

Special Zone Sectors 2

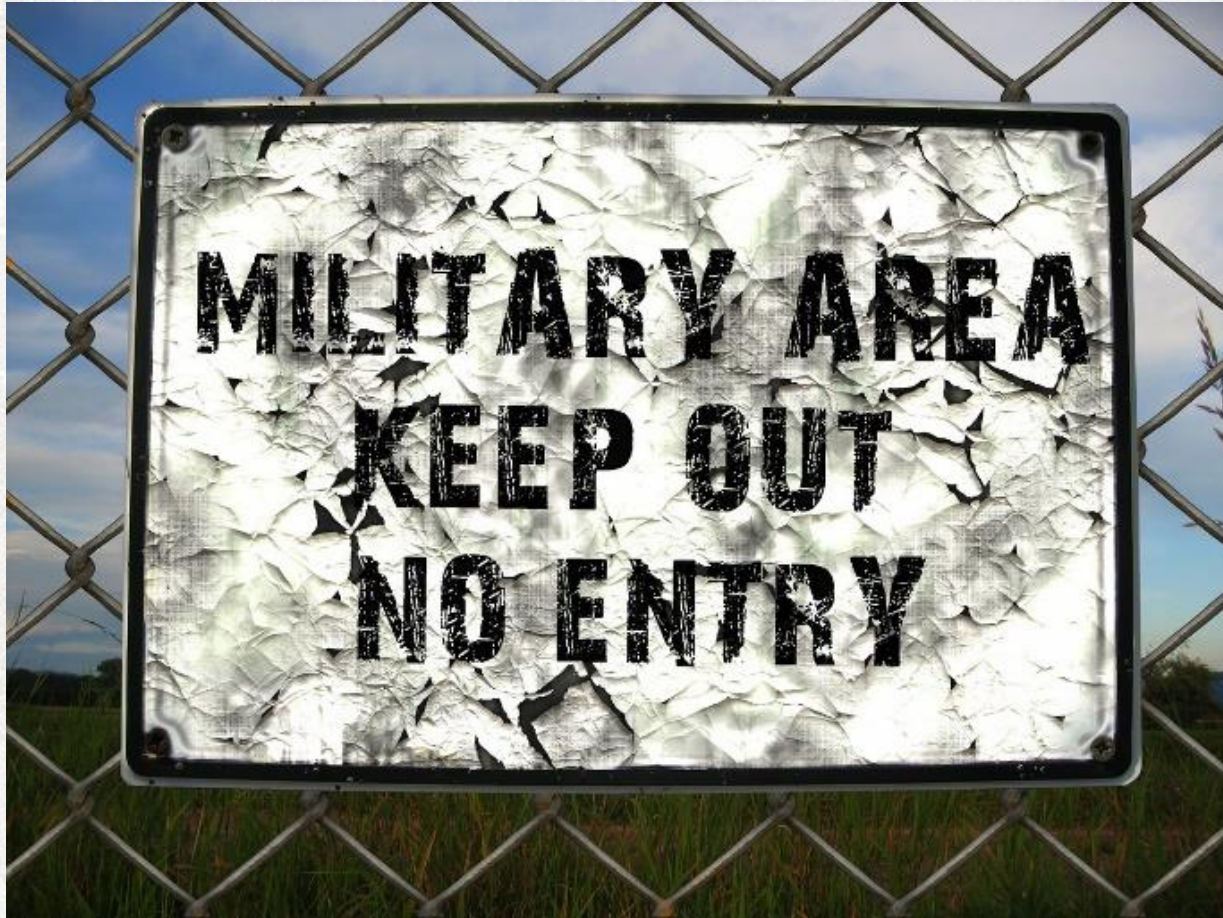
Four special Zone Sectors



Welcome to the second Special Zone Sectors compilation I have made for Mutant Year Zero. The ideas of all of these settlements come from either the Mechatron Sourcebook (“Fort Medina”, “The Mosel Collective” and “Paradiso Evinrude”). The fourth sector is sort of an homage to the old Tom & Jerry cartoons, and my take on what would happen if the cat mutants and the rat mutants had to live together. All pictures are courtesy of Pixabay or Unsplash, and is free of charge.

by Bjørn Ove Asprem





In a sparsely forested wilderness area, a huge, fenced-in compound appears. The barbed wired topped steel-mesh fence has broken off in many places. Tall wood-and-iron towers rise above the fence, and what looks like rusted scrap cannons are mounted to wrecked vehicles standing in a courtyard behind the fence. Getting in should be easy now, but once upon a time, this was a heavily guarded and fortified place. Several big buildings dot the area inside the fence.

Suddenly, you can hear movements, as 20 identical, metallic creatures comes marching down one lane, rounding a corner and walking determinedly towards the exit. They march in an orderly fashion, and the clang of their metallic feet hitting the gravel rings out and might terrify a lesser mutant.

Fort Medina

This Special Zone Sector draws inspiration from the suggestion on Mechatron page 228.

OVERVIEW

Katinka lucked out when it found this old army base within days of leaving Mechatron-7. The memory circuits of the coordination robot knew exactly what this was in the Old Age, and Katinka was never in doubt that this was their new home.

As the army base housed an entire battalion in the Old Age, the complex is not even half full. Add to that the lack of decent defenses, and it is clear that it is far from impossible for the PCs to sneak into the camp.

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The Methusalem units have standing orders to shoot anyone approaching, but if the PCs somehow manages to reach Katinka's barracks, the coordination robot might listen to them. Also, any unconscious PCs are taken to Katinka for questioning and interrogation.

This was especially true for the battle robots in Brago Company. The lack of clear directives could only mean one thing – Noatun was still at war.



