

MARVEL SUPER HEROES™

Presents: A Heroes Guide to New York



Welcome to New York City!

This booklet is a guide to the center of the Marvel™ Universe, the Isle of Manhattan in the City of New York. It doesn't include an adventure; there aren't any Campaign, Battle, or Aftermath sections here. This is a sourcebook, intended for Judges and players of the MARVEL SUPER HEROES™ game. For a Judge who has never lived in New York City, this book has invaluable information on the city, its organizations, layout, and flow. For a Judge who lives in New York City, this book explains how Marvel's New York differs from the real New York.

This book is set up like any good guidebook, with sections on famous sights and sites, the best restaurants and discos, theaters, and museums, and how to get from place to place. A few unusual sections have been added, such as notes on the forces of law and disorder, and hero-watching tips.

This guidebook concentrates on Manhattan, but Manhattan is only one of five New York boroughs; the other four are the Bronx to the north, Queens to the East, Brooklyn to the southeast (former home of the Dodgers), and Staten Island to the far southwest (accessible only by the Staten Island Ferry or the Verrazano Bridge, the world's longest suspension bridge). The New York area spills over into the surrounding counties of New York, Connecticut, and most of Northern New Jersey. This area has a population of 16 million, of which 7 million is in the five boroughs of New York City.

Manhattan itself is divided into seven "tour areas" on the map. At the southernmost tip is *Lower Manhattan*, the oldest section of the city, home of the financial district and Chinatown. North of that is *Greenwich Village* and the *Lower East Side*, including the Bowery. North of these residential areas is *Midtown*, which is the New York most tourists see—tall buildings named Empire, Chrysler, and Baxter, and the Garment and Theater Districts. The *Upper East Side* is old residential neighborhoods, brownstone townhouses, wedding-cake apartments, and huge mansions. Many areas of the *Upper West Side* are under renovation. Already Lincoln Center and other major plazas have been erected on the sites of old tenements. Separating east and west is *Central Park*, 840 acres called New York's "green lung." North of Central Park and the Upper East and West Sides is *Upper Manhattan*, a mostly residential area that includes black and Spanish Harlem.

While reading this guidebook, keep in mind that this is the Marvel version of Manhattan. As a guide to the real Manhattan, this book isn't as reliable as those provided by the New York State Department of Commerce. If you can't find Avengers Mansion on your next trip to The City, remember you were warned.

A Short History of Manhattan

The first European to see the mouth of the Hudson River was the Florentine navigator Giovanni de Verrazano, who claimed the area in the name of the King of France.

Its first white settlers were Dutch, and supposedly bought Manhattan Island from the native inhabitants for \$24 worth of trinkets and baubles. The Dutch lost their colony of New Amsterdam in 1664 to the British, recaptured it in 1673, and then handed it over forever in 1674. The British renamed the area New York, after the Duke of York.

By the time of the American Revolution, the collection of villages at the southern end of Manhattan Island had grown into one of the major seaports of the colonies. Several important battles were fought there, and the city served as the first capital of the new republic.

By 1850, European immigrants swelled the population of New York City over the half-million mark. In 1898, the five counties of Manhattan, Bronx, Queens, Brooklyn, and Richmond (now Staten Island) officially consolidated into the City of New York.

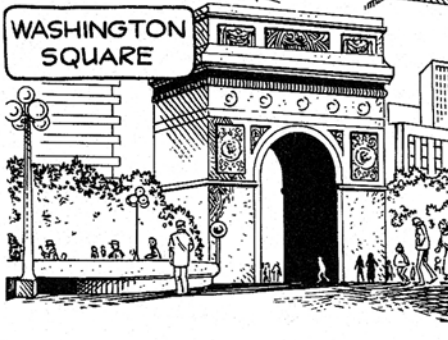
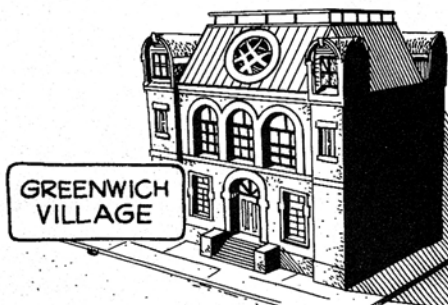
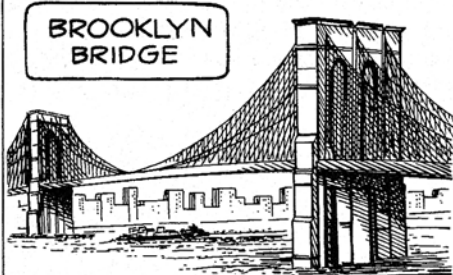
Since its founding, New York has been home to the rich and powerful: the Vanderbilts, Starks, Astors, and Rockefellers. Within the past 20 years, another kind of power has appeared in the city—superpower, embodied in groups like the Avengers and the Fantastic Four. Heroes are drawn to this mecca of urban civilization, as are their opponents—super-powered villains such as Doctor Octopus, Electro, and the Wrecker. Despite the inconveniences created by these costumed fighters, New York City boasts a stable population of 7 million, and the best of theater, cinema, and museum presentations in the country.

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Scenic New York City



LOWER MANHATTAN

Lower Manhattan is Downtown New York, the financial and municipal heart of the city. Extending from Canal Street south to Battery Park, Lower Manhattan is a collection of old and new, of history and modern business. Its narrow streets have a European flavor that even the modern plazas and skyscrapers can't diminish.

World Trade Center — The twin towers, rising 110 stories (1,350 feet) above the plaza below, are the tallest in the city. Observation decks on the 107th floor provide a fine panorama of the southern part of the island, the city, and the Upper Bay. Open daily 9:30 a.m. to 9:30 p.m.

Statue of Liberty — Located on Liberty Island in Upper New York Harbor, this great copper statue of "Liberty Enlightening the World" has served as a beacon for thousands of immigrants coming to America's melting pot. The 151-foot statue, perched atop an 89-foot pedestal, was dedicated in 1886. Tours leave from Battery Park every hour, 9 a.m. to 4 p.m. daily.

