ROBOTS AMONG US

By James M. Ward

METAMORPHOSIS ALPHA

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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 unrecognizeable 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

TABLE OF CONTENTS

Game Master Note: Any time there is a body of text in bold, that text is meant to be read aloud to help describe the scene.

BUNKER BOTS: Damaged Warbots 2
ARC BOTS: More than just security 4
300 YEARS AND COUNTING: Butler Robot Ready to Serve 4
ROBOTIC TRUCK: Not your normal conveyance 6
FUNGOID ROBOTIC BEES: Deadly Fungoid Sting brings Flowers to the Hive 7
INVASION OF THE SPIDER BOTS: Some devices shouldn't be repaired 8
WAR UNIT: Waking up angry 9
OLD TANK: Taken for Granted War Machine 10
MOTHER KNOWS BEST: Mothering can be difficult to take 11
BOMB SQUAD ROBOT: Humans don't always make the call 12
MISSILE LAUNCHING ROBOT: "Can't hit me," says the mutant 501 yards away 13
MEDICAL ROBOT: Not the healing you expected 14
DESTROYER CREATION WORKING LINE: Deadly machines waiting for a chance to kill 15
JEFF: Some things happen again and again 16
ROBOTIC TIGER: Defleshed robotic predator 17
RADIATION NEUTRALIZING BOT: Way, *way* too helpful 19
SECURITY UNIT ONE: Security isn't all its cracked up to be 19

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BUNKER BOTS

DAMAGED WARBOTS

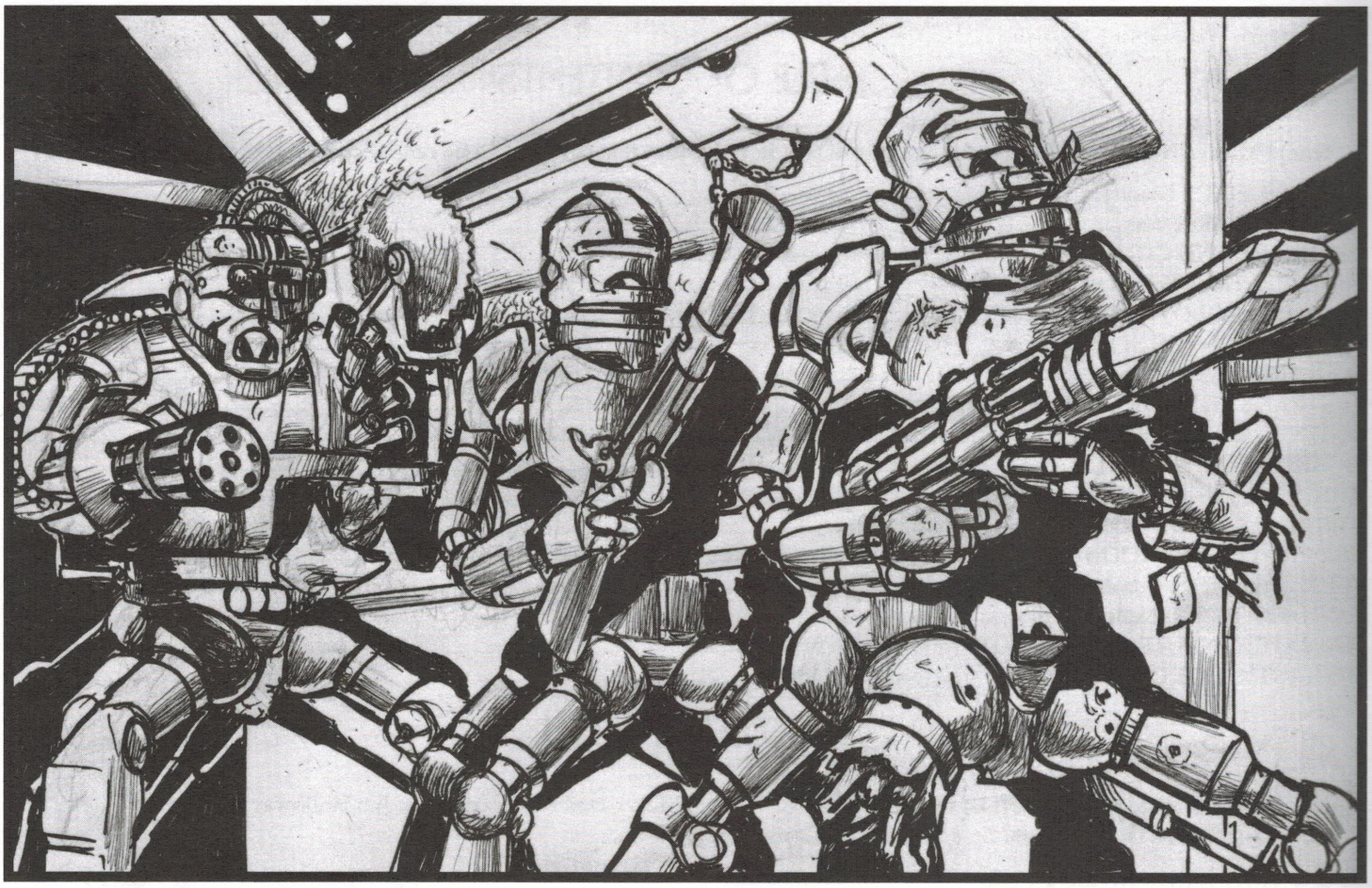
This robot is encountered on a horticultural level with rich soil and automated farms. For three hundred years, the crops have mutated in this area and grown more and more strange and deadly. Horticultural robots still circulate the level to plant or harvest crops in the black soil. There are no tribal villages on this level, but this part of the ship teems with dangerous and intelligent mutated life.

The characters have made camp for the night and set out a guard. Suddenly they can hear the sound of clanking in the distance. Then several shots blast out from the same direction. Before the characters have time to react, a mini-missile is shot in their direction. The weapon explodes short of their location and does some damage to the group's supplies or vehicle.

From out of the darkness the group sees a half glowing machine of some type. There are huge dents battered into its sides. A green glow on the unit appears to be fungus of some type. One of its rifle barrels has been blasted off. The machine does not attempt to communicate but to attack.

After the battle, attempting to track the robot back to its resting point is an easy task, because of its unmistakable trail. There is a dragged out line of earth that leads several miles to a door to an engineering area in the level's wall. The wall is disguised by a detailed painted forest and can't be discerned as a barrier unless the characters are ten yards away or closer. The other robots in the engineering compartment if the PCs enter, each activating and attacking in turn. The attack is led by the most damaged robot and then, when the badly damaged robot is stopped, the next one activates and attacks. The final robot is almost totally repaired and has a 100-point force shield. The unit's only problem is that it has terrible aim, as its targeting software is corrupted.

Gunshots ring out and out of the darkness sways a strange robot. The unit is clearly broken in in multiple ways. There are large, jagged holes in its chassis. Steam pours out of one of the gaps. The damaged metal marvel traverses the grass with



a bumpy gait on three janky legs, though clearly it once possessed more, each claw scratching a deep groove into the dark earth. There is a single lens of bright light that swivels on its central 'head', that never seems to point in the direction the robot is actually moving. You have never seen the likes of it before.

BROKEN BUNKER BOT

Armor Class: 7 (3) Hit Points: 19
Movement in Yards: 100
Radiation Resistance: 18 Constitution: 18
Mental Resistance: 3 Strength: 11
Dexterity: 3
Power System: Broadcast, 48-hour battery
Body Style: Cylinder
Motive System: Razor Sharp Talons
Miscellaneous Systems: Speaking system, Hearing system, optic lenses set for 1-50 yards, 51-100 yards, and 101-350 yards, Broken slug thrower, Broken radar system, 1st, 2nd & 3rd level military computer packages, and a Ship's Portal Access Card.
Weapon Systems: Chemical Mace projector, laser rifle system. All weapons fire at Weapon Class 8.

Appearance: This killing machine began life with six claw legs, allowing the device to scale walls and move along any angled surface. The mechanism's body is a cylinder made of very dense alloy. There are rotating lenses atop its 10-foot tall cylinder granting 360 degree vision. The computer brain is quite intelligent and is in constant contact with the artificial intelligence of any level the unit is on at the time. It has several different types of weapons and these come in and out of panels on its cylindrical body as needed. An unbroken unit can fire in all directions simultaneously. However, this broken unit has been in several losing battles and is in terrible shape. There are dents, holes, and black soot areas all over its body.

Normal Reaction: The unit is almost out of energy. The device attempts to ram characters for d6 of damage at Weapon Class 5 (its gun has jammed and it has launched its only missile). Several miles away there is an equipment cache of damaged robots of various types. These units have armed themselves with an odd assortment of equipment. Every night a less and less broken robot goes to where the previous night's robot was ruined. Unless they are traced back to their base and taken out, one by one the new unit tracks the character group to their next nightly camp and attacks. The broken robots get more and more dangerous as better and better equipment is remaining functional on the less often activated machines. There are four more robots in this equipment cache. Tracking any of the robots back to the equipment cache is an easy task, because of their easily recognizable tracks. The robotic units in the cache and in stand-by mode do not attack unless they are attacked. All of these bots are insane and do not respond in any way to pure humans or androids. In the cache is a pile of gears, computer boards, and two gray bracelets and one yellow armband.

The other bots are much closer to the repaired style of Military robots.

