

MARVEL SUPER HEROES™

UNOFFICIAL GAME ACCESSORY

GULF COAST the AVENGERS

SOURCEBOOK





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TABLE OF CONTENTS

Introduction.....	2	Kennedy Space Center.....	48
Gulf Coast Avengers Background.....	2	Marshall Space Flight Center.....	48
Chapter 1: GCA and the Government.....	3	Michoud Assembly Facility.....	48
Texas Rangers and the Government.....	7	Stennis Space Center.....	48
Chapter 2: Marvel Guide to New Orleans		Space Station Eight.....	48
The Big Easy.....	9	Nexus of All Realities.....	48
New Orleans Boroughs.....	13	Roxxon Tower.....	49
New Orleans Organizations.....	23	The Vault.....	49
Avengers' Plantation.....	28	Chapter 5: Groups/Organizations	
Chapter 3: Marvel Guide to Latin America		Adrenamix Corp.....	53
Caribbean.....	35	Army of Moctezuma.....	53
Central America.....	35	Brand Corporation.....	53
South America.....	37	Cybertek Systems, Inc.....	53
Chapter 4: Other Locations of Importance		Mutants For Earth (MFE).....	53
Arcadia.....	45	The Pantheon.....	53
Black Butte Special Purpose Penitentiary.....	45	Quantum Dynamics, Inc.....	53
Brand Corp. Complex.....	45	Roxxon Oil.....	54
The Colony.....	45	The Aztec Gods.....	54
Dominus' Mountain HQ.....	45	The Incan Gods.....	55
Gamma Base.....	47	The Mayan Gods.....	57
Lackland AFB.....	47	The Voudoun (Voodoo Gods).....	59
The Mount.....	47	Chapter 6: Vehicles	
NASA		Avengers' Quinjet.....	62
Johnson Space Center.....	47	Avengers' Searay.....	65
		MV-22X Super Osprey.....	66
		STSX Defiant-Class Space Shuttle.....	67



GULF COAST the AVENGERS

INTRODUCTION

What I Did

Gulf Coast Avengers™ is an accessory for the MARVEL SUPER HEROES™ Advanced Set. This covers the formation and history of the newest team of Avengers™.

One thing that needs to be brought up is that the timeline and current events in the Marvel Universe have not happened. I have essentially split the timeline shortly before the disestablishment of the West Coast Avengers, but after the "Terminus Factor." In this alternate timeline, the West Coast branch does not split up, but continues on, and the Avengers are reorganized under the United Nations Charter. If you really want, consider this Earth-1232.

These characters were devised & brought together during the late '80s – early '90s, and so there is a lot of history in them that have to be made up to bring them to the current Marvel timeline. Feel free to change whatever you want. I just wanted to provide a fun look at an alternate Avengers team.

Regarding the character statistics, I placed them in a separate file in the GHotMU format. You will find author's notes at the end of several entries. I simply added those to discuss why they are the way they are and some potential changes to their background.

Also, please forgive the obvious G.I. Joe pictures & references. I am a child of the early '80s, and loved my G.I. Joe toys as a kid. The outfits and vehicles inspired me for my Marvel campaign.

About the Author

Hawkeye has played Marvel Super Heroes since the '80s. After getting older (he has yet to grow up!), he joined the

Navy, and has worked on nuclear reactors for the navy for the last 20 years. There have been (as of yet) no known instances of glowing in the dark or growing in size when he gets angry.

Thanks!

Thanks to Nightmask, Nightson, Tystates, Relic, and all the rest of the Classic Marvel Forever forum for their contributions to this. There were some gaps in the GCA campaign world, and they deftly filled them!

Also, thanks to Major Tom Sawyer for his assistance as well as for hosting this work.

As for the artwork, I lay no claim to any of the artwork here – with the exception of the low-grade stuff made at the heromachine.com website. There is a ton of great art out there on the web, and was inspiring – much better than anything I could ever do!

Gulf Coast Avengers Background

Following the formation of the West Coast branch, Captain America saw how successful having a second team is. In 1987, immediately after Wasp resigned as chairperson and went on a leave of absence, he decided to expand the Avengers to a third team, nominating Captain Marvel as the chairperson of the new Gulf Coast Avengers. Thor resumed his position as Chairperson of the East Coast branch.

Captain Marvel started the search for members, and relied on a local friend, Jean-Louis Dubois (Swamp Fox), for the

team headquarters. He offered his ancestral home as the GCA's new headquarters, and it was upgraded with Avengers technology.

Conferring with Tony Stark, he recommended his former adversary-turned-ally Clayton Wilson (Force II) as well as Dr. Grant Fitzpatrick (Devilray) to join the team. During the renovation of Wormwood Plantation and the formation of the team, Swamp Fox and Captain Marvel found the being known as Thorn wandering the swamps of Louisiana, and determined to add her to the team – that way they could keep an eye on her and try to determine her origins.

Swamp Fox continued to assist the Gulf Coast Avengers (jokingly called the Geckos) as a reserve member of the team. Meanwhile, Captain Marvel recruited the fifth member of the team, Pig Iron. The last member recruited to the team was Weaver, who struggles to balance her civilian life with her super-heroic life.

Following the battle between the combined East Coast/Gulf Coast Avengers and the Leviathan, Captain Marvel lost her powers and had to take a leave of absence, turning over the chairperson position to Force. She later rejoined the team after regaining use of her powers, but Force retained the Chairperson position, as he continued to develop his leadership potential.

Over the last few years, they have battled zombie hordes led by Black Talon and Aleister Crowley, Latin American dictators and their super-powered minions, and chaos-causing super groups. Through it all, though, they have remained a cohesive team inspired to do the best for the world!



CHAPTER 1: Gulf Coast Avengers and the Government

The Avengers are the first hero group to receive official recognition from U.S. Government (and from international organizations as well). National governments realized that the Earth could be threatened by alien races like the Skrulls or despots with world-wide ambitions. The Avengers were therefore sponsored by the National Security Council of the U.S. Government and by the United Nations as well, and this support was written into the Avengers Charter. This support has been retained and expanded over the years, but not without difficulty.

Government support for the Avengers includes access to privileged or classified information, exemption from certain Federal regulations, and a wide-ranging elimination of the kind of red tape that usually accumulates after heroes demolish a world-threatening menace along with the city block where said menace had been standing.

Government support does not extend to providing funds to support Avengers activities. The Avengers are funded by a self-perpetuating private trust fund, the Maria Stark Foundation. The U.S. government cannot get its hands on the Avengers purse-strings (in this respect, the Avengers are better off than some other government-sponsored groups.

Security and Background Checks

All new members of the Avengers undergo a complex security screening process to determine their suitability as members of the Avengers. The most important check determines their suitability for access to secret information. Every member undergoes these checks before being issued an Avengers Identocard or Communicard.

A specialized computer system in the Avengers command center handles the entire background check process. This system, designed by Tony Stark (someone who understands the need for secrecy), makes its information checks via

a unique random sequence code that initiates information checks through the data banks of the FBI, the CIA, Interpol, the U.S. and the United Nations National Security Councils, and AMEX. The checks are disguised by encoding, identifying them as standard background checks for prospective employees of the U.S. Department of Agriculture. Areas of focus for the program include checks on family status, past criminal behavior, psychiatric treatment, substance abuse, and participation in anti-American (recently changed to "anarchist") groups. The system also looks into any outstanding debts and current credit ratings and evaluates any existing educational records.

Any information input by the operator/new Avenger, most specifically the hero's or heroine's civilian identity and address, is permanently erased from Avengers computer files after the search is complete. Safeguards like this are essential for members who choose to keep their identities secret. After the process is completed, operators are notified whether they have passed the security qualifications. If player characters pass the security checks, they move up to full-time Avengers status!

Benefits of Membership

Heroes in the MARVEL UNIVERSE have long known the advantages of allying themselves with others against common foes. This is the most basic of benefits when a player character joins the Avengers. In addition, neophyte heroes gain access to the knowledge of more experienced teammates. It's best to learn things first hand, but fighting the Absorbing Man without any preparatory knowledge is not recommended if anyone can help it!

Aside from these basic privileges, being an Avengers branch team grants player characters special United Nations status, a state-of-the-art headquarters, and use of Avengers technology. Tony

Stark, Reed Richards, and King T'Challa of Wakanda provide all Avengers with cutting-edge vehicles, weaponry, and more.

United Nations Status

All members of the Avengers have a special status as a peace-keeping agent of the United Nations. They have the authority to operate as deputized law enforcement officials in any country of Earth with the express permission of that nation's government. United Nations member nations can choose to reject the aid of the Avengers, but currently, the only nations to reject the Avengers have been Bastronia, Boca Caliente, Cuba, Demonica, and Terra Nuevo.

This special United Nations status also provides a limited diplomatic immunity for heroes operating in Avengers capacity. This most often applies to violations of aircraft regulations, the use of superhuman force in the arrest and capture of criminals, and the usual results of any battles such as property damage and personal injury of combatants and bystanders.

Avengers can command assistance from local authorities on an emergency basis, and Avengers priority provides them support from any government or public employee. These powers best serve the heroes in the course of major mayhem, allowing them to take command of on-site forces and handle the source of the problem while local officials handle crowd control.

United Nations status grants an Avenger a high-level security clearance for access to high-security government buildings, data, classified information, and government officials. Liaison officers are currently established between the Avengers and a number of governments and world-wide power groups such as the FBI (Agent Derek Freeman), Interpol (no contact yet established), S.H.I.E.L.D. (Nicholas Fury), United Nations (Devi Bannerjee), United States (Raymond



Sikorsky, NSC; Presidential access by Chairbeing only), and Wakanda (King T'Challa).

Legal Powers:

Avengers can arrest anyone found in the act of committing a crime and the Avengers can temporarily confine arrested criminals if the criminal is too powerful to be confined by normal means. The Avengers normally turn over to appropriate authorities all but the most powerful super-villains as soon as possible.

Avengers have no authority to judge or punish criminals on their own.

The Avengers have additional legal privileges because of their security clearance. These privileges can be limited or suspended by the United Nations Security Council.

Official Contacts:

Contacts for the Avengers as a group fall into four categories.

1. Local Governments. The Avengers have an emergency number that can be used by any state or local agency that needs their help. The Avengers have special emergency telephone numbers for the cities where they are based.

- New Orleans Police Department



2. U.S. Military. The following Two are most important, although the

Avengers can be called upon by any military command that needs their help.

- A. North American Air Defense Command, USAF (responsible for defense against attack from air or space)
- B. Strategic Air Command, USAF (the country's major nuclear arsenal; also stores materials vital to national defense).

3. U.S. (Federal) Government. They include:

- A. The President (direct access is limited to the Avengers Chairman).
- B. The National Security Council (advisors to the President and government liaison to the Avengers).
- C. The Federal Bureau of Investigation (Investigates most Federal crimes).
- D. National Aeronautics and Space Administration (NASA).

4. International Agencies. There are several of these.

- United Nations
- Supreme Headquarters, International Espionage Law Enforcement Division, S.H.I.E.L.D. (combats subversion by super-villains and world-wide conspiracies like AIM and HYDRA)
- Interpol (criminal investigation and information gathering agency).

Security Clearances and Government Liaisons.

All active and reserve Avengers are issued Priority Identification Cards. These cards exempt the Avengers from the restrictions of various bothersome international regulations such as restrictions on the operation of supersonic aircraft, provide access to high-security data or installations such as Project Pegasus or SAC headquarters, and even



allows them to commandeer assistance on an emergency basis. Provisional or inactive Avengers carry cards that allow them restricted access to the most highly-classified data or equipment.

Avengers priority also ensures that government employees can freely cooperate with the Avengers without getting in trouble with their own superiors. The result of all this is that when disaster or major mayhem threatens, Avengers usually get a lot of cooperation from the authorities and can get to work with minimum delay. In such cases, the Avengers usually take charge, and the locals are relegated to crowd control until the heroes take care of the menace. The arrangement has saved countless lives in the past.

The United Nations Security Council assigns a liaison officer to handle most official contacts between the Avengers and the organization. The duties of the liaison officer are as follows:

- 1. To monitor compliance with security procedures designed to protect secret data and equipment.
- 2. To examine a prospective Avenger's fitness to receive a security clearance, and to assign the appropriate level of clearance.
- 3. To supervise the installation or removal of physical security or defense systems at Avengers' headquarters.
- 4. To handle the Avengers' requests for information or assistance from the U.S. Government.



5. To handle any official paperwork that the Avengers want to avoid doing, since none of the Avengers has a bureaucratic personality.

The Gulf Coast Avengers' liaison officer is Jackson Fielding. A long-time employee of both the Central Intelligence Agency as well as the National Security Council, he was selected for his no-nonsense business ethics.



Jackson Randolph Fielding

F A S E R I P

Ty Ty Gd Gd Ex Gd Ty

Health: 32 **Karma:** 36
Resources: Am **Popularity:** 2

Talents: Law, Government, Intelligence, Superhuman information

Contacts: National Security Council, Central Intelligence Agency, National Security Agency.

Jackson Randolph Fielding is a career intelligence and security specialist. He started as an analyst on foreign super-human capabilities for the CIA, but eventually moved up into the Superhuman Activities Representative spot on the National Security Council. He has also served as Special Envoy to the United Nations for Superhuman Activities, which led him to his current position.

He has no love for super-humans, but does recognize and respect the capacity for good the super-humans, and the Avengers in particular, have. He will not go out of his way to help the members, but will not hinder them if they are doing the "right thing."

Security Clearances and Classified Data.

The following various levels of security clearance are listed from highest clearance to lowest

- Magic
- Top Secret, Ultra
- Ultra-Secret
- Top Secret
- Secret, Restricted
- Secret
- For Eyes Only
- Confidential
- Sensitive

Inactive Avengers do not have access to classified data. Probationary and Reserve Avengers are limited to "Secret"-level data or below Active Avengers are assigned a maximum "routine" clearance, usually Top Secret, and information in higher categories usually requires that the character make a successful Popularity FEAT to obtain it. The intensity of the FEAT is set by the Judge.

The classification system only applies to government held data. All Avengers and ex- Avengers have free access to records of Avengers cases or to files shared with the Fantastic Four.

Security Restrictions.

At present, Avengers priority is restricted as a result of the Vision's recent attempt to seize control of the world. The

Avengers no longer have direct access to high-security data in government computer systems (Ultra Secret or higher classification). It is unknown how long these restrictions will be in effect.

Dirty Secrets.

Despite the fact that relations between the U.S. Government and the Avengers are fairly good, each sometimes withholds information from the other. For example, the government has concealed from the Avengers the official support behind the Sentinel program and the existence of Project Wideawake, the government's mutant investigation program. The government has also set up two programs to create operatives willing to undertake dirty jobs that the Avengers would never touch - Protect Rebirth, which created the insane super-soldier Nuke, and Freedom Force, formerly the New Brotherhood of Evil Mutants (from the government's standpoint, Freedom Force is a desirable development because government control over it is far greater than over the Avengers).

On their part, the Avengers have withheld what they know about the X-Men and Professor Xavier's School for Gifted Youngsters (information presumably provided by the Beast), to avoid fanning the flames of anti-mutant prejudice.

Benefits of Membership

Avengers Jacket: Made of a synthetic material with the appearance of leather, these jackets are now a standard accessory for many Avengers. Despite their simple appearance and casual wear, these jackets hold more than expected.

- *Body Armor:* The material, thinner and more supple than Kevlar, is nearly bullet-proof and provides Good protection vs. physical attacks and Typical protection vs. energy attacks.

- *Tracking Beacon:* The red "A" shoulder patch on the jackets contains circuitry for an Amazing range beacon that can be traced from any Avengers base to locate team members.



- *Temperature Resistance:* The material has a micro-circuitry weave that generate heat or cold, affording the wearer Good rank protection from such temperature attacks or climes.

- *Material Strength:* The jackets are made of Excellent strength material.

Communicard: Every Avenger carries a Communicard, an Avengers ID card with micro-circuitry that allows:

Communications: Avengers can communicate visually through a small screen on their cards. The screen normally shows a photo of the Avenger who carries it. The card beeps like a pager when called. The range for communications is 5,000 miles (Class 1000 range), though signals can be boosted by central communications at Avengers HQ for a range of 1,000,000 miles (Class 5000).

- *Computer Terminal:* A keypad allows numerical code access to any Avengers computer within range.

- *HQ Access:* The cards are magnetically encoded to open all entrances at any Avengers bases.

- *Resource Card:* The card also acts as a bank card for access to a special Avengers contingency account.

- *Material Strength:* Cards are constructed of Remarkable strength material and are fully waterproofed.

Availability: All Active and Reserve members have cards. Inactive Reservists have cards on a limited basis, based on their reliability to the team and their locations.



Sersi sporting her Avengers Jacket



TEXAS RANGERS AND THE GOVERNMENT

The Texas Rangers have been reinstated by the Governor of Texas. His government has coordinated with the governments of Louisiana, New Mexico, Oklahoma, and Arizona – giving them law enforcement powers in those states, including being deputized as members of the Texas Ranger Division of the State Department of Public Safety.

Their liaison (or handler) is Linda Blake, a power-hungry politician who has no interest in the reality of situations – only how things are perceived by the public and in the media.

Linda Blake

F A S E R I P

Pr Ty Ty Pr Gd Gd Ty

Health: 20 **Karma:** 26

Resources: Gd **Popularity:** 0

Talents: Law, Government, Politics

Contacts: Brand Corporation

There are several things behind the scenes with this new incarnation of the Texas Rangers. Both Longhorn and Lonestar are previously unknown members – only being introduced when



the team was brought together and publicized. What no one has found out is that Linda Blake has worked with Brand Corporation, who created Longhorn. The rest of his origin is still shrouded in mystery; how was he created and who was he before being introduced as Longhorn?

Lonestar is a similar story to Longhorn. Who he is and where he came from is only known to Linda Blake, who screened and selected the members of the team. What is known to the close inner circle of the state governor is that Lonestar is Simon Maddicks, the supervillain formerly known as Killer Shrike. In a deal with the government, he agreed to serve as a member of the team in exchange for not being sent to the prison for an extended stay.





CHAPTER 2: MARVEL GUIDE TO NEW ORLEANS





THE BIG EASY

A VIEW FROM THE AIR

Viewing New Orleans from the air one can easily see the unique geography of the city, as the Mississippi River cuts its way through the heart of the city, and the glistening carpet that marks Lake Pontchartrain to the north.

Skyscrapers jut from the center of the city, while you can also make out the colorful buildings that compose the French Quarter. The city is even more colorful at night during one of the numerous festivals, with celebrations going through the night and into the morning!

IT'S SIZE

New Orleans is the largest city in Louisiana, both by size and by population. It's most recent census marked its population as almost 350,000, while for the greater metropolitan area, over 1.1 million people.

At over 350 square miles, it encompasses a rather large area – however, half of that territory is water. Strangely enough, a large portion of the city is also *below* sea level, which causes issues during periods of heavy rains or high storm tides.

The city is described as the “most unique” of American cities, being famous for its cuisine, music (particularly as the birthplace of jazz), and its annual celebrations and festivals, most notably Mardi Gras.

IT'S SUPER-HUMAN POPULATION

Although not as densely populated with super-humans as New York, New Orleans does share one of New York's problems – crime. Not only is it a major drug-importing location, but it is also home to all that comes with a drug problem, including petty crimes as well as large-scale criminal organizations.

Beyond the criminal element, there is a darker side to the Big Easy and its neighboring swamps and bayous. New Orleans is home to many things that go bump in the night, including vampires, swamp creatures, and other frightening and dangerous creatures. Giant alligators and snapping turtles have been sighted in the deeper parts of the swamps, and many people have simply disappeared – whether they just went out to have a drink at a local bar, or went out fishing in the swamps.



IT'S GEOGRAPHY

New Orleans is located in the Mississippi River Delta on the east and west banks of the Mississippi River and south of Lake Pontchartrain. The area along the river is characterized by ridges and hollows.

New Orleans was originally settled on the natural levees or high ground, along the Mississippi River. After the Flood Control Act of 1965, the United States Army Corps of Engineers built floodwalls and man-made levees around a much larger geographic footprint that included previous marshland and swamp.

Some scientists claim that due to how it was constructed, large portions of New Orleans is sinking. This causes much concern, considering almost 50% of New Orleans is below sea level. The average elevation is two feet below sea level, with only a few portions of the city up to the maximum elevation of 20 feet,

while other portions are as low as 7 feet below sea level – primarily in the farthest reaches of Eastern New Orleans.

IT'S HISTORY

Two French-Canadian brothers found this spot at the turn of the 18th century. Pierre Le Moyne, Sieur d'Iberville, led an expedition from France to rediscover the mouth of the Mississippi in 1699. Iberville's expedition succeeded, and he planted a cross at a dramatic bend in the river near where La Salle had stopped almost 2 decades before. On his voyage, Iberville also established a fort at Biloxi, naming it the capital of France's new and uncharted territory. His brother, 18-year-old Jean Baptiste Le Moyne, Sieur de Bienville, stayed behind in Biloxi and quickly became commanding officer of the territory. Looking for a defensible location for a new settlement, Bienville quickly settled on high ground at the site he had previously seen, and not only because the bend in the river would be relatively easy to defend: Although it was some 100 miles inland along the river from the Gulf of Mexico, the site was near St. John's Bayou, which provided easy water transportation directly into Lake Pontchartrain. It was convenient from a military standpoint—providing a “back door” for defense or escape should the fortunes of war turn against the French — and it gave the site great potential as a trade route because it would allow relatively easy access to the Gulf.

The new town was named New Orleans in honor of the duc d'Orléans, then the regent of France. Following the plan of a late French medieval town, a central square (the Place d'Armes) was laid out with streets forming a grid around it. A church, government office, priest's house, and official residences fronted the square, and earthen ramparts dotted with forts were built around the perimeter. A tiny wooden levee was raised against the river, which still flooded periodically and turned the streets into rivers of mud. Today this area of original settlement is known as the Vieux Carré



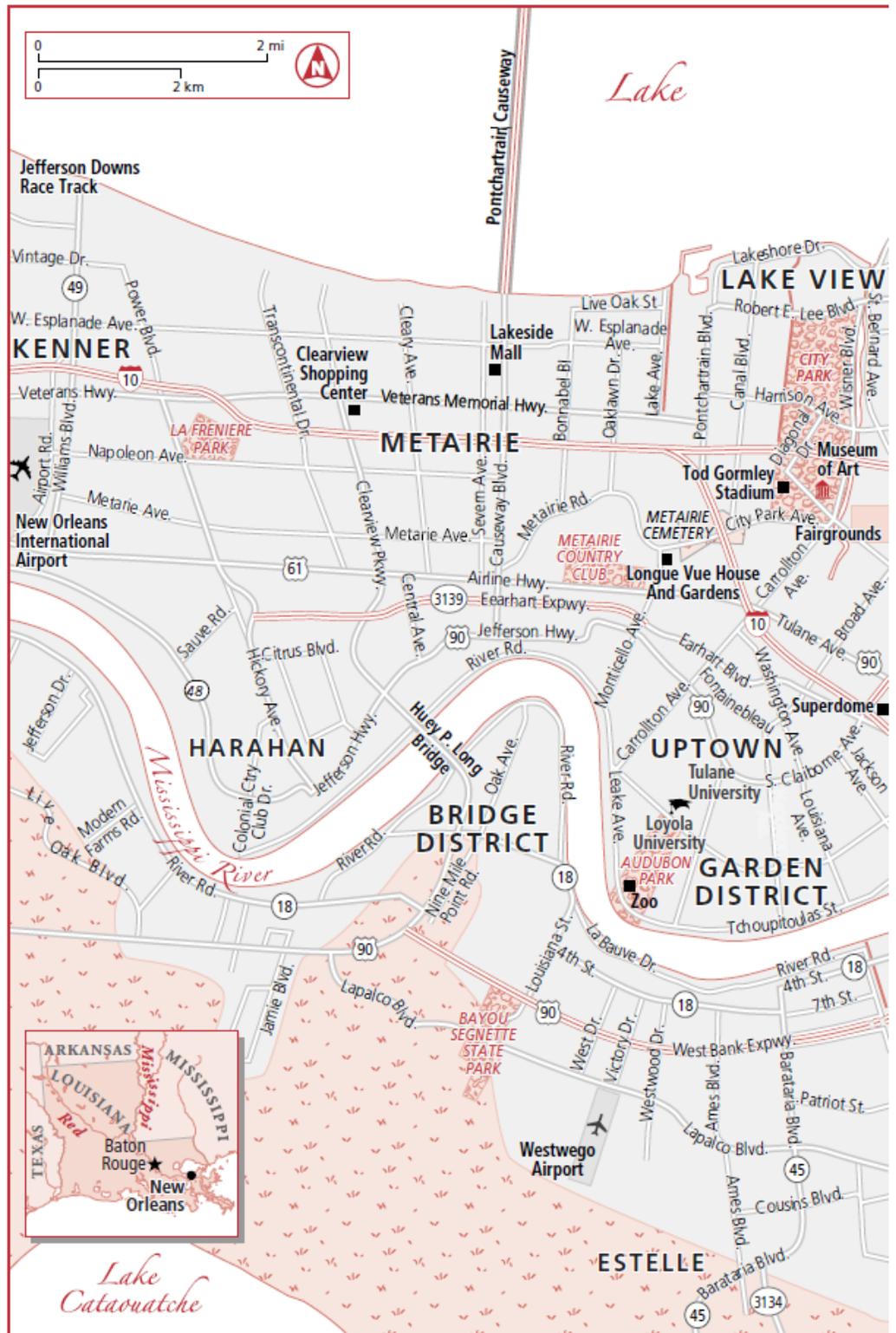
(“old square”) and the Place d’Armes as Jackson Square.

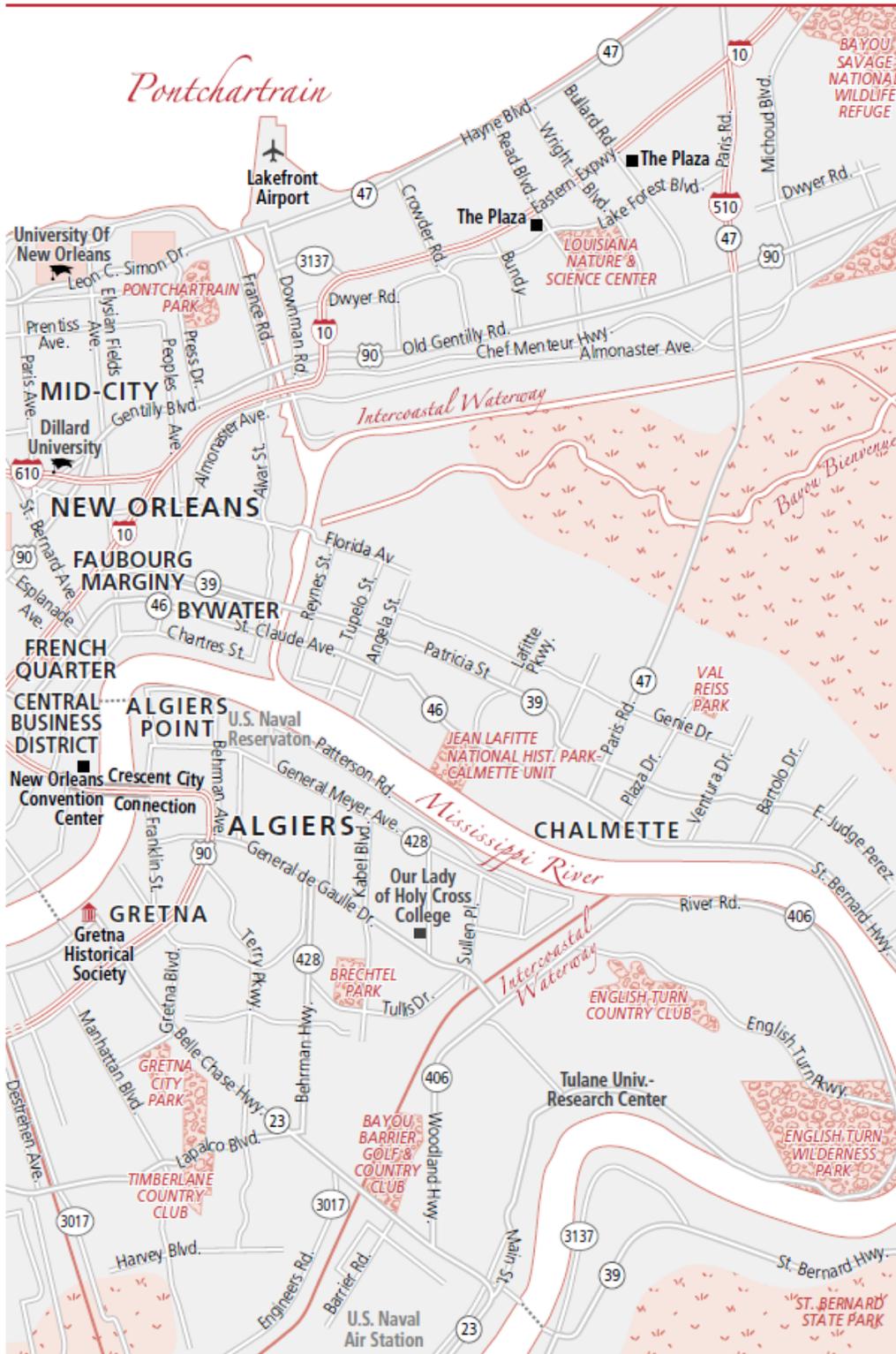
In its first few years, New Orleans was a community of French officials, adventurers, merchants, slaves, soldiers, and convicts from French prisons, all living in crude huts of cypress, moss, and clay. These were the first ingredients of New Orleans’s population gumbo. The city’s commerce was mainly limited to trade with native tribes and to beginning agricultural production.

To supply people and capital to the colony, John Law’s company began what was essentially the first real estate scam in the New World. The territory and the city were marketed on the continent as Heaven on Earth, full of immediate and boundless opportunities for wealth and luxury. The value of real estate in the territory rose dramatically with the spreading of these lies as wealthy Europeans, aristocrats, merchants, exiles, soldiers, and a large contingent of German farmers arrived—to find only mosquitoes, a raw frontier existence, and swampy land. It succeeded in swelling the population of the territory and of New Orleans; in 1723, the city replaced Biloxi as the capital of the Louisiana territory.

