

MUTANT

YEAR ZERO



ZONE COMPENDIUM 4:
THE ETERNAL WAR

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.

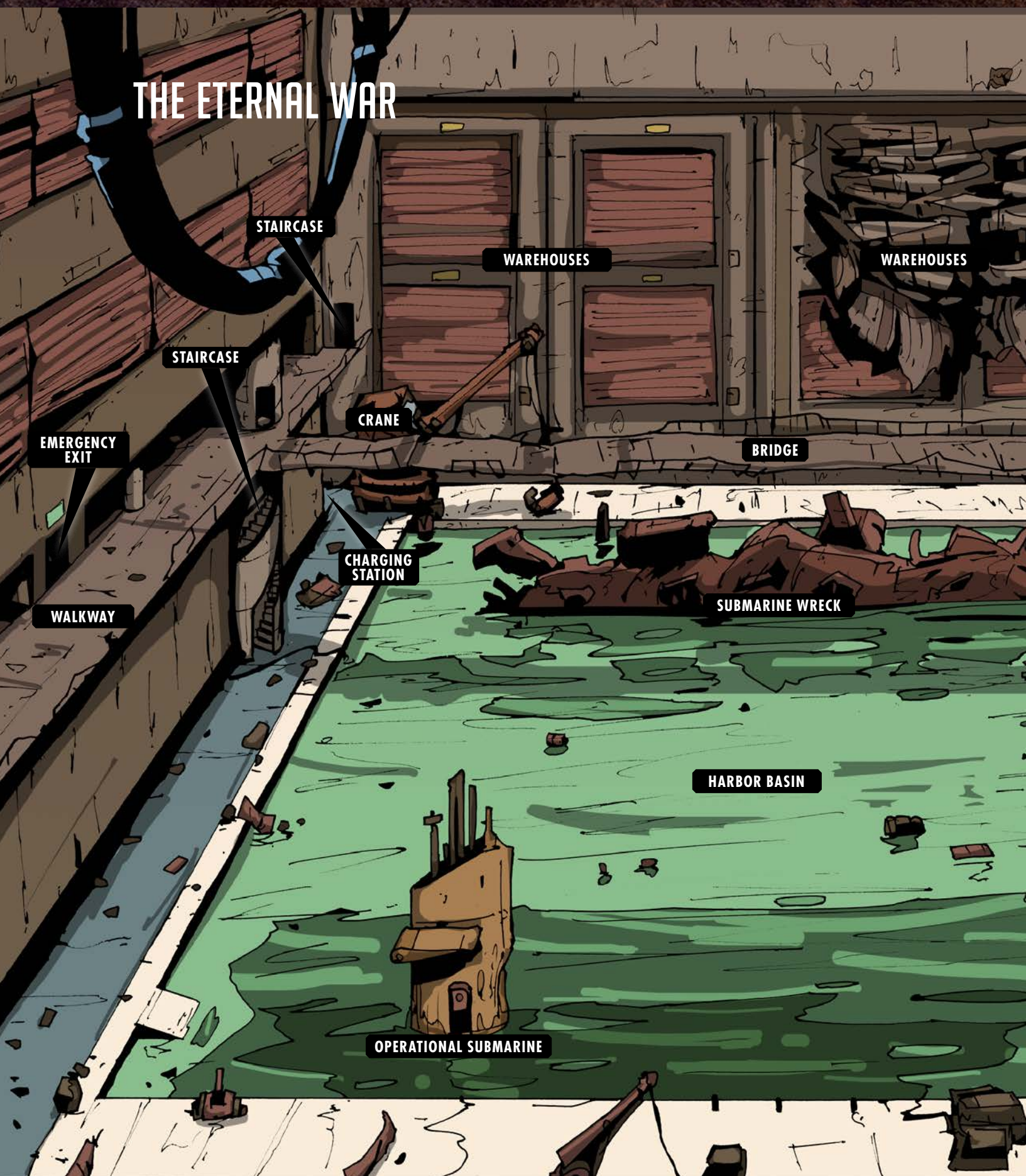
The risk of further collapses here is high. Every PC must make a Move roll – failure will lead to an attack rolled with five Base Dice (Weapon Damage 1). Additionally, the tunnel is also the lair of a bunch of starved Zone Rats (see page 182 in the *Mutant: Year Zero* rulebook).

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





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 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*).

- ▣ **Sleeping Quarters.** Two rooms with two bunk beds in each. The remains of a murdered worker can be found in one bed.
- ▣ **Common Area.** This room is dominated by a large broken glass table and a sofa that has been chopped into pieces by an axe.
- ▣ **Mess Hall.** The broken remains of a round table lie on the floor here, and four chairs are strewn across the floor. By one of the walls, there is a big square box with ten glass displays. The box is an “autochef” which can produce basic food and drinks (pies, pizzas, sandwiches and the like). From the autochef, the PCs can get 2D6 rations of grub and 3D6 rations of water before the supplies run out. The machine cannot be moved without breaking it.

INHABITANTS

The PCs can run into several dangers in the old harbor, not least of which are the two robots fighting each other in the depths.

ABL-211. A Sentinel model (see Chapter 9 or *Mutant: Mechatron*) tasked with defending the human workers in the harbor. For decades, it has been conducting a war against KAN-738 and is nowadays in bad shape. Most of its armor is ruined and its skeleton-like interior is showing. It's wearing a ragged yellow cape. When the PCs arrive, ABL-211 will try to protect every human or human mutant individual, whether they want to be protected or not. The robot will ignore any mutated animals and will be very suspicious towards other robots.

Hierarchy: 2

Attributes: Servos 5, Stability 6, Processor 2, Network 2

Armor: 6

Programs: Fight 4, Shoot 4, Interact 1, Scan 3, Move 3, Overload 2, Protect 4

Secondary Functions: Command Override

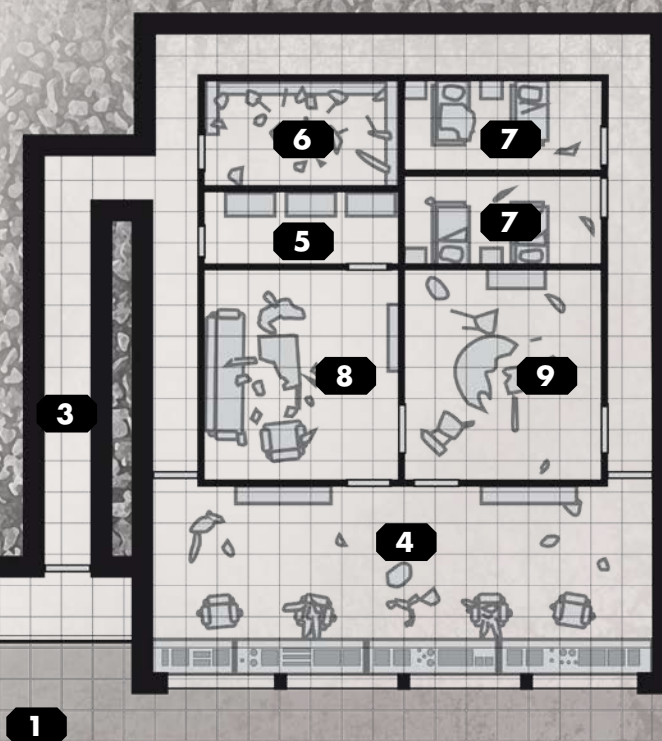
Modules: Riot Control

Gear: Two laser pistols (mounted), handcuffs, fire extinguisher (mounted)

CONTROL CENTER

1. Underground Harbor
2. Walkway
3. Corridor to the Control Center
4. Control Room
5. Food Stores
6. Service Storage
7. Sleeping Quarters
8. Common Area
9. Mess Hall

□ 1 × 1 yards





KAN-738. The original orders of this Sentinel were to defend the harbor from enemies from other Titan Powers. Doleta reprogrammed this unit to destroy every human being in its vicinity. But KAN-738 is clever and will not attack blindly. At first, it will try to find out everything it can about its new enemy and might even try to enlist a PC that is an animal or another robot.

