



MINI EVENT: DEATHBLOW

CUT OFF ONE LIMB AND TWO MORE SHALL TAKE ITS PLACE

Hydra is an old secret society, dating back to World War II, but in recent years it has become into a mockery of its former self: an organization of petty thugs and criminals. In order to survive, the true masters of Hydra hid, transforming the organization into something trivial, something to be underestimated. And when the weakened Hydra figureheads were sacrificed and the organization was nearly forgotten, the true leaders stepped in and set forth a plan to shock and awe the world by destroying America.

Hydra leadership vanishes, as do several SHIELD agents watching over the organization's leadership. The new Supreme Hydra, Edgar Lescombe, unveils copies of several Avengers to commit petty robberies, in a bid to keep the heroes off-guard, thinking they're dealing with a small time version of Hydra. However, one of the Hydra Warriors destroys the records building at the docks to sneak something past customs: a SCUD missile.

HYDRA THEN AND NOW

"For the last ten years, Hydra has been just one more crime cartel. It hasn't been nearly the threat it used to be. After the second world war, when it was an outgrowth of the supremacist ideals of the Nazis, Hydra was a real threat to the world, because people who only care about money can be brought out...people who care only about power can be broken, or scared away. But extremists who genuinely believe that their cause is just...those are ones to watch out for, because they would sooner destroy the world than let it become something they don't like." —Captain America, *Amazing Spider-Man* 521

DOOM POOL

The doom pool for Deathblow starts at 3d8. After all, you may wind up killing America in this Mini Event.

ACTION SCENE: HYDRA, ASSEMBLE!

There are four Hydra Avengers, evil parodies of Captain America, Iron Man, Hawkeye, and Thor. Thor's counterpart, The Hammer, is in the middle of a busy intersection having just finished robbing a bank. Karl, the Iron Man copycat, has just robbed Sinclair Research Laboratories of "enough DNA research to start my own Fortune 500 company". Militant, Captain America's double, is robbing a jewelry store. The Bowman, a Hawkeye knockoff, is attacking the dockyards. Of the four, only The Bowman's mission is real—to destroy



COMIC REFERENCE TIME

This mini-event is based off of *Amazing Spider-Man* #519-524, which is about a few issues prior to the *Civil War* event.

At the time of this event, Hawkeye was believed to be dead, Thor is missing, HYDRA was a laughable threat, and the SHRA was being introduced. *Deathblow* fits nicely between *Breakout* and *Civil War*.

Heroes featured in this story arc included Spider-Man and the recently-formed New Avengers.

EXPLORING-INFINITY.COM

Exploring-infinity.com has several great action scenes for your MHR game. Go check them out!

the shipping manifests—the other three “Avengers” are simply feints, diversions.

However, only the first three Avengers have been spotted by the police; The Bowman is in hiding. Let the players know that over the police scanners (or SHIELD frequencies) that they hear of reports of the Avengers committing robberies. Captain America (Militant) has been spotted in the Diamond District; Iron Man (Karl) has just broken into the medical research facility to steal “enough DNA research to start my own Fortune 500 company”, and Thor (The Hammer) is robbing a bank nearby. Ask them which heroes are going after which Avenger; once they have split up, choose one of the smallest group of heroes to come across Hawkeye (The Bowman) at the docks, when they get to that hero in the turn order. If that hero wants to keep heading towards his or her original target, let them. (If you have a lot of players, consider adding in a Hydra Wonder Man to the mix.)

Because this action scene is designed to split up the heroes, when choosing the next player in the turn order, it has to be a hero or villain at the same battle. For instance, if Captain America is the only one fighting the Militant, if Captain America acted first, he must choose the Watcher character. Then, after Militant has acted, the Watcher may choose any other character at any other fight. However, if both Captain America and Black Panther are at that fight and it’s the beginning of the turn, Cap could choose either Black Panther or Militant. He couldn’t choose Spider-Man in the Spidey/Bowman fight.

In other words, resolve one clash of blows at one fight location, then jump to another fight.

