

# Invaderz

Pocket Edition





# Contemptable Earthling Legal Text\*

Your measly human courts have no hold over the Jerkian Empire, however, in accordance with The Sha-moo Proclamation here are the legal details according to your pathetically inadequate legal system:

- Invaderz is © Postmortem Studios (James Desborough) 2008.
- Artwork by Dave Gill & DarkZel from original concepts by James 'Grim' Desborough
- Additional artwork and layout by James 'Grim' Desborough
- Planets by Art of War Games
- Written by James 'Grim' Desborough.

## Dedication

To the Epicurean Emperor of the superior Jerkian Empire. All hail Jerkia! All hail the Emperor! Long live the Empire!



# POSTMORTEM STUDIOS

*\*The Jerkian Empire recognises no authority other than that of the Jerkian Emperor. Any attempt to engage our pathetic human dupes at this company will be met with withering laser fire or, perhaps, some sort of atomic death-weasel.*



JERKIA



Needs  
**YOU!**

Not that you have a choice

# Introduction

## Pathetic Human Introduction

Welcome to the latest Postmortem Studios endeavour, the Invaderz RPG. Those of you who are familiar with Urban Faerie may recognise some things from that game within this game. Invaderz uses broadly the same system and is conceived with a similar end in mind, a game where you can relax, let your hair down and revel in glorious disaster and stupidity as a break from more serious games.

This is the brand spanking new 'Pocket' edition, which is produced on a smaller format (because smaller format means more pages and more pages seem impressive and feel like greater value for money). This is entirely due to my failings as a Jerkian brain-zombie, which necessitated a second edition to better prepare you all for the coming invasion.

In Invaderz you play the part of one of the many alien invaders who, under the behest of His Most Obese Majesty the Jerkian Emperor, are invading Earth. The Jerkian Emperor, however, isn't so much interested in outright conquest as he is in being entertained and well fed. As such the orders that come down from the Jerkian high command can be strange, peculiar, self-defeating and otherwise downright strange. All Jerkians are cloned from samples of the Imperial tissue and are disposable in the eyes of the Emperor - and each other - infighting for rank and privilege just as much as they fight with the defenders of Earth as they try to fulfil their peculiar missions. It's a Jerk eat Jerk world out there and the bonuses that a high rank gives you are worth crushing any number of others beneath your little green foot.

The coming chapters will take you through creating your Jerkian footsoldier, all the way from conception to assignment on your first mission and, in the unlikely event that you both survive a mission and play the same character twice, to the rising in rank and the extra capabilities and responsibilities that carries. For the glory of the Omniphage! Long live the Empire!  
Guys, can you take this slug out of my brain now?



# Introduction

## Beer & Crisps

Beer and crisps (beer and pretzels in the states) is a shorthand way of saying that the game isn't to be taken seriously and that it is best played with a few drinks down you and plenty of snacks on hand. The rules and the game aren't meant to be serious or to be taken seriously; they're light and easy and meant to be simple enough that you can still play when you're half-cut or craving munchies.

Beer and Crisps games are fun, throwaway games, suited for fillers or when you've had enough of serious, deep role-playing and just want to blow things up, act like silly buggers or engage in the farcical or ridiculous.

Invaderz is perfect for blowing off steam and having a little fun before you move on into your next 'proper' game.

## Postmortem Studios

Postmortem Studios is the personal publishing imprint of James 'Grim' Desborough, Origins Award winning author of *The Munchkin's Guide to Powergaming*. Postmortem Studios publishes primarily in PDF format through the usual PDF outlets such as [www.rpgnow.com](http://www.rpgnow.com), but is also available in print either via the sites or through [www.leisuregames.co.uk](http://www.leisuregames.co.uk). Postmortem Studios is a full time enterprise and is always looking for assistance from freelance artists, editors and writers.

You can contact Postmortem studios at: [grim@postmort.demon.co.uk](mailto:grim@postmort.demon.co.uk) Or via our website at: [www.postmort.demon.co.uk](http://www.postmort.demon.co.uk)

# Introduction

## Piracy Notice

The odds are fairly high that some of you are reading this on a downloaded PDF copy taken from a file sharing network. I don't necessarily have a problem with that myself since evidence pertaining to my company tends to show that this acts more like free advertising than a cut into my funds. However... The role-playing game industry is not huge, not rich – with only a couple of exceptions – and can ill afford your piracy, unlike many software companies. I am a one man show, not a large company by any stretch of the imagination and I am attempting to build a business from the ground up. I need every penny. If you have downloaded this book illegally, and you like it, please consider purchasing some of my other products. That's all I ask.

You'd better do it, or my Jerkian friends will come after you with their testicular disintegrator.\*

*\*Do not think not having testicles is any bar to this threat, they're also skilled in tissue grafting.*

It looks like you're trying to read a book!

Greetings Earth reader, I am Biblios of Tee'Em'Eye the information planet, a synthetic brain specifically designed to compile and relate information relating to the Jerkian Empire, their history, their conquests and anything else related to the Jerkians. I will be guiding you through this data-text and providing helpful insights along the way.





# Orientation

## Welcome to Life!

Greetings Jerkian warrior elite!

Know this, that your very existence is down to the orders of our Portly Potentate and that without him, you would not exist. Your very conception, in the clone tanks of Clonius (the cloning planet), is ordained by his Obese Omnipotence and from that very that moment you owe him your life, your servitude and your loyalty.

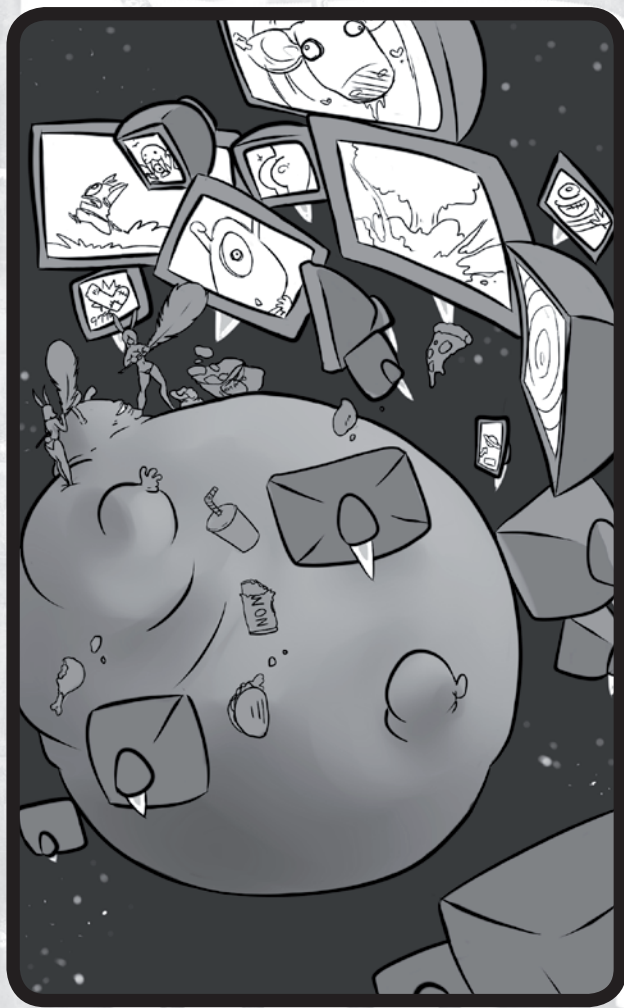
To be a soldier in the glorious army of the Jerkian Empire is perhaps the best fate that can befall lowly matter in this universe. The Jerkian Empire is all-conquering, all powerful, has the best uniforms, the most advanced weaponry and the greatest leader the galaxy has ever known. Nothing can stand in our way and you, even as lowly as you are, can die knowing you are serving a far greater cause and a far superior people to any other in the universe!

All Jerkians are clones of their Emperor, a planet sized member of their species and, apparently, the only one that remains of the original species. The entire Jerkian empire exists for the sole purpose of entertaining their bloated ruler and keeping him will supplied with food to maintain his bulk. Other planets within their empire fulfil other purposes from Fac-Tor the Factory planet to Clonius, the cloning planet and U-Hoard, their warehouse planet. The Jerkians have taken over so many planets that they're running out of uses for them, leading to such peculiarities as Threed, the Giant Ball of String planet.





# Orientation

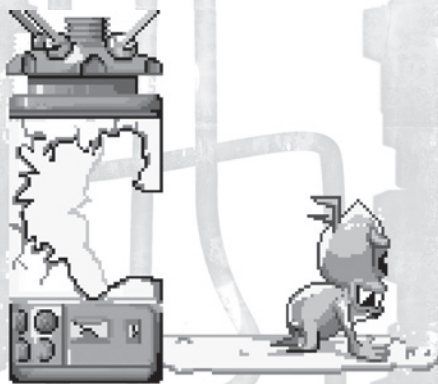


# Orientation

## Orientation

For the entire time you have been gestating in your Clonium clone tank on Clonius, the cloning planet, you have been being briefed and indoctrinated with the knowledge you need to be a superlative Jerkian soldier. Now that you are being released from your tank your real training begins in earnest. Before this commences we must first ensure that the Hypno-Teach™ has successfully hypno-taught you everything that you need to hypno-know by conducting you through a checklist to ensure the hypno-teaching has taken.

Jerkian physiology is remarkably robust. Jerkians can be squashed, shot, splattered, mutilated and crunched up and still spring back into shape. It is only once their epidermis is thoroughly burst and their essential goo leaks out almost completely that they can die. They heal from any lesser damage with extreme rapidity. The Spine Worm is a symbiote, allowing upright posture but also, in the case of lesser Jerkians, leeching away vital nutrients to keep them small so that they cannot challenge the Emperor.





# Orientation

## Jerkian Basics

As a member of the glorious Jerkian empire you are a clone of our Gluttonous Emperor. Not an exact clone of course, careful randomisation of your genetic code has been introduced in order to create diversity in the Jerkian population, while still drawing on the strength and indomitable will of our Immobile Imperator.

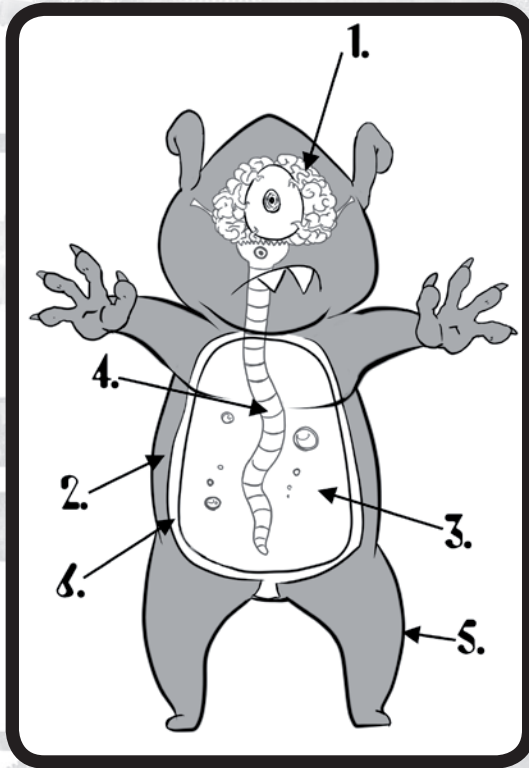
As a Jerkian you are endowed with acute monocular vision, sharp hearing, scent and vibration senses through your antennae and good senses of both taste and touch. Your body is made up of two kinds of meat, body meat and brain meat, forming a durable and elastic sac of cartilage and flesh that helps to retain your life-giving goo. Without your goo you will be unable to digest, to breathe or to heal, you will – in fact – die. You are replaceable, but it costs in the order of half a galactic dollar to clone each and every one of you, so try not to waste resources.

All Jerkians are male, once we were a species with two sexes, so the archives tell us, but in his infinite wisdom our Portly Potentate saw fit to make the entire species a single gender. We reproduce entirely by cloning, as you are well aware, but his Rotund Regency occasionally requires females of other species to be procured for experimentation and entertainment purposes. Rumours about Lesbia, the Lesbian Moon are seditious, and punishable by exile to Judia, planet of Daytime Television.

Intimate to every Jerkian, hooked into their throat pouch and occupying their goo is the spine worm, a symbiotic creature while helps keep us in the peak of physical fitness, allowing us to remain slim and small so as to better serve his Elevated Enormity.

# Orientation

## Jenkian Physiology Diagram



- 1. Brain meats.
- 2. Body meats.
- 3. Goo.
- 4. Spine worm.
- 5. Epidermis.
- 6. Cartilage



# Orientation

## Naming

At the moment of your conception with the Clonium tanks of the planet Clonius, the cloning planet, you were assigned a three-letter name and a three digit code. This will be your designation during your life in the imperial forces of the Jerkian empire. Digits 7, 8, 9 and 0 are reserved for non-military personnel and your name and number may have been used before, many times in the history of the Empire. Make your planet proud!

Roll 4d6	Name Part One	Name Part Two	Name Part Three
4	B	Ak	Roll 3d6 for digits EG: 1,3,5 = 135
5	C	Ek	
6	D	Ik	
7	E	Ok	
8	F	Uk	
9	G	Am	
10	H	Em	
11	J	Im	
12	K	Om	
13	L	Um	
14	M	Ap	
15	N	Ep	
16	P	Ip	
17	Q	Op	
18	R	Up	
19	S	An	
20	T	En	
21	V	In	
22	W	On	
23	X	Un	
24	Z	Az	

**Example:** While creating a character a player rolls for his name. He gets – 6, 5, 3, 1 on his first roll, making 15 and the opening letter 'N'. For the second half of his roll he gets 6, 2, 2, 1, making 11 and the closing letters 'Im'. For his digits he gets 4, 2, 1. Putting all these together he is Cadet Nim-421 of the Jerkian armed forces. All hail the Emperor!

# Orientation

All Jerkian names are unique to Jerkia, any similarities to the names of any other alien races or peoples are entirely coincidental and anyone claiming otherwise is hunted down and ground into battle rations for the Jerkian army. As a computer I cannot be made into food and thus have no compunction about telling you that this is nonsense. Jerkians steal everything.



## His Glorious Obesity

Every member of the Jerkian empire derives from and serves wholeheartedly, with the very goo in his sac, our Emperor. The Emperor gives us life and purpose and he goes by many names which you will come to know, understand and appreciate. Through cosmic-scale gorging our Emperor has managed to increase his personal mass to that of a planet and his very flesh forms the capital of our empire. In the far north our Gargantuan Gutlord's head emerges from the fleshy crust to observe the goings on of the empire through his enormous viewscreens and he guides us all via a vast telecommunications network, protected from harm by the home fleet and an elite cadre of bodyguards, the Phatorean Guard.



# Orientation

## Our Sacred Duty

The safety, security, comfort, entertainment and feeding of the emperor is our sacred duty as members of the Jerkian Empire. We are the agents of our Fattest Fuhrer in the galaxy at large, maintaining the Empire which, in turn sustains the emperor, our armies and our powerful fleet. The slightest whim of his Imperial Immensity is our command and we must obey instantly and unhesitatingly to fulfil those desires. Whatever the emperor wants, he gets and if we must die in the pursuit of his needs then may it be so, may he also find our deaths amusing in some way so as to give them meaning.

Attempts at diplomacy with the Jerkian Empire usually end up with the diplomatic party being fed to the Emperor. A surviving member of the Corjet Confederacy delegation, spared because he was 'not seasoned well enough' describes the Jerkian Emperor as a 'Spoiled, monstrous, selfish twat'. Given that he lost a leg in the encounter his rancour is understandable but may be a little biased.



# Orientation

## The Jerkian Empire

The Jerkian Empire consists of many worlds, the most important of which, and our capital planet, is also our ruler and the progenitor of our entire species. The capital planet does not have much in the way of structures or services – they chafe – but it is surrounded by orbiting defence platforms and saucer-stations from which the Jerkian high command can relay the Emperor's orders around the universe.

There are many other worlds within the bounds of the Jerkian Empire and these planets are all assigned specific uses and are granted names particular to their purpose. Storia the storage planet, Clonia the clone world, Traintor where our troops are trained to face our enemies and to expand the empire, and many more, each serving their own special purpose for the Jerkian war machine.

The Empire exists in order to serve the Emperor. To bring him sustenance from across the galaxy, to amuse him in our interactions with other races as we expand The Empire but most of all to give him something to do. As a being of planet sized mass our beloved Mesomorphic Magnate is incapable of much physical activity, but his mind is sharp and able to plot and plan and move the Empire according to his unknowable plans and absolute will.

The Empire takes in much of the galaxy, though some races contest our claims to total domination, or refuse to acknowledge our supremacy. Little matter what they believe or think, so long as the Emperor is happy, and he appears to be, then all is well. These other races, whoever or whatever they are, will be dealt with in due course.



# Orientation

The Jerkians do, unquestioningly, hold many planets under their sway and they have conquered many lesser species down the ages, but they are by no means unconquerable or invincible. If defeated they tend to claim that this was the plan all along and that their Emperor knows best and that they will win out in the end. To much of the universe they are a laughing stock, a bad joke, jesters sent out into the universe simply to entertain their lord and master. Only Jerkians themselves, and primitive species like Earthlings, take them at all seriously.



