



CHRISTMAS WITH THE HULK

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THIS YEAR, IT'S A GREEN CHRISTMAS

This action scene is all about throwing an incredibly difficult challenge at the heroes while distracting them with saving people. There is a very real chance of the Watcher getting 2D12 in this scene—if this happens, end the scene. There will be a lot of destruction about after the battle is over. With the destruction of the Rockefeller Center Christmas Tree and whatever mayhem you wish to inflict, this could be your prologue into the **CIVIL WAR** event (assuming your group wants your heroes as the catalyst for the event).

At the beginning, the heroes just have to stop the Hulk. However, as the scene unfolds, you will be able to bring in additional twists to the ongoing melee by spending dice from the doom pool.

OH, YOU BETTER WATCH OUT...

The Incredible Hulk is rampaging through midtown Manhattan, near Rockefeller Center. Why? Maybe he's being mind controlled by The Leader. Maybe he's just mad. Whatever the situation, the heroes need to subdue the Hulk.

Good luck.

I recommend starting the scene with a loud THOOM, some panicked crowds running away, and a NYPD police car tumbling end over end through a crowded street.

Stage One

Down the street is the Hulk, about to slam into Rockefeller Center. There are **CROWDS OF CIVILIANS**, the **ROCKEFELLER CENTER CHRISTMAS TREE**, and **A REALLY NICE SKATING RINK** here. On, and don't forget to **SMILE, YOU'RE ON LIVE TV** because "Live, from Rockefeller Center, it's a very special Christmas episode of *Singing With The Stars!*"

The Hulk will probably pick up that tree or jump into it, knocking it over. It's Chekov's Law: if you introduce a rampaging Hulk and the Rockefeller Center Christmas Tree into a scene, he's going to destroy it.

The Watcher can spend a D8 out of the doom pool to move to the next stage after all heroes and the Hulk have acted at least once.

Stage Two

When this stage begins, Hulk jumps away, though part of the skyscraper at 30 Rockefeller. Activate the **SHATTERED BUILDING** threat. The heroes can attempt to get people out of the way or shore up the building or pursue Hulk to the Radio City Music Hall. At the Shattered Building threat, there are **MASSIVE PIECES OF BUILDING FALLING** towards the **PANICKING CROWDS** while a **NATIONWIDE TV AUDIENCE** is glued to their sets.

The Shattered Building is a large-scale threat. When the heroes "attack" the building, they're taking actions to help save civilians or keep the building from collapsing. Because of this, the building only takes physical stress. Once the building has been stressed out, the collapse has completed and the civilians are clear.

When the building attacks the heroes, the threat could be inflicting emotional stress by threatening civilians who are about to fall out of the building or be crushed by debris—the hero's reaction should be about how they prevent that from happening. The threat could be physical stress by having bits of rubble fall on the heroes. The threat could also be placing complications such as **PINNED UNDER RUBBLE** or **GREAT, NOW IT'S ON FIRE, TOO**.

Over at Radio City Music Hall, the Hulk has just smashed through the roof, scaring the **ROCKETTES AND TOURISTS**. On the main stage of this **HUGE HISTORIC THEATER** is a **SANTA SLEIGH WITH ANIMATRONIC REINDEER**.

The Watcher can spend a D8 out of the doom pool to move to the next stage after all heroes and the Hulk have acted at least once.

Stage Three

When this stage begins, Hulk jumps away to a high-rise construction site north of Times Square. In mid-jump, he smashes through a NYPD helicopter, which is now spiraling to the ground. Activate the **CRASHING HELICOPTER** threat. The build site is a **MAZE OF OPEN AIR GIRDERS** littered with **PILES OF CONSTRUCTION MATERIAL** and topped by **THREE MASSIVE CRANES**.

If the Watcher can manipulate the order of action, he or she should try to have the helicopter go closer to the end of the order. The helicopter's action is to crash. This action can either work as an **AREA ATTACK** dealing emotional stress to all heroes at this location, or—if a single hero tried to stop the helicopter earlier in the round—adding an **OVERWHELMED BY THE DESTRUCTION** complication to that hero.

The Watcher can spend a D8 out of the doom pool to move to the next stage after all heroes and the Hulk have acted at least once. The Watcher can spend an additional D8 out of the doom pool to activate the **COLLAPSING BUILD SITE** threat as the Hulk takes out several columns on the way out.

Stage Four

When this stage begins, Hulk jumps away to Times Square. He'll spend the rest of the scene here until either the heroes have stopped him or the Watcher can spend 2D12 to end the scene.

