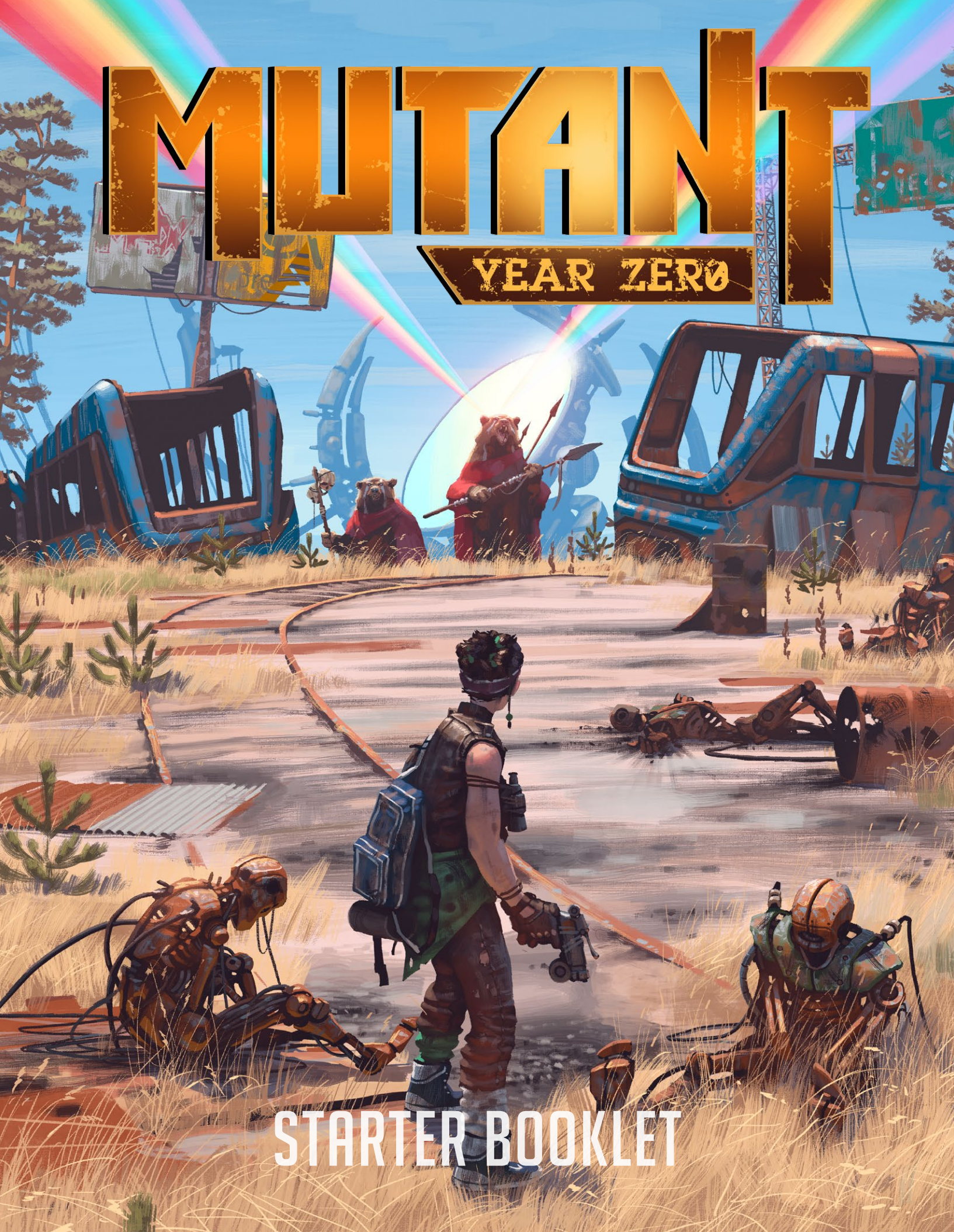
MUTANT

YEAR ZERO



STARTER BOOKLET

MUTATION MISFIRE TABLE

☣	Your mutant powers run amok, and you suffer one point of permanent trauma. You choose which attribute is affected. At the same time, you develop a new mutation.
2	You suffer the effect of the mutation, and take as much trauma as your target. If the mutation doesn't cause trauma, you get disoriented instead and can't act at all in the next turn.
3	The mutation consumes twice the amount of MP you intended to spend on it – without increasing the effect. You can't drop below zero MP.
4	The mutation locks down after this use. You can't use it again for the rest of the session.
5	The mutation changes your appearance in some way. You choose how. The effect is only cosmetic, but it is permanent.
☢	The mutation gets supercharged. You get back the MP you just spent, and you can immediately – in the same turn – activate the same mutation again, against the same target or another.

MELEE WEAPONS

WEAPON	BONUS	DAMAGE	RANGE	COMMENT
Unarmed	—	1	Arm's Length	
Blunt Instrument	+1	1	Arm's Length	
Bicycle Chain	+1	1	Near	
Brass Knuckles	+1	1	Arm's Length	Jury-Rigged. Light weapon.
Scrap Knife	+1	2	Arm's Length	Jury-Rigged. Light weapon.
Baseball Bat	+2	1	Arm's Length	Can be found in the Zone.
Bat with Spikes	+2	2	Arm's Length	Jury-Rigged.
Machete	+2	2	Arm's Length	Jury-Rigged.
Scrap Spear	+1	2	Near	Jury-Rigged.
Scrap Axe	+1	3	Arm's Length	Jury-Rigged. Heavy weapon.

RANGED WEAPONS

WEAPON	BONUS	DAMAGE	RANGE	COMMENT
Thrown Rock	—	1	Short	
Slingshot	+1	1	Short	Jury-Rigged.
Bow	+1	1	Long	Jury-Rigged.
Scrap Pistol	+1	2	Short	Jury-Rigged.
Scrap Derringer	+1	1	Near	Jury-Rigged. Light weapon.
Scrap Rifle	+1	2	Long	Jury-Rigged.
Flamethrower	+1	2	Near	Jury-Rigged. Heavy weapon.
Scrap Cannon	+1	4	Long	Jury-Rigged. Can't be carried.

PROJECT MANAGER & EDITOR
Tomas Härenstam

CO-PUBLISHER
Chris Birch

WRITERS
Tomas Härenstam (rules, A New Kind of Beast, The Skywheel),
Christian Granath (Animal Towers)

COVER ART
Simon Stålenhag

INTERIOR ART
Reine Rosenberg

GRAPHIC DESIGN
Christian Granath

LAYOUT & PREPRESS
Dan Algstrand

TRANSLATION
Tim Persson

PROOFREADING
T.R. Knight

PRINT
Zenith Media

ISBN
978-1-910132-67-8

© 2016 Cabinet Licensing Inc. MUTANT and related logos, characters, names, and distinctive likenesses thereof are trademarks of Cabinet Licensing Inc. unless otherwise noted. Used with permission. All rights reserved.

STARTER BOOKLET

Welcome to the Starter Booklet for *Mutant: Year Zero*. This booklet can be used in two different ways:

- As a stand-alone introduction to *Mutant: Year Zero*. The character playbooks in the center of the booklet contain condensed rules for playing the game. Using only this booklet and some six-sided dice (preferably the custom Mutant dice, but any dice will do in a pinch), you can play an introductory game of *Mutant: Year Zero* – perfect for cons or introducing new players to the game!
- As a Zone Compendium, for use with the full *Mutant: Year Zero* game. The main part of the booklet describes three Special Zone Sectors that you, the Gamemaster, can place anywhere you like on the Zone map.

SPECIAL ZONE SECTORS

Special Zone Sectors are complete scenario locations and contain NPCs, conflicts and events for the PCs to get involved in. There are a large number of Special Zone Sectors already published for *Mutant: Year Zero*, in the core book as well as in previous Zone Compendia. The Special Zone Sectors are generally stand-alone scenarios that can be played in any order.

The three sectors in this booklet are a little different – they are written to give you a good introduction to *Mutant: Year Zero* and are designed to be played in order. The first sector – *A New Kind of Beast* – is written as a starting point of the game. If you already have a *Mutant: Year Zero* campaign, you can play these sectors in any order you like.

Every Special Zone Sector has a map overview, which is available in two versions.

- The GM map has small picture inlays showing details of specific locations in the sector.
- The player map does not include these inlays, and can be shown to the players when the PCs arrive in the sector. The player maps can be found in the middle of this booklet, and will be available to download from the Modiphius website.

ONLY FOR GAMEMASTERS!
The rest of this booklet is for the Gamemaster's eyes only. If you are a player, reading past this point might spoil the fun for you and for the rest of the group. The exception is the four character playbooks in the center of the booklet – once removed, players are free to read and use them.

GETTING STARTED

To start playing *Mutant: Year Zero*, follow these simple steps:

1. Carefully remove the playbooks and the Zone map in the center of this booklet.
2. Choose jointly in the group which Zone map (there is one on each side) that you want to place your game in.
3. Decide on which sector (square on the map) to place the characters' settlement, the Ark, in. It must be a sector by the waterside.
4. Let the players choose among the four playbooks, and have them create their characters according to the guidelines within.
5. Start playing *A New Kind of Beast* (page 14), the first of three Special Zone Sectors in this booklet.

CHARACTER PLAYBOOKS

The center of the booklet contains four *character playbooks*. Remove these carefully. Each playbook includes a character sheet and condensed rules for creating a PC and for playing the game. Given the limited space, only a limited section of the game rules is covered. For full game rules, please see the *Mutant: Year Zero* core rulebook.

NON-PLAYER CHARACTERS

As the Gamemaster, you control acid rains, Zone monsters, and deadly automatons – but your most important tools are the non-player characters (NPCs). Use the NPCs that your player characters have relationships to (see the playbooks), to create suspense and drama.

The three Zone sectors described in the next chapter contain NPCs ready for use. The *Mutant: Year Zero* core rulebook details the rules for creating your own NPCs.

MANAGING NPCS

Generally, NPCs follow the same rules PCs (see the playbooks) – they use skills, use mutations, and suffer trauma in the same way. However, you can disregard the rules when managing your NPCs as long as their actions do not directly affect a PC. You don't need to keep track of the water and grub rations of an NPC accompanying the PCs into the Zone – instead, you simply decide when they run out of supplies, as dramatically appropriate. Don't roll dice for NPC actions unless they attack (or attempt to Heal) a PC. You *can* roll dice for NPCs in other situations as well, if the roll heightens the drama, but this is generally not necessary.

NPCS AND MUTATIONS

NPCs have mutations just like PCs, they don't have individual MP pools. Instead, you get a pool of MP to spend on all your NPCs.

At the start of every session, you get a number of MP equal to the number of your players' MP pooled together. Include the new MP that the players get at the start of the session (one for every mutation their PC has).

You can gain more MP during play by pushing skill rolls, just like the players. Unlike the players however, you may *not* save MP between sessions. You simply start each session with as many MP as the players' total combined.

Use you MP to create maximum possible suspense. Have your NPCs activate their mutations to toughen the challenge for the PCs when needed, not just because you have MP left to spend. It is fine to have MP left unspent at the end of the session.

ZONE TRAVEL

An important part of *Mutant: Year Zero* is the Zone travel – expeditions out into the barren wasteland, searching for food, artifacts, or knowledge. The core rulebook contains full rules for Zone travel and describes how you as the GM can fill the sectors of the Zone map with dangers and mysteries for the PCs to explore. The condensed guidelines below can be used to play the first few treks into the Zone.

EXPLORATION

The squares on the Zone map are called sectors, and each sector is roughly 1 × 1 mile in size. The PCs travel from sector to sector, diagonally if they wish. Every time the PCs enter a new sector, they have to *explore* it. You describe the scene to the PCs, and they tell you what they wish to examine closer. During the exploration they may well encounter all kinds of threats, but they can also find rare artifacts.

Time and Travel: One sector in the Zone takes about four hours to explore, including encounters along the way. This may sound like a long time, but bear in mind that the Zone is a maze of ruins, reclaimed by nature, and that the PCs must proceed very carefully.

Nighttime: Only fools travel the Zone by night. All exploration takes twice as long, and both Zone Ghouls and even more terrifying monsters usually come out at night.

Back Again? When the PCs have explored a sector, they will not have to explore that sector again later. They will have found a good route and can pass through it without further troubles. This will take about one hour. Normally, no new threats or artifacts will appear in already explored sectors, but you are free to make exceptions – the players should never feel safe in the Zone!

SECTOR ENVIRONMENT

When the PCs enter a new sector, start by describing the general environment to them. Create your own scene, or roll D66 on the table below. To roll D66, roll two D6, counting the first die as the tens number and the second as the ones.

You can, and should, modify the sector environment to better fit into the general environment of the Zone as a whole.

D66	ENVIRONMENT	RUIN	THREAT	ARTIFACT
11–12	Thick Woods	No	Yes	No
13–15	Scrublands	No	Yes	No
16–21	Marshlands	No	Yes	No
22–24	Dead Woods	No	Yes	No
25–26	Ash Desert	No	Yes	No
31	Huge Crater	No	Yes	No
32	Glasified Field	No	Yes	No
33–35	Overgrown Ruins	Yes	Yes	Yes
36–42	Crumbling Ruins	Yes	Yes	Yes
43–51	Decayed Ruins	Yes	Yes	Yes
52–56	Unscathed Ruins	Yes	Yes	Yes
61–64	Derelict Industries	Yes	Yes	Yes
65–66	Settlement*	—	—	—

The columns Ruin, Threat and Artifact tell you if there *typically* is an explorable ruin in the sector, if there is a presence of threats, and if there is chance to find artifacts. Remember, these are just guidelines, not rules – you are free to place ruins, threats and artifacts in any sectors you like.

THREAT ROLL

After establishing the general environment in a sector, roll five dice without the players seeing the outcome. For every one (or ☣ symbol, if you use the custom dice) you roll, there is a threat in the sector. Roll D66 on the table on the next page, or just pick which threat you want the players to encounter. You are free to modify the description of the threat as you see fit.

Know the Zone: When the PCs encounter a threat, they may make a Know the Zone roll to figure out more about the threat. If the roll succeeds, you can tell the players some extra details, but not everything there is to know.

Monsters: Several of the threats listed in the table are monsters of one kind or another. Monsters have attributes and skills just like the PCs, but have no MP and can never push their rolls. Most monsters lack the attributes Wits and Empathy, and can therefore never suffer confusion or doubt. Some monsters also lack Agility, and can never suffer fatigue. When a monster's Strength is reduced to 0, it is dead. Many more Zone monsters can be found in the *Mutant: Year Zero* core rulebook and in *Mutant: Genlab Alpha*.

Artifacts: For every six (or ☢ symbol, if you use the custom dice) on your threat roll, the sector contains a valuable artifact form the Old Age. Read more about artifacts below.

D66	THREATS IN THE SECTOR
11–13	**Rot Stream.** The road ahead is blocked by a stinking stream. The PCs have three options: climbing to the other side on the remnants of an old bridge (roll for Move, failure means a 20-foot fall (roll 4 dice, each six/☢ rolled causes 1 point of damage), plus 1 Rot Point from the water), wading across (automatically 1 Rot Point) or taking a long detour around the stream. Rot Points accumulate in the body – each time a character suffers a new Rot Point, roll a number of dice equal to total number of Rot Points the character has. For each six/☢ rolled, the character suffers 1 point of damage.
14–16	**Zone Leeches.** The PCs pass through a patch of thick undergrowth or some crumbling ruins. Just ahead, they spot something interesting from the Old Age (an artifact if there is one in the sector, otherwise scrap). If they proceed, they are surprised by heavy, meaty Zone Leeches suddenly falling at them from above. They may escape with a successful Move roll. A PC who fails the roll, or who wants to press on ahead, is targeted by a Strength 6 attack (no skill level). If the leeches' attack succeeds, the victim will suffer 1 point of damage each turn until the leeches have been removed. Cutting or tearing them off requires the victim, or someone else, rolling a successful Fight roll. Several attempts can be made.
21–23	**Lost.** An NPC accompanying the PCs has vanished without anyone noticing. If possible, the NPC also took all of the group's grub. You decide if the NPC left voluntarily – and, in this case, why – or if he has been kidnapped. If it is the latter, Zone Ghouls or animal mutants could be to blame. Reroll if there are no NPCs in the group.
24–26	**Devourer.** At first, it sounds like just the Zone wind, but then the howling grows louder. Some sort of beast is prowling out there, and it is getting closer. At some point, when the PCs are properly unnerved, the Devourer attacks. The wild monster has mud grey fur, enormous jaws, an unquenchable hunger and the ability to move almost without noise. The Devourer has got Strength 6, Agility 5, Fight 3 and Sneak 4. Its fur acts as a natural armor with an Armor Rating of 2. Its claws have a Weapon Damage of 1 and its bite a damage of 3, but the bite can only be used after a successful Sneak roll against the victim. A successful bite attack means that the victim is pinned, suffering 1 point of damage each turn. To break free, the victim, or someone else, must beat the Devourer in an opposed Force roll. The beast flees after being reduced to Strength 3.

D66	THREATS IN THE SECTOR
31–33	**Magnetic Field.** A faint electrical buzz can be heard, and the PCs' hair stands on end. If they stay in the area, they will notice how all metal objects will be drawn towards a certain point. They must either let go of all metal objects or make a successful Force roll to escape the force field with all their gear.
34–36	**Sinkhole.** The ground below one of PCs' feet suddenly gives way, and he disappears down into a dark basement below the ruin. The PC must make a Move roll – failure means a 20-foot fall (see Rot Steam, above). Climbing back up requires another Move roll, this time at –2. In the basement lives a hungry Zone Spider. The monster has Strength 5, Fight 2, Move 2 and a natural Armor Rating of 3. The Spider's bite has a Weapon Damage of 1, and carries poison. If the bite inflicts damage, the poison has entered the victim, who will suffer 1 point of fatigue (trauma to Agility) until either Healed or broken. While the poison is in effect, water does not restore Agility.
41–43	**Acid Rain.** The sky darkens and soon come the first, heavy drops of rain. Each drop fizzles on impact and leaves a burn mark on the ground or the PCs' skin. A lethal rain shower is soon pouring down. Anyone out in the acid rain runs a great risk of injury. Roll a number of dice each turn depending on the rain's intensity – 4 dice the first turn, 6 the second, 8 the third, and 10 in the fourth and all coming turns. Every six/☢ inflicts 1 point of damage. The rain's victims continue to suffer damage each turn until they manage to find shelter by successfully rolling Move.
44–46	**Zone Ghouls.** In the ruins surrounding the PCs, Zone Ghouls lurk. These savages cover their faces with terrifying masks from the Old Age and dress in plastic coats. The Ghouls number the PCs plus two. Further ahead lies a tall ruin that looks like a good defensive position. The PCs can choose to stay and fight, or to Move towards the tall ruin. If the roll succeeds, they can barricade themselves inside, but will then be besieged by the Ghouls who rapidly increase in numbers. The Zone Ghouls have Strength 3, Agility 4, Wits 3, Empathy 2, Sneak 3, Shoot 2 and Fight 1. They are armed with clubs, knives and slings. If the situation looks bad for the PCs, assistance in the form of animal mutants (see below) may show up.
51–53	**Air Jellies.** The air around the PCs turns acrid and semi-translucent blobs float towards them – or rather, towards any metal gear they carry. Thin feelers, covered in slime, hang underneath the creatures' bodies. These so-called Air Jellies don't attack living victims but rather their gear, and only the objects made of metal. Roll for one attack with six dice against each metal item. Each six/☢ rolled lowers the item's Gear Bonus by one. The attacks continue turn after turn until the victims escape by successfully rolling Move. The Air Jellies are beyond counting and cannot be fought.
54–56	**Scrap Oracle.** Atop an old car wreck sits a mutant adorned with scrap. He greets each PC by name and claims to have been awaiting them with a message from their future. The man is a mutant from another Ark, and possesses powerful mental mutations. He is a telepath and can read the PCs' minds, which he does to appear psychic. The Oracle's goal is to con the PCs out of any bullets, grub or artifacts they might be carrying, in exchange for predictions about the future. Questions about the Oracle himself are answered very vaguely. The Oracle has Strength 2, Agility 2, Wits 4, Empathy 3 and Manipulate 2. He has the Telepathy mutation (see the Fixer playbook).
61–63	**Automaton.** The PCs come across a crater that appears quite fresh. At its bottom, there is what looks like the remains of an odd metal creature. It lies flat on the ground and badly banged up. Suddenly, it awakens and attacks the PCs, while repeating over and over again: "Unusual parameters. Immediate reboot!" The creature is a Sentinel robot by the name of Delta CFK026 from the downed space station Mimir-457 (see the Special Zone Sector The Skywheel, page 36). This unit fell out of the station when it was torn apart during its reentry into the Earth's atmosphere, and it landed here, alone in the Zone. For stats, see page 40. The robot has some damaged circuitry and regard the PCs as a deadly threat that must be neutralized. Most likely, the PCs must try to escape (using Move) – hint this to the players unless they think of it themselves. The robot could then start following them, and reappear later.
64–66	**Animal Mutants.** From a distance, the PCs spot a small pillar of smoke rising from a campfire. If they Sneak up closer, they will see a group of animal mutants (as many as the PCs) huddled together around a fire in a trashcan among some decrepit ruins. A small piece of meat is being spit-roasted over the fire. The animals are a scout patrol from the Animal Towers (page 26). They keep watch (opposed roll Sneak vs Scout) – if they notice the PCs approaching, they will be very frightened and hostile. The risk of a fight erupting is great. The animals flee if half their number or more are defeated. The PCs must successfully Manipulate the patrol leader – a dog called Sputnik – to be able to speak with the group. If they succeed, they might get to know more about the Animal Towers and the animals' troubles with the robots (page 30). To be allowed to tag along with the patrol back to the Animal Towers requires an additional Manipulate roll. The patrol is a mix of apes, dogs and rats. Their stats can be found on page 34.