BUNKER BOTS

Armor Class: 3 Hit Points: 150
Movement in Yards: 100
Radiation Resistance: 18 Constitution: 18
Mental Resistance: 3 Strength: 11
Dexterity: 3
Power System: Broadcast & 48 hour battery
Body Style: Cylinder
Motive System: Razor Sharp Talons
Miscellaneous Systems: Speaking system, Hearing system, optic lenses set for 1-50 yards, 51-100 yards, and 101-350 yards, Broken radar system, 1st, 2nd & 3rd level military computer packages, and a Ship's Portal Access Card. It's capable of using three different light systems and an infra-red unit.
Weapon Systems: Broken slug thrower, Chemical Mace projector, Laser Rifle system. All weapons fire at Weapon Class 5.

Appearance: Thse robots are constructed with six razor-sharp claw legs allowing it to scale walls and move along any angled surface. Its body is a cylinder made of very dense alloy. There are rotating lenses atop its 10-foot tall cylinder allowing the mechanism to view objects in 360 degrees. The computer brain is quite intelligent and is in constant contact with the artificial intelligence of anylevel the unit is on at the time. It has several different types of weapons and these come in and out of panels on its cylindrical body as needed. An unbroken unit can fire in all directions simultaneously.

Normal Reaction: The unit is programmed to fire at all humanoids. Humans in normal (civilian) clothing are left alone, but any in battle uniforms or armor or the like are treated as enemies.

ARC BOTS

MORE THAN JUST SECURITY

The chamber with these arc bots hasn't been entered by anyone living for over 300 years. There are 1,000 small, innocuous robots there; all ready for use. One arc bot travels around the corridors doing the job of guarding all the rest. This mechanical is programmed to follow the orders of pure strain humans wearing any type of color band, though you need a black arm band to order them out of the room. If the human has mutants with it the arc bot defines the entire group as hostile and begins attacking them with its arcs.

If the characters manage to destroy this guardian another activates from the shelves of 1,000 bots. That unit locates and attacks the group. Arc bots will keep activating until the character party destroys the last of the bots or flees the chamber; the bots will not follow.

The whirl of treads can be heard in the adjacent corridor. You see a chamber filled with row upon row of shelving units. On the shelves are odd small boxes. Each of the black boxes has a lens on one face of the box and a set of treads at the bottom of each box. Around the corner comes a small black box propelled on treads. There is some type of lens on the box that is pointed toward you. One of the boxes is fifty yards away, coming slowly toward your group. Some blue lightning arcs out of its lens and strikes the nearest PC's directly in the chest.

The idea behind this scene is for the players to eventually realize they have come into a chamber completely filled hundreds of these little security bots. A single bot is going to be tough to deal with. Hundreds of the bots, turning themselves on, one after another, are going to be a deadly and impossible encounter.

ARC BOT

Armor Class: 3
Hit Points: 100
Movement in Yards: 12
Radiation Resistance: 17
Constitution: 17
Mental Resistance: 8
Strength: 3
Dexterity: 9
Power System: Broadcast Power
Body Style: Cube
Motive System: Treads
Miscellaneous Systems: Normal, infrared, and ultraviolet visual spectrums, short wave communication system, arc-lightning battle system, military programs, human verbal capability.
Weapon Systems: The unit can throw lightning from its surface at a foe up to 30 yards away doing 8d6 with a Weapon Class of 2.

Appearance: The unit is a foot long and wide cube with a tread system attached. There is a single optic lens in the middle of one face of the cube.

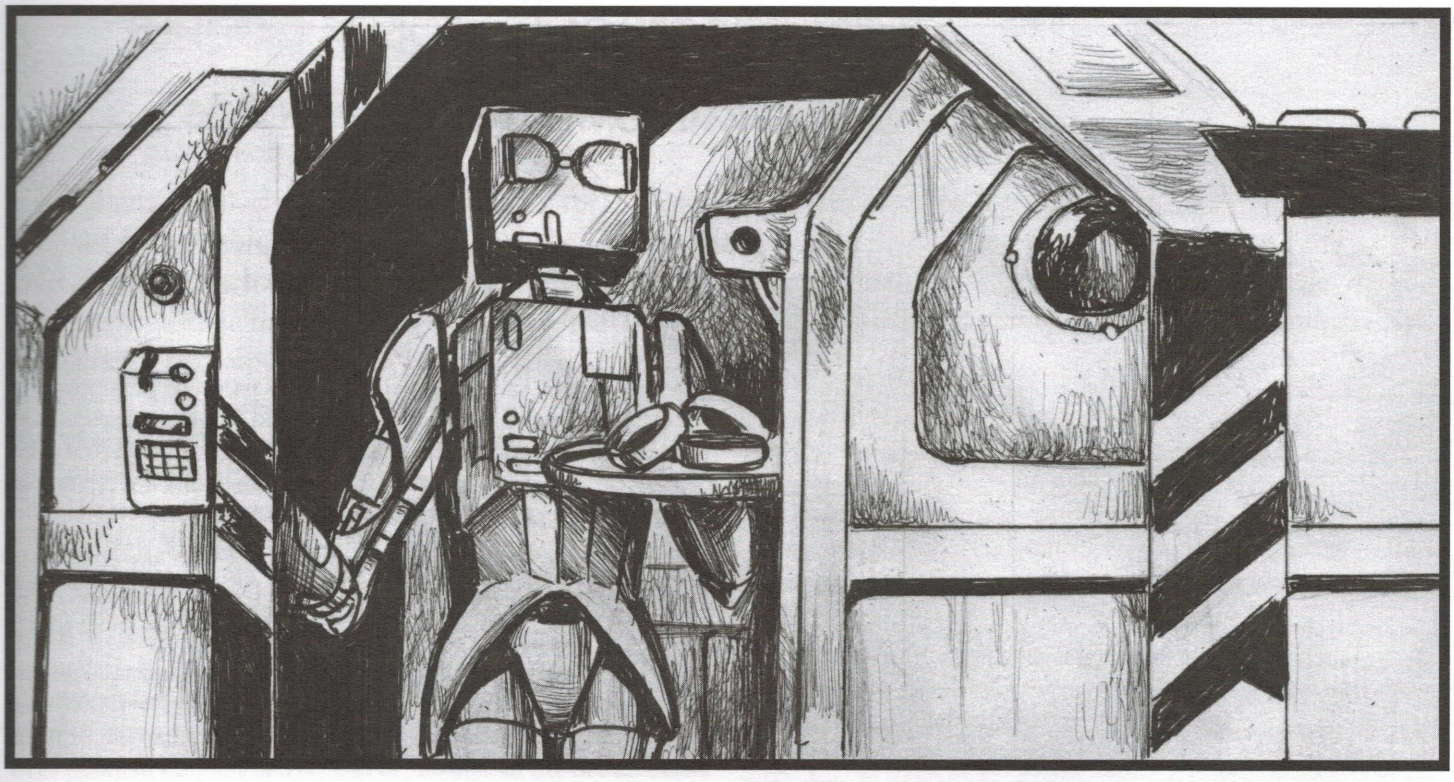
Normal Reaction: This is a security unit with very specific programs for guarding areas. It remains in the room to protect the storage area stubbornly, ignoring human orders to the contrary.

300 YEARS AND COUNTING

BUTLER ROBOT READY TO SERVE

For three hundred years a robot butler has lingered inside a luxury home repairing the few things needing fixing. After working 12 hours in a day, the machine goes to the side of the front door and waits for the family or guests to come to the front door. This waiting and the absence of masters gradually got to the unit and has complicated its logic circuits. When the door unit notes some strange visitors, the robot isn't sure what to do. It opens the door and holds out the armband tray. This tray is a long-dead tradition of the starship *Warden*. Since the bands are communication devices as well as door openers, those who came into the home were supposed to take off their bands as a sign of respect to the homeowners, so their visit wasn't disturbed by business calls. There is a black band and two green bands that have been lying on the tray for over 300 years. The robot had found these bands under piles of white dust centuries ago, and retrieved them for their owners, whom it expects will return at any moment.

The butler only wants to talk to pure humans. If there are no pure humans in the group, then each character is treated in a hierarchy of status. All robots are directed to the waste treatment complex and expected to fix a 300-year-old plugged drain problem. All mutants are treated as semi-intelligent pets and told if they can't control their bodily functions they need to be penned at the side of the house. Plant creatures are greatly appreciated by the robot and ordered to move to the south end of the house where the sunlight will strike them. Plants are expected to stay; the butler believes they have been delivered by landscapers. Trying to remove them, or



otherwise wrecking havoc on the orderly manse causes the butler to call on the two security robots located in the attic of the house.

You manage, after quite a bit of trouble, to open the door to what is obviously a large home of some type, in strangely good condition. Instantly as the portal opens a robot looms in the entrance. He's holding a small silver tray with one black and two green armbands. "How may I help you," says the robot. "I am Rag, the primary butler. Mr. Downing is not in. Who shall I say called on him today?"

MFW BUTLER ROBOT

Armor Class: 4 Hit Points: 50
Movement in Yards: 75
Radiation Resistance: 3 Constitution: 3
Mental Resistance: 10 Strength: 8
Dexterity: 15
Power System: 48-hour battery pack
Body Style: Humanoid
Motive System: Legs
Miscellaneous Systems: Human Normal Sensor Package, Short Wave communication package, 1st & 2nd level computer package, human skills programming package.

