

01

INTRODUCTION

The world has ended. The cities and nations created by mankind are in ruins. Out on the oceans rusty abandoned ships drift from coast to coast. Much of what once lived in the depths is gone, but more and more is slowly recovering. Whales, sharks and fish once again roam the seas, but almost all marine life has changed, mutated beyond recognition.

Your Ark is somewhere out on the endless waves, a fixed point in your existence. You are the People, a group of ocean dwelling mutants fighting to survive every day. Recently, you have started building your first rafts to explore the watery world that surrounds you.

It is said that you are the chosen ones, destined to find Eden one day, the mythical place that is the origin of all mutants. Perhaps this is true, perhaps it is a fairy tale.

One thing is certain. Soon you will have to explore the waters around the Ark. Many speak of the dawn of a new age, an age when everything will change.

MUTANT: YEAR ZERO AT SEA

Welcome to Zone Compendium 2. This book describes a new and different Zone for the game: the Dead Blue Sea. Most of the basic *Mutant: Year Zero* game can be used for gameplay at sea. At the same time, there are some major differences in the *Dead Blue Sea*. The very fact that the game is set at sea

changes the basic premise. Boats, rafts, driftwood, oil rigs and many other things found at sea play a major part. Other kinds of artifacts and phenomena also become important.

The first part of the book describes the new Zone, in which you may choose to run your campaign, or have the player characters travel to. Then comes the player section, with guidelines on how to run a campaign out at sea, including new mutations, new projects, boats and rules for navigation.

Finally there is a Gamemaster section. It includes descriptions of ruins at sea, new artifacts the PCs can find, new threats in the Zone and four complete Special Zone Sectors. They follow the same layout as the Zone Sectors in the *Mutant: Year Zero* book. These locations can be placed in any sector in any Zone you play in. Every Zone Sector is described with a map or an exploded view, available in two versions.

- ❑ The Gamemaster map with detailed images showing what hides in different places in the sector.
- ❑ The player map lacks these details and can be displayed for the players when they arrive in the sector. The player maps are collected at the end of this book and are also available for download from the Free League's homepage.



A WORLD OF WATER

The Zone is the ocean. But not the whole seemingly endless expanse of water that according to legend covers almost the whole world, it is simply the surroundings that the People are familiar with. This area can be crossed by raft or sailboat in a day or two, depending on weather and wind. The

world beyond is only known through the tales of the Elder.

Clusters of oil rigs stand in several places in the known waters. These massive facilities are platforms used by mankind for centuries to extract oil, a thick black sludge that was abundant once, deep below the bottom of the sea. It is said this sludge was so valuable that wars were fought by the Ancients to secure their access to it. Perhaps there is still someone extracting oil in the Zone: huge ships have been seen moving around a few of the oil rigs. They leave long black trails glistening with oil across the water.

What lies far to the west and east, beyond the charted waters, no one truly knows. Some of the Chroniclers of the People speak of remote coastlines and the burned ruins of cities, miles and miles across, other say there is nothing left out there but water. Mutants of the People that venture far from the Ark have not returned.

WARNING TO PLAYERS

This book is divided into three parts. The player section follows this introduction, and can be read by the players. The Gamemaster part, beginning on page 13, is for the GM's eyes only. Do not read it if you plan on playing the Dead Blue Sea – you'll spoil the fun of discovering the secrets in game.

THE SEA FORTS

In several places in the Zone, groups of large, odd metal structures rise from the waves. They are rusty metal sheds resting on pillars of iron that are anchored on the seafloor. The Elder has explained that the sheds are sea forts, a form of defense and surveillance installations that were used in ancient wars. The latest expeditions the People have mounted to the forts support this theory: armed and uniformed skeletons have been found in several of the buildings. So far sea forts have been discovered in three different places in the Zone. In those that rise to the south, humanoid shapes have been seen moving around.

THE SCRAP ISLAND

To the north lies a whole island of ancient scrap. The scrap island is obviously inhabited: convoys of large and small boats have been seen moving in and out of the huge, rusty iron gate. Some form of trading post probably hides in the center of the island.