## Servitor Races

We Jerkians are not the only members of the Jerkian Empire. While we make up the entirety of the government and the military forces those who survive from conquered races are made citizens of the Jerkian Empire and put to work in the factory and storage planets, helping to ensure that the Jerkian cause continues uninterrupted. Non Jerkians are, of course, secondary citizens and many roles are fulfilled instead by A.R.S.E. units, Automated, Robotic Servile Entities. A.R.S.E. units are not, however, quite as adaptable as organic intelligences and there are many teething problems with the software. Servitor races include The Squaloon, The Hamstoids, Furrian Amalgums and the Squilootex.

# Orientation

As with claims of their Empire the Jerkian claims about their servants are equally exaggerated. They do dominate many races whom they have conquered, but wherever these races are put in charge of anything they sabotage it. Jerkian logistics are, therefore, a nightmare. Other species which they claim to be their servants are, in fact, independent contractors who can put up with being called 'slaves' so long as the Jerkian credit line remains good. The A.R.S.E. units are sabotaged by the Squilootex, who construct them for the Jerkian military and are prone to personality flaws and strange behaviour.



## The Earthian Front

Earth is a seemingly unimportant planet in the western spiral arm of the galaxy. It has a low technological and mental index, no really significant resources to be worth plundering and it is inhabited by a disgusting race of endoskeletal pink creatures known as 'Humans', named after their leader – as determined from broadcast analysis, Heff-Nor.

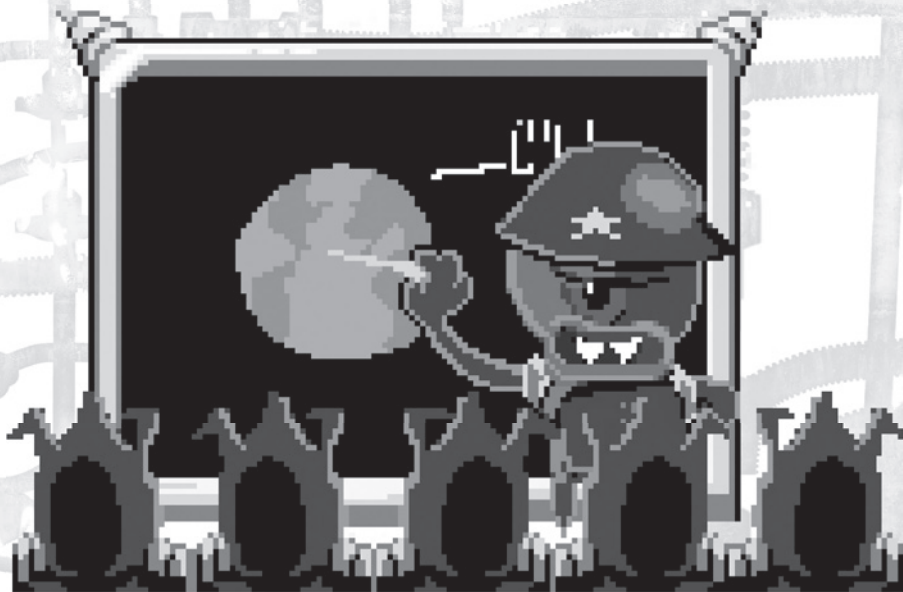
Despite its lack of strategic or other value his Imperial Immensity has judged that the Earth is a perfect proving ground for Jerkian weapons and tactics and he finds the antics, media, food and females of 'Earth' to be particularly amusing. As such The Earth is now one of the main focal points in the Jerkian military plans for the galaxy.



# Orientation

You are to be assigned to the Earthian theatre of war to conduct your missions amongst and against the Earthlings while entertaining his Gluttonous Glory as best you can both in conduct and in fulfilment of your mission objectives. The rewards for success are glorious. The penalties for failure are gruesome.

Of Earth's land masses the one known as Merrikka, whose inhabitants are known as Merkins, presents the most interest to His Ennobled Enormity. Of all the peoples of Earth this civilisation holds the most value, they are the greatest gluttons, the most powerful and the best to test our mettle against, especially against the gun toting, superstitious citizens of the area they know as the Buy-Bull Belt – so named for their capacity for believing lies - a land with wide open spaces in which we can operate in secret without tipping our hand to the Human authorities.



# Orientation

The Jerkian 'toying' with Earth is a prime example of their standard behaviour. They find and target a relatively primitive planet or race of people and then raid it for food, supplies and entertainment for their Emperor who watches everything on his giant bank of viewscreens, laughing and stuffing his face much like the Earth vegetable the 'couch potato'. Needless to say Jerkian intelligence on Earth is deeply flawed and many of their presumptions about the planet are just wrong.



## Training

### In-Vitro Indoctrination

During your time in the clonium cloning tubes on Clonia, the cloning planet, you have been hypo-taught the essential, basic skills that are necessary for you to survive in the Jerkian Empire. You have been taught how to eat, walk, breathe, read, write and speak in the Jerkian language and you have been thoroughly versed in the essential character of our mission on behalf of the Emperor and on the words of the Imperial Anthem. You have also been hypo-taught basic weapons and piloting skills and the proper hierarchy of the Jerkian armed forces, of which, as cadets, you are the lowest rung.





# Orientation

## The Jerkian Anthem

*All rise.*

Jerkia my Jerkia, planet of the best  
Home of my fat Emperor  
We die at his behest.

Jerkia my Jerkia, conquerer of stars  
Masters of our destiny  
And yours and yours and yours

Jerkia my Jerkia, rulers of all space  
And if you do not agree  
We'll burn off half your face

Jerkia my Jerkia, home of the elite  
The strongest of our enemies  
We'll crush beneath our feet

All hail the Emperor!

*All salute and are seated.*



# Orientation

## Standard Indoctrination

Now that you have been decanted from your clonium clone tanks on the cloning planet of Clonia and have received your orientation packs the second stage of indoctrination can begin. Everything you know thus far has been theoretical and now it is time to enter the next stage of your indoctrination, putting the ideas into practise.

- *You will meet, and receive orders from, your superior officers. These orders must be obeyed without question or hesitation with penalties ranging from reduced food ration to outright disintegration for failure to comply. One of your clone batch will now be randomly disintegrated as an object lesson.*
- *You will sit through a great many inspirational and educational films on matters from not fraternising with Earthian females to the disgusting and reprehensible habits of our Earthian enemies, their tactics, equipment, weaponry and so forth. Some of this information may be traumatic but it is important that our troops be informed, ready and capable to face any disgusting human threat.*
- *You will spend two weeks billeted at Camp Doom on Kaboomia where you will engage in live fire exercises and be briefed on what to expect on Earth from seasoned Jerkian military veterans who have served the Jerkian cause well. Ensure that you take in every last detail of information they can give you since, old and/or maimed as they are these veterans will shortly be recycled into field rations for the advance forces.*
- *At the end of your standard indoctrination you will be divided up and sent on for the next stage of your training, forming friendships is pointless and counter to efficiency, doubly so in this case as you will likely never meet your fellow cadets again, except, possibly, in the distant future as a mixed-grill ration pack.*



# Orientation

## Socialisation

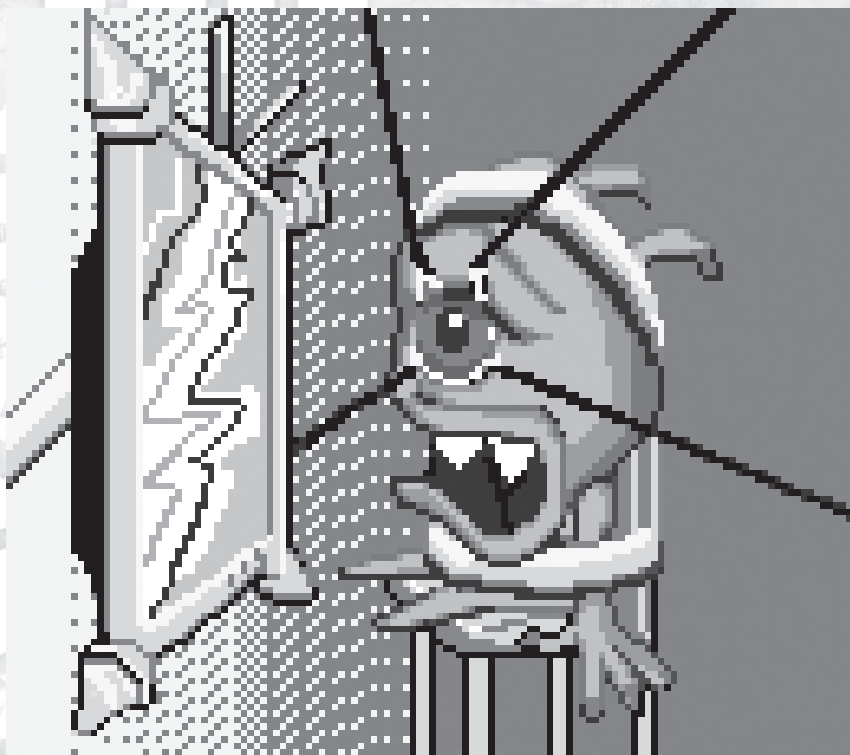
Statistics demonstrate that the harsh and completely unforgiving nature of our indoctrination processes, training and the nature of the Jerkian mission is such that a good number of clones are wasted due to unbearable psychological stress. In order to ameliorate this regrettable situation the Jerkian High Command has made an allowance for every Jerkian soldier to be issued with a Furry Utility Rucksack. Each F.U.R. unit comes complete with comfortable straps, a durable plastifur exterior and a snug compartment large enough to carry the trooper's standard kit in safety. Each bag is fashioned into the shape of a cuddly creature to provide comfort and stress relief for the Jerkian soldier in his harrowing but essential duties. Troopers engaging in attempted carnal relations with their F.U.R. units will be struck from duty, branded as F.U.R. Fornicators, Abusers and Goo-wasters before being recycled as insulation material for moon bases.



# Orientation

## Extracurricular Training

In addition to the assigning of a F.U.R. unit the trooper's psychological health is encouraged by the enforced adoption of extracurricular training. This allows a trooper to specialise in something outside their military training, or to hone their military skills to a much higher degree of proficiency. It is not necessary that you use your extra training time in order to excel in your assigned area of expertise but such is considered the best option by commanders and sucking up to your higher ranks is encouraged.





## The Wheel of Assignment

All Jerkian clones are identical and so it does not particularly matter to which field they are assigned upon completion of their initial training. After assignment you will receive further training and modification befitting your new role. Banks of supercomputers analyse the overall strategy and requirements of the Jerkian Imperial Forces and assign cadets accordingly.

### Roll 2d6 Assigned Career

2	Engineer
3	Heavy Weapons
4	Pilot
5	Trooper
6	Trooper
7	Trooper
8	Assault Trooper
9	Negotiator
10	Scientist
11	Embedded Reporter
12	Brainiac

**Double 3** Roll on Slave Table

### Roll 1d6 Slave Race

1	Squaloon Labourer
2	Squaloon Labourer
3	Squaloon Labourer
4	Hamstoid Mine-sweeper
5	Furrian Diplomat
6	Squilootech Technician



## A.R.S.E.

A.R.S.E. stands for 'Automated Robotic Servile Entity. In the event of the untimely deaths of members of a Jerkian Battle Squad A.R.S.E. units may be rapidly deployed from orbit to supplement their numbers until the mission can be completed. Some Battle Squads like to take an A.R.S.E. unit along anyway to act as their servant and to supplement their battle skills with more technical and computing know-how.

A.R.S.E. units are constructed by the Squilootex who are treated as slaves by the Jerkian High Command despite actually being independent contractors, the ones who submitted the lowest estimate on per-unit production of the A.R.S.E. unit. As a result of both direct sabotage and shoddy workmanship the A.R.S.E. units tend to be prone to personality defects, retardation and unpredictable behaviour.

**Meat:** 4

**Brain Meat:** 4

**Expertise:** 4

**Luck:** 1

### Skill

A.R.S.E. units come loaded out with two separate skills. A.R.S.E. units cannot be Really Good at something.

### Standard Equipment

A.R.S.E. units come equipped with laser pistols in the palms of their hands, infra-red vision and a universal computer socket, allowing them access to any computer system.



# Careers

## Special

- A.R.S.E. units may never rise in rank.
- A.R.S.E. units are made of a durable alloy and have an extra 'Fine' level of health.
- A.R.S.E. units have a random personality defect, determined from the table below.

### Roll 2d6 Personality Flaw

2	Depressed
3	In love with a squad member
4	Easily distracted
5	Pacifist
6	Resentful of authority
7	Make up your own
8	Witheringly sarcastic
9	Shouts EVERY-THING
10	Psychotic
11	Manic
12	Roll twice, use both



## Assault Trooper

Assault Troopers are selected out of the clone tanks for their strength, brutality and relative lack of intelligence. Whisked into training their hands are surgically removed using a specially sterilised hand-chopping saw. The trooper is then implanted with his new robotic hands and given a short course on how to use their new Power Mittens to smash things and break stuff.

The same hands may be cleaned and re-implanted into many different generations of Assault Troopers and some Assault Troopers claim they can perceive the previous owners of the hands whispering things to them, trying to harm them or urging them to do bad things. Jerkian scientists believe the hands may be picking up radio signals and pooh-pooh any claims to the contrary.

**Meat:** 5

**Brain Meat:** 2

**Expertise:** 3

**Luck:** 3

### Skill

Assault Troopers are Good at Hitting Things.

### Standard Equipment

Assault Troopers come equipped with Power Mittens, these mittens give them an extra +1 to their rolls for Hitting Things but reduce their Expertise in all other matters by -1, because of their clumsy great robo-hands. Assault Troopers also get a very nifty black leather pseudo-leather outfit. Ooh, shiny.

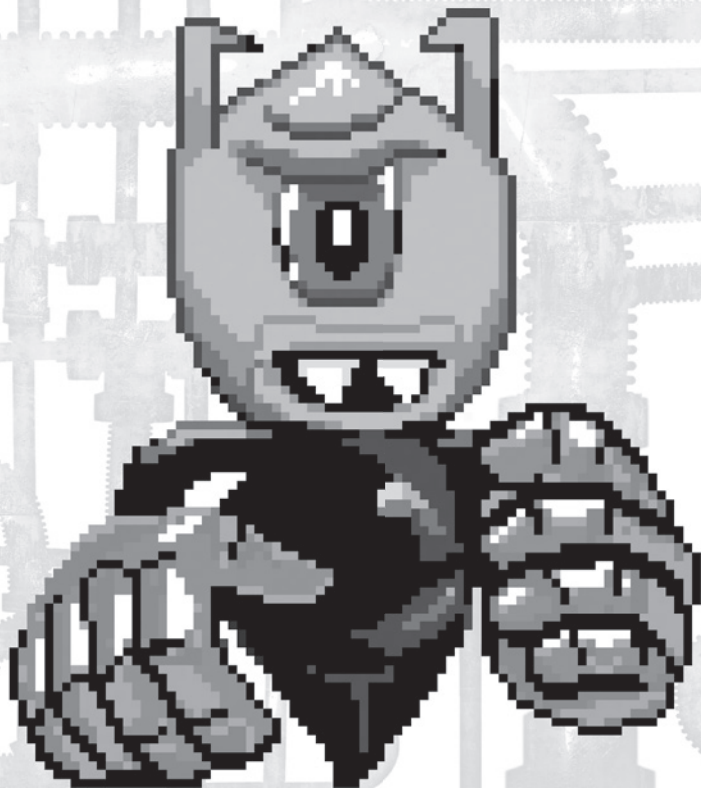


# Careers

## Special

Assault Troopers giant metal club-hands mean they can't perform delicate tasks such as typing, opening doors, petting kittens and so forth without humorous and messy results.

They must make an Expertise roll to do pretty much anything at all without smashing things, be it wiping their arse or picking something up.



## Brainiac

Potential Brainiacs are chosen entirely at random from the pool of newly decanted recruits and taken to a special facility on the planet Crania. Here they are force fed special brain-enhancing chemicals and brain matter harvested from the bodies of recovered Jerkian casualties is pumped into their cartilaginous braincase, stretching it and giving them access to an even greater amount of brain power. After their augmentation the Brainiacs undergo a period of special training under the oversight of one of the Jerkian servitor races, the Gellarites. Pacifists, obsessed with celebrity the Gellarites were one of the first Jerkian conquests and are kept docile with chat show appearances, astrology columns in Jerkian newspapers and the occasional savage beating.

**Meat:** 1

**Brain Meat:** 5

**Expertise:** 2

**Luck:** 5

### Skill

Brainiacs are Good at Psychic Stuff.

### Standard Equipment

Brainiacs have heads (and brains) too large to be supported by their legs and are, therefore, forced to use floating platforms to move around. These floating platforms can only move at walking pace but can float up as high as the second storey of a house. Brainiacs are also issued a standard laser pistol.