Farther afield, westward along the Gulf of Mexico, other French speakers were creating a very different kind of society in a decidedly more rural mode. During the 18th century, many French colonists, displaced by British rule from Acadia, Nova Scotia, formed an outpost on the new French territory along the coastland. Today you’ll find the Acadians’ descendants living a little to the west of New Orleans, still engaged in farming and trapping, some still speaking their unique brand of French, and proudly calling themselves “Cajuns.”

Devastating fires struck in 1788 and again in 1794 in the midst of rebuilding. From the ashes emerged a new architecture dominated by the proud Spanish style of brick-and-plaster buildings replete with arches,





courtyards, balconies, and, of course, attached slave quarters. Even today you'll see tile markers giving Spanish street names at every corner in the French Quarter.

Between 1764 and 1812, the area surrounding New Orleans transferred hands several times between France, Spain, and lastly the United States. Thus, when Americans arrived in the city, the upper classes made it known that they were welcome to settle — but across Canal Street, away from the old city and Creole society. And so it was that New Orleans came to be two parallel cities. The American section spread outward from Canal Street along St. Charles Avenue; business and cultural institutions centered in the Central Business District, and mansions rose in what is now the Garden District, which was a separate, incorporated city until 1852. French and Creole society dominated the Quarter for the rest of the 19th century, extending toward the lake along Esplanade Avenue. Soon, however, the Americans (crass though they may have seemed) brought commercial success to the city, which quickly warmed relations—the Americans sought the vitality of downtown society, and the Creoles sought the profit of American business. They also had occasion to join forces against hurricanes, yellow-fever epidemics, and floods.

The great turning point in Creole-American relations was the cooperation of Andrew Jackson and Jean Lafitte in the Battle of New Orleans during the War of 1812. To save the city, Jackson set aside his disdain for the pirate, and Lafitte turned down offers to fight for the British, instead supplying the Americans with cannons and ammunition that helped swing the battle in their favor. When Jackson called for volunteers, some 5,000 citizens from both sides of Canal Street responded. Battle was joined on January 8, 1815, in a field a few



miles downstream from the city, and approximately 2,000 British troops and 20 Americans were killed or wounded. The dramatic battle made a local and national hero of Jackson.

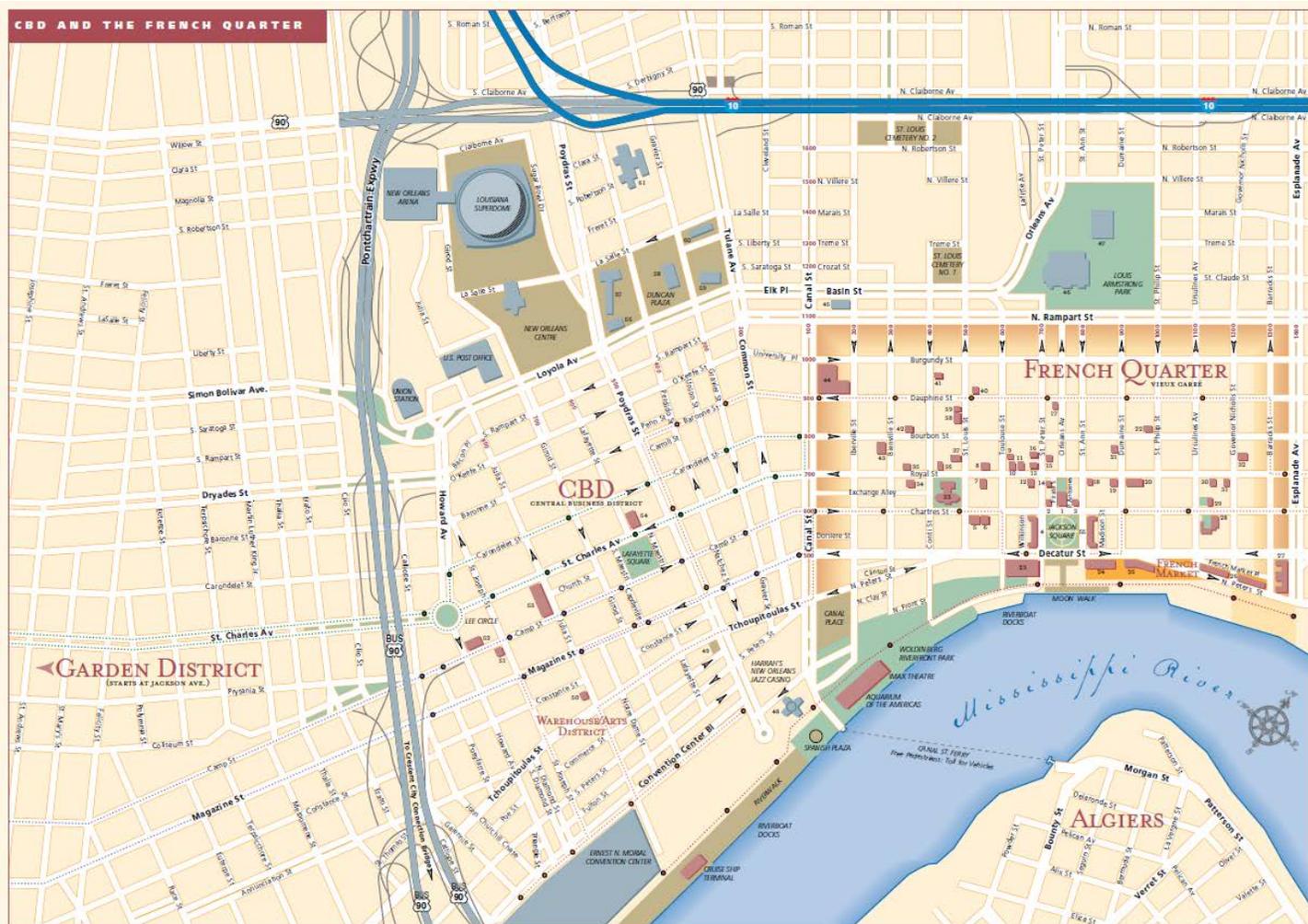
From then until the Civil War, New Orleans was a boomtown. Colonial trade restrictions had evaporated with the Louisiana Purchase, and more importantly, the era of steam-powered river travel arrived in 1812 with the first riverboat, the aptly named *New Orleans*, delivered from a Pittsburgh shipyard. River commerce exploded, peaking in the 1840s and putting New Orleans's port on par with New York's. Cotton and sugar made many fortunes in New Orleans and

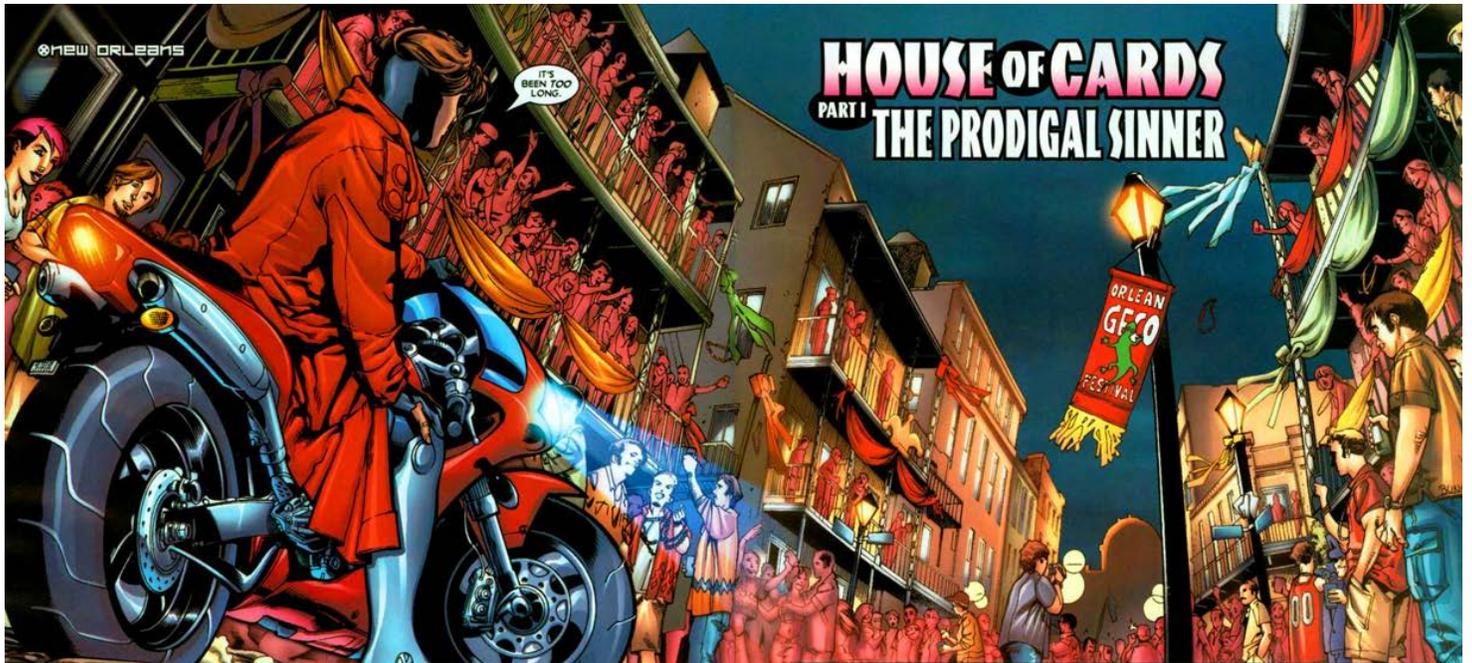
its environs; wealthy planters joined the city merchants in building luxurious town houses and attending festivals, opera, theater, banquets, parades, and spectacular balls (including "Quadroon Balls," where beautiful mulatto girls were displayed to the male gentry as possible mistresses). As always, politics and gambling were dominant pastimes of these citizens and visitors.

By the middle of the century, cotton related business was responsible for nearly half of the total commerce in New Orleans, so it's no surprise that the city housed one of the nation's largest and most ruthless slave markets. Paradoxically, New Orleans also had one

of the most extended and established populations of "free men (and women) of color" in the American South. Furthermore, racial distinctions within the city increasingly became difficult to determine; people could often trace their ancestry back to two or even three different continents. Adding to the diversity, waves of Irish and German immigrants arrived in New Orleans during this period, supplying important sources of labor to support the city's growth.

The boom era ended rather abruptly with the Civil War and Louisiana's secession from the United States in 1861. Federal troops marched into the city in 1862 and stayed until 1877, through the





bitter Reconstruction period.

After the war the city went about the business of rebuilding its economic life — this time without slavery. Through it all, an undiminished enthusiasm for fun survived. Gambling again thrived in more than 80 establishments, there were almost 800 saloons, and scores of “bawdy houses” engaged in prostitution, which was illegal but uncontrolled. New Orleans was earning an international reputation for open vice, much to the chagrin of the city’s polite society.

The 20th century found the city’s port becoming the largest in the United States and the second-busiest in the world (after Amsterdam), with goods coming in by barge and rail. Drainage problems were conquered by means of high levees, canals, pumping stations, and great spillways, which are opened to direct floodwater away from the city. Bridges were built across the Mississippi River, including the Huey P. Long Bridge, named after Louisiana’s famous politician and demagogue. New Orleans’s emergence as a regional financial center, with more than 50 commercial banks, led to the construction of soaring office

buildings, mostly in the Central Business District.

During WWII, New Orleans saw activity primarily as a target of Nazi U-Boats going after Allied shipping coming out of the port of New Orleans. However, the Young Allies (consisting of Bucky, Toro, Knuckles, Jeff, Tubby, and Whitewash Jones) did defend New Orleans from a Nazi attack. Captain America also defeated the crime-lord known as the Turtle-Man and his gang of escaped prisoners during the Mardi Gras parade. Turtle-Man had trained a large group of man-sized snapping turtles to attack on command; after Turtle-Man’s defeat, they wandered back into the swamps.

As in most other American cities, the city’s population spread outward through the 20th century, filling suburbs and nearby municipalities. Unlike other cities, however, New Orleans has been able to preserve its original town center and much of its historic architecture.

NEW ORLEANS BOROUGHS

New Orleans is a huge assortment of neighborhoods, each with its own character, population, history, and atmosphere. Such rich diversity is impossible to summarize, but here is a naive attempt. The districts are described in rough geographical order, outwards from the French Quarter, New Orleans’ most famous borough. New Orleans is city rich with history and culture. You can find satisfaction for practically any vice and sin here as well, including those seeking the darker side of life.

FRENCH QUARTER

The Area: The French Quarter stretches along the Mississippi River from Canal Street to Esplanade Avenue (12 blocks) and inland to North Rampart Street (approximately 8 blocks).

Description: The French Quarter is the oldest neighborhood in the city of New Orleans. When New Orleans (*La Nouvelle-Orléans* in French) was founded in 1718 by Jean-Baptiste Le Moyne de



Bienville, the city was originally centered on the French Quarter, or the *Vieux Carré* ("Old Square" in French) as it was known then. While the area is still referred to as the *Vieux Carré* by some, it is more commonly known as the French Quarter today, or simply "The Quarter." The district as a whole is a National Historic Landmark, and contains numerous individual historic buildings.

Landmarks: In addition to the entire neighborhood being declared a National Historic Landmark, there are several significant places with respect to the Marvel Universe. These include the Audubon Aquarium, the Voodoo Spiritual Temple, Maison de la Douleur (House of Sorrow) (home to the voodoo priestess Marie Leveau), Pettit Chou (nightclub owned and operated by Candra), Club Orleans (jazz club), The Jaded Palate (restaurant owned by vampires) and St. Agnes Convent & Church. Jackson Square and Louis Armstrong Park are the two primary gathering places for people to hang out and enjoy the outdoors.

There are several ferries that take passengers and vehicles from the end of Canal Street to Algiers or to the small town of Gretna on the south side of the Mississippi River.



Notable Residents: Orleans Cooper is a demon (who poses as a



mutant) and runs Club Orleans. Candra the External lives in a posh historic home in the French Quarter.

Dominique Levant is a purchaser for the Jaded Palate Restaurant, and knows about the dark side of New Orleans society. She could serve as a source of information for the heroes.



Xavier Rath is a former gourmand turned vampire and owner of the Jaded Palate. However, he is more interested in maintaining his business than his own

bloodthirst (he's somewhat of a civilized vampire).

Yves St. Monroe was a male model turned vampire (making him somewhat pretentious – he does miss looking at himself in a mirror). He resides in a small apartment in the French Quarter, looking for the random tourist to feed from.

Madame Camille and her daughter Genevieve Daubigne run a small fortune-telling business here in the French Quarter right on Bourbon Street. However, she earns her real income by blackmailing others through her high-tech surveillance racket.

Alphonse

F A S E R I P
Ex Gd Rm Rm Ty Gd Ty

Health: 90 **Karma:** 22

Resources: Gd (10) **Popularity:** 0

Alphonse is Orleans Cooper's personal assistant as well as a high-ranking member of the Assassins Guild. Being a mutant (that looks like a catfish), he is very familiar (almost fan-like) of the various mutant teams, and is knowledgeable about their powers and



abilities – and knows when he's outclassed.

Powers: None

Talents: Mutant knowledge, Whip

Contacts: Assassins Guild

Story Function: Alphonse can act as a simple thug for any of the organized crime groups in New Orleans.

CENTRAL BUSINESS DISTRICT

The Area: Bounded by the Mississippi River to the east, it is west of the French Quarter. To the west of it is the Garden District, and to the north is Mid-City.

Description: Originally known as Faubourg Ste. Marie, this area includes historic buildings and high-rise skyscrapers.

Landmarks: The Superdome and Convention Center, New Orleans City Hall, Consulate of Mexico, Consulate of France, and the Sanguine Club (nightclub that caters to vampiric wannabe's). Garwood Industries / Garth Manor Coffee headquarters is located here, currently run by Donna Garth (daughter of the Zombie, Simon Garth).

Notable Residents: Wally Bevins is an accountant who works out of an office in the CBD. He is a former host of one of the voodoo Loa known as Moondog the Malicious. He took possession of Wally, but abandoned him when Brother Voodoo and Spider-Man defeated him. He has since gone back to his boring accountant life.

Tristram Micawber is a low-grade psychic detective who hires his services out – without much care for who hires him. He lives out of his office on the corner of Notre Dame Street and Magazine Street.

Tristram Micawber

F A S E R I P

Pr Pr Ty Pr Gd Ex Gd

Health: 22

Karma: 40

Resources: Gd

Popularity: 0

Powers:

Postcognition: Tristram can look back almost 60 years into the past (CL3000 rank). He must use an object possessed by the person or related to the event to be able to see it.



Clairvoyance: Tristram can see the present occurring, up to a range of 250,000 miles (Remarkable). He must use an object possessed by the person or related to the event to be able to see it.

Talents: None

Contacts: New Orleans Occultists

Story Function: He can serve as a source of information – however, it may not be the most reliable, and he is always looking to make the most money, so may lie to get the most out of a client.

GARDEN DISTRICT

The Area: The Garden District's boundaries as defined as: St. Charles Avenue to the north, 1st Street to the east, Magazine Street to the south and Toledano Street to the west.

Description: This whole area was once a number of plantations, including the Livaudais Plantation. The area was originally developed between 1832 and 1900 and is considered one of the best-preserved collections of historic southern mansions in the United States. It was sold off in parcels to mainly wealthy Americans who did not want to live in the French Quarter with the Creoles. It became a part of the city of Lafayette in 1833, and was annexed by





New Orleans in 1852.

Landmarks: The Audubon Zoo is located at the south end of Audubon Park right on the northern banks of the Mississippi River. (For additional information, see further in this chapter).

Notable Residents: Morgan Penrose resides in one of the largest homes in the Garden District, located at the corner of Prytania Street and State Street. He is a dabbler in the occult, and is one of the more knowledgeable in that realm.

Jericho Drumm, more famously known as Brother Voodoo, operates his psychiatric practice out of his home at the corner of St. Charles Avenue and Fourth Street.

UPTOWN

The Area: The western part of the city upriver from the French Quarter and the Garden District.

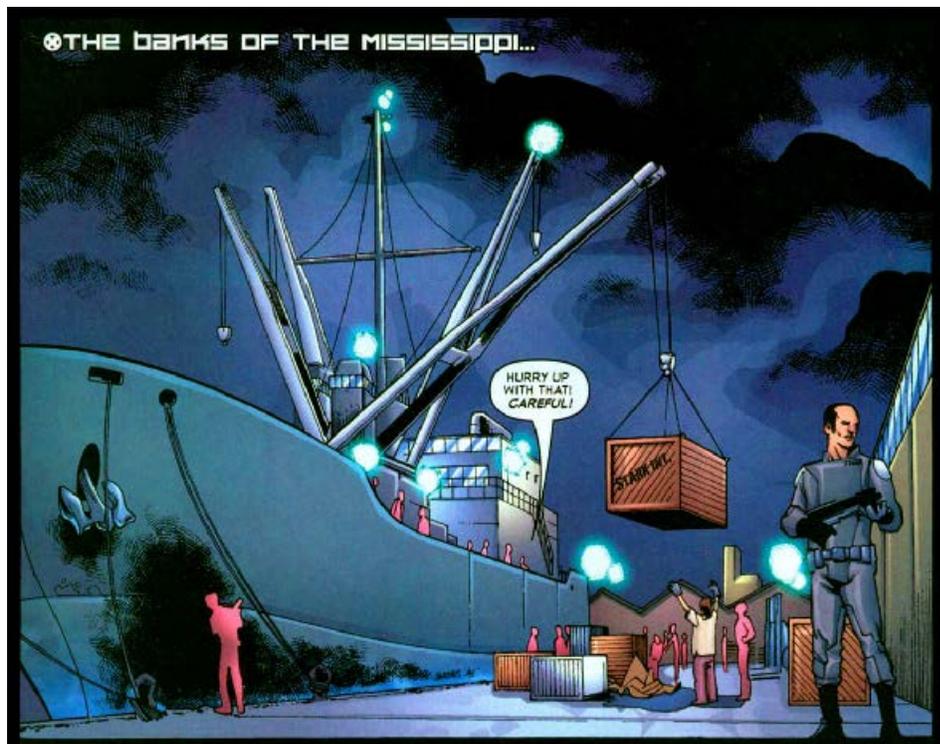
Description: Formerly the town of Lafayette, this area was absorbed by New Orleans in 1874. Since then, this area has expanded and grown into a mix of residential areas and small commercial properties.

Landmarks: Both Loyola University (a significant journalism and social sciences school) as well as Tulane University are located just north of Audubon Park, right next to each other (for more details on Tulane University, see further in this chapter).

Lafayette Cemetery #1 is located here, bounded by Prytania Street on the North, Sixth Street on the West, Coliseum Street on the South, and Washington Avenue on the East. It is one of the more famous (and creepy) of cemeteries located in New Orleans.

The Magnolia Projects is one of the most notoriously dangerous housing projects in the United States, with the highest murder rate in the city.

Notable Residents: Melanee Carondelet, Assistant District Attorney and long-time acquaintance of Namor, resides here.



Mr. Six resides in his opulent mansion at the corner of South Carrollton Avenue and Freret Street.

Damon Dran, obtainer of rare antiquities, set up his business out of his mansion here at 708 Burdette Street. However, when his acquisitions included kidnapped children for Baron Zemo, he was temporarily shut down by Diamondback, Captain America, and Americop.

Numerous other high-profile and/or famous residents live here – this tends to be where the wealthier residents choose to live.

MID-CITY

The Area: Located in the middle of New Orleans on what was once the backslope of the Mississippi River natural levee, it is bounded by City Park Avenue, Toulouse Street, North Carrollton Avenue, Orleans Avenues, Bayou St. John, St. Louis Street, North Broad Street, and the Pontchartrain Expressway.

Description: In the 19th century, the low-lying swamp lakeward of the

French Quarter was called "back of town." Today it is Mid-City; a neighborhood that developed in the early 20th century after the area was drained. Stretching along Canal Street from the French Quarter to the cemeteries, Mid-City was once New Orleans' geographical center. Today, the neighborhood is home to many eateries, schools and churches well-loved by locals. Its historic pumping stations are a familiar sight.

Landmarks: Tulane University Medical Center and Tulane School of Public Health and Tropical Medicine are located here just north of the Superdome.

Xavier University of Louisiana is in the western side of Mid-City at the intersection of I-10 and S. Carrollton Avenue; it is a major scientific college – focusing on physics, chemistry, and biological sciences. The Fairgrounds Race Course is located here – a major gambling location.

The oldest cemetery in New Orleans, St. Louis Cemetery #1, is located near the French Quarter on N. Rampart Street.



It is the home of many a restless spirit, and

Both the Calliope Projects as well as the St. Bernard Projects are located in Mid-City. The Calliope Projects found just south of the Pontchartrain Expressway, and north of Martin Luther King Jr. Blvd., and the St. Bernard Projects just north of the Fairgrounds Race Course. Areas of high crime and murder, they are not places to be at night (or during the day, for that matter).

Notable Residents: Jackson Kennewith (the Crescent Shadow) resides here in a small house at the southern end of the district with his grandparents.

Professor Andre LeClare, physicist, works at Xavier University as a researcher. A friend of the Rambeau family, he is the scientist that created the technology that helped to originally give Monica Rambeau her powers. He lives just off campus in a small bungalow-style home at 3322 Fern Street.



Cajun Creed, a mutant drug-trafficker, resided and worked out of a warehouse in the south side of the district, until he was put in jail by Moon Knight.

Cajun Creed

F A S E R I P

Ty Gd Rm Rm Gd Gd Ty

Health: 86

Karma: 26

Resources: Gd

Popularity: -2

Powers: None

Talents: None

Contacts: Criminal elements in New Orleans

Story Function: A mutant criminal ring-leader, he serves as a two-bit villain. He relies more on his strength than any actual fighting skill.

LAKEVIEW

The Area: Up until the early 20th century, the area was mostly undeveloped swampland. The developments began primarily after WWII with small bungalow-type houses. It is a traditional middle-class neighborhood.

Description: The neighborhood is dominated by City Park, a 1300 acre park. It is 50% larger than Central Park in New York City, making it the 6th largest in the country. Around the park sits blocks upon blocks of middle-class houses.

Landmarks: The University of New Orleans is located just off Lake Pontchartrain in the east side of Lakeview.

City Park is home to several different facilities, including Storyland, a children's fairy tale themed playground; the New Orleans Botanical Garden with a large collection of plants including the world's largest collection of mature live oak trees (some older than 600 years old); and the New Orleans Museum of Art, considered one of the finest art museums of the south.

Two yacht clubs are located here – the New Orleans Yacht Club and the Southern Yacht Club. Both cater to the wealthier residents, where they can mingle and have other social gatherings.

Notable Residents: Lorelee Tate, nurse at the Tulane University Medical Center and daughter of NOPD Chief of





Detectives Samuel Tate, lives in a small house at the corner of Colbert Street and Lane Street. She is a former love interest of Brother Voodoo.

GENTILLY

The Area: Located east of Mid-City and Lakeview, and north of Bywater, it encompasses from the borders of those three boroughs to the Industrial Canal.

Description: A fairly quiet area of New Orleans, it sprung from the industrialized areas during WWII, including the Higgins Industries Shipyards, Camp Leroy Johnson, and the former Naval Air Station New Orleans. The land closest to Lake Pontchartrain tends to attract the wealthier, while inland the housing is more middle-class.

Landmarks: University of New Orleans is located on the north end of Gentilly, right on the banks of Lake Pontchartrain.

The local FBI office is on the grounds of the former Camp Leroy Johnson, along with the Gulf South Research Institute – a bio-technology think-tank with many diverse research capabilities such as drug development, biochemistry, pathology, parasitology, virology, immunology, clinical pharmacology, microbiology, and water desalination to name a few.

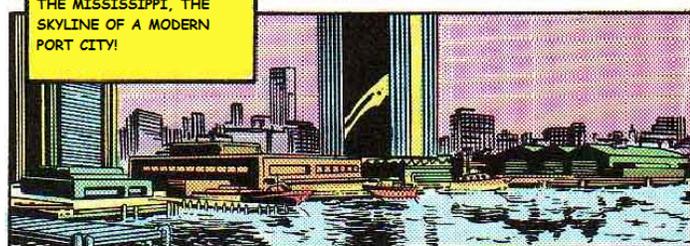
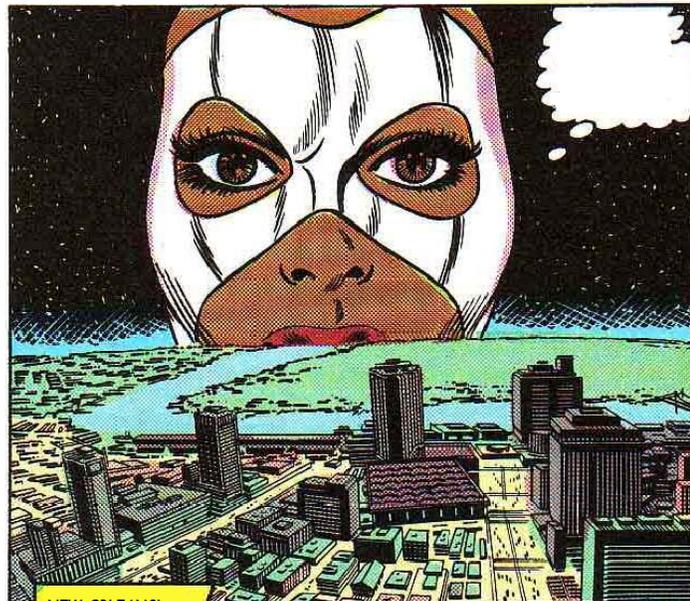
The Industrial Canal runs over 5 miles, from Lake Pontchartrain south to the Mississippi River, with a branch that runs east towards Lake Borgne and the Gulf of Mexico.

BYWATER

The Area: This riverside neighborhood is east of the French Quarter and is bounded on the east by the Industrial Canal and on the north by Gentilly.

Description: A conglomeration of both eclectic as well as run-down neighborhoods, Bywater is historically (and still) the home of many artisans.

Landmarks: Bywater contains a large area of railyards, used to ship goods that come in by cargo ships along the





Mississippi River as well as the Industrial Canal.

The Desire Projects, known among locals as "Dirty D", was one of the more crime-ridden areas of the city. It still sits as a blister on what is normally a pleasant part of town. Just south of the Desire Projects lay the Florida Projects – equally as dangerous an area.

The St. Roch Chapel and Cemetery is an historical burial site built in 1876 as a shrine to St. Roch, the patron saint of

good health. People come here for healing, and now and again, miraculous healings occur. Successful supplicants to St. Roch leave gifts, usually in the form of plaster anatomical parts or medical supplies (everything from eyeballs and crutches to organs and false limbs), to represent what the saint healed for them.

Notable Residents: Ron Morgan, friend and former employer of Monica Rambeau, owns a shipping company that

operates out of an office in Bywater, right near the Industrial Canal.

Creaux, a crooked New Orleans cop, resided here until he was investigated by the NOPD Public Integrity Bureau.



Creaux, former NOPD cop, now enforcer

F A S E R I P
Ex Gd Gd Ex Ty Gd Ty

Health: 60 **Karma:** 22

Resources: Ex (20) **Popularity:** -5

Although he resigned from the NOPD, he has recently returned to the city, and has started to prey upon his old victims again. He is not above murder or any other crime if it gets him what he is after.

Talents: Law Enforcement, surveillance, shadowing Marksmanship.

Equipment: Creaux walks with a cane (although doesn't require it) – it causes Good Blunt Damage, and is of Good material strength. He possesses a semi-automatic pistol.

He also carries with him a powder that in small doses is euphoric (Excellent Emotion Control), and in large doses causes instant paralysis and death within a few hours (Incredible paralytic poison, with respiratory failure within d10/2 hours).

Typical Dialogue: "If you know what's good for you, you better pay up!"



ALGIERS

The Area: Located on the south banks of the Mississippi River south of Bywater and southeast of the French Quarter.