THE TRASH BELT

Recently a massive, stinking belt of trash floated in from the west. The mutants of the People have yet to explore the belt but those that have sailed close to the immense trash mountains have brought back tales of all sorts of oddities floating around in the water. Further exploration is complicated by the thick winding plants that ensnare the whole belt. Some of the People's scouts have also reported eyes glimmering among the trash heaps at night.

Perhaps the trash belt is inhabited by some form of intelligent creatures.

THE RAFT VILLAGE OF THE FARDRIFTERS

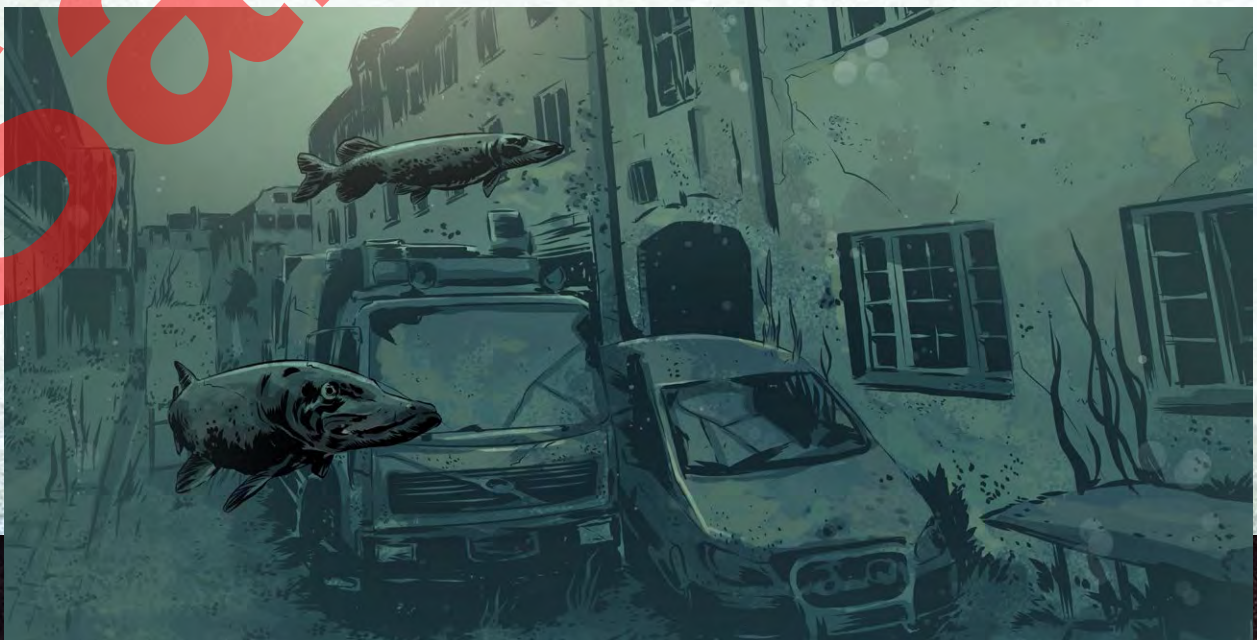
A few weeks ago, a floating village built from rafts entered the known waters around the Ark. The inhabitants of the village, called the Fardrifters by the People, seem to originate from a faraway, warmer place. They are all tanned and wear thin clothing made from plastic and cardboard. No one knows who these newcomers are or what they want. Their floating village seems to drift with the currents of the sea. Perhaps it will soon disappear over the horizon.

THE UNDERWATER CITY

Close to a large island, the remains of a whole city cover the ocean floor. Block after block of tall buildings, streets and old car wrecks are partly hidden by dark silt and kilometers of sea weed. Some of the People's divers have reported large caches of treasure, left behind by the Ancients. However, the currents of the area are severely infected by Rot.

