

MUTANT

YEAR ZERO

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ZONE COMPENDIUM

Welcome to *Zone Compendium 4* for *Mutant: Year Zero* and *Mutant: Mechatron*. This booklet contains extra material for the Gamemaster. It builds on the events in *Mechatron*, so to fully utilize the contents of this compendium you should have access to that book, too.

Most of this booklet is taken up with information concerning four complete Special Zone Sectors. They follow the same format as the Zone Sectors that are included in Chapter 15 of the *Mutant: Year Zero* core rulebook. These adventure locations can be placed in any sector of whatever Zone you are playing in. Note that all the sectors in this compendium include robots, so they should not be used before the fall of the Mechatron-7 facility (see *Mutant: Mechatron*).

Every Special Zone Sector has a map overview. These can be shown to the players and are therefore gathered at the end of the booklet. You can also download them from the Free League 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 ETERNAL WAR

In a forgotten underwater harbor, a war without end rages. The PCs can find this place in several different ways. The harbor can be discovered via the Threat Card events "The Sinkhole" or "The Zone Quakes" (see Chapter 10 of *Mutant: Year Zero*), or the PCs might simply uncover a hidden path at random when exploring a ruin in the Zone. This Zone Sector should be placed near water for obvious reasons.

This Special Zone sector can also be used to let PCs from the Zone visit the gigantic Mechatron-7 robot facility, which is described in *Mutant: Mechatron*.

OVERVIEW

Behind a thick steel door, the PCs will find a narrow and rusty staircase that spirals its way downward into the abyss. A stale smell and a weak hum rises toward them from the depths. After many steps, they will notice a weak light from even further below.

Twenty yards below ground, the staircase abruptly ends at a sturdy steel door just like the one above. This one is ajar, however, and a pale light shines from whatever is within. If the PCs enter, they will find themselves in a subterranean harbor called Nautilus-12, a secret facility belonging to the

Noatun Titan Power. They have entered through an emergency exit that leads out to a walkway facing the Control Center (below).

THE SITUATION

Nautilus-12 is one of many subterranean harbors that were built to transport resources between factories of Noatun's underwater enclaves. This harbor was used to transport goods to and from the enormous Mechatron-7 robot facility.

Nautilus-12 was originally managed by human personnel, who used their robots for physical labor. Remote controlled submarines operated the freight transports. When the Enclave War was at its peak, the leaders of Noatun decided to automate its harbors entirely, thus keeping their human staff out of harm's way.

The mission to go to Nautilus-12 and bring home its human staff fell on Doleta Hummel, the technical officer from Mechatron-7. During her submarine trip, Doleta received a terrible message. The entirety of Mechatron-7 was to be evacuated following a catastrophic attack from an enemy Titan Power. There was nothing to return to for Doleta and the staff at Nautilus-12. During the dark hours in her submarine, something snapped inside her. She decided to end her life and to take the other humans in Nautilus-12 to the grave with her. She considered this as an act of mercy.

Upon her arrival at Nautilus-12, she set her plan into motion. She reprogrammed one of the two battle droids at the harbor, KAN-738, to kill every human in the facility. The other battle droid in the harbor, ABL-211, desperately tried to protect the humans. A few survivors barricaded themselves in the Control Room. Unfortunately, Doleta managed to get inside with them and, when she revealed her true intentions, a wild fight began. In the end, Doleta killed her colleagues with an axe, but sustained severe injuries herself and soon bled out.

The robots KAN-738 and ABL-211 remained alone in the harbor. Committed to certain actions due to their programming, they continued their meaningless battle, without end. They spend most of their time in their charging stations, but with regular intervals where they try to destroy each other.

A low intensity war has been going on for decades when the PCs arrive.

LOCATIONS

The Nautilus-12 harbor is a cubical subterranean vault about 70 yards straight across. The roof is approximately 20 yards above the water level, and a few working lights still spread a dim light across the middle section of the docks. The rest is covered in complete darkness.

There is rubble everywhere in the harbor. There are broken crates marked with the Noatun symbol and a lot of rusted scrap. You can use the scrap list on page 262 the *Mutant: Year Zero* core rulebook to let the PCs find some interesting stuff in the rubble.

The floors, the walls and most items in the harbor are covered by green, smelly algae. The entire facility is also contaminated by Rot (Rot Level 1). A Stalker can notice this by making a Find the Path roll.