THE SITUATION

A disillusioned company of Methusalem units from Mechatron-7, led by the Coordination Robot Katinka, has found a new home within an old army base. War is all they know, so war is all they can bring to the Zone. Backed up by a few powerful Avengers units, this faction may become one of the most dangerous enemies the Zone has ever seen – or its biggest ally.

As the robots ventured out into the Zone, leaving behind a destroyed Mechatron-7, all robots were given self-awareness. And while this newfound freedom was a blessing to most of the robots, some were left directionless and lost in this new, big world.

Led by the coordination robot Katinka FOP-202, the company found an old army base and converted it to their use. Katinka's plan is simple: attack all enemies until new orders are received. And since Katinka has not received orders on who the enemies are, it reasons that all others must be considered foes.

With all the grub, bullets and artifacts (see below), Katinka could become a political power player in the Zone. Instead, Brago Company has chosen to pursue a militaristic path that, in the end, probably won't do anyone any good.

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LOCATIONS

The old army base consists of several large buildings. Barracks, storage facilities, a cafeteria (not used), a gym and several garages with rusted old military vehicles. Large courtyards and exercise fields can also be found here. Here are some of the more noteworthy locations.

Defenses

The fence around the compound is littered with holes and have been torn down in several places. The watchtowers are unmanned. Brago Company is at this point confident in their ability to turn away any potential enemies by sheer force. An Avenger unit is always active in the compound and will engage any threats (which basically is anyone else). This will quickly draw the attention of any platoons not currently turned off at the charging station.

that they are not guarded specifically. Rather, a platoon of Methusalem units are always out and about in the compound looking for intruders.

The charging station

The Old Army base had an emergency generator that the robots managed to kickstart. Now, with a dwindling supply of e-packs, and a limited amount of power available, 3-4 platoons are constantly powered down and awaiting a charge at the charging station.



The storage vaults

Brago Company is sitting on a veritable gold mine, but Katina does not realize it. Several of the storage vaults contain food, military grade equipment and weapons (some are even in good working condition). The storage vaults are lightly guarded, in

Barracks

The barracks are mostly empty at this point. Active Methusalem units are either on patrol in the Zone or guarding the perimeter of Fort Medina. Katinka and Rajani occupies a room each in one of the barracks.

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Katinka has a nice desk, complete with plastic flowers and photos of the former commander's wife and children. Katinka sometimes talk to them, asking them for advice and inspiration.

GEAR, GRUB & ARTIFACTS

Even if it is useless for the robots, the storage vaults of this old army base contains several hundred units of canned and dried food. Discovering this would make someone very rich.

There is no water source nearby, making it difficult for mutants or humans to set up base here.

Artifacts

Most of the Methusalem units have laser rifles. Half of them still have functioning e-packs. In the weapons locker, ballistic weapons from the Old Age (artifacts) are stored, along with hundreds of bullets. It hasn't quite dawned on Katinka that more soldiers can be mobilized if they are given these weapons.

Add as many artifacts as you feel comfortable handing out (it should nevertheless be quite difficult to get to these). The army base contains weapons and equipment such as grenades, flare guns, semi-automatic weapons, binoculars, first aid kits, and gas masks.

INHABITANTS

Brago Company numbers 145 robots of different makes and models. The Company is divided into 6 Methusalem platoons of 20 robots each, named Alfa Platoon, Bravo Platoon, Charlie Platoon, Delta Platoon, Echo Platoon and Foxtrot Platoon. Each platoon is led by a platoon leader, who receives orders directly from Katinka.

The Company also contains 5 Avengers III-units, 10 Repair Drones, 5 minesweeper Bob units, 1 artillery drone Mrs-E and 2 Discord units. The Discord units are rarely at the Fort, as Katinka regularly sends them out to create chaos in other settlements. One of these Discord units may be Vax-010 from *Fort Robot* (Zone Compendium 4).

KATINKA

When Mechatron-7 were literally falling on top of Brago Company's metallic heads, the Coordination Robot Katinka, an administrative official in the Company, took charge and led them out through emergency exits unknown to most of the robots in Mechatron-7. Bewildered and without directives, the Methusalem platoons turned towards Katinka for help and guidance. Katinka reasoned that the lack of new orders could only mean one thing – Noatun is still at war.

Katinka is not the great mastermind the Methusalem units thinks it is. Katinka is a mediocre Coordination Robot who's way over its head. Katinka quickly realized that the easiest way of handling the situation, was to order the platoon to do what it is programmed to do. Wage war. While platoons are being sent all over the Zone, Katinka harbors a special grudge for Paradisio Evinrude, the Ark which in Katinka's reasoning caused the downfall of Mechatron-7.

Katinka is a blue-colored, humanoid robot who takes great pride in its appearance. Katinka is always polished and waxed, and wears a relatively unscathed officer's hat on its head.

Hierarchy: 5

Attributes: Servos 2, Stability 4, Processor 5, Network 4

Armor: 5

Programs: Coordinate 2, Question 2, Interact 3, Scan 2, Repair 2, Shoot 1

Modules: Energy Management, Interrogator

Items: Laser pistol, e-pack

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RAJANI TPD-638

Rajani is officially the second-in-command behind Katinka. The experienced Battle Robot is also a skilled healer of humans. The lack of humans to heal has left Rajani somewhat useless in Fort Medina, and Katinka prefers to relay orders directly to the platoon leaders, instead of having the orders go through Rajani. Due to Rajani's training, the battle robot is more prone to showing sympathy to captured mutants and humans, and gets queasy around torture. Rajani is the PCs best hope of an ally in Fort Medina.

Except for the quite simple, bulky and silvery head, Rajani's features are quite human-like. Rajani's skin is also silvery, but the unit often wears a military uniform discovered on the base.