Over the years, KAN-738 has modified itself to enhance its chances of defeating ABL-211. Its stun stick has been replaced with a battle saw. KAN-738 resembles a metal skeleton, and wears a cape with a hood. On its back, Noatun's red symbol shines brightly. Parts of the robot's faceplate is gone and reveals a grinning metal skull.

Hierarchy: 2

Attributes: Servos 6, Stability 6, Processor 2, Network 2

Armor: 10

Programs: Fight 4, Shoot 4, Interact 3, Scan 3, Move 3, Overload 2, Protect 1

Secondary Functions: Command Override

Modules: Riot Control

Gear: Laser rifle (mounted), battle saw (mounted), handcuffs

PTN-326. A cargo drone mounted under the bridge that leads across the harbor basin. The drone is in sleep mode, but can be activated by the PCs via the Control Room and subsequently maneuvered from here. PTN-326 is cone-shaped with long pincers and can move along a rail that runs below the bridge.

Hierarchy: 1

Attributes: Servos 5, Stability 3

Armor: 2

Programs: Force 3, Overload 3, Fight 2

Secondary Functions: Cargo Lift

Modules: -

Gear: -

KRP-531. A cargo drone that was reprogrammed by Doleta to take part in the destruction. If the PCs activate this unit, it will immediately attack every living being in sight.

Hierarchy: 1

Attributes: Servos 8, Stability 1

Armor: 3

Programs: Force 3, Overload 3, Fight 2

Secondary Functions: Cargo Lift

Modules: -

Gear: -

GRUB, WATER AND ARTIFACTS

In the airlock of the operational submarine, a diving suit can be found. In the Control Room, there is a video camera. In the service storage area, the PCs can find a wrench and an E-pack. Random artifacts can be found in the warehouse and buried in the wreckage by the main entrance. The food stores contain D6 rations of grub contaminated by Rot. The autochef in the dining room can create 2D6 rations of grub and 3D6 rations of water.

EVENTS

When the PCs first enter the subterranean facility, you can let them move around for a while before things start happening. Make sure to describe the different parts of the harbor so that the PCs can later use these to their advantage in the fight against the hostile robot (or robots). Describe the entire environment as a mystical, high-tech place from ancient times. Let the PCs hear weird sounds, smell strange odors and find indecipherable objects.

- ❑ Sooner or later, KAN-738 wakes up. The robot approaches the PCs in a peaceful manner and tries to communicate with them. It tries to convince the PCs to join it in the fight against its feared enemy. The robot will state that this battle is important for the future of the harbor. KAN-738 is determined to destroy the PCs eventually, but will first try to learn as much as possible from them.

- ❑ At a suitable time, ABL-211 also wakes up and the fighting begins. This robot tries to protect the PCs, but it is likely that its behavior can be interpreted as hostile at first. ABL-211 will do everything in its power to protect any human PC, but it cares nothing for mutated animals or other robots.
- ❑ From within the Control Room, the PCs can activate the cargo drones. Encourage the PCs to try to use the harbor's machinery in an inventive way, but don't hesitate to let the machines break down or behave in unexpected ways if things are going too easily for the PCs.
- ❑ Perhaps old enemies of the PCs from the Zone or the Ark have also found their way into the bunker. They dig their way in through the rubble at the main entrance. This group will ally itself with the robot that has become the PCs' enemy. This could turn into a thrilling struggle between the PCs and their enemies about who can get their hands on the valuable artifacts in the facility.
- ❑ If the PCs activate the submarine and climb into it, it can be the start of a whole new adventure. They might get to discover the Mechatron-7 facility or travel to the Dead Blue Sea Zone (see *Zone Compendium 3*).

THE VIDEO CAMERA

Using the video camera that can now be found in the Control Room, one of the victims has recorded a short video of Doleta's rampage. The film shows how she goes through the Control Center murdering everyone she comes across with her axe. She finally strikes the person filming and the camera falls to the floor, showing Doleta also collapsing, bleeding heavily. The video offers a clue about which robot is actually on the side of the humans – a short sequence shows KAN-738 shooting at workers down in the cargo bay.

FORT ROBOT

In an abandoned Wild West-themed amusement park, a few robots fleeing the fall of Mechatron-7 (see *Mutant: Mechatron*) have settled down. This Special Zone Sector can be used to play out the first meeting between Zone mutants and robots from Mechatron-7, unless this has already occurred during the Ghost in the Machine campaign in *Mutant: Mechatron*.

OVERVIEW

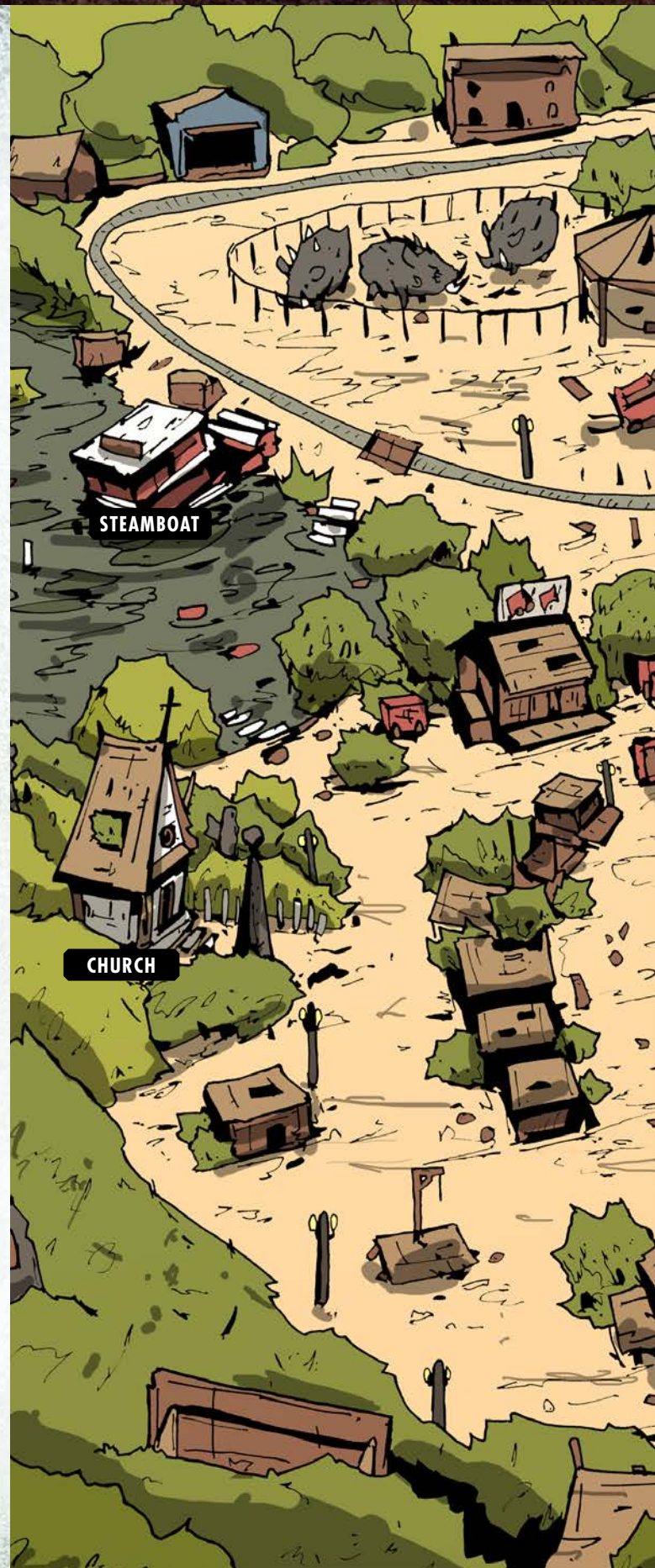
Walking through a forested area of the Zone, the PCs will suddenly come across a surreal scene. Standing in front of them is a complete village in the Old West style. On the roof of the house by the entrance, there is a large statue of a gray-haired man with blue shirt, leather vest and cowboy hat. The statue is several yards tall and quite worn by age. The houses lining the main street are somewhat ruined and overgrown, but most are still standing. Close to the main entrance, there is an abandoned ticket office and behind it an old saloon, a stagecoach station, a prison, several Indian tents, a rusted locomotive and even an old side-wheeler steamboat. The boat is stranded in a lake that has turned into a murky swamp. The Zone wind blows through the empty streets and invites the PCs to take a look around.

