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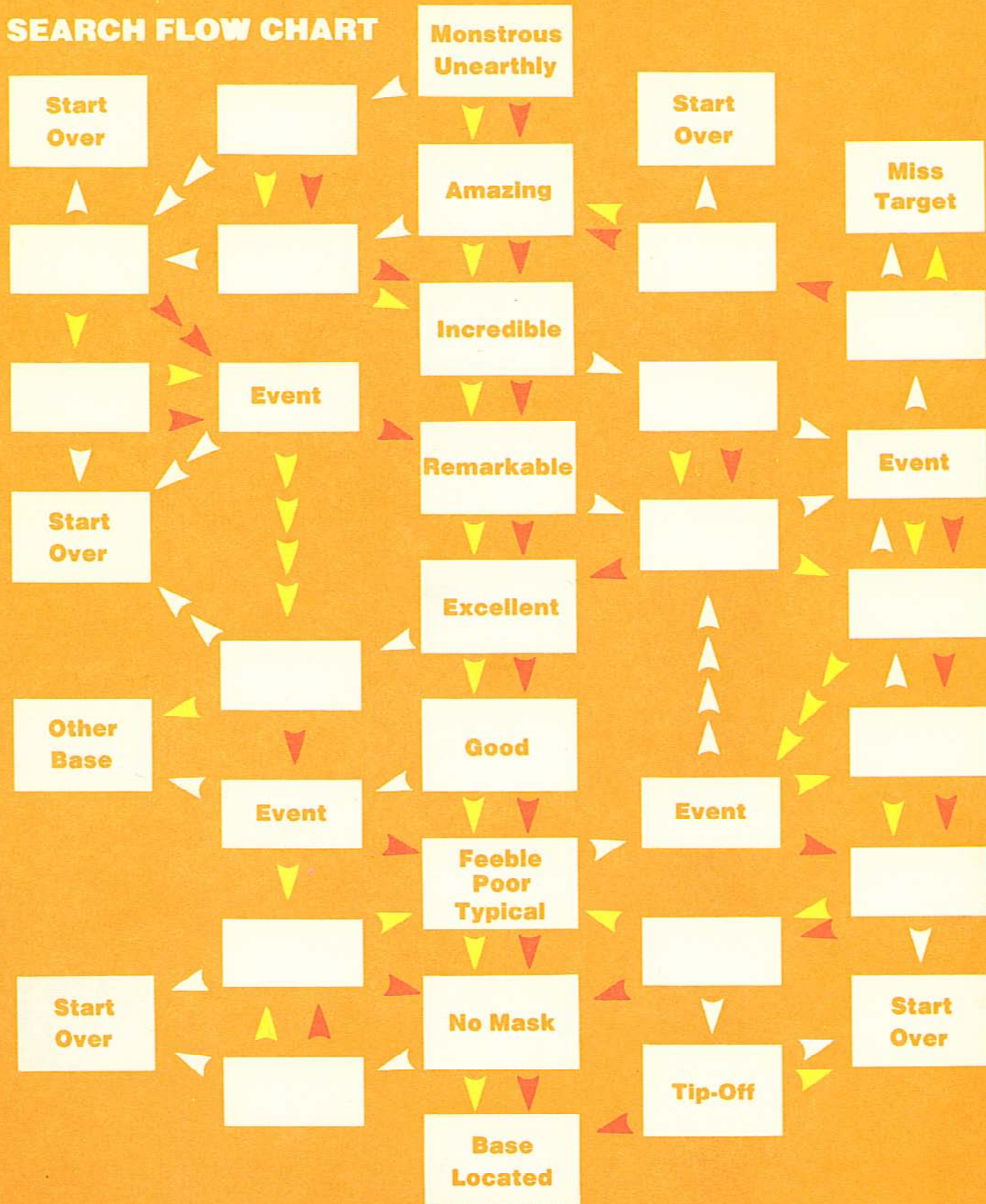
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MARVEL SUPER HEROES™

Nightmares of Futures Past
by Steve Winter



SEARCH FLOW CHART



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WELCOME TO MY NIGHTMARE

Picture, if you will, a world gone insane. A world where you cannot attend school, buy food or clothing, or even walk down the street without risking capture and imprisonment. Add to that picture, if you can, the specter of giant, killing robots programmed to hunt and destroy you and everyone like you.

This is the world waiting for you in *Nightmares of Futures Past*. Mutants have been declared outlaws and enemies, stripped of their constitutional rights, and condemned to quick death in battle or slow death in concentration camps. The heroes of our time are gone, either killed fighting oppression, stripped of their powers and locked away, or hiding in shadows, chipping away at the walls of oppression and struggling to survive as free men and women.

Nightmares of Futures Past is different from other MARVEL SUPER HEROES™ adventures. The setting is 25 to 50 years in the future. The United States is an armed camp caught in the grip of hysteria and

panic. People with super powers, and mutants in particular, are not considered heroes but enemies and traitors. They are hunted by the government and hated by the general public.

This adventure is not intended for any particular group of heroes. In addition, players are encouraged to create their own heroes rather than use heroes who are active today. Any heroes who are currently active, like Spider-Man or Colossus, have either fallen prey to the mutant hunters or have grown 25 to 50 years older. Those were hard years, and they took an awful toll on survivors.

Nightmares of Futures Past also differs from other MARVEL SUPER HEROES products because it does not present the characters with a specific crime to solve or villain to overcome. Instead, this book describes the conditions of life in the future and thrusts the characters into it. Some typical events and hazards are suggested for the judge to get things rolling. But where the players'

characters go from there, and how long they survive, is up to the players. They may decide to lie low and husband their strength until a major blow can be struck against the sentinels. Another group may decide to harry the police and army with hit-and-run attacks, disrupting human operations for as long as possible. Others may try to get away to another, less oppressive country, or set up an underground railroad to lead mutants to safety. The possibilities are nearly unlimited; this book tries to prepare the judge to handle anything the players throw at him.

The world of the future is frightening and bleak. It is also, however, a place of infinite hope. It is this hope for a better tomorrow that drives the heroes of the 21st Century to fight against overwhelming odds; hope and the knowledge that, without resistance, no one will remember the terror or the sacrifice of those who fell before.



THE MUTANT AFFAIRS CONTROL ACT

As it is with almost all super-powered characters, the general public was skeptical about the existence of mutants. While super-powered heroes and villains could be found almost anywhere in the world, and all across the United States, they were highly visible only in New York City and, to a lesser extent, Los Angeles. A surprisingly large portion of the population was unwilling to believe those outlandish tales about people who could fly, crush trains with their hands, or shoot ray beams from their eyes. Headlines from the coasts concerning the Avengers, Spider-Man, the Fantastic Four, and their costumed friends were dismissed as journalistic stunts designed to increase sales. A few people were convinced by television documentaries and magazine articles but most dismissed the whole subject as a massive hoax.

The uproar preceding release of Alison Blaire's film demonstrated just how insecure everyone really was. When word got out that the film starred a mutant, public outcry bordered on hysteria. Posters were defaced, theaters promoting the film were boycotted or vandalized, and hundreds of newspaper, radio, and television editorials spoke out against the "clear and present danger" of mutant infiltration in mainstream human society. The film's distributors were eventually forced to shelve the project and the film was never released.

The public has a short memory and the furor died down quickly when the film's demise was announced. A small but vocal minority, however, clung to the issue, agitating against mutants, putting up anti-mutant graffiti, and attacking suspected mutants in the streets or even in their homes. The situation gradually but inexorably grew worse.

It Hits the Fan

Gradually, that is, until the assassination of Senator (and

presidential candidate) Robert Kelly by the Second Brotherhood of Evil Mutants. Kelly had long been a spokesman for anti-mutant forces. The need to deal with the "mutant menace" was a cornerstone of his presidential campaign. He was murdered on Halloween, 1980, while moderating senate hearings on the mutant situation. Also killed were Charles Xavier and Moira MacTaggart, who were present to testify on behalf of mutants. The attack was filmed by several television news teams and subsequently seen by millions of viewers on news broadcasts. (The same footage appeared repeatedly in the following years in a multitude of anti-mutant documentaries and news specials.)

Instead of teaching humans to fear and respect the power of mutants, as the Brotherhood intended, the assassinations created a wave of hysterical paranoia and cemented a largely apathetic public into one solid block opposing mutants' rights.

The massive outpouring of rage, hatred, and racism following Kelly's death gave the anti-mutant movement the legitimacy it had long craved. Suddenly, when mutant-haters spoke, everyone listened. The simple fact that mutants existed and wielded unknown powers frightened the pants off the average citizen. The public demanded action.

Kelly's Legacy

Carried on a rising tide of public support, mutant control became an issue in political contests at every level, from city council to United States Senate. In 1984 an anti-mutant reactionary was elected president. Within a year, the Mutant Affairs Control Act was pushed through the congressional meatgrinder. Presidential support was a key element in the passage of the bill.

The passage of this bill marked a low point in the constitutional

evolution of the United States rivaling the issuance of Executive Order 9066 in January 1942, which led directly to the dislocation and internment of thousands of Japanese-Americans living on the Pacific coast.

The similarity between the two documents was not lost on anyone. The precedent of Executive Order 9066 was brought up immediately by legal counselors on both sides of the issue. Unlike Executive Order 9066, the Mutant Affairs Control Act was brought before the Supreme Court almost immediately, where it was struck down as a wholesale violation of constitutionally-guaranteed rights.

Unfortunately, the White House, while publicly discouraged, was not deterred. (Years later, when the actual chain of events became known publicly, there was some speculation that the Mutant Affairs Control Act was never intended to be anything but a smoke screen, diverting public attention away from the sentinels program.) Within a month of the bill's demise, the president instructed the National Security Council to establish (illegally) a covert commission geared specifically toward dealing with the mutant situation. This ad hoc group, dubbed Project Wideawake, was headed by Judge Petrie, the president's national security advisor. It included Valerie Cooper (special assistant to Petrie), Frank Lowell (C.I.A.), Raven Darkholme (defense department), Henry Peter Gyrich (National Security Council, head of operations), and many other influential members of the American intelligence community.

The fact that Raven Darkholme served as a member of the commission deserves special consideration. Unknown to any of her colleagues, Darkholme was in reality the mutant terrorist Mystique, leader of the Second Brotherhood of Evil Mutants. Her position on the project could easily have compromised any program. The

nature of Mystique, however, was such that she allowed the project to carry out its anti-mutant mission with minimal interference. She did not use her unique position to warn other mutants of their danger; she sought only to safeguard herself and other members of the Brotherhood.

Mutant Control

Project Wideawake wasted no time before jumping into action against mutants. The first issue that needed to be dealt with was how mutants should be handled. One group felt that cooperative mutants and other super beings should be enlisted to round up the dangerous mutants. Others felt that mutants should be put to work, but only under close guard in situations where their powers are largely neutralized. A third faction urged that all mutants be destroyed on sight, with no exceptions.

Eventually the second viewpoint, championed by National Security Council veteran Gyrich, won out. Project objectives were formulated along the following lines:

1. The mutant "X-factor" is spreading at an alarming rate. Unless checked somehow, it will be present in a significant portion of the population (homo superior) within four to five generations. Measures must be taken to reduce the incidence of the X-factor by removing those carrying it from the gene pool or by restricting their freedom to produce offspring.
2. Many mutants possess great physical and mental powers. Past experience demonstrates that they are very often willing to use these powers for advancement of their own goals without regard for the laws or ultimate good of human society (homo sapiens). There is no reason to believe that this will change.
3. Normal means of confinement are adequate for the majority of

mutants whose powers are minimal or benign. Normal means of confinement are useless, however, against the small number of very powerful, well-trained mutants.

Extraordinary means involving advanced technological devices are the only alternative.

4. Denied the option of confinement, the only alternative is permanent removal of the mutants' powers or extermination of the mutant population.

Sentinels Reborn

As Project Wideawake went about its business, it became more and more evident that conventional means were wholly inadequate to deal with mutants. Of all the country's police forces, military forces, and intelligence agencies, only one—SHIELD—was equipped to locate or arrest mutants. SHIELD, still under the autonomous control of Nick Fury, refused to deal with Gyrich or with Project Wideawake. (In the turmoil to come, SHIELD would have more than one run-in with Project Wideawake.)

After a fiery confrontation with Fury over SHIELD's cooperation, Petrie and Gyrich decided to avoid enlisting any outside agencies to their cause for any activity besides information gathering; they realized that bringing in other people risked exposing the Project to public scrutiny. Since the Project's whole existence was illegal, any risk in this area was too great.

Instead, Project directors decided to create their own enforcement division. With this in mind, they secretly contacted Shaw Industries and arranged to resurrect the Sentinel program.

The Beginning of the End

Initially, Shaw Industries manufactured three models of sentinels for Project Wideawake: Mark IV, Mark V, and Mark VI.

Individually, these sentinels were not as powerful as earlier generations had been. Experience is a great teacher, however, and the tactics employed by the sentinels were improved significantly. Although they were capable of independent operation, the sentinels (at first, anyway) were always accompanied by human controllers whenever they were sent on potentially hazardous missions or into situations that could escalate into open combat.

Sentinels, however, have always been unpredictable, and those built by Shaw Industries were no exception. They were programmed with a broad-based directive to "protect humans against the menace of mutant domination of society." Despite their reduced intelligence and increased reliance on human direction, the sentinels as a group arrived at the conclusion that the best way to carry out their program was to assume control of Project Wideawake, thereby eliminating the moderating influence of the humans.

Within a few years of ousting humans from Project Wideawake, sentinels controlled all of North America. The eastern seaboard was largely in ruins, along with most of California. The U.S. army was reduced to a fraction of its former size—a precaution enforced by the sentinels to ensure their dominance. SHIELD was the last of the intelligence agencies to be challenged, and it put up a heroic fight. In the end, less than 15 percent of SHIELD's personnel and equipment escaped to the wilds of Canada to form the backbone of the Canadian Resistance Army.

The program adopted by the sentinels was simple and merciless. All mutants, whether dangerous or harmless, were to be arrested and interned in prison camps away from population centers. Anyone who interfered with the sentinels' mission or protected mutants was also subject to arrest and internment. Anyone who resisted was killed.



THE X-FACTOR

X-factor is the term that describes mutant genes in general. The X-factor is the mysterious genetic something that gives mutants their power, sets them apart, and puts them at odds with society.

This chapter describes the demographics of the X-factor, public sentiment toward mutants, and the general condition of North America under sentinel control.

Who's Got It?

A mutant is any plant or animal whose genetic or cellular structure is different from its parents' and has been since birth. The Marvel universe is filled with characters whose genetic structure has been altered—Spider-Man, Daredevil, the Hulk—but they are not true mutants because they were normal humans at birth. Likewise, if the child of Wanda Maximoff (Scarlet Witch) and the Vision displays the power to alter probability fields, he is not a mutant because this power was passed to him by his mother. Franklin Richards, on the other hand, is a mutant, because his powers are entirely different from those possessed by his parents.

The actual percentage of the population that is mutant is difficult to estimate. Spokesmen for the anti-mutant movement have quoted figures as high as 8 percent, but this is generally considered to be way out of line. The sentinels, who probably have access to the most accurate information, estimate that the true mutant population of North America prior to the sentinel takeover was just under 1 percent.

Even this figure seems outrageously high until you consider that very few of these mutants had "super powers." Most had very minor abilities, or no special abilities at all, because of their mutations. Unfortunately, all of these distinctions were insignificant to the sentinels; to them, a mutant was a mutant, regardless of how its mutation manifested itself.

A much larger proportion of people could be classified as "anomalous" humans; they are not mutants themselves, but possess a high probability of having mutant offspring. This class of people comprises roughly 18 percent of the population.

The Caste System

The stratification of society began with registration. Within one month of inauguration, the 1984 administration ordered that everyone must report to the local civil authorities to register for an identification card. At the time of application an organic scan was performed along with a blood test to determine the applicant's class. If the applicant was human, an identification card was issued and he was free to go. If the applicant was found to be anomalous or a mutant he was issued a special identification card. Mutants were also given generic inhibitor collars which prevented the use of most mutant powers. They were required to wear these collars at all times. The three classes of society—humans, anomalous humans, and mutants—were sharply defined and mutually exclusive.