City Hall — City Hall and the towering municipal building behind it are the hub of government for the world's largest city. The building, completed in 1811 and renovated in 1958, contains the offices of the mayor. No tours are offered, but the building is open Monday through Friday, 9 a.m. to 5 p.m.

Chinatown — Five Blocks north of City Hall, in the vicinity of Canal Street, is New York's Chinatown, a small area packed with Chinese museums, curio shops, temples, and a full array of Oriental restaurants. Chinatown is a delight year round, and especially in February when Chinese New Year sets this neighborhood alight with parades and fireworks.

New York Stock Exchange — The Nation's Largest Security Market is located just off Wall Street. Over 1,500 firms are members of the exchange, and over 17 million shares are sold on a typical day. A gallery on the second floor lets visitors watch the workings of this incredible market. Open weekdays 10 a.m. to 4 p.m., closed holidays.

Battery Park — Located at the southern tip of Manhattan, Battery Park is the home of New York's famed fire boats, as well as the ferries to Staten Island and the Statue

of Liberty. The park also contains Castle Clinton National Monument, a restored fort that dates back to 1812. The fort is open daily from 9 a.m. to 4:30 p.m.

Brooklyn Bridge — This 100-year-old bridge links Brooklyn with downtown Manhattan. The bridge is a favorite path for joggers, including the living legend of liberty, Captain America.

GREENWICH VILLAGE AND THE LOWER EAST SIDE

The area called "the Village" is really a collection of villages, even more tangled than Lower Manhattan with narrow streets that intersect at odd angles. The area is sprinkled with small shops and houses and historic buildings. The Village has long been a haven for non-conformists and new Bohemians, but with an influx of young professional people seeking city life, the creative rebels are drifting to SoHo (South of Houston Ave.) and the East Village (across Broadway). Even so, Greenwich retains its charm, flavor, and sidewalk cafes.

(Editor's Note: The house pictured here is an excellent example of the the charm and beauty of Greenwich Village. It is the residence of Dr. Stephen Strange, an expert on the occult and paranormal behavior. Unfortunately, no tours are available of this intriguing renovated brownstone.)

Washington Square — This is the heart of the Village, and the gathering spot for the young and talented in Southern Manhattan. Spring and summer days bring out a large contingent of chess players and guitar strummers. The square is dominated by a marble arch dedicated to George Washington. Maintenance on this arch, and many other landmarks, is a daily chore, and major repairs are an occasional necessity due to the high super hero population.

Empire State University — Located east of the East Village, ESU dates back to the 1830s. The campus mixes architectural styles from Georgian to modern. Empire State has several well-known graduates, including Reed Richards and Ben Grimm of the Fantastic Four (and a noted drop-out, the late Lord of Latveria, Victor Von Doom).

Scenic New York City

MIDTOWN

Midtown is the part of New York City that out-of-towners think of first: the dazzling lights of Broadway and the theater district, the bustle and fashion of the nearby garment district, and the tall buildings leading from the center of the city down to the United Nations Building on the East River.

Empire State Building — At the corner of Fifth Avenue and 34th Street, this 102 story structure ruled for many years as the world's tallest (1,250 feet). It still offers a spectacular view of Midtown and Central Park. Finished in 1931, this famous building has weathered storms, collisions with airplanes, and attacks by giant monsters. The observation decks are open daily, 9:30 a.m. to midnight.

Baxter™ Building — Originally designed as a paper-recycling plant, this towering, 420-foot building (35 stories, 12 feet each) is now the headquarters of the Fantastic Four, a group of heroes devoted to protecting the city and the world. Because of the nature of their work, no tours are given of the top five floors, which are fitted as living quarters, laboratories, and headquarters for the group. A multi-media presentation for Fantastic Four Inc. is shown daily on the ground floor from 9 a.m. to 4 p.m.

Rockefeller Center — This city-within-a-city fills the area between Fifth and Sixth Avenue (Avenue of the Americas) and 48th to 52nd Street. The center is a collection of 21 buildings, including the headquarters of RCA, NBC, Roxxon, Time Inc., McGraw-Hill, numerous restaurants, and the Radio City Music Hall (home of the famous Rockettes). One-hour tours are available at 30 Rockefeller Plaza lobby, 10 a.m. to 4:45 p.m.

United Nations Headquarters — Situated on an 18-acre site donated by John D. Rockefeller, the United Nations Building is a monument to the goals of peace and brotherhood. The 159 member nations gather here to discuss, resolve, and recommend action on world problems. Meetings are open to the public, and all speeches are translated into the five official languages (Chinese, English, French, Russian, and Spanish). Guided tours are available daily from 9 a.m. to 4:45 p.m.

Times Square and the Theater District — Times Square was once the start of the

Great White Way, and while that area has fallen on hard times recently, theater in New York City is alive and well. Broadway still reigns as the national center for theatrical arts.

UPPER EAST SIDE

North of Midtown, the skyscraper forest thins out. Tall buildings are still common, but without the frantic gigantism that thrives in Midtown. This area was once the haunt of New York's rich and elite, and many of their mansions have been converted into stylish apartments, exclusive clubs, and expansive museums. As the tourist moves north, the mansions give way to brownstones and private homes.