ARTIFACTS

Artifacts, objects from the Old Age that still work or that can provide knowledge for the People, are a major reason for venturing out into the Zone at all. Someone who finds a mighty artifact becomes a hotshot in the Ark – idolized as well as envied.

FINDING ARTIFACTS

It is you as the GM who decide when a PC finds an artifact. When the PCs explore a new sector in the Zone, you can let the dice make the decision (see above) – but you are never bound by the outcome of the roll. You can also let the PCs find artifacts in completely different places – carried by NPCs for example.

Artifacts are unlikely to just lie in the Zone there waiting for the PCs to come and pick them up – the PCs must actively search the ruins to find them, and might even have to fight someone to get them.

To see which artifact the PCs find, roll D66 on the adjacent table. Many more artifacts are detailed in the full *Mutant: Year Zero* and *Mutant: Genlab Alpha* core rulebooks. These artifacts are also available as playing cards, in the *Mutant: Year Zero* and *Mutant: Genlab Alpha* card decks (sold separately).

D66	ARTIFACT
11–14	**Assault Rifle.** A rusty but awe-inspiring weapon. Gear Bonus +3 to Shoot, Weapon damage 2, Long range. Does not need to be reloaded after every shot.
16–22	**Flare Gun.** A heavy pistol with a cartridge in the barrel. Flare can be seen several sectors away. Can only be fired once, and cannot be loaded with normal bullets. Gear Bonus +2, Weapon Damage 2, Short range.
23–26	**Map of the Zone.** This brittle and torn map shows what the Zone looked like in the Old Age. Gear Bonus +3 to Find the Path. Tiny item.
31–34	**Painkillers.** On eating these pills, all damage points are healed. They have no effect against critical injuries. There are only enough pills left for D6 doses. Tiny item.
35–42	**Protective Suit.** A coverall made of a thick yellow fabric. It's worn and dirty but actually seems intact. Armor Rating 6 against the Rot (see the Rot Stream event).
43–46	**Revolver.** The weapon is a little rusty, but still in surprisingly good condition. Gear Bonus +3 to the Shoot skill. Weapon Damage 2, Short range. Does not need to be reloaded after every shot.
51–54	**Semi-Automatic Pistol.** A light-weight handgun. Gear Bonus +2 to the Shoot skill. Weapon Damage 2, Short range. Does not need to be reloaded after every shot. Light item.
55–62	**Shotgun.** A sawed-off firearm with two heavy barrels. Gear Bonus +3 to the Shoot skill. Weapon Damage 3, Short range. Can be fired twice before it needs to be reloaded.
63–66	**Wrench.** A heavy metal tool from the Old Age, rusted but worth its weight in gold for Gearheads. Useful for bludgeoning other mutants too. Gear Bonus +3 to the Jury-Rig skill and +2 to the Fight skill. Weapon Damage 1.

COMPREHENDING ARTIFACTS

Before a PC can use an artifact, he must use the Comprehend skill (see the skill rules in the playbooks). A PC can only make one attempt at Comprehending the same object at his current skill level, but may try again after improving the skill. Other characters can explain to him how the artifact works.

SCRAP

Artifacts are functioning objects from the Old Age, but the Zone is of course littered with a lot of broken things as well, useless junk to anyone but a Gearhead. Such items are called scrap.

Scrap has no direct effect – apart from maybe being a suitable blunt instrument – but might be valuable and offer insight into the long lost Old Age world. You can let the PCs find scrap now and then during their travels.

The PCs can sometimes use scrap when bartering, but what others will offer them in return for junk, will, if being anything at all, vary.

D666	ITEM
111	Action figure (He-Man)
112	Alarm clock, mechanical
113	Aquarium, no fish
114	Barbie doll
115	Baseball bat (page 86)
116	Basket ball, flat
121	Beard trimmer
122	Beret, red
123	Bible
124	Bicycle chain (page 86)
125	Bicycle frame, no wheels
126	Bicycle pump
131	Binder, full of financial records
132	Boots (Gear Bonus +1 when hiking)
133	Bouncing ball
134	Box of cereal, unopened
135	Box of chocolates (still edible, D6 rations of grub)
136	Boxing glove

D666	ITEM
141	Briefcase
142	Bullhorn (broken)
143	Can opener
144	Candelabra
145	Car tire
146	Carving knife
151	Cash register
152	Cat 5 cable, 2D6 feet long
153	Ceiling fan
154	Champagne glasses, D6
155	Chandelier
156	Charcoal grill
161	Children's drawing
162	Cigarettes, half-empty pack
163	Clothes hanger
164	Coffee cup with print
165	Coffee table
166	Coloring book for kids (half done)
211	Comb
212	Comic book, very violent
213	Concrete mixer, rusty
214	Cooking pot
215	Credit card
216	Crime novel
221	Cutlery, D6 pieces
222	Cylinder hat
223	Dala horse
224	Deodorant bottle
225	Desk lamp
226	Detergent, bottle
231	Dice, D6
232	Diving snorkel
233	Doll
234	Downhill ski (only one)
235	Dress shoes, worn down
236	Dumbbell, 10 lb
241	Easel, for painting
242	Eating knife (scrap knife)
243	Electric guitar, broken
244	Electric mixer

D666	ITEM
245	Electric shaver
246	Electric toothbrush
251	Empty frame
252	Extension cord
253	Face mask, Donald Duck
254	Face mask, skeleton
255	Facemask, Santa Claus
256	Fake fangs
261	False teeth
262	Fantasy novel, very thick
263	Fire extinguisher
264	Fireworks, D6, still functional
265	Flashlight, broken
266	Floor lamp
311	Flute, plastic
312	Folding chair
313	Football
314	Fork
315	Frying pan (blunt instrument)
316	Gaffer tape
321	Glass pearls
322	Golf club (blunt instrument)
323	Grass seeds in small bag
324	Hair dryer
325	Hair gel
326	Headphones, with microphone
331	Hedge trimmer (scrap knife)
332	Herbal salt
333	Hockey club (blunt instrument)
334	Hot dog cart
335	Hubcap, Volvo
336	IKEA chair
341	Infant formula (gives D6 rations of grub)
342	Instant coffee
343	Instant noodles (D6 rations of grub)
344	Iron pipe (blunt instrument)
345	Jack
346	Jeans, stonewashed
351	Jigsaw puzzle
352	Jumpsuit, cloth

D666	ITEM
353	Key ring, 2D6 keys
354	Keyboard, missing a few keys
355	Ladder, rusty (Gear Bonus +1 when climbing)
356	Ladies boots
361	Ladies hat
362	Laptop computer, broken
363	Lawn mower
364	Light bulbs, D6
365	Lipstick
366	Liquid soap
411	Loudspeaker (broken)
412	Love letter, yellowed
413	Magnifying glass
414	Mascara
415	Mathematics book
416	Microwave oven (broken)
421	Mirror
422	Movie DVDs, D6
423	Movie poster
424	Music CDs, D6
425	National flag, torn
426	Necktie
431	Nicotine chewing gum
432	Oriental carpet
433	Pacifier
434	Pack of tube socks
435	Paper handkerchiefs, D666
436	Pepper mill
441	Photo album
442	Photo of happy family
443	Picture of a cat
444	Piggy bank (empty)
445	Plastic bags, D66
446	Plastic bottle, empty
451	Plastic dinosaur
452	Plastic flowers, D6
453	Plastic skeleton model
454	Plastic straws, pack of 100
455	Playing cards
456	Popcorn, unopened bag

D666	ITEM
461	Princess dress, for kids
462	Prize medal
463	Quilted jacket (Gear Bonus +1 against cold)
464	Rabbit suit, adult size
465	Recliner
466	Remote control
511	Roller skates
512	Rubber boot
513	Rubber duck
514	Saxophone
515	Scarf, colorful (Gear Bonus +1 against cold)
516	Scientific dissertation
521	Scuba mask
522	Scuba suit, worn out
523	Sex toy
524	Shopping cart
525	Skateboard
526	Sketch book, full of sketches
531	Ski boot
532	Ski hat (Gear Bonus +1 against cold)
533	Skin lotion, bottle
534	Sleeping pad
535	Snowglobe
536	Sofa, broken
541	Spider-Man suit for kids
542	Sports bottle
543	Sports jersey
544	Sports prize cup
545	Stapler
546	Starburst candy (one ration of grub)
551	Stroller
552	Surf board
553	Suspenders
554	Swimming goggles
555	Synthesizer
556	T-shirt with text "Heisenberg"
561	Tabletop globe
562	Teddy bear
563	Telephone
564	Tennis ball

D666	ITEM
565	Thermometer, broken
566	Tire iron
611	Toilet brush
612	Toothbrush
613	Towel marked "Sheraton"
614	Toy car
615	Toy pirates
616	Toy sword
621	Toy tractor
622	Toy train set
623	Traffic cones, D6
624	Trombone
625	TV set, broken
626	Twinkies, D6 (still edible, each is a ration of grub)
631	Typewriter
632	Umbrella, broken
633	Underwear
634	Vacuum cleaner
635	Vacuum flask
636	Vase
641	VHS cassette
642	Video game console
643	Vinyl record, well played
644	Walking frame
645	Walkman with headphones and cassette
646	Wall clock
651	Wallet full of moldy cash
652	Water pistol
653	Welding mask
654	Whiskey bottle (empty)
655	Whiteboard marker
656	Wig, blonde
661	Wine bottle, undrinkable (1 Rot Point)
662	Wok
663	Wrecking bar
664	Wristwatch, broken
665	Yellowed copy of the Mutant Chronicles RPG
666	Yo-yo (blunt instrument)

A NEW KIND OF BEAST

This Zone sector describes the PCs' home – the Ark. This is where the game starts, and the PCs will return here time and again. The Ark is the hub of the game. The *Mutant: Year Zero* core rulebook details how the PCs build their own Ark – this pre-made Ark can be used if you want to get started and play right away.

A New Kind of Beast is designed as a starting point for *Mutant: Year Zero*. If you want to, you can start with the first event on page 20, where there is also a box you can read aloud to the players to get the game started.

LOCATION

Decide together with the players where in the Zone you want to place the Ark. The most likely choice is in a sector on the coastline, but it could also be placed on dry land – carried there by some enormous wave, created by the doomsday weapons of the Enclave Wars?

OVERVIEW

The Ark is the wreck of a large Old Age passenger ferry stranded somewhere in the Zone. The ferry has nine decks, but the lower ones are too decrepit and rusted to be of use to the People. The majority of the Ark's residents live in cabins on decks 8 and 9.

The ferry once had a bow visor, but it rusted and fell off a long time ago, leaving the approach ramp to decks 3 and 4 open. To protect the Ark from intruders, the People have constructed a scrap palisade in front of the gap.

Quarterdeck. The old sun deck on deck 9 is used by the People for larger assemblies. This is where the Elder used to speak. Nowadays, the place is used by the Boss Maximon for his inflammatory speeches to the mutants.

Rain Collector. On the roof above the quarterdeck, the Gearhead Pontiak has mounted repurposed umbrellas and other containers for rain water collection.

Holding Cells. A few small cabins on deck 5 are used to lock up mutants who brake the People's rules, or who just happened to anger one of the Bosses.

Engine Room. In the Ark's rusty depths, the old engine room can be found. This is where the Gearhead Pontiak resides. He has managed to rid the room of the cold and the damp, and keeps it warm and lit with the help of electrical apparatuses powered by his mutation.

The Lifeboat. By the side of the Ark floats an old metal lifeboat, large enough for some 20 people. The boat is covered and constructed to withstand any weather. The cult leader Oskartian lives here.

Palisade. A simple scrap palisade around the bow of the ship protects the approach to the car deck. The palisade has no openings; one has to climb it coming in or out. The palisade is guarded night and day.

Croplands. Inside the palisade, the Gearheads and the Chronicles are tending to simple plots of mushrooms and beets. Without these, the People would have starved to death a long time ago.

THE SITUATION

The Ark is the PC's home. Here they live, together with around 200 other mutants. Only Stalkers have left the Ark – this is the only place most of the mutants have ever known. The world outside is a sea of chaos and destruction, filled with mutated monsters and other unknown terrors.

The mutants have grown up in the Ark. How they came to live here, they don't know. The only

NPC MUTATIONS

The mutations of the NPCs in this section are described in detail in the Mutant: Year Zero core rulebook. If playing only with this starter booklet, do not use mutations for NPCs.

one to know the truth is the Elder, one of the Ancients, and he has not revealed much. The truth about the People's background can be found in Chapter 16 in the *Mutant: Year* Zero core rulebook.

Now, the Elder is dying. The mutants have grown into young adults. Without the Elder's guidance, the established order has collapsed. The ancient stockpiles of food in the Ark have run out, and the small croplands by the palisade cannot still the hunger. The strong take what they need through violence, and force the rest into submission.

Three especially competent and charismatic mutants – Maximon, Marlotte and Oskartian – have emerged as rivaling Bosses in the Ark.

What the People don't know, is that they are not alone in the Zone. There are other Arks (read more in the *Mutant: Year Zero* core rulebook), but also a group of mutated animals – intelligent and walking upright – who have fled an Old Age research installation up in the mountains. They have recently arrived in the Zone and settled a few sectors from the Ark.

Something is about to happen that will force the human and animal mutants into close contact. Life for both groups will soon change forever...

INHABITANTS

The Elder. The Ark's former leader, now but a shadow of his old self. He has not been seen outside his cabin (a suite on deck 9) in months. He is alive, but just barely. Astrina and the other Chroniclers protect him. Should the PCs despite this get to meet the Elder, he is so confused that he can only provide cryptic answers to their questions.

Attributes: Strength 1, Agility 1, Wits 2, Empathy 1.
Skills: Comprehend 5.
Mutation: None.

Maximon. The Ark's most powerful Boss. He wears a patched old captain's uniform and demands to be addressed as "Captain". Anyone who forgets this gets beaten up by Mubba. Maximon views himself as the Elder's heir, and the Ark's rightful leader. He is dominant and brutal, but not evil. His prime objective is the survival of the People, and he is prepared to sacrifice individual residents for what he perceives to be the collective's interests. Maximon usually resides in the Ark's old bridge. Some 50 mutants serve Maximon in exchange for security and grub, about half of them Enforcers. His right hand man is the Fixer Sixter.

Attributes: Strength 4, Agility 4, Wits 3, Empathy 5.
Skills: Fight 3, Shoot 2, Sense Emotion 5, Manipulate 4.
Mutation: Flame Breather.
Gear: Machete, 9 bullets.
Artifacts: Revolver.

THE ELDER

Marlotte. A Boss with a small but fiercely loyal group of followers. She commands her 20-something underlings with military discipline. Marlotte is tolerated by Maximon, for the time being, because she is of great value to the Ark's defenses. Marlotte, however, realizes that Maximon will get rid her sooner or later, because she is a threat to his power. Marlotte believes there to be other Arks in the Zone and wants to find them. Marlotte's headquarters are in the old show bar in the aft of the ship. She conducts military drill exercises with her minions on the old stage.

MARLOTTE

Attributes: Strength 4, Agility 5, Wits 3, Empathy 3.
Skills: Fight 3, Shoot 4, Sense Emotion 3, Manipulate 2.
Mutation: Insectoid.
Gear: Knife, 5 bullets.
Artifacts: Semi-automatic pistol.

Oskartian. The leader of a small cult called Sentinels of the Apocalypse, who believe the end of the world was the Gods punishing the Humans, and that the mutants have been put on earth to watch over the End Times. Oskartian preaches that all attempts at building a new world or exploring the mysteries of the Old Age are sinful, and must be stopped. The cult is tolerated because they are seen as a bunch of harmless loonies, but as of late they have been growing increasingly obstinate. Oskartian and his cult, some 20 people in total, live in an old lifeboat floating alongside the Ark. Oskartian lacks all body hair and dresses in a long tunic made from an old tarp.

Attributes: Strength 3, Agility 2, Wits 3, Empathy 5.
Skills: Fight 2, Manipulate 5.
Mutation: Pathokinesis.
Gear: Blunt instrument (old hockey stick).

Mubba. Regarded as the toughest Enforcer in the Ark. Completely ruthless and brutal when necessary, but will only use violence when called for. She works for Maximon, but has a strong moral compass and can turn on him if she feels that it would be the right thing to do. She hates the Fixer Sixter and considers him a threat to the whole People, something she is trying to convince Maximon of, but so far to no success.

Attributes: Strength 5, Agility 3, Wits 2, Empathy 2.
Skills: Intimidate 5, Fight 5.
Mutations: Four-Armed, Man-beast.
Gear: Machete, 2 bullets.

Sixter. Fixer and right hand man to the Boss Maximon. He is charming and charismatic, but a pompous megalomaniac, believing he always knows what is best for the People – namely that he shall one day rule them. He realizes that Maximon is the strongest

Boss in the Ark for the moment, and sticks by his side waiting for the right time to usurp his power.

Attributes: Strength 3, Agility 3, Wits 3, Empathy 5.
Skills: Move 4, Shoot 3, Sense Emotion 3, Manipulate 5.
Mutations: Puppeteer.
Gear: Dagger, 7 bullets.
Artifacts: Shotgun, sunglasses.

Astrina. One of the Chroniclers, a chosen group of about 20 mutants who are the Elder's closest. Their task is to keep a record of everything that goes on in the Ark. Only the Chroniclers have access to the Elder's cabin (see above). They also keep watch over the Dawn Vault, a locked cabin to which all artifacts collected in the Zone must be brought so that all of the People can study and learn from them (more on this in the *Mutant: Year Zero* core rulebook). Astrina is convinced that the People have an important role to play in creating a new society on Earth. She lives in a small cabin near the Elder's.

Attributes: Strength 3, Agility 2, Wits 5, Empathy 3.
Skills: Shoot 2, Comprehend 4, Sense Emotion 3.
Mutations: Pathokinesis.
Gear: Scrap derringer, 4 bullets, worn notebook, pen.
Artifact: Lifestyle magazine.

MUBBA

SIXTER

Pontiak. A Gearhead whose skill is only matched by his big mouth. He has the unfailing ability to annoy everyone he meets. He is loosely connected to Marlotte and her gang, but will work for anyone willing to pay. Pontiak is pale and dirty, and dresses in overalls that were once yellow. He hangs around the Ark's old engine room.

Attributes: Strength 2, Agility 3, Wits 5, Empathy 2.
Skills: Jury-Rig 4, Comprehend 3.
Mutations: Human Magnet.
Gear: Triple barrel scrap pistol, 8 bullets.
Artifact: Wrench.

Yassan. A legendary Stalker in the Ark. The first one who left the Ark and ventured out into the Zone, only aged 10. Now damaged by the Rot and speaking in a hissing voice. He wears a home-made Rot mask that he rarely takes off. He is usually out in the Zone, but hangs around Marlotte when he is back in the Ark.

Attributes: Strength 3, Agility 5, Wits 3, Empathy 2.
Skills: Find the Path 4, Sneak 2, Shoot 3, Know the Zone 3.
Mutations: Extreme Reflexes.
Gear: Scrap rifle (Gear Bonus +2), 5 bullets, Rot mask.

GRUB & WATER

There is a chronic shortage of grub and water in the Ark. Anyone carrying more than a few rations will attract attention.