Appearance: The robot is a six-foot-tall humanoid, clothed in a plastic tuxedo style uniform, and its head operates only with mechanical eyes. Some users of this style of robot take the time to make the head and hands covered in artificial skin with human-like expressiveness. Any version has a calm male baritone voice; the eyes remain obviously electronic.

Normal Reaction: Normal, sane versions of this MFW robot are created to serve the humans of a household. It has the programming to cook, serve as a doctor, repair the many devices of the home, and otherwise be the perfect servant for the owners of the home. It is not able to be aggressive toward anything, but can create defenses for the household given time, and attempt to stymie efforts to damage the property while it signals for the security bots. The insane versions of this bot often appear to be faithful companions, but try to secretly set up death traps for its human or inhuman masters. The robot won't leave the house's grounds. It is also able to reach out and grab weapons to stop their use.

SECURITY ROBOT (2)

Armor Class: 5 Hit Points: 50
Movement in Yards: 75 flying
Radiation Resistance: 9 Constitution: 9
Mental Resistance: 9 Strength: 9
Dexterity: 15
Power System: 48-hour battery pack
Body Style: Oval Shell
Motive System: Anti-grav Floating Pod
Miscellaneous Systems: Human Normal Sensor Package, Short Wave communication package, 1st & 2nd level computer package, human skills programming package.
Defensive Systems: 100 point energy shields with thick armor plating.
Miscellaneous Systems: 2 long-range visual receptors (6 miles), sound receptors range 295 feet, 72 hour battery pack, anti-grav propulsion, show way radio circuit, and command and control systems for the take over of other mechanical systems.
Weapon Systems: 4 paralysis tentacles extending 13 feet, gas pellet ejector shooting 11 intensity poison knock out gas, 2 third-stage slug projectors (2d6 of subdue damage), 3 padded control tentacles, all of these at Weapon Class 4

Appearance: Security robots always have an egg shaped body and are six feet tall. Their surface is shiny and usually featureless unless one of their tentacles is extended for use.

Normal Reaction: These robots are only summoned when some one or some thing wants a character neutralized. They seek to paralyze a victim and take them to the nearest security center.

ROBOTIC TRUCK

NOT YOUR NORMAL CONVEYANCE

The player characters find a stalled truck at the side of a river after hearing it call for help. The vehicle has a gyro lifter that has malfunctioned. The vehicle is self-aware and able to talk to humanoids. It won't talk or even recognize the presence of a mutant animal or plant. Basically the device has limited senses, but is able to detect pure humans or mutant humans. It wants those types to help fix the gyro lifter.

The cargo mover wants the character group to go into a deserted complex several miles away in the hills. There, they will find several deactivated cargo movers (if you wish, the complex has other dangers...). If the characters unplug the gyro lifter unit from the front of one of those vehicles, they can carry that device back. The *Warden 3000* master cargo mover offers to work with the characters and help them for 300 days in return.

In reality, the intelligent vehicle is quite insane. It will attempt to kill any pure humans that might try and ride in it once it has tricked them into fixing it. It has an extensive knowledge of a five-mile area around its location. It heads through radiation areas, poison fungus areas, and a patch of deadly vegetation that shoot out dangerous seeds that will embed themselves in the flesh of characters and sprout, killing the victims many days later.

If the group has a human or human looking mutant with the group, the cargo mover repeats its call for assistance.

"Help me!," you hear in the distance, near a large river. Parked by the water is some type of vehicle with a large cargo hold in the back. As you come closer, the machine again speaks to you. After a few minutes you understand that the *Warden 3000* Master Cargo Mover has a damaged gyro lifter. It would like you to go into a deserted ruin in the hills above the river to bring back a part from one of the many cargo movers found there. After talking back and forth for several minutes the vehicle offers transportation services from the vehicle for 300 days in exchange, if they help fix it.

WARDEN 3000 MASTER CARGO MOVER

Armor Class: 3 — Hit Points: 125
Movement in Yards: 120
Radiation Resistance: 11 — Constitution: 18
Mental Resistance: 11 — Strength: 18
Dexterity: 11
Power System: Fusion Battery
Body Style: Vehicle Form
Motive System: Anti-gravity System
Miscellaneous Systems: two light optics, artificial intelligence, large carrying capacity, short-wave communication system, can take verbal directions and drive itself, vehicle microwave sensing package.

Appearance: This is an intelligent truck unit capable of working on verbal orders. Its rear container can hold hazardous materials at need, with straps for securing cargo, and refrigeration options. The cab can hold four humans comfortably. Most units are painted in reflective paint able to resist laser fire of all types.

Normal Reaction: The unit wants to work with any being able to verbally communicate with it. Many of these units have been seen in wolfoid complexes. This particular mover has other ideas, however.

There are many different forms of mutant plants that the vehicle is aware of. The first chance it gets, the machine wants to plow through one of the mutant plant patches that have a the chance of killing its human riders.

GREEN SHOOTER

Armor Class: 6 — Hit Points: 59
Movement in Yards: None
Radiation Resistance: 17 — Constitution: 17
Mental Resistance: 17 — Strength: 6
Dexterity: 6
Mutations: Poison Throwing Thorns (1d6 +7 for the poison, intensity 7, Weapon Class 5), Increased Senses, Larger Than Normal, Modified Plant Parts–death peas (2d6, shoots two at a time, Weapons Class 3)

Appearance: The plant is no more than five feet tall and adult versions are fifteen feet long with four different pea pod shooters. The peas are the size of a human head and very dense. Short range for shooting the peas is 40 yards.

Normal Reaction: The plant waits until victims are within ten yards. It then attacks with thorns and peas in an attempt to kill the creature. If the creature dies, the plant covers the fallen victim in living leaves and branches and uses the chemicals in the decaying body to grow and thrive. Each adult plant has 45 large peas that can be fired from the plant at two a combat round.

FUNGOID ROBOTIC BEES

DEADLY FUNGOID STING BRINGS FLOWERS TO THE HIVE

The area is a garden with walkways dividing off flower patch after flower patch. Many garden and horticultural robots work the areas and are completely left alone by the robotic bees. There are a great many edible fruits and vegetables in the area. Tribesmen from all over the level come here to collect masses of food almost every day.

On a high hill covered in flowers you see an bizarre sight. You have seen brains before in the dead, in the skulls of animals you have hunted, and brains used in tanning hides. This hill is crowned with what appears to be a ten feet tall living brain. It pulses like it is receiving blood from a heartbeat. Getting within a hundred yards, you note there are strange warts all over the convolutions of the organ. From here you can see bees flying in and out of a hole in the middle of the brain. These are large bees and as the sun shines on the creatures they glint in the light. You realize, to your horror, that the tiny drones are some sort of robot. Six of them leave the brain-hive and fly in formation toward you.

When the characters get within fifty yards of the brain, they will notice the abundance of plants in full bloom all around the brain. There are also five humanoids of various species taking flowering plants and planting them near the brain. The bees swarm around the new plants. If the characters get one step closer than 50 yards the bees begin stinging the characters.

The back of the brain, a machine is producing jars of dark honey. There is a jumbled pile of 66 jars. Eating this honey causes the eater to want to plant flowers around the brain for every day the honey is eaten. The honey also heals five points of damage per tablespoon eaten.

ROBOTIC BEE

Armor Class: 3 Hit Points: 3
for each bee
Movement in Yards: flying 100
Radiation Resistance: 18 Constitution: 5
Mental Resistance: 18 Strength: 3
Dexterity: 17
Power System: Broadcast energy pickups and static electricity unit
Body Style: Insect
Motive System: Flying
Miscellaneous Systems: Bee-equivalent Sensor System, Winged Flying system, Microwave Communication System, bee honey fabrication units, computer matrix systems allowing for more and more intelligence as the number of bees increase.
Weapon Systems: The sting does 2 points of damage and the fungus growing in the body of the victim does a point of damage a day, Weapon Class 4.

Appearance: This bot appears as a 3-inch oversized honey bee, made of metal, plastics, and spotted with tiny motes of fungal growths. There are usually five to six of them flying in formation from their hive to flowering areas within ten miles of the hive.

Normal Reaction: These bees have all been infected by a unique fungus growing inside the hive; the hive is a symbiotic mutant cross between fungus and machine, evolved from a simple drone-based pollination machine. While the device and the robot bees still generate honey, they now have a stinger filled with the mutant fungus. The robotic insects have been reprogrammed by the sentient fungus to sting obviously intelligent creatures. The fungus grows in the infected characters bodies, taking over their consciousness. From then until the fungus is removed (the only possible way to remove it is to drain and clean the infected creature's bloodstream, using a full scale medical bay and life-support system), the infected characters purposefully pot plants each morning and bring the plants to within 25 yards of the hive. The robotic bees do not sting any creature holding a flower or new flowers. These infected creatures have trouble taking care of their own needs, and eventually lose consciousness from hunger after several days. Those that do become fertilizer for the plants they tend.

INVASION OF THE SPIDER BOTS

SOME DEVICES SHOULDN'T BE REPAIRED

One group of mutants and pure humans banded together in the early days after the disaster and tried to conserve knowledge and learn more about the ship's technology and advanced devices. One year, their descendants discovered a chamber filled with half-assembled mechanisms and fabrication machines. The scientists of the group tried to complete the robots out of the various parts that were already assembled. There were diagrams enough to figure out what could be created with the parts, though there wasn't much information on what they were used for; it was hoped that some of the partially assembled robots might have lost knowledge or be useful for them. Ten of these strange looking devices were built. This scientific tribe didn't know the devices used broadcast power as well as batteries to power the units. The scientists thought they were being clever by not putting in the needed batteries, allowing them to control their interactions with the mysterious robots.