# Careers

## Special

Brainiacs can do cool psychic stuff with their giant brains.

They can:

- **Move things with their mind:** As if their Brain Meat (-2) were Meat.
- **Set up a Psychic Shield:** Reducing enemy attack rolls against them by -1.
- **Read minds:** By making a roll with their Brain Meat against the Brain Meat of the target.
- **Control Minds:** By making a roll with their Brain Meat against the Brain Meat of the target they can take them over and make them do their bidding.
- **Bend Spoons:** Brainiacs can bend spoons with the power of their mind, no roll is necessary.



## Embedded Reporter

The entire point of the Jerkian imperial ambition is to entertain and sustain their Lord of Lard the Emperor. Sustenance is provided by food planets such as Burgeria-5 and Strawtos, the wheat planet, but entertainment is another field altogether. The Jerkians recognise the importance of good media and even if the media isn't that good their Emperor finds the deaths of both enemies and his own troopers to be equally amusing, especially if messy and/or stupid. Reporters are, therefore, not civilians but, rather, an integrated part of the Jerkian military forces, sent out in units to observe, record and to try and ensure the best possible coverage of their operations and the murder and mayhem that goes along with them.

**Meat:** 2

**Brain Meat:** 4

**Expertise:** 3

**Luck:** 4

### Skill

Embedded Reporters are Good at Taking Pictures.

### Standard Equipment

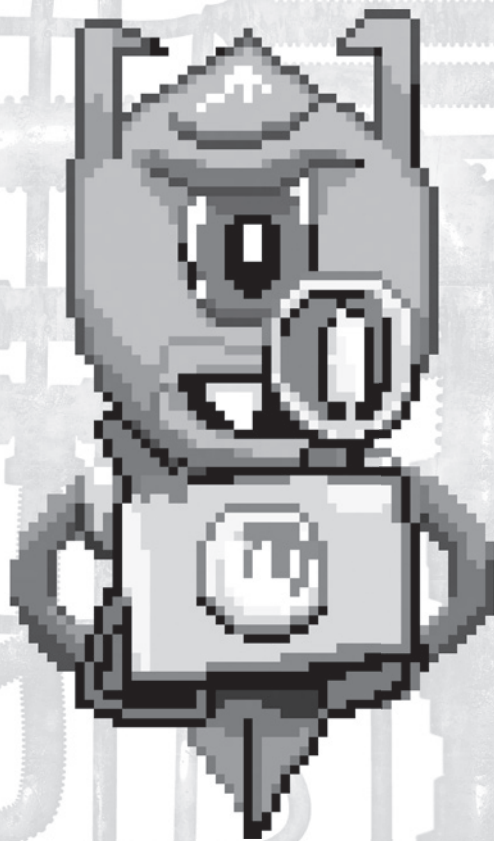
Embedded reporters are issued with a laser pistol, an armoured vest – which gives them an extra 'Fine' level of health – and a camera. The camera resembles an old Earthian flash camera but can record audio and video and can transmit live on the sub-ether band, relaying its footage via Flying Saucers back to the Jerkian home world for viewing by their King-Size King.



# Careers

## Special

Embedded Reporters are full members of the Jerkian military, not civilians. They can gain rank like anyone else and, if their orders are related to their photography – such as ‘Stand a little to the left’ their rank counts as being one higher



# Careers

## Engineer

Engineers are essential to the running of planets, ships and equipment across the Jerkian Empire. This is especially true when your Empire runs on equipment built by slaves or the lowest bidder and when the powers that be really don't give that much of a damn about casualties on their own side. Without safeguards or backups Jerkian Engineers are forced to become masters of improvisation and patching, keeping death rays and Flying Saucers running on inferior stolen technology and chewing gum.

**Meat:** 3

**Brain Meat:** 3

**Expertise:** 4

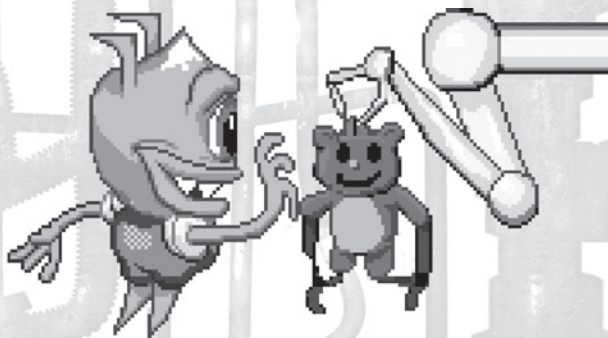
**Luck:** 2

### Skill

Engineers are good at Building & Fixing Stuff.

### Standard Equipment

Engineers are equipped with a standard laser pistol and a Magic Wrench as well as one six-sided die roll's worth of Gubbins.



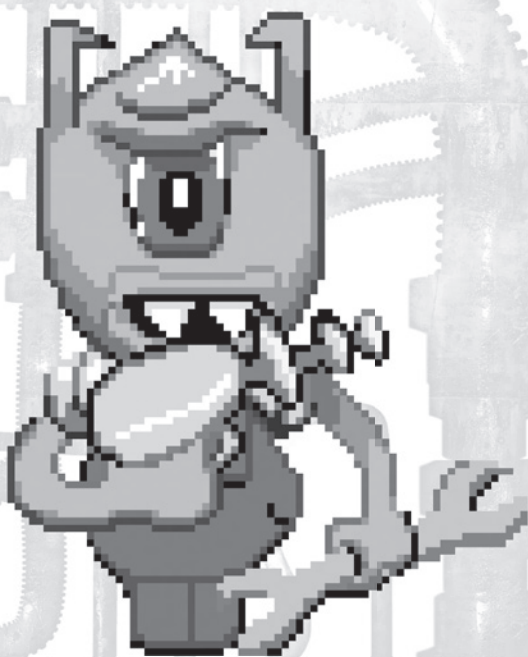


# Careers

## Special

The Magic Wrench can be used as a melee weapon or can be used in conjunction with Gubbins to modify equipment. One unit of Gubbins is used for each modification done to an item and further Gubbins can be gathered at the rate of one per ton of technological junk gathered. Modifications are all down to the Games Master, they can allow or disallow anything they want without rhyme or reason and the players just have to accept it.

Examples of what Gubbins might be used for are – increasing the range of a gun, making a chair fly, giving something some armour, turning an innocuous item into a weapon.



## Furrian Diplomat

Furrians are the most persecuted race in the universe. Everyone finds them creepy and a little icky due to their cross-species mating practices and as such there is no safe place for them in the universe. Even the United Peaceful Planets make an exception in their charter regarding the genocide of Furrians with a note to the effect of 'Fair play'.

As such the Furrians often find themselves subjugated and enslaved, if not outright killed and made into stoles for rich alien princesses. The Jerkian Empire is actually one of the better places for a Furrian to be enslaved and their generational skills at pleading for mercy have made them effective diplomats.

**Meat:** 2

**Brain Meat:** 4

**Expertise:** 3

**Luck:** 1

### Skill

Furrian Diplomats are good at Pleading for Mercy.

### Standard Equipment

Furrian Diplomats receive no base equipment other than their Electroshock Torture Collar which can be activated at any time by any Jerkian member of the squad. A.R.S.E. units do not have Torture Collar authority.

### Special

Furrians can and will mate with just about anything. They get a +1 bonus to their 'Pleading for Mercy' roll if they have mated with the target of the roll.





## Hamstoid Minesweeper

Hamstoids are one of the most profligate and widespread species in the universe thanks to their short lifespan and fast breeding cycle. Several Hamstoid worlds have come under Jerkian control and the Jerkians have been presented with something of a problem in that Hamstoids breed so fast that they cause population pressure issues. To alleviate this the Jerkians have instituted Hamstoid death camps, mass sterilisation programs and a special-service program in which Hamstoids act as minesweepers and demolitions experts by virtue of setting the explosives off wandering through them. Despite their lot in life Hamstoids are unfailingly chipper, up-beat and optimistic. Something that infuriates all other races that come into contact with them.

**Meat:** 2

**Brain Meat:** 2

**Expertise:** 2

**Luck:** 5

### Skill

Hamstoids are good at Pissing People Off.

### Standard Equipment

Hamstoid Minesweepers receive no base equipment other than a T-shirt that reads 'Disposable' and their Electroshock Torture Collar which can be activated at any time by any Jerkian member of the squad. A.R.S.E. units do not have Torture Collar authority.

### Special

Hamstoids are so cute that they tend to be targeted last by any enemies opening fire on the squad or otherwise trying to harm them.



## Heavy Weapons Trooper

All Jerkians are expendable but there are few that are quite as expendable as the Heavy Weapons Trooper. Specially selected from amongst the clones that are most defective or which have undesirable mutations or congenital health problems the Heavy Weapons Troopers are given heavy weapons and explosives to play with and those that emerge alive and intact are passed with full honours. Living around and using some of the Jerkian's most effective and devastating technology and explosives the Heavy Weapons Trooper even after passing training only has a life expectancy something on the higher end of that expected by an Earthian Mayfly.

**Meat:** 4  
**Brain Meat:** 1  
**Expertise:** 3  
**Luck:** 1



### Skill

Heavy Weapons Troopers are Good at Blowing Stuff Up.

### Standard Equipment

Heavy Weapons Troopers are equipped with a laser pistol and a lazooka as standard.

### Special

Heavy Weapons Troopers know how to make explosives out of just about anything. Given any three common household chemicals they can make a demolition charge in fifteen minutes.



## Negotiator

Jerkian Negotiators are there to let the offending planet or race know that they are about to be annihilated and what it is that they are up against. On rarer occasions they may be called upon to interrogate captured enemies or to make arrangements for their own side to, temporarily, surrender. Negotiators gain all their knowledge about alien cultures from examining their media output. Humanity is judged by its advertisements, reality TV shows and pornography more than anything else, these being the things that interest the Negotiators more than any other TV output. As such the Negotiators' grasp of Earthian culture and language is more than a little unpredictable.

**Meat:** 2  
**Brain Meat:** 4  
**Expertise:** 3  
**Luck:** 2

### Skill

Negotiators are Good at Negotiating With Aliens.

### Standard Equipment

Jerkian negotiators are issued with a Translation Device (See Equipment) and a laser pistol as standard. Negotiators are also issued with mock-ups of spectacles, designed to give them a fake two-eyed appearance to set the many binocular equipped species at ease.

### Special

When using the Translation Device the Negotiator can add +1 to the roll, up to a maximum result of six. Even without the Translation Device the Negotiator can roll as if they still had it, reflecting their own, somewhat unreliable, knowledge of alien languages.



# Careers

## Pilot

The Jerkian military maintains an enormous fleet of Motherships, Flying Saucers, Giant Robots and other equipment that requires a dab hand with the joystick in order to be piloted to its full effectiveness. While the interfaces on all Jerkian equipment are relatively simple it takes 'the right stuff' to tease full power from them and not to rampage uncontrollably before crashing. Jerkian pilots do crash, they're known for it, but at least it's a crash you can walk away from since they have so much experience doing so.

**Meat:** 2

**Brain Meat:** 3

**Expertise:** 4

**Luck:** 4



## Skill

Pilots are Good at Driving Stuff.

## Standard Equipment

Pilots are equipped with a standard laser pistol and a rather natty set of flying goggles.

## Special

Jerkian pilots are able to pilot just about anything. Although their training is all simulated on banks of giant computer screens they are confident in their ability and through trial and error, mostly error, they can figure out how to drive most vehicles, be they hover skateboards or Buicks. Rather than trying to land a pilot can eschew any roll they might make to land and can, instead, deliberately crash, rendering their vehicle destroyed but allowing all of those aboard to walk away unhurt.



## Scientist

The Jerkian military makes use of powerful devices which derive from their alien science. They don't quite understand how any of it works exactly but within the research labs of Laboratoria, the science planet, Jerkian scientists try to understand the universe and put this understanding to work creating larger explosions, more powerful rays and more effective technology of all kinds. Field study and testing is the best way to advance science and so many scientists are sent out with a handful of experimental devices to test them and to identify any flaws or design errors so that the devices can be perfected and made to work reliably. The science corps is rarely ever satisfied with their devices however and thanks to the constant tweaks and adjustments many devices have been 'under development' for decades.

**Meat:** 2

**Brain Meat:** 5

**Expertise:** 4

**Luck:** 3

### Skill

Scientists are Good at Mad Science.

### Standard Equipment

Scientists come with a standard issue laser pistol, a white lab coat and an extra, random experimental device from the list of Experimental Devices.

### Special

Scientists are able to operate Experimental Devices without them exploding or otherwise going wrong on a roll of '1'. They are also able to use their Mad Science skill to subvert the purpose of otherwise innocuous technology, turning it into something destructive and terrible.



## Squaloon Labourer

The Squaloon were one of the first races to be conquered by the Jerkians, an embarrassment that they've never been able to live down. Once a proud warrior race they're now relegated to mopping the floor, cleaning the toilets and moving heavy objects from point 'A' to point 'B'. Needless to say, they resent this a great deal.

**Meat:** 4

**Brain Meat:** 2

**Expertise:** 2

**Luck:** 2



### Skill

Squaloon Labourers are good at Moving Heavy Stuff.

### Standard Equipment

Squaloon Labourers receive no base equipment other than their Electro-shock Torture Collar which can be activated at any time by any Jerkian member of the squad. A.R.S.E. units do not have Torture Collar authority.

### Special

Squaloons seethe with resentment and can explode – once per game – into a frenzy of violence, raising their Meat to 5 and making them Good at Hitting Things for the duration of a fight.



## Squilootech Technician

The Squilootech are not slaves but have entered into a contractual obligation with the Jerkian Empire that essentially treats them as slaves. They were the lowest bidder on Jerkian military contracts and as such produce all the shoddy and half-arsed equipment that the Jerkian military uses. They also deliberately sabotage the Jerkian war machine, building in flaws, triggering disastrous effects and slowing down production in order to keep the Jerkian military on the back foot.

**Meat:** 3

**Brain Meat:** 3

**Expertise:** 4

**Luck:** 2

### Skill

Squilootech Technicians are Good at Sabotage

### Standard Equipment

Squilootech Technicians receive Electroshock Torture Collar which can be activated at any time by any Jerkian member of the squad. A.R.S.E. units do not have Torture Collar authority. They also have a standard toolkit (not a magic wrench) and a remote device that lets them sabotage Jerkian equipment.

### Special

Squilootech can choose for any experimental device to catastrophically malfunction at any time. They can also use their Sabotage skill to repair things, without setting up a booby-trap, if they really want to.



# Careers

## Trooper

Jerkian Troopers are the backbone of the Jerkian Imperial forces. Cloned and turned out in great numbers they are less common in specialist units but, nonetheless, provide important and effective backup for the assorted experts and specialists in those units, as well as forming an expendable 'meat shield' for the more valuable members of the unit. Nobody much cares what happens to a Trooper unless they should be lucky enough to rise in rank enough to earn some respect, many Troopers are, then, rather fatalistic and accepting of the fact that their only real purpose is to die.

**Meat:** 3  
**Brain Meat:** 2  
**Expertise:** 3  
**Luck:** 3

### Skill

Troopers are Good at Shooting Things.

### Standard Equipment

Troopers are equipped with a laser rifle, the standard combat rifle of the Jerkian armed forces.

### Special

There is nothing special about Jerkian troopers, but they do exist in great numbers and so their deaths aren't particularly noticeable in the greater scheme of things.





## Unit Commander

The Jerkian combined forces all use the same rank structure in order to avoid any embarrassment or misunderstanding between the wings of their military and in order to make the chain of command abundantly clear. Every unit of Jerkian forces must have a commander to issue orders and to take responsibility in case of disaster.

In many newly decanted units there is no clear chain of command since every Jerkian soldier emerges from training with the same rank. In such instances the guidance of the Emperor determines who gains the additional title of 'First Class' on top of their current rank and is considered to be the leader, despite sharing rank with their fellows. The method for determining who gets the first rank is long and convoluted and, despite evidence to the contrary, most assuredly not random. (Each player of the same rank should roll the dice to see who gets the highest score and the highest rank).

## Rank Hath Its Privileges

With higher rank comes greater responsibility but command isn't without its perks. The unit commander can use their rank in various ways as well as having access to greater degrees of training and resources as they advance up the chain. A unit commander can:

- Issue Demerits.
- Issue Merits – from their own, accrued Merits.
- Must be obeyed by those of lesser rank, though they need only follow his orders literally/technically to fulfil this requirement.

