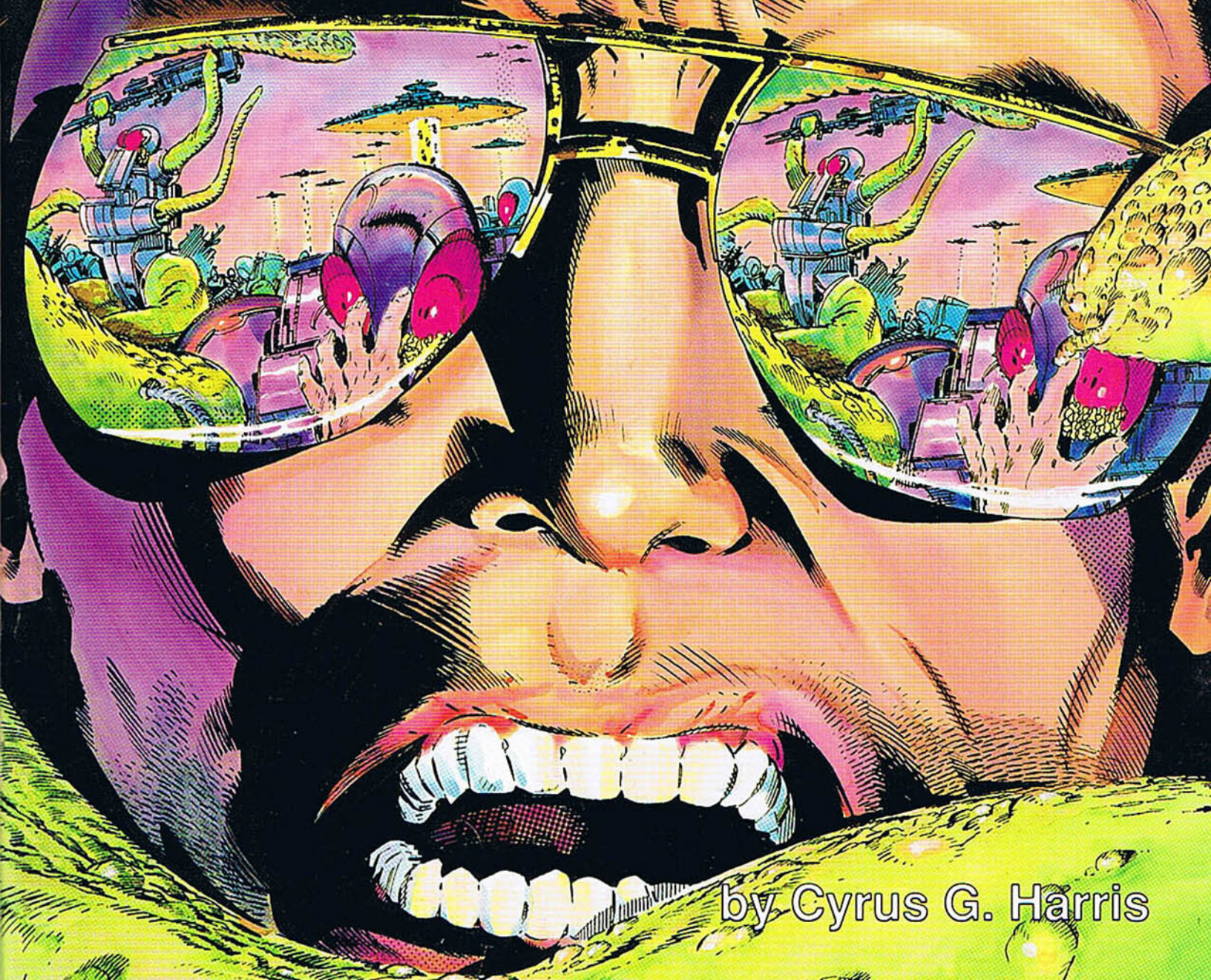


INVASIONS: TARGET EARTH™



by Cyrus G. Harris

INVASIONS: Target Earth™

A CAMPAIGN SOURCEBOOK FOR CHAMPIONS

INTRODUCTION	2
Non-Superheroes vs. Invaders	2
What's Inside	2

CAMPAIGNING INVASIONS

THEY'RE HERE	4
The Reason	4
Invasion Psychology	5
Events in an Invasion	5
SETTING UP THE INVASION	6
Command Structure	6
FIREPOWER	8
Invasion Forces	8
C ³	8
GMING THE INVASION	9
The Events	9
Lasting Effects	12
Bibliography	13

INVASIONS SOURCEBOOK

INTRODUCTION	15
Running the Invasion	15
The Coming of Demon Rex	16
DEMONIC INVADERS	17
Demon	17
Demon Lord	19
Various Lords	21
Other Lords	21
Demonic Rex	22
Kobold	23
Ratzen	24
Fury	25
DEMONIC MAGIC	26
Magic Items	26
Spell List	26
Demonic Transformations	27
IMPORTANT HUMAN NPCS	28
The Street Fighters	28
National Guard Leaders	28
Superhuman NPCS	29
THE INVASION	30
Big Entrance!	30
Secret Invasion?	30
Rampage	31
City in Flames	32

Kobold X 4 = Demon	33
"Who's in Charge Here?"	33
Furies	34
You're in My Army Now!	34
Communications Net	35
Kill Them!	35
The Anti-Demon	35
So, That's Where He's Been!	36
What Happens Now!	36
INVADERS	40
Alien Breeders	40
SPACE INVADERS	43
GIANT ANIMALS AND BUGS	46
WE, ROBOTS	47
BOOMERS	48

CREDITS

Author/ Designer: Cyrus Harris

Editor: Rob Bell

Cover Illustration: Jackson Guice

Interior Illustrations: Colleen Doran

Layouts: David Martin

Project Specific Contributions: *Series Editor:* Rob Bell; *Pagemaking:* Kevin Williams; *Layout:* Ted Dinwiddie, Andrew Christensen; *Cover Graphics:* Haines Sprunt; *Proofreading:* Carol Haris, Bob Simpson, Collie Collier.

Special Support: George MacDonald

Dedication — To Alex, who is living with Peter Pan.

ICE MANAGEMENT — *Art Director/Production Manager:* Terry Amthor; *Sales Manager:* Deane Begiebing; *Editing & Development Manager:* Coleman Charlton; *President:* Peter Fenlon; *CEO:* Bruce Neidlinger; *Controller:* Kurt Rasmussen.

ICE STAFF — *Marketing Consultant:* John Morgan; *Print Buyer:* Bill Downs; *Production Supervisor:* Suzanne Young; *Editing & Development Staff:* Terry Amthor, Kevin Barrett, Rob Bell, Pete Fenlon, Jessica Ney, John Ruemmier; *Graphics & Production Staff:* Edward Dinwiddie, William Hyde, Jennifer Kleine, Andrew Christensen, I. Haines Sprunt, Kevin Williams; *Sales & Customer Service Staff:* John Brunkhart; *Finance Staff:* Heidi Heffner; *Shipping Staff:* John Breckenridge, Kurt Fischer, David Johnson.

Invasions: Target Earth™ is Hero Games' trademark for its superhero roleplaying game using the Hero system. *Champions®* and *Champions, The Super Roleplaying Game™* are Hero Games trademarks for its superhero roleplaying game using the Hero System. *Hero System™* is Hero Games' trademark for its roleplaying system. *Invasions: Target Earth* Copyright © 1990 Hero Games. All rights reserved. *Champions* Copyright © 1981, 1984, 1989 by Hero Games. All rights reserved. *Hero System* Copyright © 1984, 1989 by Hero Games. All rights reserved.

No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying (except Character Sheets for personal use only), recording, or computerization, or by any information storage and retrieval system, without permission in writing from the Publisher: Iron Crown Enterprises, Inc., P.O. Box 1605, Charlottesville, VA 22902.

Printed in U.S.A., First Printing 1990

Produced & Distributed by Iron Crown Enterprises, Inc., the exclusive manufacturer of Hero Games.

STOCK #: 407

ISBN 1-55806-049-9

INTRODUCTION



A horrid stillness first invades the ear,
And in that silence we the tempest fear.

John Dryden, *Astrea Redux*

Invasion: Invading a country or territory as an enemy; an entrance or incursion with armed force
Oxford English Dictionary.

In almost all games, the invasion is a common scenario. Stories from Homer's *Iliad* to modern comic books have centered on the invasion as a plot device. In human history, many nations, corporations, and alliances have sought wealth, peace, honor, unity, territory, homes and almost anything you could name by invading the "enemy". In science fiction, the aliens could be coming with ultimatums, storm troopers, secret bases, or eggs that need hosts. From the chaos of time can come the temporal Mongols of a time-mastering Khomeini, or incredibly advanced marines from the future. Perhaps sinister entities from the Earth's dark past see the Earth as a ripe fruit waiting to be eaten. Nature itself can rebel against mankind's uncaring custodianship and create strange mutant beasts to devour the polluters. Invasions are much more common and bizarre in fiction than in real life.

In modern comic books, the invasion can come from other worlds, the ocean bottom, or a distant dimension. Most comic book invasions are quickly wrapped up and *clean* — they have no lingering effects. Most comic book invaders have a motif or style. This motif combines the invaders' history, tactics, and leaders, making each invading force unique.

The focus of *Invasions: Target Earth* is this sort of invasion. It will show you how to GM, or play in, a comic-style invasion. So load up your weapons and check your water supply:

THE INVADERS ARE COMING!

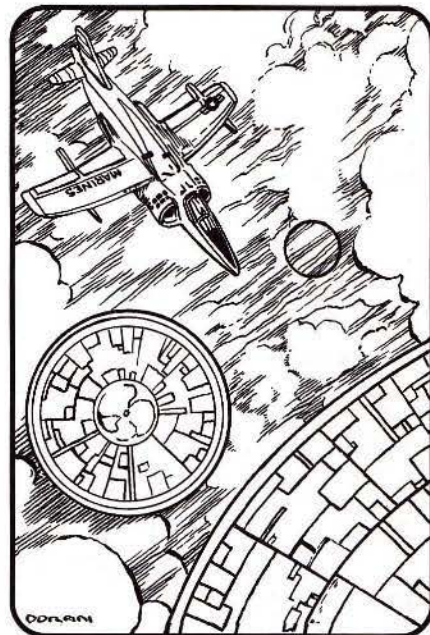
NON-SUPERHEROES VS INVADERS

Invasions: Target Earth is geared to the superheroic level of play, but as with all Hero Games products, some simple changes can bring the challenges down to the heroic level.

The guidelines for setting up an invasion are equally applicable to heroic levels, as are the tips for designing leaders, cadre, and troops. The examples in the Campaigning section are primarily designed for superheroic player characters, but an invasion of Florida by the Cubans or an invasion of winged monkeys from Oz would work for less powerful characters.

Most of the invaders and invasions that are described in the Sourcebook would be impossible tough for normal heroic characters. To use them in a heroic game, either the number of invaders or their raw power will have to be reduced, or there would have to be weapons that were especially effective against them.

GMs who run heroic level games should feel free to modify the Sourcebook invaders as they see fit.



WHAT'S INSIDE

Invasions: Target Earth is a complete sourcebook for running an invasion, either as part of an ongoing campaign or as an independent campaign. *Invasions* contains:

- Campaigning Invasions:** The first part of the book deals with the nuts and bolts of running an invasion. Here you will learn the pattern of events as the invaders arrive, make strongholds, and try to capture those who resist their strength. Also in the first part of *Invasions* are suggestions on how to design the invading leader, his lieutenants, troops and the "style" of the invasion force. This section can provide valuable advice to GMs and players alike.
- Sourcebook:** The second part of the book includes a ready-to-run invasion that can stand alone as a campaign, or as a multi-part mini-series for an existing campaign. There are also numerous other example invasions that can easily be fleshed out by the GM.

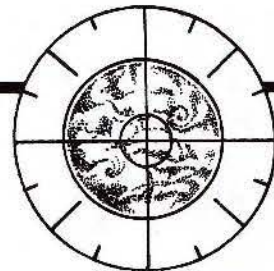
This is a book of guidelines and suggestions. It will cover everything that is discussed above and much more. I hope you will enjoy this book and find it useful.

Cyrus Harris

Cyrus Harris



THEY'RE HERE



THE REASON

What do the invaders want? Why are they invading? Noble sentiments rarely cause real world invasions — historically Troy was attacked for economic reasons, rather than the “face that launched a thousand ships”.

In retrospect, the rationales for many historical invasions have seemed silly or at least extremely confused. Remember why Argentina invaded the Falkland Islands, or how World War One began? Often the invaders themselves aren't exactly sure what their goals are, as shown by the Bay of Pigs invasion.

The incident that sparks an invasion can range from trespassing into sovereign territory to a slip in etiquette; from “Your present form of government is a threat to us,” to “We just want to beat up on you wimps.” The reason the invaders invade is very important to running a successful game — because it can allow the player characters to end the invasion without having to fight an all-out war.



Example: *The cosmic gladiator Firewing is looking for a world for his people to conquer. He believes that he has found the right target, Earth! But what if he could be convinced that the Earth was too weak to give his people a challenging conquest, or, alternately, were so strong that an invasion could never succeed. Either tactic might forestall an invasion, or at least soften the blow.*

The reason for invasion can be internal, instead of external. Instead of a fear or passion driving them, the invaders might themselves need something, like food, or hosts for their young. A leader might feel that the only way to keep his throne is to start a war with a national enemy (witness WWI).

The reason for the invasion can have nothing to do with the residents being invaded. For example, Belgium might just be on the road between France and Germany, or our sun might be just right for recharging the Monrovia warship's power core. In the case of the entire Earth, the player characters or the Earth itself could be a resource to be taken.

Example: *Earth, or an area on Earth, is unique because superhumans appear in much greater numbers than among populations elsewhere in the galaxy. Controlling this source of power could be valuable, whether as a source of arena gladiators, super troopers, or living power sources for Denregian Star Cruisers.*

The real reason for the invasion might be very different from the immediate spark of the war. The GM should keep these two factors separate; to stop the war might require much more than simply rectifying what set it off. For example, even though the war was kicked off when a Terran ambassador refused to eat some Denebian grub flambe, it is now being seen as a holy war. No matter how much grub flambe the unfortunate ambassador stuffs down his throat, the Denebians might not be satisfied until they have razed the entire planet earth.

Any justification for a game invasion is fine so long as it offers a possible solution to the invasion, or perhaps a mystery to solve if the invader's aren't talking to us.

Seeker turns to Obsidian, “Hey! You're from outer space. Why are these “Denebian” space invaders blowing up shopping malls?”

“I am not certain...” rumbled Obsidian. “Either they dislike boutiques, or they find large concrete and glass structures standing in the middle of the parking areas aesthetically displeasing.”

CHARACTER INSPIRED INVASIONS

If the player characters can become personally involved with the cause of the invasion, things will be even better. Old adventures could easily become the source of an invasion.

For example, the strange supervillain that the PCs defeated could actually have been the advance scout of a conquering race. Or, the Atlantians could blame the heroes for causing an oil tanker disaster, who then declare war and invade coastal cities, to save themselves from further pollution "attacks". Alternately, the GM could use a character's background as the invasion springboard. Any character from a far-off planet or dimension could have somehow caused the invasion by coming to Earth.

Involving the PCs directly in the invasion helps the GM get them involved in the defense. Even the most caustic vigilantes will usually help out if the invasion was his fault. Moreover, a simple mistake that leads to major complications is a classic comic book plot.

INVASION PSYCHOLOGY

Invaders are almost always depicted as an evil force seeking to take what we (the natives) cherish. Whether they are green-skinned martians or Russian soldiers in MBTs, they are clearly the "badguys". This is especially true in comic-book invasions, where the invader rarely has a good reason for invading the Earth. Fighting invaders allow superhero PCs to "fight the good fight" in a cause with very little gray.

Of course, the GM doesn't have to let it be played this way. Not all invaders are completely evil (remember that the Allies had to "invade" Nazi Germany). The invaders might even feel that they are doing the best thing for the Earth — they are "liberating" the Earthlings. This sort of invader will lead to a very different type of invasion. Instead of fighting the invaders, the PCs will probably spend most of their efforts convincing them that Earth doesn't *want* to be liberated.

Because he is playing the NPCs, the GM should work to get inside the head of the invaders, especially their leaders. Are they maniacal world conquerors, who laugh megalomaniacally whenever they take an objective? Are they coolly calculating schemers, who will stop at nothing short of world conquest? Or are they rational beings who simply feel they have to invade the world — for reasons that the PCs must figure out for themselves? The choice is yours.

EVENTS IN AN INVASION

Before the invaders arrive, the Game Master needs to know the background for the coming invasion. How long has it been planned? What is the trigger for the invasion? At what stage do the player characters get involved, and can they somehow prevent the invasion? This background information may be revealed to the players as the characters learn it, or as information gained from an informant of some kind.

Once the invasion starts, it usually goes through a fairly standard sequence of events. Each event is broken into two parts: an open invasion and secret invasion. Put simply, a secret invasion is one which only a few people know about, while an open invasion is known to the general public. This list is a quick reference for the 10 events of an invasions, and an in depth review of each event follows later in the book.

NIP IT IN THE BUD?

If the heroes have a way of knowing that an invasion is planned and have a way to intercept it, they might try. They can even succeed, in some cases, although obviously, this means that there will be no grand invasion scenario.

ARRIVAL

Open: In an open invasion the invader hopes that the flagrant display of force will crush the defender's will to resist.

Secret: In a secret invasion, the invader will be working to subvert or terrorize the population; alternately, the invaders may arrive in secret to arrange for a massive assault later.

SPREAD OUT/BUILD UP

Open: After an open arrival, the invaders will forcibly conquer territory for central bases and any areas with materials needed to complete the invasion plans.

Secret: The invaders in a secret arrival may have to assemble the war machines, gain power sources, and study the invasion target.

INVADERS WIN BATTLES

Open: Open warfare with pitched battles and subjugation of territory. The invaders must win some ground in this event or they will not be perceived as a credible threat.

Secret: In a secret invasion, terrorism is used to destroy the defender's will to defend himself. Alternately, the secretive approach is dropped and the carefully planned tactics and placed weapons will be brought out for open warfare.

INVADER REINFORCEMENTS

The initial invasion is going well for the invaders, when things get better still. The reinforcements may come from home, or could be locals who have turned traitor or are forced to serve. These reinforcements may identical to earlier invaders, or they could be a special force.

THE DEFENDERS GET ORGANIZED

The PCs and their associates get better organized, and make contact with other groups who are also fighting the invaders. The new associations will have benefits and perhaps drawbacks.

NEW WEAPONS

The PCs get the chance to create or assist in the creation of a weapon that is especially useful against the invaders. The invaders might also reveal some new weapon at this time.

DEFENDERS WIN BATTLES

The defenders fight and start to win more battles than they lose. This could be due to a new weapon, more efficient organization, knowledge of the invader's capabilities, or dissension among the victorious invaders.

INVADER'S BIG PLAN

The invaders are pulling out all the stops, and try to crush the defenders in one stroke. It may not be well considered, but it will be big and may be combined with a new weapon.

FINAL BATTLE

This is the grand finale of the invasion. Everyone's last cards are laid on the table. This is often tied to the invaders' big plan, so that in stopping the "plan", the invaders will be completely defeated.

AFTERMATH

What has been lost or destroyed in the fighting? What has been gained? Are there prisoners-of-war to deal with? How badly were the invaders beaten? Will they have the ability to invade again some day?

THE MINIMUM EVENTS

Arrival, invaders win battles, defenders win battles, and final battle are events that will always happen in a comic book invasion. The other events can be added, but these four events are the minimum for an invasion.

The standard comic book invasion can usually be thwarted even by low-powered superheroes. Tactics like convincing the invaders that they have underestimated the powers of the average human being, figuring out a way to blackmail them, or explaining that Earthmen are crazy and will blow up the whole world can all be successful.

"<Curse the Champions, look what they have done! We don't stand a chance!>" shouted General Abdul Akkut
"<Pull back the walker, before Obsidian can crush any more!>" Translated from the Arabic.

"Well, I guess the Togs will think twice before they try to conquer Las Vegas again," Quantum says to a reporter as the glowing saucer drifted skyward. "They said that their intelligence didn't tell them that Earth girls are lethal."

SETTING UP THE INVASION



The invasion forces can be variable as the types of invaders. Invasions range from a single champion sent to spearhead an invasion (like Firewing from *Classic Enemies*), to Russian mechanized units moving into Western (Eastern?) Europe, to a gigantic Armada of starships with enough firepower to obliterate the whole planet. If the invaders are from space, the troops will usually have some sort of ray guns. If they are from a neighboring country, real guns. If they are from a magical doorway, the invaders will be likely to use tooth and claw, or sword and sorcery.

The great extremes of power will not be useful except as background for other adventures. For example, Firewing is a supervillain with an interesting background as an alien gladiator, but unless he actually becomes the general of a gladiator army, he functions primarily as a supervillain. Alternately, a gigantic, omnipotent Armada is merely a backdrop for a long-term invasion campaign where the invaders will be occupying the area for some time.

COMMAND STRUCTURE

THE LEADER

The strength and distinction of any invasion should come from its ultimate source of guidance — its leader. The PCs may never meet the leader of the invasion, but the personality of this individual is very important. Before the invasion begins, the GM needs to know the leader's mannerisms and style. Be sure that this leader is someone you like to run — he's going to be a part of the campaign for as long as the invasion lasts.

There are many different kinds of leaders. The leader of the invasion force can be a bigger, stronger, more impressive version of his troops, or he can be completely different. The leader can be an average person commanding an army of super-strong morons, a storm trooper who rose through the ranks, a supervillain leading an army of ordinary people, or a gladiator champion of champions.

The power of simple leadership should not be underestimated. The leaders in human history had to appear as larger than life demigods whom their soldiers would give their lives for. If the leader is loved, respected, or feared by his troops, then his army will work well for him. If the leader is thought weak, stupid, or uncaring, then the army will often be too disorganized to be an effective invasion force.

Each leader, like a player character, is often driven by powerful Disadvantages. Examples include Psychological Limitations that do not allow the acceptance of failure, a belief that each battle will be his last, a dependence on some element that is limited in the invasion situation, a reputation that is often brought out to live down, or a streak of bad luck that has blemished an otherwise unblemished career.

Example: *Demonicus Rex* is a prince born of the Demons, and as such is quite like his Warrior-born subjects. His ability to use magic, red skin and greater size are the biggest differences from his subjects. *Demonicus Rex* is a organizational leader. He delegates authority, and power, freely trusting his subjects to complete their tasks quickly and effectively.

Example: *The Creator/Mother of the Alien-Breeders* is quite different in appearance and combat ability from a Worker. Her giant size always makes action clumsy, and the heavily armored body makes dodging unnecessary.

She is a backseat driver. Caring only for the safety of her hellish pod grotto, she pays no attention to the plans of the Drone/Directors.

Example: *Firewing is a gladiator. There would be very little standardization or group tactics in his army, and none enforced by him. Firewing is the leader by virtue of his great ability in single combat, and will quickly become bored with the idleness of making plans.*

CADRE

The cadre members are almost as important to the GM as the ultimate leader, since they often have a greater chance of meeting the PCs. They often direct the troops personally, and may become personally involved in combat.

There are many different kinds of cadre members. The cadre could look like the leader, the troops, a combination of both, or something completely different. The soldiers could be loyal to their lieutenant, rather than to the leader. They would usually be a bit more loyal to their direct commander, because they know him better. The GM should flesh out the cadre members that are definitely going to meet up with the PCs.

Over the course of the invasion, the GM should take notice of the rivalries that are being developed between player characters and the lieutenants. These rivalries should then be played out so the player character can be given chances to go fight his opponent individually.

Example: *Doom Guard, of Demonicus Rex's cadre, became enamored with the Earth custom of plate armor and had a suit made for himself soon after the arrival. He enjoys combat and will quickly join in any battle. This has gained him a great deal of loyalty among the Demon Warriors, but Demonicus Rex is leery of using him for stealthy missions as his zeal will often be the cause of its failure.*

Example: *The Drone/Directors are just a larger version of the Worker. Their greatest difference is that they can think creatively, which neither the Workers or the Mother/Creator can. They send the Workers in waves to crush opposition; if this is not working they can pull them back to try craftier methods (cutting power for lights, or using flammable materials to burn out the defenders).*

Example: *Prismat-Axe is second only to Firewing in the Gladiator invasion. He is second because he has defeated every other Gladiator but one. He is resentful of Firewing's greater status and despises everyone below him. Prismat-Axe's greatest weakness is that he has never needed to make his own choices, and if he begins to doubt the rationale of the invasion, he could become indecisive.*

TROOPS

In planning a comic book invasion, the GM should usually limit the number of troop types. This serves to highlight the commanders and any special or interesting units that are operating with the troops. Aside from selected individuals, the rest should mostly be faceless "grunts".



This does not mean that there is only one type of soldier in the invading army — there should be several. If the GM creates three or four types of soldier, these soldiers can be used straight or be dependent on whichever cadre member is in charge. New troop types can be added when the Reinforcement event occurs, or whenever the players are tired of a certain type of foe.

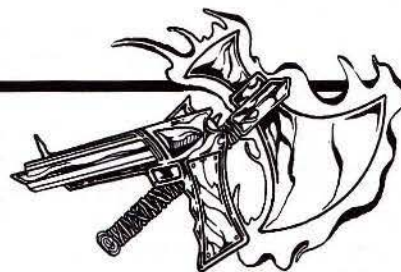
The GM can also determine special tactics for the troops to follow. For example, the Alien invaders might run in triangular formations to get maximum fire power, and if a wall of the triangle is breached the troopers will quickly scramble to form a new, smaller triangle.

