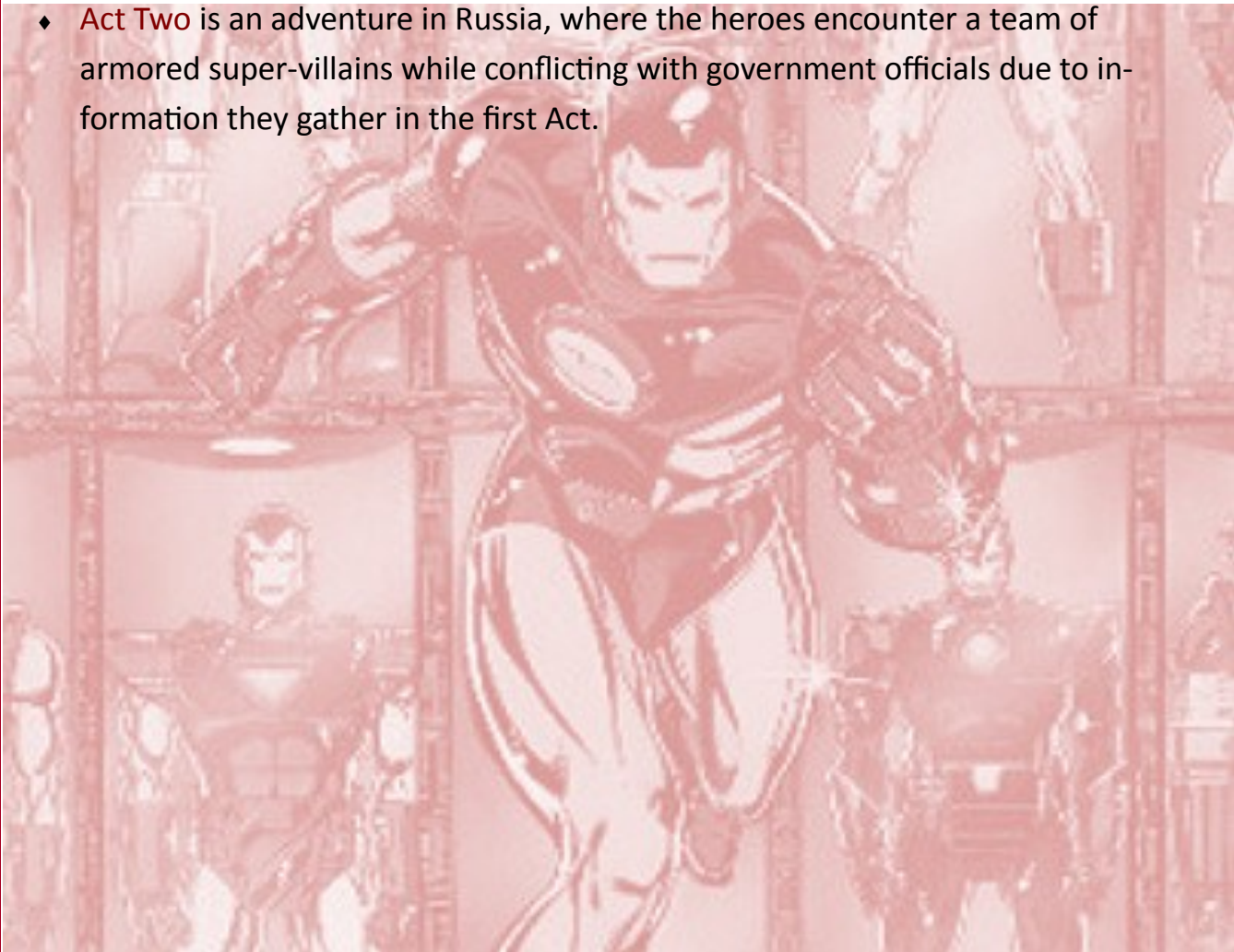


# ARMOR WARS

*Advanced Idea Mechanics (A.I.M.) is using stolen Stark technology to build armored super-villains.*

## STRUCTURE OF THE EVENT

- ♦ **Act One** is where the heroes encounter hired goons stealing Iron Man technology from Stark operation facilities.
- ♦ **Act Two** is an adventure in Russia, where the heroes encounter a team of armored super-villains while conflicting with government officials due to information they gather in the first Act.



