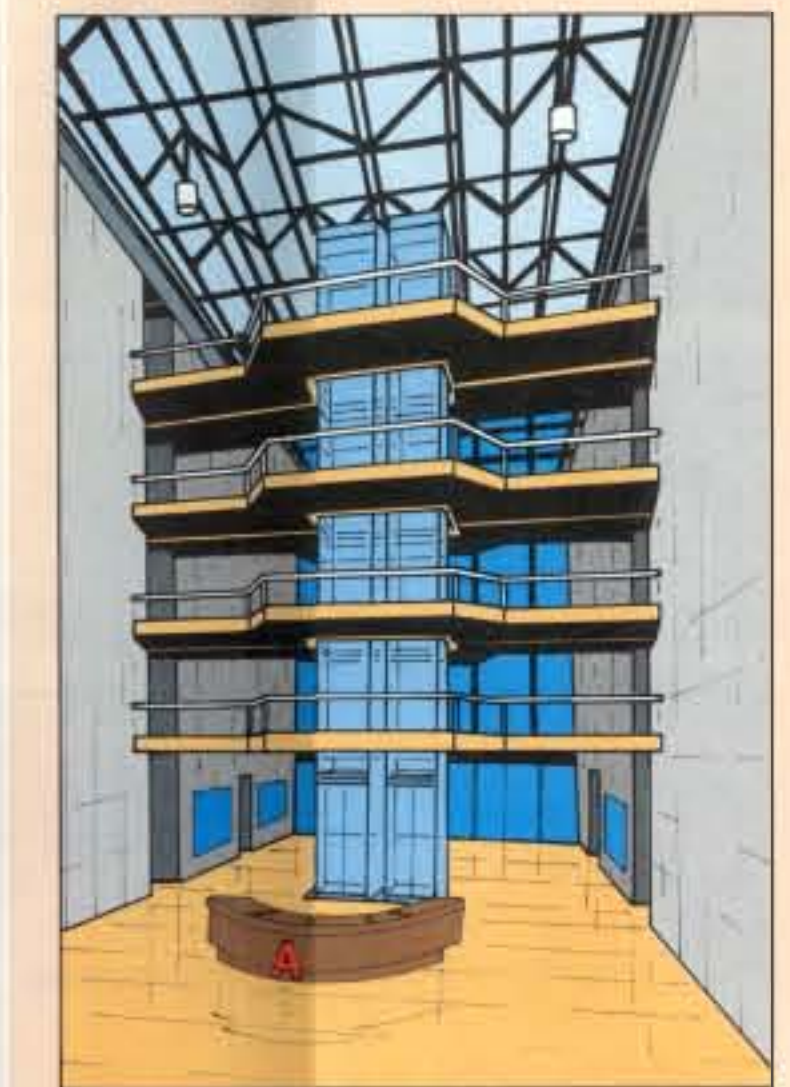
Security is also reinforced by the Avengers' security chief, Michael O'Brien. Michael can take control of any automated security and defensive systems from his office or the command center and operate these systems with Remarkable efficiency. He and his supplemental security officers can also directly confront intruders within Avengers HQ. Standard security armaments include energy pistols (Remarkable stun or energy, six-area range) and force rifles (Remarkable to Amazing rank force beams; nine-area range). In extreme cases or in the event of an all-out assault, security has access to specialized Pym particle gas grenades that shrink any creatures within the target area with Remarkable effectiveness.

Defenses: The defense of Avengers Mansion lies within its occupants—few dare to break into the dwelling place of the world's greatest and most powerful heroes. If none of the active team is in residence at the time, automated security systems can at least delay attackers for any staff to activate the defenses by hand. If totally unmanned, the headquarters can be fully automated, and automatic defenses for the grounds, the atrium, and the basements are activated with any security alert. The glass atrium can be reinforced with an energy screen similar to Iron Man's repulsors, granting this area an Amazing defensive strength and causing any in contact with it Incredible energy damage. The gates and any entrances onto the grounds or into the Avengers mansion are energized as well, causing Amazing stun or energy damage to intruders touching the field. An intruder alert while the headquarters is unmanned automatically seals the basements off from the upper floors. It takes 12 seconds after the activation of an intruder alert for six-inch-thick adamantium plates to slide into place and fully block access to the basements via any elevators. Only the security access elevator can penetrate this plate blockage, and an active Avengers Communicard is needed to operate that elevator.