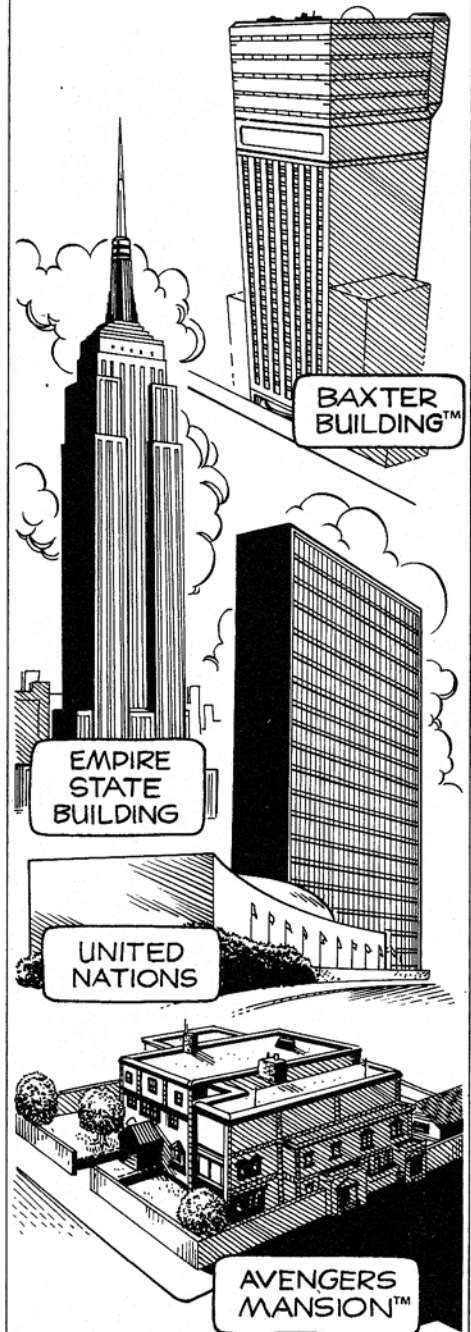
Gracie Mansion — Nestled in Carl Schurz park, this clapboard structure dates back to 1799, and acts as the New York home of the city's mayor. No tours of the mansion are available, but the park is a favorite of strollers, joggers, and dog-walkers.

Avengers™ Mansion — The base of "The World's Mightiest Heroes" was built in 1932 by Howard Stark, founder of Stark Industries (now Stane International). The three-story brownstone building is at 890 Fifth Avenue, between 70th and 71st Street. The third floor of the building houses the Avengers' Quinjets, which are launched over Central Park. Because of the nature of the group's activities, no tours are offered. Visitors also are warned that the mansion is protected by a number of security devices.

Hellfire™ Mansion — Only a few blocks from Avengers Mansion, the Hellfire Mansion is typical of the expansive New York elite style, circa 1900. It was built for, and is still used by, the Hellfire Club, an organization older than this country, whose members are the wealthy and powerful in business and politics. Only members and their guests are allowed inside.

S.H.I.E.L.D.™ Headquarters — The public offices of the Supreme Headquarters International Espionage Law-Enforcement Division, between 59th and 60th Street, are open to the public daily from 9 a.m. to 4 p.m. Hourly tours and a film on the importance of investigative agencies are available.

Roosevelt Island Tramway — Originally a prison, Roosevelt Island is now a



Scenic New York City



contemporary housing development with limited vehicle access. An aerial tram connects the island to Manhattan, leaving every 15 minutes.

UPPER WEST SIDE

The original setting of *West Side Story*, the Upper West Side is rebuilding from the ruins of its past. This area is still a melting-pot, with many racial and ethnic groups within a stone's throw of Lincoln Center, and high-rise condominiums vying for space with renovated brownstones.

Lincoln Center — Situated on Broadway at 65th Street, Lincoln Center is the gem of the Upper West Side. It is the home of the New York Philharmonic, the New York City Ballet and Opera Companies, and the Metropolitan Opera. Guided Tours of the Center are given daily from 10 a.m. to 4 p.m.

American Museum of Natural History, Hayden Planetarium — This huge museum devoted to man and his world contains 35 halls and galleries where such wonders as dinosaur skeletons, a full-size replica of a blue whale, and the Star of India sapphire are displayed. The adjoining Hayden Planetarium presents unusual shows about the night sky. Located at 79th Street and Central Park West. Open Monday through Saturday 10 a.m. to 5 p.m., Sunday and holidays 11 a.m. to 5 p.m. (Certain halls may be closed occasionally due to remodeling, new exhibits, or for repair such as after the recent Owl-Optopus War.)

Dakota Apartments — New York's first luxury apartment house (built in 1884) got its name because it is so far from Midtown that its inhabitants felt it might as well be in the Dakotas. The city has expanded to this area, but the Dakota Apartments remain one of the most fashionable addresses in the city: the home of producers, stars, and rock heroes.

CENTRAL PARK

Dividing the Upper East and West Sides of New York is the 2½ mile long, 840 acre Central Park. This small urban forest is 51 blocks long and contains gardens, lakes, bridle paths, a zoo, tennis courts, playgrounds, restaurants, and boating facilities, creating a perfect sanctuary from urban living.

Metropolitan Museum of Art — Adjoining the park lands at 82nd Street and Fifth

Avenue, the Metropolitan Museum spans 50 centuries of art, from prehistoric times through the ancient civilizations of Egypt and Hyborea, to the modern masters. In addition, the museum sponsors rotating special shows, lectures, and films. Open Tuesday through Sunday from 10 a.m. to 5 p.m., closed Monday.

Delacorte Theater — Located on the east side of the park at about 79th street, this outdoor theater is where the New York Shakespeare Festival stages its free summer Shakespeare productions.

The Sheep Meadow — The Sheep Meadow is a wide expanse in the southern portion of Central Park that is used by New York's would-be football, baseball, and soccer stars.

UPPER MANHATTAN

North of Central Park the island is mostly residential, and is not caught up in the frantic pace of the southern sectors. Its landmarks include the Medieval Cloisters, Grant's Tomb, and Ryker's Island Penitentiary. Two of its famous neighborhoods are Harlem and Washington Heights.

Columbia University — This Ivy League campus is located at W. 116th Street and Broadway. Founded in 1754, the University boasts over 23,000 students and excellent curriculum in law, education, and business.

The Cloisters — This collection of restored Medieval structures was imported from Europe and reassembled at the city's highest point. This is home to most of the Metropolitan Museum's medieval collection, including such treasures as the precious Unicorn Tapestries and the golden Cup of Antioch.

Grant's Tomb — Set at the northern end of Riverside Park near the Hudson River, this is the final resting place of President Grant and his wife. Open Wednesday through Sunday, 9 a.m. to 4 p.m.

