



An Adventure for Metamorphosis Alpha
First Run Version 2.5
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Player Introduction:

You awake from the tube, with that old familiar cold feeling. You work to get up and get ready. You notice something is very wrong. There are no Med Techs in sight, just a Capper Medic and a few Andys.

You: "What's going? Where are the Med Techs? Who are you?"

Medic: "Your questions will be answered at the briefing. Get some rest and some chow. Andy056, Take this group of Cappers to their barracks..."

You take a look around and see some familiar faces all trying to figure what the hell is going on.

Andy056: "This way, Sirs." The Andy waits for you to get up and get your jumper on. He turns and leads the way out of the Tube room (As you later are told).

Your barracks are a small group of rooms in a central complex. You get some sack time and then find the Mess. The Mess is a commons area. There are a small group of Cappers, bots, and Andys in the area. You overhear the Cappers talking about their last patrol.

Capper1: "Yeah, it was a hot mission. We did pick up some supplies and arms. But, we did lose Smithy..."

Capper2: "Oh? I'm sure, he took quite of few of the rock heads with him..."

You get the call. It time for the briefing.

Player Briefing:

"Hello, my name is Sergeant Smith. You are now assigned to the Tau unit. The situation is this. Aliens have invaded the Warden. Most of crew is dead. Our mission is now a simple one, survival. In order to survive in a hostile environment, we need to take back the ship. It will be a long and hard task, but I know you are all up to the challenge."

"In order to better acquaint your unit with the situation, we have developed a training sim called First Run. In this sim, you will be introduced to some of the new dangers that you will face while on duty. You will learn to work as a team along side with the Andys, and bots. Humans are in short supply."

Mission Objective:

"Your objective is to return to the starting point. You will go 15 clicks out on route Alpha to check point Alpha, 15 clicks on route Beta to check point Beta, and then 15 clicks on route Gamma back to starting point. Be prepared for anything. You will be issued gear and weapons for your mission. Good Luck, Cappers."

Team:

3 Humans
3 Andys
3 Bots

GM note: The team numbers and makeup can be increased or decreased as needed. Players should be allow to pick whatever type of Andy or bot they want.

Gear:

Humans - Armor, Two days rations, Two Guns each, Stun baton, Two Stun grenades

Andys - Armor, Two Guns each, Stun Baton, Two Stun grenades

Bots - One Mech/Elect Repair kit, Stun Baton, Two Stun grenades, Two Medi-kits

Mission starting point Information:

You are taken via surface craft to a nearby island. You are left on the beach at starting point.

Route Alpha runs through a jungle-like environment. See Player Map A.

Route Beta runs through a mountain-like environment. See Player Map B.

Route Gamma runs through ship-like environment. See Player Map C.

Note: I am working on the maps and should have them completed soon.

GM Information Only:

Encounters:

A. Broken Bot – The object is to repair and escort the damaged Bot back to the starting point. Engineering Bot XVMU5678 has been ordered to act broken.

5678 will not move more than half speed until repairs to fix its' treads are completed. 5678 has been instructed to not to speak to the team. It will only use gestures.

Variants –

Bot is just on its' way to fix some broken equipment. It will act to protect itself and complete the repairs it was programmed to.

Bot is a wild bot and its' programming has been corrupted.

B. Killer Andy in disguise – The object of this encounter is to discover that the lost Andy is in reality a Killer Andy. Andy87678 has been instructed to act like a Killer Andy, but not at first.

Andy87678 has been instructed to require the assistance of the team and act friendly. At the worst possible time, Andy87678 has been instructed to attack the team.

Variant – The Andy is a Killer Andy that has replaced Andy87678. The Andy will try and kill the characters if possible or will try and get into Capper's complex and do whatever damage it can.

C. Overwhelming Mutants – Avoid or retreat from superior forces. A group of friendly mutants in exchange for a peaceful life have agreed to help the Cappers with training missions. Using sensors, the mutants will position themselves in the path of the team. The mutants will outnumber the team by at least four to one.

Variant – A tribe of new mutants have overrun the area and will do their best to kill the players.

D. Power station – Discover way to recharge Andys and Bots. Characters will have to overcome or get back protecting forces and or fix broken power station.

Variants – The power station has been permanently broken. Players will have to find another power station.

Three bots and three Andys guard the power station.

E. Cache - Find and return the items found in cache. You can either create items or use items from the rules book.

F. Infected A.I. – A damaged A.I. will try and convince the players to do its' bidding. The goal for the players is to realize the A.I. has been damaged. Players can try either to repair the A.I. or ignore it.

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