Beyond these restrictions, life went on pretty much as before.

No Mutants Allowed

Shortly after registration was completed, the government and local authorities began issuing directives. They were harmless at first, intended mainly to harass, but quickly escalated to place severe restrictions on mutants and anomalous humans.

One of the first directives required that all mutants and anomalous humans wear an identifying letter: a large M or A stenciled on the back and front of all clothing. Other restrictions, such as those listed below, followed shortly.

Mutants and anomalous humans are forbidden to bear children.

Mutants are forbidden to live in apartment buildings or multi-family dwellings which also house genetically pure humans. All mutants currently living in such dwellings must move.

Identification cards must be presented when purchasing the following goods: food, liquor, gasoline, books, cigarettes, electronic equipment, tools, radios, weapons, clothing, shoes, airline/train/bus tickets.

Mutants are forbidden to work or eat in public restaurants not set aside for use specifically by mutants.

Mutants are forbidden in public parks and museums. Mutant children must be withdrawn from public schools.

Mutants are forbidden to ride public transportation.

Mutants are forbidden to be treated in hospitals or clinics which are not set aside for the sole treatment of mutants.

All mutant organizations, societies, newsletters, and professional unions are illegal.

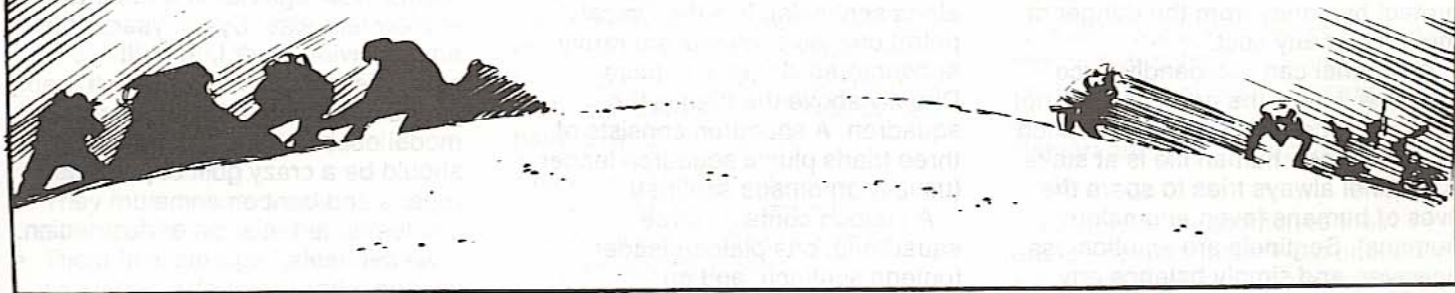
The key to all of these restrictions was registration. Without the voluntary cooperation of the people who registered, events could have gone quite differently.

The Decline of Western Civilization

In short order, anomalous humans became outcasts. Most of their businesses were bankrupted by the loss of all human customers. Anomalous humans were forbidden to have children, so their neighborhoods gradually grow older and older, with no new faces, until eventually they die out completely.

But even their fate seems enviable compared to that of mutants. Housing restrictions forced mutants and anomalous humans to move on short notice, almost invariably into slums and ghettos where they were

MUTANTS!



forced to pay exorbitant rent for miserable apartments. Denied education, medicine, and legal advice, they banded together to form their own schools and clinics. Then these, too, were outlawed as "mutant organizations." With most of their markets and food co-ops eliminated, they were forced to buy from licensed racketeers or rely on government rations to survive.

The Roundup

About this time, Project Wideawake received shipment of its first sentinels. Ostensibly the sentinels were to hunt down those mutants who had refused to register and were operating illegal underground newspapers, trying to smuggle mutants out of the country, or carrying out other subversive or illegal acts.

Before long, the sentinels shifted their emphasis away from searching out unregistered mutants to rounding up all mutants, registered and unregistered, for confinement in "Mutant Internment Centers." No one outside of Project Wideawake

knows for sure whether this change was ordered by the government or was undertaken independently by the sentinels, but the sentinels had the full cooperation of all government departments.

At that point, the United States disintegrated. The anti-mutant program relied on the quiet cooperation of the majority of humans, anomalous humans, and mutants. People had cooperated, for various reasons: humans because they feared mutants; mutants and anomalous humans because they were outnumbered and because cooperation allowed them to maintain a semblance of their normal, family life. When the sentinels began arresting mutants, family ties were ignored. Children were taken from their families, parents were taken from their children, husbands and wives were taken from each other. Threatened with losing their loved ones, mutants and their families fought back. Those mutants with super powers attacked sentinels and demolished their bases. People of all sorts ambushed police patrols. A tidal wave of

assassinations rolled across the country, leaving hundreds of mayors, police chiefs, and mutant control council administrators dead.

The sentinels struck back ferociously. Benign mutants (those without extraordinary powers) were locked into concentration camps. Virulent mutants (those with extraordinary powers) and resisters were executed immediately.

The country turned into a war zone. Cities burned or were demolished by the sentinels. Telephone and radio communication was almost entirely cut off. Unable to control the sentinels and powerless to stop them, the federal government was useless.

As more and more of the country fell under the sentinels' control, the violence quieted down. There were simply not enough mutants left to fight. Many were dead, and those who survived were behind barbed wire. The few mutants still at large were scattered and isolated.

This is the situation when the adventure begins.

PROJECT WIDEAWAKE

The history of Project Wideawake was covered briefly in "The Mutant Affairs Control Act." This chapter explores the ways in which the sentinels dominate North America and the extent of their control, the immediate capabilities of the sentinels, their intelligence network, and sentinel backup forces.

Sentinel Law

Every action that a sentinel takes is governed by its prime directive: to protect humanity from the danger of mutants, at any cost.

A sentinel can use deadly force any time it sees the need and will not hesitate to do so. The only exception to this is when human life is at stake. A sentinel always tries to spare the lives of humans (even anomalous humans). Sentinels are emotionless, however, and simply balance any potential loss of human life against the potential harm to mutants. If no other alternative exists, and the harm to mutantkind is proportionately larger than the harm to humans, sentinels will kill humans to get at mutants. This aspect of sentinel psychology must be balanced by the Judge. If player characters take human hostages to protect themselves, attacking sentinels should take pause while deciding what to do.

The Judge can use the following procedure to determine how sentinels react in the presence of hostages. Roll one die for each human hostage and for each pair of anomalous human hostages. The number rolled is the number of mutants that hostage can protect. If the sum of the dice is less than the number of mutants present, the sentinels decide that killing or capturing the mutants is more important than saving the humans. For example, assume that four mutants are being chased by sentinels. It is obvious the mutants cannot outrun the sentinels, so they capture a human hostage and turn to face their pursuers. The Judge rolls

one die. If the number rolled is four or higher, the sentinels back off and look for a way to capture the mutants without endangering the human. If the roll is three or less, the sentinels decide that saving the human's life is not worth allowing four mutants to escape, and attack accordingly.

Sentinel Organization

The smallest unit of sentinel organization is the triad. A triad consists of three sentinels (usually alpha sentinels). It is the typical patrol unit, so sentinels are rarely encountered singly or in pairs. Directly above the triad is the squadron. A squadron consists of three triads plus a squadron leader (usually an omega sentinel).

A platoon contains three squadrons, one platoon leader (omega sentinel), and an administrative team (four mark IV, V, or VI sentinels and an omega sentinel).

A company contains three platoons, a company commander (omega sentinel), and company headquarters unit (nine sentinels of assorted types and vintages). A company can patrol an area of 100,000 square miles without taxing its resources. Additional companies usually are assigned to urban areas within that territory.

The company is the largest standard unit. In the field, a company is typically scattered across a wide area, operating in individual squadrons which are largely independent but which rely on the company headquarters for coordination and theater orders. If larger units are needed, they are created ad hoc.

Physical Parameters

In the future, six types of sentinels operate in North America: mark IV, mark V, mark VI, alpha sentinels, omega sentinels, and Nimrod. Marks IV, V, and VI are obsolete but can still be found patrolling quiet areas.

The alpha sentinel is designed for combat. It is the most common type of sentinel. The omega sentinel is intended as a leader and administrator, although it is extremely powerful in battle. Finally, Nimrod (the "ultimate sentinel") is the most powerful sentinel ever built. Only one exists.

Despite the fact that all units from previous generations of sentinels are believed destroyed, they show a remarkable capacity to patch themselves together and resurface somewhere else. By the year 2000, any surviving mark I, II, or III sentinels are quite deranged. If the Judge decides to inject an earlier model of sentinel into the game, it should be a crazy quilt of patchwork repairs and bent on some single-minded mission of destruction.

All sentinels, regardless of their vintage, share several characteristics. All are 20 feet tall, humanoid, and contain their sensory package in their heads. Their brains, however, are in their chests. Sentinels are programmed to speak whatever languages they may need, and can communicate with each other silently by radio at any range. They walk with Good speed but cannot run or jump. They have slightly better sight and hearing than humans, touch equivalent to humans, and no sense of taste or smell. All sentinels are sealed against hostile environments, extreme pressure, and weather, enabling them to travel into outer space or under the ocean with no special modifications.

Learning Program: All sentinels since the mark II series have been equipped with an adaptive learning algorithm which allows them to learn from their mistakes. After three rounds of combat with a particular character (mutant or otherwise), all sentinels gain a +1 column shift whenever they fight that character. This bonus is available to all sentinels everywhere, even if only one sentinel has fought the character (the information is relayed instantly

across their communication network). The bonus is earned even if the sentinel is destroyed in the third round of battle. In addition to the column shift, any other sentinels sent to find that character can have special equipment to counteract the character's powers. Sentinels hunting Wolverine, for example, could be equipped with extremely fast-acting poison which would overtax his accelerated healing power.

Auto-Repair: All sentinels from the mark II series on can repair themselves under the following conditions:

- They must have at least 20 percent of their original Health points remaining;
- They must have access to appropriate repair materials;
- They must have sufficient time to make the repairs.

Repair materials are always available at a surveillance base. Away from a base, a sentinel can repair itself only to 75 percent of its original Health.

Repairs take 30 minutes per 10 Health points restored.

Mark IV Sentinel

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

Known Powers:

Flight: Mark IV sentinels can fly 9 areas per round using jets built into their boots.

Mutant Detection: The sentinel is equipped with a uni-spectrum organic analyzer. This analyzer can detect all living things within 1 mile and determine whether each is animal, human, mutant, or none of the above.

Body Armor: Mark IV sentinels have Remarkable body armor. The armor itself is Remarkable material.

Energy Beam: Mark IV sentinels mount energy beamers which fire through their eyes and cause Incredible damage. They can fire almost any type of energy beam: plasma, electrons, heat, light, X-ray, etc. Their range is 2 areas.

Gas Jets: Mark IV sentinels have gas jets in their palms which can project various types of gases (knockout gas, tear gas, smoke, etc.) of Remarkable potency up to 2 areas away.

Catch-Web Cables: Remarkable strength steel cables can be fired from the mark IV's wrist to entangle and restrain mutants. These cables have a range of 2 areas.

Search Lights: On their lowest possible setting, the mark IV sentinel's energy beams can be used as search lights.

Customization: The mark IV series of sentinels is extremely flexible.

Almost any type of weaponry or special equipment can be added on. Such equipment usually is tailored for a specific mission or designed to be used against a specific mutant. Exact details are up to the Judge.

Mark V Sentinel

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

Known Powers:

Flight: Mark V sentinels can fly 10 areas per round using jets built into their boots.

Mutant Detection: The sentinel is equipped with a uni-spectrum organic analyzer. This analyzer can detect all living things within 1 mile and determine whether each is animal, human, mutant, or none of the above.

Computer Link: Each sentinel is tied to a base computer containing

detailed information on all known mutants. This allows the sentinel to instantly identify any known mutant and analyze how best to handle it. Mark V sentinels maintain this link through FM radio.

Body Armor: Mark V sentinels have Remarkable body armor constructed of Remarkable strength material.

Energy Beam: Mark V sentinels have energy beams identical to those in the mark IV, except that they cause Amazing damage.

Gas Jets: Mark V sentinels have gas jets in their palms which can project various types of gases (knockout gas, tear gas, smoke, etc.) of Remarkable potency up to 2 areas away.

Cold Beams: In addition to their energy beams, mark V sentinels can spray liquid nitrogen from their eyes. An opponent hit by this stream must make an Endurance FEAT roll and check the Stun column. If stunned, the character is also encased in a sheath of ice (Good material strength).

Customization: Like the mark IV, the mark V series of sentinels is also extremely flexible, allowing the addition of special weaponry or equipment. Again, the use of this capability is up to the Judge.

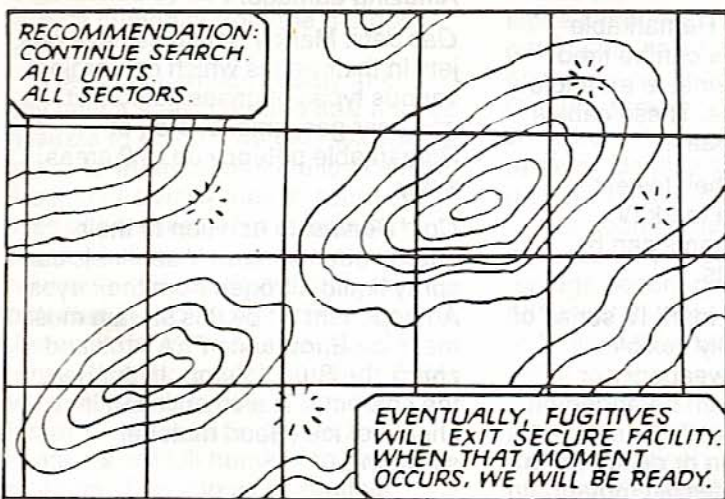
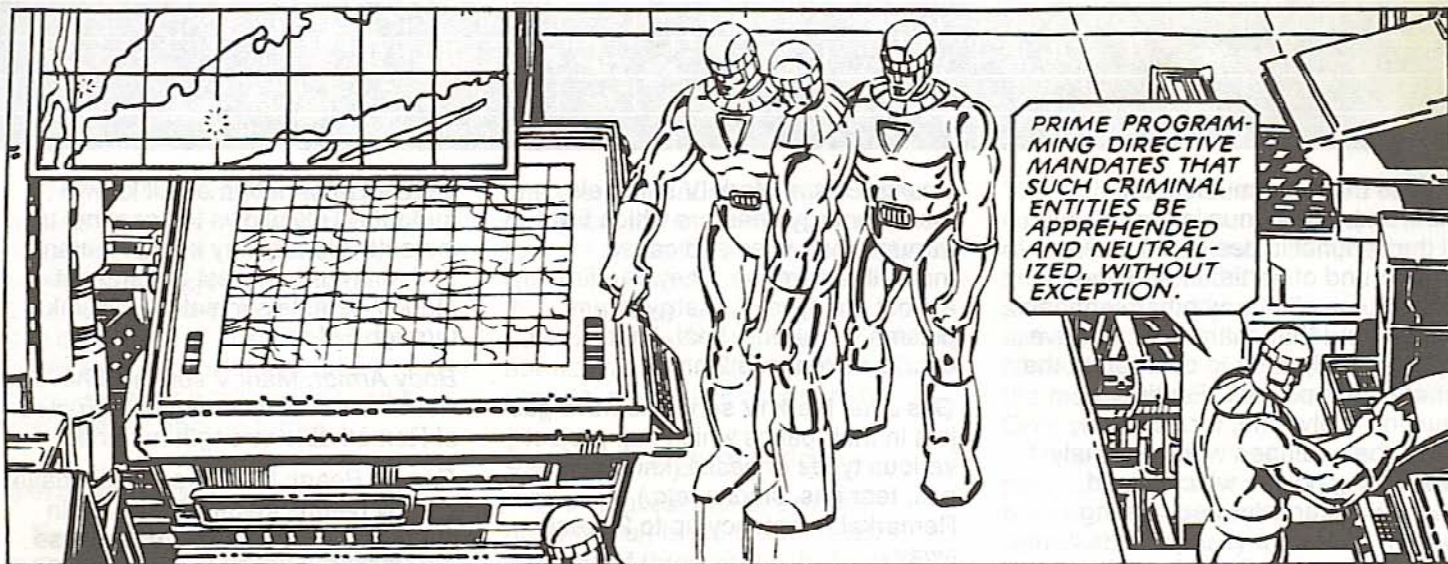
Mark VI Sentinel:

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

Known Powers:

Flight: Mark VI sentinels can fly 10 areas per round using jets built into their boots.

