

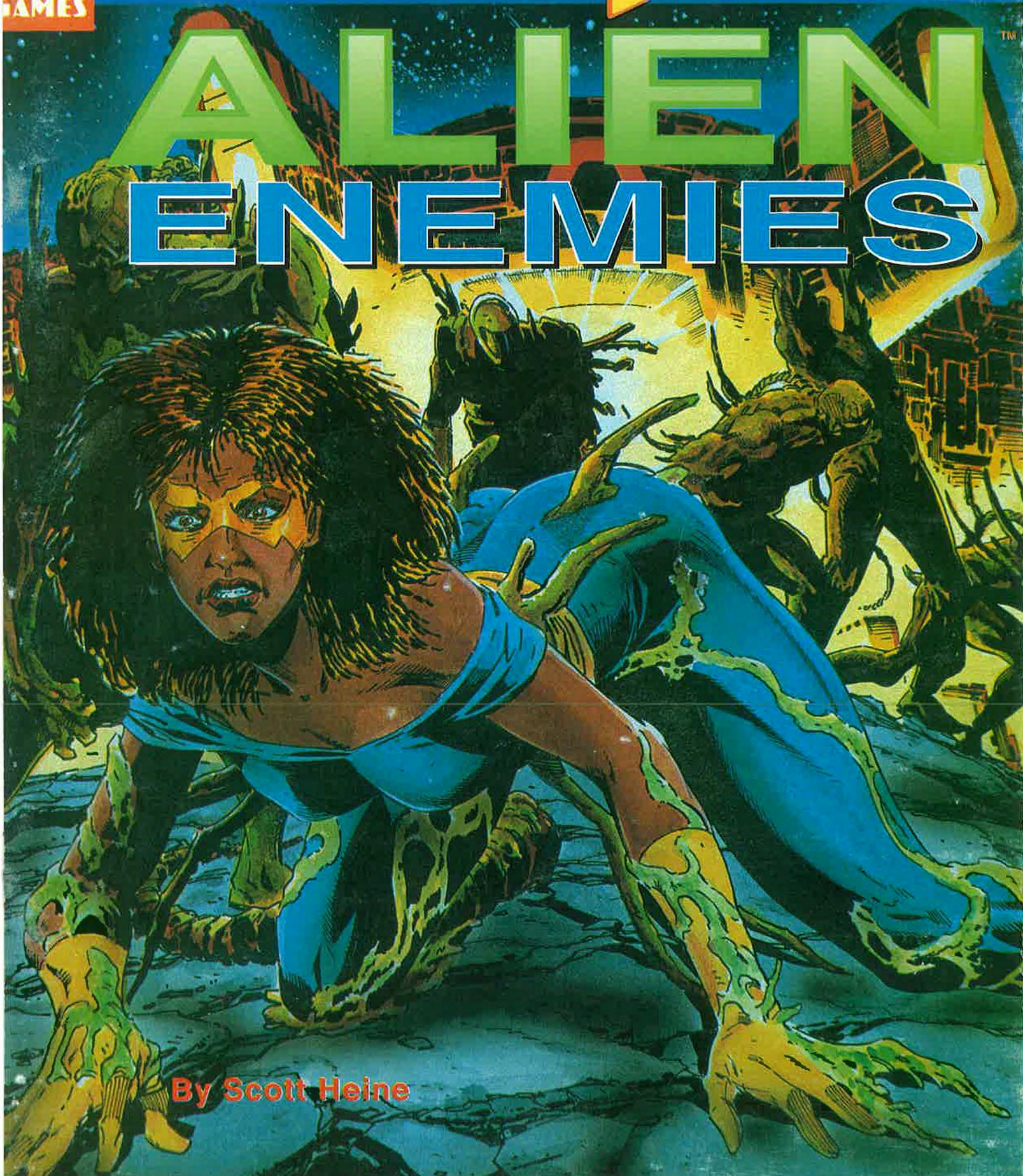


An Enemies Sourcebook for

**CHAMPIONS**  
THE SUPER HERO ROLE-PLAYING GAME

#413

# ALIEN ENEMIES



By Scott Heine

# ALIEN ENEMIES™

## CREDITS

**Author/Designer:** Scott Heine

**Editor/Developer:** Rob Bell

**Cover Illustration:** Adam Hughes

**Interior Illustration:** Scott Heine

**Layouts:** Scott Heine, Jennifer Kleine, Kevin Williams

**Project Specific Contributions:** *Series Editor:* Rob Bell;  
*Page Design:* Jennifer Kleine; *Layout:* B.T. Thompson;  
*Cover Graphics:* Jennifer Kleine; *Editorial Contributions:*  
Chad Brinkley, George MacDonald; *Proofreading:* David Mercier.

