



Android Factory Level for the Warden II Project
For Metamorphosis Alpha Version 2.50
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Assumptions:

Each level is 50 miles long, 8 ½ miles tall, and 30 miles wide in an oval shape.

Each level features some type of terrain and this terrain is unique to that level. - Factory level (androids)

Each level features some type of main creature. – Androids. Over time, mutants, animals, and humans have gained access to the level.

Each level will have some type of community/village/town/camp where the dominant creature of the level lives and thrives.

Green Androids will have small camps and villages.

Nomad Androids will have camps and small fortresses.

Specialty Androids may have camps or villages. Unknown.

Sec, Fac, Admin Androids have sky towns or secure towns on the ground. Known to live in the old human areas of the level.

Mutants will have camps or villages. These are well hidden.

Humans will have camps or villages. These are well hidden.

Each level will have a huge central elevator at the center of the level and much smaller elevators at the two ends of the oval shaped level.

We need a random list of 20 different encounters for your level as characters explore:

1. 1d6 Sec Androids on patrol on foot (equipment)
2. 1d6 Sec Androids on patrol in vehicle (equipment)
3. 1d6 Fac Androids transferring equipment (equipment)
4. 1d6 Green Androids on a raid (equipment)
5. 2d6 Nomad Androids scavenging (equipment)
6. 2d6 Nomad Androids on a raid (equipment)
7. 2d6 Mutants looking for food and or equipment
8. 2d6 Humans looking for food and or equipment
9. 1 damaged Bot (Could be looking for assistance, or be wild)
10. AI (Could be normal or wild)
11. 1d6 Admin Androids on tour (accompanied by 2d6 Sec and Fac Androids)
12. Party of Nomad Androids attacking Green Androids
13. Specialty Androids
14. Specialty Androids attacking Sec Android patrol
15. Specialty Androids attacking Human or Mutant enclaves
16. Party of Nomad Androids attacking Human or Mutant enclave(s)
17. Party of Green Androids attacking Human or Mutant enclave(s)
18. Android body retrieval team on patrol.
19. Green Androids
20. Bot doing maintenance (accompanied by 1d6 each of Sec and Fac Androids)

We need the common weapon for your level

Android stunning / paralyzing weapon called a Freezer (by the Greens and Nomads). These weapons have built in failsafe(s) to only allow usage by the levels' Sec Androids. If the weapon is used by anyone else, it will cease to function and issues an alert to Sec Control.

What happened to the Warden II?

Assume the problem on this ship was a nanotechnology science breakthrough that went terribly wrong. The nanobots started programming themselves and made all sorts of strange machine logic changes to many things in the ship from robots and computers to people and sheep. It threw the entire ship into chaos and years later it floats uncontrolled with each level thinking they are the only world. The nanobots allowed some ship systems to be untouched so vital materials and resources are still supplied.

The nanobots had an interesting problem with the Android level. Should the androids be left alone? Should they be used for bodies, raw materials, or weapons? There were a small number of humans on the level that the nanobots ignored. The humans were of no concern to the nanobots that decided the fate of the level. The nanobots decided upon creating a test environment for the androids. How far could they evolve? Could they develop into something more than what they were? Could they redesign to be more useful to the nanobots?

We need details on what your nanobots have done to your level:

The nanobots changed the base programming on four of the five AI running the Android Vats. This caused chaos on the level as the new types of androids fought the older models for control. The AI's running the factories started creating new types of androids. The nanobots changed the lifetime of androids to twenty years plus and added a delay in android decay to seventy-two hours. This allows for recycling of android remains before the remains completely dissolve. The remaining old androids and humans would be outnumbered and outclassed very quickly.

The remaining highest android tech [L. Smith] reprogrammed the last AI to start producing its own type of androids. The androids would be left in charge and given the responsibility to keep the rogue androids under control. The small number of remaining humans fled to deep sleep in hopes that they would some day be rescued.

The remaining androids set about getting the areas around the elevators under control. With the high levels of technology available to them, they were able to keep the rogue androids contained to this level. Slowly the level returned to some level of normalcy. Patrols of Sec androids roam the roads and factories, looking for trouble. Rogue and specialty androids perform hit-and-run raids on the factories and each other.