Mutant Detection: The sentinel is equipped with a uni-spectrum organic analyzer. This analyzer can detect all living things within 2 miles and determine whether each is



animal, human, mutant, or none of the above.

Computer Link: Each sentinel is tied to a base computer containing detailed information on all known mutants. This allows the sentinel to instantly identify any known mutant and analyze how best to handle it. Mark VI sentinels maintain this link through FM radio.

Body Armor: Mark VI sentinels have Remarkable body armor constructed of Remarkable strength material.

Energy Beam: Mark VI sentinels have energy beams identical to those in the mark IV, except that they cause Amazing damage. Their range is 2 areas.

Gas Jets: Mark VI sentinels have gas jets in their palms which can project various types of gases (knockout gas, tear gas, smoke, etc.) of

Remarkable potency up to 2 areas away.

Customization: Like the mark IV and V, the mark VI series of sentinels is also extremely flexible, allowing the addition of special weaponry or equipment. The use of this capability is up

to a base computer containing detailed information on all known mutants. This allows the sentinel to instantly identify any known mutant and analyze how best to handle it. Alpha sentinels maintain this link through tight-beam laser communication.

Body Armor: Alpha sentinels have Incredible body armor constructed of Incredible strength material.

Energy Beam: Alpha sentinels have energy beams identical to those in the mark IV, except that they cause Amazing damage and have a 6-area range. Also, they can fire beams of pure concussive force.

Electrical Insulation: Alpha sentinels are insulated to provide Excellent resistance against any sort of electrical attack.

Darts: Each alpha sentinel contains 10 javelin-sized steel darts in its trunk. These can be fired up to 3 areas, causing Excellent edged attack damage. They cannot penetrate any material stronger than Remarkable.

Customization: Alpha sentinels are hunter/killers capable of long-range patrolling. Any group of alpha sentinels that is patrolling more than one hour away from its base can be outfitted with any special equipment the Judge thinks is appropriate.

to the Judge.

Alpha Sentinel

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

Known Powers:

Flight: Alpha sentinels can fly 12 areas per round using jets built into their boots.

Mutant Detection: The sentinel is equipped with a uni-spectrum organic analyzer. This analyzer can detect all living things within 10 miles and determine whether each is animal, human, mutant, or none of the above.

Computer Link: Each sentinel is tied

Omega Sentinel

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

Known Powers:

Flight: Omega sentinels can fly 12 areas per round using jets built into their boots.

Mutant Detection: The omega sentinel is equipped with the standard uni-spectrum organic analyzer. Because of the omega sentinel's extremely powerful computer link, however, its analyzer has a range of 100 miles.

Computer Link: Omega sentinels are linked via tight-beam laser into a base computer network spanning the entire country. They can draw on any data anywhere in sentinel computer files.

Body Armor: Omega sentinels have Incredible body armor constructed of Incredible strength material.

Energy Beam: Omega sentinels have slightly better energy beams than alpha sentinels. They cause Amazing damage and have a 7-area range. They can fire beams of pure concussive force in addition to electro-magnetic energy.

Encephalo-scan: Omega sentinels are equipped with a sensory beam that scans the brainwaves of characters it is interrogating to determine whether they are lying. A character who is lying deliberately must make a Psyche FEAT roll. Any result other than red indicates that the sentinel detects the lie and reacts accordingly.

Electrical Insulation: Omega sentinels are insulated to provide Remarkable resistance against any sort of electrical attack.

Darts: Each alpha sentinel contains 10 javelin-sized steel darts in its trunk. These can be fired up to 4

areas, causing Excellent edged attack damage. They cannot penetrate any material stronger than Incredible.

Learning Program: Omega sentinels gain the combat bonus after only two rounds, instead of the usual three.

Nimrod

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

Known Powers:

Matrix Battle Computer: This computer operates the same as an omega sentinel's learning program, but Nimrod does not have to actually fight the character to gain the bonus; he can simply watch film of the character in battle.

Mutant Detection: Nimrod's organic analyzer has a range of 20 miles. He can also tap into the same computer net used by the omega sentinels.

Body Armor: Nimrod has Amazing body armor made of Amazing material.

Energy Beam: Nimrod's energy beams encompass the entire spectrum of electro-magnetic energy, molecular energy, and concussive sonics. These beams can fire from his hands, eyes, and chest. They have a range of 4 areas and can cause Monstrous damage.

Auto-Repair: Nimrod's ability to repair himself is far greater than any earlier sentinel's because his power is based on an ability to completely rearrange himself on the molecular level. He can repair himself under the following conditions:

- He has at least 10 percent of his original Health points remaining;
- For every 20 points of Health he restores he must reduce one power by two ranks (Nimrod will

withdraw from a fight rather than allow his powers to drop below Excellent);

- Repairing 15 Health points takes 30 minutes.

Disintegrator Beam: Nimrod is equipped with a beam which can disintegrate up to one cubic yard of inorganic material in one round. It has a range of 2 areas and can affect materials up to Incredible strength.

Pressor-Tractor Beam: This energy beam allows Nimrod to pull objects toward him or push them away. The beam's Strength is Monstrous. It can move a target 1 area per round for every rank above Good that Nimrod applies. For example, if the beam is used at Incredible power to draw something toward Nimrod, the object moves 3 areas. If the object struck something while being moved, it would be the equivalent of an Incredible Strength attack (the object that was struck determines the type of attack).

Force Field: Nimrod can encase himself inside an Incredible Strength force field.

Teleportation: Nimrod can teleport up to 5 miles by making a successful Psyche FEAT roll. If he is not familiar with the area he is teleporting into, it must be in his line of sight.

Nerveshock: Anyone touching Nimrod must make an Endurance FEAT roll or be stunned for 1 to 10 rounds. If Nimrod grabs a character, the character must pass the FEAT roll or be stunned until released.

Inhibitor Field: Nimrod can generate a psionic inhibitor field in the area he is in and all adjacent areas. Anyone trying to use a psionic or mental power, mutant or otherwise, must make a red FEAT roll to succeed.

Scanners: Nimrod's scanners are so well protected that he cannot be blinded or deafened. They are so acute that they operate at Class-1000 rank. He can scan huge areas for mutants by tying into the satellite network (he cannot pinpoint

exact locations with this method, but it is accurate to within one city block). He can scan a character at a range of 2 areas and determine not only the character's powers but his power and ability ranks as well.

Shockweb: Nimrod can create an energy web up to 2 areas away. It covers one area and is shaped like a vertical web. It need not be anchored to anything. Nimrod must make a Remarkable FEAT roll to create this web. It lasts only one round.

The net has the equivalent of Amazing material strength. It delivers Remarkable damage to anyone caught in it for one round. Also, entangled characters must make an Endurance FEAT roll to avoid being stunned.

Sentinel Surveillance Base

A sentinel can operate for a long time independently. Usually, however, they operate in squadrons out of a surveillance base.

A surveillance base is a mobile (by sentinel standards) surveillance, repair, and administrative center. It is fully self-contained and can support up to 25 sentinels indefinitely. The entire base can be disassembled into modular components and transported by sentinels to a new location. Dismantling and reassembling the base take a total of 1,000 sentinel-hours (for example, 10 sentinels could complete the operation in 100 hours). Since sentinels don't need sleep, they can work non-stop. The power station is always the last component dismantled and the first reassembled.

The smallest force assigned to a surveillance base is a squadron. The largest force assigned to a single base is two squadrons and an administrative team (one omega sentinel and four mark IV, V, or VI sentinels). A platoon, therefore, operates out of two or three widely-scattered bases, while a company is spread out over six to ten bases.

The **Ready Room** is a waiting and

holding area. At least one triad of sentinels is standing by in this room at all times. They can be sent out to reinforce a patrol or drawn off to monitor other stations in the base.

The **Maintenance Room** contains all of the equipment necessary for repairing any type of sentinel. It includes complete electronic and mechanical shops capable of fabricating and rebuilding out-of-stock parts. All sentinels can use any of the equipment in this room by interfacing the control computers with their own auto-repair mechanisms. The equipment in the maintenance room is too large to be used by normal-sized characters, but thousands of useful parts can be cannibalized from it.

The **Storage Area** contains a huge stock of sentinel parts, primarily those that are regularly damaged, burned out, or used up, and those that are difficult to build in the maintenance room. A fully-stocked base storage room contains enough parts to build a complete alpha sentinel. A character could find the necessary components to build almost anything in storage at a base.

The **Long-Range Surveillance Room** houses the organic scanning computers and network displays. The equipment in this part of the base has a scanning range of about 200 miles by itself. Its effective range is almost unlimited, however, because of its computer links to every other sentinel base in the United States plus the satellite net.

The **Short-Range Surveillance Room** contains tactical displays, battle computers, and organic analyzers with a range of approximately 50 miles. Within this radius the sentinels can ascertain an astounding amount of information about any particular target. The scanners can isolate the readings of a specific person, determine whether he is a mutant or normal human, and fix his position within a few yards.

In the **Records Room** is all the accumulated data on known mutants, mutant sympathizers,

political figures (supporters and dissidents), geography, scientific information, plus sentinel codes, patrol schedules, and a multitude of technical data. All of this equipment is programmed to destroy itself if the base is overrun or threatened with capture by enemy forces.

The **News Monitoring** room contains devices which automatically monitor all communication media (newspapers, radio, television, magazines, telephone, shortwave radio, and any other media that can be intercepted). This information is compiled, sifted, and analyzed for any sign of patterns, coded messages, indications of covert mutant operations, or just pertinent news items. All items of interest are kept on record.

The **Power Plant** provides nuclear power for the station and to recharge sentinels. The power plant has a self-contained fuel supply sufficient to last the life of the unit (approximately five years). If the plant is shut down, it cannot be restarted without a huge influx of energy.

Much of the equipment in the base is potentially explosive. If a fight ever breaks out inside the base, this equipment could be damaged to the point where it explodes. At the end of every round when there was fighting in an area containing explosive equipment, the Judge makes a special FEAT roll. Use the column equal to the highest power rank used in that area during the round. Shift one column right for every previous round of battle in that area. A red result indicates that the equipment explodes, causing Amazing damage to everyone and everything in that area and all adjacent areas. The blast does not penetrate walls, but does penetrate doors.

The base has no innate defenses other than its armored walls and doors. The sentinels believe (with some justification) that its extensive surveillance arrays and the presence of half-a-dozen sentinels are enough to discourage attackers.

THE TOOLS OF OPPRESSION

The sentinels are not the only organized enemies of mutants. The police maintain powerful anti-mutant squads whose members are trained and equipped specifically to deal with mutants. While not as formidable as sentinels in a stand-up fight, these police units make up the difference with ingenuity and maneuver.

The Blue Knight

A typical policeman has the following abilities and carries the following equipment:

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

Health: 36 Karma: 18
Talent: Law Enforcement

- pistol;
- stun pistol;
- nightstick (same as club);
- halogen flashlight;
- mace canister;
- flak jacket;
- handcuffs;
- two-way radio.

Policemen always travel in pairs. Sometimes they patrol on foot, but usually they drive in a police car. Besides their personal equipment, the car carries a shotgun, fire extinguisher, and first aid kit.

This type of policeman is assigned to patrol human and anomalous human neighborhoods. He is not equipped to detect mutants or to deal with super beings. If a mutant emergency develops, he calls for support as soon as possible.

SWAT:AM

SWAT:AM stands for Special Weapons and Tactics: Anti-Mutant. These are elite police units assembled specifically to deal with mutants. Their abilities and equipment are as follows:

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

Health: 46 Karma: 22
Talents: Law Enforcement,
Marksmanship

- machine pistol;
- knife;
- nightstick (same as club);
- fragment grenade (1);
- knock-out grenade, Excellent (1);
- sonic grenade (1);
- infra-red flashlight;
- infra-red goggles;
- gas mask;
- mace canister;
- flak jacket;
- inhibitor cuffs;
- two-way in-helmet radio;
- hand-held organic analyzer (one-area range).

SWAT:AM police always operate in 10-man squads. Each squad is divided into two four-man combat teams and a two-man command team. In addition to personal equipment, the first combat team carries three stun rifles and a grenade launcher loaded with Excellent intensity knock-out grenades. The second combat team carries a machine gun, an LAW, and uses armor-piercing bullets in its machine pistols. The command team carries no special weapons but has an organic analyzer with a 3-area range. The command team coordinates the actions of the two combat teams with each other and with other squads in the area.

In areas with heavy mutant activity one member of the command team may be armed with a mutant neutralizer (see *Players' Book*, p. 60). Many teams also work with attack dogs when they are searching an area for mutants.

SWAT:AM teams typically travel in armored carriers. Battle copters are available but aren't used unless necessary.

Mantinel

Mantinel armor is a development of the mandroid armor designed in the 20th Century by Tony Stark, modified for use against mutants. Its ability ranks are identical to those of the original armor but its powers are quite different.

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

Health: 70 Karma: 18

Known Powers:

Body Armor: Mantinel armor is made of the same Incredible material as sentinel bodies; it has Incredible body armor. It also provides Amazing resistance to heat and radiation.

Life Support: The suit can support its wearer in a thoroughly hostile environment for up to two months.

Sensors: Mantinel armor has Remarkable protected senses with the following abilities: infravision (3 area range); Remarkable radar/sonar; two-way radio communication; organic analyzer (2 area range); loudspeaker.

Weapon Systems: A suit of mantinel armor contains four built-in weapon systems. Only one can be used per round. All can be used with Remarkable accuracy.

- mutant neutralizer
- plasma beam
- tracker/repeller field (range: Good; can manipulate distant objects with Remarkable Strength; can generate Amazing force field, but no weapons can be fired out through force field).
- grenade launcher (carries 10 grenades of any type).

Automatic Escape: If the operator of the suit is knocked out or killed, the suit automatically returns to base.

Project Wideawake acknowledges only 12 suits in existence. These battlesuits are held in reserve at a secret location and sent out only to deal with emergencies.

Blue

Hugh Blumal, mutant hound

F Gd (10) Health: 64
A Gd (10)
S Pr (4) Karma: 109
E In (40)
R Pr (4) Resources: Fb (2)
I Mn (75)
P Rm (30) Popularity: 0



Known Powers:

Emotion Detection: Blue can pick up other people's emotional states with Remarkable ability.

Mutant Detection: By concentrating, Blue can sense the presence of a mutant mind within six areas with Excellent accuracy.

