

MARVEL SUPER HEROES™

AVENGERS™ Assembled!

By Bruce Nesmith



The greatest collection of heroes, ever, announced by their famous battle cry:
AVENGERS ASSEMBLE!



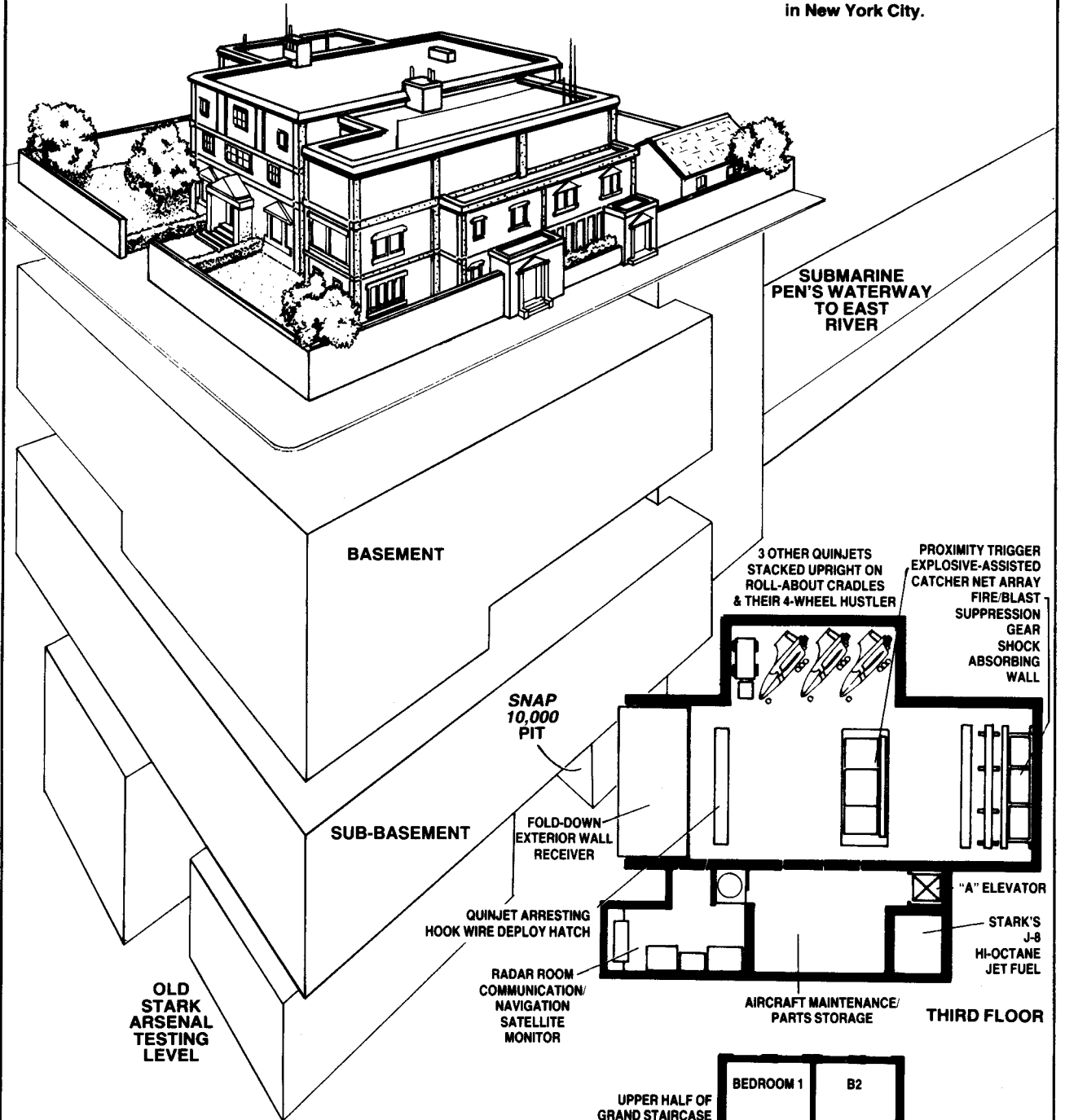
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AVENGERS MANSION

Located at 721 Fifth Avenue
between 70th and 71st Streets
in New York City.