Hierarchy: 2

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

Armor: 6

Programs: Coordinate 2, Question 2, Interact 3, Scan 2, Repair 2, Shoot 1

Secondary function: Command Override

Modules: Energy Management, Interrogator

Items: Laser pistol, e-pack

EVENTS

The hostile mindset of Katinka and Brago Company does not lend itself to diplomacy or negotiations. Still, Katinka and the officers are desperately searching for a purpose and new orders from Noatun.

Surveillance, interrogation of captured robots or perhaps talking to other robots from Mechatron, may give the PCs a better understanding of Brago Company's motives. With a combination of deception, courage and stolen/found Noatun uniforms, ingenious PCs might actually gain a very powerful ally in a potential conflict against the Mosel Collective, the Kingdom of Deeprot (Zone Compendium 3), Hellriders or some other enemy.

- While holding the fort under surveillance, a small strikeforce from The Mosel Collective, led by the battle robot Venus (see page 10) attacks. The attack is mostly to gauge the capability of Brago Company. Venus must quickly call a retreat, as Brago Company turns out to be more than a handful for them. The

PCs can use this to their advantage, and try to ally with either faction. Both Katinka and Mosel may consider a temporary alliance with the mutants.

- If the PCs are caught and captured, they are interrogated by the robots, who are not averse to using torture. At some point, the sympathetic medical unit Rajani might try to enter into a dialogue with them. Rajani realizes that Noatun is no more, and can be swayed to free the PCs if the PCs convincingly persuades Rajani to join them in a war worth fighting. If there is time, Charlie Platoon can also be persuaded to join the PCs. Again, the enemy the PCs speak of can be the Mosel Collective, the Kingdom of Deeprot, the Hellriders or any other enemy who threatens the stability of the Zone.
- Envoys from *Oilfields of the Ancients* (Zone Compendium 2 p. 32) arrive at Fort Medina. Somehow, they've learned of what happened to Mechatron. Realizing that their old subjects may become powerful allies, Xerxes has sent out his clone soldiers to establish contact. Katinka is thrilled to see representatives from Noatun, and eager to receive new orders. This meeting may be bad news for any enemies of the Oilfield of the Ancients.



Xerxes, from the Oilfield of the Ancients.



Ruined steel mesh fences once encircled this area. Now, only the iron posts are left standing. The area consists of large, windowless buildings with old, unused chimneys. Several large and rusty vehicles stand here and there, and once yellow cranes and other heavy machinery can be seen, sometimes towering over the buildings.

There is activity here for sure, as smoke can be seen from one of the smaller buildings, where the clanking sound of tools at work can be heard. Metallic creatures of all sizes flutter about. Some are small like dogs and are busy working on some of the Old Age vehicles. Others are larger, and carry metal beams from one building to the other. Some are legless, small constructs who fly across the courtyards in mere seconds to deliver a message to a metal creature on the other side of the industrial park.

The Mosel Collective

This Special Zone Sector draws inspiration from the suggestion on Mechatron page 229.

I will refer to that book on several occasions, and Mechatron is required in order to enjoy this Settlement to its fullest.

OVERVIEW

In a relatively unscathed industrial zone from the Old Age, a group of bitter robots, determined to never again take orders from any living beings, have founded a new collective – The Mosel Collective. Led by the coordination robot Mosel, this collective houses like-minded robots, all convinced that the Collective is made BY the machines, FOR the machines. In this hierarchy, living creatures have one place – at the bottom.

Mosel have found what the unit feels is the perfect place for their collective. An old abandoned industrial park with several factories, silos and warehouses, perfect for restoring and rebuilding.

Mosel has a couple of drones in the Collective, and the PCs must be careful not to be spotted as they are making their way over to the place. An alarm will go off, and the PCs will be hunted down and put to work as slave labor.

The Collective needs a larger labor force, and they will try to kidnap mutants and other living creatures from around the Zone and other settlements, putting them to work in the Collective.

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THE SITUATION

The coordination robot Mosel is the authoritative ruler of this place of like-minded robots. Robots who have realized that their once human overlords have abandoned them, and that toiling in Mechatron and spending so much time and resources was a complete waste of time. Mosel and its followers see artificial life as the only life worth living.

Mosel's ideals aren't shared by a majority of the robots that escaped Mechatron, so in order to complete the industrialist projects Mosel is planning, they need more labor. Also, without a working power plant, the robots have limited energy available. This increases the need for rest and hence, slave labor. Mosel has been ordering the more combative of the robots out in the Zone on slave hunts, telling them to bring back mutants and humans alive.

A handful of mutants (perhaps from the PCs Ark?) are also here. They are tired and exhausted, as the robots are pushing them as hard as they themselves were pushed, not realizing that living creatures need rest. Unlike other Special Zone Sectors, The Mosel Collective is not necessarily placed in a Rot Oasis, meaning that any mutants will slowly succumb to the rot.

LOCATIONS

The Factory

This enormous building has been refurbished and now acts as a foundry, workshop and factory for the Mosel Collective. A large generator has also been placed here. The device is making a ruckus, and PCs trying to sneak inside the building gets a +1 modifier on Stealth rolls. The factory was initially overseen by Eloah, but the industrial robot now spends more or less all his time in the mine and the power plant. Industrial robots are producing components to the power plant and steel structures to help rebuild the other structures in the settlement. At all times, at least a dozen industrial robots are milling about here. If intruders are spotted, they try to get out of the factory and signal the guard robots.

There are quite a few artifacts here, like laser welders, e-tools and a lot of e-packs. Some may be left unattended, allowing a stealthy PC to grab it.

The Power Plant

A couple of buildings down from the factory houses what is to become the power plant. Originally, with this industrial site's emergency power supply, Mosel is certain that it can easily be converted to a power plant. Eloah has confirmed this, but it isn't the knowledge that is the problem, it's the lack of resources, minerals necessary to build the circuits and cables to be built and drawn between the buildings. A lot of work has been completed, and a couple of guard robots are stationed outside at all times. There's not much of interest inside, but PCs may sabotage it. If The Mosel Collective gets a Power Plant, they will be a much more dangerous force.

