

MUTANT

YEAR ZERO



GENLAB ALPHA

O.LARSSON 2014

TEST AREA B35 "PARADISE VALLEY"



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MUTANT

YEAR ZERO

**PROJECT MANAGER
& GAME DESIGNER**

Tomas Härenstam

CO-PUBLISHER

Chris Birch

WRITERS

Tomas Härenstam, Petter Bengtsson, Kosta Kostulas

GRAPHIC DESIGN

Christian Granath

COVER ILLUSTRATION & MAP

Ola Larsson

LAYOUT & PREPRESS

Dan Alstrand

INTERIOR ILLUSTRATIONS

Reine Rosenberg

PROOFREADING

T.R. Knight

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THE ROAD TO THE ZONE





PRISONERS IN PARADISE

You live in paradise. Your home is a vast valley, surrounded by mountains so high the peaks are covered with snow all year round. Down in the valley there are wild moors, lush forests filled with game and cold streams where fish spawn in the spring. And you are never alone – your tribe is never far away. The tribe is your safe haven, your home.

But paradise is a prison. Walls and fences buzzing with lethal current block all paths out of the valley. Every attempt to tear the fences down or climb them is punished harshly by the Watchers. Your jailers. Nightmare machines. Drones in the sky monitor every step you take. Walkers march into your tribe without warning and force you to obey their metallic commands. Sometimes they abduct members of your tribe, and take them to the subterranean Labyrinth. When the victims come back they are forever scarred by the Watcher's grotesque experiments, memories and personalities erased. If they come back at all.

Despite never having tasted freedom, the dream of roaming free burns within you. You were not created to live like this. You know it. You feel it

in every fiber of your body. Some day you will be free. Some day.

For generations, your tribe elders have advocated submission and cooperation. Doing what the Watchers say and participating in their experiments is the only way to prove yourselves worthy of freedom. To finally join the humans, your creators who left you and are waiting out there. You have heard this since you were little cubs.

But some of you are fed up with the sick games the Watchers play. You would rather fight, track down your machine jailors and confront them. Destroy them and take your freedom by force. You call your struggle for freedom the Resistance. But who is really on your side? Who is secretly serving the Watchers as informants and collaborators?

*The day of reckoning is coming. The Resistance grows, and so does the oppression of the Watchers. Soon, no animal in Paradise Valley will be untouched by the conflict. Will you win your freedom – or be crushed by the mysterious enemies in **Genlab Alpha**?*



MUTANT: GENLAB ALPHA

Welcome to *Mutant: Genlab Alpha*. This book is an expansion for the *Mutant: Year Zero* roleplaying game, but also works as a complete game on its own.

PLAYER CHARACTERS

In *Mutant: Genlab Alpha*, you play an animal. Genetic experiments have mutated you and given you some human abilities: you can walk upright, your front paws can grip tools, and you are capable of speech and abstract thinking. You are both human and animal, and you are torn between those two halves of your being. The animal you play is called a *player character*, PC for short.

You decide what your PC thinks and feels, what he does and says – but not what happens to him. Your PC may be an animal, but try and immerse yourself and play him as if he were real – it's more fun that way. Your PCs are always the protagonists of the story. This game is about you. Your decisions, your lives.

THE GAMEMASTER

One person in your group takes the role of *Gamemaster*, or GM. Her role is to portray Paradise Valley with all its inhabitants and dangers – including the Watchers. The GM has many tools to do this, read more below. The game is a conversation between the players and the GM, back and forth, until a tense situation arises, where the outcome is uncertain. Then the dice come out – read more in Chapter 3.

The GM is not the enemy of the players – her job is to challenge the player characters to create the most exciting story possible. It is *not* the GM's job to decide everything that happens in the game – and certainly not how *your* story ends. The game should determine that. That is what you are playing to find out.

THE NINE TRIBES

This book describes a unique gaming environment and a complete campaign: *Escape from Paradise*. *Mutant: Genlab Alpha* does not begin in the Zone

like *Mutant: Year Zero*, instead it starts in Paradise Valley. It is a vast, beautiful valley high up in a tall mountain range. The mutated animals in Paradise Valley are divided into nine tribes, based on which family of animal they belong to – read more in the next chapter.

MONSTERS IN PARADISE

You are not the only mutated creatures in Paradise Valley. There are other beasts roaming in the shadows of the mountains – grotesque monsters of abnormal proportions, hungering for your flesh. Many of your fellow tribe members have served as food for the monsters. You do not know where these beasts come from – perhaps the Watchers created them to torment you, perhaps they have always been here. And no matter how many monsters you kill, there always seem to be more. The GM can read more about the monsters in Paradise Valley in the bestiary in Chapter 9.

ESCAPE FROM PARADISE

Paradise Valley is a prison, surrounded by high electric fences and closely guarded by the mysterious Watchers. They subject you to bizarre and often painful experiments. For generations, you have dreamed about escaping Paradise Valley – by proving your intelligence to the Watchers or by fighting them. This struggle is at the core of the campaign in *Mutant: Genlab Alpha*. The GM can read more about the campaign *Escape from Paradise* in Chapter 11.

TOWARDS YEAR ZERO: THE ANIMALS IN THE ZONE

When the campaign is over – if you manage to discover the secrets of *Genlab Alpha* and lead the animal mutants to freedom – the mutated animals will spread across the desolate world described in *Mutant: Year Zero*. The game can then continue using both books. The few mutated animals already dwelling in the Zone have suddenly become many, and meeting the mutants of the Ark will be inevitable.

Whether this encounter will be peaceful or violent is something the players can affect. You also

choose if you want to play the animals of Paradise Valley or the mutants of the Ark, or a group consisting of both. How the animals can live in the Zone, and create new settlements there, is explained in detail in Chapter 14.

RULES

This book contains complete rules for playing a mutated animal in the world of *Mutant*. The core game engine is the same as in *Mutant: Year Zero* and the two systems are completely compatible, but there are differences that highlight how the animals function and differ from human mutants.

If you want to you can put the campaign in Paradise Valley aside and use this book only to introduce mutated animals as playable characters in *Mutant: Year Zero*. You will be losing out on a great experience, but if you already have a campaign going in the Zone and want it to continue uninterrupted, you may do so.

WHAT DO YOU DO?

Unlike *Mutant: Year Zero*, which has a very open structure, the campaign in *Mutant: Genlab Alpha* is mapped out in more detail. Your goal is to survive the oppression of the Watchers and lead the eight tribes to freedom – in one way or another. But there are many ways to achieve your goal and many things to do during your journey.

FIGHT FOR THE RESISTANCE

The dream of freedom has grown stronger among the animals of Paradise Valley. Discontent is brewing in several of the tribes and plans of rebellion and escape are made in the darkness. In other tribes, who benefit from the current situation, most want to maintain the status quo and avoid challenging the Watchers.

The campaign *Escape from Paradise* in Chapter 14 presumes that your player characters are part of the group of animals thirsting for freedom. In this campaign, you will not only be playing your individual PCs but also control the strategy of the Resistance as a whole. This is done through what is called Operations and strategic turns.

PROTECT YOUR HABITAT

The homes of the tribes are called habitats – places where you have lived for generations. Some of the habitats are installations built by humans during the Old Age to house you, others are former dwellings for humans that you have moved into. The habitats of the tribes are described in Chapter 07 of this book, with more details for the GM in Chapter 12.

The habitats are always threatened. All of Paradise Valley is the laboratory of the Watchers and the habitats are their test tubes. Sometimes your habitats are attacked by dangerous monsters, and sometimes they are haunted by strange and lethal phenomena that violate the order of nature. Your habitat is your home and when it is threatened you are must defend it.