Description: Although a devastating fire destroyed Algiers Point's courthouse and most of its Greek Revival and Italianate buildings in 1895, the small town soon rose from the ashes. Within a year, a new courthouse was built and rows of attractive cottages and larger houses were under construction, thanks to a thriving shipbuilding industry and commerce from the Southern Pacific Railroad. Since the 1800s, the Canal street ferry has linked Algiers Point to the Central Business District and the Vieux Carré. It remains one of the quieter neighborhoods in New Orleans (with a few exceptions noted below).

Landmarks: The Fischer Projects are yet another crime-ridden area of New Orleans. Located just south of the Crescent City Connection bridge, it consists of several blocks of low-rent housing.

The US Coast Guard Sector headquarters is located here just east of Algiers Point. Led by Captain Anne LeFleur, she is in charge of all Coast

Guard resources, covering the entire area from Baton Rouge down the Mississippi River, and on the Gulf Coast from Grand Chenier in the west to Pascagoula in the east. The Coast Guard also works closely with the Harbor Patrol as well as the local authorities in their law enforcement activities.

There is also a small Naval Reservation, with naval support staff and a small US Marine Corps support facility.

Notable Residents: Frank and Marie Rambeau (Captain Marvel's parents) live in a small home in Algiers.

Commander Anne LeFleur is the first female Commanding Officer of U.S. Coast Guard Sector New Orleans, and having grown up in this area, she's very protective of it.

Commanding Officer, and doesn't much care for any costumed heroes.

NEW ORLEANS INTERNATIONAL AIRPORT

The Area: Located ten miles west of the Central Business District just north of the Mississippi River.

Description: The second lowest-lying international airport in the world, New Orleans International Airport was formerly known as Moisant Field. It has three major runways, and serves as a major gateway for travel from the United States to Latin America. It is also a back-up landing location for the Avengers' Quinjets.

LAKE PONTCHARTRAIN

The Area: Located north of New Orleans.

Description: This 630 square mile lake has an average depth of 12-14 feet, but has shipping channels maintained by dredging. Not truly a lake, it is actually an estuary that has several rivers flowing into it and has direct access to the Gulf of Mexico.

Landmarks: The north shore is composed of multiple cities, and consist mainly of long leaf pine savannahs. The southern side of Lake Pontchartrain consists of the city of New Orleans, and its neighboring towns.

Notable Residents: Jonathan East, the magic-user known as the Sorcerer, operated out of a warehouse right off of Lake Pontchartrain. When defeated, his Synthetic Man whom he controlled walked off into the Gulf of Mexico and hasn't been seen since. The Synthetic Man was 10 feet tall, and had Incredible Rank Strength. It could alter its body from rock hard to a pliable form able to deform with any impact. It could also fire a concussive force blast from the jewel in its head.

OTHER AREAS OF INTEREST

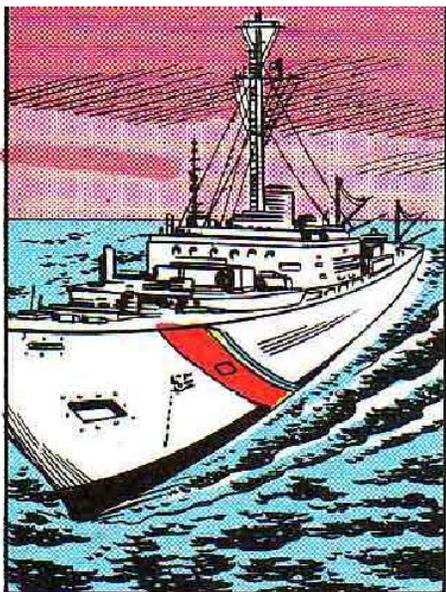
US NAVAL AIR STATION NEW ORLEANS

The Area: Located south of the city on the western bank of the Mississippi River as it flows south away from the city.

Description: Naval Air Station New Orleans is a large Navy base with multiple federal agencies stationed there. The military organizations stationed there include Strike Fighter Squadron 204 (VFA-204) flying F/A-18 Hornets, Marine Light Attack Helo Squadron 773 (HMLA-773) flying hueys and AH-1W Supercobras, Airborne Early Warning Squadron 77 (VAW-77) flying the specially modified E-2C Hawkeye aircraft designed for counter-narcotics, and Louisiana Air National Guard 159th Fighter Wing flying the F-15 Eagle. In addition, the Coast Guard flies their search and rescue helicopters out of the base, and there is also a battalion of Marines based here.

Landmarks: NAS New Orleans has two lengthy airfields that serve as a reserve for the Avengers Quinjets.

Notable Residents: Navy Captain Nicholas Randall serves as the base





MISSISSIPPI RIVER

The Area: The River winds its way snake-like through the city.

Description: The chief river of the largest river system in North America, it flows south towards the Mississippi River Delta and into the Gulf of Mexico. Through the city, it is on average about half a mile wide, and about 200 feet deep. Its immense volume of water and sand roils with tremendous force, scouring at the banks of the river.

Landmarks: One cannot view the river without seeing the huge amount of shipping traffic running along its length. Along with the commercial merchant ships coming in from overseas, there is a large amount of barge traffic, driven by tugs, taking shipments both up the river as well as bringing agricultural products such as grain down to get shipped overseas. These barges weigh almost 300 tons empty, and are 35 feet wide and 200 feet long.

ST. TAMMANY PARISH

The Area: Known as "The North Shore" to those who live in New Orleans,

it is located on the north bank of Lake Pontchartrain.

Description: A wealthier portion of the area, it also boasts some very remote and undisturbed swamplands.

Landmarks: A large swath of land east of the Lake Pontchartrain Causeway still remains in its natural state, as it has been maintained as several separate wildlife refuges and state parks.

Notable Residents: Antoinelle Arceneaux, a local Bokor (voodoo practitioner of black magic) and her nephew Emery Arceneaux both reside in a small shack in the bayou at the southeastern end of St. Tammany Parrish. Emery has the mutant ability to generate a virtually impenetrable energy field as well as project bursts of concussive energy.

ST. CHARLES PARISH

The Area: Located just west of New Orleans and the International Airport.

Description: A rural parish as compared to New Orleans, the majority of the population resides along the Mississippi River. The rest of the parish consists of farmland and swamps.

Landmarks: The Greek god of war Ares keeps the Hydra (yes, THAT hydra) here on Big Henri's Alligator Farm. It is cared for by a family that has been caring for it for generations while in Ares' employ.

Notable Residents: Teddy Masterson (Wildthing) grew up (and still lives) in a shack in the swamps outside of New Orleans.

The Black Talon (Samuel Barone) maintains his cult headquarters here, and has recently gotten into the cocaine trade to raise money.

Monstrom is a gigantic creature from another planet whose vessel crashed here 1,000 years ago. Unable to make repairs, he hid beneath the waters in the swamp, hoping that one day the human technology would be advanced enough to repair his craft. He emerged in recent time, but was set upon by locals and driven back into the swamps. He has not

been seen since – it can be assumed that he is still there.



Coypu

F A S E R I P

Ty Ty Ty Gd Ty Gd Ty

Health: 28

Karma: 22

Resources: Ex (20) **Popularity:** -5

Coypu, a humanoid, beaver-like creature, resides in the bayous on the lake. A mutant, he is shunned by normal humans, but is a good source of information regarding any activities in the bayous.

Powers:

Hyper-Swimming: Poor (2 Areas/Rd).

Thermal Vision: Good

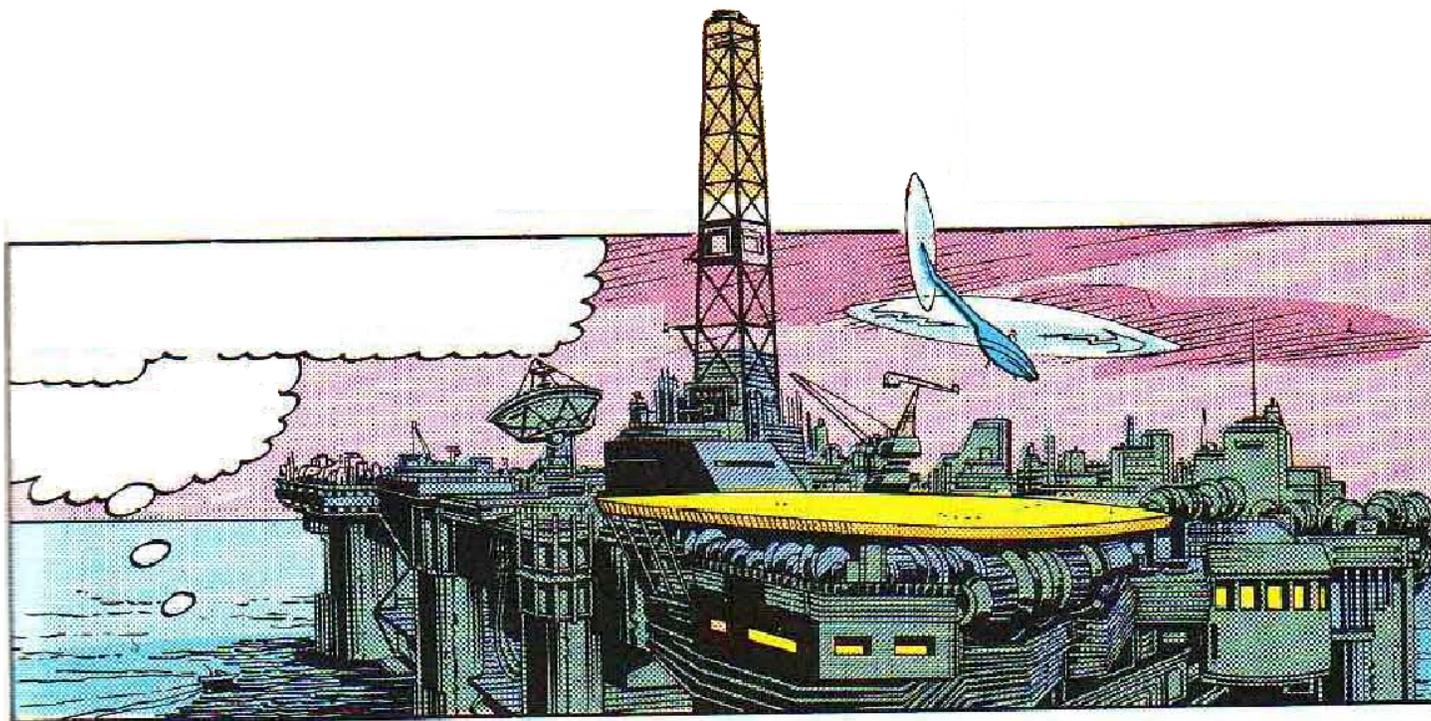
Natural Weaponry – teeth: His large, beaver-like teeth can do Good Edged damage.

Talents: None

Contacts: Swampfox

TULANE UNIVERSITY

Overview: Just one of the many universities located in the New Orleans area. Founded as a medical school in 1834, it has developed into New Orleans' largest university. Jackson Kenneworth (the Crescent Shadow) currently attends Tulane University, and commutes daily between his home in Mid-City and the Uptown campus.



Description: Tulane's primary campus is located in Uptown New Orleans on St. Charles Avenue, directly opposite of Audubon Park, and extends north to South Claiborne Avenue through Freret and Willow Street. The campus is known colloquially as the Uptown or St. Charles campus. It was established in the 1890s and occupies more than 110 acres of land. The campus is known both for its large live oak trees as well as its architecturally historic buildings. It has been listed on the National Register of Historic Places since 1978. The campus architecture consists of several styles, including Richardsonian Romanesque, Elizabethan, Italian Renaissance, Mid-Century Modern, and contemporary styles. The front campus buildings use Indiana White Limestone or orange brick for exteriors, while the middle campus buildings are mostly adorned in red St. Joe brick, the staple of Newcomb College Campus buildings. Loyola University is directly adjacent to Tulane, on the downriver side. Audubon Place, where the President of Tulane resides, is on the upriver side.

Landmarks: The centerpiece of the Gibson Quad is the first academic building built on campus, Gibson Hall, in 1894. The schools of Architecture and Social Work are also located on the oldest section of the campus. The middle of the campus, between Freret and Willow Streets and bisected by McAlister Place and Newcomb Place, serves as the center of campus activities. The Lavin-Bernick Center for University Life, Fogelman Arena, McAlister Auditorium, Howard-Tilton Memorial Library, and most of the student residence halls and academic buildings populate the center of campus. The facilities for the Freeman School of Business line McAlister Place and sit next to the Tulane Law School. The middle campus is also home to the historic Newcomb College Campus, which sits between Newcomb Place and Broadway. The Newcomb campus is home to Tulane's performing and fine arts venues. The back of campus, between Willow Street and South Claiborne, is home to two residence halls, Reily Recreation

Center and Turchin Stadium, the home of Green Wave baseball.

NPCs: Andre LeClare, family friend of Monica Rambeau, is a physics professor here, and is an excellent resource for the puzzled hero to receive help in the scientific realm.

AUDUBON ZOO

The Area: Located just off the Mississippi River in the Garden District, it is a nicely wooded 58 acre plot of land.

Description: Located on the site of the original animal exhibits from the World Cotton Centennial Exhibition of the 1884 World's Fair, it was formally created in the early 20th century. Containing a typical variety of animals, it also boasts some rarities like white alligators (mutated, not albino) and leopards. It contains over 2,000 animals, including gorillas, orangutans, elephants, sea lions, and all sorts of reptiles. It is open Tuesday through Sunday from 10am through 5pm during the week and 6pm on the weekends.



Landmarks: Major exhibits include the Swamp Exhibit which contains many animals native to southern Louisiana, including black bears, raccoons, otters, nutria, cottonmouth, copperheads, and several types of alligators. The Reptile Encounter contains Komodo Dragons, Gila monsters, caimans, and multiple species of snakes and other reptiles and amphibians.

Notable Residents: Gavin "Gator" Grant, former World Wide Wrestling League champion resides in the Audubon Zoo after he was fully transformed into an alligator by a voodoo spell. It is unknown if he can ever be restored.

Dr. Vanessa Blackwater is the current head of reptile studies here – she is the one who fired Hans Freuhling (who gave her the creeps while he was employed here). He still holds a grudge against her, and was always after her job when he worked here.

NEW ORLEANS ORGANIZATIONS

NEW ORLEANS POLICE DEPARTMENT

Background: New Orleans has one of the highest murder rates in the United States. There were over 4500 violent crimes reported in the city; these crimes include murder, rape, assault, and armed robbery.

New Orleans employs over 1400 officers, but has historically been undermanned, leading to higher crime rates due to less visibility of law enforcement officers.

Motives: Like all police forces, the New Orleans Police Department is charged with maintaining order and investigating breaches of the law. But to police officers around the city such tasks can mean different things.

The principal styles of law enforcement are the legalistic style (all laws rigidly enforced to achieve a single standard of community behavior); the

watchman style (using the law to keep the peace rather than promote legal reform); and the service style (using community social pressure instead of law to prevent or punish minor offenses)

Styles vary from precinct to precinct, or even officer to officer. If a couple of cops drive up to a crime scene and see the Crescent Shadow, one may try to arrest him while the other just thanks him for beating up the crooks.

In general, New Orleans' vast size makes the watchman style the only practical option. In other words, New

Orleans Police mainly try to keep the city running smoothly, not promote an agenda. Less than one reported incident in 40 leads to arrest.

However, while there are some officers who truly try to do what's right, the NOPD also has the reputation as one of the most corrupt departments in the country. This is most prominent with events like taking the law into their own hands, witness tampering, and discrimination. There are also instances of engaging in criminal behavior, notably drug trading and organized crime. There





have been attempts to clean up the department, but so far they have been unsuccessful.

Methods and Income: The NOPD is funded by taxpayer dollars allocated in the annual city budget. The department also runs charity fund-raising events for pension funds and the like; heroes who like to stay on the good side of the law often appear at these events.

However, as noted above, there are multiple officers who supplement their income with "off-duty" activities. These range from simply acting as enforcers or bouncers at clubs to freely engaging in the drug trade and other forms of organized crime.

Structure: The NOPD is run by the Superintendent of Police, and is divided into four bureaus, each commanded by a Deputy Superintendent. The first bureau is the Management Services Bureau, run by a civilian deputy, is responsible for the fiscal and administrative portions of the department. The Investigation and Support Bureau contain the investigative units that are responsible for the follow-up investigation of crimes committed against persons or property. The Chief of detectives is currently Samuel Tate, who has had dealings with Brother Voodoo on numerous occasions. The Public Integrity Bureau is the NOPD internal affairs organization.



Lastly, the Field Operations Bureau is the organization most likely encountered by super-powered individuals as well as regular visitors to the city. This bureau provides the patrol services to the city, as well as the special operations and

specialized support units of the department. They are organized into nine police districts, each one commanded by a Police Commander.

Their Special Operations Department includes two SWAT teams, a bomb disposal unit, a Search & Rescue/Marine unit, the K-9 unit, and an extradition unit.

Statistics:

Typical Officer

F A S E R I P

Gd Gd Ty Gd Ty Ty Ty

Health: 36

Karma: 18

Resources: Gd(10) **Popularity:** 4

Talents: Law Enforcement, surveillance, shadowing.

Equipment: One semi-automatic pistol; two ammo clips; flak jacket; handcuffs; walkie-talkie with city-wide range; extending metal baton; flashlight; uniform and Sam Browne belt to hold the equipment.

Notes: Plainclothes detectives have the same statistics and equipment, except that they do not carry a baton or flashlight. Plainclothesmen have Criminology and Detective skills.

SWAT Operative

F A S E R I P

Ex Gd Gd Ty Ty Ty Gd

Health: 46

Karma: 22

Resources: Gd(10) **Popularity:** 4

Talents: As the typical officer's above, plus Marksmanship.

Equipment: As the typical officer's, plus riotgun (see Player's Book, p. 42).

Police vehicles

Statistics for police cars, vans, and SWAT vans are given on page 48 of the Player's Book. The NOPD also employs over 30 police boats, described (as patrol boats) on page 49 of that book.

Noreen Tanaka, NOPD Detective

F A S E R I P

Gd Gd Ty Ty Gd Gd Ty

Health: 32

Karma: 26

Resources: Gd(10) **Popularity:** 2



Detective Tanaka is a fine example of a corrupt cop. Although not directly involved with crime, she is willing to do anything for her career, including taking the law into her own hands when it's convenient.

Talents: Law Enforcement, surveillance, shadowing Marksmanship, Criminology, Detective.

Equipment: Semi-automatic pistol, flashlight, walkie-talkie.



PORT OF NEW ORLEANS HARBOR PATROL

Background: Established in 1896, the New Orleans Harbor Patrol is



responsible for ensuring the safe, secure, and efficient flow of cargo and cruise passengers in the port of New Orleans. They provide law enforcement services, patrols, anti-terrorism efforts and investigative services to the local area.

Motives: The NOHP is responsible for the security of the waterways as well as the port facilities of New Orleans. They can typically be found either on one of their patrol boats in the Mississippi River, or patrolling in the port facilities.

Methods and Income: The NOHP utilize traditional law enforcement methods, just specifically applied to the water and the port areas.

Structure: They are a fairly small organization, subdivided into port security (land) and harbor security (water). They work together to provide overall security for the areas where shipping is found. Their headquarters is located on 3rd Street right on the Mississippi River.

Statistics:

Typical NOHP Officer

F A S E R I P

Ty Gd Ty Gd Ty Ty Ty

Health: 32 **Karma:** 18

Resources: Gd(10) **Popularity:** 2

Talents: Law Enforcement, boat pilot.

Equipment: One semi-automatic pistol; two ammo clips; flak jacket; handcuffs; walkie-talkie with city-wide range;

flashlight; uniform and Sam Browne belt to hold the equipment.

Police vehicles

Statistics for NOHP police cars are given on page 48 of the Player's Book. The NOHP also employs over 30 police boats, described (as patrol boats) on page 49 of that book.

Lieutenant John Audain

F A S E R I P

Gd Gd Ty Gd Ty Gd Ty

Health: 36 **Karma:** 22

Resources: Gd(10) **Popularity:** 2

John Audain is a tough veteran of the New Orleans Harbor Patrol. Having seen much of everything, he is a man of action vice a man of planning – he will react

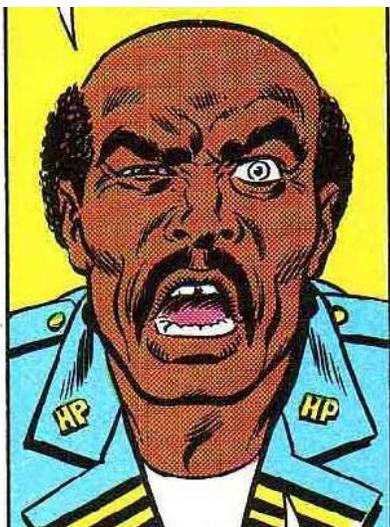
quickly, but sometimes without really determining if he's out of his league or not.

Talents: Law Enforcement, boat pilot.

Equipment: One semi-automatic pistol; two ammo clips; flak jacket; handcuffs; walkie-talkie with city-wide range; flashlight; uniform and Sam Browne belt to hold the equipment.

NEW ORLEANS OCCULTISTS

Background: The New Orleans Occultists are a small group of New Orleans based occultists who gather periodically to discuss their hobbies and their latest findings. Most of the members are minor to mid-grade magic users, but their knowledge put together is





quite extensive, especially for matters pertaining to the local area.

Motives: The group primarily meets to provide mutual support and information regarding all things occult. Their gatherings have over time become more of a social gathering than serious discussions, although they do discuss serious matters that they feel are on the horizon. They also discuss any items they may have recently acquired, and show it off to the others.

Structure: They don't really have much structure – they have monthly meetings at each of their homes on a rotating basis.

Members: The group consists of several people; the following are the known members: Morgan Penrose, Dan Down, Orleans Cooper, and Brother Voodoo. Lili Penrose (Morgan's daughter), unbeknownst to her father, is a practitioner as well, and works toward her own ends versus with her father. Mister Six is affiliated with them through intermediaries, so that he can keep up with local occult news.

Story Function: The group can serve as a source of information on an occult incident or item, or as the source of a new adventure.

MR. SIX'S CRIMINAL NETWORK

Mr. Six is a crimelord who leads an extensive criminal network that dominates New Orleans. He is also very much into the occult, and was a follower of Papa Shorty until his death.

However, his power has weakened in the area over the last several years, primarily because of aggressive pursuit by the FBI and super-powered heroes. And its influence along the Gulf Coast has dwindled considerably since the Kingpin's criminal organization rose to power. The Punisher has claimed that the Kingpin has taken over 80% of criminal activity on the East Coast.

But though they may be on the wane in the south, they still remain powerful,

and can still be a spring board for many adventure scenarios.

Background: Mr. Six took over his criminal organization from previous groups that were involved in prostitution, gambling, and smuggling. However, he consolidated many various groups into the current network. Smaller than the other criminal families like the Maggia, they do coordinate (to an extent) their efforts with other criminal organizations, including the Maggia and the Thieves Guild.

Motives: Mr. Six's criminal network is a business, and it is run as a business, to make profits. He will undertake any activity that will bring in money. For instance, his network will work with companies like Roxxon, U.S. Petrol, and SouthChem Industries in disposing of their hazardous waste. Companies that don't want to pay the high costs of disposal by legitimate means contract with his network to dump the wastes cheaply. Of course, they make no guarantees to dispose of them in an environmentally safe way.

Methods and Income: His network runs similar to a business, with he as the CEO, and his subordinates in charge of various criminal activities. Income from these operations is hard to estimate, but it must be substantial. They generally rely on a steady stream of income from petty crime and systemic corruption, rather than big operations with high profiles. A hero is unlikely to encounter one of these "big heists" more than every year or so.

His network relies on tried and true methods of enforcement: intimidation, property damage, legbreaking, kidnapping, and contract assassination.

But in New Orleans, his network has broken with tradition to counter the threat posed by super heroes. They sometimes employ super-human agents, futuristic weaponry, even robots in the struggle.

Personnel: Network membership estimates are uncertain at best. The organization must employ as many "workers" as any major multinational corporation. Regionally, network

members probably number close to one thousand. These figures are misleading, though, because for every core member there are ten or a dozen associated thugs and workers.

In New Orleans, the organization numbers about two hundred members. They employ perhaps a thousand members on a piece-work basis. Only a few hundred are active full-time.

Mr. Six is assisted by several agents, including Andre, a magic-user, and Robert, his driver and right-hand man.



Mr. Six

F A S E R I P
Ty Ty Ty Ty Ex Gd Ty

Health: 24

Karma: 36

Resources: Rm (30) **Popularity:** -10

Mr. Six is a shrewd businessman, but is easily distracted by his hobby of the occult.

Talents: Business, Marksman, Occultist, Criminal Strategy.

Contacts: Papa Shorty (local Voudoun),

Typical thug

F A S E R I P
Gd Ty Ty Ty Ty Pr Pr

Health: 28

Karma: 14

Resources: Gd(10) **Popularity:** 0

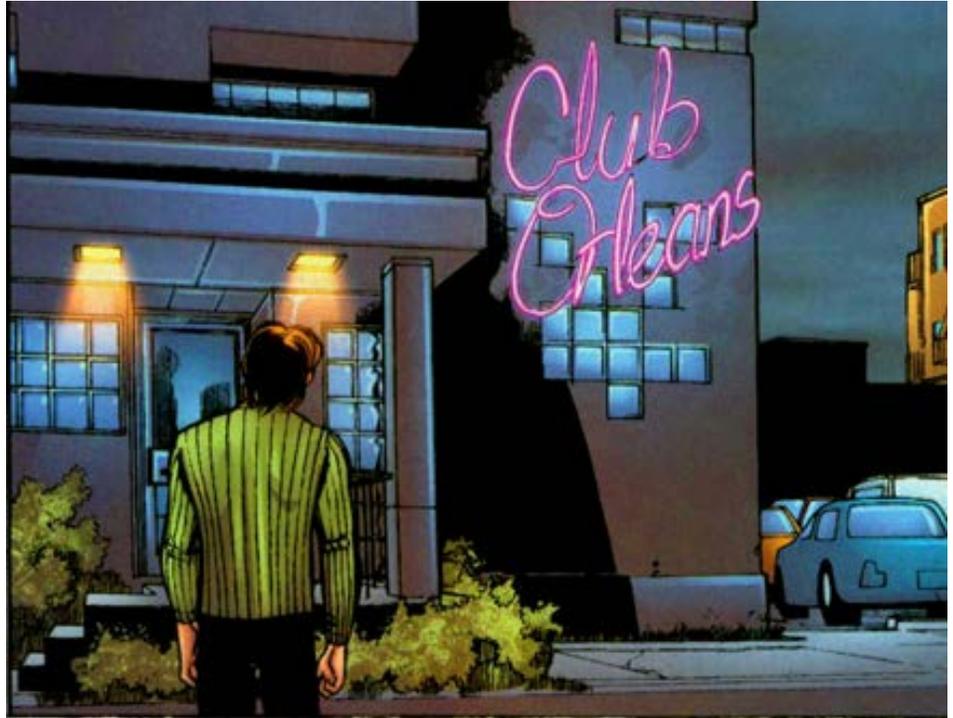


The typical Mr. Six thug, though dressed well, is no better or worse equipped than any street thug. He has a cheap pistol or revolver, extra ammo, and possibly a knife, blackjack, or brass knuckles.

Talents: Martial Arts B and E.

Story Function: Very handy to a super-powered campaign, Mr. Six's network is the generic criminal organization. It commits every kind of crime from purse-snatching to holding the Defiant Shuttle for ransom. It employs any super-thug that the Judge wants to throw at the players.

His network acquires a flavor only in the upper reaches of the organization, where the importance of the occult can throw a wrench into both Mr. Six's plans as well as the plans of the heroes.





AVENGERS PLANTATION

HISTORY

The large house found amidst the oak and cypress trees outside Thibodaux, Louisiana was originally built in 1813 by a wealthy Frenchman, Francois Jean Dubois. 4 years later, all of the buildings' wood structures were found to be eaten away by some strange worm. The estate was rebuilt 3 years later using exotic woods from India. From then on, the Dubois estate was nicknamed the Wormwood plantation.

During its first 49 years, the plantation had a varied history of successes and failures at rice and cotton farming. The Dubois family treated their slaves with respect, allowing each family their own bungalow, and was well

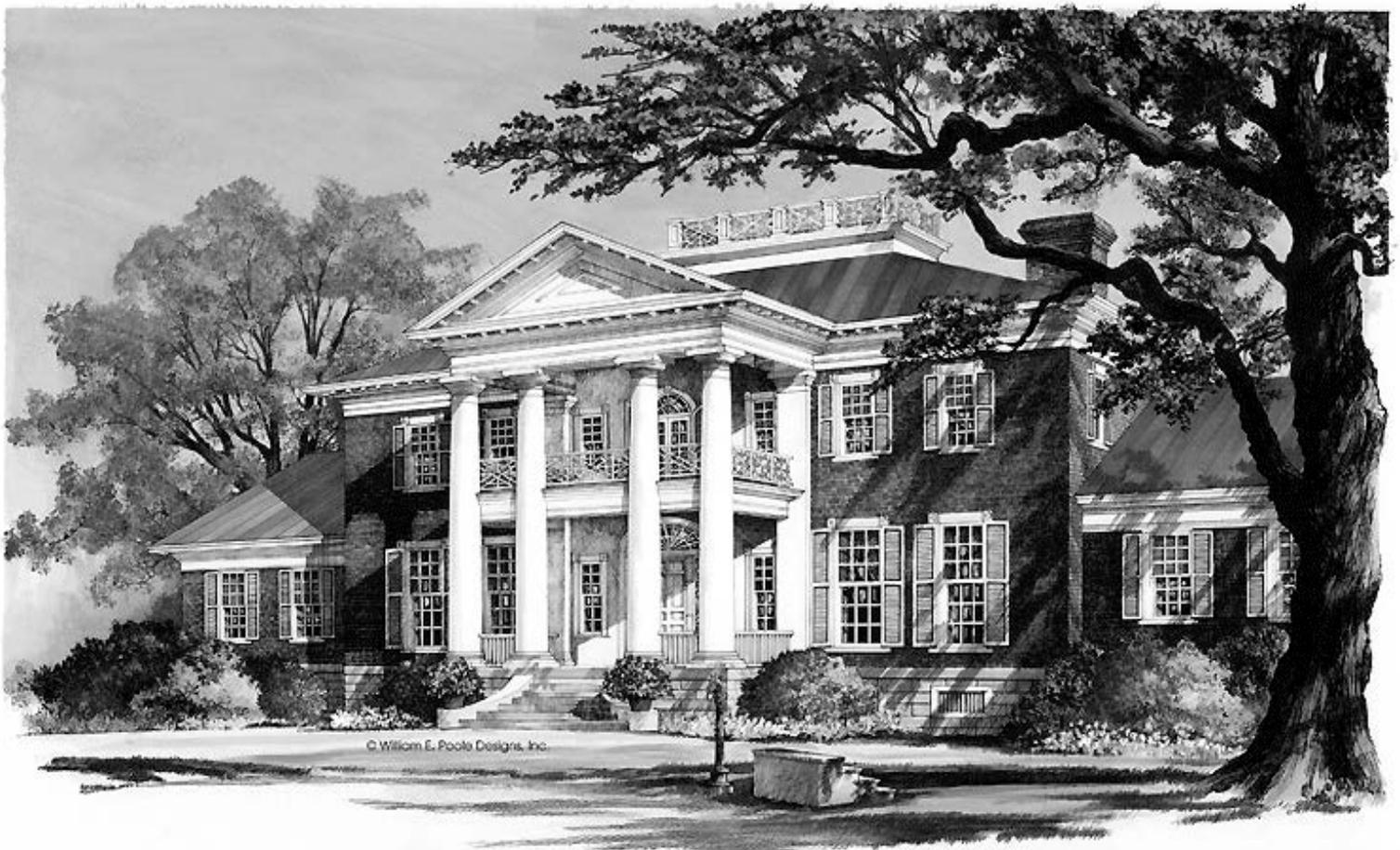
respected in the Parish.

