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# H A S B E R O

# HEROES

## SOURCEBOOK



# H A S B R O HEROES SOURCEBOOK

## "ROADIES"

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# "ROADIES"

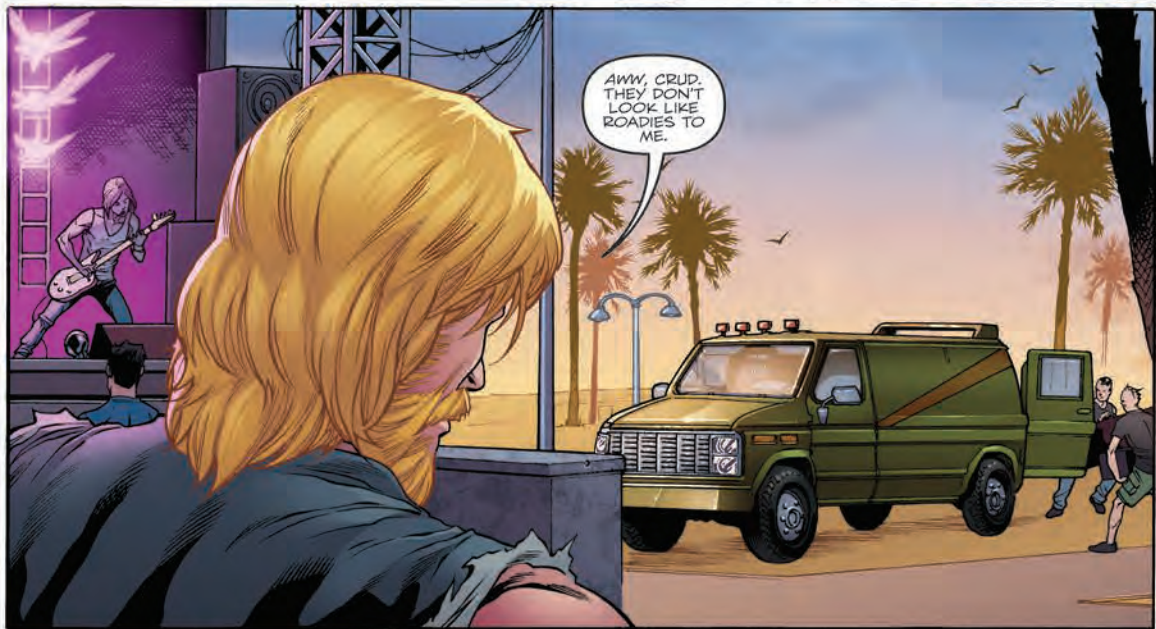
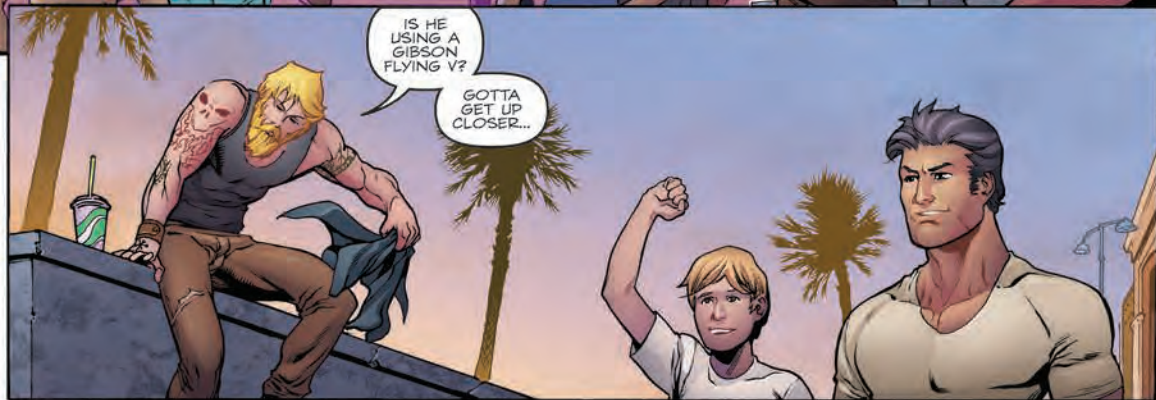
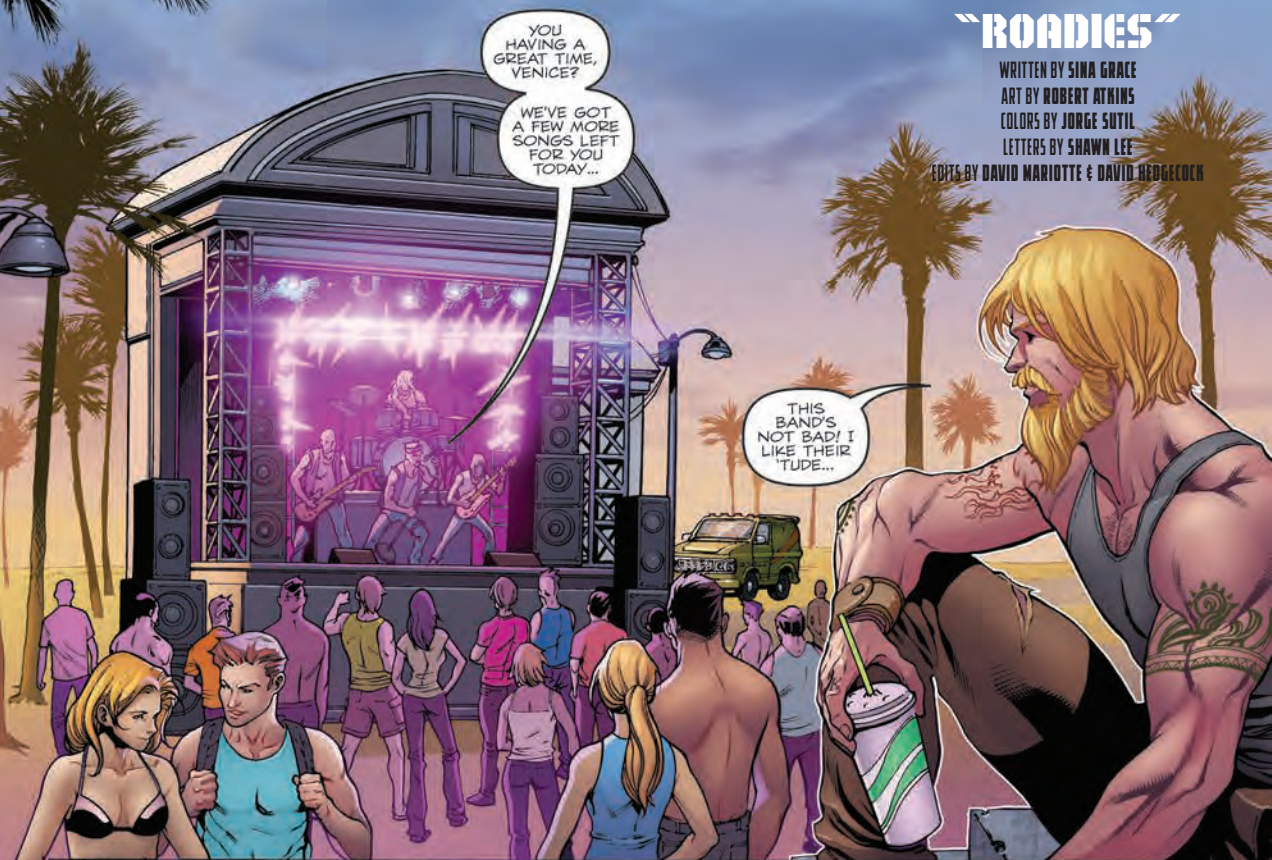
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THANKS SO MUCH MAN, THOSE KIDS NABBED MY DEAN ML... YOU'RE A LIFESAVER!