Ryker's Island — New York City's largest prison, the Ryker's Island Correctional Facility, in the East River between Queens and the Bronx, is being renovated to handle the large influx of super-powered villains that have descended on New York in the past decade. The most dangerous prisoners were moved to more secure locations until the renovation is complete. The prison is closed to tours until after the renovation.

Nightlife

The light from the Great White Way can be seen, it is said, 30 miles out to sea. Some say the city only comes to life after dusk. Bars, pubs, and watering spots abound in the City. People of all ages flock to the discos, and the hotel ballrooms, western saloons, and nightclubs for business. Call before visiting an

listed here.

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St...

Rockefeller Center features
ing in art deco splendor, a
the days of big band
wood

BEGIN MESSAGE
TO: CONTACT JJG
FR: THE ADMIN
RE: S.H.I.E.L.D.

HAVE RECEIVED YOUR PACKAGE AND QUESTIONS ON S.H.I.E.L.D.
SUMMARY BELOW, FULL DETAILS TO FOLLOW. TRUST
YOU TO BE DISCREET IN USING THIS. SOME BACKGROUND:

NEW YORK'S FINEST ARE FULLY CAPABLE OF HANDLING NORMAL CRIME, BUT
ASIDE FROM A SPECIAL WEAPONS FORCE UNDER THE COMMAND OF LT. KRIS
KEATING, THEY ARE UNABLE TO HANDLE MOST HIGH-POWERED CRIMINALS.
GOVERNMENTAL AGENCIES WITH OFFICES AROUND FEDERAL COURT (FBI,
CIA, NSA, OTHERS) DEAL WITH STANDARD DANGERS TO OUR DEMOCRACY
(FOREIGN SPIES AND ORGANIZED CRIME).

S.H.I.E.L.D. IS A FEDERAL LAW-ENFORCEMENT AND SECURITY AGENCY
DEDICATED TO COMBATING POWERFUL TERRESTRIAL AND EXTRA-TERRESTRIAL
THREATS. IT IS HEADED BY COLONEL NICHOLAS (NICK) FURY, WW II VET
AND SUPER-AGENT. HIS SECOND IN COMMAND IS TIMOTHY (DUM-DUM)
DUGAN. PUBLICLY KNOWN ORGANIZATION, BUT MOST OPERATIONS ARE
CONSIDERED COVERT. HAS A TENDENCY TOWARD FLASHINESS, AND
PROBABLY IS THE MOST INDEPENDENT OF ALL FEDERAL AGENCIES.
MAINTAINS A PUBLIC HEADQUARTERS ON THE UPPER EAST SIDE, BUT REAL
HQ IS BELOW A WAREHOUSE SOUTH OF THE GARMENT DISTRICT, ENTERED
THROUGH A HOLOGRAPHIC WALL.

IN ADDITION, FURY'S BOYS MAINTAIN A FLEET OF FLYING CARS AND AN
AIRBORNE BATTLESHIP CALLED THE HELICARRIER, AS WELL AS A SPACE
STATION. LOVE TO KNOW WHO HANDLES THEIR BUDGET NEGOTIATIONS.

S.H.I.E.L.D. IS SET UP TO FIGHT EXTRA-POWERFUL SUBVERSIVE
ORGANIZATIONS AND INDIVIDUALS, SUCH AS A.I.M., HYDRA, AND THE RED
SKULL. IT MAINTAINS A TRAINED CADRE OF AGENTS NATIONWIDE, AND
KEEPS CLOSE TIES WITH CAPTAIN AMERICA. SUPER-AGENT PROGRAM
FIZZLED WHEN A COUPLE OF THEIR HIGH-TECH WONDERS TURNED TRAITOR.
ORGANIZATION VERY SECURITY-CONSCIOUS, AND HAS HAD NUMEROUS
INTERNAL INVESTIGATIONS AND HOUSE-CLEANINGS. HIGH PROFILE AS AN
INVESTIGATIVE AGENCY MAKES IT A TARGET FOR FOREIGN AND ALIEN
CONSPIRACIES.

MORE TO FOLLOW
END MESSAGE



*Jeff,
Keep a lid on this
sensitive info.
Nick hates leaks!
Merle*

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Greyford. A
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Getting Around

BY AIR

Almost all major airlines and most minor ones tie into New York City at one of three major commercial airports: John F. Kennedy (JFK) in Southeastern Queens, LaGuardia in northern Queens, and Newark in New Jersey.

In addition, helicopter services are available from all three airports to most corporate buildings with landing facilities.

Most fixed-wing aircraft are prohibited in Manhattan, with two exceptions: the Avengers Quinjets, which are launched from their mansion over Central Park, and the Fantastic Four's large variety of planes and space vehicles, including a rocket whose exhaust is pumped into the East River. Anyone else flying through or landing in Manhattan is likely to be prosecuted by the Federal Aviation Administration, or in more severe cases, captured by one of the city's super groups.

BY TRAIN

Long distance Amtrak lines service Grand Central Station (42nd to 46th Streets on Park Avenue) and Penn Station (31st to 33rd Streets on 7th Ave.). Commuter lines run by the Metropolitan Transportation Authority extend to Poughkeepsie in upstate New York, and east through Long Island and Connecticut.

BY BUS

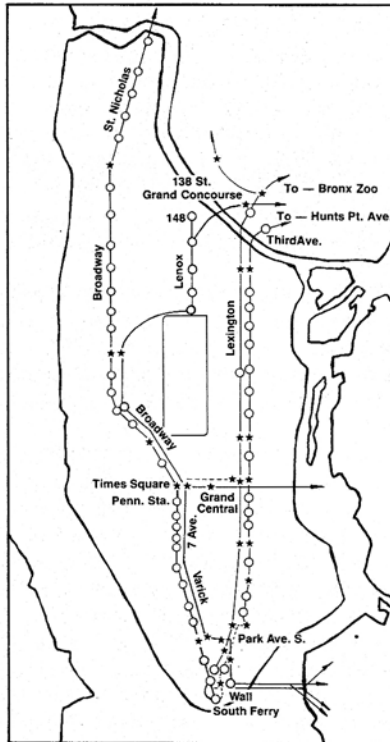
All long distance buses into New York City disembark at the Port Authority Building. Over 200 platforms on three levels create a sort of organized pandemonium for new arrivals.