THE ISLANDS

In several places in the Zone, barren, dark islands rise from the infinite expanses of water. Some of them are covered by buildings from the old world. The largest island lies in the eastern part of the Zone and is so large it takes hours to go around it in a boat. What the ruins of the island hide is yet to be discovered – dryland is considered the realm of doom, and the People prefer to stay out at sea.



02

PLAYER'S SECTION

The Zone and campaign setting described in this compendium can be used in two ways:

- ❑ Your characters travel here from another Zone. The Ocean Zone can be placed close to a Zone that has been previously published, such as The Big Smoke and The Dead Apple.
- ❑ A new campaign is based in the Ocean Zone. In that case, the rules for creating an Ark and completing projects have to be adjusted slightly. The following section explains how.

ROLES

Just like in an Ark on land you can choose between several roles in an Ocean zone. The role called Stalker in the *Mutant: Year Zero* book has changed name to Navigator and the skill Find the Path is called Navigate. How it is used is explained later.

MUTATIONS

The following two new mutations are especially useful at sea. If you wish, you can replace two existing mutations (such as Frog Legs and Tracker, both of which aren't very useful at sea) with these two.

CRYOKINESIS

You have the ability to freeze things with the power of your mind. You can:

- ❑ Freeze a living creature within arm's length. Deals one point of damage for every Mutation Point you spend. Requires close contact.
- ❑ Freeze a surface of water – either everything at Near distance or a bridge of ice one meter wide stretching from your feet a short distance in any direction across water. The ice can carry the weight of several people and lasts for about an hour before melting.
- ❑ Put out a fire or cool down a hot object. Larger fires require spending 1 Mutation Point.

HUMAN TOAD

You have taken on the attributes of a toad. Your skin is wet and covered with warts and your favorite food is bugs. You can:

- ❑ Catch smaller objects and creatures at everything up to Near distance with your long sticky tongue. Costs 1 MP.
- ❑ Secrete a paralyzing poison through the skin, dealing one point of Confusion per MP you

02

spend to whoever comes into direct physical contact with you, for example, in unarmed close combat. (R)

- ❑ Hibernate for 24 hours and avoid all trauma from cold and lack of grub and water. You are unable to take any actions while hibernating, but you can come out of it at any time of your choosing. Costs 1 MP.

CONFLICT AT SEA

Combat and other conflicts are just as common at sea as in a Zone on land. If nothing else is stated here, all rules from *Mutant: Year Zero* apply.

SWIMMING

It is assumed that all the mutants of the People can swim – if you have grown up in the Ocean Zone you could probably swim before you could walk. From a rules perspective, swimming therefore works just like movement on land.

Storm: If a storm occurs (page 11), you have to roll Force for each maneuver you want to add to movement. This roll does not count as an action. If the roll fails, you take damage from drowning (below).

Hypothermia: If you stay in the water a prolonged period of time, you will suffer from hypothermia. Read about hypothermia on page 93 in *Mutant: Year Zero*. Even in fairly warm water, you have to roll Force once per hour and in cold water you have to roll once every fifteen minutes or even more frequently than that.

DROWNING

If you end up under water (voluntarily or not), you have to roll Force once every turn (before you take any actions). The roll can be pushed but does not

WEAPONS

WEAPON	BONUS	DAMAGE	RANGE	COMMENT
Harpoon pistol	+1	1	Near	Light weapon.
Harpoon rifle	+1	1	Short	
Whale harpoon	+1	3	Short	Mounted.
Old Age speargun	+2	2	Short	Artifact.

BULLETS

Since firearms are rarely used by mutants at sea, bullets are less likely to be used as currency. Trading is done with other merchandise. You can still use the Gear & Services table on page 260 of *Mutant: Year Zero* as a guideline for how much items and service are worth relative to each other.

count as an action. Failure means you inhale water and take a point of damage.

MUTATIONS

The mutation Frog Legs cannot be used in water. Sprinter can be used normally. If you are an Amphibian and spend one MP, you will not suffer the effects of a storm (above) for about a minute. You can also breathe under water during the duration and do not have to roll for damage from drowning (above).