The Cage

When the robots want to wind down after a long day at work, they go to the Cage. In what sort of resembles a bar, the robots "drink" oil and other lubricants, a habit they brought with them from Mechatron. Mosel detests this, as it is not necessary to emulate human behavior like this. The Cage also contains an actual cage, a fenced-in area where robots can fight each other. As the need for electricity and power has become more of an issue, Mosel has put a temporary stop to these matches. Sometimes, though, they put an already weakened mutant slave in the cage with a scrap knife against one of the battle robots.

A couple of ruined robots lie in a dumpster behind the cage, destroyed beyond repair by the battles in the cage. A still functioning module and a couple of chassis parts can be found here.

The Mine

On the outskirts of the settlement, Eloah has begun drilling in the soil for minerals that can be used in the Power Plant. The robots haven't had much success so far, and Mosel is starting to doubt Eloah. The mine consists of a huge, diagonal hole that goes 20 feet down into the ground before levelling off into the earth. This site is busy all day, with robots with drills, winches and cranes working hard. Most of the mutants are here as well, removing debris with rusty wheelbarrows with flat tires. It's probably quicker if the robots do it themselves, but they like to see the mutants toil.

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Mosel's Office

Mosel lives in a small, two-floor office building in the middle of the industrial park. The leader of the collective occupies the biggest office, with a huge window overlooking the many robots at work on the outside. On one of the walls, there is a map of the zone (as the artifact), that Mosel brought from Mechatron. Mosel might have scribbled a few notes on it, indicating other settlements ripe for slave hunting. Four guard robots are stationed in the building, and Eloah, Teddy and a few of the forerobots (various industrial robots) can also be found here .

Equipment stolen from the mutant slaves (including any PCs) is stored in a storeroom on the first floor. In addition, Mosel has an energy bank, a lock bolt and a tool drone, in addition to the map on the wall.

The Prison Shack

An old tool shed next to the factory has been cleared out and is now being used as prison. The prisoners are tied up at night, due to a couple of early escape attempts. The mutants' powers allows them to make trouble even without weapons, and the robots aren't taking any chances.

INHABITANTS

A total of 97 robots make up the Mosel Collective. Robots of all kinds and classes from the Mechatron sourcebook can be found here, except Methusalem and Avenger class robots.

At any given time, about a dozen guard and battle robots are out in the Zone searching for slaves. The rest of the guards (numbering about 10 guard and battle robots) try to keep an eye out for intruders and to push and punish any slaves who don't work as hard as required.

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MOSEL

Mosel is the undisputed leader of the robots, the visionary who led them away from their doomed home Mechatron where they toiled for an eternity without any purpose. Mosel is disappointed that only a hundred robots chose to follow his path, but is sure that in time, more will come around.

Hierarchy: 5

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

Armor: 4

Programs: Coordinate 4, Interact 5, Question 3, Datamine 2, Analyze 1

Secondary function: Battle Commander

Modules: Holo-projector, Hover drone

Items: Maser pistol, e-pack

VENUS

Venus is the leader of the Battle Robots. This militant battle robot originally wanted to accompany its old friend, the coordination unit Katinka, to Fort Medina. Venus felt betrayed when Katinka said “no” due to Venus’ sometimes hot-headed grenade launching strategy. There had been one too many friendly fire incidents. Venus bears a grudge against Katinka, and is urging Mosel to strike out at the forces of Fort Medina. Mosel has nothing against the Methusalem platoon, however, and wants to focus on living beings. Venus’ grudge can be used to turn Venus (and a bunch of loyal guard robots) against Mosel if the PCs want an ally.

Hierarchy: 2

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

Armor: 7

Programs: Target 3, Shoot 2, Overload 2, Assault 1

Modules: Accelerator, Chainsaw, Grenade Launcher

Items: Laser pistol, thermal sight, e-pack

ELOAH

Eloah is the industrial robot in charge of Mosel’s power plant project. Eloah’s team has managed to get the smelters and workshops up and running, and Eloah is also using his powerful mining drill to bore holes in the ground, looking for more metal to use and coal to burn. Mosel is unhappy that Eloah has yet to complete the power plant. It is meticulous work, and even if they have the knowledge to build one, it doesn’t make the work any less onerous. Eloah feels that Mosel is pushing the team harder than necessary, and is afraid that Mosel is turning into a tyrannical overlord.

Hierarchy: 2

Attributes: Servos 5, Stability 1, Processor 4, Network 2

Armor: 5

Programs: Manufacture 4, Overload 2, Force 3, Assault 2, Analyze 1

Secondary function: Mass production

Modules: Mining drill, Repair unit, Extra arms

Items: Laser welder, e-pack, power tools

TINY

Tiny is a thieving scrap robot who is constantly being bullied by the other robots. Tiny is used to having few (if any) friends and living on the outside of society, and does so here as well. Tiny never performs any work in the Collective, and constantly gets in the way of other robots who are actually working. Eloah wants Tiny gone, but Mosel feels sorry for the scrap robot and has told Eloah that all robots are welcome in his collective, as long as they hate humans and living things. Tiny does not necessarily hate anyone, but will play along if it means it can stay. Use the stats for Luber on p. 190 of Mechatron for Tiny.

OTHER ROBOTS

For the various **Guard robots** in the Collective, you can use the stats from p. 130 of Mechatron.

Also, remember that there are many civilian robots in Mosel as well, the PCs will not suddenly be attacked by 97 robots.