Main Entrance. A broad sloping tunnel leads up toward the surface. A few yards into the tunnel, there is a gate that can only be opened from the Control Room. Behind this gate, the tunnel continues for about 50 yards before it ends in a roof collapse. Buried in the rubble, an ancient vehicle (a truck) is visible. The remains of the driver can be found at the steering wheel.

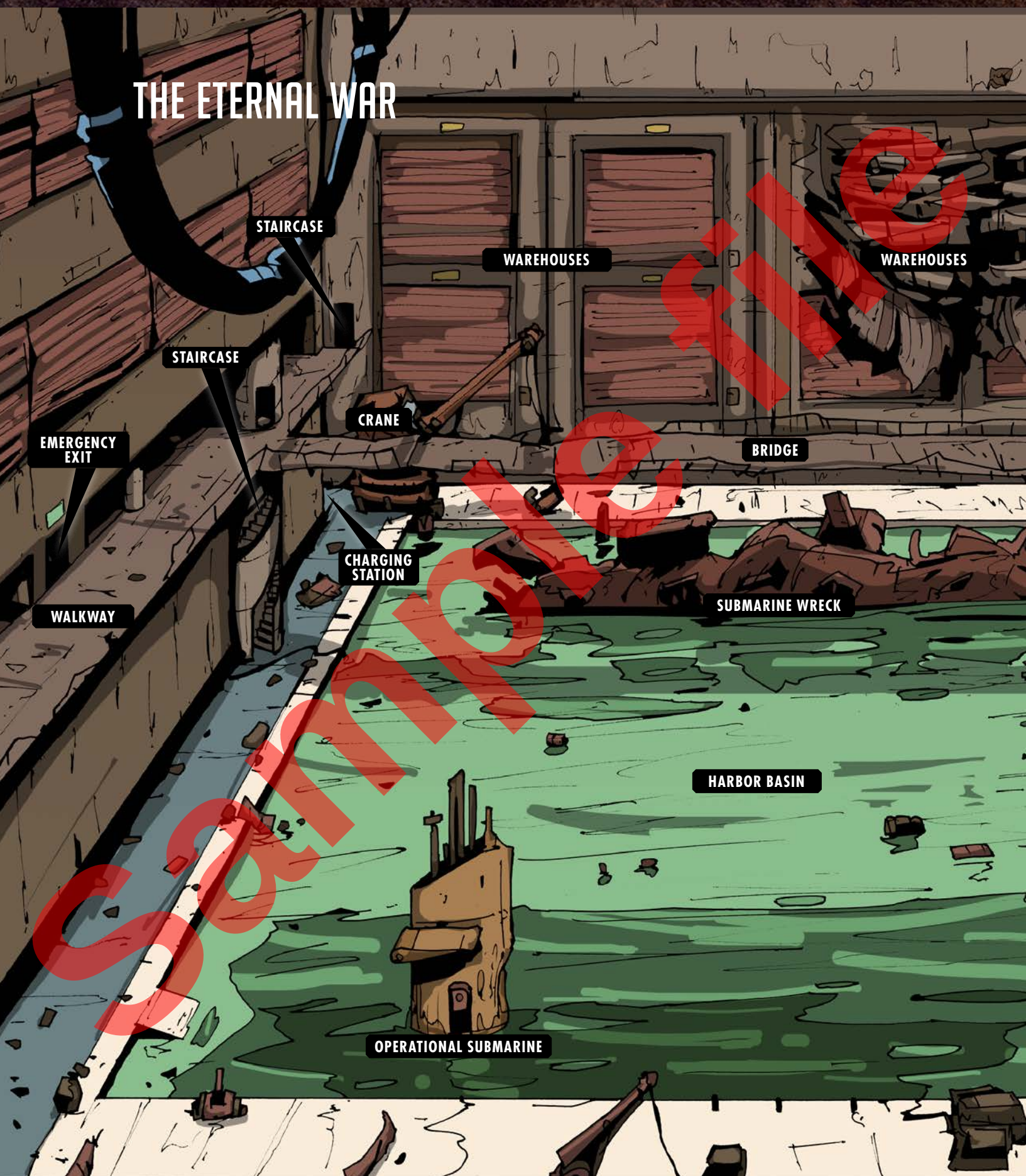
The risk of further collapses here is high. Every PC must make a Move roll - failure will lead to an attack rolled with five Base Dice (Weapon Damage 1). Additionally, the tunnel is also the lair of a bunch of starved Zone Rats (see page 182 in the *Mutant: Year Zero* rulebook).