THE SITUATION

This Old West theme park was once a popular tourist attraction, but was hastily abandoned once the Red Plague struck the world. The area was, however, spared from the wars that followed, and the park is quite well preserved.

Many decades passed before anyone set foot in the park again. A group of robots from the fallen Mechatron-7 robot facility was wandering aimlessly through the Zone, searching for new meaning and purpose to their lives. When they finally found the Old West theme park they decided to settle down, hoping that human visitors would return one day.

The robots are led by BIL-857, a Coordination Robot with dawning self-awareness but a total lack of sympathy for other robots. Inspired by the theme



FORT ROBOT

NATIVE AMERICAN
VILLAGESTAGECOACH
STATIONTRAIN
STATION

SALOON

MAIN
ENTRANCE

of the park it has developed a persona it calls “Big Bill” and behaves more and more like a tyrant.

One of the other robots – the Protocol Robot named VAX-010 – is not what it appears to be. It is actually an infiltrator from the Mimir Titan Power, a Discord Unit (see Chapter 9 of *Mutant: Mecha-tron*) aiming to spread mistrust and hate among its enemies. The arrival of the PCs will activate the robot’s hidden orders.

LOCATIONS

The Old West park is about 500 yards across. Here and there it is surrounded by a wooden palisade, but the barrier has largely fallen apart. The easiest way in is still through the main entrance (see below).

The houses and streets in the park are rotten and overgrown, but the PCs might notice that certain signs look brand new and that someone has begun to clear up the mess a bit. The entire park has Rot Level 1 (1 Rot Point per day).

Main Entrance. The way into the park is a large gate at a rickety wooden house, with a large statue of an aged cowboy on its roof (see above). A sign with the text “ENTRANCE” shows the way. Below, a smaller sign says “WILD WEST WORLD.” A successful Comprehend or Datamine roll is required to understand the meaning behind this.

Saloon. Close to the entrance the park’s saloon is located. In ancient times, visitors could quench their thirst and grab something to eat here. A big sign with the text “SALOON” hangs above the entrance. Unlike the other houses, light shines from within.

After decaying for decades, the saloon is now being cleaned up by the robots. The house is still very dirty, but the bar is open and kerosene lamps hang lit on the walls. The units VAX-010 and CHR-239 are usually found in the saloon, except when they are out in the park entertaining guests. The Cleaning Robot AJX-003 is also usually present, when not cleaning elsewhere. A few worn, bleak service units often hang about here as well.

Big Bill spends most of his time in a dusty office on the upper floor of the saloon. From its window, the robot can keep a close eye on everything that is going on in the street below at all times. There

is also a balcony by the office, from which Big Bill likes to speak to its followers.

Train Station. The old station house has almost collapsed, but the robots have cleared the tracks and BRT-711 has managed to repair the old locomotive that travels in a small track around the park. When the PCs arrive, VAX-010 will act as a conductor and invites them for a ride. BRT-711 is managing the engine. During the short trip, JSE-621 and its gang could attack and “rob” the train (see Events, below).

Native American Village. A couple of teepees made from plastic, which is the reason why they are still standing. Some service robots are staying here, dressed in torn Native American clothing.

In a small pen that was once used for buffaloes, the robots have trapped a Razorback (page 180 in the *Mutant: Year Zero* rulebook) that they captured out in the Zone but are having a hard time keeping locked in.

When the PCs come to the village, VAX-010 and CHR-239 will likely also be here to entertain the guests, hastily dressed as Native Americans. During the PCs’ visit the Razorback might escape, JSE-621 and the “bandits” could attack, or both.

Stagecoach Station. The derelict old stagecoach station is nowadays a hideout for the robot Jessie and its gang of “bandits,” consisting of three service robots armed with scrap guns. In the old stable, four starved Bitterbeasts (page 178 in the *Mutant: Year Zero* rulebook) can be found, that are used as mounts by the gang. If the PCs should ever meet JSE-621 here, the robot will be hostile.

Church. A simple wooden church, empty and abandoned. The robots have not yet cleaned in here. Instead, a Zone Spider (page 182 in the *Mutant: Year Zero* rulebook) has made its nest here.

Steamboat. The old side-wheeler steamboat is half sunken into the murky swamp and is far beyond repair. A random artifact can be found on the boat, but to get on board the PCs must first make their way through the contaminated water (Rot attack that deals 1 Rot Point) and the hungry Rotfish (page

181 in the *Mutant: Year Zero* rulebook) that lives in the shallow waters.

INHABITANTS

Below, some of the most important characters in this Special Zone Sector are listed.

BIL-857 “Big Bill,” Coordination Robot. This unit was built for close interaction with humans and will, at first glance, look like one – a man in his sixties with short, grey hair and an intense stare. The robot has chosen to dress the same as the big statue at the entrance to the park: blue shirt, leather vest and a big, white cowboy hat. The PCs will notice the resemblance as soon as they meet Big Bill.

BIL-857 became self-aware before the fall of Mechatron-7, and has since developed a sadistic personality with a scant connection to reality. Big Bill, as the robot has chosen to call itself after it settled in the Wild West theme park, is dreaming of creating the perfect environment to receive humankind when she finally returns. Then, BIL-857 believes that it will become human itself.

Meeting the PCs is a profound encounter for Big Bill, especially if there are human mutants in the group. These will at first be very well received by Big Bill, but if anyone turns against the robot its hospitality will quickly turn into brutal rage. Big Bill is no stranger to using deadly violence against such “false” humans. Animal mutants will be treated as pets by Big Bill. Other robots are seen as tools and Big Bill will not hesitate to damage them or deactivate them whenever it feels like it.

Big Bill will most often stay in its chamber on the upper floor of the saloon. Its guardian, the industrial robot called BRT-711, seldom leaves its side.

Hierarchy: 7

Attributes: Servos 4, Stability 3, Processor 4, Network 6

Armor: 4

Programs: Fight 2, Shoot 2, Move 4, Coordinate 2

Secondary Functions: Top-Tier Unit, Human Features

Modules: Energy Management

Gear: Maser pistol



JSE-621 “Jessie,” Battle Robot. A skinny and lanky robot dressed in a black cowboy outfit with a black hat and a revolver belt. JSE-621 is quiet and would rather let its laser pistol do the talking. The robot acts as Big Bill’s right-hand robot and will obey its every command. Note that JSE-621 has the Command Override function and thus cannot be Manipulated. Other robots can still Interact with the unit.

JSE-621 hangs out at the old stagecoach station unless it is by Big Bill’s side or out on some mission.

Hierarchy: 2

Attributes: Servos 4, Stability 6, Processor 3, Network 2

Armor: 5

Programs: Fight 3, Move 2, Shoot 4, Target 3

Secondary Functions: Command Override

Modules: Accelerator

Gear: Laser pistol

BRT-711 “Bart,” Industrial Robot. A barrel-shaped robot with a dented chassis and sturdy rubber tracks. BRT-711 fixes and maintains every technical part in the park. The robot has repaired the old steam train, built a couple of scrap guns for the “bandits” and will also fix any robot that breaks down. Big Bill also uses BRT-711 as a hit man and as a bodyguard when needed. BRT-711 makes a lot of noise and is quite clumsy. It completely lacks self-awareness and will follow every order from Big Bill without hesitation.

BRT-711 seldom leaves Big Bill’s side, except when ordered out to repair broken things in the park.

Hierarchy: 2

Attributes: Servos 6, Stability 2, Processor 2, Network 2

Armor: 8

Programs: Fight 5, Manufacture 3

Secondary Functions: Mounted Tools, Combustion Engine

Modules: Chainsaw

Gear: -

CHR-239 “Charlie,” Companion Robot. An androgynous robot that spends most of its time in the saloon. The unit is usually dressed in an old-fashioned dress and uses a friendly female voice. When needed it can easily change both clothing, voice and body shape to a more masculine alternate appearance, catering to the preferences of the guests. CHR-239 has a dawning self-awareness and has begun to doubt Big Bill’s orders – feelings that CHR-239 is having a hard time dealing with. The arrival of the PCs is just what it takes to push the robot to its edge.