Once the records house has been blown up, the Hydra agents will attempt to escape. Using the suggestion from Exploring-Infinity.com:

The character who is fleeing creates a distance asset such as **FAR AWAY, IN MY DUST**, or **GETTING AWAY**. He adds this asset’s die to rolls opposing any action taken against him that would be affected by distance or range. If he raises this asset above d12, he escapes. Pursuers may use appropriate traits to act against this asset. If they remove it, they have caught up to the fleeing character.

You’ll want to use an asset in this case and not a complication since a complication only affects one enemy. You may use assets, however, against all applicable opposition.

Scene Distinctions

The Hammer is in a **TORN UP INTERSECTION** (he’s already thrown a chunk of asphalt at the **POLICE**) while **CIVILIANS FLEE THE SCENE**.

Karl (“I’m supposed to use the name Tactical Force, but I don’t care much for that one, so you can call me Karl.”) is up by the **CROWDED ROOFTOPS** of the city where there are **LOTS OF CUTTER TO HIDE IN**. There also are **STRONG WINDS** in the canyons of the city.

Militant is in a jewelry store with **GLASS EVERYWHERE**, which he may use to shatter and rain down upon the **CIVILIANS** in the store. There is also lots of **DISPLAY CASES** to jump over and knock down.

The Bowman is in the structure of a **LOADING CRANE** overlooking the **CROWDED DOCKS**. Lucky for him, there are **PLENTY OF PLACES TO HIDE** in the maze of stacked cargo containers.

If the Hydra Avengers flee, scene distinctions switch to **DARK ALLEYS**, **RUSH HOUR TRAFFIC**, and **EXPOSED ROOFTOPS**.

THE HAMMER

AFFILIATIONS: SOLO D10 | BUDDY D6 | TEAM D8

DISTINCTIONS: HIGH-TECH THUNDER GOD | HAIL HYDRA!

HYDRA SUPER SOLDIER

SUPERHUMAN STRENGTH D10

ENHANCED REFLEXES D8

ENHANCED SPEED D8

ENHANCED SENSES D8

SUPERHUMAN DURABILITY D10

SFX: INVULNERABILITY. Spend a doom die to ignore physical stress.

SFX: HAVE AT THEE! Spend a doom die to double **SUPERHUMAN STRENGTH** for one action.

LIMIT: EXHAUSTED. Shutdown any **HYDRA SUPER SOLDIER** power to add a d6 to the doom pool. Recover by activating an opportunity or during a Transition Scene.

HAMMER OF HYDRA

ELECTRIC BLAST D10

SUPERSONIC FLIGHT D10

WEAPON D10

SFX: RETURN TO SENDER. Against a single target, step up or double a **HAMMER OF HYDRA** die. Remove the highest rolling die and use three dice for your total.

SFX: AREA ATTACK. When using a **HAMMER OF HYDRA** power against multiple targets, for each additional target add a d6 and keep an additional effect die.

SFX: EMP. Step up or double a **HAMMER OF HYDRA** for the next action, then step back that power. Activate an opportunity to recover that power.

LIMIT: GEAR. Shutdown **HAMMER OF HYDRA** and step up the lowest die in the doom pool or add a d6 doom die. Spend a doom die to recover **HAMMER OF HYDRA**.

SPECIALTIES: MENACE EXPERT D8 | COMBAT EXPERT D8

KARL (TACTICAL FORCE)

AFFILIATIONS: SOLO D10 | BUDDY D6 | TEAM D8

DISTINCTIONS: OVERCONFIDENT | HAIL HYDRA!

HYDRA POWER ARMOR

CYBERNETIC SENSES D6

ENHANCED REFLEXES D8

SUPERHUMAN DURABILITY D10

SUPERHUMAN STRENGTH D10

SFX: BOOST. Shutdown highest-rated **HYDRA POWER ARMOR** power to step up another **HYDRA POWER ARMOR** power. Recover power by activating an opportunity or during a Transition Scene.

LIMIT: GEAR. Shutdown **HYDRA POWER ARMOR** and step up the lowest die in the doom pool or add a d6 doom die. Spend a doom die to recover the power set.