Example: *Demon Warriors are little better than cannon fodder. Each is loyal because of a racial respect for the powerful, and the slight chance that Demonicus Rex will choose "me" to become a new Demon Lord.*

Example: *Workers of the Alien Breeder are worker ants of their race. They live only to protect the Creator/Mother's grotto, obey the Drone/Directors commands, and find living animals to increase the size of the next generation.*

Example: *Firewing's people could be an army of gladiators. There would be very little standardization or group tactics. They wouldn't have army uniforms and would rank themselves by past performance in the arenas of Home-world. Firewing is the leader by virtue of his great ability in single combat.*

FIREPOWER



Firepower is not just dice of damage, or the points of armor, but how these point totals are packaged. The look and feel of combat will be affected by the descriptions of invader's weapons, vehicles and visible special effects, as well as the leader, cadre, and troops. Do the invaders use claws, swords, magic, muskets, bazookas, atomic bombs, or X-ray lasers? These things are mostly decided by the type of invaders. And how effectively do they use this firepower? The answers to these questions will have a direct impact on the invasion.

INVASION FORCES

How many types of Warriors do the invaders have? Most invasion forces will consist of several types of Warriors. Any army on Earth has dozens of types of soldiers, and many are not directly involved in combat. There are tank commanders, infantry men, pay masters, material clerks, and many more. For simplicity's sake, it is usually best to limit the different kinds of soldiers to only a handful.

Most soldiers of an Earth army will have rifles which grant the power to strike at range, but the weapon is useless against an armored vehicle, and would not work be a good weapon for narrow, twisting tunnels. The types of firepower must reflect the invader's style. In this way you will have visible variation among the different invaders. Each has similar damage capability, but quite different packaging.

EXAMPLES OF STYLE

If the Nicaraguans invade Costa Rica, the invasion force would consist of conventional infantry, with some lightly armored vehicles and a few combat and transport helicopters. If, however, the Nicaraguans had discovered some ancient temple that contained the power of long forgotten elemental beings, then the invasion force of conventional military troops would be supplemented by magically empowered beings.

Demonicus Rex has five types of Warriors, not counting himself. The firepower among the Demons is mostly muscle powered hand weapons. Among the Demons, only Rex and his Lords have powers that can strike at range. They will resist the pleas of the Warrior class to use human firearms, partly from tradition and partly from fear of losing an edge over their subjects.

The troops of the Space invaders are all identical in training and equipped with long ranged rifles, that by unswerving doctrine are forever the correct weapon for any job. The invaders are also trained in the basic martial arts as a long-standing ceremonial activity. This hand-to-hand training is limited, but has made the difference in several battles where long range combat was not an option.

Lastly, when designing the invasion force, it's as important to decide what the invaders can't do as what they can. Especially in a huge invasion, the invaders have to be restricted, or they can simply drop a 40d6 area effect energy blast on every hero. Game over! Remember the invaders' motif. Remember their goal. Remember the leader's and his cadre. These will point to the weaknesses that you must emphasize as GM, and the strengths that the PCs must overcome when you are creating the firepower of the invaders.

DEFENDERS' WEAPONS

The most widely employed modern devices used to stop invaders will be determined by the style of the campaign. In a secret war, pistols could be the most useful because they can be easily concealed or thrown away. Sawed off shotguns and submachineguns are more dangerous, if a bit harder to conceal. Rifles, full size shotguns and other heavy duty weapons are right out! A character caught with any of this stuff on his person might be removed to jail or the nut house. ("I need it to slay Demonicus Rex, Officer!" "Tell it to the judge.")

Defenders in an open invasion have greater freedom to carry and use firearms. In an open invasion, pistols are carried as backup weapons. Sawed off shotguns and submachineguns are the weapons of choice, if the invaders are not heavily armored. Rifles, full size shotguns and other heavy weapons will be common.

The weapons of choice will also be determined by the weaknesses of the invaders. An invasion of werewolves would encourage the use of silver bullets. Slug people of the Elder Worm would flee in terror from the Rock Salt Brigade. If the weapon works, you can bet that the defenders use it.

C³

How does the leader get his orders down to the troops? Do the invaders have a strict hierarchy, or is it informal? Can the cadre argue with the leader, or do they follow his orders mindlessly? Are the troops allowed to give opinions? Does the leader actually command or does the cadre? How is command control laid out?

Put simply, the leader determines the command structure. There are two general types of command structures; the Military and the Casual. The Military is a rigid system created for the purpose of pushing manpower around and making the orders from the top get to the right people as quickly of possible. A Casual structure is less strict; it could be a societal, like a caste system or the bulls of a herd.

The nations of the Earth have developed the military "Chain of Command" as a way to control a large group of men in combat. No one is to go to the top man with a problem; he must go to his immediate superior. The top man does not give orders to everyone, but only to his immediate subordinates, who then see that the orders are passed on to their subordinates, and so on.

Other forces may use a completely different structure. For example, the invaders of Demonicus Rex use a primitive command style. If a Lord has something to accomplish he will tell a Warrior, Kobold or Ratzen, to do it. If the job is more than one Demon's worth, then the Demon Lord will personally gather the needed demonpower. The Demons will get on with the job, under the Demon Lord's direction.

Alternately, the military of the High Council use an extremely rigid command control system. In the millions of years they have fought among the stars, the High Council

military has created "The Book", and everything is done by the book. The leader is given an objective by the High Council. He and his cadre will then consult the book on every aspect of the mission, and do their best to remain within the parametric outline. Commanders have been court martialled, and occasionally executed, for straying too far outside the book, in even simple actions such as assigning leave time. If the enemy gets a hold of the book, he would have an advantage, especially since the book doesn't say what to do if the enemy has a copy.

In the course of an invasion, the GM may want to describe a scene to the players to demonstrate how the invader's organization works. The players would be able to use this information in making their plans. The players should only get this sort of thing when they are playing underdogs, if you want to point them in the right direction, or you just want to tell them what kind of invader they are up against.



GMING THE INVASION

THE EVENTS

Fictional invasions often follow a set progression of events. The style of the invader is important to the arrangement of the invasion events. For example, an invader that always underestimates the defenses may need several "Arrival" events before gaining a foothold, and moving on to a new type of event. And of course, some invasions will not require all of the events.

NIP IT IN THE BUD

In many stories, the adventure is to go forth and stop an invasion before it starts. In one game it could be a galaxy spanning journey to show the Emperor that humans aren't worthy of contempt. Closer to home, the PCs could undertake a stealthy border crossing to obliterate some supervillain's ammo dump, thereby eliminating his war-making capacity. In a magical invasion, the heroes might have to cross dimensions to steal the magical device that allows the leader to merge worlds.

Having the heroes "nip it in the bud" causes a non-invasion. It can be a way to introduce a threatening future invasion, by allowing the PCs to stall it, perhaps only long enough to build up defenses. If the GM doesn't want to waste his extensive preparations for an invasion, it might turn out that the PCs only prevented part of the invasion. For example, the heroes may have stopped the invasion plans of the Bug people of Ursa 12, but the bugs were only one member in an alliance of five nations. Whether the other four invaders can be similarly "nipped", or whether the heroes can even get home before the invasion starts, is the next dilemma.

ARRIVAL

This is the opening scene for the invasion. The motif of the invaders is very important here. A foolish leader can nearly ruin a perfect arrival that would have brought quick victory, while a smooth military machine should appear exactly that. The arrival event could have been planned as a peaceful diplomatic mission that went awry, or it could even be a sneak attack.

An open arrival can come in many different sizes, ranging from a sky-darkening spaceship armada to a few dozen superpowered beings. The bigger the force, the less important the PCs will become within the comparative battle field.

A gigantic invasion tries to crush all the defenders and to gain control the populace in one swift stroke. The large invasion tries to break the defending forces and gain control; the leader will worry about the civilians later. An invasion by an equally powered force is a brawl that can go either way. Lastly, some invaders will attack with a force smaller in size than the defensive force. The invaders could have an ace up their sleeve, or might not be very good at this sort of thing.

Secret Invasion

If the arrival is for a secret invasion, then the invaders probably number no more than a few thousand troops. Although their arrival isn't known to the general public, it might not be a secret to everyone — the PCs may become involved in the arrival event by being in the area by chance, having a method to detect the invaders, or maybe someone (a DNPC perhaps) calling them for help. Such plot devices allow the PCs to become involved in the invasion right from the start, even though the invasion is a secret for the rest of the world.

SPREAD OUT/BUILD UP

In the open invasion, the invaders secure their beach-heads and move to secure the resources necessary to help the invasion. The invaders can start to construct a special base. If several groups of the invaders are launched in simultaneous operations, the heroes may stop one or two, but five or six other sites would be secured at the same time. The invaders will now start to notice the PCs if they are causing interference.

Secret Invasion

A secret invasion force, in contrast, does not score obvious victories. Instead, the invaders remodel old buildings and/or construct secret bases from scratch. They plan for different infiltration and attack missions. They can even buy the things they need if they can pass for human.

"Do you have a plasma alternator?"

"Only what you see, pal!"

The secret invasion can be up against a secret defense force, such as the high flying Near Space Defense (from *Super-Agents*). This part of the invasion can continue for quite some time, operating almost as a campaign in itself.

INVADERS WIN BATTLE(S)

The invaders advance toward their final objective, whatever that might be. The invader should be strong enough to pose a credible threat to the PCs and their world.

The invaders could have one or a variety of objectives. They might be seeking to control some commodity, to stretch a border, to enslave the human race, or to destroy all life. To achieve any of these goals they can choose a very direct route, a sneaky path, or some weird angle of approach that completely obscures the target.

Jaguar, in human form, turns to Dr. Bender.

"Well Doc? Why are the Plutonians destroying the rain forests?"

"Because zey vant most uf zee ozone depleted from our atmosphere. Zis would cause many climatic changes to occur. Zey must be shtopped!"

Will the invasion be a stalemate, tough going for the invader or an overrun of the defenders? In a Superheroic campaign, the PCs can't be everywhere. The invaders could be winning beyond the Heroes reach, even though the PCs can crush every invader they can catch. If the invaders are tougher, the heroes might have a tough fight every time. In a heroic World War II background, the heroes could be helpless in the face of a blitzkrieg. If the invaders teleport, the heroes might never see what hit them.

The invaders may launch special units against the heroes, if the PCs have been a big problem. This depends on how much the invaders know about the heroes. Orbitally stationed invaders will know far less than the secretive terrorist invaders who send some agents to steal the library archives for study. The type of assault to be launched against the PCs depends on what the invaders know, what they have, and how determined they are to get rid of the pests.

Secret Invasion

Terrorism is the province of the secret invaders, though both styles of invaders can use this to tactic to achieve their goals. The secret invaders may take over an existing terrorist organization to use as a front for their schemes, or they might form their own agency.

This is also the time that many secret invasions become open ones. Having laid all the necessary groundwork for their eventual success, the invaders might come out into the open in an effort to achieve a quick victory.

INVADER REINFORCEMENTS

After the initial forces have strengthened their position and "stretched their muscles", more troops come to join the first wave. This new force can be a much larger group than the prime attack force, or it can be equal, or smaller. The new units can be more of the same, or specialists with skills for garrisoning, propaganda, anti-rebellion, or pacification. The PCs might be up against some force specifically sent to seek out and destroy them.

This new force can cause trouble among the initial invaders, as well as for the defenders. The new forces can include individuals who don't like, or even hate, the leader or other members of the original cadre. Perhaps the second force installs a new overall commander, leaving the original leader as a member of the cadre. This too could cause widespread dissension in the ranks.

This new force may also be independent of the first and will go about its own missions as it pleases. In this case, the two forces will likely end up stepping on each other's toes. Of course, the more friction there is, the better it is for the player characters.

Secret Invasion

In secret invasions, the invaders may seek native troops for reinforcements or to expand their forces. The other option is that the secret invasion heats up just as a full battle force arrives to exploit the groundwork laid by the secret force.

THE DEFENDERS GET ORGANIZED

The heroes' organization, if any, is contacted by other groups. If the heroes have no organization, then they can be given some followers, or be invited to join another large organization. This would give the PCs more options when fighting the invaders or when trying to gather information.

Groups who have been fighting the invaders on their own would vary greatly depending on the extent of the invasion and available resources. If it is the standard comic book invasion, then only a couple of the government super agent groups will even know it happened. In the currently popular "cross-over" comic book invasions, several super groups and lone wolves hold meetings and spread information.

This period is a mix of organizing and fighting, as the players get used to the greater power, and tactical advantages of leading the opposition. The heroes get to orchestrate big battles and other actions against the invasion forces. Even if the PCs choose not to join up, or refuse to remain in contact with their allies, the role of these NPCs could be very important in the next few events.

NEW WEAPONS

The defenders come up with a new device or weapon. This is most often seen in old movies, where "science will save us" from any danger. The weapon could be designed for use against the invaders themselves (they dissolve in saltwater) or to cancel some advantage in defense (a force field neutralizer) or offense (dispelling magical Hell Bolts). The

development of this advantage is usually linked to the actions of the heroes, who give the scientists the tools and security they need to perform their experiments.

Luck can be a factor in creating or discovering a new weapon. The discoverer is in a bad situation, does something that seems useless, and gets lucky.

Example: *Defender's powers have been useless against the Proto-plasmic creatures and despite his efforts, he is cornered in a basement with his batteries dead. He starts to throw everything nearby at his assailants. Heaving a box of empty pop bottles at the Protos, the bottles shatter and the sharp fragments pop them like water balloons.*

"Yuck! I'll never get this muck off of my armor, but I guess I'll live."

This could also be a point where the invaders could also unveil some weird super weapon. This usually involves calling out the heavy artillery, not a new invention. These special weapons are used almost exclusively on the PCs, and the players have to put an end to the threat.

INVADERS LOSE BATTLES

The defenders push back the invaders, and the threat of conquest crumbles. This is when the defenders prove they are made of the right stuff. Any weaknesses that the invaders may have are now known. The invader's installations are mapped out. The extent of the invader's firepower is understood and their weapons are being used by the defending forces.

The other thing that usually happens in this event may not be known to the defenders. The invader's troops could have begun to fight among themselves. The cadre could be blaming each other for failures and claiming the victories of others for themselves. Moreover, the leader could be killing those who now displease him, some of his cadre could rebel, or the leader may be replaced, causing organizational chaos. These things will help the defenders by weakening the unity of the invasion force.

The invaders with bases will be trying to protect themselves as individuals and will not risk themselves to aid an endangered sister unit as they would have when things were going well. The cadre could even break up and try to conquer the target individually. This disaffection will only escalate as the defenders continue to gain ground and the invaders refuse to deal with their internal problems.

INVADERS BIG PLAN

The threat of failure can cause the leader to push forward some *Big Plan*, or listen to a cadre member's risky scheme. This is an event that could happen many times in the course of the invasion events. The most likely time for a Big Plan is when the invasion is crumbling, and the leader would have little or nothing to lose in the attempt.

Example: *the CEO of OmniCorp wants to conquer the Earth intact for the company, but his schemes have crumbled, so he decides to destroy Madagascar with a phase bomb to show the Earth people the futility of economic independence. The fact that the phase bomb has a 32% chance of literally sinking the African continent is "a risk we'll have to take."*

The Big Plan should follow the motif of the invaders. In comic books the enemy often does things as part of the story that aren't reasonable or logical, but are fun anyway. Examples include the 4 foot King of Underworld who has a 100 foot rock monster, or the furry alien who can make the population of a small midwestern town go berserk.

FINAL BATTLE

The final battle is at hand. All kinds of exciting actions are possible in this ultimate event. The invasion is ending and some of the loose ends need to be wrapped up. If any of the heroes have a personal grudge with the leader or cadre members, they should have a last confrontation. It could be as simple as a final battle, a shouting match about philosophical difference, or the nemesis may decide that he was wrong all this time and surrender.

If a player is tired of the character he is playing, the GM may arrange a radiation accident, or a heroic death.

AFTERMATH

Now is the time to take stock of the losses and gains of the post-invasion Earth. The GM should have some idea of what kind of damage is going to be done during the invasion, but actual costs cannot be determined until the invasion is nearing completion. Some sites that the GM was planning to destroy will go as planned and others will be saved by the heroes. Keeping a running total of blown dams, wrecked factories, and other facilities can be important. Having to rebuild these resources could have a profound effect on the campaign background.

If the invaders have escaped, the GM should determine where they have gone. How did they escape? Did they shout that they will return seeking revenge?

If the invasion is just one scenario as part of a superhero campaign, then the damage needn't be any greater than that of an ordinary super fight. Alternately, a full invasion can cause damage which is much greater than the world is used to. In the comic books, the damage is just ignored (or in the next issue a character will mention "Things are certainly getting back to normal quickly after the invasion"). This could be the chance to remodel the campaign background. Examples include rebuilding the city or world into a high-tech wonderland or a cyberpunk-like dystopia.

How do the people, governments, or anyone else feel about the player characters' role in the invasion? If it was the "28 minute comic book invasion" then no one will even know about it. In the most types of secret invasions there will be little or no acclaim. In the full blown alien invasion, the heroes have to decide what kind of profile they will present to the press and in battle.

P.O.W.'S

In comics, little thought is usually spent on this realistic part of post-invasion. What to do with the prisoners of war? The GM might want to do nothing about them — the story is over and the prisoners aren't around to worry about. This isn't a problem if all the invaders are killed in battle or escape into their own territory. The POW problem is most interesting in cases of non-human invaders. By necessity, the captured invaders become part of the game background. Each nation could have to decide how to deal with its own POWs, or the United Nations could be called upon to deal with the problem.

One extreme solution is to build an island prison and dump them there. The other extreme could be just to release them to fend for themselves in a world that would hate them, put heavy restrictions on them, and in which they would be a new minority group.

THREAT OF RETURN

Unless a Big Plan or the Final Battle completely destroys all of the invaders there will be the threat of future invasions by the same invaders or their masters.

In the Superheroic campaign the dead invader commander will often "miraculously" come back to life. The leader or cadre members could appear in cameo roles, as jealous and vengeful enemies, as diplomats sent to sign treaties, or even as possible friends who respect the PCs for the bravery and powers they have shown.

LASTING EFFECTS

What effect does this invasion have on the campaign? Is an invasion by a technically superior organization the doorway to new sciences? If nature rebels, will mankind learn its lesson and form a new social order? If things of magic have appeared, will magic be studied, or will it be ignored?

SUPER TECH

These are very important questions in an ongoing campaign. It is only logical that mankind would try use any new technology that it discovered. If the invaders have room temperature-superconductors and we capture this material intact, wouldn't we study it in hopes of creating our own?

In a campaign, the wide-spread infusion of alien technologies can add an interesting new element, but in the comic books, technology does not change greatly from the real world. Even super technology created on Earth by Earthmen doesn't spread into the general technological environment. The reason for this controlled technology is to keep the campaign world very close to the real world, making it easier for identification by the reader (or player). It also reduces the paperwork to keep things consistent for the comic book writers (and GMs).

So the standard comic book way to handle any new technology is to ignore it. This is not very satisfactory after a full scale interplanetary invasion if you like to think of human beings as inquisitive and resourceful, but it does maintain the genre.

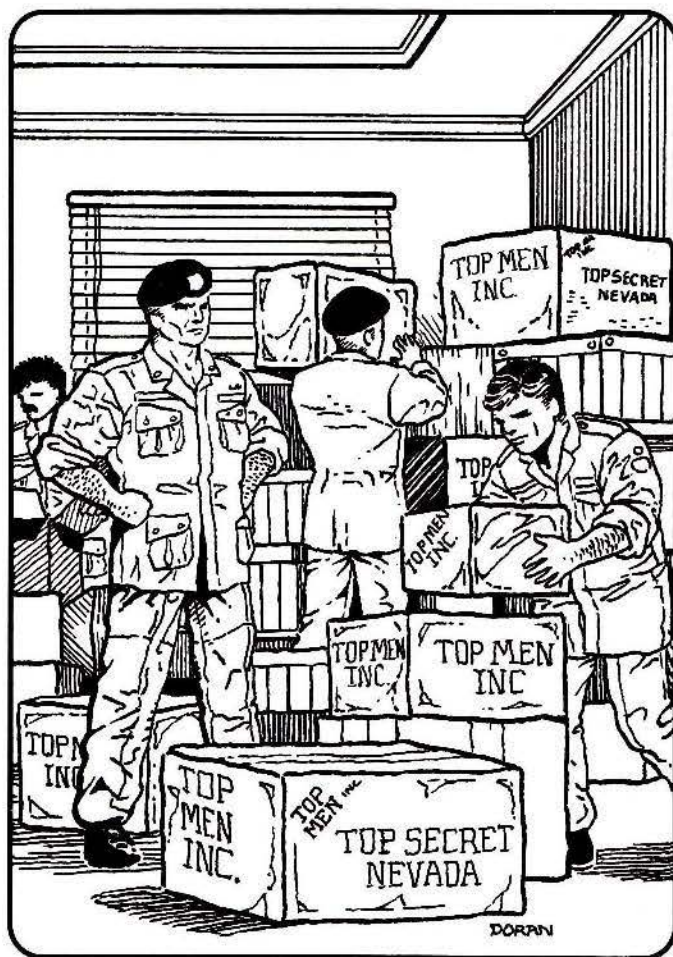
DEALING WITH THE STUFF

If you would like a reason for the lack of technological advancement after an invasion, how about human nature? The conservative or xenophobic side of mankind may keep widespread use of new and (especially) alien technologies from gaining acceptance. Is the battery used to power a ray gun safe for a child's toy? Even a company that develops a high-tech item on its own could be ruined by unfounded rumors of the new device's alien origin.

Another reason could be that the item is so profoundly different from our technology or mechanical philosophy that it can't be understood and reproduced. Is it magical science, or scientific magic? If the technology is too difficult to understand, nothing significant will come from it.

If someone decides to study the item until he understands it, this can lead to further plot complications in itself. Someone could steal the research, or another researcher might want to abuse the new technology. This will be the origin of a new hero or villain. Alternately, the government might impound the technology for study by "Top Men."

It is important to know ahead of time how you want to changing things in the campaign setting. If you had a secret war, the new discoveries will simply not be known to the general public. In an open invasion, what did the people see? What effect will what they see, and pick up later, have on the course of your campaign history? Think about these things before you let them run loose in your world.



MAGIC

This includes any "technology" that comes from an illogical or irrational source. If the invaders use magic, it is not something that can be easily picked up and used by the average human being.

For anyone to learn the magical spells of an invader is usually very difficult. For example the Demons in *Invasion: Target Earth* can only use magic if they are a Prince or Lord. This is a physical difference between them and the Warrior class. If Demonius Rex chose to create a human Demon Lord, he could create the physical qualities necessary, and then the human Demon Lord could learn Demon spells.

Magical devices may also be found after an invasion. These objects could be as simple as a flashlight or as dangerous as a wand.

Obsidian, Quantum and Seeker are standing around an ancient obelisk that had been used as a power source by Necromancer in his latest diabolical scheme. Obsidian throws back his fist "This should be destroyed." and strikes the stone.

"Wait!" shouts Seeker, "It might be..." Vertigo sweeps over the three Champions, "... dangerous."

NEW PHILOSOPHIES

Imagine the effect of learning that there is intelligent life in the galaxy. Whether these sentient beings come as friends or foes, the effect could be profound. Some people will form organizations to study the space aliens, while other could start to worship them. Some humans will even try to organize for monetary gain. If the aliens ever return for a second invasion, they might have a fifth column of human worshippers!

BIBLIOGRAPHY

Invaders: Classic TV series dealing with one man's struggle to warn the Earth about a secret invasion by human-like aliens.

War of the Worlds: Current TV series which has a small group of well-equipped defenders secretly battling a hidden invasion force that can take over human bodies, but has to make do with inferior human technology.

"V": Two TV mini-series and TV series about an combination secret and open invasion by a reptilian-humanoid race. They came openly, claiming friendship, but slowly took over control of the government and used the media to fool the general populace. The defenders are ill-equipped scientists.

Macross/Robotech: Cartoon series centered on the crew of an enormous space fortress that crashed on Earth at the end of the 20th century. The aliens lack technical skills, and there are personality clashes among the alien leader and his cadre. Other important features include the space fortress's crew's lack of knowledge concerning the ship they flew and the new weapons the defenders develop by using the alien tech.

Star Blazers: This cartoon series was actually two complete stories. In the first, the Earth is under attack by the Gammalons, who say they want to conquer the Earth. After a message from space, a ship with the best crew

available is sent on a mission to save the Earth. During the long journey they invade the Gammalon's territory, fighting through traps, space battles and even destroying the home world of the Gammalons.

The second story is an attack on the Earth by the Comet Empire, a new star nation that grows in the power vacuum left by the Gammalons' defeat. In this outing, the heroes of the first story are the only ones to recognize the new threat, so they mutiny and try to intercept the moon-sized warship/capital of the enemy.

One of the most interesting things in *Star Blazers* is the heavy emphasis on the leaders and their cadre. Leaders in the series are relived of command, or even die in battle, forcing the cadre to follow a new, untried leader.

War of the Worlds: Movie from the 1950s. An open invasion of the whole Earth by a large martian force, using weapons and defenses so powerful that even atomic weapons are useless against them. In the end they are killed by microbes. Though the ending of the movie would not be satisfactory for an actual game, the depiction of the Earth's military trying to stop the unstoppable technology of the Martians is excellent.

Red Dawn: Movie in which the communists invade the USA. It centers on the Wolverines, a band of high school students who become guerrillas fighting the occupation forces. For superhumans to be forced into this position, the whole Earth would have to be in pretty bad shape, but that is something that happens in comic books.

Aliens: Double invasion. This movie is a roller coaster ride of action, fear, and character interaction. The colonial marines invade territory controlled by a relentless invader. This is a beautiful guide for running action because the timing is so good.

They Live: This movie follows a man who discovers that the Earth has been secretly invaded and economically conquered. Special sunglasses allow him to distinguish alien from human. The movie shows a world ruled by an economic elite, ruling the people with massive subliminal communication.

Atlantis Attacks: Marvel Comics has produced a major cross-over storyline in which almost every character in the Marvel universe is involved, and the Atlantians make at least one major land assault. The long-term effect on any character is minimal. The Marvel world background has been added to, but is unchanged by the invasion.

Other Marvel Comics invasions include the long-running invasion of the Dire Wraiths (in *Rom* and other titles).