EXPLORE PARADISE VALLEY

You have lived in Paradise Valley for generations – yet there are still areas that are unknown. It is as if nature itself is constantly being reshaped by an invisible hand. Beneath the ground itself lies the mythical *Labyrinth* – a network of dark tunnels and chambers where you can find fantastic artifacts but

also meet your doom in murderous traps. Perhaps there is a way out of the valley – or maybe to the lair of the Watchers.

SEARCH FOR FOOD AND WATER

Paradise Valley is filled with game and edible plants. But the food is not just sitting around waiting for you – sometimes you have to fight to feed yourself and the other members of your tribe. Sometimes you must also fight animals from other tribes to feed your own. Hunger and thirst are never far away in *Mutant: Genlab Alpha*.

FIGHT FOR CONTROL OF YOUR TRIBE

Every tribe has a leader, an *alpha*. When the alpha of your tribe is strong and wise you all follow him and defend him with your life. But if the alpha falters and shows weakness or indecision, someone will challenge him for the leadership of the tribe. The fight between alphas can be very bloody and no one can distance themselves from it. You may be forced to pick a side, the alpha or the challenger – perhaps it is you who want to be the new leader of the tribe?



TOOLS OF THE GAME

Mutant: Genlab Alpha requires that you improvise, but there are a number of tools available that will help you play the game.

CHARACTER SHEET

You write down everything about your character on a *character sheet*, similar to the one used in *Mutant: Year Zero* but with some slight changes. You can copy the character sheet available in the back of this book or download it for printing from the Modiphius and Free League Publishing websites. You will learn how to create your PC in the next chapter of this book.

DICE

There is a unique dice set for this game, available for purchase separately. The set contains 15 custom six-sided dice, in three different colors. The yellow ones are called *Base Dice*, the green ones *Skill Dice* and the black ones *Gear Dice*. You roll the dice when you perform a dramatic action that might determine if your mutant lives or dies.

The dice are exactly the same as those used in *Mutant: Year Zero* and used in almost exactly the



D6 AND D66

Players and the GM sometimes roll what's called a D6 or a D66. D6 means you ignore the symbols ♣ and ♦, and just read the number on the die. 2D6 means you roll two D6s and add the results together, 3D6 that you roll three dice and add, etc. Another type of roll is the D66, which means you roll two D6s of different colors – e.g. a Base Die and a Gear Die. Consider the first die the tens and the second die the ones. That gives you a result between 11 and 66. You can even roll a D666 – roll three dice and consider the first die the hundreds, the second die the tens and the third die the ones. That gives you a result between 111 and 666.

same way. The symbol ♣ usually means something good happens, while the symbol ♦ usually means your inner beast takes over.

THE GENLAB CARD DECK

The Card Deck for *Mutant: Genlab Alpha* (available for purchase separately) contains playing cards of two types: Animal Power Cards and Artifact Cards. The cards help you play the game, but they are not strictly necessary. All information on the cards is repeated in this book, and you can roll dice instead of drawing cards to get a random result.

Animal Power Cards: Your role determines your duties in the tribe, what your life is dedicated to. But beneath this civilized, human part of you is *the beast*. When you allow your inner beast to take over you can do things only dreamt of by the puny humans who created you.

This is represented by your *animal powers*. Your type of animal determines which powers you can choose during character creation. You choose two powers at the start of the game, and you can develop more during play. The animal powers are described on Animal Power Cards.

Artifact Cards: There are things besides animals and nature in Paradise Valley. Sometimes you find strange, incomprehensible objects. They can be anything from horrible weapons to gizmos capable of healing wounds thought lethal only moments before.

These objects are called *artifacts*. Perhaps they have been placed throughout the valley by the Watchers, perhaps they have always been here. Artifacts are very rare in Paradise Valley, but considerably more numerous down in the Labyrinth (see above).

The Artifact Cards work in exactly the same way as those used for *Mutant: Year Zero*. You can combine the Artifact Cards from both games to get a really impressive deck, regardless of if you're playing in Paradise Valley or in the Zone.

MAP OF PARADISE VALLEY

On the inside covers of this book you will find a full-color map of Paradise Valley. It shows the different parts of the valley, where the habitats of the

tribes are, and where the Forbidden Zones and the barriers and checkpoints set up by the Watchers can be found.

Unlike the geography of the Zone in *Mutant: Year Zero*, the physical landscape of Paradise Valley is familiar to your characters – at least in broad strokes. All areas on the map are described in detail in Chapter 7.

TEAM PLAY VS INDIVIDUAL PLAY

You can choose if you want to focus on the team play or your individual player characters, just like in *Mutant: Year Zero*. Talk this through before you start playing so all the players know what is to come.

INDIVIDUAL PLAY

The tribes of Paradise Valley are divided by animal type, and live in separate habitats. If the players want characters of different species, it probably (but not necessarily) means that they have their homes in different habitats. This leads to great opportunities to play with focus on your separate characters, enabling you to explore and develop their personalities and destinies. The GM can tailor challenges for different PCs and have them face individual decisions. The PCs can and should meet, but they are not expected to stick together through thick and thin.

The disadvantage of this style of gaming is that it feels disjointed, and players have to wait for their turn. We recommend that the GM shift quickly between characters – do not play with the same PC more than 15-30 minutes at a time – and that players whose PCs are not present

PLAYING WITHOUT CARDS

All the information on the cards is also available in this book. If you prefer playing without the cards and simply write down animal powers and artifacts that works fine as well.

A TYPICAL SESSION

1. Prepare the character sheets, dice, and any Animal Power Cards and Artifact Cards.
2. Add a number of new Feral Points equal to the number of Animal Powers you have (Chapter 5).
3. If your characters are part of the Resistance, play a strategic turn. Both players and the GM assign Operations. This is fully explained in Chapter 11.
4. Play your characters. Immerse yourself in their lives and act as if they were real – but play boldly and push your character beyond his limits. Stop the session at an appropriate point.
5. Hold a debriefing. Discuss which action during the session should be rewarded with Experience Points (page 24).
6. Decide if you want to change your relations to the other PCs and to NPCs, and if you want to change your big dream (page 22).



still engage with events, react and come up with suggestions. The story should be enjoyed by all players, regardless of where the character might be! Another tip is to let a player take temporary control of an NPC.

TEAM PLAY

If you want to play a more cohesive group of characters, who rarely leave each other's side, there are many solutions. The following methods can be used, separately or combined:

Play characters of the same kind of animal: Then you naturally live in the same habitat (much like the mutants of the Ark in *Mutant: Year Zero*) and can be a group of friends who stick together.



Play exiles, animals that have left habitats: There are animal mutants in the valley who no longer live with their tribes. They may be “tainted” (page 21), they may have been banished after a power struggle or they may have chosen to leave their tribe voluntarily. Alone or in small groups, they have chosen to settle elsewhere – often near or inside the habitat of another tribe.

Participate in the Resistance together: The campaign *Escape from Paradise* (in Chapter 11) is meant to be played as a group. It is assumed that the PCs are sympathetic to the Resistance, and the opening of the campaign will bring them together.

If you focus on team play, you are often in the same place, which makes it easier for the GM to run a cohesive story. Even if there are conflicts in the group, you still stay together. The downside of team play is that you have to agree on what you want to do and which way you want to go, which leaves fewer opportunities to develop your separate characters.

MALES & FEMALES

The tribes of Paradise Valley are structured according to strict and complex hierarchies. However, the alpha leading the tribe can be female just as easily

as male. For simplicity's sake, we will call all characters and NPCs without a name *he*, and the GM will always be called *she*.

ROLEPLAYING? WHAT'S THAT?