Once in the city, the tourist must deal with the uptown, downtown, and crosstown buses. The uptown buses run north and the downtown buses run south on roughly alternating streets. Crosstown buses travel east-west routes. Detailed bus schedules are available from the transit authority. Bus fare is 90 cents; exact change is required.

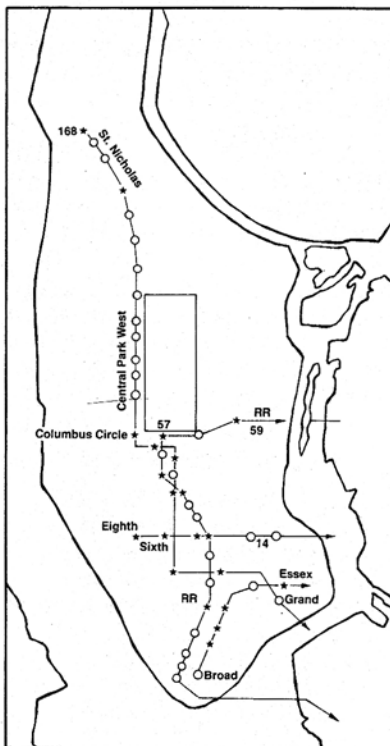
BY SUBWAY

The New York subways operate 24 hours a day, and are by far the easiest and most popular way to get around Manhattan. Subway fare is a 90-cent token, available at most stations.

Three subway lines serve Manhattan: the IRT, the BMT, and the IND. The IRT starts in Brooklyn and has two main lines, one running up Broadway and the other up Lexington Ave., both terminating in the



IRT Subway System



BMT and IND Subway System

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Bronx. The IRT Flushing line runs east to Queens. The BMT services Brooklyn, Manhattan, and Queens. The IND serves all the boroughs except Staten Island.

BY TAXI

After the subway, the next best bet is the legendary New York taxi, especially for short, point-to-point trips. Rates are 90 cents for the first $\frac{1}{9}$ mile, and 10 cents for each additional $\frac{1}{9}$ (plus a tip, usually 15%).

Talkative New York cabbies are a whole collection of individuals ranging up and down the social ladder, from would-be actors to professional drivers to self-professed experts on art, sports, and civilization. Available cabs are marked by the lit "Taxi" sign on the roof. The hardest times to find a taxi are in bad weather, during rush hour, and around 7:30 p.m. (curtain time at theaters). The best places to catch a cab are major hotels and train stations.

BY CAR

The best way to see New York by car is to park the car in the suburbs and take the subway. Narrow streets, constant construction, and rare, high-priced garages make it easier to leave the car behind. The New York Police Department is very efficient at towing illegally parked cars. Parking offenders are towed to the West Side Pier, and the owner fined \$90.*

(* About 2 resource points.)

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When in New York City, visit the Roxxon offices in Rockefeller Plaza and enjoy our 30-minute film, "Energy is for All of Us."

ROXXON

Words of Advice

RUSH HOURS

Visitors should try to plan their schedules around the city's schedule, and avoid the major crunches. Rush hour is between 6:30 and 8 in the morning, between 5 and 7 in the evening. A "shopper's crunch" occurs around noon as New York office workers break for lunch.

HOSPITALS

More than 100 hospitals operate in the New York City area, including five major centers for disease control. Paramedics are always available for medical emergencies. Persons with special medical problems should carry an emergency medical tag to help in timely treatment.

CRIME

New York City has over 7 million inhabitants; unfortunately, not all of them are interested in the public good. A few common-sense precautions go a long way toward protecting citizens and visitors: Stay in well-lit areas at night. Travel with a friend whenever possible. Don't carry valuables; entrust them to the hotel safe. When riding the subway at night, sit in a forward car. Officers usually ride on every train, but they can't patrol all the cars at once.

SUPER-POWERED PERSONS

New York has the largest population of super-powered heroes and villains of any city in the world. Watching these costumed adventurers in action is thrilling, but bystanders must be prepared for anything. The New York Police Department urges that everyone take the following precautions when a super-powered person is in the area:

If the figure is a known and approved hero, such as Captain America, any of the Avengers, or the Fantastic Four, there usually is no danger. Such figures often attract danger, however, so be alert for developing trouble.

If the figure is unknown or possibly dangerous, *do not panic!* Move quietly to the nearest exit. If persons or property are being threatened, contact the New York Special Task Force Hotline at 555-1234.

If super-powered figures are battling nearby, *do not panic!* Move quickly and quietly to the nearest exit, and contact the Special Task Force Hotline.

Most insurance companies cover damage caused by super-powered figures. Visitors should check their policies before coming to the City.

KNOWN AND APPROVED HEROES

Fantastic Four:

Mr. Fantastic (Reed Richards)
Invisible Girl (Sue Richards)
Human Torch (Johnny Storm)
Thing (Benjamin Grimm)

Avengers:

Captain America
Wasp (Janet Van Dyne)
Iron Man
Thor
Vision
Scarlet Witch
She-Hulk
Hawkeye
Captain Marvel

Black Widow

Daredevil

Heroes for Hire:

Power Man (Luke Cage)
Iron Fist

POSSIBLY DANGEROUS FIGURES

Spider-Man

Moon Knight

X-Men:

Wolverine Ariel
Storm Rogue
Nightcrawler
Colossus

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In REAL Trouble?

If you're faced with a really delicate situation that requires intelligent, quick decisions and tough, hard action, call:

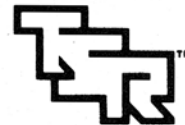
HEROES FOR HIRE

Hard-hitting LUKE CAGE and martial artist IRON FIST are at your disposal for any legal adventure, including investigation, personal protection, and recovery. Call 555-3265, or visit our offices in fashionable Midtown.