OLD STARK ARSENAL TESTING LEVEL

SNAP 10,000 PIT

SUB-BASEMENT

SNAP 10,000 PIT

FOLD-DOWN EXTERIOR WALL RECEIVER

QUINJET ARRESTING HOOK WIRE DEPLOY HATCH

RADAR ROOM COMMUNICATION/ NAVIGATION SATELLITE MONITOR

3 OTHER QUINJETS STACKED UPRIGHT ON ROLL-ABOUT CRADLES & THEIR 4-WHEEL HUSTLER

PROXIMITY TRIGGER EXPLOSIVE-ASSISTED CATCHER NET ARRAY
FIRE/BLAST SUPPRESSION GEAR
SHOCK ABSORBING WALL

"A" ELEVATOR

STARK'S J-8 HI-OCTANE JET FUEL

AIRCRAFT MAINTENANCE/ PARTS STORAGE

THIRD FLOOR

The Avengers Mansion is an eclectic, three-story building. The original structure on the site, built in 1932 by Howard Stark, utilized the then-unusual steel-reinforced concrete technique. The additions have been carefully wedged to this to provide the most flexible use of existing equipment support. The below-ground additions have been carried out in relative secrecy.

The Mansion has been extensively remodeled several times, including being moved 35 feet back from the Fifth Avenue property line (to allow for a new hydraulic elevator system, which was needed to allow further construction below ground).

AVENGERS DEN/STUDY INFORMAL DE-BRIEFING ROOM

CIRCULAR STAIRCASE UP

TONY STARK'S MANHATTAN OFFICE

WORKSHOP/ PROTO-TYPE DISPLAY AREA

UPPER HALF OF GRAND STAIRCASE

BEDROOM 1

B2

B3

B4

B7

B8

BTH

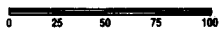
BTH

BTH

BTH

TONY STARK'S SMALL APARTMENT

SECOND FLOOR



"CLS" = CLOSET
"BTH" = BATHROOM

How to use AVENGERS ASSEMBLED!



This book contains descriptions of all the heroes who have graced the vaunted roster of the mighty Avengers. You can use the MARVEL SUPER HEROES™ game rules to relive your favorite Avengers comic, or you can create your own new adventures for the Avengers.

After this introduction, you'll learn about the Avengers Mansion, and you'll be introduced to S.H.I.E.L.D. and Nick Fury. Following that, on pages 6-21, are game descriptions of the past and present members of the New York-based Avengers.

And, just so you don't think we're one-sided or anything, we've also included descriptions of several of the villains that the Avengers have struggled with over the years — real creeps like Ultron and Kang the Conqueror — plus some other interesting people and things. That section is on pages 22-32.

These descriptions are designed so you can use the information when you play a MARVEL SUPER HEROES game adventure. We don't go into a lot of stuff about why a hero acts like he does, or who his favorite singer is. That's all covered in

glorious detail in the 15 mighty MARVEL UNIVERSE comic books. If you use those comics together with this booklet, you'll be all set to a play a hero right down to his fingernails!

We've got 54 different heroes, villains, and other characters in this book, but each description has a few things in common. All of the information in a description is given in this order:

- HERO'S NAME; Status
- Real name (if known); Title or job
- Origin or classification
- Ability ranks
- Variable abilities
- Powers and talents
- Equipment/possessions
- Important people
- Background
- Personality

A hero's name is his handle in public, such as Captain America.

A hero's status denotes if the hero is inactive, dead, or changed in some way. A changed hero may have altered his name

or his powers at one point. This means the hero doesn't really exist any more, even though the person may still be alive.

A hero's *real name* is his given name; for instance, Captain America's real name is Steve Rogers.

A hero's *title or job* refers to where the hero stands in the universe, or what he does when he's not mopping up bad guys. Thor, for example, is a prince; Steve Rogers is an illustrator.

Origin or classification refers to what the hero is and how he got his powers. Heroes (and villains) can be hi-tech wonders, altered humans, mutants, robots, or aliens.

If a hero or villain is immortal or is a god, that's also listed as part of his origin. A hero who is a god has motives and responsibilities that are sometimes beyond human understanding. For example, Thor, who is the god of thunder, has a lot to do with storms. His whole being is wrapped up in that form of nature.

A hero who is immortal really has a good thing going. In game terms, an immortal hero cannot die unless a major portion of his body's molecules are scattered. In a

normal battle, an immortal hero's Endurance may reach Feeble, but then the hero mysteriously begins to recover, even if he's had no medical attention. Hercules is an example of a hero who is immortal.

Definitions of a hero's *ability ranks* and *variable abilities* are given in the MARVEL SUPER HEROES Game Battle Book.