The Andys, I-Andys, Bens, and Betties have the highest level of technology on the level. This edge has been the only thing keeping these androids in control of most of the critical areas of the level. The original androids have over time divided into three groups: the Admin, Sec, and Fac. Most of the admin androids now live in the "Sky Cities" and rarely come to earth. They would be safer from the rogue androids and free to develop new android technology. There has been growing dissent between the three groups.

The Nomad androids take what they can find. They have pieced together old and damaged vehicles. The Nomads roam the level looking for "recruits" and resources. The Nomads are known for quick strike raids then disappearing to the night with their loot. The Nomads are not beyond taking captives for ransom or to do work on their ever-failing equipment.

The Greens have the lowest technology of the level. They use spears, swords, bows, and the like as weapons. They live in primitive villages and or camps in the forests of section one. They have been known to enter other sections from time to time looking for resources or raiding Nomad or Specialty androids controlled areas.

Bots have the smallest presence on the level. There were a small number of bots on the level to deal with general level maintenance and repair issues. Androids did most of the work in the factories. As the number of bots continues to decrease, they are becoming more in demand by the different factions. Bots are under the protection of Sec Androids and not attacked by any androids. There have been raids to take bots and spare parts by various factions.

How did the Central Level (CL) AI survive?

It survived only because of human paranoia. The humans had built in Fail-Safes if the androids ever revolted or gained control of the level. When the nanobots first attacked, the CL AI automatically responded with a Fail Safe initiation. The CL AI locked down the level. No one was allowed in or out for a period of three months. If no all clear was given, only authorized personnel could enter level. The CL AI was cut off physically from the Level and Ship computer network and the other level's AI(s).

All androids would be disabled and shutdown. This failed as the nanobots had bypassed this command protocol for most of the level's androids. The androids that were shutdown were reprogrammed to become the current Sec, Fac, and Admin androids. The problem was how could the CL AI communicate with the other AIs and androids? It could not trust them. The remaining humans came up with a solution.

How did the Central Level AI survive continued?

The CL AI could use secure communications to "talk". Using the equipment at hand and security knowledge available, a double blind made of highly sophisticated firewall(s) and electronics would allow the CL AI to communicate safely.

The physical location of the CL AI was safe due to more human paranoia. The CL AI hardware was well hidden somewhere on the level. The CL AI decided to go a step further and limit communications to its own androids. It would pass information to them and they would talk to the other level's AIs. The CL AI monitors all communication traffic to be sure the messages are correct. As a result CL AI was called the "Oracle" by its' followers and fellow AIs. It sends out decoy androids with messages to confuse the other AIs and android to its' location. The other AIs would love to get their hands on the location of the CL AI. The CL AI controls the limited supply of Bots on the level. It also supplies labor for factory work, maintenance, and security for especially for the Greens' AI.

Current Events:

Raiding by various factions continues. The growing disputes by the various factions (Admin, Sec, and Fac) are causing holes in the defenses of the "normal" androids. Raiding has picked up in the last year. Sec has been calling for addition units and better weapons to deal with the problem. Fac has been arguing for better support and protection. While Sec has increased patrols and number of units, Fac claims it is not enough. Admin has been trying to quiet the other two factions. Admin has been concerned with great things not known to any other group.

The "great doors" that have not been opened in many years have started opening. Unknown creatures have been seen entering the level. Most of the creatures were stopped by Sec but some may have slipped through. Admin has been increasing struggling to get support and resources from the other factory AI. Admin has been forced to cut off some of the protection as a bargaining chip. The outsiders have been upsetting the balance of the level. Admin fears that they may lose control of the level.

Unknown to the normal androids the Greens have found an unused access hatch that is providing them a way to other levels. The Greens have brought back slaves and animals to the level. There is a possibility of tech coming to the level via this method as well. The little known nanobots and Killer androids have been the root causes this trouble. Both of these factions are trying to upset the current power structure of the level.

Gaming Opportunities / Places to go:

Human offices and quarters – There are many of these on the level that have been abandoned and unused since the accident. Plenty of opportunities for encounters and equipment to be found here.

Armory – There are rumors of a human armory that was hidden and well protected in case of Android revolt. Vast amounts of tech and information are just waiting to be found.