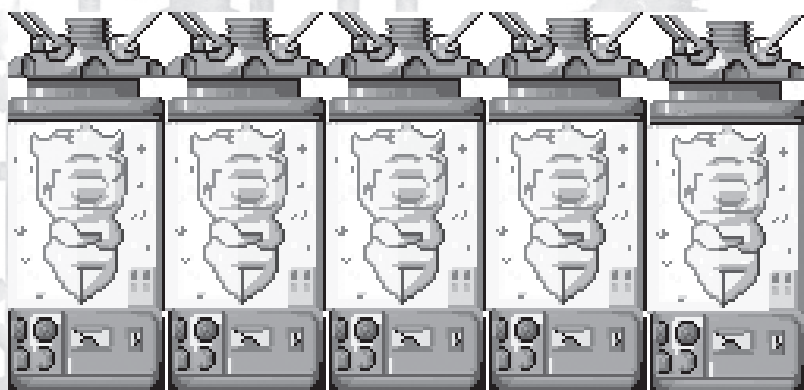
# Rank

## Merits & Demerits

Merits and Demerits are what determine the rise and fall of the Jerkian warriors within the Imperial ranking system. At the end of a mission the soldier with the greatest number of Merits is promoted while the soldier with the least number is demoted. Demerits are taken away from Merits at the end of a mission to determine the final total. If two or more soldiers have the highest number of Merits all are promoted, if two or more have the lowest in the group all are demoted. If everyone gets the same they are all promoted.

Merits are earned from the commanding officer, by completing mission objectives and by successfully completing the mission as a whole. Additional merits may be offered for being entertaining or for other actions on the whim of the Emperor (The Games Master hands them out). A commanding officer begins play with a number of Merits to hand out equal to their rank but any that aren't handed out are wasted.

Demerits are earned from the commanding officer, from failing to complete missions or mission objectives, for being boring and uninteresting and for anything else the commanding officer or the Emperor deems fit.

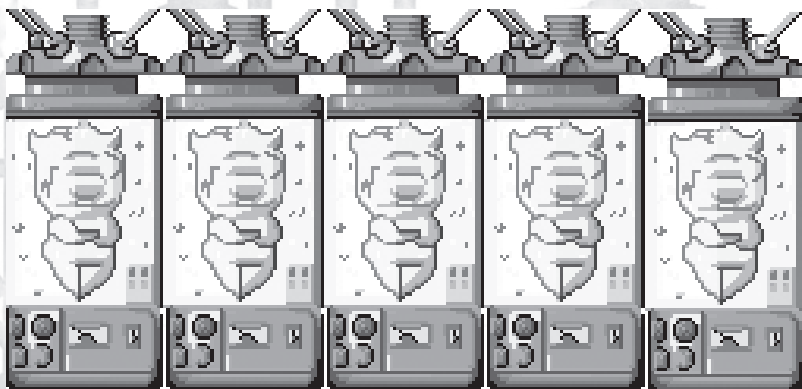




# Rank

## Jerkian Ranks

Rank	Rank Title	Rank Notes
1	Slave	Slaves have no rights and never gain rank.
2	Civilian	Civilians have no military rank.
3	Trooper	The starting rank in the Jerkian military.
4	Specialist	Generalist is the title for advancing troopers.
5	Corporal	Corporals get training to be Good at something new.
6	Sergeant	Sergeant is the first rank that gets any respect.
7	Invader	The first officer rank.
8	Invader Cpt	Invader Captains may have one extra equipment piece.
9	Conqueror	Conquerors get training to be Good at something new.
10	Devastator	Devastators command whole fleets or armies.
11	Overlord	Overlords command multiple fleets and armies.
12	Command	The High Command runs Jerkia and gainst +1 to a stat.
13	Emperor	No-one can acheive this rank. It's taken.



# Rules of Engagement

## Rules of Engagement

### Introduction to RPG Elements

Invaderz assumes that you, the playing public, have an idea what a role-playing game is and that you don't need to be told. Invaderz isn't the sort of thing that first time players might pick up. Nonetheless, on the off chance that some new people to RPG gaming have come to Invaderz as their first game – and <insert imaginary deity of choice> help them if it is – it might be worth going over a few of the points on what an RPG is and how to play it. For you game-hardened grognards out there I will use this opportunity to illustrate some of the key differences between how Invaderz should be played as compared to a more conventional, and sane, RPG.

### What is an RPG?

Role-playing games are notoriously difficult to describe to people who haven't played them, which leads to a sort of Catch 22 situation. To most people these days RPG might as well mean 'a game that has a storyline and character improvement' which is a rather too loose definition, despite being the one largely adhered to in the computer games industry - though the line between genres there is getting blurred too. Still, I'll give it my best shot to explain:

An RPG is a shared fantasy (steady, not that kind... necessarily) created by two or more people working together. One of these takes the role of Games Master, which is a sort of combined narrator, director and referee and the other players each take on the role of one of the protagonists in the narrative.



# Rules of Engagement

For example, in a typical fantasy role-playing game the Games Master might outline the plot that an evil dragon has kidnapped a princess from the nearby kingdom and that the royal family is offering a huge reward for her safe return. In the course of play they will describe the scenes around the players, play the part of anyone – or anything – they meet and will arbitrate the rules when they're climbing mountains or fighting dragons to determine what happens and who succeeds or fails.

That's where RPGs differ from simple storytelling, the rules. Rules determine what your character can or can't do in the world of the game and are typically determined by rolling dice or using some other random element to simulate the role of chance in anything you do. If your character is defined as being very strong – for example – he might be able to bend an iron bar five times out of six while, if he is very weak, he might only be able to bend it one time in six, if at all.

Through the narrative as described by the Games Master and the actions of the players as they guide their characters along a story is told, a game is played, the characters' lives are put on the line and there is excitement, adventure and really wild things all round.

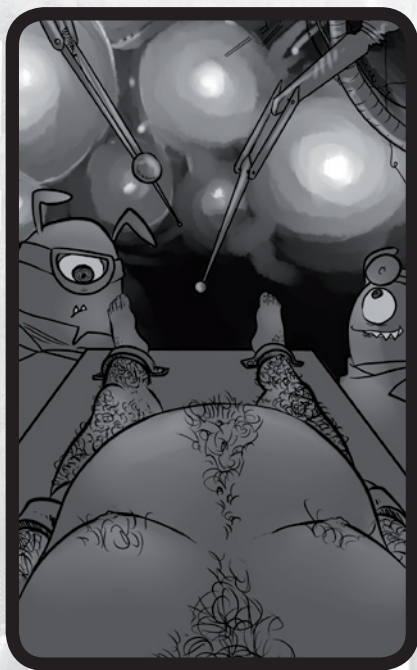
It's good stuff and there's nothing else quite like it.



# Rules of Engagement

## What do you need to play?

Tabletop Role Playing Games don't need expensive computers or wide-screen TVs, they don't require home cinema surround sound and they don't really need dry-erase battle mats, miniature figures or an entire library's worth of books – though that can be part of their charm. All you really need are at least one friend to play (I find three or four players to be optimal and anything over five a bit too much to handle), some pens and paper, some dice and a willingness to play around and have some fun. Snacks are also a good idea, lots of snacks and soda with plenty of caffeine and sugar to keep you alert and interested.





# Rules of Engagement

## How do you play?

The usual way things run is that the Games Master describes a situation or set of surroundings, the players react to that, in the role of their characters, the Games Master reacts to that and then the ball is off and rolling. Here's a brief example from what might be a typical Invaderz session:

**Games Master:** *The guards on the mothership usher you into the teleportation chamber along with your crates of equipment. Once you're all safely standing on the teleporter pads there is a flash of light and, in the blink of an eye, you are reduced to your constituent atoms and whisked down to the surface of Earth, with only a slight chance you'll end up melded into a single, giant, undulating glob of twisted flesh and metal. As the flash of light fades away you find yourselves in the middle of a dark and smelly building, surrounded by large black and white aliens. They begin to make distressed sounding noises.*

*'Moo.'*

**Trooper Jin:** *"We're surrounded!" I shout out and begin to fire wildly with my laser rifle at these loud and dangerous Earthians. "How could they know this is where we would land! We are betrayed!"*

*\*Jin's player rolls a dice to see how well he does with his laser rifle but hitting stationary cows really isn't going to be that difficult. He hits and the Games Master decides to wing it when it comes to the effects\**

**Games Master:** *The Earthian menace is struck by bolts of hot, lasery death from your rifle, exploding into burning, steaming chunks and splashing you all with gore and half digested straw. The surviving aliens stampede, charging away from you and smashing down the far wall of the building, leaving the metal broken and twisted.*

# Rules of Engagement

**Specialist Science Officer Nak:** *I scan one of the more intact carcasses to learn more about this intriguing Earthian life.*

*\*Nak's player rolls his dice to see how well he does at scanning the cows, for that is what they are\**

**Games Master:** *According to your scan-a-majig they are what is know as 'cows', an Earthian food animal. They both eat its flesh, cooked or raw, and drink the juice of its mammary glands.*

**Specialist Science Officer Nak:** *Hold your fire! These are mere animals. The very animals the filthy humans depend on for their 'hamburgers', the very 'cows' we are supposed to be mutilating in the name of the Emperor.*

**Corporal Zok:** *Very well, at least we know that these 'cows' are vulnerable to laser fire. They may have gone looking for help. I suggest we track them back to their headquarters where we can be sure more of them will gather. Trooper Jin, take point. Nak, use your scan-a-ma-jig to determine which direction they went.*

And so on...

And that's the Gist of it. That's how things go for the most part. Invaderz is a little peculiar in some of the ways it is played and the specifics of how it is played, ways that make it fun in its own, twisted little way. This next section will help you with some of the specifics to do with Invaderz, just don't take them to heart when it comes to other games.



# Rules of Engagement

## Playing the Invaderz Way

### The Games Master

Ideally the Games Master in a game should be the voice of neutrality, an even handed referee with a duty towards ensuring everyone around the table has a good time. Games Masters have a pretty hard job of things really and they get precious little recognition for all their hard work, improvisation and creative flair that allows all the players to have a good time. In recognition of this fact Invaderz tips things a little in the favour of the Games Master.

Players in Invaderz are allowed, nay *encouraged*, to bribe the Games Master with food, favours and anything else they can think of and the Games Master in turn can reward players as he pleases in exchange for this bribery, with merits, extra equipment or fudged dice rolls on the experimental equipment charts. The Games Master is, in effect, the Emperor of the Jerkian Empire as well as all his other roles within the game and the Emperor expects his due and expects to be entertained.

Characters in Invaderz are expendable, after all there's plenty of other clones out there and creating a new character is the work of mere moments. Games Masters shouldn't feel bad about killing off characters, so long as it is funny, and players shouldn't feel bad about losing them.



# Rules of Engagement

## The Players

Invaderz is not a game to be taken seriously and you should be willing to let your character die in a blaze of glory/ignominy/plasma/faeces (delete where applicable) at the drop of a hat, so long as it is amusing.

- If you are arguing over the rules, you're taking it too seriously.
- If you spend hours crafting an elegant back story for your character, you're taking it too seriously.
- If you pay an internet artist to draw your character in flagrante delicto with a pokemon, Howard the Duck and Jessica Rabbit, you're taking it too seriously and you should see a psychiatrist.

In most games the player characters are encouraged to work together harmoniously towards their mutual goal of completing the quest/mission and sharing the loot equitably afterwards. In Invaderz it is somewhat different. You are encouraged to plot and scheme against each other in pursuit of Merits in order to allow you to climb the rank ladder, as the ranking character you get to order everyone else about and hand out merits and demerits of your own, punishing the other players for disobeying your orders and using your power to encourage them to do what you want. Be too nasty and they may very well 'accidentally' shoot you with a laser gun, be too generous and they may rise to outrank you.

The absolute best instruction I can give you is to play for laughs.



# Rules of Engagement

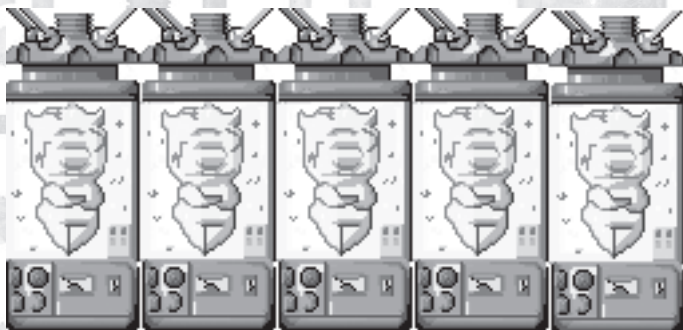
## Creating a Character

Creating a character is very easy, all you need to do is follow these simple steps.

1. Roll for your character's name and numerical designation.
2. Roll on the Wheel of Assigning for your division.
3. Note down your statistics and what you are Good at.
4. Pick something else you are Good at or write down that you are Very Good at your division's skill.
5. You can add one to one of your statistics (Meat, Brain Meat, Expertise, Luck) if you like, but if you do you have to take one away from one of your other statistics. You can't reduce a statistic to zero.
6. Note down your standard equipment.

At the start of a new mission you need to also:

1. Roll to see who, out of those with the same rank, is in charge.
2. Roll one piece of standard equipment and one piece of experimental equipment each.
3. Play and have fun!



# Rules of Engagement

## How to do Things

Sooner or later your character is going to have to do something more challenging than walking across a room, chewing gum or ranting about how much they hate humans. Maybe you want to repair your Flying Saucer, perhaps you want to club a Chihuahua over the head with a wrench, maybe you're trying to sneak by national guardsmen by pretending that you're collecting candy for Halloween. Whatever the reason these more difficult tasks require you to roll dice.

When you roll dice you'll be rolling a six sided die and adding your appropriate statistics and either +1 or +2 depending if you're Good or Very Good at what you are trying to do. Your opponent will then roll as well, adding their own bonuses or, in the case of you doing something like picking a lock or hacking a computer that isn't exactly an opponent, against a set difficulty determined by the Games Master. In either case, whoever rolls the highest wins that challenge, that's it.

The statistics and what they are used for are:

### **Meat**

Like most living creatures Jerkians are made of meat. Meat determines your character's strength, endurance, toughness, resistance to diseases and anything else 'tough guy' that your character might get into from tearing telephone directories in half to drinking a whole bottle of tequila without passing out.



# Rules of Engagement

## Brain Meat

Intelligent beings typically have a special kind of meat called a 'brain' and this brain houses their personality, their perception and dictates how intelligent, cunning and devious they are. When it comes to feats of intelligence, wit and deviousness Brain Meat applies, whether it is hacking a computer system or beating someone at chess.

## Expertise

Jerkian soldiers are highly trained killing machines and as such they are fine exemplars of Expertise. Expertise is rolled whenever something is particularly dependent on finesse or training. Expertise is typically used for shooting people at a distance or cutting intricate paper doilies.

## Luck

When all else fails there's always blind luck. When nothing else seems to apply or be appropriate then Luck steps in to save the day. Luck is a fallback when everything else has failed and may be the only thing standing between your character and an early grave.

**Table: Games Master Difficulties.**

No. Bonus	Difficulty Description
1	You can do this blindfold
2	Easy peasy
3	Routine
4	A little bit tricky
5	Difficult
6	Hardcore
7	You're having a giraffe
8	Impossible

*\*Cockney rhyming slang for 'laugh'. 'You must be joking'.*

# Rules of Engagement

## How to Hurt Things

To hit things all you need to do is beat them in a roll, your roll against theirs. Certain equipment might give you extra bonuses to your combat rolls or it may penalise your opponent. Either way, whoever succeeds normally does one level of damage to the one who lost. In Invaderz most things and people have three health levels.

**Fine:** No real harm done, maybe a little singed and blackened.

**Disabled:** The person or device is broken, crunched, smashed, leaking and can do little more than crawl and beg for mercy.

**Splatted:** The person or device is utterly and completely killed, reduced to a foul-smelling green stain on the carpet or a mass of oily junk.

Everyone and everything starts off unhurt and on their first hit drops to the 'fine' level. Some vehicles and individuals may have more levels of health and some weapons do more damage, even instant disintegration.

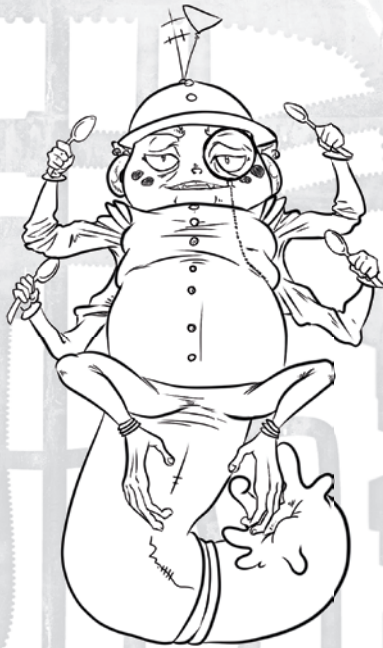




# Equipment

## Equipment Guide

In addition to their standard issue equipment determined by their division Invaderz receive extra equipment from Jerkian Military stores to help them complete their objective. With the Jerkians waging an intergalactic war the stores that are assigned to any particular mission or battle front are limited and based on old intelligence and are, therefore, likely to be almost entirely random. To determine what extra equipment is assigned roll once for each character, read one six-sided die as the tens and the other as the units. Characters will have to fight amongst themselves over who gets which piece of equipment.