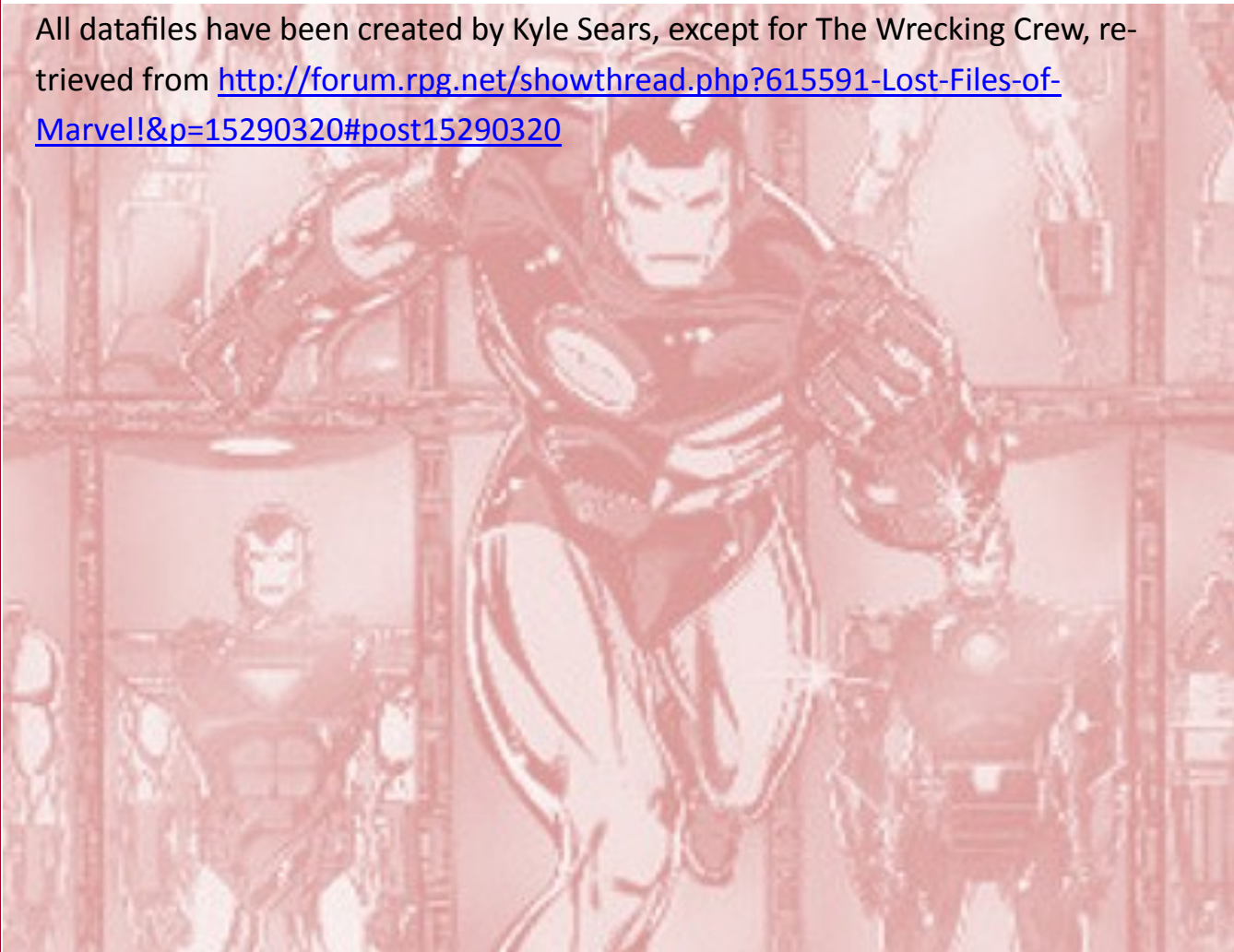
# ACKNOWLEDGEMENTS

This work is fan made. All publicly recognizable characters, settings, etc. are the property of their respective owners. The author is in no way associated with the owners, creators, or producers of any previously copyrighted material. No copyright infringement is intended.

Marvel characters, locations, names, artwork and everything related to them is © Marvel Comics.

Marvel Heroic Roleplaying is © Margaret Weis Productions. You cannot use this EVENT without a copy of MHR Operations Manual. You won't be disappointed! Go buy one!

All datafiles have been created by Kyle Sears, except for The Wrecking Crew, retrieved from <http://forum.rpg.net/showthread.php?615591-Lost-Files-of-Marvel!&p=15290320#post15290320>