WEAPONS PLATFORM

WEAPON SYSTEMS D8

SUPERSONIC FLIGHT D10

SFX: AREA ATTACK. Against multiple targets, for every additional target add a d6 and keep an additional effect die.

SFX: ENERGY ABSORPTION. On a successful reaction against an energy-based attack action, convert opponent's effect die into a **HYDRA POWER ARMOR** stunt or step up a **HYDRA POWER ARMOR** power until used in an action. If opponent's action succeeds, spend a doom die to use this SFX.

LIMIT: CHARGED SYSTEM. Shutdown highest-rated power to add d6 to the doom pool. Activate an opportunity to recover or during a Transition Scene.

SPECIALTIES: TECH EXPERT D8 | COMBAT EXPERT D8

MILITANT

AFFILIATIONS: SOLO D10 | BUDDY D6 | TEAM D8

DISTINCTIONS: ADAPTIVE | HAIL HYDRA!

HYDRA SUPER SOLDIER

ENHANCED DURABILITY D8

ENHANCED REFLEXES D8

ENHANCED STAMINA D8

ENHANCED STRENGTH D8

SFX: LAST-DITCH EFFORT. Step up or double any **HYDRA SUPER SOLDIER** die on your next roll, or spend a die from the doom pool to do both, then shutdown that power. Activate an opportunity to recover the power or during a Transition Scene.

SFX: SECOND WIND. Before you take an action including a **HYDRA SUPER SOLDIER** power, you may move your physical stress die to the doom pool and step up the **HYDRA SUPER SOLDIER** power for this action.

LIMIT: EXHAUSTED. Shutdown any **HYDRA SUPER SOLDIER** power to add a d6 to the doom pool. Recover by activating an opportunity or during a Transition Scene.

SHIELD OF HYDRA

SUPERHUMAN DURABILITY D10

WEAPON D8

SFX: AREA ATTACK. Target multiple opponents. For every additional target, add d6 to your pool and keep +1 effect die.

SFX: Ricochet. Step up or double Weapon die against a single target. Remove highest rolling die and add an additional die to your total.

LIMIT: GEAR. Shutdown **SHIELD OF HYDRA** and add a die to the doom pool. Spend a die from the doom pool to recover gear.

SPECIALTIES: MENACE EXPERT D8 | PSYCH EXPERT D8 | ACROBATICS EXPERT D8 | COMBAT EXPERT D8

THE BOWMAN

AFFILIATIONS: SOLO D10 | BUDDY D6 | TEAM D8

DISTINCTIONS: NO DISTRACTIONS | HAIL HYDRA!

HYDRA SUPER SOLDIER

ENHANCED REFLEXES D8

ENHANCED SENSES D8

ENHANCED STAMINA D8

SFX: ON THE MISSION. If your pool includes an **HYDRA SUPER SOLDIER** power, spend a die from the doom pool to reroll.

LIMIT: EXHAUSTED. Shutdown any **HYDRA SUPER SOLDIER** power to add a d6 to the doom pool. Recover by activating an opportunity or during a Transition Scene.

TRICK ARROWS

ENHANCED DURABILITY D10

WEAPON D8

SFX: EXPLOSIVE ARROW. Step up or double Weapon for one action. If the action fails, add a die to doom pool equal to the normal rating of your power die.

SFX: SHOOT TO KILL. Add a d6 to your attack action pool and step back the highest die in pool. Step up physical stress inflicted.

LIMIT: GEAR. Shutdown **TRICK ARROWS** and step up the lowest die in the doom pool or add a d6 doom die. Spend a doom die to recover **TRICK ARROWS**.

SPECIALTIES: ACROBATICS EXPERT D8 | COMBAT EXPERT D8 | MENACE EXPERT D8



TRANSITION SCENE: REGROUPING

The next day, the cover story in the Daily Bugle is all about the attack on the city, but only photos of the Militant's, Hammer's, and Karl's fights are shown. There are a few actions that players can take to gather information on what's going on.