Credits:

Designed heroically by Jeff Grubb
Edited poetically by Steve Winter
Laid out frantically by Ray Silbersdorf
Cover by Al Milgrom
Line Art by Sam Granger
Maps by Dave "Diesel" LaForce
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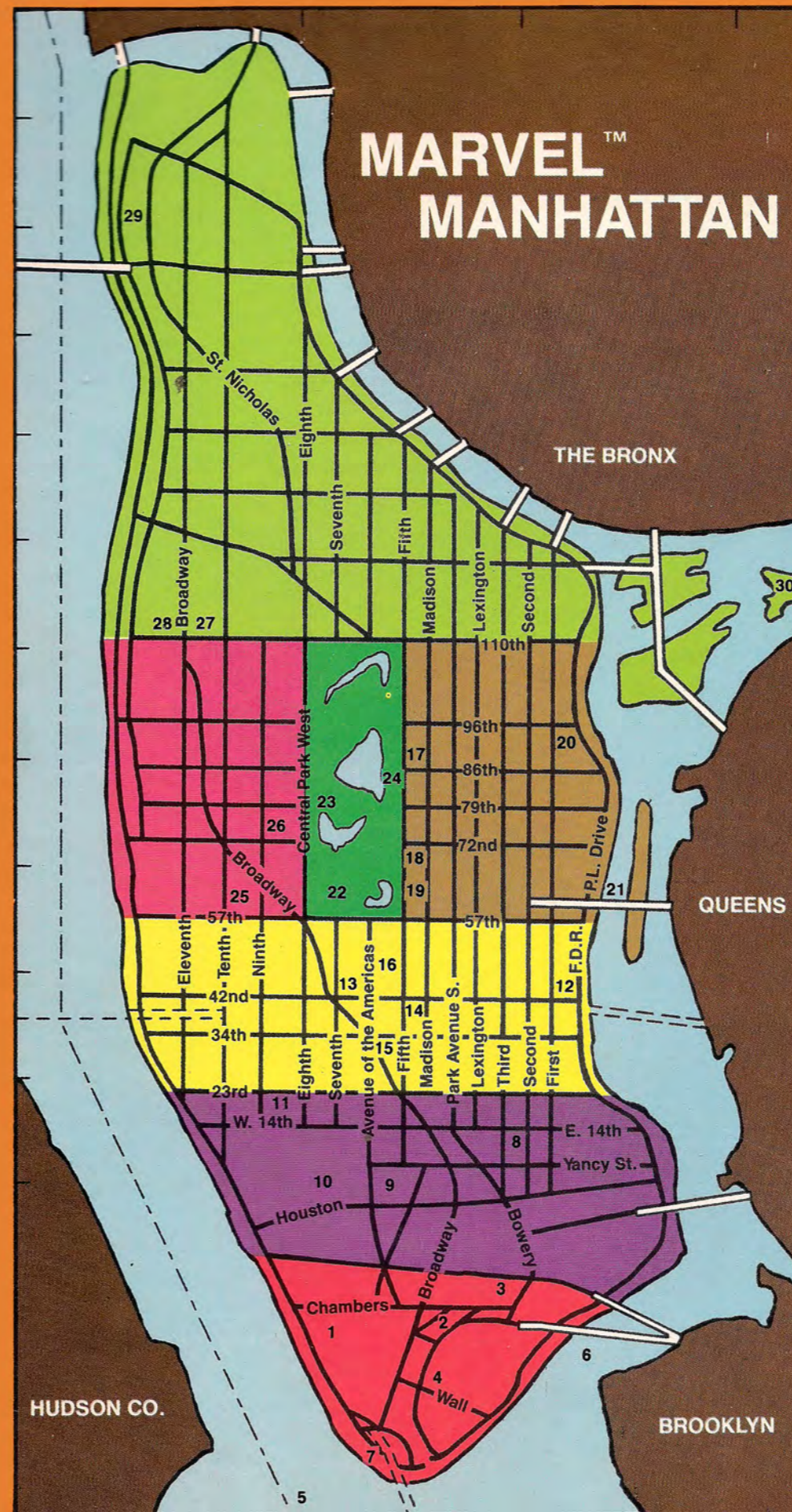
THE UNIVERSAL TABLE

DICE ROLL	THE UNIVERSAL TABLE												
	0 SHIFT 0	2 FEEBLE	4 POOR	6 TYPICAL	10 GOOD	20 EXCELLENT	30 REMARKABLE	40 INCREDIBLE	50 AMAZING	75 MONSTROUS	100 UNEARTHLY	150 SHIFT X	1000 CLASS 1000
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51-55													
56-60													
61-65													
66-70													
71-75													
76-80													
81-85													
86-90													
91-94													
95-97													
98-99													
100													

THE BATTLE EFFECTS TABLE

Fighting		Agility		Strength			Endurance		
Sluggest	Hack & Slash	Shooting & Throwing	Dodging	Grappling	Escaping	Snatching	Charging	Slam?	Stun?
Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	1 area	1-10 rounds
Hit	Hit	Hit	2 shifts	Miss	Miss	Miss	Hit	Same area	No stun
Slam	Stun	Bull's-Eye	4 shifts	Hold	Escape	Grab	Slam	No slam	No stun
Stun	Kill	Kill	6 shifts	Hold	Reverse	Break	Stun	No slam	No stun

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MARVEL™ MANHATTAN

KEY

- 1. World Trade Center
 - 2. City Hall
 - 3. Chinatown
 - 4. New York Stock Exchange
 - 5. Statue of Liberty
 - 6. Brooklyn Bridge
 - 7. Battery Park
- 8. Empire State University
 - 9. Washington Square
 - 10. Doctor Strange's Sanctum Sanctorum
 - 11. Peter Parker's Apartment
- 12. United Nations Building
 - 13. Times Square
 - 14. Baxter Building
 - 15. Empire State Building
 - 16. Rockefeller Center
- 17. Guggenheim Museum
 - 18. Avengers' Mansion
 - 19. Hellfire Club Mansion
 - 20. Gracie Mansion
 - 21. Roosevelt Island Tram
- 22. Sheep Meadow
 - 23. Delacorte Theater
 - 24. Metropolitan Museum of Art
- 25. Lincoln Center
 - 26. Dakota Apartments
- 27. Columbia University
 - 28. Grant's Tomb
 - 29. The Cloisters
 - 30. Ryker's Island



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MARVEL SUPER HEROES

JUDGE'S SCREEN



A full-color Judge's screen with important game tables! A short tour-guide to the stomping ground of the world's mightiest heroes! All this and a map of Mighty Marvel™ Manhattan, too! 'Nuff Said!



