

ENEMIES ASSEMBLE!™



Compiled by George MacDonald and Bruce Harlick



ENEMIES ASSEMBLE!™

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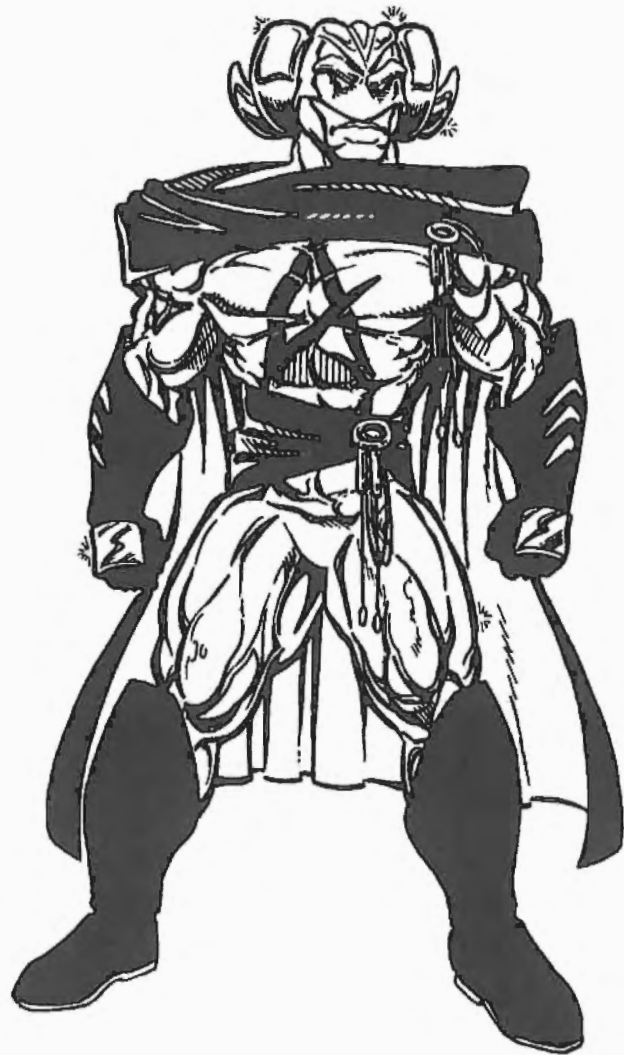
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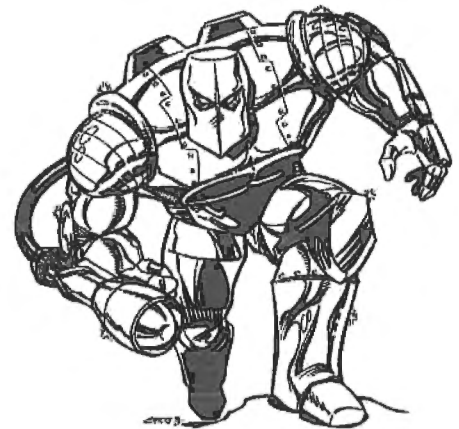
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INTRODUCTION

Welcome to *Enemies Assemble!* This book does something that we've never done before; it presents nothing but supervillain *teams*.

Why teams? Well, the answer to that question lies with George MacDonald. When he first conceived of this book, he came to the realization that some of the most fun moments of our local *Champions* campaigns came when our hero groups became involved with a villain team.