- **Business:** Heroes with business can call up contacts at the Bugle to find out that the photographers were tipped off to the scene of the fights; which means that they weren't sent to the docks. There were no expensive cargos coming in, nothing to steal—they just blew up the records building, where ships log their cargo manifests. No way to determine which ships were checked and which weren't.
- **Covert:** Several SHIELD agents assigned to keep an eye on Hydra from the inside have been reported as missing in the last few weeks. The five heads of Hydra who have been running the organization for the past ten years have gone missing.
- **Crime:** Hydra didn't take any money from the attacks, so they don't really need the money. Hydra is just involved in low-level crime these days; creating "Avengers" is a bit out of the ordinary for them these days.
- **Medical:** If any of the Hydra Avengers were captured, examining them reveals that they have been genetically augmented.
- **Tech:** Pretty much the same as Medical.

ACTION SCENE: ATTACK ON LESCOMBE

Cut to one of the heroes, out on the town in the evening, where they encounter Edgar Lescombe. Preferably you have previously introduced Lescombe as a character in the business world. If you haven't, he's present at an event that a single hero is attending. If you have a hero with a secret identity and a significant other, place them on a date after the theater or dinner on the Upper East Side. During this scene, the heroes should recognize Lescombe and notice that he's being followed by a man with a gun. Perhaps the hero notices a bulge of the gun under the man's jacket or even sees the weapon. Lescombe is completely oblivious, talking on his cell phone. No matter what, the hero notices the gunman has a signet ring with the Hydra symbol on it.

The gunman will follow Lescombe to his upscale apartment and wait outside, like he's casing the joint. If the hero follows and waits a few minutes, the gunman will get on a cellphone and talk to his superior, telling them "Lescombe has returned home, and yes... yes... Will remain on station. Hail Hydra."

The lone hero can call in backup, if they need it. If the hero decides to solo this scene, keep a track of how many PP they earn in the scene and award that many to the other heroes. (Depending on your hero and the hero team's ability to respond quickly, feel free to add more Hydra Gunmen to the scene. This should be a quick little encounter, though, so don't call in a whole Hydra strike force to take down, say Sentry.)

The gunman won't leave, but if a hero shows up in costume, he'll open fire. If the police show up, the gunman will open fire on them and be mowed down by the police. If captured, the gunman will swallow a cyanide pill.

Once the situation is resolved, Lescombe will personally thank the hero for saving him.

The street outside is in a **HIGH-RENT AREA**. There are **DARK WALKWAYS** between buildings to **INNER GARDEN COURTYARDS**.

Expert Hydra Gunman

AFFILIATIONS: SOLO D6 | BUDDY D4 | TEAM D8

- Body Armor d6
- SMG d6

TRANSITION SCENE: WHAT DOES HYDRA WANT WITH LESCOMBE?

Following an attack on Lescombe, the heroes may be interested to find out more about why Hydra would be interested in him.

- **Business:** Lescombe's company, the Lernaea Group, is a huge pharmaceutical company and has controlling interest in humanitarian and research companies. In addition, it has a subsidiary that works in environmental cleanup—hazardous chemical and biological waste cleanup. Also, the gunman was on Lescombe's personal payroll.
- **Covert:** The hero can set up surveillance on Lescombe to determine that he seems to have vanished—he somehow left the building without exiting the front door of his apartment. (If the hero wished to break and enter, they will find a Hydra outfit in the closet and a secret elevator.)
- **Crime:** The gunman was on Lescombe's personal payroll. Also, while trading information on a hard-nosed crime reporter, the hero learns that the places where thefts and disappearances of biological agents have occurred are all tied to Lernaea Group.
- **Menace:** A montage of the hero poking around, interrogating informants leads them to confused ex-con Matches Malone—a former minion of the Kingpin—who spills the beans on a bunch of hardcases that got involved with that snake thing. He'll point the heroes to a location a few blocks from Lescombe's home where the heroes can witness people entering and changing into Hydra uniforms.
- **Psych:** The same thing as Menace, but with fewer broken noses.
- **Tech:** The heroes can do some tech wizardry on the gunman's phone to track the signal back to the hidden Hydra base.