If you have made it this far without knowing what a roleplaying game is – congratulations! Welcome to a creative and very rewarding hobby. Roleplaying games combine tabletop gaming with storytelling and allow you to create a unique story with your friends, with the rules of the game as support.

Sounds complicated?

Feel free to visit our forum at www.modiphius.com or www.freeleaguepublishing.com, where you can find answers from the game designers as well as other players.

Welcome!

01

ABBREVIATIONS

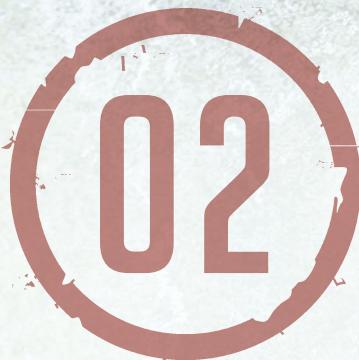
PC = Player Character

XP = Experience Points

GM = Gamemaster

NPC = Non-Player Character





YOUR ANIMAL

The animal mutant you play in *Mutant: Genlab Alpha* is your player character (PC). The animal is your avatar in the game, your eyes and ears in Paradise Valley. Everything you experience in the game is filtered through your PC, so create it with some consideration. Create a character you enjoy and will be comfortable with over many game sessions. This chapter explains how to do it.

Playing a walking and talking animal will invariably make you laugh from time to time. That is perfectly fine. But don't create a PC who is just a joke. Try to find a serious core in your character – even if it is a walking raccoon with a baseball bat and a trucker cap. The mix of humor and apocalyptic darkness is the essence of playing an animal in *Mutant*.

During the course of the game, your character will change and develop. His skills will improve using Experience Points (page 24) but you can also explore how his personality will change and be shaped in ways that cannot be measured in numbers. This is when your character truly comes to life.

ANIMAL TYPE & TRIBE

The first thing you choose for your animal is its *animal type* and its specific *species*. There are nine different types of animals in Paradise Valley – see

the table on page 20. Your choice of animal type has three specific effects:

- It determines which attribute is your key attribute (page 18).
- It determines which animal powers (Chapter 5) you can choose between.
- It determines how you recover lost Instinct (Chapter 6).

Species: The choice of specific species is yours alone and has no mechanical effect on the game. The table details which species are most common within each animal type in Paradise Valley.

THE TRIBES

The animals of Paradise Valley are divided into nine *tribes*, mostly made up of one type of animal. All tribes except for one – the moose tribe – live in settlements called *habitats*. The eight habitats are marked on the map in this book and are described in Chapter 7.

ROLE

The members of the tribe each have a role, an important task to perform. The distribution of tasks is a legacy from humans and separates you from most wild animals. There are five different roles to



TRIBES & SPECIES

ANIMAL TYPE	COMMON SPECIES	KEY ATTRIBUTE
Dog	Dog, fox, wolf	Instinct
Cat	Cat, cougar, lynx	Agility
Rat	Rat, mouse, squirrel	Agility
Bear	Bear, raccoon	Strength
Ape	Chimpanzee, gorilla, orangutan	Wits
Rabbit	Rabbit, hare	Instinct
Badger	Badger, wolverine, weasel	Strength
Reptile	Lizard, frog, toad, turtle	Wits
Moose	Moose, deer, reindeer	Strength

choose from in Paradise Valley. They are described on pages 28 through 37, at the end of this chapter.

Specialist skills: Just like in *Mutant: Year Zero*, each role has a specialist skill, apart from the twelve basic skills available to all characters. Read more about skills in Chapter 3.

ROLES IN THE ZONE

When animal mutants arrive in the Zone, they also bring their knowledge and culture there. The five new roles described in *Mutant: Genlab Alpha* then become available to all the mutants of the Zone. Of course, the animals will have a lot to learn from the meeting with human mutants. The eight roles described in *Mutant: Year Zero* become available for animal mutants. Then, all characters, animal as well as human mutants, will have 13 roles to choose from. The GM can read more about the animals' arrival in the Zone in Chapter 14.

TO CREATE A CHARACTER

How to create your character is explained in detail in this chapter. The summary below may help you get an overview. Grab a character sheet, a pencil and follow these steps:

1. Pick your animal type.
2. Pick your role.
3. Describe your appearance.
4. Choose your name.
5. Choose your age.
6. Distribute points across your attribute scores.
7. Distribute points across your skill levels.
8. Choose a talent.
9. Choose two animal powers.
10. Determine your rank.
11. Define your relationships to the other PCs and NPCs.
12. Choose your big dream.
13. Choose your gear.
14. Describe your den.

EXAMPLE

The player Robin is about to create his first player character. He decides to play a rat who is a Scavenger.

LAB NAMES

Your choice of animal type may affect your name. In ancient times, the humans named you after famous people in the Old World, names that have lost their meaning and significance to you a long time ago. The name also contains a two-digit number, to separate individuals from the same litter. This tradition of giving "lab names" has continued to this day:

Dogs are named after astronauts, satellites and planets. Examples: Gagarin 17, Laika 09, Aldrin 53, Tereshkova 72, Sputnik 18.

Cats are named after ancient Romans. Examples: Cassius 09, Octavia 15, Agrippa 37, Lucilla 12, Flavia 97.

Rats are named after famous composers. Examples: Vivaldi 67, Mozart 44, Mendelssohn 33, Rachmaninov 83.

Bears are named after famous people in the movie industry. Examples: Truffaut 19, Bogart 76, Garbo 07, Bergman 45.

Apes are named after known physicists. Examples: Newton 23, Curie 88, Einstein 97, Bohr 12, Oppenheimer 51.

Rabbits are named after famous football or soccer players. Examples: Ronaldo 90, Totti 12, Zlatan 18.

Badgers are named after famous hockey players and other winter sport athletes. Examples: Krutov 85, Salming 50, Gretzky 15.

Reptiles are named after celebrities in the music business. Examples: Piaf 12, Elvis 48, Dolly 89, Pavarotti 15.

Moose are named after classic poets and novelist. Examples: Milton 65, Shelley 12, Yeats 98, Poe 87.

RESISTANCE NAMES

Some members of the Resistance dismiss the traditional lab names as “slave names”, part of the Watchers’ oppression. They secretly take “resistance names”, often based on some personal trait.

You may choose if you want a resistance name at the beginning of the game or you may get one later.

Examples of Resistance Names: Big Paw, Green Eye, Quick Paw, Big Claw, Broken Tooth, Spotted Coat.

EXAMPLE

Robin names his rat Salieri 67. He begins the game without a resistance name.

APPEARANCE

You can describe your animal’s fur, body and clothing on the character sheet. You may choose fur freely, based on your animal type. The description of your Role contains suggestions for body and clothing. You can choose one or several words from each category. You may also choose your PC’s body and clothing freely – the suggestions listed for each Role have no direct in-game effect.

AGE

No one in Paradise Valley really cares how long you have been alive, except maybe the Watchers. But your age still matters. Choose if you are a *youngster*, *mature* or an *elder*, and note the choice on your character sheet.

Youngsters are eager to explore, to fight, to prove themselves. They are physically strong and quick in both body and mind, but lack the experience older animals have.

Mature animals are in the prime of life. Perhaps they already have offspring, or are about to. Mature animals lack the power of youth but balance that with greater experience.

Elders are animals lucky or skilled enough to have survived many years in Paradise Valley, despite monsters, natural phenomena and the violent whims of the Watchers.

Your choice of age group affects your attributes, your skills and your rank. Read more about these below.

EXAMPLE

Robin decides Salieri 67 should be of mature age.