# EVENT MILESTONES

## IN THE WRONG HANDS

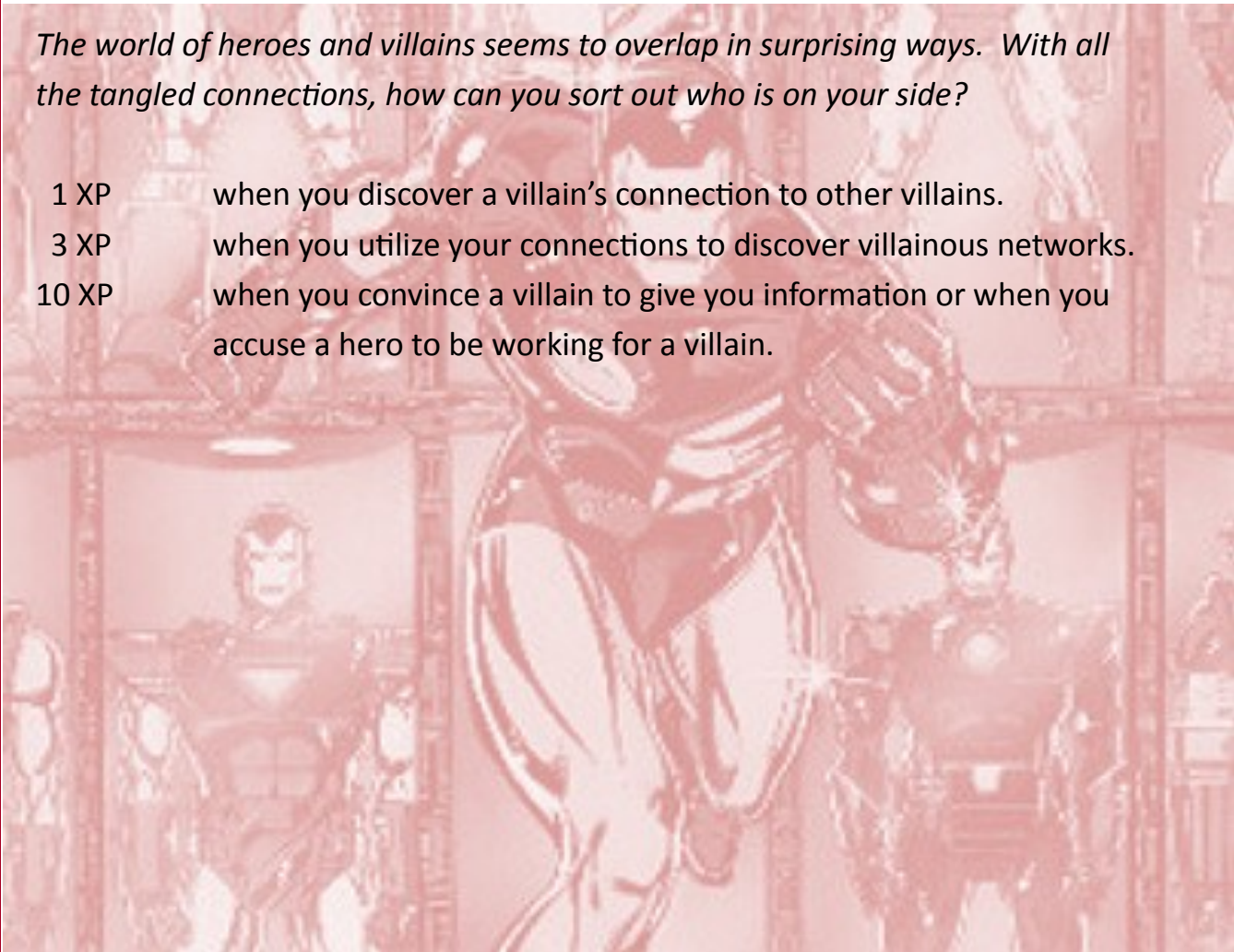
*Technology can be dangerous in the wrong hands, but how far will you go to protect the world from unchecked advancement?*

- 1 XP      when you use technology to combat technology.
- 3 XP      when you confront someone using stolen technology.
- 10 XP     when you destroy a hero's armor technology or when you prevent a hero from destroying armored technology.

## TANGLED WEB

*The world of heroes and villains seems to overlap in surprising ways. With all the tangled connections, how can you sort out who is on your side?*

- 1 XP      when you discover a villain's connection to other villains.
- 3 XP      when you utilize your connections to discover villainous networks.
- 10 XP     when you convince a villain to give you information or when you accuse a hero to be working for a villain.





# ACT ONE:

## STEALING STARK TECH

The first Act involves the heroes discovering that Stark technology is being stolen by A.I.M. It involves the heroes interrupting a break-in at Stark Industries, as well as discovering A.I.M.'s connections to the thefts.

### SETTING: STARK INDUSTRIES

Stark Industries is a state-of-the-art, multi-billion dollar complex located on the shore of Long Island Sound. Over two-square miles, the facility features extensive research and manufacturing facilities and the vast corporate offices that make up the backbone of Stark Industries.

### PROMINENT LOCATIONS

#### MAIN FACTORY COMPLEX

The main factory complex includes science labs and testing facilities. **STARK TECHNOLOGY** is found everywhere. Additionally, **LARGE MACHINERY** is located throughout the factory.

#### CORPORATE OFFICES

The corporate offices have **FRIGHTENED EMPLOYEES**, including scientists and security officers.

## HOOK: FANTASTIC DISCOVERY

While examining the Mind Control Disc that Mr. Fantastic took from the Controller during the breakout at the Raft, Reed Richards makes a fantastic discovery. Conferring with Tony Stark, Richards concludes that the Disc contains elements of Stark technology, specifically Iron Man technology. The discs seem to include a power signature similar to the reactor powering Tony's armored suit.

Suddenly, alarms indicate that there is a break-in in progress at Stark Industries.

## DOOM POOL

The **Doom Pool** begins at **2D6** for this Act.