Emergency Exit. Behind a rusted metal door, a narrow staircase leads up to ground level. The PCs will likely enter the facility this way.

Walkway. About eight yards above the water there is a broad walkway along the walls of the harbor hall. It is reachable from the docks via three rusted spiral staircases.

Bridge. A mostly intact bridge spans across the harbor hall. Underneath the bridge, a cargo drone

THE ETERNAL WAR



STAIRCASE

WAREHOUSES

WAREHOUSES

STAIRCASE

EMERGENCY
EXIT

CRANE

BRIDGE

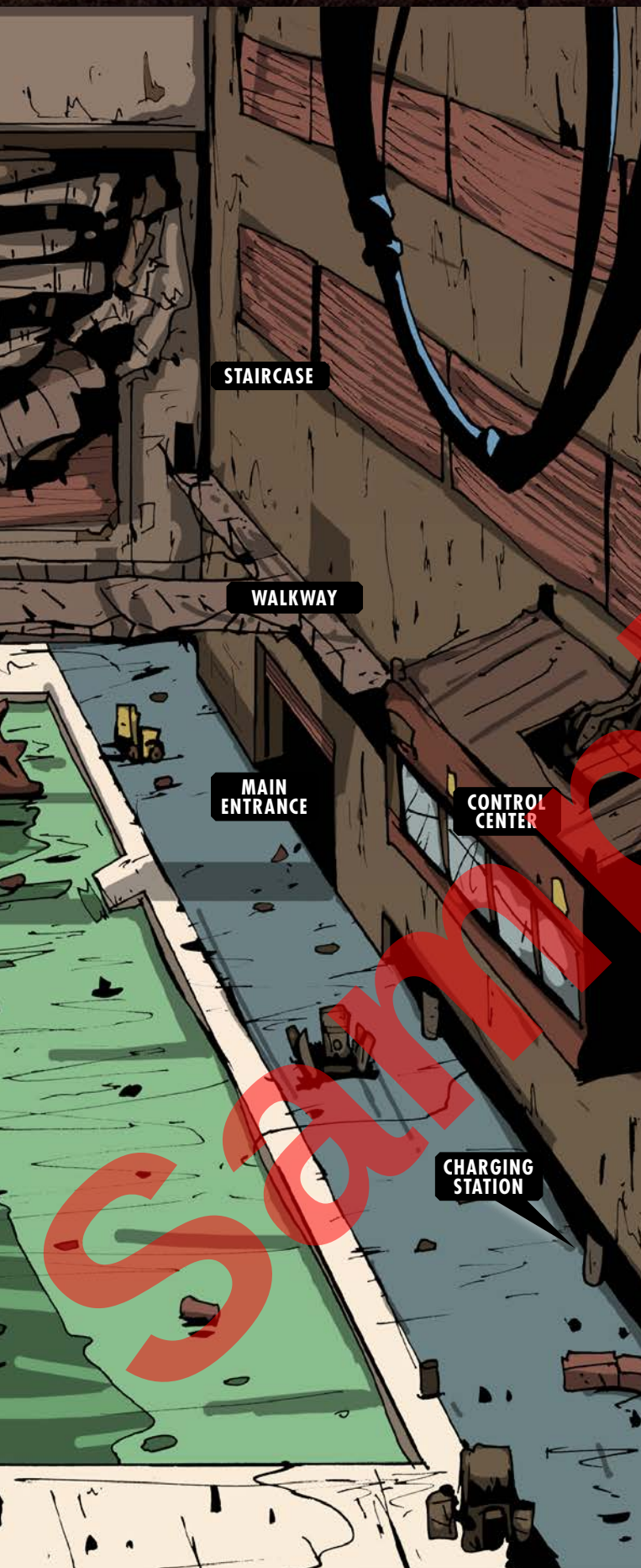
CHARGING
STATION

WALKWAY

SUBMARINE WRECK

HARBOR BASIN

OPERATIONAL SUBMARINE



called PTN-326 hangs from a track. It is presently in sleep mode, but can be awakened from the Control Room (see below) and maneuvered from there.

Charging Station. At these two locations, the battle robots can recharge. The stations are still connected to emergency power systems and will give 1 Energy Point (see *Mutant: Mechatron*) after eight hours of charging. After the fall of Mechatron-7, all electrical power in the facility will cease within D6 weeks after the PCs' arrival here. To be able to use these charging stations, and to understand that power is running out, requires a successful Comprehend roll.