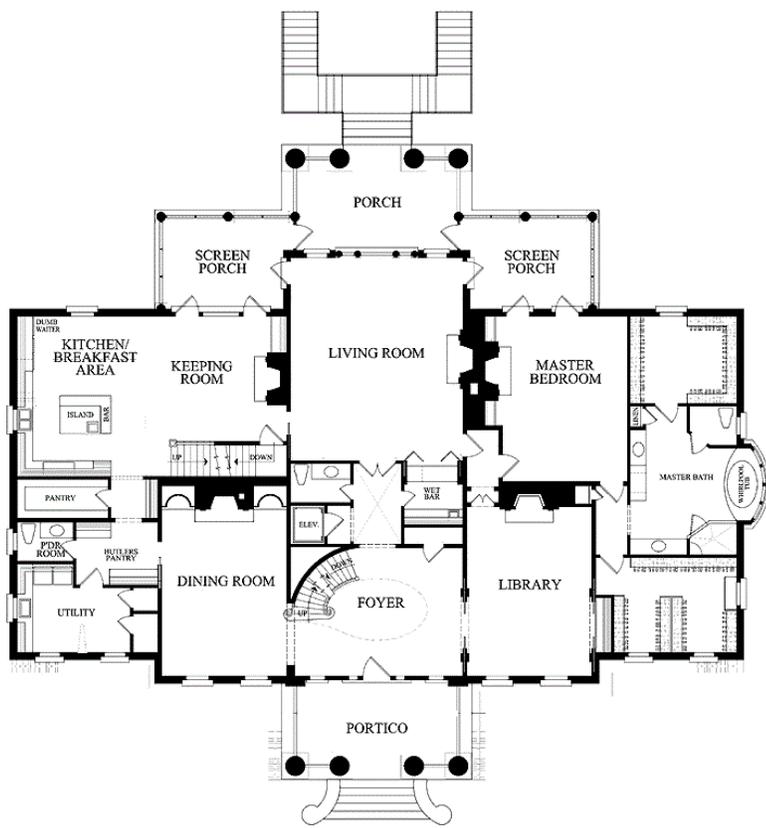
Then in 1862, the Civil War came to Thibodaux. A force of Union soldiers under the command of General Robert Butler was sent to take the town, and occupy it and the surrounding area. A bigot, Butler was not kind to the slaves in the area.

Strangely enough, when he and his troops decided to use the Wormwood plantation as its command center, odd happenings occurred. The General burned large portions of the countryside as well as the city of New Orleans looking for the partisans he suspected of sabotage, and went so far as to hang innocents to try to flush them out. They never were found, but one day when

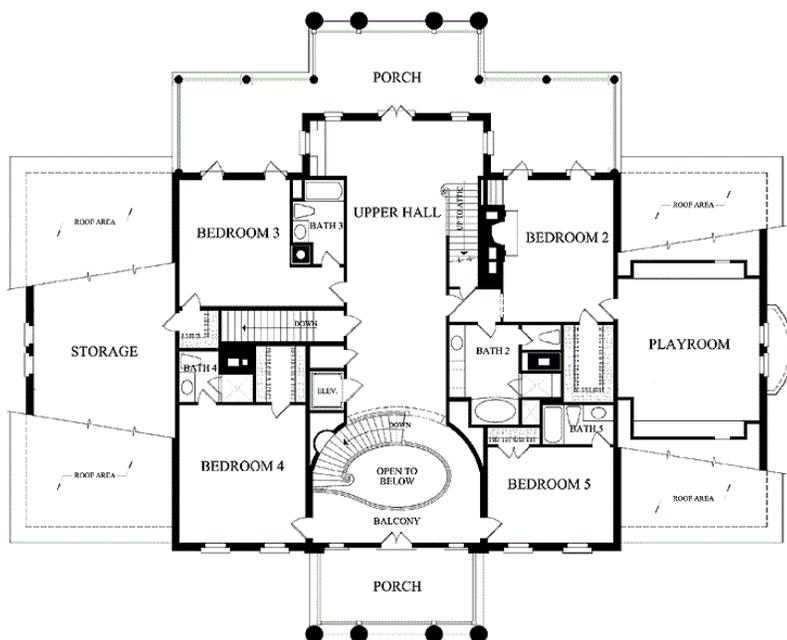
Butler and his troops left to search the swampy areas of Thibodaux, he and his troops never returned. It has been said that the lands took vengeance on the Union forces for desecrating the sacred sites in the swamps.

The house has been passed down through the Dubois family over the generations, until winding up in the hands of Jean Levesque Dubois's eldest son, Henry Dubois. Henry was the well-respected Sheriff of Lafourche Parrish. Unfortunately, Henry was killed at the hands of poachers while on duty; subsequently all the Dubois property was passed on to his only son, Jean-Louis Dubois, also known as Swampfox.





GROUND FLOOR



SECOND FLOOR

AVENGER'S PLANTATION

The Gulf Coast Avengers' headquarters is located just off Route 307 on the banks of Lac des Allemands in Lafourche Parish. The over 10,000 acre property was originally much bigger when purchased in 1812, but some of the land has been sold as the needs of the plantation lessened. The house and cottages are located in the northern end of the property, while the rest of the property was used for farming, but has now gone back to its natural state. The land the plantation sits on is a mix of swamp, savannah, and lakefront property.

Plantation Grounds

While the property itself is open, the grounds where the house and other buildings are located are protected by a normal fence. This part of the property is quite large, and a large portion of it is used as an outdoor training area. The rest of the lawn includes various sensor systems (see Security Systems).

Eight cottages are scattered across the grounds, each given a measure of privacy by surrounding oak trees with their veils of Spanish moss hanging from their limbs.

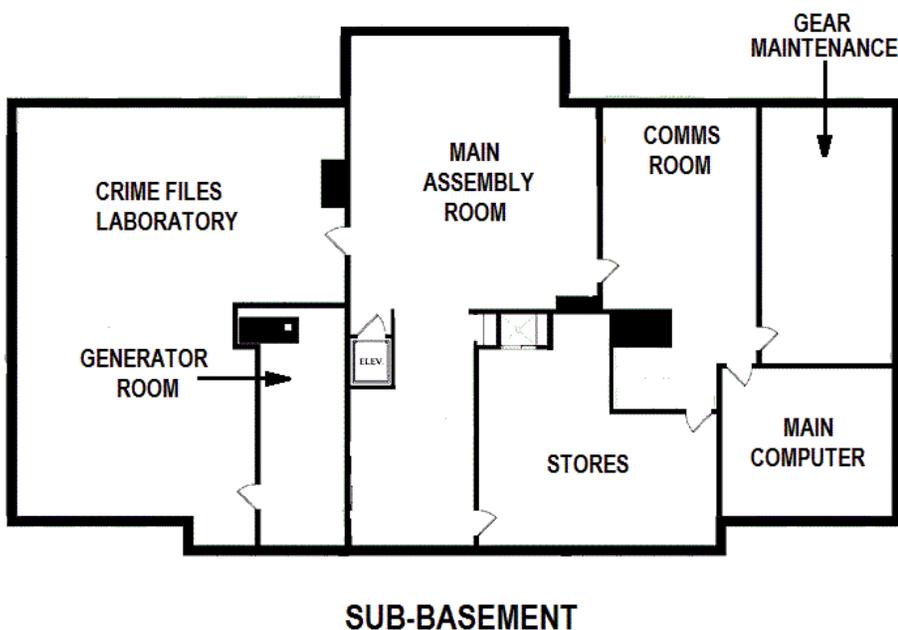
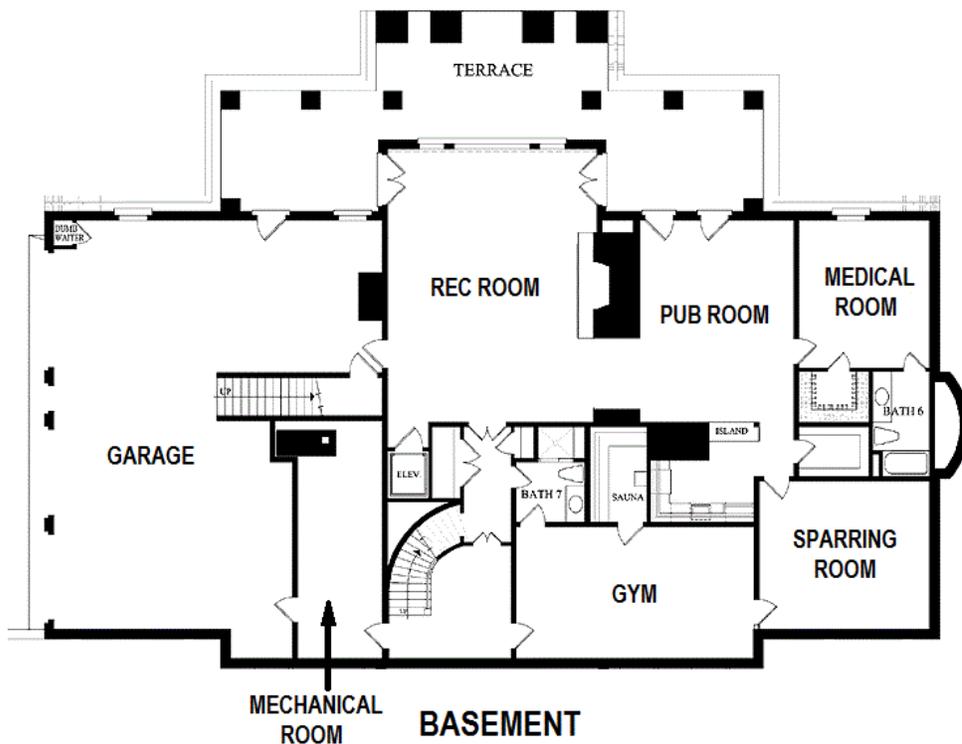
There is a short footpath leading from the back of the main house to the lake, which has a sizeable dock.

Dock

This large dock has a boathouse which contains a bass boat used for recreational fishing. The dock is the primary storage location for the Devilfish, although any large scale maintenance is performed in the maintenance hangar.

Landing Field

East of the main house is a 1500 foot long airstrip used for the Avenger's Quinjets. There are also three large hangars – two for storage of their Quinjets and one for maintenance. They are each large enough to hold two Quinjets. There is also a helicopter landing pad big enough for the MV-22



Ospreys or any other large helicopters to land.

Cottages

These were originally servant quarters, but were built larger than traditional southern servant quarters. They have been completely renovated and serve as the living quarters for all six members of the team, with two serving as spare quarters for visiting personnel.

Main House, Ground Floor

The house itself is a beautiful representation of southern architecture with its large columns, sprawling porches in the front and back, and its symmetrical shape. From the main entryway, this floor opens up into a spacious foyer with a large staircase that winds its way up to the second floor. On the eastern side of the house are the library and the master bedroom, used by Jean Dubois when he is staying at the house (which is rare). On the western side of the house are the kitchen, the formal dining room, and the informal eating area/breakfast area. Behind the foyer is the living room, used to entertain guests when they are here. In the back of the house is a large covered and screened porch, where it is nice to sit in the evenings.

The walls, floor, and ceiling are built of Remarkable strength material. The windows and doors are of Excellent strength material. The ground floor is a low-security area, but the elevators can be sealed to prevent access to the underground sub-basement levels.

Second Floor

The second floor contains four additional bedrooms (only one currently used by Frank Levesque) as well as Jean's old playroom he used as a child. It also contains the entrance to the attic, which is used for storage of the Dubois family heirlooms.

The walls and floor are of Remarkable strength material. The windows and doors are of Excellent strength material. The roof and ceiling are Incredible strength material.



Basement

Although labeled a basement, it is only partially underground, as the western side and the rear of the house have openings and windows. This level contains the garage and utility rooms, and the traditional off-duty rooms (as Frank likes to call them). It also has a terrace in the back, underneath the first floor screened porches. The medical treatment room is also located here, for quick patching and other simple work. For more serious injuries, they have an agreement with the University of Tulane Medical Center in New Orleans.

The walls and floor are of Remarkable strength material. The windows and doors are of Excellent strength material. The ceiling is of Incredible strength material.

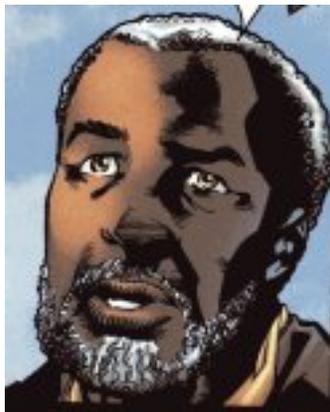
Sub-Basement

This is the maximum-security area of Avengers' Plantation, containing the most critical facilities. The assembly room, main computer, data files, and power generator are the equal of their counterparts in the East Coast mansion and West Coast Compound, with complete backup installations in case of equipment failure.

The walls, floor, and ceiling are of Amazing strength material, except for those of the assembly room, which are of Monstrous strength material. Doors have the same strength material as the walls.

The computer systems and data files of the New York, California, and Louisiana headquarters are constantly linked and share all information. The computers and files of the three main headquarters are also linked with the computers of Hydrobase, and those used by any experimental teams like the AEF.

The main differences between the New York, California, and Louisiana headquarters are that neither the California nor Louisiana properties have no danger room (the Avengers practice on the lawn) and that they can base their Quintets on site because the compound is more isolated than the Manhattan mansion.



NPCs

Francois "Frank" Levesque

F A S E R I P

Gd Ty Ty Ty Gd Ex Ty

Health: 28

Karma: 36

Resources: Gd(10) **Popularity:** 0

Talents: Law Enforcement, Detective, Business.

Appearance: 6'0", 210 lbs. Frank is an older gentleman with graying black hair and a beard. He walks with a limp due to an injury while on duty with the Sheriff's Office. Typically wears a button down shirt and tie, and khaki pants. He is a pretty quiet guy, but does not hesitate to tell Jean Dubois (or any Avenger for that matter) what they're doing wrong.

Typical Dialogue: "Zombies, huh? Reminds me of a case I was working, back when I was on the force..."

Story Function: Frank generally is the first person a visitor to the Avengers Plantation sees, and can sometimes provide a new perspective if the heroes need assistance with an issue.

Background: Francois "Frank" Levesque was a detective with the Lafourche Parrish Sheriff's Office for years, before being injured in the line of duty and forced to medically retire. Upon retirement, he decided to assist the Dubois family at their house – acting as personal assistant to his friend and mentor, Sheriff Henry Dubois. After his death, he stayed on at the plantation assisting with the family's business affairs

and keeping the house up during Jean's time in the Marines. When the Avengers moved in, he simply took in stride, and helps to make sure that they all are comfortable in their new home.

Security Systems

The Avengers Plantation is as well-protected as any building on Earth. However, by definition, any opponent who would attack an Avengers headquarters is a world-class threat, dangerous beyond the capacity of any security system. Avengers headquarters have been assaulted by aliens, monsters, despots, super-villains, angry crowds, and Dracula's mesmerized horde of cultists, winos, and vermin (human and animal types), among others.

Avengers security systems are always non-lethal, designed to capture and immobilize the threat with a minimum degree of injury. They are sophisticated enough to avoid attacking non-superhuman NPCs who pose no threat to the Avengers and are not attempting to violate security, although the presence of innocent NPCs will always be noted if they run afoul of a security sensor). All security and defense systems are tied into the Avengers main computer system and can be overridden by the Avenger on monitor duty. If events require that all Avengers leave the HQ, Francois Levesque will man the monitor. Under normal circumstances, the monitor must always be manned (you never know when the President might call).

Security Package, Outdoors

(Incredible cost, covers five areas each)

This consists of sensors buried in lawns, hedges, trees, and fences to ensure full coverage of all outside grounds. These sensors provide full-body scan of an intruder. Threats automatically activate the defense system and sound an alert at the monitor. Threats are categorized with the following priorities:

- Identified enemies of the Avengers (this category includes anyone actually in combat with an Avenger or



vandalizing Avengers property whether or not the threat is previously identified).

- Identified enemies of friendly contacts.
- Wanted criminals and fugitives from the law.
- Any being possessing superhuman powers, including beings with battlesuits or other high-tech weapons.
- Any armed being, including armed robots
- Any energy source, radiation source, toxin, gas, corrosive, or hazardous chemical of Amazing rank or intensity.
- Natural disasters

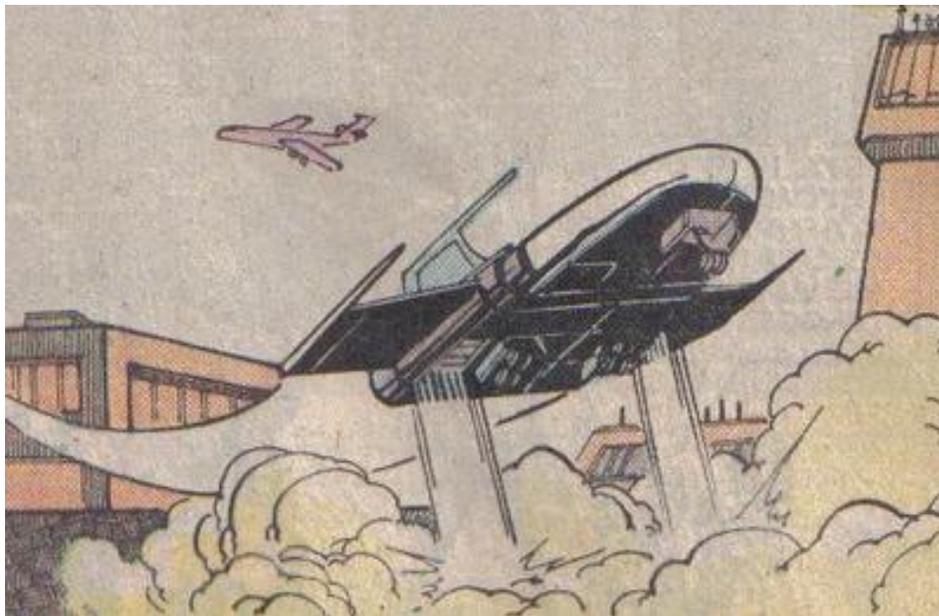
The presence of non threatening intruders sounds an alert at the monitor but does not activate the defense system.

Defense Package, Outdoors

(Incredible cost, covers five areas each).

These are activated by the security package and are linked to the sensors. This package also includes a television camera system linked with the Avengers monitor. The defense response is listed by priorities, from most serious to least serious. The system starts from the bottom of the list, allowing for escalation of response. A successful red FEAT roll (Incredible intensity) allows two responses per round, otherwise one occurs). An Avenger on monitor duty can override the priority list selecting a higher degree of response.

1. Headquarters-wide alert, summoning all Avengers for immediate action.
2. Automated stunnulators (Range, 5 areas; intensity Excellent; aimed with Excellent Agility and Marksman talent; effects all in target area).
3. Pop-up detention tentacles (Range, 5 areas; Incredible strength material; grappling attack with Incredible Strength).
4. Pop-up canister launcher, detention net in canister (Launcher range, 5 areas; net covers 1 area; Launcher aims with Excellent Agility and Marksman talent; Remarkable strength material net).



5. Chemical-neutralizing or fire extinguishing foam (covers 5 areas; Remarkable intensity).

Low Security Package, Indoors

(Excellent cost; covers one door, window, or area, requires no space).

This includes a burglar alarm and a mechanical lock. An alert sounds at the monitor and the monitor can display a map of the mansion showing the affected alarm. This is used in all low-security areas and in living quarters.

Medium Security Package, Indoors

(Remarkable cost; covers one room).

This has all the capabilities of the low-security package plus television scan of room, auto-locks on all windows and exits. Locks can be opened by Avengers ID card or by Avengers voice-print (for quick response). This package can activate the defense system. This system is used in the Avengers Mansion basement (except for the medical facilities), Avengers Compound basement, garages, hangar, all Quinjets, and all elevators.

High-Security Package, Indoors

(Incredible cost; covers one room)

This combines the capabilities of the previous two packages and adds constant auto lock on all exits until opened, full-room scans for unauthorized listening devices, full-body scans of all in the room, auto-scans for presence of infection, gas, toxins, or radiation, with auto-sealed environment to prevent entry or spread of contamination, and pressure sensitive sensors in floor, ceiling, and walls.

This package is used in all sub-basements, exterior doors and roof entrances, and in all medical facilities.

All indoor security packages use the same threat priorities as the outdoor security package.

Defense Package, Indoors

(Incredible cost).

This is not as complex as the outdoor package. It consists of automated stunnulators in all medium and high-security rooms. The Avengers do not use entanglers, nets, gas traps, or other devices that might hinder their ability to deal with a foe directly. Any foe who penetrates a medium- or high-security area will confront the Avengers themselves.

Interior stunnulators (Range 2 areas: Amazing Intensity; aimed with



Remarkable Agility and Marksman talent; affects all in target area).

Fire Protection

The Avengers use multiple packages of varying intensities: Excellent in low-security rooms, Remarkable in medium-security rooms, Amazing in high security rooms and in hangar facilities. Each package can cover up to 10 rooms.

Imprisonment Facilities

(Remarkable cost).

The Avengers have a detention facility that uses Incredible strength material physical restraints and Excellent inhibitor devices. They can get a cell or other device of Class 1000 strength material by having Tony Stark build something made of True Adamantium. As a general rule, it is inconvenient for the Avengers to imprison someone for an extended period; they will do so only if they have no other choice or if asked to do so by the proper legal authorities.

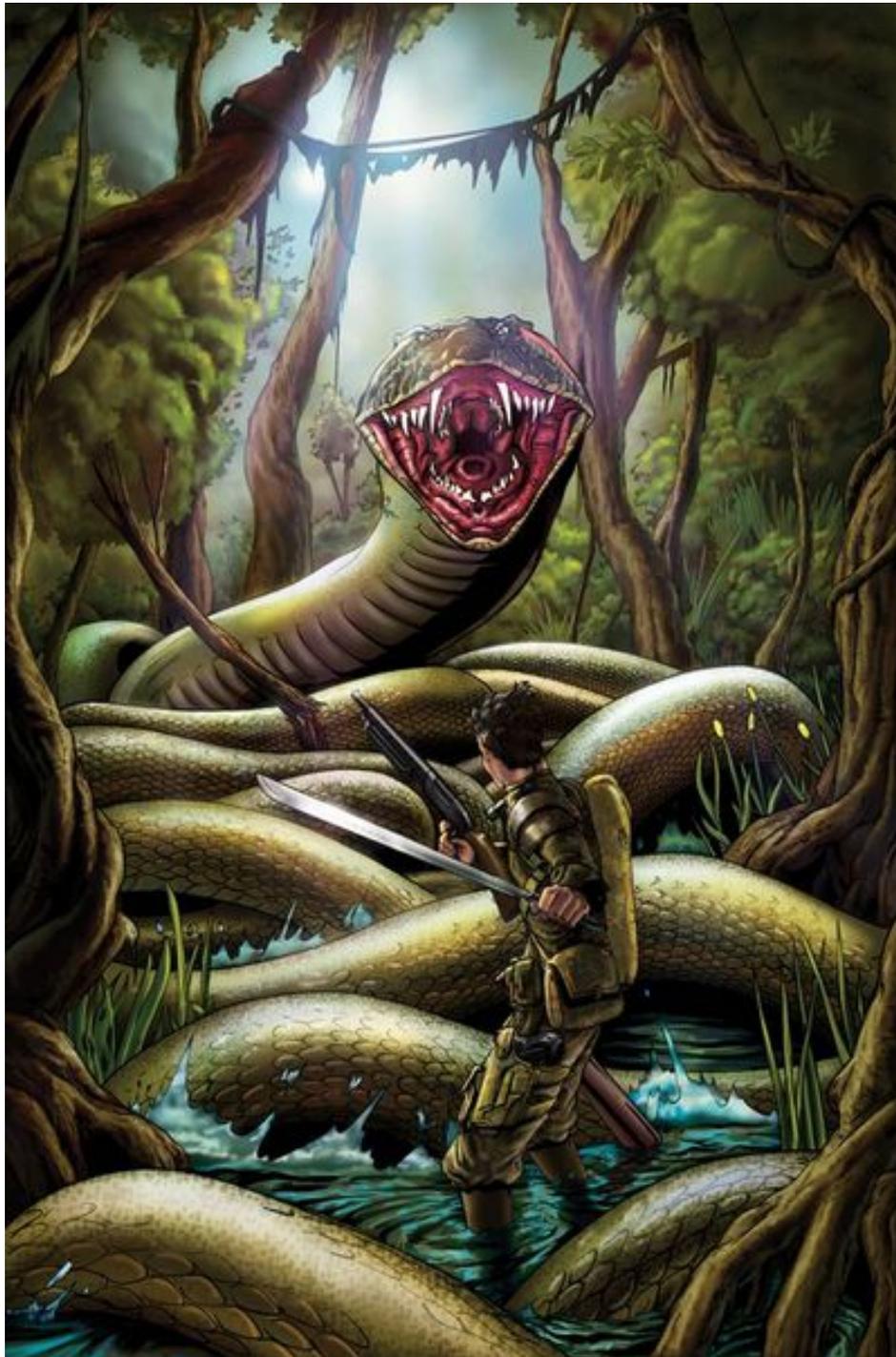
Bio-Analyzer

Standard equipment for any headquarters, this machine (in handheld models or a wide-range sensor array) performs the following:

Detection: The bio-analyzer can detect the presence of mutants, shape-changers, and aliens of any race known to the Avengers with Incredible ability and range (11 areas).

Material Strength: Hand-held units are made of Excellent strength materials. Larger, built-in sensor arrays are the same material strength as the wall installation (minimum of Excellent).

Availability: One Bio-analyzer is kept on hand at the Avengers Plantation.



Swampfox stumbles across an Anaconda



CHAPTER 3: MARVEL GUIDE TO LATIN AMERICA





CARIBBEAN

BOCA CALIENTE

Capital: Puerto de Boca

A small island located just north of Barbuda, it is part of the Windward Islands. Formerly a popular tourist destination, it recently underwent a series of revolutions that began with a military coup led by General Pacheco (and financed by an American businessman), then a hostile takeover by the international terrorist organization known as A.I.M. (Advanced Idea Mechanics).

After A.I.M. took over the island, they were recognized as the sovereign rulers of Boca Caliente by the United Nations, providing them a level of legitimacy previously unseen. The island now is A.I.M.'s primary base from which they develop weapons and plan their designs on world domination. They also have an annual weapons expo, attended by numerous super-powered villains.



CUBA

Capital: Havana

One of only a handful of communist nations left in the western hemisphere, Cuba has struggled to support its economy after being propped up by the Soviet Union for so long.

Cuba's military used to hold a stockpile of Sentinels for use against its mutant populace. Ran by General Luis Diosvil, the Sentinel program was located

in the city of Bayamo. Although supposedly dismantled, the current status of the Sentinel program cannot be verified.

The United States still maintains its naval and air base at Guantanamo Bay; it includes a SHIELD facility.

SARACEN CAY

A small, remote island in the central Caribbean, it houses a small NASA monitoring/observation station for both the shuttle program as well as their multiple space stations. Manned only by a small number of NASA personnel, it has in the past come under attack by extra-terrestrial beings. Compounding problems, it is also claimed by several nearby nations as their territory, including Cuba and Haiti.

