

Kaiju Defenders Inc.

The Group

Player	Hero Name	Alias	Description
Paul			
Bruce	El Genio	Hector Amanecer de Estepana	Medical, Genius, Physical Powerhouse, Natural Leader
Chris	Golden Key (Black Clavis)	Dooley Marson	Speedster with the Magical Heart of Speed
Ernest	Yowie	Hugh Sullivan Marston	Size-Growing Relic-Powered Cop
Patrick	Overwatch	Tom Marston	Military, Training, Flyer, Distant
Tim	Dynamo Joe	Atomic Devastator Mk 2, SN: BLADE-034-DW	Former Villain, Artificial Being, Blaster, Lone Wolf

Bruce notes that he's stressed due to a combination of parental health issues (airplane flight!) and an encroaching capital package deadline. Some of these problems have historically been compounded by the habit of TTG to assign some of the seven dwarfs to the project. Apparently, mostly Sleepy and Dopey. *Chris* suggests that he should be grateful that he doesn't have to deal too much with Dopey – he's sure to find out that the fellow is not actually using dope, but instead a legal and prescribed opioid, so he can't be fired. *Paul* then provides a variety of suggestions for how to buy drugs, as inspired by a John Mullaney comedy special – one that clearly has many useful life lessons embedded among the jokes. *Patrick* takes notes. Nobody knows why. Nobody is interested in questioning why. *Ernest* doesn't bother taking notes, because he already knows all this stuff.

Then *Tim* shows up in time to hear Paul talking about how he'd like to run a *Dungeon Crawl Classics* game.

Hero Point Bonuses

Each character has five Hero Points to assign to bonuses for the session.

The Bondi Beach Brawlers

- *Nightwalker* - KDI family member, traumatized by time in the Hul dimension, has a pneumatic arm spike and a swinging grapple line. The leader.
- *Feral Juggernaut* - kid superhero in training, junk yard gadgets and brawling (real name: Rupert Jagger)
- *Wisp* - Nightwalker's new girlfriend, turns into mist? or turns invisible? We're not really sure.
- *The Gecko* - agile, wall walking, chameleon, and uses guns.
- *Cosmotron* - the cosmic spirit that briefly possessed Dynamo Joe, now housed in a flesh-bot duplicate of Umbral/Abyssal (real name: 𐌚𐌿𐌸𐌰𐌳𐌰𐌱𐌰 𐌵𐌰𐌲𐌰𐌳𐌰)

Note: the fact that Cosmotron looks like the now-villainous Umbral shouldn't cause any problems in the future. What are the odds?

Space Battle Time

The characters have reached low orbit in the Global experimental attack ship. *El Genio* is very pleased with the ascent: the atomic scramjet worked exactly as he hoped it would. However, as the ship breaks out of the atmosphere they are able to detect the giant Thorathian mothership, several Thorathian gunships and a squadron of ten unmanned Thorathian orbital fighters.

However, the characters are not without their own resources. They have their own powers, plus three powers associated with the Global attack ship:

- Ship Weapons d8
- Ship Sensors d8
- Ship Engines d8

Also, some of the characters (notably including *Golden Key*) have Cosmic powers – which are inherently space powers. They can operate freely in space, which is really neat. The ship has some vacc suits for other characters, but they're not really intended for combat.

As the characters' ship approaches the mighty *TCF Domination*, a message comes over the screens, "Greetings, pathetic Earthlings! I am General Stryken of the Unspeakable Wave's invincible armada!"

Golden Key answers, "That's super. Prepare to be destroyed!"

El Genio is at the controls. He lines up a firing solution against one of the gunship. *Overwatch* mans the sensors, calling in timing corrections. And *Yowie* takes the shot, damaging the gunship.

Meanwhile, *Golden Key* indicates, "I'm getting out of this deathtrap!" He flings himself out of the airlock and into a squadron of Thorathian fighters, scattering five of them. They manage only a scattered response. Then he takes five of them out. Kaboom!

The gunships sweep in, raking the Global attack craft with blaster fire. Control consoles explode, just like in *Star Trek*! The *Domination* unleashes a *nuclear bombardment*! Everything is obscured in a radioactive cloud for a moment.

Dynamo Joe announces, "I have analyzed the attack patterns of the *Dominator*! Our ship is now better able to evade its attacks!" He also lets *Yowie* know that he modified one of the space suits so it is now a battle suit. *Yowie* takes immediate advantage, phasing out through the ship hull and leaping over to the *Domination*.

A cloud of vicious drones pours out of the *Domination* and flies to the attack. Under this cover, the remaining fighters reassemble and attack *Golden Key*, who evades. The gunships fly in at the characters' ship, pouring fire down on its flanks. *El Genio* flies desperately to evade, while *Overwatch* uses the characters' ship's autocannons to chew away at the drones and gunships.