The meager supply of canned food, plus the produce of mushrooms and beets from the croplands inside the palisade, is stored in a locked, old cold room in what used to be the ferry's kitchen, near the bow on deck 7. The supply is guarded by Enforcers and the grub is rationed out by the Bosses. All inhabitants usually get one ration of grub every other day. The supplies will only last about a week if not replenished.

The People get their water thanks to the rain water collector built by Pontiak. Barrels and cans of the collected water are stored on the quarterdeck, and normally contain enough water for all of the People for a few days.

THE ARK

QUARTERDECK

RAIN COLLECTOR

PALISADE

TYPICAL ARK RESIDENTS

ROLE	NAME	ATTRIBUTES	SKILLS	MUTATIONS	TRAITS	WEAPONS
Enforcer	Marl	Strength 5 Agility 3 Wits 2 Empathy 2	Intimidate 3 Fight 2 Force 1	Man-beast	Crooked gait, monkey-like arms, snarls	Spiked bat
Stalker	Krin	Strength 2 Agility 5 Wits 3 Empathy 2	Find the Path 3 Shoot 2 Sneak 1	Rot-Eater	Blank stare, Rot-cough, reeks of booze	Scrap rifle, gear bonus +2
Gearhead	Nafta	Strength 2 Agility 2 Wits 5 Empathy 3	Jury-Rig 3 Comprehend 2 Scout 1	Human Magnet	Skinny, spiky hair, smirks	Triple barrel scrap pistol
Fixer	Denrik	Strength 2 Agility 2 Wits 3 Empathy 5	Make a Deal 3 Manipulate 2 Move 1	Pathokinesis	Bald, chubby, always grinning	Scrap knife
Chronicler	Silas	Strength 2 Agility 2 Wits 4 Empathy 4	Comprehend 2 Sense Emotion 2 Heal 1	Parasite	Sickly pale, transparent skin, brooding	None
Slave	Henny	Strength 4 Agility 4 Wits 2 Empathy 2	Endurance 3 Force 2 Fight 1	Four-Armed	Arms and legs like logs, stern	Bat

EVENTS

Below is a list of events for you to involve the PCs in. The first one is designed as a starting point, but the rest can take place in any order. You can always adjust the events to better fit your group of players.

- It is night and the PCs are standing guard at the palisade. A mutant wolf from the Animal Towers (page 26) attempts to sneak inside to spy on the People, and to snatch some grub. Roll Sneak vs the PCs' Scout. Regardless of the outcome of the roll, something unexpected happens – a bright light suddenly shoots across the night sky, illuminating and exposing the wolf, who panics and attacks the PCs. The light disappears behind the dark trees and shortly after, the horizon explodes in a soundless detonation. A minute or so later, a deep rumble rolls in the distance (read more about the shooting star in the Special Zone Sector The Sky Wheel on page 36). This event can be used as a starting scene for the game – see the boxed text on page 25.

The wolf that infiltrates the Ark is lost, cold and very hungry. It will attack the closest PC in the first turn, but if injured it will try to flee (a Move roll). If cornered, the wolf will fight to the death.

Attributes: Strength 4, Agility 4, Wits 2, Instinct 4.

Skills: Sneak 4, Fight 3, Shoot 2, Sense Emotion 2, Dominate 3.

Animal Power: Predator (page 31).

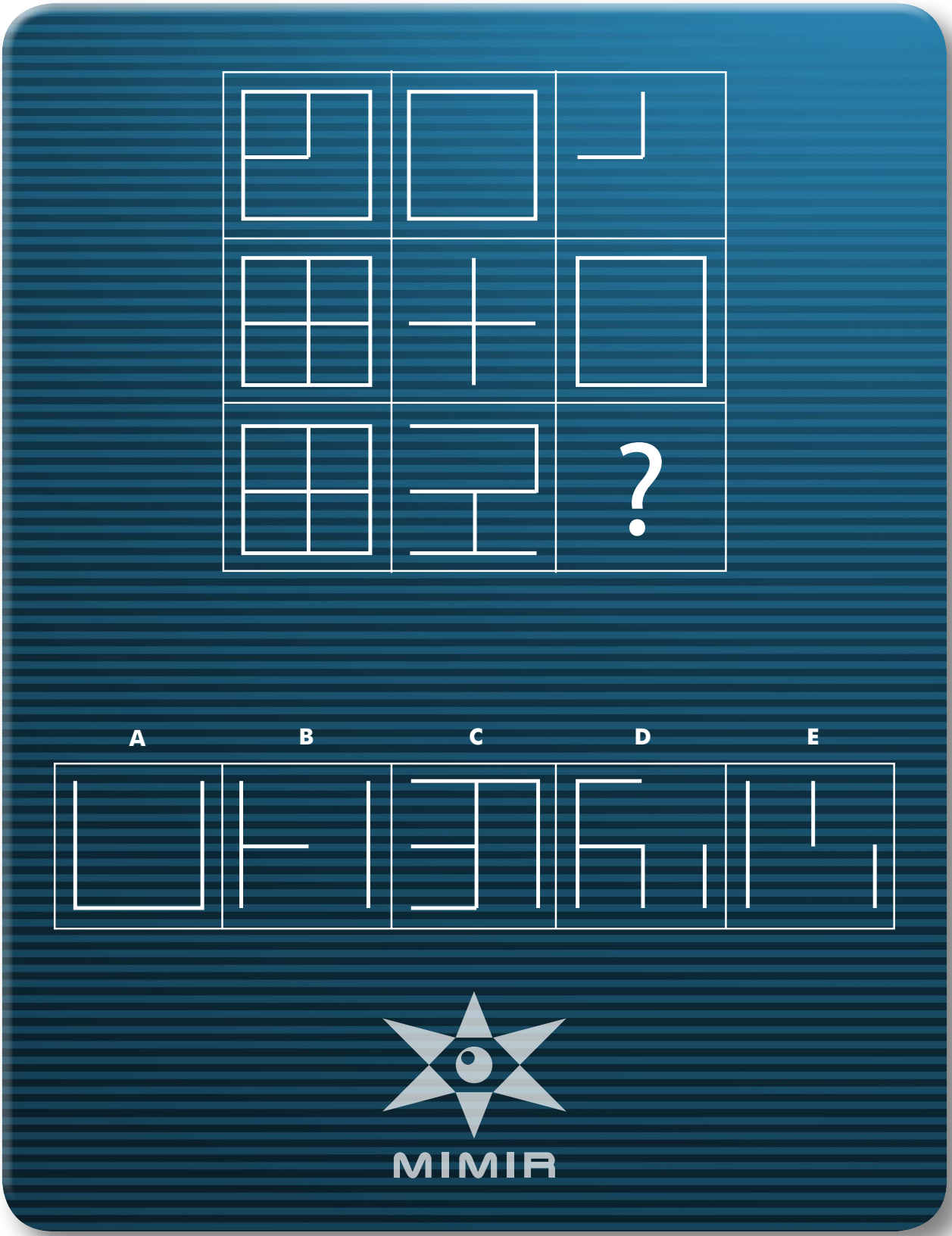
Gear: Fangs (Weapon Damage 2, no Gear Bonus).

- Maximon calls an assembly on the quarter-deck concerning this new threat to the Ark: feral beasts – half human, half animal. If the wolf in the starting scene got away, Maximon will criticize the PCs. Stalkers have spotted these mutant beasts near the Ark several times in the last weeks, says Maximon. He demands that a new palisade, twice as high as the old one, is built in front of the Ark. All mutants are conscripted for the task, with violent methods if necessary. One of the PCs, or an NPC that a PC cares about, gets into trouble. Marlotte is displeased – she would rather send a patrol out to investigate the

PLAYER MAP 1: THE ARK

PLAYER MAP 2: THE ANIMAL TOWERS

PLAYER MAP 3: THE SKY WHEEL



HANDOUT: THE IQ-TEST

mutant beast threat – but she dares not speak up against Maximon yet. The PCs could influence her, though.

- An NPC to whom one of the PCs have some form of connection, disappears. Rumor has it that the mutant beasts are behind the abduction. There is violence in the air, fear all around. Some whispers would have it that someone (one of the PCs?) let the mutant animals into the Ark. If the PCs investigate the disappearance, they will uncover clues pointing towards the missing NPC actually being dead. The truth is that the NPC had dealings with Sixter. When the two of them met up on the beach outside the Ark one night, Sixter used his mutation Puppeteer, forcing the NPC to commit suicide by stabbing himself. The murder took place near Oskartian's boat and was witnessed by him – information he will share in exchange for suitable payment. He is not ready to testify against Sixter though, as he is too afraid of Maximon.
- Maximon bans all Zone travel out of fear of the animals, which only worsens the already alarming shortage of food. A PC, or an NPC close with one of the PCs, is accused of grub theft. Someone claims to have seen the person take food. Perhaps it is true, perhaps not. Sixter is the witness. Maximon demands a lynching of the thief, which will take place unless the PCs intervene. Maximon might consider pardoning the accused if the PCs, or someone else, can prove the thief's innocence. Maybe Marlotte steps in to offer the thief an alibi. Maximon will then reluctantly let the suspect go, to Sixter's great dissatisfaction.
- A mutant wolf is captured near the Ark, and is dragged around for all the People to gawk at. The wolf, a female named Callisto, is scorned and mocked, and eventually locked up in a cage on the quarterdeck, guarded by Maximon's Enforcers. Maximon addresses the People and describes how he will force the mutant beast to tell him all about its settlement, so that the People can crush this threat once and for all. The Chronicler Astrina (or some other appropriate NPC) protests, and proposes that the People make peace with the animals instead. Maximon refuses to listen.
- Astrina contacts the PCs and begs their help to rescue the wolf Callisto (see above). She wants Callisto to guide her to the Animal Towers to negotiate with the animal leader. If the PCs rescue the wolf, she will at first be very cautious, but may come to trust the PCs if they show her their peaceful intentions (and successfully roll for Manipulate). This event can lead to the PCs venturing out into the Zone and finding the Animal Towers.
- One morning, Maximon is found dead at the beach outside the Ark. This may happen after the PCs have visited the Animal Towers, and maybe even the Sky Wheel, or while they are gone. Maximon appears to have fallen from the quarterdeck. The truth is, however,

STARTING SCENE

It's a cold and dark night in the Zone, and you're on guard duty. The Zone wind bites your skin and dawn feels far away. Maximon, the Ark's most powerful boss, has ordered you to stand guard by the scrap palisade that protects the People from intruders and the horrors of the Zone. In the last weeks, mutated beasts have been circling the Ark, each night a little closer, and several Stalkers have been found dead, their bodies mutilated.

Suddenly, night turns to day. A shooting star brightens the sky, stronger than any you have seen before. Through the black rows of pine trees, white light illuminates the Ark behind you.

Then you see it. Inside the palisade, just behind you. A strange beast, a feral Zone monster – all fur and fangs. The creature must have crept over the palisade without you noticing it, but is now revealed by the bright light in the sky. It lets out a guttural snarl and comes charging at you, jaws open wide.

What do you do?

that Sixter became furious with the Boss the night before, and forced him to jump to his death. There is a witness to the murder (an NPC who the PCs know), but this person is too scared to come forward. After the murder, Sixter takes control over Maximon's gang. He quickly establishes a reign of terror where all enemies, real or imagined, are locked up in cells on the lower decks and tortured, accused of having a part in Maximon's murder. The PCs and NPCs they care about can be among those arrested, as can Marlotte. Summary executions are held, with Sixter hanging the victims' bodies from the Ark as warning.

- Sixter seizes control of the grub supply on deck 7 (see above), and only shares with those who swear him eternal loyalty. The rest are left to starve, or to find grub on their own.
- Eventually, the People have had it with Sixter's bloody rule. NPCs approach the PCs for their help in overthrowing the new boss, perhaps someone from Marlotte's gang who wants her sprung from captivity. Oskartian and his cult might be persuaded to join in the uprising. The revolt can play out in many ways, but Sixter will probably be dethroned in the end. Maybe he fashions an escape out into the Zone to return later?

THE ANIMAL TOWERS

The events with the animal mutant Callisto and the Chronicler Astrina (see *A New Kind of Beast* above) have probably led the PCs to the mutated animals' settlement, called the Animal Towers. The PCs could also end up here by chance while travelling in the Zone.

You can read more on the animal mutants and their origin in the expansion *Mutant: Genlab Alpha*, which also contains the rules for animals as PCs.

LOCATION

Place the Animal Towers about 5-10 sectors away from the Ark, in any direction, but not close to the edge of the map.

OVERVIEW

The animal mutants' settlement is located at the top of three ancient skyscrapers, majestically overlooking the Zone. The tallest building reaches almost 300 feet up into the Zone smog. From far away one can spot the buildings' dark silhouettes. In the evenings and nights, ominous, rhythmic drumming can be heard coming from the east tower.

Around the base of the buildings, there are empty ruins of smaller houses, and the whole area is covered in dense vegetation. The lower floors are cleaned out, dark and empty, windows blown out ages ago. No animal mutants live here – instead they inhabit the floors closer to, and on, the roof. A myriad of huts and scrap sheds cover the buildings'

roofs. The animals move between the towers via a clutter of rope bridges, lianas and ropeways. One ropeway connects a smaller ruin on the ground to the roof of the middle tower.

Each of the three towers are inhabited by a different animal tribe. The western tower belongs to the bears, the middle to the apes and the eastern to the dogs. The reptiles, who are very few, live in the old ventilation central in the middle tower.

GETTING TO THE TOP

If the PCs just stroll on up to the Animal Towers, they will be spotted by the guards on the roof (see below). The guards will not act unless the PCs approach the ropeway leading up – if they do, the guards will open fire to scare the PCs off. If the PCs successfully Sneak up on the settlement, they can both examine the ropeway and enter the towers unseen. There are several ways for the PCs to reach the settlement on the roof:

- **Climb inside a tower.** The towers' insides are lethal mazes. Most floors appear to have been some form of housing, but almost everything is in ruins. Have the PCs roll for Move several times during the climb. A failed roll means falling up to 2D6 yards. Additionally, inside the ruins lurk mutated monsters – mostly Zone leeches but also a grumpy razorback. With a little luck, the PCs can come across some interesting scrap in the ruins. The PCs could also climb on the outside of a tower – this will save them from the leeches, but a fall will probably mean death.
- **Use the ropeway.** The device can't be operated from the ground, but if the PCs keep watch for a few hours, a patrol of dogs (one fewer than the PCs) will return from the Zone and signal to the guards on the roof to send the car down. If the PCs swiftly and quietly subdue the dogs, they can ride up with them at gunpoint. Alternatively, they can grab onto the frame of the car as it is going up, but this requires rolls for both Endure and Sneak. Climbing the rope is very difficult (three rolls for Move at –2), and the guards will discover the intruder coming up, and open fire.
- **Fly up using Insect Wings.** Flying all the way up requires activating the mutation four times, with stops along the way. The mutant must also successfully roll for Sneak to avoid detection.
- **Accompanying Callisto.** If the PCs arrive together with Callisto, she will signal the guards, and they will send the ropeway car down. She will do this regardless of whether she is the PCs' friend or hostage. If she is being held hostage however, she will seize the first opportunity to escape and warn the other animals in the towers.
- **Knock on the door.** If the PCs arrive alone but openly show their peaceful intentions, they might be let in. They have to successfully Manipulate the guards to gain an audience with Tesla, though.

Ritual Grounds. At the top of the middle tower rises a six feet high totem, erected by the animal mutants' Seers – a mighty piece made from antennas, satellite dishes and other ancient scrap. Around the totem, is an open space where the animal mutants hold assemblies and religious ceremonies.

Throne Room. A ladder from the ritual grounds leads to a large hall (an old spa facility) where the tribe's grand alpha Tesla resides. She usually receives her subjects sprawled across a dirty (once white) divan. At the side of the divan, there is always a tray of fruits and berries from the greenhouse. Tesla and her guards sleep in a small, terraced room (an old sauna) connected to the throne room. Through a cracked window, one can gaze out across the Zone, at least on days when the smog is not too thick.

Greenhouse. The animal mutants have filled an old swimming pool with soil, using it to grow fruits, berries and herbs. The greenhouse lies adjacent to the throne room and is under heavy guard at all hours.

THE ANIMAL TOWERS

The roof is open to the Zone sky, but can be covered up with a sturdy tarp in case of bad weather. In one corner of the greenhouse, Tesla grows special herbs to remedy her constant headaches. These herbs are hallucinogenic and causes nausea in the unaccustomed user (roll for Endure, failure means D6 points of Confusion).

Water Reserve. Adjacent to the greenhouse. The animals collect water in a big satellite dish mounted on a tripod. There is a fireplace underneath the dish to boil the water. The water is mostly used to irrigate the plants in the greenhouse.

Temple. On the roof, on the opposite side of the ladder to the throne room, a modest, rectangular building houses the settlement's reptiles. It is filled with scrap and debris. The Grand Seer and shaman Lemmy and his lizard clergy sleep in wide ventilation shafts that run from the room down through the building. One of the shafts is wider than the others and is called "the Death Drop". It connects to an even wider shaft that leads all the way to the ground level. The temple's most striking feature is "the Wheel of Fortune" – see the boxed text on the next page.

The Ropeway. From a smaller ruin some 100 yards from the towers, a ropeway connects to the middle tower. The car is the wreck of an ancient automobile, winded up and down by hand. The winding is done by a few strong animals (mainly bears and gorillas). Sometimes criminals are forced to serve at the ropeway as punishment (see above).

The Cage. From the top of the bears' tower, a wide shaft leads down through the building. Several stories have collapsed, which have turned the inside of the building into a giant, gaping hole. From a crane on the roof dangles a large cage made out of wood and scrap. The cage is about 15 × 15 feet and used for settling disputes between animal mutants, and for punishing criminals. Inside the cage, two combatants can never be further from each other than Near distance. Breaking out of the cage requires a successful Force roll with a -2 modification. The cage hangs about 15 feet below the roof, and the next (remaining) floor down is 50 feet below.

THE WHEEL OF FORTUNE

This contraption is made from an old fan with six blades, each blade with a text written on it. The Wheel of Fortune is used to determine the punishment for animals who have behaved badly or refused to follow orders. One simply spins the wheel and reads the result. Roll a D6:

1/☣	**The Death Drop.** The condemned is thrown into the Death Drop. Only one animal has ever survived the Death Drop, but it is possible. The fall ends on top of an elevator, 50 feet down – roll 18 dice to determine the damage suffered – Every ☢ means one point of damage. There are pipes and beams along the way down that can help brake the fall – let the falling character roll for Move. Every ☢ rolled negates one point of damage from the fall. On top of the elevator are the remains of a few dead animal mutants. A razorback (page 180 of the *Mutant: Year Zero* core rulebook) has its nest nearby.
2	**Exile.** The condemned is banished from the Animal Towers and outlawed. Anyone can kill the outlaw without fear of consequence.
3	**Monster Fight.** The condemned is thrown into "the Cage" (below) and made to fight a frenzied razorback, using fists only.
4	**Trial by Combat.** The condemned must face the settlement's most powerful warrior (currently the bear Errol) in a duel, until one of the fighters is broken. The fight takes place at the cult grounds and without weapons.
5	**Forced Labor.** The condemned is forced to serve as winder at the ropeway for a few days. Every day requires a successful Endurance roll. When the sentence has been served, the condemned is returned to his original status in the tribe.
6/☢	**Grand Alpha.** The condemned must face the Grand Alpha in a fight to the death. If the condemned wins, he immediately becomes the tribe's new Grand Alpha. The fight takes place at the cult grounds and without weapons.

The Canteen. At the top of the dogs' tower, there is a canteen in a large, red tent, made from a grimy fabric from the Old Age (an old hot air balloon). The animals sit around dingy scrap tables, swigging away at all sorts of intoxicants. Drum rhythms fill the tent from the afternoon until midnight.

The Lookout. At the top of the middle tower, at the cult grounds, there is a watchtower, manned around the clock. The animals have converted the burner from a hot air balloon into a potent flamethrower to ward off the Zone's airborne monsters. The flamethrower can also be aimed at potential intruders on the roof itself (Gear Bonus +1, Weapon Damage 3, Long range). The flamethrower is too heavy to carry. It can be mounted on a vehicle, though.

THE SITUATION

The animal mutants have fled the captivity of the robots called "the Watchers" in Paradise Valley, a research facility high up in the mountains (read more on this in *Mutant: Genlab Alpha*). This tribe, composed of apes, bears, dogs and reptiles, were recently lead to the Zone by the chimpanzee Tesla. The tribe settled in the three towers from the Old Age, the elevation protecting them from the monsters and the Rot.