The *powers and talents* of each hero and villain are interpreted so that they conform as much as possible with the expla-

nations in the MARVEL SUPER HEROES Game Campaign Book. If you're not sure how a power or talent works, look it up in the rules. Powers and talents that don't quite "fit" with the rules are explained as completely as possible.

Some heroes have special *equipment* or *possessions* that are explained in relation to the MARVEL SUPER HEROES game.

Important people are a hero's best friends, worst enemies, or relatives (if

any). These are people who could affect a hero's adventures in some way.

A brief *background* is given for most heroes and villains. If Captain America comes up against Ultron, it may help you to know that these two have tangled more than once before!

Notes on *personality* have been included for a few heroes and villains. These notes will help you to do a better job of role-playing the character.

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The AVENGERS™ Mansion

The Avengers Mansion, located in New York City, is the headquarters of the mighty Avengers. The inside booklet cover contains maps of the mansion.

The mansion has undergone several changes and improvements since it was built in 1932 by Howard Stark. The Maria Stark foundation, which funds the Avengers, has made many contributions to the mansion. The Starks' son Tony has supervised several of the additions himself.

Defenses

The 12-foot-high walls that surround the mansion are made of TANK-PRUF, a material of Monstrous strength. Dozens of intruder detection devices, many of them weight-sensitive, dot the lush lawn that rings the mansion.

The mansion doors are also booby-trapped. Anyone who opens one without having the proper clearance is restrained by six 12-foot-long, steel alloy tentacles of Amazing strength. Anyone who illegally enters the mansion sets off the alarm system, which rings all over the mansion.

Despite these defenses, the Avengers maintain an open-door policy. A visitor can easily get inside the mansion, if he uses only the main entrance and if somebody lets him in. Besides, the Avengers themselves are the mansion's best defense. Most of the other stuff is there to stop the overly curious.

Mansion Grounds

Aside from the booby-traps, these are pretty much your standard mansion grounds. The garage at the rear of the mansion, however, isn't really a garage. It's actually a hydraulic elevator that can lift up to 150 tons at once. The elevator goes to the basement and sub-basement levels, and can only be operated from inside the mansion.

Ground Floor

This floor of the mansion looks pretty normal, too. It includes a library, gallery, conference room, dining hall, and kitchen. Jarvis, the Avengers' butler, has his quarters on this floor. The Avengers hold informal meetings on this floor.

The ceiling, floor, and walls here are made of reinforced concrete, a material of Remarkable strength. The strength of the doors and windows is Excellent.

Two elevators open onto this floor. The "A" elevator leads to all floors in the mansion, while the "B" elevator leads only to

those levels beneath the ground floor. Each of these elevators can lift up to 10 tons.

Second Floor

Bedrooms and guest rooms take up most of this floor; the den and the study are here as well. The walls and floor are made of the same Remarkable strength reinforced concrete that's used on the ground floor. The ceiling, however, is made from material of Incredible strength. The bullet-proof windows are made from Excellent strength material; all of them are hooked up to the alarm system.

Third Floor

This floor is a landing deck for the Avengers' quinjets, three of which can be stored here. Fuel and repair equipment for the quinjets is also kept here. A radar room, which features a communication/navigation satellite monitor, lies in the southwest corner of the floor.

The ceiling, floor, and walls here are all made of Incredible strength material. The third-floor windows that you see from the outside of the mansion are painted images; there are no windows on this floor.

Quinjet

Body	Speed	Control
Good	Amaz	Rema

Basement

All work and no play makes Avengers dull heroes — so, half of this floor is for fun and games, and half for official business.

The north side of the basement includes a gymnasium, running track, sauna, whirlpool, swimming pool, sun deck, and game room. The south side includes a combat simulation room, operating theater, and pathology laboratory.

The main computer system in the sub-basement controls the combat simulation room, which is capable of producing obstacles and weapons of up to Remarkable strengths, weights, and damages. Any damage caused by a fired weapon in this room is only temporary. A hero who takes such damage here recovers Health points every hour instead of every day. However, if a hero takes damage from a thrown item or from physical blows while in the combat simulation room, treat the damage and recovery as normal.

The operating theater has a host of medical equipment that can help save lives and speed up recovery. One of the machines is the revitalizer. A dying hero who's hooked up to the revitalizer recovers one Endurance rank per day instead of

one per week. While a hero is under the revitalizer, he can make Endurance FEAT rolls at four ranks higher than normal (up to a maximum of Shift X, not Class 1000). If someone is already dead, however, the revitalizer won't help.

