

+ Alien invasion in Home City

- Come from the planet Eradus via a wormhole
- High gravity planet
- Tough wildlife and plants
- Bombarded by asteroids constantly
- Cities are mostly underground to be protected
- Surface is rich with minerals

- Alien race split into two distinct species early in their history, for reasons long forgotten
- Called "The Separation"
- "Orbitals" live in low orbit space stations, are thin and lanky from low gravity
- "Grounders" live on the planet, are squat and dense from high gravity
- Orbitals rule over the Grounders in an almost slave like fashion
- Basically anyone who was rich/powerful/influential was taken to space stations (limited living area)
- Grounders left behind, but managed to barely survive, now harvest minerals for Orbitals
- Orbitals use a lot of technology, Grounders have little
- Sort of "nurture" vs "nature" approach to surviving and living
- Caste based society even within the sub-species

- Common Traits: no traditional lungs, both "breath" by absorbing water from the air, herbivores who eat vegetation only (some Grounders are omnivore by necessity), excrete hard dry pellets of waste, reproduce by basically cocooning, when cocoon splits open a younger creature is inside (sometimes two or three), communicate via telepathy because planet was too loud to talk on, live around 20 years (Orbitals) and 15 (Grounders)
- Orbitals: tall, lanky 2 arms 2 legs, elongated heads with an eye on the top and front, wear gold & silver gear (almost like Protoss), jet black skin the texture of dried mud
- Get tired on Earth quickly, as gravity is higher than they're used to. Normally jump/skip lightly and glide to move in low gravity space stations
- Tend to "fight" by illusions and trickery, not direct conflict
- Grounders: squat, dense, almost like Tiny from Dota 2
- Two very long arms they move with, tiny atrophied legs, round central body, single yellow eye (glows at night) on the top giving 360 vision, skin like a rock
- Skin that is closer to gray are the lowest on the totem pole. Skin blackens with status, intelligence, etc.
- Can move extremely rapidly, jump very high due to adaptation for high gravity, and how much lower the gravity is on Earth

- Orbitals had a deadly disease aboard their space stations
- Sent out scout drones to various planets looking for cure materials
- Found on Earth, from material synthesized out of dinosaur bones
- Specifically a rare dinosaur found in Jerusalem
- Alien race visited Earth in 1080 A.D. as a result
- This eventually (~10 years later) kicked off The First Crusade when Europeans found out about the aliens

- Now Grounders are developing a disease. Orbitals don't want to lose their workforce
- Slowly rots the Grounders away from the inside. Makes them weaker and slower, open sores on skin eventually
- So alien race is coming back to Earth. Intent is to harvest all dinosaur bones on Earth. Home city is one such target for harvesting

- Aliens send in Grounders first. Players don't get to see Orbitals for quite some

time.

- Grounders slowly get better technology to assist vs humans, such as bullet proof shields, translators for talking, etc.
- Initial impression by humans is the aliens are powerful and advanced
- But eventually flaws in the invasion are evident
- This is because there are a ton of factions, opinions, and views within the Alien invasion
- They aren't a hugely unified or cohesive race, even amongst sub-species

- Sympathetic Orbitals: Don't want to hurt humans in the quest for dinosaur bones
- Snob No Helpers Orbitals: Don't want to save Grounders at all, so they want the invasion to fail

- Conquering Orbitals: Now that Earth is a bit more advanced, want to migrate to Earth, or at least have an outpost

- Scientist Orbitals: Want to capture and harvest humans in case they have useful materials too. Feel like Aliens didn't take enough materials on their first visit

- Violent Grounders: Will do anything, kill anyone, destroy anything to get dinosaur bones

- Rebel Grounders: Have a chance of close contact with Orbitals, want to overthrow them

- Suicidal Grounders: Lazy, have given up, see second disease as a sign their race should die

- Invasion is a massive space ship landing directly over the Home City landmark, about 500 feet up

- Massive shield comes down from ship to surround the city. Destroys where it lands. Sphere underground as well.

- Players fight to survive, guerrilla warfare against aliens, try to escape city

- For some direction eventually an Alien (renegade Sympathetic Orbital? Rebel Grounder wanting to recruit?) contacts via email

- Sends inside info and jobs to do, like "Aliens are moving translator technology, steal the shipment"

- Aliens still have 1080 A.D view of humans, so talk old-timey initially, don't quite understand technology. But are fast learners.

- Invasion was pretty hasty due to desperation, so not very well scouted or planned

- Initially alien weapons are just Grounder fists and melee attacks. Eventually get beam based weapons

- Also brought some wild life from home planet, much like old armies using elephants or modern forces using attack dogs

Guerrilla Warfare Ideas:

- Intercept intelligence carried by a courier (chase scene?)

- Destroy a convoy

- Hijack/capture a convoy

- Assassinate enemy leader

- Raid and steal weapons or equipment

- Kidnap for information

- Sabotage facility or installation

- Liberate human prisoners

- Positive propaganda