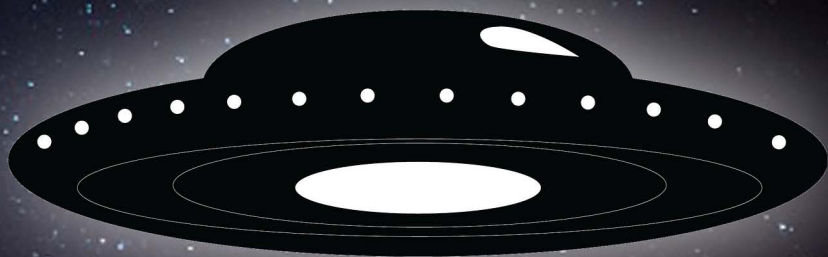


The Saucers Are Coming!



A Fate RPG Thin

Please note: This is not a complete system you will need a copy of Fate Core or Fate Accelerated to use this.



THE SAUCERS ARE COMING!

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INTRODUCTION

It all started innocently enough, a few well-placed policies by various governments around the world to improve cooperation between nations and encourage mutual disarmament; for once it seemed that politicians had been able to put aside their mutual distrust of each other and work for the common good of the entire human race. If only they'd known that they were being manipulated by an outside force intent on ensuring that their conquest of earth was as easy as possible perhaps their reactions might have been different.

We found out the truth of the matter on the day that the saucers came.

What are Fate Thins?

Fate Thins are an idea inspired by the Fate Worlds books produced by Evil Hat Publishing, they are small, self-contained starter packs designed to give you a quick burst of inspiration from running a particular type of campaign using the Fate rules system without breaking the bank.

You will need a copy of either the FATE CORE SYSTEM or FATE ACCELERATED EDITION to use this supplement, to save on space and cost we do not reprint the basic rules unless absolutely necessary.

The Invasion

In modern times our world has been invaded by an extra-terrestrial force of unknown origin and abilities, but they have been on earth for some time, preparing the way for their attack fleets. By the time their huge saucers arrived, filling the skies above our major cities we had already been conquered, we just weren't aware of it.

STAGES OF THE INVASION

When the aliens conquered the world they did so following a precisely laid out plan of attack, leaving nothing to chance. Each of these stages can be played out in sequence or as a standalone campaign using the Fate RPG rules; the different stages are described below, each has two GAME ASPECTS associated with it that can be compelled or invoked as normal at any point while that stage of the invasion is underway.

Stage 1: Arrival

- *Strange lights out by the Old Jones Farm*
- *Odd news reports*

During the first stage of the invasion the alien forces deposit their first infiltrators in various isolated places around the world. Small craft that are shielded from detection descend on isolated farmsteads in remote parts of the globe. Some humans are taken for initial study and they are replaced by alien replicants, physically altered to resemble the kidnapped people.

New Stunt: See through the disguise

The alien replicants are perfect physical copies of the people that they have duplicated, however—at least in the initial stages of the invasion—they do not possess the memories or knowledge of the people that they have replicated. Normally it is only possible to identify them by observing their behaviour. However through a genetic quirk or perhaps head trauma, some people exist who are capable of seeing through the chameleonic disguise that the aliens use.

Anyone who takes this STUNT can see the aliens for what they truly are at all times, horrible creatures that resemble skinned bipedal canines. However, seeing them and convincing others that they exist is a different matter entirely.

Once they arrived on earth the alien infiltrators begin cautiously moving out into small farming communities and town steads, interacting with people. At first their interactions are stilted and a little strange, but they quickly start to become more convincing as the aliens rapidly assimilate human culture.

At this point the default campaign assumes that players are a member of one of the infiltrated communities, noticing strange behaviour amongst their neighbours, or perhaps they are law-enforcement agents called in to investigate strange lights seen in the sky or odd occurrences.

Alien Infiltrators

MASTERS OF DISGUISE • DEMONIC HOUNDS

Skilled (+2) at disguise, blending into human society and hunting.

Poor (-2) at responding quickly to unexpected situations.

Stress

THE ALIEN'S GOALS

At this stage the alien infiltrators are keeping a low-profile, each of them builds a communication device using a strange, bewildering conglomeration of earth and alien technology that they can use to send information on human society to the cloaked ships hiding in orbit around the earth.