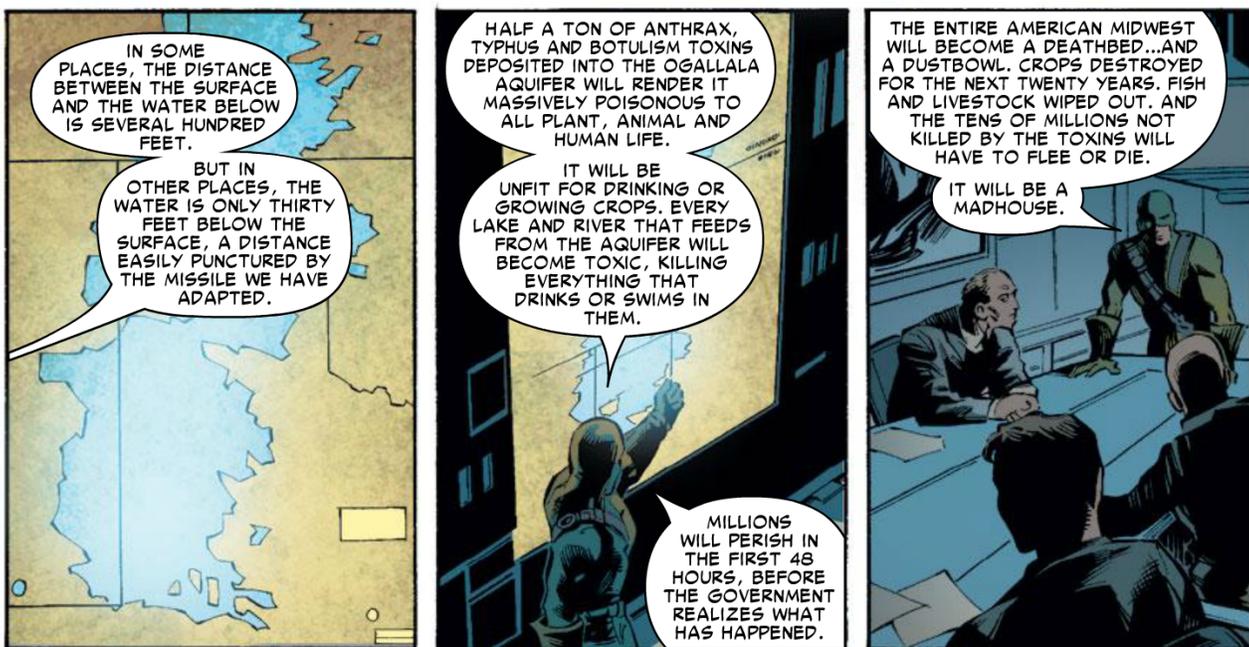
Also, just because it's fun, during this transition scene, if any of the Hydra Avengers were captured, they escape police/SHIELD custody and head back to Hydra base.

ACTION SCENE: THE PLAN, REVEALED

The heroes can find the location of the Hydra base by staking out Lescombe, tracking down suspected Hydra agents, or visiting one of the Lernaea Group's locations. Under the city, in one of the large construction sites, is the hidden Hydra base. The first scene has the heroes either infiltrating or attacking an observation center in the base. There, they will find out the plan:

The Ogallala Aquifer is one of the world's largest aquifers, stretching from Texas up to South Dakota. The aquifer provides drinking water for the Midwest as well as water for farming in those states.

Here, let's let Edgar Lescombe explain.





Luckily, the missile launch is in two days. But during one of the big fights ahead, Hydra preps the missile for a premature launch.

Begin this scene while the heroes are infiltrating the base. If the heroes are being stealthy or disguised as Hydra agents, they can get to an observation center filled with monitors throughout the complex. There is a small group of Hydra troopers here, an officer, and automated defenses. Scene distinctions in the observation center include **HI-TECH EQUIPMENT** and **AUTOMATED DEFENSES**. The Watcher can spend a d10 out of the doom pool to have a trooper or the officer sound an alarm throughout the base on their action.

