

The Dominators

The Dominators claim to be the masters of ten galaxies, although which galaxies and their actual number remains unclear. Their fleets travel through the cosmos on a constant mission of universal conquest, which requires a never-ending supply of fuel for their never-ending wars.

Dominator ships and technology run off of a process known as *Negative Mass Flux Absorption*, siphoning radiation and using it as a power source. A Dominator fleet needs massive amounts of certain types of radiation to fuel it, and to supply that fuel; they find planets with a suitably active molten core but little else in material or strategic value. Once a potential planet is found, they drop a radioactive 'seed' element into the core and launch missiles into it to start a nuclear chain reaction. This reduces the planet into a radioactive molten sphere from which the fleet can then refuel.



The presence of other species means little to the Dominators. They will evaluate the potential resistance of a population quickly and efficiently. If the species can be easily subdued and is useful for manual labour, they will be transported back to the Dominator home worlds to do the jobs that are necessary but beneath their masters. If they are considered hostile or useless, then any resistance will be crushed, and the population left to perish with their planet. While the Dominators are not, for the most part, wantonly cruel to their slaves and only discipline them when they step out of line, they do consider them utterly expendable and have no consideration for their health or safety. A Dominator won't hesitate to work his 'slave units' until they collapse from exhaustion or death if it achieves his goals.

Dominators are cold, logical, militaristic and obsessed with efficiency. On fuel gathering and survey missions, they will not waste energy on a task unless there is no other option. For instance, the typical Dominator will leave most of the planetary population in peace if they do not interfere with his work or accept submission to his will. Even armed civilizations will be unmolested unless they prove themselves a viable threat. This energy conservation is taken very literally and very seriously. They even use their robotic servants the Quarks sparingly, preferring to use the local population as slave labour if they can be acquired with less energy expenditure.

This frugality extends into war, and a Dominator will never use more than the absolute necessary amount of force to achieve a given objective. Every aspect of an invasion will be calculated down to the minutest detail to ensure success and then, and only then, will they attack. They are so sure of their superiority over other species that they never allot resources for the unexpected, and that is their greatest weakness.

Physical Description

Dominators are humanoid and tower nearly two and a half metres tall, with great hunched shoulders. They have leathery skin and chiseled features, with thin bloodless lips and deeply set, red rimmed eyes that glow green under heavy brows. They wear their jet-black hair slicked back, like a black skullcap, from their shallow foreheads.

They wear protective suits consisting of a black quilted material, like rubber, covered in overlapping plates. Massive boots encase their long, thick legs and huge leather gloves cover their massive hands.

Dominators show little emotion, going about their tasks with a cold scientific detachment, but will grow angry if their plans are continually thwarted or a subordinate disobeys or questions them.

Dominator Probationers

Before becoming a full-fledged Dominator, young members serve for a time as a Probationer. They are identical in almost every way to a regular Dominator, but lack the skills, experience and conservative logic of their superiors.

They are typically volatile, their egos inflated by their new found power and they delight in proving their superiority over other species in the most cruel and violent ways. This usually involves wasteful expenditures of energy reserves in pointless demonstrations of power that irritate their Dominator mentor to no end.

Many Probationers have a hunger for power than even the subjugation of a planetary population can't sate and they will constantly challenge their mentor at every turn. Though the Dominators understand that this is a common trait in Probationers and that most will eventually grow past it, discipline and efficiency are still the order of the day and more than one truculent Probationer has pushed too far and ended up left behind on a planet to add his own mass to the fuel supply.

Dominator Technology

Quarks

Due to the fact that most of their race is much too busy with the business of war, and slaves can't be trusted with certain technically complex or high security tasks, the Dominators have built robotic servants to aid them. These robots are called the Quarks and they serve their masters with total obedience.

Quarks look like metal boxes mounted on two squat legs and topped by a partially crystalline, sphere like 'head' that is studded with a network of eyes and sensors. There are also five pyramidal crystal antennae sticking out at equidistant positions around its head.

To add to their totally alien presence, Quark voices resemble that of high-pitched children and confirm orders with an unnerving giggling noise. This coupled with a mentality that delights in sadistic destruction makes the Quarks much more terrifying than their appearance might initially suggest.

Built into the box like body on hinges are two servo arms, one on top of the other, which swing out for use. These end in a combination manipulative toolset and ultrasonic blaster. The blaster can reduce a humanoid to jelly when set to full power, and at lower settings, can be used for other useful tasks, such as operating machinery.



Quark blasters can also be used to bind targets to another object on a molecular level. This is most often utilized by their masters to hold alien species captive for examination, by ‘sticking’ them to one of the flat walls of the interior of their spacecraft. Treat this as a grappling attack with a STR equal to the blaster damage rating. The binding decays by D6 points each Research turn.

Space Craft

Dominator spacecraft fit the very definition of a ‘flying saucer:’ a great silver disk topped by a shallow dome with flashing ports along the side.

When Dominator ships land, they hover above the ground and extend a central column down from the bottom of the craft, which gives it the semblance of a great silver mushroom. This central column not only supports the ship but also serves as a lift for the crew and their equipment.

