

Mimicry is the Best Form of Flattery

Generic Sci-Fi Adventure

(Originally used in *Star Frontiers*)

Background

Mechanons – (From *Star Frontiers*)

Average Size: 2.2 meters tall

Average Mass: 100 kilograms Average Lifespan: unknown

Reproduction: construction

Body Temperature: not applicable

PHYSICAL APPEARANCE AND STRUCTURE

Mechanons are sentient robots. They are roughly humanoid, though members of the warrior class have a large metallic tail, which they use to balance and as a weapon. The top of a Mechanon's head is a cluster of various-colored crystals. These crystals form an artificially intelligent storage and computing device, a technology unknown but much sought after by the other races.

SENSES

Mechanons are usually equipped with sensors that give them visual and audio input roughly equivalent to Human eyes and ears. The warriors are also equipped with infrared and starlight optics and have heightened hearing. The thinker class is believed to be equipped with all available optical enhancement devices and have extremely heightened hearing. No Mechanon can smell or taste and their touch seems to be the standard type for advanced robots (much less than Human).

SPEECH

Mechanons have built-in translator devices and can be programmed with almost any language. The higher orders, warriors and thinkers, can learn new languages. The Mechanon voice is high and always sounds mechanical.

SOCIETY AND CUSTOMS

Mechanons evolved on Voltarnus from primitive robots created by an ancient alien species. Through a series of incredible coincidences they eventually became a sentient, sapient race of creatures which could propagate mechanically.

Little is known about Mechanon society. What is known indicates that it has a complex and strict caste system which does not allow for advancement from a lower caste to a higher one. The more intelligent Mechanons occupy higher castes. It is known that an aggressive tendency to dominate and destroy organic, intelligent life was once a strong factor in Mechanon society. But recent studies have shown that this is no

longer a primary drive within the majority of Mechanons encountered. In fact, of 100 randomly tested Mechanons, only five showed any signs of animosity or superiority complexes relating to organic sentients.

Some robo-psychologists are beginning to suspect that two completely different Mechanon societies may be evolving: one bent on peacefully coexisting with the other races, and another, smaller faction bent on destroying them.

Mechanons use standard robots to perform menial tasks, just as the other races do. Philosophy and the arts are completely non-existent and Mechanons cannot understand what organic beings see in these pursuits. Mechanons have no sense of public vs. private property. Supplies simply are created, exist, and are used as needed. There is no family unit.

There are few laws in Mechanon society. Every Mechanon is programmed with specific behavioral directives during construction. Noticeably fewer restrictions are placed on members of higher castes. At present, the Mechanon's crystalline technology is the envy of every government and mega-corporations.

ATTITUDES

The Mechanons seem to get along with most races now. Their fascist tendencies have waned since they colonized their own planet, and they are now trying to become respectable members of society. Many people who have dealt with them in the last decade testify that they are no more difficult to work with than any other race. Still others, though, contend that the Mechanons are planning the overthrow of all biological races. The matter is hotly contested, and only time will settle it.

SPECIAL ABILITIES

Ambidexterity: All Mechanons are ambidextrous, just as the Vrusk are.

Built-in Weapons: All members of the warrior class have at least one built-in weapon, usually a maser or laser. It is suspected that the thinkers have even more powerful armament.

Amazing Intelligence: The warrior class & the thinker class intelligences are extremely high and can figure out the use of any manufactured item in a matter of minutes. Thinkers are also skilled debaters.

Adventure Basics

The [Current Galactic Government] has been observing the Mechanon culture for years, and they are finally ready to deliver their verdict on its' membership into society.

Setting Notes: [Base] – The location of the [Galactic Law Enforcement] base can be a Space Station (ideal) around the [Galactic Capitol World] or an island compound. Somewhere isolated would be ideal.

Gimmick

Problem: The anti-organic faction of the Mechanon's, called the Liquidators, doesn't want membership into the [Galactic Government] to happen at all. The main (friendly) faction of the Mechanon got word of this.