Harbor Basin. Green algae and filth cover the water surface. Here and there, parts of wooden crates float. The water is contaminated and will give anyone who swims in it 1 Rot Point immediately and another Rot Point each minute spent in it. From the harbor basin, an underwater tunnel leads out into the dark waters of the Zone.

Submarine Wreck. A metal skeleton covered by rusted metal is all that remains of this old submarine. The entire stern has been blown off in one of the many battles between the robots. The interior of the submarine is a Rot hotspot (and will give 1 Rot Point each minute). The wreckage is also inhabited by a big and hungry Rotfish (page 181 of the *Mutant: Year Zero* rulebook).

Operational Submarine. This functional submarine is almost entirely submerged. Its only visible part is the rusty tower. The vessel can't be reached without swimming or using some sort of raft (built by a Gearhead). To enter the submarine, the hatch on the tower must first be unlocked from the Control Room.

The submarine interior is dominated by a large cargo hold and the engine room. The ladder from the airlock leads down to the cramped living quarters dedicated to the few people who traveled between Nautilus-12 and Mechatron-7. The main cabin has a small table surrounded by a sofa and two armchairs, all bolted to the floor. There is also a TV and a liquor cabinet that is now almost empty.

There are two more cabins that contain two bunk beds and a toilet each. In the airlock, a diving suit can be found (artifact, see *Zone Compendium 3: The Dead Blue Sea*).

The submarine cannot be piloted from inside, but needs to be remotely controlled from the Control Room.

Warehouses. Along one of the walls, there are four three-level warehouses that were used to store goods awaiting transport. The broad doors that lead into them can be opened via a terminal next to each door or from the Control Room. These storage warehouses contain crates filled with scrap and rotten trash. Most things here are ruined, but PCs who rummage through the debris can also find D6 random artifacts. The warehouses closest to the Control room have been largely destroyed during the fighting between the robots. In here, a Zone Spider (see *Mutant: Year Zero*) has its nest.

Crane. Along the docks, below the warehouses, there is a rail track. On the track there is a crane, a semi-intelligent industrial drone named KRP-531.

THE SUBMARINE

From the Control Room, the PCs can activate the operational submarine. The vessel has a preprogrammed route that the PCs can't alter. Upon activation, the hatch on top of the tower will open. This hatch can't be opened in any other way. A countdown will begin in the Control Room, and will also be announced via the old speaker system in the facility. The PCs now have five minutes to get into the submarine before it begins its preprogrammed journey towards its unknown destination. What this destination is, is up to you as a Gamemaster. Most likely it's the Mechatron-7 facility, but you could also send the PCs wherever you want – perhaps to the oilfield that is described in *Zone Compendium 3: The Dead Blue Sea*?

It is in sleep mode, but can be activated from the Control Room. KRP-531 was also programmed by Doleta to kill the humans and has not forgotten its orders. If the PCs awaken the drone, it will attack them immediately. Next to the crane, the PCs can find the crushed remains of a human.

Control Center. This is the part of the harbor where the humans worked. From here, they could control all functions in the entire facility. Today, flickering red emergency lighting fills these rooms. The area still bears marks from Doleta's murderous rampage. With a sharp axe, she went berserk on both the people and the interior. The walls and floors are covered in old, dried blood, and the doors and furniture have big holes made with the axe. The Control Center is divided into several different rooms (see the separate map).

▣ **Control Room.** Large windows overlook the harbor basin. From the terminals here, the PCs can activate the submarine (see the boxed text), activate the two cargo drones PTN-326 and KRP-531, as well as open the main gate. Each such operation will require a successful Comprehend roll. Failure will lead to some unexpected effects, up to the GM to decide. The room also contains the bony remains of three humans dressed in coveralls with the Noatun symbol. One of these corpses is Doleta. A PC who investigates the bodies will soon see that they all have broken bones and marks from cuts on their bones. Next to the remains of Doleta, there is a video camera (artifact, see the boxed text).

▣ **Food Stores.** Three refrigerators in this small room bear marks from some sharp object. In here, there is also a corpse of a murdered worker. In one of the fridges the PCs can find D6 deep-frozen rations of Rot-contaminated grub.

▣ **Service Storage.** A room filled with electronic rubble with which a Gearhead can build all kinds of things. If the PCs should search this room thoroughly they can find a wrench (see *Mutant: Year Zero*) and an E-pack (see *Mutant: Mechatron*).