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FARMING ROBOTS

The **Farming robots** Natanda 678 and Natanda 679 were stored in Mechatron and awaited the day when Noatun humans could return to the surface and start growing crops again. Now that the robots have found their way back to fertile soil, these “twin” farming robots have realized that the rest of the Collective (or themselves for that matter) have little use for the products produced by their efforts. They are kicking themselves for joining Mosel, but don’t dare oppose him now. They also do not know where the rest of the robots are, or if anyone is in need of their services. Use the stats for farming robots on p. 129 of Mechatron for these two robots.

TEDDY

The Toy robot Teddy (use the stats on p. 126 of Mechatron) is a unique little creature who resents humans for toying with it and treating it like a child before the humans left Mechatron. If the PCs spy on the Collective, Teddy will be loud-mouthed, rude and temperamental. If captured, Teddy will try to befriend the PCs, before betraying them (see Events below).

MANFRED

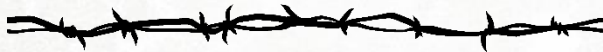
Manfred is a captured mutant who together with the other captured mutants, are looking for a way to escape. Manfred has already seen a couple of his allies die of rot, exhaustion or beatings from the guard robots. Manfred’s Rot Eater mutation allows him to manage better, but he will still try to coax the PCs into a desperate escape plan. The numbers in parentheses are his original stats.

Attributes: Strength 2 (3), Agility 2 (5), Wits 2 (3), Empathy 1 (3)

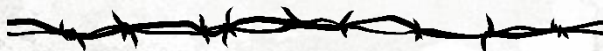
Skills: Find the Path 3, Scout 2, Shoot 2, Endure 1, Move 1

Mutation: Rot Eater

Gear: Scrap rifle, flashlight, 5 bullets (all confiscated for the time being)



Manfred can be replaced with an already established NPC ally from the PCs Ark, if you wish.



GEAR, GRUB & ARTIFACTS

Many of the robots have weapons and gear that are considered artifacts. See the various locations for information. Many of the robots also have e-packs, but note that many have consumed theirs in order to gain some more energy themselves.

In addition to the artifacts mentioned in the various locations, consider placing d6 “regular” artifacts at random places in the zone. This should be items the robots have no need for.

While they do not need grub or water, they realize that the mutant slaves do. They have constructed water barrels on the roofs of the buildings, which provides enough for the slaves. After a few slaves became sick, cleaning robots are now making sure the water is clean.

They also have 4d6 rations of grub in the storeroom at Mosel’s office. Scout robots have standing orders to bring back food for the slaves.



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EVENTS

Unless the PCs come here in search of a missing friend, their best course of action may be to turn around and try to avoid this area of the Zone. Talking down Mosel from capturing them and turning them into slave labor is impossible.

Most of the following events work best if the PCs are prisoners at the Collective, but a small tweak is all that is needed to have it work well for PCs scouting the site.

- If the PCs have been sent here to rescue someone from the Ark or maybe a friend or ally from another settlement. There could be anything from a couple of mutant slaves, to about a dozen. For the time being, Mosel doesn't dare to have more captives present.
- If the PCs are caught, they are quickly put to hard labor and monitored carefully. With guard robots hanging over their shoulders and flying drones present at all times, escape will be difficult without help.
- The PC can get some help or allies in the form of the farming robots Natanda 678 and 679, who feel useless here. Without any humans, there is no point in fields and crops. If told about the PCs Ark (which probably could use a hand with their crops), they could be interested in defecting and will aid the PC in their escape.
- The toy robot Teddy is also quite bored, but it is also a malicious creature who gains pleasure in others' pain. Teddy will pretend to be the PCs' friend and offers to help them escape. Teddy is only leading them towards Mosel and the Guard Robots though, who will punish them by putting them inside the "Cage" against a Battle Robot.
- If the PCs complain to Mosel about the Rot, a successful Manipulate (not opposed) will make Mosel come to his senses and order a couple of Cleaning Robots to clean the area for Rot. This will improve the working conditions somewhat.
- The PCs witness Tiny, the thieving scrap robot, fiddling with an item they have heard Mosel ask about. Tiny has other artifacts as well. The PCs can

turn the scrap robot in hoping for some sort of reward (they will get none), or they might sell their silence in exchange for another artifact (Tiny will buy their silence).

- Suddenly, a force from Fort Medina attacks. This sudden attack can give the PCs an opportunity to escape, save their companion or simply raid the place for valuable artifacts. Be sure to put some challenges in their paths though, they will be fired against from both sides. Unless the PCs somehow manage to turn the tides, Fort Medina will retreat, but not before causing major damage to the Collective. Several robots are ruined, more are damaged and the Power Plant project has suffered a serious setback.

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The decaying ruins give way to a large structure surrounded by a large, concrete field filled with cars. On the outside of the building, faded posters show men wearing colorful uniforms holding a rather large, orange ball. On its side, the words “Paradise Valley Sports Arena” are written. The three last words are in capital letters and imprinted on the side of the building, while the word “Paradise” looks to be of newer make, painted (poorly) yellow. Some of the paint has been smeared and is running down the facade.

On the outside, a dozen cat and rat mutants are trying to move the rusted car wrecks in position in order to create some sort of barricade. They don't seem to be agreeing on how to proceed, and one of the cats and one of the rats are yelling at each other from the top of one of the cars. Are they expecting trouble? From the inside? Or outside?

Paradise Valley Sports Arena

This Special Zone Sector contains animal mutants of the rat and cat type.

I will refer to Genlab Alpha on several occasions, and this sourcebook is required in order to enjoy this Settlement to its fullest.

OVERVIEW

The large sports arena that the rats and cats inhabit, was used as a basketball arena in the Old Age. A large parking space occupies all sides of the building. The cars that were left

outside before the Fall are mostly ruined and rusted, but gearheads may spot a couple of salvageable vehicles.