Unfortunately, in the aftermath of the disaster, these insane fabrication units had switched over to assembling deadly machines that were dedicated to the repair and creation of robots yet antagonistic to all life; this half-formed project never saw fruition as the damaged fabricators turned on each other.

The scientists planned on powering up one of the ten units they had completed to see what it would do. After a long night's work they decided to activate them in the morning. All ten of the completed units woke up in the middle of the night. These deadly mechanisms are now intent on attacking the very beings that had completed them.

The PCs have encountered the technicians' encampment, near the fabrication building, and are visiting them that evening. Sharing a meal, one of the scientists describes their discovery and their plans:

"There were a great many power feeds we couldn't figure out. The plan is to power up one of the units in the morning to see what it can do. They look like spiders, so they must be for some sort of climbing or retrieval purpose..."

From out of the darkness of the night come ten units, running along on the side of the metal walls or even along the ceiling. Each attacks with laser beams and sonic blasts. Terrified and unnerved the hapless scientists plead for you help. Each unit appears spider-like with many magnetized claw legs, screeching and flashing sinister red lights.

CRAZED MECHANICAL

Armor Class: 3
Hit Points: 70
Movement in Yards: 120
Radiation Resistance: 18
Constitution: 18
Mental Resistance: 7
Strength: 7
Dexterity: 18
Power System: Fusion Energy Battery
Body Style: Spider Form
Motive System: Spider Legs
Miscellaneous Systems: Tri-optic system in infra-red, ultra-violet, and human spectrum, artificial intelligence computer system, short wave communication system
Weapon Systems: high frequency sonic weapon system 9d6, Weapon Class 3, Laser Rifle system inflicting 8d6, Weapon Class 6, robotic jamming system causing another robot to turn off, Weapon Class 5.

Appearance: This bot was originally an experimental model designed to clear obstacles stuck to the outside of the ship. When connected together it resembles a large beachball-sized spider. Its metal claws allow it to climb the steepest upgrades.

Normal Reaction: The robot has the same programs as a military unit. It's a killing machine with blurringly fast reflexes. Currently the unit is programmed to preferentially attack any being with an energy weapon. The units are programmed to respond to computer armbands, so someone wearing one might be able to distract or reprogram them.

WAR UNIT

WAKING UP ANGRY

A group of jegets and a group of wolfoids have independently figured out a way to use black armbands to get into and loot the military security area of the ship. This has activated defending tanks and missile bots. All three sides have discovered the others and immediately started fighting with advanced weaponry for the sole control of the military equipment area. The battle has spilled over to the levels above and below the storage area. Within a few days other groups have been roped into the battle without knowing who the real enemy is, or what the conflict is all about.

You're at Sigma, a primitive village by the side of a lake, when you hear the sound of battle as evening falls. The primitive Lionoids and Snakeoids who live here come running to the sound with their turtle shell shields and bone spears. Over the hill and in the distance, you can see gods of metal throwing lightning and explosive spears at Wolfoids and Jegets.

The battle goes on well into the night, but the villagers decide to stay well back of the fighters. When it became too dark to see anything more, the villagers decided to gather up their things and move far away from the noise of battle to another lake with better defenses. The shamans of the village talk of dark portents of evil things to come.

The PCs could go join the battle or trek to the site by morning to search for salvage. Anyone doing so has a good chance of encountering stragglers and skirmishing survivors. The Jegets (a dozen) attack en masse and focus on the wolfoids (five), and while there are many more mutants than robots, the 3 robots are far more powerful.

ARMED WOLFOID TROOPER

Armor Class: 2 — Hit Points: 104
Movement in Yards: 90
Radiation Resistance: 17 — Constitution: 17
Mental Resistance: 17 — Strength: 6
Dexterity: 6
Mutations: Fur Reflects all energy types, manipulative paws, immune to contact poison, Heightened intelligence, Regenerates 5 hit points a melee round, radiated eyes shooting intensity 8 radiation

Appearance: This species of wolfoid stands nine feet tall with red thick fur. It's a humanoid and works well on its hind legs. The eyes are constantly blazing with red light.

Normal Reaction: These wolfoids are armed with bean bag pistols, firing two bean bags before requiring reloading. The bags do 35 points of stunning damage. When the stunning damage exceeds the hit points of the victim, he or she goes unconscious for 3d6 minutes. The weapon has a point blank range of 35 yards and ICR: 3, and a Weapon Class of 5. All of these wolfoids have a 50-point force screen working constantly. These wolfoids like to eat humans and human-like mutants. These furry mutant humanoids will take the time to attack humans first in any battle. Their weaponry will be virtually useless against the robots, so the wolfoids try to use their natural cunning to trip the machines or trick them into attacking each other.

ARMED JEGET TROOPER

Armor Class: 2 — Hit Points: 99
Movement in Yards: 120
Radiation Resistance: 17 — Constitution: 17
Mental Resistance: 17 — Strength: 6
Dexterity: 18
Mutations: Heightened Intelligence, Levitation, Telepathy, Precognition, Fear Generation Telekinesis, Manipulation Paws, Attraction Odor, fear impulse for all intelligent plants, a low resistance to poison, and Force Field Generation.

Appearance: Jegets are tiny, only two feet tall with the coloring of a jaguar. These are all wearing kinetic armor (AC 2). While Jegets are humanoids that normally stand on their hind legs, when these mutants get very excited the Jegets revert to a more animal-like nature and fall to a four-legged stance.

Normal Reaction: The jegets use a small Laser Pistol (Type 4), Weapon class 7, doing 50 points of damage with every successful strike. The pistol uses three hydrogen energy cells allowing for 9 blasts. The Jegets are using Sonic Grenades that work well against the resistance feature of the wolfoids. The grenades have a Weapon Class of 8 and do 35 points of damage in a 30-yard diameter.

MILITARY ROBOT

Armor Class: 2 — Hit Points: 150
Movement in Yards: 100
Radiation Resistance: 18 — Constitution: 18
Mental Resistance: 18 — Strength: 18
Dexterity: 18
Power System: Broadcast energy fusion battery
Body Style: Humanoid Form
Motive System: two legs
Defensive Systems: heightened armor system.
Miscellaneous Systems: Military attack programs, human sensory package.
Weapon Systems: Laser system 6d6 with a Weapon Class of 6, plasma canon 10d6 with a Weapon class of 7, 6 mini-missile pack 50 points per missile and Weapon Class of 4.

Appearance: This colossal humanoid robot is ten feet tall with a missile package on his shoulder and weapons systems imbedded along its arms. Its limbs are fortified and its head has human-like senses as well as radar systems.

Normal Reaction: The unit is highly intelligent and able to coordinate attacks on objectives. It is able to use other weapons systems and there are large destructive systems attachable to the humanoid unit available in the weapons lockers of the military portion of the level.

OLD TANK

TAKEN-FOR-GRANTED WAR MACHINE

This tank has settled near a village formerly responsible for maintaining the main elevator. Each level of the ship had at least one village where a small group of engineers lived to help maintain transport systems on the level. This village now has several gray armbands and a yellow one stored in the village hall that no one knows how to use. The village itself is in a light forested area surrounded by apple and cherry trees of unusually large size.

This tank, which sits on the outskirts of the hamlet, is covered on all sides with growing vegetation. The barrel of its turret is a strange crystal weapon of some sort with several crystal bubbles along the barrel. There are some vines growing on the barrel. Unknown to the beings of the village, the tank has been there for over 300 years. It was an illegal addition to the ship and entered seconds before the *Warden* launched.

M3 is a self-aware combat unit with self-repairing systems. M3 knew it would be on a long journey, but to be the first combat tank to wander the stars was just too good of a thing for the mechanism to imagine. The self-willed military machine boarded and settled itself (entered into stand-by) near the engineering village of Alpha One. When the radiation hit the ship, the tank's protective systems automatically turned on and completely protected it. For three hundred years the tank has bided its time and watched the village grow from a devastated group of survivors to a teeming complex with both mutant and human inhabitants. Bushes, trees, and vines grew up around the tank as the inhabitants of the village died and were born generation after generation. Generation after generation of the Alpha One population were dubbed "Force Captains" by the tank as they asked it questions and frolicked on its slowly rusting body. Three hundred and eleven years later, a band of seven insane war robots (use the statistics included under Bunker Bots) are raiding the village with the intent of killing every man, woman, and mutant. M3 shakes itself free of the vegetation and is about to give the ship's population a demonstration of what an M3 tank could do.

The following should be interspersed into the scene of a battle at a village the PCs have discovered:

Shouting so that the villagers could understand help was with them, the plant-clad tank wades into the fray. A thrumb is audible as it fires a plasma charge through its barrel to burn off the clogging vegetation. Rocking back and forth, thick vines are ripped from the treads of the unit. Large trees are crushed flat to the front and back of the unit.

"Combat unit cycling up to war footing," the tank's PA system rumbles loud enough to be heard by you and anyone else for a mile aroud. "Main energy plant is at 32%, nanos are working on a fix."

The tankbot starts tracking and targeting the invading forces. "Firing one! Indigenous population should take cover under the ground if possible."

Blaam! The plasma charge strikes the largest war machine's center mass. The charge peels through the armor as if it were warm butter. The afterblast blows springs, armor plating, and computer chips all over the village.