6

6

## BUILDUP: GETTING TO THE ACTION

Some heroes may elect to engage the break-in at Stark Industries. Since it is in New York City, getting there shouldn't be a problem. However, some heroes may choose to investigate Controller's actions, including finding out who he is working for. Working with S.H.I.E.L.D. or other connections, the heroes will discover that A.I.M. has been operating out of a warehouse district near the East River in New York City.

## ACTION: WRECKING CREW

---

*Upon arriving at Stark Industries, the heroes discover that the recently escaped Wrecking Crew have made their way past the security systems and infiltrated the R&D area.*

The Wrecking Crew have been hired by A.I.M. to steal Stark technology.



## OPTIONS WITH WRECKING CREW

---

If none of the heroes investigate A.I.M.'s warehouse, then include a mob of A.I.M. agents along with the Controller and the Fixer keeping hostages in the corporate offices. (See AW11-12 for datafiles).



# WRECKER (Dirk Garthwaite)

TEAM

10

BUDDY

6

SOLO

8

VIOLENT TENDENCIES

MISOGYNIST

ONCE DEFEATED



## NORN QUEEN'S GIFT

SUPERHUMAN DURABILITY

10

GODLIKE STRENGTH

12

SUPERHUMAN STAMINA

10

SFX: *Collateral Damage*. Add D6 and step up effect die by +1 when adding to the Doom Pool.

SFX: *Invulnerable*. Spend a die from doom pool to ignore physical stress or trauma unless caused by mystical attacks.

Limit: *Asgardian Magic*. Shutdown Norn Queen's Gift when effected by Asgardian magic, and add D6 to doom.

## ENCHANTED CROWBAR

GODLIKE DURABILITY

12

WEAPON

10

SFX: *Power Reservoir*. Spend a die from doom pool to recover Norn Queen's Gift, or Wrecking Crew powerset from any other member of the gang.

Limit: *Gear*. Shutdown Enchanted Crowbar and add D6 to doom pool. Spend a die from doom pool to recover.

MENACE EXPERT

8

CRIME EXPERT

8

COMBAT EXPERT

8



# THUNDERBALL (Eliot Franklin)

TEAM

10

BUDDY

8

SOLO

6

GIFTED PHYSICIST

CAREER CRIMINAL

STREET FIGHTER



## WRECKING CREW

SUPERHUMAN DURABILITY

10

SUPERHUMAN STRENGTH

10

SUPERHUMAN STAMINA

10

SFX: *Collateral Damage*. Add D6 and step up effect die by +1 when added to doom pool.

SFX: *Invulnerable*. Spend a die from doom pool to ignore physical stress or trauma unless caused by mystical attacks.

Limit: *Asgardian Magic*. Shutdown Wrecking Crew when effected by Asgardian magic, and add D6 to doom.

## WRECKING BALL

SUPERHUMAN DURABILITY

10

WEAPON

10

SFX: *Throw*. Step up or double Weapon against a single target, then discard the highest rolling die and keep three dice for the total.

Limit: *Gear*. Shutdown Wrecking Ball and add D6 to doom pool. Spend a die from doom pool to recover.

SCIENCE MASTER

10

CRIME EXPERT

8

COMBAT EXPERT

8





## BULLDOZER (Henry Camp)

TEAM

10

BUDDY

8

SOLO

6

DRILL SERGEANT

CAREER CRIMINAL



### WRECKING CREW

SUPERHUMAN DURABILITY

10

SUPERHUMAN STRENGTH

10

SUPERHUMAN STAMINA

10

SUPERHUMAN SPEED

10

SFX: *Collateral Damage*. Add D6 and step up effect die by +1 when added to doom pool.

SFX: *Human Battering Ram*. Include SUPERHUMAN SPEED in any attack already including SUPERHUMAN STRENGTH against a single target, then discard the highest rolling die and add three dice for the total.

SFX: *Invulnerable*. Spend a die from doom pool to ignore physical stress or trauma unless caused by mystical attacks.

Limit: *Asgardian Magic*. Shutdown Wrecking Crew when effected by Asgardian magic, and add D6 to doom.

MENACE EXPERT

8

CRIME EXPERT

8

COMBAT EXPERT

8



# PILEDRIIVER (Brian Calusky)

TEAM

10

BUDDY

8

SOLO

6

GOOD OL' FARMBOY

LOYAL TO THE CREW



## WRECKING CREW

SUPERHUMAN DURABILITY

10

SUPERHUMAN STRENGTH

10

SUPERHUMAN STAMINA

10

SFX: *Collateral Damage*. Add D6 and step up effect die by +1 when added to doom pool.

SFX: *Massive Fists*. Spend a die from doom pool to step up or double SUPERHUMAN STRENGTH for one action.

SFX: *Invulnerable*. Spend a die from doom pool to ignore physical stress or trauma unless caused by mystical attacks.

Limit: *Asgardian Magic*. Shutdown Wrecking Crew when effected by Asgardian magic, and add D6 to doom.