Obelisk in Green android territory – Unknown or forgotten artifact located in one of the most dangerous areas in the level.

Repair shop(s) – The level has some of the best repair shops left intact on the ship. The androids are willing to trade tech for damaged items that need repair.

Docking station – Long forgotten docking facility used for transfer of androids and personnel to other ships. Could have ship(s) etc docked, just waiting to be explored.

Stasis chamber(s) – There are the original humans from the disaster are still frozen in these chambers. There could be more recent humans or mutants that have been frozen by accident or by a wild AI.

Gaming Opportunities / Places to go continued:

Master Android Control – The holy grail of the level. All of the factions are looking for the so-called MAC. This control center is said to be able to have the power over-ride all android functions and directives. The faction that controls this facility will control the level.

Equipment Caches – Taken from the message boards and rules book. Random caches of tech are located on the level for those lucky enough to find them.

Parts Depot – Caches of spare parts and technology to be used for android construction.

Bot Depot and Repair – Little used and now forgotten facility used for Bot(s) maintenance and repair. Would be worth a fortune to the androids if found.

PC Missions:

1. Rescue the bot
 - a. A much needed repair bot was stolen from the Fac Section two days ago.
 - b. Based on given description (by GM) rescue the bot unharmed.
 - c. The raiders were heading into Sector Three when last seen.

2. Find the missing shipment of parts
 - a. A critical shipment of spare parts is missing.
 - b. Determine if shipment was stolen, lost, or just misplaced.
 - c. Find and deliver the shipment to Sector Two Fac.

3. Rumors of unknown creatures entering the level are on the rise
 - a. Determine if the rumors are true or false.
 - b. If true, locate the source of the creature(s)?
 - i. Determine type and number of creatures.
 - ii. Determine motives of creatures.
 - iii. Determine if one of the groups on the level is assisting the creature(s).

4. Find missing icon of the Greens
 - a. The Greens are claiming that one of their "gods" has been taken.
 - i. Determine what the missing god is?
 - ii. Locate and return the missing god to the Greens.
 - iii. Determine what group(s) was responsibility for the theft.

5. Find the hidden base of the Nomads
 - a. The Nomads have been raiding from some central location.
 - b. Find the location and determine numbers and resources.
 - i. Good place for the "Between decks" campaign

The Hunters:

Android Hunters (Elite force of the Sec) - These androids hunt down and return rogue androids to the level. Rogue Androids are called "Prey" by the Hunters. These androids are the only creatures that can leave the level. The Hunters work in teams of four. They have the highest level of old tech available to them.

The Hunters have the following devices to track down rogue androids:

Android Tracker Device - Device that will pick up the signature of an android within one kilometer.

Android Stealth Gen - Device that cloaks the user(s) from androids. Effected androids will not notice the user(s) unless they attack.

Android Function Suppressor - Device that suppresses android mental functions. Range of effect is ten meters. Effected android must save vs. MR

The Hunters are not only hunting rogue androids but also any android they found outside the level. The Hunters will try and capture the rogue android(s) if they can. Otherwise, they will kill the androids and return the body for reassignment. There have been cases where "Prey" has given the Hunters such a good chase that instead of being captured they are offered a position as a Hunter.

Sec Patrols:

The level is divided into four sectors (One to Four).
There are four sub sectors to a sector (A to D).

On Foot:

Squads are made of 1d6 Sec Androids.
There are two squads per sub-sector.

Land Vehicle(s):

4 Scouts per sector
2 Cruisers per sector
1 Battlewagon per sector

Air Vehicle(s):

2 Recon craft per sector
4 Fighters per sector
1 Transport craft per sector
2 Platform craft

Reserves:

Land Vehicle(s):

12 Scouts
5 Cruisers
2 Battlewagons

Air Vehicle(s):

12 Recon craft
10 Fighters per Sector
5 Transport craft
1 Platform craft

The following variations were created on the base Android model:

Green Androids – Hunter and Gatherers
Nomad Androids – Madmax like nomads that wander and loot to survive
Specialty Androids – Animal / Creature like mentality.
Other Androids (Killer Androids and Nanobots controlled Androids)

There were further changes on the base Android model authorized by the last senior Android technician before entering stasis:

Andy
I-Andy

Outline:

What's on the level?