Invasion: The Alien Alliance: DC Comics created a mini-series in which several star nations decided to conquer the Earth. The mini-series crossed over with a great number of regular comic books, so that most DC characters became involved. The invasion itself has left quite an impression on the DC world. Not only has the world background been altered, but some characters have had their powers modified, and alien weapons and super tech artifacts are lying all over the place.





INTRODUCTION

This part of *Invasions: Target Earth* is for the GM only. If you are planning to play under another GM, you should not read any further.

The following mini-series adventure should be usable in all backgrounds. Demonius Rex could decide to invade a world of magic and knights in armor, or a world of star technology with few modifications.

The adventures concern the Demon Prince, Demonius Rex. Demonius Rex is the absolute ruler of the last survivors of the race who call themselves Demons. The Demons have ruled several different universes in the past eons. In each case, the Demons would secretly arrive, and then overthrow the existing order. Once successful, the Demons would fall to squabbling among themselves, and after a few decades or centuries, the native races would rise up and cast the Demons out. The Demons have moved on so many times that they no longer know where they started. In the last universe, Demonius Rex chose to fight on against the rebellion until the last possible moment. As his dark fortress started to crumble around him, he finally fled — choosing Earth as his destination.

Demonius Rex's cadre is made exclusively of Demon Lords. Hand picked from among the lesser demons, they number in the hundreds.

The majority of Demonius Rex's army is made up of the Demon Warriors, who are the brutish common folk of the Demon race. They will die at the command of their prince, but have varying degrees of loyalty to (or fear of) the Demon Lords. To bring them all to Earth quickly, Demonius Rex has resorted to powerful evil magic.

Demonius Rex is also served by a few members of a race he conquered long ago — the Ratzen. Each Ratzen is an incredibly strong humanoid with a rat-like head, bodybuilder's physique, and short brown fur covering its entire body. Ratzen are not very smart, but will follow orders given by the prince as literally and tenaciously as they possibly can.

Demonius Rex will use his magic to create other servants and to crush his enemies. He intends nothing less than a secret invasion that will bring him domination over the entire Earth. Rex has no doubt that he will succeed and bring the human race to its knees, as prelude to reaching out for the stars.

RUNNING THE INVASION

This adventures is meant to cover the highlights of the invasion by Demonius Rex. The Demons are making a noisy arrival, followed by secret events during which they prepare for the creation of the Demon army, after which the invasion becomes open.

The adventures should be run in order, roughly along this timeline presented. Between most of the described adventures, the GM should add scenes where the heroes see the effects of their battles, have meetings with the NPC defenders, and undertake missions to investigate the bases and actions of the invaders. The PCs should be given many opportunities to get involved with organizing resistance to the invaders, as well as taking on the Demons in fire fights, heroic battles, or accidental encounters.

TIMELINE

The evening before the Demon's arrival should be played out in the game. The player characters are (for various reasons) attending the grand opening of the city's newest museum. The arrival event occurs there, getting the heroes involved immediately.

After the *Big Entrance*, things should return to normal for the next week or two, but in the third week everyone in the city will realize that something is going wrong. You can even throw in an old villain, with no magical background, during the first week to throw the PCs off the track.

The *Secret Invasion* plots will occur in the first week, overlapping the four *Rampage* scenarios in the second and third week. During the third week, the *Night of the Screamers* will be the last encounter before the invasion breaks out into the open.

The *City in Flames* is the first action of the full-scale invasion. It all takes place in one night, but the actions of the Demon army and the heroes will probably take two or more sessions to play out. This night should be followed by several adventures, according to how the PCs are dealing with the invasion. Meeting the important NPC leaders should also take place before *Kobold x 4 = Demon*.

The time between *Kobold x 4= Demon* and the good guys getting organized in *Who's in charge around here anyway?* should be filled with miscellaneous actions by supervillains, the scenarios listed in the Demon character writeups, Demon raids and human counter-raids. If the GM wants to expand the mini-series into a continuing background, other cities can fall into the hands of the Demons.

Most of the remaining scenarios could follow in quick succession, over a period of one to three game weeks.

The Penultimate adventure is the enigma of *The Anti-Demon*. The forces of Demonicus Rex cannot hope to continue the fight against this new supervillain.

The final chapter in the invasion is just waiting for someone to say, *So, that's where he's been!* and confront the long hidden Demon Prince.

The invasion could take as few as only a few sessions to play out, but you will probably want it to take longer. The invasion could take a month and a half in the campaign history, or years if Demonicus Rex is allowed to expand his invasion.

THE COMING OF DEMONICUS REX

In a neighboring cosmos, a hundred years of war is coming rapidly to an end. The last Demon Prince calls together his army for a final strike (he says) at the elfin army that closes upon his mile high tower. As the Demons gather for his rallying speech, Demonicus Rex is prepares to cast the dread spell of life harvesting.

He steps forward, and the cheer from his loyal Demon Warriors goes up. As they cheer he does not hear, because he continues to weave his spell over his army. Suddenly every Demon Warrior draws his weapon in a salute to the Prince, then as one they die upon their swords. Demonicus Rex is proud of his Warriors; they are the best of all the armies. Then he releases his power to draw forth and will make visible the life spark that each body now gives up.

After moments of silence, from each body a spark rises into the air. Quickly hundreds of slaves gather the sparks into glass containers, under the direction of the Demon Lords, who were spared the life harvest. When the container is full, the slave runs to pour the sparks into a well and return to gather more.

Finally Demonicus Rex comes to the well, with his ten closest Demon Lords. The other Demon Lords drive away the slaves, and wait. In the Argon-Azog crystal eye, Demonicus Rex watches the elfin armies approaching.

"So, the once slaves cast out the once masters. It is as it always had been."

Demonicus Rex lifts the crystal eye and flings it into the well.

"NOW!"

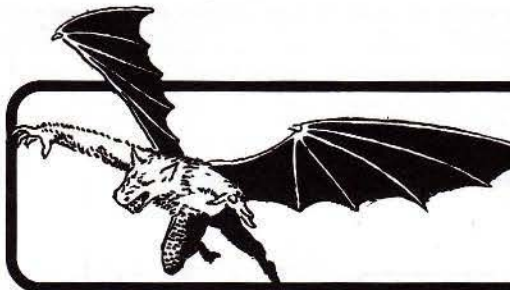
Violet light explodes from the well and violet flames crawl its walls. After many minutes Demonicus Rex steps up to the well. "Rise to me!" he commands.

A three foot tube of violet smoked glass, filled with swirling liquid sparks, rises into his clawed hands. Demonicus Rex takes the tube with an almost gentle grip. His eyes glitter as he turns to the assembled Demon Lords. "Now we shall start again in a new and weak cosmos. Come to the Hall of the Doorway." Demonicus Rex turns and leads them to the dungeons, even as the Elfin engineers fire the first siege bombards against the undefended walls. "Only a dolt fights in a house ablaze. Let us begone."

In the deepest vault of Demonicus Rex's dungeons, the fully assembled force stops before a ancient wall of fire-blackened rock. Demonicus Rex lifts up the crystal tube above his head; his eyes glow with a silver-violet light as he calls out the words to tear the cosmic fabric. A swirling patch of fire grows. As the new world appears, Demonicus Rex shouts "Forward!" and with a roar the Demon Lords charge forward.

"Today Earth, tomorrow its universe. Ha, ha, ha."





DEMONIC INVADERS

DEMON (Warrior)

Val	Char	Cost	50+	Disadvantages
20	STR	10	20	Believes in Racial Superiority
18	DEX	18	15	Loyal to Demonius Rex
25	CON	30	10	Violent Bully
20	BODY	20	5	Near-sighted
10	INT	0	20	Distinctive Looks — Demon
10	EGO	0		Warrior
20	PRE	10	15	Hunted by police, and US
0	COM	-5		military (MoP, harshly punish) 8-
8	PD	4		
8	ED	3		
4	SPD	12		
9	REC	0		
50	END	0		
43	STUN	0		

Cost	Powers	END
7	Armor, +5 PD, +5 ED, Act on 12-, (OIF — Chainmail)	
15	2d6 HKA (3d6+1 w/ STR) (OAF— Sword) OR 6d6 HA (10d6 w/ STR) (OAF — Mace). 3 (5 w/STR)	
1	PS: professional skill 8-	
10	+2 with Melee combat	

OCV: 7	DCV: 7	ECV: 3	Phases: 3,6,9,12
--------	--------	--------	------------------

Costs:	Char	Powers	Total	Disadv	Base
	102	+	33	=	135
				=	85
				+	50

Origin: The Demons have at distant times in the past moved into several dimensions and conquered each one. In time, the Demons would fall to squabbling among themselves, and the residents of the dimension would rise up against them. Sensing defeat, the Demons would move on to conquer another world. The cosmos of their origin is unknown, forgotten in the distant past.

Personality: Rough, tough and evil. They take what they want, and ignore the cries of weaklings around them. Warrior Demons have a hard time recognizing differences between "slaves", as they don't look closely at them. For example, he Demons make no distinction between a human soldier and a child. Of course, being near-sighted doesn't help, either.

The Warrior class should not have a lot of variability or personality — they little more than brutish soldiers who follow the personalities of the Demon Lords. Demonius Rex cares nothing about their lives.

All Demon Warriors are males, and only men can be transformed into Demon Warriors. Female humans are transformed into Furies (see below).

Quote: "Die weakling! All your kind will fall before our great Prince's army."

Powers/Tactics: Demons are armed with axes, swords, spears and other archaic weapons, and dress in chainmail armor. They are trained in the use of these weapons from the time they are born, and are strong enough to bring their melee weapons up to DC 10.

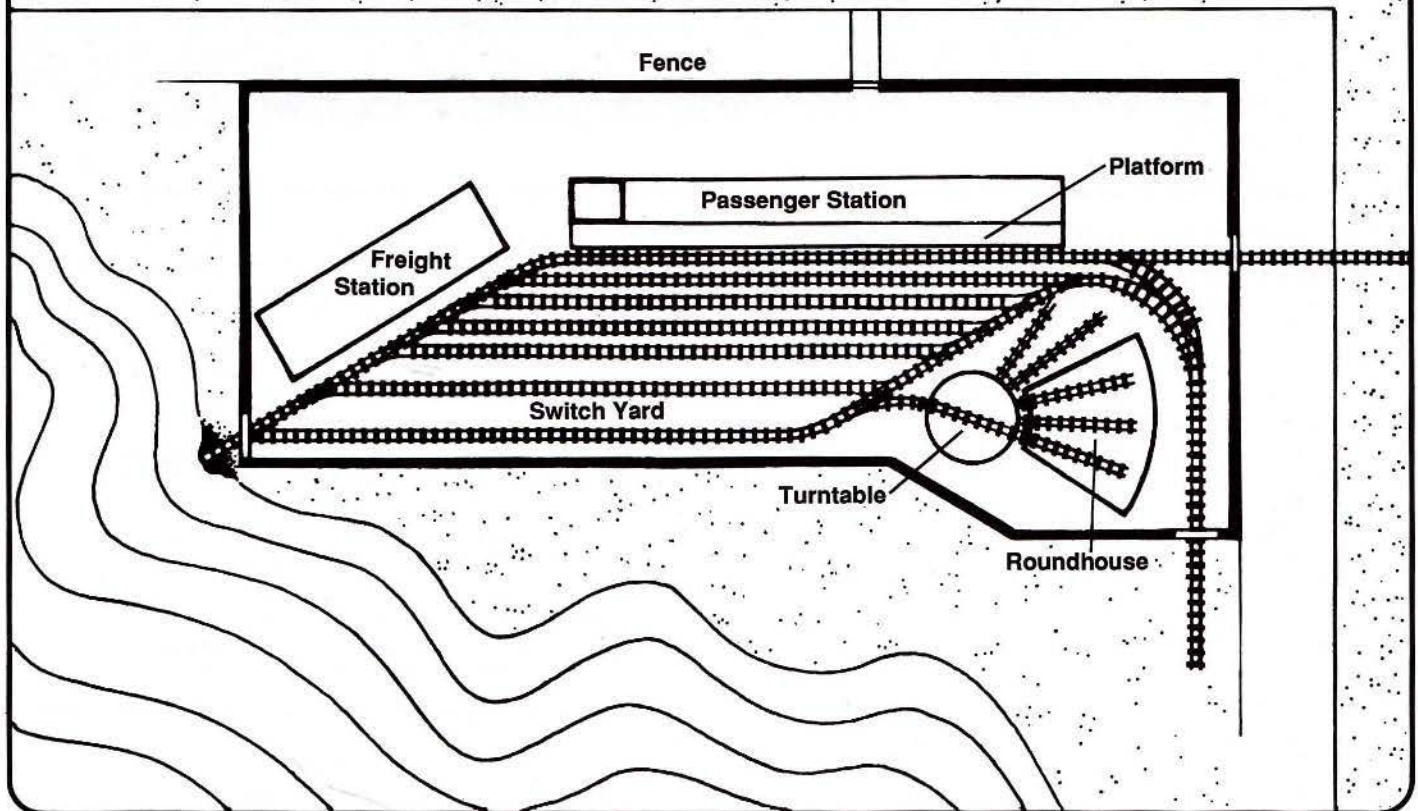
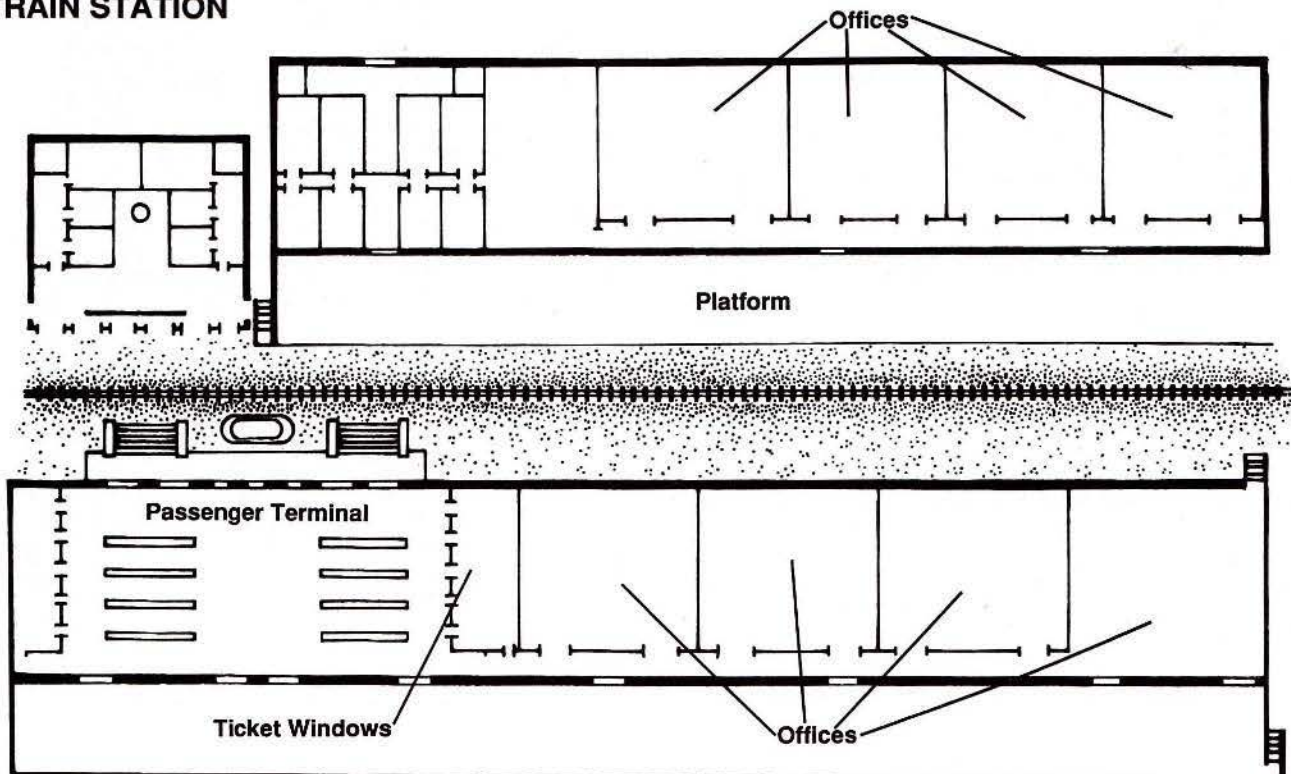
The Warriors don't use range attacks. Demonius Rex and the Lords fear losing the edge of being the only ones using ranged attacks, so will not issue firearms to the Demon Warriors.

Appearance: The Demons have a great degree of similarity to the old images of devils and demons of the European dark ages. They have goat-like heads, and legs that end in hooves. Their bodies and hands are very man-like.

Most of the Demons will actually never be seen in the flesh. They remain locked in the Crystal Tube, never to be given a new body during this invasion.

Headquarters: The Warriors are divided into several barracks. These can include rooms in Demonius Rex's Mansion hideout, an abandoned rail yard, or even a forgotten villain base.



ABANDONED RAIL YARD**TRAIN STATION**

DEMON LORD					
Val	Char	Cost	100+	Disadvantages	
30	STR	20	20	Believes in Racial Superiority	
23	DEX	39	15	Loyal to Demonicus Rex or	
30	CON	40		Selfish personal interest	
20	BODY	30	15	Predisposed to plotting &	
15	INT	5		slyness	
20	EGO	20	25	Distinctive Features — Demon	
30	PRE	20		Lord	
4	COM	-3	15	Hunted by police, and US	
15	PD	9		military (MoP, harshly	
15	ED	9		punish) 8-	
5	SPD	17	20	Hunted by Supergroup	
12	REC	0		(As pow) 14-	
80	END	10	—	Demon Lord Bonus	
50	STUN	0		(As appropriate)	
Cost		Powers			END
15	Armor, +5 PD, +5 ED, Activation 14-, (OIF — Chainmail)				
20	2d6 HKA (4d6 w/ STR) (OAF — Sword) OR 6d6 HA (12d6 w/ STR), (OAF — Mace). 3(6 w/STR)				
58	Hell Bolt: 10d6 Energy Blast, Personal Immunity (will not affect others who know Hell Bolt spell), 1/2 END, Gestures, Incantations				4
89	Wind Scream: TK 30 STR, Area effect: line 9", Only grabs and pushes along the line, Gestures, Incantations, Burnout on 11-. Also TK 30 STR, same Power Modifiers, Linked. Also TK 30 STR, same Power Modifiers, Linked.				27
43	Shifting Effect: T-port 20" (160" non-combat move) Advantage: One-Hex, Incantations, Not under light equal to the sun, 1-3 other spells may be known (see below).				varies
3	Breakfall 14-				
3	Bureaucracy 15-				
3	Tactics 12-				
3	Conversation 15-				
3	Sleight of hand 14-				
3	High Society 15-				
3	Stealth 14-				
9	+3 with 3 Skills listed above.				
5	+1 with Melee Weapons				
OCV: 8 DCV: 8 ECV: 7 Phases: 3,5,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	216	+ varies	= varies	= varies	+ 100

Origin: The Demon Lords are Warriors who displayed enough loyalty, bravery and strength to lead Demon Warriors. All of the Demon Lords in the invasion were trained in the previous cosmos. Demonicus Rex believes that all of his Demon Lords are entirely trustworthy.

Personality: Quite a diverse group. Some are tacticians, field marshals, scientists, others are court fops, academics, and bureaucrats. Most, but not all, put the wishes of their Prince above their personal desires. They serve because they know that a victorious Demonicus Rex will carve up the earth and give each Demon Lord a fiefdom of his own. The Demon Lords have little respect for humans, or the marvels of human science and engineering.



Most of the Lords do not engage in personal combat; they concentrate on directing the Demon Warriors and lobbing in the occasional Hell Bolt. This is not out of fear, but in an effort to complete the mission. Some of the Demon Lords are more disposed to leading combat by example, and they have a lot of respect among the Warriors. These Demon Lords often have additional skills or spells to help them in combat.

Powers/Tactics: While powerful in a physical way, their greatest threat is the use of magic. All know Hell Bolt, Wind Scream, & Shifting. They each have one to three other spells. (See Demonic Magic, below)

With regards to the Screaming Wind spell, if the first effect of the Screaming Wind spell burns out, then the whole spell is shut down. But if the second or third are Burnout, it'll just be reduced in size.

Appearance: The quick way to recognize a Demon Lord is to look at the skin. The metamorphosis from a Warrior into a Lord makes the skin a bright red and the horns become yellow. Other than that, they look like Demon Warriors.

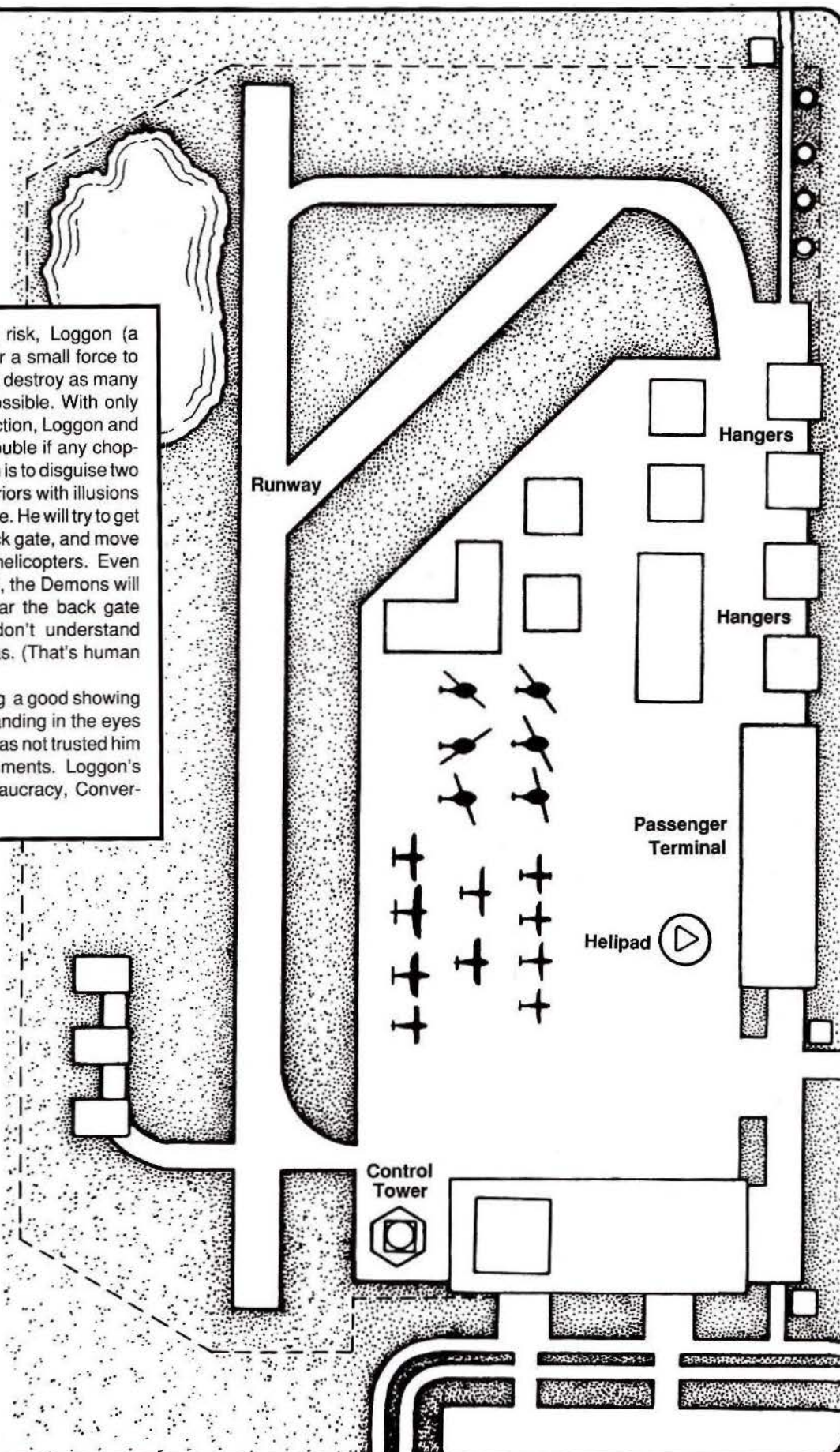
Each Demon Lord usually dresses in a personalized style. Doom Guard wears plate armor all the time. Lord Skrak likes to wear jeweled rings on all of his fingers and horns, gems inset on his hooves. And Phistos has taken a fancy to human military uniforms, and now prefers to be called "Lt. Phistos."

Headquarters: Demonicus Rex keeps his most powerful Lords nearby. This is not because of a lack of trust but a desire for company and to ask for opinions on matters of the invasion. Each of the Lords has a personal room in the mansion. The higher Lords have private studies as well.

THE AIRPORT

Scenario: Taking a big risk, Loggon (a lesser Lord) puts together a small force to attack a local air field and destroy as many combat helicopters as possible. With only his attack spells for protection, Loggon and company will be in big trouble if any choppers get in the air. His plan is to disguise two cars and the Demon Warriors with illusions to take the base by surprise. He will try to get past the guards at the back gate, and move from there against the helicopters. Even though it would be logical, the Demons will ignore the fuel tanks near the back gate because the Demons don't understand about motors needing gas. (That's human stuff!)

Lord Loggon is hoping a good showing here will bring greater standing in the eyes of Demonius Rex, who has not trusted him with any combat assignments. Loggon's improved skills are Bureaucracy, Conversation, and Stealth.



VARIOUS LORDS

There are more than one hundred Demon Lords working for Demonius Rex, their Prince. Each one is unique, and the GM should establish a persona for each of them. There can also be minor variations in Powers and Skills, as the GM sees fit. Examples include:

DOOM GUARD

Dress/Style: Plate armor with a red demon's face.

Personality: He never relaxes. He is constantly practicing, exercising and pushing himself.

Increased Skills: Breakfall and +1 with melee weapons.

Politics: Doom Guard devoted to Demonius Rex.

Other Spells: Dazzling Flames, Ward, and Devastation

LOGGON

Dress/Style: Wears pieces of very shiny metal, giving the appearance of armor, over black clothes.

Personality: Loggon wants more responsibility, but Demonius knows he is still too young.