CHR-239 spends most of its time in the Saloon, but can also pop up anywhere around the park during the PCs’ visit.

Hierarchy: 1

Attributes: Servos 2, Stability 3, Processor 3, Network 5

Armor: 4

Programs: Move 2, Question 3, Manipulate 3

Secondary Functions: Appearance Morph

Modules: Howler

Gear: -

AJX-003 “Ajax,” Cleaning Robot. This yard-tall unit rolls around on three wheels and is responsible for cleaning the entire park, both indoors and outdoors. This unit has also begun to develop self-awareness and when the time is ripe, it will turn against Big Bill.

AJX-003 is always busy with its cleaning duties and can be found anywhere in the park.

Hierarchy: 1

Attributes: Servos 3, Stability 4, Processor 2, Network 2

Armor: 6

Programs: Fight 2, Scan 3, Question 1, Clean 3

Secondary Functions: Waste Recycler

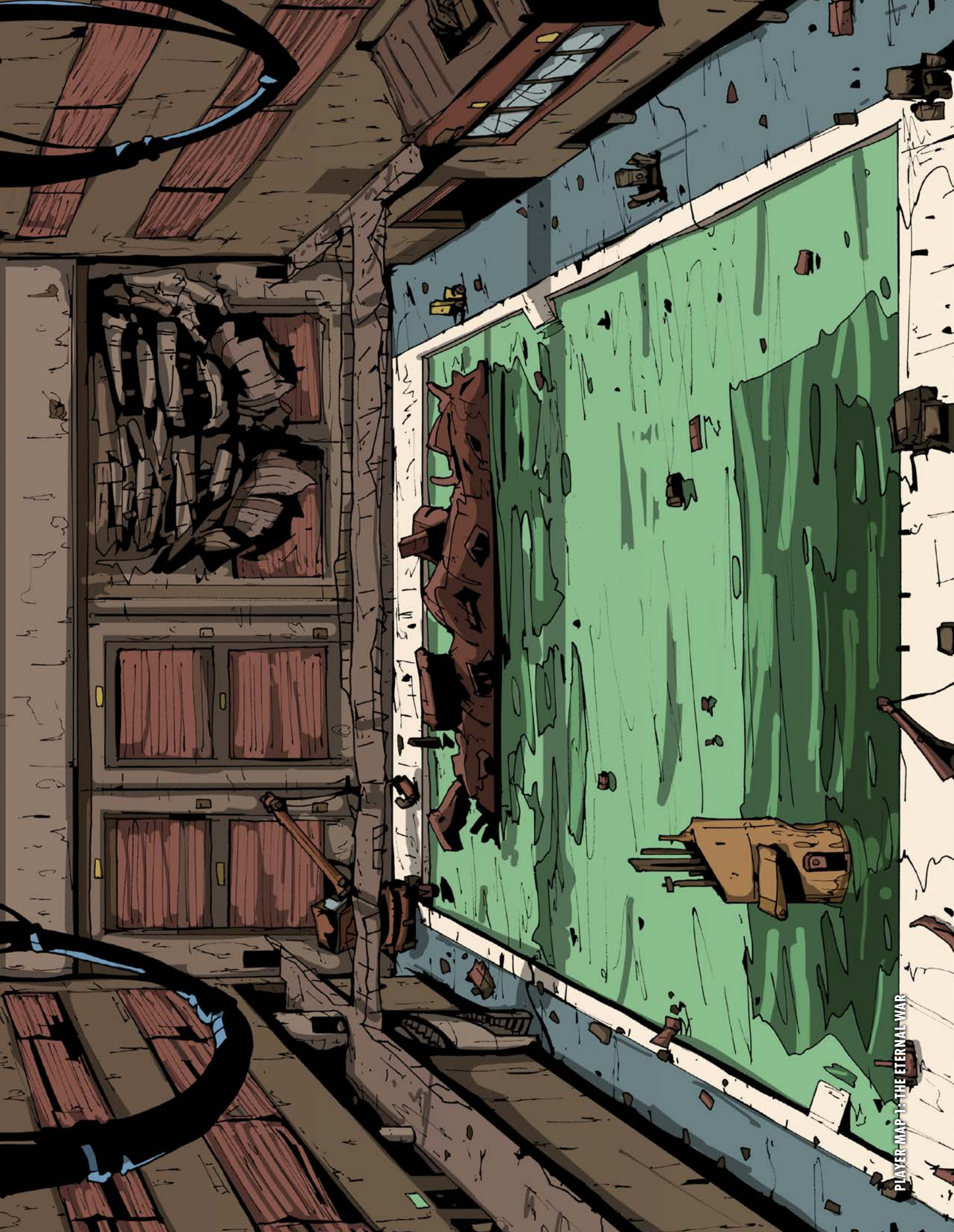
Modules: Tentacles

Gear: -

VAX-010, Bartender and Traitor. VAX-010 is the bartender in the saloon and will at first glance seem to be a common Protocol Robot – but looks can be deceiving. The unit is actually part of a very advanced research program from the Mimir Titan Power. It is a Discord Unit, designed to infiltrate the enemy, to spy and to spread dissent. VAX-010 worked undercover in Mechatron-7 for many years and escaped together with BIL-857 and the others when the robot city fell.

VAX-010 does not look frightening or impressive at all. Its body resembles that of a skinny human, with thin arms and legs. Its metallic skin is worn and rusted here and there. Its egg-shaped head holds two small glowing blue eyes. Its most memorable feature is its friendly voice.

During the PCs’ visit to the park, VAX-010 will not give away its true identity. Instead it will try to win their trust by asking for their help against Big Bill and then offer its services (see Events). VAX-010 is most often found in the saloon, but can also show up in different places throughout the park during the PCs’ visit.









Hierarchy: 1**Attributes:** Servos 3, Stability 4, Processor 5, Network 5**Armor:** 6**Programs:** Move 2, Infiltrate 5, Shoot 3, Scan 5, Datamine 4, Analyze 2, Question 5, Repair 3, Calculate 4**Secondary Functions:** Ultimate Clerk, Command Override**Modules:** Interrogator, Back-Up System, Energy Management, Medical Unit, Chainsaw**Gear:** -

Service Robots. Big Bill's crew also consists of a dozen rusty service robots. They all lack self-awareness and will do anything they are told. Three of these robots are part of JSE-621's bandit gang and have thus been equipped with torn cowboy clothing and scrap guns. The rest of the service robots perform simpler tasks in the park and can also manage certain attractions for the PCs. They are also used as cannon fodder during Jessie's staged attack (see Events).

Hierarchy: 1**Attributes:** Servos 2, Stability 2, Processor 1, Network 4**Armor:** 3**Programs:** Datamine 4, Repair 5**Secondary Functions:** -**Modules:** -**Gear:** Scrap gun, D6 bullets (only the three bandits)**GRUB, WATER AND ARTIFACTS**

Grub and clean water are completely missing in the theme park, which is a fact that VAX-010 can reveal if the PCs ask. This is a clue to the fact that Big Bill is a robot and not the human it pretends to resemble.

The bar in the saloon still has a dozen bottles of ancient liquor, with D6 doses of booze in each. The other bottles in the bar are empty.

Furthermore, BRT-711 has built a distiller that can produce more alcohol (D6 doses per day, but requires plants as raw material), but it is mostly used for fueling an old generator (page 194 in the *Mutant: Year Zero* rulebook) that sits in a shed behind the saloon. The robots in the park use the generator to recharge their Energy Points.

There are few artifacts in the sector, except for those carried by the robots. There is a random artifact in the steamboat, and if the PCs look around

PCS FROM MECHATRON-7

If the player group consists of robots from Mechatron-7, you could let them recognize some of the robots they meet in the theme park – perhaps even Big Bill.

in every old shed and shop they might find another one. A Stalker can Find the Path to localize this artifact quicker.

EVENTS

There is much for the PCs to experience in Fort Robot. Here are some suggestions of possible events.