Times Square is one of the busiest intersections in Manhattan, but right now, it's just **ONE HUGE TRAFFIC JAM**. Almost all the building exteriors are covered by **OVERSIZED OSTENTATIOUS ADVERTISING**. Luckily for the heroes, the **NYPD IS ON THE SCENE**. During this stage, Hulk will probably be throwing cars at the heroes, possibly throwing heroes into the office and entertainment buildings. There should be a lot of destruction here.

Optional Stage Five

If the Watcher desires, Hulk could crash down into the subway. Spend D8 from the doom pool to move to this stage. Underground, there are **DARKENED TUNNELS**, an **ON-COMING N TRAIN**, and don't forget that **ELECTRIFIED THIRD RAIL**.



SANTA HULK IS COMIN' TO TOWN

The Hulk (on the next page) is built out to ramp up the doom pool and be very difficult to take down. What the Watcher wants to do is convert any physical stress into emotional stress with **PUNY HUMANS!**, then add his emotional stress to his dice pool using **THE MADDER HULK GETS, THE STRONGER HULK GETS!** (which also increases the doom pool) until his emotional stress goes past a D12, when you can trigger **TRAIL OF DESTRUCTION**. You'll want to advance the doom pool to 2D12, but go ahead and spend those D8s to introduce new stages and activate additional threats, which may cause the heroes to split up.



THE INCREDIBLE HULK

AFFILIATIONS: SOLO D10 | BUDDY D6 | TEAM D8

DISTINCTIONS: HULK SMASH! | LEAVE HULK ALONE! | RAMPAGING ID

MEAN AND GREEN

GODLIKE STRENGTH D12

SUPERHUMAN LEAPING D10

SUPERHUMAN SPEED D10

SFX: THE Madder Hulk Gets, the Stronger Hulk Gets! Spend D6 from the doom pool to add Hulk's emotional stress to any dice pool using a **MEAN AND GREEN** power, then add a die to the doom pool equal to your emotional stress.

SFX: PUNY HUMANS! Convert physical stress inflicted by an attack into a complication and step up emotional stress.

SFX: AREA ATTACK. Target multiple opponents. For every additional target, add D6 to your pool and keep an extra effect die.

LIMIT: CONSCIOUS ACTIVATION. If stressed out, asleep, or unconscious, shut down **MEAN AND GREEN** and **UNSTOPPABLE FORCE**.

UNSTOPPABLE FORCE

GODLIKE DURABILITY D12

SUPERHUMAN STAMINA D10

SFX: TRAIL OF DESTRUCTION. If stressed out by emotional stress, add D12 to the doom pool and step back emotional stress to D4. Once this has happened, all rolls of 1 or 2 are now opportunities when using an **UNSTOPPABLE FORCE** power.

SFX: IMMUNITY. Spend D6 from the doom pool to ignore stress, trauma, or complications from poison, disease, or psychic attacks

LIMIT: CONSCIOUS ACTIVATION. If stressed out, asleep, or unconscious, shut down **MEAN AND GREEN** and **UNSTOPPABLE FORCE**.

SPECIALTIES: MENACE MASTER D10 | COMBAT EXPERT D8

Stress
p. 0M23

Trauma
p. 0M24

SHATTERED BUILDING

An entire side of 30 Rockefeller was destroyed when Hulk jumped through it. Debris falls to the ground, the entire side is in danger of collapsing, and civilians are just barely hanging on.

This threat should do several attacks that affect the heroes with emotional stress: debris falling on civilians below, workers about to fall out of upper stories, people in the building in danger of the floor they're on collapsing. Use **AREA ATTACK** to inflict emotional stress on all the heroes that can see the destruction they weren't able to stop; use a **THAT'S A WHOLE WALL COMING DOWN!** to really hit one hero hard.

AFFILIATIONS: SOLO 3D8

DISTINCTIONS: CROWDS BELOW | LATE NIGHT OFFICE WORKERS | MASSIVE ART DECO STONEMWORK

TRAIL OF DESTRUCTION

FALLING DEBRIS D8

SFX: THAT'S A WHOLE WALL COMING DOWN! Step up or double **FALLING DEBRIS**, then step down **FALLING DEBRIS**. Recover by activating a player opportunity.

SFX: AREA ATTACK. Target multiple opponents. For every additional target, add D6 and keep +1 effect die.

LIMIT: LARGE-SCALE THREAT. Defeat SOLO dice (with D10 stress) to reduce threat.

CRASHING HELICOPTER

The Hulk leaps away, slamming into a NYPD helicopter's tail. He's away, but that eye in the sky is spiralling to the ground!

