

Return to the Viper's™ Pit

Expanding your MARVEL SUPER HEROES™ campaign

by Kim Eastland

Creating a module, like many other things in this world, is a group effort. When the writer/designer has finished his manuscript, it still goes through many hands, including those of editors, artists, layout persons, and so on. This is a great system because additional creative input sharpens the product. Sometimes, of course, things get left out or aren't completely explained. This article wraps up a glitch or two in my MARVEL SUPER HEROES™ Module, *Pit of the Viper™*, and adds new material to the module as well.

A few of the creative people who helped put this module together deserve credit for their work. Dennis Kauth took my rough concepts for the fold-ups and turned them into beautiful pieces of three-dimensional machine art. Jeff Butler did the great artwork on the 3-D characters (as usual), and John Meyers put together the finished product. All three of these artists did a splendid job, and I thank them.

A few corrections

The top of the Nihilist™ Complex Map page is north. This will help the Judge tie it into the larger city map from the boxed set. The smaller Warehouse Map on the same page should have a line of crates running along its west wall. Behind these crates is the pneu-tube entrance to the complex. The doorway on the south wall of the warehouse leads to the retail outlet in the front. Also, add a monitor in the southeast corner of the Flight Deck, area II.

Note that the recharging stations in the complex are used for cyborgs, electric carts, and laser weapons.

The "tented" picture of Captain America™ is actually a dartboard. Just prick it with a pin a few times so that

the characters will notice it when they enter Viper's room.

Additional material

During the laying out of the cut-outs, extra room was created due to Dennis's superior organizational ability, and last-minute additions were implemented to give the most cut-outs for the money. Everyone involved felt it would be fun for us to give the creative Judges out there something to play with. Here are some suggested statistics for the new "toys" we added.

Missiles and rockets — Range: 20 areas; Damage: 50 (one use); Body: Excellent; Speed: Excellent. The only difference between the two is that a rocket is fired in a specific direction and will continue in a straight line until it strikes something or reaches the end of its range.

A missile is guided (Control: Remarkable) and can home in on one target. It will follow the target and explode either upon impact with it, upon impact with an obstacle that suddenly appears between it and the target, or upon reaching the end of its flight range. The addition of rockets or missiles to an Attack Sled reclassifies it as an N-3 Attack Sled. Rockets and missiles can also be used in a Danger Room, but their damage is reduced to 2.

Laser cannon — Range: 12; Damage: 75; 5 shots before it has to be recharged, but it can only fire every other turn because it overheats. This cannon may be used in a Danger Room, where it only does 2 points of damage and has Incredible Control, or it can be mounted on an Attack Sled. When the cannon is added to an N-3 Attack Sled, the sled is reclassified as an N-4 Attack Sled.

Flying rings — Range: variable (1d10 areas); Damage: 2; Speed: Remarkable;

Control: Amazing. Flying Rings are only used in Danger Rooms for training purposes. Some will expand and entrap the characters inside them if they strike. Others will lay out a smoke screen as they whiz along. The Judge can have a great time throwing these things at unsuspecting heroes who come in for a workout (just like Professor X™ does to the X-Men™).

Tentacle pillar — This is a nasty little trap that can be incorporated into any scenario if the party starts to take things for granted. It's a wonderful defense mechanism designed to look just like a steel girder, stone pillar, etc. In truth, it's a steel trap (Remarkable material) set to unleash its tentacles and ensnare anyone who passes within a few feet of it. It grapples with Remarkable Strength and can attack any one character with up to 4 tentacles.

Gauthits — A "gauthit" is any one of the numerous little jig-a-ma-whats that Dennis tossed into the cut-out sections. Some are simply gas tanks for use in the module; others are obstacles to trip over or toss into melee. Others may be potentially devastating weapons. It is completely up to you and your imagination what can be done with them.

If a Judge is looking for a theme on which to base a MARVEL SUPER HEROES™ campaign, the *Pit of the Viper* module is strongly recommended. It could be the first step in a potential resurrection of Hydra™, that most feared of Marvel's secret, evil organizations. The chilling cry of "Hail, Hydra!" might be just what you need to keep your heroes looking over their shoulders.

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