- ▣ Some time after the PCs' arrival, they meet VAX-010, CHR-239 and AJX-003. If the PCs visit the saloon, the encounter likely happens there. If not, CHR-239 seeks them out on the street and invites them. The robots are very accommodating and do almost anything to please the PCs. VAX-010 has no food or clean water to offer, only some alcohol (see above). If the PCs ask any questions, the robots refer to "Big Bill," who seems to be their leader.
- ▣ CHR-239 makes advances on a PC and invites him or her to a room on the upper floor. If the PC refuses the invitation, the robot soon tries again, but now dressed as the opposite gender and with an altered voice. If the PC accepts the invitation, CHR-239 stops being flirtatious and instead becomes confused and scared. If a PC manages to Manipulate or Interact with CHR-239, it tells them that it is scared of Big Bill.
- ▣ An explosion is heard from the main street outside the saloon. JSE-621 comes riding on a meager Bitterbeast and is followed by three service robots with scrap guns. All are dressed as gunslingers and they begin to shoot wildly. VAX-010 and the other robots act panicked and beg the PCs to help them against "Jessie and his bandits." If the PCs refuse to help, JSE-621 barges into the saloon and shoots every robot inside – including any robot PCs. Mutant animals are also attacked, since the robots don't see them as human. JSE-621 robs the PCs, telling them to surrender their possessions. PCs can't Manipulate JSE-621 since it has Command Override, but they can stop the service robots this way. None of them are self-aware and cannot Question. Remember that

mutant animals cannot Dominate a robot. JSE-621 and the other robots don't defend themselves against attacks from the PCs – their defeat is part of the show. After the fighting, BRT-711 shows up and drags any damaged robots away for repairs.

- ▣ At a suitable time, once the smoke after the attack has cleared, "Big Bill" comes down from his office. He introduces himself and welcomes the PCs to the park. He applauds their skill in battle and says that he hopes they had a great time. If they were robbed, they now have their gear returned to them. Big Bill invites the PCs to stay for as long as they wish and amuse themselves in his park. He says that they can treat his robots in any manner they want, as they are just machines and can always be repaired. Remember that the PCs will not immediately see that Big Bill is a robot himself.
- ▣ The PCs can stay and explore the park. They meet VAX-010, CHR-239 and AJX-003 time after time, dressed according to their current job and location. In the Native American village, they are dressed as such, on the train VAX-010 is the conductor, and so forth. Wherever the PCs go, JSE-621 and his gang attack repeatedly in the same way as they did at the saloon. If the PCs are aboard the train they stage a train robbery, for example.
- ▣ Sooner or later some robot, perhaps VAX-010, CHR-239 or AJX-003, seeks the PCs out and ask them for help against Big Bill. If the PCs haven't figured it out for themselves, the unit reveals that Big Bill is a robot. The unit is looking for a way to escape from the park. One way or another, Big Bill soon finds out about this and reacts towards the betrayal with violent rage. It summons the guilty robot and unless the PCs can stop it, Big Bill lets JSE-621 or BRT-711 smash the unit to pieces. The robot wreck is hanged from the balcony as a warning.
- ▣ The PCs can handle the situation anyway they want. If they escape with a couple of robots, Big Bill hunts them, joined by

JSE-621 and BRT-711. This will probably end in a confrontation between the PCs and Big Bill. In such an event, the robots no longer hesitate to hurt human mutants. All robots except for JSE-621 can be Manipulated (even Big Bill), but don't forget that all self-aware robots can Question.

- When the PCs leave the park, either on the run or after defeating Big Bill, VAX-010 attempts to join them. The robot will be very smooth in manner and promises all the help they might need in exchange for protection. VAX-010 also offers to follow the PCs to their Ark and share its knowledge there. Under no circumstances will it reveal its true identity as a traitor (see the boxed text).

VAX-010 IN THE ARK

Once Big Bill's reign of terror is ended, VAX-010 will offer its help to the PCs. The unit wishes nothing more than to join forces with the PCs. It says that it will help them in any way it can, as long as it does not involve violence. VAX-010 will ask many questions about the PCs' settlement and would very much like to join them to "contribute to this dawning society." If the PCs are suspicious about VAX-010, it will do anything it can to sway them.

If the PCs bring VAX-010 with them to their Ark, the robot will at first be of great help. With its great knowledge of technical matters, it contributes to the development of the settlement. However, in secret VAX-010 will spread mistrust in the Ark and try to make the inhabitants see enemies everywhere among themselves. The details are up to you as a GM to manage. VAX-010 works in subtle ways, but if it gets caught it will use brutal violence to escape. If it succeeds, it will seek out a new settlement to infiltrate.

NORTHBAY NANDEEP 23

This Special Zone Sector is a bit different, as it is written to be played with PCs that are robots living in the huge Mechatron-7 robot facility that is described in *Mutant: Mechatron*. This sector can thus be used to extend the Ghost in the Machine campaign or even as an introduction to *Mutant: Mechatron*. With some minor adjustments, it can also be used to play with PCs that live in the Zone.

WORK ORDER

The PCs receive this work order from their superior:

Pick up one unit of Armored Drone Vehicle Rhinoceros C and travel to the external farming facility Northbay Nandeeep 23. Investigate what resources can be gathered. Transport available resources back to Mechatron-7.

THE MISSION

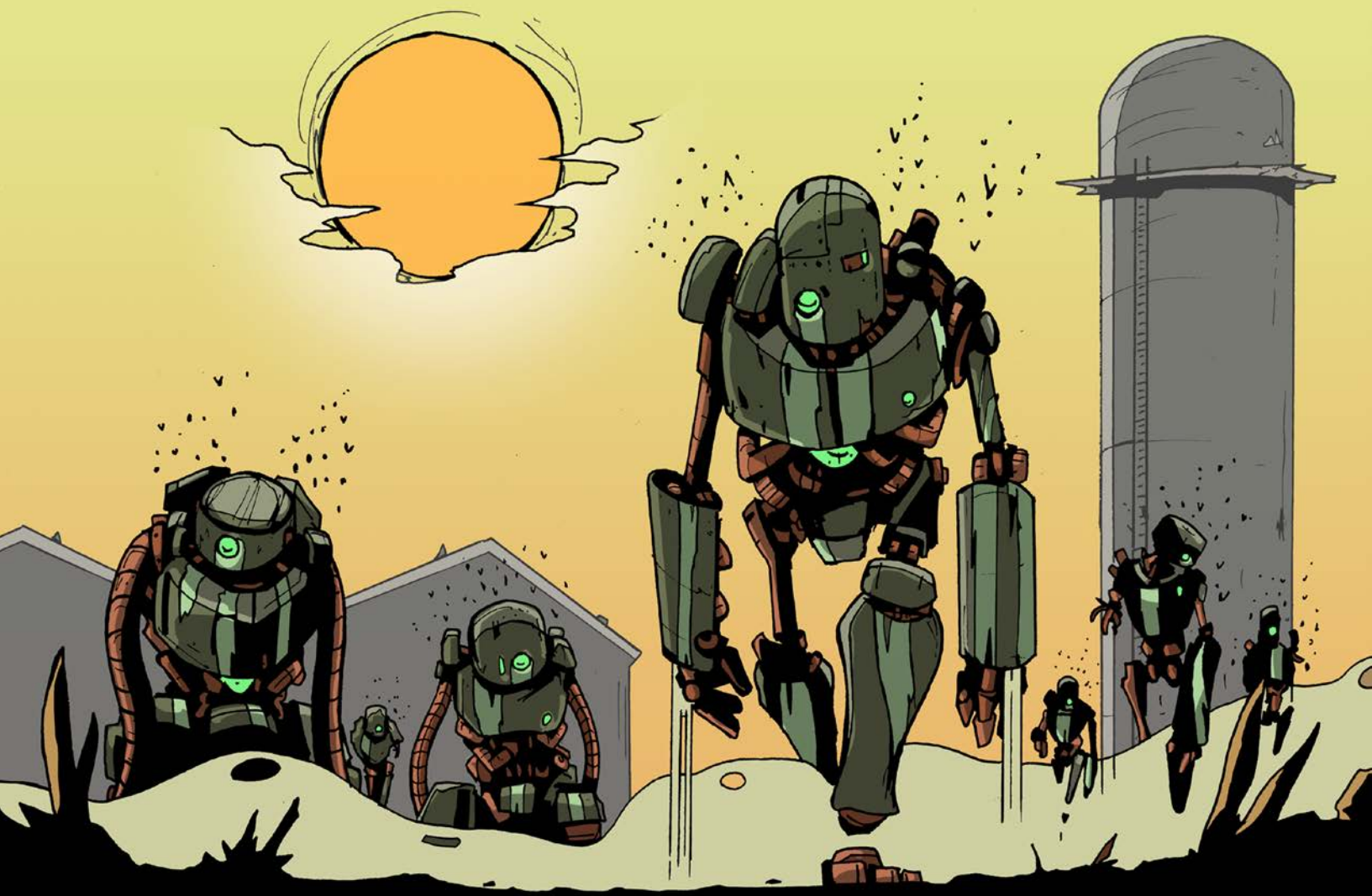
If the PCs are robots in Mechatron-7, they will be given the above work order. Read it out loud. With the work order comes coordinates that describe where to find Northbay Nandeeep 23. If you have already decided which Zone Mechatron-7 is located in, you can choose any sector on the map to place the farming facility. It should be at least ten sectors away from Mechatron-7. If you haven't yet decided on the Zone you don't need to worry about it, as it doesn't affect the events.

