

# Duke Morrison and the Invasion from Venus

## Chapter 3: The Battle of Granville

**Suggested number of players:** 6-10

**Number of turns:** 10

**Playing Surface:** 6 feet x 10 feet

### Background:

After the harrowing car chase along a desert mountain road (Episode 2), the government has moved Professor Nannini to another part of Granville. This new location for his laboratory (on the top floor of a small apartment building) is known to few. Duke, Wrench, and Boats are detailed to garrison the town and protect the professor and his daughter.

Those crafty Venusians have determined that the lab is in “downtown” Granville, but they haven’t found the exact location. A Venusian strike force, reinforced by Earthling gangsters, is sent to find the lab, capture the professor, and spirit away the critical component to his new anti-gravity ray.

### Setting:

This scenario takes place in “downtown” Granville. This town will be used in future episodes as well. There are three maps at the end of this scenario. One is the basic town. The second shows the locations of the good guys. The third shows the locations of the bad guys.

### Forces:

- **Good Guys (see map for locations):**
  - Duke Morrison and 3 soldiers
  - “Wrench” Webb and 3 soldiers
  - “Boats” Morgan and 3 sailors
  - MacDuff and 5 policemen (optional)
  - Billy and four “dead end” kids
  - Professor and Gianna Nannini
  - Dr. Zillion and a helper
  - Crash Corrigan and 3 rocket infantry soldiers (at GM’s discretion)
- **Bad Guys (see map for locations):**
  - Big Hans and 4 thugs
  - The Slasher and 4 “other thugs”
  - Torpedo Brooks and his minions
  - Meep and 4 male Venusians
  - Naisunev and 4 female Venusians

- The Venusian captain and 4 more Venusians (turn 3)

### **Scenario Notes:**

The game master should locate the critical component of Professor Nannini's ray on the top floor of the apartment building in his hidden laboratory. The good guys know the location of the laboratory, but they should be careful not to give away the location. The bad guys must search the buildings to locate it. The Venusians are clearly bad guys and can be fired upon at first sight. The good guys cannot fire on the remaining bad guys until a) fired upon by them or b) they get within 12" and recognize them from their post office wanted posters.

Trucks and cars may be started by passing a Save roll. Cars and trucks move at 2d6" per turn. Any vehicle is capable of carrying the critical component to the anti-gravity ray.

I've run this scenario many times. The rocket infantry are to be used by the game master only if the game is going very poorly for the good guys and looks like the players won't have a good experience. I have never had to use them. Similarly, you may want to limit the number of police allowed to enter the game at the same time. I usually let the good guys bring one policeman out of the town hall per turn after the first shot is fired.

Though Morrison is a hero, only he gets two cards in the deck. The soldiers with him only get one card per turn.

I usually have the GM run Dr. Zillion until he takes an overt action to help the bad guys. Zillion should do things to subtly sabotage the good guy effort (such as moving to Nannini's lab to lead the bad guys there).

This is a hard scenario for the bad guys because they must find the hidden lab while under fire. In three convention runs, the good guys have won twice. The most recent time I ran this scenario the town was devastated and everyone was killed except Torpedo Brooks who had the device in the back of a flower truck. He killed the last two good guys in hand to hand combat while driving the truck down Main Street and was the only figure to survive the game.

### **Victory Conditions:**

**Bad Guys:** The bad guys get 10 points for getting the critical component of the anti-gravity ray of the table. They get 1 point for each good guy main character captured. They lose five points if Dr. Zillion reveals himself as a bad guy.

**Good Guys:** The good guys get 5 points for retaining control of the critical component of the anti-gravity ray. They get .25 points per bad guy gangster killed. They get .5 points for each Venusian killed.

*To be continued...*