**ICE MANAGEMENT** — *Art Director/Production Manager:* Terry K. 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:* Jennifer Kleine; *Editing & Development Staff:* Kevin Barrett, Rob Bell, Monte Cook, Pete Fenlon, Jessica Ney, John Ruemmler, Terry Amthor; *Graphics & Production Staff:* Eric Bruns, Andrew Christensen, Edward Dinwiddie, William Hyde, B.T. Thompson, Jonathan Hart Eddy; *Sales & Customer Service Staff:* John Brunkhart, Jo Lori Drake; *Finance Staff:* Chad McCully; *Shipping Staff:* John Breckenridge, Kurt Fischer, David Johnson, David Mercier.

## DEDICATION

*My appreciation goes out to Aaron ("the Great and Powerful") Allston for the use of METE, Rob ("The Butcher") Bell for The Champ, and Steven ("Can I martial throw the 50-mile wide alien?") Holmes for The Masq, The Puppeteers, and The T'Yak-E'Crotian War. Thanks also to Margo ("You want me to read through another one?!") Heine, the dedicated inmates of the Rogues' Gallery and the enthusiastic callers of the Red October BBS for their feedback.*

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# TABLE OF CONTENTS

<b>INTRODUCTION</b> .....	3	<b>THE PANTHEON</b> .....	31
What's Inside .....	3	<i>Jupiter</i> .....	32
Using this Book .....	4	<i>Neptune</i> .....	33
Aliens in Champions .....	4	<i>Mars</i> .....	34
Aliens in Other Genres .....	4	<i>Luna</i> .....	35
Creating Alien Enemies .....	4	<i>Mercury</i> .....	36
<i>The Aquarians</i> .....	5	<i>Bacchus</i> .....	37
<i>Aquarian Sea Beasts</i> .....	5	<i>Puppeteers</i> .....	38
<i>The Cerebraeum</i> .....	7	<i>Spores from Space</i> .....	39
<i>The Champ</i> .....	8	<b>THE T'YAK AND E'CROTIAN WAR</b> .....	40
<b>THE EXTERMINATORS</b> .....	9	<i>The T'yaks</i> .....	41
<i>Specs</i> .....	10	<i>The E'crotians</i> .....	42
<i>Gizmo</i> .....	11	<b>THE TYRIXX INVADERS</b> .....	44
<i>Slick</i> .....	12	<i>Tyrixx Warrior</i> .....	45
<i>Bruiser</i> .....	13	<i>Tyrixx Worker</i> .....	46
<i>Trekkie</i> .....	14	<i>Tyrixx Thinker</i> .....	46
<i>The Infinite Man</i> .....	15	<i>Tyrixx Queenspawn</i> .....	46
<i>The Ever-Eating Karrg</i> .....	17	<i>The Tyrixx Warship</i> .....	47
<b>THE GALACTIC MARAUDERS</b> .....	18	<i>Tyrixx Battlepod</i> .....	47
<i>Star Galleon</i> .....	18	Background .....	48
<i>Captain Richaal</i> .....	20	<b>METE</b> .....	48
<i>Synthre</i> .....	21	Background .....	48
<i>Chaikayan</i> .....	21	Functions .....	49
<i>Phinress</i> .....	23	Campaign Use .....	49
<i>Doctor Zeinert</i> .....	23	The Staff .....	49
<i>Tarchoss</i> .....	24	<i>Orrad</i> .....	50
<i>The Masq</i> .....	25	The Facilities .....	52
<b>THE MIDNIGHT SOCIETY</b> .....	26	Scenarios .....	57
<i>Orb: Automaton Shell</i> .....	27	The Hatching .....	57
<i>Orb: AI "Computer" Brain</i> .....	27	<i>Case 39</i> .....	58
<i>The Arcane</i> .....	27	'Til Death Do Us Part .....	58
<i>Leatherwings</i> .....	28	<i>The Delarr</i> .....	59
<i>Gremlins</i> .....	29		
<i>Orion the Hunter</i> .....	30		



## INTRODUCTION

The twentieth century will be remembered for many things: amazing inventions in transportation that allow us to speed across the country by road or sky, the first outbreaks of war on a global scale, the dawn of world-wide video communications, the creation of the computer, and countless more. But perhaps it will be remembered best as the century man reached the stars, both in his imagination and in reality.

For the past several decades, the world has been fascinated with "the final frontier." Trillions of dollars have been spent sending men to the moon and launching satellite probes to reach through our solar system and beyond. Likewise, a tremendous amount of human creativity has been invested in bringing alien worlds into our entertainment. From the early *Flash Gordon* serials to the blockbuster sci-fi movies of the 1980s, from action-packed comics to countless science fiction paperbacks — never have we been so fascinated with extraterrestrials.