Warning Message. The last message that was received from Northbay Nandeeep 23 came several decades ago. A successful Datamine roll reveals that it was concerning work order PUON 1204 6861 3863 2830 7552, a command about repairing a damaged drone soldier model Methusalem:



WARNING! Nano contamination. Immediate deactivation of operating farming robots not possible. Continued contamination probability: 97%. Contaminated units: Bo EHZ-236, Julien RBA-670, Agustin LHY-488, Sanjan HBN-724, Saulo OAZ-776, Ernst INH-783, Huang IMK-813.





The Trip. The trip to Northbay Nandeeep 23 can be played out using the rules in *Mutant: Year Zero* or handled summarily with you as a GM describing the wasteland that the PCs travel through in their armored drone vehicle (see page xx of the *Mutant: Mechatron* core rulebook for more information on the vehicle).

PCS NOT FROM MECHATRON-7?

If the PCs are not robots from Mechatron-7, but from a settlement in the Zone, you could ignore the work order and instead use the Special Zone Sector normally – the PCs can come across this place by chance or hear about it through rumors.

OVERVIEW

The Northbay Nandeeep 23 farming facility is a remnant from the time before humans left the surface world. Its large fields have today mostly turned into scrublands covered by mutated versions of the ancient crops. Here and there, half-buried wrecks of rusted and broken robots that once managed the facility lie about. A wide road leads into the facility. The road surface is cracked and broken, mutant plants having broken through the asphalt.

The facility can be seen from far away. Two silos almost thirty yards in height each are seen as dark, looming shadows against the cloudy sky. Seven other buildings of varying size as well as the ruins of two additional silos are scattered around them.

THE SITUATION

In the world of the Ancients, mankind depended on all sorts of facilities. When the humans left the surface world, they tried to keep as many of these facilities as possible in operation. One of them was the farming facility Northbay Nandeeep 23, which belonged to the Noatun Titan Power. Managed by robots, it could continue to produce the agricultural resources needed by the humans.

One day, the facility was attacked by a rival Titan Power. The attack was invisible to the naked eye – it was an advanced robot virus that infected most of the machines.

The facility was registered as lost by Noatun, and left to decay. A century later, the NODOS construct in *Mechatron-7* (see *Mutant: Mechatron*) searched its massive databases for usable resources. The risk of exploring the ruins of Northbay Nandeeep 23 was calculated as to be acceptable, and the order was given to send a search party.

What NODOS does not know is that the facility has not been abandoned completely. Contaminated robots have stayed put and done what they can to save the remains of the facility. This has led to there being many infected robots still somewhat operational. Among the few robots that were not infected, disagreement has grown over the years. A few are dedicated to protecting the infected units, while others are saying it's time to leave facility.

LOCATIONS

The main locations of the farming facility are described below. See the map for additional information.

Silo 1 and 2. Two pairs of 90-foot-tall concrete silos. Staircases run along their walls. Rusted doors are located at the bottom and the top of the silos. A ledge goes around the top.

Silos 3 and 4. One silo is mostly ruined while the other one has become a skeleton of iron pipes and broken concrete.

Hangar 1. A large hall, dominated by the wreck of a huge robot. It's a farming machine from Özkun Robocorp. A number of smaller robots lie on the

floor, slowly rusting away. Many are covered by tarpaulins. Among the wrecks, a couple of still operational units are hidden.

Hangar 2. Similar to Hangar 1, but the interior is a terrible mess. Wrecks, broken robots and piles of trash fills the building. Plants and mutant insects have taken over.

Workshop. A smaller building containing oil baths, work benches and tools for repairing robots. Everything is in very bad condition. The spare parts have run out and the grease pits are filled with acid. A single repair station is still usable, and gives a +2 Gear Bonus to Repair and Manufacture.

Processing Plant. An industrial building filled with massive pipes, rusted remains of huge machines and silent conveyor belts.

Warehouse. A dark hall full of empty boxes and packaging. Holes in the ceiling have let the rain in.

THE NANO CONTAGION

The nano contagion is driven by activity – the calmer an infected robot is, the less the virus affects its behavior. The aim of the contagion is to make the unit attack targets nearby. If there are no targets in the vicinity, the unit remains inactive until an enemy shows up. Over the decades, the infected robots at Northbay Nandeeep 23 have fallen into deep inactivity. When some are activated, the result will be a cascade in which infected units activate each other more and more until a complete frenzy takes effect. They will try to destroy everything in their path, except for other infected units. The nano contagion counts as a robot virus (page 89 in the *Mutant: Mechatron* core rulebook) and has a Virulence rating of 6. PC robots must roll to resist the virus if they come into close contact with an infected unit.

NANDEEP 23





Cargo Terminal. This building contains a couple of conveyor belts and wrecks of inactive service robots. Several gates to the loading bay are wide open. Only one loading bay is occupied, by rusted drone wrecks with Noatun's logo. A broad ramp leads from the loading bay down into the tunnels underneath the compound.

Living Quarters. A three-story house. The lowest floor consists of a kitchen, a dining room, a living room, a couple of meeting rooms and an office. The floors above contain five apartments each. Everything is worn, decayed, rusty or destroyed in other ways. The robots usually leave this house alone, which has allowed for mutant bugs to move in.

Tunnels. Six-foot-wide concrete tunnels connect all of the buildings in the compound. The tunnels can be accessed via stairs and cargo lifts. Larger ramps down into the tunnels are present in the Cargo Terminal and Hangar 1.

GROUPS

The robots in the facility are divided into four groups:

- ❑ The Caretakers
- ❑ The Infected
- ❑ The Rebels
- ❑ The Monster

The Caretakers. These robots have taken it upon themselves to care for the growing number of infected units. The group is torn by dissent, as many robots fail to see the use of their endless mission. Several of the Caretakers have chosen to abandon their orders and instead joined the Rebels.

The Caretakers are led by the Security Robot LNA-510 "Lena" and its assistant RSK-222 "Rosstock." The medical unit MNJ-604 "Manja" is also a figure of authority.

The Caretakers want to protect the Infected and make sure they stay at Northbay Nandeeep 23. The Caretakers don't want the PCs to get their hands on the few available resources at the compound. Some Caretakers long for change and for an opportunity to escape Northbay Nandeeep 23. Lena knows that if the rebellious Caretakers are not put in their

place, their little community will fall apart and the Infected will leave the compound.

There are ten Caretakers and they are all more or less self-aware.

The Infected. “Robot zombies” that aimlessly wander about. They sometimes perform simple tasks without any real purpose, but mostly they remain inactive. The Infected lack all will and purpose. They are mostly in the background and function as a moral boundary between the Caretakers and the Rebels. The Infected are affected by what happens around them, and conflicts will make them more active. When they are activated in this fashion, they attack any non-infected robots in their vicinity, as well as any living beings.