ATTRIBUTES

Just like in *Mutant: Year Zero* you have four attributes, that define your basic physical and mental capabilities. They are measured in levels between 1 and 5, the higher the better. Three of the attributes are the same as in *Mutant: Year Zero* (Strength, Agility and Wits) while the last (Instinct) is unique to animal mutants.

Your attributes are used when you roll dice to perform actions in the game, but also to determine how much trauma of different kinds you can take before you are broken. Read more about this in Chapter 6.

Starting Ratings: When you create your character you distribute a number of points across the four attributes. How many points you can use is determined by your age – see the table below. You must use no less than 2 and no more than 4 on each of the attributes. However, you may spend 5 points on the attribute listed as key by your animal type OR by your role. You may not set more than one attribute score to 5.

AGE	ATTRIBUTE POINTS
Youngster	15
Mature	14
Elder	13

STRENGTH

Raw physical power and endurance. Strength is decreased by *damage* and recovered by *food*.

AGILITY

Your overall body control and motor skills. Agility is decreased by *fatigue* and recovered by *water*.

WITS

Intelligence, alertness and sharpness of mind. Wits is decreased by *confusion* and is recovered by *sleep*.

INSTINCT

Raw animal presence and silent communication. Instinct is decreased by *doubt* and is recovered with an *animal behavior* determined by your animal type (see page 80).

EXAMPLE >

Robin can distribute 14 points on Salieri's attributes. He ends up with Strength 2, Agility 5, Wits 4 and Instinct 3. He can set the Agility score to 5 since that is the key attribute for rats. Alternately, he could have set Wits to 5 as that is the key attribute for Scavengers.

SKILLS

Your *skills* are trained abilities and learning, things you have picked up during your life in Paradise Valley. In this game there are twelve basic skills that all animals can use. In addition, every role has a unique, thirteenth skill – a specialist skill.

Skills are measured by skill level, from 0 to 5. You can use a basic skill even if you don't have a skill level. To use a specialist skill, you need at least skill level 1.

The names of the basic skills are listed on your character sheet. Read more about skills and how they work in Chapter 3.

Starting Levels: When creating your character, you get to distribute a number of points across your skills. How many points is determined by your age, see the table below. The maximum starting level for any skill is 3, and you must have at least level 1 in

your specialist skill – apart from that, you choose your skills freely.

AGE	SKILL POINTS
Youngster	8
Mature	10
Elder	12



ANIMAL TYPES AND POWERS

The following list describes which animal powers characters from the different animal types may choose from:

Dog	Hunting Instincts, Furry, Fleet Footed, Predator, Tail, Warning Call
Cat	Fast Reflexes, Hunting Instincts, Climber, Silent, Fleet Footed, Nocturnal, Predator, Tail
Rat	Flight Response, Burrower, Climber, Small, Silent, Nocturnal, Sixth Sense, Herbivore, Tail
Bear	Furry, Fleet Footed, Predator, Huge, Herbivore
Ape	Jumper, Climber, Furry, Fleet Footed, Huge, Warning Call, Herbivore
Rabbit	Fast Reflexes, Flight Response, Burrower, Jumper, Small, Fleet Footed, Sixth sense, Herbivore
Badger	Burrower, Hunting Instincts, Small, Predator, Sixth Sense
Reptile	Amphibian, Fast Reflexes, Poisonous Bite, Jumper, Hunting Instincts, Natural Armor, Tail
Moose	Antlers, Fleet Footed, Flight Response, Huge, Herbivore

EXAMPLE

Robin spends 3 skill points on Scavenge, 2 each on Sense Emotion and Dominate, and 1 each on Move, Know Nature and Heal.

TALENTS

Mutant: Genlab Alpha has a whole new and different set of talents. Talents describe small individual stratagems and abilities. Talents can provide an advantage in some specific situations or may let you use skills in a different way.

When the animal mutants have arrived in the Zone, they may also learn the talents described in *Mutant: Year Zero*, and the human mutants also get access to the talents described in Chapter 4 in this book.

You can choose one talent during character creation. Your role determines which talents you may choose from. You may learn new talents during play.

ANIMAL POWERS

The biggest difference between mutated animals and humans (including human mutants) are the *animal powers*. These powers represent your animal side, the side of you the Watchers can never subdue. The animal powers allow you to perform superhuman actions.

During character creation, you choose two animal powers. Your available choices are limited by your animal type – see the table below.

New Powers: You can develop new animal powers during play. Read more about that on page 24. You can never develop powers from another animal type than your own.

ANIMAL POWER CARDS

The Card Deck for *Mutant: Genlab Alpha* (available for purchase separately) contains playing cards for each animal power in the game. The cards briefly describe how each power works. Place the cards describing your powers next to your character sheet during the game. If several characters have the same power, you have to share the card – who holds the card itself has no effect in-game.

FERAL POINTS

To use an animal power you need Feral Points (FP). An animal power cannot fail, just like mutations in *Mutant: Year Zero* – as long as you have FP to spend the power will take effect. When the beast is released it cannot be stopped. But just like mutations, the animal powers can have undesirable side effects – once the beast has been released it is not easily caged again. Read more about animal powers in Chapter 5.

- At the beginning of every game session, you get a number of FP equal to the number of animal powers you have.
- You can gain extra FP by pushing a dice roll when using a skill (see page 41).
- You can never have more than 10 FP.

EXAMPLE

Robin chooses the animal powers Flight Response and Small for Salieri 67.

RANK

Another thing separating human mutants from animals is the strict hierarchy in the tribe. Knowing who is above you and who is below you in the pecking order is a natural part of life. If you challenge someone of higher rank you better be sure of winning – otherwise you might be forced into exile or killed.

Your *rank* is a numerical value, from zero and up. Rank is used in social conflicts with other animal mutants – read more about this in Chapter 6. Your rank can change during play (page 25).

**MUTATIONS AND “THE TAINTED”**

Sometimes in Paradise Valley, animals are born that are different. They have strange physical deformities and sometimes powerful and frightening abilities. It might be a rabbit with gills or a rat that can set things ablaze with pure mind power. The tribes call these individuals “tainted” and treat them with great mistrust. The most common opinion is that these changes stem from the experiments conducted by the Watchers. Tainted animal mutants are often forced into exile from their habitats and live elsewhere in the valley, sometimes with another tribe.

Tainted animal mutants have mutations like those in *Mutant: Year Zero*. If you have access to that book, you may choose to play a tainted animal mutant. Tainted characters may only choose one animal power instead of two but also draw a random Mutation Card. As “tainted” you possess both animal powers and mutations. How to use these different abilities is explained in Chapter 5.

**STARTING RANK**

At character creation you have a rank based on your age. Rank is then modified based on your role. See the table below.

Youngster	2
Mature	4
Elder	6
Seer	+3
Warrior	+2
Healer	+1
Hunter	±0
Scavenger	-1
Tainted	-2

**EXAMPLE**

Salieri 67 is of mature age and is a Scavenger, which gives him rank 3 (4-1) at character creation.

RELATIONSHIPS AND DREAMS

All animals, even the solitary bears, are social creatures. Within the tribe you have your friends – and your rivals. The tribe is your home, it is your safety – but it isn’t everything. You are not simply an animal. Part of you is human and that part has its own dreams about what you want to achieve in life.

Your tribe relationships and your dreams determine how you gain Experience Points (page 24) and can also be used by the GM to create exciting situations in-game.

RELATIONSHIPS TO PCs

When your character enters the game, he probably already has a relationship to the other player characters (page 21). If so, you should determine these relationships when creating your PC. You only need to write one sentence per PC. Your role description gives you premade options to pick from, or just to be inspired by.