To properly operate any of this equipment, a hero must have a Reason rank of Good or better. He also must make a Reason FEAT roll. Anyone who has medical skill, however (such as Henry Pym or Donald Blake), can use the equipment automatically.

The ceiling, floor, and walls of the basement are made of Incredible strength material. The outer walls are made of a Monstrous strength material, and are connected to the alarm system. The rest of the basement is not connected to that system, however.

Sub-basement

This floor is the true heart of the mansion. All of the equipment for running the mansion is located here.

A miniature nuclear reactor power generator housed on this level provides power for the mansion. A back-up power supply of several high-density batteries, as well as a conventional electrical generator, are also kept here.

Most of this level is taken up by the Avengers' computer, which is one of the world's fastest. This level also features an electronics laboratory, specially designed for robotics testing.

The ceiling, floor, and inner walls are made of an Incredible strength material. The outer walls are made of a special, Monstrous strength material.

An ultra-secure assembly room stands near the center of this level. This room is made of Unearthly strength material. It has a separate air supply that can last up to one day, if the room is cut off from the outside for any reason. Various electrical leads and conduits, which provide access to the main computer and other systems, lead into this room.

Submarine Pen Level

This is the lowest level of the Avengers Mansion. The submarine kept here is a standard model; it has no special equipment on board, although some could easily be added.

Also on this level is an entrance to the old Stark Arsenal Testing rooms. Since Arsenal and its computer master have been destroyed, these testing rooms are closed off.

The ceiling, floor, and walls here are made of the same materials as in the sub-basement.

S.H.I.E.L.D.

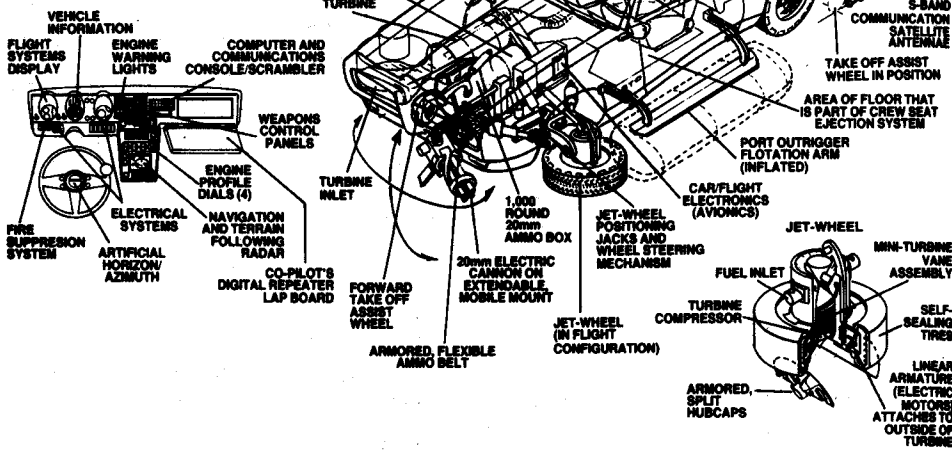
The Avengers have strong ties to S.H.I.E.L.D. (Supreme Headquarters International Espionage Law-enforcement Division) and have worked with this organization on many cases. Nick Fury, the leader of S.H.I.E.L.D., is a personal friend of several of the Avengers, especially Captain America.

One of S.H.I.E.L.D.'s responsibilities is to protect high-level officials and research laboratories and other institutions from super-powered villains. The organization frequently calls on the Avengers to help on particularly tough cases. Some of the real toughies have involved battles against A.I.M. and HYDRA, two subversive groups of normal humans who want to control the world. Both of these groups use sophisticated technology; they also occasionally employ super-powered agents.

S.H.I.E.L.D. has access to highly sophisticated technology. Stane International supplies the organization with most of its equipment. Much of the S.H.I.E.L.D. equipment listed here is available to the Avengers in special situations. As you play adventures using the MARVEL SUPER HEROES game, try to keep in mind that these two organizations will work closely with each other in many instances.