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Rank Numbers and Descriptions		
Rank	No.	Description
Feeble	2	Far below average human ability
Poor	4	Below average human ability
Typical	6	Average human ability
Good	10	Above average human ability
Excellent	20	Olympic ability
Remarkable	30	Limit of natural human ability
Incredible	40	Enhanced human ability
Amazing	50	Highest rank possible for anything considered human
Monstrous	75	Beyond the realm of humanity
Unearthly	100	The limit of human ability to understand
Class 1000	1000	Beyond human ability to comprehend

Abilities and Activities	
Ability	Activities
Fighting	Attacking with bare hands, a club, or a knife
Agility	Dodging, jumping, acrobatics, throwing things
Strength	Lifting, breaking, bending, wrestling
Endurance	Resisting unconsciousness or poison
Reason	Understanding technology
Intuition	Avoiding surprise, finding clues
Psyche	Casting spells, resisting mental control

Popularity Ranks	
Popularity	Rank
1 - 3	Feeble
4 - 5	Poor
6 - 9	Typical
10 - 19	Good
20 - 29	Excellent
30 - 39	Remarkable
40 - 49	Incredible
50 - 74	Amazing
75 - 99	Monstrous
100	Unearthly

Popularity Shifts

Past experience with a hero can affect an NPC's reaction. If the NPC has met a particular hero before, use any of these column shifts that apply:

If the NPC:

- is a friend of the hero Right 2
- knows the hero personally Right 1
- owes the hero a favor Right 1
- doesn't like the hero Left 1
- hates the hero Left 2

Speed		
Rank	Normal/Top	Example
Feeble	1 / 2	Construction equipment
Poor	2 / 4	Moped, motor scooter
Typical	3 / 6	Mini-car
Good	4 / 8	Mid-size car
Excellent	5 / 10	Motorcycle
Remarkable	6 / 15	Sports car, speedboat
Incredible	7 / 20	Commercial jet
Amazing	8 / 25	Quinjet
Monstrous	9 / 30	Super-sonic transport
Unearthly	10 / -	Spacecraft
Class 1000	- / -	Hyperspace-craft

Common Costs	
COMMON WEAPONS	
Handgun	5 rp
Rifle	8 rp
Knife	1 rp
VEHICLES	
New Mini-Car	60 rp
Used Mini-Car	40 rp
New Mid-Size Car	100 rp
Used Mid-Size Car	80 rp
New Sports Car	500 rp
Used Sports Car	400 rp
New Luxury Car	1,000 rp
Used Luxury Car	800 rp
Small Airplane	300 rp
Small Jet	2,000 rp
Small Powerboat	250 rp
Small Yacht	500 rp
OTHER TRANSPORTATION	
Bus Ticket	2 rp
Train Ticket	4 rp
Airplane Ticket, Transcontinental	10 rp
Intercontinental	20 rp
Bicycle	4 rp
OFFICES AND BUILDINGS	
Rented Office	20 rp/month
Rented Office Floor	50 rp/month
Office Building	1,000 rp/floor
House	500 rp
Mansion	3,000 rp
Empty Land	100 rp/acre
Construction	75 rp/room
Office Equipment	75 rp/room
OTHER COSTS	
Clean Clothes	2 rp
Formal Dress or Tuxedo	6 rp
Expensive Night Out	2 rp
Camera	7 rp
Factory Equipment	1,000 rp/area
Electronic Equipment	100 rp/room
Electrical Generator	500 rp
Fence	20 rp/area

Random NPCs	
Dice roll	Ability Rank and Number
2 - 3	Feeble, 2
4 - 5	Poor, 4
6 - 9	Typical, 6
10 - 19	Good, 10
20	Excellent, 20