CENTRAL AMERICA

COSTA DIABLO

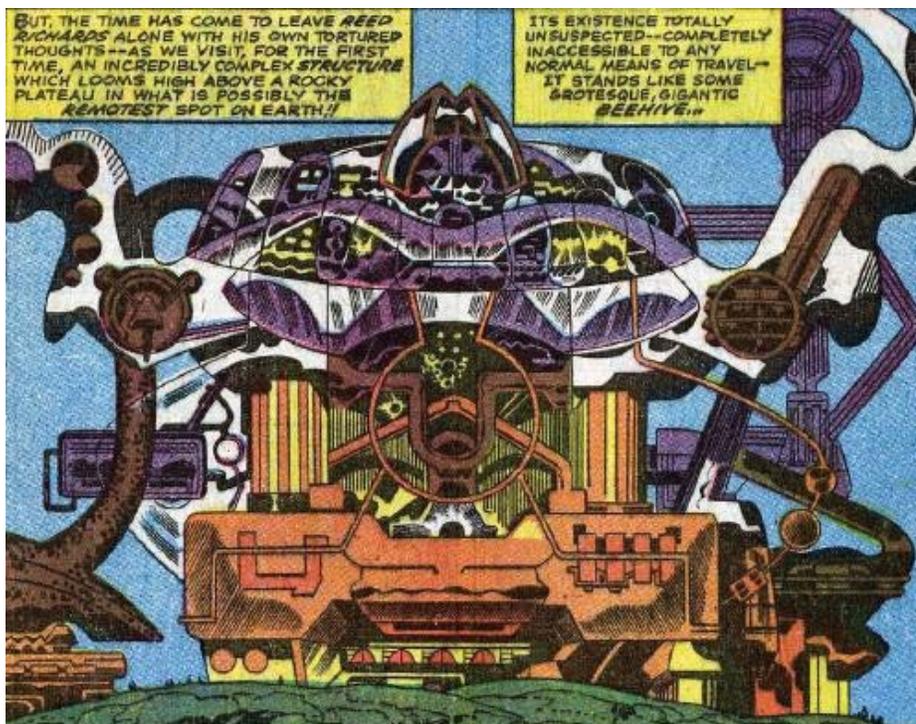
Capital: San Fernande

Costa Salvador is a tiny tropical nation located on the Caribbean coast between Guatemala and Honduras. Led by the nationalistic General Caliguerra, it was once the location of a Stark International manufacturing plant. One of Stark's employees instigated a revolution with General Caliguerra, providing Stark designed weapons. After Iron Man departed the island, having saved his employees, General Caliguerra remained in power.

COSTA PERDITA

Capital: San Jorge

Costa Perdita is a mostly uninhabited country in Central America. That is the reason it was selected as the location of the Enclave fortress known as the Beehive. The Enclave scientists, in their attempt to create the perfect human being, wound up creating the being that would be known as Warlock there at the Beehive. Unbeknownst to the Enclave scientists, it is also the location of an abandoned Deviant fortress.





COSTA SALVADOR

Capital: San Jorge

Costa Salvador is a small country located in Southern Central America. Previously the base of operations of the Inhuman, Maximus, in his scheme to enslave mankind and rule the world. Defeated by the Hulk, Maximus and the rest of his fellow Inhumans fled back to the moon. The country is currently attempting to recover from being under Maximus's control, and is still not yet politically stable – making it ripe for the current government to be overthrown.

COSTA VERDE

Capital: Courantine

A small country bordering Mexico on the Pacific side, Costa Verde has had a series of revolutions and superhuman interferences in the country. The first interference by outsiders was when the Spanish conquistadors and missionaries came, converting many of its inhabitants to Christianity. As they converted, many of their gods retreated, but Peliali (the volcano goddess) stayed after retiring to a mountaintop. She later gave birth to the heroine Silverclaw.

The Living Laser was employed to decimate the government's forces in a revolution led by Rodrigo Valdez, but was defeated by the Avengers. A couple of years later, another revolution led by El Lobo saw Thor and Firelord being controlled as his minions.

Recently, the ancient sorcerer Kulan Gath transformed the Kamekari (native tribe) village he found into a replica of the Hyborian times he once lived in – he enslaved the goddess Peliali, who sacrificed her life to save her people, and Kulan Gath was taken by his allies, the N'Garai.

MEXICO

Capital: Mexico City

The United States' southern neighbor, Mexico is a country rich with heritage and history. The home of several ancient empires (including the Incans, the Mayans, and scores of



others), Mexico has also seen many activities by superhumans and extraterrestrials.

Baron Zemo's castle (Castle Zemo) is located in Malpaso, and has been the residence of Baron Zemo's wife Heike and his ally Techno. The mystical Cult of the Harvester of Eyes was also based in a remote Mexican jungle. The international terrorist organization A.I.M. had a research base codenamed Black Mesa, but was destroyed by the Shadow King.

A.I.M. had been doing research on favourite crystals (powerful crystals used by the Skrull Empire to power their interstellar craft).

Recently, Mexico has been attempting to deal with a group led by the self-proclaimed Emperor of Mexico, Moctezuma. His appearance with a large army near Coatzacoalcos created a large amount of fear, especially after the Mexican Army's defeat at the hands of the magically-enhanced army.



Unfortunately, Mexico does not have as large a super-human population as they would desire – leading to attempts by the Mexican government to fund projects to create home-grown superheroes.

SAN REVILLA

Capital: Ciudad Revilla

As with many of the small banana republics, San Revilla is a civil war-torn nation struggling to survive. Recently, it withstood an attempt by the being known as the Advisor to achieve his goal of “the complete self-immolation of a country”. Hired by the Advisor, several super-powered agents, including USAgent fought a rebel group known as the Shadows (led by Hawkeye). When War Machine got involved, however, USAgent realized what was really going on, and joined forces with Hawkeye and USAgent and defeated the Advisor and his government forces. Meanwhile, the country still struggles with democracy.

SANTO RICO

Capital: Libertad

Originally inhabited by the Mayan peoples, Santo Rico was founded as a Central American state by the Portuguese in the 17th century, and named for the riches found in its hills – particularly the wealth of gold. In recent years, El Toro rose to power as the country's communist president, but the election fraud was exposed by Giant-Man and the Wasp, who ran him out of office and back to Hungary.

Later, Santo Rico was conquered by the treasure hunter, Juan Meroz (aka El Tigre), who used the powers of the Sacred Pendant of Kukulcan to control the citizens' minds. He was shortly afterwards defeated by the X-Men.

Most recently, Sinergy Technologies brought its industry (including arms and energy packs sold on the black market) to Santo Rico, but was found to be releasing deadly pollution into the environment, and was stopped by Night Thrasher and the humanitarian group Worldwatch.



TIERRA DEL MAIZE

Capital: Ciudad Leando

Tierra del Maize is a country riddled with strife, led by a totalitarian government. The country was briefly ruled by the alchemist known as Diablo, but was defeated by Alpha Flight.

It has been rumored that some of Diablo's alchemical formulas and mixtures were left behind after his defeat, and are being used by the current government.

SOUTH AMERICA

ARGENTINA

Capital: Buenos Aires

Argentina is one of the original colonies of the Spanish colonization period. Gaining its independence in 1819, it has struggled from time to time with economic issues, as well as disastrous conflict with the United Kingdom over the Falkland Islands (Malvinas).

During and immediately following WWII, it was a haven for Nazis and their sympathizers from the European states. These Nazi forces were fought by the

American ex-patriot Don Caldwell, who adopted the guise of El Gaucho, named after Argentina's 19th century masked champion.

Argentina is also the location of tunnels to Subterranea, found in Codoba. These tunnels were where Defensor found his suit of armor that he uses in his adventures. There is also a passage in Tierra del Fuego that leads to the Savage Land, and has been the source of some dinosaurs escaping into Argentinean territory.

BASTRONIA

Capital: Templana

A small country located between Columbia and Peru, it has breathtaking views of South American rainforests. Its economy primarily came from tourism, but in 1966, Che Guevara fomented a communist revolution, leading to a significant downturn in its economy as well as its international relations.

BOLIVIA

Capital: La Paz

A landlocked country in central South America, Bolivia is the home of the





mythical city of El Dorado (see individual entry). Baron Zemo maintained a remote fortress in Bolivia, employing local natives into slave labor, and was the residence of several of his fellow Masters of Evil teammates (including Skurge and the Enchantress). It is also the location that Simon Williams became Wonder Man as well as where Erik Josten became Power Man. After Baron Heinrich Zemo died, his son Helmut took over the fortress and was assisted by his ally Techno.

The superhuman geneticist Terrigene had a laboratory base in the Andes, and performed experiments on the Inhuman Sporr there, along with other untold experiments.

BOSQUEVERDE

Capital: Ciudad Leando

Ciudad Leando was one of Spain's first permanent settlements in South America, and achieved independence in 1818. Recently, Bosqueverde experienced a military coup led by General Hector Carranza. Although Carranza attempted to improve government efficiency and end government gridlock, he himself was overthrown and escaped into the jungles, where he continues his involvement in the illegal drug trade.

Shortly after, a civil war started between the military government and revolutionary forces – this civil war lasted for over 10 years. Both Symkaria's Wild Pack as well as Marc Spector (a.k.a. the Moon Knight) were involved in the civil war, until finally Frank Castle (a.k.a. the Punisher) got involved and killed off General Carranza and his elite "Red Condor" unit of the Bosqueverdan Army who were there to protect him.

BRAZIL

Capital: Brasilia

The largest and most populous country in South America, Brazil has also enjoyed its status as its most economically and politically stable country in Latin America. The Amazon rainforest occupies 40 percent of Brazil's total area,



and is thought to be the oldest tropical forest area in the world. The Amazon River basin is the largest in the world at almost 4,200 miles long, and is home to the notorious piranha and anaconda.

The Amazon rainforest has harbored many super-villains and criminal organizations. The Red Skull once based his New World Order organization there, and the rainforest was also the area of operations of the vigilante group Force of Nature, where they opposed contractors logging the forest.

In Brazil's most famous city, Rio de Janeiro, the Hellfire Club maintains a chapter (in a large former castle) where they host the opulent Bacchus Feast year-end gala. The chapter is administratively maintained by Sebastian Shaw's assistant, known only as Carmen. Rio also hosted an underground mutant gladiator arena operated by the Gladiator World Arena (GWA).

CHILE

Capital: Santiago

Chile occupies a long, narrow strip of land between the Andes Mountains to the East and the Pacific Ocean to the west. Chile claims several Pacific Islands as well, including Easter Island. Prior to the arrival of Spanish explorers, Chile was ruled primarily by the Incan empire, while southern Chile was inhabited by the indigenous Mapuche.

In recent history, Chile experienced a long period of rule by General Augusto Pinochet following a military coup. His rule saw a long list of human rights violations, including the disappearance of the majority of the mutant population, as the government felt they were a threat to the government's survival.

Outside Punta Arenas, in southern Chile, there is the secret prison facility known as El Bloque (the Block). This is where the majority of the mutants and other super-powered individuals were held during Pinochet's rule. It has not, however, been openly discussed since his



fall from power, and still remains a dirty secret of the Chilean government.

Chile boasts one of the strongest militaries in South America, including a strong navy required to patrol their lengthy coastline. They also maintain a large army, in previous years due to the long standing territorial disputes with Argentina.

COLOMBIA

Capital: Bogotá

Previously known during the Spanish colonization period as the Viceroyalty of New Granada, Colombia has been its own country since it gained independence in 1830. A diverse geographical country, it boasts not only rainforests, but also mountains, tropical grasslands, and both Caribbean and Pacific coastlines.

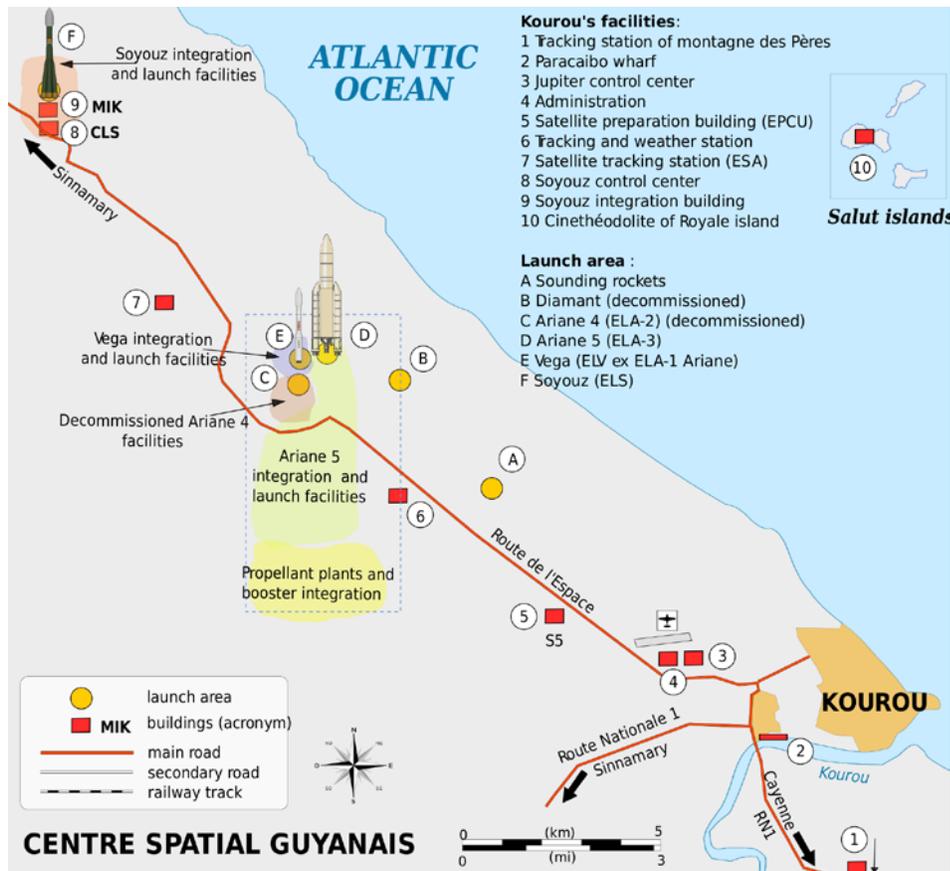
In the second half of the 20th century, Colombia became the world's largest producer of cocaine, fueling large drug cartels. Colombia is also home to many guerrilla groups, including FARC, ELN, and M-19 who through various belief systems have fought government forces.

EL DORADO

Hidden deep within the Andes Mountains in Bolivia, El Dorado is an ancient city originally founded by the Deviants – and still contains large stores of Deviant technology. Centuries ago, a large group of Incans fled into the Andes, and discovered the ancient city, along with its riches and powerful artifacts.

As much of the city is made from gold, it has become a thing of legend that many have sought but few have returned from seeing. The Incans that live there today see outsiders as a threat, and violently attempt to maintain their secrecy.

The power source of the city is the Sacred Flame of Life, created in millennia past by the Deviants as a potential weapon against the Celestials. The Deviants were eventually forced out of their subterranean empire, leaving behind their equipment, and weaponry, including



what would become the Sacred Flame of Life.

The Sacred Flame is actually powered by radioactive energy, generated by the burning of Cobalt. It was protected by a number of weapons of Deviant design, including a power draining ray, a Brain Mine projector, and metal tentacles. The power could be harnessed to create large, powerful, animated metallic limbs, cause powerful seismic tremors, and release bursts of radioactive flame and/or force. It is also known as the Cobalt Flame, and the Flame of Life

Typical Incan Warrior:

F A S E R I P
Gd Ty Gd Gd Ty Gd Ty

Health: 36

Karma: 22

Weapons:

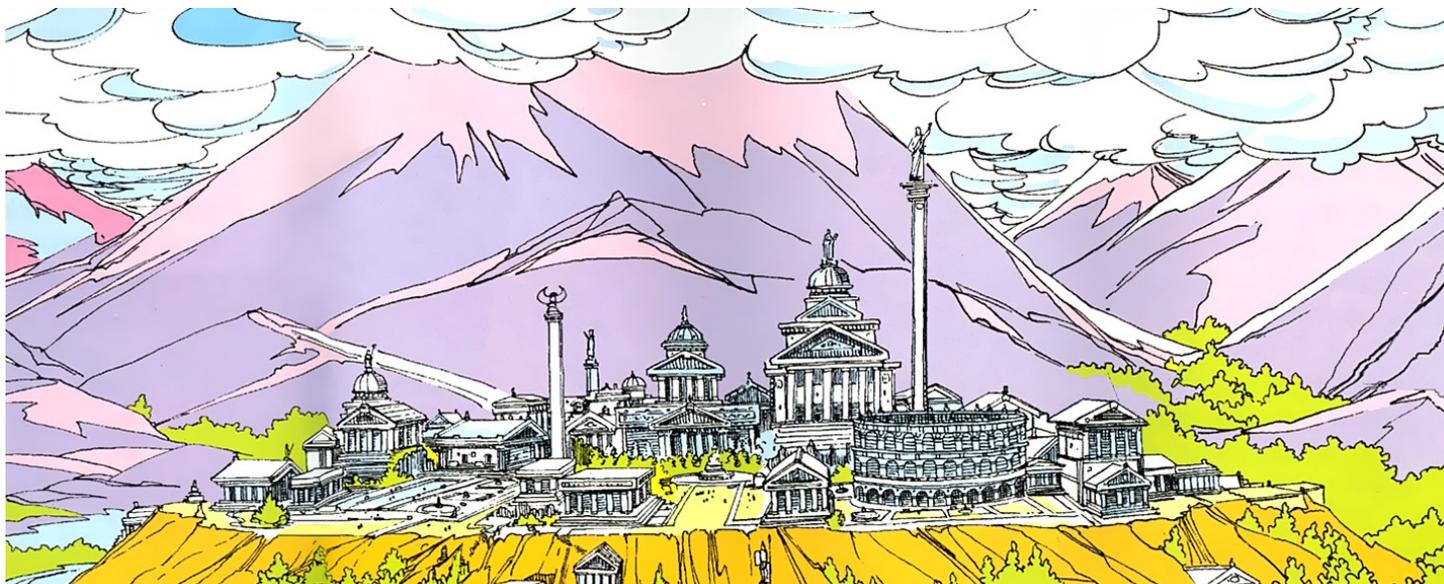
Energy Rifle: Powered by the Flame of Life, it fires an energy burst with Remarkable strength.

Talents: Marksmanship

FRENCH GUIANA

Capital: Cayenne

A French possession, French Guiana is one of the prime launch sites for its space program. The Guiana Space Centre is located near Kourou, and has been operational since 1968. It is also used as a launch site for the European Space Agency as well as several commercial space companies, as its location close to the equator makes it a prime launching location for space craft.



NOVA ROMA

Nova Roma is a remote city located deep in the Amazon jungle in Brazil. Its residents believed they were descendant from ancient Rome, founded shortly after the death of Julius Caesar in 44 BC. They still modeled themselves after the ancient Romans in architecture, dress, and rules.

It has been revealed, however, that Selene, the Hellfire Club's Black Queen, had captured hundreds of modern-day Europeans, and put them under a spell to make them believe that they had grown up in Nova Roma in an attempt to recreate the period she enjoyed the most. With her extended absence from Nova Roma, her spell had begun to fade, and eventually the Nova Romans all regained their memories. The future fate of Nova Roma is uncertain, although Empath and Magma remained for a time to help them acclimate to 20th century life.

PERU

Capital: La Paz

A small country located between Columbia and Peru, it has breathtaking views of South American rainforests. Its economy primarily came from tourism, but in 1966, Che Guevara fomented a communist revolution, leading to a

significant downturn in its economy as well as its international relations.

Prior to the arrival of the Spanish in the 16th century, Peru was inhabited in the north by the Moche people. One of their primary deities was Ai Apaec, also known as the Decapitator. He is a powerful, chimeric being who resembles a man with the lower body of a spider, snakes for hair, and long sharp teeth. Prone to cruel torture and bloodletting, he was eventually captured by the American



government, and eventually incarcerated in the government's Special Containment Center underwater supermax prison.

The mountains of Peru and Chile were the home to the Incan civilization, and a good representation of an Incan city is Machu Pichu, located in southern Peru. In addition to Machu Pichu, they also built the City of the Space Gods as a tribute to the Celestials in the Andes Mountains.

Peru is also the home to the Nazca Lines, found in southern Peru. Created by the Nazca culture around 500 A.D., they include enormous sized figures of spiders, monkeys, sharks, llamas, and lizards that can only be really seen from the sky. There are many hypotheses regarding the purpose of these lines and figures, including astronomical, religious, or even possibly as some sort of signal or map to those who could see from the air, vice only on the ground.

SAN DIABLO

Capital: Diablo Sorrindo

A small country located between Columbia and Brazil, it was named after a local legend which maintained that a benevolent spirit watched over the people. Mount Diablo is the primary



geographic feature in San Diablo, being the only volcano that far inland.

In recent years, San Diablo experienced a power struggle between the democratic government and communist forces led by the dictator known as the Executioner – named for his propensity to dispose of those who displease him. He was later defeated by Thor, although communist forces still cause problems in the country.

SAN GUSTO

Capital: La Ciudad de los Bolivar

This tiny nation sits in a difficult place politically – between democratic Colombia and socialist/nationalist Venezuela. San Gusto, however, does have conflicts with both – over fishing rights in Lake Maracaibo with Venezuela, and over narcotics and paramilitary border crossings with Colombia. San Gusto does boast relatively large oil and natural gas reserves, which ensures international interest from the United States and her allies to ensure national stability.

Several years ago, the Hate-Monger created a threat to that stability, after he established an underground base in San Gusto, and used the country as a testing ground for his new Hate-Ray. This sparked a short-lived civil war, but was disrupted by the combined forces of the Fantastic Four and Nick Fury.

SANTO MARCO

Capital: Santo Marco

This small nation changed hands many times as a colonial possession until finally gaining independence in the early 19th century. However, after first living under a dictatorship then a democratic ruler, their government was overthrown by Magneto and his Brotherhood of Evil Mutants. Santo Marco was close to utter destruction when Magneto, forced to flee the country by the X-Men, almost detonated a nuclear bomb in the capital. Quicksilver defied his father by disarming the bomb before it could explode.

Following Magneto's escape, the country devolved again to a dictatorship

led by General Luis Augustine. In response, the Popular Front for Santo Marco was formed by outspoken activist Carlos Zapatero to fight against the current government.



SUBTERRANEA

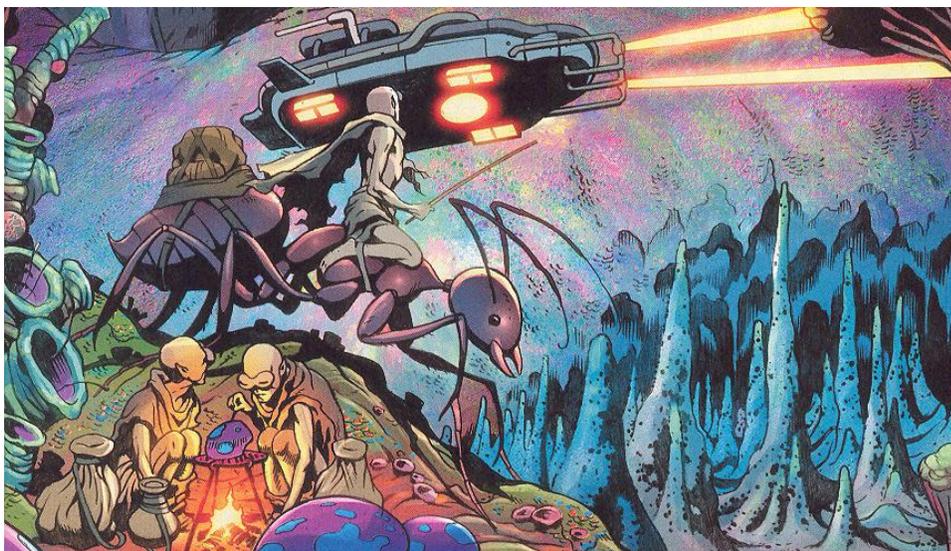
The interior of the Marvel Earth is honeycombed with an interlocking series of immense caverns. This cavern system extends as deep as seven miles into the mantle. Subterranea was settled by the Deviants and their human slaves. The

Deviants' war with the Eternals had forced them to abandon the surface. The Deviants' science constructed large warrens for their people, built mining and offensive devices of great power, and created several breeds of monsters.

The term "Subterranean" refers to the races that descended from the Deviants' slaves. There are three main types—the Gortokian "Lava Men," the Moloids, and the Tyrannoids. The Gortokians were the first created. They were nearly identical to humans but they possessed adaptations to the dark. After the Gortokians expelled their Deviant masters, they fell to worshipping a demon. The demon later transformed his followers into the Lava Men.

The Deviants then tried again and created two similar races of yellow-skinned humanoids. These later became known as the Moloids and Tyrannoids. These beings were submissive workers and were no match for the Gortokians. The Gortokians eventually forced the Deviants to flee most of Subterranea and retreat to a single city, the "City of Toads" under the Pacific Ocean.

Although abandoned by their masters, the Subterraneans continued to carry out their duties. Eventually they found new masters. The wizard Merlin banished an evil Roman, Tyrannus, to the Earth's depths. There he discovered his





new subjects, the Tyrranoids. Early in this century, the Mole Man discovered his future subjects, the Moloids. He also discovered the great monsters that roam Subterranea.

Other races colonized Subterranea. An Atlantean city was moved intact to this realm. Netheria now sits in a cavern under the North Atlantic. An Incan city, El Dorado, was hidden beneath the Andes Mountains. The city was recently abandoned after it was wrecked in a battle between the Hulk and Tyrannus.

At the current time, Tyrannus has vanished; Mole Man now commands his Tyrranoids. The Gortokian race was believed destroyed after they encountered surface diseases.

Lava Men

F A S E R I P
 Gd Ty Ex Ex Ty Ty Ty
Health: 56 **Karma:** 18

Known Powers:

Resistance to Heat: Monstrous rank. *Heat Emission:* Amazing rank.

Molecular Conversion: They have the Remarkable ability to transform metal into ash.

Spray: Lava Men can create Excellent intensity gusts of volcanic ash.

Moloids and Tyrranoids

F A S E R I P
 Ty Ty Gd Gd Ty Fe Fe
Health: 32 **Karma:** 10

KNOWN POWERS:

Abnormal Sensitivity: These races can see in the dark but are blinded by normal light.

TERRA NUEVA

Capital: La Ciudad de Bolivar

Terra Nueva is a country located just south of Uruguay in South America. Its capital, San Bolivar, is the headquarters of its current ruler and leader of the Los Perros de Guerra (The Dogs of War). Although Terra Nueva has a thriving drug trade, it is considered a poor country, as



all the profits for the drug trade only make it to the ruling class – specifically El Caudillo and his supporters.

Recently, El Caudillo has both actively and passively supported revolutions in fellow Latin American countries in an attempt to control more territory. Some of those more violent attempts have been stopped by the combined attempts of the Gulf Coast Avengers and several Latin American national heroes. El Caudillo has been extremely outspoken in his desire for revenge.

TIERRA VERDE

Capital: Puerto Verde

Tierra Verde, or green earth, is a lush country that has endured decades of civil unrest. In recent years, however, President Felix Caridad attempted to quell the unrest by enacting sweeping reforms, including construction of the region's

premier medical facility in the capital. Caridad also sought to have a super-powered symbol similar to Captain America. He recruited the former Nazi Nikolaus Geist, who after determining that the cocaine harvested from the El Jardin Del Rey jungle mountainside had special properties.

After multiple failures, Caridad himself imbibed a large amount of cocaine, and realized that the powers came from the former Deviant weapon known as Spore – whose remains had tainted the coca plants. Caridad had allowed Spore to reform, and after an intense battle, was ultimately defeated by the mutant healer Sister Salvation's touch.

VENEZUELA

Capital: Caracas

Enjoying a large wealth of oil, Venezuela is one of the more affluent



South American countries. However, that affluence has also provided political instability leading to armed coups, eventually resulting in the presidency of former combatant Hugo Chavez. His socialist reforms and nationalization of

the country's industry has been controversial, leading to verbal conflicts with the United States.

Nearby Zenith Island was home to an experimental hivemind society developed by Dr. Mark Cushing (a former employee

of Stark Enterprises), but was dismantled when MODOK and A.I.M. sought to take over the technology.





CHAPTER 4: OTHER LOCATIONS OF IMPORTANCE

ARCADIA

Arcadia is the home of the Faerie, otherwise known as the Sidh or the Fae. Arcadia is ruled by the Faerie King and Queen (Oberon and Titania), and within their realm reside the Faerie race. The Fae are categorized into Seelie and Unseelie, which loosely relate to “good” and “bad”. Typical Seelie faeries are elves, sprites, dryads, and pixies; while the most common Unseelie faeries are trolls, goblins, ogres, and bogies.

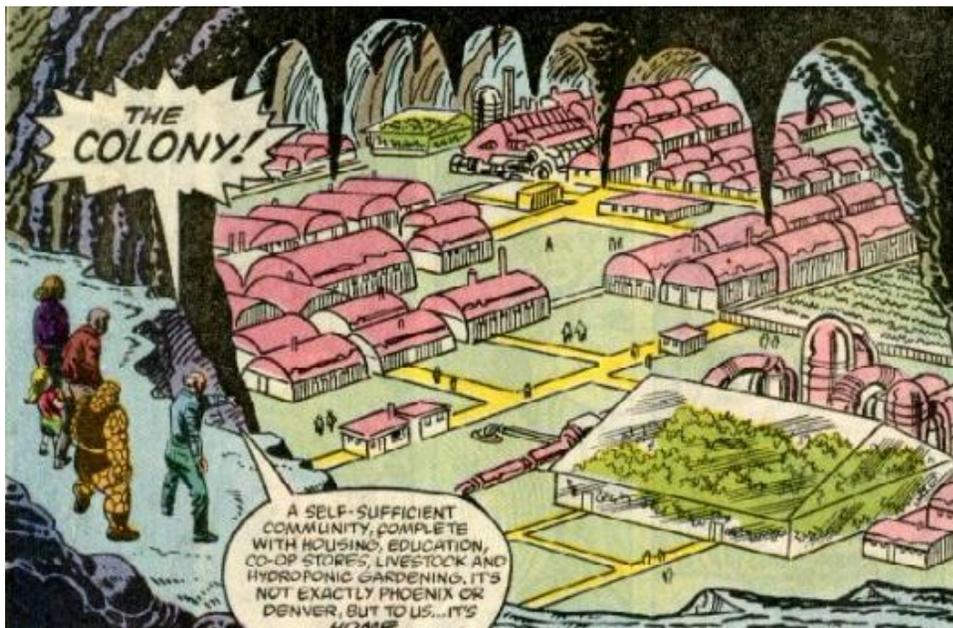
The link between Arcadia and Earth was once much stronger than now, but faded through time as technology grew in importance to humanity and their belief in the mystical faded. Some locations on Earth still have a strong connection, but they are few and far between. Known locations include Stonehenge and Castlerigg in England, the swamps around Lost Lake in Louisiana, the Black Forest in Germany, and the forests in the Gevaudan area of France.

For those traveling in Arcadia, it has diverse landscapes ranging from simple grassy pastures to dark forests. Depending on who is traveling, the areas can be quite dangerous as most inhabitants of Arcadia don't like trespassers and are especially skilled in various forms of glamour.