S.H.I.E.L.D. FLYING CAR

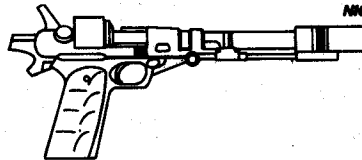
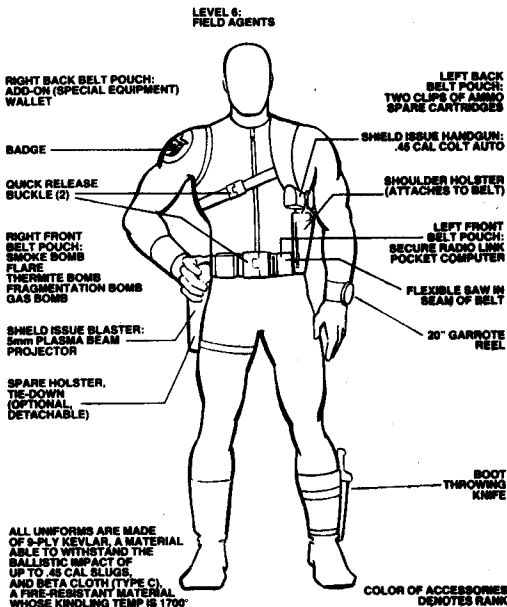
The "flying car" is S.H.I.E.L.D.'s main transportation vehicle and is capable of both land and air high-performance maneuvering. The car is armored with 1-inch foamed alloy over the entire body, the windows are made of 1-inch bullet-proof Lexan. The car is armed with one 20mm electric cannon, one 30mm radar guided, anti-missile cannon, 4 air-to-air missiles. The car's electric power is turbine generated. The jet-wheels are mini-jet turbines surrounded by a linear armatured, electric motor. The 4 electric motors are able to achieve a total of 600 horsepower, giving the car a top speed of 185 m.p.h.. Computer-aided independent steering allows turning without banking at speeds of 130 m.p.h. To make the transition from ground travel to powered flight, the take-off assist wheels lift the car's body off the ground, and the jet-wheel positioning jacks move the jet-wheels out and downward. The jet-wheels then ignite and provide lift. The flying car can hover at 0 m.p.h.. It has a maximum speed of 380 m.p.h., a maximum flight radius of 250 miles, and a service ceiling of 5,000 feet. The car is equipped with various electronic intelligence, communications, and reconnaissance gear. It is fully immovable, and its crew can remain underwater for 5 hours on battery power.



SHIELD GUNS

S.H.I.E.L.D. UNIFORMS

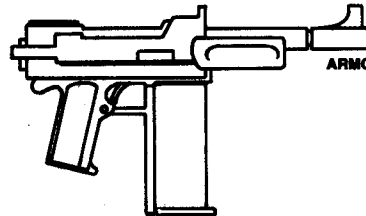
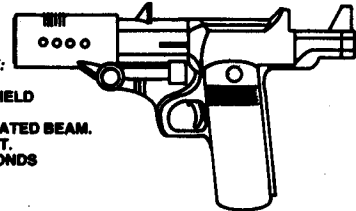
S.H.I.E.L.D. operatives wear distinctive uniforms designating rank. These uniforms are required dress at all S.H.I.E.L.D. headquarters for all operatives (except for Level-1 directors and specially authorized technician class specialists) and at official public functions and covert field maneuvers. Agents involved in covert field operations are expected to dress in plainclothes. Agents involved in paramilitary operations may wear special commando paraphernalia over their regular uniforms. S.H.I.E.L.D. has recently modified its standard uniform design.



NICK FURY'S PERSONAL HANDGUN
 .15 CALIBER NEEDLE GUN.
 NEEDLES HAVE A COLLAR OF EXPLOSIVE MATERIAL WHICH PROPEL THE NEEDLE AT OVER 1,800 FEET PER SECOND.
 CLIP HOLDS 300 ROUNDS.
 MOTHER OF PEARL HANDGRIPS.



SHIELD REGULATION ISSUE:
 PLASMA BEAM HANDGUN.
 PINCH BOTTLE MAGNETIC FIELD AND FOCUSING RING EMIT 3 KILOWATT 1-INCH COLLIMATED BEAM.
 EFFECTIVE RANGE: 125 FEET.
 DURATION OF FIRE: 95 SECONDS ON ONE POWER PACK.