El Genio cries out, "Dammit, I'm not fast enough!" He cracks open a purple glowing vial and drinks it down, all the while flying like a maniac. The others note that his hair now looks wild and unkempt.

Dynamo Joe reaches out with a weird alien invention, draining one of the gunships and turning it into a lifeless husk. All the characters still in the gunship feel a strange burst of vitality as a result.

Meanwhile, over in the *Domination* Yowie reaches out with his plant powers. He finds colonies of space fungus growing in the hull and inspires them to riotous, accelerated growth! The others are able to see anaerobic microplants growing out across the hull of the ship. The structure looks like it is covered in alien moss in a great circle centered upon where Yowie stands on the hull.

Unexpectedly, *Cosmotron* takes control of the last Thorathian drone space fighter! It changes sides and fights on the characters' side, right until it crashes into a gunship. Tragically, the gunship is undamaged.

The gunships wheel around to strike the characters' ship! El Genio puts the ship into an insane evasive roll that totally evades their attack. Dynamo Joe notes, "Hey, that space meth you're on is really something!"

Overwatch doesn't hear anything Dynamo Joe is saying. He's too busy using the autocannons to damage a gunship. Then Dynamo Joe hands him a new control panel for the autocannons, one that looks like his sniper rifle. Overwatch exults, "Yeah! This is so much better!" He lines up on the Thorathian ships and unleashes three bursts of devastating fire, damaging two gunships and the drone swarm. Then Golden Key flies in among them on a column of coruscating cosmic power, phasing gunships in an out of reality and causing some of their crew to be lost into open space.

Yowie calls out to his space fungal allies! The *Domination's* armor plating buckles and fragments, leaving the ship open to attack. It generates additional surface guns and opens fire on Yowie, hoping to blast him onto space. Yowie grows to tremendous size and starts crushing equipment.

But on the other side, El Genio reports that the shields are failing! The shield generator is overheating! A shield control console explodes, injuring Overwatch. El Genio flies straight at a gunship, forcing it to collide with one of its allies, destroying it! Golden Key flies in after the Global attack ship, destroying one gunship and leaving the other two badly damaged. Dynamo Joe realizes that Golden Key is dangerously low on cosmic power and sends a drone with a charged cosmic battery out to help him.

The characters' attack ship suddenly loses communications with the others, leaving Yowie and Golden Key cut off! Just at that moment the drone array swoops in to attack! Overwatch is ready for them, though – and destroys the swarm. And El Genio manages to bring communications back online! With his link to the others restored, Golden Key vectors in on the two remaining gunships and teleports their crew out into vacuum. The crewless ships head straight out into the void.

With the way clear, El Genio flies straight at the *Domination*, loosing torpedoes at it as he does. Explosions blossom across the surface of the alien vessel. The alien warship responds with a *nuclear bombardment*! And then Dynamo Joe comes screaming (literally, screaming) out of the fireball riding on top of a solid fuel booster, sending the missile straight into the mothership. Dynamo Joe ends up tumbling in free space.

Yowie tears his way through the hull, creating an impromptu docking port as he does. He waves the others in to dock on the surface of the *Domination*. And once everyone else is in place, Yowie reaches out and brings Dynamo Joe back to the ship.

Storming the Alien Mothership

The characters break into an outer bay of the *Domination*. Dynamo Joe distributes healing radiation sources scavenged from the ruined gunships, dramatically improving Overwatch's condition. Golden Key discovers that the Thorathian crew posted convenient "You Are Here" maps in their ship – he studies them to understand the ship layout.

Yowie finds a porthole where the start, unfiltered rays of the sun shine through. He allows them to play over him, revitalizing his energies. Then he paints fifteen little alien heads on the hull of the characters' attack ship.

El Genio spots a couple of strange alien devices. He picks them up and studies them, determining that they are based upon heretofore unknown science! He puts them in his bag for later use.

Yowie changes into his giant, towering form. He stomps up to the giant double doors leading out of the vault and tears them open. There are five Thorathian warriors in the corridor beyond. They open fire immediately.

Fight for the Corridor

The ship defenses open fire on the characters. Dynamo Joe dodges furiously to avoid a spray of phased plasma shots from a gun emplaced in the ceiling. General Stryken's commands boom over the loudspeakers as his minions rush into the fight.

Golden Key immediately takes three of the soldiers down. Yowie takes out the other two.

El Genio runs out into the next corridor, infusing himself with an alchemical tincture as he runs. The five Thorathian troopers waiting for him try to turn him into Swiss cheese, but the combination of his *insane reflexes* and Yowie's *veil stepping* allow him to avoid the gunfire almost entirely. He passes through the veil and finds himself right in the middle of the Thorathians. Yowie shows up a moment later and takes them all out with a *gigantic stomp*.