OFFSPRING

Unlike the mutants in the Ark in *Mutant: Year Zero*, animal mutants are not sterile. There are many new cubs and spawn born each year. However, there is no rigid family tradition like those humans had in the Old World. Animal females are in heat only once or twice every year, and during that time, many offspring are conceived. Young animals are usually raised jointly by the entire tribe, and the elders play an important part in that.



Buddy: When you have noted your relationships to the other PCs you must choose which one of them you feel closest to. That PC is your *buddy*.

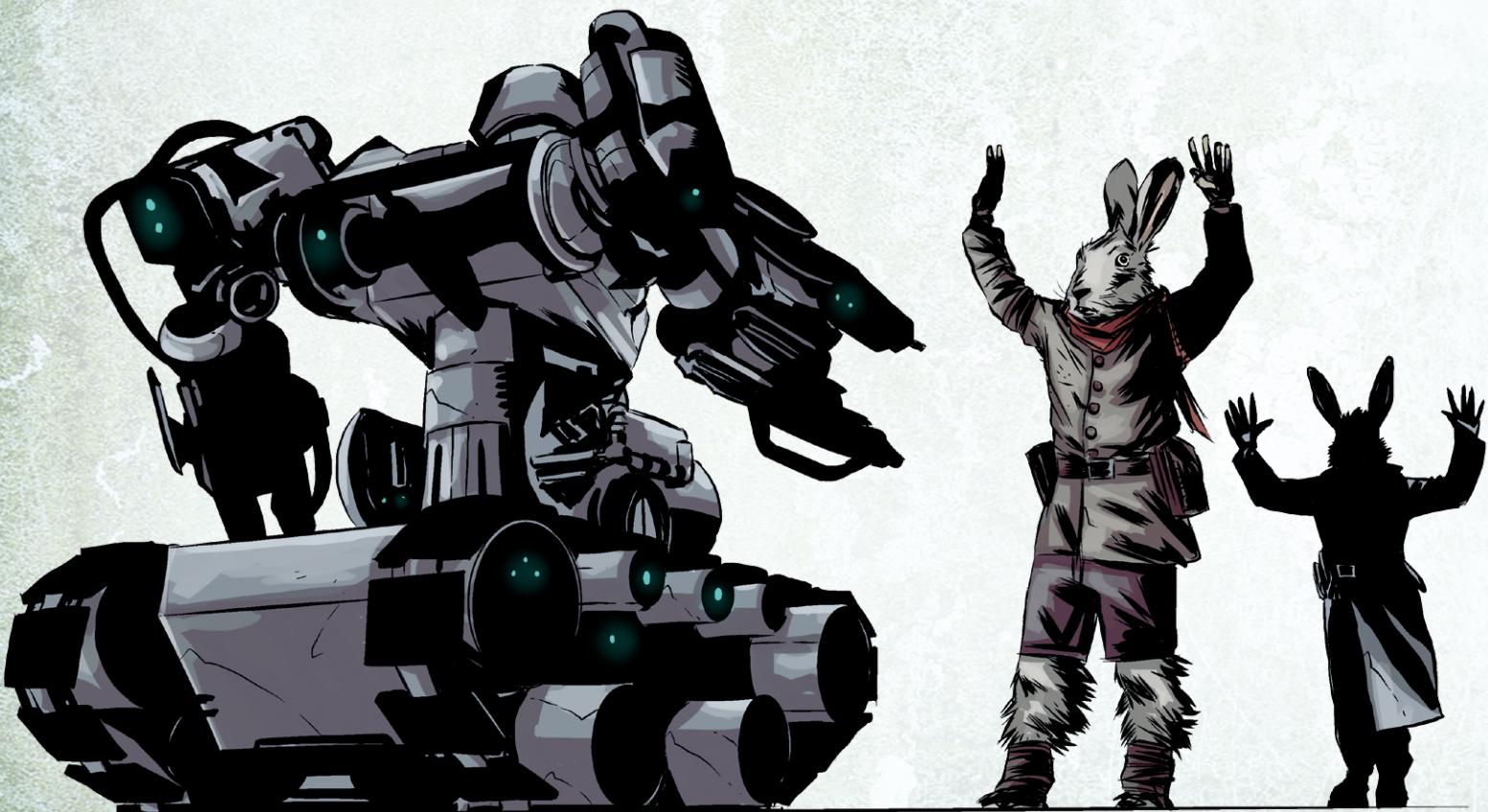
Mark your choice in the checkbox on the character sheet.

RELATIONSHIPS TO NPCs

Once relationships with the other PCs have been written down, it is time to take a closer look at some NPCs. Choose two NPCs that are important to you - often other animal mutants within your own tribe. You must choose one NPC who is your rival and another that you want to protect. Your role description provides premade options here as well. If you prefer to make these NPCs up by yourself (or together with the other players in the group), that's fine too.

YOUR BIG DREAM

Finally you must choose your big dream, your innermost wish. Like relationships, your role has premade options to choose from.



CHANGE RELATIONSHIPS & DREAMS

Events during the course of the game can change your PC fundamentally. Your relationships to other PCs, which NPCs matter most to you, and what your big dream is – all of this is subject to change. After every game session, when XP have been distributed, you may change any or all of these freely. You are not allowed to make changes during the session, only after.

GEAR

Another thing that separates animal mutants from wild animals are personal belongings. Perhaps it is the remnants of humankind within you that creates the desire to own things that are yours and yours alone.

Animal mutants trade within the habitats and between the tribes, read more in Chapter 7. Food, clothes, weapons and artifacts from the Old World are much sought after.

You must write down all the gear you carry on your character sheet. Write one item per row. If it's not listed, you don't have it. Then you have forgotten it or dropped it.

Starting Gear: Your role description tells you what gear you can choose from when starting the game, and how much food and water you have.

Food & Water: You must consume one ration of food and one ration of water per day, or you'll suffer. Read more about this on page 83.

ENCUMBRANCE

You can easily carry a number of regular items equal to double your Strength score. Use your base Strength for this, not the temporarily decreased value you get when you are hurt.

HEAVY & LIGHT ITEMS

An item designated as *heavy* counts as two regular items, and takes up two rows on your character sheet. At the opposite end of the spectrum, there are items that are *light* – they count as half of a regular item, and you can list two of them on the same row on your sheet.

FOOD & WATER

Four rations of food or water count as one regular item. That means you can list four rations on one row on your character sheet, or two rations plus one light item.

TINY ITEMS

Things even smaller than light items are called *tiny*. They are so small and light that they don't encumber you at all. The rule of thumb is: if the item can be hidden in a closed fist, it's tiny. Tiny things must be noted on your character sheet even if they don't encumber you.

AMMUNITION

Bows require arrows, slings require stones and firearms from the Old World require bullets. A few arrows, rocks or bullets count as tiny items. Ten or more counts as a light item, over 20 as a normal item and over 40 as a heavy item.

OVER-ENCUMBERED

You can temporarily carry more than your normal limit. The drawback is that you have to make a roll for the Force skill (page 46) when you want to walk a significant distance. The same rule applies if you drag some other heavy object. If you fail your skill roll, you have to drop what you are carrying, stay where you are or suffer of point of damage and carry on a little longer.

YOUR DEN

The last thing to do before you start the game is to describe your den, your home in the habitat where you rest between your adventures. You can store food and other items you cannot carry here. You have to write down everything you store in your den. You can choose if you want your own den or if you share it with other animals from your tribe. Describe your den with a sentence or two on the character sheet.



DEVELOPING YOUR ANIMAL

Life in Paradise Valley is filled with challenges, and if you survive you can be certain you will change over time and perhaps learn a thing or two along the way. You can develop your mutant in several different ways during the game.