Increased Skills: Bureaucracy, Conversation, and High Society.

Politics: A yes-man in the presence of his Prince, Loggon will try to trip up the plans of other Lords, in hopes of making room at the top.

Other Spell: Illusion

LORD SKRAK

Dress/Style: Gold rings on fingers and horns

Personality: Very snooty, decadent, and a schemer. Lord Skrak is older than Demonius Rex and is the Prince's most trusted advisor. All Demons, except the Prince, call him "My Lord", or Lord Skrak. If Skrak is offered a bribe, or some kind of deal he will listen. The chance to plot some intrigue will be irresistible, but humans can't trust this Demon Lord.

Increased Skills: Bureaucracy, Conversation, and High Society.

Politics: Lord Skrak is loyal to himself, which means being loyal to his Prince until a better deal comes along.

Other Spells: Dazzling Flames and Ward. Lord Skrak also knows Deception, but prefers deceive with words.

LT. PHISTOS

Dress/Style: Phistos has taken an early liking for U.S. military uniforms, and will constantly be dressed in military fatigues, with a pistol at his belt. He now is called "Lt. Phistos", and is pressuring Demonius Rex to arm the Demons with M-16s.

Personality: Lt. Phistos is the rare Lord who seeks greater power for his own ends. He is quiet and confident, and awaits the day when he can overthrow Demonius Rex.

Increased Skills: Breakfall, Tactics, and Stealth

Politics: He sees service to Demonius Rex as a step to gain greater personal power.

RALTRY

Dress/Style: Raltry has a notable face among the Lords, with a pointy nose and an angry attitude.

Personality: Raltry is an aide to Lord Skrak, and feels this is the best way to gain attention with Demonius Rex. He doesn't know the extent of Lord Skrak's schemes, and would report anything he found to Demonius Rex.

Increased Skills: Breakfall, High Society, and Stealth.

Politics: Raltry is loyal to Demonius Rex and Lord Skrak, but lately has begun to feel (quite rightly) that his hard work is going unnoticed. If he is shamed in the invasion, then he will direct his repressed resentment at the PCs that he feels are the cause of all his problems.

Other Spell: Brimstone

VURMINOUS

Dress/Style: Vurminous is the shortest of the Demon Lords, standing about 5'6". He has taken to wearing lab smocks held closed by his sword belt; he also has the powerful unpleasant odor of herbs, and chemicals.

Personality: Vurminous is fascinated by scavengers of any kind. His mania has taught him many things that would be of use to magicians, and scientists.

Increased Skills: Sleight of hand. New skills: Scientist, KS: Animal growth-magic (17-), Medical magic(16-)

Politics: Vurminous is so wrapped up in his research and pets, that his loyalty is only a reflex. Proper respect for his research, and sparing his pets will gain equal respect.

Other Spell: Ward.

OTHER LORDS

BRUTALLUS

Dress/Style: Unlike the other Demon Lords, Brutallus retains many of the characteristics of his original (minotaur) stock. His Characteristics and size should be the same as Powerhouse from *Champions*; he has the Skills and Spells of a Demon Lord. Brutallus looks like a huge, muscular minotaur.

Personality: Brutallus is a firebrand who is quick to fly off the handle. He enjoys hand-to-hand combat, and will gladly lead his troops from the front.

Increased Skills: +1 w/melee weapons, Tactics

Politics: Because he is so different, Brutallus is treated like an outsider by the other Demon Lords. Loyal to Demonius Rex, Brutallus is often closer to the Demon Warriors than the other Demon Lords.

Other Spell: Ward, Devastation

MR. TERRUS

Dress/Style: Mr. Terrus affects the look of successful Earth leaders — a power suit with a red tie. He often carries a briefcase with him.

Personality: Mr. Terrus is *very* precise; everything must in it place at all times.

Increased Skills: Bureaucratics, Conversation, High Society.

Politics: Mr. Terrus is in Demonius Rex's doghouse, due to a failure in the earlier cosmos. Like all unsuccessful Demon Lords, Mr. Terrus has been stripped of his spells. If he performs well, Demonius Rex will restore the spells; if not he will be further demoted to Demon Warrior.

Other Spell: Mr. Terrus has no spells at all.

DEMONICUS REX				
Val	Char	Cost	100+	Disadvantages
30+10	STR	20	20	Enraged if confronted by someone who seems more powerful in some way. 11-, 8-
26	DEX	48		
40	CON	60		
30+2	BODY	40	25	Believes in racial superiority
20	INT	10	15	Wants to secure a safe dimension for Demons to rule
30	EGO	40		
45	PRE	35	15	Predisposed to plotting & slyness
2	COM	-4		
35	PD	27	25	Distinctive Looks — Demon Prince
35	ED	27		
7	SPD	34	15	Hunted by police, and US military (MoP, harshly punish) 8-
16	REC	0		
80	END	0	20	Hunted by Supergroup (As pow, 14-)
70+2	STUN	0	704	Villain Bonus

Cost	Powers	END
15	2d6 HKA (4d6 w/ STR), OAF — Sword	
10	1/2 d6 HKA (1d6+1 w/ STR), Claws	
16	2 levels of Growth, 0 END	
35	Damage Resistance (35 PD, 35 ED)	
6	+3" Running (total 9")	
10	5" Flight	
	Skills	
2	FAM w/common melee weapons	
3	Breakfall 14-	
5	Bureaucracy 19-	
3	Tactics 13-	
7	Conversation 20-	
3	Sleight of hand 14-	
9	High Society 21-	
5	Stealth 15-	
40	+5 w/Combat	
	Magical spells	
58	Hell Bolt: 10d6 Energy Blast, Personal Immunity (will not affect others who know Hell Bolt spell), 1/2 END, Gestures, Incantations	4
89	Wind Scream: TK 30 STR, Area effect: line 9", Only grabs and pushes along the line, Gestures, Incantations, Burnout on 11-. Also TK 30 STR, same Power Modifiers, Linked. Also TK 30 STR, same Power Modifiers, Linked.	27
43	Shifting Effect: T-port 20" (160" non-combat move) Advantage: One-Hex, Incantations, Not under light equal to the sun,	varies
47	Dazzling flames: 3d6 Flash, all sight senses, 1/2 END, Gestures, Incantations	2
24	Deception: Images, -3 to "see through", radius 2", Incantations	3
37	Brimstone: Darkness 5" radius affects normal and IR vision, Gestures, Incantations	3
23	Stench of the Brimstone, 2d6 NND, Area effect radius 6", Continuous, 0 END, Gestures, Incantations, Linked to Darkness	0
21	Devastation: Tunneling 4" through DEF of 8, Gestures, Incantations	varies
11	Ward of Flames: Force wall 8 PD 0 ED, 4", Transparent to Energy, Gestures, Incantations, Only effects a circle	2

Cost	Powers	END
11	EC — Demonic Transformations	
a-47	Transform 5 1/2 d6, Area (1250 hexes), any shape Non-selective target, Transform to a limited class — Demon Warriors or Human shaped, 0 END, Concentrate 0 DCV, Gestures, Incantations, Extra Time — 1 minute, Focus — Demon spark, Limited — Area must be enclosed, like a building, Not during the day	
b-11	5d6+1 Transform Demon Warrior into 4 Kobolds, 1/2 END, Gestures, Incantations, No range, Focus — Crystal tube, Extra-Time — Full phase, only in a dark ritual chamber	
c-11	Transform human to a Fury 1d6+1 Cumulative effect, Continuous, 0 END — Persistent, Sticky, Uncontrolled, Gestures, Incantations, No range, Focus — Demon spark	
OCV: 9 DCV: 9 ECV: 10 Phases: 2,4,6,7,9,11,12		
Costs:	Char	Powers
	337	+ 602 = 939
		= 839 + 100

Origin: Born with the potential for great power, Demonius Rex's parents were slain and he was taken into the embrace of the Orb of Darkness. Baptized to his power and raised by different ancient Princes, Demonius was destined for greatness. Like all princes, he survived the attempts to enslave him and burned out the emotions that would weaken him in his quest for power.

Personality: Demonius is used to a universe that revolves around his will and word. Demonius Rex is an absolute ruler, but has always sought the advice of others. His favorite recreation is a challenging conversation. His favorite pastime was studying history, but now of course he plans the invasion or reads Earth history.



Demonicus Rex wants to be in control of all that he sees. He can allow no one to be more powerful than he is in this new cosmos. The humans must be brought to heel quickly, so the rest of the universe can be taken.

Quote: "Why do they resist?"

Tactics: Demonicus Rex will stay at the mansion, unless he sees someone who can rival his powers. If he witnesses any fight, he will only become involved if he sees his rival. He will challenge and attack this person to prove his superiority. If the rival is cheating (getting help) or wriggling beyond Demonicus Rex's grasp (winning), then Rex will retreat and plan how to force this challenger into a fair combat.

Powers/Tactics: Among the Demons, he is the most powerful and rules by virtue of this superiority, as well as the respect gained as their leader against the Elves. All magical spells are available to him, only the Ratzen are as strong, and he has never lost a competition against his Lords.

Appearance: Huge and powerful among his fellows. Demonicus Rex is 8' tall and has red skin, yellow horns and always dresses in purple.

Headquarters: Having found a sprawling mansion that had last been used for a horror movie set in the 60's, Demonicus Rex has settled in with everything he needs. For now.

KOBOLD					
Val	Char	Cost	0+	Disadvantages	
3	STR	-7	20	Loyal to Demonicus Rex	
12	DEX	6	10	Extremely near sighted	
10	CON	0	5	Distinctive Features — Short monster	
12	BODY	4			
9	INT	-1			
10	EGO	0			
5	PRE	-5			
0	COM	-5			
5	PD	4			
5	ED	3			
2	SPD	-2			
3	REC	0			
20	END	0			
23	STUN	4			
Cost			Powers		
13	One level Shrinking, Persistent, always on				
10	+6d6 HA, only with a coordinated attack				
5	Claws 1 pt of HKA(1/2 d6 w/ STR)				
7	Mind Link only w/the 3 other parts				
-4	-2" Running (4" total)				
OCV: 4 DCV: 6 ECV: 4 Phases: 6,12					
Costs:	Char	Powers	Total	Disadv	Base
	4	+	31	=	35
				=	35
				+	0

Origin: After Demonicus Rex has caused a fusion of Demon Warrior and human, he can divide the one creature into four Kobolds who share a single mind. They are interesting to see in combat but have too many disadvantages to be effective as combat units. On the other hand, they make the most trustworthy communications system.



Personality: The most important thing in dealing with Kobolds is that they are literally in more than two places at once. They seem almost eternally distracted, but are still Demon Warriors with a highly developed survival instinct (cowardice).

Each set of Kobolds hope only that Demonicus Rex will rejoin them into a single life again. To this end they serve with extreme loyalty.

Quote: "We hear you!" and you, too.

Powers/Tactics: Their linked minds are their only real power, and they serve Demonicus Rex well as a secret service. Beyond that, they are only an annoyance, even for normal people.

If all four units are working together, then they will use combined attacks to deal with most foes, or they run for cover screaming for help. All will fight or all will run.

Scenario: A group of Kobolds surrenders to the authorities. They are actually two pairs from two Quads. Demonicus Rex is hoping to learn a great deal about his enemies through these Kobolds. They will be very cooperative and helpful without giving any information. They will even pretend to have a premonition of a battle, which is a situation created to make them look good to everyone who works with them.

Appearance: Their small size makes them look less goat-faced than the Warrior class; they are more dog-headed with small horns.

Headquarters: One of every set of Kobolds is at a central assemblage called the Communication Net. The others are scattered all over the invaded cities and country side watching and reporting.

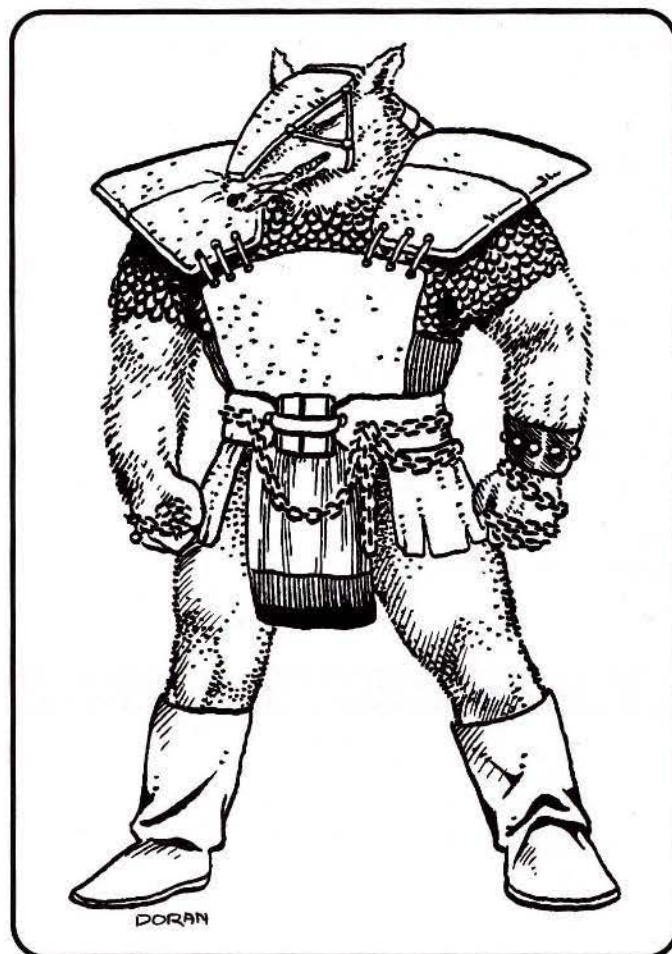
RATZEN (Rat-like servant of Demonicus Rex)					
Val	Char	Cost	100+	Disadvantages	
45	STR	35	20	2x STUN, 2x BODY from Rat poison	
18	DEX	24			
25	CON	30	10	Enraged if someone insults cartoons, or Demonicus Rex,	
22	BODY	24		14-, 14-,	
5	INT	-5			
8	EGO	-4	10	Won't plan for future	
20	PRE	10	20	Loyal to Demonicus Rex	
8	COM	-1	20	Distinctive Features	
12	PD	3	20	Hunted by Hero Group,	
12	ED	7		MoP, 11-	
4	SPD	12	15	Hunted by US Army,	
14	REC	0		As pow, 11-	
50	END	0			
58	STUN	0			
Cost			Powers		END
3	HA +1d6, (10d6 total), 0 END (OIF — Chain-wrapped fists)				
10	Bite 1/2 d6 HKA (2x 1/2 d6 w/STR)				
10	Armor +8PD/+8ED, Ablative, (OIF — Steel plates)				
0	Discriminatory sense — Taste/Smell (replaces sight)				
10	Tracking scent 10-				
25	Nose-based Spatial Awareness				
	Skills				
4	+2 with Punch				
9	Climbing 14-				
3	Stealth 11-				
1	KS: Favorite TV show 8-				
OCV: 6 DCV: 6 ECV: 3 Phases: 3,6,9,12					
Costs:	Char	Powers	Total	Disadv	Base
	135	+ 75	= 210	= 110	+ 100

Origin: Discovered in some pocket universe by the Demons thousands of years ago, the strength and limited intelligence of the Ratzen resulted in a perfect slave race. A large rat-like scavenger evolved into the Proto-Ratzen, but the Ratzen evolution was a dead end and when they were found by the Demons they would not have endured another 5 generations.

Personality: Brutish in appearance, they do have a sense of humor and love to watch TV, eat candy, and play children's games.

Whatever culture the Ratzen may have had has been completely erased and only service to a Demon prince gives meaning to their lives. In their own way they are a noble race, with a strong sense of duty and loyalty.

Quote: The Ratzen have always used slogans in battle, as a method of keeping their train of thought on the objective. Here on Earth, each has chosen a favorite quote from cartoons, often used out of context. "Of course you know, this means war!" is the battle cry of the Head Ratzen, "Exit stage Right!" is often shouted after someone (anyone) is knocked back, and general cries of "Your dith-pik-ible!" will be heard during a charge.



Powers/Tactics: The Ratzen will mob one target at a time, pounding it down with combined attacks, then moving on to the next target. If they are given orders by Demonius Rex they will follow those orders, exactly — no more, no less — and with total obedience. Ratzen will not obey the orders of Demon Warriors, and will probably hit a Warrior who is yelling at them.

The great physical strength of the Ratzen is counterbalanced by an near total lack of foresight. The armor they wear is just bits and pieces of steel plate that they tie onto themselves as best they can. Parts will go flying at almost any impact. They can be distracted by cartoons and aromatic foods.

Scenario: Between missions, one Ratzen wanders off and forgets that Demonius Rex can't give him new orders when he is away from the warren. The Ratzen surfaces in the city, breaks into toy and candy stores.

This Ratzen has taken lumps from the heroes before, so he will flee the stores for the sewers "That's all folks!" There follows a madcap chase through the sewers. If the players catch him, the Ratzen won't be able to tell the PCs where any invaders are, but he will want to play more "Tag".

Appearance: The Ratzen are brown, furred, 6'6" tall, with rat like heads. That are built like body builders.

Headquarters: The Ratzen have tunnels in the city sewer system in which they have stocked TVs, candy, and the communication crystal. Through the sewer they can travel undetected to anyplace in the city.

FURY (Human/Demon fusion type 2)

Val	Char	Cost	100+	Disadvantages
15	STR	5	15	Berserk if any Mental Powers are used on her. 11-, 14-
24	DEX	42		
13	CON	6	15	Will become very confused if someone/something is around that she knew before the fusion
13	BODY	6		
5	INT	-5		Loyal to Demonicus Rex
5	EGO	-5	20	
15	PRE	5	0 (20)	Distinctive Features — Demon Warrior
5	COM	-2.5		
6	PD	3		
6	ED	3		
7	SPD	36		
6	REC	0		
29	END	-0.5		
38	STUN	10		

Cost	Powers	END
10	1/2 d6 HKA (w/STR 1d6+1), claws	
3	A armor 2 PD (Scaled skin)	
22	Flight 11"	
5	Aerobatics 15-	
27	+8 to DCV, requires an Aerobatics roll	

OCV: 7	DCV: 7	ECV: 3	Phases: 3,6,9,12
--------	--------	--------	------------------

Costs:	Char	Powers	Total	Disadv	Base
	103	+	67	=	160
				=	60
				+	100

Origin: Demonicus Rex realized that the humans' use of flight (superheroes or helicopters) was giving them a small advantage. His solution was to create a fusion of Demon and human to be his air force. Demonicus Rex has kidnapped many woman and developed a method similar to that used for making Demon Warriors, by which he can alter them into winged spitfires to deal with flyers and snipers.

Personality: Each Fury is controlled by the a Demon spark used to create the fusion. The control is weaker than in the case of the Demon Warriors, but will usually be strong enough in normal combat situations.

The Furies are very unpredictable out of combat. They may try to help you one time, and next time claw you.

Quote: "I'll rip you from the sky!"

Tactics: If there are any airborne defenders, the Furies will charge them and stick with them, forcing the target to ignore any ground targets. They will use acrobatic maneuvering to close on snipers then attack with claws or Move-bys. Furies will only try a Move Through attack if ordered to by Demonicus Rex or a Demon Lord.

Powers/Tactics: Fast and agile in the air, the Furies are only a marginal threat because they don't have a powerful attack. Perhaps their greatest power is that they are recognizable as transformed women. If the heroes have not been very worried about pounding the Demon Warriors, play up the fact that the Furies are the missing (and hopefully curable) kidnap victims.

Scenario: Demonicus Rex has planned an attack on some location. The Furies are sent to attack some other target a distance away to provide a diversion. The PCs may realize that the Furies are a diversion after they notice that nothing is being stolen. Capturing the Furies to cure them should be considered a victory, even if the other attack is successful.

Appearance: Women with large wings, they are very wild. They are only calm when Demonicus Rex is about, otherwise they pace or fidget.

Headquarters: In Demonicus Rex's mansion, the Furies have a large cellar room. They hang from the ceiling when resting.



DEMONIC MAGIC



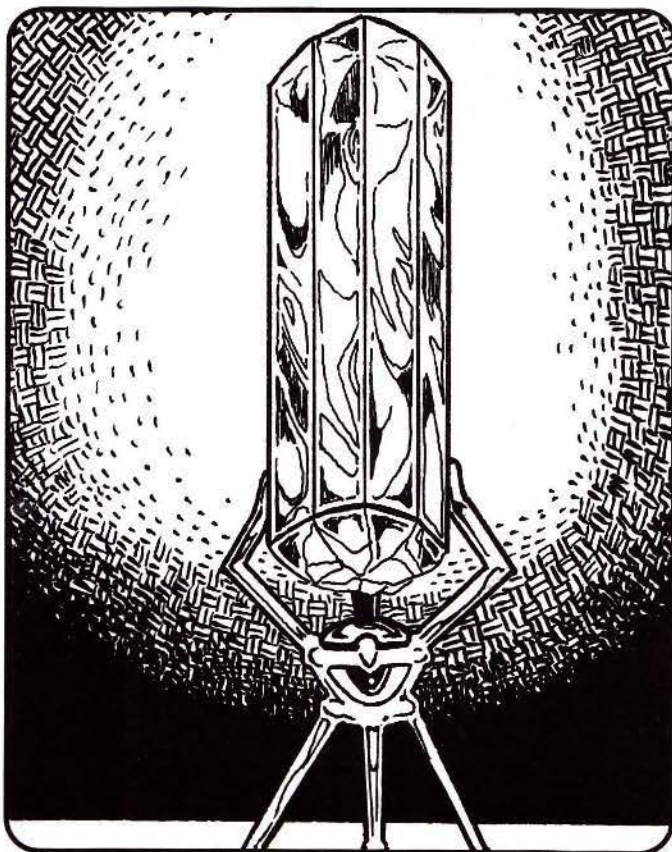
The Demons only have two magical items during the invasion. One is a communication device which they will create themselves once they have arrived, the other is the Crystal tube created just before leaving the last cosmos.

The Demonic royalty also know a number of spells. They can shift, bend and fling energy with mental discipline and hand gestures. The spells have a common theme of fire and smoke.

MAGIC ITEMS

CRYSTAL COMMUNICATOR

Made of a 12" jagged crystal spike, Crystals are magically linked to allow Clairsentience (Sight and Hearing sense groups) viewing of everything within an 8 meter (4") radius of a targeted Crystal Communicator, and anyone between 8+ meters (5" and 11") can see and hear what happens. Anyone within an 8 meter radius of the sending crystal will also appear near the receiving crystal.



In short, images appear at each end of the connection, and can act and react for those within the crystals area of effect.

Clairsentience (6600" or 13.2 km/8.25 miles) — 40 points, plus 8x range (+15 points), 0 END (+1/2), Usable against others (+1/2), Area effect Radius 11" (+1), OIF Bulky & Fragile (-1 3/4), Concentrate — 0 DCV (-1/2), Extra-time — 1 Turn (-1), Requires a skill roll: Crystal Rune Touch (-1/2), Real Cost = 34 points

Crystal Rune Touch skill is an EGO based skill. Each Crystal Communicator has a mystical wave length which has a symbol or Rune. This Rune is memorized. When concentrated on clearly (a successful roll) the desired target crystal will be activated, and the images appear. A bad roll may active the wrong crystal, or all the crystals may glow with reddish light, but this is totally up to the GM.

THE CRYSTAL OF DEMON'S LIVES

This is a violet crystal tube, 3' long and 8" in diameter, filled with uncounted swirling sparks. This is not a magical weapon, but a material component in all of Demonicus Rex's fusion spells for the creation of the different types of Demon Warriors. Each spark is actually the life force of a Demon, which is released at the command of Demonicus Rex.

SPELL LIST

HELL BOLT

The Hell Bolt is a black ball surrounded by flames drawn from a Demon Lord's black heart.

Effect: 10d6 Energy Blast, Base Cost: 50

Modifiers: Personal Immunity +1/4, Will not effect anyone who knows Hell Bolt spell +1/4, 1/2 END +1/4, Gestures -1/4, Incantations -1/4

Real Cost: 58

END: 4

DAZZLING FLAMES

The Demon throws a Blanket of deep orange flame on his target. It is blindingly painful, but leaves no permanent marks.

Effect: 3d6 Flash, all sight senses, Base Cost: 40

Modifiers: Personal Immunity +1/4, Will not effect anyone who knows Hell Bolt spell +1/4, 1/2 END +1/4, Gestures -1/4, Incantations -1/4,

Real Cost: 47

END: 3

DISGUISE

Wraps to target in a visible and audible disguise.

Effect: Images, -3 to "see through"; Base Cost: 24

Modifiers: 2x radius = 2"radius (+¹/₄), Incantations -¹/₄

Real Cost: 24

END: 3

WIND SCREAM

A wind of fiery orange will push everything it can move away along the line of the attack. As the Demons continue using it, the Wind Scream will become steadily weaker, and eventually burns out altogether.

Effect: Telekinesis 30 STR, Base Cost: 45

Modifiers: Area effect (line 9") +1, Only grabs and pushes along the the line -¹/₂, Gestures -¹/₄, Incantations -¹/₄, Burnout on 11 -³/₄,

Real Cost: 33

2nd Effect: Telekinesis 30 STR, Base Cost: 45

Modifiers: Area effect (line 9") +1, Only grabs and pushes along the the line -¹/₂, Gestures -¹/₄, Incantations -¹/₄, Burnout on 11 -³/₄, Linked -¹/₂

Real Cost: 28

3rd Effect: Telekinesis 30 STR, Base Cost: 45

Modifiers: Area effect (line 9") +1, Only grabs and pushes along the the line -¹/₂, Gestures -¹/₄, Incantations -¹/₄, Burnout on 11 -³/₄, Linked -¹/₂,

Real Cost: 28

Total Cost: 89

Total END: 27

Note: If the first effect of the Screaming Wind burns out, then the whole power is shut down. But if the second or third burn out the power will just be reduced in power. The GM should roll for each separately.

BRIMSTONE

A cloud of thick, hot, horrible smelling smoke, that boils up from the ground.