# Equipment

## Standard Equipment

### 11. Advanced Targetter.

The advanced targetter is a large, scope-like device that attaches to the top of an alien gun and presents all sorts of useful information about wind speed, distance and so forth which allows the user to be much more accurate in their shooting. It also acts as a magnification device, allowing the user to zoom in up to twenty times normal size. The advanced targetter gives the user +1 to their rolls to shoot things with that weapon, but it can only be attached to one weapon at a time.

### 12. All-Wave Transmitter.

The all-wave transmitter is a box about the size of a large laptop which, when opened, deploys a small rotating dish, emits beeping noises and focuses a camera on the user. Using this device the user is able to cut in over any and all broadcasts for up to five miles, ten miles if from high ground. This can be used to scramble radio and TV signals, but the user will have to do things to keep the signal transmitting, a little dance perhaps.

### 13. Armoured Vest

The armoured vest is a bulky, sleeveless garment which, when worn over the Jerkian's normal uniform, confers upon them an extra 'fine' level of health against any and all damage they might receive. It absorbs heat, deflects bullets and in the event of a crash inflates into a giant rubber ball to protect the wearer.



# Equipment

## 14. Bubble Tent.

The bubble tent comes as a small plastic tube. When blown into the plastic-like substance within the tube expands to create a flat-bottomed bubble of opaque plastic with enough room for one comfortable, or two uncomfortable Jerkians, to sit inside protected against the elements. The bubble is prone to explosive bursting however and cannot be sucked back into its storage tube.

## 15. Camera.

Jerkian cameras can take stills, audio and video recordings separately or all at once. They are connected into the interstellar communications network so that Jerkian commanders and the Emeperor can observe things in real time, much more effective than standard communications gear or order proliferation. The downside is that you can be observed by the High Command and the Emperor all the time.

## 16. Combat boots.

Made of tough material and equipped with a thick sole, plenty of grip and a metal toe guard Jerkian combat boots are in short supply and much valued by those who can get hold of them. On the downside they are noisy, creating a loud 'clump-clump' noise when treading on any solid surface.

# Equipment

## 21. Decoys.

Decoys are small packets of spongy tablets that take on water from the air or the surrounding area and rapidly expand, forming three dimensional decoys that may mislead or draw the fire of enemies. When a decoy packet is opened 1d6 decoys activate according to the table below.

Roll	Decoy
1	Jerkian soldier
2	Jerkian soldier
3	Grun hound
4	Flying saucer
5	Pig
6	Playboy bunny girl

## 22. Extra A.R.S.E.

The unit is assigned an additional A.R.S.E. to assist them in their mission. This A.R.S.E. is available for general use due to its particularly strong personality flaws and should be played by the Games Master according to those flaws.

## 23. Extra Gubbins.

Jerkian engineers use gubbins in order to modify and adjust equipment. This gives the characters a box with 1d6 extra gubbins to use. Unless you have an engineer though, this is useless.

## 24. Floating Platform

The floating platform is the same as that issued to the Brainiacs. It can float at a brisk walking pace, carry twice the weight of a normal Jerkian warrior and can float as high as the second storey of a house. This can be used as a travel device or to carry heavy items of equipment for the unit.



# Equipment

## 25. Flying Saucer.

The flying saucer is the staple battle craft of the Jerkian armada. Available in many different sizes with many different armaments this model is the standard scout model. It comes with enough room – barely – for five Jerkians and has a small laboratory and storage area in the lower fuselage. It is armed with twin laser rifles and has a tractor beam which can be used to lift and move things on the surface. It is capable of flying faster than the speed of sound in the atmosphere and can make up to ninety-degree turns while at full speed (sick bags are available). Outside of the atmosphere it can achieve interplanetary velocity. For interstellar travel it requires a mothership. The tractor beam has an effective Meat of 5 and the piloting and gun use is accomplished by rolling Expertise. The flying saucer has three extra levels of 'Fine' on its health track.

## 26. Goo Tube.

The Jerkians are reliant upon their goo for many of their bodily functions. The goo curries nutrients, relays nerve impulses, repairs damage, digests food and stores energy – as well as tasting delicious. When a Jerkian has been injured the best way to revive them or heal them is with a fresh injection of goo which provides them with the extra bodily resources to regenerate the wound. Goo tubes are pressurised containers which spray a foam of goo, this can be swallowed by the patient allowing them to regenerate a single level of health damage per can. There are 1d6 cans with each goo tube package.



# Equipment

## 31. Grun Hound.

The Grun Hound is an alien hunting animals native to the death world Carnivora. The Grun Hound has been 'domesticated' by the Jerkians for use in hunting and combat support. Dangerous, unpredictable and deadly the Grun Hounds tend to cause as many Jerkian casualties as they do enemies.

### Grun Hound

**Meat:** 4

**Brain Meat:** 1

**Expertise:** 2

**Luck:** 1

**Skills:** Grun Hounds are Very Good at Killing and Eating Things.

**Special:** Grun Hounds have a fantastic sense of smell and can track things for miles, they only track things that they want to though.





# Equipment

## 32. Helmet.

The standard issue bubble helmet is made of a clear, glass-like substance and incorporates a respirator. The helmet allows the wearer to breathe in the presence of poison gas or fumes and to breathe underwater for up to an hour before surfacing. It does make it hard to hear anything though and its bulbous shape often gets stuck in tight openings.

## 33. Ignito-Stix.

Ignito-stix are small plastic sticks with glass bulbs on the end. When the bulbs are smashed the chemicals mix and a fire is started. They tend to splash a little bit, making them a touch dangerous, but they can start a fire in just about any set of circumstances. Used ones can be used as toothpicks or for betting with when you don't have any money.

## 34. Laser Knife.

Using the awesome power of SCIENCE! the Jerkians have managed to make a blade out of energy. This blade can cut through just about any material given enough time and can be used to fight in close combat, stabby, stabby.

## 35. Laser Pistol.

The standard issue Jerkian laser pistol can shoot things that are close by and makes a 'Peww! Peww!' noise. Its built in battery never runs out of power and it can be fired all day long.

## 36. Laser Rifle.

The standard issue Jerkian laser rifle can shoot things that are quite a long way away and makes a 'Zort!' noise. In emergencies it also makes a handy club or croquet mallet.

# Equipment

## 41. Laser Sword.

Exactly like a laser knife, only a bit bigger, the laser sword is a deadly close combat weapon and can also simultaneously thinly slice, and cook, ham. Using a laser sword in close combat adds +1 to the dice roll total.

## 42. Lazooka.

The lazooka is a large bore energy weapon that can shoot things a long way away and makes an explosion as big as a room. It names a 'Neem!' noise when fired and can also be set to lower effect settings, allowing it to cook livestock to an even, golden brown from over a hundred yards away.

## 43. Monoculars.

Monoculars are like binoculars but only have one tube which, when held up to the Jerkian eye allows them to see things very far away, to see into the infra-red and the ultraviolet. The monoculars also flash up useful information when they are centred on interesting objects or animals. The object is highlighted and labelled in a manner such as 'this is a cow', 'this is a tree' or 'caution, explosion'. Very helpful.

## 44. Morale Pills.

Being a dispensable clone in a frontline war between the Jerkian Empire and, well, everyone else is a stressful occupation and one that even specially bred clones have a hard time adjusting to. Should a clone start to suffer 'the phear' they can pop one of these pills and they will feel happy, floating and not be remotely concerned by their own mortality. Each pill lasts a day and there are 1d6 pills in each kit.



# Equipment

## 45. Night Vision Goggles.

This monacle straps around the head of the Jerkian and fits snugly over their eye. When switched on they can see in the dark as well as they can in broad daylight. If exposed to normal light while these are switched on they will likely end up temporarily blinded.

## 46. Pack of Explosives.

Explodion crystals are a powerful explosive compound which is held in gummy, see-thru, packages like blocks of jelly. These can be attached to surfaces using their inherent gumminess and when they explode do two levels of damage over a wide area. The gel can also be used as emergency rations and comes in three fruity flavours. Just don't bite down on a crystal.

## 51. Plank with a nail through it.

There is a shortage of high-tech weapons throughout the Jerkian military due to sabotage and mismanagement. To shore up the gap in equipment simple weapons, such as the plank with a nail through it – are distributed to make up the shortfall. The plank with a nail through it confers no special bonus, but planks have a lot of uses besides hitting people.

## 52. Plasma Grenade

A small magnetic bottle containing charged plasma the plasma grenade has a twist timer on the top and can be lobbed like any other grenade whereupon it explodes, showering the surrounding area with plasma and setting things on fire. This does one damage immediately and one additional damage for each turn things are on fire. The drawback of the grenades is that they glow and light up the individual carrying them, plus you can get entranced playing with the plasma inside making it arc to your fingers.

# Equipment

## 53. Poncho.

Made of Durablum, excreted from the spinnerets of the hydrophobic Splork Worms of Disgustia, Jerkian ponchos are usable as rain coats, improvised tents, makeshift stretchers and a hundred other uses. They are the colour of earwax and only smell slightly of arse.

## 54. Propaganda leaflets.

The Jerkian media department considers it essential to win the 'hearts and minds' of the 'disgusting sub-Jerkian species we must bring to heel' and to that end has produced numerous propaganda leaflets in order to charm and persuade the alien enemy the life as a Jerkian servitor race is a good option. Leaflets produced for the Earthian theatre include 'I find your binocular vision disgusting', 'Cloning – so much more hygienic than sex' and 'Slavery, better than disintegration' – amongst others. A propaganda package contains 1d6 x 100 random propaganda leaflets.

## 55. Ration packs.

Ration packs in the Jerkian military are often made up of the flesh and goo of Jerkian casualties, solidified into chewy bars and flavoured with brightly coloured chemical additives. These slowly releases their nutrients as they are dissolved by the Jerkian's own goo, keeping them satisfied and active for a day at a time. Each ration pack comes in a plastic box featuring colourful, morale-boosting cartoon figures and contains 1d6 goo bars.

## 56. Rover.

The rover is a ground vehicle with a bubble dome, balloon tyres and a robot arm with a Meat of four. The rover itself can travel at up to sixty miles per hour and has two extra 'Fine' health levels. The balloon tyres are great for manoeuvring over difficult terrain but burst explosively when they are popped, tossing the rover 1d6 x 1d6 yards in a random direction. The rover can house two Jerkians, four if they all squeeze in on top of each other.



# Equipment

## 41. Scan-a-ma-jig.

The scan-a-ma-jig is a small, hand held device with antennae sticking out of it. It can be used to scan for 'things' quite far away from the wielder, be they life forms, fuel, army guys or chocolate cake. One simply inputs what one is scanning for and then it displays that thing on a handy little screen. The scan-ma-jig can also be used to tell you what something is made of, the scan of a hotdog for example might report back 10% trotters, 10% ears, 10% pig jowls, 50% rusk, 10% factory worker bodyparts and 10% insect excrement.

## 42. Slave Helper.

Short handedness, the unreliability of the A.R.S.E. units and other problems have lead to the assignment of subjugated servitor race members to active Jerkian military units. Resentful and reluctant to do anything these slave helpers can be as much of a hindrance as a help, which is why each one comes with a whip. Slave helpers have two in every statistic and a bad attitude. They should be played by the Games Master.

## 43. Stealth Suit.

Stealth suits are skin tight, black suits made of unobservium, a rare element found orbiting black holes and extracted at great risk by cheap vessels manned by servitors. The stealth suit makes the wearer Very Good at sneaking and hiding. Due to the poor state of the supply chain stealth suits aren't always correctly packaged. Roll a d6 if you get this item, if you roll a one then roll again on the following table.

Roll	Costume
1	Space pirate
2	Ninja
3	Monkey
4	Cardboard robot suit
5	Tuxedo
6	Spare uniform

# Equipment

## 84. Toilet paper.

Many alien species don't have anything like the bathroom equipment that a Jerkian soldier is used to since many alien species don't have bodily functions anything like the Jerkian ones. A soldier in the field may be called upon to use alien potty equipment or to squat behind a bush, in either case this ultra absorbent, silky smooth toilet paper is an essential and much loved piece of kit. It can also be unwound and used to make a warm and comfortable nest to sleep in.

## 85. Visi-Screen

The visi-screen is a device about the size of an old wireless radio set with a small colour screen and two large dials which enable it to be tuned in to the communications wavelengths used by the Jerkian military. The visi-screen is a two-way visual device that enables the Jerkian soldiers equipped with it to seek advice and additional aid from their superiors in orbit. Each time they do so is worth a demerit, but they may get additional help or assistance towards their mission – or they may simply get abuse hurled at them.

## 86. Roll Twice

Roll two times on this table getting both items of equipment.





# Experimental Equipment

## Experimental Equipment

The Earthian theatre is an important proving ground for Jerkian military technology and so, in addition to their issued equipment and supplementary standard equipment, Jerkian soldiers assigned to the Earth also receive experimental equipment for field testing. Using these items is worth a merit but if a one is rolled while using the device it goes horribly and possibly fatally wrong. When that happens they can die happy, knowing that their death goes some way towards fixing the bugs in the devices.

### 11. None.

For whatever reason the Research and Development division has decided to spare you the terrible responsibility of testing out their kooky ideas; thank your lucky stars and hope someone of higher rank doesn't palm their device off onto you instead.

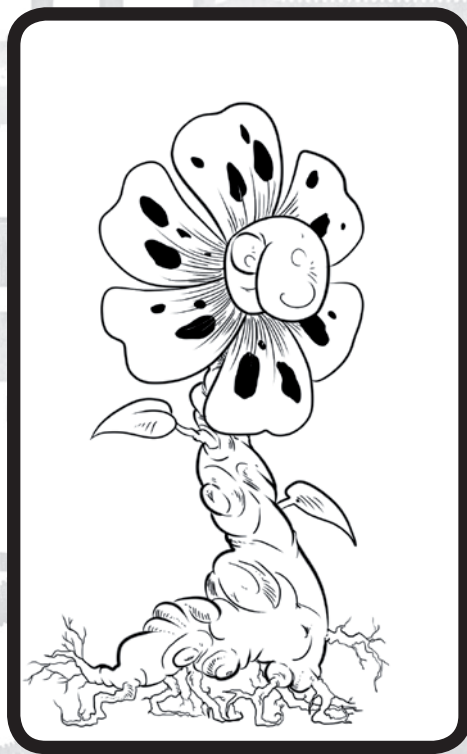
### 12. Air Pills

Air pills are small, round, blue pills which, when swallowed, fizz within the Jerkian's goo and slowly release the gases they need to run their metabolism. There are 1d6 air pills in a bag and each lasts 1d6 minutes in which the user doesn't need to breathe. When they go wrong they release all their gas at once causing the user to inflate into a ball three times their normal size and to take a level of damage. They can deflate by burping and farting which takes 1d6 turns, if they're injured while in their inflated state they burst, dying instantly.

# Experimental Equipment

## 13. Animator Ray

The animator ray is a handheld device which focuses energy through a crystal of Vivarium, the resulting ray can give life to inanimate objects and cause them to do the wielder's bidding. The animated item has statistics that are randomly rolled – 1d6 each. The device has 1d6 shots and when it goes wrong the created being turns upon its creator either physically attacking them or subjecting them to scathing sarcasm.





# Experimental Equipment

## 14. Biffid Seeds

Biffids are unruly plants that are found across a number of agricultural worlds from Dungia to Grasszor. After billions of years of being eaten by grazing animals the biffids evolved first to get up and walk away from the herds and then to attack them back.

Each biffid has a number of thick, muscular roots which it uses to walk around and also, in amongst its petals has a hard lump of bark, similar in shape to a boxing glove, which can be thrust out on spring loaded branches to punch things it perceives as a threat.

Biffid seeds have been taken and treated for fast growth and loyalty, each pack contains 1d6 biffid seeds which will grow within half an hour to strong, full grown specimens.

When the seeds go wrong they haven't been properly treated and will not obey their creator, instead turning on them. Biffids have the following statistics:

**Meat:** 3

**Brain Meat:** 1

**Expertise:** 2

**Luck:** 1

**Skills:** Biffids are Good at hitting things.

# Experimental Equipment

## 15. Black Hole Grenade

Uniformly agreed to be a bad idea by most sentient species in the galaxy - and most Jerkians - the black hole grenade creates a temporary gravity field that creates a tiny black hole for 1d6 turns. During that period anything close to the black hole gets sucked in and annihilated unless it can struggle away from the gravity field, which has a Meat of 6. If it goes wrong the black hole has been misjudged and sucks in everything from a much wider field, further than the grenade can be thrown.

## 18. Combat Drugs

Sometimes all the technology and weaponry in the world doesn't give the Jerkian soldier that particular edge that they need in a fight. This syringe contains a single dose of specially altered red goo. When injected the goo heightens the Jerkian metabolism, induces a state of rage and makes them stronger and tougher, at the cost of their more refined brain functions. Taking the drug increases Meat by +1, gives an additional 'Fine' health level and reduces Brain Meat by -1 for the duration of a fight. If it goes wrong all these effects are doubled but they attack indiscriminately, including against their own team!