NEW ANIMAL POWERS

Every time you activate an animal power there is a small risk that the beast within you takes over completely. Read more about that in Chapter 5. This means you lose control over your character for a while – or maybe forever. When the beast is released, you can also develop a *new animal power*, a latent ability that has been held in check by your human side. Your choices of new animal powers are still limited by your animal type – see the table on page 20.

Max Four: You can never have more than four animal powers. Once you have four you will not gain others, and keep the four you have for the rest of your life.

Mutations: If you are “tainted” (page 21) you can also develop new mutations, as per the rules in *Mutant: Year Zero*. You can have no more than four abilities all together (mutations and/or animal powers). When you have a total of four abilities you cannot gain new animal powers. If you have four abilities and gain a new mutation you must choose an existing mutation that regresses – animal powers never disappear.

EXPERIENCE

The human side of your being has an ability that wild animals lack – to learn from your mistakes and remember lots of information. Such learning is measured in Experience Points (XP). You get your XP at the end of every session. Hold a debriefing and let the entire group talk about that session’s event. For each of the following questions that you can answer with a “yes”, you get one XP:

- ❑ Did you participate in the session? (You get one XP just for being there.)
- ❑ Did you sacrifice or risk something for your tribe?
- ❑ Did you sacrifice or risk something for the Resistance?
- ❑ Did you sacrifice or risk something for your PC buddy? (page 22)
- ❑ Did you sacrifice or risk something for the NPC you want to keep safe?
- ❑ Did you sacrifice or risk something to mess with the NPC you hate?
- ❑ Did you sacrifice or risk something to reach your big dream?

The GM has the final say on how many XP each PC should get, but let all players around the table take part in the discussion. Mark your XP total in the check boxes on your character sheet. Once XP has been distributed you may change your relationships and your big dream.

CHANGE YOUR RANK

Your rank in the tribe can be affected by your actions. During the debriefing, check the below questions. If you can answer yes to at least one of them, your rank increases one step:

- ❑ Have you defeated another animal with a higher rank than you in a dominance conflict?
- ❑ Have you risked your life to help your tribe?

If you can answer yes to one or more of the below questions, your rank instead decreased one step:

- ❑ Have you been defeated by another animal with a lower rank than you in a dominance conflict?
- ❑ Have you failed your tribe in some way?

For your rank to change, your actions must have come to be known by your tribe – if no one knows what you have done, your rank does not change.

If you have done things to both increase and decrease your rank, it stays the same.

RAISE A SKILL OR GET A TALENT

Once you have collected five XP you can improve your PC – either raise a skill of your choice by one level, or learn one new talent. You can raise any basic skill you like (even if you had no level in it to begin with), but not specialist skills from another role. You can choose a talent specific to your role, or any of the general talents (Chapter 4), but not a talent from another role. Once you have made an improvement, erase all XP marks and start over. Once you have gained another five XP you can improve your character again.

NEW RELATIONSHIPS AND DREAMS

After every session, after XP have been awarded, you may revisit your choice of important PC and NPC relationships, as well as your big dream.



GENLAB ALPHA																													
MUTANT YEAR ZERO																													
ATTRIBUTES <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>Strength</td> <td>2</td> <td>Damage</td> <td>● ● ● ●</td> <td></td> </tr> <tr> <td>Agility</td> <td>5</td> <td>Fatigue</td> <td>● ● ● ●</td> <td></td> </tr> <tr> <td>Wits</td> <td>4</td> <td>Confusion</td> <td>● ● ● ●</td> <td></td> </tr> <tr> <td>Instinct</td> <td>3</td> <td>Doubt</td> <td>● ● ● ●</td> <td></td> </tr> </table>			Strength	2	Damage	● ● ● ●		Agility	5	Fatigue	● ● ● ●		Wits	4	Confusion	● ● ● ●		Instinct	3	Doubt	● ● ● ●								
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EXPERIENCE POINTS 																													

GENLAB ALPHA

MUTANT

YEAR ZERO

MY DEN	
Description: SHARES A CRAMPED ROOM IN RAT CASTLE WITH	
11 SIBLINGS	
Gear Stashed:	
Other:	

The background of the slide is a dark, textured image of a rocky or metallic surface, possibly a ship's hull or a rocky shore. A faint watermark of a lighthouse is visible in the center of the slide.

HEALER

Life after the Apocalypse is filled with pain and suffering. Your calling is to ease the suffering, to give the broken a chance to live to fight another day. This doesn't mean you shy from danger – you are willing to risk your own life to save others. You are a Healer.



Key Attribute: Instinct**Special Skill:** Brew Potions

APPEARANCE

- Face:** friendly eyes, vacant stare, teary-eyed, scarred face, stethoscope around the neck
- Body:** bent back, slender, fat, short, limping
- Clothing:** Ragged doctor's coat, overalls, bandaged limb, doctor's head mirror, doctor's bag

TALENTS

Choose one, you can learn more later. Talents are explained in Chapter 4.

- Moonshiner**
- Surgeon**
- Therapist**

RELATIONSHIPS TO OTHER PCS

Choose from the options below or decide for yourself.

- ... always ends up in trouble. And you always have to save him.
- ... is not worth saving. Next time perhaps you ... happen to fail.
- ... refuses to accept your help when he needs it. Moron.
- ... keeps coming to you for help. You have others to heal.

RELATIONSHIPS TO NPCS

Choose from the options below or decide for yourself. Assign a suitable name to each NPC.

You hate:

- The Healer ... who believes he is better than you.
- The Warrior ... who always takes advantage of your healing abilities but never says thank you.
- The Scavenger ... who saw you sampling the medical alcohol.

You want to protect:

- Your child ... who you value above all else.
- The tribe leader ... who must be kept alive, for everyone's sake.
- The Scavenger ... who procures healing drugs for you.

YOUR BIG DREAM

Choose from the options below or decide for yourself.

- To learn everything about the advanced healing arts of the Old Age.
- To save the life of the pack leader and be celebrated for it.
- To take a life for a change.

GEAR

You start the game with D6 rations of food and D6 rations of water.

Choose one of these starting weapons: knife, sling.

HUNTER

Nature is your home. The woods and the marshes, the open moors and the lakes – wherever you can find peace of mind and get away from the jabber of others. They say nature is dangerous, that it is evil. And sure, you have seen the beasts that roam the lands. But you know how to move unseen and unheard – and to kill efficiently, if required. When you drag your prey back to the pack no one complains. You are a Hunter.



Key Attribute: Agility

Special Skill: Hunt

APPEARANCE

- **Face:** watchful stare, vacant stare, weathered face, scarred face, trophies hung around the neck
- **Body:** crouched, gnarly, skinny, lithe, short
- **Clothes:** ragged quilted jacket, hooded raincoat, camouflage jacket, ski cap, backpack

TALENTS

Choose one, you can learn more later. Talents are explained in Chapter 4.

- **Bowyer**
- **Skinner**
- **Trapper**

RELATIONSHIPS TO OTHER PCS

Choose from the options below or decide for yourself.

- ... always makes noise. If he doesn't get it together you will silence him. Permanently.
- ... is ravenous and eats all the food you catch.
- ... is a reliable companion you can trust in the wilderness.
- ... believes he is the best and the strongest. He will get all of you in trouble one day.

RELATIONSHIPS TO NPCs

Choose from the options below or decide for yourself. Assign a suitable name to each NPC.

You hate:

- The Hunter ... who always brings down bigger prey than you do.
- The tribe leader ... who eats of your prey without asking.
- The Scavenger ... who always shows up on your hunting grounds and disturbs you.

You want to protect:

- Your younger sibling ... who always manages to get into trouble.
- Your fellow Hunter ... who protects you, and you protect him.
- The Seer ... who knows where the largest prey can be found.