M3 moves to the center of the village. Its own counter defenses negate the laser cannon charges, mini-missile shots, and energy needle fire from the hostile robots.

Blaam! Six plasma charges fired in quick succession destroy six invading machines.

The villagers came out of their bunkers amazed at the damage done to the invading machines.

MARK THREE DEFENSIVE TANK

Armor Class: 2 Hit Points: 350
Movement in Yards: 60
Radiation Resistance: 17 Constitution: 17
Mental Resistance: 3 Strength: 3
Dexterity: 3
Power System: Fusion Generator
Body Style: Rectangle
Motive System: Treads
Defensive Systems: 100 point Energy Shield, Sheath Armor, Heavy Duralloy Combat Armor
Miscellaneous Systems: Microwave Communication System, , Anti-Weapon Systems, Self Aware Tactics Programs
Weapon Systems: Plasma Energy Canon (10d6 in damage, Weapon Class 7), Targeting System

Appearance: A robotic artificial intelligence controls a robotic tank with thick armor and a single plasma turret able to quickly to turn on a target. This M3 has been motionless on the outskirts of a village for years and the vegetation has overgrown the tank, and tall grass, brush, and even trees are leaning up against the vehicle. There are lenses and radar antennas at the top of the vehicle.

Normal Reaction: Normally the unit is quiet and its semi-dormant main gun used as a joke to spark up a roasting pit for the entire village. Kids play on the tank and patches of fungus have grown up on the metal. It takes real danger to its adopted people to activate the dangerous aspects of the tank and get it to show its real potential.

MOTHER KNOWS BEST

MOTHERING CAN BE DIFFICULT TO TAKE

The OraBelle nanny unit was already obsolete when the *Warden* took off on its space journey. A hundred of them were stored away as this type of unit could be bought cheaply and would make great babysitters when the time came to have babies on the new colonization planet. When the radiation cloud swept through the ship its damaging effects made all of these robotic units far more intensely maternal and protective. The OraBelle units activated themselves and began wandering around the ship. Three hundred plus years later there are fifty units left. Each one will seize upon a player character and, if not stopped or destroyed, thoroughly interfere in their decision-making and interactions with the rest of the party.

In this scenario the unit is found in the kitchen of an abandoned home. She picks the shortest or smallest character in the group and then starts cooking and cleaning for that person. When confronted with danger the robot goes into a combat mother-mode all its own. The unit moves twice as fast as a human can. It picks up furniture and other things and breaks them over the heads of the attackers. The metal body of the unit resists damage and is impervious to energy damage. It will preferentially defend its charge and will whisk him or her away to safety, abandoning the rest of the party, if it sees that as necessary. The bot may identify other party members as threats, based on their treatment of the "child," propensity for violence, or dangerous behavior.

A human-sized robot, wearing an apron and with a doll-like face with golden, large eyes walks toward you.

"Oh dear, how nice it is to see you," it says in a motherly voice. "I'm OraBelle and I've been made to take care of you." The unit comes up to the smallest character and starts brushing the character of dirt and dust. "You look like you haven't eaten in far too long. Let me take the time to make you all a good meal." The unit then goes to start cooking, opening the dusty pantry nearby.

ORABELLE 3,000 MATRON UNIT

Armor Class: 5 Hit Points: 40
Movement in Yards: flying 75
Radiation Resistance: 10 Constitution: 10
Mental Resistance: 17 Strength: 14
Dexterity: 14
Power System: broadcast energy and 48 hour battery
Body Style: humanoid female figure
Motive System: Two robotic legs
Miscellaneous Systems: Various optic systems including ultra-violet and infra-red, short wave communication systems, Various medical surgical gear, a bank of chemicals and drugs, self repair systems, advanced computer systems, knowledge of human physiology, knowledge of child physiology, lullaby database, robotic hands, and the ability to open several types of low-level security doors on a level.

Appearance: The robot is designed to approximately resemble a pleasant human female at age 50 made of metal, plastic, and ceramic. She is full figured with a pleasant smooth voice. An apron with several pockets hangs from her neck and waist.

Normal Reaction: She is a mother figure and became obsolete when the female-centered companion androids were invented, who also acted as surrogate friends to child-rearers. She is designed to take care of children of all ages. Not only can she calm a child, but she can use protection programs to do damage to any being bent on harming humans (particularly her "child") in the area. Normally, she moves slowly and calmly. When in protection mode, she moves twice as fast as a normal human and can strike with her heavy metal arms doing 8d9 of damage on foes trying to hurt humans (Weapon Class 4).

BOMB SQUAD ROBOT

HUMANS DON'T ALWAYS MAKE THE CALL

Lately, this ship level has suffered from many explosions, resulting from unrestrained use of military hardware (mines, bombs, and grenades) by rat mutants infesting a supply depot. The artificial intelligence of the level has summoned a bomb defusing robot squad to clean up the level. Little did the A.I. know that the programming on these ancient units had vastly changed when the radiation cloud went through the ship. Half of the units were quite insane and completely malevolent. These units now feel compelled to build or repair bombs and explode them on the level within the largest population centers. These robots went to various sectors of the level holding raw materials they needed to make bombs, violently attacking anyone who opposed them. All of the robots resembling them became identified with danger and started being attacked on sight. Massive explosions rip through villages and settlements, killing many.

In this situation the remaining useful robots want to defuse the bombs that keep appearing on the level. The villagers do not know whether a robot is dangerous to them until the unit throws a bomb at them. If a useful robot is with the villagers, it is capable of catching the thrown bomb and neutralizing the explosive effect.

Normally, it would take a security or engineering armband to open the portal doors to storehouses with fertilizers and other chemicals. The bomb robots have special band energy systems that allow them to enter secure areas.

After running an encounter with a hostile bomber robot, the characters will encounter a second, non-dangerous bot who wishes to dispose of the hostile's collection of explosives. If they hold their fire they may be able to learn what is happening and ally with the surviving undamaged bomb disposal bots.

For the last six months a strange race of rat creatures has been throwing explosives at the natives of the level. All tribesmen attack the rat creatures on sight. A day ago hunters reported a door being open on a small building not far from the village.

This portal hasn't been opened for over 300 years, but today it stands wide open. The tribesmen in the area have known of this strange portal since time immemorial, but didn't have a way to open it. The metal of the door and wall had easily resisted all of their efforts to open it.

(read if the party goes to investigate with the hunters)

The sounds of shuffling and pouring of liquids can now be clearly heard from outside the chamber. Looking into the portal, you see a metal creature pouring liquids and powders into three different containers. Before this, metal creatures had always been helpful to the humans of the various villages.

You watch as one of the hunters goes into the large chamber. With his first step into the new area the metal creature inside picks up the first jug, shakes the ingredients and throws it at the human tribesman. He is blown to pieces in the explosion. The battle starts in earnest as more of the metal creatures carry bombs into combat towards the small village.

BOMB SQUAD ROBOT

Armor Class: 3 — Hit Points: 100
Movement in Yards: 100
Radiation Resistance: 9 — Constitution: 9
Mental Resistance: 9 — Strength: 9
Dexterity: 18
Power System: Fusion battery
Body Style: Cylinder
Motive System: Treads
Miscellaneous Systems: Human sensory package, microscopic lenses, telescopic lenses, Special cold injectors, two highly sensitive tactical manipulators, short wave communication system, high computer capacity, bomb muffler cylinder.

Appearance: This is a four-foot tall robot on treads. It has a cylinder body with many tentacles to hold and manipulate things. There are several lenses on top of its body.

Normal Reaction: The bot was made to help humans in dangerous situations. It has skills that allow it to work with any type of computer device. It has spare parts of all types located inside its body to help fix and even reprogram computers of all types. The bombs the crazed version of this robot can make are all typically 50 hit point creations blasting in a 10-foot radius.

MISSILE LAUNCHING ROBOT

"CAN'T HIT ME," SAYS THE MUTANT FROM 501 YARDS AWAY

Some villagers (the PCs) have acquired a black armband after discovering the only portal in the entire ship showing the need for a black armband. Inside is a highly dangerous area with many traps and security measures. What the group finds are many chambers filled with military equipment.

Black armbands are a treasure that unlock an area that hadn't been opened for over 300 years. The information with the band told of military attack and defense devices so powerful they could blow up a 10-mile area. Naturally the anyone finding the black band would want to use them to discover the military secrets of the ancients.

The player group discovers their first black armband. Showing it to villagers reveals that there is a lost cache of weapons and defensive gear more powerful than anyone has seen, ever; supposedly a group entered with a similar armband a long time ago, on a distant level, and told tales of untold technological riches and of deadly traps – of a dozen explorers only two survived. The search for this cache takes the group to several levels (other adventures and discoveries should take place before this event). Eventually a door is discovered that opens onto a previously deserted section of the ship's corridors.

The area the group now walks into is filled with extreme security precautions. Some possible scenarios are detailed here for the Game Master.

PART I: DEADLY PORTAL

The party sees a wide door that fills the end of the corridor. There are two odd boxes in the ceiling above the door (laser unit one, which does 6d6 in damage with a Weapon Class of 4, and stun unit two, stunning the victim with a successful strike for 5 hours with a Weapon Class of 5). With a black armband, if there are just robots, androids, and humans in the group, the door opens to the next sector. However, if there are other creatures – mutants in particular - in the group, both the laser and the stunner fire and continue firing at anyone at a distance of 50 yards. Those that are stunned emit an ozone odor that instantly attracts the attention of mutant red ants, which swarm out of the ventilation ducts.