Here, they can use monitors to call up various aspects of the plan:

- Hydra is heavily arming their troopers because they aren't certain what is going to happen to the social order here in NYC, but they expect looting. All Hydra agents are being given food rations for two weeks.
- There's an actual class being held for business purposes, in which Hydra agents are being told to sell all American stocks and buy gold, which will go through the roof, or trade for foreign stocks, because the market will crash.
- Over in another section of the great hall, Hydra agents are lining up at desks to get family members out of the eight states in the target zone without causing undue attention.
- There is a map of the Ogalalla Aquifer, with a target dot in the center.
- There is a rather large missile in a silo, somewhere in the base.
- There are records of lots of chemicals arriving at the base.

Master Hydra Officer

AFFILIATIONS: SOLO D6 | BUDDY D4 | TEAM D8

- Hydra Armor d6
- Blaster Pistol d8

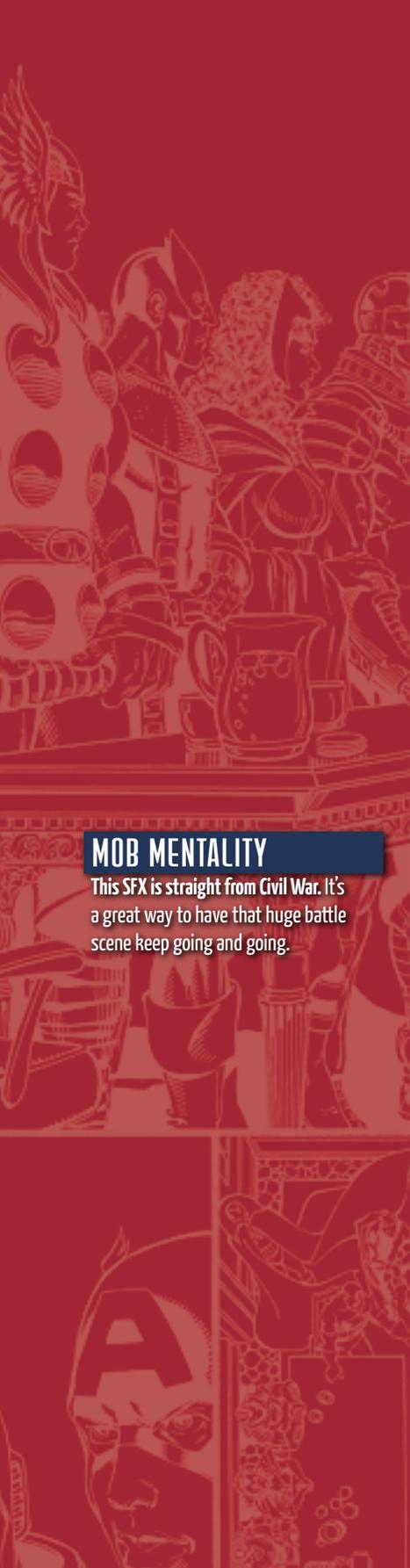
SFX: HAIL HYDRA! If the Expert Hydra Troopers mob is defeated, the Watcher may spend a d6 or greater out of the doom pool to give an additional d6 to his Solo Affiliation.

Expert Hydra Troopers

AFFILIATIONS: TEAM 2D8

- Hydra Armor d6
- Small Arms d6

SFX: CUT OFF ONE LIMB... If both Team Affiliation dice are knocked out in one action, the Watcher may spend a d8 or greater out of the doom pool to reset the Team Affiliation to d10.



MOB MENTALITY

This SFX is straight from *Civil War*. It's a great way to have that huge battle scene keep going and going.

ACTION SCENE: PLENTY OF LIMBS TO CUT OFF

With the launch date fast approaching, it's the last chance to get loved ones and family members out of the target zone. Hydra has strict limits on the number of people that can be evacuated from various areas without tipping off the authorities that there is a mass exodus from the region. One of the Hydra troopers (Simon) has missed the cutoff for getting his family out and is about to pull a sidearm at the Hydra officer who has denied his request. Once he does, several nearby Hydra troopers are going to draw on Simon.

The great hall is a **MASSIVE HI-TECH CAVERN** with **CATWALKS AND PLATFORMS EVERYWHERE**. Don't forget to point out that are **WEAPONS TRUCKS** handing out ordinance to Hydra troopers. There are dozens and dozens of Hydra troopers here.