The Alien Machines

The aliens have an understanding of technology that far outstrips our own, taking existing earth technology and using it to perform functions beyond what it was meant to. Each infiltrator builds a communications device in an out of the way place uses it to make nightly reports to their ship waiting in orbit. A character investigating such a machine will have to make a GREAT (+4) roll in order to determine the function of the device, once the function of the machine is understood it requires a FAIR (+2) roll to use.



Stage 2: Infiltration

- *They're everywhere in the city.*
- *Trust no-one.*

Having established themselves in isolated places around the world to study human behaviour and society, the aliens embark on the second stage of their invasion. Now armed with the ability to absorb the knowledge and skills of the people they take, the aliens begin to replicate and replace people in important social and physical employment around the globe. They first begin with emergency services, healthcare and the police before working their way up into the army and eventually the halls of government.

At this stage of their plan the aliens become aware that the people who can see through their disguises are more than simply an isolated phenomenon and that there is a recessive genetic factor involved in this ability. Using their agents within the police and government they begin to seize people with this ability, calling them disturbed and enemies of the public good. Those taken by their forces are never seen again.

Men in Black (team of 8)

PROTECT THE PUBLIC ● WE HAVE A WARRANT FOR YOUR ARREST

Skilled (+2) at shooting, arresting people, car chases.

Poor (-2) at acting on their own initiative, thinking outside the box.

Stress □□□□

Soldiers working for an unspecified government agency, most MIBs are unaware of the aliens controlling their superiors and sincerely believe they are doing the right thing arresting dangerous criminals and getting unruly elements off the street.

THE ALIEN'S GOALS

At this stage of the invasion the alien's goals are to worm their agents into as many powerful organisations and governments across the world as they can, seeking to blackmail or manipulate those that they cannot take direct control of.

What happens to the people who are replaced?

In order for the aliens to make use of the skills and learned knowledge of a replaced person so that their replicants can more accurately portray them, they keep the original alive, hooked up to a machine that allows the alien replacement access to their thoughts and knowledge, whilst the human subject is kept in an unconscious state.

The default assumption is that the aliens store these people on one of their ships in orbit, but feel free to change this if it does not mesh well with your campaign. Perhaps they have them stored in a secret facility that your heroes could attempt to break into and stage a daring rescue?

Stage 3: Influence world politics

- *Moving towards Armageddon.*
- *Everyone is out for themselves.*

With many world leaders replaced by replicants, hostilities between the various world nations begin to escalate, old grievances thought long buried are dusted off and the world seems to teeter on a knife edge. Most people do not suspect that the hostilities are being deliberately engineered by extra-terrestrials, with the help of a few greedy earth corporations such as arms dealers who seek to profit from the carnage that they see looming on the horizon.

The resultant chaos and outbreak of war causes widespread panic and terror amongst major populations centres this—combined with shortages of essentials—leads to violent protests and eventually riots. Government forces put down these riots brutally, unwilling to fight a war on two fronts, but this only leads people to rebel more.

Government Troopers (squad of 10)

JUST FOLLOWING ORDERS • STAND DOWN OR WE'LL FIRE!

Skilled (+2) at shooting, piloting vehicles, carrying out orders.

Poor (-2) at fighting when outnumbered.

Stress □□□□□

Government Transport

A government transport gives +2 to defence rolls when people inside the vehicle are targeted by those outside, it also allows the people inside to move three zones per turn.

If the vehicle itself is targeted it rolls at +2 to defend itself and has stress □□□□□.

Government Armoured Vehicle

A government armoured vehicle gives +4 to defence rolls when people inside the vehicle are targeted by those outside, it also allows the people inside to move 2 zones per turn.

One person per turn can fire the vehicles armaments gaining +4 to their attack rolls. If the vehicle itself is targeted it rolls at +2 to defend itself and has stress □□□□□□□.

This portion of the campaign should have a desperate, almost post-apocalyptic feel to it as the rule of law and order begins to break down and people scramble to scavenge whatever they can whilst avoiding soldiers and government troops.

THE ALIEN'S GOALS

The goal of the invading force is to keep fanning the fires of dissent and violence in the human heart so that society begins to completely break down, this will make it far easier for the aliens to conquer humanity when they make their final push.

It may be possible to rescue the world at this stage, but that would involve persuading the world governments that they have been manipulated and providing proof, not easy when only few people can see the aliens for what they are, but perhaps your players will find a way to do it.