Oberon and Titania rule with a very loose grip – not making many laws for the Fae who live there. However, when Oberon or Titania command their denizens, they follow with obeisance.

BLACK BUTTE SPECIAL PURPOSE PENITENTIARY

Texas recently constructed a special-purpose prison deep inside a butte outside Fort Davis, Texas. This penitentiary is primarily for those deemed too dangerous for regular prisons, but not necessarily dangerous enough to send to the Vault, or any of the other specially designed federal prisons.



Some of its past (and current) residents have included Armadillo, Flying Tiger, Killer Shrike, Man-Bull, Sunstroke, and the Death-throws.

BRAND CORP. COMPLEX

The Brand Corporation recently purchased the Pelican Spit Military Reservation in Galveston, Texas, from the US Government during the reservation's closure. Renovations have been made, and the complex is now used for Brand Corporation's biological and genetic research.

THE COLONY

In the 1950's, to compensate people mutated by radiation, the US government turned over a former NORAD base in Arizona to an entire community of such victims. This facility was converted into a self-supported underground community, and was initially led by Wilfred Tobias. Unknown to the members of the Colony, Tobias was working for NORAD, and an active lab was still present above ground,

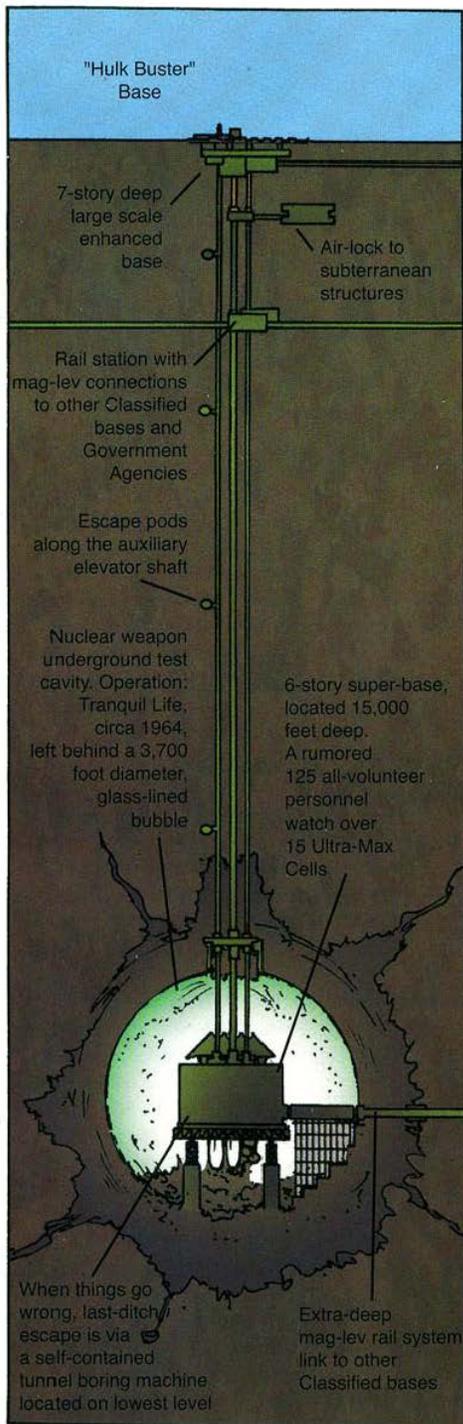
studying the residents of the Colony. Steps had also been taken to prevent members of the Colony from ever leaving, by posting guards in the surrounding area.

However, the Thing discovered the colony, and this led to Tobias's eventual escape and NORAD giving up their study of the people. The majority of the residents decided to stay, as the group had created a strong sense of family.

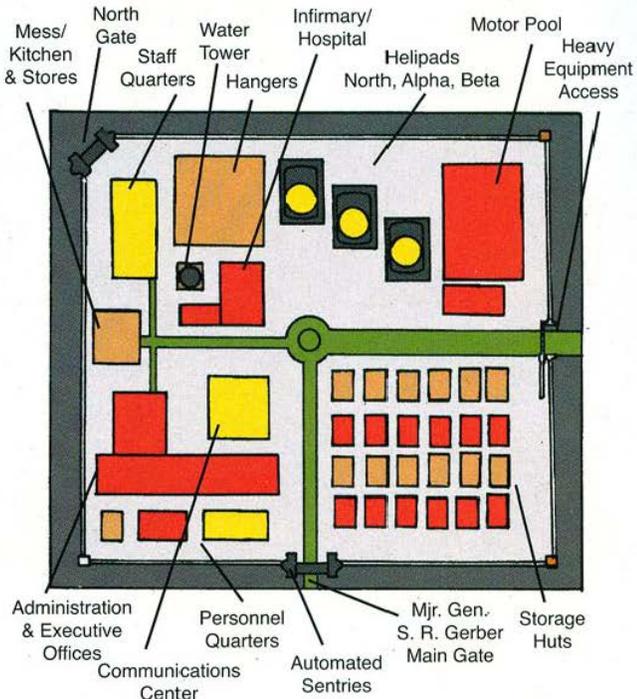
As it is now in their third generation of people, the percentage of people classified as mutants have exploded, and there has been an increase in the amount of discrimination against those with mutations. Some of the residents have even gone missing – whether it is due to them escaping to the surface or something darker, one cannot be sure.

DOMINUS' MOUNTAIN HQ

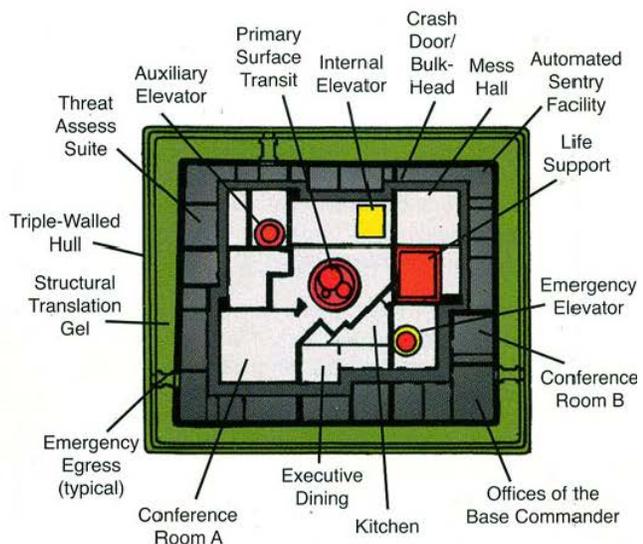
Dominus's mountain head-quarters, located in Southeast Arizona, partially collapsed as a result of a battle with the Avengers.



All information is through the Center for Defense Information, Washington, D. C. and the Press Office of General Dynamic's Electric Boat Division, Groton, Connecticut. Speculative artwork by NewsDay



At three miles deep, the atmosphere, brought from the surface, is unbreathable. If the unimaginable occurs and escape is necessary, spacesuit style equipment is needed to survive outside the protected structure. The Hulk is rumored to be in Ultra Cell #113. Nothing else is known for sure.



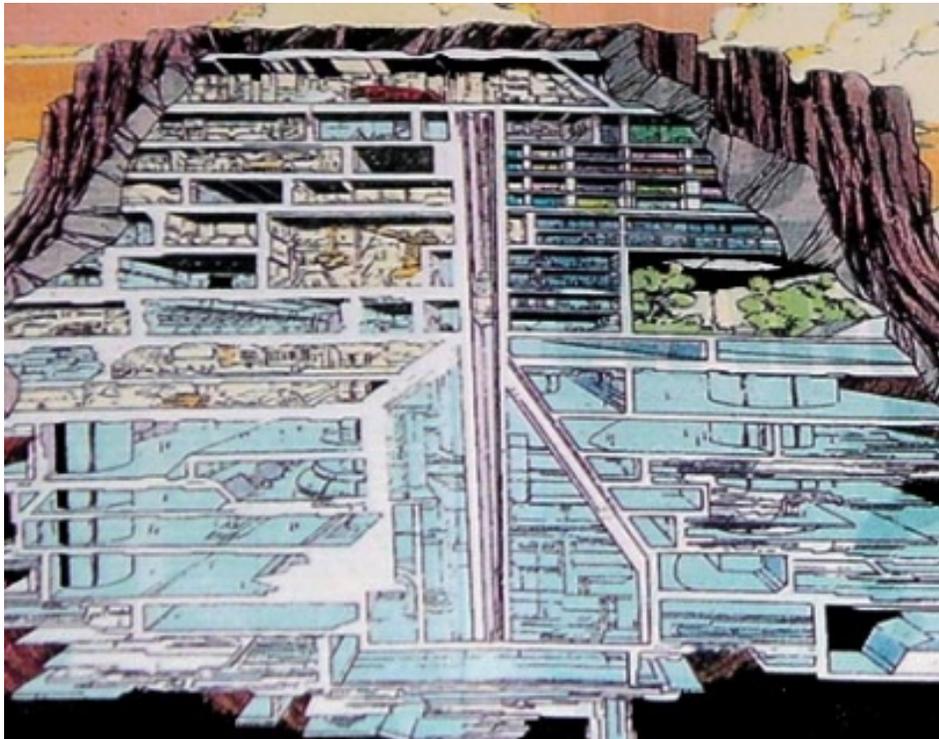
Level One-- 15,650 feet below the surface. This is the only floor plan ever released by official sources. It hints at a major installation dedicated to securing any major threat. The "building within a building" structure is similar to the design of nuclear-hardened missile silos.



Although thought abandoned, the remnants of it are currently being used as a hideout for the Zoo Crew.

GAMMA BASE, NEVADA

Gamma Base has served as the repository of Dr. Bruce Banner, better known as the Hulk, and others. It is located in a subterranean nuclear detonation cavity. There are numerous protective measures employed – all classified. There are various high security cells at the three mile deep main facility, informally called “Hulkbuster Base.” The self-contained base uses a cold fusion energy system. The existence of extensive underground magnetic-levitation railways have never been confirmed. The three-mile deep base has several “fail-safe” measures in the event of catastrophe that are classified.



LACKLAND AIR FORCE BASE

Lackland Air Force Base is the home to not only the 149th Fighter Wing of the Texas Air National Guard (who are equipped with F-16 fighters), but also the new home of the Texas Rangers. The newly re-formed Texas Rangers utilize a modified MV-22 Osprey. They are allocated a small headquarters building (a converted aircraft hangar), which not only houses the team but also their transportation and flight and maintenance crews.

THE MOUNT

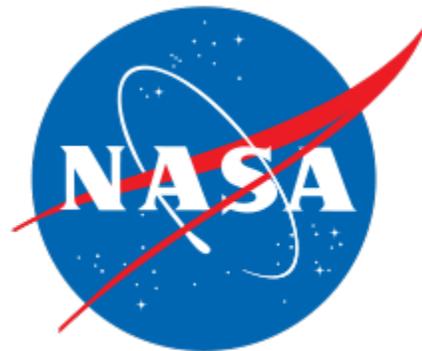
The Mount is the home of the group known as the Pantheon – a world-wide organization whose seeks to avert disasters before they occur. Located in the mountains of Nevada, it is built inside an entire mountain, and has housed Pantheon activities for years. It contains a large armament, an airstrip with many aircraft, and its own farming and food production. More than 1500 people live in the Mount, including the families of Pantheon soldiers, doctors, and scientists.

JOHNSON SPACE CENTER

Lyndon B. Johnson Space Center (JSC) is the National Aeronautics and Space Administration's center for human spaceflight training, research and flight control. The center consists of a complex of 100 buildings constructed on 1,620 acres in Houston, Texas. Johnson Space Center is home to the United States astronaut corps and is responsible for training astronauts from both the U.S. and its international partners.

NASA

The Gulf Coast Avengers have a special relationship with NASA, as several of their centers are located in their area of responsibility. In addition to being able to call upon the Gulf Coast Avengers, NASA also has several special security agents, including Booster, Thruster, and Carbide. At least one is present at all high-visibility events at the various NASA centers.





KENNEDY SPACE CENTER

John F. Kennedy Space Center (KSC) is one of the best known NASA facilities. It has been the launch site for every United States human space flight since 1968. KSC also manages and operates unmanned rocket launch facilities for America's civilian space program from three pads at the adjoining Cape Canaveral Air Force Station. Its iconic Vehicle Assembly Building (VAB) is the fourth-largest structure in the world by volume and was the largest when completed in 1965. KSC is located on Merritt Island, Florida.

Kennedy Space Center is also home to an extensive visitor's center and museum, with many items on display, such as the Titan rocket, and Stark Industries' Jupiter Landing Vehicle and Moon Tractor.

MARSHALL SPACE FLIGHT CENTER

The George C. Marshall Space Flight Center (MSFC) is the place where the Saturn 5 rocket and Spacelab were developed. It is one of the largest facilities of NASA. Marshall is today the agency's lead center for Space Shuttle and Next Generation Shuttle propulsion

and its external tank; payloads and related crew training; International Space Station (ISS) and International Monitoring and Defense Station (IMDS) design and assembly; together with computers, networks, and information management. It is located on the Redstone Arsenal near Huntsville, Alabama.

MICHOUD ASSEMBLY FACILITY

Michoud Assembly Facility (MAF) is the primary location for construction of the space shuttle's exterior tanks, and is also the construction site for the Defiant Shuttle's booster/fuel tank assembly. It consists of 832 acres located just east of New Orleans, Louisiana. It has a 43-acre manufacturing plant.

STENNIS SPACE CENTER

John C. Stennis Space Center is the home of NASA's Rocket Propulsion Testing, where they test new propulsion systems for both orbital and deep space systems. It is also the location of the Advanced Research and Technology Project Office, where research in both Earth and space sciences take place. It is located north east of New Orleans just across the Mississippi-Louisiana border.

SPACE STATION EIGHT

Space Station Eight is a large space station operated by NASA in orbit around the Earth. This station is used in conjunction with the International Monitoring and Defense Station to help monitor and protect Earth from extra-terrestrial threats. This station is also used for scientific research in cosmology and astronomy. Permanently manning the station is a mutant nick-named Gazer, who observes the solar system for NASA, noting any interesting anomalies.



Gazer:

F A S E R I P
 Ty Gd Ty Rm Ex Gd Gd
Health: 52 **Karma:** 40

Known Powers:

Radiation Absorption: Gazer has the mutant ability to metabolize large amounts of radiation. As he absorbs the radiation, he does not need to eat, drink, or breath, and can survive indefinitely simply on the cosmic radiation.

Telescopic Vision: Gazer's large eyes give him telescopic vision, allowing him to see clearly out to 25 billion miles from Earth.

Talents: Astronomy
Contacts: NASA



NEXUS OF ALL REALITIES

The Nexus of all Realities is the center of the web that consists of every universe and alternate reality. They all come together at this one location, located in the Florida Everglades, south of Citrusville, Florida. It is the home of the Man-Thing, who is the designated protector of the Nexus.



ROXXON TOWER

Roxxon Tower is the regional corporate headquarters of Roxxon Oil Company. Located in Dallas, Texas, it is a 48-story building, with the lower floors consisting of companies and non-profit organizations who lease space, and the upper 24 floors which make up the office and lab spaces.

THE VAULT

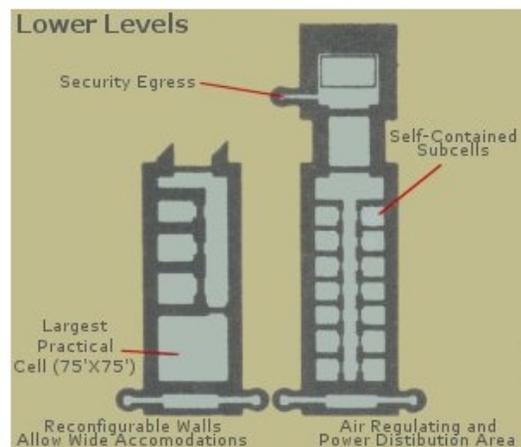
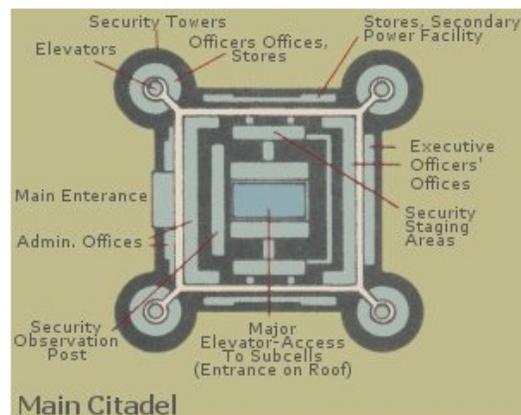
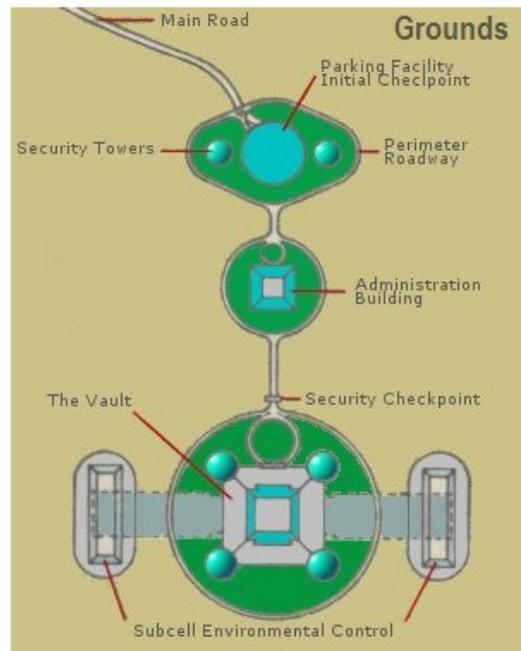
Several years ago, the United States tried to solve the problem of incarcerating superhuman criminals by creating the maximum security prison termed "the Vault." It had many advantages over more conventional prisons, as it contained multiple subterranean levels, was constructed from near-impermeable materials such as

either Adamantium or omniium steel, and used various power-dampening devices. An additional factor in the Vault's early success was the fact that its location, deep within the Rocky Mountains of Colorado, was kept top secret from all but the most necessary personnel and government officials.

All 35 of the Vault's guards wore Guardsman armor, modeled after a design by Tony Stark. This included the head of security, Michael O'Brien, whose brother was the original Guardsman before the Vault's creation, and a six-man "Retriever" squad, who were responsible for the transporting of prisoners. Other personnel included the original warden, Howard G. Hardman, and the head of the in-house science team, Dr. Henri Sorel. The science/medical team was a three-man department responsible for screening prisoners when they arrived in order to determine if any specialized containment was necessary.

The first superhumans to be interred at the Vault were not criminals at all, but the mighty Avengers. Just before the Vault's official opening, the Avengers were framed for treason by a mentally unbalanced Quicksilver, and Freedom Force, acting on behalf of the U.S. government, remanded both the Avengers and their West Coast contingent to custody. The team was aided by Spider-Woman (Julia Carpenter), who turned against her teammates in Freedom Force so that the Avengers could free themselves and clear their name.

In the beginning, the Vault lived up to its expectations, becoming an effective intern-ment for superhuman criminals. Most villains feared the Vault's reputation as an "inescapable"





prison, partly because it was so shrouded in secret. However, many would attempt to break out of the Vault, particularly Venom. His most notable attempted break-out occurred during the tenure of the warden Truman Marsh. Marsh had instituted a number of hard-line policies against the inmates, and Venom was able to recruit a veritable army in hopes of escaping. However, Marsh clamped down on the entire facility, setting a bomb to detonate rather than allow any to escape. The Avengers and Freedom Force combined their efforts to break into the prison, subdue the inmates, and defuse the bomb. Unfortunately, Marsh was killed by Venom in the process.

The first truly successful breakout was ironically made possible by Tony Stark himself. As Iron Man, Stark was hunting down any pieces of his own technology that were stolen and incorporated in various high-tech armors around the globe, and some of this technology had ended up in the Guardsmen suits. Stripped of their efficacy, the Guardsmen could not contain the resulting prison break, although Captain America helped return most of the escaping criminals. Soon after, the god Loki influenced a breakout as part of his machinations to have villains of all sorts attack various heroes en masse, a conspiracy that would have taken out the Avengers. Although many inmates escaped, the majority of villains were held back by the efforts of Hawkeye (Clint Barton) and Iron Man.

One notable prisoner was Justice (Vance Astrovik), who was interred in the Vault after being found guilty in the inadvertent death of his father. Astrovik served as a model prisoner, often sparring with the Guardsmen in training sessions and, at one point, helping to avoid another breakout, and he was eventually released.



Guardsmen Armor:

F A S E R I P
Ex Ex In Am Gd Gd Ty

Health: 130 **Karma:** 26

Known Powers:

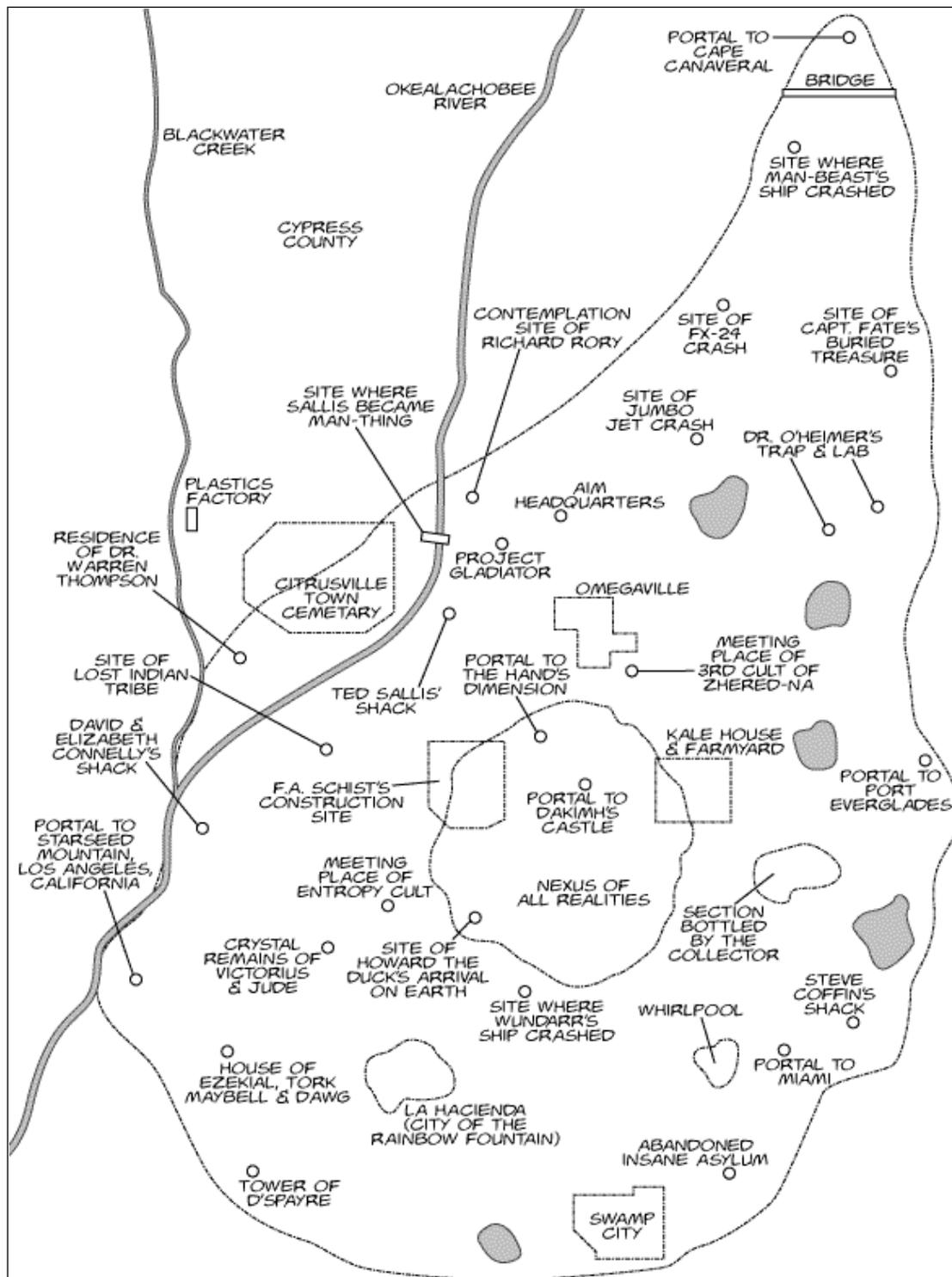
Body Armor: In protection from physical attacks, Ex protection from energy attacks, and Mn protection from radiation.

Flight: Rm speed, 15 areas/round for up to two hours. Boot-jets can be used as weapon and do Ex damage to any target within 2 areas.

Repulsor Rays: In damage, range 2 areas.

Life Support: Internal air supply good for 30 minutes.

Talents: Law Enforcement



Citrusville, Florida



CHAPTER 5: GROUPS / ORGANIZATIONS





Adrenamix Corp.

Adrenamix Corporation is a subsidiary of Gaulthing Corporation, and is a pharmaceutical company. Their headquarters and research facility is located 35 miles outside Baton Rouge. Unfortunately for many young runaways, they dabble in genetic engineering as well, and kidnapped (at last count) 106 runaways. Only a few survived, but they did succeed in granting them some super-powers. How far reaching their experiments have gone is so far undetermined.

Brand Corporation

The Brand Corporation is a technological research company owned by Roxxon Oil. They do work in genetics, robotics, and inter-dimensional exploration – their work allowing them to create numerous superhuman operatives.

Owning facilities on Long Island and Queens, they recently moved their Dallas facility to Pelican Island, right next to Galveston, Texas. This large facility now holds the majority of their “riskier” research.

Led by their current president, James Melvin, the company has created many super-humans, including several members of the Serpent Society, Titania, Hellcat, Mad Dog, Orka, and Sunturion. They continue to meddle in various ways to create super-humans.

Cybertek Systems Inc.

Cybertek Systems Inc is a cybernetics research firm owned by Roxxon Oil, and who works closely with their brother company, Brand. They also have one of their research facilities located on Pelican Island near Galveston, Texas.

Moctezuma' Army

Several years ago, an army emerged from the jungles west of Coatzacoalcos, Mexico. Led by the man known as Moctezuma, this army seeks to reclaim the area around Mexico City and to rebuild the Aztec Empire.

Moctezuma claims to be the reincarnated Aztec ruler, who was killed by the Spanish conquistador Hernán Cortés. He is normally found with his consort Teotlalco, who herself has exhibited mystical powers. They have so far resisted all attempts to drive them out from their base of operations located in the jungles southeast of Lake Catemaco.

(For more details on Moctezuma, Teotlalco, and their army, see Moctezuma's entry in the GHotGCA).

Mutants for Earth (MFE)

This is a group of environmentally-minded mutants formed by Roxxon Oil through numerous intermediaries. This group was created to generate a public perception of danger to the company, and to demonstrate to the public the need for the company's armored security guard Bulwark. Defeated and captured by Bulwark, they were sent to the Vault, where they await their chance at revenge at both Bulwark and Roxxon Oil.

The Pantheon

The Pantheon is an organization headquartered in a mountain-base in Nevada. They are led by Agamemnon, the offspring of a human and an Asgardian god many thousands of years ago, making him virtually immortal. Realizing that each of his offspring would retain less and less of his power in their genetic structure, he made a deal with the alien empire known as the Trojan. He promised to give them any of his descendants at any time in the future in exchange for their aid in genetic manipulation, allowing him to pass on considerable parts of his power to all of his offspring. When his aging stopped at puberty, Vali Halfling wandered the Earth, eventually taking the name Agamemnon.

Decades ago, Agamemnon formed his organization as a think-tank dedicated to observing the world, looking for potential disasters, and then taking proactive steps to avert them. He gathered his many descendants to act as agents, as well as many normal humans

to assist in their efforts. In their efforts, they have come into contact with both the Texas Rangers as well as the Gulf Coast Avengers – sometimes differing in their methods of dealing with a situation, which has caused discord between the groups.



Quantum Dynamics, Inc.

Quantum Dynamics is a technology company started and operated by Arthur Dearborn, also known as Sunturion. This company is geared towards green energy – primarily through solar energy, but they also get into wind turbines and geothermal. They currently have contracts with New Mexico Power and Light for their wind turbines, as well as with NASA



for the creation and operation of Star Well II. Their corporate headquarters is located in Tampa, Florida.



Roxxon Oil Company

The Roxxon Oil Company is one of the largest fuel conglomerates around the world, which generates billions of dollars in profits each year with their business extraction, refining and manufacturing of products related to oil, through its many holdings. Like any business enterprise, the goal of Roxxon is to increase their profits, and it is not clear that all its businesses are entirely legitimate, in fact, the Roxxon has been involved in many activities morally questionable or illegal, but this fact is unknown to most consumers in Roxxon, and the general public.

Illegal activities of the Roxxon have not always remained hidden in the eyes of the government. Raymond Royton of the Department of Justice appointed a

special investigator on possible illegal activities within Roxxon, who in turn, hid any evidence of fraud within the company. Nevertheless, Roxxon was unable to prevent the opening of an inquest into its scientific branch, the Brand Corporation, whose illegal activities were brought to light by the actions of Spider-Man and Will o'Wisp. To cover any possible investigation that linked him with the Brand Corporation, the president of Roxxon closed all Brand plants, including its main facility in Queens, New York. This demonstrated to the public that Roxxon had nothing to do with activities attributed to the Brand Corporation, whose facilities remain closed to this day.

Roxxon has developed other illicit activities, such as the kidnapping of the comatose body of James Hudson, a project to abduct several to analyze their superhuman powers, or join a conglomerate of major companies to launch an attack on the Stark Company.

