



A Sourcebook for

CHAMPIONS
THE SUPER-HERO ROLE-PLAYING GAME

#407

INVASIONS: TARGET EARTH™



by Cyrus G. Harris

INVASIONS: Target Earth™

A CAMPAIGN SOURCEBOOK FOR CHAMPIONS

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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!

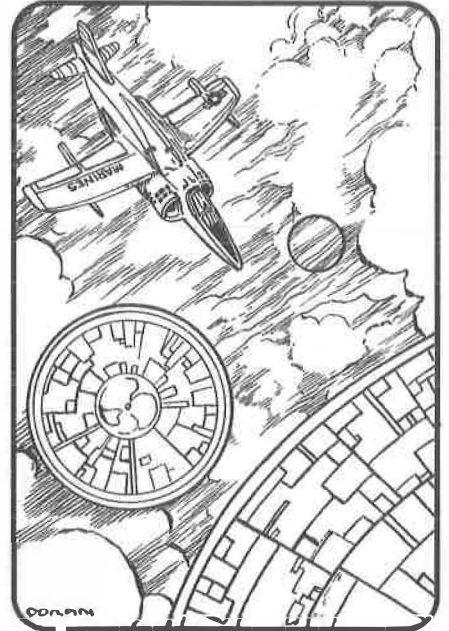
NON-SUPERHEROES VS INVADERS

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 impossibly 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

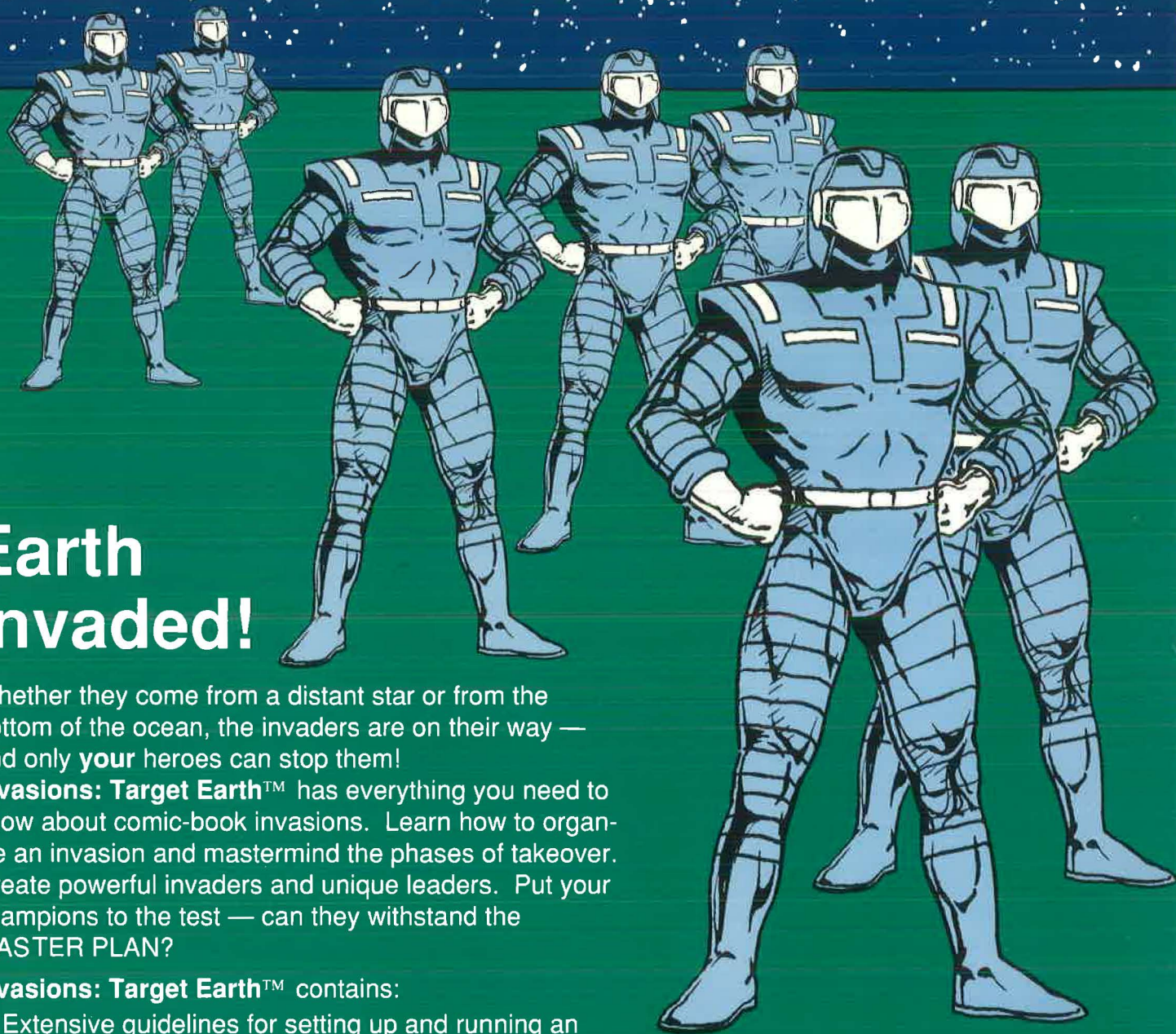
Invasions: Target Earth is a complete sourcebook for running an invasion, either as part of an ongoing campaign or as an independent campaign. *Invasions* contains:

- 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



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™



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CHAMPIONS™
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