Professor Cassandra Lindquist

As the violence reaches its height, a small pirate radio station begins broadcasting from a shifting location, the broadcasts are made by a scientist calling herself Professor Cassandra Lindquist. She claims to have invented a technology that reveals the true nature of those who are manipulating the world.

It's up to you and the needs of your game whether or not this is true, the Professor could be crazy or perhaps she has found a way to use the alien technology to reveal them on a small-scale. If your heroes can reach her and persuade Lindquist they are on the level, this could be the break they've been looking for.

Stage 4: Main Assault

- *They came from the skies!*
- *We're under attack!*

With the breakdown of government almost complete—or if they realize they are in real danger of being discovered on a wider scale—the alien replicants hidden around the globe signal their cloaked fleet in orbit to begin the final full-scale invasion of the earth.

The invasion begins with what appear to be shooting-stars streaking out of the night sky, upon landing each disgorges a metallic spheroid that rising up into the sky on three huge, telescopic legs. The alien war machines have landed and begin to march across the land, devastating all resistance with their deadly radiation beams.

Alien War Machines

DEATH-DEALING WAR-MACHINES ● PROTECTED BY ARMOUR

Skilled (+2) at moving quickly, shooting things.

Poor (-2) at fitting into small spaces, moving over uneven ground.

Stunt: Because it is armoured the war machine receives +4 to defend against attacks from anything smaller than artillery.

Because of its radiation beam a war machines rolls once to attack all enemies in the same zone as it.

Stress

The war machines are supported by alien soldiers, superficially similar to the infiltrators but more muscular and carry strange ray-guns.

Alien Soldiers

MASTERS OF THE HUNT • DEMONIC HOUNDS

Skilled (+2) at running, chasing, killing and hunting.

Poor (-2) at avoiding tricks and traps.

Stress

THE ALIEN'S GOALS

At this stage the time for subterfuge has passed, with most of the earth governments in disarray from their wars and conflicts with each other they can mount little resistance to the incoming wave of extra-terrestrial forces.

There are a few people in the armed forces and government with resources who now realize their mistake and frantically attempt to fight back against the aliens, however they are sorely lacking in manpower. It is possible that a group of heroes and their allies could be the additional forces that humanity's defenders require to tip the balance in their favour.

If you need guidance for the government forces, use the stats from stage 3.

Stage 5: Control

- *Humanity no longer rules the earth.*
- *Human slaves, in an alien nation.*

If the invasion reaches this stage then the world now belongs to the aliens, they begin landing their mother ships and the rulers of the alien race disembark, one to each continent to act as its new ruler.

These 'noble' aliens appear far less bestial than their warriors and infiltrators and they command absolute loyalty from their troops.

Any humans surviving free are forced to go underground, scavenge for supplies and avoid the alien patrols and war machines that regularly sweep the landscape attempting to stamp out the last remaining embers of freedom and rebellion.

Noble Aliens

Each noble alien is an individual, however, they all have a few things in common; they are physically weak but are rumoured to possess incredible psychic powers, however, each of them is surrounded at all times by a group of loyal soldiers.

No member of the alien race is capable of disobeying a direct order from a Noble.

New Stunt: Naturalised Replicant

Taking this stunt means that you were originally one of the replicants sent down to earth by the aliens in the guise of a human, however you saw something worthy in the humans or their world and decided to help defend it rather than conquer it. Anyone capable of seeing through aliens disguised will see you as you truly are, it also gives you the ability to sense when aliens are in the same zones, although not their precise identity.

At this stage of the campaign the world is almost entirely lost to humanity, and the game becomes less about winning and more about survival. The sun seems to have set on humanity, but whilst there are

heroes striving for freedom and acting as a rallying cry to those who chafe under the aliens rule, there is still hope.

CONCLUSION

We hope you've enjoyed this mini-campaign starter for the FATE RPG SYSTEM, we hope to be releasing more of these cheap and cheerful supplements in the near future.

Until then, keep watching the skies!



Supplement written and designed by John Alan Large **Red Dice Diaries**.

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Many thanks also go to **Mark Nolan** for his sterling work in spotting spelling and grammar errors in the text – thanks Mark 😊



Written by John Alan Large, **Red Dice Diaries**.
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