Effect: Darkness 5" radius (effects IR vision +5 points), Base Cost: 55

Modifiers: Gestures -¹/₄, Incantations -¹/₄

Real Cost: 37

Stench of the Brimstone

Effect: 2d6 NND, Cost: 10

Modifiers: Area effect radius (+1) Base 3", 2x radius — 6" r (+¹/₄), Continuous (+1), NND (+1), 0 END (+¹/₂), Gestures (-¹/₄), Incantations (-¹/₄), Linked (-¹/₂)

Real Cost: 23

Total END: 4

Total cost: 60

SHIFT (LOCATION)

A flame appears around the feet of the caster and then roars into a flaming column. Nothing is left in the target area.

Effect: T-port 20" (Extra phase — 8x distance 160"), Base Cost: 50

Modifiers: One-Hex +¹/₂, Incantations -¹/₄, Not under bright lights -¹/₂

Real Cost: 43

END: 7

DEVASTATION

Pulses of ruby flame hammers away the rock, while fusing the rest together, creating a tunnel through rock, earth or building. If there isn't material to fuse, the tunnel will usually collapse.

Effect: Tunneling 4", through DEF of 8, Base Cost: 20 + 12

Modifiers: Gestures -¹/₄, Incantations -¹/₄, Must know Hell Bolt Spell to learn (-0)

Real Cost: 21

END: Varies

WARD OF FLAMES

An impenetrable wall of magical flame.

Effect: Force wall 8 PD 0 ED, 4" (or 12 hex sides), Base Cost: 15

Modifiers: Transparent to Energy damage (+¹/₂), Gestures (-¹/₄), Incantations (-¹/₄), Effects only one level (-¹/₄), Only effects a circle of three hexes (-¹/₄)

Real Cost: 11

END cost: 2

DEMONIC TRANSFORMATIONS

The spells of Transformation will be broken if the the BODY of the Demon form is reduced to zero or less. The cured human will be at negative BODY, and have all the STUN damage that the Demon form took. For Kobolds, the four disappear from their independent locations, and reappear in a central location pulled together in human form.

WARRIOR TRANSFORMATION

Effect: Transform into Warrior 5 ¹/₂ d6, Base Cost: 85

Modifiers: Area Effect any shape, Base 10 hexes (+1), x125 hexes (+1 ³/₄), Non-selective target (-¹/₄), 0 END (+¹/₂), Transform to a limited class — Warriors, Human form (+¹/₄) Concentrate — 0 DCV (-¹/₂), Gestures (-¹/₄), Incantations (-¹/₄), X-Time — 1 minute (-1 ¹/₂), Focus — Demon spark (-2), Limited — Area must be enclosed, like a building (-¹/₂), Not during the day (-¹/₂)

Real Cost: 58

KOBOLD TRANSFORMATION

Effect: Transform Demon Warrior into a Kobold set, 7d6 +1, Base Cost: 80

Modifiers: ¹/₂ END (+¹/₄), Gestures -¹/₄, Incantations -¹/₄, No range (-¹/₂), Focus — Crystal tube (-1 ¹/₂), X-Time Full phase (-¹/₂), only in a dark ritual chamber (-¹/₂)

Real Cost: 22

FURY TRANSFORMATION

Effect: Major Transform woman into a Fury 1d6+1+1, Base Cost: 20

Modifiers: Cumulative attack (+¹/₂), Continuous (+1), 0 END — Persistent (+1), Sticky (+¹/₂), Uncontrolled (+¹/₂), Gestures (-¹/₄), Incantations (-¹/₄), No range (-¹/₂), Focus — Demon spark (-2),

Real Cost: 22

IMPORATANT HUMAN NPCS



In the course of the invasion, several people have been given important roles. They are the people who fight against the invaders on the streets, on the battlefield, or with powers accidentally given by the Demons.

THE STREET FIGHTERS

"RIZZO"

STR: 13	DEX: 14	CON: 13	BODY: 10	INT: 13
EGO: 11	PRE: 13	COM: 10	PD: 5	ED: 4
SPD: 3	REC: 6	END: 26	STUN: 25	

Skills: Familiarity — Small arms, Martial Arts Dirty Infighting, Loan Shark/Accountancy 12-, KS: Law Enforcement 11-, Breakfall 12-, Combat Driver 12-, Shadowing 12-, Conversation 13-, Trading 13-

Origin: Born in the slums, taking up with the wrong people, dropping out of school and being thrown in jail — the man called "Rizzo" has every reason to be a bitter and hateful person. Instead he has a smile for everyone, and a desire to do what is right. "Rizzo" is a loan shark in the eyes of the the law. He is actually a savings and loan; he does not cheat the people who come to him.

Quote: "The name's "Rizzo", not Ratso!"

Powers/Tactics: "Rizzo" is the organizer of the attack plan, and will try to make sure that everyone keeps their heads down in combat.

"Rizzo" is armed with an Uzi, a short sword he got from a Demon, and a survival knife (dagger).

Appearance: "Rizzo" is 5' 7". Before the invasion he usually dressed in old suits. During the invasion he will wear street clothes and a leather jacket.

DAWN FALCON

STR: 13	DEX: 11	CON: 10	BODY: 10	INT: 10
EGO: 10	PRE: 13	COM: 18	PD: 3	ED: 3
SPD: 3	REC: 4	END: 20	STUN: 22	

Skill: Familiarity with police weapons and police procedure, Martial Arts — Commando Training

Origin: Dawn is a third generation law enforcement officer. Her father pushed hard for all of his daughters to be athletic and study things that would be helpful in a law enforcement career. Only Dawn stuck with her father, out of a desire for attention. Dawn Falcon is a beautiful woman, but a late bloomer and so never takes advances seriously. Dawn has become a police woman, and doesn't realize that she is using her profession to protect herself from advances.

Quote: "What the do you mean, 'What's a nice girl like you, doing in a place like this?' Moron!"

Powers/Tactics: Dawn and Rizzo make an effective team in fighting the invaders; her knowledge of tactics complements his knowledge of the streets.

Ms. Falcon is carrying a sawed-off police shotgun, her police special, and a Survival knife.

Appearance: Dawn Falcon is a svelte blonde woman, who has always dressed severely and never wears make up.

RANDALL BURKE

STR: 13	DEX: 11	CON: 13	BODY: 10	INT: 10
EGO: 10	PRE: 10	COM: 10	PD: 4	ED: 3
SPD: 3	REC: 5	END: 26	STUN: 24	

Skills: Familiarity — Small arms, PS: Accounting 12-

Origin: Randall Burke used to be a stiff-lipped accountant. Now he fights Demons in the streets. The curves that life throws you!

Personality: Randall (No one calls him Randy.) is straight laced to the point of mania. Everything has its place, and everything is in its place. He is a leader in this group because of his unflinching strength and determination to eliminate the Demons.

Quote: "I can see that an intelligent being, such as yourself, will understand the value of being prepared for the future. So..." Bada, bada, bada! "Sorry, too late." All is said in actual seriousness.

Tactics: Randall is of limited use in combat. He carries a pitol and a survival knife.

Appearance: Randall Burke is an average looking guy, about 6' tall and dresses like a store manikin before, during and after the invasion.

THE TROOPS

STR: 10	DEX: 11	CON: 11	BODY: 10	INT: 10
EGO: 10	PRE: 10	COM: 10	PD: 2	ED: 2
SPD: 2	REC: 2	END: 22	STUN: 21	

"Rizzo", Dawn, and Randall lead a group of ten men and women, armed with whatever they can scavenge.

Skill: These ten have only limited Familiarity during the Invaders Win Event. However, after they have been in action for a while they will have full familiarity, or even Combat Skill Levels.

NATIONAL GUARD LEADERS

GENERAL MONTROSE

STR: 8	DEX: 8	CON: 8	BODY: 8	INT: 8
EGO: 8	PRE: 8	COM: 10	PD: 2	ED: 2
SPD: 2	REC: 4	END: 16	STUN: 16	

Origin: At 50 years of age, the General is a pure breed desk jockey. The high point of his career was West Point.

Personality: Montrose wants to keep any glory for himself. The General doesn't feel any responsibility to the people — he is just doing the job set before him. He has great confidence in Major Force, but little faith in Captain Adams, the PCs, or any civilian forces.

If the PCs meet him, Montrose will sit and stare. He clears his throat loudly if he wants to say something, and repeats himself. He likes to say "I think so", as if that would add additional weight to his arguments.

Quote: "Hurmph! I think a frontal assault would be contra indicated. Yes, I think so."

Tactics: Hiding is his only tactic. Cowering and whimpering comes in a close second.

Appearance: Bald, 5' 8" and 300 plus pounds. He is immaculate in his specially-cut uniform.

MAJOR BENEDICT FORCE

STR: 15	DEX: 11	CON: 13	BODY: 12	INT: 8
EGO: 8	PRE: 10	COM: 10	PD: 5	ED: 5
SPD: 3	REC: 6	END: 26	STUN: 27	

Skills: FAM w/Small Arms, .50 Cal MG, Hand-held grenade launchers and Rocket launchers, Climbing 12-, Paramedic 11-, KS: military procedure 11-, Commando Training martial arts, and can drive all military vehicles

Origin: More interested in football than in military school, Benny was a disappointment to his father, Captain Donald Force. Benny was sent to the toughest military schools. He only survived by thinking of the whole thing as a game to be won, and he has done very well in the game.

Personality: To win. Against anyone, including the PCs, street fighters, and the refugees. If anyone is muscling in on his glory, he will get rid of them somehow.

Quote: "Better pack it up, and move out. I am here, and I don't need you to win this little war. Good Bye!"

Powers/Tactics: Force usually carries no weapons. In action, he will have standard GI gear plus a M-16 w/Grenade launcher and two LAW rockets.

Appearance: The Major is 6' 4", with black hair and is built like a football player. He is slopping over with self-confidence. Any resistance to his plans will result in a shouting match, and perhaps even a physical attack if no one is around to report it.

CAPTAIN JOSEPH ADAMS

STR: 11	DEX: 14	CON: 13	BODY: 12	INT: 15
EGO: 13	PRE: 15	COM: 12	PD: 4	ED: 4
SPD: 3	REC: 5	END: 26	STUN: 25	

Skills: Weapons FAM: Small Arms, and Rocket launchers, Climbing 12-, Inventor 12-, Oratory 12-, Paramedic 12-, KS: military research 13-, & military procedure 12-, Commando Training martial arts, and Turtle Armor operations and maintenance.

Origin: Captain Adams joined the military to get into research. His last assignment was to work on a military version of the Turtle Armor suit. Captain Adams soon realized the operation was a monetary black hole and wrote to several people saying so. The project was canceled and the audit of the books sent several contractors to jail. These people had friends, so Captain Adams was sent out to pasture in our heroes' city.

Personality: Friendly and outgoing, Adams is always looking for ways to make things run smoothly, comfortably, and with savings where possible. Adams has been banging his head against the wall since being transferred to work with General Montrose and Major Force.

Quote: "Don't you think it would be better to <insert an action> before you <insert an end result>?"

Tactics: Crowded out of combat by Major Force's zeal for action, Adams is rarely armed. If the PCs are working closely with the military, then Adams will be assigned to them as a liaison. If they are pushy then Captain Adams will be issued one of the Military Turtle Armor suits and will join the heroes on different missions.

Appearance: Captain Joseph Adams stands 5' 10" tall, has white blonde hair, and talks with a slight southern accent.

SUPERHUMAN NPCS

DEXTER

STR: 20	DEX: 15	CON: 25	BODY: 20	INT: 10
EGO: 10	PRE: 20	COM: 20	PD: 8	ED: 8
SPD: 3	REC: 9	END: 50	STUN: 40	

Powers and Skills: The same as a standard Demon Warrior.

Origin: Dexter was grabbed off the street, beaten up a bit and dragged into a big building. There, he became one of Demonius Rex's experiments in fusing the Life spark of a Demon Warrior into the body of a human being. Dexter was the first to succeed in the physical transformation. He was released from his cage, because Demonius believed the change was complete. Dexter's mind, however, was completely intact and he soon escaped.

Personality: Dexter is not very opinionated outside of his hate for the Demons, and his love for his family. He obviously wants to return to his human form.

Quote: "I'm sorry, Honey, but there were more Demons in the assault than we expected, and I just couldn't get away. We'll have dinner together tomorrow night, OK?"

Powers/Tactics: If he joins the PCs to fight the Demons, he will usually just do as he is told. He will often forget how powerful he is now and underestimate. Though he is afraid of fighting, he will sometimes lose control (berserk) when fighting Demons.

Appearance: Looks just like any Demon Warrior, but will wear a modified coverall when relaxing, and kevlar torso armor going into combat with the PCs.

WONDER

STR: 30	DEX: 23	CON: 30	BODY: 20	INT: 10
EGO: 15	PRE: 15	COM: 15	PD: 7	ED: 6
SPD: 6	REC: 10	END: 61	STUN: 50	

Powers and Skills: +2 with Hand to Hand; Wonder can also turn the Demons back into normal humans with a 20d6 Dispel, Area Effect, no range. Although the shield need only touch a Demon once, it still takes a full minute before the Dispel takes effect.

Origin: Wonder was created by Demonius Rex during his experiments in Demon/human fusions, albeit by accident.

Personality: Wonder seeks the destruction of the Demons by his own hand, as quickly as possible. Wonder is endlessly curious and uneducated.

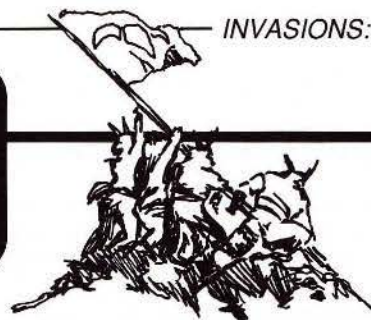
He has no memory of his life before walking the streets of the cities.

Quote: "The Demons must be brought down. Their spark must be crushed."

Powers/Tactics: Wonder will try to remain in the center of as many Demon Warriors as possible, so that his presence will hopefully cure many. Without add from others Wonder would be over run and no longer a threat to the Demons.

Appearance: Wonder has a 6' 6", straight, and regal bearing. Wonder is entirely without guile, and will follow anyone trustingly.

THE INVASION



BIG ENTRANCE!

(ARRIVAL)

In this event, the heroes will witness the the initial arrival of the Demon forces. They will be vastly outgunned and must also protect the VIPs of the city. At the end, the Demons should escape to continue the invasion.

The Demons arrive at the Municipality Museum's Medieval Annex's grand opening. The spot is the center of a large room displaying medieval weapons and armor. Slowly people begin to notice that most of the weapons in the room are beginning to glow. No armor or shields are glowing, just edged weapons. There is no heat, but most people back away.

Suddenly on the west wall behind the suits of horse armor, a circle of flame appears. This Circle widens, then with a roar the Demons pour through, smashing aside the horse armor.

After the initial charge, the Ratzen will form a defensive circle around Demoncus Rex. The Ratzen will push away anyone who tries to break their circle. Of the Demon Lords, the ones named in the Demon Lord write up (Doom Guard (unarmored), Lord Skrak, Loggon, Vurminous, Raltry, and Lt. Phistos) and several others will stay near Demoncus Rex. The other Demon Lords, numbering more than 50 will pass through the doors and secure a path out of the museum, while 12 or so begin casting spells to disguise themselves as people in the crowd.

After about 60 seconds, the Demons will have discovered the exits between the Annex and the main building. They then line up to make a pathway to the exit doors for Demoncus Rex.

HOW DO THE PCS REACT?

The Demons are only interested in getting out of here and hiding until everything is ready for the takeover. They might stealing a few valuables or bonk a few people, but they aren't be threatening to kill anyone.

If the characters attack, they are facing tremendous amounts of firepower. The Ratzen throw themselves in the way of attacks, and the other Demon Lords in the room attack the PCs. If the PCs aren't openly using super powers, neither do the Demons. But if someone fires off an energy blast, they will be hit by every Hell Bolt available. If a hero can follow the Demons in some sneaky, say using Invisibly and/or Desolidification, then after a time it will turn out that Demoncus gave him the slip, and the hero is only following an image.

OPTIONS

1. The massive release of magical energy could be the radiation accident of a new Superhuman (hero or villain). His powers could be magical and entirely new, or some faded villains power could now be recharged.
2. If an NPC (villain or hero) is a powerful wizard, he may arrive just after the Demons have departed. He will quickly gather information on the Demons, and then leave in pursuit. He will refuse any aid because he must "...do this alone." If the PCs try to follow, he will give them the slip. Unknown to the players, he battles his way to Demoncus Rex but is too weak to win the duel, and is then imprisoned for the duration of the invasion. This option is intended is to keep the PCs from relying on the NPC Magic-user, and should be used if you think this NPC would take all the glory from the heroes.

SECRET INVASION?

(SPREAD OUT/BUILD UP)

The players have now come upon an enigma. Strange beings barged into a gala event, and then escaped into the night. In some campaigns the characters will just sit back and wait for the Demons to make a move. That is acceptable, the GM should run some other adventure that has nothing to do with the invasion. After that bit of fun read this:

In a darkened room several horned beings are gathered around a table that is spread with a map of the city and the state. Taking up a pen the huge leader draws more lines, inviting comments. Laying aside the pen, he says "The experiment station is nearly set up. Soon I shall know the magical balance, and summon the Demon Warriors." The assembled Demon Lords smile and praise their Prince.

If you have the type of players who go after a mystery, then they can have several mini-adventures with mind controlled bank robbers, and truck high-jackers, who when freed or released will speak in fear of Demons, and fire in the mind. Don't let these drag on to long; they are intended only to reinforce the players' fear that something is going on.

The Demons are keeping a very low profile. They use their illusion powers to replace security guards, so that they can hide out in an abandoned rail yard and several old hotels.

Some of these activities may be discovered by the PCs. They could stumble across a safe house, but it won't be an easy fight. Each safe house houses 12-20 Demon Lords. The Lords are supposed to keep out of sight, but they will fight fiercely if discovered. If the PCs are too tough, the Demons will set the place on fire, and evacuate.

RAMPAGE

(REINFORCEMENTS)

This event is a series of situations created by Demonicus Rex's experiments. They are not strictly reinforcements, but Demonicus Rex is arranging to recreate his army by putting the Life Sparks of his Demon Warriors in human bodies. If the characters have the proper connections with the police, then they will learn of a few abductions. For still greater pathos, you can have a character's DNPC be abducted.

Demonicus Rex's plan is to infuse human bodies with Demon Life sparks. This will give him a fully trained army instantly. He needs this time to learn and properly adjust the spell to work with humans. After all, one miscalculation may create powerful *human* warriors instead of loyal Demons. Some of the experiments will escape or be released to cause chaos in the streets. During four parts of this event's random acts of violence, Demonicus Rex will also be completing his Main Base, Rail yard, & safe houses.

It should be pointed out here that the player characters might not know that an invasion is occurring.

"I WONDER WHAT THIS TASTES LIKE?"

Wonder is a huge person, with reddish brown skin, and a bit too much body hair. Curious and childlike, with a quick temper, he is wandering the streets taking candy, toys and anything else that catches his attention, keeping it for twenty

or thirty steps, and then finding something else. He flies into a rage if anyone tries to take away his (current) goodies or if they won't let him examine something that catches his eye.

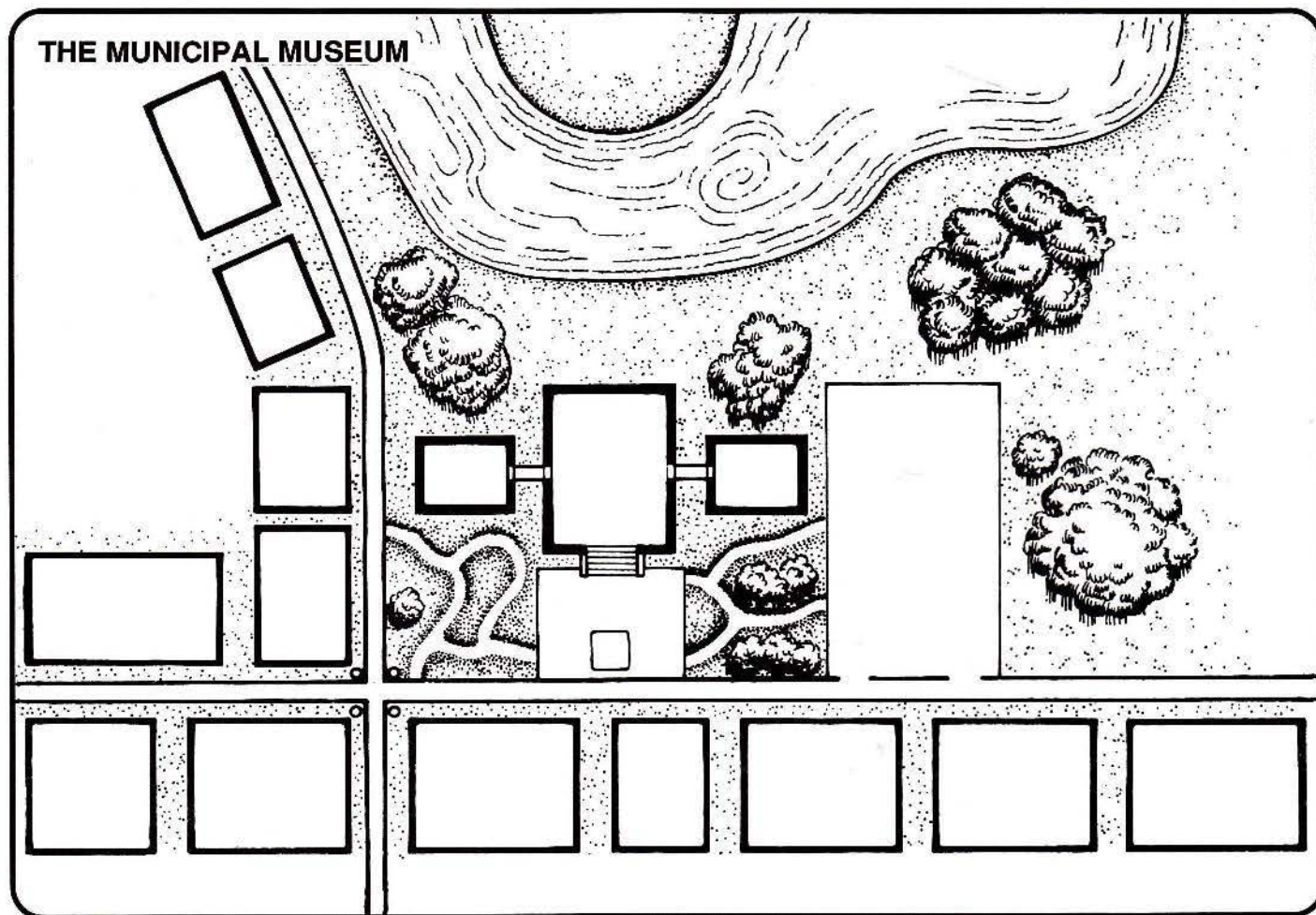
Wonder

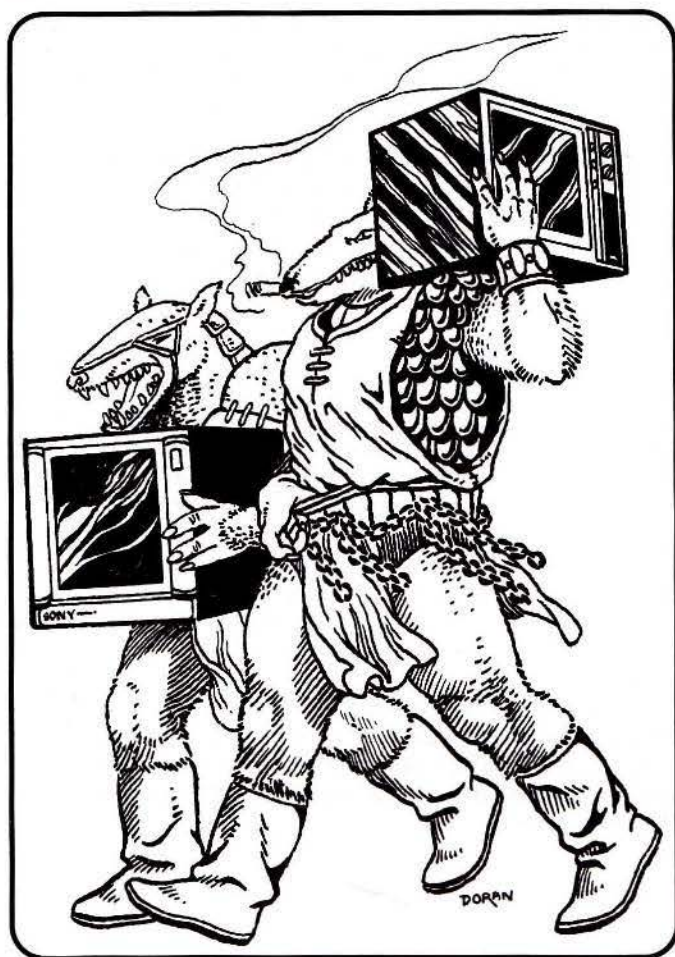
For Wonder, use the stats for Ogre from *Champions*. The mixing of minds also gives him mental DEF of 30 points. If Wonder is captured and held for two days, or if his BODY points are made negative he will transform into a normal human male in a coma. (Wonder will return later in the invasion.)

DEXTER'S CASE

A family is reporting that a monster has been prowling around the house every night. The police have spotted the prowler several times but each time it escapes by leaping fences. This monster is Dexter Poppet, who was kidnaped at random by Demons and experimented on a few days before the sightings started. The result of the experiment was that Dexter's body was completely changed into a Demon Warrior, but his mind remained intact. He escaped the place where they are doing the experiments, but doesn't know where that is. "Some where north of the <local landmark>, I think?"

If captured without too much injury Dexter could join the heroes. This could be used to introduce Dexter's family to the PCs. As the invasion progresses, the effects on Dexter's family can show the heroes how "normal" people are handling the invasion.





