

INTRODUCTON

Welcome to a possible future. It is necessary to own the *Metamorphosis Alpha* rules set to use this product. This is the first of “many to come” support products for *Metamorphosis Alpha*. In its pages we explore the world of mutations and how to create mutants of many different types. We also present a new place to explore and adventure for your reading and playing enjoyment. I would also like to take this chance to thank those of you who have bought my new version; when I created MA 25 years ago I had no idea it would spawn so many fans of the game. With the new release of MA I’ve had hundreds of people write and tell me MA was their first role-playing experience and it was the most fun they ever had. I’ve also been amazed at the number of people who have been playing this same game for 20 plus years. We will be presenting more and more MA material as time goes on. On the drawing board for next year we have plans for an alien derelict to explore, we want to create the deck plans for the Starship Bonnie Brown, there will be a short story anthology released in the early summer, and we are taking the starship Warden back to Earth’s solar system and the crew isn’t going to like what they find there.

The playing style of this game deserves a mention. I personally don’t think MA should be played conservatively. Of course you can do what you want, but consider the nature of the three characters presented in the new version of the game. Each in its own way is a survivor that has taken great risks to survive in an environment gone mad. In the pages of this book you will see a much changed Engineering Robot #5, now turned into a powerful mechanical being armed to the teeth with new survival programs it has created for itself. Male Companion Unit #5 is still functioning and now has mutated implants to help it survive past the usual android termination date. It’s now a valiant fighter in the cause of mankind, ready to logically risk its life for the Warden. Finally, we have Master Sergeant Arnold T. Dupper who will play a large part in the successful invasion of the alien asteroid. He has a book of rules he uses for most things, but when the aliens are attacking in waves that book is pitched aside and a wild look comes into the eyes of the good sergeant and aliens better just understand they are going to get blasted into stomping chunks. Characters like these three need to be walking around your ship designs and when your player characters get a little too cautious (many times with good reason) your version of sergeant Dupper needs to lead the charge, showing them how it’s done in “this man’s marine Corps.!” In general the intention of this game is to explore the environment and push your player characters to their limits. The player characters are being bombarded with unique situations and they must adapt. They will find themselves mutating and growing tentacles from their arms. They will meet talking celery and learn to place pods on their brains to increase their mental and physical abilities. What they blast or use to their advantage has to be learned and it can’t be done without great risk. Each and every character of the starship Warden can see the primary goal of saving the ship. It’s a difficult goal, but one that can be attained, now let’s see your player characters do it.

In this accessory the alien asteroid is a menacing concept filled with unusually organic creatures and traps all working together to spread their way of life through the galaxy one captured ship at a time. This scenario has you play the remnants of the Starship Warden who have forced the alien menace off of their ship and now are trying to

free the Warden from the death hold the asteroid has on them. The remaining human troops have spent almost a year clearing out the strange invading aliens of the asteroid. I've extrapolated that the Warden's troops, the androids of the Warden, and the robots of the Warden have been much changed by the invasion of their ship. The mutants of the starship Warden have either adapted to join forced with humankind or they have been wiped out. The combined forces of the Earth ship were powerful enough to kick out the aliens. The question is, are they powerful enough to detach their ship from the grip of the asteroid.

Mutations are fully detailed in this product and will be expanded upon in every product. It is now possible with this accessory to create mental, physical, and plant mutants. One of the most fun elements of the old MA was the creation of such creatures and this booklet details that element to its fullest. Player characters can mutate easily and part of this role-playing experience is dealing with this along with everything else. If mutating bothers your player characters the Warden's medical systems should be able to remove the mutant condition. Don't tell them that right away, but the object of this game is to have fun and react to the many new environments presented in each new accessory. Besides, ten feet long whiptails can be a lot of fun until you try to stuff them in a space suit.

PHASE ONE, PHASE TWO, AND PHASE THREE OF THE INVASION

This invasion is a desperate group of Warden troops attempting to detach their ship from the deadly grip of the alien asteroid. The process can take as long or as short as the referee wishes, but think of the action as a movie with a beginning, middle, and end and our three phases (used in *Metamorphosis Alpha*) works quite well here as well.

Phase One— Warden Reclaimed & Asteroid Explored

The Warden has been cleared of deadly asteroid aliens. The ship is much changed, but now in complete control of Master Sergeant Dupper and the robots and androids of the Warden. There are other mutated allies of use to the sergeant, but the clean up is done and now the task of exploring the asteroid and getting the ship detached is the prime directive of everyone on the Warden. The player characters are in charge of defending the two entry points to the asteroid with the resources of the Warden and also of exploring the inside and outside of the asteroid.

Phase Two— The Enemies Home Ground

The Asteroid is dangerous. Death is everywhere and the player characters must survive as they explore and fight off the deadly creatures of the asteroid. Some of the asteroid creatures can only be fought by the powerful mental mutants that have grown on the Warden.

Phase Three—Detaching The Warden

The inside of the asteroid has been explored. The deadly areas have been noted and action has been taken to defend against those areas. The guiding intelligence of the asteroid has been contacted. The inspection of the outer hull has revealed what needs to be done to detach the ship. Now a plan must be made to deal with the asteroid and its efforts to stop the detaching and thought must be given to what needs to be done to accomplish the primary goal.