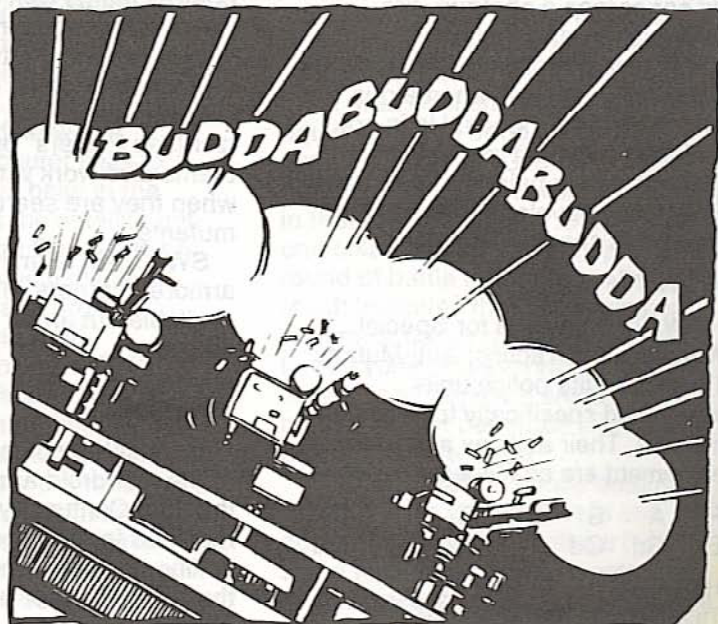
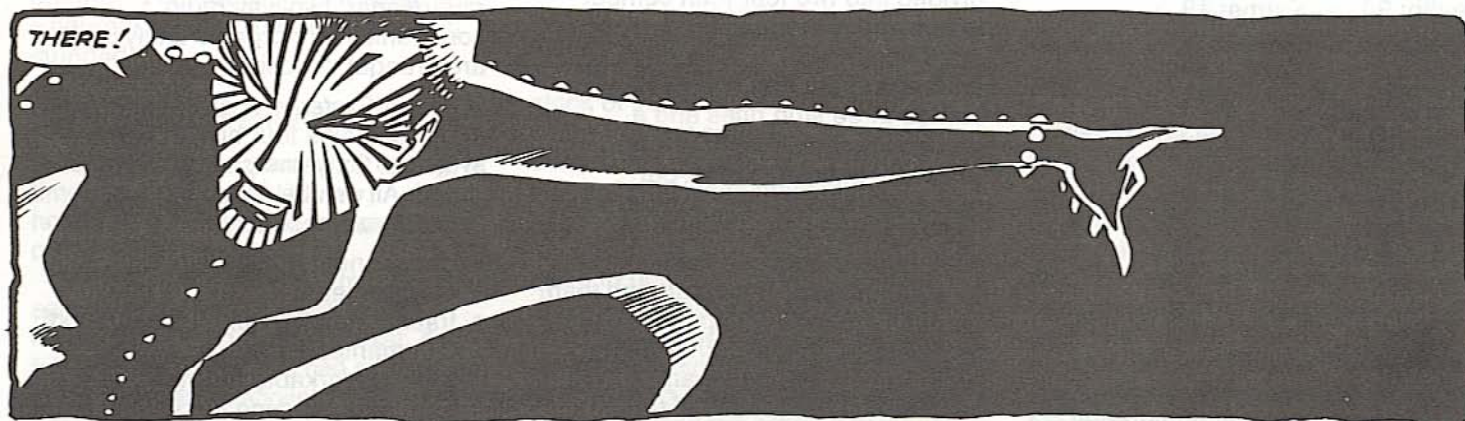
Astral Detection: Blue's senses extend into the astral plane. He has an Excellent ability to identify what he senses there.

Talents: Blumal is trained in the use of martial arts B.

Contacts: None.

Background: Hugh "Blue" Blumal is a mutant hound, a captive used by SWAT:AM teams to ferret out fugitive mutants. He was conditioned through pain to obey instantly the commands of his SWAT:AM handler. After conditioning he was assigned to the SWAT:AM headquarters nearest the setting of this adventure.

If freed from his captors and treated kindly, Blue will become a loyal and fearless ally.



MUTANTS UNDERGROUND

Identification cards are the key to leading any sort of normal life under the sentinels. ID cards are required to buy food or clothing, to travel, and to have a job.

Refusing to register is the primary act of resistance, but it places the resister in a difficult spot. Unable to buy food or rent an apartment, the character must rely on the charity and courage of sympathizers. It is easy to hide from the police in a city, where crowds, alleys, basements, and ruins provide lots of cover. It is very difficult, however, to scavenge for food in a city where food is already precious. Conversely, food is plentiful in rural areas, but very few places offer protection from the sweeping roundups of the police or the organic scans of the sentinels.

Your Papers, Please

Players should be given the choice whether their characters reported. Obviously, if their characters are mutants and they want to remain free, they are well-advised to not register.

Player characters who refuse to register must begin worrying about survival immediately. They must find a source of food and shelter without delay. The characters' contacts are worth their weight in gold in this regard.

A contact must be very devoted to the character, very opposed to what he sees happening in America, or very greedy to aid a refugee, particularly a mutant. A person risks imprisonment by aiding a fugitive. In order to persuade a contact to provide food or shelter, the character must make a Popularity FEAT roll. There is a -3 column shift—the request definitely places the contact in danger. However, even if the character has negative Popularity, a green FEAT result is acceptable if the contact is a personal friend of the character (ignore the "everyone is neutral" restriction normally placed on negative Popularity).

The Judge decides how often this

FEAT roll must be repeated to maintain the arrangement, but as a minimum a new roll should be required anytime sentinels conduct a raid nearby or the police appear to be closing in.

Considering that most characters' Popularity will start at 0 or less, players probably will use up quite a bit of Karma just staying alive the first week. When making arrangements with contacts, the Judge may also allow column shifts for especially sympathetic contacts, or allow characters to use their Resources instead of Popularity. (For the use of Resources, see chapter 7, "Special Rules.")

Characters who are not mutants present a special problem. The sentinels consider all super beings a potential threat and treat them all about the same. The question is whether the character's powers will register on a sentinel's organic analyzer or show up in a blood test. The following guidelines should be applied to each individual case.

Altered humans may or may not be able to pass undetected, depending on the nature of the alteration. Some, like Spider-Man, couldn't possibly pass a blood test. Others, like Ben Grimm, couldn't pass for human in a dark room. On the other hand, characters like Dr. Strange and Nick Fury could pass without hesitation. In general, anyone whose alteration was caused by radiation will be detected by an organic analyzer. Anyone whose alteration was caused chemically (Captain America, for example) will be detected with a blood test. The detectability of other alterations is left to the discretion of the Judge.

Hi-tech wonders are generally impossible to detect unless they are partially bionic. Wolverine, who is a mutant/hi-tech crossover, would be spotted for his adamantium skeleton long before anyone noticed his mutant healing factor. Iron Man, however, is a perfectly normal human without his armor.

Aliens—even human-looking

aliens, such as Asgardians—have different genetic structures from humans. While a sentinel certainly understands the difference between an alien and a mutant, it isn't likely to consider the alien any less threatening.

Robots might as well forget it. A robot might be able to fool a blood test, but there's no chance in the world that it will fool an organic analyzer. Even an organic robot, such as the Vision, is a dead giveaway.

The Anarchist's Cookbook

Assuming that they find a source of food and shelter, the characters face two problems. First, they must avoid being caught by the sentinels. Second, they must try to contact other mutants and form some sort of resistance network.

Avoiding being caught by the sentinels is very difficult. The sentinels are designed and equipped specifically to capture mutants. Their organic analyzers can perform scanning sweeps across hundreds of miles and pinpoint the location of a mutant to within a few hundred feet. To avoid being captured, the characters must devise a means of masking their presence from these scanners, confusing the scanners, or jamming them across a large area.

Jammers

Jamming the scanners is very risky. It hides the mutants' location but it also sends a loud, clear message to the sentinels that something is going on. The sentinels immediately go to work trying to locate the source of the jamming signal. If the area affected is very large, this may take a long time. If the jammer is weak, it can be located very quickly.

Fortunately, jammers are easy to build. They have only one applicable rank: range. The ranges achieved at various ranks are listed on the Jammer Range table.

Jammer Range

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

The jammer's range is a radius. For example, a jammer with Incredible range has a radius of 20 miles, so it jams an area of approximately 1,250 square miles. Everything within its range is blacked out to a sentinel's organic analyzer.

As soon as a jammer is activated, all sentinels in the region go on alert. They are looking not only for the jammer but for the mutant activity it is obviously masking.

To determine how much time the sentinels need to locate and destroy the jammer, make a FEAT roll using the jammer's range.

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

If the jammer's range is Typical or less, however, it is automatically found within one hour. Such small jammers are useful for creating diversions, but little else.

Because of the sentinels' learning program, they are hard to fool twice. After locating a particular type of jammer, the time needed to locate any similar jammer is halved. Thus, character's must redesign their jammer each time they build one to get full benefit from it.

The weight of a jammer equals its range rank number in pounds. An Excellent range jammer, for example, weighs about 20 pounds. It is easily portable with its antenna array folded. A Monstrous jammer, however, weighs 75 pounds and is significantly less portable.

Wild Weasels

A wild weasel is an electronic decoy designed to imitate the organic signature of a mutant. Wild weasels create a multitude of mutant readings on the sentinel's scanners, allowing real mutants to blend into the general chaos without attracting special attention.

Obviously, a wild weasel also attracts the attention of every sentinel in the area. It is much harder to locate than a jammer, but is correspondingly more difficult to design and build.

A wild weasel has three applicable ranks: range, resolution, and personality.

Wild Weasel ranges are identical to jammer ranges. False readings will be created within that range.

Resolution is the number of false images the weasel can create. It equals the device's resolution rank number. For example, a wild weasel with Remarkable resolution can create up to 30 false mutant readings.

Personality is the device's ability to mimic the organic signature of a specific mutant. When sorting out the multitude of targets, a sentinel zeroes in on recognized signatures before pursuing unidentified mutants (unless the unidentified mutants are much closer). It is a good idea, therefore, to program the weasel so it creates images of famous mutant fugitives; Wolverine is a favorite because he tops the sentinels' "Most Wanted" list. Another trick is programming the weasel to project multiple images of the mutants who will be using it for cover, making it impossible for sentinels to pick out the real mutants.

To determine how much time sentinels need to locate the wild weasel, make a FEAT roll using its range rank.

White result—1 to 10 hours.
Green result—1 day.
Yellow or Red result—1 to 10 days.

When moving under the cover of a

wild weasel, characters still risk being intercepted by sentinels. Make a FEAT roll using the weasel's resolution rank:

- If the weasel's personality rank exceeds its resolution, any colored result means the mutants have not been singled out;
- If the weasel's resolution rank equals its personality rank, a yellow result is needed to avoid interception;
- If its resolution exceeds its personality, only a red result will protect the mutants.

This roll must be made once per hour that the characters are exposed to the sentinels.

A typical wild weasel is the size of a television set; those with low resolution ranks are the size of small portable sets, while powerful models are the size of a 23-inch console.

Masking Devices

A masking device, or simply mask, is an electronic device which fools the sentinels' organic analyzers into concluding that no mutants are present. It masks the mutants' presence without tipping off the sentinels that anything is out of order.

A mask is the most powerful of the three devices described here. Masks are not terribly difficult to build, either, but they require some special components and data which are hard to come by.

Most importantly, building an effective mask requires a thorough understanding of how a sentinel's organic analyzer works. This means the characters need an organic analyzer to examine (an actual analyzer isn't needed if the designer can somehow get the technical specs, but these are harder to come by than real analyzers). All analyzers work the same way, so the unit from a mark IV sentinel is just as helpful as one from an omega sentinel.

Also, one of the components of a mask is a refractive fold generator, which must be built separately. This



device has a single applicable rank—Remarkable—and requires no special components.

The mask itself has two applicable ranks: range and density.

Range determines both how large an area the device can conceal and how many characters it can conceal. This information is listed on the Mask Ranges table.

Mask Ranges

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

For example, a mask with Remarkable range conceals up to eight characters in the same area as the device. A mask with Monstrous range conceals up to 25 characters in the same area as the device and one adjacent area.

The mask's density rank measures how difficult it is for an organic analyzer to penetrate the screen. When the device is activated, it affects the Judge's use of the Search Flow Chart (see chapter 10, "Scenarios and Events").

A typical mask is portable, about the size of a suitcase. It can be made smaller, of course, for additional column shifts.

Minuteman

A minuteman is a remote sentinel ambushing device. It lures sentinels into range by creating the image of a mutant and then detonates, destroying the sentinels along with itself.

A minuteman has two ranks: lure and blast. Once the device is placed and activated, a FEAT roll is made once per day against its lure rank. A green result means that one sentinel has been lured close to the device. A

yellow result lures two sentinels and a red result lures a triad of sentinels. A white result means that no sentinels found the minuteman, but another roll can be made the next day.

The minuteman's blast rank is the strength of its attack when it explodes. It makes one edged attack against each sentinel in range. Since most sentinels have Incredible body armor, a device with less than Incredible blast has no chance to damage a sentinel.

Other sorts of minutemen can be designed: incendiaries, energy attacks, electronic brain scramblers, or anything else the characters can cobble together.

Cellular Organization

Most surviving mutants fall into one of three categories: prisoners, loners, and cell members. The state of prisoners is self-explanatory. Loners live by themselves, usually in remote areas. Cell members have banded together into small groups for mutual protection and support.

A mutant cell consists of two or more mutants. The true strength of a cell is in its connections with other cells. When three or more cells link together in a network, they support each other with information, resources, and knowledge.

A particular cell rarely communicates with more than two or three other cells. Giving too much information to one cell is dangerous; if the sentinels capture that cell, they may be able to roll up the entire network. Instead, information is passed from cell to cell until gradually it filters through the entire network. Information important to cell G may have come from cell Y, hundreds of miles away, and passed through 18 other cells along the way. The mutants in cell G may have communicated with one or two of those cells at some time, but probably have no idea where the information originally came from.

If characters need information that

they can't find (technical specs on an organic analyzer, for instance), they can put out a request to the cells they communicate with. It's then up to the Judge to decide whether the information is available and how long it takes to get back to the characters. This task is simplified by assigning a rank to the information and making a FEAT roll for it.

Passing for Human

Most mutants look like humans. Without an organic analyzer, they are impossible to tell from humans. This is one of the reasons why ID cards were issued to everyone. A person who can't show a valid ID is assumed to be a mutant.

The only way a mutant can get an ID card is to have one forged. Each card carries a photograph and fingerprint of the person it identifies, so borrowed or stolen cards have little or no value except as models.

Any character can try to forge an ID card. The procedure is the same as for modifying any item. The effective cost is Poor. The character makes a Reason FEAT roll. A red result means the card is completed and it has a rank equal to the character's Reason. A yellow or green result means the card's rank is one or two ranks lower than the character's Reason, respectively. A white result means the character made a mistake and ruined the card.

A character with journalism, criminology, or detective/espionage talent gets to shift his FEAT roll result up by one color. A red result (before shifting) produces a card with a rank one higher than the character's Reason.

When an NPC checks the character's ID card, the NPC makes an Intuition FEAT roll. The rank of the card is compared to the NPC's Intuition rank to determine whether the NPC needs a green, yellow, or red result to detect the forgery.

SPECIAL RULES

Things are different in the 21st Century. To accommodate this, some special rules are needed for Karma, Resources, Popularity, and Contacts.

Karma

Karma operates in the future the same way it does now. However, it is earned and lost differently in several cases.

Unheroic Acts

It is an unfortunate fact that mutants must commit crimes to survive in the future. They must often steal food, forge documents, and destroy property. These things turn public opinion against mutants, so characters do lose Karma for them. However, they only lose the listed amount of Karma for each crime, not twice the listed amount.

Personal Karma

It is impossible for mutants to lead normal lives while the sentinels control North America. For this reason, characters never lose Karma points for failing to keep up with their personal commitments. The only personal commitment that needs to be considered is to family members. If a character manages to visit his family, the normal Karma award is doubled (to +10 Karma points). However, if this visit endangers his family at all, the character loses 20 Karma points. The best thing most characters can do for their families is to stay away from them.

Charity also works differently in the future. No charitable foundation wants a mutant to show up at its benefit dinner. However, a donation of food, medicine, clothing, or other necessities to anomalous humans or powerless mutants in hiding earns Karma points equal to the donation's Resource rank. If the donated items were originally stolen by the characters, they have already lost 20 Karma points for the theft.

Negative Popularity FEAT rolls

Characters do not lose Karma for making negative Popularity FEAT rolls unless the result of the FEAT roll is red.

Resources

Resources are used quite differently by mutants in the future. It is impossible for a mutant to hold a job for more than a week or two, and all assets and bank accounts held by unregistered people were frozen when the sentinels took over. Resources, therefore, don't represent income; they represent cash or valuable items which the character managed to collect before being locked out of his savings.