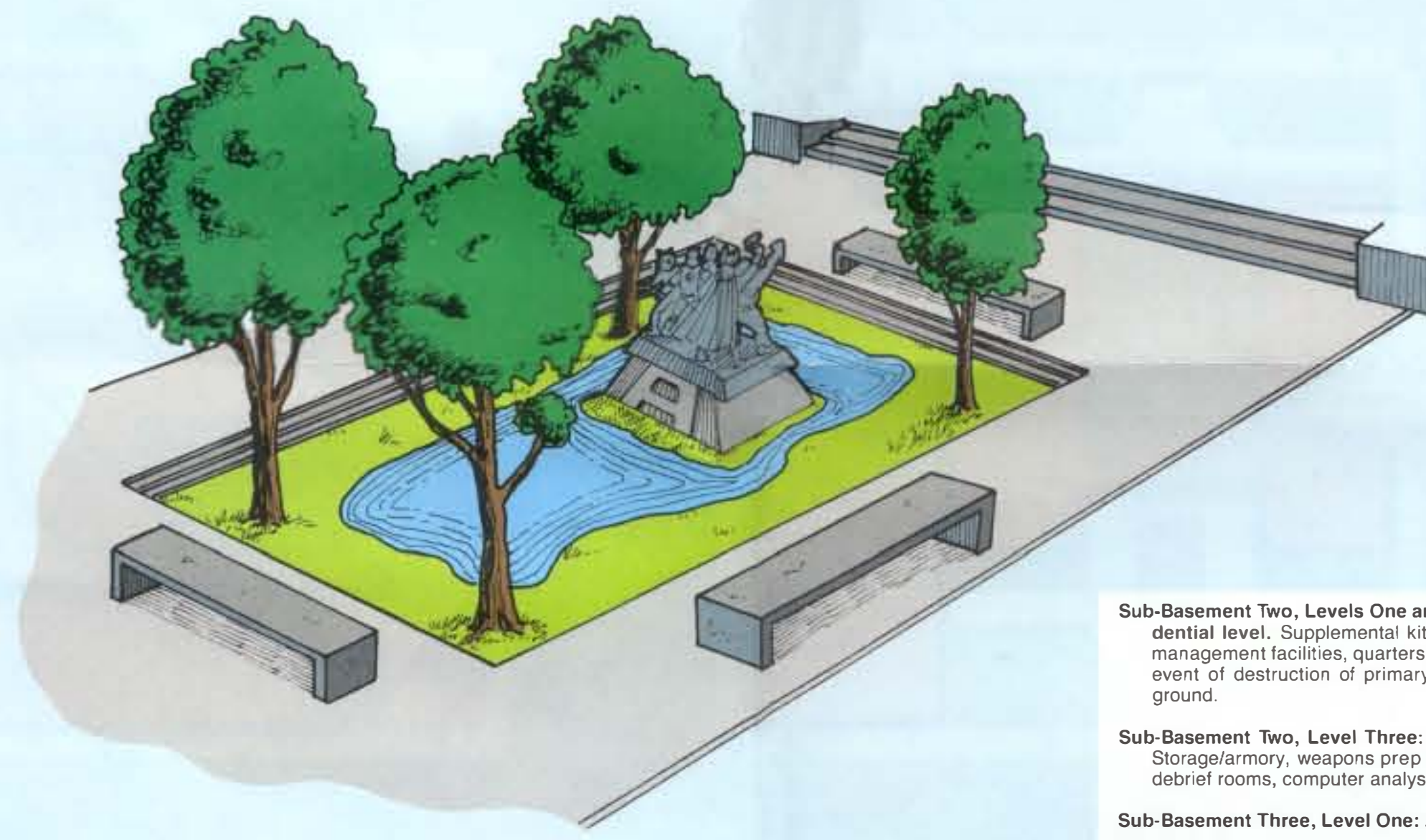
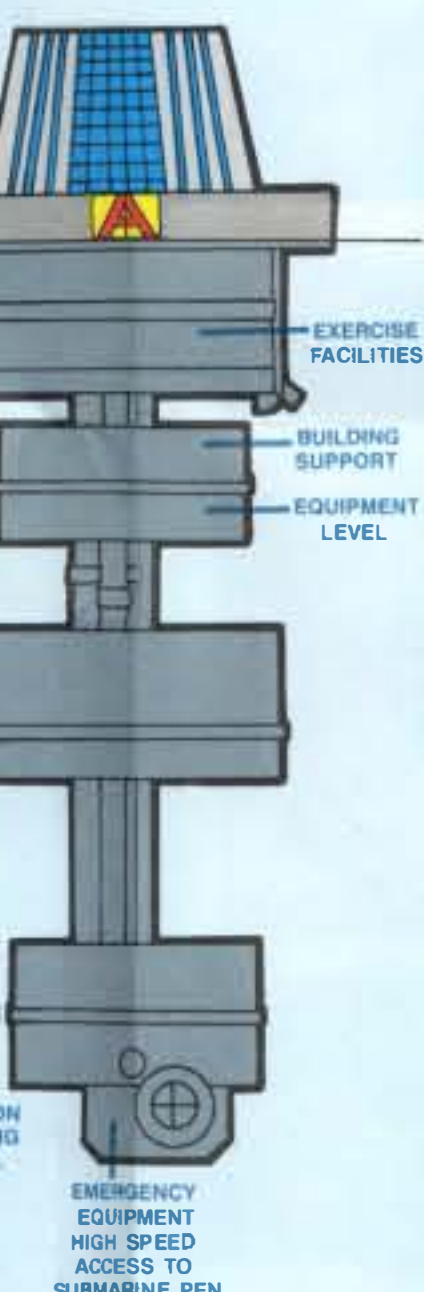
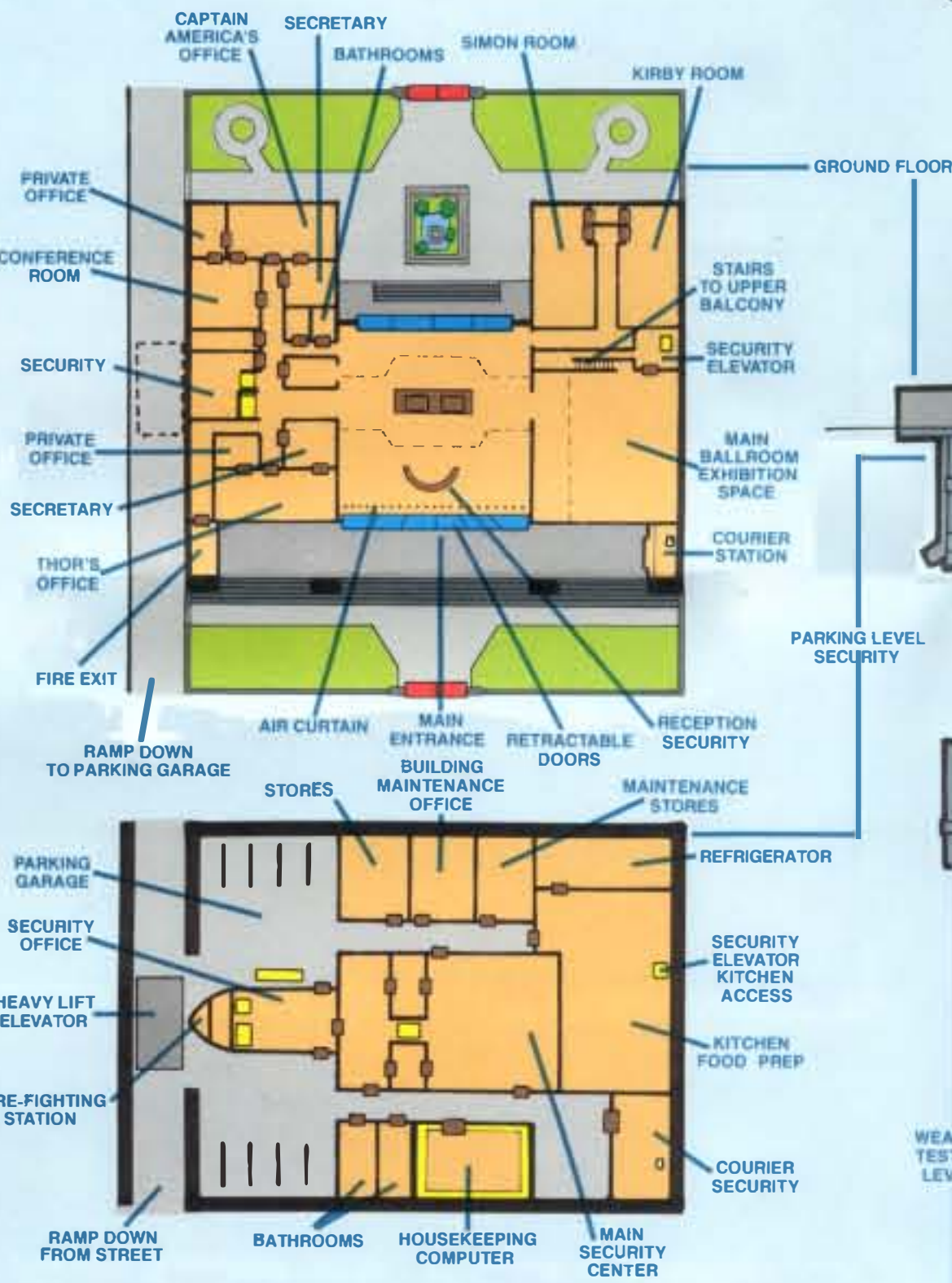
Additional defenses for the headquarters must be manually activated or manned. Main line defenses, once the mansion has been breached, seek to incapacitate intruders. The first defensive systems take advantage of the pressure seals on the doors and windows, flooding invaded areas with up to Monstrous strength knock-out gas. The command center can also reroute power into individual areas of the ground floor, activating Amazing rank stun plates embedded throughout the ground floor. By boosting power levels to maximum on only one or two areas, the stun plates can operate at Monstrous rank for two rounds. Robots from the combat simulation room can be quickly programmed for defense of personnel and equipment. The robots can have up to Amazing Strength and Incredible body armor. Secondary defenses include arming the staff with weapons from the security armory, holographic illusions of Avengers to confuse intruders, and automatic flying stunulators of Incredible rank.