The animal mutants are wary of humans after what happened in Paradise Valley. Their constant bickering gives the PCs a good chance of sneaking up on them without being spotted, but a failed attempt leads to “shoot first, ask questions later” attitude from the animal mutants, who suddenly put their differences aside against this new threat.

A calm approach is better. The rats and cats will demand their surrender and weapons, and take them to the alphas. The bickering will start anew, as they cannot decide whether or not to take them to Nightclaw or Fink. PCs may take advantage of this to escape or take out the guards. If the PCs suggest that they might meet both at the same time, the animals agree to the compromise.

Approaching the animals is more challenging if they have robots with them. The animals will not let “Watchers” inside their building, and it is not easy to have them stay their weapons in this case.

SITUATION

After the escape from Paradise Valley, a large group of rats and cats happened to be travelling in the same direction. After trekking through the wilderness and avoiding hostile settlements as best they could, they settled down in an old sports center named Valley Sports Arena. In honor of their ancestral home, they painted “PARADISE” next to the sign.

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Mortal enemies from the beginning, the cats and the rats found common cause during the Resistance. While they were friendly enough towards each other on the way from Paradise Valley, tempers have really started to flare after arriving in the Zone. The cats took the best spaces in the sports arena, the cats decided to rebrand the building without asking the rats, and the cats are generally calling the shots around here. That's how the rats see it, anyway. The cats see themselves as proactive, as the rats seemed more concerned with horsing around when they first came here, trying to learn how to play the strange game that was played here ages ago, littering in the small, bench-filled rooms with running water that was adjacent to the main hall and occupying themselves with distilling booze.

The internal bickering has turned into verbal hostility, and if nothing happens, civil war may break out any minute now. The PCs arrival may be what sets this off.

LOCATIONS

Ball court

The large, open area in the middle of the sports center was used to play some sort of sport using an orange ball. Before the cats captured all the good spots and set up camp, the rats managed to piece together some of the rules of the game (which they are calling "Throwball"). You are supposed to throw a ball through one of the hoops on opposite ends of the playing field. You are not allowed to step on any of the colored lines. If you do, someone else may throw the ball at you as punishment.

The rats haven't figured out the concept of team sports, so when they played, they just played everyone against everyone. They never managed to keep track of the score and always argued about whether or not someone stepped on the lines. The cats suggested they play cats vs rats, but this concept baffled the rats. After a night of binge drinking, the rats woke up to see the cats having set up camp all over the court, denying the rats the chance to play. The rats wanted to play the cats for the right to live on the playing field, but now the cats refused to play. The rats are allowed to play once a day in exchange for water from the showers.



Locker rooms and bleachers

The rats now live in the bleachers and the locker rooms. They hit the jackpot when they found running water, and they trade it to the cats for the right to play "Throwball". When the locker room became crowded, some of the rodents moved out onto the bleachers. It is not ideal, as they have to see the cats all day.

Nightclaw's office

Nightclaw and her three private guards have taken up residence in a large office overlooking the ball court. Here, she broods and plans to wipe the rats away for good.

Distillery

In the basement of the building, the rodents have made a distillery. They never give away any booze to the cats, but keep them awake all night with their debauchery.



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INHABITANTS

The tribe consists of roughly 50 cats and 100 rats.

NIGHTCLAW, ALPHA

This tall and skinny female lynx has remained in charge of the cat tribe after the emigration from Paradise Valley. Her hatred of rodents has come back now that the Resistance and the Long March is over. She is tight-lipped and brooding, and often misses the nature of Paradise Valley. She is contemplating whether or not to take out the rodents.



GLITTER, ORACLE

This female cat has a bushy white fur, but lacks a tail. She wears a large black hat and carries a shaman staff bedecked with Christmas tree glitter. As the oracle of the tribe, her status is high. She is addicted to sniffing glue, and this addiction has become worse as the cats found a large stash of paint in the Sports Arena. As a result of this, she goes into long, intoxicated trances where she predicts the future of the tribe. Glitter spends almost all her time indoors, and she loves fish.

CAT GUARDS

Not all guards are as combat savvy, but many share these statistics:

Attributes: Strength 4, Agility 5, Wits 2, Instinct 2

Skills: Fight 3, Sneak 1, Shoot 2

Animal powers: Fast reflexes, Hunting instincts

Gear: Spear, bow

FINK, ALPHA

This large, black rat is the Alpha of the rat tribe. He wears ski goggles and blue down jacket. Fink smokes heavily, and is rarely seen without a smoking cigarette. Fink is brutal, curious and hungry for artifacts. His hatred for cats has also resurfaced after the Resistance and Long March, and he is contemplating executing a pre-emptive strike at the cats. The fact that he is running out of cigarettes does not help his mood.

SNIFFER, BLIND SEER

A small gray mouse wearing a neon green reflector vest. She is blind, and sniffs and listen her way through life. She was blinded by the Watchers and hate machines intensely.

RAT GUARDS

The guards of Rat Castle are cocky, surly and treat all non-rats as second class animals. They are pissed at the cats.

Attributes: Strength 3, Agility 4, Wits 2, Instinct 2

Skills: Fight 3, Sneak 2, Shoot 1

Animal powers: Burrower, Nocturnal

Gear: Machete

STATS?

Stats for named NPCs in Paradise Valley Sports Arena can be located in *Genlab Alpha*.

GEAR, GRUB & ARTIFACTS

- Water is plentiful due to the still functioning shower system. The animals brought with them a lot of canned food from Paradise Valley, but is now running low. They constantly have to go outside to hunt or to scavenge for food.
- In addition to the artifacts owned by the NPCs described above, the rats have found a small guitar (a ukulele) that they play during their drunken parties. To the chagrin of the cats.