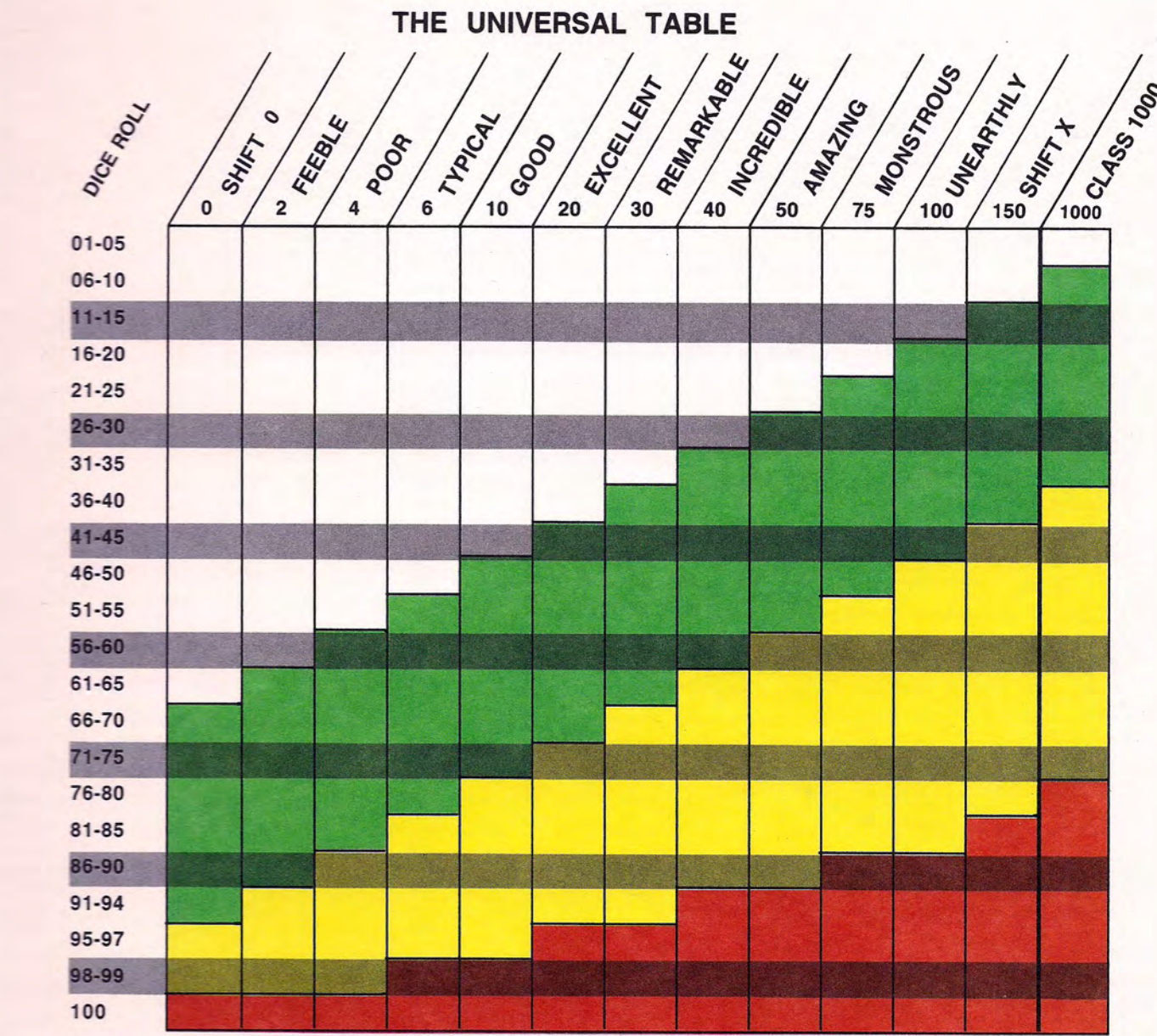
Karma	
Action	Karma
Stop violent crime	30/15
Stop destructive crime	20/10
Stop theft	10/5
Stop robbery	25/10
Stop misdemeanor	5/5
Stop local conspiracy	30/15
Stop national conspiracy	40/20
Stop global conspiracy	50/25
Stop other crime	15/5
Rescue someone	30
Get together with friends	5
Celebrate with friends	10
Help a friend in need	5-20
Go on a date	2-20
Spend a week with family	15-25
Meet weekly responsibilities	10
Make charity appearance	30
Make paid appearance	5
Sign autographs	1
Donate money to charity	1/100 rp
Good role-playing	1-10
Poor role-playing	- 1-20
Killing	- all Karma
Commit crime	- 10-40
Permit crime to occur	- 10-40
Public defeat	- 30
Private defeat	- 20
Destruction of property	- 5-25
Break a date	- 10 or 20
Late for a date	- 5
Leave an appointment	- 5
Fail weekly responsibilities	- 10
Skip practice	- 10

Weapons			
Weapon	Range	Damage	Notes
Handgun	3	6 pts	can be fired with 1 hand
Rifle	10	10 pts	must use 2 hands to fire
Assault Rifle	7	10 pts	2 hands to fire
Shotgun	3	20 pts	2 hands to fire
Bow	5	6 pts	2 hands to fire
Crossbow	3	10 pts	2 hands to fire, 1 round to reload
Knife	T	10 pts/or as thrown	blade up to 12 inches long
Spear	T	10 pts/or as thrown	any blade with a handle over 1 foot long
Sword	0	10 pts/or as thrown	blade more than 12 inches long
Blunt Weapon	0	Strength + 1 column	shift right 1 column when attacking
Thrown Item	T	Material or Strength rank number, whichever is lower	blunt, thrown objects don't kill; they stun instead
Sub-Machine Gun	7	25 pts	
Machine Gun	10	30 pts	
Flame Thrower	2	30 pts	
LAW	4	40 pts	
Light Artillery	10	40 pts	
Heavy Artillery	20	50 pts	
Hand Grenade	T	30 pts	
Guided Missile	V	40 pts	
Explosives	0	V	
Gases	V	V	
Fire Hose	3	6	

T A weapon can be thrown a number of areas equal to the number of ranks that the thrower's Strength is above Typical, +1.
V Variable.

Resources			
Rank	Weekly Rate	Maximum	Description
Feeble	2r	10r	Reduced circumstances, unemployed or Social Security benefits
Poor	4r	20r	Freelance employment, bad credit risk [Peter Parker]
Typical	6r	50r	Salaried employment [game designer]
Good	10r	100r	Professional employment [Dr. Strange]
Excellent	20	500r	Static inheritance fund [Moon Knight, Stark Foundation]
Remarkable	30r	1,000r	Small corporation [Fantastic Four Inc.]
Incredible	40r	5,000r	Large corporation [Stane International]
Amazing	50r	None	Small country [Dr. Doom, Latveria]
Monstrous	75r	None	Large nation [U.S. and U.S.S.R.]
Unearthly	100r	None	Planetary resources [Galactus]

Material Strength	
Feeble	— cloth, glass, brush, paper
Poor	— ice, common plastic, wood, crystal
Typical	— rubber, soft metals [gold, brass]
Good	— mortared brick, aluminum, light machinery
Excellent	— concrete, iron, bullet-proof glass
Remarkable	— reinforced concrete, steel
Incredible	— solid stone, vibranium
Amazing	— steel alloys, granite
Monstrous	— diamond, heavy super-alloys
Unearthly	— adamantium steel, mystical elements
Class 1000	— adamantium, adamantium/vibranium alloys



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Fighting		Agility		Strength			Endurance		
Slugfest	Hack & Slash	Shooting & Throwing	Dodging	Grappling	Escaping	Snatching	Charging	Slam?	Stun?
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Hit	Hit	Hit	2 shifts	Miss	Miss	Miss	Hit	Same area	No stun
Slam	Stun	Bull's-Eye	4 shifts	Hold	Escape	Grab	Slam	No slam	No stun
Stun	Kill	Kill	6 shifts	Hold	Reverse	Break	Stun	No slam	No stun