It is not surprising that beings from outer space have eventually worked their way into role-playing games. Not only are entire gaming systems centered around science fiction, but we're beginning to see alien contact introduced to fantasy games also. Of course, *Champions* remains true to the inspiring, alien-filled comic books by continuing to present the best in "little green menaces" from other worlds.

Numerous *Champions* supplements have included a menagerie of alien threats for eager superheroes. Who could forget George MacDonald's "Firewing" from *Classic Enemies*, Andy Robinson's "Ancient Ones" from *Wrath of the Seven Horsemen*, or Aaron Allston's family of "Blood" from *Organizations Book III*? This volume continues the tradition of great alien villains for *Champions*.

In these pages, you will find representatives of most of the major types of science fiction and comic book extraterrestrials. There are monstrous invaders ready to devour mankind. There are cosmic entities wandering the galaxy, more from curiosity than a desire to conquer. And there are secret alien cultures, already walking among us, disguised to look like the neighbor next door. Some of the creatures in this volume are amusing and light-hearted; others are deadly. These aliens have been inspired by classic science fiction literature, comic book stereotypes, tales of magical horrors from beyond the stars, decades of sci-fi movies, ancient mythology — just about everywhere extraterrestrials have reared their little green heads.

Though the twentieth century may be remembered as the time when mankind went to the stars, your players may come to remember it best as the time when the stars came to them! Enjoy gaming with this collection of nasty extraterrestrials, and always remember: Be a Hero!

## WHAT'S INSIDE

*Alien Enemies* begins with introductory notes explaining how aliens might be used in a variety of campaigns. This discussion includes suggestions for using aliens in superhero games as well as other genres, and suggestions for designing your own alien threats.

The heart of the book, however, is the collection of alien enemies. Every effort has been made to provide a wide variety of extraterrestrial villains, from humorous nuisances to horrifying conquerors. In these pages you'll find the Aquarians, a race of seafaring folk with a hunger for vengeance, and the Tyrixx, terrifying swarms of invaders determined to add Earth to their empire. We've included the Cerebraeum, a group of super-scientists determined to turn Earth into utopia whether we like it or not, and their experiment-gone-wrong, the Spores From Space, which threaten to turn every man, woman, child, and animal into botanical zombies. There are also individual aliens such as the Infinite Man, whose powers live up to his name, the Champ, who's sure to make your heroes feel guilty for neglecting their charitable responsibilities, and Orion the Hunter, a shapeshifting assassin with a nasty record for success. You'll also find several groups of villains, including the Exterminators, a zealous band of alien hunters with dangerous weaponry, the Pantheon, a collection of individuals hosting aliens patterning themselves after the Greek gods, the Galactic Raiders, a ruthless band of intergalactic pirates and slave traders, and the Midnight Society, who hope to magically open a gateway to another world and let Earth be overrun by sorcerous, tentacled terrors.

The final section of this book concerns the Metropolitan Extraterrestrial Enclave, or "METE," an organization of pro-alien researchers and lobbyists, created by Aaron Allston. Included are two sample adventures which bring the heroes into the affairs of METE.

Every GM should find a wealth of useful ideas, suggestions, and characters to use in his game. As always, the GM should feel free to adapt the material in this volume to fit his own campaign.

# ALIEN ENEMIES™

*Alien Enemies* provides more than 40 alien villains and oddities for your *Champions*® campaign. Discover the secrets of the Masq, a race of otherworldly shapechangers who walk among us. Wonder at the power of the Infinite Man, a being of limitless abilities who is making Earth his new home. Shudder at the horror of the Spores from Space—oozing, vine-covered zombies now stalking the shadows of our world. And tremble at the fury of the Tyrixx, insectoid invaders who have already laid waste to countless planets on their way here.

They are all here in these pages—new villains and enemy races descending from the heavens to challenge your champions. So grab your laser pistol and muster up your courage; the aliens have landed.

**SPACE:**  
A silent infinity just beyond our reach.  
A cold expanse dotted by the flickering warmth of a million stars and whirling planets.  
A place of beauty.  
A source of terror.

## *Alien Enemies* contains:

- **More than 40 new aliens.** From the sinister Arcane to the comical Ever-eating Kaarg, each alien has complete statistics for *Champions*, as well as guidelines for campaign use.
- **Two new organizations.** The Exterminators are a goofy group of misfits who want to protect Earth from any aliens. The Metropolitan Extra-Terrestrial Enclave (METE) is a group dedicated to protecting aliens. METE headquarters are fully detailed and include maps and staff.
- Campaign guidelines for using aliens in a *Champions* campaign.
- Scenarios.
- **Full-color, standup cardboard figures** representing the major aliens and heroes.
- **Much, much more!**



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