## 21. Dehydrated Reserve Clone

This small package imprints upon the user by taking a sample of their goo and scanning their brain case. Then, in the event that they are killed in an untimely fashion the canister releases some liquid and rapidly hydrates a clone of the dead soldier. This is one use only and, if it goes wrong, the clone is a hideous and malformed mutant that attacks immediately.

**Meat:** 5

**Brain Meat:** 1

**Expertise:** 2

**Luck:** 1

**Skills:** Mutants are Good at Hitting Things and Roaring.



# Experimental Equipment

## 22. Dimensional Pocket

The dimensional pocket is a small bag fitted to a waistband, akin to the Earthian 'bum bag' with a zipper running across the top. The interior of the bag is lined with strange matter which folds spacetime around itself allowing the inside of the bag to be much larger than it appears. Any number of items of any size up to that of a bus can be inserted into or withdrawn from the bag. If it goes wrong it sucks the user into the bag and someone else will need to get them out.

## 23. Disguise-a-tron

A small purple cube the Disguise-a-tron expands, when tossed onto the ground, into a large booth-like device covered in flashing lights and surmounted by a scanning antenna. When activated it scans the surrounding area and then encases the user or users in what it deems to be the most appropriate disguise. The Disguise-a-tron does not go wrong exactly, but its disguise choices are often inappropriate.

Roll 2d6	Disguise
2	Nondescript human
3	Human with a giant head
4	Teddy bear
5	Squirrel
6	Clown
7	Monkey
8	Pig
9	Front half of a cow
10	Back half of a cow
11	Sandwich board saying 'Not an alien'
12	Zorro mask



# Experimental Equipment

## 24. Disintegrator

The disintegrator is a large, two-handed weapon attached to a backpack. The projector unit taps into the strange matter contained in the backpack in order to project a field which encompasses the target and annihilates the bonds between its atoms, reducing it to elemental dust. This immediately kills or destroys anything targeted by the disintegrator but, if it goes wrong, it immediately disintegrates itself and its user, leaving a pile of dust.

## 25. Enigmo-Cube

This is a small cube, each side made up of smaller cubes of different colours. What it does – if anything – is entirely up to the Games Master.

## 26. Force Field

Attached to a natty little belt the force field generator is a golden belt buckle which, when activated, surrounds the wearer in a bubble of energy. All weapons fire or other sources of damage are absorbed harmlessly by the shield... most of the time. When it goes wrong it instantly shrinks to the size of a golf ball, crushing the user to death and then 'pops', overloaded and useless.

## 31. Freeze Ray

The freeze ray is a pistol sized device which fires a ray at the target, stripping the target of heat energy by dissipating it and drawing it off, instantly dropping their temperature by many, many degrees and freezing them in place for 1d6 minutes. When the weapon goes wrong its chamber overloads and it explodes, freezing the user and anyone close to them in place for 1d6 minutes and breaking the ray pistol.



# Experimental Equipment

## 32. Goop Thrower

The goop thrower consists of a large tubular backpack and a pistol sized, hand held funnel which shoots the goop over short distances. The goop is a thick, viscous fluid which has an effective Meat of six when it comes to holding people in place and looks and smells like bubblegum. When this device goes wrong it explodes under pressure, showering everything in the nearby area with goop and gumming it up good.

## 33. Gravity Gun

The gravity gun is a large, metal, doughnut shaped device that straps onto the back of the user and slams particles together at high speed to release a stream of gravitons through the projection unit. Anything struck by the beam gains a gravitational charge equivalent to 1d6 standard units of gravity of the planet it is used upon, drawing things to it with that level of force (Meat). If it goes wrong then it collapses in on itself, forming a black hole, as with the black hole grenades, sucking in and annihilating the user.

## 34. Heat Ray

Heat rays are recovered elements of ancient Martian technology, discovered when the Jerkians built a forward base on Earth's nearest neighbour as a staging point for their operations. They don't really understand how they work but have managed to crudely replicate them as cheap knock offs. When fired the heat rays make a noise just like the movie Martian rays did and they melt or set fire to anything they strike, in addition to their normal damage. If they go wrong they catch fire and melt, burning the user's hand for a single level of damage.

# Experimental Equipment

## 35. Hypno-Disc

The hypno-disc is a device that is held in the hand like a pistol. It consists of a black and white card disc with a hypnotic pattern drawn onto it. When the trigger is depressed the device spins around and around helping to draw the target into a hypnotic and suggestible state. This makes the user Good at hypnotising people. If it goes wrong – due to the pattern being on both sides of the disc – the user slips into a hypnotised state themselves.

## 36. Invisibility Belt

The invisibility belt passes energy through a block of undetectium metal, a material which cannot be seen, felt or otherwise detected by any means at all. The energy passing through the undetectium core takes on its characteristics and forms a field around the user that render them also undetectable for 1d6 minutes per activation. When it goes wrong it renders the user non-existent, or at least it appears that way to everyone, including themselves.

## 41. Jet Pack

Jet packs seem like a good idea, a personal means to fly, but they're inherently uncontrollable and having rocket fuel or a fusion reactor strapped right onto your back is not particularly safe. This jet pack resembles the normal F.U.R. unit, save it has an exhaust tube protruding from the bottom. It can fly up to speeds of two hundred miles per hour but a roll must be made every single turn it is flown. When it goes wrong it explodes, causing two levels of damage and hurling the user into the ground, or a wall, at high speed.



# Experimental Equipment

## 42. Matter Transducer

The matter transducer is made up of a pair of suction cups attached to a small box with a shiny button on it. By attaching one sucker to an object and the other sucker to themselves the user is able to partially transform themselves, giving themselves the properties of this other object. For example a Jerkian could use it on a human to make themselves look like a hideously deformed, pink, human child, rather than an alien invader, or upon a rock to make themselves tough and strong. The bonuses that this provides are up to the Games Master. When the matter transducer goes wrong it shorts out and rather than taking on the qualities of the item, the item takes on the qualities – and consciousness – of the user.

## 43. Monsterisation Pill

Sometimes you need a powerful sidekick or terrifying creature in a hurry and you just don't have time to mess about in a lab in order to create it. The quick and easy answer to the need for horrifying minions is the monsterisation pill. Packed full of mutagenics, nanomachines and psychotropics the monsterisation pill permanently alters whatever it is fed too, turning it into a ravening, horribly be-tooth-and-clawed monstrosity subject to the whim of its creator. A monsterised creature doubles in size and gains two Meat while reducing its Brain Meats to zero. When this goes wrong the newly created monster turns upon its creator in a fit of rage.

## 44. Multi-Blaster

The multi-blaster is a heavily modified laser pistol. The power unit is over-charged and the normal emitter array is replaced by a dish like device with multiple discharge points. Each time it is fired it actually fires 1d6 times, with each shot being rolled for. If it goes wrong it explodes with the force and effect of a plasma grenade.

# Experimental Equipment

## 45. Orbital Death Ray Controller

As part of their supposed master plan to torment and eventually take over the Earth the Jerkian fleet has stationed numerous death rays in orbit. Come the day of final invasion they are intended to blast cities and military bases and to carve insulting words and images into the crust of the Earth but until then they can be at the beck and call of the teams on the Earth's surface. The device allows the user to target a point and to call down fire with the press of a button, annihilating the target and everything around it in a wide radius. When it goes wrong the device targets directly on itself, annihilating itself and, likely, all the people around it.

## 46. Paralysis Sphere

The paralysis sphere is a greenish orb about the size of a fist, when activated it emits a pulsing light and can be tossed, like a grenade, after which it releases a pulse of energy that paralyses anything close to it rolling its Brain Meats of 4 against their Brain Meats. Those who fail are paralysed for 1d6 minutes. If it goes wrong, it goes off in the user's hand.

## 51. Portable Portal

A combination of a black circle of material and an activation 'wand' the portable portal is large enough for an equipment laden Jerkian soldier to pass through easily. It is made up of a woven disc of exotic matter which, when activated, folds space, creating a portal from one side of an obstruction to the other to a maximum depth of a mile. It lasts for 1d6 turns per activation. If it goes wrong it cuts off while someone is halfway through, with messy and predictable results.



# Experimental Equipment

## 52. Possessorator

Using this device the Jerkian soldier is able to take bodily possession of any animal life form it is fired at. A metal hat attached to a hand unit by a spiralling wire it sends their consciousness into the target for 1d6 hours, allowing them to control the target's body and thereby to infiltrate in the form of an animal or to take over the body of an important enemy. If it goes wrong then the target's consciousness end up back in the user's body, with full control over it.

## 53. Shrink/Growth Ray.

The combination shrink ray and growth way uses a modulated beam to expand and insert extra atoms into the structure of objects it is targeted at. It can also suck away atoms and compress the space between them in order to shrink objects. To do this it uses an antigravity reservoir of neutronium which it harvests for atoms or supplements with atoms that have been taken away. Each hit with the ray doubles or halves the target's size with the effect lasting 1d6 hours. If it goes wrong it breaks and the effects of the last blast are permant. Giants get +1 Meat each time they are increased in size while dwarves lose -1.

## 54. Site-to-Site Teleporter

The Jerkian's have long had teleporter systems but they are not the most reliable devices in their armoury. Least of all the site-to-site teleporter, a handheld device which can teleport a vehicle or up to six Jerkian soldiers anywhere within a mile of the originating point. Should it fail they might materialise inside an object, mushed together in a giant blob or several metres above ground. Each teleporter unit has enough power for 1d6 teleports.

# Experimental Equipment

## 55. Time Watch

The time watch takes the form of a chrome-cased, digital pocket watch with a single button on the top. By depressing the button the user can pause time for 1d6 turns (up to around twelve seconds) and run around and do whatever they want until that time runs out. If it goes wrong it hurls them randomly through time, typically just in time to be eaten by a dinosaur.

## 56. Transgenderiser

One blast of the transgenderiser and flesh is sculpted, chromosomes altered and what was once male is now female and vice versa. In races with more than two genders the process is somewhat more complicated and unpredictable, not to mention messy. This can even produce female Jerkians, though the high command pretends this sort of thing never happens. If it goes wrong the target is left as a peculiar hermaphrodite with jumbled up sexual characteristics of both genders.

## 61. Translator

The universal translator is a somewhat finicky machine with a great deal of bugs left to be worked out. The Jerkian may speak into the machine and hopefully what comes out the other end will be rendered into English, the main human tongue. In practice the machine is temperamental and may spew out an entirely different phrase or language. It works, sort of, in reverse. If the machine goes wrong, roll on the following table.

### Roll Translation Mishap

- |   |   |
|---|---|
| 1 | The machine issues a threat.                    |
| 2 | The machine professes love.                     |
| 3 | The machine translates correctly, into spanish. |
| 4 | The machine emits an ear-splitting screech.     |
| 5 | The machine cannot translate the phrase.        |
| 6 | The machine says the same thing over and over.  |



# Experimental Equipment

## 82. Tunnelling Machine

The tunnelling machine is a compact vehicle with tracks and a large laser drill at the front of it. It is capable of burrowing through soil and rock at considerable speed to both build tunnel complexes and to gain access to closed off areas. It is capable of carrying two passengers in addition to the driver and has three extra 'fine' health levels. If it goes wrong it breaks down at the most inconvenient place along its route.

## 83. Ultimatumiser

The ultimatumiser is a boosted version of the all-wave transmitter, capable of cutting in over all Earthian transmissions and signals at once and allowing the user to broadcast their terrible threat of doom to the human race as a whole. If it goes wrong the transmission is patchy, cuts the head off the image of the user or, perhaps, switches itself on and off at inopportune or embarrassing moments.

## 84. Universal Remote

This is a large, black, plastic device covered in arcane buttons and with a small joystick protruding from the top. Using its special emitter the device worries out and takes control of the systems within any machine or device it is pointed at, allowing it to be controlled remotely. If it goes wrong the device goes haywire and rampages until broken or destroyed. The batteries have enough life for 1d6 uses.

# Experimental Equipment

## 45. Zombie Control Module

Humans have all sorts of impractical ideas about the dead and are scared of them, rather than seeing them as valuable sources of nutrition or bullet shields. In order to exploit this tendency the zombie control module allows the bodies of the recently deceased to be brought back to life with a very basic computer in place of their mind and a desire to eat brains. If this goes wrong the zombie turns on its creator and tries to eat their brains.

**Meat:** 2

**Brain Meat:** 0

**Expertise:** 1

**Luck:** 1

**Skills:** Zombies are Good at Eating Brains and Shambling.

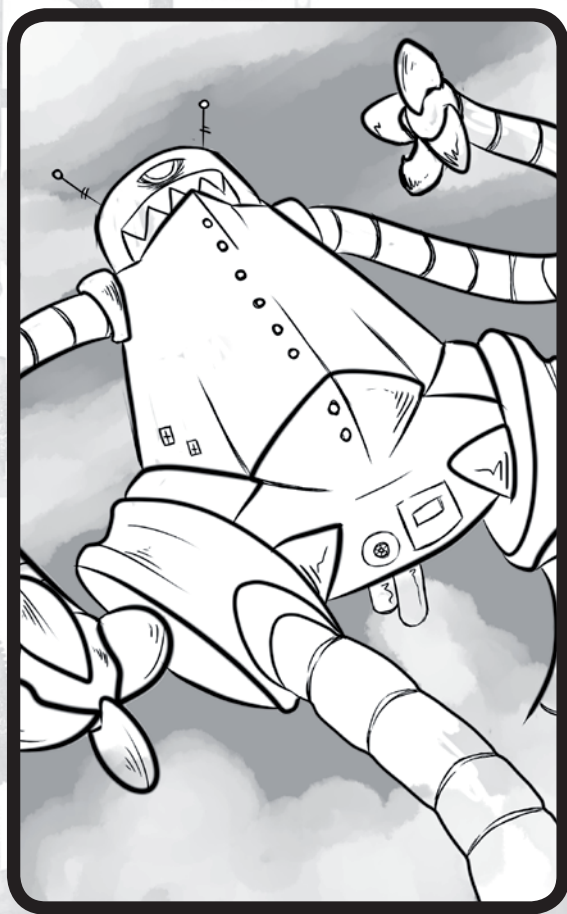




# Experimental Equipment

## 88. Roll Twice

Lucky you, you get two pieces of experimental technology to blow yourself up with, roll twice.



# Earth Field Guide

## Field Guide to Earth

The Earth can be a very confusing and dangerous place to a newly decanted Jerkian soldier. In other circumstances on other planets where we would simply blast them into oblivion it isn't necessary to know what is what but on mission based worlds, such as Earth, a field guide is necessary to prevent useless wastage of personnel. This being the situation this guide has been compiled from observation of Earth media resources, reports from units in the field and scientific examination of samples taken from the Earth as well as autopsies and live experimentations upon human specimens and information extracted using The Torturiser. The information contained in this field guide is, therefore, entirely accurate and unimpeachable.

Jerkians don't, really, care to know about who or what they're invading. All their information on Earth should be taken with a hefty pinch of salt though, according to the galactic records, the truth can often be stranger than even the Jerkians think.



### Earthian Geology

Unlike the Jerkian homeworld, his Favoured Fatness, the Emperor, Earth is made up of inferior inorganic matter worthy only of being rendered down into useful elements. Rather than the normal planetary layers of skin, fat, flesh and goo the Earth has a rocky outer layer and an inhospitable inner layer made up of molten rocks. The surface of the Earth is rendered inhabitable by a thin smear of poop, crushed rock and germs that they call 'soil' and in which they grow their crops.



# Earth Field Guide

Most of the Earth is covered by relatively useless oceans, which makes it very humid and inhospitable. The filthy humans traverse these 'oceans' by bobbing about on the surface like corks or by inefficient in-atmosphere flight, thus proving their inferiority and stupidity. This water evaporates under their sun's heat and falls from the sky as 'rain' before flowing back into the oceans. Humans themselves are mostly made up of this thin substance that lacks the purpose and multifaceted uses of goo.

The surface of this planet is also unstable, cracked up like a dry biscuit into sections and where these sections impact each other there is a great deal of destruction and fire and the Earthian dwellings built there collapse, burn or are buried under rock, yet the Earthians insist on continuing to build in such places. Clearly as well as being mentally inferior they are insane, this may be why The Emperor finds them so particularly amusing.



# Earth Field Guide

## Earthian Flora & Fauna

The dirty surface of the Earth is infested with squirming, burrowing, vomit-inducing life of all kinds, not simply humans. There are tall, hard structures called trees and small softer structures called grass as well as many intermediary forms of static plant life. These plants are fed upon by animals, including the primitive human scum, and these are then fed upon in turn by other animals, or humans.

Operations are usually conducted in areas of human habitation, either the stinking human cities or their agricultural land. Having but one planet the stupid humans have to use their planet for every purpose, not for a single, efficient and engineered purpose as in our superior Jerkian Imperial demesne. As such you are likely to only encounter a few forms of animal and planet specifically bred for use by the humans. This is one of their many weaknesses, allowing us to taint or destroy their food supply more easily.