Thanks to the apes' technical proficiency, the tribe managed to grow crops on the roofs of the towers, but the shortage of grub and clean water is still dire. Patrols of dogs and wolves are sent out into the Zone to scout for resources. The bears' task is to defend the Towers against monsters and other attackers. The reptiles, numbering quite few, serve as spiritual guides and tend to the animal mutants' health.

A while back, a wolf patrol returned to the tribe with the news that they had sighted another settlement – humanoid creatures in a stranded, old watercraft (the Ark). Grand Alpha Tesla ordered the dogs to keep the settlement under close watch and called an assembly. The ape and

ANIMAL MUTANTS

Animal mutants differ from human mutants in a few important ways. The animal mutants are described in detail in the expansion *Mutant: Genlab Alpha* (sold separately) but the key differences are listed below:

- Animal mutants have the attribute Instinct instead of Empathy. The two attributes are interchangeable.
- They have the skill Dominate instead of Manipulate. An animal can Dominate a human (opposed roll vs Sense Emotion), and a human can Manipulate an animal.
- Animal mutants don't (usually) have mutations – instead they have animal powers. See the boxed text.
- Animal mutants have something called Rank, showing their status in the tribe. The rules for this value are described in *Mutant: Genlab Alpha*.

reptile alphas, Archimedes and Lemmy, wanted to attack the human mutants right away and take their grub. Tesla refused. The Humans once created the animals, and they are sacred beings, Tesla insisted. These specific humans may well be depraved, but they should still be treated with respect. The bear alpha Errol and the wolf alpha Melvill agreed with Tesla, voting down Archimedes and Lemmy.

Since the night of the assembly, there is tension in the tribe. Tesla tries to keep everyone calm, and ponders on how to contact the Ark peacefully. In the shadows, Lemmy attempts to undermine the Grand Alpha's authority, and Archimedes plans for war.

A few days ago – just after the great shooting star (page 20) – a new threat suddenly emerged. A patrol of dog scouts out in the Zone encountered terrifying machines. Only one of the dogs survived to deliver the news about this new danger. Since then, the machines have been sighted near the Towers. The animal mutants' nemeses – the robots – are back.

ANIMAL POWERS

The animal mutants' powers are just like mutations, and you can activate them using your GM stash of MP. More detailed rules for the animals' powers can be found in the expansion Mutant: Genlab Alpha, which also contains many different powers, but below a few examples are listed:

- **Climber:** The animal can spend one MP to climb a tree or scale a house. Can be used instead of Move in a tight spot, no rolls needed.
- **Huge:** This power has two effects. Firstly, the animal may spend one MP after a successful Fight roll while encountering an enemy, to increase the damage dealt by one. Secondly, when the animal suffers damage (trauma to Strength), one MP may be spent to reduce the damage by one. Only one MP may be spent at any one time. This applies to both effects.
- **Predator:** The animal may spend one MP to mark its prey (which must be in sight, or having left a scent trail to follow. A trail can be picked up several days later). When the animal attacks its marked prey, more MP may be spent to add a bonus to the first attack – every MP spent gives a +1 bonus to either Fight or Shoot.
- **Fast Reflexes:** The animal may activate this power before the initiative roll. Every MP spent gives a +2 bonus to the roll.

INHABITANTS

Approximately one hundred animal mutants inhabit the Animal Towers, evenly divided between apes, bears and dogs. The reptiles number about ten.

Tesla, Grand Alpha. The chimpanzee empress still suffers from her captivity among the robots – but it also gives her strength. She was taken at an early age by robots who subjected her to horrendous experiments, deep underground in the so-called Labyrinth (see *Mutant: Genlab Alpha*). Nightmares and crippling headaches still haunt her, but her suffering has awarded her strength and endurance matched by few. Tesla regards the tribe as her family, and does not want to risk bloodshed. The return of the robots terrifies her, and in truth she has no clue as to how to counter the threat.

Rank: 11

Attributes: Strength 5, Agility 3, Wits 4, Instinct 4.

Skills: Fight 3, Shoot 3, Scout 1, Comprehend 3, Know the Zone 1, Sense Emotion 4, Dominate 4.

Animal powers: Climber.

Gear: Pipe.

Artifacts: Bow & Arrows, cybernetic laser-eye (Gear Bonus +2, Weapon Damage 2, Short range), built-in armor plating (Armor Rating 6).

Archimedes, Ape Alpha. Already as a youngster, the chimpanzee Archimedes fought against the robotic oppression in Paradise Valley. He was captured, beaten, tortured – but he never broke. In the final battle against the Watchers, he fought at the front line. After escaping Paradise Valley, Archimedes accepted Tesla as Grand Alpha. Archimedes does not covet power for himself, but he has lately begun doubting Tesla's ability to do what is necessary to ensure the animal mutants' safety. Is she ready to sacrifice a few to save the many?

Rank: 9

Attributes: Strength 3, Agility 5, Wits 3, Instinct 3.

Skills: Fight 2, Sneak 3, Shoot 4, Sense Emotion 3, Dominate 3.

Animal powers: Climber.

Gear: 9 bullets.

Artifact: Assault Rifle.

Lemmy, Reptile Alpha. Lemmy is a slippery one. As Grand Seer and Head Shaman of the Animal Towers, his power is considerable, and he desires more. Lemmy is capable of almost anything if it serves his interests. His natural choice of partner is Archimedes, and he works hard to fan the flames of the ape's hatred for the robots, and to undermine Tesla's position.

Rank: 10
Attributes: Strength 2, Agility 3, Wits 5, Instinct 4.
Skills: Move 3, Sense Emotion 5, Dominate 4, Heal 3.
Animal powers: Fast Reflexes.
Gear: Shaman staff with lightbulbs.

Melvill, Dog Alpha. Since the escape from Paradise Valley, the tribe's dogs and wolves have been somewhat sidelined, something Melvill works hard to change. At the same time, he upholds his duties as the Animal Towers' Master Scout, and has always remained loyal to Tesla. Archimedes and Lemmy's tempting promises of higher status for the dogs have however forced him to start doubting his current allegiances.

Rank: 8
Attributes: Strength 4, Agility 4, Wits 2, Instinct 4.
Skills: Sneak 4, Fight 3, Shoot 3, Sense Emotion 2, Dominate 3.
Animal powers: Predator.
Gear: Spiked bat, sling.

Errol, Bear Alpha. Errol is the bears' mightiest warrior and as such, their leader. He is unquestionably loyal to the Grand Alpha and nothing will ever change this. At heart a kind spirit, but carries out his leader's order without flinching. The only thing that could ever rock his loyalty would be the naming of a new Grand Alpha...

Rank: 9
Attributes: Strength 5, Agility 3, Wits 2, Instinct 3.
Skills: Force 4, Fight 5, Sense Emotion 2, Dominate 3.
Animal powers: Huge.
Gear: Scrap spear

GRUB & WATER

Thanks to the apes' crops and the dogs' Hunters, the animal mutants are decently set up for grub, but suffer greatly from a shortage of water. In total, the grub in the Towers would feed the whole tribe for a week.

ARTIFACTS

The animals possess very few artifacts, apart from Tesla's and Archimedes' personal ones.

ERROL

TYPICAL ANIMAL MUTANTS

ANIMAL TYPE	NAME	ATTRIBUTES	SKILLS	ANIMAL POWERS	TRAITS	WEAPONS
Ape	Oppenheimer	Strength 2 Agility 3 Wits 3 Instinct 4	Comprehend 3 Dominate 2 Know Nature 1	Climber	Chimpanzee, fascinated by findings from the Old Age, fearless	Sling
Bear	Bogart	Strength 5 Agility 3 Wits 2 Instinct 2	Fight 3 Force 2 Sense Emotion 2	Huge	Brown bear, quiet, majestic	Bat
Dog	Glenn	Strength 3 Agility 4 Wits 2 Instinct 3	Find the Path 1 Shoot 2 Sneak 3	Predator	Wolf, loyal, suspicious	Bow, knife
Reptile	Ramon	Strength 2 Agility 4 Wits 3 Instinct 3	Fight 2 Sneak 3 Move 1	Fast Reflexes	Lizard, usually confused, stubborn	Scrap knife

EVENTS

How the PCs are received in the Animal Towers depend on how they arrive.

- If the PCs sneak or fight their way in, they will be seen as enemies and treated accordingly. The bear guards will try to capture them and lock them in the Cage, where they will be left hanging for a few days until a trial is held (below). During this time, they should be offered one attempt at escaping, possibly with help from Callisto.
- If the PCs come in peace, and especially if they arrive together with Callisto, they will be met with suspicion and apprehension, but may well get an audience with the Grand Alpha. Tesla receives them in her throne room. She demands to know everything about the Ark, and anything the PCs might know about the robots. The PCs may, on their hand, ask for favors in return, but this should require successful rolls for Manipulate. Lemmy is present at the audience and will question all the PCs' information.
- Unless the PCs botch the audience, they will be declared guests of the tribe, and are free to roam the Towers while Tesla considers her next move. The PCs are not allowed to leave however, which they will notice if they try to do so. The animal mutants are hesitant but curious towards the PCs, as they have never met anyone like them before. Could these sorry creatures really be the mythical Humans?
- Archimedes seeks out the PCs and attempts to pressure them for information about the Ark (Dominate vs the PCs' Manipulate). How many live there? How are the defenses set up? How much water and artifacts do the mutants have? The chimp's default view is that the mutants are his enemies, but his mind might be changed. Try to force the PCs into picking either Tesla's or Archimedes' side.
- Lemmy decides that only evil can come from the PCs and their Ark. He orders an assassin to take care of them (stats as a typical reptile). The assassin might accompany the PCs on one of their expeditions (see below), or he might attack them in the Towers. He is smart and skillful, but if he is captured and interrogated, he might reveal his master's identity (Manipulate or Intimidate vs Sense Emotion).
- The PCs are put on trial, either directly on arrival (if the snuck/fought their way in), or later, following some transgression of theirs during their stay. If the PCs have been attacked by Lemmy's assassin, this might be turned against them. Tesla is the judge, and

Lemmy prosecutes, reading out their alleged crimes. The will get the chance to defend themselves, but Lemmy will question whatever they say. Each PC will give his own statement – roll Manipulate vs Tesla's Sense Emotion. A PC who openly used violence against an animal mutant gets a -3 modification to his roll. Any PC who fails the roll must spin the Wheel of Fortune.

- A dog scout returns to the Towers with the news that she has located the robot's base. It is a giant metal wheel, several sectors away, guarded by dozens of the nightmare machines. The news quickly spread fear throughout the tribe. Tesla decides that the animals will not defeat the robots on their own. She sends a patrol to the Ark to seek an alliance, or at least some water and weapons. The PCs are forced to join the patrol, either as diplomats or as hostages. Lemmy's assassin might strike during the trip (see above). The patrol could also run into Sentinel robots from the Sky Wheel.
- The negotiations between the animal tribe and the mutants of the Ark can end in a number of ways – if Sixter is in control of the Ark, he will be very suspicious towards the animals. Let the PCs' actions weigh heavy on the outcome. Tesla's orders are for the PCs to return to the Towers after the visit to the Ark – try and get them to do this.
- Archimedes has had enough of Tesla's softness. In a swift and violent coup, he attempts to take control of the tribe. Lemmy and Melvill back him up. On the other side are Tesla and Errol's bears, who remain loyal to the Grand Alpha. The actions of the PCs might play a key part in how the attempted coup plays out.
- In the midst of the chaos, the robots attack. It is not a large force, but the robots want to test the animals' combat skill. Drones attack from the skies and spider-like service robots (page 41) scale the walls. The battle will be a tough ordeal for the animals, but after about an hour, the Watchers have been defeated. Let the PCs join in the fight if they wish – they might earn favors with Tesla or Archimedes if the fight well.
- The Grand Alpha (Tesla, Archimedes, or whoever it might be) prepares for a final strike against the robots. A scout patrol is sent to the Sky Wheel to assess how dangerous the robots really are. The PCs are a part of the patrol, as they know their way in the Zone better than the animals. They might encounter individual robots along the way. Lemmy's assassin might also strike during the trip (see above). Read more on what happens when the patrol reaches the Sky Wheel in the next Zone sector below.

THE SKY WHEEL

In the third and last of the connected Zone sectors in this starter booklet, the PCs will encounter another iconic being of the Mutant universe – robots. You do not have to finish playing *A New Kind of Beast* or *The Animal Towers* before you let the PCs find their way here – events at the Sky Wheel may lead the PCs back to the animal or human mutants' settlements after meeting the robots.

LOCATION

You should place the Sky Wheel in a sector roughly in the same direction as the Animal Towers from the Ark, but further away. The distance to the Sky Wheel from the Animal Towers should be 5–10 sectors.

OVERVIEW

This Zone sector is like nothing the PCs have ever seen. Already from afar – a few sectors away, unless the smog lies heavy – one can spot a huge metal ring, resting endways, a giant "wheel" surrounded by ruins. Four "spokes" connect the ring and the hub of the wheel, which stretches well above 100 yards into the sky – an almost surreal sight. The wheel has not been there for long – it was first sighted after the great shooting star (page 20).

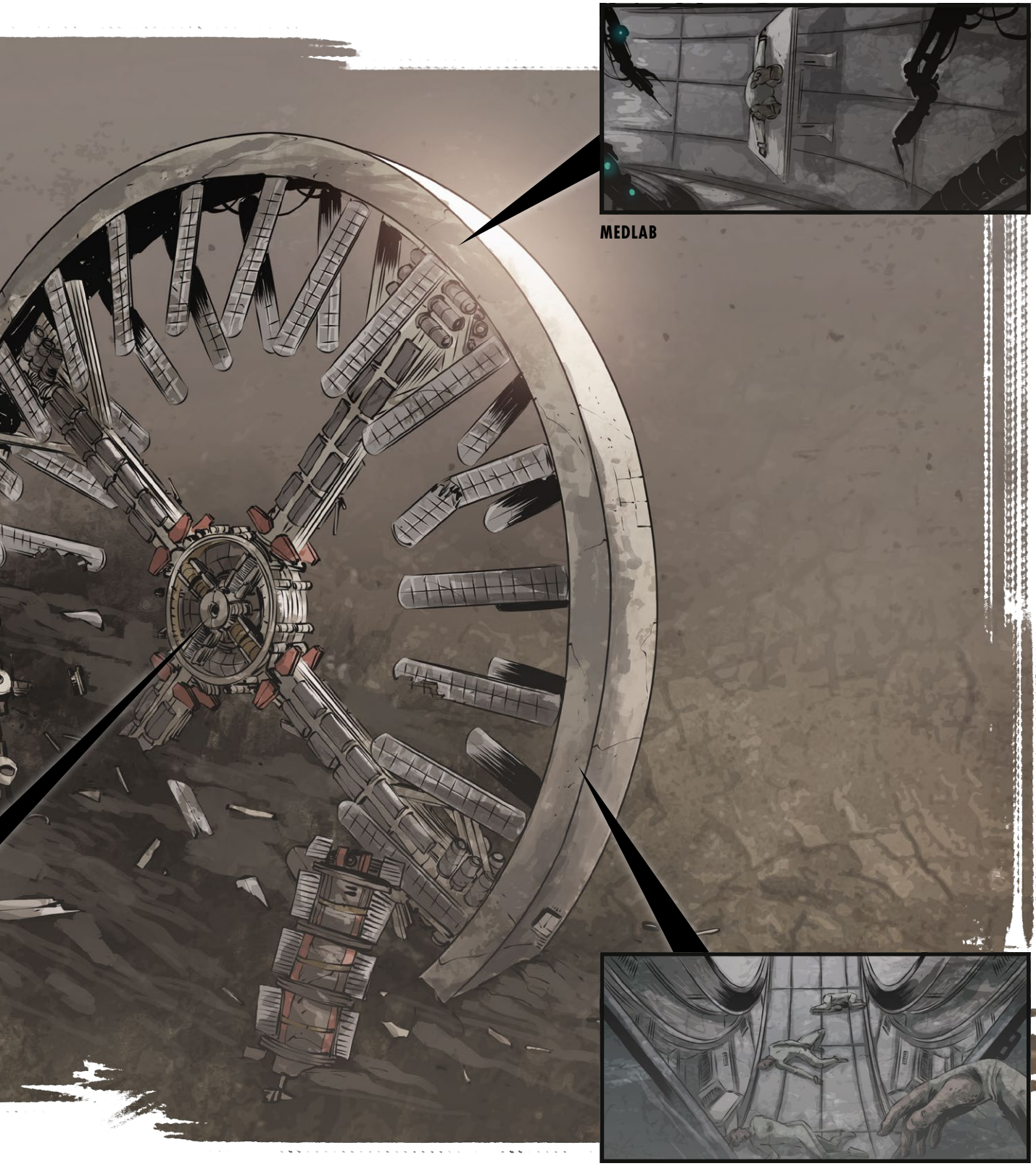
As the PCs get closer, they will discover the area surrounding the metal ring completely scorched and laid to waste – and quite recently, it would seem. If the PCs Scout towards the ring, they can see that it is blackened, singed as if by fire, and in a pretty bad shape. About ten metal creatures on the ground underneath the wheel drift around without any clear purpose. These are lab robots examining the crash site and Sentinel robots protecting them.

The PCs can Sneak up closer, but this requires multiple rolls vs the robots' Scout. Sooner or later, the PCs will most likely be spotted. The Sentinels react with callous resolve: *"Withdraw, or report for a full medical evaluation."*

There is a great risk of violence unless they do as they are told. At some point, the protocol droid Katinka RPS236 shows up, and can be reasoned with. If violence erupts and the PCs are broken, they will be dragged into Katinka's lab for examination. Read more under Events below.

THE SKY WHEEL

THE HUB



MEDLAB

THE RING

Entrance. The way into the Sky Wheel is through an old airlock, now permanently disabled. It is guarded day and night by a Sentinel.

The Ring. The metallic interior of the Sky Wheel is an entirely alien experience to the PCs – high-tech panels and gadgets of this kind are something they have never seen before. Unfortunately, most of it is burnt and destroyed. The scene is terrifying – there are corpses everywhere, most of them badly charred.

A corridor bends all the way along the inside of the ring. The PCs will have to climb to get up. At the top of the wheel, all the furniture is upside down. Have the PCs roll Move if they attempt the climb. Failure means falling D6 yards. If the PCs enter the ring uninvited, they will eventually run into robots.

Living Quarters. Just above the entrance, the ring corridor passes a row of small rooms with bunk beds bolted to the walls. Corpses litter the floors. If the PCs search the rooms the will find two random artifacts and a lot of other scrap (roll at the scrap table on page 262–264 in the *Mutant: Year Zero* core rulebook).

Medlab. Further up the ring is a laboratory. There are ten examining tables, now vertical against the "wall". The robots have strapped the cadaver of a deceased mutated dog to one of the tables, where it has been thoroughly studied. The PCs are taken here to be examined by Katinka (see below).

Emergency Supplies. At the top of the ring, there is a storage room with stockpiles of food and water – irrelevant to the robots, but probably a gold mine to the PCs. Read more below.

Security Central. Furthest from the entrance, on the other side of the wheel, is the security central. The room is deserted and burnt out, but a locker holds some still functional weapons (see below). Katinka knows about this and may lead the PCs here. Read more under Events below.

The Spokes and the Hub. Four "spokes" connect the ring to the "hub" at the center. This is the stations service central. While in space, this area was without gravitation, and used almost exclusively by robots. Now, it is the robot collective's headquarters, where the coordination droid Edmond NPZ306 resides.

There were originally four "spokes". One of them, the lowest, is now totally crushed, and another, the one closest to the entrance, is too badly crumpled up to pass through. The remaining two can be climbed through, but the space inside them is very narrow.

THE SITUATION

The Sky Wheel is really the space station Hugin-457, belonging to the titan power Mimir. Some months ago, the station's crew lost all contact with the titan power's other enclaves. The 300 human crew members realized their days were numbered. Food, oxygen and water were running low.

A desperate plan was set in motion. The station's engineers prepared to land the station on the barren Earth below. Spectral analyses of air and water showed that the Earth's surface was still toxic and uninhabitable, but there was no other option.

The emergency landing was a disaster. Despite powerful retrorockets, the strain on the station became too severe. All of Hugin-457's human crew members were burned to death as the air temperature inside the station rose to several hundred degrees Celsius during the flaming re-entry into the Earth's atmosphere. With no living souls onboard, Hugin-457 crash-landed deep in the Zone. This was the shooting star the PCs observed in the first Zone sector.

