

# ROBOTS AMONG US

By James M. Ward

METAMORPHOSIS ALPHA



WM

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## INTRODUCTION

The role-playing game *Metamorphosis Alpha* and the Colonization Starship *Warden* concept were created in 1975 and games have been run on its decks for over 40 real time years. The charter for the ship presented a simple idea: the colonists were headed to a star system approximately 31 light years away. There, the tremendous resources of the ship, in robots, androids, and fabrication material were to be emptied from the ship and used by the 30,000 colonists and crew to settle the new world. But the starship *Warden* never arrived at this new world. The ship's route bisected a previously uncharted radiation cloud that penetrated the ship's shields and armor and did tremendous damage. Most of the humans on the ship were turned to piles of white calcium dust. Animals and androids were mutated, sometimes into almost unrecognizable creatures that bred true, and its artificial intelligences were driven mad. Three hundred-plus years later, the ship floats in space, marooned. The eventual goal of the intelligent creatures on board the ship ought to be to put the ship either on the original course or to go back to Earth, but sometimes life, short-sightedness, or insanity has a way of getting in the way.

Every aspect of the colonization starship *Warden* was corrupted or drastically transformed. Thousands of robots onboard were stored away to help humankind settle a new world. There were also huge factories intended to make more useful robots and machines to change the world to suit humans. When the ship passed through the radiation cloud most of these electronic intelligences went insane. Factories designed to produce robot butlers and automated terraforming workers started designing and manufacturing bizarre metal monstrosities.

While you could use the scenarios found in this booklet anywhere, in any science fiction role playing game, I think you will discover they fit right into the poor starship *Warden* and its ultimate goal to get back on course. Let's see what happens on *your Warden*.

— James M. Ward, Spring of 2015

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