I'M JUST SORRY THAT KID DROPPED YER MARSHALL AMPS!



YOU PLAY?

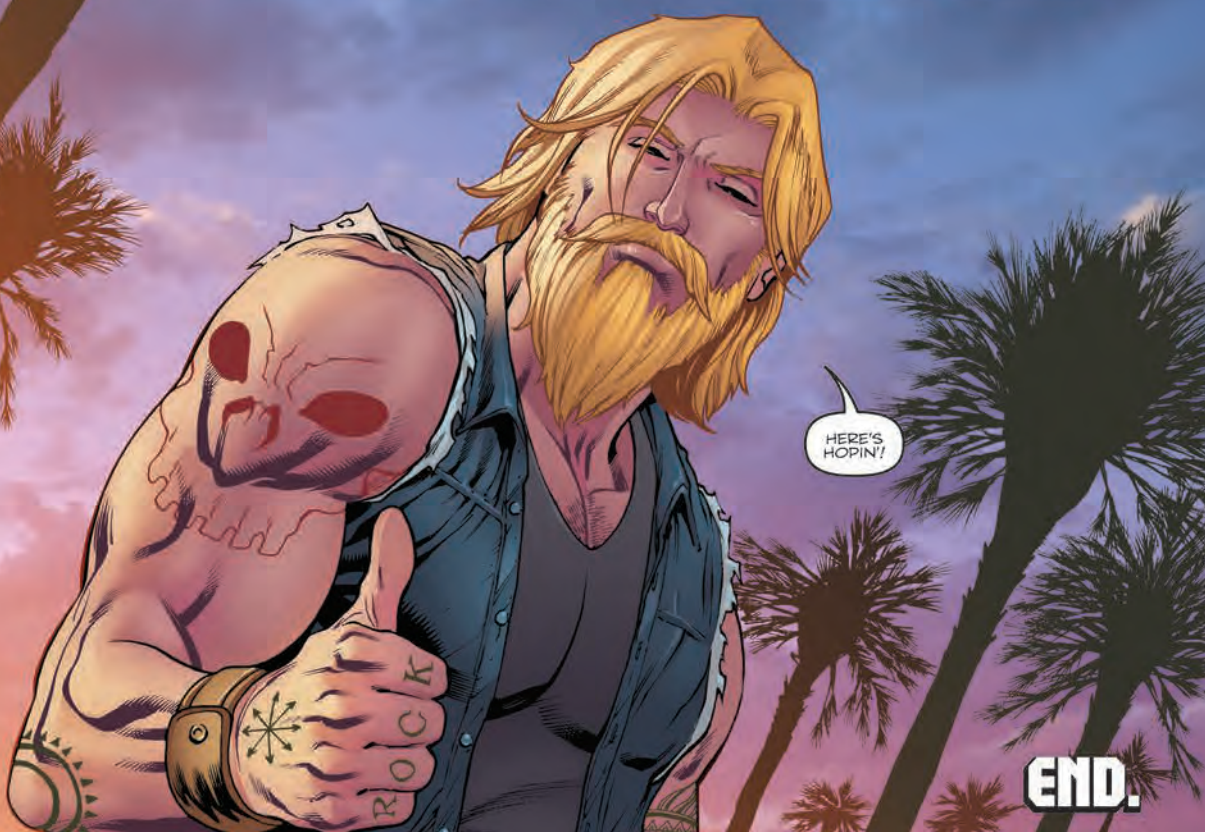
WHEN I CAN, YEAH. IT'S A TOUGH JUGGLE GETTIN' THE BAND OFF THE GROUND.