There are three animal species that you are most likely to encounter on your missions:

### Cows

Cows are large grass eating machines that are kept in herds on human farmland. They are killed for their meat but, much more disgustingly the humans extract milk-juice from their nauseating breast-glands and then drink it. His Heavy Highness, the Emperor, has decreed that cows are creepy and that the sick human fetish for drinking bestial mammary leavings is an abomination. Any cattle that can be killed in the course of a normal mission should be. Failing that, mutilating them to reduce their attractiveness to the sick human perverts who wish to suckle on their teats is also effective.



# Earth Field Guide

## Sheep

Sheep are also herd animals that are farmed for the coarse fibre that grows out of their skin. The humans cut this fibre off, spin it into thread and then make clothing out of it – another clear sign of humans' primitive civilisation, wearing animal hides. Sheep are not dangerous and are even more stupid than the filthy humans who herd them. They are inconsequential.

## Dogs

Dogs are sharp-toothed predators which, for some reason best known to themselves, the stupid humans keep close to them, feeding them, looking after them and allowing them to shed fur, slobber and spread germs around the human domiciles. The dogs pay this largesse back by acting stupidly – which the filthy humans find 'cute' – and by attacking anything and everything they don't know or understand which, unfortunately, includes us. Dogs can be dangerous and should be disintegrated if at all possible.

## Earthians

The dominant life form on Earth, is the Earthian, or 'Hu-man'. They are a strange species, insular and small minded and divided into many different factions most of which are engaged in the process of killing each other over their belief in a giant invisible human in the sky. Despite this woeful primitivism they have achieved a reasonably high degree of technical knowledge and advancement and have exploited much of the surface of their world. As such the Earth is an important strategic site for the Jerkian conquest and, because of the species' foibles the Emperor finds them most amusing.

# Earth Field Guide

## Biology

Earthians are divided biologically into two genders, male and female and are so desperately primitive that they still reproduce in the same manner as animals rather than by cloning. Because of this just about everything that the Earthians do is motivated by the pursuit of 'sex', the physical act of procreation. The males have flat bodies and a disgusting, flapping set of appendages between their legs which are used to enter the female orifice and to prime her biological cloning tank with generative goo. The females have rounded bodies with big wobbly lumps of fat on both the fronts of the chests and at the tops of their legs – perhaps to counterbalance.

The human body is built around a solid, mineral based skeleton, while though this is prone to cracking and breaking under stress while the surrounding flesh is encased in a thin, papery skin. Beneath this skin humans are filled with woefully inefficient piping that carries a thin, unevolved, red version of goo around their bodies. The rest of their flesh-sac is filled with lumps of flesh called 'organs' each of which replicate some aspect of normal, healthy goo function but all of which are vulnerable to attack.

While many experiments have been done upon humans, both by the Jerkian forces and by other non-human races, all these experiments have so far been able to truly establish is that most humans do not like having cold metal objects forced into their solid-waste disposal chute. More subjects are needed in order for experimentation to continue and satisfactory conclusions to be drawn up.



# Earth Field Guide

## Society

Human society appears to be ruled by an Emperor figure, the Heff-Nor, an ancient human who nonetheless lives in great wealth and who retains a harem of some of the finest Earthian female specimens. Despite this centralised leadership the Heff-Nor shows no sign of actually enforcing his rule and the human race is divided into warring tribes along just about any lines you might be able to think of. Ideas, skin colour and arbitrary coloured lines drawn on maps. They really are a most pathetic and primitive species.

Older human males are usually the leaders and grey or white hair is a sign of virility and alpha male status within their tribal groupings, much like the related Earthian 'Gorilla'. According to intensive research of Earthian transmissions most Earthian females occupy themselves eating chocolate while taking a bath, or in the pursuit of clothes and shoes.

Humans live in groups of genetically related individuals called 'families' that do not get on and fight all the time. They are regularly visited by tragedy and adverse events but carry on almost as though these had never happened, recording their familial strife and broadcasting it over the television, perhaps as a warning to other families in similar straits.

All human youths go through a period of extreme violence according to their media, roaming the streets in gangs and gunning down or stabbing human elders. No evidence has been seen of such a criminal epidemic during scouting missions but the human media all appear to concur, we must have missed it or lucked into a lull in the fighting. Invading Jerkians should be wary the human youth in particular, not only are they violent but they have relatively advanced technical knowledge.

# Earth Field Guide

## Military

The Earthian military is divided against itself with every 'country' having soldiers to protect themselves and to attack others. There are three main groups that appear to be armed to the teeth, the Western Continent and two separate groups in the Eastern Continent. While they each have great numbers of arms and a great deal of soldiers the soldiers are not engineered for battle and, in most cases, rather than coming from the very best they come from the lower quarters of Earthian society.

The Earthians have only a pathetic space fleet, antique, explosive powered rockets and planes that can barely reach orbit, a few primitive satellite weapons and no real space weapons except nuclear weapons, which are really meant for destroying areas of their own planet – lunacy! The furthest Earthians have gotten to is their own moon, a pathetically laughable achievement and one that the pathetic humans don't even hold in great regard amongst themselves.

Down within Earth's gravity well the Earthians have much more impressive military forces, flying machines, armoured vehicles and heavily armed soldiers. Their weaponry is mostly limited to primitive projectile weapons utilising explosives but they are effective with what they have. Again they mostly use this on themselves which is crazy, but an excellent way of improving their weapons and techniques.

The Earthian military is one of the groups that has some understanding of Jerkian presence upon their planet. As such they are likely to react quickly and will try to capture or kill us if they detect our presence. While this is entertaining to The Emperor it may run counter to mission objectives, try to avoid contact with the Earthian military at all costs, especially the ones with metal badges pinned to their chests that shout a lot.



# Enemies

## Soldier

The Earthian military is made up, predominantly, of male humans from the poorer backgrounds of the Earthian nations. They are armed with rifles, pistols and grenades and dress in helmets and baggy clothing designed to blend in with Earthian vegetation. Underpaid and underappreciated the Earthian military lacks the will to fight and after a few disintegrations will generally give up and run away. The 'American' army in particular prefers to attack targets from a long way away using bombs and cannons.

**Meat:** 4

**Brain Meat:** 1

**Expertise:** 3

**Luck:** 2

**Skills:** Shoot things, Drive things, Blow things up.

Special forces soldiers are Very Good at the same skills and have a great deal more esprit de corps. Earthian soldiers may also roll around in tanks.

Tanks have Meat 6, prevent one level of damage every turn and have four extra health levels where they're fine. Their cannons do two levels of damage.



# Enemies

## Policeman

Earthian society is rebellious and unpredictable. In order to keep their fellow humans in line the Earthian leaders employ a paramilitary force called the 'Police' from 'Po' meaning dour and humourless and 'lice' a form of blood-sucking parasite. Underpaid and undervalued these 'police' are susceptible to bribery and corruption. Police in many of the Earthian nations are armed with guns, this is because they are fat and lazy and have no hope of catching anyone otherwise. Police are generally armed with clubs and pistols, though some may carry shotguns.

**Meat:** 3

**Brain Meat:** 2

**Expertise:** 3

**Luck:** 2

**Skills:** Shoot things, Drive things, Solve crime

SWAT teams are Very Good at shooting things and carry rifles like the army. Policemen may drive patrol cars, these have a Meat of 4, a siren and have two extra levels of health.





# Enemies

## Redneck

The backwater parts of the Earthian planet, all over the globe, are inhabited by a broadly similar group of people. Naïve and superstitious these relative primitives can be dangerous and territorial but they are likely to believe our saucers are messengers of their invisible sky being as they are to think we are dangerous. These people make perfect subjects and probulation testers despite their relative lack of intelligence. When riled they can be dangerous, typically armed with shotguns, pitchforks and burning torches.

**Meat:** 4

**Brain Meat:** 1

**Expertise:** 2

**Luck:** 3

**Skills:** Shoot things, Hit things, Drive things.



# Enemies

## Scientist

The greatest minds of the Earthian planet scientists can be detected by the presence of greying hair, a pipe and a white coat. These Earthians are intelligent, but also naïve, they seem to believe that any alien species must come in peace, simply because it is better than them. As such scientists are often the best Earthians to negotiate with since they will believe any nonsense we tell them. If convinced that we are dangerous they could in turn be dangerous to us, cleverly working out how our equipment works or finding our weaknesses.

**Meat:** 2

**Brain Meat:** 5

**Expertise:** 2

**Luck:** 2

**Skills:** Science stuff.





# Enemies

## Earth Female

Earthian females are found in great variety and in all walks of Earthian life. The best ones however are to be found dressed in expensive, but small, clothing, revelling in their athleticism and health and acting as concubines to the human leaders, such as the Heff-Nor. These female humans are highly prized by Jerkian scientists and the high council, though they can be annoying and are capable of unleashing a painful sonic attack.

**Meat:** 2

**Brain Meat:** 2

**Expertise:** 3

**Luck:** 4

**Skills:** Earthian female things.



# Enemies

## Man in Black

The Earthian governments are dimly aware of our presence on the planet and strive to both contact and counterattack us and to keep us secret from their own superstitious populations. Their 'men in black', secret agents tasked with performing these deeds often show up at our landing sites and have stolen much of our equipment and technology, proceed with extreme caution.

**Meat:** 3

**Brain Meat:** 3

**Expertise:** 4

**Luck:** 3

**Skills:** Shoot things, Drive things, Detective work.

Men in black have one piece of alien equipment with them which has been stolen from previous Jerkian incursions. Roll once on the standard and experimental equipment charts as the Games Master and decide which one you want.





# Battle Plans

## Battle Plans

The Emperor's deep strategies are not understandable to the average Jerkian mind. His thoughts are as beyond us as those we form are beyond the humble spang-worm. We could crush the Earthian resistance in a day, march our giant robots across their countries, crush them under foot or disintegrate their entire planet, but the Emperor chooses not to. We must have faith in his imperious will and perform our missions to the best of our capability, even if they seem strange to us.

## Mission Seeds

1. The Jerkian scientific elite wishes to discover more about the rabbit/human hybrids that serve as the harem for the Heff-Nor. A team of Jerkian soldiers is sent to kidnap as many of these Earthian females as possible, fortuitously a science fiction themed party is scheduled at the Heff-Nor's mansion for that very night.
2. For reasons best known to himself the Emperor has commanded that the cattle around the small farming town of Bottfuch, Idaho, be mutilated, so as to 'confuse and disorient' the Earthian enemy. This is the third time he's ordered this and the local yokels are fed up to the back teeth of the 'little green fellahs' and don't intend to sit idly by.
3. Human subjects are needed for testing and probulating. Fort Jeebus in Georgia has been determined as a prime location for human abduction and probulation. There's just one problem though, the Greebux, an independent alien race who probulate for kicks are also preying on the same area from their saucer.

# Battle Plans

4. The Emperor has decided that it may be possible to create a 'fifth column' of human agents within Earthian society. As such the team is sent to infiltrate a likely source of recruits, a combination conspiracy/SF/UFO convention called CONtrafubilarity. They are to infiltrate the event, find suitable dupes and to equip them with sub-ether communication devices, without being detected.

5. As a punitive strike, punishment for Men in black foiling several Jerkian plots it has been determined that one of the human cities should be destroyed in revenge. The team are sent to the surface to muddle out how best to do this for themselves but total destruction is desired.

6. Captured by Men in black the team find themselves at their tender mercies and on the wrong end of a probulator. Somehow they must escape and return to their people. Fortunately for them a group of conspiracy nut geeks, The Grassy Gnolls, have got wind of the presence of real aliens in the facility and are trying to break them out from the outside.

7. A previous mission has crashed and is being shipped, slowly, by the army to Area 51. It is down to our intrepid alien invaders to recover – or destroy – the equipment and Jerkians who have been captured and not to get captured themselves. The big trucks the humans are using are slow, so there's plenty of time.

8. A remote island has been fitted out with invisible watch stations and devices. The idea is to trap a bunch of humans on the island and then to screw with them, testing all sorts of experimental technologies on them until they're either all dead or it's no longer any fun.



# Battle Plans

9. The team is assigned to infiltrate a human suburban neighbourhood and to attempt to fit in, thereby to gain intelligence information about average humans. Of course, they know nothing about humans to start with so this is a tall order, but failure will not be tolerated.

10. As a tester to see how a full scale invasion might go the team is tasked with invading a small town and subjugating it. In order to do so they'll have to deal with a strange and alien world, posses of rednecks, the town sheriff and the National Guard. This won't be as easy as it seems!

11. An elite human known as 'Father Christmas' is about to travel around the planet delivering gifts. If his technology could be usurped it could be used to deliver mind-control devices or killer A.R.S.E. units to every human in the world!

12. An A.R.S.E. factory, set up in the remote wilderness of Scotland, has gone crazy and is mass producing A.R.S.E. units in order to invade and dominate the Earthians for itself. It must be stopped at all costs! Earth is ours!

13. There is a slave rebellion in one of the orbiting death rays. If the invasion of Earth is to continue apace this slave rebellion must be put down with all possible alacrity. Either by eliminating them all or acceding to their requests for an extra five minutes at lunch time.

14. A private collector has been amassing Jerkian artefacts in a cellar in his building in New York. He may be learning too much about Jerkian technology and his stores must either be destroyed or retrieved. Hopefully he hasn't worked out how anything really works.

# Battle Plans

15. A unit of Jerkian soldiers has gone AWOL at a 'bunny ranch' in Nevada. It is feared that the unit may have been taken over by some new form of Earthian mind control and they must be found, recaptured or killed and the alien hold over the Jerkian warrior elite destroyed!

16. An intercepted broadcast has indicated that a previous alien invasion was defeated by germs. While there is little concern that superior Jerkian goo might be infected by alien spores, it has been decided that this contingency must be prepared for. The unit are directed to break into a cold-cure factory and return with enough to protect the entire invasion fleet.

17. The Emperor wishes you to carve numerous Jerkian swear words into the cropfields of the Earthian farming regions, simply because it amuses him. This may expose you to danger from alien animals, air forces and farmers, but his will must be done.

18. The unit are placed in charge of an underwater harvesting vessel that is scooping up masses of the Earthian fish known as 'cod'. The relative scarcity of this fish has placed several Earthian nations at high levels of tension and the military vessels in the area may well detect the Jerkian harvester.

19. A large sample of humans is needed for testing. You are to intercept one of their passenger aircraft in flight and to perform a variety of vile experiments and probulations upon the humans that you find within. Hopefully the Sky Marshal and terrorists on board won't cause you too much of an issue.

20. It is almost time for the Jerkian festival of 'I'm Hungry' and the Emperor needs one of the universe's finest delicacies – human babies – for his festival platter. The fresher the better. Find them and load them up. Failure means disintegration!



# Planet Guide

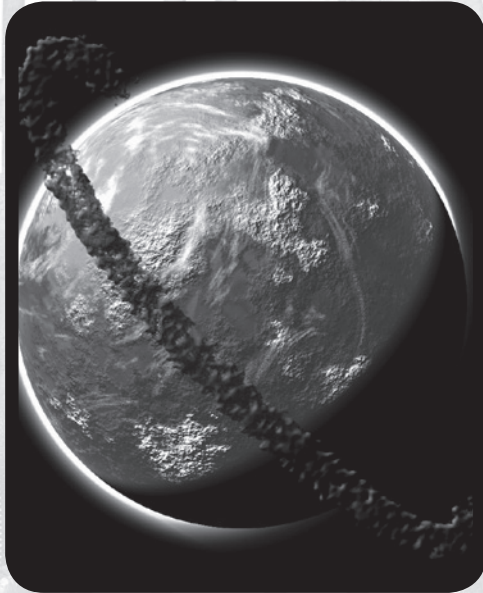
## Planet: Burgeria-5

**Population:** 100,000 permanent, 10,000,000,000 transient.

**Defences:** Burgeria-5's ring of rubbish debris makes it a navigation hazard, negotiable only with guidance beams from the planet itself. This is all the defence it needs.

**Climate:** Warm and greasy.

**Notes:** Burgeria-5 is the most successful of the Burgeria planet chain, providing protein-patties to Jerkian warfleets and visitors from subjugated or yet-to-be-subjugated races. As such it is an important source of income and a strategic kingpin in the Jerkian conquest.



# Planet Guide

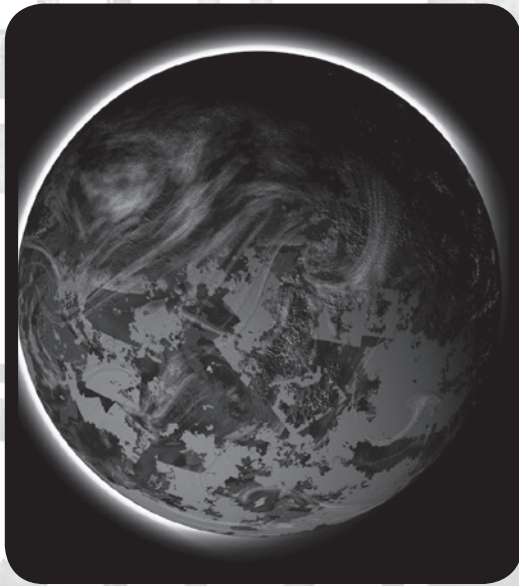
## Planet: Carnivora

**Population:** 0, 100 in an orbiting science station.

**Defences:** The wildlife.

**Climate:** The planet is, essentially, divided into three bands: dense, tropical equatorial regions and vast plains to the north and south of this region. It is hot, wet, inhospitable and dangerous.