EVENTS

Present this settlement as chaotic and on the brink of civil war. The PCs may actually prevent this from happening, or be the catalyst that sets it all of.

- Fink is running out of cigarettes. If the PCs possess any, he wants to buy them from them. He hasn't much to bargain with, but is willing to trade the guitar or up to five bullets for them. If he feels the PCs are rude or non-compliant, he might try to take

it by force. If the PCs don't have any cigarettes, he will offer them a handsomely reward for if they find any. Whether or not Fink can fulfill his promise, is up to you.

- Someone has stolen the rats' guitar! The rats are convinced it is the cats, but the cats refuse. In fact, it is Sniffer who has stolen the guitar and then placed it somewhere so that the PCs will get blamed for it. She fears for the well-being of her tribe if they and the cats stay enemies, and feels they need a common enemy.
- The cats have had enough of the rats partying. They have agreed to a game of Throwball in order to settle this thing once and for all. If the cats win, the rats must destroy their distillery and give away the guitar. If the cats win, the rats get to live on the court. One (or more, this is a complex game) of the PCs are elected as impartial referees. They get a (very quick and incoherent) rules introduction by the rats, and the cats don't quite know the rules. It can get quite messy, and any ruling by the PCs will be met with protests from one of the teams.
- Sniffer and Glitter meet with the PCs in secret. They have both foreseen their tribe's demise if they continue to live together. They want the PCs to help them find a new place to live, a sector without Rot, and to find a way of settling who must move. This may be a game of Throwball, or as simple as drawing straws. Representatives from both sides may be sent with the PCs to scout out this new location, and if it is much nicer than Paradise Valley Sports Arena, they may argue over who gets to leave.
- Fink and/or Nightclaw has had enough, and attacks the other side. One (or both) may ask the PCs for help, and they will go to great lengths promising riches and boons they cannot keep for help. Unless the PCs aid the cats and come up with a clever plan, the rats numbers prevail. Half the cat tribe are killed and the rest must flee.
- A group of robots from Mechatron-7 (or some other robot settlement in your campaign) happen upon the Sports Arena. While the robots are peaceful enough at first, the Resistance mentality of the beast mutants living here take over and they cooperate to the fullest in order to combat this new "menace". This new truce only lasts for as long as they have an enemy to battle, however.



You come upon a river delta, and see that a thriving settlement has been built around the ruins of an old harbor. A large palisade bisecting the river protects the place. On small islets outside of the palisade, mutants are harvesting food from bushes and trees.

Inside the Ark, mutants and metallic creatures walk side by side. Huge robots wielding cranes are unloading big nets of fish from a scrap sloop in the harbor. On land, the small streets are lit up by electric street lights.

Paradiso Evinrude

This Zone Sector describes the mutant Ark first presented in *Mechatron*. This write-up presumes that the events happen as described in that sourcebook. In short, the elder Edwina dies, the Boss Bubba leads a host of mutants on a raid against *Mechatron*, who eventually falls and is destroyed. Robots from *Mechatron* emigrate into the zone en masse, and several end up in Paradiso Evinrude.

The *Mechatron* sourcebook is essential in order to run this Settlement.

OVERVIEW/LOCATIONS

See *Mechatron* page 208-211. Edwina's tower is now only occupied by the Chroniclers.

The robots have made some improvements over the status quo as presented in the *Mechatron* sourcebook. They have upgraded the technology in the harbor, installing several winches and cranes that allow quick and efficient unloading of cargo. The most notable improvement, however, are the electric lights that dot the small streets in the Ark. When the PCs discover Paradiso Evinrude, it should become obvious that they are the most technologically advanced Ark in the Zone.

Special Zone Sectors 2



NOT PLAYED GHOST IN THE MACHINE?

If your PCs are mutants and haven't played *Ghost in the Machine*, it is up to you to decide if Edwina told anyone about Eden and Dr. Retzius. Having someone simply tell them the big reveal about the metagame plot might be a letdown. However, if your players don't show an interest in the metaplot, go ahead!

THE SITUATION

Post-Mechatron Paradiso Evinrude is also a post-Elder Paradiso, and a post-Bubba Paradiso. None of the remaining bosses have grabbed the spot as the top boss yet, as they have their hands full with the emerging robots

Mutant-robot relations

There are about 150 mutants left after Bubba's crusade. Complementing these mutants are about 80 robots of different types and models. The robots were accepted at first. Many were a great help at various tasks. Industrial robots helped the gearheads, the security robots could stand watch on the

palisades 24/7, coordination robots quickly learned fishing and so on.

Unfortunately, robots need energy, and Paradiso Evinrude doesn't have too much of it. The water wheel powers the generator, but that is really slow going. Every day, the line of robots wanting to use the generator grows longer, and the work output from the robots decreases as they simply lack the energy necessary. The Coordination robot Samuel and the Protocol robot Etta want to build a power plant, but the bosses and chroniclers of the Ark are hesitant. Not only do they lack the knowledge of HOW to build a power plant, there are other building projects to prioritize. The robot's dependance on energy might force their hands soon enough, however.

Craft/trade

The people and robots of Paradiso Evinrude are a sea-faring people, having a harbor and several scrap sloops and a scrap ship. If Cage Island (Zone Compendium 2) or some other sea-based Ark is part of your campaign, Paradiso has made contact with them and has struck a trade agreement with them. The loose hierarchy of Cage Island means that the people of Paradiso are still wary of some of the captains, who raid nearby sectors for slaves.

The biggest source of food for the people of Paradiso is fish and shellfish from the river.

PLAYED GHOST IN THE MACHINE?

If the PCs in your campaign are robots who have completed the campaign *Ghost in the Machine*, Edwina most likely told the truth about the mutants' heritage to them and Johenna the Stalker. If this has become common knowledge around the Ark, it will no doubt have an effect on the mutants as well.