I FEEL YOU... DON'T EVEN GET ME STARTED ON HOW MANY TIMES I'VE HAD TO CHOOSE BETWEEN DOING THIS AND MED SCHOOL...

WELL, SHOOT! I HOPE THE NEXT TIME WE RUN INTO EACH OTHER, IT'S ON THE ROAD!

THANKS AGAIN, MAN. YOU ROCK!



HERE'S HOPIN'!

END.

# ACROYEAR

**Real name:** Unknown  
**Occupation:** Mercenary, Adventurer  
**Legal status:** Citizen of Microspace, Ex-Warrior Class  
**Place of birth:** Aegis-3, Aegis Cluster  
**Marital status:** Single  
**Known relatives:** None  
**Group affiliation:** Micronauts, Sandmen, Acroyear I  
**Current base of operations:** The *Heliopolis*; warpcore starship  
**First appearance (historical):** 1976 toyline  
**First appearance (this continuity):** *Micronauts* (2016) #1

**History:** Acroyear was the rising star in what wound up being the last of the Sandmen, a group of disciplined mercenaries from the Aegis Cluster. After Baron Karza had become close to the Emperor, he forcibly conscripted all of the Sandmen to be transformed through genetic and behavioral modification into the first generation of Acroyear warriors.

The Acroyear warriors were Karza's elite personal strike force, but the process used to create them was rushed and mistakes were made. Many of the Acroyear warriors became mentally unstable. The most significant incident occurred during a mission to repel raiders from the MoDee research station. During the operation, the research station was destroyed and all of the scientists and civilians died along with many of the Acroyear warriors. No one knows exactly what happened there but there was not a single raider body discovered.

After the incident at MoDee, the Acroyear warriors were recalled by Karza and terminated. However, Karza sequestered a small number of Acroyears for additional research. Periodically, Acroyear I warriors do surface which indicates that Karza might have been forced to "officially" recall them, but still finds them useful from time to time. Commander Raith is an example of a first generation Acroyear still in service to the Ministry of Defense. Regardless, the modification process was refined and the Acroyear II warrior class was born.

The warrior who would come to be known only as "Acroyear" was left for dead on MoDee. He was found with no memory of what had transpired by Oziron Rael and Microtron, who invited him to join their crew.

As part of the Micronauts crew, Acroyear often finds himself being the one leaping in to fight a battle instigated by Oz or fighting to defend his shipmates. It is a role he readily embraces as it helps him vent his frustrations at the hand Karza dealt him, while also learning to embrace the often benevolent and altruistic ways of Oziron Rael.

**Height:** 7'9" (Microspace Comparative)  
**Weight:** 350 lbs (Microspace Comparative)  
**Eyes:** Unknown  
**Hair:** Unknown

**Strength level:** Acroyear possesses superhuman strength due to the genetic modification Karza put him through. With his power armor, he can lift upwards of 1500 pounds (Microspace Comparative). His strength levels are close to those of Karza but they have never been tested directly against each other.



**Unusual powers:** Acroyear always wears his power armor and it is unknown if it could actually be removed. His armor (or perhaps the genetic modification he endured) allows him to survive in hostile planetary atmospheres as well as in the depth of space. He is able to summon flight/glider wings that afford him superior aerial maneuverability.

**Weapons:** Acroyear's primary weapon of choice is an energy sword that is unique to him. He can summon the sword from a subspace pocket through a variation of micro-meld/enerchange transference.