The Aztec Gods

PROMINENT

Chalchiuhtlique (goddess of water), Coatlique (Gaea), Huitzilopochi (god of the sun), Mictlantecuhtli (god of the

MEMBERS:

dead), Ozomatli (god of dance & music), Ometecuhtli, Omecihuatl, Quetzalcóatl (god of the sky), Tezcatlipoca (god of war), Tlaloc (god of the storm), Xipe Totec (god of agriculture & sacrifice), Xochiquetzal (goddess of fertility & flowers), Xoloti (god of fire)

BASE OF OPERATIONS: Topán, the Floating World (extra-dimensional realm)

TRAITS: The Tēteoh all possess certain superhuman physical attributes. They are true immortals who cease to age upon reaching adulthood, and they cannot die by conventional means. The Tēteoh are immune to all terrestrial diseases and are resistant to conventional injury. If a Teotl is wounded, his or her godly life force will enable him or her to recover at a superhuman rate. It would take an injury of such magnitude that it incinerates a Teotl or disperses a major portion of his or her bodily molecules to cause him or her to die. Even then, it may be possible for a god of greater or equal power, or several gods acting together, to revive the deceased god before the god's life essence is beyond resurrection. Tēteoh flesh and bone are about three times denser than similar human tissue, contributing to the gods' superhuman





strength and weight. An average male god can lift about 25 tons; an average goddess can lift about 20 tons. The gods' metabolism gives them superhuman endurance in all physical activities. Many Tēteoh also possess additional superhuman powers. For instance, the flower goddess Xochiquetzal is able to control vegetation and calm aggressive tempers with her mere presence. Tlazolteotl, the goddess of sin & witchcraft, leads the Cihuateteo - a tribe of vampire-like female spirits who died during childbirth.

HISTORY: The Tēteoh (also known as the Aztec gods) are a race of super-humanly powerful humanoid beings who have been worshipped by the Aztec ethnic groups and other Nahuatl-speaking people of central Mexico from approximately the 6th century to the 16th century AD, although the gods Quetzalcóatl and Tezcatlipoca may have been worshipped as early as 10,000 BC. Most of the Tēteoh dwell in Topán, the Floating World, a small pocket dimension adjacent to Earth; an inter-dimensional nexus between Topán and Earth exists somewhere near Teotihuacan (The City of the Gods, in the modern-day municipality of San Juan Teotihuacan, Mexico). Very little is known about Topán other than it appears to be built upon a small planetary object. The Tēteoh were called different names by their human worshippers; for example, the water goddess was known as Chalchiuhtlique to the Aztecs and as Matlalcueitl to the Tlaxcalans. Worship of the Tēteoh was largely supplanted by Christianity in the 1500s, although elements of the indigenous population still actively invoke their traditional gods today.

The Tēteoh's precise origin, like that of all Earth's pantheons, is shrouded in legend. According to ancient myths, the primeval god and goddess Ometecuhtli and Omecihuatl (also known as Tonacatecuhtli and Tonacacihuatl, and collectively as the androgynous Ometeotl) are the progenitors of the principal Tēteoh. However, it is unclear whether

the Tēteoh race originated on Earth, Topán, or in another dimension linked to Topán.

The god of war Tezcatlipoca was chosen by his parents Ometecuhtli and Omecihuatl to rule the Tēteoh pantheon under the First Sun. Tezcatlipoca chose to populate his world with a race of powerful yet primitive and warlike giants, until his brother and rival Quetzalcóatl, the benevolent sky god, ended his reign by sending jaguars to kill the giants. Quetzalcóatl was chosen to rule the pantheon under the Second Sun; however, his rule was ended when all civilization was blown away by great winds caused by the vengeful Tezcatlipoca. Tlaloc, the god of the storm, was chosen by Ometecuhtli and Omecihuatl to rule the world of the Third Sun; but his time as leader of the Tēteoh ended when the continued fighting between his brothers Tezcatlipoca and Quetzalcóatl caused fire to rain down upon the world and destroy it. The water goddess Chalchiuhtlique was chosen to serve as ruler under the Fourth Sun; but Tezcatlipoca and Quetzalcóatl again brought an end to the world when their continued feuding resulted in a cataclysmic flood.

After their sibling rivalry destroyed the previous four worlds, Quetzalcóatl and Tezcatlipoca descended once again from Topán. However, all they found was the endless primordial ocean that remained after the flood that had destroyed the previous world. The ocean was now inhabited by an enormous crocodilian monster named Cipactli, who ate anything that approached her gaping fanged jaws. Realizing that a new world could not exist so long as Cipactli devoured all life, Quetzalcóatl and Tezcatlipoca agreed to put their rivalry aside and join forces to battle the beast. Transforming into a feathered serpent, Quetzalcóatl held Cipactli in place while Tezcatlipoca, whose left foot was lost in the battle, delivered the killing blow. Together, the brothers used Cipactli's remains to create the world of the Fifth Sun, which they agreed to rule jointly.

Quetzalcóatl and his brother Xolotl, god of lightning, then traveled to the death god Mictlantecuhtli's netherworld realm of Mictlan and stole the bones left behind by the inhabitants of the previous four worlds. Returning to the Earth realm, Quetzalcóatl collaborated with the primordial Earth Mother Gaea (known to the Tēteoh as "Coatlíque" and "Cihuacoatl") and created a new race of mortals from the bones of the previous races. Gaea later gave birth to the sun god Huitzilopochtli, who was briefly impersonated by the mutant Apocalypse (En Sabah Nur).

The Incan Gods

PROMINENT MEMBERS: Catequil (god of thunder & lightning), Chasca (goddess of the dawn & twilight), Inti (god of the sun), Kon (god of wind & rain), Mama Cocha (goddess of the sea), Mama Quilla (goddess of the moon), Okoronote, Pachamama (Gaea), Supay (god of death), Urcuchillay (god of animals), Viracocha (god of the sky & heavens); Peliali (goddess of volcanoes)

BASE OF OPERATIONS: Hanan Pacha (Higher Earth in Quechua) (extra-dimensional realm); Ucu Pacha was the Realm of the Dead which was linked to this realm or Hurin Pacha via lakes, oasis and caves.

TRAITS: The Apu all possess certain superhuman physical attributes. They are true immortals who cease to age upon reaching adulthood, and they cannot die by conventional means. The Apu are immune to all terrestrial diseases and are resistant to conventional injury. If an Apu is wounded, his or her godly life force will enable him or her to recover at a superhuman rate. It would take an injury of such magnitude that it incinerates an Apu or disperses a major portion of his or her bodily molecules to cause him or her to die. Even then, it may be possible for a god of greater or equal power, or several gods acting together, to revive the



deceased god before the god's life essence is beyond resurrection. Apu flesh and bone are about two-and-a-half times denser than similar human tissue, contributing to the gods' superhuman strength and weight. An average male god can lift about 25 tons; an average goddess can lift about 20 tons. The gods' metabolism gives them superhuman endurance in all physical activities. Many Apu also possess additional superhuman powers. For instance, the thunder & lightning god Catequil can control atmospheric conditions by slinging enchanted stones into the clouds.

HISTORY: The Apu have been worshipped by the Inca as well as other Aymaran- and Quechuan-speaking peoples of the Andes Mountains from as early as 2000 BC to the 16th century AD. Most of the Apu dwell in Hanan Pacha, the "Higher World," a small "pocket" dimension adjacent to Earth; an inter-dimensional nexus between Hanan Pacha and Earth exists somewhere in Lake Titicaca, between the modern-day nations of Bolivia and Peru. The death god Supay dwells in the netherworld of Uku Pacha, the "Lower World." The Apu are called different names by their human worshippers; for example, the Sky Father

Viracocha is also known as "Wiraqutra" and "Huiracocha" by his mortal worshippers. For the most part, worship of the Apu ended in the 16th century when their mortal devotees were either killed or converted to Christianity by Spanish conquistadors. However, some secluded populations, such as the inhabitants of the hidden city of el Dorado, still worship the Apu into modern times.

The precise origin of the Apu, like that of all Earth's pantheon of gods, is shrouded in legend. According to ancient myths, the Sky Father Viracocha arose from the depths of Lake Titicaca during a time of primordial darkness. With assistance from the Earth Mother Gaea (known to the Inca as "Pachamama"), Viracocha brought life to a race of giants. These giants, sculpted in Viracocha's own image, lived in total darkness and inhabited the city of Tiahuanaco (modern-day Tiwanaku, Bolivia). However, these giants soon defied their creators, prompting Viracocha to transform them back into stone. With Gaea preoccupied elsewhere, Viracocha next created the sea goddess Mama Cocha to serve as his companion. He and Mama Cocha decided to bring light to the world, and came ashore on the "Island of the Sun"

(modern-day Isla del Sol, Bolivia), where they created the sun god Inti. They next traveled to the nearby "Island of the Moon" (modern-day Isla de la Luna, Bolivia), where they created the moon goddess Mama Quilla. Other gods soon followed, such as the death god Supay and the thunder god Catequil. With the world now sufficiently illuminated, Viracocha created a second race of mortals, known as humans. Viracocha eventually returned to his extra-dimensional realm of Hanan Pacha, leaving his son Inti in charge of the affairs of the Earth realm.

Sometime prior to 1000 AD, Ajak the Eternal arrived in the Andean city of Outimbo (within modern-day Peru), where he began to make preparations for the coming of the Eternals' creators, the extraterrestrial Celestials. Although not a true god, Ajak adopted the name "Tecumotzin, Lord of Flight" and came to be worshipped by the local mortals as a deity, much to the dismay of the Inca gods. Ajak further alarmed the Inca gods by overseeing the construction of the "City of the Space Gods," a network of temples in the Andes Mountains intended to serve as the Celestial Third Host's base of operations upon its arrival.

In approximately 1000 AD, Viracocha





occasions - but Ajak joined forces with the Inca gods to oppose them.

However, following the departure of the Celestial Third Host, Ajak sealed himself within the City of the Space Gods to immerse himself in Celestial studies.

When the 16th century Spanish incursion decimated their worshippers, the Inca gods retreated to their extra-dimensional realm of Hanan Pacha, with the exception of Peliali, who simply retired to a remote mountaintop. She later gave birth to the heroine Silverclaw, and recently succumbed to wounds received

while defending her people from the ancient sorcerer Kulan Gath.

convened at a meeting of the Council of Godheads to discuss the threat posed by the Celestial Third Host and their Eternal servants. Shortly after, the megalomaniacal Eternal known as Druig released Dromedan, a powerful psychic Deviant mutate who had been imprisoned within the Andes Mountains by his fellow Deviants. Dromedan overpowered Druig with his formidable psychic abilities and proceeded to enslave the local population. Ajak, assisted by his fellow Eternals Valkin and Virako as well as the Asgardian thunder god Thor, defeated Dromedan, thus earning the trust of the Inca gods.

Afterwards, the Deviants joined forces with the Inca death god Supay and his demonic henchmen of Uku Pacha and plotted against the Inca people on several

occasions - but Ajak joined forces with the Inca gods to oppose them.

However, following the departure of the Celestial Third Host, Thor ventured to Hanan Pacha, where Viracocha granted him a portion of his own life essence to revive the Asgardians.

Later, when the Olympian goddess of wisdom Athena convened a meeting of the Council of Godheads to address the threat posed to Earth by the extraterrestrial Skrull gods, Inti was among the Earth gods who attended. In response to Athena's warning, Inti (on behalf of the Aztec, Inca and Maya pantheons) presented Ajak to accompany Hercules on a preemptive assault against the Skrull gods.

THE MAYAN GODS

PROMINENT MEMBERS: Ahpuch (god of the dead), Buluc Chabtán (god of war), Camazotz (god of darkness), Chaac (god of rain & lightning), Gucumatz/Kukulcán (god of the wind), Hunab Ku (god of the sky), Itzamna (god of the sun), Ixchel (goddess of the moon), Wayep (god of mischief)

BASE OF OPERATIONS: The Upperworld (extra-dimensional realm)

TRAITS: The Ahau all possess certain superhuman physical attributes. They are true immortals who cease to age upon reaching adulthood, and they cannot die by conventional means. The Ahau are immune to all terrestrial diseases and are resistant to conventional injury. If an Ahau is wounded, his or her godly life force will enable him or her to recover at a superhuman rate. It would take an injury of such magnitude that it incinerates an Ahau or disperses a major portion of his or her bodily molecules to cause him or her to die. Even then, it may be possible for a god of greater or equal power, or several gods acting together, to revive the deceased god before the god's life essence is beyond resurrection. Ahau flesh and bone are about two-and-a-half times denser than similar human tissue, contributing to the gods' superhuman strength and weight. An average male god can lift about 25 tons; an average goddess can lift about 20 tons. The gods' metabolism gives them superhuman endurance in all physical activities. Many Ahau also possess additional superhuman powers. For instance, the rain and lightning god Chac can command the elements of the storm (wind, rain, thunder, lightning, etc.). In addition, many Ahau have the ability to partially alter their physical forms, and can form the protective scales of a reptile or the powerful claws of a jaguar while engaged in hand-to-hand combat.



HISTORY: The Ahau (also known as the Maya gods or "Ajaw" in modernized Maya orthography) have been worshipped by the Mayans of Southern Mexico and northern Central America from 1800 BC to the 16th century AD. Most of the Ahau dwell in the Upperworld, a small "pocket" dimension adjacent to Earth; an interdimensional nexus between Upperworld and Earth exists at Tulan-Zuiva, "the Place of the Seven Caves," somewhere near the ancient city of Chichen Itza on the Yucatán Peninsula. Very little is known about Upperworld other than it appears to be built upon a small planetary object enclosed on all four sides by the bodies of four giant iguanas. Xibalba, the Maya underworld, is also connected to Earth via an interdimensional nexus near the modern-day city of Cobán, Alta Verapaz Department, Guatemala. The Ahau are called different names by their human worshippers; for example, the wind god is known as "Kukulcán" in the Yucatec Maya language and as "Gucumatz" in the

K'iche' language. Worship of the Ahau was largely supplanted by Christianity in the late 1500s, although elements of the indigenous population still actively invoke their traditional gods today.

The precise origin of the Ahau, like that of all Earth's pantheons, is shrouded in legend. According to ancient myths, the Sky Father Hunab Ku emerged out of primordial nothingness and created the "Heart of Heaven," which he then used to create the first generation of Maya gods, including his son, the sun god Itzamna Kauil. The Maya believed that these gods lived in a universe where nothing existed except for the sky and the sea, and soon began using their divine powers to cause mountains, lakes, rivers, and fields to rise from the seabed. At the suggestion of Kukulcán, the gods then created the first mortals out of maize flour. Hunab Ku eventually ceded many of his responsibilities to Itzamna, such as the duty of watching over their mortal worshippers.

In approximately 1000 AD, Itzamna met with his fellow Godheads to discuss the threat posed by the extraterrestrial Celestials.

Beginning in the late 13th century AD, upon the rise and spread of the Aztec culture in the Valley of Mexico and surrounding areas, many worshippers of the Ahau fell under the control of the Nahuatl-speaking Aztecs, who worshipped the rival pantheon known as the Tēteoh. This caused tensions to escalate between the two pantheons, and their frequent clashes often led to confusion among their human worshippers, who began to attribute the acts of certain Ahau to their Tēteoh counterparts (and vice versa).

When the Asgardians lost their lives to the Celestials invasion, Thor went to Xibalba to petition a portion of the life energies to revive the Norse gods. Sensing a debt had been paid to his realm, Itzamna offered Thor the necessary energies.

Under the threat of Demogorge the God Eater, Odin asked Itzamna for a



warrior to fight the entity alongside Thor. Itzamna sent Quetzalcoatl.

Possibly having come to a truce, Itzamna and Tezcatlipoca came together with the other godheads over the threat of Thanos wielding the Infinity Gauntlet. Briefly stranded in Asgard, Itzamna assisted Odin to preserve that realm as Adam Warlock led Earth's heroes against Thanos.

The Council of Godheads met to discuss the actions of Akhenaten against humanity. Hunab-Ku was among them.

The Godheads including Hunab-Ku joined together with a multitude of heroes and villains from Earth and the rest of the universe to oppose Thanos, who had gained supreme power from the Heart of the Infinite. Thanos easily wiped out every single being in the universe, but later was convinced by Adam Warlock to sacrifice himself to restore the universe to its previous state.

Computer scientist Professor Benjamin Rabin used a computational system composed of abstract symbols resembling Mayan glyphs to contact the mischief god Wayep during a period when the dimensional barriers separating Xibalba from the Earth realm were weakened (the "Uayep Cycle"). Wayep besieged Manhattan with a mystical

blizzard and offered Rabin the powers of a Kuhul Ajaw ("Divine Lord") if he sacrificed a man and woman in his name. However, Rabin's attempts to sacrifice a woman to complete the ritual were thwarted by Spider-Man (Peter Parker), and Wayep was forced to return to Xibalba.

The Vodoun

PROMINENT MEMBERS: Anansi (god of wisdom & trickery), Avlekete (goddess of the sea), Buluku (god of the sky), Dam-Ayido* (aka Damballah, god of serpents), Eleggua (aka Eschu, god of crossroads & communication), Ezili (aka Oshun, goddess of love), Gorilla God/Ghekre (god of judgment), Kibuka, Legba(god of gateways), Lusa, Mahu, Moondog, Nana (Gaea), Ogun (god of war), Oya (goddess of wind), Sagbata* (aka Baron Samedi, god of death & disease), Shango (aka Xevioso, god of thunder & lightning)

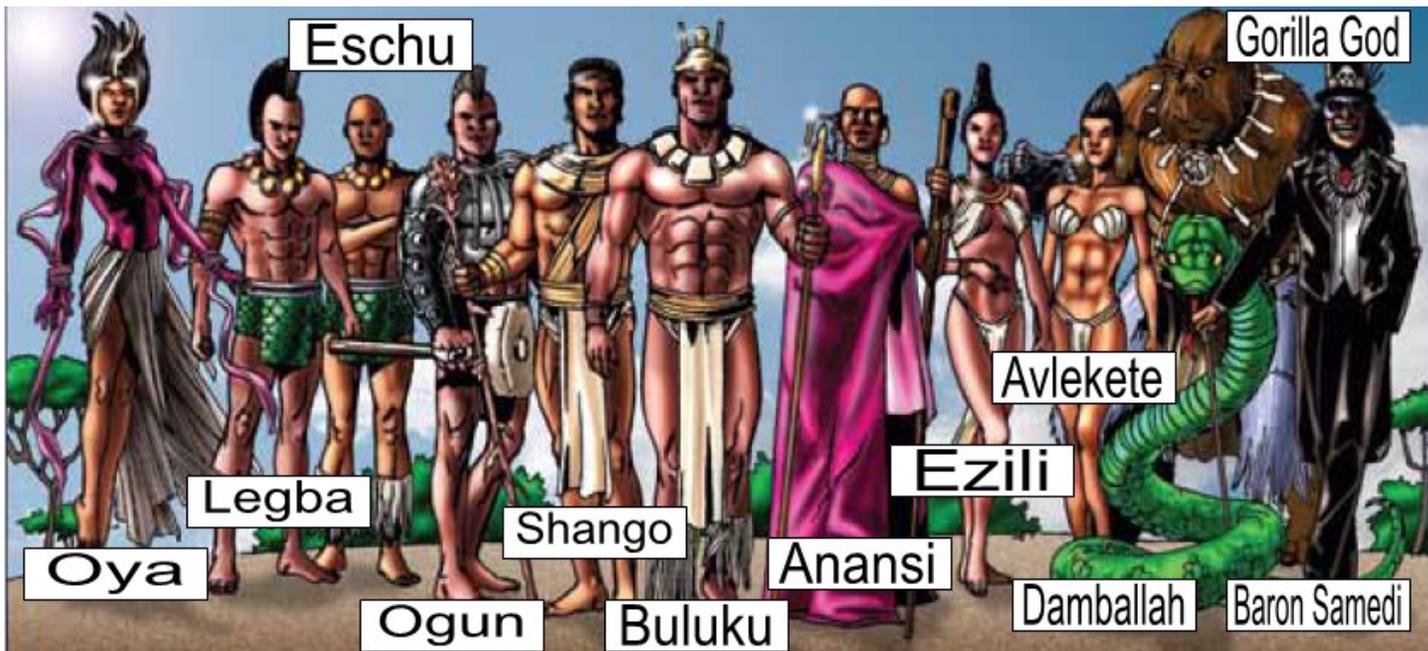
BASE OF OPERATIONS: Orun, the Great Beyond (extra-dimensional realm)

TRAITS: The Vodū all possess certain superhuman physical attributes. They are

true immortals who cease to age upon reaching adulthood, and they cannot die by conventional means. The Vodū are immune to all terrestrial diseases and are resistant to conventional injury. If a Vodū is wounded, his or her godly life force will enable him or her to recover at a superhuman rate. It would take an injury of such magnitude that it incinerates a Vodū or disperses a major portion of his or her bodily molecules to cause him or her to die. Even then, it may be possible for a god of greater or equal power, or several gods acting together, to revive the deceased god before the god's life essence is beyond resurrection. Vodū flesh and bone are about two-and-a-half times denser than similar human tissue, contributing to the gods' superhuman strength and weight.

An average male god can lift about 25 tons; an average goddess can lift about 20 tons. The gods' metabolism gives them superhuman endurance in all physical activities. Many Vodū also possess additional superhuman powers. For instance, Eleggua, the god of communication, understands all languages and can cause acute confusion in and alter the communication abilities of others.

In addition, the Vodū are served by





the loa, lesser elemental spirits who possess more limited, specialized gifts that personify forces of nature. In rare instances, mortals may ascend to loa status after death if they were honored in life. The twins Legba and Eschu, two of the Vodū pantheon's younger members, supervise the loa and are often the first Vodū invoked by humans when they wish to call upon the loa or other Vodū for assistance.

HISTORY: The Vodū (also known as the "Orishas" or West African gods) are a race of superhumanly powerful humanoid beings first worshipped by the Fon people of Dahomey (in the modern-day nation of Benin) and the Yoruba people of the Niger River valley (in the modern-day nation of Nigeria) as early as the 12th century. Most of the Vodū dwell in the Orun, the Great Beyond, a small "pocket" dimension adjacent to Earth; several inter-dimensional nexuses between Orun and Earth exist throughout the African continent, including one near the ancient Yoruban city of Ife (located in modern-day Osun State, Nigeria). Very little is known about Orun other than it appears to be built upon a small planetary object. The Vodū are called different names by their human worshippers; for example, the Vodū Sky Father Buluku is known as

"Olorun" by the Yorubans, as "Nyame" by the Ashanti, as "Ndriananahary" to the Malagasy speaking people of Madagascar, and as "Olodumare" by practitioners of Cuban Santería. To the Baganda of the African Great Lakes region, Buluku was known as "Mukasa" and sired their war god, Kibuka. To the Baoulé of West Africa, he was known as "Alouroua" and fathered Ghekre, who would later be worshipped as the "Gorilla God" by the White Gorilla Cult of Wakanda's Jabari tribe. In recent centuries, the Vodū's mortal followers incorporated aspects of Christianity into their worship of Buluku and his offspring. Today, these worshippers are concentrated in Western Africa, the Caribbean (particularly Haiti and Cuba), and Central America. Through ritualistic propitiation and invocations directed toward a particular Vodū or loa, mortals can tap their patron god's power. Sometimes, the Vodū even go as far as possessing mortals who invoke their names, temporarily taking over the mortal worshipper's conscious personality.

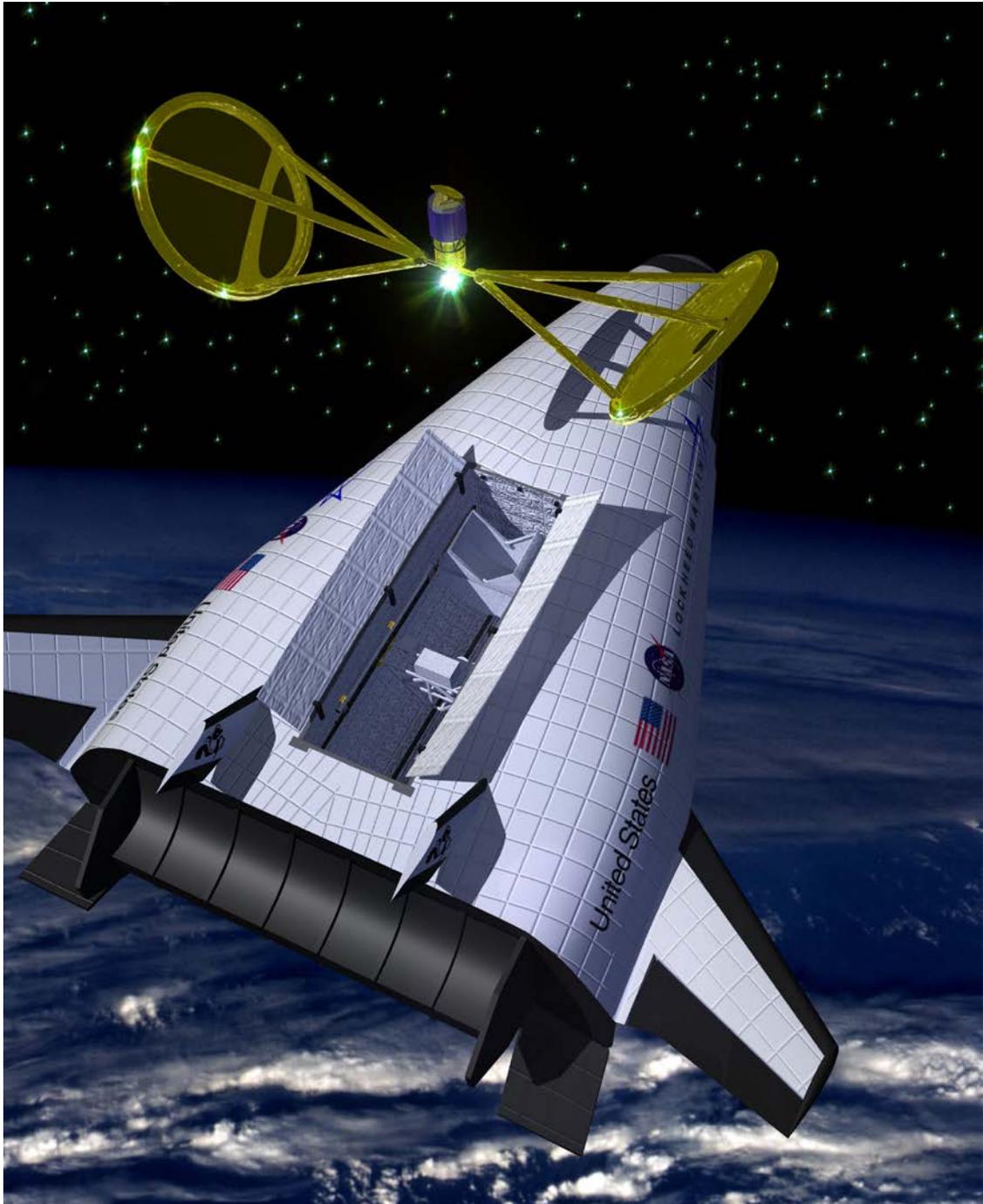
The Vodū's precise origin, like that of all Earth's pantheons, is shrouded in legend. According to ancient myths, Buluku, the supreme all-father of the Vodū, merged with the primordial Earth Mother Gaea (later known among the Vodū alternatively as "Nana," "Ale," and

"Asase Ya"), and sired twin offspring: The sun god Lusa and the moon goddess Mahu. As a result of this merging, the "supreme creator" was sometimes worshipped by mortals as the androgynous "Nana Buluku." Vodū worshippers believe that Lusa and Mahu joined forces to create the mortal world, mortal life, and mortal technology in four days' time. Buluku remained in Orun, content to leave this newborn mortal world's care to his children. Lusa and Mahu, in turn, sired several divine pairs of twins, including Avlekete and Ezili, Ogun and Shango, Dam-Ayido Wede and Sagbata, and Eschu and Legba. Lusa, Mahu, and their family became directly active in mortal affairs and descended to the ancient city of Ife, the legendary first city of the Yoruba people. Eventually, their twins, who each possessed a unique aspect of Buluku's omnipotence, strayed from Ife and settled in other mortal cities in Western Africa.

When many of their worshippers were forcibly relocated to the Caribbean islands as slaves in the 16th century AD, Dam-Ayido, the Vodū god of serpents, followed the slave ships across the Atlantic Ocean and brought Vodū worship to the New World.



CHAPTER 6: VEHICLES





AVENGERS QUINJET

The Quinjet is the Avengers' primary means of transportation, and the current design has served them well for many years. Each team operates four Quinjets, of which at least three are always in air-worthy condition. One of these is kept fueled and ready for immediate takeoff.

The Gulf Coast Avengers Quinjet facility is located directly on the Avengers Plantation grounds.

The Basics. A Quintet has the following characteristics:

Control	Speed	Body	Protection
Rm	Sh Y	Ex	Gd

The Avengers also maintain a Quinjet capable of making lunar round-trip, but this craft is seldom used. The characteristics of the Lunar Quinjet are increased by +1 CS in all categories.

The Quinjet carries a crew of two and up to five additional passengers. The Quintet has a maximum range of 11,000 miles and a normal range of 9,000 miles. The Avengers' security clearances entitle them to refueling and landing rights at it's airbases abroad, as well as over-flight privileges from most UN countries. As a result, there are few places in the world beyond the reach of a Quinjet.

VTOL Capabilities. Although a Quinjet normally is launched from a catapult or takes off from a normal runway, it is also capable of Vertical Take Off and Landing, by directing engine thrust through vertical deflectors. When taking off in this way, the Quinjet can rise 14 stories on the round it takes off. At that altitude, the thrust, re-routed for normal flight. This process is reversed for landing.

VTOL features give the Quinjet several other capabilities. When VTOL is used, the Quintet can climb or descend at full speed without the pilot having to make a Control FEAT roll. A sudden,

controlled vertical jump is also useful for dodging missiles and other aircraft that cannot do the same (-2 CS vs enemy FEAT rolls). VTOL also allows the Quinjet to hover.