This threat should take action after the heroes, if the Watcher can manipulate the order of action. This will let heroes have a chance to do something about the helicopter before it crashes. **The helicopter's action will be to crash in the busy intersection.** Once it crashes, it's out of the action.

If one hero attempts to stop the crash, but fails, consider placing an **OVERWHELMED BY THE DESTRUCTION** complication. Otherwise, the helicopter should make an **AREA ATTACK** on all heroes that can see it to inflict emotional stress. One hero might try to ride it down and take physical stress, softening the blow when the 'copter "lands".

AFFILIATIONS: SOLO 2D6

DISTINCTIONS: BUSY INTERSECTION | SPINNING OUT OF CONTROL

TRAIL OF DESTRUCTION

PLUMMET OUT OF CONTROL ("FLIGHT") D8

SFX: AREA ATTACK. Target multiple opponents. For every additional target, add D6 and keep +1 effect die.

LIMIT: LARGE-SCALE THREAT. Defeat SOLO dice (with D8 stress) to reduce threat.

COLLAPSING BUILD SITE

Optionally, when the Hulk leaves the construction site, he may slam through some support beams, which will topple the whole thing down, crashing out over Seventh Avenue and into the building across the street. This threat will work similarly to the **SHATTERED BUILDING** threat above.

AFFILIATIONS: SOLO 3D8

DISTINCTIONS: GIRDERS FALLING LIKE JAVALINS | GRIDLOCKED TRAFFIC | WEAKENED SUPER-STRUCTURE

TRAIL OF DESTRUCTION

FALLING DEBRIS D8

SFX: THE CRANE IS COMING DOWN! Step up or double **FALLING DEBRIS**, then step down **FALLING DEBRIS**. Recover by activating a player opportunity.

SFX: AREA ATTACK. Target multiple opponents. For every additional target, add D6 and keep +1 effect die.

LIMIT: LARGE-SCALE THREAT. Defeat SOLO dice (with D10 stress) to reduce threat.

STEAL FROM THE BEST

Do these Milestones and Unlockables look familiar? They're pretty much taken wholesale from Grimmshadé's excellent **ATTACK OF THE MOLE MEN** action scene, available at exploring-infinity.com

Go check it out, it's really good!

MILESTONES

An optional milestone for your ongoing game.

I Heart NY

1 XP when you spend time out in the city enjoying yourself, or wear a "I <3 NY" t-shirt, hat, etc.

3 XP when you successfully protect or defend a portion of the city, or battle at a famous NYC landmark.

10 XP when you either become a regular part of the NYC public scene, or you become tainted by the city's negative aspects.

PLAYER XP UNLOCKABLES

5XP – REED RICHARDS – Reed shows up in the Fantasticar. He can either give the heroes a free Vehicle Asset of D8 for the rest of the scene, or a STRETCHING D10 support action for rescuing civilians.

5XP – JOHNNY STORM – Torch shows up and assists against the Hulk. He can add a FLAME BURST D10 support action against Hulk

10XP – MARVEL TEAM-UP – Your friendly neighborhood Spider-Man swings by to assist your heroes, mainly by mocking the Hulk. At the beginning of each stage, the Hulk gets a **D8 DISTRACTED BY SPIDER-BANTER** complication if he doesn't have one. Remove this complication from the Hulk to add a WEBS DON'T FAIL ME NOW D10 support action for rescuing civilians.

10XP – EVER LOVIN' BLUE EYED THING – This unlock only costs 5xp if you add d10 to the Doom Pool. The Thing shows up and places a **D8 TRADING BLOWS WITH THE THING** complication on Hulk. As long as this complication is a D8 or higher, it prevents the Hulk from moving to the next stage.

10XP – SUE STORM – This unlock only costs 5XP if a **D10 NAMOR** complication is also added to the scene. The complication acts against heroes dealing with the Hulk, as Namor arrogantly attempts to show off and gets in the way of actual help.

Sue will use her abilities to transport civilians out of danger, adding a FORCE SHIELD D10 support action to any threat challenge.

10XP – J. JONAH JAMESON – The mayor of NYC, JJJ, is among the people rescued. Add D6 to the doom pool and step up city type resources by +1 when you go to him for help. This help is always given begrudgingly. This unlock is lost the next time the hero is present during any damage to the city.

DON'T SUE ME

CHRISTMAS WITH THE HULK is based on **Marvel Heroic Roleplaying** by Margaret Weis Productions, Ltd. This is a fan-created action scene and is not an official supplement for MHR. Your Hulk will vary.

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