Incarceration: If hostile superhumans are apprehended by the Avengers, holding cells can be maintained in Sub-basement Two until transport to the Vault can be attained. The weapons testing chambers can be altered from the chambers themselves or from the command center to provide Unearthly rank restraining devices and/or Amazing rank power inhibitors.

Living Quarters: Each active member of the Avengers has quarters provided for them on the premises, though not all team members choose to stay at the mansion when not on call. The interior of the rooms can be altered according to the tastes of the occupant, providing even major cosmetic renovations to the decor, such as Hercules' classic Greek styled chambers. Some of the support staff also maintain quarters on the premises. Each person's living quarters contains at least two chairs, a small desk, a queen size bed, a full bathroom, and a large storage closet.



Power Systems: The mansion's power supply, a thermoelectric generator, is housed in Sub-basement Two along with its triple-redundancy backup systems. A final system, in the event of the failure of all power systems and other backups, allows the Avengers Mansion to temporarily tap into the local power feeds. This is a temporary stop-gap measure, since the power needed to keep the complex operational will drain much of the power throughout a five-block area if connected to the system for longer than two hours. Experimental prototypes lie in Sub-basement Three which would allow the system to absorb the electrical energy yielded by energy generators of Amazing or greater rank (Thor, Captain Marvel, Living Lightning). The first test-run by the Black Knight and Thor overloaded all the power circuits on Sub-basement Two (this being attributed to the full lightning strike summoned by Thor, not a failure of the technology).