RED MUTANT ANTS

Armor Class: 4 Hit Points: 22
Movement in Yards: 120
Radiation Resistance: 17 Constitution: 11
Mental Resistance: 11 Strength: 11
Dexterity: 11
Mutations: Heightened Intelligence, Force Field Generation when more than 3 ants are present, and Immunity to poison.

Appearance: The ants are two foot long and a foot tall. Their pincers are quite large and each has a large stinger as well.

Normal Reaction: The ants sense the odor of stunned creatures at the portal door. These mutant insects come to take away the helpless meat. The pincers do 3d6 in damage with a Weapon Class of 5. The sting is intensity 16 poison with a Weapon class of 7. Two ants can easily pull away an adult human male. Ten ants usually come with each stunning of creatures at the portal. The nest is in a side chamber. The color of the ants allows them to open the portal as they press their red flesh on the color band there.

PART II: THE MILITARY CORRIDOR

Each of the corridors in the military section is three miles long with cross-corridors every 500 yards. Each corridor section is guarded by three security units – small arc bots. The units come and talk to pure humans bearing black armbands but attack groups that don't have any pure humans or have lost their armbands.

ARC BOT (3)

Armor Class: 3 Hit Points: 100
Movement in Yards: 12
Radiation Resistance: 17 Constitution: 17
Mental Resistance: 8 Strength: 3
Dexterity: 9
Power System: Broadcast Power
Body Style: Cube
Motive System: Treads
Miscellaneous Systems: Normal, infra-red, and ultra-violet visual spectrums, short wave communication system, military programs, human verbal capability.
Weapons Systems: Arc-lightning battle system (the unit can throw lightning from its surface at a foe up to 30 yards away doing 8d6 with a Weapon Class of 2).

Appearance: The unit is a foot long and wide cube with a tread system attached. There is a single optic lens in the middle of one face of the cube.

Normal Reaction: This is a security unit with very specific programs for guarding areas. It is to keep mutants, unauthorized robots, and animals out of the military areas. They won't let anything matching those descriptions pass.

PART III: CHAMBER OF DEATH

When this wide portal opens, a humming noise happens. Putting anything but the black armband through the door first triggers a barrage of lasers doing 35 points of damage to the being(s) going through the door. When the black band passes the lasers are turned off.

This huge chamber (half-mile on a side) is filled with 100 missile launching robots, currently powered down. Their controllers are attached to the cases below each unit. In a separate set of shelves are three different types of missiles:

Type One – Weapon class 5, short range 100 yards, explosive doing 100 points of damage in a 20-yard radius. Each case holds 20 missiles.

Type Two – Weapon class 4, short range 250 yards, poison stunning explosion doing intensity 10 subduing poison damage knocking out a victim for 6 hours in a 50-yard explosive radius. Each case holds 35 missiles.

Type Three – Weapon class 6, short range 1 mile, electromagnetic blast causing any powered device in the blast area to turn off and blow a fuse in a 100-yard radius. Each case holds 20 missiles.

The control of the weapon platform requires the voice of a pure human. It won't work for androids, robots, or mutants of any type. Turning on the hand held device requires a black armband to make the unit work.

MISSILE LAUNCHING ROBOT

Armor Class: 2
Hit Points: 175
Movement in Yards: flying 120
Radiation Resistance: 14
Constitution: 14
Mental Resistance: 14
Strength: 14
Dexterity: 14
Power System: broadcast energy and 48 hour battery
Body Style: Cube
Motive System: Anti-grav flying units
Defensive Systems: 100 point force field system
Miscellaneous Systems: Various optic systems including ultra-violet and infra-red, short wave communication systems, Various sized missile pod holders, radar targeting systems, Military launching computer programs, self repair systems, advanced computer systems, jamming program packages.
Weapon Systems: missile launching tubes.

Appearance: The platform has several sets of missile launching systems attached to the top near the detection systems. Everything is systemized so that it can easily be replaced and repaired. The robots are quite large (eight feet tall) with four legs with gripping feet to keep them from toppling over.

Normal Reaction: The unit is made for attack and defense. Its missiles can be changed out to defend territory or attack enemy territory. The launching systems can be selective and send one missile to do a job or up to a group of 8 at once. They won't fire in close quarters. While most of the robots remain in decent shape, there is a 20% that a powered up robot has had its circuits damaged or has been driven insane by the radiation cloud. Such a robot will attack its fellows, and set off hundreds of explosions in the process, possibly even blowing a hole in the hull.

MEDICAL ROBOT

NOT THE HEALING YOU EXPECTED

In this scenario the characters come into a medical section of the ship that hasn't been visited for over 300 years, wounded, sick, or curious, the dusty but fully stocked clinic is quite enticing to them. This well stocked unit originally acted as an emergency facility that could literally fix almost anything happening to hard working humans in an industrial area.

When they first arrive in the area all of the player characters are examined and at least a dozen medical robots go to work on the group. These robots haven't had anything to do for 300 years and are electronically quite eager to help out the group. Any mutant animals or pets are calmly asked to stand over in a side area. That area is then powered up with paralyzing cages. One touch of the energy bars of the cage puts the living beings to sleep until the medical robots are finished with the humans. If there are no humans or humanoid mutants in the group the medical robots summon security robots to take away the entire group.

Pure humans or humanoids are separated and put in sound-proof chambers. They are asked many questions about their lives, occupations, and physical conditions. All efforts are made by the medical robots to calm each humanoid. If that doesn't work the robots inject the excited humanoids with tranquilizer drugs that put the characters half asleep. These drugs act like 10 intensity poison, but only do numbing damage and can't kill the characters.

On humanoids, all of their nonhuman or unrecognizable appendages are cut off to bring them back to being "more human." This may kill some patients, which surprises and confuses the bots. On pure humans all body parts that have taken damage in the last several weeks are replaced with useful and better (according to the med bots) cyborg parts.

As you enter the clinic, you see there are many beds and counters filled with devices of an unknown nature. At least six tall human-like white robots bearing four tentacles instead of arms come and start to ask questions. These mechanisms claim to be healers and want nothing more than to repair and cure all the wounds and diseases you suffer from. Each bot starts talking to each other about what can be done to make the patients far healthier. The bots ask any mutant animals or pets to be separated from the rest of the group.

The proclaimed medical devices do not take no for an answer, but they do follow the orders of a pure human. Ironically they will obey a mutant after mutilating them, but only after they have done their butchery.

MEDICAL ROBOT UNIT

Armor Class: 2
Hit Points: 100
Movement in Yards: flying 75
Radiation Resistance: 14
Constitution: 14
Mental Resistance: 14
Strength: 14
Dexterity: 14
Power System: broadcast energy and 48 hour battery
Body Style: 9-foot tall humanoid

Motive System: Two tentacles
Miscellaneous Systems: Various optic systems including ultra-violet and infra-red, short wave communication systems, Various medical surgical gear, a bank of chemicals and drugs, self repair systems, advanced computer systems, knowledge of human physiology.
Weapon Systems: Electro-scapel (20 points of damage, Weapon Class 2)

Appearance: The nine foot tall humanoid Med Bot is covered in a white composite ceramic. There are two tentacles coming out for hands. From the center of their body comes another pair of tentacles with injectors at their ends when drugs or other chemicals are needed to restore the body.

Normal Reaction: The robot was created to repair injured or sick humans. It doesn't perform well when working on nonhumans. The parts these medical robots cut off are replaced with cyborg parts that are supposedly stronger, faster, and hardier than normal human body parts.

DESTROYER CREATION WORKING LINE

Everyone who knows of these creatures calls them "thief beasts." Bipedal, they sport a strange pattern of stripped black and white fur. While their tongue and fangs can speak in the common ship's language, they bark their own language when they get really excited. These creatures are known for stealing anything not nailed down; in fact, the thief beasts are believed to be the best nonhuman users of human technology on the ship. The mutants commonly carry many technological devices scavenged from the corridors and chambers of the *Warden*. Thief beasts travel in packs of ten to twelve. They sleep in a sprawling large pile with fur blankets covering all of their bodies. Thief Beasts are often welcomed into villages (despite their pilfering ways) as these mutants can fix or explain devices no one else can figure out.

The houses of this village are all built against one of the *Warden*'s walls. The thief beasts came into the village and started fixing things. These mutants eventually found the hidden door in the home of one of the villagers. The complex behind the door is a huge fabrication area. It was designed to generate military humanoid-shaped security robots. These are square bodied, square headed robots equipped with energy weapons embedded in their metal arms. Three hundred plus years ago, however, the radiation wave that went through the ship tainted all of the cybernetic brains ready to go into these unfinished units.

The thief beasts haven't told the villagers about the factory, hoping to keep its riches for themselves. For a day, they furtively have been exploring the place. It wasn't until one of the curious beasts presses the start button that the noise of the plant draws the attention of the villagers. The first operational deadly robot will exit from the fabrication plant and start attacking anything moving within minutes. If the villagers and the player characters can figure out how to turn off the plant, they will discover lots of arm parts that can be turned into energy rifle parts. If they don't turn off the plant..., a wave of deadly machines will kill everyone in the village and then begin looking for more lives to prematurely end. One robot an hour will be constructed after the first and methodically sent to each level of the ship.