Remaining onboard were some 30 robots, servants of the humans that now lay dead around them. Awaiting new orders, the robots began carrying out the ones they had: to explore the landing site and secure it for human settlement.

On the orders of the highest-ranking robot onboard, the coordination droid Edmond NPZ306, the machines have undertaken expeditions into the Zone. They soon encountered both acid storms and mutated monsters, and realized that the environment was very hostile. To make the area habitable for humans, these threats must be neutralized.

The robot patrols eventually encountered the animal mutants from the Animal Towers, and

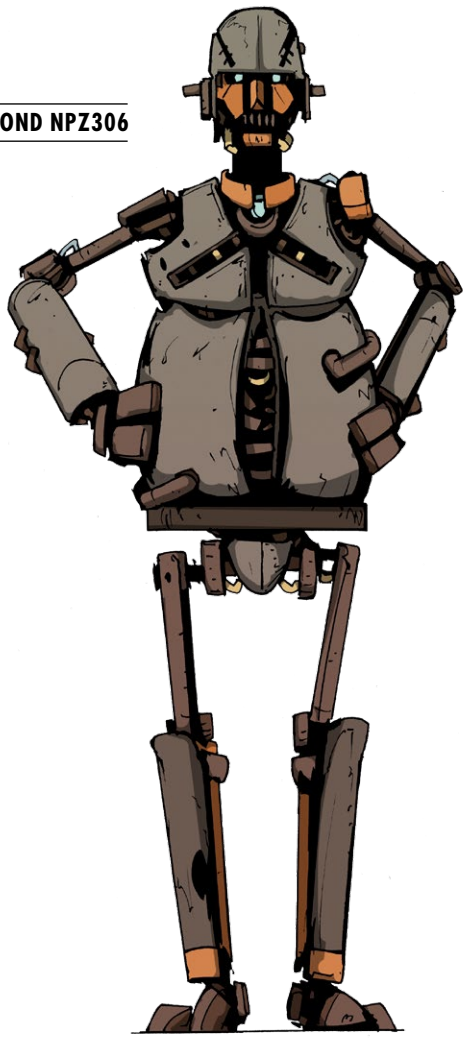
Edmond, who determined them unnatural life-forms, ordered their extermination. Now, the animals are suffering badly from attacks from the robots.

All robots are not convinced Edmond's tactics are sound. The protocol droid Katinka RPS236 suspects that the animal mutants might be intelligent, and would employ diplomacy rather than violence. Katinka ranks lower than Edmond however, and has not acted yet.

INHABITANTS

The wreckage of Hugin-457 is inhabited by about 30 functioning robots. Some were destroyed or fell out of the station during its re-entry into the atmosphere.

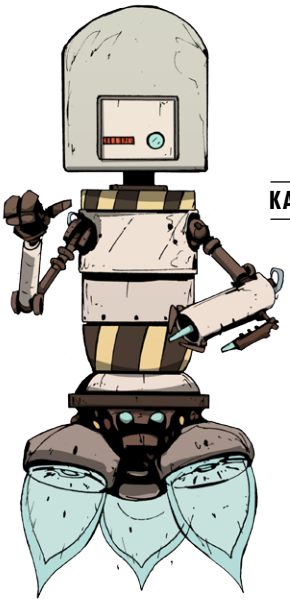
EDMOND NPZ306



Edmond NPZ306, Coordination Droid. A remarkably unimaginative machine, zealously devoted to the task of ridding the area around the station of any mutated threat. Edmond has a light grey chassis with orange details, somewhat charred after the crash from orbit. The speech module also took a beating, giving Edmond a completely toneless synthetic voice.

Attributes: Strength 4, Agility 4, Wits 3, Empathy 3.
Skills: Fight 2, Shoot 4.
Armor: 6
Weapons: Built-in laser pistol (Gear Bonus +1, Weapon Damage 2, Short range).

KATINKA RPS236



Katinka RPS236, Protocol Droid. Fascinated by everything there is to discover on the Earth's surface, and insistently curious. It pokes every life-form it encounters, including the PCs, and examines them with a child-like interest. Naive, and blind to the full extent of Edmonds obsession. Has a small, light grey frame and an over-sized head. Hovers around, propelled by tiny rockets. Katinka has an overly friendly, female voice.

Attributes: Strength 2, Agility 3, Wits 5, Empathy 4.
Skills: Move 3, Comprehend 5, Sense Emotion 3.
Armor: 3
Weapons: None.

Sentinel Robots. These security droids kept the peace onboard Hugin-457. Now, after the crash, Edmond has given them new orders: neutralize and collect mutated creatures from the area around the crash site. The guards have wide torsos, massive shoulder pads and two large grabbers with built-in weapons, and they run on tracks. The robot collective contains roughly 15 guard units.

Attributes: Strength 6, Agility 6, Wits 3, Empathy 1.

Skills: Fight 4, Shoot 4.

Armor: 10

Weapons: Built-in laser rifle (Gear Bonus +2, Weapon Damage 2, Long range), built-in stun baton (Gear Bonus +2, Weapon Damage 2, inflicts fatigue instead of damage).

Behavioral Inhibitor: The Sentinels are programmed to follow orders without hesitation. This means that they can never be Manipulated.

Lab Robots. There are five lab robots onboard Hugin-457, answering directly to the protocol droid Katinka. Their original tasks were to conduct running surveys of the Earth's surface, and to monitor the crew physical and mental health. Since the crash, the lab robots have been ordered to help with the exploration of the area around the Sky Wheel. They also examine any mutated creature they come across, including the PCs. The lab robots have a humanoid form, with human faces projected on screens on the front of their heads.

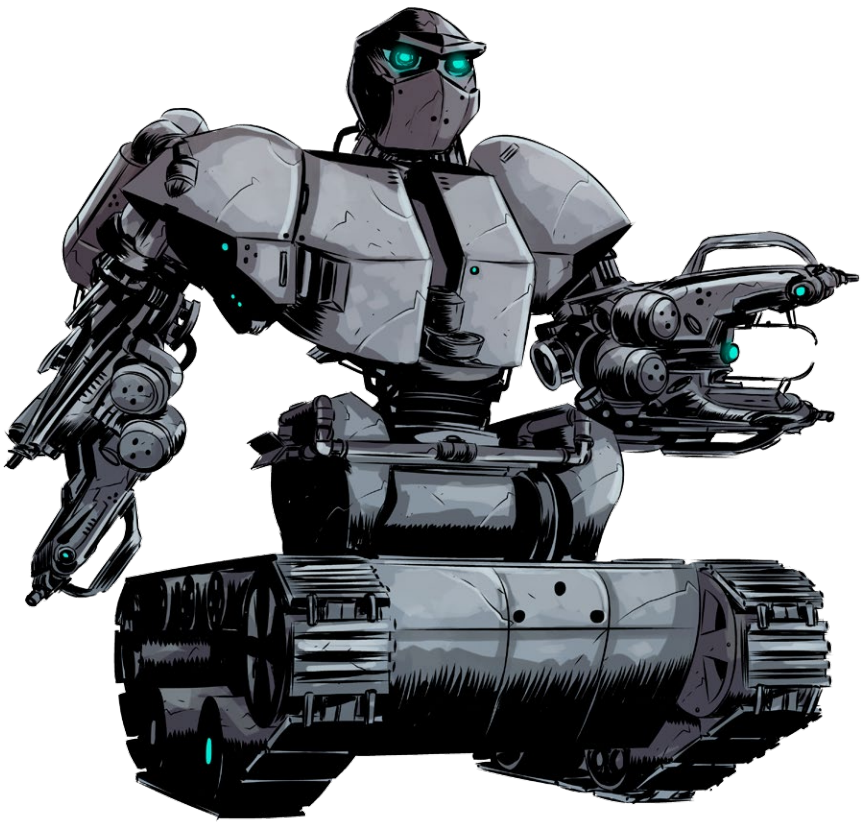
Attributes: Strength 3, Agility 3, Wits 5, Empathy 2.

Skills: Fight 2, Move 3, Sneak 1.

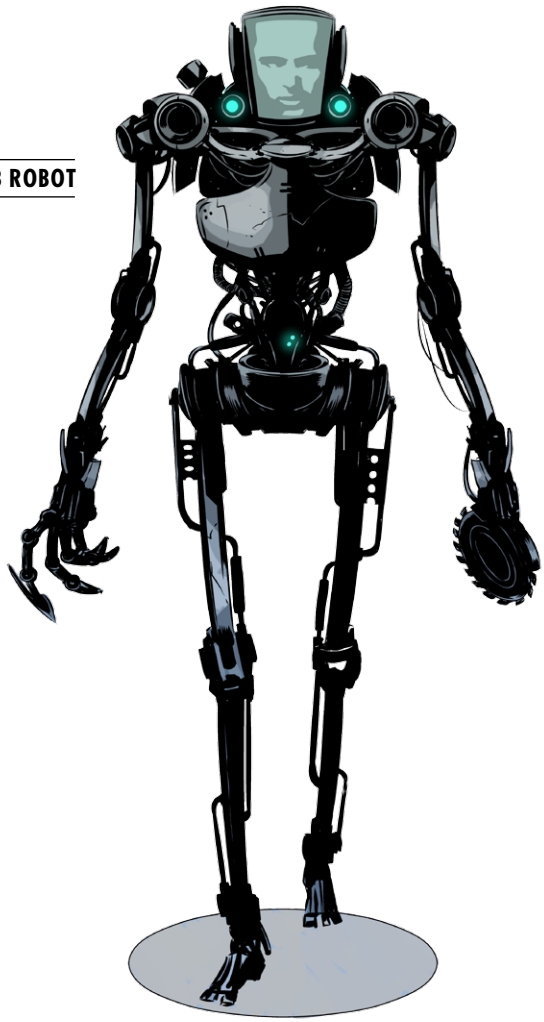
Armor: 3

Weapons: Scalpel Hand (Weapon Damage 2), wrist-mounted injector gun (anesthesia, Weapon Damage 1, inflicts confusion instead of damage).

SENTINEL ROBOT



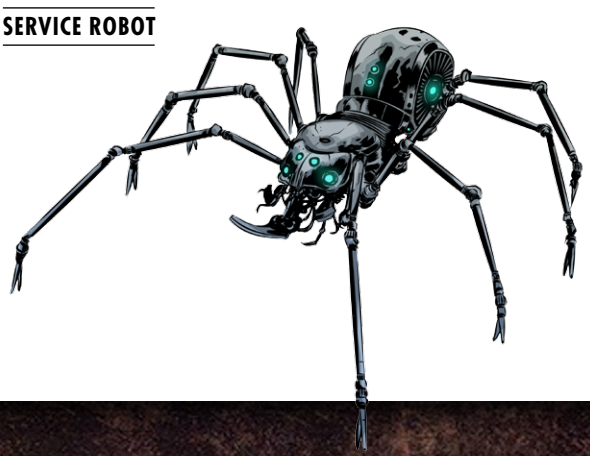
LAB ROBOT

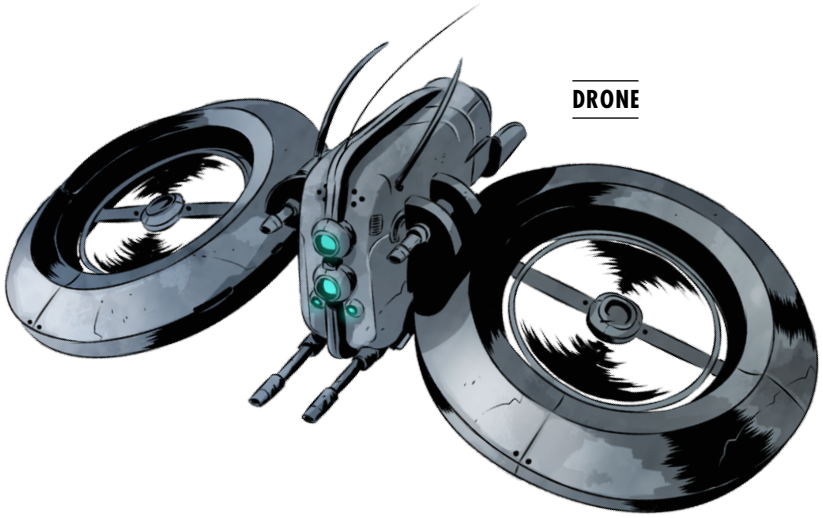


Service Robots. The tiniest leak or malfunction onboard Hugin-457 could mean the end for the entire crew. The service robots made sure nothing of the sort could happen. Cat-sized, eight-legged, and able to move around almost anywhere. Since the crash, their job is mainly to do maintenance on the other robots and to help gather specimens of the Zone's mutated flora and fauna. There are about ten service robots in the Sky Wheel. The lack any higher cognitive abilities and therefore have neither Wits nor Empathy. They cannot suffer confusion or doubt, and cannot be Manipulated.

Attributes: Strength 2, Agility 4.
Skills: Fight 1, Sneak 4, Move 2.
Armor: 1
Weapons: Bite (Weapon Damage 1).
Repairs: A service robot can latch onto another robot and restore 1 point of Strength or Agility per turn, to a maximum of 4 points before having to replenish its spare parts in the lab.
Jumper: The robot can use its hydraulic legs to perform impressive jumps, as high as two meters vertically or five meters horizontally. The jump may be performed as an attack (by rolling Fight) to land on an enemy at up to Near distance. A successful attack inflicts no damage, but means that the robot has landed on its victim, clinging to it.

SERVICE ROBOT





DRONE

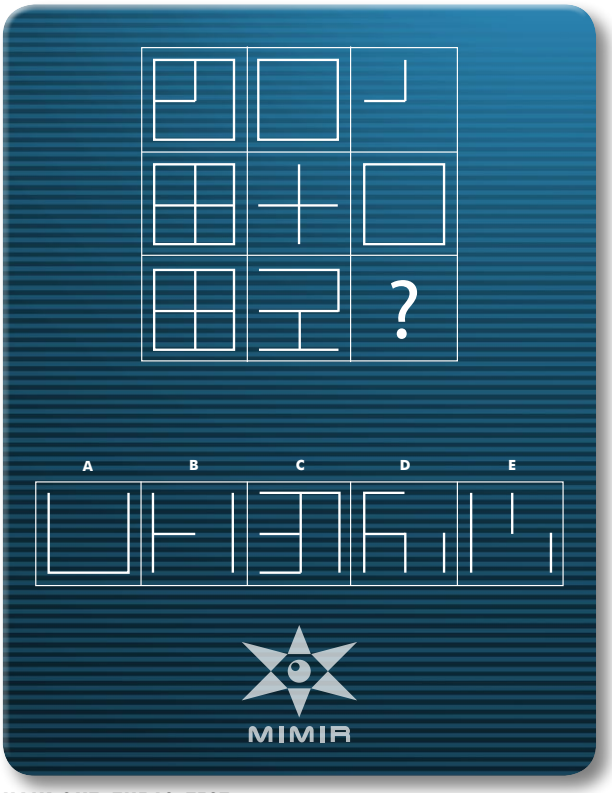
Drones. Onboard Hugin-457 were three hover drones, ready in case of an expedition down to the Earth's surface. Since the crash, Edmond has sent them out into the Zone on reconnaissance. Their yard-wide rotor wings make them precise and agile, and they can even hover near the ground or maneuver in tight spaces if necessary. The compact body harbors cameras, a transmitter and laser and taser weapons. The lack any higher cognitive abilities and therefore have neither Wits nor Empathy. They cannot suffer confusion or doubt, and cannot be Manipulated.

Attributes: Strength 3, Agility 6.
Skills: Shoot 3, Scout 6, Sneak 4, Move 5.
Armor: 3
Weapons: Laser gun (Weapon Damage 2, Long range), taser (Weapon Damage 2, Short range, inflicts confusion instead of damage).
Agile: Drones can fly fast and are therefore hard to Move away from (modification –3).

GRUB, WATER & ARTIFACTS

The station's emergency storage (see above) holds D66 rations of grub (freeze-dried) and D66 rations of drinking water. The robots have no interest in this.

In the security central, there is a map of the Zone, a shotgun (with 4 bullets), a flare gun and a protective suit. Painkillers can be found in the medlab. Apart from the above, all technical gear has been destroyed during re-entry.



HANDOUT: THE IQ-TEST

THE IQ-TEST

You can have the PCs take Katinka's intelligence test by rolling a Comprehend roll, but a fun alternative could be to let them take an actual IQ test. You will find one such test above – the players must choose which of the symbols A through E that go in the box with the question mark. The correct answer is E. More comprehensive tests can easily be found on the internet if that is what you want for your players.

EVENTS

- The PCs encounter Katinka, who immediately takes a great interest in them. The protocol droid has never met creatures like them before, and has a hard time figuring out if they are human or not. In the PCs successfully Manipulates (not an opposed roll) Katinka, the droid will decide them worthy of further studies, and invite them back to its lab in the Sky Wheel. They could also end up here if they are broken in combat near the Wheel. Katinka will Heal them if they are injured.
- If the PCs arrive in the company of mutated animals from the Animal Towers, these will be fought off relentlessly. The robots have met animal mutants before and consider them dangerous freaks of nature. If the PCs intervene to defend the animals, they too will be regarded as enemies. Under no circumstances will the robots invite animals into the Sky Wheel (they might drag them inside for the purpose of scientific examination, though). Any animal in the company of the PCs will most likely flee the scene.
- The PCs are first examined physically. Katinka and the lab robots take blood samples, measure the PCs' blood pressure, listen to heart rates and look into their eyes and ears. The PCs are given strangely colored liquids to drink and pills to eat. The examination takes several days, during which time the PCs heal any damage and fatigue. The process is scary to the PCs, as they have never experienced anything like it, but it is not dangerous. If the PCs behave violently, the Sentinels will be alerted. If the PCs were invited in, they will get to keep all their gear (including their weapons), as long as they behave themselves.
- The second examination is of the PCs' mental capabilities. Katinka will have them perform several intelligence tests, see the adjacent

boxed text. If the PCs pass the tests, Katinka will deem them human after all, and decide that they should be treated accordingly – as friends of the robots.

- Edmond is of a completely different mind, however. When the coordination droid learns of what has happened, it will attempt to capture or kill the PCs, as it views them as a serious threat. Edmond sends Sentinels after the PCs. Katinka concludes that Edmond must be malfunctioning, as it is trying to kill humans, and sides with the PCs. Katinka can lead them to the arms locker in the security central. The PCs can either try to escape, or confront Edmond. If Edmond is taken out, Katinka is next in the robots' hierarchy, and it will order all the other robots to regard the PCs and the People as friends. The PCs could also Manipulate Edmond, finally forcing the robot to accept them as human.
- At some point, the animal mutants from the Animal Towers will assault the Sky Wheel. They mean to destroy the robots once and for all. Some 30 animals partake in the attack. They are well prepared – the bears attack first, engaging the Sentinel robots; then the apes, who climb up on top of the Wheel, where they fasten ropes and throw them down to dogs waiting on the Wheel's other side. The dogs pull the ropes, and the Sky Wheel comes crashing down with a deafening roar. The PCs may pick any side in the battle. They can fight alongside either the robots or the animals, or perhaps attempt to mediate between the two, which will be very difficult. Not even Katinka will ever regard the animal mutants as intelligent life, and it would take a lot to convince the animals to break off their attack. Read more in the adjacent boxed text.
- When it is all over, the Sky Wheel will likely be in ruins. Many robots have probably been destroyed. The few survivors try to find some new meaning, but without Edmond to unite them, they scatter in the Zone. A few might accompany the PCs back to the Ark, some will stay at the Sky Wheel, and yet others venture out into the Zone, meeting unknown fates. All that remains for the PCs is to lick their wounds and return to the Ark – with or without the company of the animals and robots.

THE FINAL BATTLE

The animals' assault on the Sky Wheel is a large battle and should not be played out in full detail. Roll for the general outcome on the table below, and then focus on what happens to PCs. Who rolls the dice is irrelevant, the players can do it if they wish. How many dice to roll depends on the actions of the PCs. If they help the robots against the animals, roll 4. If they help the animals, roll 8. If they stay out of the fighting, roll 6. Total the number of sixes (☢ symbols, if you use the custom dice) and check the result below.