MENACE EXPERT

8

CRIME EXPERT

8

COMBAT EXPERT

8



## ACTION: READY A.I.M.? FIRE!

*The heroes appear at the warehouse to find it in the middle of a relocation. Crates containing research supplies, as well as heavy machinery lies scattered about. A.I.M. scientists and guards are there, as well as Adaptoids. The Controller and the Fixer are overseeing the move. The Controller datafile is in the Breakout mini by Margaret Weis Productions.*

The heroes will encounter a mob of A.I.M. scientists and guards, as well as a mob of Adaptoids. Staying behind the mob is Controller and Fixer. The Controller will seek to plant a Mind Control Disc on at least one of the heroes, preferring to allow them to do his dirty work. The Fixer can use his electro-neutralizer to fight against armored heroes like Iron Man, and will take the first opportunity he has to do so.

### MOB OF A.I.M. AGENTS

#### TEAM



#### STRATEGIC

MINIONS

LETHAL



#### MOB TRAITS

SMALL ARMS FIRE



SURROUND



SFX: *Area Attack*. Target multiple opponents. For every additional target, add D6 and keep +1 effect die.

Limit: *Mob Cohesion*. Defeat TEAM dice (with D10 stress) to reduce mob.



## MOB OF ADAPTOIDS

TEAM

8

8

8

8

8

ROBOTIC

ARTIFICIAL INTELLIGENCE

CONTROLLED



### MOB TRAITS

ENHANCED STRENGTH

8

MIMIC

10

SFX: *Adaptoid Mimic*. When targeting an opponent with MIMIC, use an extra effect die to create an asset based on your choice of target opponent's powerset. Can have up to three active MIMIC powers.

Limit: *Mob Cohesion*. Defeat TEAM dice (with D10 stress) to reduce mob.

Limit: *Cosmic Awareness*. Adaptoids are unable to mimic cosmic powers.

## FIXER

TEAM

10

BUDDY

8

SOLO

6

UNORTHODOX

BETTER THAN YOU

CHILDHOOD PRODIGY



### WEAPONIZED ARMOR

SUPERSONIC FLIGHT

10

ENHANCED DURABILITY

8

GUIDED MISSILES

8

ENHANCED STRENGTH

8

SFX: *Electro-Neutralizer*. Step up effect die on attacks against armored opponents and create a complication that shuts down powerset powers.

SFX: *Organic Transformation*. Step up effect die to create an asset, then shutdown highest rated powerset. Spend a die from the doom pool to recover.

Limit: *Inflated Ego*. Step up emotional stress when receiving physical stress from opponents without tech expert specialty or higher.

TECH MASTER

10

COMBAT EXPERT

8

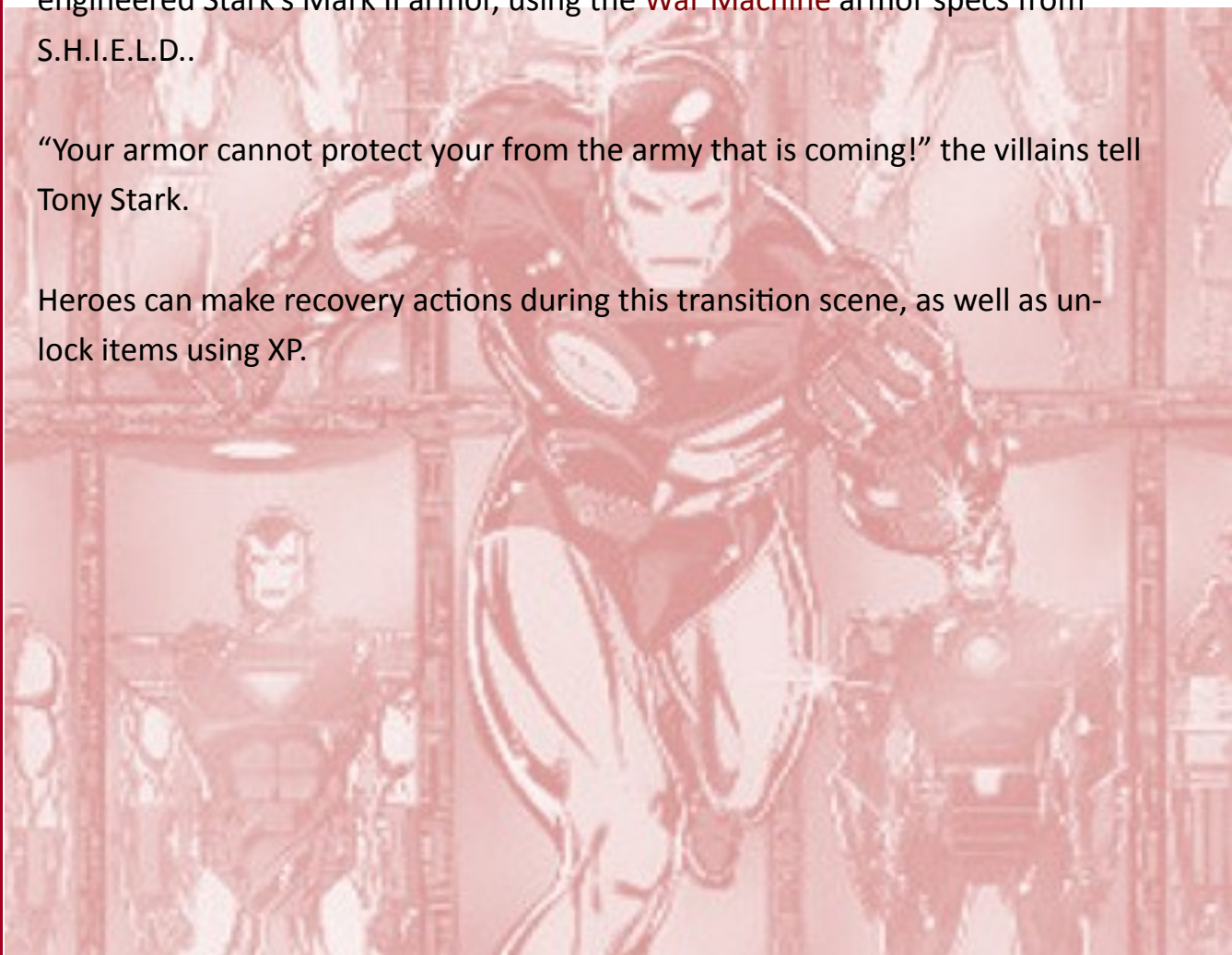
## TRANSITION: WHO DO YOU WORK FOR?