When a character is created, determine his Resources rank normally. Then have the player make a Resources FEAT roll immediately. Adjust his Resources rank according to the result (characters with high Resources ranks have more to lose, and are more likely to lose it):

- White—no change
- Green—minus one rank
- Yellow—minus two ranks
- Red—minus three ranks

Every time a character uses his Resources, the player must make two Resources FEAT rolls. The first is a normal FEAT roll to determine whether the character has sufficient Resources to do what he wants. The second FEAT roll determines how much of the character's stash of valuables has to be given away to make the purchase (the second FEAT roll is not necessary if the first roll failed). A white result causes the character's Resources to be reduced by one rank, permanently. When a character's Resources reach Shift 0 he is broke.

The only way to increase a character's Resources rank is by accumulating new valuables. The Resources values of many items are listed in the Players' Book of the MARVEL SUPER HEROES® Advanced Set. If a character

acquires an item that has a Resources value higher than his current Resources rank, his Resources rank increases by one. However, the character can't use the item. If, for example, a character with Poor Resources captures an assault rifle (Resources value = 7) he can either keep the assault rifle and use it, or "cash it in" and raise his Resources to Typical. This can be done at any time.

Popularity

All super heroes of the future, regardless of where their powers come from, have negative popularity. When creating characters, use the following modifiers instead of those listed in the Players' Book.

- Initial Popularity is -10.
- Reduce Popularity by 10 if the character is a mutant.
- Reduce Popularity by 5 if the hero is strange-looking.

A character's Popularity can be considered positive when dealing with other mutants, super characters, and sympathetic humans or anomalous humans.

Contacts

Some information on contacts has already been presented in chapter 6, "Mutants Underground." The important thing to remember is that no one is going to risk his life for someone he barely knows. Also, contacts must be humans or anomalous humans; they cannot be mutants or super characters of any sort.

A contact who helps a character is putting his freedom on the line. The character is the cause of this danger and must accept responsibility for his contact's safety. If anything happens to the contact, the character loses Karma as if he allowed it to happen, even if there was nothing he could have done.

NIGHT & FOG

Mutant Internment Center XF113-T is typical of the prison camps which have been constructed across the country. It is a comparatively small camp, but is well-equipped to carry out its mission.

Enclosures

All fences in the compound, including the perimeter fence and the gates, are made of Remarkable strength steel mesh and are 20 feet high. These fences carry a Good electrical charge and cause Good damage to anyone touching them. This damage is inflicted every round that the character is in contact with the fence. In emergencies, this current can be stepped up to Amazing, but only for five rounds. After that, it automatically returns to Good and can't be boosted again for at least one hour.

All of the gates in the compound are electrically locked. Controls for the gates are located on the side away from inmates. A guard is stationed at the controls for each gate. The gate is opened with a dead-man switch; to open the gate and keep it open, the guard must keep his hand on the switch. If the guard pulls his hand off the switch (or is killed or knocked unconscious), the gate slams shut in 0.5 second. All of the individual gate controls can be overridden from the Administrative Building.

Guard Towers

The camp is studded with armed guard towers. All of the towers which adjoin the outer perimeter are two stories tall. The three towers inside the camp are each three stories tall.

Each tower is equipped with the following armament:

- 2 machine guns (unlimited ammo)
- 2 LAWs
- 2 grenade launchers
- 20 fragmentation grenades
- 20 tear gas grenades
- 20 knock-out grenades (Ex)
- 4 searchlights

- 4 infra-red searchlights
- 1 flare pistol
- 1 first-aid kit
- 1 fire extinguisher
- 1 telephone
- 1 two-way radio
- 1 fence alarm

Each tower is manned by two guards at all times. Besides the equipment in the tower, each guard carries his personal equipment.

The radios and telephones keep the guards in communication with the administrative building and the other guard towers. The flare pistol is used for emergency communication in case both the phone and radio are knocked out. A blue flare fired over a pen means there is an emergency in that pen. A red flare means the tower is under attack. A green flare means the camp is threatened from outside.

The fence alarm alerts the guards if anyone touches the fence or cuts or blasts a hole through it.

Guards scan the camp with visible searchlights at night. If any problems occur, they switch to infra-red. This allows the guards to see (using their infra-red goggles) without providing light for the prisoners.

If a disturbance breaks out, guards try to break it up using tear gas and knockout grenades. If this doesn't work, they switch to fragmentation grenades and machine guns, and don't hesitate to kill people.

Underneath the two guard towers flanking the main gate are small gates where guards can move from the eastern perimeter across the central area and into the western perimeter. These gates are controlled from the guard towers.

The towers are made of reinforced concrete and steel (Remarkable strength materials).

Control Compound

The control compound contains all of the facilities necessary for operating the camp and for housing the guards and other employees.

All buildings in the control

compound are made of reinforced concrete. Their doors are steel and their windows are bullet-proof glass.

Gate Control

The gate control booth contains identification templates for everyone who works in the camp. All ground traffic in and out of the camp must stop at the gate. Camp personnel are identified by voiceprints and handprints. A mutant analyzer in the island in the middle of the road checks for mutants trying to smuggle themselves in or out. Vehicles can be searched by guard dogs, but usually aren't unless the camp is on alert or the gate guards have some reason to be suspicious.

Two guards with standard equipment are stationed in the gate control booth.

Administrative Building

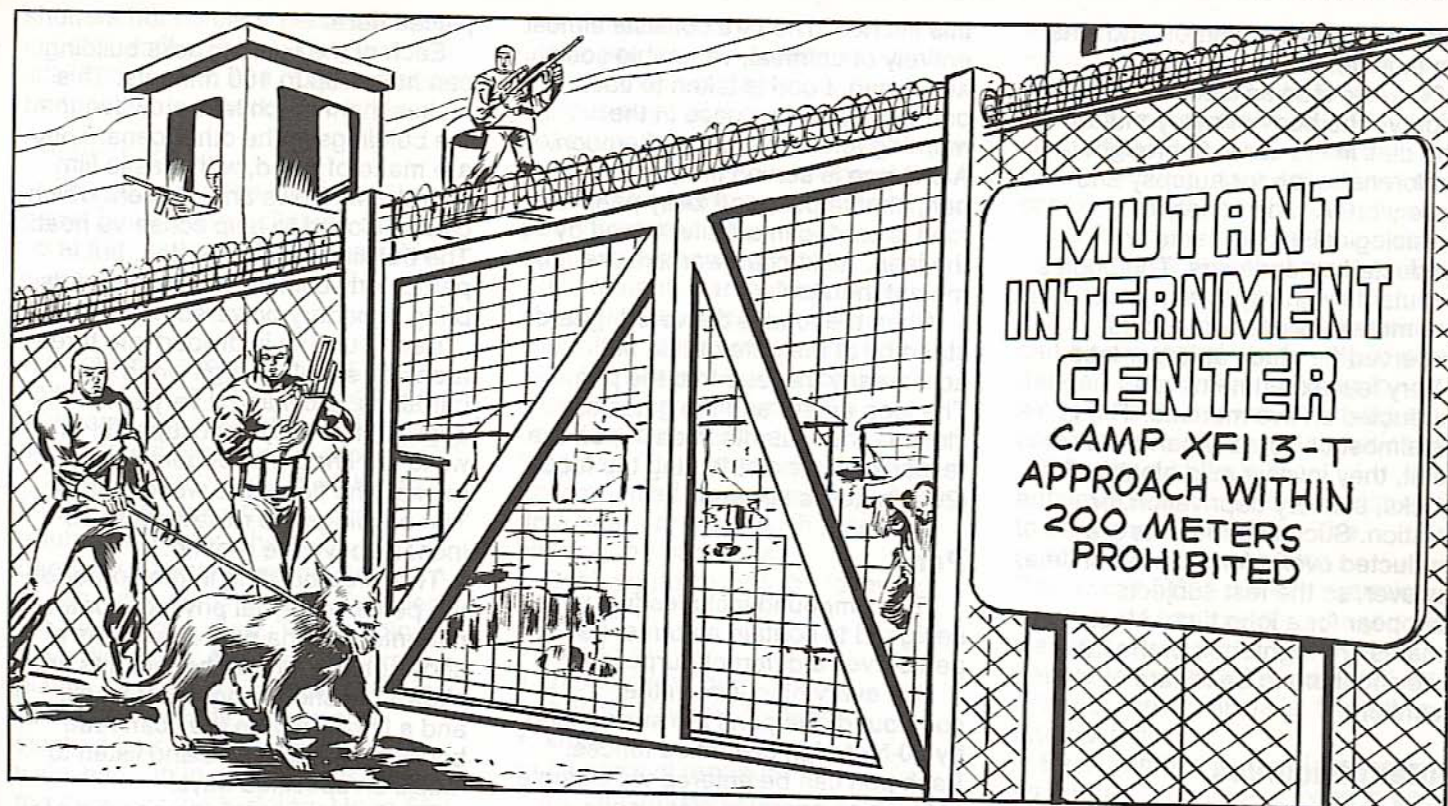
The administrative building is the bookkeeping and security center for the camp. The first floor is devoted to routine camp operations. The second floor maintains records on all mutants currently or previously housed in the camp. The third floor has offices for camp administrators and briefing rooms. The basement contains security headquarters. This is where the master gate controls are located and campwide security is monitored.

During the day, approximately 80 people work in this building: 35 in operations, 8 in records, 15 in administration, and 22 in security. At night only the security stations are manned.

Dormitories

The dormitory nearest the road houses the camp's administrators and researchers—150 people in all. The second dormitory houses the camp guards—one company, 120 men and women.

The aboveground floors of both buildings contain living quarters. The basement under the administrative dorm is a recreation room with racquetball courts, weights, sauna,



and library. The basement under the guards' barracks is an armory.

Dining Hall/Infirmary

Camp personnel are fed here in shifts. There is also an infirmary with 10 beds for treating people with diseases or wounds. Only camp workers are treated here; mutants are treated in the mutant infirmary.

Physical Plant/ Maintenance Building

All of the camp's power is generated in this building. If the primary generator is knocked out, a secondary generator takes over. The secondary generator is not quite as powerful as the primary. It maintains all camp functions, but drops the voltage in the outer fence from Good to Typical. Voltage in the inner fences is unaffected.

If both generators are shut down, power can be drawn from the capacitors which store the charge used to boost the fences' voltage. This, however, provides only minimal

power for no more than 30 minutes. Fence voltage cannot be stepped up if these capacitors are powering the camp. The capacitors cannot power the camp if the fence was super-charged during the last hour.

Maintenance on all camp equipment is performed in machine and electrical shops in this building.

Garage/Storage/Kennels

Vehicles used in the camp are parked and serviced in this building.

The camp's motor pool consists of a jeep, a bulldozer, two armored carriers (with two machine guns apiece), and seven motorcycles.

The far end of the building is kennels for guard dogs.

The basement of the building is used for miscellaneous storage: vehicle parts, unused furniture and computer terminals, uniforms, and hundreds of other items.

Helipad

The one other vehicle permanently housed in the camp is a helicopter. It

is primarily for bringing in prestigious visitors and for doing aerial inspections. It is a battle copter, however, and is equipped for combat. It isn't very likely it would ever be used inside the compound but certainly would be used for additional firepower against any attack from outside.

Research Pen

The mutant internment center is intended primarily for confining mutants and keeping them away from society. Project Wideawake, however, could not turn its back on the opportunity to learn more about the X-factor and mutations. Consequently, the camp includes a genetic research facility.

Most of the research is statistical: what percentage of mutants have extraordinary powers, or noticeable physical alterations, or psychological disorders, etc.; when do mutant powers manifest themselves, and under what conditions; what sorts of

powers are most common and what are their limits.

Forensic studies also have high priority. The body of every mutant who dies in the camp is brought to the forensics lab for autopsy and dissection. A wide variety of physiological experiments are conducted on cadavers. The bodies of mutants with especially unusual or rare mutations are sometimes preserved for study at larger labs.

Very few experiments are conducted on live mutants. These are almost universally harmless. At worst, they involve mild electrical shocks, sensory deprivation, or isolation. Such experiments are conducted over a long period of time, however, so the test subjects disappear for a long time. Most inmates are frightened of the labs, believing them to be torture chambers.

Mutant Facilities

Two of the pens contain buildings which provide necessary services for the mutant prisoners: the infirmary and the kitchen.

Infirmary/Morgue

Ill or injured mutants are brought to this building for treatment. It is a simple, one-story wood building. Inside it is crowded and drafty, though not so much as the other mutant barracks. Because of the miserable living conditions in the camp, the infirmary is always full. Only the most severe cases are brought in; there isn't nearly enough room for everyone in the camp who needs medical treatment.

Four doctors and 12 nurses (all mutants and camp inmates) work in the infirmary and all are conscientious.

The morgue building receives bodies post-mortem from the research lab. They are cremated within 24 hours.

Kitchen

Food for the inmates is prepared in

this kitchen. The fare consists almost entirely of oatmeal, vegetable soup, and bread. Food is taken to each pen twice per day, once in the morning and once in the afternoon. Alpha pen is served first, then bravo pen, charlie pen, and x-ray pen. The food is carried in a trailer towed by the jeep. All kitchen workers are mutant inmates.

When the food is delivered, guards stand by at the gate but do not accompany the jeep into the pen. The jeep enters and the gates are closed. The mutants in each pen are responsible for distributing the food. (20 minutes is allowed).

Pens

The compound includes five pens designed to contain mutants. Each pen serves a different purpose.

Like everything else in the compound, the pens are surrounded by 20-foot-high electrified fences. Each pen can be entered via a single gate which operates electrically. All of the gate's controlling mechanisms are outside the pen.

Sorting Pen

This pen is one large, open area. Recent captures or mutants being transferred from other camps are brought in on armored buses. The buses drive directly to this pen. Here the mutants are scanned, identified, fingerprinted, sprayed with pesticides and detergent, and sorted according to which pen they will be assigned to. This process takes several hours.

The sorting pen is also used for occasional softball or football games among the guards, or between the guards and privileged inmates.

Alpha Pen

Alpha pen is the most livable of the pens (least miserable may be more accurate). It houses those mutants who cooperate with the humans, who work in the infirmary and kitchen, help in the physical plant or garage, or were able to bribe guards to be

placed here.

Each of the five barracks buildings can house up to 100 mutants. This makes them much less crowded than the buildings in the other pens. They are made of wood, with plastic film over the windows and shutters which can be closed to help conserve heat. The buildings are unheated, but in particularly cold weather the guards bring in battery-powered heaters.

Each building is divided into three areas by shoulder-high wood partitions, providing a very small degree of privacy to occupants. The walls are lined with double tiers of bunks. The floors are wood planks. The buildings are raised about 18 inches above the ground.

The large building in the corner of the pen is a special privilege for the mutants in alpha pen. It contains a shower room where the mutants are allowed to shower once per week, and a library where they can read books and magazines and listen to music on specified days.

The inmates in this compound are much better off than any of the other mutants in the camp. They are well aware of this, and consequently not very likely to do anything that risks costing them their advantages.

Alpha pen has one other feature that is not found in any of the other pens. The alley between the shower house and the longer row of buildings is the only spot in the camp that cannot be seen from the guard towers. This makes it the perfect spot to plot conspiracy; unfortunately, the prisoners are unlikely to take advantage of it.

Bravo Pen

Bravo Pen is the smallest of the pens. It holds mutants with moderate or weak powers who do not work inside the compound.

Each of the buildings in bravo pen can house 200 mutants. There are no interior partitions; each building has one big room. The walls are lined with double tiers of bunks, and a third tier runs down the middle of the building. The windows have

shutters but no clear plastic film, so in bad weather the building gets very little light inside. The guards do not bring in heaters in cold weather.

Charlie Pen

Charlie pen is the largest of the pens. Each of the buildings can hold up to 180 mutants. Other than this, it is identical to bravo pen.

X-Ray Pen

(X-ray is the military alphabet name for the letter X. The pen bears this name because of the x-factor, not because of any x-ray properties.)

X-ray pen is the worst of the pens. Mutants who are chronic troublemakers or who have dangerous powers are housed here.

The living conditions in x-ray pen are intentionally bad. The buildings have dirt floors. Neither shutters nor plastic film seal the windows against rain and icy winds. Bunks are stacked four high. They line both walls and run in double rows down the center of the building. Up to 500 mutants can be housed in each building.