SIXES/☢	RESULT
0	The animals' assault ends terribly. The attackers manage to topple the Sky Wheel, but lose momentum soon after. If the PCs sided with the animals, they are attacked by one Sentinel each. If these are defeated, the tides turn and the robots are defeated, otherwise the animals lose. Half of them are slain, and the rest are routed. The same happens if the PCs sided with the robots. In that case, they will fight a single animal mutant.
1	The outcome is in the balance, neither side gaining the upper hand. The PCs are faced with one enemy each – animal mutant or robot (GM picks which model). If the PCs defeat half of their opponents or more, the side they are on wins.
2+	The animal mutants catch the robots off-guard. If the PCs' side with the animals, they win. They are faced with a single Sentinel robot, but this fight has no bearing on the outcome of the battle – the robots are thoroughly crushed, to the last unit. Perhaps one machine – Katinka or Edmond – might manage to escape out into the Zone. If the PCs sided with the robots, they will face two animal mutants each. If they somehow still manage to defeat these opponents, the battle sways and the robots come out victorious.

DEEPER INTO THE ZONE

The three Zone sectors described in this book are just the start of your adventures in the world of *Mutant: Year Zero*. The core *Mutant: Year Zero* rulebook (sold separately) describes both how the PCs can explore the rest of the Zone and how they can develop their Ark, creating a new civilization in the ruins of the Old Age. The book also describes a wide array of threats against the Ark: many different factions, monsters and phenomena; five new Special Zone Sector and, last but not least, a complete campaign finale, *The Path to Eden*.

If your players wish to continue exploring the animal mutants and the robots, the expansions *Mutant: Genlab Alpha* and a forthcoming robot expansion contain both the rules for playing these classes and a complete campaign each, letting you play the origin story of each class.

Well met in the Zone!

CRITICAL INJURIES TABLE

D66	INJURY	LETHAL	TIME LIMIT	EFFECT DURING HEALING	HEALING TIME
11	Lost Breath	No	—	None.	—
12	Stunned	No	—	None.	—
13	Sprained Wrist	No	—	–1 to Shoot and Fight.	D6
14	Sprained Ankle	No	—	–1 to Move and Sneak.	D6
15	Concussion	No	—	–1 to Scout and Comprehend.	D6
16	Damaged Shin	No	—	–1 to Move and Sneak.	2D6
21	Broken Nose	No	—	–1 to Manipulate, +1 Intimidate, Tracker mutation disabled.	2D6
22	Broken Fingers	No	—	–1 to Shoot and Fight.	2D6
23	Broken Toes	No	—	–1 to Move and Sneak.	2D6
24	Teeth Knocked Out	No	—	–1 to Manipulate, +1 Intimidate.	2D6
25	Groin Hit	No	—	You suffer one point of damage for every roll you make to Force, Move or Fight.	2D6
26	Thigh Wound	No	—	–2 to Move and Sneak.	2D6
31	Biceps Wound	No	—	–2 to Shoot and Fight.	2D6
32	Severed Achilles Tendon	No	—	–2 to Move and Sneak.	2D6
33	Dislocated Shoulder	No	—	–3 to Force and Fight, can not use two-handed weapons.	D6
34	Broken Ribs	No	—	–2 to Move and Fight.	2D6
35	Broken Forearm	No	—	Can not use two-handed weapons.	3D6
36	Broken Leg	No	—	–2 to Move and Sneak.	3D6
41	Ear Torn Off	No	—	–1 to Scout, Sonar mutation disabled.	3D6
42	Gouged Eye	No	—	–2 to Shoot and Scout.	3D6
43	Punctured Lung	Yes	D6 days	–2 to Endure and Move.	2D6
44	Damaged Kidney	Yes	D6 days	You suffer one point of damage for every roll you make to Force, Move or Fight.	3D6
45	Crushed Knee	Yes	D6 days	–2 to Move and Sneak.	4D6
46	Crushed Elbow	Yes	D6 days	–2 to Force and Fight, can not use two-handed weapons.	4D6
51	Crushed Foot	Yes	D6 days	–3 to Move and Sneak.	4D6
52	Bleeding Gut	Yes	D6 hours	You suffer one point of damage for every roll you make to Force, Move or Fight.	D6
53	Crushed Face	Yes	D6 hours	–2 to Manipulate.	4D6
54	Busted Intestine	Yes	D6 hours	You suffer one Rot Point per hour until Healed.	2D6
55	Damaged Spine	No	—	Paralyzed from the waist down. Effect is permanent unless Healed during healing time.	4D6
56	Neck Injury	No	—	Paralyzed from the neck down. Effect is permanent unless Healed during healing time.	4D6
61	Internal Bleeding	Yes, –1	D6 minutes	You suffer one point of damage for every roll you make to Force, Move or Fight.	2D6
62	Severed Arm Artery	Yes, –1	D6 minutes	–1 to Endure and Move.	D6
63	Severed Leg Artery	Yes, –1	D6 minutes	–1 to Endure and Move.	D6
64	Severed Jugular	Yes, –1	D6 turns	–1 to Endure and Move.	D6
65	Pierced Heart	Yes	—	Your heart beats one last time, then you die. Time to make a new PC.	—
66	Crushed Skull	Yes	—	You die instantly, and will never see Eden.	—
—	Non-Typical Damage	Yes	D6 days	You are incapacitated untill you die or you are Healed.	—
—	Pushed Roll Damage	No	—	None.	—

She had wandered too far into the Zone.

Tula had walked through the dark forest, followed the old rail tracks between crumbling ruins and rusting train wrecks, toward the glimmering silver discs by the horizon. She wanted to reach them so bad. Become the hero of the Ark. A famous Stalker. Now, she would soon be a dead Stalker. If the thirst didn't kill her, Zone Ghouls or the Rot would. That's when she saw them. Scattered across the ground like metallic rag dolls. Machine beings, dead for decades. Tula had heard stories of them. What had happened here? Suddenly, she heard a noise. Growls. Voices. Tula drew her scrap pistol and got ready to fight for her life…

This booklet is an introduction to *Mutant: Year Zero*, the award-winning RPG by Free League Publishing and Modiphius Entertainment. *Mutant: Year Zero* takes you to a world after the great apocalypse, inhabited by mutants, robots and mutant animals. Using this booklet alone, you can get a taste of the full game, including:

- Create a unique character in mere minutes. Play an Enforcer, Gearhead, Fixer or Stalker.
- Push your characters' skills to their limits, unleashing unstoppable mutant powers in the process.
- Fight fast and furious battles, making every bullet count and using a detailed list of gruesome critical injuries.
- Experience three exciting Special Zone Sectors, giving you the perfect introduction to the *Mutant: Year Zero* universe.

PRAISE FOR *MUTANT: YEAR ZERO:*

"Probably the best post-apocalyptic RPG on the market. Full stop."
– RPG.Net Playtest Review

"My players and I had a blast playing and can't wait to get back to the Zone."
– The British Fantasy Society

"If you are into post-apocalypse RPGs you definitely should give Mutant a chance!"
– Stargazer's World

FREE LEAGUE
MODIPHIUS ENTERTAINMENT

freeleaguepublishing.com
modiphius.com/mutant

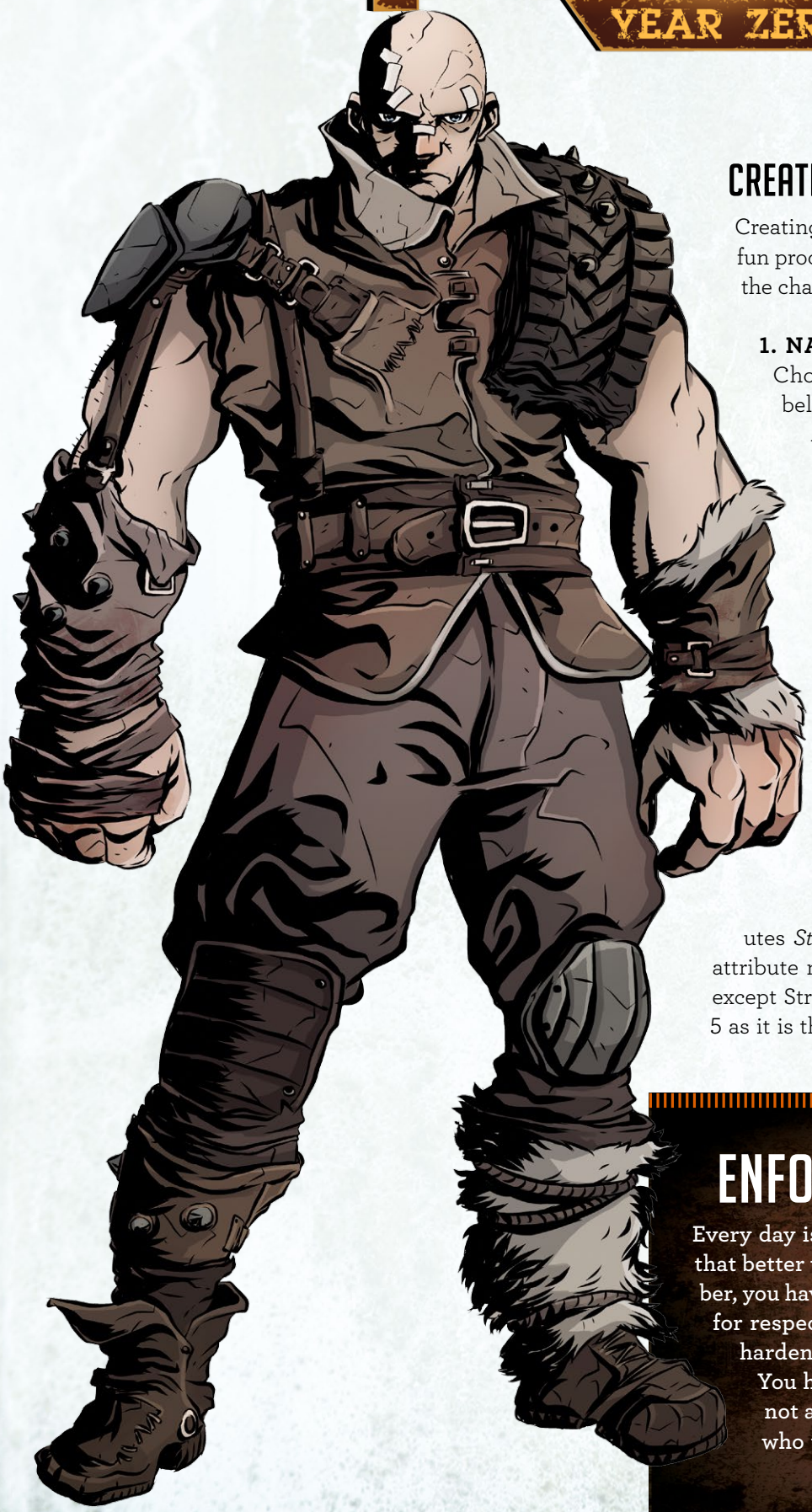
CABINET

© 2016 Cabinet Licensing Inc.
MUTANT and related logos, characters, names, and distinctive likenesses thereof are trademarks of Cabinet Licensing Inc unless otherwise noted. Used with permission. All rights reserved.

ISBN 978-1-910132-67-8
9 781910 132678 >
MUH050478MZ

CHARACTER PLAYBOOK

MUTANT YEAR ZERO



CREATE YOUR CHARACTER

Creating your Player Character (PC) is a fast and fun process. Follow the nine steps below and fill in the character sheet on the back of this document.

1. NAME

Choose one of the typical Enforcer names below, or make up your own: *Hugust, Lenny, Marl, Pontis, Otiak, Ingrit, Mubba, Nelma, Rebeth.*

2. APPEARANCE

Choose from the options below or decide for yourself.

- **Face:** broken nose, dead eyes, scarred head, welding mask, hockey mask, metal jaw.
- **Body:** scarred, muscular, compact, wiry, huge, arm prosthesis.
- **Clothing:** worn leather coat, dirty coverall, undersized T-shirt, cut-up car tires, hubcaps.

3. ATTRIBUTES

Distribute 14 points across the four attributes *Strength*, *Agility*, *Wits*, and *Empathy*. Each attribute must have a starting value from 2 to 4 – except Strength, which can have a starting score of 5 as it is the Enforcer's key attribute.

ENFORCER

Every day is a fight for survival. No one knows that better than you. As long as you can remember, you have been fighting. For grub, for bullets, for respect. Your knuckles and your soul are hardened, crushing a jaw no longer hurts. You have learned the fighter's secret: It's not about who is the strongest. It's about who will never quit.

4. SKILLS

Distribute 10 points across the twelve basic skills (below) and your specialist skill *Intimidate*. The maximum starting level for any skill is 3, and you must have at least level 1 in Intimidate.

5. TALENT

Talents are tricks, moves and minor abilities that give you a small edge. Your talent is *Sucker Punch*, which means the Weapon Damage of your unarmed attacks is 2 instead of 1.

6. MUTATIONS

Your mutations are superhuman abilities. You get one mutation at the start of the game. Roll D6 to determine what it is:

1–2	**Four-Armed.** You have four arms rather than two. You can attack in close combat twice in a row, in the same turn. The extra attack costs you 1 Mutation Point and your maneuver for the turn.
3–4	**Insectoid.** Your body has inherited traits from the insect world. You can use your hardened skin to reduce damage from external attacks. Every MP spent reduces the damage taken by one.
5–6	**Man-Beast.** You are half human, half savage beast. You can attack an enemy at Arm's Length with your fangs and your claws. He will take a total amount of damage equal to the number of MP spent.

You can develop more mutations during the course of the game. Simply roll D6 again to determine which they are. Re-roll if you roll a mutation you already have.

7. RELATIONSHIPS TO OTHER PCs

Choose from the options below or decide for yourself.

... was still standing after one of your punches.
... fought by your side.
... left you to die.
... is wonderful. Someday he/she will be yours.

8. RELATIONSHIPS TO NPCs

Choose from the options below or decide for yourself.

You hate:

- The Boss Maximon, who killed your previous Boss and tortured you.
- The Enforcer Elon, the only one who beat you in a fair fight.
- The Fixer Milix, who you think stole your stash of grub.

You need to protect:

- The Boss Marlotte, who provides grub for you.
- The Chronicler Astrina, whom you secretly desire.
- Nobody. No one in this rotten world deserves to live.

9. GEAR

You start the game with D6 bullets, 2D6 rations of grub and D6 rations of water.

Choose one of these starting weapons: spiked bat, brass knuckles (light weapon), scrap axe (heavy weapon).

Encumbrance: You can carry a number of regular items equal to double your full Strength score. Heavy items count double, and light items count half. Four rations of grub or water count as one item. Bullets and other tiny objects do not count at all.

CONDENSED RULES

Here follows a condensed version of the *Mutant: Year Zero* rules. To play, you will need the *Mutant: Year Zero* Dice Set, or just a number of six-sided dice in three different colors.

USING A SKILL

To use a skill, roll a number of Skill Dice (green) equal to your skill level, and a number of Base Dice (yellow) equal to the current value of the attribute connected to the skill. If you are using gear, you also get a number of Gear Dice (black) equal to the Gear Bonus. For your action to succeed, you must roll at least one six (or ☢ symbol if you use the custom dice).

Opposed Roll: When the rules call for an opposed roll, both you and your opponent roll for a skill. You need to roll more ☢ (sixes) than your opponent to succeed.

PUSHING YOUR ROLL

If you are desperate to succeed, you can push your roll. That means you grab all dice that didn't show a☢, ☣ or ✸ (ones and sixes), and roll them again. You get a new shot at rolling ☢ (sixes), but ☣ or ✸ (ones on Base Dice and Gear Dice) have special effects when you push:

For every ☣ on the table after a pushed roll, you suffer one point of trauma against the attribute you used for the skill. You also gain one Mutation Point (MP).

For every ✸ on the table after a pushed roll, the Gear Bonus of the item you used drops one step.

THE SKILLS OF THE GAME

There are twelve basic skills in the game, and one specialist skill for each role. Each skill is connected to one attribute.

Endure (Strength): When the Zone takes its toll, when your legs won't carry you any more, roll for Endure.

Force (Strength): When wreckage or debris block your way and you need to push or lift something heavy, roll for Force.

Fight (Strength): Roll for this skill when you attack someone in close combat. If you succeed, you inflict Weapon Damage. For every extra ☢ (six), you inflict one more point of damage.

Sneak (Agility): To move undetected, you must make an opposed roll using your Sneak score versus your enemy's Scout score.

Move (Agility): To get out of danger or to make a difficult climb or jump, roll to Move.

Shoot (Agility): Roll for this skill when you fire a weapon at someone. If you succeed, you inflict Weapon Damage. For every extra ☢ (six), you inflict one more point of damage. Each shot with a ranged weapon consumes one bullet or arrow. They also, except for some artifacts, need to be reloaded (costs one maneuver) after every shot.

Scout (Wits): When trying to spot a Sneaking enemy, roll to Scout.

Comprehend (Wits): Use this skill to understand an artifact from the Old Age.

Know the Zone (Wits): Roll for this skill to identify a monster or phenomena in the Zone, and to know its traits or effects.

Sense Emotion (Empathy): Use this skill to resist attempts to Manipulate you, or to read another person's state of mind.

Manipulate (Empathy): When trying to persuade, trick or seduce someone, roll an opposed roll using your Manipulate score against your opponent's Sense Emotion. If you win, you opponent must offer you a reasonable deal.

Heal (Empathy): Roll to get a broken friend back on his feet. Success means he recovers one attribute point.

Intimidate (Strength): Roll when you use your sheer physical presence to get someone to do what you want. If you succeed, your opponent must do what you want or immediately attack you.

MUTATION POINTS

To use a mutation, you need Mutation Points. At the start of every game session, you get a number of new MP equal to the number of mutations you have. You can also gain MP by pushing skill rolls. You can save MP from one session to the next. You can never have more than 10 MP.

BACKFIRE

You cannot fail when using a mutation, but it can misfire. Roll one Base Die for each MP you use to activate the mutation. If you roll one or more ☣ (one), the mutation misfires. It has its desired effect, but something else happens too. Roll D6 on the table on the inside cover of the Starter Booklet.

CONFLICT

Conflicts are played in turns. At the beginning of the first turn, everyone who takes part rolls for initiative – a simple D6 roll. Mutations and talents can affect the roll. The initiative roll sets the action sequence for all turns in the conflict.

Actions & Maneuvers: When it's your turn, you are allowed to perform one action and one maneuver, or two maneuvers. **An action can be to:**

- Use a skill
- Activate a mutation

A maneuver can be to:

- Move one range step
- Seek cover
- Get an item from your gear
- Pick up an item from the ground
- Draw a weapon
- Reload a gun

RANGE & MOVEMENT

In a conflict, the distance between you and your enemy is expressed in range categories:

- **Arm's Length:** Just next to each other
- **Near:** A few steps away
- **Short:** Up to 20–30 yards
- **Long:** Up to a few hundred yards
- **Distant:** As far as you can see

TRAUMA

When you use a skill and push the roll, you can suffer trauma. This temporarily reduces the attribute score you used for the skill. If your attribute score reaches zero you are broken – unable to get up on your feet or use any skill for D6 hours or until someone Heals you. At that point, you regain one attribute point and can recover normally.

Recovery: The requirements for recovery depends on type of trauma:

- **Damage (trauma to Strength):** Some rest and a ration of grub per trauma point.
- **Fatigue (trauma to Agility):** Some rest and a ration of grub per trauma point.
- **Confusion (trauma to Wits):** At least four hours of sleep.
- **Doubt (trauma to Empathy):** A moment of closeness with another mutant. It can be a talk by the campfire, a moment of shared silence, or physical contact.

ARMOR

Armor can protect you from damage. The effect of armor is determined by its Armor Rating. When you suffer damage, roll a number of Gear Dice (black) equal to the Armor Rating. For every six (or ☢) you roll, the damage you suffer is reduced by one. Unless all damage is absorbed, for every one (or ✸) you roll, the Armor Rating is decreased by one. Armor has no effect against damage from pushing dice rolls.

CRITICAL INJURIES

You can suffer damage - trauma to Strength – also by external attacks. If you are broken by damage, you also suffer a critical injury. Roll D66 on the Critical Injury table on the inside cover of the Starter Set booklet.

Death: If your critical injury is listed as lethal, someone must make a successful Heal roll to save you – otherwise you die when the time period indicated has passed.