RATZEN VS. TV

The Ratzen have seen TVs and want a whole bunch of them for their warren down in the sewers. Demonicus Rex has assigned Doom Guard (with his newly completed plate armor) to lead the Ratzen in a TV raid. Demonicus Rex is only giving in to these lackeys because he wants to keep them quiet and in their warren until needed.

Doom Guard has chosen a TV dealership near a huge open culvert. According to his plan, they will wait until dark, strike quickly, moving six or seven large screen console televisions to the culvert, wrap them in sheets of plastic (brought along for the purpose), and carry them back to the Ratzen warren. This operation should be completed in less than 15 minutes. Or so Doom Guard thinks.

Unfortunately, Ratzen are more interested in watching TV than in carrying out Doom Guard's intricate plan. They are still sitting there when Doom Guard returns. To Doom Guard's dismay, the TV store is surrounded by police cars and any PCs who could logically show up.

Doom Guard arrives by Shifting (T-port magic) and attacking. This forces the police to retreat from surprise and fear. Doom Guard orders the Ratzen to escape. They grab TVs and run. Doom Guard covers the back door with a wall of flame (Ward spell) and then escapes, taking any unconscious Ratzen with him. If the heroes pursue the invaders into the sewer, they will be confused by the echoes that greet them.

Even if the Ratzen and Doom Guard are captured, the invasion needn't become common knowledge. The stupidity of the Ratzen means they don't know the meaning of the word invasion, and Doom Guard won't willingly give any information.

NIGHT OF THE SCREAMERS

Demonicus Rex had succeeded several times with individual fusions and decides it's time to try a group fusion. A small mistake in timing created a horde of insane Demon Warriors. Demonicus Rex gathered his belongings and evacuated the site. He knew what he needed to know, and would soon conquer the Earth so, "... let these herald my coming."

Use 4 standard Warriors per superhero. These Warriors have no weapons or tactical skill. They will not dodge, and only use the Strike maneuver to attack. They run after anything that moves and throttles it until it doesn't. They will even fight among themselves given the slightest provocation, including "...that guy took mine!"

The heroes may learn how to cure the fusion condition at this stage if they do enough physical damage to the Screamerers.

When Demonicus Rex's experiment center is discovered and examined, the PCs can figure out that 15 human males (not including the "Screamers") were used in the fusion experiments. Only nine still remain in the building. Two look normal but can't speak English and are controlled by Demon sparks. The others are in various degrees of physical and mental modification into Demons, but the human side is still stronger than the Demon to some extent in each.

During all of these random acts of violence, Demonicus Rex will be completing the set up of his Main Base & safe houses, as well as fortifying the rail yard as a permanent troop center.

CITY IN FLAMES

(INVADERS WIN BATTLES)

In this Event the players will be confronting an all-out attack on the city. Starting at sunset, hundreds of Demon Warriors appear in the city, until thousands are chasing people into buildings and crushing any opposition in the streets. Demonicus Rex will walk the streets of the city casting the spell that transforms human males into Demon Warriors. This is where the invasion gets really scary — Demonicus Rex has a real army, not just the few experimental subjects. Moreover, as this event progresses, Demonicus starts to change whole buildings full of people into Demon Warriors. The Demon Lords quickly spread out and get the newly embodied Demon Warriors organized for conquest. The police are overwhelmed in the streets, and normal citizens barricade themselves in their buildings. The Demons are happy with chasing the humans out of sight; they wound only those who resist. After all, dead or crippled slaves don't work very well.

The spread of the Demons is only checked by superheroes or armed bands of civilians that can handle 10 to 20 Demon Warriors. Heroes that can't handle direct confrontation can help by building barricades, getting weapons, and providing rescues or diversions.

The armed National Guard helicopters and vehicles arrive a few hours later and teach the Demons the value of air cover. The Warriors and Ratzen do not do well against the National Guard, unless backed by a Lord who is able to blast the choppers with Hell Bolts. The coverage provided by the National Guard gives people in the city the chance to escape. Refugee camps are set up outside the city.

By the sunrise, the city is in the hands of the Demons. The National Guard units have been forced to retreat to protected stations outside of the city. Some buildings within the city are fortified and held by humans; others have been gutted by accidental fires that no fireman dared to fight.

By now, the PCs should have figured out how to cure the men who have been infused with a Demon spark. It is hardly an ideal method, since it requires injuring the demon/man to the point where he needs hospitalization. Nonetheless, it does provide at least one way to return the Demons to normal.

OPTIONS

1. The slimy Rat! If there is an evil magic-using villain in campaign already, have him seen leading a group of Demon Warriors to raid a bank or other some other place of interest to the villain. It could be that he has joined the forces of Demonix Rex, or that he has a spell that is able to control the Demon/human fusion. Fit this option to the villain.

If you don't have a villain who could be used for this, any of the following could work: a Morbane from *Primus and Demon*, Dark Seraph from *Classic Enemies*, or almost any of the villains from *Mystic Masters*.

2. A group of armed citizens try to stick with one or more PCs. This could be the beginning of a organization. The group is lead by "Rizzo", Dawn Falcon, and Randall Burke. The group is a product of quick evolution, if they didn't work so well together then they would be wiped out already.
3. Bigger Invasion? The invasion could be expanded to other cities. The Heroes then could rush off to try and help there, but what would happen to their home city?

The player characters should be encouraged to take a leadership role of some sort in the invasion. If the Players try to get others to direct them in using their powers, they should get different and contradictory answers. The city's refugees will say that they are needed here. The National Guard say they can handle it themselves, and that the PCs should go stay with the rest of the refugees. Captain Adams wants to make the PCs part of the military. The people still in the city will be horrified at the idea of the PCs leaving the area. Anyone else the heroes ask will tell them to do what they think is best...

The other cities should be used as background with radio or TV reports of the situation in them. If the GM wants the invasion to be a great threat to the country or the world, the reports should include stories about some villains who have been fighting the Demons.

KOBOLD X 4 = DEMON

(NEW WEAPON)

A new demon type — a Kobold — is putting in an appearance. If the PCs have chosen to join with one barricade group within the city, then that is where the attack will be launched. If the PCs have moved outside the city, then they will get word from a fortified building in the city that the Demons are gathering for a massive attack. Helicopters could drop the PCs on the building with some National Guardsmen. General Montrose and Major Force will try to force the PCs to go.

Demonix Rex is letting a Demon Lord named Raltry try out the Kobolds as field units. The Kobolds' effect in combat is to get the Demon Warrior units coordinated, but they are really too fragile for field work. To show the effect of Kobold in combat, have them set perfect ambushes — Demon Warriors in different groups will suddenly charge a weakened position that they could not have recognized themselves. In other words, cheat a bit. The advantage should be reversed if the the Kobolds are knocked out or killed. The Kobolds will not surrender, since they believe that their other selves will be killed if they do. But if they are captured they won't attempt suicide. Through these captured Kobolds, Demonix Rex will begin to define his special enemies.

After their failure, Demonix Rex will decide that the Kobolds weren't used properly. They will thereafter be used mostly in noncombat communication positions, and Lord Raltry will be demoted.

If the PCs don't choose to get involved, they will hear about the new demon type... later. According to rumors, the creature must have been instrumental in the capture of the building. Too many Kobolds were killed in the operation for Demonix Rex to change his opinion of the effectiveness of Kobolds on the battle field, so no one will see Kobolds on the battlefield again. However, rumors of these "super" Demons should spread through the different groups of defenders. Use the Kobolds as a Bogey man, especially among the National Guard troops. Don't tell the players what they are until they encounter them later in the invasion.

"WHO'S IN CHARGE HERE?"

(DEFENDERS GET ORGANIZED)

By this point several NPCs have risen to positions of prominence and leadership. The PCs may or may not have been organizing at all, or only on a small scale. Maybe they try to control one group completely. If so they have ignored some parts of the defending forces.

In any case, the U.S. military is contacts General Montrose and informs him that he is on his own. (This is a plot device; either the military is busy with the invaders elsewhere, or a crisis in Germany has all forces on alert, etc.). General Montrose and Major Force are both dumbfounded, but fortunately Captain Adams (and perhaps a PCs or two) is in the office when the call comes in.

Captain Adams slowly exhales. "Well, we'd better call a joint meeting of all the resistance leaders, Sir."

"Yes! Yes! Excellent idea!" shouts the General. "You may go Captain."

As the door is about to close, Major Force leans close to the General. "Why are you doing what that wimp wants?"

"Scapegoats, Major. By the time this is over, we're going to want a lot of scapegoats. Yes, I think so."

NPC LEADERS

"Rizzo", Falcon, and Randall are very popular among the city defenders. Major General Montrose is in charge of the National Guard and other attached military. The mayor commands the remnants of the police and is also leading the refugees in the city militia. Other leaders could have appeared, including supervillains or a confederacy of street gangs.

The Heroes' level of respect among any of the Leaders will depend greatly on what the PCs have been doing. If the PCs have been working entirely on their own, none of the other leaders will know what to expect from these "outsiders", except what they have heard. If they have worked with only one leader, the heroes are seen as part of that group. If they have been working with all of the leaders, then they are the one group that is to some degree trusted by everyone.

AGENDAS

This is a very political event. It will determine what resources the players have to call up, or if they become a resource for someone else.

The Street Fighters, represented by "Rizzo", have a simple agenda for the meeting — get more and bigger guns. Since that is fairly easy to arrange, "Rizzo" will soon become more of a mediator among the less accommodating leaders.

Major General Montrose plans to become the boss in some way that allows him to grab all the glory, but none of the blame. To gain this position, he is willing to hand out all the weapons he can.

The mayor is seeking more aid for the refugees (food and medicine), plus any agreement that will include the capture of Demon Warriors so they can be cured. Although this is a very difficult agenda, the mayor holds some big cards, including political favors, the police remnants, and all the refugee militias in the camps.

Other possible leaders have some of the same or different demands.

Supervillains demand immunity from prosecution for crimes committed in the past, present and future, but will settle for personal amnesty for past crimes.

A confederacy of street gangs makes all sorts of demands, some of which conflict. These include: less police in the neighborhoods after this is over, and more police in the neighborhood to keep crime down. The gangs also demand a piece of what everyone else is getting. They can be talked out of all their demands if their leaders are shown some respect. If, on the other hand, they are insulted and treated like "kids", they will start a fight.

FURIES

(NEW WEAPON)

Certain women are developing wings, claws and insanity — Demonix Rex is up to some new experiments. Because his standard Demon Warrior transformation only works on men, Rex has been unable to use all the women that he captured. But now, with a newly crafted spell, he is able to transform women into flying Demons. The current Furies are wild and vicious; later they will be better controlled though still feral. This is Demonix Rex's answering shot to flying defenders who have been a hindrance to the invasion.

The Furies in this Event are the five test subjects that Rex used to get the fusion spell correct. This flock will harry anyone on the streets and especially in the air. The spell is very weak. Any magical Dispel will be more effective (2x effect) against these Furies. Otherwise, they have to be cured by the same method as Demon Warriors, which puts the host human at serious risk.

If the PCs ask around, they can find out that the Furies were first sighted in the general vicinity of Demonix Rex's mansion. This is the first clue as to the location of the main base. Days or weeks of searching will be needed to track down the right place.

YOU'RE IN MY ARMY NOW!

(BIG PLAN)

Demonix Rex develops a way of having a demon's spark control the human body, but without changing the appearance. He is now transforming the personnel of a nearby military base. This operation is lead by Demon Lord Lt. Phistos, who will be magically disguised as Colonel Fish.

If the PCs have connections with the National Guard, they will find out about this soonest, whereas if they have connections with the Refugees, then they will hear about how emergency supplies are being delayed.

Assuming they decide to investigate, the PCs can go to the base, and find out that things aren't quite what they seem — Col. Fish doesn't want to talk to them, the GIs are surly and imperious, etc. Once they realize that Demons have taken over the base, the PCs can try to figure out who is a Demon and who isn't. An obvious difference between the real personnel and the Demons is that the Demons don't really know how to use their ranged weapons (like M-16s), although they try to fake it. In the end, the PCs will have to assault the base's main bunker, which is defended by Demons and Demon Lord Lt. Phistos.

If the PCs don't figure out what is going on, the first thing they hear is that U.S. Army units are attacking a refugee camp. Curiously, the Army units are not firing their guns, but are using bayonets and swinging their rifles like clubs. Once the heroes arrive and they realize they are fighting Demons the encounter can progress as above.

OPTION

Feel like stretching the heroes a bit? If the PCs have a good friend in the military, he could have been taken over by a Demon. The Characters will have to try and capture their friend without killing him.

COMMUNICATIONS NET

(DEFENDERS WIN BATTLES)

Somehow, the PCs learn some clues about the location of the Kobold communication center's location. The street fighters have noticed that the defenses are unusually strong in the area of old downtown, and no one can get near old City Hall. The National Guard helicopter pilots are always Hell Bolted when they fly in this area and ground forces are always ambushed when penetrating this area. If none of these fits the way the heroes are doing things, then have Captain Adams contact them with the idea that something important is happening in the old City Hall.

The Kobolds are located in the basement of the building. The upstairs is well defended by enough Demon Warriors to give the PCs a hard time, and 3 Demon Lords (led by a vengeful Raltry, whose plans for greatness were crushed earlier). Use any Demon Lords that the PCs have defeated in earlier adventures, since watching the Kobolds is punishment duty.

The building is solidly built of marble and limestone. When the heroes reach the basement, the Kobolds scream for help and run about trying to escape. They only fight if they have to as a last resort.

If the PCs don't leave shortly after their victory, a battle force arrives to besiege the place. Demonix Rex will marshal half his entire force to crush the troublesome heroes, and the Kobolds will tell the PCs this in hopes of scaring them away.

The PCs are going to have to make some difficult decisions on how to deal with a room full of little monsters. Do they kill them? Capture them in hopes of finding a cure? If they leave them, they can try to cure them all later, at the cost of leaving Demonix Rex his extremely efficient communications network.

KILL THEM!

(BIG PLAN)

After the Kobolds are taken out (or at least discovered), Demonix Rex wants revenge on the PCs. Demonix Rex issues a challenge for personal combat between an equal number of Demon Lords and the PCs (and any special NPCs). If any location has been used often in the game as a meeting place or battleground, then it should be used for this duel. If no such place exists then use a football stadium.

Any Demon Lord with a grudge will be here. The PCs of course have to decide for themselves who attends. Demonix Rex will issue his challenge in such a way that the PCs accept; remember, if some Kobolds have been captured then Rex will have a good idea which buttons to push. Under no circumstances will he agree to join in the battle himself, unless he believes that any of the PCs or NPCs is a personal challenge.

The ace up Demonix Rex's sleeve is that special spells have been devised for each hero. This spell will work to suppress the hero's obvious powers and abilities (treat it as a 4d6 Suppress). Each Lord is given the spell to disable a certain PC, and will focus on that PC in the battle. (Obviously, to win the PCs should attack different opponents.)

OPTION

If the PCs lose the duel with the Demon Lords, have the Demon Lords imprison them. The PCs should be given the opportunity to escape. If they can't escape, the Demon Lords will prepare to execute them in the middle of the city. Just before they kill the PCs, "Rizzo", Falcon, and Randall will charge in with the combined forces of the city fighters and the refugee militia. The Demons are not prepared for this and will retreat. The cavalry has arrived in time.

THE ANTI-DEMON

(NEW WEAPON)

Over the past few weeks, Wonder has been changing. If the PCs have any appropriate skills, they can determine that powerful magical energies are coursing through him — magical energies that run *against* the Demon magic. Suddenly, Wonder goes through a complete physical transformation. He still doesn't remember who he used to be, but he has become a tall, handsome young man.

If the PCs have not been in charge of him, they will be called in to check him over. If Dexter the Demon has been with the PCs and meets Wonder, Wonder takes one look at Dexter, and says "Let the magic begone!". Dexter's form begins to glow, and then shrink. Within moments Dexter is his normal human self again, wearing clothes 4 sizes too big.

Wonder wants to "...cast out the magic" in all captured Demons. Nothing else is of interest to him except eliminating the Demons. On Demon Warriors and Furies, this is always a cure. In Kobolds, the effect is a cure, but a shocking one. The Kobold struck by Wonder's golden beam will disappear, leaving his clothes behind, and at a center point the four parts of the Kobold the original human will appear. The Dispel will have no effect on Demon Lords or Demonix Rex, as these individuals are already in their true forms.

Despite his power, Wonder is not a miracle cure for the entire invasion. He can't possibly win by just walking out into a horde of Demons — his area effect cure is so slow that the Warriors could kill him before they were transformed. Also, the newly-cured people are too confused to protect themselves. Wonder needs the PCs to use his powers effectively, both to protect him and to give him directions. He is a weapon for the defenders, not a commander.

If Dexter is not with the team, then Wonder will not demonstrate his power immediately, and will be very quiet and confused because he doesn't know why he's here yet. The first time he sees a Demon, he will try to dispel him, as described above.

This whole Event can be played out for as long as players want to talk to this noble looking young man. He'll just be confused and sleepy until he cures his first Demon. Once he starts curing a lot of Demons, most of the Lords will attack with Raltry and Loggon warning Demonix Rex over the Communication Crystal, then destroying it.

OPTION

If any of the PCs are wizards, they might be able to *cause* the transformation in Wonder through their spells. Alternately, the PCs might have to approach some neutral or villainous spell-caster and ask him to do it. Either way would ensure that the PCs come up with the idea, rather than just having it fall in their laps.

SO, THAT'S WHERE HE'S BEEN!

(FINAL BATTLE)

So how do our Defenders discover the hideaway of this despicable fiend? Well it could be that the heroes have had some people looking for him since the invasion began, with magical or mundane means. Perhaps one of the heroes has powers that have allowed him to follow the Demons back to their safe houses in the past and this time hits the jackpot. If the heroes have cured some Kobolds, then the ex-Kobolds might now be able to lead them back to the mansion. It would be best if the PCs can discover the place themselves, but as a last resort, Wonder could divine the location.

In any case, the PCs should be the ones to decide how this operation is handled. When the other defending organizations learn of the location, each will want to help, but none will have the concentrated firepower possessed by the heroes.

The PCs could go in lots of ways, but these boil down to direct or sneaky. The most direct way would be for the PCs to play commander and lead a full-scale assault on the Mansion, but even with the curative powers of Wonder, many lives would be lost, and the assault might not be successful. If the heroes try to sneak in, they might have to disguise themselves as Demons, tunnel under the mansion, or perform some other unusual plan. Try to be flexible.

Once the heroes break into the Mansion, they will first be confronted by any Demon Lords who are personal nemeses. When they fight their way up to Demonius Rex's study, they will find him clutching his Crystal tube, and opening a dimensional Doorway. Lord Skrak and three other Demon Lords are here with a Fury (who immediately attacks). Rex will order them to attack. Skrak will stay near Rex and fire Hell Bolts at the Heroes. The other Lords draw weapons and charge. When two of his Demon guards fall, or if someone gets through to Demonius Rex, he will join the fight personally.

As the fight turns against him, Demonius will fight more and more fiercely, until it becomes obvious that he will not be able to defeat the PCs. Meanwhile, the glowing vortex swirls behind him. Obviously, the PCs must figure out a way to throw him back into the gate. When they do this, the other Demons present will scream as a huge explosion (15d6) rips the front of the house apart. All fighting will stop and the Demon Lords will order complete surrender. They know that their Prince is dead. The last Prince of Demons, has died. There is nothing to fight for.

If the GM wants Demonius Rex to "live to fight another day", the gate could already be completed by the time the heroes arrive. When they reach the study there is nothing there except a glowing patch of flame on a badly scorched wall. Demonius Rex speaks through the flame, threatening revenge and a second invasion. His Crystal of Demon life sparks is still more than half full and most of the ones freed on Earth can be recalled later...

OPTIONS

This is the finale to the whole adventure, and the GM should feel free to modify it however necessary to improve the plot. If the heroes are relying too much on Wonder, then by all means disable him! The important thing is for the PCs

to believe that everything depends on what they're doing; if they succeed they will stop the invasion, but if they fail, it will be a long time before the Demons are defeated.

WHAT HAPPENS NOW?

(AFTERMATH)

At least one city is in pretty bad shape, and will have to be rebuilt. What will Wonder do when the last of the Invader's army is cured? The Demon Lords & Ratzen who were not killed still must be dealt with — although POWs, they can't very well be repatriated. Are any of the Demon Lords unaccounted for? Is Major Force still angry? (Of course he is.) If the heroes have the Crystal of life sparks, what do they do with it? Are there still intact Communication crystals? All of these questions, and any others you can think of, should be dropped on the characters.

Rebuilding the city is not too great a problem in a fanciful comic book setting, although the GM can make this more difficult if he desires. As for Wonder, he again goes through a transformation once the last Demon/human fusion is cured. He sits down on the ground and starts to glow with golden light. A moment later he begins to shrink, and after a minute it is obvious that he is getting younger. At the end of five minutes Wonder stops glowing and is a child of perhaps four years of age. The PCs can then bring the child (Randy) back to his parents for a joyous family reunion. Randy fortunately doesn't remember anything after the time when the "horny-man" grabbed him.

Note — If you decide to have Demon/human fusions running around, then Wonder will return to his adult form from time to time to hunt them down and cure them. At these times he forgets that he is actually a child, and who his mother or father are.

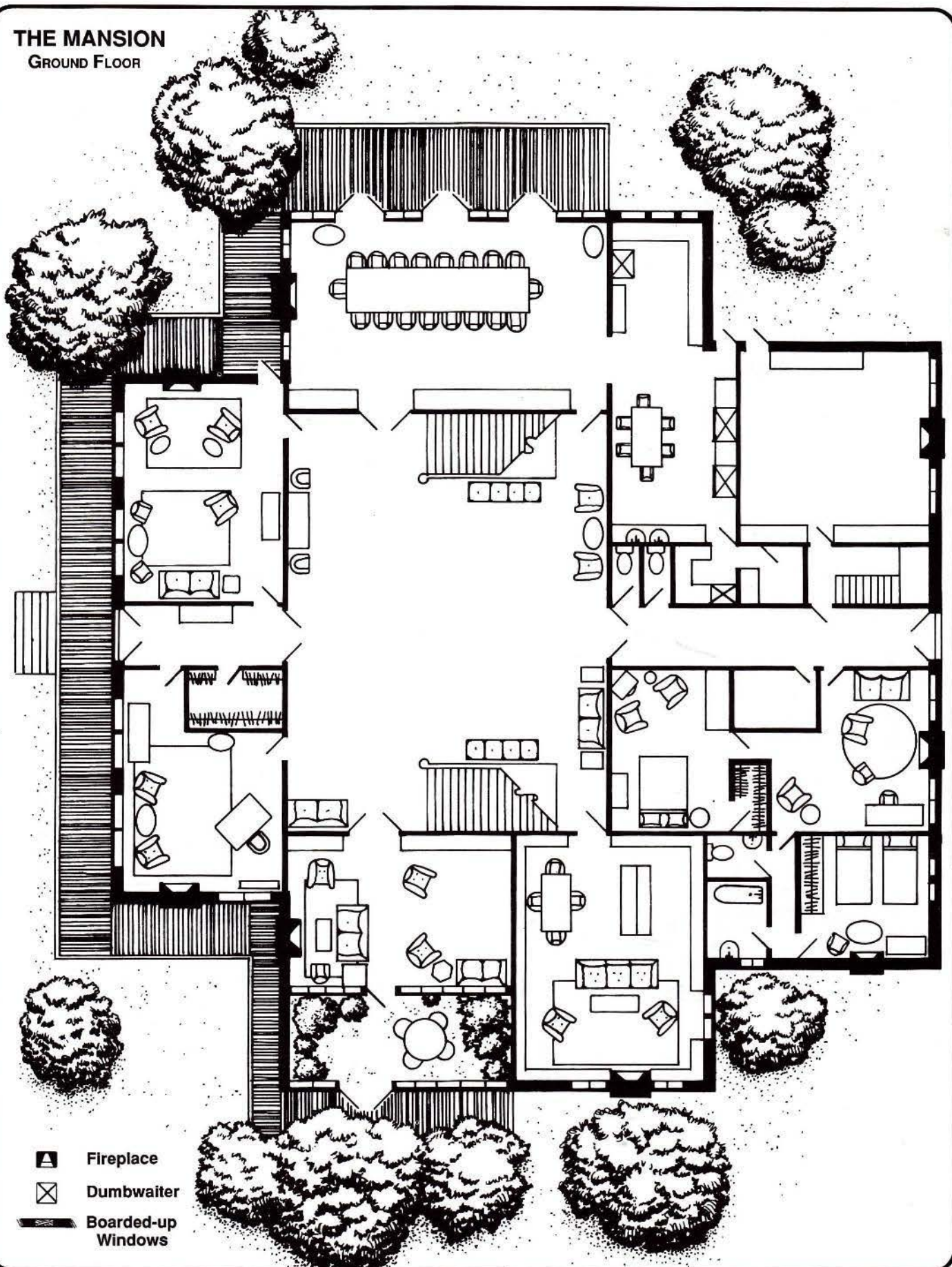
The Ratzen are stuck here with us. The Ratzen do understand that the humans have defeated the Demons, so they are the new masters. The Ratzen are eager to prove their worth to the new masters, and work hard to clear rubble out of buildings. Also, all the Ratzen are males. They don't notice unless a human asks about it, and even then they don't understand the ramifications unless five or six of them get together and talk it over. ("Hey! That means no babies!") Then some of them start nagging the heroes to help them find Ratzen-girls. Some of these Ratzen-guys may end up working for supervillains and evil organizations that promise to help them find Ratzen-girls.