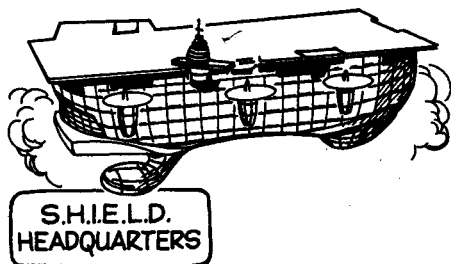
SHIELD REGULATION ISSUE:
 .30 CALIBER RAPID FIRE AUTOMATIC MACHINE PISTOL.
 ARMOR-PIERCING .30 CALIBER SHELLS HAVE SPENT URANIUM (HIGH DENSITY) CORES.
 EACH CLIP HOLDS 60 ROUNDS ON A DISINTEGRATING LINK BELT.
 HIGH CYCLIC RATE (VARIABLE RATE OF FIRE: FROM SINGLE SHOT TO 10 ROUNDS PER SECOND) ACHIEVED BY ONE PIECE FLOATING BOLT/RECEIVER.

S.H.I.E.L.D. Flying Car

Higher-ranking agents use the special S.H.I.E.L.D. flying car. This vehicle looks like a normal car, but its wheels are also jets. The car can stay underwater for up to 5 hours, although its underwater speed is only Typical.

This car contains several electronic detection devices, as well as a great deal of communications and reconnaissance gear. The car also carries a variety of weapons: an electric cannon that does Excellent damage; an anti-missile cannon that does Excellent damage; and four air-to-air missiles that do Incredible damage.

Flying Car	Speed	Control
Body Exce	Incr	Rema



S.H.I.E.L.D. Agent

Fighting: GOOD
Agility: TYPICAL
Strength: TYPICAL
Endurance: GOOD
Reason: TYPICAL
Intuition: TYPICAL
Psyche: TYPICAL

Health: 32
Karma: 18
Resources: GOOD
Popularity: 19

Talents: All agents are trained in firearms, first aid, and law-enforcement and military operations. Some are also trained in martial arts, wrestling, special weapons, and piloting.

Equipment/Possessions:

SUIT. Agents' suits provide Typical protection from damage and Excellent resistance to fire.

WEAPONS. Each agent carries a handgun, a thermite bomb, a fragmentation grenade, a gas bomb, a 20-inch piece of strangling wire, a flexible saw, a radio-link pocket computer, and two spare ammo clips.

BLASTER. This weapon does Excellent damage to whatever it hits. Agents prefer this weapon because it can bring down large opponents without killing them. Its range is 5 areas.



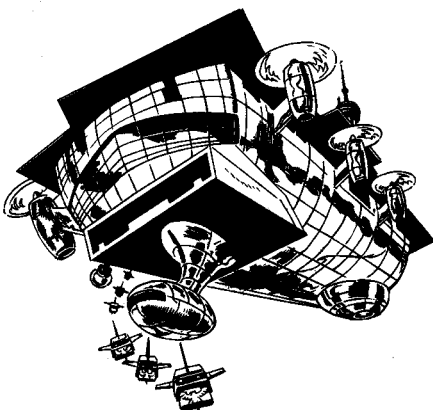
S.H.I.E.L.D. Headquarters

S.H.I.E.L.D.'s headquarters is a huge, floating aircraft carrier called the helicarrier. Anti-gravity units and six large helicopter rotors hold the helicarrier aloft. The craft's armor is made of Monstrous strength material.

The helicarrier holds 6 combat helicopters plus 32 F/A-18 jet fighters, which are the most advanced warplanes in the country.

F/A-18 Jet Fighter	Speed	Control
Body Typi	Incr	Exce

A crew of 450 mans the helicarrier; in an emergency, the craft can hold 1,000 persons. The helicarrier can hold enough food and water to last a standard crew for 30 days. The craft can stay aloft indefinitely without needing service.



NICK FURY

Director of S.H.I.E.L.D.
 human

Fighting: EXCELLENT
Agility: EXCELLENT
Strength: GOOD
Endurance: EXCELLENT
Reason: EXCELLENT
Intuition: EXCELLENT
Psyche: GOOD

Health: 70
Karma: 50
Resources: AMAZING
Popularity: 75

Talents: Fury has trained as a paratrooper, a ranger, a demolitions expert (including underwater demolitions), and a pilot. He can operate any vehicle made on Earth, including spacecraft and lunar landing modules.

Fury is a master of martial arts and wrestling. He is a marksman and weapons master.

Fury is also knowledgeable in law and law enforcement, engineering, history, and the military. He is even skilled in first aid.

Equipment/Possessions: Nick Fury carries much of the same equipment as other S.H.I.E.L.D. agents. However, he has access to a number of unusual devices, and he is likely to have several pieces of special equipment with him at any time.

Personality: Nick Fury likes to pretend he's a dummy so his enemies will underestimate him.