These harsh conditions are maintained specifically to keep the mutants in x-ray pen weak and debilitated. The life expectancy of a mutant consigned to x-ray pen is six months.

Security

A quick study of the camp map shows that guard towers are positioned to give the machine guns enfilading fire along the fences and across the fronts of the buildings. If trouble breaks out, mutants are immediately ordered into their barracks. If they try to rush out, machine guns can easily rake the fronts of all the buildings.

Each mutant brought into the camp is locked into an inhibitor collar. This collar interferes with his abilities and powers. Abilities suffer a -5 column shift and power ranks suffer a -7 column shift. No ranks are shifted below Feeble.

Almost none of the mutants in alpha pen wear inhibitor collars. Most of these mutants have jobs in various parts of the camp, and a collar leaves a person too weak to be very useful as a worker. One of the criteria for being assigned to alpha pen, however, is having no dangerous mutant powers.

No mutants can get out of the camp without getting past two electrified fences and running a gauntlet of machine gun crossfire. Guards constantly patrol the corridors between the outer wire and the pens. They travel in pairs, each accompanied by a guard dog. At any time, there are four such patrols walking the perimeter.

Each guard carries the following equipment:

- handgun
- submachine gun
- 8 clips of ammo for SMG
- knife
- 1 fragment grenade
- 2 tear gas grenades
- infra-red goggles
- gas mask
- flak jacket
- inhibitor cuffs
- flare pistol
- walkie-talkie

If a riot or attack develops, the guards in the towers probably will be the first to react. Guards patrolling on foot rush to the scene next. If more force is necessary, off-duty guards can be called from the dormitory. They will rush to the scene on foot and bring out the armored carriers for extra firepower. These reinforcements can bring along extra grenade launchers and up to two concussion cannons.

Camp Procedures

Life in an internment center is very different from anything the characters are accustomed to. From the moment they arrive, prisoners live in the shadow of death.

The first point of decision is when the prisoners are brought into the

sorting pen. Anyone who is known to have, or suspected of having, super powers will be assigned to x-ray pen. The only way to avoid this is to conceal the powers or bribe the guards. Powers are very difficult to conceal unless the character has the power to psychically shield himself from analysis (and that power still operates in spite of an inhibitor collar). Miniaturized masking devices can be smuggled inside only at great danger. Anyone found trying to smuggle a device into the camp is assigned to x-ray pen automatically.

Offering a bribe to the administrator who assigns prisoners to the pens is also risky. The character must make both a Resources FEAT roll (to determine whether he has anything the guard wants) and a Psyche FEAT roll to persuade the guard to accept it. If either of these rolls fails, the bribery attempt fails.

Each pen has its own leadership structure. The mutants living in each barracks choose a leader, and the barracks leaders choose one of themselves as the pen leader. (The fact that these leaders are chosen by the group does not necessarily mean they are elected democratically. Some are popular and some are simply bullies.) These leaders act as spokesmen with the guards and as arbitrators in disputes between inmates.

Unless the characters are assigned to alpha pen, they have nothing to do. Prisoners sit on their bunks or pace around the pens. Most are too weak from their inhibitor collars and poor nutrition to do much else. Prisoners in alpha pen are given jobs around the compound as well as allowed shower and library privileges.

The thing that frightens the inmates more than anything else is the prospect of being sent to the research lab. This fear is based mainly on rumors, since conditions for the subjects in the labs are generally much better than for those in the pens.

NON-PLAYER CHARACTERS

This adventure does not have a star villain but it includes lots of opportunities for the characters to deal with non-player characters (NPCs). Some of these characters are evil and dangerous, others can provide critical aid or protection to fugitive mutants.

The NPCs listed in this section don't begin to exhaust the possibilities. These are just some of the major players in a huge drama. Hundreds or thousands of other characters are on stage at various times: food-ration clerks, firemen, school teachers, children, cab drivers, policemen, politicians, and many more. When these people are needed, make them up! Most average humans can be assumed to have Typical or Poor ranks in all seven abilities. Remember that where casual encounters are concerned, the NPC's personality is much more important than his ability ranks.

Don't feel that you have to inject all of the NPCs described here into the adventure. If the characters never get locked into the internment center, they will not meet the NPCs who live and work there. If they get interned immediately, they won't meet many of the people operating outside the camp. Beyond that simple rule, common sense is the best guideline.

Gerald Gage

Human journalist

F	Pr (4)	Health: 20
A	Ty (6)	
S	Pr (4)	Karma: 22
E	Ty (6)	
R	Ty (6)	Resources: Pr (4)
I	Gd (10)	
P	Ty (6)	Popularity: 5

Known Powers: none.

Talents: Gage is a free-lance journalist. He knows quite a bit about printing and photography.

Contacts: Gage is acquainted with hundreds of people. Everyone he doesn't know personally, he would like to meet.

Background: Gerald Gage is a journalist in the classical mold of Samuel Pepys. He observes events and people around him and writes about them. Sometimes he manages to sell something he's written to a publisher. Most of the time he supplements his freelance income by working as a stringer (part-time reporter) for local or out-of-town newspapers and radio stations.

Being a "chronicler of his times," as Gage puts it, he feels compelled to immerse himself in the anti-mutant situation in America and pass his eye-witness accounts on to future generations. He has seen anti-mutantism from the human side. Now he wants to get at from the anomalous human and, especially, the mutant perspectives.

Gage has been living with a family of anomalous humans for several months. He has been faithfully recording his and their experiences. What he really wants, however, is to meet and win the confidence of a group of fugitive mutants.

Despite the fact that he is just a writer, and an unemployed one at that, Gage has certain assets to offer a group of mutants. As a human, he can move about freely almost anywhere he wants. As a journalist, he has an excuse to be curious about everything. And as an investigative reporter, he has an ability to piece together tiny bits of information from disparate sources to get a surprisingly complete picture. In other words, he is willing to act as the eyes and ears of a group of mutants.

In exchange for his knowledge, Gage wants a piece of the action. He wants to know everything about the inside workings of an underground mutant cell. He wants to accompany the mutants when they forage and when they raid a sentinels base. He doesn't care about the danger; the story is everything.

Gage can be very useful, but having him around exposes him to grave danger. By accepting him into their ranks, the characters become

responsible for him. If Gage is killed or seriously injured, the characters should lose considerable Karma.

Timbre Morava

Human shopowner

F	Pr (4)	Health: 22
A	Ty (6)	
S	Ty (4)	Karma: 32
E	Ty (6)	
R	Ex (6)	Resources: Ex (20)
I	Ty (8)	
P	Ty (6)	Popularity: 10

Known Powers: none.

Talents: Morava is quite knowledgeable about electronics, particularly broadcast equipment. In addition, she has repairing/tinkering talent and is insatiably curious about how everything works.

Contacts: Morava has casual contacts with her many customers. She also knows how to contact many of the key mutants in the area.

Background: Timbre Morava owns and operates an electronic supplies shop. She custom-builds electronic devices to order and sells all manner of electronic supplies, as well as more run-of-the-mill items such as stereos, TVs, and computers.

Morava uses her shop to hide the fact that she is a key figure in the mutant underground network. She regularly hides mutants in her basement storeroom. This room is concealed by an Incredible masking device. The device is built into the walls and ceiling, so it cannot be moved. The entrance to the room is hidden behind a rack of spare parts, paint cans, oil cans, sealers, solvents, and other pungent solutions to conceal it from police dogs. The room is only 10 feet x 6 feet, but up to 10 mutants can hide there indefinitely.

Morava doesn't like to hide the same mutants for very long. She encourages mutants to keep moving so the sentinels can't zero in on them.

Through her work, Morava knows most of the mutant fugitives in the area. She can put characters in touch with other mutants, but this doesn't guarantee that the other mutants are looking for partners. Morava doesn't want to know where mutants live outside her shop (such knowledge puts everyone at risk); she only knows where to leave messages so they will be received by the right people.

Morava can supply electronic components of almost any sort. However, because of the black market in electronics, the police review her records every few months. She must account for all of her stock to their satisfaction, so she cannot give away too many items.

Morava will help the characters any way she can, if they learn about her, but she will not compromise her activity. She firmly believes that giving a little help to lots of mutants is better than giving lots of help to a few mutants, and she can only do that by staying in business and out of trouble with the authorities.

Big Foot **Rogue leader**

F	Gd (10)	Health: 44
A	Gd (10)	
S	Ty (4)	Karma: 18
E	Ex (20)	
R	Pr (4)	Resources: Fb (2)
I	Ty (8)	
P	Ty (6)	Popularity: 0

Known Powers: none.

Talents: Big Foot has wrestling talent (useful for bullying his underlings) and is adept with blunt weapons, particularly baseball bats and pipe wrenches.

Contacts: Big Foot's contacts are the members of his gang.

Background: Big Foot is the leader of a rogue gang called the Skinners. He is thoroughly cruel, merciless, and brutal. He maintains his position at the head of the gang by bullying and abusing his cohorts, and by leading them on bloody mutant hunts

through the anomalous human neighborhoods.

Big Foot's one weakness is his fear of machines. Technology is a complete mystery to him. He is ready to believe almost anything that someone tells him about a machine, particularly if it is threatening. For example, if Big Foot is told that a particular item can paralyze him, he probably will believe it. If the threat is at all plausible, make a Reason FEAT roll for Big Foot; a red or yellow results indicates that he doesn't believe the threat. A green result means he has doubts, but is concerned enough to be very cautious. A white result means he swallows the bait.

Bernard Carns **Human geneticist**

F	Pr (4)	Health: 16
A	Pr (4)	
S	Pr (4)	Karma: 22
E	Pr (4)	
R	Gd (10)	Resources: Ex (20)
I	Ty (6)	
P	Ty (6)	Popularity: 0

Known Powers: none.

Talents: Carns is a geneticist.

Contacts: All of the scientists working in the internment center's research lab can be considered Carn's contacts.

Background: Carns works in the genetic research lab in the internment camp. She is involved in experiments and statistical research probing for patterns in families which include mutant offspring. Her research consists mainly of conducting extensive interviews with mutants to determine facts about their families, particularly regarding medical history.

Carns is significant because she is a mutant sympathizer. Most of the researchers in the lab treat their mutant subjects with detached compassion. Carns takes an active interest in her subjects and tries to improve their lots as much as

possible. She can, with great difficulty, be persuaded to smuggle messages out of the camp to mutants' families. She is much more likely to aid inmates by securing them extra rations of food, blankets, warm clothing, and medicines.

Arthur Faber **Camp guard**

F	Ex (20)	Health: 46
A	Gd (10)	
S	Ty (6)	Karma: 18
E	Gd (10)	
R	Ty (6)	Resources: Ty (6)
I	Ty (6)	
P	Ty (6)	Popularity: 20

Known Powers:

Radiowave Control: Faber has Amazing control over all radio waves within one area of himself. He can reshape radio waves to change the information carried or generate radio waves. He uses this power almost exclusively to conceal his mutations from organic analyzers, which operate on radio frequencies.

Psi-Screen: Faber's power to screen his mind from other minds is Excellent. Like his radio control power, he uses this power primarily to hide from the mutant hunters.

Talents: Faber has guns talent and military talent as a result of his job.

Contacts: Any of the guards working at the internment center can be considered Faber's contacts.

Background: Faber is a guard at the Mutant Internment Center. Unknown to anyone else at the camp, he is a mutant. He lives in constant fear of being discovered, but believes he is safest hiding in plain sight.

Any character with a power that allows him to read other people's thoughts or emotions may be able to detect Faber's mutations, although he is constantly on his guard against this. If someone does discover his secret, however, Faber will be easy to win over as an ally. He hates his work and has almost persuaded himself to quit.

EVENTS AND SCENARIOS

This chapter contains several dozen outlines for short adventures that can be played against the backdrop of the future. There is no standard set of encounters in this adventure. Instead, the Judge uses the Search Flow Chart and his own sense of drama to introduce events and encounters into the campaign.

The Setting

Nightmares of Futures Past is intended to be set in your home town. While the grim events of the future are taking place all across the country, cities that are currently hotbeds of super hero activity, like New York and Los Angeles, were reduced to rubble in the early stages of the conflict. These ruins are still the scenes of intense battles between sentinels and mutants, but no semblance of normal life exists there anymore. Placing the adventure in your players' home town makes the situation more believable. It also makes it easier for everyone involved to wage a guerrilla war, since the terrain is familiar. (If you live in New York or Los Angeles, just assume that the worst of the fighting was somewhere else and large areas have survived intact.)

Before starting the adventure, get a map of your town. Even a simple, hand-drawn map will do. It needs to show major roads and neighborhoods, at least.

Now decide which areas of town have been damaged or destroyed and which have survived. About 20 to 25 percent of the town should be heavily damaged. The best location for this damaged area is on the edge of the downtown, so the ruins can include dense business neighborhoods and residential areas.

Next, outline on the map the areas where anomalous humans are forced to live. These neighborhoods should be about 10 to 15 percent of the town. If your town is small, there will be only one ghetto for anomalous humans. If your town has a population of 20,000 or more, it

could have two or more anomalous human settlements.

The Mutant Internment Center is a few miles outside of town. Pick a likely spot and note it on your map (if the camp can't be shown on the map, indicate its direction from town). If your home town is very large (population of 100,000 or more) the camp could be located right at the edge of town. In this case it should be surrounded by demolished neighborhoods.

The suburban map included with this adventure complements the city maps that have been published in other MARVEL SUPER HEROES® products. Like those maps, it shows a generic section of suburb. Use this map when fights break out in residential parts of town.

Once this background work is done, the adventure can begin.

The Search Flow Chart

The one thing that exists every hour of every day for mutants in the future is the need to avoid capture by the sentinels. The flow chart printed inside the removable cover for this module is designed to help the Judge keep track of the police and sentinels as they close in on the mutants' base. FEAT rolls determine how the search is going: whether the sentinels are closing in or following wild leads, or tracking an entirely different group of mutants.

To use the flow chart, the Judge must locate the proper starting box. The starting box is determined by the type of concealment the mutants are using. If they are simply hiding with no masking device or telepathic screening of any sort, the search begins in the box labeled "No Mask." If the mutants do have a masking device (or a mutant character with the power to shield an area against sentinels' scanning) the search starts in the box labeled with the mask's Density rank. To keep track of the progress of the search, place some sort of token (an imaginary one will work very well) in

the start box. For example, if the mask's Density is Remarkable, the search begins in the box labeled "Remarkable." The Judge places a coin or a die in the Remarkable box, or simply notes the location mentally.

The Judge makes a FEAT roll for the searchers once per day. This represents the routine scanning done by sentinels and police. The FEAT roll uses the Incredible column. The color result determines the outcome of the search. On a green result, nothing happens; the searchers made no progress that day. On a white, yellow, or red result, find the arrow matching the result color that leads from the start box to another box. Move the token from the start box to the new box. Repeat this procedure for every day.

If the token is moved into the bottom, "Base Located" box, the sentinels have pinpointed the characters' base of operations. They raid it immediately with whatever forces are available—at least one triad of sentinels, but no more than a squadron. Police may also participate in the raid, at the Judge's discretion. Scale the raid to match the strength of the characters. The goal is not to kill everyone's characters but to give them an exciting battle. Remember that where player characters are concerned, sentinels always try to capture them alive, not kill.

The exact timing of the raid is up to the Judge. It definitely will happen the same day the base is found, but it could happen when no one is around or when everyone is in the base. Again, timing should maximize the raid's dramatic role-playing effect (even though, logically, the sentinels would time the raid to bag as many mutants as possible, this may not be desirable in your campaign). An excellent time for the raid is when the base is very lightly defended but characters are on their way back.

If characters change bases, the sentinels may wind up looking for a base that is abandoned. When a search begins, the sentinels are

looking for the base the characters are currently in, even if they just relocated. If the characters keep using that base for at least a week, the sentinels continue looking for that base until they find it, no matter how many times the characters move after that first week. If the characters move around a lot, the sentinels keep tracking them until they stay in one base for a week or more. Once the characters stay put for a week, the sentinels focus on that base.