The Twist: The Liquidator Mechanon terrorists have 2 new models of Mechanon, initially unknown to the main Mechanon government.

Mimic Model A: The Mimic-A Mechanon are specially selected & modified, and of human sized and shape. In poor light and properly clothed, they can pose as human to very casual inspection. They are very heavily armed.

Mimic Model B: Mimic-Bs very closely resemble other races of current society, down to the correct thermal signature. Any casual scan will show them to be normal members of the race they mimic. Unlike other Mechanon, they have no internal weaponry, as the power supplies would be hard to conceal.

If their base of operations are invaded, the Mimic B Mechanons will immediately act as captives. The normal Mechanons & the Mimic As might even mistreat them to further the illusion. The “hostages” then will turn sides at best opportunity.

The Liquidator's general plan will be to conduct a campaign of terror, leading up to an assault on the [Current Galactic Government] HQ the day before the membership decision is made public.

Pull

The [Galactic Law Enforcement] was tipped off by friendly Mechanon agents about a Liquidator Mechanon cell located [somewhere] on the [Galactic Capitol World]

The players are hired by [Galactic Law Enforcement] to attack and destroy a known Mechanon Liquidator Terrorist cell on [Galactic Capitol World], that is trying to stop the announcement. They also suspect the Liquidator Mechanons have hostages.

The [Galactic Law Enforcement] is hiring outside it's ranks because it feels that the Mechanons have infiltrated it's ranks with nanite tracer bug floating within their blood stream. They feel they have the spread contained, but don't have the time to purify their ranks.

The First Encounter of this adventure should be the attack on the Mechanon stronghold. Resistance should be light, but convincing. The Mechanons want to lose however, so that they players take the hostages back to [Base]. The Hostages are Mimic Models.

The Mechanons will give some assistance to the party. They will give a dedicated scanner which will detect the specially modified Liquidator Mechanon-terrorists, but only when they are using their weapons, as their other emissions are indistinguishable from normal robots (of course this is useless against the Mimics, because they have no built-in weapons). They will also give an advanced EMP gun that will act like a stunner on the Mechanons.

The Characters should discover the Mimic model As after some resistance from the regular Mechanons. Remember, these are heavily armed Mimics, more distinguishable from the regular races than the Mimic Bs (see below), but still hard to make out with out a good look.

Push

Once they return to [Base] (with the “hostages”), they will be debriefed, paid, and made to wait all of the sudden. The “hostages” will be brought [somewhere on Base] for examination and debriefing. As they wait, all power will drop in the [Base]. A Commander will rush in with a Mechanon ambassador (interesting initial role-play here).

The adventure from here on out is to get to the source of the problem, find out who the hostages really are, and stop them before they get to the announcement conference. This can be extended over a several week chase where the Mimics reign terror on the planet or over a simple one-session adventure inside the base, stopping them before they get to a shuttle.

Opposing Forces: *Stats are left to the GM.*

Liquidator-Thinker-G4586A

Built in weapons: Energy Rifle & Energy Pistol, Electrostunner

Built-in equipment: Ballistic & Energy Armor equivalent, Ballistic & Energy Shields

Liquidator-Warrior-T5993V (heavy)

Built-in weapons: Grenade Rifle, 2 Energy Weapons, Flame thrower

Built-in equipment: Ballistic & Energy Armor equivalent, Ballistic & Energy Shields

Liquidator-Warrior-H2384J (combat-point man)

Built in weapons: Needler, Energy Weapons,

Built-in equipment: Ballistic & Energy Armor equivalent, Ballistic & Energy Shields

Liquidator-Warrior-E6049S (combat)

Built in weapons: Gyrojet rifle, Energy Weapon,

Built-in equipment: Ballistic & Energy Armor equivalent, Ballistic & Energy Shields

Liquidator-Mimic-C0008C

No internal weapons or built in equipment