1. Android Fabrication Laboratories – Large secure structures located near factories
 - a. Android Formulation Vats
 - b. Mental Matrix circuit creation facilities
 - c. Programming Energizers
 - d. Chemical Storage
 - e. Android Test Areas
2. AI Controlled Factories (Five: One per sector and one central Fac)
3. Raw materials (Forests, Minerals, Water)
4. Elevators (three: one in the center of level, and two on the ends of the level)
5. Several large storage spaces for raw materials located underground.
6. Bots
 - a. In small numbers and in demand. Protected by Sec and Fac Androids.
 - b. Player and NPC Bots could be taken and or stolen, as they are needed to maintain the equipment on the level.

What's on the level continued?

7. Humans
 - a. In small enclaves around the level. Technical knowledge is in demand by all factions of Androids.
8. Mutants
 - a. In small enclaves around the level. Some mutants get trapped on the level as they adventured from other levels. Certain mutations would be in demand by some factions of the level.
9. Androids
 - a. Killer Androids (Sector Three)
 - i. Will not be attacked unless they attack another android first. Change by nanobots.
 - ii. Quietly running or influencing factions to meet their own goals and needs.
 - b. Regular Androids, Andys, and I-Andys (Central sector)
 - i. In charge of Admin and Sec of level and factories
 - ii. Advantage is high tech and air power as some live in cities that are in the air.
 - iii. Behavior has been result of changes by Nanobots. Resulting in development of new Androids – Andy and I-Andy.
 - iv. Three factions – Admin, Sec, and Fac
 - v. Three types of androids – Regular, Andys, I-Andys
 - c. Green Androids (Sector One)
 - i. Adapted for life in the forests and jungle sections of level. Change by nanobots.
 - ii. Lethal in their home environment.
 - iii. Survival and camo skills. Hard to find or track in home environment. Change by nanobots.
 - d. Nomad Androids (Sector Two)
 - i. Live in large groups that move place to place by vehicles or Specialty Androids. Change by nanobots.
 - ii. MadMax type Nomads
 - iii. Vehicles and equipment is typical of present day Earth. The equipment is easy to maintain and repair parts can be made from junk and or equipment stolen in raids.
 - e. Specialty Androids (Sector Four)
 - i. Androids that have been adapted in form and body to become new creatures. Change by nanobots.
 - ii. Anything goes from Orcs to Dragons.
10. Nanobots (Sector Three)
 - i. Small numbers of nanobots have taken over some androids.
 - ii. Some just want to live in peace.
 - iii. Some want to rule and use the androids to take over the level.
 - iv. Others are chaotic and change daily.

Andys:

The Center Level (CL) AI to deal with the invasion of the nanotech created modified Androids. The last remaining senior Android technician issued this directive before he and the other small number of remaining humans entered stasis.

The Central Level AI could not count on the limited number of bots or current types of Androids (Bens and Betties) to save the Warden II or the humans in stasis. The CL AI decided to program its' small number of Android vat(s) to create these new types of androids called Andys.

“Sir, Please provide Sec clearance or we will be forced to take you into custody” – AndySec023

Ann: You are a female companion android programmed to help and fulfill the new directives given by the CL AI that created you. The current crisis now has changed your role. You are now expected to be a protector and sacrifice your life if need be to prevent the effected androids from leaving the level and protecting the factories on the level. The peace and order of the level now depend on you and your fellow Sec androids. The problem is that you are now a lot smarter than most Androids ever were.

Andy: You are a male companion android programmed to help and fulfill the new directives given by the CL AI that created you. The current crisis now has changed your role. You are now expected to be a protector and sacrifice your life if need be to prevent the effected androids from leaving the level and protecting the factories on the level. The peace and order of the level now depend on you and your fellow Sec androids. The problem is that you are now a lot smarter than most Androids ever were.

George: You are a worker android programmed to help and fulfill the new directives given by the CL AI that created you. Your job has been to provide the muscle and energy to moving and acquiring weapons, supplies, and whatnot for the other Andys and the humans. The crisis has forced a lot of re-programming and now you are smarter than ever. You work in the factories and are the regular protection force of the Fac faction. Most of the androids respect your position and responsibilities. You can now fight and do a whole lot more.