Once the players catch on to this strategy, they will try to stay put for a week and then change bases frequently until the sentinels find something. There are two ways to frustrate this. One is automatic: when the search ends in a "Start Over" box the sentinels get back to tracking the characters' current base. Since there is no raid, the characters don't know when the search starts over. Second, changing bases is risky in itself. A relocation must involve a significant change—the new base must be at least one-half mile from the old base. Also, almost everyone in America is suspicious of strangers. Characters who move around a lot are going to arouse suspicion just by being new faces in the neighborhood. One or two well-timed calls to the police should discourage nomadic characters.

Special Boxes

Several of the boxes in the flow chart contain special instructions. These are explained below.

Start Over: The search has reached a dead end. Go back to the start box and begin again.

Miss Target: The sentinels believe they have found a secret mutant hideout and launch an attack. Unfortunately, their information is bad and the target is not a mutant base at all. It may be empty or it may be the home of humans or anomalous humans. This event gives the Judge material for some interesting news reports. News of the

raid-in-progress may lure characters out to attack the sentinels or aid the 'mutants' who are under attack. At any rate, the search must begin again tomorrow.

Tip Off: The sentinels are very close to locating the character's base, but something alerts the characters to the danger. Give the players a pretty obvious tip: doubled or tripled police patrols in the area, news items hinting at an upcoming raid, or even an informant who out and tells them.

Other Base: The sentinels locate and raid a base being used by a different group of mutants. Like the "Miss Target" event, this can lead to other events if the characters are drawn out of hiding. If the characters have contacted other mutants in the area, the Judge may decide that this base is one that was contacted. If so, the sentinels may find information there that will help them find the characters' base. After the raid, the search must start over in the start box (unless information found in the raided base compromises the characters' base—in this case the Judge can choose to start the search closer to the "Base Located" box).

Event: Several boxes refer to "Events." If the search leads to one of these boxes, refer to the descriptions of events in this chapter. One of these events (or another event devised by the Judge) happens; the Judge chooses which. The events are explained in detail in the next section.

Search Modifiers

Several things can modify search FEAT rolls. All of these modifiers are cumulative.

- + 1 CS if any characters left the base the day before with a masking device that has lower density than the masking device protecting the base.
- + 2 CS if any characters left or entered the base with no masking device.

- + 2 CS if the base contains more mutants than the mask can handle.
- + 1 CS if the search starts over and the mutants haven't relocated (sentinels are looking for the same base as before).
- 1 CS if no one moved in or out of the base the day before.

Events

Two sorts of events can occur during this adventure: random events that happen as a result of searches and events that are triggered by the characters or the Judge.

The random events come up when the Judge uses the Search Flow Chart. Certain boxes refer to events. When the search leads to one of these boxes the Judge chooses an event from the following list.

These events are optional. Just because the flow chart indicates a random event, don't feel obligated to use one. If the action is already hot and heavy or the characters are too weak to handle any more trouble, just ignore the event. On the other hand, if things are slow, don't wait for an event to occur randomly; pick one and toss it in to keep things moving. The Judge is the maestro of the game and pacing is his responsibility. It shouldn't be left wholly to dice.

Rogues

When this event occurs, one or more of the characters runs into a group of rogues. The characters should be away from their base. The rogues carry a scratch-built mutant analyzer with a range of 1 area. It can't penetrate any sort of masking device but will detect unmasked mutants.

Rogues are outlaw humans who travel in gangs and prey on mutants. They are generally cruel, unpredictable, and destructive. Because their victims are primarily mutants, however, the police tend to

look the other way. Unless rogues get out of hand and start attacking or upsetting humans, they can operate with little interference.

The main band of rogues in this adventure is a group called the Skinners. Their leader is Bigfoot (see chapter 9, "NPCs," for his description).

The membership of the Skinners fluctuates between 25 and 30. They hardly ever get together in one place, however. If they are encountered randomly, the group consists of four to eight gang members. If they are on a planned raid, the group has 15 to 20 rogues.

Rogues attack any mutants they find. They don't jump into brawls, however, especially with mutants who aren't wearing inhibitor collars. When they find a mutant who is wearing an inhibitor collar, rogues grab the mutant and drag him to some dark, secluded place where they can beat, torture, and slowly kill him. A mutant without an inhibitor collar, is an unknown quantity. Before attacking, the rogues harass and insult the mutant, gradually becoming more bold, trying to find out whether the mutant has any super powers. Eventually, if the mutant seems to have no dangerous powers, they grab him. But at the first sign of a super power, the rogues run off. Usually one of them looks for reinforcements while the rest track the mutant from concealment. They'll continue harassing the mutant until either they've captured him or they've been driven away by force.

Rogues rarely have any weapons other than wooden or steel clubs, chains, and knives. They can be encountered anywhere, but especially in ruined or very poor neighborhoods.

Typical Rogue

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

Health: 28 Karma: 16

Vigilantes

Vigilantes are basically the same as rogues, only slightly more respectable. Instead of being part of a permanent gang, vigilantes tend to band together temporarily when the need arises and drift apart when the perceived threat is over.

A group of vigilantes contains five to 15 people. They are typically armed with an assortment of cheap handguns, pistols, rifles, hunting rifles, knives, and clubs. Very few vigilantes are trained to use these weapons, however, so they use them with Typical Agility or Poor Strength.

When encountered, vigilantes are patrolling for mutants. They may or may not recognize the characters as mutants. If the characters are strangers, however, that often is enough to convince the vigilantes. If in doubt, the vigilantes demand to see the characters' identification cards. If the characters have forged ID cards, make the normal FEAT roll. If they have no ID cards or refuse to show them, the vigilantes assume they are mutants and attack.

Because vigilantes are only amateurs at hunting mutants, they usually aren't out for blood. A group might contain one or two people who would rather just kill mutants, but most vigilantes don't want to kill anyone. When they actually find a mutant, they probably will try to capture him so they can turn him over to the police. A bold display of mutant power can scatter vigilantes, especially if it demonstrates that the mutant is immune to the vigilantes' weapons. If characters use their powers to awe vigilantes, make one FEAT roll using the highest rank displayed. A white result has no effect. A green result makes the vigilantes hesitate for one round, during which they won't do anything. A yellow or red result sends them running and effectively ends the encounter.

Rescue

In this event, a group of police or sentinels are pursuing and attacking

a mutant. The characters must decide whether to intervene and help the mutant or stand by and let him be captured or killed.

If sentinels are involved, there is a triad patrol of alpha sentinels. They are standard models with no special modifications (the mutant was discovered accidentally; they didn't come looking for him specifically).

If police are chasing the mutant, there are 10 policemen with standard police armament. They have a battle copter and a police aircar. If the characters attack the police, 10 more SWAT: AM policemen arrive 11 to 20 rounds later (roll one die and add 10).

The mutant being chased is Oliver Pierce (Olive Pierce if you decide to make her female), an adolescent who doesn't know how to control his powers completely. Pierce's abilities and powers are as follows:

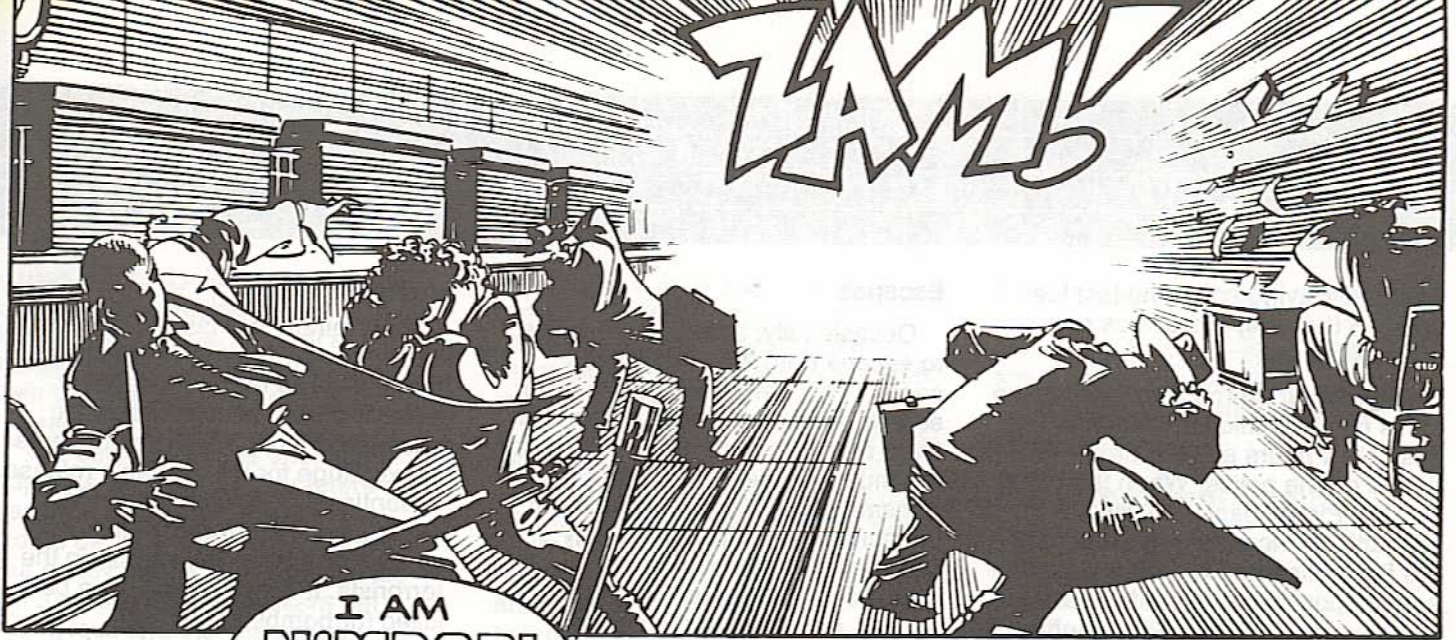
F	Fb (2)	Health: 16
A	Ty (6)	
S	Pr (4)	Karma: 16
E	Pr (4)	
R	Pr (4)	Resources: Fb
I	Ty (6)	
P	Ty (6)	Popularity: 0

Known Powers:

Teleportation: Pierce can teleport with Good results. He usually arrives where he wants to, but disoriented and dizzy. Until he receives some training, his teleportation rank decreases by one column shift for every area he tries to teleport across.

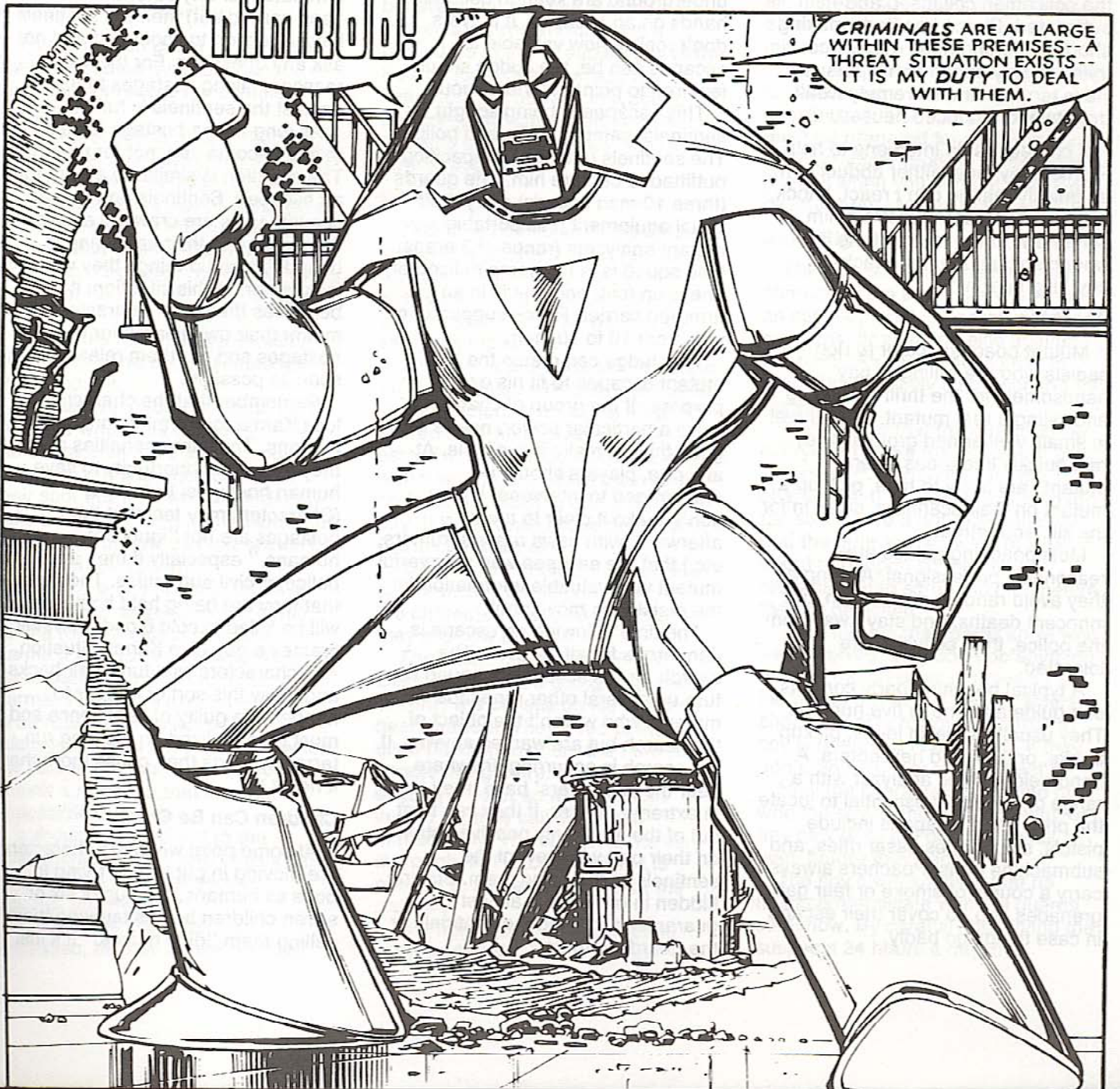
Gravity Manipulation: By touching things, Pierce can cause their weight to increase to Remarkable levels. The weight increases to Remarkable automatically unless Pierce makes a yellow power FEAT roll, in which case he can stop the weight increase before it reaches Remarkable. By touching the item or person again, Pierce can remove the added weight. He can't reduce the weight of something if he didn't increase it previously.

Contacts: Pierce's only contacts are his family members.



I AM
NIMROD!

CRIMINALS ARE AT LARGE
WITHIN THESE PREMISES-- A
THREAT SITUATION EXISTS--
IT IS MY DUTY TO DEAL
WITH THEM.



Talents: Having spent the last few years in the attic, Pierce has no learned talents.

Background: Pierce has been hiding in his family's attic for several years. Just a few hours ago the neighbors tipped off the police. When the police arrived, Pierce panicked. He instinctively increased the weight of the first policeman who grabbed him and teleported out of the house. Unable to support his own weight, the policeman collapsed and suffocated. Pierce has been making short teleporting hops ever since, trying to stay ahead of his pursuers. He is terrified and extremely weak from teleport-induced nausea.

If characters do intervene to help Pierce, they must either abduct him so quickly that he can't react, knock him unconscious, or restrain him somehow. At the moment, he is wound so tight that he attacks anything near him.

Poaching Party

Mutant poachers cater to rich sadists who are willing to pay handsomely for the thrill of hunting and killing a real mutant. They travel in small, well-armed groups. They raid quickly into areas where mutants are likely to hide, pick up a mutant on their scanners, close in for the kill, and retreat.

Most poaching guides are reasonably professional. As long as they avoid random destruction and innocent deaths, and stay away from the police, their activities are tolerated.

A typical poaching party consists of a guide and one to five hunters. They usually travel in jeeps, pickup trucks, or unarmed helicopters. A hand-held organic analyzer with a range of 3 areas is essential to locate the prey. Their weapons include pistols, sniper rifles, laser rifles, and submachine guns. Poachers always carry a couple of smoke or tear gas grenades, too, to cover their escape in case things go badly.