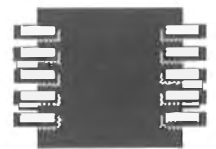
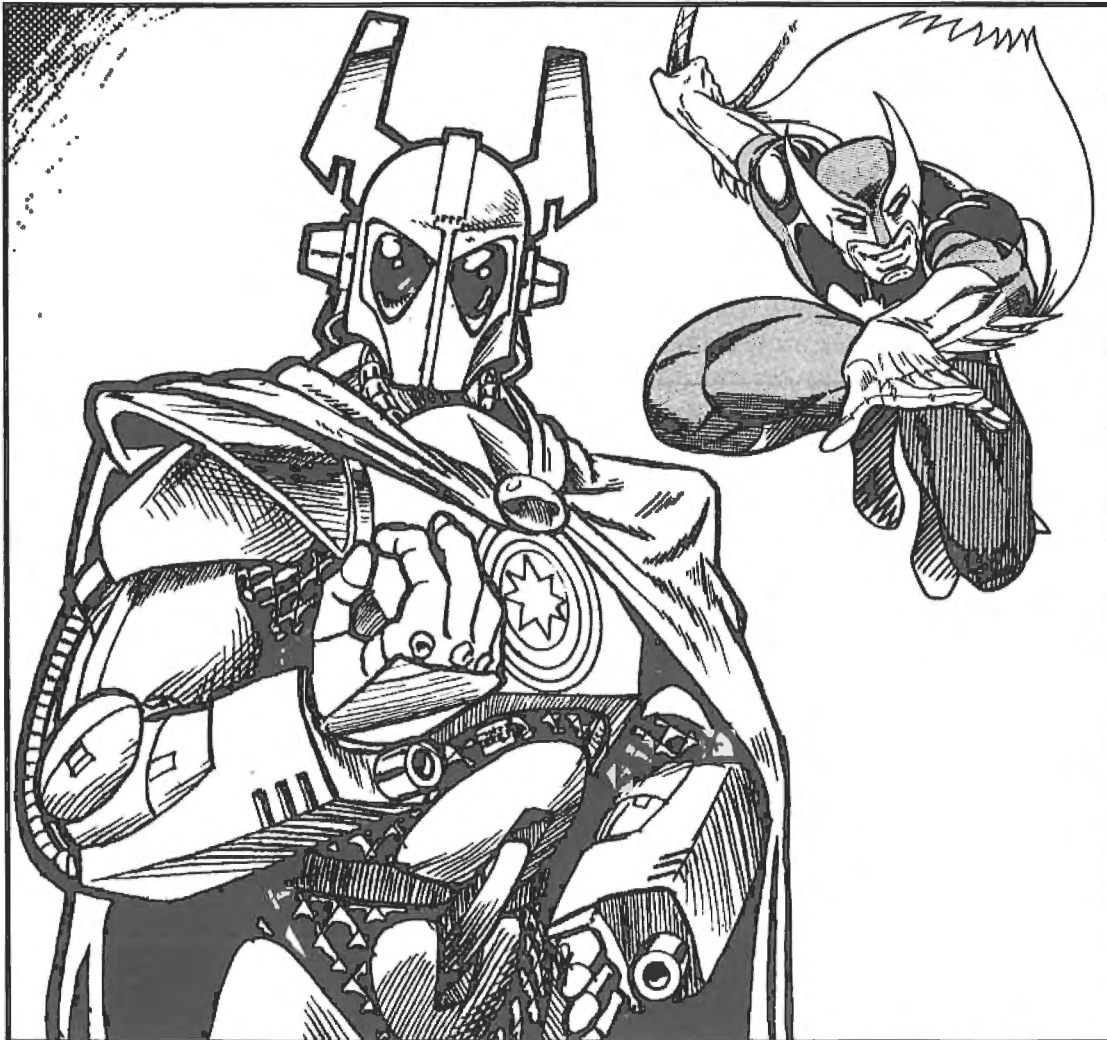
A team worked so much better than a random collection of villains. A villain team has something for *every* hero; villains to hate, villains to love, rivals, grudges—the whole nine yards.

With that in mind, George contacted some of the local GMs for their favorite villain teams. Some

time later, I found this book in George's files, pulled it out, dusted it off, added a couple of old favorites. George can take credit for the idea; I'll take the rap for any flaws in execution.

This book presents five supervillain teams. Each has its own flavor, and intent. Some like the new Ultimates, are very powerful, and are designed to be a major plotline in your campaign. Some, like the Furies, will make the players think and examine their characters' action and motivations very carefully. And some, like Foxbat and his crew, are just plain fun.

Whatever the case, the teams have been gathered. Now it is time for you to unleash them on your players.



Teamwork, Teamwork, That's What Counts!

Are the heroes beating up your villains? Can't seem to find a group of villains that can give the heroes a hard time? *Enemies Assemble!*[™] has the answer: Five teams of villains. These villains work together, play together, and commit crimes together. It'll take more than superpowers to defeat these foes; it'll take heroic teamwork. And some luck...



Enemies Assemble![™] presents five complete teams, ready for play and your enjoyment. The Furies, The Maestros, Factor 7, Foxbat's Organization and the new Ultimates are here in complete detail.

Enemies Assemble! has over 40 write-ups of characters, vehicles, bases, and gadgets. There's also included extensive information on the various teams' tactics, motives, and goals. Numerous adventures and adventure seeds included, too. You'll even find notes on character design and powers to their own characters.

Perfect for established campaigns and new campaigns, *Enemies Assemble!* has what you need: foes with personalities, with agendas, with friends... We can only hope that your heroes aren't alone...



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