Master Hydra Officer

AFFILIATIONS: SOLO D6 | BUDDY D4 | TEAM D8

- Hydra Armor d6
- Blaster Pistol d8

SFX: HAIL HYDRA! If the Expert Hydra Troopers mob is defeated, the Watcher may spend a d6 or greater out of the doom pool to give an additional d6 to his Solo Affiliation.

Expert Hydra Troopers

AFFILIATIONS: TEAM 3D8

- Hydra Armor d6
- Small Arms d6

SFX: ...TWO MORE RISE TO TAKE ITS PLACE. When a die is knocked out from the Team Affiliation, the Watcher may spend a d8 or greater out of the doom pool to add two additional dice to the mob, to a maximum of 6d8.

Do your heroes need a bit more of a fight? Add in the following mob! (Note that the Officer's SFX only works if the regular Expert Hydra Troopers are knocked out.)

Expert Hydra Heavy Troopers

AFFILIATIONS: TEAM 2D8

- Hydra Armor d6
- Heavy Blasters d8

SFX: HEAVY ORDINANCE. The Watcher may spend d6 from the doom pool to step up or double Heavy Blasters for one action.

ACTION SCENE: "AVENGERS" ASSEMBLED

There isn't much time to rest as the race to the missile silo—there are eight minutes and twenty-three seconds on the oversized countdown clocks everywhere! Our heroes pass through the Genetics Experimentation Lab, where they encounter the four fauxvengers again. (Also in tubes nearby are twisted parodies of other classic Avengers, all asleep. Throw a Wasp, Yellowjacket, Vision, and the Scarlet Witch back there.) Scene distinctions in the area include **NOT MUCH ROOM TO MANEUVER**, **STRANGE SCIENCE!**, and **TICKING CLOCK**.



ACTION SCENE: BUCKY, NOOOOOO!

Once past this obstacle, the heroes head to the missile silo where Lascombe and several Hydra troopers are about to launch the missile. On Lascombe's action, the Watcher can spend a d12 out of the doom pool to prematurely launch the missile. If he does, add THE MISSILE threat to the action.

Special notes about the missile: After the launch action, the missile leaves the silo. At this point, the heroes are either considered to be in the missile chase (either actually chasing after the missile, on the missile, or tracking it and hacking through satellites) or the heroes are in the silo, fighting Hydra. Each time the missile takes an action from this point, it uses its **IMPENDING DEATH AND DESTRUCTION SFX** with its **SUPERSONIC FLIGHT** power, only affecting the heroes in the missile chase. If all of the heroes involved in the missile chase are stressed out, the missile gets away. When the Watcher determines who goes next, he or she cannot choose the missile twice in a row. Heroes that are capable to pursue the missile can opt to leave the silo and join the missile chase.

Scene Distinctions

At the silo, we have a **BLARING ALARM**, **CATWALKS**, and **BLAST SHIELDS**. In the air, we have **CLEAR SKIES AHEAD**, **FREEZING COLD WIND**, and **FLYOVER COUNTRY BELOW**.

EDGAR LESCOMBE, HYDRA AGENT

AFFILIATIONS: SOLO D8 | BUDDY D6 | TEAM D10

DISTINCTIONS: RUTHLESS | AMITIOUS LEADER | HAIL HYDRA!

HYDRA ARSENAL

PERSONAL SIDEARM D6

HYDRA ARMOR D6

SFX: HAIL HYDRA! Step up or double any **HYDRA ARSENAL** die on your next roll, or spend a die from the doom pool to do both, then shutdown that power. Activate an opportunity to recover the power or during a Transition Scene.

LIMIT: GEAR. Shutdown **HYDRA ARSENAL** power and add a die to the doom pool.

Spend a die from the doom pool to recover gear.

SPECIALTIES: BUSINESS MASTER D10 | COMBAT EXPERT D8 | MENACE EXPERT D8

EXPERT HYDRA TROOPERS

AFFILIATIONS: TEAM 2D8

HYDRA ARMOR D6

SMALL ARMS D6

SFX: CUT OFF ONE LIMB... If both Team Affiliation dice are knocked out in one action, the Watcher may spend a d8 or greater out of the doom pool to reset the Team Affiliation to d10.