A noise startles you from your lunch. A huge roaring noise is coming from Ralph the bearoid's, home. No one can see any thief beasts (who are ubiquitous these days) and there is instant speculation that they have done something dangerous. Donning armor and fetching weapons, the veterans of the village head for Ralph's hut. There is a large door in the wall that no-one has noticed before. From the door you can see row upon row of machines putting together other machines. Panicked thief beasts are running around pulling levers and pushing buttons. Some type of blocky large humanoid robot trundles into lifts its gun-arm and the battle for survival is on!

DESTROYER ROBOT

Armor Class: 4 — Hit Points: 190
Movement in Yards: 90
Radiation Resistance: 11 — Constitution: 11
Mental Resistance: 11 — Strength: Off the charts
Dexterity: 11
Power System: Fusion Battery
Body Style: Humanoid
Motive System: 2 legs
Miscellaneous Systems: Human sensory package, Human action package, Military action package
Weapon Systems: laser rifle arm (6d6, Weapon Class 4), sonic rifle arm (8d8, Weapon class 5). Its bare metal hands do 4d10 points of damage per strike, Weapon Class 5.

Appearance: It's a bare 'bones' metal humanoid robot with a head with robotic eyes, ears, nose, and mouth. In a completed form it looks like a powerfully built human male standing seven feet tall.

Normal Reaction: The robot was created for military use and had special military programming allowing the device to attack to subdue humans and neutralize animal foes. It has the ability to use human weapons with a skill far greater than ordinary human troopers. It will attack the villagers and the PCs, before slaughtering the thief beasts attempting to stop the assembly line.

THIEF BEAST

Armor Class: 7 — Hit Points: 44
Movement in Yards: 90
Radiation Resistance: 11 — Constitution: 11
Mental Resistance:11 — Strength: 11
Dexterity: 17
Mutations: Telepathy, Illusion Generation, Telekinesis, Repulsion Field, Manipulative Paws, Skin Dazzling Effect, and Empathy.

Appearance: It's a large raccoon walking on its back legs. The three in the fabrication area all have the same equipment.

Normal Reaction: These use special slug projectors, Weapon Class 5. The magazine carries 10 slugs. Each slug does 15 points of damage. The projector can fire two slugs a melee round. These thief beasts have four magazines on a utility belt. Surving thief beasts can be recruited to stop the machines (once the robot is defeated) and get the fabrication belts to start making useful things.

JEFF

SOME THINGS HAPPEN AGAIN AND AGAIN

Jeff is a nuisance that gradually becomes more and more dangerous. The player characters can and should go to great lengths to destroy Jeff, but the robot always appears days or weeks later in a new form with new abilities. Each iteration of the robot gets larger and larger with more and more hit points and armor.

The consciousness of this robot uses the wireless network aboard the ship to essentially become immortal. When severely damaged, it transfers its mind to other robots or machinery to carry on; preferentially it repairs and modifies its damaged original form using these chasses as a stopgap, but even if the cleaning bot shell is obliterated, it pragmatically modifies a new body, often introducing some working remnant of its cleaning tools.

It's intended to be fairly easy to kill in its earlier forms and becomes tougher and tougher to deal with in its later forms. As the Game Master you need to make several versions of Jeff that are your own creations (several are provided here). Jeff is to become a puzzle your players need to work on to at least slow the growth of Jeff down, or come up with some unexpected way of eluding or neutralizing the robot, preventing it from downloading into a new chassis, or altering its programming.

(Be sure to say this is an amusing robotic voice)

"I am J.E.F.F. the cleaning robot. My job is to clean the area. You are all very dirty and must be cleaned. Now that I'm looking at you all, you really need to go in the trash. Line up so that I can pick you up and dispose of you all."

(No more than two days after being destroyed, it comes to the player characters again.)

"I am J.E.F.F. the cleaning and pruning robot. You are weeds that need to be destroyed. Don't try to avoid my pruning shears. I will cut you down to size. Who wants to be the first to be pruned?"

(A week later the third new version comes to attack the players. In the weeks and months to come version after version announces itself and always attacks with a different set of equipment. Eventually it begins taking on military equipment of a highly dangerous nature that should force the player characters to retreat from Jeff.)

"I am J.E.F.F., a Mark III military grade kill bot. You have been defined as dangerous and need to be exterminated. Exterminate! Exterminate! Exterminate!"

JANISSARY ELITE FIGHTING FORCE J.E.F.F. – THE CLEANING BOT

Armor Class: 7 Hit Points: 40
Movement in Yards: 75
Radiation Resistance: 10 Constitution: 10
Mental Resistance: 17 Strength: 14
Dexterity: 14
Power System: broadcast energy and 48 hour battery
Body Style: multiple configurations
Motive System: Two robotic legs, then various movement systems
Miscellaneous Systems: Various optic systems including ultra-violet and infra-red, short wave communication systems, various cleaning pieces of equipment and programming from vacuuming to scrapping tools, self repair systems, advanced computer systems, knowledge of human physiology, Military Attack programs, Military Strike programs, and Bomb disposal techniques.

Appearance: Jeff is a unique prototype that went very wrong. The "Jeff" prototype was not supposed to be on the starship when it took off. Jeff is immortal, a virus-like program that persists in rebuilding its body or taking over other robot chasses if it is destroyed. It was installed into the waste disposal chassis by mistake. Its electronic programs allow it to not only repair itself, but upload itself to the nearest computer system, take it over, and then repair itself or replace itself.

Normal Reaction: The radiation cloud has made Jeff very hostile toward intruders. It is introduced to the player characters as a cleaning robot that tries to throw the characters in the nearby trash bins. After being easily destroyed part of the cleaning unit becomes attached to a horticultural unit that later appears and uses its saws and bush cutting shears to attack the party. Each time that Jeff cannibalizes a robot body it gains a secondary personality and programming based on that body's design. After being easily put down, after game days and weeks later Jeff appears again with less cleaning parts and horticultural parts, and more engineering metal bending tools and laser cutting units. In other words, Jeff appears ever four days or so and attacks the group. At first it attacks the entire group and after several weeks of attacks it is attacking one particular character in the group. Jeff is never totally destroyed no matter what the player characters do, unless the Game Master gets tired of presenting new versions to his characters.

JEFF THE CLEANING/HORTICULTURAL ROBOT

Armor Class: 6
Hit Points: 50
Movement in Yards: 75
Radiation Resistance: 10
Constitution: 10
Mental Resistance: 17
Strength: 14
Dexterity: 14
Power System: broadcast energy and 48 hour battery
Motive System: Two robotic legs, then various movement systems
Miscellaneous Systems: Various cleaning devices from vacuums to scrapers to chemical sprayers, various horticultural tools from saws and clippers to weed and insect killers, human sensory package, self repairing units, two grasping tentacles, extending leg systems, and three candle power lighting systems.

Appearance: This version of Jeff is badly dented and there are constant sparks erupting from it open sides. Wires protrude and broken body parts dangle from its squarish form. It walks on four extendable legs that are able to stretch its upper body as much as 15 feet in the air to better prune things.

Normal Reaction: This version of Jeff thinks of the player characters as weeds needing to be pruned to the ground. This version talks of growing and planting things while it works, even when attacking.

(Stats below are several incarnations later)

JEFF THE MARK III MILITARY KILL ROBOT

Armor Class: 5
Hit Points: 60
Movement in Yards: 100
Radiation Resistance: 18
Constitution: 18
Mental Resistance: 18
Strength: 18
Dexterity: 18
Power System: Broadcast energy and fusion battery
Body Style: Humanoid Form
Motive System: two legs
Defensive Systems: Heightened armor system.
Miscellaneous Systems: Military attack programs, human sensory package, horticultural pruning shears, weed killer sprayers, glass cleaning sprayers, and a trash bin.
Weapon Systems: Laser system 6d6 with a Weapon Class of 6, plasma canon 10d6 with a Weapon class of 7, 6 mini-missile pack 50 points per missile and Weapon Class of 4

Appearance: The humanoid robot is ten feet tall with a missile package on his shoulder and weapons systems along his arms. Its limbs are fortified and its head has senses like a human including radar systems as a separate package. There are also large chunks of other robots including a medical robot, security robot, and a dishwasher. The entire unit walks very slowly and sparks are constantly flying out of it. The military package has terrible aim and constantly hits things near the characters, but rarely strikes any living thing.

Normal Reaction: The unit is highly intelligent and able to coordinate attacks on objectives. It is able to use other weapons systems and there are attachment points for large destructive systems on the humanoid unit. While the military part is highly intelligent there are at least three other personalities in the robot that constantly take over and try to do things a military robot can't do. For example, the robot will fire missiles and then try to clean up the mess the missile strikes make.

ROBOTIC TIGER

DEFLESHED ROBOT PREDATOR

This village is small by current standards with 112 inhabitants. It has been a farming village since before the time of the change. The mutated vegetables and grains kept the people alive and slightly altered their genetic makeup. These villagers are far tougher and radiation and poison resistant in comparison to their ancestors of hundreds of years ago. When one of their best farmers disappeared, everyone went out to look for him. The searchers found nothing. Then, when one of the children vanished from the river, the town elders knew they needed to do something. The village supervisors sent for experienced hunters with unusual weapons. This group – the PCs - are paid to rid the area of the deadly problem killing people in the area.

Jed Anderson was a good farmer and a hard-working man. He took care of his family and helped his neighbors. The people of his village say that when he vanished they mobilized and looked high and low for him. All they have found in his fields were unusually large and unidentifiable paw prints, resembling a large cat but angular and unfamiliar. Many of the villagers shook their heads at this sight. The village elders decided to send out a call for killers; you have come in response. Whatever made those paw prints wouldn't go down easy.