**Notes:** Carnovora is unusual in that it has no plant life. Even the life forms that resemble plants are, in fact, animals and everything is carnivorous. Everything. The planet is one huge, brawling mass of life-eats-life throughout its day and night cycles, spawning some of the most vicious creatures known to the galaxy, including the infamous Grun Hound.





# Planet Guide

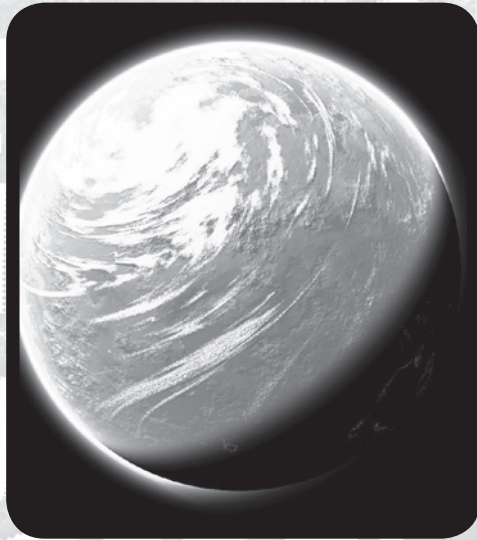
## Planet: Clonius

**Population:** 100 permanent staff, 1,000,000,000 new clones per cycle.

**Defences:** Decanted clone warriors, a permanent defence fleet - Fleet Snug - and a variety of orbiting defence batteries.

**Climate:** Clonius is an encased planet, kept around two degrees below Jerkian body temperature at all times. A sealed environment, Clonius has no 'weather' as such, though on decanting day the atmosphere becomes noticeably more damp.

**Notes:** Clonius is the centre of Jerk production for the Jerkian empire and its defences are second only to those of Jerkia itself. Each cycle of production takes around a month after which the newly spawned clones are shipped off for training and equipping on other planets. It is a cold, clinical world with all the warmth and familiarity of a latex glove.



# Planet Guide

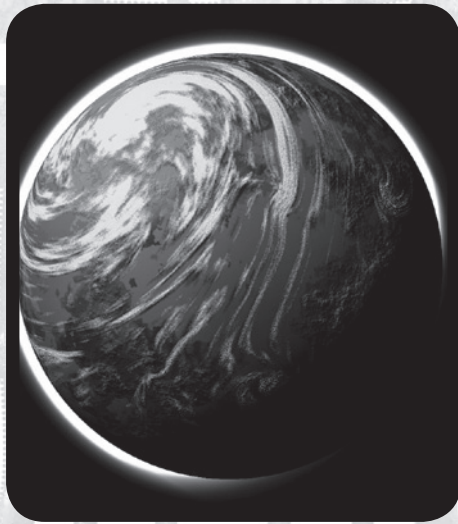
## Planet: Crania

**Population:** 100 permanent staff, 1 giant brain, 10,000 trainees at any one time.

**Defences:** The planet itself is telekinetic and psychic, capable of defending itself from outside attack, if not from the Jerkians.

**Climate:** Crania has a turbulent atmosphere with a great many lightning storms. The facilities cling to the surface in a number of low domes.

**Notes:** Crania is completely covered by a vast single organism, a massive 'brain coral' that covers it entirely and which has been subjugated by the Jerkians through the use of massive transmitters that rebroadcast the Earthian television station 'Fox News' on the psychic band if the planet gets out of hand. Its natural, psychic, background radiation helps create the new Brainiacs.





# Planet Guide

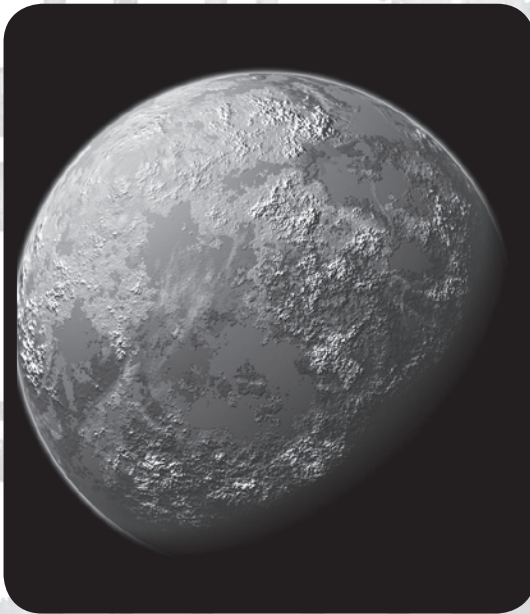
## Planet: Fac-Tor

**Population:** 100 overseers, 1,000,000 slaves.

**Defences:** Orbital defence platforms, innumerable A.R.S.E. units, hostages.

**Climate:** Fac-Tor's climate is ruined by centuries of non-stop industrial production. It is a hideous swamp of toxicity, mutation, pollution and stench comparable to Birmingham or New Jersey.

**Notes:** Fac-Tor is the major production facility for Jerkian standard military equipment and vehicles. Its population is almost entirely made up of slave races or the contracted Squilootex who keep mumbling about 'unionisation'. There is a slave uprising roughly once a month.



# Planet Guide

## Planet: Jerkia

**Population:** 1 permanent, unknown numbers of slaves, bodyguards and staff.

**Defences:** The Home Fleet and a massive number of orbiting defence platforms.

**Climate:** Jerkia is body temperature and somewhat sweaty. It has no notable weather.

**Notes:** Jerkia isn't just the home planet of the Jerkian Empire, it is the Jerkian Emperor himself, swollen to grotesque proportions. The Phatorean Guard are stationed here along with the Emperor's harem of slaves and secret female concubines. He cannot, of course, engage in the sexual act – given his bulk – but he does like to watch.





# Planet Guide

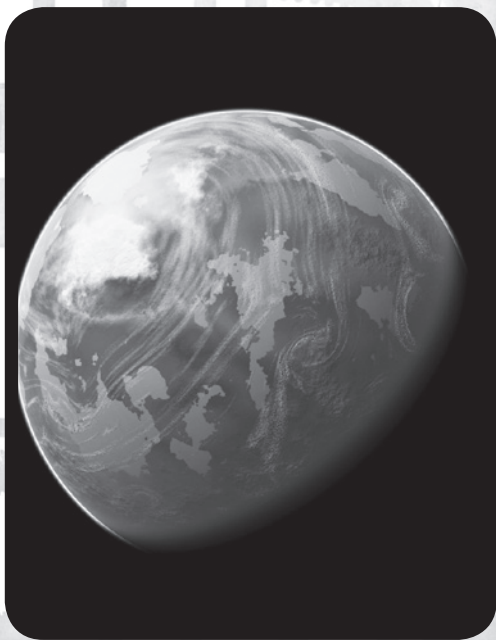
## Planet: Judia

**Population:** 10,000 media staff.

**Defences:** Intense Propaganda-Wave generators.

**Climate:** Judia is mostly a bleak wilderness. Only the settlement of R'Chardan has any population and is a tight, sealed, urban space made up of media production facilities.

**Notes:** Judia is a terrible posting for any Jerkian warrior. The planet produces mind-numbing daytime television and transmits it out into the universe to weaken and drain its enemies. Producing the material has a similar effect on the Jerkians stationed here until after a time their brains simply give out altogether. Judia postings have a high turnover rate.



# Planet Guide

## Planet: Kaboomia

**Population:** Approximately 10,000 testers and trainers. A transitory population of up to 1,000,000 cadets.

**Defences:** Kaboomia is the testing ground for many of the Jerkian Empire's most fearsome and powerful weapons. Nobody in their right mind would ever consider attacking it.

**Climate:** Noisy and smoky.

**Notes:** Kaboomia is a proving ground and training planet where the Jerkian military tests its weapons and conducts live fire exercises with cloned cadets. The casualty rate runs at around 25% of new trainees and this is mostly due to shell shock and over-enthusiasm on the part of the gunners.





# Planet Guide

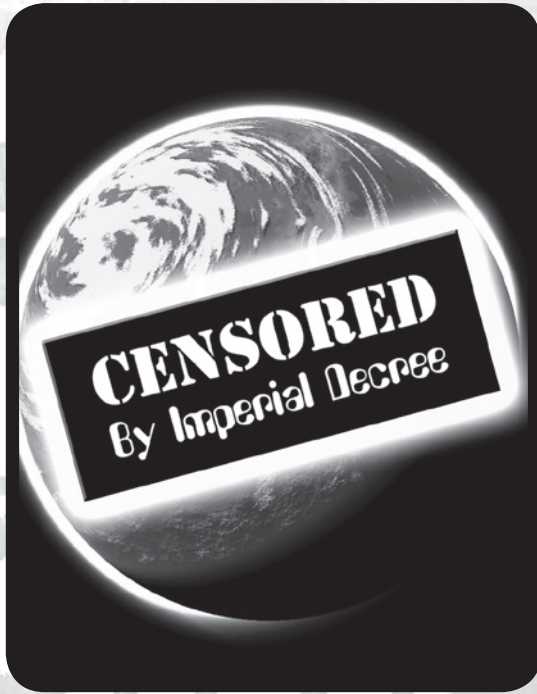
## Planet: Lesbia

**Population:** 10,000,000 female Jerkians.

**Defences:** As a moon of Jerkia, Lesbia shares in the imperial home defences.

**Climate:** Hot, sweaty and palpitating.

**Notes:** The surface of the moon Lesbia, is entirely covered in the supple, writhing, oiled bodies of the only Jerkian females to be found anywhere in the universe. Coincidentally it is always within telescope range of the Imperial head upon Jerkia itself.



# Planet Guide

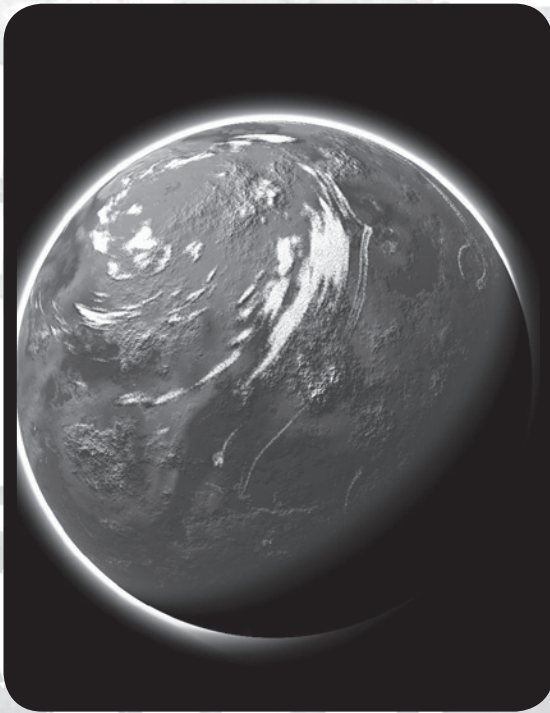
## Planet: Storia

**Population:** 1,000 staff, plus robots.

**Defences:** None.

**Climate:** Musty.

**Notes:** U-Hoard is the planet where Jerkia keeps all the good stuff. Storia is more like their attic. A planet almost entirely covered in junk that the Jerkian Empire cannot bear to part with or which 'might be useful one day'. To be sure there's some good stuff here hidden amongst all the junk, but it's almost impossible to find.





# Planet Guide

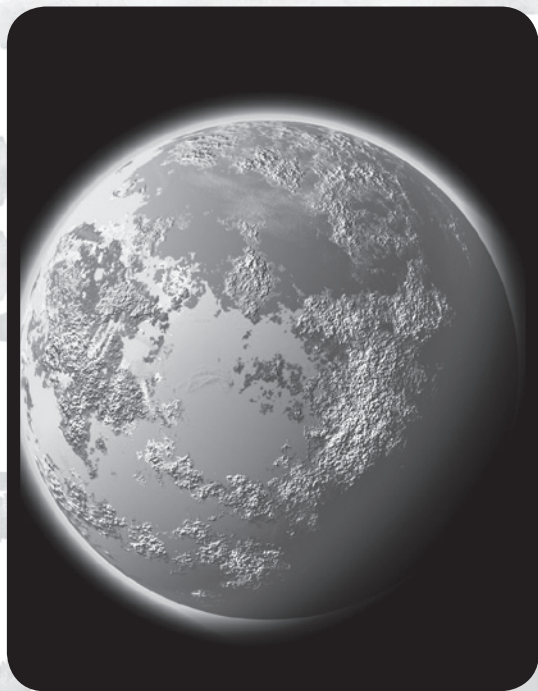
## Planet: Strawtos

**Population:** 1,000 overseers, 1,000,000,000 slaves.

**Defences:** Orbital defence platforms, most of which are aimed at the planet.

**Climate:** Mono-environment, temperate plains.

**Notes:** Once the Squaloon homeland, the whole planet has now been engineered by Jerkian scientists into one massive breadbasket farming world. The population of Squaloon toil in the planet-wide fields day in, day out, grumbling to themselves and swearing a revenge that never comes, a pitchfork being little use against a Gorekill-5000 Battledroid.



# Planet Guide

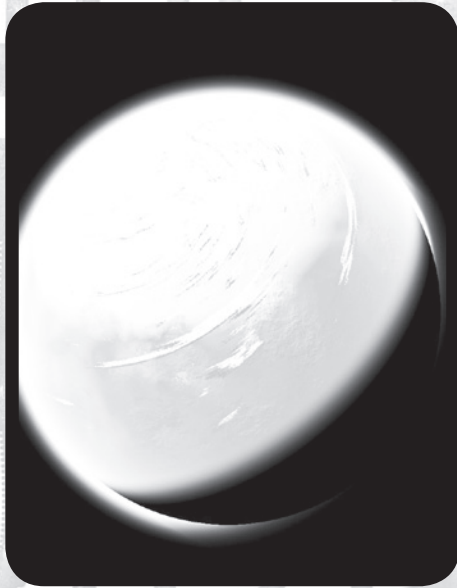
## Planet: Tee'Em'Eye

**Population:** Zero permanent, 10,000,000 transient.

**Defences:** Impenetrable force field.

**Climate:** High ozone, low humidity.

**Notes:** Tee'Em'Eye is a sealed planet, home to banks and banks of computers left behind by an elder race who attempted to gather and collate all knowledge in the universe. They disappeared under mysterious circumstances, perhaps due to seeing something so horrifying that they could no longer live with themselves. As a precaution the Goat'Sa'Ee complex on the far side of the planet, the place where the most elder corpses were found, has been sealed off. The AI systems will provide information and advice on any other topic to anyone willing to pay, but remain fiercely independent.





# Planet Guide

## Planet: Threed

**Population:** 10 curators.

**Defences:** Obscurity.

**Climate:** Primarily a dry world, just short of being a desert planet.

**Notes:** Conquered some ten years ago, the native population liquidated, there was little use for the planet. The Jerkian military designated it an 'attraction world' and built the galaxy's largest ball of string to attract tourists from the G-25 galactic expressway that passes near the planet. It hasn't worked.



# Planet Guide

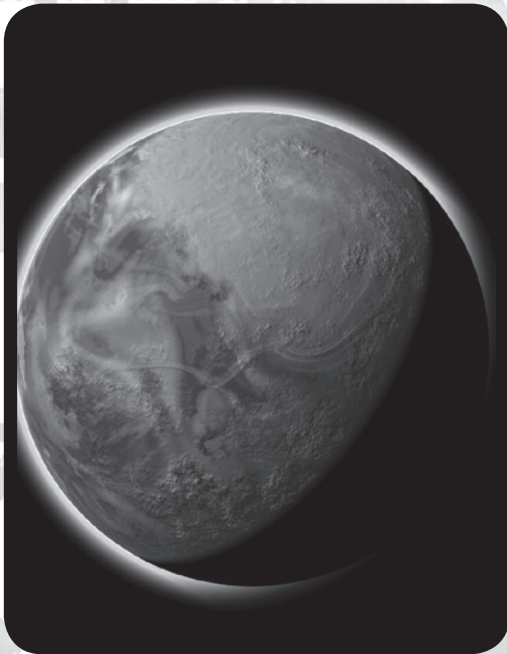
## Planet: U-Hoard

**Population:** 1,000 permanent staff and a legion of loading robots.

**Defences:** Orbital defence platforms and a small army of 200 security guards.

**Climate:** Dry and dusty.

**Notes:** A dry, rocky world, U-Hoard was turned over to warehousing by the Jerkian Empire and is now 80% covered with non-descript storage facilities, towering up to the edge of the atmosphere and down almost to the magma. U-Hoard is loaded with booty from gold and jewels to frozen meats and enemy presidents and kings, sealed in stasis pods. It's a one-stop shop for Jerkian supplies and needs.





# The End



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