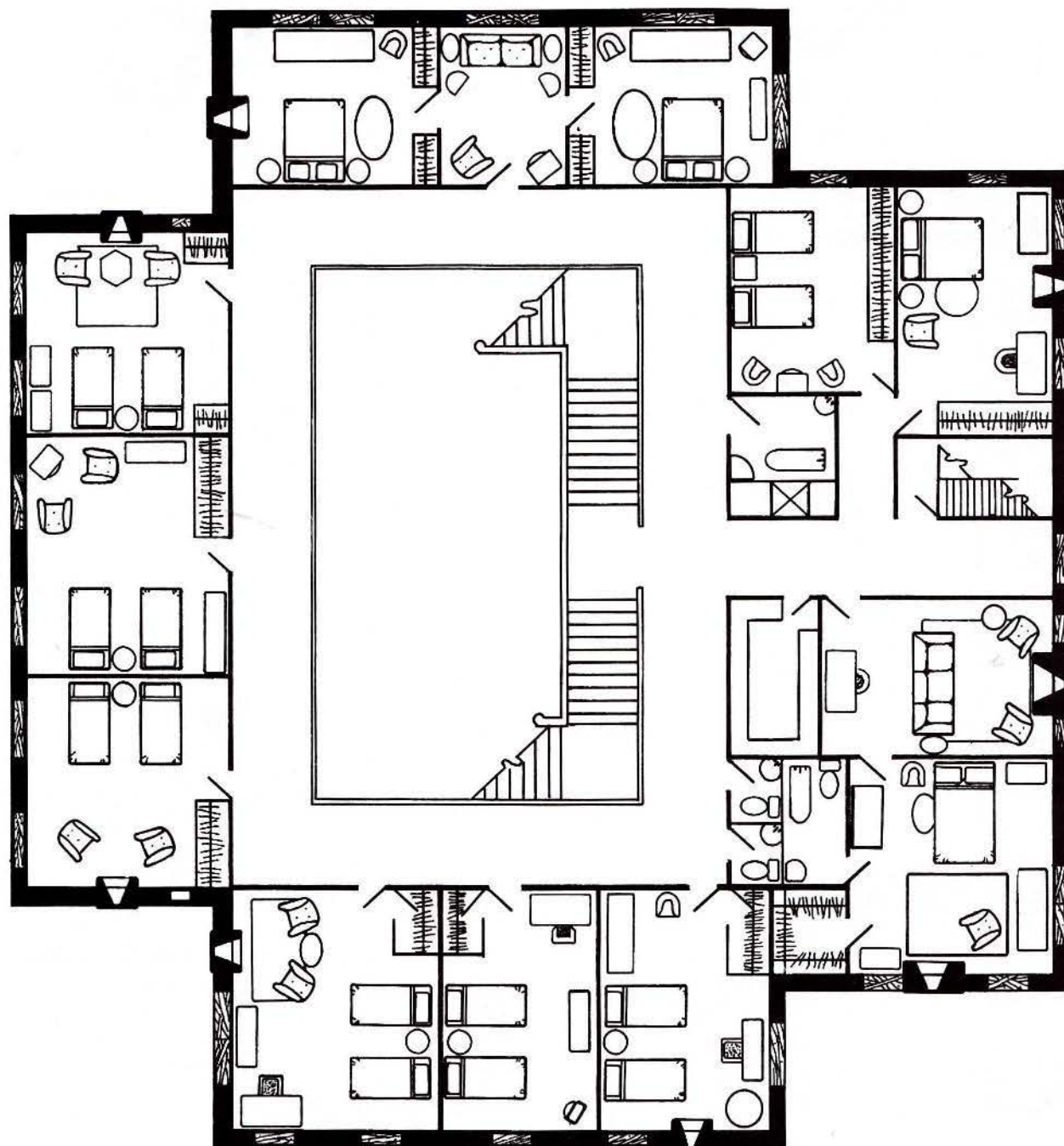
Major Force's continued presence should be based on the PCs' actions. If they can prove that the Major has been interfering and even working against the defenders, then his career will be crippled or destroyed. From here, Major Force could become an enemy, perhaps joining a villain organization. If the heroes don't speak out against him, Force will probably be promoted for valorous service in defense of the city.

If the heroes have the Crystal Tube of Demon life sparks, they have to decide what to do with it. Starting a Trophy room comes to mind, but the Crystal Tube is a uniquely powerful source of alien life energy. It will doubtless surface as a plot device sometime in the future.

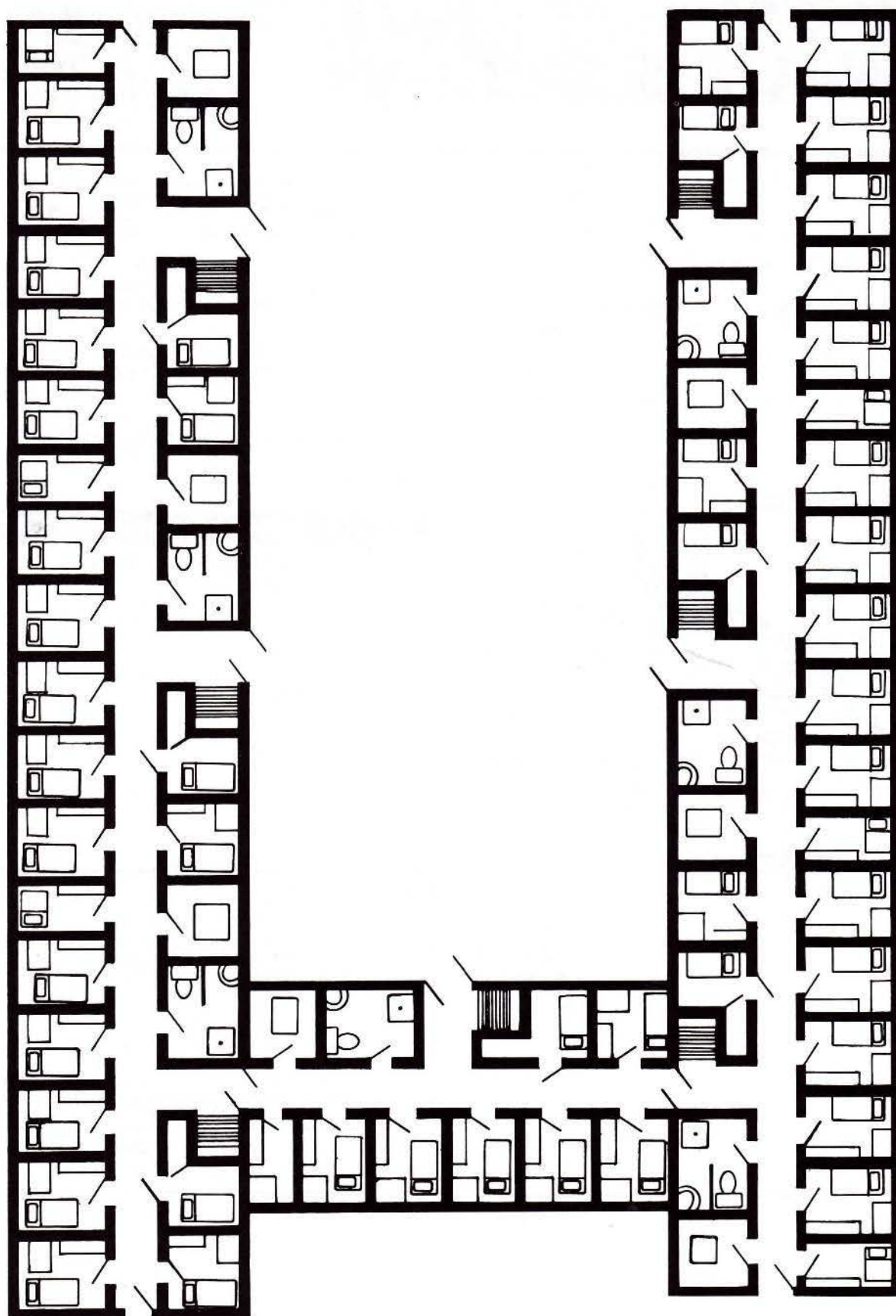
THE MANSION

GROUND FLOOR



THE MANSION**SECOND FLOOR**

-  Fireplace
-  Dumbwaiter
-  Boarded-up Windows

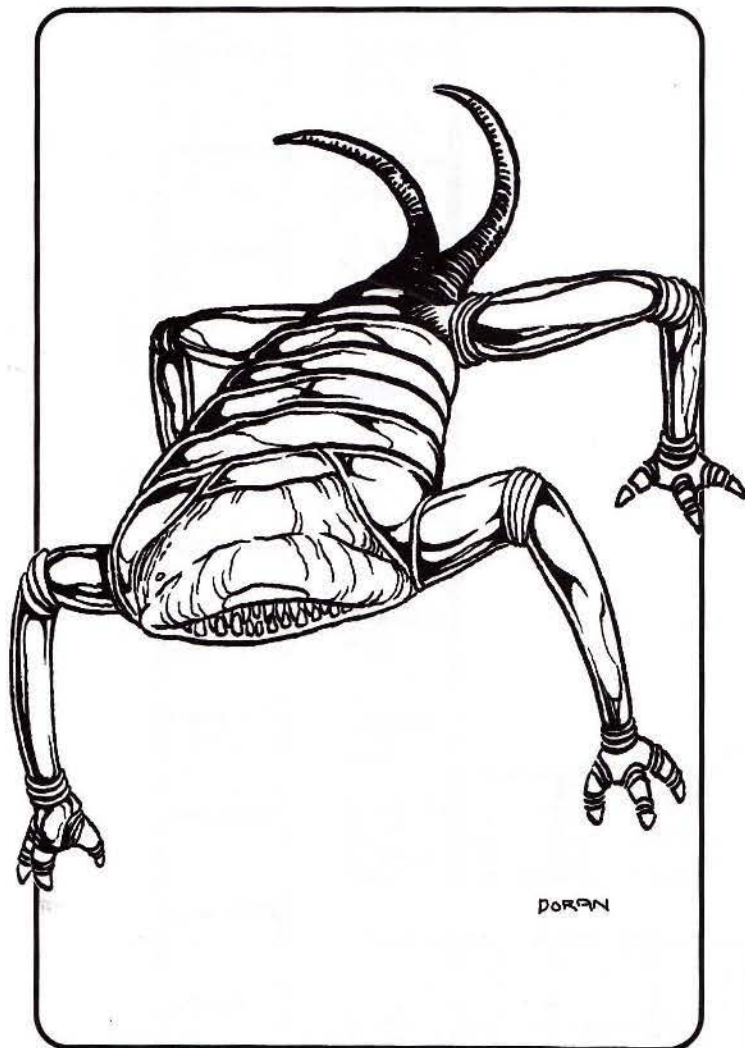
DEMON BARRACKS

INVADERS



This last part of the *Invasions: Target Earth* is statistics and background information on several types of invaders. All come from fantasy, science fiction or comic books.

Some of the listings have more than one set of statistics. This is because some types of invaders are known for the various members that appear in the beginning, during the events, or in the grand finale. Some of these Invaders are also designed for use by other invaders as troops or weapons.



ALIEN BREEDERS

These are horrible creatures from the darkness of space. Vile, destructive, slimy, they are relentless in their search for food and reproductive materials. The Breeders have left whole worlds devoid of life.

Four types of Breeders are detailed here. The newborn Hatchling, the common Worker, the Cadre members Director/Drones, and the rare but necessary Creator/Mother. They will give no quarter, and neither can the defenders. The Breeders are secret invaders for the most part. They sleep by day, and hunt by night with only a bit of slime and blood to mark their acts.

BREEDER — Hatchling

Val	Char	Cost	50+	Disadvantages
5	STR	-5	25	Seeks food at any cost; will even eat other breeders Blind (partially compensated by sonar) Animal Intellect
1	DEX	-27		
10	CON	0	15	
10	BODY	0		
1	INT	-9	10	
10	EGO	0		
15	PRE	5		
-15	COM	2.5		
5	PD	4		
5	ED	3		
1	SPD	-1		
3	REC	0		
19	END	-5		
18	STUN	0		

Cost Powers END

5	Damage Resistance 5PD, 5ED
6	HA 2d6 (w/STR total 3d6), Tail Strike
5	1 pip HKA (1/2d6 w/STR), bite
15	Active Sonar
10	Clinging
-10	-5" Running (1" total)
6	Super leap +6" (total 7")
7	Stealth 11-
20	Invisibility vs sight sense group (Camouflaged)

OCV: 0 DCV: 0 ECV: 3 Phases: 7

Costs:	Char	Powers	Total	Disadv	Base
	36	+	64	=	100
				=	50
				+	50

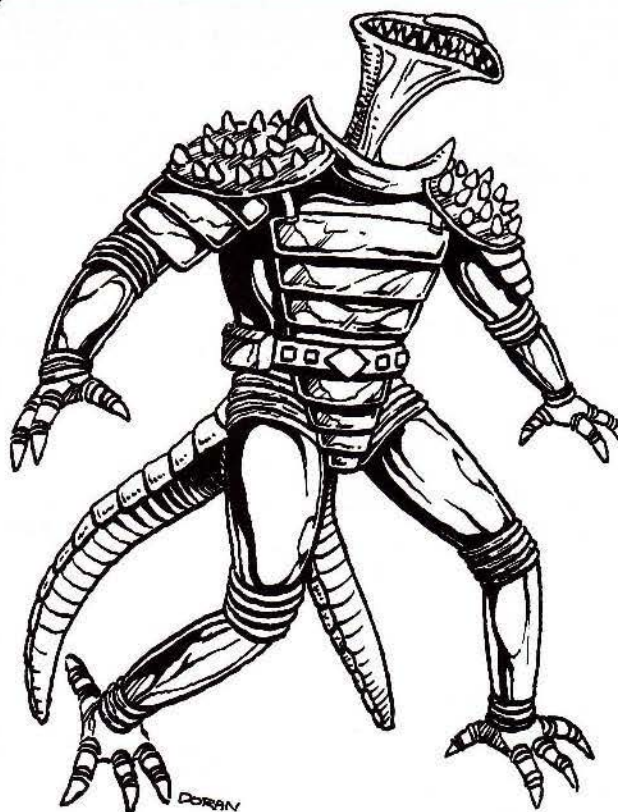
BREEDER — Worker

Val	Char	Cost	100+	Disadvantages
15	STR	5	25	Must gain more bodies
9	DEX	-3	15	Blind (partially compensated by sonar)
15	CON	10		
10	BODY	0	10	Animal Intellect
3	INT	7		
12	EGO	4		
15	PRE	5		
-16	COM	3		
10	PD	7		
5	ED	2		
3	SPD	11		
6	REC	0		
30	END	0		
46	STUN	20		

Cost	Powers	END
9	Armor +4PD, +2 ED	
12	4d6 HA (7d6 w/STR), Tail Strike	
5	2x 1/2d6 (2x 1d6 w/ STR), Bite	
15	Active Sonar	
10	Clinging	
-2	-1" Running (5" total)	
5	Super leap +5" (total 8")	
5	Stealth 12-	
20	Invisibility vs sight sense group (Camouflage mode)	

OCV: 3 DCV: 3 ECV: 4 Phases: 4,8,12

Costs:	Char	Powers	Total	Disadv	Base
	79	+ 71	= 150	= 50	+ 100

**BREEDER — Director/Drone**

Val	Char	Cost	100+	Disadvantages
25	STR	15	25	Must gain more bodies
20	DEX	30	15	Must direct others
25	CON	30	15	Blind (partially compensated by sonar)
25	BODY	30		
5	INT	-5	95	Villain Bonus
12	EGO	4		
15	PRE	5		
-18	COM	4		
12	PD	7		
6	ED	1		
5	SPD	20		
10	REC	0		
50	END	0		
56	STUN	5		

Cost	Powers	END
9	Armor +4PD, +2ED	
12	+4d6 HA (total 8d6 w/ STR), Tail Strike	
24	HKA 2x 1d6 (2x 1 1/2d6 w/ STR), Bite	
15	Active Sonar	
10	Clinging	
6	+1" Running (Total 7")	
5	Super leap +5" (total 10")	
3	Stealth 13-	
20	Invisibility vs sight sense group (Camouflage mode)	

OCV: 7 DCV: 7 ECV: 4 Phases: 3,5,8,10,12

Costs:	Char	Powers	Total	Disadv	Base
	146	+ 104	= 250	= 150	+ 100

BREEDER — Creator/Mother					
Val	Char	Cost	100+	Disadvantages	
30*	STR	5	20	Will do anything to protect the pod grotto	
3	DEX	-21			
15	CON	10	15	Physical limitation: Animal intellect.	
35*	BODY	44			
8	INT	-4	15	Blind (partially compensated by sonar)	
20	EGO	20			
20	PRE	10	50	Villain Bonus	
-10	COM	0			
15	PD	12			
15	ED	12			
2	SPD	7			
10	REC	8			
30	END	0			
55*	STUN	4			
<i>*Bonuses for Growth already figured in</i>					
Cost	Powers			END	
20	Growth (15 pts) Persistent, Always On				
30	Armor +10 PD, +10 ED				
20	HKA 2x 1d6+1 (2x 2d6+1 w/ STR), bite				
15	Active Sonar				
3	Concealment 11-				
9	Skill to use Technology 14-				
-4	-2" running (Total 4")				
OCV: 1 DCV: 1 ECV: 7 Phases: 6,12					
Costs:	Char	Powers	Total	Disadv	Base
	107	+ 93	= 200	= 100	+ 100

Origin: The Alien Breeders were bio-weapons designed to be dropped onto a world and destroy all indigenous life. They can complete the work in a matter of months, and are thought to be unstoppable. The unborn Alien Breeders will last for 10 years before they die in their Pods. 16 years after the Pods are dropped, periodic tests are run until all the unborn are dead and the planet is then marked for colonization.

A colony ship's bio-weapons storage chamber ruptured and the Breeders escaped. The ship's crew became the fodder for the next round of expansion. But with the crew's death the 2nd expansion would be long in coming.

The 1st wave died waiting, but their unhatched brood waited for the enemy to approach. A beautiful blue-white planet appeared on the screens. The proper commands are given by the computer, orbit is acquired and the ship launches the contents of the bio-weapons chamber...

Personality: The Breeders don't really have a personality; they exist only to increase their numbers or kill.

Quote: They don't talk. They hiss threateningly or sit quietly. Whether Drones could learn to speak has never been determined.

Powers/Tactics: The Workers and Director/Drones will hide and pounce on passing prey during the day. After their numbers increase to twice the local population, they move, picking up numbers and becoming a living wave that kills or captures everything in its path. This same tactic will also hold true for superheroes; when the Drones and Workers realize that they can't hunt this target they will ignore it and seek other prey.

Pods will be stored away in places that targets must travel through (like freeway intersections...) or to places they must visit (like water holes, fruit trees ...). Think of them as alien mine fields.

Invasion Events: This first Event is a secret "Arrival". The Pods that were dumped automatically from orbit (see above) will land near and in a small town. The "meteor swarm" was widely viewed, and scientist characters or DNPCs may want to investigate the area. The citizens of the town discover the Pods, and the invasion begins. The invaders' numbers are too small to pose a threat immediately. But if not dealt with swiftly, they become much more dangerous. A Drone/Director or two could escape, only to appear later. Only one Creator/Mother came down, and she is in a well-protected room in a nearby hydroelectric plant.

Appearance: The Breeders all have have several, black-green articulated armored skin, and 4 limbs, and 2 tails. They also have a continuous trickle of gel from their joints.

The Hatchlings are quite small, 1.5' from tooth to tail. They travel on all fours hooking the tails up over their backs. They have no visible head at all, just a ragged tooth-filled gash across the front of the body.

The Workers stand on two legs at a stooped 4' tall. The head is like a fleshy, flattened cone with the wide end out and full of teeth. The head is armored with leathery skin and cartilaginous skeletal structure, while the body's armor in smooth and beautifully articulated under the encrusting gel.

Drone/Directors are big. Standing at 6.5', they have a very large frame. Otherwise they are similar to the workers in appearance with the addition of wicked looking spikes on the shoulders and knees.

The Creator/Mother is very different from the Workers and Drone/Directors. She is immense — over 10' from tooth to tail. Her body is slow and ponderous; she travels by pulling her heavily armored bulk along on arms and legs.

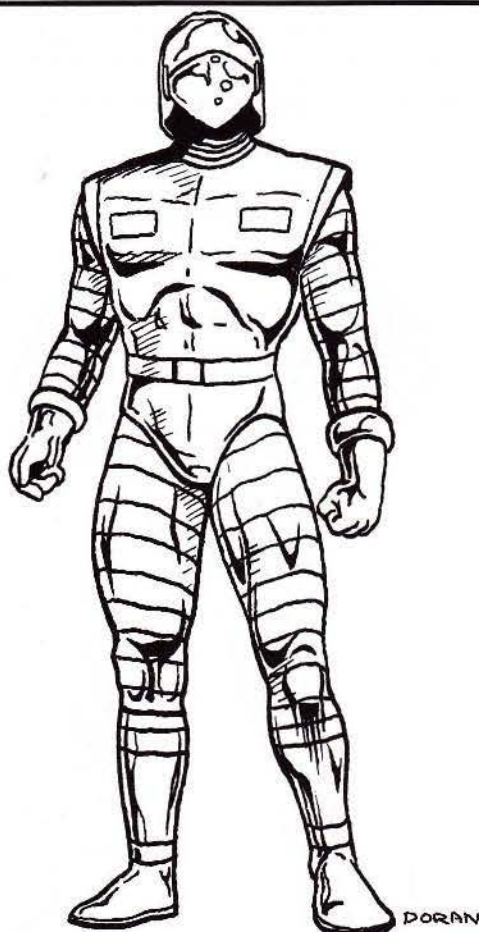




SPACE INVADERS

This is an open invasion, with a "backseat driver" as Leader, and troops that are less willing to invade as they learn more about the people they are dealing with. There will be few lasting effects on Earth.

The invasion is a series of tests run to determine whether or not human beings are a truly intelligent race, and therefore worthy of survival. If humanity fails the tests, we will be exterminated so that a more promising race can inhabit our planet.



SPACE INVADER — Standard Trooper

Val	Char	Cost	50+	Disadvantages
15	STR	5	20	Law abiding
15	DEX	15	15	Does everything by "the book"
15	CON	10	20	Susceptibility — 2d6 each turn they breathe Earth air
10	BODY	0	20	Distinctive Features — Alien being
10	INT	0		
10	EGO	0		
10	PRE	1		
10	COM	0		
5	PD	2		
4	ED	1		
3	SPD	5		
6	REC	0		
30	END	0		
26	STUN	0		

Cost Powers END

16	Space Combat Armor (OIF)			
	Armor +8 PD, +8 ED			
*20	Life Support — Self Contained, Doesn't need to eat or excrete, & all safe environments and immunities.			
*8	Jump assist +12" (total 15")			
21	2d6 RKA, Autofire, 4 Clips of 16 Charges, 14-Activation (OAF — Laser Rifle)			
2	FAM: Alien invader Small arms			
1	FAM: Alien invader Heavy arms			
17	Basic Space-Fu (Martial arts)			
	Maneuver	OCV	DCV	Effect
	* Block	+2	+2	Block
	Meteor Kick			
	(Offensive Strike)	-2	+1	7d6
	Comet Block			
	(Martial Block)	+2	+2	
	Nova			
	(Martial Escape)	0	0	30 STR vs. Grabs
	Swarming			
	(Martial Grab)	-1	-1	25 STR for hold only
2	KS: Space-Fu			11-

OCV: 5 DCV: 5 ECV: 3 Phases: 4,8,12

Costs:	Char	Powers	Total	Disadv	Base
	40	+	85	=	125
				=	75
				+	50

SPACE INVADER — Troop Leader

Val	Char	Cost	50+	Disadvantages
13	STR	3	20	Law abiding
15	DEX	15	15	Feels responsible for troops
10	CON	0	20	Does everything by "The Book"
11	BODY	2	20	Susceptibility — 2d6 each turn they must breathe Earth air
15	INT	5		Watched by Superiors 11-
12	EGO	4	5	Distinctive Features — Alien being
20	PRE	10	20	
10	COM	0		
5	PD	2		
5	ED	3		
4	SPD	15		
5	REC	0		
20	END	0		
23	STUN	0		

Cost	Powers	END
3	Space Combat Armor (OIF)	
*16	UV vision	
*20	Armor +8 PD, +8 ED	
	Life Support — Self Contained, Doesn't need to eat or excrete, & all safe environments and immunities.	
*8	Jump assist +12" (total 15")	
17	1d6+1 RKA, Armor Piercing, 32 charges, 14- Activation (OIF— Laser Pistol)	
2	FAM: Aliens Small Arms	
2	FAM: Alien Hvy. Arms	
16	Basic Space-Fu (Martial arts)	
	Maneuver	OCV DCV Effect
	Meteor Kick	
	(Offensive Strike)	-2 +1 6 1/2d6
	Comet Block	
	(Martial Block)	+2 +2
	Nova	
	(Martial Escape)	0 0 28 STR vs. Grabs
	Swarming	
	(Martial Grab)	-1 -1 23 STR for hold only
2	KS: Space-Fu 11-	
5	Tactics 13-	
OCV: 5 DCV: 5 ECV: 4 Phases: 3,6,9,12		
Costs:	Char	Powers
63	+	91
		=
		150
		=
		100
		+
		50

Origin: In ages gone by, a world of lush vegetation came to life and was later missed by the grand galactic survey. This allowed the planet to go unmolested for billions of years and to develop a new race of beings. This was in direct violation of the galactic code of the High Council.

When this error was discovered, a Titan warship was sent to investigate this new lifeform and to determine its cosmic viability. If the race is determined to be too weak, too strong or too unstable, then it will be eliminated — to spare it an agonizing self destruction and to clear the way for colonization by the 12 true races of the empire called the High Council.