Dexter: You are a computer android. You are part of the Admin faction. Your job has been to work with the computer systems and AIs of the ship. You are expected to manage the resources of the “normal” androids and look for new ways of increasing resources. It’s up to you to provide guidance to the Sec and Fac factions. The affected androids of the level are constantly changing. It’s up to the Admin to keep one step ahead of the changes. A challenge you are now willing to accept.

Gain one additional android program at character creation. Andys can use any and all equipment that humans can use. The CL AI has also increased the life span of these Andys to twenty years. This could lead to some interesting role-playing situations later in the game as the humans and bots find out.

I-Andys:

The Andys themselves created improved Andys. Improvements were made to the base design to allow for better adaptation to the current environment. Humans and the other androids of the level are not aware this type of android exists. This has caused some fiction between the I-Andys and Andys. Some of the Admin Andys are afraid they will be replaced and or demoted to work in the factories or worse Sec faction.

Lisa: You are an improved female companion android programmed to assist and lead the other Sec faction androids. You are more adapted to the current situation. You are a protector for the other Andys and androids. You consider yourself to be equal to the humans in all things. You will do your job but won’t throw your life away for the humans or Andys. You are too valuable and smart to do that.

John: You are an improved male companion android programmed to assist and lead the other Sec faction androids. You are more adapted to the current situation. You are a protector for the other

Andys and androids. You consider yourself to be equal to the humans in all things. You will do your job but won't throw your life away for the humans or Andys. You are too valuable and smart to do that.

Herman: You are an improved worker android programmed to assist and lead the other Fac faction androids. You are more adapted to the current situation than even the other aroids know. You are a protector for the other Andys and androids. You consider yourself to be equal to the humans in all things. You will do your job but won't throw your life away for the humans or Andys. You are too valuable and smart to do that. The other Andys have misjudged your abilities; you are willing to play along for now.

Albert: You are an improved computer android. You are part of the Admin faction. Your job is to work with the computer systems and AIs of the ship. You are expected to manage and lead the Admin faction. You need to find new resources and ways to increase the resources that are available. It's up to you to provide guidance to the Sec and Fac factions. The affected androids of the level are constantly changing. It's up to the Admin to keep one step ahead of the changes. You expect trouble from the older androids, they have had their time, and your time is now.

Gain two additional android programs at character creation. I-Andys can use any and all equipment that humans and robots can use. This is not known to the humans and will not be well viewed upon. The Andys has also increased the life span of these I-Andys to thirty years. This could lead to some interesting role-playing situations later in the game as the humans and bots find out.

New Programs for Androids:

Note: These programs are not stackable. Only one copy of a given may be loaded at a time.

<u>Security Package:</u>	Allows the android a +1 bonus when dealing with the Warden's Security systems or Security AI. *
<u>Technology Package:</u>	Allows the android a +1 bonus when dealing with or discovering new technology found on the Warden or the Asteroid. *
<u>Geology Package:</u>	Allows the android an understanding of Geology. Android gains a +2 bonus for any related tasks to the field of Geology. *
<u>Terraforming Package:</u>	Allows the android an understanding of Terraforming. Android gains a +2 bonus for any related tasks to the field of Terraforming. *
<u>Alien Biology Package:</u>	Allows the android an understanding of alien biology. Android gains a +2 bonus for any related tasks and discovering new weaknesses of aliens.
<u>Mutant Biology Package:</u>	Allows the android an understanding of mutant biology. Android gains a +2 bonus for any related tasks and discovering new weaknesses of mutants.