Upon capturing the Wrecking Crew, the heroes discover that they were approached by Controller immediately following the breakout, promising a big score. They had been paid by A.I.M. to steal Stark technology, specifically **updated armor designs**. Further inquiry indicates that **A.I.M. has access to Mark II designs from agents working within S.H.I.E.L.D.**

As the other team is cleaning up the warehouse, they discover that A.I.M. is selling the Iron Man armor designs through a dummy corporation known as **Echidna Capital Management**. Working with **Justin Hammer** (a business rival of Tony Stark's), Echidna has provided HYDRA and the U.S. government—including S.H.I.E.L.D.—with Iron Man specs. Hammer has successfully reverse-engineered Stark's Mark II armor, using the **War Machine** armor specs from S.H.I.E.L.D..

"Your armor cannot protect you from the army that is coming!" the villains tell Tony Stark.

Heroes can make recovery actions during this transition scene, as well as unlock items using XP.



## UNLOCKABLES

*In addition to the usual ways to spend XP, players pursuing the following milestones can spend XP on the unlockables below:*

[5 XP/10 XP] **In the Wrong Hands:** For 5 XP, players can unlock an EMP Bomb:

SFX: *EMP Bomb*. Target multiple tech-based opponents. Add a D6 or step up the lowest die in the doom pool by +1 for each target and add them to your dice pool. Return added dice to doom pool and shutdown EMP Bomb.

For 10 XP, players can upgrade their hero using Iron Armor powerset:

### IRON ARMOR

SUPERHUMAN STRENGTH

10

SUPERHUMAN DURABILITY

10

SUBSONIC FLIGHT

8

REPULSORS

8

SFX: *Area Attack*. Target multiple opponents. For every additional target, add D6 and keep +1 effect die.

SFX: *Boost*. Shutdown highest-rated IRON ARMOR power to step up another IRON ARMOR power by +1. Recover power by activating an opportunity or during a Transition Scene.

Limit: *Power Surge*. Shutdown highest-rated power to gain 1 PP. Take an action vs. the doom pool to recover..

Iron Man can upgrade his Powered Armor to Stealth Armor:

### STEALTH ARMOR

SUPERHUMAN STRENGTH

10

SUPERHUMAN DURABILITY

10

INVISIBILITY

10

A.I. REFLEXES

10

SFX: *Boost*. Shutdown highest-rated IRON ARMOR power to step up another IRON ARMOR power by +1. Recover power by activating an opportunity or during a Transition Scene.

SFX: *Force Field*. Shutdown INVISIBILITY and step up SUPERHUMAN DURABILITY by +1. Activate an opportunity to recover.

Limit: *Power Surge*. Shutdown highest-rated power to gain 1 PP. Take an action vs. the doom pool to recover..



## UNLOCKABLES

[5 XP/10 XP] **Tangled Web:** For 5 XP, players can unlock one villain's turn toward good. After using this villain as an information resource, the villain sees the error of his ways and agrees to become a hero. For 10 XP, the hero can bring the villain along in Act 2 to help in one action scene. The villain then leaves on good terms with the heroes.



# ACT TWO:

## THE ARMORED ARMY

The second Act involves the heroes confronting Maria Hill regarding S.H.I.E.L.D.'s involvement in leaking technology specs, and the confrontation with the Armored Army.

### SETTING: HYDRA BASE, LAKE BAIKAL

HYDRA has a secret base on an island in Lake Baikal, Serbia. Heroes with Russian connections (Black Widow, Colossus) will find familiarity with the region and may make use of connections in the area.