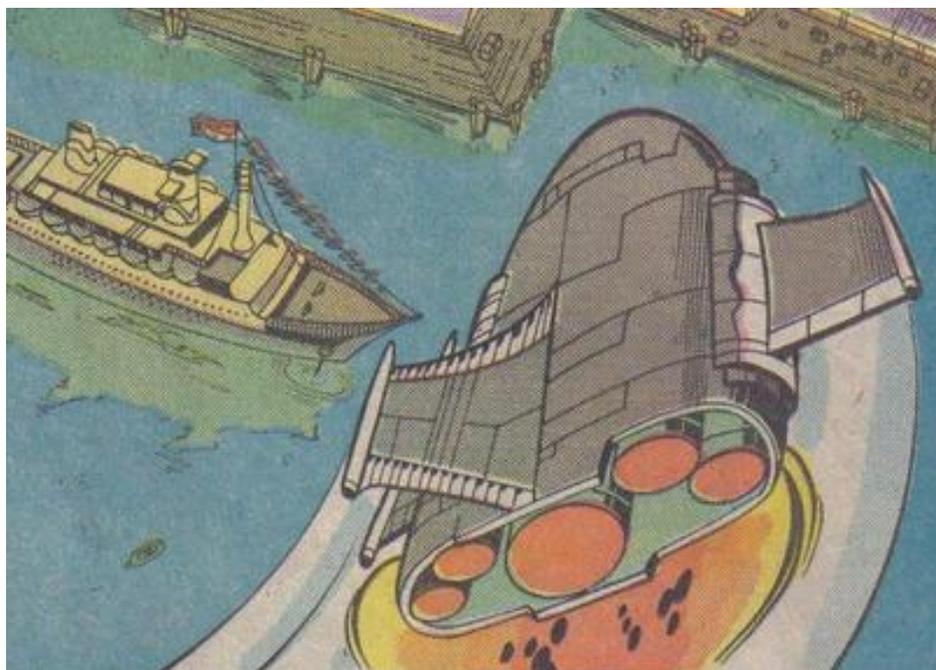
Electronics. The Quinjet is equipped with the most advanced radar, navigational aids, and electronic counter-measure technology available. The Quinjet uses phased array pulse-doppler digital radar that spots targets at lower altitude and also provides a +2CS to the Quintet pilot's Control FEAT rolls when the Quinjet is flying at unusually low altitudes. The ECM includes a radar warning detector of Monstrous accuracy, a radio and tele-guidance jammer of Monstrous intensity, frequency-hopping radar to confuse homing missiles (-3 CS to missile Control FEATs). If all this fails, an Avenger will probably get out and pulverize the attacker (they lose too many Quinjets to super-baddies to afford to have one blasted by a missile).

The Quinjet's radio can receive all frequencies in international use, as well

as the classified frequencies used by S.H.I.E.L.D. and other government agencies. It can also tap into the computers at Avengers headquarters and gain access to any of the information. Classified data is protected by a code of Monstrous complexity, to foil eavesdropping. The Quinjet's communication gear automatically decodes data when it is received

Auto-Pilot. The Quinjet has an automatic pilot capable of flying it with Typical control. It takes 1 round to set or to disengage the auto-pilot. The auto-pilot is not capable of handling take-off or landing, and any violent maneuvers are very risky.

Cargo Space. The Quinjet was designed as a passenger vehicle only, but a limited amount of cargo (apart from standard gear) can be carried if the passenger seats are removed, leaving only the crew seats. Approximately a half ton of cargo can be carried.





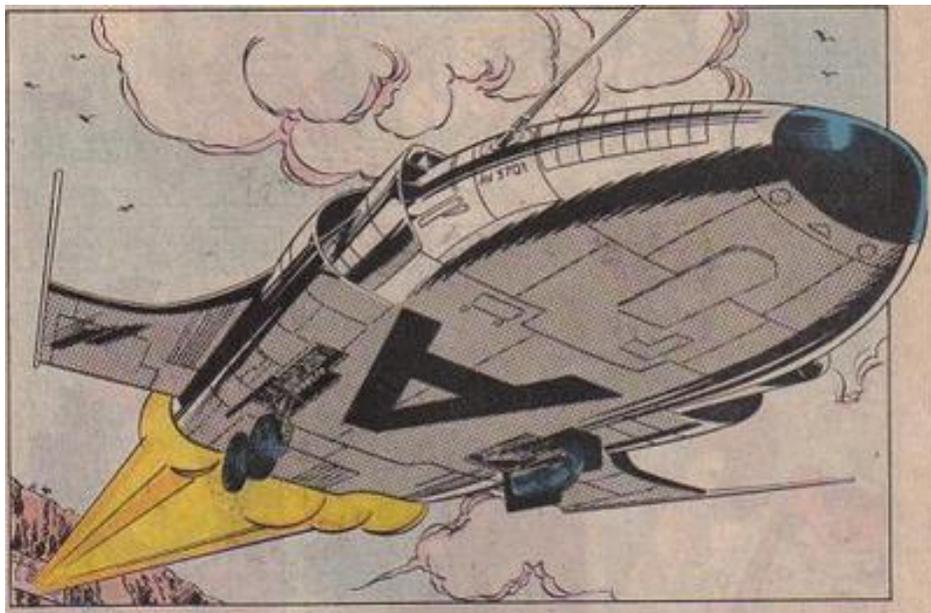
Safety Features. Because you can't be too careful, the Quinjet has a number of safety features. Back-ups for the navigation radar, compass, and radio are standard. To prevent fires, the Quinjet is equipped with an automated foam-dispensing system that has Excellent effect against flame. A number of hand-held extinguishers filled with the same foam are aboard.

The fuel tanks are self-sealing, capable of handling bullets and shrapnel (Good protection against physical damage). The fuel tanks also have Excellent resistance to fire and heat. Protection for passengers includes the usual seat harness and oxygen mask. If the canopy is broken (Excellent strength material), a second canopy slides over it. Cabin pressure is then automatically restored. Parachutes are carried for the benefit of any non-superhuman passenger in the Quinjet - Avengers themselves do not usually use them. Inflatable life rafts may be carried for crash landings at sea. The Quinjet carries a comprehensive first-aid kit.

Avengers tradition requires that if a Quinjet is disabled and headed for a crash, a pilot stays aboard to do everything possible to prevent the Quintet from hitting people on the ground.

Medium-Security package. To prevent the theft of a Quintet, the Avengers take strong measures. The interior of the ship is electronically monitored via television scan. The canopy and hatch are protected by automatic locks on the hatch and canopy. Locks can be opened by Avengers ID card or by Avengers voiceprint (for quick response).

Temporary Modifications. Although the basic design of the Quinjet has remained unchanged for a long time, the Avengers frequently add minor features for testing purposes, and then remove them if they have little or no value. For example, while the Quinjet hasn't floated too well lately, in the past the Quinjet has made at least one water landing, using inflatable pontoons. Players with



Avengers characters should feel free to experiment with modifications.



AVENGERS QUINJET

STARK INTERNATIONAL QUINJET A-1 (UNITED STATES)
WAKANDA DESIGN GROUP
T'CHALLA, CHIEFTAIN

Data: Avengers Quinjet A-1
Power Plant: 2 x 2 symmetrically mounted modified Pratt & Whitney J48-P-8A Turbojet engines (each 8,500 pounds static thrust) 1 modified Pratt & Whitney TF33-P-7 Turbofan engine (21,000 lb. S.T. without afterburning)

Wing span: 23' 9"

Length overall, incl. nose probe: 34' 8"

Cabin:

Max. width: 10' 4"

Max. Height: 6' 8"

Normal take-off weight: 29,000 lbs.

Max. level speed at Sea Level: Mach 2.1

Max. rate of climb at S.L.: 7,900 feet per min.

Service ceiling: 130,000 feet, with afterburner: 220,000 feet

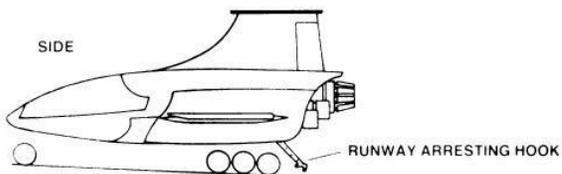
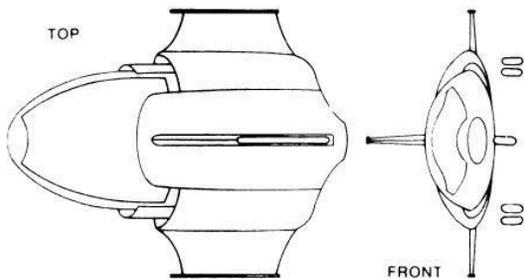
Range with max. fuel, 5% fuel reserve, 4,000 lbs. (max.) payload: 9,500 miles

Range with max. fuel, 5% fuel reserve, : 11,000 miles

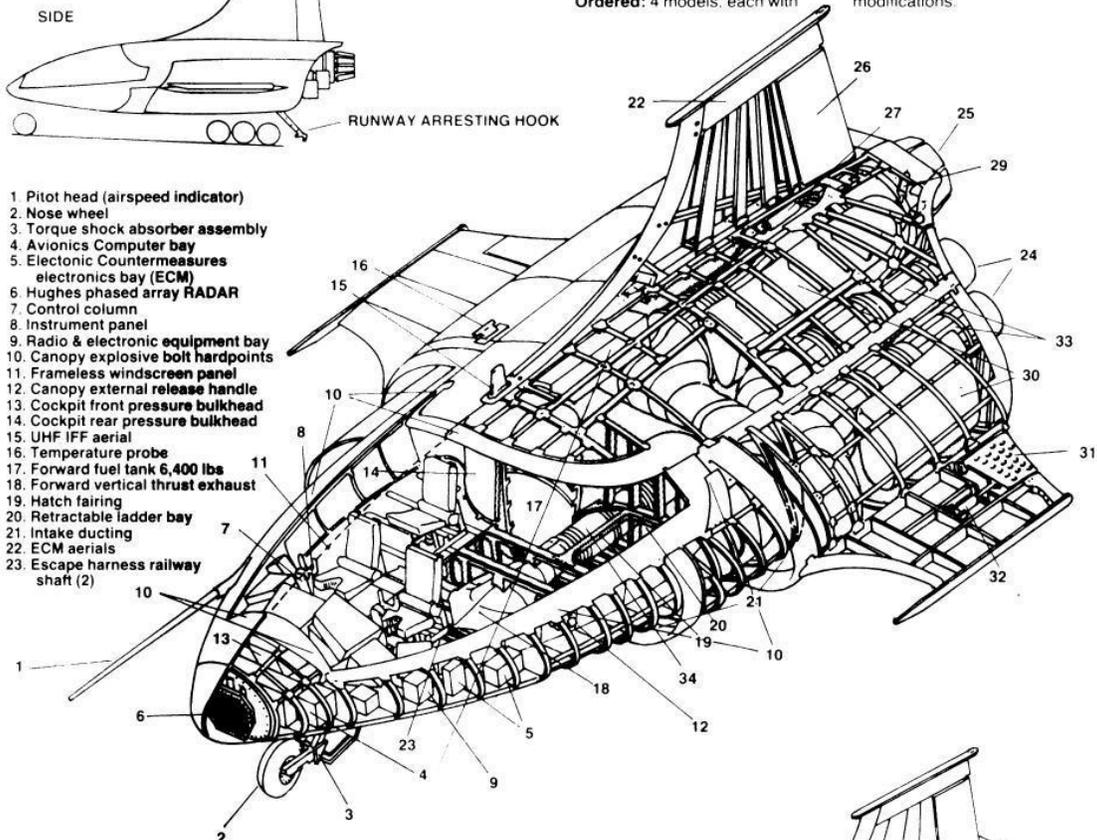
Accommodation: Flight crew of 2 on bi-directional, zero-height Weber escape harnesses, optional seating for 5 passengers

Operational equipment: True Vertical Take-Off and Landing capability by routing 4 smaller engine's exhaust through vertical thrust deflectors

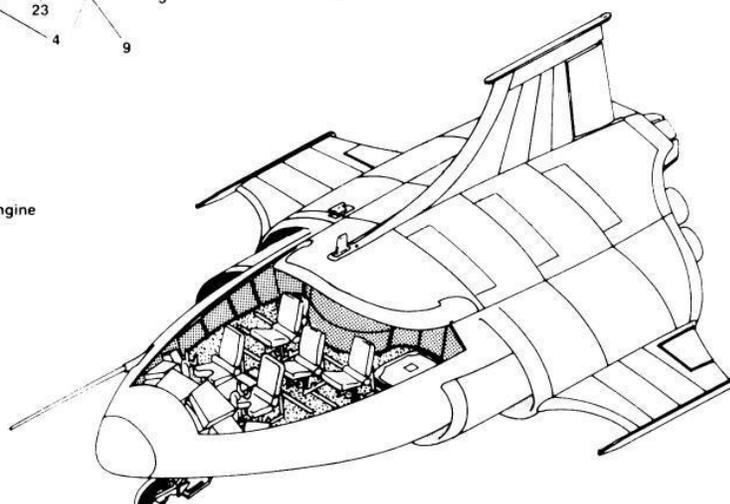
Ordered: 4 models, each with modifications.



- 1 Pitot head (airspeed indicator)
- 2 Nose wheel
- 3 Torque shock absorber assembly
- 4 Avionics Computer bay
- 5 Electronic Countermeasures electronics bay (ECM)
- 6 Hughes phased array RADAR
- 7 Control column
- 8 Instrument panel
- 9 Radio & electronic equipment bay
- 10 Canopy explosive bolt hardpoints
- 11 Frameless windscreen panel
- 12 Canopy external release handle
- 13 Cockpit front pressure bulkhead
- 14 Cockpit rear pressure bulkhead
- 15 UHF IFF aerial
- 16 Temperature probe
- 17 Forward fuel tank 6,400 lbs
- 18 Forward vertical thrust exhaust
- 19 Hatch fairing
- 20 Retractable ladder bay
- 21 Intake ducting
- 22 ECM aeriels
- 23 Escape harness railway shaft (2)



- 24 P&W J48-P-8A turbojet engines (4)
- 25 P&W TF33-P-7 afterburning turbofan engine
- 26 Rudder
- 27 Rudder control units
- 28 Dorsal access panels
- 29 Variable area afterburner nozzle
- 30 Port aft fuel tanks (4) 2,500 lbs. each
- 31 Port aileron (4)
- 32 Aileron control unit
- 33 Vertical thrust deflector ducting
- 34 Variable geometry ducting (forward to vertical thrust)





AVENGERS DEVILFISH

Along with the Quinjet, the Gulf Coast Avengers also use the Devilfish. The Devilfish was designed by Tony Stark with the assistance of Dr. Grant Fitzpatrick. There is currently only one in existence as a prototype, but it is kept fully fueled and ready when possible.

The Basics: The Devilfish has the following characteristics:

Control	Speed	Body	Protection
Rm	Mn	Mn	Gd

The Devilfish has room for four people, in a side-by-side arrangement, with two in the front and two in the back. The left seat is for the pilot, while the right seat is for the navigation/instruments.

Maximum range for the Devilfish is 6,000 miles, with a normal range of 4,500 miles. The Avengers' security clearances entitle them to refueling and landing rights at U.S. airbases abroad, as well as over-flight privileges from most U.N. countries.

The Devilfish is designed to take off and land from sea. It is not equipped with landing gear (i.e., wheels, skids, etc.), but can land on solid ground in an emergency.

Underwater Capabilities: The Devilfish is capable of underwater travel. It is capable of going to a depth of 1200 ft., and travels at a speed of 90 mph (Remarkable), with Excellent control.

Electronics: The Devilfish is equipped with military grade radar, sonar, and navigation systems. The radar systems are terrain following for Nap-of-the-Earth flight. The active sonar system is both sidescan and bottom scan for complete 3D picture in a 20 mile radius. The passive sonar has a max range of 45 miles, with the ability to detect an Ohio-class ballistic missile submarine from 30 miles (that's REAL good). The navigation systems are designed to operate both in the air as well as under the ocean, with the ability to fly underwater as if it were in air.

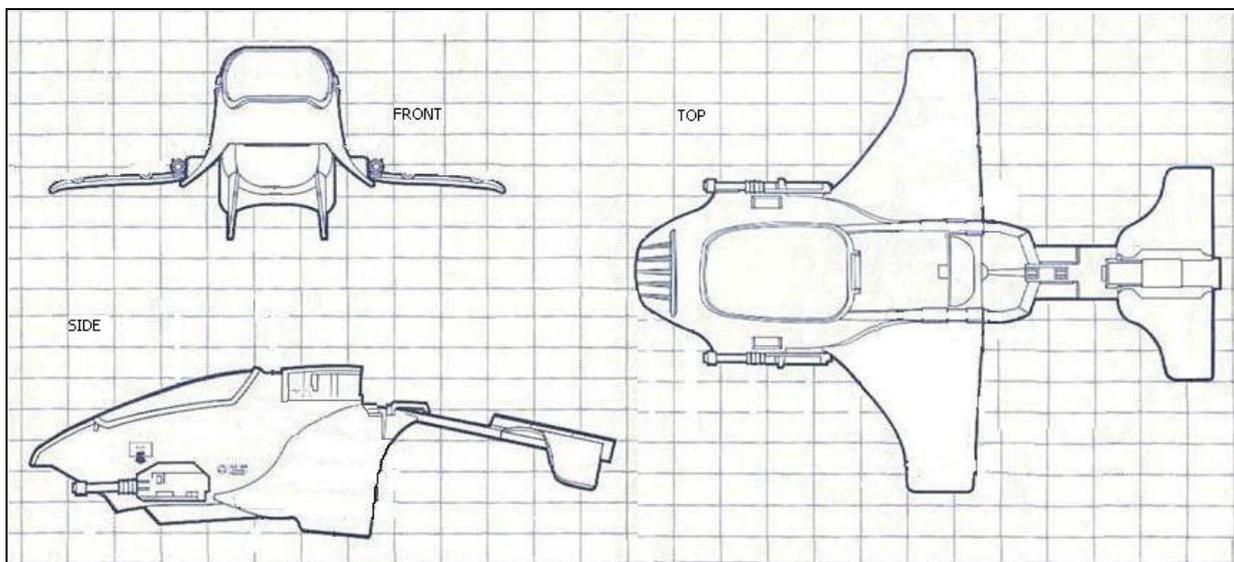
Safety Features: The Devilfish features all the safety features of both an aircraft and a submersible.

- Back-ups for radar, sonar, navigation computer, and radio.
- When necessary, capable of emergency blow, which can raise a fully loaded

Devilfish, with 1,000 lbs. extra weight, to the surface.

- Automated foam-dispensing system for in-flight fires (Good capability).
- Automated location buoys, automatically deploys upon loss of propulsion systems or can be manually released.
- Fuel-cells have Remarkable protection vs. physical and energy attacks.
- In case of compromise in hull or canopy integrity, an automatic force-field encircles the crew with enough air supply to rise to the surface. Hull is of Monstrous material strength, and canopy is of Amazing material strength. Upon reaching the surface, an emergency life raft automatically inflates, with emergency radio transponders, rations, water, and first aid kit.

Security Package: The Devilfish is equipped with automatic locks on the canopy, and can only be opened with the Avengers ID or voice-print. The controls are also activated by ID card or voice-print. If tampered with, the controls will disable and control circuits will automatically fry.





TEXAS RANGERS MV-22X SUPER OSPREY

The Texas Rangers utilize a heavily modified Boeing MV-22 Osprey. They have two in service, located at their headquarters at Lackland Air Force Base.

The Basics: The MV-22X has the following characteristics:

Control	Speed	Body	Protection
Rm	In	Am	Gd

The Super Osprey has room for sixteen people. Two are seated in the front, with the left seat for the pilot, while the right seat for the navigation/instrument s. The other fourteen are in the cargo area, with crash belts for all, and two specific seats for communications and control stations.

Maximum range for the Super Osprey is 1,500 miles, with a normal range of 1,000 miles. The Texas Rangers' security clearances entitle them to refueling and landing rights at U.S. airbases abroad.

The Super Osprey is a tilt-rotor aircraft, and as such, can take off and land like a helicopter, but is able to fly like a prop-driven aircraft. It can fly to a max height of 25,000 feet, and is a pressurized cabin unless the tail ramp is opened at a high altitude.

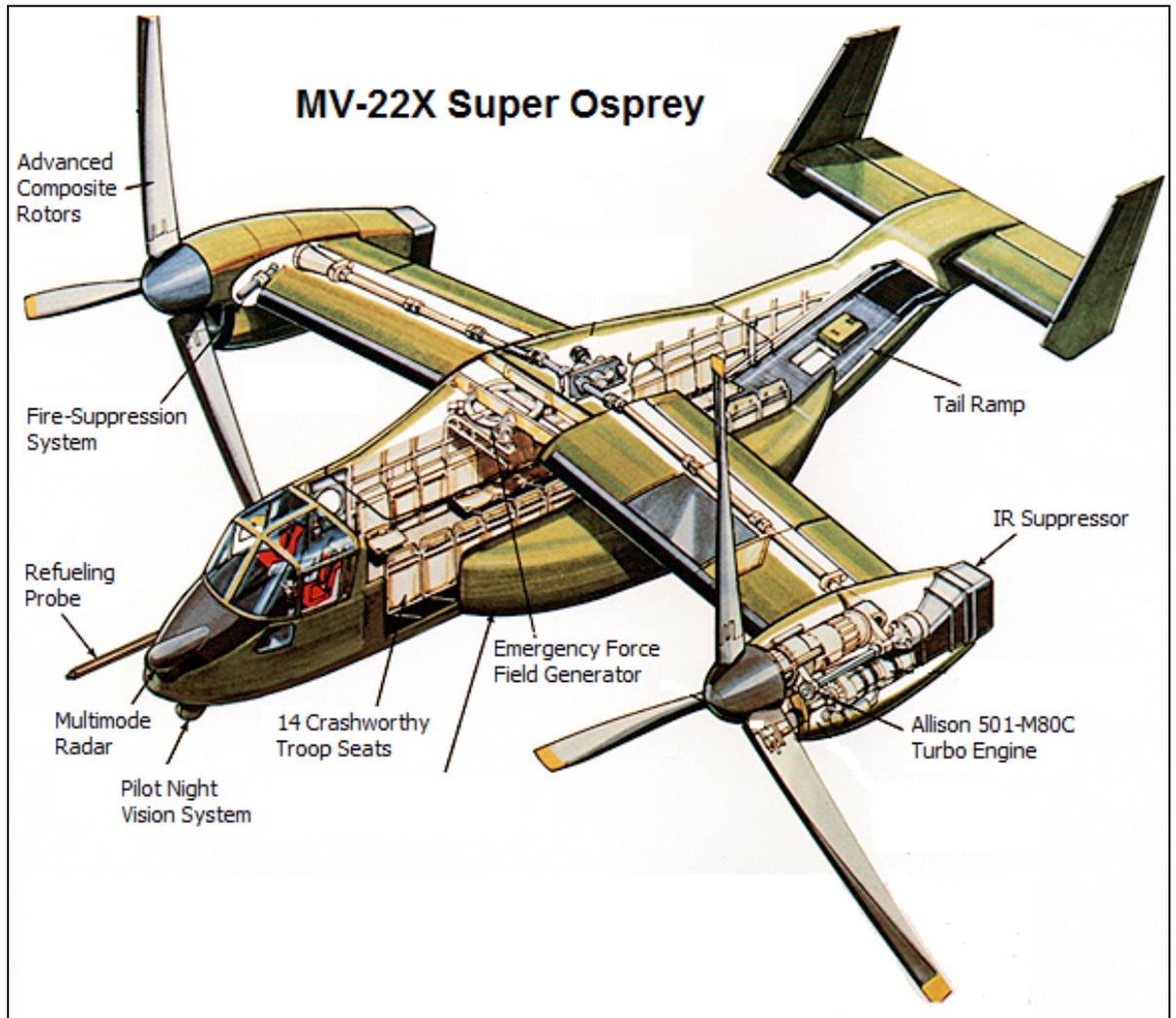
Electronics: The Super Osprey is equipped with military grade radar and navigation systems. The radar systems are terrain following for Nap-of-the-Earth flight.

Safety Features: The Super Osprey features all the safety features of an aircraft.

- Back-ups for radar, navigation computer, and radio.
- Automated foam-dispensing system for in-flight fires (Good capability).
- In case of compromise in hull or

canopy integrity, an automatic force-field encircles the crew with enough air supply to rise to the surface. Hull is of Amazing material strength, and canopy is of Incredible material strength. Upon reaching the surface, an emergency life raft automatically inflates, with emergency radio transponders, rations, water, and first aid kit.

- Parachutes are provided for all passengers and crew, and for specially designed for those with little-to-no training and/or are of a larger size (i.e., Longhorn!).





STSX SPACE SHUTTLE

The Defiant is the United States' next generation space shuttle program. Evolved from the original Space Transporter System (STS) designed in the 1970s, the Defiant marks the latest in space technology.

The Defiant launches from Kennedy Space Center in Florida, and typically lands back at Kennedy. There are over 50 alternative landing sites located around the world, to allow for emergency re-entry and landings at any moment.

The Basics. The Defiant Space Shuttle has the following characteristics:

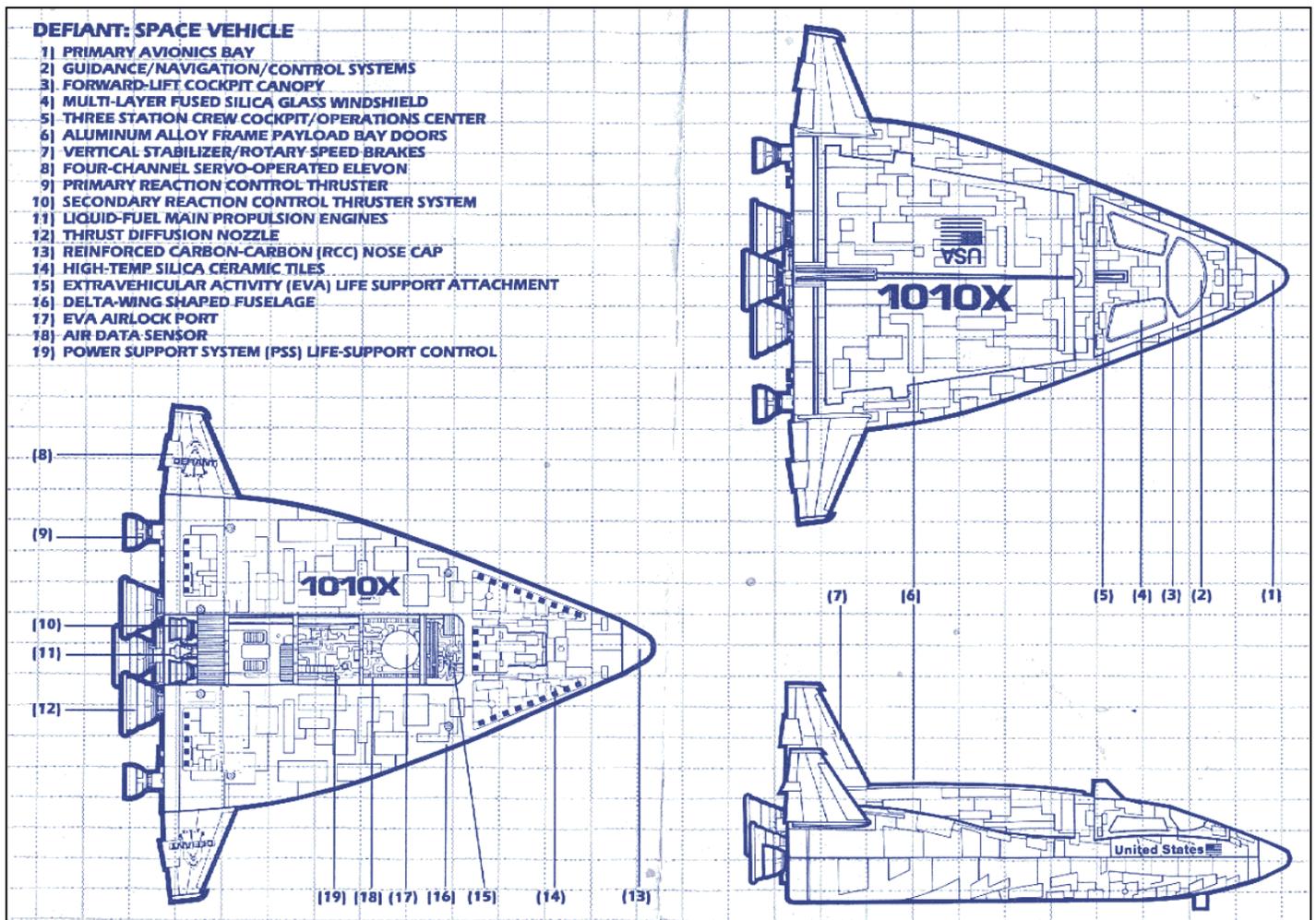
Control	Speed	Body	Protection
Ex	Sh Z	In	Ex

The Defiant Shuttle carries a crew of four (pilot, co-pilot, flight engineer, and mission commander), and can carry up to 100,000 lbs in cargo, including large satellites and space station components. It has been used to create the upgraded International Monitoring and Defense Station (IMDS).

Launch requires the use of a combination booster/fuel tank assembly,

which typically glides back into the ocean near Kennedy Space Center, and is reused for the next launch after being retrieved. This allows for the high payloads typically carried by the Defiant. Unloaded, the Defiant is capable of launching into orbit without the use of the combined booster/fuel tank assembly.

The booster can also be taken into orbit with the shuttle, and can carry an additional 65,000 lbs in its cargo bay. However, to reenter the Earth's atmosphere and land, the Defiant must release the booster, and can only release it at specific times for it to land in appropriate areas, as it has no ability to





fly itself to a safer landing spot.

The Defiant-class shuttle is capable of lunar travel, if provided another booster/fuel tank assembly in orbit. It simply has to dock with the assembly, lock it's attachments, and open the fuel ports – a process that takes about an hour.

Electronics. The Defiant is equipped with the advanced radar and navigational aids. The Defiant uses phased array pulse-doppler digital radar that spots targets at lower altitude and can spot items at very low altitude while the Defiant is in orbit.

The Defiant's radio can receive all frequencies in international use.

Safety Features. Back-ups for the navigation radar, compass, and radio are standard. To prevent fires, the Defiant Shuttle is equipped with an automated foam-dispensing system that has Excellent effect against flame. A number of hand-held extinguishers filled with the same foam are aboard.

The fuel tanks are self-sealing, capable of handling bullets and shrapnel (Good protection against physical damage). The fuel tanks also have Excellent resistance to fire and heat. Protection for passengers includes a seat harness, oxygen connection for space suit, and communications connections for their suits.

