

ROBOTS, RAYGUNS & ROCKETSHIPS



ADVENTURE 2: WRATH OF THE METAL OVERLORD

Premise

An ancient robot, found and accidentally awakened by a mining team in the Asteroid Belt between Mars and Jupiter, takes control over the outpost's mining and working robots and starts a war against the "human infestation". The crew of the mining outpost fights desperately for survival while pirate scavengers are already gathering. Will the heroes manage to save the miners and their own lives?

Setup

The heroes are on their way to mining outpost Epsilon 3, delivering spare parts, visiting a contact or whatever the GM deems fitting. The outpost is built within one of the larger asteroids of the Asteroid Belt. Approaching the area all attempts to establish radio contact fail. The station's power is on and there are no obvious signs of battle or accidents and no signs of life.

What's going on

A few days ago the miners stumbled upon a hidden chamber deep within the bowels of the asteroid. Within the room they discovered the seemingly "dead" body of a huge, ancient robot of unknown origin. Excited the workers moved their precious discovery to a storage area for examination but could not make sense of the strange technology. They settled on taking it back to Earth, hoping to sell and make a fortune with it. Meanwhile the not so dead robot, a relic of a long extinct race of powerful sentient robots, secretly drained energy from the station's generators and finally awoke to full terrible life. His alien technology allowed him to take control of all robots and many other machines in the outpost. He considered all biological lifeforms on the station to be slaves of the machines and when the miners declined to obey his commands he decided the rebellion had to be crushed. The crew of the outpost has been fighting the machines for several days now. They found shelter in one of the storage areas, but it will be only a matter of time before the robots break through. Already the Robot Overlord has cut off their oxygen and energy supplies.

Scavengers abroad

Shortly before arriving at the docking facilities of the mining station, the heroes notice two small, unmarked ships in bad condition drawing nearer. As soon as the heroes' ship moves away from the station or on a request for identification or any other action is taken towards them, the ships turn on the spot and retreat, circling the station in a distance. A successful Smarts roll lets a hero remember about the Scavengers, cowards and pirates who prey on stranded ships and the like in the Asteroid Belt. Harmless - as long as you look strong enough to fight. If the heroes still try to get near the Scavengers they disappear - or so it seems.

Against the Metal Minions

The station can be entered through an Emergency Entrance. There are no obvious signs of life, though all machines and computers are active and running - somehow agitated. Let the players investigate the station for a short time, discovering hints of fighting - shot marks, some destroyed machines, maybe a corpse. Then they run into an ambush. Most of the more powerful machines are near the hiding area of the miners, so the attackers are not that strong. Nonetheless, they are many, and the sight of attacking cleaning robots, drilling machines and electronic toys should be disturbing. Let the players survive the first assault without too much damage.

There's more to it

The second assault needs a more careful layout. The enemy should be fearsome, while there has to be a way to escape, for now The heroes should realize that simply blasting away all incoming machines will not work on long terms. Using airshafts, maintenance tunnels or locked and manually sealed doors will do the trick. Play up to a critical moment, then let a miner scout rescue the heroes, stepping out from a hidden door and guiding them to the miner's hideout (obviously, this escape route is very dangerous afterwards). There they meet the survivors.

We need a plan

The speaker of the miners is an old man named Sam Reggard. He explains the whole story to the heroes. The miners have found a few ways to sneak around the station but they have no means to escape. The Robot Overlord controls the small transport ship, but the miners managed to destroy its engines just before the Robot could use it to leave the station. Obviously he now will try to take over the heroes' ship. He has to be stopped or he will expand his realm of mechanical terror to the planets! The miners know how to get near the Overlord. If the heroes don't come up with a plan, Sam suggests that the miner's will try to distract his minions, though the miners aren't fighters, so the heroes may try to confront and destroy the Robot Overlord. Any other plan, if only slightly credible and exciting enough will do. The Overlord is a tough opponent, so a rigged bomb or something similar would be very helpful. It should be a tough battle, but the humans once more are victorious. Finally the beast is destroyed ... or is it?

I'll be back!

When the characters return to their ship to they will be in for a surprise. The Scavengers took their chance and landed in the docking bay. They set up an ambush, intending to reap massive booty and perhaps taking a few slaves to sell on Mars. Play out the tension of the moment, as the miners and heroes are surprised and outnumbered, with possibly depleted resources. Then, at a critical moment (or when a player is about to do something stupid...) let the still active remains of the Overlord crash trough a wall, smoking, burning, and screaming you name it. Remaining machines in the docking bay - or even the ships docked there - may go crazy too. The shocked Scavengers will run in panic. Let the players take out the Overlord a second (and final) time. The Scavengers, cowards that they are, will try to flee. The heroes may let them run away or take them prisoners with little more then a few warning shots and some intimidating words.

If you want to be generous, a scientist/gadgeteer among the characters may find one or two useful or idea-inspiring things within the remains of the Overlord's alien technology

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