

Duke Morrison and the Invasion from Venus

Cast of Characters

Name	Background	Shoot	Scuffle	Save	Hit Points
Duke Morrison	Young army officer, adventurer, athlete. Assigned the task of protecting Professor Nannini, his daughter, and their scientific secrets. (Hero, Star)	15	18	17	23
"Boats" Morgan	Young naval officer. Despite being on the wrong end of the Army-Navy game as a senior, he and Morrison are great friends. (Adventurer)	14	13	14	20
Sergeant "Wrench" Webb	Expert with all things mechanical and electrical. Has been following Morrison for many years. (Adventurer)	14	13	14	17
Professor Serafini Nannini	Brilliant scientist on the verge of a number of world changing technologies. (Leader, Star)	11	9	12	14
Gianna Nannini	The attractive, plucky daughter of Professor Nannini. Brilliant in her own right, the professor's assistant. Also a crack shot and able horsewoman. (Adventurer, Star)	16	12	15	15
Billy	Background uncertain. Has been hanging around Morrison since a wild adventure in the Philippines. (Leader, Star)	9	11	10	14
The Voice, Dr. Zillion	A member of the board of trustees for the secret government lab at which Nannini works. Secretly a trusted agent of the Venusian Secret Service. (Adventurer, Star)	13	12	13	16
Big Hans	One of The Voice's henchmen. (Adventurer, Star)	16	11	13	20
The Slasher	Another of the Voice's henchmen. (Leader)	13	11	11	13
Torpedo Brooks	Yet another henchman. If a shiv in the back will work, Brooks prefers three hand grenades and a machinegun (Leader, Star)	13	11	12	14

These characters will come and go between episodes. There may also be reinforcements in terms of troops, Venusian special forces, police, or others.

Chapter I: The Venusian Peril

Suggested number of players: 4

Number of turns: 10

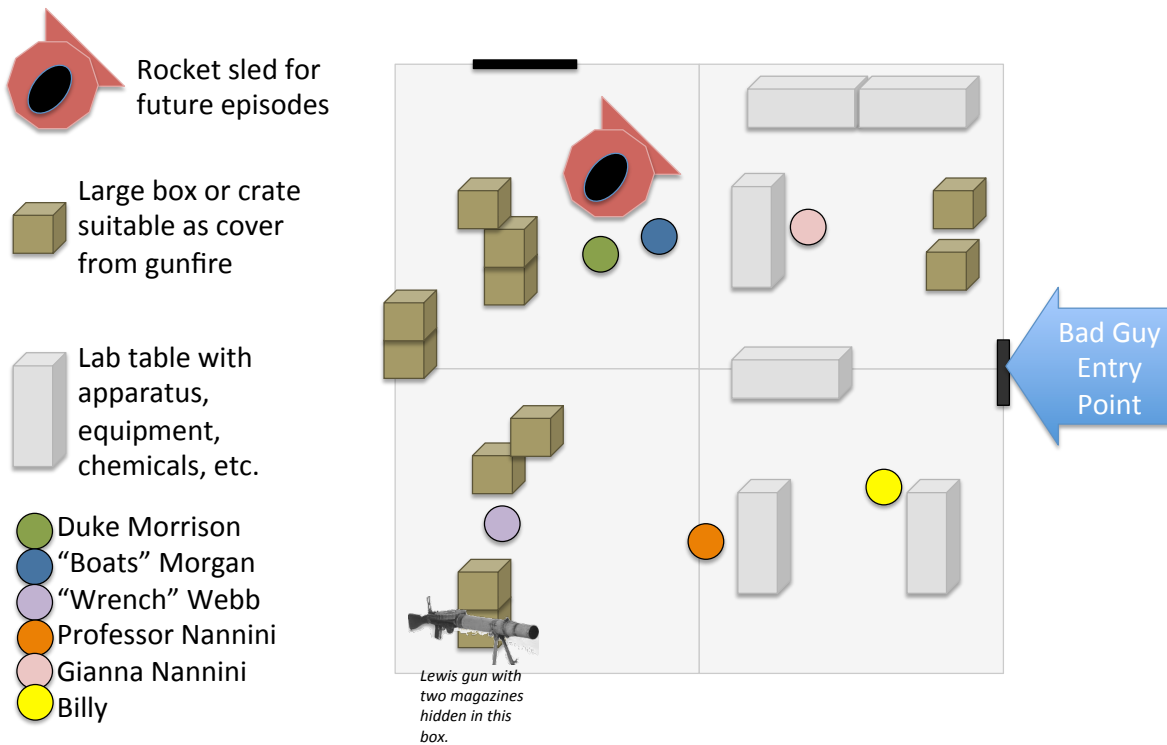
Playing Surface: 2 feet x 2 feet

Background:

The Venusians have decided they need Earth to provide resources, space, and zombies for their fleet in its plans to conquer the known universe. They have secretly co-opted Dr. Zillion, who is one of the trustees of the ultra secret government scientific research organization, hidden in a small town in Illinois, Granville. Zillion's role on the board gives him access to information about the research occurring in the lab as well as security information. Believing that only Professor Nannini and his scientific research can thwart their plans of conquest.

Zillion gives orders to his henchmen through wireless communications in order to protect his anonymity. These wireless devices, provided by the Venusians, are small hand-held, pencil-shaped devices easily concealed by the henchmen. Zillion's henchmen consist of Big Hans, The Slasher, and Torpedo Brooks. The Venusians have perfected a mind control ray that allows these henchmen to put together a seemingly inexhaustible supply of small detachments of zombie

Professor Nannini's Laboratory



gangsters for missions. While not overly effective or smart, these zombies are inexhaustible from one mission to the next.

Professor Nannini is an expert on nuclear energy, cosmic ray theory, anti-gravity research, and lots of other cool advanced physics. His plucky and attractive daughter, Gianna Nannini, ably assists him in his research. The government has assigned Duke Morrison to head up the personal security of Nannini and his laboratory. For reasons only explicable in Hollywood, the security detachment is too small, consisting only of Duke Morrison and a few of his companions, but from time to time Morrison can call on reinforcements from the nearby base.

Being tough, virile, suave, athletic, and an all-around swell guy, Duke Morrison has more than just a professional relationship with Gianna.

Professor Nannini is close to perfecting his anti-gravity ray projector, which the Venusians fear could be used against their invasion fleet. The Venusians have given orders to The Voice (Professor Zillion) to send a few henchmen to capture Professor Nannini and take him back to the secret lair of Zillion's henchmen and zombies.

Note that the background for this episode is a little longer than would be considered "normal," since we're trying to set up the serial / campaign.

Setting: Nannini's secret lab in the small town of Granville, Illinois.

The lab should be two-feet square and have a great deal of equipment scattered around. There is one door into the lab from the center of one wall. Opposite the door, against the wall, are stacks of boxes that will be convenient in the upcoming fight.

The rocket sled will be used in future episodes. For this episode, it is merely cover. Neither side gets any credit for damaging or destroying the sled, as both sides will want it later. The large hangar door used to get the sled into the lab is locked. As it is a high-security door, it cannot be opened during this scenario. The bad guys must get the professor out through the door they entered.

Forces:

- **Good Guys (scattered around the laboratory):**
 - Player 1:
 - Duke Morrison (with a pistol), "Wrench" Web (unarmed), and Billy (unarmed)
 - Player 2:
 - "Boats" Morgan (sabre and pistol), Professor Nannini (unarmed), and Gianna Nannini (unarmed, but knows there is a Lewis gun in one of the boxes at the back of the lab)
- **Bad Guys (player 1 enters on turn 1; player 2 enters on turn 2):**
 - Player 1:
 - Big Hans and a group of five Venusian zombies
 - Player 2:
 - Torpedo Brooks and a group of five Venusian zombies

- “Sparks” (Shoot: 8, Scuffle: 9, Save: 11, armed with pistol)
Sparks works the zombie mind control device. The zombies must stay within 8 inches of Sparks or they can take no actions.
- Stats for zombies: Shoot: 8, Scuffle: 10, Save: None, armed with pistols

Victory Conditions:

This scenario is meant to be an easy win for the bad guys. The game ends after 10 turns. At the end of the 10th turn, determine victory points as indicated below. The game may end early if all the figures on one side are killed or incapacitated.

Bad Guys: The bad guys get 5 points if they capture Professor Nannini and take him from the lab. Failing to capture Professor Nannini, they also get 5 points if they capture Gianna Nannini. The capture of either will be the launch point for Chapter 2. While highly unsporting, it is possible for the bad guys to capture both. If they do so, the bad guys gain 6 points, not 10.

Good Guys: The good guys get two points for capturing a zombie and getting a mind-control ray receiver mounted in the zombie’s hat. They get three points for capturing the zombie mind control device held by Sparks. The good guys get one extra point if they capture Sparks alive.

To be continued...