WEAPONS

Projectile weapons, like scrap pistols and scrap rifles, are less popular at sea, since gunpowder easily gets wet and useless. Every day at sea (you don't have to roll on an island or a large ship), you have to roll one Gear Dice for every bullet you have – an  symbol means the bullet is ruined and can't be fired. Guns cannot be used under water, and neither can bows or slingshots.

Because of this, many mutants at sea use harpoon weapons of various kinds. They can be used under water. The table shows some typical models that can be built by Gearheads. When a harpoon has been fired, a maneuver must be spent to haul the line back and make the weapon ready to fire again.

BOATS IN COMBAT

Combat at sea usually happens on or with boats. Boats follow the rules for vehicles in combat (page 94 of *Mutant: Year Zero*) with a few additions:

Sinking: When a boat's gear bonus reaches zero, the boat is unusable and adrift. It also starts sinking, and sinks completely after 1D6 times Resilience minutes if no action is taken. A Gearhead can repair the boat before it sinks, but only gets one chance.

Escaping & Ramming: Just like ground vehicles, boats can be used to escape from and ram enemies. Roll Agility and Move in both instances.

AN ARK IN THE OCEAN

An Ark in the Dead Blue Sea is located in or close to the ocean. It might be an old shipwreck or something else. Pick something that feels exciting. Suggestions:

- ❑ A lighthouse on a rocky island.
- ❑ One or several oil rigs far out at sea.
- ❑ Ferry, icebreaker or oil tanker run aground.
- ❑ Island of scrap and/or trash.
- ❑ One or more sea forts (see above).
- ❑ Tall building rising from the water.
- ❑ A secluded harbor.

NEW PROJECTS

Mutants in an Ark at sea can undertake projects, just like in an Ark on dry land. Many projects are the same (see page 102 of *Mutant: Year Zero*) but some projects – like Road, Railroad and Train – don't work in water and are not available. Instead, there are several new projects, described below. The Distillery and the Scrap ship were already described in the *Mutant: Year Zero* book but are included here since some adjustments have been made.

❑ DISTILLERY

This aquatic form of the Distillery consists of a tangle of tubes, cans and pipes. A variety of chemical substances can be created by burning dried seaweed and bladderwrack. The Distillery can be used to distill alcohol and turn seawater to rotfree drinking water.

DEV Requirement: Grub 5, Technology 15

Other Requirement: Workshop

Skills: Comprehend

Work Points: 1 × number of PCs

DEV Bonus: Technology +D6

Special: Produces 2D6 rations of water every day.

The project can be completed multiple times but only gives a DEV bonus the first time.

❑ SAIL LOFT

A few mutants are sewing large patchwork sails from ancient pieces of cloth. The sails are far larger than a single Gearhead could make.

DEV Requirement: Technology 15

Skills: Force or Comprehend

Work Points: 2 × number of PCs

DEV Bonus: Technology +D6, Warfare +D6

Special: These sails can be used on Scrap sloops and Scrap ships (see below).

❑ SCRAP SLOOP

This mid-sized scrap boat must be built as a project by all the People together. Scrap sloops are often used for exploring, fishing or – when necessary – fighting at sea. They can carry around 15 passengers and can be propelled by sail, steam engine, a motor from the Old Age or oars.

DEV Requirement: Technology 20

Other Requirement: Harbor

Skills: Force or Comprehend

Work Points: 2 × number of PCs

DEV Bonus: Food Supply +D6, Warfare +D6

Special: The attributes of the sloop are described in the section The People's boats below. This project can be completed multiple times but only gives a DEV bonus the first time.

❑ SCRAP SHIP

A large scrap boat, larger than any Gearhead could build on their own. It can carry up to 50 passengers and can be propelled by sail, steam engine, motor from the Old Age or oars.

DEV Requirement: Technology 20

Other Requirement: Harbor

Skills: Force or Comprehend

Work Points: 3 × number of PCs

DEV Bonus: Food Supply +D6, Culture +D6, Warfare +D6