CHARACTER PLAYBOOK

MUTANT YEAR ZERO

ATTRIBUTES

Strength		Damage	
Agility		Fatigue	
Wits		Confusion	
Empathy		Doubt	

CONDITIONS

Starving		Dehydrated	
Sleepless		Hypothermic	

Critical Injuries:

SKILLS

Endure (Strength)	
Force (Strength)	
Fight (Strength)	
Sneak (Agility)	
Move (Agility)	
Shoot (Agility)	
Scout (Wits)	
Comprehend (Wits)	
Know the Zone (Wits)	
Sense Emotion (Empathy)	
Manipulate (Empathy)	
Heal (Empathy)	
Intimidate (Strength)	

ROT POINTS

EXPERIENCE POINTS

Name:

Role: Enforcer

APPEARANCE

Face:

Body:

Clothing:

GEAR

1
2
3
4
5
6
7
8
9
10

Bullets:

TALENTS

Sucker Punch

MUTATIONS

MUTATION POINTS

ARMOR

	Rating

WEAPONS

	Bonus	Damage	Range	Special

RELATIONSHIPS

	Buddy
PC 1:	
PC 2:	
PC 3:	
PC 4:	

I Hate:

I Need to Protect:

My Big Dream:

CHARACTER PLAYBOOK

MUTANT YEAR ZERO

CREATE YOUR CHARACTER

Creating your Player Character (PC) is a fast and fun process. Follow the nine steps below and fill in the character sheet on the back of this document.

1. NAME

Choose one of the typical Gearhead names below, or make up your own: *Quark, Octane, Plonk, Zingo, Zippo, Delta, Iridia, Loranga, Nafta, Zanova.*

2. APPEARANCE

Choose from the options below or decide for yourself.

- **Face:** goggles, grinning, spiked hair, hairless, bloodshot eyes, dirty, always chewing.
- **Body:** thin, wiry, extremely skinny, midget, abnormally fat.
- **Clothes:** dirty yellow coverall, bicycle chains, patched-up raincoat, T-shirt with heavy metal motif, cables and light bulbs.

3. ATTRIBUTES

Distribute 14 points across the four attributes *Strength*, *Agility*, *Wits*, and *Empathy*. Each attribute must have a starting value from 2 to 4 – except Wits, which can have a starting score of 5 as it is the Gearhead's key attribute.

GEARHEAD

For other people, the Zone is an empty wasteland, littered with useless scrap and garbage. For you, it's a gold mine that is never depleted. There are remains from the Old Age everywhere, broken technical wonders. You have mastered the art of turning them into new, working contraptions. They're not pretty. But they work. Most of the time. And the People have learned to value your craft.

4. SKILLS

Distribute 10 points across the twelve basic skills (below) and your specialist skill *Jury-Rig*. The maximum starting level for any skill is 3, and you must have at least level 1 in Jury-Rig.

5. TALENT

Talents are tricks, moves and minor abilities that give you a small edge. Your talent is *Gadgeteer*, which gives you a +2 modification when you try to Comprehend an artifact from the Old Age.

6. MUTATIONS

Your mutations are superhuman abilities. You get one mutation at the start of the game. Roll D6 to determine what it is:

1–2	**Human Magnet.** You have the ability to generate strong magnetic fields at will. You can throw metal objects at a target at up to Short range. The damage is equal to the number of Mutation Points (MP) you spend.
3–4	**Insect Wings.** You have grown fly-like or butterfly-like wings on you back. You can fly up to 100 feet – then you must land. Costs 1 MP.
5–6	**Pyrokinesis.** You have the ability to set things on fire with pure force of will. You can make a living being burst into flame, at up to Near range. Inflicts one point of damage per MP spent.

You can develop more mutations during the course of the game. Simply roll D6 again to determine which they are. Re-roll if you roll a mutation you already have.

7. RELATIONSHIPS TO OTHER PCs

Choose from the options below or decide for yourself.

... is awesome. Keep close.
... is a bit slow on the uptake. Best explain stuff. In detail.
... makes you nervous. You don't like the way he looks at you.
... is out for your gear. Keep it close.

8. RELATIONSHIPS TO NPCs

Choose from the options below or decide for yourself.

You hate:

- The Gearhead Pontiak, who thinks he's so smart.
- The Fixer Sixter, who tricked you out of an artifact.
- The Stalker Kara, who left you in the Zone.

You need to protect:

- The Boss Maximon, who pays well for jury-rigs.
- The Enforcer Elon, who is always there when you need him.
- The Stalker Yassan, who has promised to take you deep into the Zone.

9. GEAR

You start the game with 2D6 bullets, D6 rations of grub and D6 rations of water.

Choose one of these starting weapons: brass knuckles, bicycle chain, scrap pistol.

Encumbrance: You can carry a number of regular items equal to double your full Strength score. Heavy items count double, and light items count half. Four rations of grub or water count as one item. Bullets and other tiny objects do not count at all.

CONDENSED RULES

Here follows a condensed version of the *Mutant: Year Zero* rules. To play, you will need the *Mutant: Year Zero* Dice Set, or just a number of six-sided dice in three different colors.

USING A SKILL

To use a skill, roll a number of Skill Dice (green) equal to your skill level, and a number of Base Dice (yellow) equal to the current value of the attribute connected to the skill. If you are using gear, you also get a number of Gear Dice (black) equal to the Gear Bonus. For your action to succeed, you must roll at least one six (or ☢ symbol if you use the custom dice).

Opposed Roll: When the rules call for an opposed roll, both you and your opponent roll for a skill. You need to roll more ☢ (sixes) than your opponent to succeed.

PUSHING YOUR ROLL

If you are desperate to succeed, you can push your roll. That means you grab all dice that didn't show a☢, ☣ or ✹ (ones and sixes), and roll them again. You get a new shot at rolling ☢ (sixes), but ☣ or ✹ (ones on Base Dice and Gear Dice) have special effects when you push:

For every ☣ on the table after a pushed roll, you suffer one point of trauma against the attribute you used for the skill. You also gain one Mutation Point (MP).

For every ✹ on the table after a pushed roll, the Gear Bonus of the item you used drops one step.

THE SKILLS OF THE GAME

There are twelve basic skills in the game, and one specialist skill for each role. Each skill is connected to one attribute.

Endure (Strength): When the Zone takes its toll, when your legs won't carry you any more, roll for Endure.

Force (Strength): When wreckage or debris block your way and you need to push or lift something heavy, roll for Force.

Fight (Strength): Roll for this skill when you attack someone in close combat. If you succeed, you inflict Weapon Damage. For every extra ☢ (six), you inflict one more point of damage.

Sneak (Agility): To move undetected, you must make an opposed roll using your Sneak score versus your enemy's Scout score.

Move (Agility): To get out of danger or to make a difficult climb or jump, roll to Move.

Shoot (Agility): Roll for this skill when you fire a weapon at someone. If you succeed, you inflict Weapon Damage. For every extra ☢ (six), you inflict one more point of damage. Each shot with a ranged weapon consumes one bullet or arrow. They also, except for some artifacts, need to be reloaded (costs one maneuver) after every shot.

Scout (Wits): When trying to spot a Sneaking enemy, roll to Scout.

Comprehend (Wits): Use this skill to understand an artifact from the Old Age.

Know the Zone (Wits): Roll for this skill to identify a monster or phenomena in the Zone, and to know its traits or effects.

Sense Emotion (Empathy): Use this skill to resist attempts to Manipulate you, or to read another person's state of mind.

Manipulate (Empathy): When trying to persuade, trick or seduce someone, roll an opposed roll using your Manipulate score against your opponent's Sense Emotion. If you win, you opponent must offer you a reasonable deal.

Heal (Empathy): Roll to get a broken friend back on his feet. Success means he recovers one attribute point.

Jury-Rig (Wits): Roll to build a contraption made from scrap in the Zone. It will give a Gear Bonus equal to the number of ☢ (sixes) you roll, but it can only be used once.

MUTATION POINTS

To use a mutation, you need Mutation Points. At the start of every game session, you get a number of new MP equal to the number of mutations you have. You can also gain MP by pushing skill rolls. You can save MP from one session to the next. You can never have more than 10 MP.

BACKFIRE

You cannot fail when using a mutation, but it can misfire. Roll one Base Die for each MP you use to activate the mutation. If you roll one or more ☣ (one), the mutation misfires. It has its desired effect, but something else happens too. Roll D6 on the table on the inside cover of the Starter Booklet.

CONFLICT

Conflicts are played in turns. At the beginning of the first turn, everyone who takes part rolls for initiative – a simple D6 roll. Mutations and talents can affect the roll. The initiative roll sets the action sequence for all turns in the conflict.

Actions & Maneuvers: When it's your turn, you are allowed to perform one action and one maneuver, or two maneuvers. **An action can be to:**

- Use a skill
- Activate a mutation

A maneuver can be to:

- Move one range step
- Seek cover
- Get an item from your gear
- Pick up an item from the ground
- Draw a weapon
- Reload a gun

RANGE & MOVEMENT

In a conflict, the distance between you and your enemy is expressed in range categories:

- **Arm's Length:** Just next to each other
- **Near:** A few steps away
- **Short:** Up to 20–30 yards
- **Long:** Up to a few hundred yards
- **Distant:** As far as you can see

TRAUMA

When you use a skill and push the roll, you can suffer trauma. This temporarily reduces the attribute score you used for the skill. If your attribute score reaches zero you are broken – unable to get up on your feet or use any skill for D6 hours or until someone Heals you. At that point, you regain one attribute point and can recover normally.

Recovery: The requirements for recovery depends on type of trauma:

- **Damage (trauma to Strength):** Some rest and a ration of grub per trauma point.
- **Fatigue (trauma to Agility):** Some rest and a ration of grub per trauma point.
- **Confusion (trauma to Wits):** At least four hours of sleep.
- **Doubt (trauma to Empathy):** A moment of closeness with another mutant. It can be a talk by the campfire, a moment of shared silence, or physical contact.

ARMOR

Armor can protect you from damage. The effect of armor is determined by its Armor Rating. When you suffer damage, roll a number of Gear Dice (black) equal to the Armor Rating. For every six (or ☢) you roll, the damage you suffer is reduced by one. Unless all damage is absorbed, for every one (or ✸) you roll, the Armor Rating is decreased by one. Armor has no effect against damage from pushing dice rolls.

CRITICAL INJURIES

You can suffer damage - trauma to Strength – also by external attacks. If you are broken by damage, you also suffer a critical injury. Roll D66 on the Critical Injury table on the inside cover of the Starter Set booklet.

Death: If your critical injury is listed as lethal, someone must make a successful Heal roll to save you – otherwise you die when the time period indicated has passed.

CHARACTER PLAYBOOK

MUTANT YEAR ZERO

ATTRIBUTES			
Strength		Damage	
Agility		Fatigue	
Wits		Confusion	
Empathy		Doubt	

CONDITIONS			
Starving		Dehydrated	
Sleepless		Hypothermic	
Critical Injuries:			

SKILLS	
Endure (Strength)	
Force (Strength)	
Fight (Strength)	
Sneak (Agility)	
Move (Agility)	
Shoot (Agility)	
Scout (Wits)	
Comprehend (Wits)	
Know the Zone (Wits)	
Sense Emotion (Empathy)	
Manipulate (Empathy)	
Heal (Empathy)	
Jury-Rig (Wits)	

ROT POINTS

EXPERIENCE POINTS

Name:	Role: Gearhead

APPEARANCE
Face:
Body:
Clothing:

TALENTS
Gadgeteer

GEAR
1
2
3
4
5
6
7
8
9
10
Bullets:

MUTATIONS

MUTATION POINTS

ARMOR	Rating

WEAPONS	Bonus	Damage	Range	Special

RELATIONSHIPS	Buddy
PC 1:	
PC 2:	
PC 3:	
PC 4:	
I Hate:	
I Need to Protect:	
My Big Dream:	

CHARACTER PLAYBOOK

MUTANT YEAR ZERO

CREATE YOUR CHARACTER

Creating your Player Character (PC) is a fast and fun process. Follow the nine steps below and fill in the character sheet on the back of this document.

1. NAME

Choose one of the typical Stalker names below, or make up your own: *Danko, Endel, Franton, Hammed, Max, Felin, Jena, Katin, Krin, Tula.*

2. APPEARANCE

Choose from the options below or decide for yourself.

- **Face:** hidden under a hood, scarred face, hairless, sickly pale, bandaged.
- **Body:** androgynous, wiry, muscular, short.
- **Clothes:** raincoat, coverall, camouflage gear, army boots, backpack.

3. ATTRIBUTES

Distribute 14 points across the four attributes *Strength*, *Agility*, *Wits*, and *Empathy*. Each attribute must have a starting value from 2 to 4 – except Agility, which can have a starting score of 5 as it is the Stalker's key attribute.

STALKER

Let them stare at you in disgust. Let them shy away from you, afraid the Rot will infect them. Let them fear you like death itself. Let them. They hate you, but they need you. Only you know the way through the Zone, the safe paths crossing the gravelands of the Old Age. You know where the artifacts are hidden, you know where the monsters roam. You are a Stalker.

4. SKILLS

Distribute 10 points across the twelve basic skills (below) and your specialist skill *Find the Path*. The maximum starting level for any skill is 3, and you must have at least level 1 in Find the Path.

5. TALENT

Talents are tricks, moves and minor abilities that give you a small edge. Your talent is *Combat Veteran*, which means roll an initiative roll with two dice instead of one. Use the higher roll.

6. MUTATIONS

Your mutations are superhuman abilities. You get one mutation at the start of the game. Roll D6 to determine what it is:

1–2	**Extreme Reflexes.** You have superhuman reflexes, and you can add +2 per Mutation Point spent to your initiative roll at the beginning of a conflict. You need to spend MP before rolling for initiative.
3–4	**Flame Breather.** You can spew out scorching fire at an enemy at up to Near range. You inflict damage equal to the number of MP you spend.
5–6	**Sprinter.** You can run extremely fast over a short distance. You can double your movement speed during one turn. Every maneuver you spend on movement counts as two. Costs 1 MP.

You can develop more mutations during the course of the game. Simply roll D6 again to determine which they are. Re-roll if you roll a mutation you already have.

7. RELATIONSHIPS TO OTHER PCs

Choose from the options below or decide for yourself.

... walked with you in the Zone and lived.
... is a pompous idiot. If he gets in your way, he's going down.
... might actually understand you. Do you dare to open up?
... is a danger to everyone. Keep your distance.

8. RELATIONSHIPS TO NPCs

Choose from the options below or decide for yourself.

You hate:

- The Stalker Yassan, because he went deeper into the Zone than you.
- The Enforcer Elon, who killed your only friend.
- The Chronicler Astrina, who won't leave you alone.

You need to protect:

- The Gearhead Pontiak. A pain in the neck, but without you he's dead.
- The Slave Eriel. No one deserves a life in chains. Especially not her.
- No one. You can't protect yourself, you deserve to die.

9. GEAR

You start the game with D6 bullets, D6 rations of grub and 2D6 rations of water.

Choose one of these starting weapons: scrap rifle, scrap pistol, bow (with 5 arrows).

Encumbrance: You can carry a number of regular items equal to double your full Strength score. Heavy items count double, and light items count half. Four rations of grub or water count as one item. Bullets and other tiny objects do not count at all.

CONDENSED RULES

Here follows a condensed version of the *Mutant: Year Zero* rules. To play, you will need the *Mutant: Year Zero* Dice Set, or just a number of six-sided dice in three different colors.

USING A SKILL

To use a skill, roll a number of Skill Dice (green) equal to your skill level, and a number of Base Dice (yellow) equal to the current value of the attribute connected to the skill. If you are using gear, you also get a number of Gear Dice (black) equal to the Gear Bonus. For your action to succeed, you must roll at least one six (or ☢ symbol if you use the custom dice).

Opposed Roll: When the rules call for an opposed roll, both you and your opponent roll for a skill. You need to roll more ☢ (sixes) than your opponent to succeed.

PUSHING YOUR ROLL

If you are desperate to succeed, you can push your roll. That means you grab all dice that didn't show a☢, ☣ or ✸ (ones and sixes), and roll them again. You get a new shot at rolling ☢ (sixes), but ☣ or ✸ (ones on Base Dice and Gear Dice) have special effects when you push:

For every ☣ on the table after a pushed roll, you suffer one point of trauma against the attribute you used for the skill. You also gain one Mutation Point (MP).

For every ✸ on the table after a pushed roll, the Gear Bonus of the item you used drops one step.

THE SKILLS OF THE GAME

There are twelve basic skills in the game, and one specialist skill for each role. Each skill is connected to one attribute.

Endure (Strength): When the Zone takes its toll, when your legs won't carry you any more, roll for Endure.

Force (Strength): When wreckage or debris block your way and you need to push or lift something heavy, roll for Force.

Fight (Strength): Roll for this skill when you attack someone in close combat. If you succeed, you inflict Weapon Damage. For every extra ☢ (six), you inflict one more point of damage.

Sneak (Agility): To move undetected, you must make an opposed roll using your Sneak score versus your enemy's Scout score.

Move (Agility): To get out of danger or to make a difficult climb or jump, roll to Move.

Shoot (Agility): Roll for this skill when you fire a weapon at someone. If you succeed, you inflict Weapon Damage. For every extra ☢ (six), you inflict one more point of damage. Each shot with a ranged weapon consumes one bullet or arrow. They also, except for some artifacts, need to be reloaded (costs one maneuver) after every shot.

Scout (Wits): When trying to spot a Sneaking enemy, roll to Scout.

Comprehend (Wits): Use this skill to understand an artifact from the Old Age.

Know the Zone (Wits): Roll for this skill to identify a monster or phenomena in the Zone, and to know its traits or effects.

Sense Emotion (Empathy): Use this skill to resist attempts to Manipulate you, or to read another person's state of mind.

Manipulate (Empathy): When trying to persuade, trick or seduce someone, roll an opposed roll using your Manipulate score against your opponent's Sense Emotion. If you win, you opponent must offer you a reasonable deal.

Heal (Empathy): Roll to get a broken friend back on his feet. Success means he recovers one attribute point.

Find the Path (Agility): Roll when you enter a new sector in the Zone. If you succeed, you will spot threats in the sector before they spot you.

MUTATION POINTS

To use a mutation, you need Mutation Points. At the start of every game session, you get a number of new MP equal to the number of mutations you have. You can also gain MP by pushing skill rolls. You can save MP from one session to the next. You can never have more than 10 MP.

BACKFIRE

You cannot fail when using a mutation, but it can misfire. Roll one Base Die for each MP you use to activate the mutation. If you roll one or more ☣ (one), the mutation misfires. It has its desired effect, but something else happens too. Roll D6 on the table on the inside cover of the Starter Booklet.

CONFLICT

Conflicts are played in turns. At the beginning of the first turn, everyone who takes part rolls for initiative – a simple D6 roll. Mutations and talents can affect the roll. The initiative roll sets the action sequence for all turns in the conflict.

Actions & Maneuvers: When it's your turn, you are allowed to perform one action and one maneuver, or two maneuvers. **An action can be to:**

- Use a skill
- Activate a mutation

A maneuver can be to:

- Move one range step
- Seek cover
- Get an item from your gear
- Pick up an item from the ground
- Draw a weapon
- Reload a gun

RANGE & MOVEMENT

In a conflict, the distance between you and your enemy is expressed in range categories:

- **Arm's Length:** Just next to each other
- **Near:** A few steps away
- **Short:** Up to 20–30 yards
- **Long:** Up to a few hundred yards
- **Distant:** As far as you can see

TRAUMA

When you use a skill and push the roll, you can suffer trauma. This temporarily reduces the attribute score you used for the skill. If your attribute score reaches zero you are broken – unable to get up on your feet or use any skill for D6 hours or until someone Heals you. At that point, you regain one attribute point and can recover normally.

Recovery: The requirements for recovery depends on type of trauma:

- **Damage (trauma to Strength):** Some rest and a ration of grub per trauma point.
- **Fatigue (trauma to Agility):** Some rest and a ration of grub per trauma point.
- **Confusion (trauma to Wits):** At least four hours of sleep.
- **Doubt (trauma to Empathy):** A moment of closeness with another mutant. It can be a talk by the campfire, a moment of shared silence, or physical contact.

ARMOR

Armor can protect you from damage. The effect of armor is determined by its Armor Rating. When you suffer damage, roll a number of Gear Dice (black) equal to the Armor Rating. For every six (or ☢) you roll, the damage you suffer is reduced by one. Unless all damage is absorbed, for every one (or 💥) you roll, the Armor Rating is decreased by one. Armor has no effect against damage from pushing dice rolls.

CRITICAL INJURIES

You can suffer damage - trauma to Strength – also by external attacks. If you are broken by damage, you also suffer a critical injury. Roll D66 on the Critical Injury table on the inside cover of the Starter Set booklet.

Death: If your critical injury is listed as lethal, someone must make a successful Heal roll to save you – otherwise you die when the time period indicated has passed.