YOUR BIG DREAM

Choose from the options below or decide for yourself.

- To bring down a hornbug or some other giant monster.
- To leave the habitat of the tribe for good and roam freely through the wilderness.
- To find a source of food plentiful enough to keep your pack from hunger forever.

GEAR

You begin the game with D6 rations of food and 2D6 ration water.

Choose two of these weapons: knife, spear, sling, bow (with D6 arrows)



WARRIOR

The war drums beating at dawn is your pulse. You fear battle, but covet it too. Battle is your life. Your duty is to protect the tribe from enemies of all kinds, and it is a duty you perform rigorously – but truth is that it is battle itself you live for. When it is over, you clean your weapons and prepare for the next time.

You are a Warrior.

Key Attribute: Strength

Special Skill: Measure Enemy

APPEARANCE

- Face:** watchful stare, intense stare, dead eyes, scarred face, warpaint
- Body:** powerful, lithe, muscular, huge, gnarly
- Clothing:** camouflage jacket, military uniform, captain's hat, hockey pads, hockey mask

TALENTS

Choose one, you can learn more later. Talents are explained in Chapter 4.

- Stonewall**
- Weapon Maker**
- Weapon Master**

RELATIONSHIPS TO OTHER PCS

Choose from the options below or decide for yourself.

- ... is the weak link of the group. He needs to be disciplined. Over and over.
- ... has fought by your side many times and has proven his worth.
- ... has saved your life on multiple occasions. How will you repay your debt?
- ... is creepy. You never know what he is thinking.

RELATIONSHIPS TO NPCs

Choose from the options below or decide for yourself. Assign a suitable name to each NPC.

You hate:

- The Warrior ... who beat you in single combat.
- The Seer ... who foretells your death before every battle.
- The Healer ... who failed to save your friend.

You want to protect:

- The Healer ... who has saved your live many times.
- The elder ... who you always try to prove yourself to.
- Your Warrior friend ... who always fights by your side.

YOUR BIG DREAM

Choose from the options below or decide for yourself.

- To face an equal in combat and defeat him.
- To defend your tribe from a lethal threat.
- To find the ancient weapons of humankind and learn how to use them.

GEAR

You start the game with 2D6 rations of food and D6 rations of water.

Choose two of these weapons: machete, spiked club, axe, sledgehammer. You also get hockey pads or a hockey mask (artifacts).

SEER

The wind through the high grass, the buzzing of insects, the roar of the river in the distance. To you, the sounds of nature are voices, messages about what has come before – or what is yet to come. As long as you listen closely. If your ability is natural or a result of the experiments of the Watchers, you cannot say. You don't care. Gazing into the future has advantages, and other members of your tribe view those like you with reverence and respect. You are a Seer.



Key Attribute: Instinct

Special Skill: Scry



APPEARANCE

- **Face:** crazy eyes, unseeing eyes, Santa Claus mask, amulets around the neck, ritual face paint
- **Body:** bent back, gangly, slender, gnarly, fat
- **Clothing:** ragged tailcoat, colorful raincoat, clown costume, scrap and knick-knacks, flowery shower curtain

TALENTS

Choose one, you can learn more later. Talents are explained in Chapter 4.

- **Death Visions**
- **Sudden Visions**
- **Totem Maker**

RELATIONSHIPS TO OTHER PCS

Choose from the options below or decide for yourself.

- ... will die soon. You better remind him. All the time.
- ... should have performed a heroic deed by now. What is he waiting for?
- ... is strong enough to carry you when you are exhausted. A seer needs her rest.
- ... seems to doubt your divinations. How rude!

RELATIONSHIPS TO NPCs

Choose from the options below or decide for yourself. Assign a suitable name to each NPC.

You hate:

- The Seer ... whose divinations always are the opposite of yours.
- The tribe leader ... who will lead you all to ruin.
- The Warrior ... who refuses to die even though you have predicted it time and time again.

You want to protect:

- The Hunter ... who supplies you with food and water.
- The Warrior ... who has an important task to perform.
- The Healer ... who cooks gallons of booze for you.

YOUR BIG DREAM

Choose from the options below or decide for yourself.

- To see your tribe meet its doom and scatter, just as you have prophesized.
- To find the new and safe haven for the tribe that you have seen in your visions.
- To find the weapons of humankind and learn how to use them.

GEAR

You start the game with D6 rations of food and D6 rations of water. A seer staff serves you as a weapon.



SCAVENGER

Trash? What trash? Where you go, you drag your cart or backpack with you, filled with stuff. Your collection of treasures from the lost world of humankind. The other animals in the tribe giggle and whisper about you, but you don't care one bit. Some day they will be in trouble – perhaps you will have the specific item that can save them. You are a Scavenger.

Key Attribute: Wits**Special Skill:** Scavenge

APPEARANCE

- **Face:** inquisitive gaze, shifty eyes, nervous sniffing, scrap hanging from neck chain, cooking pot helmet
- **Body:** gnarly, short, wiry, bent back, heavy-set
- **Clothing:** hooded raincoat, knitted cardigan, ragged quilted jacket, t-shirt with print, army cap

TALENTS

Choose one, you can learn more later. Talents are explained in Chapter 4.

- **Hideout**
- **Scrounger**
- **Weapons Collector**

RELATIONSHIPS TO OTHER PCS

Choose from the options below or decide for yourself.

- ... wants to take your stuff. Hold on to them.
- ... is your idol. Offer him stuff. All the time.
- ... thinks you smell bad. Stinking lies – or are they?
- ... thinks he can tell you what to do. You won't be bullied.

RELATIONSHIPS TO NPCs

Choose from the options below or decide for yourself. Assign a suitable name to each NPC.

You hate:

- The Scavenger ... who steals your stuff. Probably.
- The Hunter ... who left you alone in the woods.
- The Warrior ... who mocks you but still wants your stuff.

You want to protect:

- The Warrior ... who is nice and always gets you out of trouble.
- The Seer ... who might some day tell you about your destiny.
- The Scavenger ... who is a good friend and pays handsomely for artifacts.

YOUR BIG DREAM

Choose from the options below or decide for yourself.

- To find a perfect artifact that will strike the tribe with awe.
- To find the perfect hideout where no one will be able to find your stuff.
- To pack up all your stuff and leave for better scraptures.

GEAR

Apart from your hoard (see the Scavenge skill on page 53), you begin the game with D6 rations of food and D6 rations of water. You can also draw one random artifact card at the beginning of the game.

Choose one of these weapons: knife, club, sling





SKILLS

Paradise Valley is your home. Despite its dangers and unknown threats, you know how to live there. You know where you can roam freely and which areas to avoid. You know where prey graze, pure water gathers, and edible grass can be found. For most things you want to do in the game, you simply describe your actions, and it happens. You describe what you do, the GM tells you what happens, then you respond, and so on, back and forth. But not always. Sometimes there is a situation where your life or the pack is threatened, when a lot is at stake and the result is uncertain. Then it's time to get the dice and use a *skill*.

ROLLING DICE

Just like in *Mutant: Year Zero*, there are twelve basic skills in *Mutant: Genlab Alpha*. Anyone can use these – PCs as well as NPCs. Furthermore, every role has one unique thirteenth skill. All the skills are described later in this chapter. Every skill is connected to one of the four attributes – Strength, Agility, Wits and Instinct.