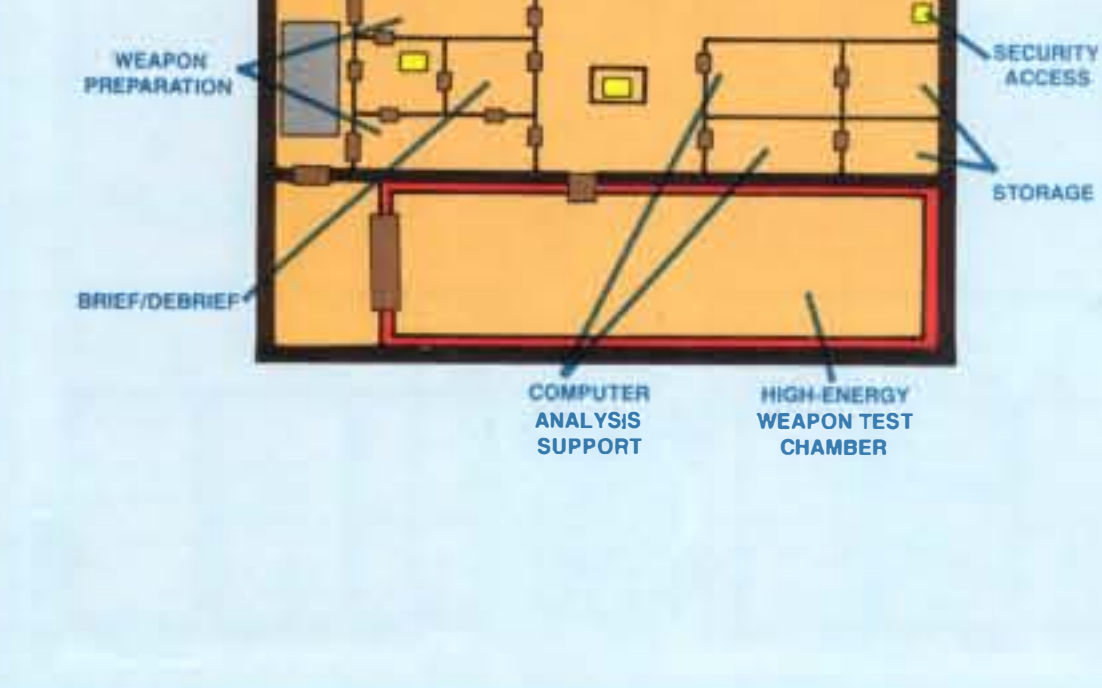
Sub-Basement Two, Levels One and Two: Emergency residential level. Supplemental kitchen, dining area, waste management facilities, quarters (12 vacancies), for use in event of destruction of primary residential areas above ground.

Sub-Basement Two, Level Three: Weapons testing level. Storage/armory, weapons prep and test chambers, brief/debrief rooms, computer analysis.

Sub-Basement Three, Level One: Additional storage level.

Sub-Basement Three, Level Two: Shuttle and submarine pen access level. Shuttle control room, maintenance access tunnels, shuttle, emergency pumps, East River tunnel.