### PROMINENT LOCATIONS

#### MUNITIONS DEPOT

HYDRA keeps a well-stocked munitions depot, including **BALLISTIC MISSILES** and **ARMORED VEHICLES**.

#### UNDERGROUND BASE

To keep their secrets, HYDRA has constructed the base mostly underground. A network of tunnels, built with **REINFORCED WALLS** connects rooms filled with **HIGH-TECH SECURITY**.

## HOOK: SOLD OUT

Tony Stark has just learned that his armored suit technology has fallen into the hands of HYDRA and A.I.M.. Worse of all, it seems his business rival Justin Hammer has been working with S.H.I.E.L.D., providing Iron Man technology to the U.S. government.

## DOOM POOL

The **Doom Pool** begins at **2D6** for this Act.



6

6

## BUILDUP: GETTING TO THE ACTION

Some heroes may go with Tony to confront Maria Hill at the S.H.I.E.L.D. Helicarrier.

Others may investigate HYDRA locations with new energy signatures and discover interesting developments in the remote parts of Serbia.



## ACTION: THE HAMMER FALLS

Aboard the Helicarrier, Maria Hill is confronted by the heroes. She denies that S.H.I.E.L.D. hired Justin Hammer to reverse-engineer the War Machine armor (based on Iron Man's Mark II armor) in order to develop their own Iron Man program. However, the U.S. government has been working with Hammer to create their own armored soldiers. S.H.I.E.L.D. feared that Tony Stark having proprietary rights to the armor was unsafe for global security, and needed a backup plan in case Iron Man fell or turned against S.H.I.E.L.D..

If threatened, Hill will order the heroes off the Helicarrier immediately. The team still requires S.H.I.E.L.D. clearance and therefore must take orders from her seriously. If they resist, she will call for Mandroids to intervene.

### MOB OF MANDROIDS

TEAM

8 8 8 8 8

INTELLIGENT

LETHAL

UNCARING



#### MOB TRAITS

FLIGHT 6

ARMOR PLATING 8

FORCE PROJECTION 10

SFX: *Blaster Arm*. Target multiple opponents. For every additional target, add D6 and keep +1 effect die.

SFX: *Power Claw*. Create a complication using FORCE PROJECTION and step up effect die by +1.

Limit: *Team A.I.*. Defeat TEAM dice (with D10 stress) to reduce mob.

When the Mandroids are defeated or if the Doom Pool increases by two, War Machine comes to the aid of SHIELD forces.

If Iron Man is present, War Machine attempts to talk him down from attacking. Tony can choose to resist by rolling against the attempt. If War Machine is successful, his effect die can create a FRIENDLY FIRE complication.

## WAR MACHINE

TEAM **6**

BUDDY **8**

SOLO **10**

MILITARY MIND

FAITHFUL FRIEND

"I'LL TAKE THEM ALL"



### POWERED ARMOR

SUPERSONIC FLIGHT **10** ENHANCED DURABILITY **8**

SUPERHUMAN STRENGTH **10** ENHANCED REFLEXES **8**

SFX: *Energy Absorption*. On a successful reaction against an energy attack, convert opponent's effect die into a Powered Armor stunt or step up Powered Armor power by +1.

SFX: *Boost*. Shutdown highest rated Powered Armor power to step up another by +1. Recover by activating an opportunity.

Limit: *Friendly Fire*. Step up emotional stress by +1 when counterattacked by heroes, and add a D6 to the doom pool.

### WEAPONS CONSOLE

REPULSORS **8**

MISSILES **6**

GATTLING GUN **6**

ROCKET LAUNCHER **10**

SFX: *Unibeam*. Step up or double REPULSORS, or spend 1 PP to do both, then shutdown REPULSORS. Activate an opportunity to recover.

SFX: *Precision Strike*. If using Missiles or Rocket Launcher, replace two dice of equal size for one die +1 larger.

Limit: *Limited Ammo*. Shutdown Weapons Console power and add D6 to doom pool.

TECH EXPERT **6**

COMBAT MASTER **8**

## ACTION: ARMORED ARMY

As the heroes make their way to Lake Baikal, they are welcomed with guided missiles that attempt to bring them down. HYDRA's security drones have detected their approach (unless using Stealth Armor).

On the island, they battle the Armored Army (Crimson Dynamo, Titanium Man, Iron Monger, Blizzard, and Beetle). Crimson Dynamo and Titanium Man prefer to hang back, attacking from a distance while sending the others into the fray. Crimson Dynamo can control other electronic devices, including powered armor. Titanium Man can use his tractor beam to keep armored heroes immobilized.

### BEETLE (Abner Jenkins)



TEAM 8

BUDDY 6

SOLO 4

OVERLOOKED

DOWN BUT NOT OUT

PUPPET

### MOBILE ARMORED CYBER-HARNESS (MACH-1)

SUBSONIC FLIGHT 8

SUPERHUMAN DURABILITY 10

ENHANCED REFLEXES 8

SUPERHUMAN STRENGTH 10

SFX: *Electro-bite*. Targets multiple opponents. For every additional opponent, add D6 to dice pool and keep additional effect die.

