

Sample file

MUTANT

YEAR ZERO

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ZONE COMPENDIUM

Welcome to *Zone Compendium 3* for *Mutant: Year Zero* and *Mutant: Genlab Alpha*. This booklet contains extra material for Gamemasters. It builds on the events in Genlab Alpha, so to fully utilize this compendium, you should have access to that book.

The majority of this booklet is taken up by information concerning five complete Special Zone Sectors. They follow the same format as the Zone Sectors that are included in Chapter 7 of *Mutant: Year Zero*. These adventure locations can be placed in any sector of whatever Zone you are playing in. Note that all of the sectors in this compendium include mutated animals, so they should not be used before the animals have escaped from Paradise Valley (see *Mutant: Genlab Alpha*).

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.

RABBIT KINGDOM DEEPROOT

The tribe of mutant rabbits was deeply distrustful of strangers, even in Paradise Valley. You can read more about that in *Mutant: Genlab Alpha*. This sector tells the story of what happened after the fall of the Genlab and describes the rabbits' new outpost in the Zone.

OVERVIEW

Any Zone traveler approaching the rabbit kingdom Deeproot without knowing it's there will only see an insignificant hill. On one side of the hill, there is a rusty train track leading into a dark, gaping tunnel entrance.

There are no ruins on the hill, instead the whole area is covered in low bushes, thick grass and scrap. By now, the visitor has probably already been discovered by one of the many guard posts, that have been hidden in foxholes dug into the hill.

Sneaking towards Deeproot is done with a modification of -3, because the rabbits know the terrain extremely well and watch every nook and cranny.

ONLY FOR GAMEMASTERS!

The rest of this booklet is for the Game-master'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.

Anyone actively Scouting the hill can discover the foxholes and the long-eared guards hiding there, but that roll has a modification of -3 as well.

In addition, the area is covered by improvised land mines. Anyone moving around in the area without knowing where the land mines are needs to make a Move roll – failure results in an explosion with Blast Power 9. The mines are primed with sharp shrapnel and have Weapon Damage 2.

Visitors who are discovered by the guard posts will soon find themselves surrounded by long-eared warriors, armed to their teeth with blunderbusses and machetes, nervously sniffing the strangers. They are disarmed and brought into a narrow tunnel entrance in the closest foxhole. Mutants of normal build have to walk doubled over. Underground, there is a jumble of tunnels and chambers perforating the whole hill.

The prisoners are brought to the cells (see Locations below), where they are interrogated and their fate determined (see Events below). Every form of resistance is met with extreme violence. If needed, reinforcements will quickly be sent to the area.

THE SITUATION

In Genlab Alpha, the rabbits were among the first species that researchers tried to give advanced intellect and other human qualities. Rabbits reproduced quickly and were easy to handle in the lab.

The early days of the project were plagued by failures. In accordance with the genlab's tradition (see *Mutant: Genlab Alpha*), the rabbits and hares in the lab were given the names of famous soccer players. Pelé, the first subject of the experiment, was promising, but showed very aggressive tendencies and had to be put down. Guinea pig number two, Ronaldo, suffered from anxiety after realizing the transience of life. Quite a few failures followed these two. When Ruben, an insignificant little rabbit named after the Argentine World Championship hero Rubén Galván, was born under the glaring lights of the lab, nobody had much faith in him. But Ruben soon showed that he was something out of the ordinary.

Ruben soon proved to have a sharp intellect, impressive fine motor skills and faculty of speech. Ruben's intellect developed faster than a human child's, and in short order he was having long

conversations with the researchers that created him. The researchers used Ruben's genes to create more creatures in his image, and in the end there was a whole group of intelligent rabbits walking upright, with a strong sense of unity and defensive instincts. The researchers thought the rabbits were ready to be put in the test area outside of Genlab Alpha, called "Paradise Valley".

Ruben, the rabbit mutants' ancestor and leader, finally fell victim to an ill-tempered landshark, but his name lived on. With time he was regarded more and more as a holy being, a prophet and a moral compass. Good advice on how a rabbit mutant should behave was collected in a list of "Ruben's Learnings", despite the fact that it is very unlikely that Ruben himself ever expressed any of them.

During the fight against the Watchers in Paradise Valley (see *Mutant: Genlab Alpha*) the mutant rabbits were the most militant and well organized tribe. They also paid the highest price, in the form of attacks from the machines. This resulted in the rabbit tribe becoming even more closely knit, but they developed a deep suspicion toward all outsiders as well.

After the fall of Genlab Alpha, the rabbit tribe wandered out into the Zone, like all other mutant animals. To protect themselves against the Zone's many threats they went underground, just like they had in Paradise Valley. Some scouts found a hill pierced by an old railway tunnel, and this became the base of the rabbits' new home. They named it the Kingdom of New Deeproot, to honor their old home in Paradise Valley. Countless more tunnels and chambers were dug in the hill, which soon became the tribe's new fortress against the threatening world around them.

One day a reconnaissance patrol from Deeproot ran into a group of human mutants. Intense suspicion from both sides triggered a short but bloody battle that ended with the rabbits lying dead on the ground. The mutants were hungry and made the fateful decision to cook and eat the rabbit mutants, which they regarded as animals rather than fellow mutants.

The meal was witnessed by a surviving rabbit, and the event provoked a violent hatred among his kind against all meat-eaters. The rabbits have not learned to tell different groups of mutants apart, and from that day on regard all human mutants

RABBIT KINGDOM DEEPROOT

SHOOTING TRENCH



PLANTATION





– and pure strain humans – as their sworn enemies. Minor clashes have already taken place, and the conflict can escalate to an all-out war between mutant and rabbit...

LOCATIONS

Deeproot is an underground labyrinth, almost impossible to move around in without getting lost by anyone that doesn't belong to the Rabbit Tribe.

The Train Tunnel. Rusty old rails run into a gaping black hole in the mountainside. The light from the sun only reaches a few yards inside, then it becomes pitch black. About 50 yards from the entrance, the rabbits have built a bulwark from scrap (Armor Rating 5), that is always manned by at least two guards.

Roughly a hundred yards further on, the train tunnel splits into two branches. The rail fork forms a larger open space, where the rabbits hold meetings and public executions. Beyond the War Room and the Learnchamber (below) the two tunnels continue into the depths – one of them ends in an earth fall, and the other in black water.

Tunnel Openings. There are five additional smaller tunnel openings in the hill, dug by rabbits. Every opening is defended by a shooting trench (armor rating 6), and is camouflaged with branches. Anyone Scouting the area needs to succeed in a roll with a -3 modification to see the hidden trenches.

The Tunnels in Deeproot were dug by the rabbits, the train tunnel outside of the War Room (below) being the exception. They are so narrow that it is not possible to walk side by side. Neither is it possible to Fight or Shoot past someone to attack a target further down a tunnel. The tunnels are faintly lit with electric light bulbs, connected to the generator by the War Room.

Barracks. These larger spaces house Deeproot's guards and soldiers, during the precious few hours when they are not on duty. They all sleep on straw or grass on the floor, on numbered spots. Typically, there are 2D6 sleeping rabbits in every barrack room.