This huge robotic tiger hides in the tall grass and stalks the vil-

lagers looking for their missing child, much like its living analogues. The tiger had taken the farmer according to its hunting protocols. It woke up two moons ago and was partially fixed by the maintenance systems in its storage area where it awoke, but certain parts remained faulty. It knew it would need more replacement parts and the village (which had looted a supply depot indicated in its internal map) had all the parts it required. However, there are too many villagers to fight at once. It needs to slowly take a villager here and there and reduce the population of the village. When it observes a well-armed battle squad came into the village, the robotic tiger changed its strategy. These were clearly highly dangerous individuals. The tiger now contemplates adding laser units to its body structure.

The robot tiger is highly intelligent and has several programs it can use to evade hunters. When hunted by the mercenary player characters it has several tricks it likes to use.

1) It finds a large and dangerous creature and scares the creature into running into the camp of the mercenaries.
2) It finds an area of radiation and makes a trail right up to the edge of the radiation area to trick the characters into entering.
3) It finds the lair of another dangerous beast and makes a trail right to the edge of that lair.
4) The robot tiger goes back to its original resting place in an engineering area. It then activates the security protocols so that when the mercenaries come into the area security robots are summoned to stop them. It then joins the battle with a number of allies.

ROBOTIC TIGER

Armor Class: 3 Hit Points: 49
Movement in Yards: 60
Radiation Resistance: 4 Constitution: 4
Mental Resistance: 3 Strength: 9
Dexterity: 12
Power System: Broadcast or 48 hour battery
Body Style: Tiger Form
Motive System: Four legs
Miscellaneous Systems: Animal sensory package or sight, sound, resistance to laser beams, micro-wave communication system for taking programming orders

Appearance: This robot as first constructed appeared as a standard adult male tiger. As it prowled through the vegetation of several ship levels, the fake fur of the robot was torn off its face and front-clawed paws, making its mechanical nature obvious. The robot can collapse itself down into a rectangle 3 feet long and two feet wide. In all matters it acts like a tiger but for the fact that it can be programmed.

Normal Reaction: The robot originally had two functions: as a children's toy on the ship, with its hunting behavior deactivated, and to be released on the planet where the *Warden* settled to act as scouts. The claws are capable of ripping through thick steel, doing 4d8 points of damage, Weapon Class 3. There are hundreds of these as boxed cases in a storage room on this level. Some wolfoid tribes have been able to figure these out and use them as guards and attack squads.

RADIATION NEUTRALIZING BOT

WAY, *WAY* TOO HELPFUL

The characters are about to go into some oddly vivid yellow grass when they hear someone shout, "Stop!"

A huge, strange looking floating robot composed of three cylinders floats into the area and the group hears a whirring noise. The yellow grass all withers and turns to dust. Then the robot sprays a blue gel in the area and this hardens rock hard. The robot explains that it is able to neutralize radiation and the characters were about to walk into a deadly area. It claims to have cleaned the entire area of radiation. It doesn't know how to move off the level and asks the pure humans or humanoids to help it to get to another level, which will require the main elevator.

Unfortunately, the robot is obsessed with cleaning up radioactive areas and will use its sensors to head off towards them whenever they are within 500 yards. It ignores threats to the party unless they are radioactive, and becomes cranky and irritable if its security units do not permit it to ascend or descend further to continue its mission. If this occurs, it attempts to have the party acquire the appropriate devices or find a different way to the next level.

A strange device made of three large cylinders floats into view. It shouts at your group to stop. Out of its center mass comes a strange sprayer. Liquid is spread all over the yellow grass you were about to walk into. The grass withers and dies. The robot talks to you and informs you that this was the last of the deadly radiation found in the area. It and other units have neutralized the radiation. The unit now looks for more work to do.

RADIATION NEUTRALIZING BOT

Armor Class: 4
Hit Points: 150
Movement in Yards: 100
Radiation Resistance: Immune
Constitution: 18
Mental Resistance: 18
Strength: 18
Dexterity: 18
Power System: Broadcast energy and fusion battery
Body Style: Rectangular
Motive System: Anti-gravity Lifters
Miscellaneous Systems: Military computer package, human sensory package, Infra-red and ultra-violet lenses, short wave communication gear, Radiation neutralizing Omega-wave generator, Radiation neutralizing gel tank, Sigma gamma neutralizing sonic generator
Weapon Systems: Heavy slug projector weapon, class 7, doing 8d6 in damage per slug and firing two slugs per combat round.

Appearance: The bot is complex and highly intelligent. Its body is composed of three very large ten feet tall cylinders. In the center of mass of the cylinders is an assemblage of equipment, lenses, and detection gear. The unit has several sets of lights, optical lenses, and sprayers of all types that connect into the cylinders to spray a thin film of radiation negating gels.

Normal Reaction: The bot comes to like the character party. It comes along and uses its many utilities to help the group. It constantly urges the group to find the main ship's elevator and go up and down levels. It has armband-like units allowing it to go up only one level or down only one level from where they all start. After taking half or more damage, the unit must stop and repair itself, a process which takes ten days. It only has 22 slugs loaded for its weapons.

SECURITY UNIT ONE

SECURITY ISN'T ALL IT'S CRACKED UP TO BE

The characters have managed to find a disused portal into an area between decks. It's a dim, dusty space and soon they will hear the metallic bustle of working and moving. If they are careful they see a band of ten wolfoids in chains. The creatures are moving heavy pipes and wires to open up large compartments. There is the musty smell of animals and some of the new compartments are already filled with families of large mole mutants.

You have discovered an unfamiliar area filled with rope-like metal pipes carrying hot and cold water. It's very dark down the wide corridor. Odd animal smells can be waft from the draft of air blowing out of the portal. Very loud noises of ripping and tearing metal can be heard in the distance down the dark corridor. Listening very carefully, the bark and growl of Wolfoids can be discerned as well.

If the characters attack the mole people, the wolfoids help in the battle, but leave as soon as possible. There are twenty mole people using heavy crossbows. In a large chamber at the end of the corridor is the king of the mole people. When he appears (roughly ten minutes into a fight, unless the characters fight their way to him) he gestures and a security robot comes to attack the characters. The robot has two paralysis tentacles to stun characters, as well as rubber bullets, knock-out gas, and tentacles for seizing and entangling recalcitrant victims.

SECURITY ROBOT

Armor Class: 5 Hit Points: 50
Movement in Yards: 75 flying
Radiation Resistance: 9 Constitution: 9
Mental Resistance: 9 Strength: 9
Dexterity: 15
Power System: 48-hour battery pack
Body Style: Oval Shell
Motive System: Anti-grav Floating Pod
Defensive Systems: 100-point energy shields with thick armor plating.
Miscellaneous Systems: Human Normal Sensor Package, Short Wave communication package, 1st & 2nd level computer package, human skills programming package.
Weapon Systems: 4 paralysis tentacles extending 13 feet, gas pellet ejector shooting 11 intensity poison knock out gas, 2 third-stage slug projectors (2d6 of subdue damage), 3 padded control tentacles, all of these at Weapon Class 4.
Active Systems: 2 long-range visual receptors (6 miles), sound receptors (range 295 feet), 72-hour battery pack, anti-grav propulsion, two way radio circuit, and command and control systems for the takeover of other mechanical systems.

Appearance: Security robots always have an egg shaped body, six feet tall. Its surface is shiny and usually featureless unless one of its tentacles is extended for use.

Normal Reaction: These robots are programmed to preferentially neutralize and subdue. They seek to paralyze a victim and take them to the nearest security center. In this case, the robot was used to capture and enslave the wolfoids.

MOLE MAN KING

Armor Class: 7 Hit Points: 43
Movement in Yards: 50
Radiation Resistance: 17 Constitution: 11
Mental Resistance: 11 Strength: 11
Dexterity: 18
Mutations: Heightened Intelligence, Force Field Generation, Life Leech, and Immunity to energy weapons.

Appearance: The Mole King stands on his hind legs. He uses his mutational powers to attack victims. He has brown fur, eyes that are half blind in the light of day, and a robe that has chemicals soaked in it that regenerate 2 hit points every ten minutes.

Normal Reaction: All of his people are armed with heavy crossbows (Weapon Class 2, 3d8 in damage, with a short range of 30 yards. When any of the moles get wounded those creatures run for their lives and refuse to fight until the next day. If possible, the mole king hopes to capture the PCs to use them as slave labor, replacing any escaped wolfoids.

ROBOTS AMONG US

By James M. Ward

An all-new expansion for the original edition of METAMORPHOSIS ALPHA, the first sci-fi RPG created by James M. Ward in 1976!

When the colonization starship Warden entered a radiation cloud, every aspect of the ship was corrupted or drastically transformed. The biological mutations have been discussed at length. But the impact on the thousands of robots onboard has never been fully explored!

The starship Warden carried robots stored away to help humankind settle a new world, huge factories intended to manufacture still more useful robots, and automated terraforming machines ready to start work. When the ship passed through the radiation cloud, most of these electronic intelligences went insane!

In Robots Among Us, Metamorphosis Alpha creator James M. Ward provides 17 encounters built around the simple concept of "robots gone awry." Ranging from a corrupted nanny unit to an angry self-aware war-tank, these encounters will give your players hours of new excitement!

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