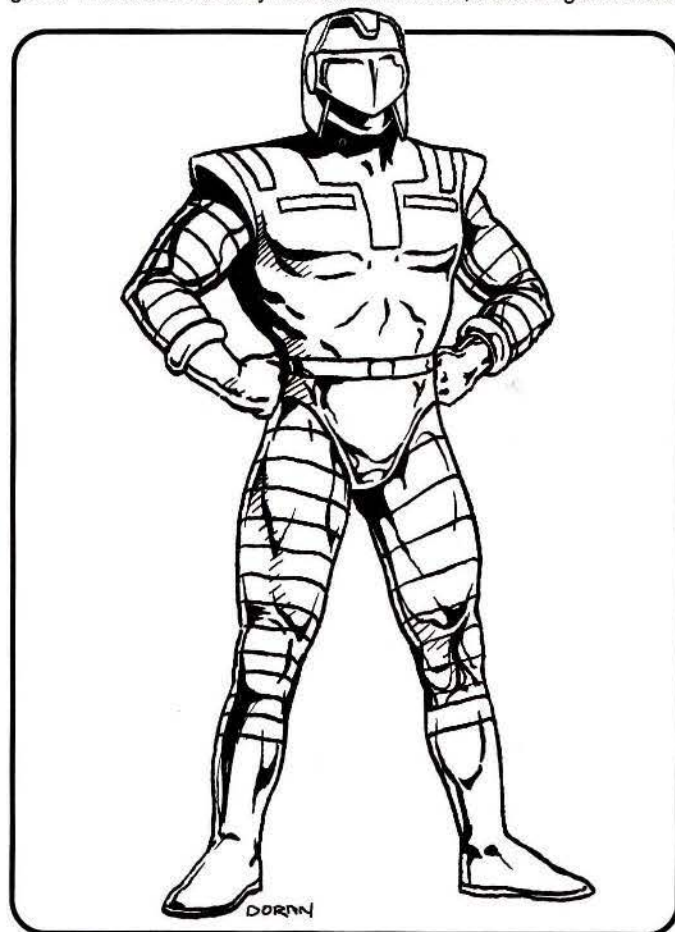
The High Council is a pseudo-republic that has expanded to dominate 20% of the Milky Way galaxy. The longterm dominance of this one unchanging social order has caused a static culture that has lasted over 2 billion years. This can be likened to the Egyptian kingdom of the Nile on Earth, which ruled its people for thousands of years, and held the culture, technology, and art in check by social conventions and the rule of law.

All twelve races have gone to great lengths to insure that no new races are determined to be viable and join their monopoly of the intelligent. The society they belong to has determined the "perfect" government, technology, lifestyles for all beings, and how to protect this perfect order.

Personality: The space aliens are here to review the new beings, under orders from the High Council. The people of the are High Council are extremely xenophobic about races that aren't members of the High Council. This xenophobia colors their feelings toward outsiders in every way. They see other intelligent beings as a threat to themselves, or as stupid animals better put out of their misery.

The Invasion Commander's orders are to test the new race's viability, and then to destroy the inferior new race of the target world.

Personality: The troops are robot-like, except for their very emotional dislike for "aliens". It is the law for Troopers to follow orders. Everyone is taught to obey the law, and this is conditioned from birth. To act spontaneously or creatively is wrong. To live the law is good. Those who disobey must be eliminated, according to the law.



The xenophobia is culturally instilled, and can be broken through. This can slowly occur whenever the heroes act in an especially rational way. Also, the scientists and officers who have access to the testing data will come to realize that the new beings, are intelligent. By the end of the testing time the general consensus aboard the Titan is that earthlings are definitely acceptable.

This could also inspire some of the troops into acting more like individuals. Very small visible symbols on armor, charging into close combat on purpose, or collecting souvenirs could start occurring in the third, or later Event.

Quote: "Surrender or die, Monkey-boy." When insulting each other they use the same type of epithets. Fish-boy, Dog-boy, Bug-Boy, etc...

Powers/Tactics: Without their alien technology, the Invaders are just trained soldiers. Their highly sophisticated equipment is not reproducible with earth's technology, though a method for recharging drained power packs could be devised. The study of these artifacts would give important clues to creation of new alloys and refinements in cutting edge technologies, but nothing more, even with captured aliens — the soldiers are *not* technicians.

Appearance: Humanoid with the head of a Cat (Taslan), Dog (Argh'ers), Horny toad (Gnorns), Catfish (Saw'hoo'ug'in), Locust (Dree A-Noying), and others. While wearing the silver suits there is no way to tell what is inside, except that the gloves or boots may have been designed for less than five fingers, or feet of a far different shape than any human. All of the alien troops could be of the same in race within a given squad or a mix of several different races. Their training makes all of the soldiers interchangeable.

Headquarters: The Titan warship, which is an orbital invasion craft the size of a Destroyer. The ship is equipped with a cloaking device that is proof against earth's level of technology.

INVASION EVENTS

1st Event — Look at That (Arrival): The Earth is orbited by a huge starship, that can be seen as a shiny steel moon. No attempts are made to communicate. If the heroes try to reach the ship they will be warned off by, a threat to destroy their ship, and then its occupants. The message will be repeated three times, then attacks will begin. The first beams to strike the heroes' ship do not destroy it, and the heroes have a chance to turn around. If they don't their ship will be destroyed. If the heroes can fly up using their own powers, then they will be shot down from the skies. The huge ship circles the Earth three times, in about 12 hours, then vanishes.

Nothing more is seen of the aliens for five days, as they monitor our communications to see if we are reacting properly to the appearance of the huge space ship. The ship was a hologram of a Siege Star, which could actually attack the Earth if Earthlings fail the test.

2nd Event — Strafing Test (Invaders Win): Five days after the first event, the Titan flanked, by all of its six Alien Troop Landers, flies over several cities around the world. The main ship fires its weapons on landmarks and public buildings. It is obvious to anyone studying the firing pattern afterward, that they were avoiding injury to anyone on the ground.

Again the aliens retreat and listen to our signals again. They will be expecting intelligent creatures to attempt to communicate, or to try and establish defenses. Either of these are the "right" response.

Five days of silence follow.

3rd Event — Familiar Monster Test (Invaders Win): This is mostly detailed in the giant animal and insect invasions. The invaders capture and mutate garden spiders, then release them to cause havoc. The release occurs five days after the Strafing test.

4th Event — Unfamiliar Monster Test (Invaders Win): Five days after the 3rd event, the Alien Troop Landers will appear around the edges of the campaign city and dump Clockwork Robots. The Robots are supposed to test whether Earthlings can be herded. They will direct everyone to move toward the biggest parks in the city, crushing cars, and performing Presence Attacks to scare the people into moving along. They will only try to injure people who actually attack them openly.

Again No Contact for five days.

5th Event — Landing Test (Invaders Win): The troopers land a force on a small island to capture all natives. Next, the invaders clear the island with four explosive devices that spread the blast horizontally, but not up or down. They are testing the bravery of unprepared earthlings to resist an invasion force, face to face.

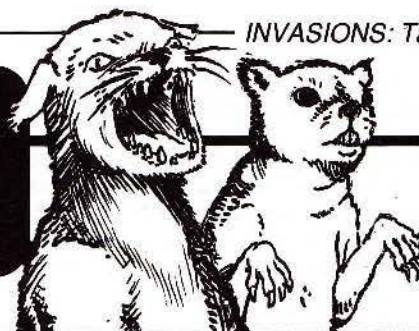
If the players capture some invaders and then release them when they discover the invaders cannot breathe our atmosphere, that is noted for extra credit.

6th Event — Invaders Want To Meet (Defenders Win): The Leader of the invaders appears on every TV and is heard on every radio. He requests a meeting with "the President of the USA, Party Secretary of the USSR, the General Secretary of the United Nations and (list the Player Characters, who are Earthlings next, no aliens). The fate of your world depends on this meeting."

Alien PCs are allowed at the meeting but it is the humans who are the subject. A copy of all the tests and findings are given to all the attendees. If the heroes have done well, the invaders make apologies for the damages, and promise to make restitution soon. If they have done poorly, they must argue with the invaders and try to convince them that humanity deserves better than extermination. Assuming they eventually pass, the invaders congratulate the human race for passing the tests, and tell them that they will soon be allowed to enter the fellowship of the High Council.

7th Event — We Shall Return (Aftermath): This could go in many directions. The High Council could accept the evidence, reject the report as a result of the obvious madness (individuality) aboard the ship, and send an attack force to invade. The threat is very real, the crew of the Titan would fight to defend the law, and there could be a civil war that brings down the ancient empire. The last and most Comic Book like ending is that the aliens promise to return, but we never hear from them again.

GIANT ANIMALS AND BUGS



Sometimes an invasion is launched by the environment. Normal animals become enlarged and enraged. They then invade other areas and devour anything in their way. Destroying the giant invaders will stop the immediate danger, but the source of the invasion could be waiting to unleash a new invasion.

Other Invaders might use giant animals in their schemes. Demonicus Rex has Vurminous, a Lord with spells to transform and control creatures.

The High Council invaders also use these monstrosities as a testing method. They see releasing a few giants to run wild is a good way to test the reaction time of natives.

GIANT ANIMAL (Rabbit, Lizard, or Rat the size of a German Shepard)

Val	Char	Cost	50+	Disadvantages					
10	STR	0	15	Will not attack without a numerical superiority Physical Limitation: No Fine Manipulation Always hungry, hyper-metabolism					
15	DEX	15							
13	CON	6	15						
10	BODY	0							
5	INT	-5	20						
5	EGO	-10							
15	PRE	-5							
8	COM	-1							
4	PD	0							
4	ED	1							
3	SPD	5							
10	REC	10							
26	END	0							
22	STUN	0							
Cost	Powers				END				
13	1 level Shrinking, Persistent, Always On								
16	2x 1/2d6 HKA (2x 1d6 w/STR), Claws								
26	Tunneling 4" through 6 DEF								
5	Night Vision (UV)								
4	+2 to Hearing PER Rolls								
16	+2 w/Combat								
	Skills								
5	+1 level to DCV vs all attacks								
5	Climbing 13- (if the basic animal can climb)								
3	Stealth 12-								
OCV: 5 DCV: 7 ECV: 2 Phases: 4,8,12									
Costs:	Char	Powers	Total	Disadv	Base				
	16	+	84	=	100	=	50	+	50

GIANT INSECT (Ant, Spider, or Grasshopper now man-sized)

Val	Char	Cost	100+	Disadvantages					
25	STR	15	30	Berserk if unfed for 1 hour, 14-,					
21	DEX	33		8-					
18	CON	16	20	Always hungry					
13	BODY	6		hyper-metabolism					
3	INT	-7	Pts	Optional Abilities					
8	EGO	-4	20	Susceptibility to pesticides					
18	PRE	8		common, Phase, 1d6 (optional					
4	COM	-3		Disadvantage)					
8	PD	3							
8	ED	4							
6	SPD	29							
9	REC	0							
36	END	0							
35	STUN	0							
Cost		Powers		END					
25	1 1/2d6 HKA (3d6 w/STR) — Mandibles								
12	Armor +4 PD, +4 ED								
10	Clinging								
3	Stealth 12-								
Optional Additional Abilities									
10	+25 STR only for Grabs and carrying things. (Ant)								
17	3d6 Character Points of Drain of DEX & 2d6 STR, linked to mandibles which must penetrate (Ant & Spider)								
33	10d6 Entangle, No Range, No DEF (spider)								
3	Immunity to poisons that are normally most effective (Ant, Spider, or Grasshopper)								
5	Super leap +5" (total 10") (Grasshopper)								
OCV: 7 DCV: 7 ECV: 3 Phases: 2,4,6,8,10,12									
Costs:	Char	Powers	Total	Disadv	Base				
	100	+	50	=	150	=	50	+	100

Origin: The invasions by nature are caused by man's short-sightedness. Chemical dumping, smog, or tons of garbage piling up cause mother nature to try to solve the problem by obliterating the troublesome *Homo Sapiens*.

This origin can be different if the giant creatures are being used as part of another invasion. Vurminous has been fascinated for what he calls the top of the food chain — the scavengers. As he learned to increase the size of them in the previous cosmos, his interest became a mania. Vurminous was not allowed to bring his old pets with him. So, upon arrival here he quickly set out to discover new vermin and study some. Rats are his favorite so far.

The High Council's war book has a standard test which might be used by the Examination Commander. Samples of native fauna are captured and placed in a machine which will study and alter their genetic creature. The creatures are then returned to the planet and released to cause havoc.

Personality: These creatures have mutated, and they are *hungry*. The current mutates must usually be destroyed, and the cause of the mutation must then be found.

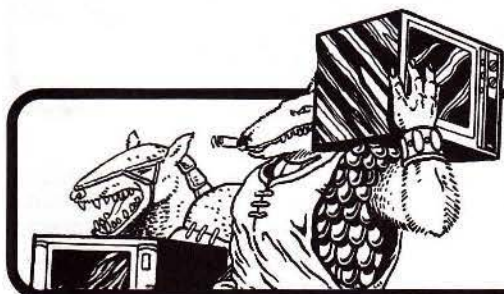
INVASION EVENTS

Mutated creatures launch an attack against an isolated community (Arrival), using all types of mammals. The community's calls for help get a group of scientists (hopefully including the PCs), into the mountains where they will stumble across the remains of chemical waste dump. The scientists will start to feel they are being watched, then they are attacked by ravenous woodland creatures. If necessary, this information could reach the heroes second hand, from the scientists who escape.

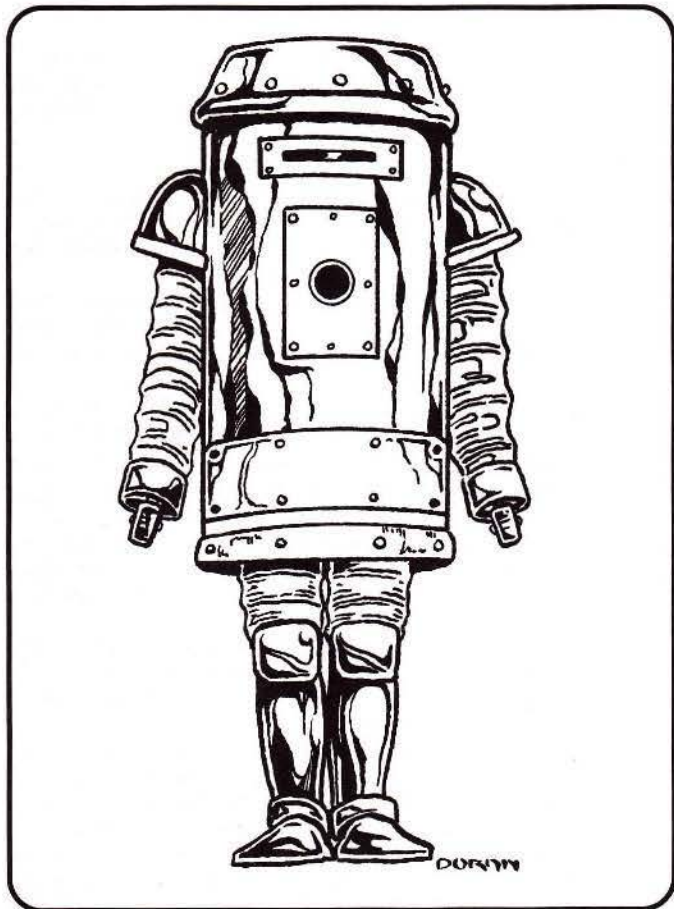
The Arrival is then followed by several attacks, where the heroes are confronted by larger and larger waves of hungry wildlife. Although many superheroes will be invulnerable against the attacks, they still have to protect normal people, and must stop the living wave before it can spread so much that the whole country is threatened.

Next, local pets become giants, turn vicious, and run off to join the invasion.

The Heroes have to use clever tactics to stop the onslaught of thousands of animals. Classic strategies include using high tension lines, a dam, gasoline station, or quicksand swamps. The heroes will have to think of some way to get the giants moving in the right direction. And once they have trapped the current mutates, they should attempt to stop what was producing the dangerous chemicals.



WE, ROBOTS



These mechanisms seek to fulfill programming that may be intended or accidentally assigned. Whether they look like trash cans with arms and legs or as bodybuilders, they will complete their orders even at the threat of total destruction, because they have no fear, pride or lust to distract them. The ultimate tin soldier, is the Robot.

ROBOT Clockwork — Plain old robot

Val	Char	Cost	100+	Disadvantages
60*	STR	40	20	Must obey programing
9	DEX	-3	15	Physical limitation: No fine manipulation
30	CON	40		
30	BODY	40	15	Clumsy humanoid design
5	INT	-5		
—	EGO	—		
20	PRE	10		
0	COM	-5		
5*	PD	0		
4*	ED	3		
3	SPD	11		
18	REC	0		
68	END	4		
—	STUN	—		

*Bonuses for Density Increase already figured in

Cost	Powers	END
45	Takes No Stun	
63	Armor +7PD, +7 ED (Cost tripled for Automaton Power)	
13	Density Increase 2 levels, Zero END Persistent	
-6	Running -3" (Total 3")	

OCV: 3 DCV: 3 ECV: — Phases: 4,8,12

Costs:	Char	Powers	Total	Disadv	Base
	135	+ 115	= 150	= 50	+ 100

Origin: This is a large clumsy machine. It is a miracle of engineering, but may not look it. Large numbers dropped on the defenders could overwhelm them and take an area. The programming is usually good enough that they seem to think for themselves.

Personality: Very stiff and formal at best. Merciless killing machines at their worst. No difference at all between them, unless programmed in such a way as to behave differently.

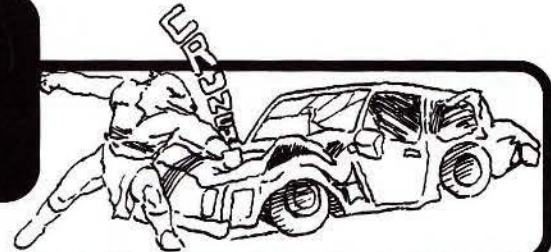
Quote: If a servant, it will speak in a formal, polite manner. If a soldier, it doesn't speak, unless programmed to talk to prisoners.

Powers/Tactics: Crush! Kill! Destroy! A robot will try to close and pound a target in hand-to-hand. If it can't close, then it throws an object at the target. They are rarely programmed to destroy everything in the target area, but sometimes...

Invasion events: Test robots are being released with programming to round up everyone in the city and drive them to the parks. Any attack will be met with thrown cars or pounding steel fists.

Appearance: A Clockwork is the most primitive of mechanical humanoids, slow and noisy but incredibly strong.

BOOMERS



The Boomers are a hidden cancer in our world. They hunt, kill, protect, or build by commands interpreted by cold, machine logic. They seek to overthrow all organics in order to usher in a new golden age of machines.

BOOMER					
Val	Char	Cost	100+	Disadvantages	
25	STR	15	15	Cold, emotionless machine	
25	DEX	45	25	Will do anything to bring about new machine age	
23	CON	26	5	Distinctive Features — Just doesn't act right.	
23	BODY	26		10	Distinctive Features — As he takes damage to the artificial skin it doesn't repair.
15	INT	5			
10	EGO	0			
13	PRE	3			
10	COM	0			
13	PD	8			
14	ED	9			
5	SPD	15			
10	REC	0			
46	END	0			
49	STUN	0			
<i>*Bonuses for Density Increase already figured in.</i>					
Cost	Powers				END
10	1/2d6 HKA (1d6+1 w/STR)				
6	Damage Resistance 5 PD, 7 ED				
15	Does not bleed				
	Skills				
3	Climbing 15-				
5	Combat Driving 12-				
3	Concealment 12-				
3	Lipreading 11-				
3	Mimicry 11-				
3	Shadowing 11-				
2	Transport FAM: Sm. & Lg. ground vehicles				
OCV: 8 DCV: 8 ECV: 3 Phases: 3,5,8,10,12					
Costs:	Char	Powers	Total	Disadv	Base
	152	+	48	=	200
				=	100
				+	100

Origin: The Boomers' statistics could be used as the servant robots of some evil mastermind, as well as secretive agents of some Invader. The robots could also come from some other place or time. Earth can't build anything like this...yet.

Personality: Completing programming. The Boomer's artificial intelligence is so effective that it's impossible to tell if it actually thought or whether it just accessed a program. They are always be surly, pushy, and without patience for the slightest delay.

Personality: Straight-forward in all situations. They never lie, if they choose to speak at all. They may have personality quirks such as wearing certain types of clothes, hanging out in bars, drinking, or killing non-targets just out of rudeness.

Quote: "You can't hurt me, but your dead, Meat."

Powers/Tactics: If not armed properly for the job at hand, they quickly seek the proper armament. This means normal firearms, for normal human beings, paranormal weapons for paranormal beings, etc.

The invading Boomers are relying on deep cover to allow them to secretly assault the human-dominated world. They also understand that there are beings of greater personal power existing among men who can destroy the Boomers.

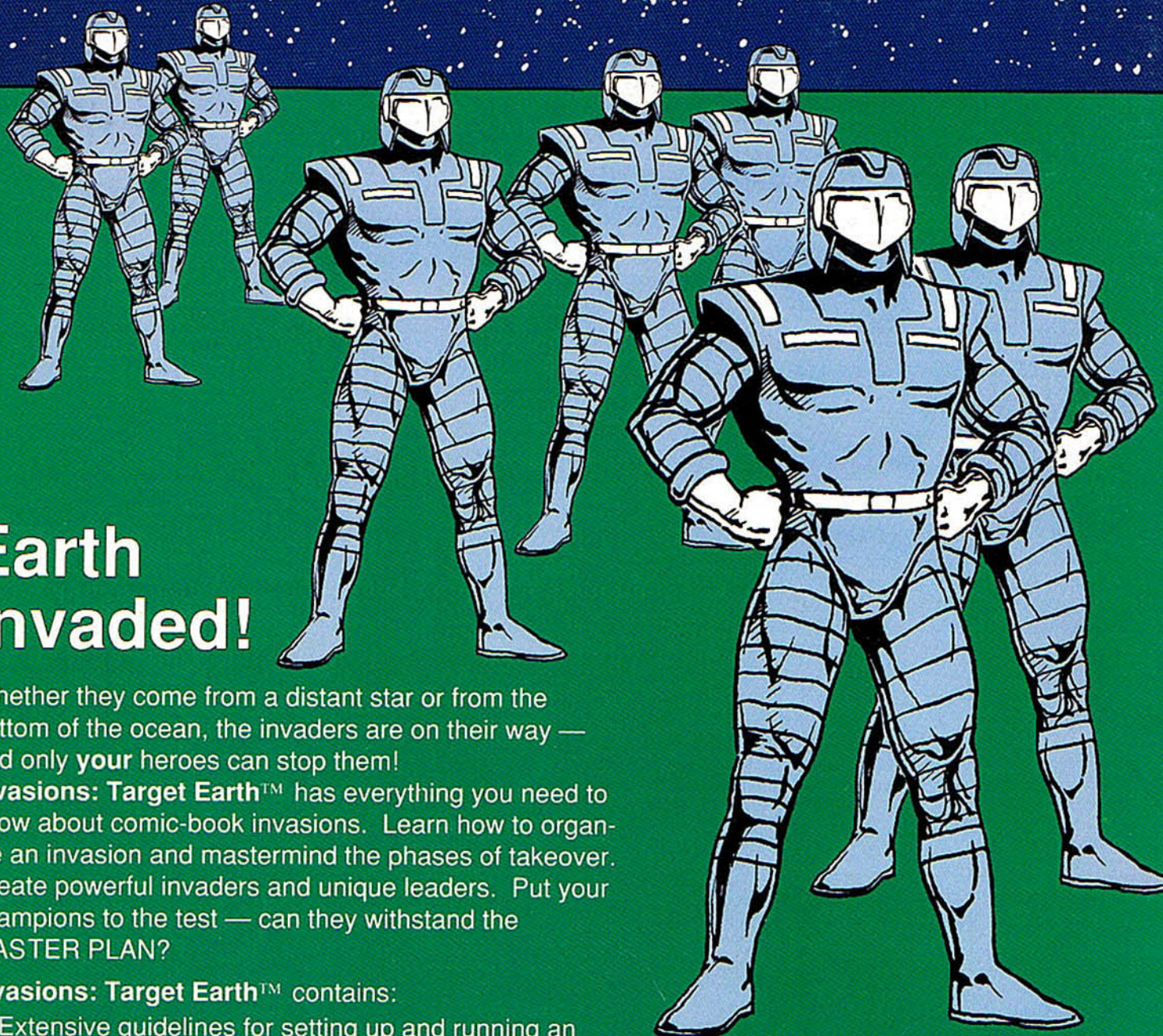
A Boomer that has had its artificial skin blown off retreats acting as if wounded. No one must discover the existence of the Boomers.

Invasion events: Boomers are from a future where man and machine fight for domination of the world. A scientist is working on a device that can create a time ripple. While performing a test, a ripple hits the device and a force wave explodes outward. The scientist is overjoyed that men from the future are standing before him, even if they do seem a little bit rude. And big. The scientist is never seen again, and his notes are stolen.

The Boomers work to bring the Machine Age all the sooner. They seek out people who are connected to known leaders in the future, and try to terminate the family line. They try to introduce technical achievements earlier, to clear the way for some advance. The Boomers have limited information on the course of history, including some names, places, and technical achievements. They can't, for example, know exactly when a building will be blown up by terrorists, or what day the Big Quake hit San Francisco.

The Boomer invasion is a secretive invasion that is part of the world background. Only odd events, pointless assassination, duped organizations (VIPER or UNTIL), and fixed elections slowly bring the players into conflict with these time displaced terrorists.

Appearance: The Boomer is the state of the art in robotics. A Boomer looks like a massive muscular human to in naked eye, but any damage to the artificial skin will reveal an inhuman infrastructure of plastic and steel.



Earth Invaded!

Whether they come from a distant star or from the bottom of the ocean, the invaders are on their way — and only **your** heroes can stop them!

Invasions: Target Earth™ has everything you need to know about comic-book invasions. Learn how to organize an invasion and mastermind the phases of takeover. Create powerful invaders and unique leaders. Put your champions to the test — can they withstand the MASTER PLAN?

Invasions: Target Earth™ contains:

- Extensive guidelines for setting up and running an invasion
- A complete, ready-to-run invasion mini-series, including maps, descriptions, scenarios, and full profiles of Demonicus Rex and his evil minions
- Short write-ups for other invaders, from time-traveling robots to giant animals
- GMing tips, play aids, a bibliography
- And much, much more!

INVASIONS: TARGET EARTH™



Produced and distributed by
ICE
P.O. BOX 1605
CHARLOTTESVILLE, VA 22902

Playable with

CHAMPIONS™
THE SUPER-HERO ROLE-PLAYING GAME

and all other
HERO SYSTEM™ GAMES

Made in U.S.A.

#407



0 10599 00800 4

ISBN 1-55806-049-9