SFX: *Proximity Alarm*. Add a D6 on reaction rolls against physical stress attacks. You may include an extra die in your results.

SFX: *See It Coming*. On a successful reaction against physical stress attacks, inflict emotional stress with your effect die at no cost. Spend doom pool to step up by +1.

Limit: *Power Supply*. Step up stress focused on MACH-1 and add D6 to doom pool.

TECH EXPERT 6

COMBAT EXPERT 6



## BLIZZARD (Donny Gill)

TEAM 8

BUDDY 6

SOLO 4

B-TEAM

CONFLICTED

FOREVER ALONE



### CRYOGENIC ARMOR

ENHANCED STRENGTH 8

ENHANCED DURABILITY 8

CRYOGENIC BLASTERS 10

SFX: *Ice Missiles*. When using CRYOGENIC BLASTERS target multiple opponents. For every additional opponent, add D6 to dice pool and keep additional effect die.

SFX: *Wall of Ice*. Create a persistent asset without spending doom pool. You may step up your effect die by +1.

Limit: *Getting' Hot in Hurr*. Step up heat-related physical stress and add D6 to doom pool.

TECH EXPERT 6

COMBAT EXPERT 6



## IRON MONGER (Obadiah Stane)



TEAM **6**

BUDDY **4**

SOLO **8**

RUTHLESS

OVER-COMPENSATING

HOSTILE TAKEOVER

### POWERED ARMOR

SUPERHUMAN STRENGTH

**10**

SUBSONIC FLIGHT

**8**

SUPERHUMAN DURABILITY

**10**

REPULSORS

**8**

SFX: *Chest Laser*. Step up or double REPULSORS against a single armored opponent. Remove the highest rolling die and add 3 dice for total.

SFX: *Focused Rage*. Add D6 when making emotional attacks and step back highest die in pool by -1. Step up emotional stress die by +1.

Limit: *Power Supply*. Step up physical stress focused on armor and add D6 to doom pool.

BUSINESS MASTER

**8**

SCIENCE MASTER

**8**



# TITANIUM MAN (Boris Bullski)



TEAM 8

BUDDY 6

SOLO 10

RED MENACE

SOVIET SPY

SOMETHING TO PROVE

## POWERED ARMOR

SUPERHUMAN STRENGTH

10

SUPERHUMAN DURABILITY

10

SUPERSONIC FLIGHT

10

ENHANCED STAMINA

8

SFX: *Resistance*. Spend doom pool die to ignore stress from toxins.

SFX: *Boost*. Shutdown highest rated Powered Armor to step up another by +1. Recover power by activating an opportunity.

Limit: *Thin-Skinned*. Step up emotional stress when mocked and add D6 to doom pool.

## WEAPONS

REPULSORS

8

INVISIBILITY

8

ENHANCED REFLEXES

8

SFX: *Tractor Beam*. Step up or double REPULSORS against a single armored opponent.

Remove the highest rolling die and add 3 dice for total. Add complication "IMMOBILIZED" for free.

SFX: *Laser Eyes*. Targets multiple opponents. For every additional opponent, add D6 to dice pool and keep additional effect die.

SFX: *Cloaking*. When using Invisibility, you may replace two dice of equal size with one +1 step larger.

Limit: *Power Supply*. Step up physical stress focused on armor and add D6 to doom pool.

COMBAT EXPERT

6

COVERT MASTER

8



## CRIMSON DYNAMO (Anton Vanko)

TEAM

10

BUDDY

6

SOLO

8

WHAT DOES THIS DO?

SABOTEUR

CONFLICTED ALLIANCE



### POWERED ARMOR

SUPERHUMAN STRENGTH

10

SUPERHUMAN DURABILITY

10

SUPERSONIC FLIGHT

10

ENHANCED REFLEXES

8

SFX: *Boost*. Shutdown highest rated Powered Armor to step up another by +1. Recover power by activating an opportunity.

Limit: *Short Circuit*. Step up physical stress against water-based attacks and add D6 to doom pool.

### WEAPONS

REPULSORS

8

MISSILES

8

ELECTRONIC CONTROL

10

SFX: *Override*. Step up or double ELECTRONIC CONTROL against a single armored opponent. Remove the highest rolling die and add 3 dice for total. Add complication "CONTROLLED" for free.

SFX: *Disruptor*. Targets multiple opponents. For every additional opponent, add D6 to dice pool and keep additional effect die.

Limit: *Power Supply*. Step up physical stress focused on armor and add D6 to doom pool.

TECH EXPERT

6

SCIENCE MASTER

8

## CONCLUSION: TWO SHALL RISE

Use the conclusion to set up your next arc. Or use the following:

The heroes intercept communications from Madame Hydra, indicating that the armored tech was just the beginning of HYRDA's plans. They have also been placing spies in key positions, including SHIELD. Reports include a successful deployment in Eastern Europe and a secret assassin codenamed "Winter Soldier".