There are about 50 Infected robots in the compound. They lack self-awareness, but because of the virus it isn’t possible to Interact with them or Manipulate them.

The Rebels. A group of non-infected robots who have revolted against their superiors among the Caretakers. They don’t care about the Infected, they simply want to protect themselves and leave the facility. They will try to cause trouble, escape or join the PCs. They will follow or abandon the PCs based on what best suits their own needs. Among the Rebels, the unit RND-934 “Ronda” is the unofficial leader.

A dozen robots belong to this group and they are all more or less self-aware.

The Monster. An infected robot, that, during the PCs’ visit turns into a crazed monstrosity. This unit can be used to increase the tension and to throw in a fight if the game slows down.

INHABITANTS

The following NPCs can be found at Northbay Nandeeep 23 when the PCs arrive:

LNA-510, Security Robot. “Lena” is struggling to stay in control. It doesn’t want any strangers meddling in its business and it always wants to have the last word. It has interpreted the last order from the humans of Noatun to defend the facility and

stop the nano contagion from spreading at all cost. The PCs and their order from NODOS is a threat to Lena.

Hierarchy: 4

Attributes: Servos 6, Stability 3, Processor 2, Network 3

Armor: 5

Programs: Protect 3, Interact 4, Question 1, Scan 4, Shoot 3, Move 2

Secondary Functions: Sirens

Modules: Interrogator

Gear: Pilot jacket with fur collar, maser pistol

RSK-222, Service Unit. “Rostock” tries to be like Lena but lacks the authority needed. Like Lena, Rostock will try to convince the PCs to let the Caretakers continue to care for the Infected, but it will do so with a lot less finesse than Lena. Rostock wants to be respected by Lena and Manja. It can’t understand why it’s not appreciated more and can’t see its own flaws.

Hierarchy: 1

Attributes: Servos 2, Stability 2, Processor 3, Network 3

Armor: 2

Programs: Interact 1, Move 3, Fight 2

Secondary Functions: -

Modules: -

Gear: Cap marked “NN23,” plastic sheriff star, pink whistle

MNJ-604, Lab Unit. “Manja” is looking out for the group. Every robot at the facility is of equal value, according to Manja, but no single robot is worth more than the collective as a whole. It’s therefore ready to sacrifice units if it serves a greater purpose for the group. Manja will accept Lena’s orders to a great extent, but will try to act according to its own beliefs when the time comes.

Hierarchy: 2

Attributes: Servos 1, Stability 2, Processor 5, Network 3

Armor: 1

Programs: Interact 5, Question 2, Scan 5, Datamine 4

Secondary Functions: Analyzing Unit

Modules: Medical Unit

Gear: Worn and dirty plastic doctor's coat

RND-934, Cleaning Robot. "Ronda's" only wish is to return to Mechatron-7. It still listens to Lena, but believes that Manja has been too much of an influence over them all. Ronda, like the other Rebel robots, is pragmatic and willing to sacrifice other robots to have things go the way it wants. Ronda wants the Infected robots to be destroyed completely, as it thinks they can't be repaired. Ronda has even tried fixing them herself and failed.

Hierarchy: 1

Attributes: Servos 3, Stability 6, Processor 2, Network 2

Armor: 6

Programs: Clean 4, Interact 2, Question 5, Fight 3

Secondary Functions: Trash Blower

Modules: -

Gear: Hand grenade, broom, leaf basket in green plastic on its back

Other Robots. A ragged bunch of robots of all sorts. Most are models that were used in the facility: farming units, warehouse models, service robots, garden units and guard robots. Many are in poor condition and none have any operational modules.

Hierarchy: 1

Attributes: Servos 3, Stability 2, Processor 2, Network 1

Armor: 1

Programs: Repair 2, Move 2, Scan 1

Secondary Functions: -

Modules: -

Gear: Some old uniform or working garb marked "Northbay Nandeeep 23"

Infected Robots. Twisted, scratched and torn robots, many hardly operational. Despite their poor

condition, they are still quite dangerous and numerous - as well as contagious (see the boxed text).

Hierarchy: 1

Attributes: Servos 3, Stability 1, Processor 1, Network 1

Armor: 2

Programs: Fight 2

Secondary Functions: -

Modules: -

Gear: -

The Monster. A rusty and miserable creation. It was once a Battle Robot but retains no memory of those days. All it knows is madness, hatred and eternal torment. The monster has a form of demented self-awareness, but it's too far gone to be able to Interact with or to Manipulate.

Hierarchy: 0

Attributes: Servos 4, Stability 5, Processor 1, Network 1

Armor: 4

Programs: Fight 4, Infiltrate 5, Move 2

Secondary Functions: Self-Destruct Mechanism

Modules: Back-Up System, Tentacles

Gear: Battle Saw (mounted)

EVENTS

Below are some possible events that could occur during the PCs' visit to Northbay Nandeeep 23.

- ❑ Lena seeks the PCs out to make sure that they understand who's in charge here and what rules they need to follow during their stay. Lena is convinced that it has orders directly from the humans of Noatun, which overrides any orders from NODOS. Any human mutants among the PCs can Manipulate Lena and make the unit obey them.
- ❑ Ronda seeks the PCs out and offers an alliance. It claims that Lena has gone crazy and that the situation is far worse than what the PCs know. The Rebels have short tempers and greatly dislike the Caretakers.

- ▣ A few Caretakers take the PCs aside and tell them about their difficult situation, that they are only trying to do what they can to help their old colleagues that have become infected. Manja itself could be present at the meeting. If not, the PCs will be told about Manja as a role model for everyone and that Lena, despite a higher Hierarchy, often listens to what Manja has to say.
- ▣ The actions of the PCs, or some other noise, activates a bunch of Infected robots. The Caretakers rush forward and tell the PCs to stay calm. Unless the PCs attack, the situation will soon calm down. The PCs are then told the entire story of the nano contagion, unless they already know.
- ▣ The conflict between the Caretakers and the Rebels come to a head. None of the sides wants to back down, but they are also careful not to use violence. The PCs can make the situation better or worse by calming things down or making the situation explode. If anyone gets hurt, both Caretakers and Rebels will back down. The calm that resumes is easily shattered. The conflict can break out again at any time.
- ▣ The Monster attacks a lone PC. It attacks from an ambush and fights in a frenzy. If losing, the Monster will attempt to Move away, otherwise it will continue to fight until the PC is broken or deactivated. The Monster can attack several times.
- ▣ An accident, the PCs' actions, or something that activates the Infected leads to the loss of a robot, either a Caretaker or a Rebel.
- ▣ A major Zone Storm draws close. Soon, acid rain hammers the facility, thunder rumbles, and lighting flashes dramatically. The noise makes the Infected restless, and in one building, a group of about 10 Infected go into a frenzy. The PCs can try to lock the Infected in, fight them, or lure them away. The noise can lead the Monster here.
- ▣ Lena realizes that it is losing its authority over the robots and decides to put Manja in its place. Lena demands that the PCs seize Manja and lock it up in the Living Quarters.

If the PCs don't obey, Rostock will follow the order instead, and will attempt to arrest the PCs as well.

- ▣ If the PCs reject Ronda and the Rebels' offer, Ronda will take matters into its own hands. It tries to lure or bring Manja and Lena to a place with a lot of Infected robots. Ronda is then going to throw its grenade near them and hope the Infected ones attack. Such an attack would activate a lot of Infected.
- ▣ A new order from NODOS is transmitted via the PCs' drone tank. NODOS has concluded that any remaining robots at Northbay Nandeep 23 are a threat to the Collective and orders the PCs to terminate them all (see the work order). NODOS reveals a secret weapon stash in the vehicle. It contains a number of plasma rifles equal to the number of PCs. The PCs and the players now face a difficult dilemma: Will they follow orders and slaughter the robots at Northbay Nandeep 23? Can they find another way? Note that this event only can occur if the PCs are sent from Mechatron-7.
- ▣ Due to any of the events above, all of the Infected robots are finally activated, looking for victims to destroy...