<u>Chemistry Package:</u>	Allows the android an understanding of Chemistry. Android gains a +2 bonus for any related tasks to the field of Chemistry. *
<u>Generalist Package:</u>	Allows the android a basic understanding of many field(s). Android gains a +1 bonus for any related tasks to three fields of his/her choice. Takes two slots of the android's storage unit.
<u>Human Medical Package:</u>	Allows the android an understanding of human medicine. Android gains a +1 bonus for any related tasks to the field of human medicine. *
<u>Mutant Medical Package:</u>	Allows the android an understanding of mutant medicine. Android gains a +1 bonus for any related tasks to the field of human medicine. *
<u>Alien Psychology Package:</u>	Allows the android an understanding of alien psychology. Android gains a +1 bonus for any related tasks to the field of alien psychology. *
<u>Mutant Psychology Package:</u>	Allows the android an understanding of mutant psychology. Android gains a +1 bonus for any related tasks to the field of mutant psychology. *
<u>Alien Language(s) Package:</u>	Allows the android an understanding of one alien language. Android gains a +1 bonus for any related tasks to the field of alien language. **
<u>Mutant Language(s)Package:</u>	Allows the android an understanding of one mutant language. Android gains a +1 bonus for any related tasks to the field of mutant language. **
<u>Tactics Package:</u>	The android gains the ability for planning attacks, and detecting ambushes when concerning large numbers of troops. The android gains a +1 bonus for any related rolls and causes the morale of enemy troops to suffer a -1 for any related rolls.
<u>Barter Package:</u>	Allows the android to parley, negotiate, request information and aid, or haggle for a better price on goods or information. The android gains a +1 bonus for any related rolls. *
<u>Vehicle Usage Package:</u>	Allows the android an understanding of most vehicles found on the Warden. The android gains a +1 bonus for any related rolls. The advanced package gives the android a +1 bonus on any rolls on the IC Chart when trying to use unknown or alien vehicles. *
<u>Survival Package:</u>	The android gains the ability for survival in a hostile environment. Android gains a +2 bonus for any related tasks to this package. Android picks the environment to survive when first installed. The advanced package provides the choice of three environments. *
<u>Repair Package:</u>	The android gains the knowledge to repair simple item(s) with materials on hand. Items would include simple machines and

electronics. The android gains a +1 bonus on any rolls on the IC Chart when discover the function of an unknown item. The advanced package would provide knowledge on complex item(s) and provide an additional +1 bonus on any rolls on the IC Chart. *

Behavior Package:

Comes in a variety of types. This package causes the affected android to display and emulate the behavior in the package. This package will cause reprogramming the android to think that it is a creature with no past knowledge that it was ever an android.

Improved Combat Package:

Android developed "software" that allows the Sec Androids to fight the rogue androids that have been created by the disaster on the Warden II. The Android gains a +1 on any combat rolls and a +1 on all damage rolls.

* Advanced Packages exist. Advanced package gains the android an advanced understand of the subject matter. An additional +1 bonus is gained. Advanced Packages take two slots of an android's storage unit.

** Additional Languages packages made be added for each additional language desired.

New Items for Androids:

Doubler:

This device doubles the number of package slots the android has. Device will only work once and is not reusable, as the device burns itself out after the procedure is performed. Is not compatible with the Tripler. An android can use one or the other, not both.

Description: Golden metal band that fits on the head of an android.

Tripler:

This device triples the number of package slots the android has. Device will only work once and is not reusable, as the device burns itself out after the procedure is performed. Is not compatible with the Doubler. An android can use one or the other, not both.

Description: Red metal band that fits on the head of an android.

Uploader:

Device used by androids to "upload" packages into available slots. Maybe used as often as needed by any number of androids.

Description: Black chair-like device (IC: 6). Commonly found near android vats.

Expander:

This device allows the android to access any package stored

inside itself. The android can only access the package(s) as long as the device is in physical contact with the android. Comes in three different types holding one, two, or three packages.

Description: Silver metal necklace (IC:8). Worn on neck.

Android Package Container (APC): Device that holds one android package.

Description: Piece of plastic-like material. One cm x one cm in size. Come in different colors to denote packages.

Android Paralyzation Weapon: Device that will paralyze an android. Duration depends on version Of weapon used.

Description: Hand APW – Paralyzes android for 1d6 hours upon successful hit. Range – 10 meters

Type II Hand APW – Paralyzes android for 2d6 +3 hours upon successful hit. Range – 20 meters

Rifle APW – Paralyzes up to 2d6 androids for 2d6 +3 Hours upon successful hit(s). Range – 100 meters

Android Restrictor(s): Device used to bind and restrain Androids.

Description: Handcuff like item(s). Made from duralloy.

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