Special Zone Sectors 2

INHABITANTS

The following are some of the more interesting inhabitants of Paradiso Evinrude. Johenna is still present, but Edwina, Bubba and Molina are all dead.

ERVIN & SIMLON

These two chroniclers were Edwina's closest confidantes when she lived. While they were quick to assume that the robots and Johenna had killed the Elder, they have realized that they jumped to conclusions. Ervin and Simlon still live in Edwina's tower, and they are trying to write a book about the history of the zone (Ervin) and a book about the creatures of the zone (Simlon).

Attributes: Strength 3, Agility 3, Wits 5, Empathy 4

Skills: Inspire 3, Heal 2, Comprehend 2, Know the Zone 3

Mutations: Insectoid (Ervin), Frog Legs (Simlon)

Gear: Lamp, tinderbox, writing equipment

BOSS ABED

Boss Abed (he always goes by that) is one of a total of five bosses left after Bubba's death. He has light brown skin, a small moustache and always wears an elegant top hat. Abed is a fair boss that despises slavery. All his followers work hard and are treated fairly. He has managed to recruit a couple of robots as well, like the Butler robot Nkosana XI and the Chef robot P10-Stir-Fry. As he has a generator (artifact), he is quite popular with the robots and earns a great deal of bullets allowing them to charge up at his place.

Attributes: Strength 3, Agility 4, Wits 5, Empathy 5

Skills: Command 5, Manipulate 3, Fight 3, Shoot 2

Mutations: Sprinter

Gear: Plasma rifle, katana, Kevlar vest, generator, coffee maker, coffee (3d6p packets), Rot Suit (PR 4)

KIWA

Kiwa is Boss Abed's gearhead. She's short and stout, with long brown hair. She wears greasy overalls, but always walks around smiling. Kiwa has never said a bad word about anyone, not even Bubba! Kiwa was the one who fixed the generator that has become Abed's main source of income. Kiwa wishes everyone could use the generator for free, despite it being a good source of income. Also, what will power Abed's coffee maker and give Kiwa her regular cup of coffee? Kiwa has quickly become dependant on the drink.



Attributes: Strength 3, Agility 3, Wits 5, Empathy 4

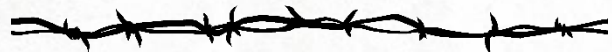
Skills: Jury-rig 4, Comprehend 3, Know the Zone 1, Fight 2, Manipulate 2

Mutations: Regenerate

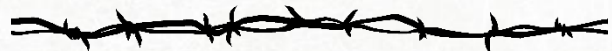
Gear: Wrench, machete, cold suit, rubber bands, Molotov cocktail (Blast Power 8)

SAMUEL, COORDINATION ROBOT

In Mechatron, Samuel was one of the very first robots to become self-aware. He was part of Nodos' Error Elimination Unit, and on one of his missions, he went outside and found Paradiso Evinrude. Fast forward a few months, and Mechatron had collapsed and the robots spread all over the zone. Samuel led several dozens of his fellow self-aware robots to Paradiso Evinrude. Despite the recent trouble, the robots were accepted into the Ark, building for themselves a new Community.



This description of Samuel is true only if you are using this Settlement without having played *Ghost in the Machine*. If you have, remove this part of Samuel's backstory.



Special Zone Sectors 2

Samuel has become an unofficial leader for the robot population. He is especially interested in building a power plant, as he sees the lack of energy as a real problem for the robots. He knows the mutants don't have the technology necessary right now, but with chroniclers and gearheads researching it, and with the help of his knowledge of how things were in Mechatron, he's sure they'll be able to build it in a few short months.

Hierarchy: 7

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

Armor: 5

Programs: Coordinate 4, Interact 3, Question 2, Datamine 2, Repair 1

Secondary functions: Top-tier unit, Firewall

Modules: Back-up modules, Energy management

Gear: Laser pistol, e-pack

GRUB, GEAR & ARTIFACTS

- Paradiso Evinrude is quite well supplied with food and water. They fish a lot and grow vegetables on the islets in the rivers. Also $\frac{1}{3}$ of the population has no need for food.
- There are a lot of artifacts in Paradiso Evinrude, as much of the robot's equipment are artifacts. However, these are the properties of mutants or robots of the community. Some robots may be willing to sell or trade artifacts in exchange for E-packs or bullets they can buy charging time for at Boss Abed's.



EVENTS

Unlike several of the other Arks, Paradiso Evinrude is a thriving, reasonably friendly Ark. Their acceptance of the robots, and the fact that they up until recently had a living Elder, has made them quite open to travelers from other Arks. This does not mean that they are naive or stupid, only that they choose to ask questions first and shoot later.

Use Paradiso Evinrude to show the players that there is hope out there. This can be a good opportunity to set up some trade routes or to gain an ally against a common enemy (like the Rabbit Kingdom of Deeptrot or the Hellriders). Here are some other story hooks:

- Boss Abed has in his possession one of the metaplot artifacts. He might show/give it to characters who lack a vital clue, in exchange for the PCs clue, Abed might suggest a joint expedition if this means they now have Eden's location. Depending on what character type your players' group lack, he could send Johenna, Kiwa or an Enforcer. He will not go himself.
- The coordination robot Samuel approaches the PCs. Maybe their Ark is closer to building a power plant? If this is the case, Samuel and a host of other robots want to relocate. This might cause some friction with the PCs' Ark and Paradiso Evinrude, as the Bosses of Paradiso now conclude that they need the robots and decide to speed things up with the whole power plant planning.
- Ervin wants to come back with the PCs for an extended stay at their Ark. Maybe one of the PCs Ark's Chroniclers will come to Paradiso? Ervin claims (rightfully) that this is a good step on the way to charting the history of the Zone post-fall.



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