The Bondi Beach Brawlers pour out of the attack ship, ready to take on anything. They take on the massive blast doors in front of Yowie. *Mist* turns insubstantial and disrupts the locks, then *Feral Juggernaut* pulls the doors apart.

General Stryken Enters the Scene

Beyond the blast doors, General Stryken stands, flanked by three power-suited bodyguards. Golden Key wades into their midst, heedless of the bodyguards' gunfire. Yowie reaches out and causes Golden Key to fade for a moment, keeping him safe from at least some of the blaster fire. Then Golden Key counterattacks, sending power suits flying like ninepins.

Dynamo Joe deploys *rocket skates* and unleashes *tesla coils*. General Stryken takes the electrical bolt right in the breadbasket. El Genio arrives a moment later. His massive fist hammers a power-suited goon's helmet, causing the alien's teeth to rattle.

Overwatch hears someone crying out. He finds a room full of human captives, apparently abducted so the Thorathians can deploy infiltrators in their shapes. He has the *principle of the hero*, so he is the ideal person to free them. But then he finds that the prisoners are getting in his way, a problem that he deal with without trouble – he offloads them from the *TCF Domination* back to the characters' attack ship.

General Stryken tries to crush El Genio with his *telekinesis*, but the Argentine hero is far, far too poised and charming to be affected. The *Domination's* internal security routines trigger, summoning an additional four Thorathian troopers to attack Yowie. Yowie squashes them all against the walls in a good old-fashioned drubbing.

Golden Key faces off against General Stryken. He moves so fast he turns into a cloud of punching fists, leaving the General disoriented and furious. El Genio steps in and gives him a solid hit to the head, forcing him to stumble to his knees.

The General bellows out, "More troops! I must have more troops!" Another eight Thorathian troopers report for duty, pouring out of side doors with weapons drawn. They catch El Genio by surprise, proving that excellent reflexes can only take you so far. And General Stryken unsheathes and ignites the *sword of Stryken*, a truly threatening-looking energy sword.

Then the *Domination* electrifies the floor plates underneath Yowie, pushing him into an impromptu dance.

Dynamo Joe rolls up and uses *reverse lightning* on General Stryken. All the heroes near him are healed by the inverse energy blast, even if none of them understand exactly why. An empowered Golden Key flattens four Thorathian soldiers. And El Genio smashes General Stryken straight into a control panel.

Barely conscious, General Stryken sends the scene straight into Red by activating the mothership's *doomsday device*. A massive alien clock appears and starts counting down in alien numbers. The bodyguards (who are clearly very well indoctrinated) try to grapple El Genio, Golden Key, and Dynamo Joe to ensure that they all die together. The ship also slams down an additional bulkhead, blocking the characters' path back to their ship.

Golden Key is frustrated by all of this, so he takes down every soldier in reach, plus one of the power-suited bodyguards.

Yowie slams his fist into an electrical panel. Vines sprout forth, tracing down the wiring and seeking out the self-destruct mechanism. El Genio reasons that control panels don't control anything if they've been smashed, so he just goes for the instrument panels under the countdown clock with his alchemically-strong fists. And then Dynamo Joe interfaces with the exposed circuits and shuts the countdown off. He also shuts down the *Domination's* power system, including its defenses.

Yowie comes stomping back up the corridor to deal with the remaining two power-suited soldiers. He bangs them together like naughty ragdolls. One falls and gets up very slowly. The other one is only barely standing. El Genio grabs the one remaining trooper and flings him into the two bodyguards, taking all three of them down.

Overwatch calls out, "I've cleared the bulkhead!" It's amazing how much you can accomplish with an alien keycard device. He ensures that the captured humans are all safely belted in on the attack ship. But then he finds two more Thorathian Elites blocking the characters' way to the ship. Golden Key (who is always at the right spot) suddenly appears and damages their armor. Then Overwatch shoots one right in the chest, ejecting him into space. Dynamo Joe attaches a gadget bomb to the other's chest. It explodes, flinging both of them into space.

We Park It on the Moon

The characters end up in control of *Domination*, and with General Stryken as their prisoner. El Genio fires up the auxiliary generators of the *Domination* and uses the mothership to pick up Dynamo Joe. Dynamo Joe and Overwatch are able to restart the reactors enough to allow El Genio to put the giant vessel into orbit around the Moon. Then everyone heads back to Earth aboard the attack ship.

The attack ship touches down at Sydney International Airport. The characters come out leading a chain of Thorathian prisoners, including General Stryken. The freed prisoners head out in a group after that. Local authorities debrief them, then let them return home after a brief quarantine.

End of the Session

The session ends with the characters back on Earth, having brought the Thorathian General Stryken to justice. And they have the Thorathian mothership *TCM Domination* orbiting the Moon.

KDI gains 5 Business XP, putting the group at 8 of 12 needed for the next level. The characters gained 5 Hero Points to use next session.