Escapee

Occasionally, a mutant manages to escape from the internment center. This always triggers a major search; the camp's chief of security fears that if an escapee ever reached the mutant underground, he could transmit enough information about the camp's security to seriously endanger the installation.

Obviously, for precisely this reason, members of the mutant underground are keen to get their hands on an escapee. If players don't realize how valuable an escapee can be, the Judge should feel free to point out the obvious.

This escapee is being sought by sentinels, camp guards, and police. The sentinels (a triad) are specifically outfitted to capture him. The guards (three 10-man squads) carry their usual equipment plus portable mutant analyzers (range of 3 areas). One squad is in the camp helicopter, one is on foot, and one is in an armored carrier. Police support can vary from 10 to 30 men.

The Judge can create the NPC mutant escapee to fit his own purpose. If the group of characters lacks a particular power, now is a good time to make it available. At any rate, players should be encouraged to intervene. If they don't, make it clear to them afterward (with news reports, rumors, etc.) that the escapee was a powerful mutant with valuable information for the resistance movement.

The time following an escape is dangerous for all mutants. The search for the escapee is bound to turn up several other renegade mutants who weren't the object of the search but are wanted anyway. If the search is occurring anywhere near the characters' base, they are in extreme danger. If they can't get out of the area, only positive action on their part will prevent the sentinels from finding them. Staying hidden in one spot is almost guaranteed to bring the sentinels or the guards to them.

Hostage

A prominent human has been kidnapped by renegade mutant terrorists. The terrorists demand reforms or the release of specific prisoners from the internment center in exchange for the human's release.

Sentinels absolutely refuse to negotiate with terrorists. They concentrate solely on capturing the terrorists. If the hostages have been killed (or bombs have been detonated, or any other threats have been carried out) then the sentinels have a reason to shoot first and not ask any questions. For these reasons, taking hostages to use against the sentinels is futile.

As long as the hostage is held, things become very hot for mutants. The situation is similar to a hunt for an escapee. Sentinels and human security units are crawling all over the place, and their searching is bound to turn up things they weren't looking for. In this situation, it behooves the player characters to mount their own search for the hostages and get them released as soon as possible.

Remember that the characters lose Karma for harming innocent humans. The same penalties apply if they have the opportunity to save human hostages, but don't. (Characters may feel that the hostages are not "innocent humans," especially if they are police or civil authorities. The fact that they are being held hostage and will be killed in cold blood, however, creates a negative Karma situation. Any characters who turn their backs and allow this sort of murder to happen are guilty of negligence and must be penalized. In the long run terrorism hurts their cause more than it helps.)

Children Can Be Cruel

At some point when the characters are moving in public and trying to pose as humans, a group of six or seven children begins taunting them, calling them "dirty muties." It's just

a game to the children; the characters were singled out because they are strangers. Several adults in the area take notice, however, and toss ugly glances toward the characters.

The outcome of this encounter depends on how the characters handle it. If they act insulted and stomp off, everyone forgets about it. But if they treat it as a joke or they get too defensive, onlookers get suspicious and call the police.

A Scout is Trustworthy

This is a good event to use if the players become overconfident of their ability to avoid the sentinels' scanners.

A troop of boy scouts performing civic clean-up (or camping, if outside a city) stumbles into the characters' secret base. They weren't looking for it; they just pop in and freeze, staring around wide-eyed. After a few moments they scramble out amidst a chorus of "holy cow" and "did you see that?"

Six scouts have seen the base. Within five minutes, 30 scouts will know about it.

At least one character must be in the base when this happens. Now the characters have a real problem. If they do nothing, the scouts tell their scoutmaster, who immediately calls the police, who immediately call sentinels. But how can the scouts be stopped from talking?

Harming a boy scout in any way costs the character one-half of his Karma (or one-half of everyone's Karma if it is pooled). Killing a boy scout costs all of the character's Karma. The whole troop would have to be rubbed out to keep the information from leaking. Plus, when the bodies are found, the police launch a manhunt that is almost impossible to escape.

It should be apparent to the characters that they can't just kill the scouts. They do have several options, however.

If one of the characters is telepathic, he may be able to alter

the scouts' memories so they don't remember what they saw. The easiest way to do this is to make them think they saw something else in the base: an empty room, a warehouse, or some other harmless, forgettable setup.

Another option is to catch the scouts and convince them that the characters are not mutants. If the scouts are told that the characters are really an elite group of anti-mutant secret agents, they believe it—at least for a while. Immediately restart the search procedure in the "Feeble" box of the Search Flow Chart (unless the searchers are already in a better position). The characters are still in extreme danger, but they have some time to bug out.

Bureaucracy

This event can take many different forms. Essentially it gives the Judge an opportunity to foul up the character's lives without putting them in immediate danger. Some sample situations are:

The characters' food source is cut off. The contact who supplies food to the characters is arrested, killed, or scared off. The characters must establish a new food connection within two days or all of their ability ranks begin slipping one column per day. If Endurance drops below Shift 0, the character dies.

ID cards are updated. The police automatically update all ID cards. If the characters have forged ID cards, they are now useless.

The public census is verified. Census takers are going door to door to verify the census on file at police headquarters. They need to inspect each building to count the number of people living there. If they find anyone without an ID or with an invalid ID, they call the police immediately. The search is not very thorough. A Typical FEAT roll is needed to find anything out of the ordinary.

The neighborhood is cordoned with roadblocks. Police set up

checkpoints on all roads leading into the neighborhood where the characters hide. These checkpoints are manned for one week. No one can pass in or out without a valid ID card.

The Internment Center

If the characters are imprisoned in the mutant internment center, a different set of scenarios is used. The Search Flow Chart is not used at all. Instead, all events occur because either the Judge or the players initiate them.

The rest of this chapter is devoted to discussing a few of the possibilities. The Judge, however, must be prepared for anything once the characters wind up in the camp. (Now is when you find out just how devious your players really are!)

Stool Pigeon

This situation assumes that the characters are plotting something: an escape, a riot, smuggling in weapons, or anything else against the rules. An NPC who is privy to their plans is really a spy working for the guards.

This means that the guards know everything about the prisoners' plan beforehand. Fortunately for the characters, the guards tip their hand too soon. Give a not-too-subtle hint that the guards are aware of what is about to happen so the player characters can scrub the plan before they all get killed.

Even though the guards know who was involved, they don't do anything about it (doing so would reveal the identity of the spy). The characters should be able to figure out that a spy is operating in their pen. If they don't, an NPC ally can suggest it.

Now the characters must find out who the spy is and deal with him, or any new plots are doomed to fail even before they begin.

The spy's weakness is that he must communicate with the guards somehow. By carefully observing the suspects 24 hours a day, the

characters can identify the spy. Methods of communication that the spy can use are listed below. The spy may use several methods in rotation to confuse them.

- a) a simple note could be passed through the fence just before the guards pass by on their rounds.
- b) a note could be passed out of the pen with the dirty bowls after a meal, or slipped to the jeep driver.
- c) a note could be left in a hidden compartment in the corner of a bunk, under a floor plank, or behind a shutter. A guard picks up the note during searches, when all of the prisoners are outside the building.
- d) The spy could be a telepath whose inhibitor collar is a dummy. He transmits his information telepathically to a specific guard. This sort of spy is almost impossible to identify unless other characters also have telepathic powers which are too strong for the inhibitor collar to nullify completely.

Contact

Members of the mutant underground try constantly to establish contacts inside the camp. This is extremely difficult and dangerous, but occasionally it succeeds. The underground then can open a conduit between free mutants and those in the camp for passing information, supplies, and weapons.

This event assumes that mutants from outside the camp succeed in contacting one of the player characters inside the camp. Three possible methods for making contact are; sympathetic guards: sneaking up to the camp undetected; entering and exiting the camp so quickly that the guards don't realize anything has happened.

Finding a sympathetic guard is possible only with the help of someone who has escaped from the camp (and thus has some idea of the guards' personalities) or if the guard

approaches the mutants. The latter is fraught with danger, as the guard's offer could be a legitimate offer to help or a trap. A truly sympathetic guard can carry lots of messages, and even some weapons, into the camp at very little risk to the mutants involved.

Sneaking up to the camp is impossible without masking devices and some sort of invisibility. The perimeter is scanned constantly, both visually and with organic analyzers. Guards and guard dogs patrol inside the fence 24 hours a day. Anyone approaching the camp can be detected by sight, by sound, by smell, or by his organic signature. Being invisible doesn't interfere with a dog's sense of smell or prevent footprints. Shifting out of phase defeats all physical sensors, and escapes the notice of organic analyzers with a power rank FEAT roll.

Characters who can teleport, travel through alternate dimensions, or otherwise get from point A to point B without physically crossing the intervening space have the best chance of getting into and out of the camp undetected. If the character appears inside a building, he is hidden from the guards' sight (but not from their organic analyzers). A character could conceivably teleport in with an armload of weapons, drop them off, and teleport out again before the guards could react—possibly even before they realize anything has happened. Unless the character is masked, however, his visit is noted and recorded by the camp's analyzers. Even if the character is masked, NPC prisoners who don't want to be caught in the middle of a battle may report the visit to guards.

Such hit-and-run visits are difficult to repeat. Once the guards are aware of what is happening they can set up mutant power inhibitor beacons ringing the pen where they expect trouble. These inhibitor beacons are linked to an organic analyzer trigger. When a mutant

pops in, the analyzer detects him and activates the inhibitors, and the mutant is unable to pop out again. If the mutant is masked he won't be detected by the analyzer. If the guards have a reason to believe the camp is being visited by a masked teleporter, they can turn the inhibitors on constantly. The inhibitors drain the camp's capacitors, however, so they can only operate for 30 minutes at a time. The capacitors then require 30 minutes to recharge. The guards vary the schedule randomly so the periods of activation and recharge are not predictable. There is a 50 percent chance that the inhibitors will be activated at any particular moment. The camp's fence cannot be supercharged while the inhibitor beacons are operating or the capacitors are recharging.

Escape

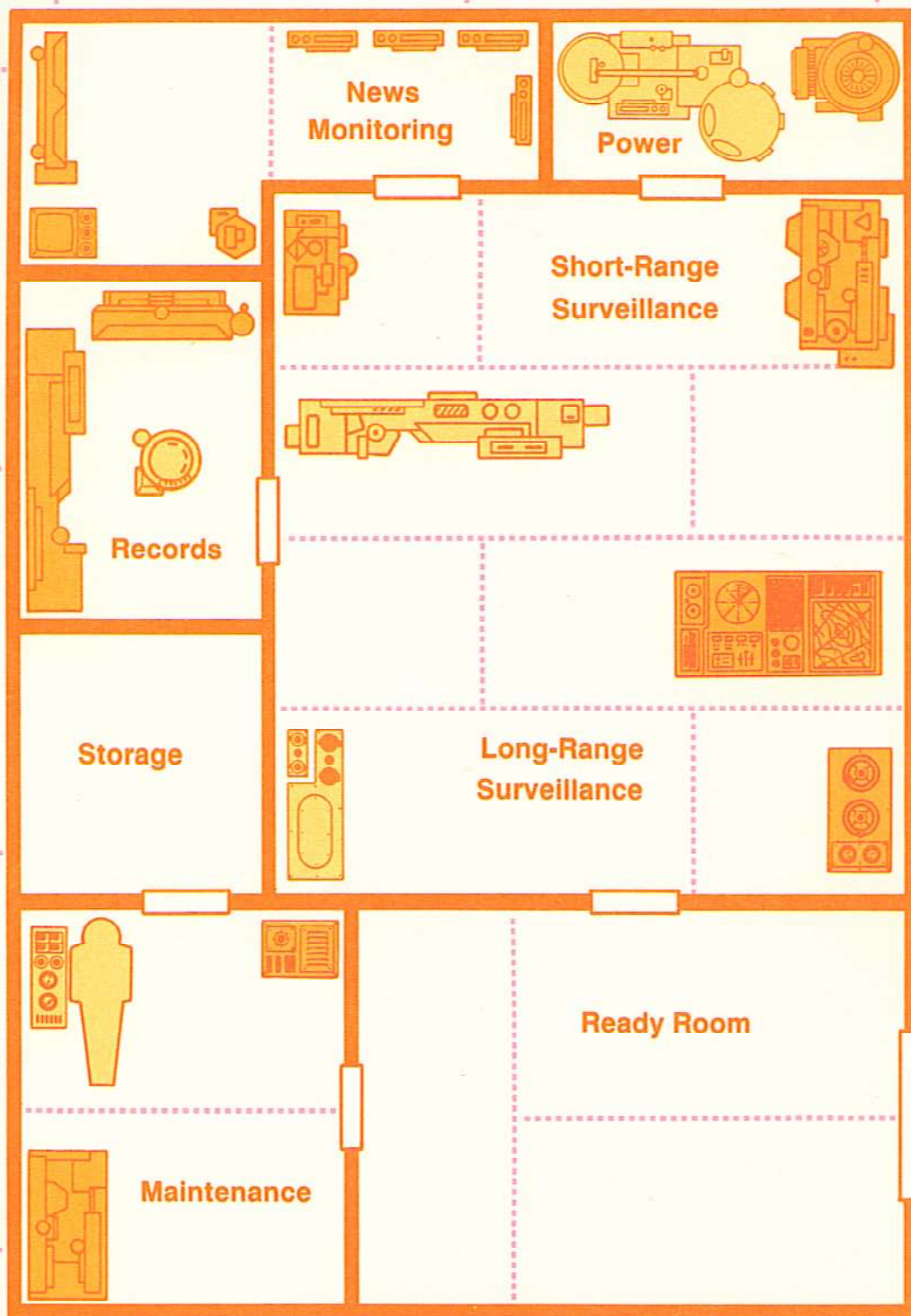
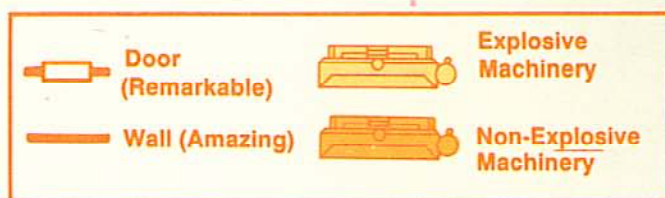
Escape is the ultimate goal of every interned character. Players will come up with dozens of escape plans. The Judge must consider each plan and decide how the guards will react. When playing out an escape attempt, two things must be considered.

First, the guards and security controllers at the camp are professionals. Some of them spend as much time thinking up ways to escape as the prisoners do; if they find a weakness in camp security, it is fixed. Unless the characters come up with something very unusual, they aren't likely to escape by trickery.

Second, no escape attempt goes according to plan. The more complicated the plan is, the more elements it has to go wrong. Simple plans are the easiest to carry out. Unfortunately, simple plans are also the easiest for the guards to see through and disrupt.

This doesn't mean the characters can't escape. They can, and they should be encouraged to try. Just don't make it easy.

SENTINELS' BASE





Official Advanced Game Adventure

Nightmares of Futures Past

by Steve Winter

From the journal of Dana Washington

21 January 2036:

The concentration camp is finished. I took a great risk going out to see it myself. Every bit of cover within 500 yards has been cleared away so no one can get close. I must contact other mutants; with our strength combined, we can fight back.

10 February 2036:

Roger (he calls himself "Heatwave" now) left yesterday to pick up a power converter. Two hours later, the police threw up a cordon around the whole neighborhood. Every street and alley is covered with a roadblock. Roger should have been back before dawn this morning. I fear the sentinels have him.

19 February 2036:

This morning I established contact with a group of five mutants living beneath the old watertower. They have enough food and water to last two weeks, plus four plasma generators scavenged from wrecked sentinels. We are almost strong enough to strike.

17 March 2036:

Today I met our human informant and he delivered the technical readouts on the sentinels' surveillance base. Everyone is ready; we attack the base tonight. *Homo superior* is about to make his entrance.

This game accessory is designed for use with the MARVEL SUPER HEROES™ Advanced Set. It includes a 32-page book and a 33" × 22½" full-color map.



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