WORK ORDER:

New work order, highest priority: Terminate all robot units at Northbay Nandeep 23 to stop further spread of nano contamination. Use weapon resources available in storage on board Armored Drone Vehicle Rhinoceros C.

THE ROBOT FACTORY

In an old abandoned factory, a band of mutants have recently begun producing canned goods. To help them, they have a few junk robots working day and night. Over time, the presence of The Factory could have great consequences for life in the Zone – both for the PCs' settlement as well as for other factions.



OVERVIEW

For the last few weeks, thick smoke has begun to belch from two tall chimneys in a distant sector. Anyone who dares to approach will soon realize that it originates from a large and mostly intact factory building in an area of industrial ruins. On top of the roof, a few copper-colored metallic beings stand watch. A sturdy iron gate covers the only entrance at ground level.

The interior consists of four spacious floors. Three of the floors are big factory halls, filled with dusty but fully functional, working machines. The top floor is where the leaders of the Factory, a group of human and animal mutants, live in old offices. The second floor holds the newly reopened production area for canned food. A crew

of junk robots work here day and night. On the ground level, countless piles of metal scrap are neatly sorted and stored in big piles. A few large barrels hold the raw materials for the canned food: fruit, berries, root vegetables and meat.

The building also contains an old but functional generator. On dark nights, the light from the windows of the factory can be seen from far away.

THE SITUATION

The mutants who run the Factory are led by the slaver Ols. When the animals from Genlab Alpha (see *Mutant: Genlab Alpha*) arrived in the Zone, he recruited a group of embittered dog mutants and was able to expand his business. One month

THE ROBOT FACTORY



GUARD

OFFICE AND
LIVING QUARTERS

LOOKOUT

CANNING
PRODUCTION

WAREHOUSE

GATE

ago, Ols and his gang found an old factory in the Zone. The building had previously been silent and empty, but not this time. A few confused robots who had just left Mechatron-7 (see *Mutant: Mechatron*) moved about in the area. Ols realized that the robots could be used as a work force.

After a couple of weeks, with the help of the robots, Ols managed to start producing tin cans in the dusty factory halls. The robots worked obediently without rest. After just a few days, they had produced enough canned food to start a profitable trade with other settlements in the Zone.

During the last few days, the robots have started to behave strangely: They disregard instructions, and a few have even stopped working all together, despite warnings and threats. Ols is troubled and suspects the truth: The robots are becoming self-aware and are beginning to view themselves as thinking, independent beings. This means that they will sooner or later leave their monotonous labor in the Factory. Can Ols still keep the production going? And where will the robots go if they leave?

INHABITANTS

Most of the twenty individuals in the Factory spend most of their time indoors, in the shelter of the facility. There are almost always a few robots on the roof, to keep a lookout over the Zone. Five of the slavers are human mutants and five are animal mutants (dogs). All members of the group are relatively well-equipped and skilled. They all wear thick and sturdy jackets and carry scrap guns or scrap rifles (D6 bullets each). Once per day, a patrol is sent into the Zone to gather supplies for the canned food.

The remaining ten inhabitants of the Factory are rusty and worn junk robots of varying shapes and in varied conditions. They have all recently become self-aware and are developing an increasingly skeptical view of the slavers. Additionally, the robots have come to realize that they like being together. Many of them look up to their leader, the always well-oiled and shiny Copper. The robots in the Factory don't carry weapons.

Ols, Mutant and Robot Slaver. A burly and bearded mutant. When the Ark where he grew up was destroyed, he fled into the Zone and survived by capturing and selling slaves. Having stumbled on the Factory and the robots, his goal is now to protect the production and get into contact with as many of the groups in the Zone as possible. He is curious, friendly to potential customers and dreams of becoming rich.

Attributes: Strength 4, Agility 4, Wits 4, Empathy 5

Skills: Fight 4, Sneak 3, Shoot 5, Know the Zone 4, Sense Emotion 3, Scout 4, Make a Deal 4

Mutations: Extreme Reflexes, Parasite

Talents: Wheeler Dealer

Gear: Hunting rifle (D6 bullets), bullet proof vest, hand grenade, map of the Zone, backpack, scrap knife, rot mask

Copper, Junk Robot. A shiny copper-colored robot with a box-shaped torso and thin cylinder-shaped legs. Copper is very vain and keep itself regularly oiled and polished. It speaks in a monotonous voice and tends to freeze up when stressed. Since its arrival at the Factory, Copper has become a leader figure for the other robots. Copper was to begin very positive about the canned food production, but has begun to dream of other things. An enormous ego is growing behind its blue diode eyes and it regards the other robots as simple-minded subordinates. Copper often gives very detailed instructions in a pedagogic fashion.

Hierarchy: 0 (this score only reflects Copper's status in the formal hierarchy among robots – not its position in the Factory)

Attributes: Servos 4, Stability 3, Processor 5, Network 5

Armor: 2

Program: Recycle 3, Analyze 3, Question 5, Datamine 4, Interact 5

Secondary Functions: Power Saver

Modules: Holo-Projector, Psi Protection, Interrogator

Gear: Can with grease oil

Can, Junk Robot. A three-foot tall red-painted junk robot with a can-like rusty chassis. Walks with squeaky and rickety steps and regularly

stops to methodically monitor its surroundings. It's very happy with monotonous labor, but has, to its own surprise, realized how much it also enjoys the company of its fellow robots in the Factory. If any of them should disappear, it will despair and emit very high-pitched squeaks that devolve into a sad humming. Speaks with a slow and squeaky voice.

Hierarchy: 0

Attributes: Servos 3, Stability 2, Processor 2, Network 2

Armor: 2

Programs: Question 2, Interact 2, Recycle 4, Scan 3, Overload 5

Secondary Functions: Cargo Lift

Modules: Jetpack, Howler

Gear: Wrench

ARTIFACTS

Except for the artifacts that the NPCs carry with them, there are some items hidden throughout the factory building. They are all described in Chapter 14 of the *Mutant: Year Zero* rulebook:

- ▣ Three Batteries
- ▣ An alcohol-driven Generator (in the factory hall on the second floor)
- ▣ Two Protective Suits
- ▣ Three Jerrycans with gasoline

GRUB AND WATER

The Factory is connected to a still functional water supply, which makes the access to water very good – unfortunately, it is often contaminated by Rot. Water pipes with working taps are available on every floor. The production of canned food has filled the top floor with D66 rations of neatly stored grub. The exact number of cans can vary during the course of the game.

EVENTS

Ols and the other robot slavers try to grow their business and are not looking for trouble. Sooner or later, however, the presence of the Factory – with its robots and its production – will change the power balance in the Zone. The increased access to grub will make some groups stronger.

The events that are described below will begin on a smaller scale, but have the potential to grow to something bigger.

- ▣ The PCs pass near the Factory. Suddenly, they hear noises from inside the building. Someone has grown tired of the robot Can and the robot gets thrown out from a window on the third floor. The robot crashes to the ground and breaks into several parts. Metal pieces are spread across the ground and Can tries helplessly to find its lost body parts. Will the PCs help? After a while, Ols and his gang go outside to collect the remains. The PCs are given a chance to talk to the slavers. If the PCs are friendly, Ols will give or offer them some canned fruit and ask them questions about their settlement.
- ▣ The rulers of the PCs' settlement have grown interested in the Factories and its canned food – it could become a valuable source of grub. The PCs are sent to the Factory to make a trade deal. At the Factory, the PCs will be well received and Ols will make them an offer – in exchange for clean water and protection, the PCs' settlement will be provided with plenty of canned food. Ols shows his guests around the Factory and lets them speak to Copper, who is piling cans. Before the PCs leave, however, the robot will seek them out and whisper that it is looking for help so as to escape the Factory. Do the PCs dare to help Copper, or would they rather stay on Ols's good side?
- ▣ Suddenly, production at the Factory is halted. Why? The PCs are sent to investigate. They soon find out that the robots have stopped working. Some of them are just sitting quietly next to the machines, while others have left and ventured into the Zone. Ols and the other mutants are trying to start the production without the robots, on a smaller scale. Will they succeed? Will the PCs help them, or would they rather listen to the robots who are looking for a way to escape?