Lower Level Details

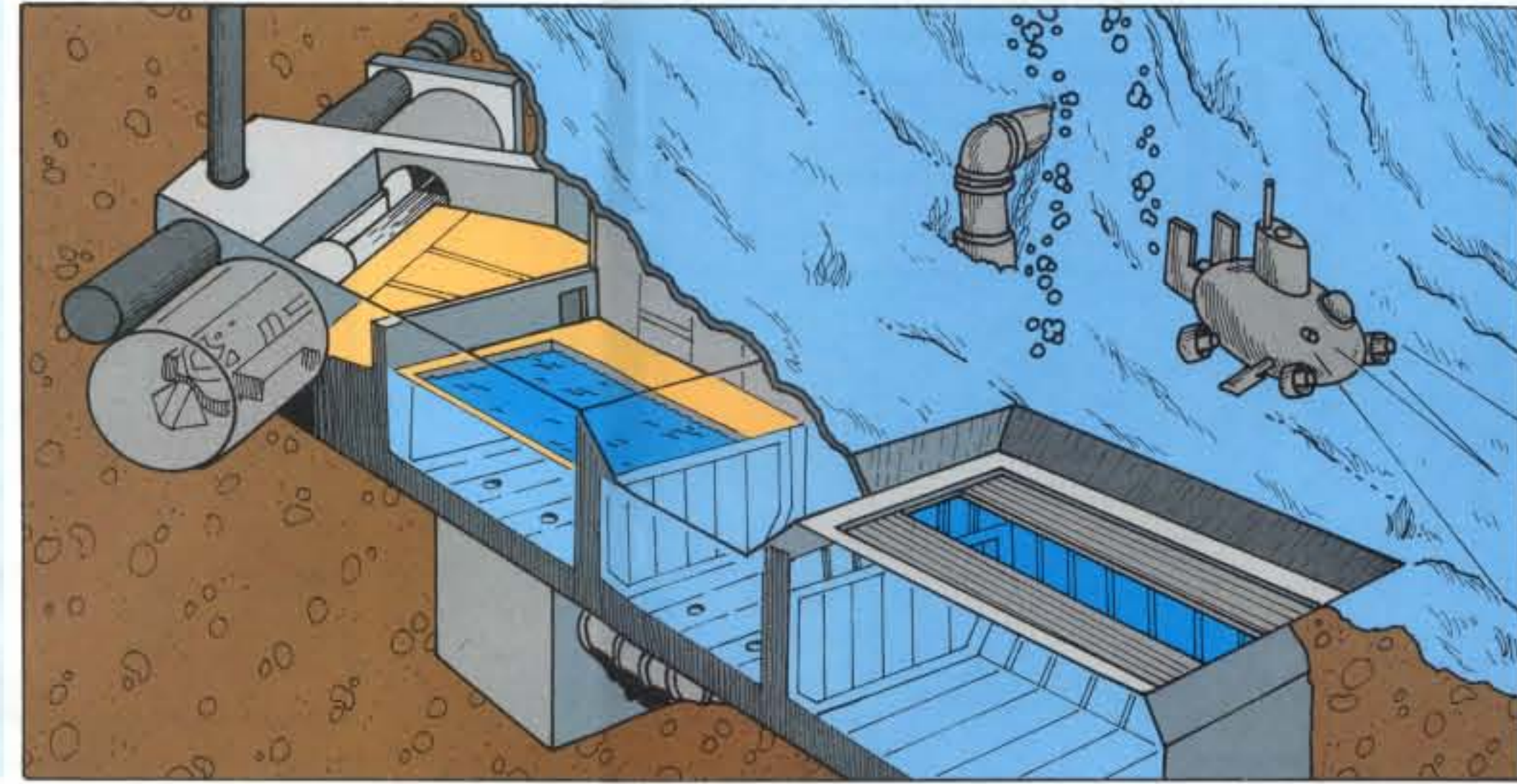


Basement: Parking level/Security. Motor pool/parking garage, storage, housekeeping computer, kitchen, pantry, command center (main security and communications and surveillance center, main security and communications computers), offices (security, building maintenance).

Basement Level Two: Recreational level. Exercise facilities (gymnasium, swimming pool, sauna, showers, hot tub), combat simulation facilities ("Danger Room"), game room (arcade, pool table, pinball machines).

Sub-Basement One, Level One: High security level. Main assembly room, main computer core, main archival computer (crime files, NSC and FF network), building support equipment (power generator, air conditioning/climate control systems, security arsenal and supply).

Sub-Basement One, Level Two: Laboratories level. Robotics and electronics lab/workshop, computer and electronic components storage, secondary and experimental computer systems; medical facilities (laboratory, infirmary, emergency surgery/operating theater, pathology lab and storage, cryogenic systems).





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