THE WARDEN ARMORY

A Sourcebook
By James M. Ward

METAMORPHOSIS ALPHA

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WHY OWN THIS BOOK?

This is a work of science fiction. The premise is that several cargo holds were filled with useful equipment for a planetary colonization effort, but unknown to the colonists, another hold was filled with powerful military weapons. The military commanders of the colonization starship Warden were the only ones who knew where this special cache was located.

This book is intended to stimulate adventures and quests to find and use all of this equipment. It doesn't matter what set of role-playing rules are used. Just trying to figure out how to use all of the interesting equipment is enough reason to play with this booklet. However, imagine the fun when a group of crazed mutants starts attacking using powerful suits of armor making them stronger and able to leap incredible distances. Player characters will want to find equipment like that for themselves. Such an effort instantly spawns a fun adventure quest. Or strange robots in the shapes of dogs and giant snakes start attacking your town. You need to find out where they come from before they inflict any more damage – the trail leads *that* way.

The booklet contains countless adventure possibilities. Whether your characters are primitive tribesmen on the Warden or newly woken soldiers in cold sleep for three hundred years, the Game Master will find this a perfect supplement for high adventure.

James M. Ward,
The Summer of 2014

INTRODUCTION

Open for anyone to find in the storage areas of the colonization starship Warden is a huge cache of weapons and armor for the security teams and colonization crew to use when the ship reaches the planet and colonization begins.

In these storage caches were 500 of every kind of device. Alongside those devices were stockpiles of appropriate ammunition, power cells, or various types of rockets for various types of launchers.

Naturally, when the military became involved in the operation of the ship, a secret military cache, found in none of the records of the ship, was arranged. Only the three top commanders of the military crew knew where these very special weapons and armor systems were stored on the ship. This booklet seeks to cover these two caches of equipment.

For your personal storyline, it is easy to suppose certain ship tribes or factions got through the intense security of one of the caches and found equipment they have now figured out. Or just trying to get into one of the security areas has become an advanced quest for your player characters. Success on such a quest supplies the faction with heavy weapons systems to be puzzled over.

In any science fiction game, this set of two caches can provide endless hours of gaming fun and at the end, a successful quest means the player group is now very well armed against danger, or fully equipped to destroy themselves.

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These charts come from the first METAMORPHOSIS ALPHA rules book. They help define the use and effectiveness of each item with a rating.

Weapon Class helps define how well a weapon strikes a target. The more technologically advanced an item is the better it strikes a target. Armor Class helps define how durable and resistant to blows an item is. The larger the number the easier it is to strike with any type of blow.

Item Complexity Rating is how difficult it is for any type of character to figure out a device. The lower the number, the more complex and difficult it is to figure out.

Devices marked with a "*" are from the original rules booklet, but might have been changed and updated.

Weapon Class	Type of Weapon
1	Bows, Blow Tubes
2	Crossbows, Hatchets, Spears
3	Swords, Daggers, & Bludgeon types
4	Paralysis Dart Ejector
5	Gas Pellet & Slug Projector
6	Laser Pistol
7	Disruptor Pistol "Metal"
8	Disruptor Pistol "Protein"

Armor Type	Armor Class
No armor and no shield	8
Heavy Fur or Skins	7
Shield of nonmetal substance or Partial Carapace	6
Cured Hide or Plant Fiber armor	5
Cured Hide or Plant Fiber armor & shield	4
Thin Metal armor or Full Carapace	3
Thin Metal armor & shield	2
Duralloy Shield or Power Armor of all types	1

Item Complexity Rating

1 - Most complex items with programming and many operations

2 - Complex items with several dials, levers, and buttons

3 - Space suits and things with internal and external operating systems

4 - Devices with lots of operations to function the best

5 - Devices with several levers and buttons to work properly

6 - Units with a power system and several dials to work properly

7 - Units with two or three things to do to operate it properly

8 - Unit with a switch and a dial to operate properly

9 - Simple things with a power source to be activated

10 - Simple things with no moving parts