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ASTEROID LEVEL DESCRIPTIONS

The asteroid is a warren of twenty levels, each with its specialization and purpose. There are features of each level that are common to all. In your descriptions of the levels, you need to stress the strange organic nature of each level. Only one of the levels has an oxygen atmosphere. Try to keep your player characters off guard with the strangeness that they are dealing with on the asteroid. Also remember the primary goal is to figure out how to get the Starship Warden detached from the asteroid.

Outdated Tunnels: Each level has a set of no longer used tunnels to other levels. These are filled with acid fungi. The fungi can be removed in many different ways with a little effort on the part of the player characters. The intelligences of the asteroid have written off all of these tunnels and are genetically programmed to completely ignore them or anyone in them. The tunnels from one level to the next are all marked on the various maps with the asteroid number that the tunnel opening goes toward. Each tunnel is several hundred yards long and is a weightless sloping passage 50 yards wide and tall.

Trin Pads: Trin Pads are crystal circles on the floor of the asteroid levels and as you touch them you are transported to another level of the ship. There are 20 facings on the pad and each facing takes you to a different level. The Trin are a race of energy creatures and their bodies are used to make the pads, killing a Trin with the creation of every pad. The pads can transport any sized creature or vehicle that goes over them. Each one has a large cleared space around it and glows in the darkness of unlit portions of the asteroid. All of the pads are marked with a “P” on the various maps. The pads are ten feet wide in an odd 20 faceted shape. Think of them as a large wheel with 20 sections to the wheel. Whatever sections the traveler passes over sends them to that Trin Pad on that level. It is impossible to destroy a Trin Pad even with an atomic blast, but the ten-ton pads can be moved with great effort. The pads are always connected to the other 20 pads on the asteroid and that can never be changed. The action of the pads cannot be stopped. If someone or something is on the pad when another is teleported to that spot, the standing being is teleported fifty yards in a random direction so that the new transportee can come to the level.

Gravity: There is a light gravity everywhere but in the tunnels of the ship. The gravity makes the Warden’s troops far stronger than the asteroid’s creatures.

Atmosphere: Only on level 15 can oxygen be found as an atmosphere. In all other parts of the ship strange alien gas mixtures give the asteroid’s inhabitants strength and regenerative powers and forces the Warden’s crew into vulnerable space suits.

Light Sources: Light is usually only associated with the organic radiation sources on the asteroid. The fungi, pods, and other growing things made to be filled with radiation give off a glow according to the intensity of the radiation they contain. Pods with 18 intensity radiation juice or gas glow brighter than the sun. Other plants, organs, and mushrooms filling themselves with lesser intensities of radiation glow in accordance with their intensity level, but always that radiation is contained unless the living thing is pierced in some manner.

Asteroid Systems: The asteroid is made of one massive dense crystal of diamond hardness. Most of the interior surfaces cannot be seen from the organic growth that fills each level. A dense fungi floats around the asteroid making it totally invisible to all sensing systems. Holes punctured in the asteroid are instantly filled with dense outer space resistant organic juices that harden with the cold of space, unless the asteroid creatures want a hole to remain open as in the case of the puncturing of the Warden. Thousands of hairs, eye appendages, and auditory sensing organs communicate what is happening on each level and transmit that information to the alien artificial intelligence that controls all the growth and development on the asteroid. This intelligence is very aware of the invasion going on throughout its levels and will coordinate the defense of the asteroid.

Octrim Roads: These organic pathways can be found on every level in varying sizes. The roads are pathways genetically designed to move things at a rapid pace. An item or being is placed on the left side of the road and it proceeds at 50 miles per hour along the

path of the road through the use of vibrating five-inch tentacles of flesh. When items are placed on the right side they travel in the other direction. Flashing light on the path in front of the moving object causes the pathway to slow down for a few minutes and stop if the light stays on the path for any length of time.

Bonnie Brown Crew Members: For the last six months the asteroid has been attacking the Starship Bonnie Brown. It was victorious in capturing and taking over the ship. There are now thousands of human crewmembers as slaves and zombies on the asteroid. The player characters will have to deal with the problem of killing human zombies that are attacking them against the zombies will.

This is Master Sergeant Arnold T. Dupper in the 399 day of the biggest cluster nightmare a marine could ever land himself into. We've kicked those sorry alien asses off the Warden at great cost in men and materials. In order to do that we've bent some rules along the way and now have some recruits that aren't quite human, but the Corps. has been known to take a few natives now and then into the ranks. I'm thinking if it follows orders who cares if it barks and has paws instead of hands. Oh, yes, and we've broken some new ground in the programming and use of androids and robots. Whenever the marine commander can get back to me, we can discuss why my brain boys took out some minor programming details and made fighters out of bots and droids. To my way of thinking there is no sense in having a female companion android if all she can do is scream when a thrice damned alien comes attacking out of an air duct while some marine is trying to have a little R&R. Now the chemical babes fight almost as good as a real marine.

We are starting to explore the asteroid that has us trapped in space. Who knows what we will find there, but it won't be pretty and it won't like me. Let the record show that I did my best and no alien from the black pits of outer space is going to take over my ship while I have a finger to pull a trigger.

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