SUMMON HORDE

Prerequisite: Apocalyptic

The weapon is capable of calling down hordes of minions seemingly out of nowhere. It might do this by opening up random holes across spacetime, reaching in and grabbing out whatever forces it can find and dominate. It might be a dimensionally transcendental carrier ship that is only the size of a small squad carrier but actually contains a base with enough facilities and troops to invade a planet. Alternately, it might be a creature that carries internal spores that quickly germinate into hordes of ravenous beasts that are an extension of its hive mind. Whatever the case, it can quickly turn the odds overwhelmingly in its favour even against planetary sized forces.

Effect

The weapon may 'summon' 2D6+6 minions once per scene. These minions should be based on a template created using the normal character creation rules, but reducing their Story Point total to 0. Minions can be given whatever equipment the GM feels is appropriate. Minions can be given vehicles at a cost of 1 minion per 5 points of vehicle Hit Capacity (round up). So a car, with 12 HC would replace 3 minions.

For every 2 additional Story Points spent, multiply the number of minions summoned by a factor of ten. So for 6 Story Points, the weapon can summon 2D6+6 x1000, or up to 18,000 minions and for 12 can summon up to 18,000,000! Summoning and mobilizing large numbers of minions requires a great deal of time and energy, however, so the GM should use their judgment, based on the type of delivery (is it a ship with a single door, for instance) to determine how quickly extra minions can be brought to the fore, and in cases of extremely large numbers of minions, should probably have them emerge in waves.

This Trait reduces the weapon's Story Point total by 3.

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