CHARACTER PLAYBOOK

MUTANT YEAR ZERO

ATTRIBUTES

Strength		Damage	
Agility		Fatigue	
Wits		Confusion	
Empathy		Doubt	

CONDITIONS

Starving		Dehydrated	
Sleepless		Hypothermic	

Critical Injuries:

SKILLS

Endure (Strength)	
Force (Strength)	
Fight (Strength)	
Sneak (Agility)	
Move (Agility)	
Shoot (Agility)	
Scout (Wits)	
Comprehend (Wits)	
Know the Zone (Wits)	
Sense Emotion (Empathy)	
Manipulate (Empathy)	
Heal (Empathy)	
Find the Path (Agility)	

ROT POINTS

EXPERIENCE POINTS

Name:

Role: Stalker

APPEARANCE

Face:

Body:

Clothing:

TALENTS

Combat Veteran

GEAR

1
2
3
4
5
6
7
8
9
10

Bullets:

MUTATIONS

MUTATION POINTS

ARMOR

	Rating

WEAPONS

	Bonus	Damage	Range	Special

RELATIONSHIPS

	Buddy
PC 1:	
PC 2:	
PC 3:	
PC 4:	

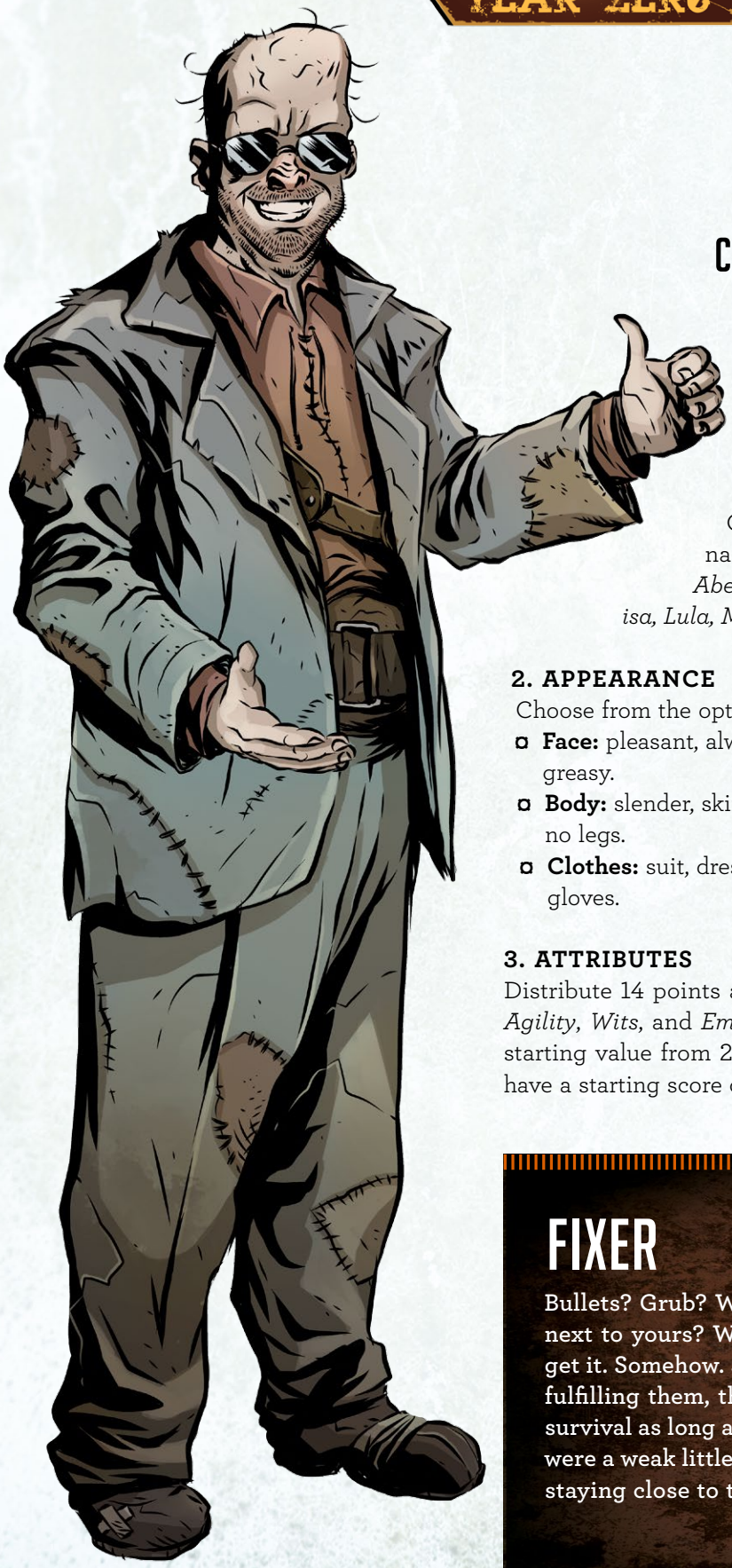
I Hate:

I Need to Protect:

My Big Dream:

CHARACTER PLAYBOOK

MUTANT YEAR ZERO



CREATE YOUR CHARACTER

Creating your Player Character (PC) is a fast and fun process. Follow the nine steps below and fill in the character sheet on the back of this document.

1. NAME

Choose one of the typical Fixer names below, or make up your own: *Abed, Denrik, Fillix, Jonar, Leodor, Jolisa, Lula, Marlian, Monja, Novia.*

2. APPEARANCE

Choose from the options below or decide for yourself.

- **Face:** pleasant, always smiling, unnaturally attractive, greasy.
- **Body:** slender, skinny, midget, abnormally fat, no legs.
- **Clothes:** suit, dress, colorful T-shirt, leather coat, hat, gloves.

3. ATTRIBUTES

Distribute 14 points across the four attributes *Strength*, *Agility*, *Wits*, and *Empathy*. Each attribute must have a starting value from 2 to 4 – except Empathy, which can have a starting score of 5 as it is the Fixer's key attribute.

FIXER

Bullets? Grub? Water? Artifacts? A warm body next to yours? Whatever people want, you can get it. Somehow. Seeing the needs of others and fulfilling them, that has been your strategy for survival as long as you can remember. Since you were a weak little runt and learned to survive by staying close to the strong kids.

4. SKILLS

Distribute 10 points across the twelve basic skills (below) and your specialist skill *Make a Deal*. The maximum starting level for any skill is 3, and you must have at least level 1 in Make a Deal.

5. TALENT

Talents are tricks, moves and minor abilities that give you a small edge. Your talent is *Juicy Info* - choose one important NPC of whom you have incriminating information. Decide the nature of this information together with the GM.

6. MUTATIONS

Your mutations are superhuman abilities. You get one mutation at the start of the game. Roll D6 to determine what it is:

1–2	**Mind Terror.** Your brain has the ability to affect the minds of others and create vivid hallucinations, at up to Near range. You can inflict confusion or doubt equal to the number of MP spent.
3–4	**Puppeteer.** By sheer force of will you can take control of other humanoid creatures in Near range. You can decide what the victim's next action is. Cost is 1 MP. The victim rolls for the action.
5–6	**Telepathy.** By pure force of will you can read the mind of other humanoid creatures, at up to Near range. For every MP you spend, you get the answer to one of these questions: Is he lying? Is he hiding something? What is he thinking right now?

You can develop more mutations during the course of the game. Simply roll D6 again to determine which they are. Re-roll if you roll a mutation you already have.

7. RELATIONSHIPS TO OTHER PCs

Choose from the options below or decide for yourself.

... scammed you out of some bullets. He's going to pay.
... saved you from trouble. What does he want in return?
... is your way to the top. Stay close.
... is stupid and easy to manipulate.

8. RELATIONSHIPS TO NPCs

Choose from the options below or decide for yourself.

You hate:

- The Fixer Milix, who owes you bullets but won't pay up.
- The Boss Maximon, who double-crossed you and had Enforcers beat you up.
- The Gearhead Pontiak, who never delivers what he promises.

You need to protect:

- The Enforcer Elon. You need him and he needs you.
- The Stalker Yassan, because of the loot he can find in the Zone.
- The Boss Marlotte, who is your protector in the Ark.

9. GEAR

You start the game with 2D6 bullets, 2D6 rations of grub and D6 rations of water.

Choose one of these starting weapons: scrap knife, brass knuckles, scrap derringer (all are light weapons).

Encumbrance: You can carry a number of regular items equal to double your full Strength score. Heavy items count double, and light items count half. Four rations of grub or water count as one item. Bullets and other tiny objects do not count at all.

CONDENSED RULES

Here follows a condensed version of the *Mutant: Year Zero* rules. To play, you will need the *Mutant: Year Zero* Dice Set, or just a number of six-sided dice in three different colors.

USING A SKILL

To use a skill, roll a number of Skill Dice (green) equal to your skill level, and a number of Base Dice (yellow) equal to the current value of the attribute connected to the skill. If you are using gear, you also get a number of Gear Dice (black) equal to the Gear Bonus. For your action to succeed, you must roll at least one six (or ☢ symbol if you use the custom dice).

Opposed Roll: When the rules call for an opposed roll, both you and your opponent roll for a skill. You need to roll more ☢ (sixes) than your opponent to succeed.

PUSHING YOUR ROLL

If you are desperate to succeed, you can push your roll. That means you grab all dice that didn't show a☢, ☣ or ✸ (ones and sixes), and roll them again. You get a new shot at rolling ☢ (sixes), but ☣ or ✸ (ones on Base Dice and Gear Dice) have special effects when you push:

For every ☣ on the table after a pushed roll, you suffer one point of trauma against the attribute you used for the skill. You also gain one Mutation Point (MP).

For every ✸ on the table after a pushed roll, the Gear Bonus of the item you used drops one step.

THE SKILLS OF THE GAME

There are twelve basic skills in the game, and one specialist skill for each role. Each skill is connected to one attribute.

Endure (Strength): When the Zone takes its toll, when your legs won't carry you any more, roll for Endure.

Force (Strength): When wreckage or debris block your way and you need to push or lift something heavy, roll for Force.

Fight (Strength): Roll for this skill when you attack someone in close combat. If you succeed, you inflict Weapon Damage. For every extra ☢ (six), you inflict one more point of damage.

Sneak (Agility): To move undetected, you must make an opposed roll using your Sneak score versus your enemy's Scout score.

Move (Agility): To get out of danger or to make a difficult climb or jump, roll to Move.

Shoot (Agility): Roll for this skill when you fire a weapon at someone. If you succeed, you inflict Weapon Damage. For every extra ☢ (six), you inflict one more point of damage. Each shot with a ranged weapon consumes one bullet or arrow. They also, except for some artifacts, need to be reloaded (costs one maneuver) after every shot.

Scout (Wits): When trying to spot a Sneaking enemy, roll to Scout.

Comprehend (Wits): Use this skill to understand an artifact from the Old Age.

Know the Zone (Wits): Roll for this skill to identify a monster or phenomena in the Zone, and to know its traits or effects.

Sense Emotion (Empathy): Use this skill to resist attempts to Manipulate you, or to read another person's state of mind.

Manipulate (Empathy): When trying to persuade, trick or seduce someone, roll an opposed roll using your Manipulate score against your opponent's Sense Emotion. If you win, you opponent must offer you a reasonable deal.

Heal (Empathy): Roll to get a broken friend back on his feet. Success means he recovers one attribute point.

Make a Deal (Empathy): Roll when you need something in the Ark. If you succeed, you know who's got it. Getting it from him or her is another matter...

MUTATION POINTS

To use a mutation, you need Mutation Points. At the start of every game session, you get a number of new MP equal to the number of mutations you have. You can also gain MP by pushing skill rolls. You can save MP from one session to the next. You can never have more than 10 MP.

BACKFIRE

You cannot fail when using a mutation, but it can misfire. Roll one Base Die for each MP you use to activate the mutation. If you roll one or more ☣ (one), the mutation misfires. It has its desired effect, but something else happens too. Roll D6 on the table on the inside cover of the Starter Booklet.

CONFLICT

Conflicts are played in turns. At the beginning of the first turn, everyone who takes part rolls for initiative – a simple D6 roll. Mutations and talents can affect the roll. The initiative roll sets the action sequence for all turns in the conflict.

Actions & Maneuvers: When it's your turn, you are allowed to perform one action and one maneuver, or two maneuvers. **An action can be to:**

- Use a skill
- Activate a mutation

A maneuver can be to:

- Move one range step
- Seek cover
- Get an item from your gear
- Pick up an item from the ground
- Draw a weapon
- Reload a gun

RANGE & MOVEMENT

In a conflict, the distance between you and your enemy is expressed in range categories:

- **Arm's Length:** Just next to each other
- **Near:** A few steps away
- **Short:** Up to 20–30 yards
- **Long:** Up to a few hundred yards
- **Distant:** As far as you can see

TRAUMA

When you use a skill and push the roll, you can suffer trauma. This temporarily reduces the attribute score you used for the skill. If your attribute score reaches zero you are broken – unable to get up on your feet or use any skill for D6 hours or until someone Heals you. At that point, you regain one attribute point and can recover normally.

Recovery: The requirements for recovery depends on type of trauma:

- **Damage (trauma to Strength):** Some rest and a ration of grub per trauma point.
- **Fatigue (trauma to Agility):** Some rest and a ration of grub per trauma point.
- **Confusion (trauma to Wits):** At least four hours of sleep.
- **Doubt (trauma to Empathy):** A moment of closeness with another mutant. It can be a talk by the campfire, a moment of shared silence, or physical contact.

ARMOR

Armor can protect you from damage. The effect of armor is determined by its Armor Rating. When you suffer damage, roll a number of Gear Dice (black) equal to the Armor Rating. For every six (or ☢) you roll, the damage you suffer is reduced by one. Unless all damage is absorbed, for every one (or ✸) you roll, the Armor Rating is decreased by one. Armor has no effect against damage from pushing dice rolls.

CRITICAL INJURIES

You can suffer damage - trauma to Strength – also by external attacks. If you are broken by damage, you also suffer a critical injury. Roll D66 on the Critical Injury table on the inside cover of the Starter Set booklet.

Death: If your critical injury is listed as lethal, someone must make a successful Heal roll to save you – otherwise you die when the time period indicated has passed.

CHARACTER PLAYBOOK

MUTANT YEAR ZERO

ATTRIBUTES

Strength		Damage	
Agility		Fatigue	
Wits		Confusion	
Empathy		Doubt	

CONDITIONS

Starving		Dehydrated	
Sleepless		Hypothermic	

Critical Injuries:

SKILLS

Endure (Strength)	
Force (Strength)	
Fight (Strength)	
Sneak (Agility)	
Move (Agility)	
Shoot (Agility)	
Scout (Wits)	
Comprehend (Wits)	
Know the Zone (Wits)	
Sense Emotion (Empathy)	
Manipulate (Empathy)	
Heal (Empathy)	
Make a Deal (Empathy)	

ROT POINTS

EXPERIENCE POINTS

Name:

Role: Fixer

APPEARANCE

Face:

Body:

Clothing:

GEAR

1
2
3
4
5
6
7
8
9
10

Bullets:

TALENTS

Juicy Info

MUTATIONS

MUTATION POINTS

ARMOR

	Rating

WEAPONS

	Bonus	Damage	Range	Special

RELATIONSHIPS

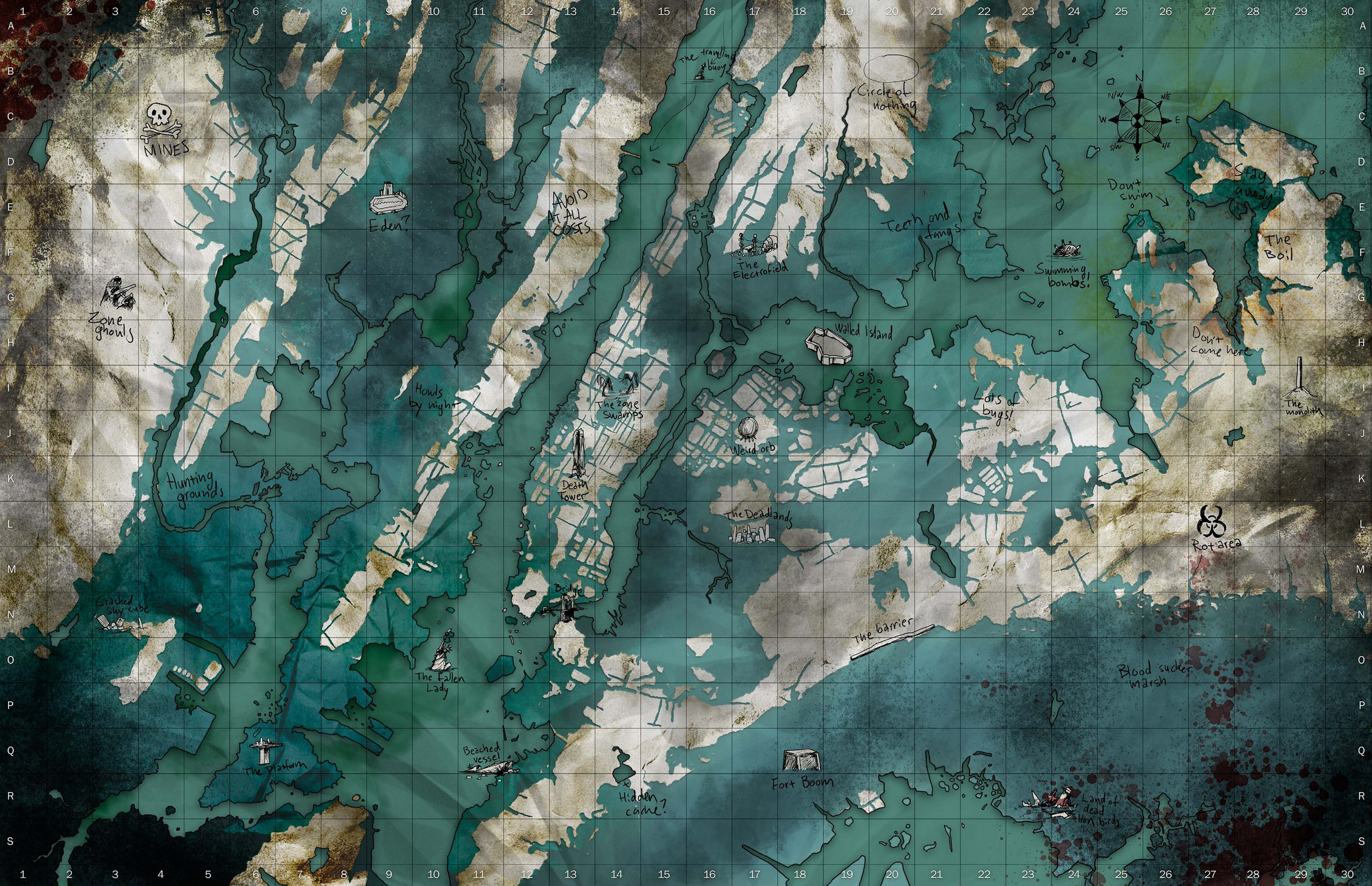
	Buddy
PC 1:	
PC 2:	
PC 3:	
PC 4:	

I Hate:

I Need to Protect:

My Big Dream:

STAY CLEAR!
Rot area
Trade Post?
Alexandra's Tower
A swift death
Strangled warwagon
The Thorn dome
N
N/W
N/E
W
E
S/W
S/E
S
Deathmush
Wormwater woods
Sinkhole
Secret
Tunnel entrance
Spotty waste
Snarbog
The column
Old ship
Dark castle
Mist towers
The dustfields
AVOID!
Arena
Old Ben
Eden?
The noise tower
The Rotsump
Evil eye
The ambush
MINES!
Weird lights
Howling at night Be cautious
Needleteeth domain
Marshlands
Don't enter!
Hungry plants
The big stink
Zone ghouls
Rotsoil


MINES
Eden?
Zone ghouls
Avoid at all costs
The travelling buoy
Circle of nothing
N
N/W
N/E
W
E
S/W
S/E
S
Stay away
Don't swim
The Boil
Teeth and fangs!
The Electrofield
Swimming bombs!
Walled Island
Howls by night
The zone swamps
Lots of bugs!
Don't come here
The monolith
Weird orb
Hunting grounds
Death Tower
The Deadlands
Rot area
Bridge
Crashed sky cube
The barrier
The Fallen Lady
Blood sucker marsh
The Platform
Beached vessel
Fort Boom
Hidden cache?
Land of dead iron birds