

Introduction

Invaderz

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.

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, fighting with each other for rank and privilege just as much as they fight with the defenders of Earth to fulfil their 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!

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.

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 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, but is also available in print either via the sites or through 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 Or via our website at: 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.

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.