THE MISSILE

AFFILIATIONS: SOLO 4D8

DISTINCTIONS: WEAPON OF MASS DESTRUCTION

SUPERSONIC FLIGHT D10

HARDENED ARMOR D10

SFX: LAUNCH: For each hero in the silo add d6 and keep an additional effect die. Once the missile is airborne, the missile may not use this SFX.

SFX: IMPENDING DEATH AND DESTRUCTION: For each hero in the missile chase, add d6 and keep an additional effect die. This SFX only deals emotional stress.

LIMIT: LARGE-SCALE THREAT: Defeat SOLO dice (with d10 physical stress) to reduce the scale of the treat.

LIMIT: PREPROGRAMMED FLIGHT: The Watcher must choose a hero character to act after the Missile has acted.

SPECIALTIES: MENACE MASTER D10

AFTERMATH

If the heroes couldn't stop the missile

Stop everything.
Pick up CIVIL WAR.
Begin.

Nobody cares about Stamford; everyone is focused on what your heroes did. The big inciting event for CIVIL WAR in your game is probably going to be how your heroes decided to run in blindly instead of scouting the site or how your heroes didn't call SHIELD for backup. Either way, your team is probably going to be known as the ones that couldn't stop the heartland from dying. When the Stamford event happens, that's the final nail in the coffin—the SHRA will be fast-tracked through Congress.

Meanwhile, in major cities across North America, there will be plenty of riots and villains taking advantage of the mass chaos. SHIELD is hard-pressed to take over policing in major cities and, in some areas, martial law may be put into effect.

For the long-term ramifications, Dr. Reed Richards may head up an effort to clean up the Ogalalla and lessen the impact of the environmental damage. Hydra's "killing of the country" won't be a clean kill, but it will severely damage the United States for years to come. Even if your group doesn't transition over to CIVIL WAR, there is good fodder for humanitarian missions, story arcs to clear one's reputation, and perhaps advance that SECRET INVASION storyline you've been thinking about to the forefront.

You know you've been thinking about it.

If the heroes stopped the missile

Good job—that was tough!

You've dealt a serious blow to a revitalized Hydra. Although in the aftermath of the fight at the Hydra base, several members of the organization will have undoubtedly gotten away and could come back as a recurring threat to you and your team. Other threats to consider: Did the heroes manage to capture the faux-Avengers? What about the ones that hadn't been decanted? They might just throw off their green and yellow gear and come back as your very own *Squadron Sinister*.

Good news though: SHIELD looks a bit more favorable towards you and maybe *The Daily Bugle* will publish an article about you that's not entirely one-sided. ("Spider-Man Bungles Into Hydra Plot, Almost Kills Us All.") There's also a chance you'll get a photo op with the President of the United States.

Lescombe's corporation will undoubtedly be investigated and might have ties to other criminal organizations.

The abandoned Hydra base... Hmm, there's something to consider. After SHIELD is done with it, you've got to ask—does your team have a high-tech headquarters? Granted, there was a half ton of toxic chemicals on the premises for who knows how long, there may be secret entrances that Hydra could return through to do harm, and SHIELD might have missed a few booby traps or two when they cleaned out the place—but hey, doesn't that just make life fun?

UNLOCKABLES

5XP – FRIENDLY NEIGHBORHOOD SUPERHERO – Your actions in the city haven't gone unnoticed. Step up Specialty Stunts involving interacting with city leaders or citizens by +1, until something happens to decrease your fame.

10XP – THE REAL DEAL – Time to call in the Avengers. Captain America and Iron Man arrive on the scene. The two Avengers arrive during the battle in the Hydra base against the faux-Avengers. Captain America will do battle with The Militant, taking him out of the action for the scene. Iron Man will do the same with Karl. (5XP to bring in just one of them.)

During the missile silo scene, Captain America will provide a Shield Smash d10 support action for fighting Hydra troopers or Lascombe. Iron Man will provide a Hacking d10 support action for disabling the missile once it is launched.