The control room at the heart of the ship is circular, with flat walls alternating between flat featureless slabs (which can extend and flatten into work tables) and sections covered with glowing screens and fluorescent displays (including a Quark status indicator). A large dais dominates the centre of the room. In the middle of the dais is a spherical control console mounted on a stalk, which is covered in many multi-hued crystalline buttons.

An interesting side effect of a Dominator craft landing is that any residual radiation in the area will be drawn into its engines and converted to fuel. Even an area previously utilized as a test range for atomic weapons will register little more than a few clicks on a Geiger counter after a Dominator arrives...

Species Assessment Technology

Any captives taken by the Dominators will be molecularly bound to the walls of their control room by the Quarks and then examined using powerful scanners that slide out as the wall section converts to a worktable. These scanners use intensive radiation to scan their subjects, telling the Dominator everything about the subject’s physiognomy, even his mental capacity and recent brain development. They also cause extreme nausea and discomfort to the unfortunate being examined, so that they suffer a –1 to all skills and abilities for some time after scanning (ending whenever the referee feels it most dramatically appropriate).



After physiological examination, the Dominators will put the test subjects through a series of simple tests to judge their usefulness and threat level. On such test involves placing plastic shapes into corresponding holes. Incorrect placement earns the subject a vicious shock. The referee can create additional tests, but whatever he devises should be painful and/or humiliating to the subject.

Weaponry

Although they are well versed in weapons technology, Dominators rarely use weapons themselves when not directly involved in war. When firepower is needed, they usually rely on the Quarks to provide it.

They are not adverse to, and do in fact take great pleasure in using a civilization's own weapons against it or just pummeling their enemies into submission. The latter being a favourite of the conservation minded aliens.

Planetary Conversion

The Dominators conversion method involves drilling five bore holes, arranged in a diamond formation, into the weakest part of a planet's crust. After drilling is completed, a radioactive 'seed' element is dropped down the central bore and four missiles are fired simultaneously into the core to turn the planet into a seething molten ball in space.

There are three ways to interfere with the process: destroy the drill, destroy the missiles or intercept the seed element.

First and easiest is to disrupt the drilling process by destroying the Ultrasonic drill used to bore into the planet's crust. The drill is a very sturdy piece of equipment and has the following stats:

Ultrasonic Drill: Full Armour 6, Strength 10, Cutting Power 10

More resourceful characters may use their Electronics or MacGuffin skill vs. a Difficulty of 7 to set the drill to self-destruct after a pre-determined amount of time, causing an explosion that will inflict 15 wounds to anyone or thing within 1 area of the blast and 8 wounds within 2-3 areas. This takes between 1-3 Research turns to accomplish.

Note that destroying the drill is only a temporary setback (unless the Dominators happen to be close by when it explodes) as another will be built in due order. Still it can buy the characters time to deal with the Dominators themselves.

The Missiles can be destroyed rather easily, but may explode as a result. Each one has the following stats:

Fusion Missile: Full Armour 3, Strength 7, Wounds 7

Furthermore, all the missiles need to be destroyed, or massive volcanic disturbances will still wrack the planet, possibly even destroying it, after the surviving projectiles impact with the seed element. Determine the result as follows:

1 Missile Destroyed: The Planet is destroyed anyways but the Dominators only receive half the fuel they normally would.

2 Missiles Destroyed: The planet shakes itself to pieces, killing everything on the surface, but denying the Dominators their fuel.

3 Missiles Destroyed: Active volcanoes erupt and earthquakes shake the planet, possibly destroying a number of major cities, but the planet and its population survive intact for the most part.

Possible solutions involving the missiles include disabling the warheads (Electronics Diff: 6, 1 Research turn each), aiming them in a harmless direction (Science Diff: 7, 1 Research turn each and some knowledge of the area you want them to come down in) or making them into homing missiles and aiming them at the Dominator ship (Electronics Diff: 8, 3 research turns each and extra parts).

Finally, the seed element may be taken. Each Dominator ship only carries one and getting it from them or intercepting it on its way down the central bore hole will pretty much bugger their plans. After that, all you have to worry about is keeping it from them...



Alien species: DOMINATOR PROBATIONER

Weapons

FISTS (WOUNDS 6)

Armor

FULL ARMOUR 6



Wounds



Strength 6

Size 3

Knowledge 5

Determination 6

IRON CON. 2

ASTROGATION 1

COMMAND 1

SPEC. IMMUNITY

COMPUTING 1

INDOMITABLE 1

(RADIATION) 3

Weight 5

ELECTRONICS 1

GLOATING 2

Control 2

ENGINEERING 1

Awareness 2

BRAWLING 2

EXPLOSIVES 1

BUREAUCRACY 2

MARKSMAN 2

Move 2

MATH 1

MECHANICS 1

PILOT 2

ROBOTICS 1

SCIENCE 1



Alien species: QUARK

Weapons

BLASTER (WOUNDS 9)

Armor

FULL ARMOUR 7



Wounds



Strength 4

SPEC. IMMUNITY

(RADIATION) 3

Control 3

MARKSMAN 1

Size 3

Weight 6

Move 2

Knowledge 6

COMPUTING 1

ELECTRONICS 1

ENGINEERING 1

Determination 6

Awareness 2

PRECISION 3

KEEN SIGHT 2