❖ MEANS SUCCESS

When you use a skill, first describe what your animal does or says. Then, grab a number of Skill Dice (green) equal to your skill level, and a number of Base Dice (yellow) equal to the current value of the attribute connected to the skill. If you are using

THE BASIC SKILLS

- Endure (Strength)
- Force (Strength)
- Fight (Strength)
- Move (Agility)
- Sneak (Agility)
- Shoot (Agility)
- Scout (Wits)
- Know Nature (Wits)
- Comprehend (Wits)
- Sense Emotion (Instinct)
- Dominate (Instinct)
- Heal (Instinct)



the right gear, you also get a number of Gear Dice (black). Then just roll all the dice together.

For your action to succeed, you must roll at least one ❖ symbol – if not, your action fails. If you roll more than one ❖, you can perform stunts (page 46 and forward).

The ❖ Symbol: On the Base Dice (but not the Skill Dice), the “one” is replaced by the symbol ❖. These have no effect on this first roll – only count them when you push your roll (below).

ROLLING WITHOUT SKILL LEVEL

You can always roll for a skill, even if your skill level is zero – just roll Base Dice for the attribute, plus any Gear Dice. The exception to this rule are the roles' specialist skills – to use these, you need at least skill level 1.

EXAMPLE >

While on a scrap hunt, Salieri 67 is suddenly attacked by a ravenous Winged Moray. Salieri 67 doesn't want to Move away from his scrap trove, and chooses to Fight. His Fight skill level is 0 and he is only allowed to roll two Base Dice (his Strength is 2). Things are looking grim.

THE ART OF FAILURE

If you roll no , something goes wrong. You're now at the GM's mercy and she decides what happens. The only thing she *can't* say is "nothing happens". Failure should always have consequences. The final decision is up to the GM. It could be that you suffer trauma, lose something valuable, need to make a detour, or face a new threat or obstacle of some kind. You have a final lifeline if you desperately want to avoid failing – you can push your roll (below).

HUMANS AND ANIMALS

Most of the basic skills are the same as those in *Mutant: Year Zero*, but there is one exception: Dominate. Human mutants can never learn this skill, just like animal mutants can never learn Manipulate. However, these skills can be used against "the other" – a human mutant can Manipulate an animal mutant, and an animal mutant can Dominate a human mutant.

There is another skill which differs in name from *Year Zero*: Know Nature is known as Know the Zone there. However, how you put these skills to use are identical. Consider these two skills the same.

Conflicts: During conflicts (Chapter 6), a failed roll might not have very severe consequences in itself. It's usually enough of a consequence that your attack misses the enemy – making it his turn to act and get back at you. The GM *can* impose additional consequences of a failed roll even in conflicts though – such as your missed arrow hitting someone other than who you were aiming for.

ROLLS WITHOUT SKILL

If an action you want to perform in the game does not fit any skill, you and the GM should consider if this really is a situation important enough to warrant a dice roll. The GM can just make a quick judgment call and move on. If you still feel dice should be rolled, the GM decides what attribute is most useful in the situation, and you roll only Base Dice.

PUSHING YOUR ROLL

If you are desperate to succeed and refuse to give up, you can *push* your roll. That means you grab all dice that didn't come up with a  or , and roll them again. You get a new shot at rolling . You can never push dice that show  – they stay as they were on the table.

You cannot choose which specific dice to roll again – when you push you have to roll all dice that didn't come up with  or .

Usually, you would only push a roll if you failed it – although you can push a roll even if you did get  in your first roll, in order to get more of them to perform stunts. Pushing a roll is not without risk – read more about that below.

How a pushed roll plays out in story terms depends on what skill you are using. It can take the form of a great physical exertion, total mental focus or emotional strain.

Gear Dice: If you push a roll, you must also push any Gear Dice (below).

Only Once: You can only push your roll *once*. If you don't succeed on your second try you are done for, all you can do is take the hit and suffer the consequences.

❖ FUELS THE FERAL RAGE

When you push yourself this hard there is a risk that you will release the beast within. When you push a roll you get one Feral Point (FP) for every ❖ you have rolled. All ❖ count, even the ones in your first roll, before you re-roll. You need FP to activate your animal powers (Chapter 5). Feral Points correspond to Mutation Points in *Mutant: Year Zero*, but do not work in exactly the same way.

Trauma: Releasing the beast has a prize. When you push yourself to the limits your body or mind can be exhausted. If you roll ❖ when pushing a roll you also suffer one point of *trauma* to the attribute used in your roll. You suffer an equal number of trauma as the number of Feral Points you gained – that is, one for every ❖ you have rolled (regardless of they are in your first or second roll).

DESCRIBE YOUR ACTION

In *Mutant: Genlab Alpha* you create a story together. A skill roll is a dramatic event – first set out what you want to achieve, so that everyone around the table knows what's at stake. Then, roll the dice. If you succeed, interpret the result and explain what happens. Describe what you do, what you say or even what you think. How your enemy reacts. If you push your roll, describe what you do. Do it right away, don't wait for a prompt from the GM – only if you go beyond the result of the dice roll should the GM stop you.



How trauma works, and how you recover from it, is explained in Chapter 6.



MOVE

03

EXAMPLE >

Salieri 67 failed his *Fight* roll against the Winged Moray – he did not roll any ♦ or ♦. But the rabid rat refuses to yield. He pushes his roll, rolling one ♦ and one ♦. Salieri 67 claws and bites the Moray. Unleashing the ferocity of the beast gives him one FP, but he also suffers a point of damage.

ONE SHOT ONLY

As a general rule, you only get one shot at particular action. When the dice have been rolled – and pushed, if you so choose – you can't roll again to achieve the exact same thing. You'll have to try something else or wait until the circumstances have changed in some major way. Or let another PC try.

In conflicts (Chapter 6), the GM should be more forgiving. You can attack the same enemy over and over if he won't go down – it's enough if you describe what you do differently this time.

GEAR

One important thing separating you from wild animals is your ability to use *gear*. Your paws resemble human hands and your brain can figure out how gear can help you. To increase the chance of succeeding on a roll, you can use gear. This can mean anything from using a stick as a weapon against an enemy to firing one of the mythical energy weapons the Watchers use.

Gear List: A list of gear available in Paradise Valley can be found in the back of this book.

Gear Dice: A useful object will give you a *Gear Bonus* – a number of Gear Dice to roll (the black ones). How many Gear Dice you get is listed in the weapon table on page 77 or on the Artifact Cards. You roll the Gear Dice with the Base Dice and Skill Dice, and they are interpreted in the same way: ♦ means success.

One at a Time: Normally, you can only use one piece of gear at a time. You can't get a Gear Bonus for the same roll from more than one object.

FAILING FORWARD

A failed roll does not necessarily mean that you do not achieve the goal of your action. The GM can decide that you achieve your goal, but that some misfortune happens along the way. This is called “failing forward” – despite the dice indicating failure the action itself succeeds but at a high price. This can be a good way of avoiding the story stalling because of a failed dice roll.



GEAR BREAKS

When you use a piece of gear and you push your roll (above), the gear might get damaged. When you push a roll, you must reroll all Gear Dice that don't show ♦ or ♦. For every Gear Dice that shows ♦ after you have pushed the roll, the Gear Bonus decreases by one. The gear has been damaged and is not as effective anymore. Gear Dice won't give you Feral Points – only Base Dice do that.

If the Gear Bonus reaches zero, the gear no longer works at all. In order to repair broken gear and restore its Gear Bonus, you need the Mechanic talent (Chapter 4).

EXAMPLE >

In the next round, the Gatherer Salieri 67 picks up a baseball bat – gear that gives him a Gear Bonus of +2 to *Fight*. He attacks the Winged Moray again, and rolls one Base Dice (he is down to Strength 1) and two Gear Dice (from the baseball bat). Miss again. Salieri 67 pushes the roll again, and rolls one ♦ and one ♦ on his Gear Dice. The wild swing hits the Moray but the bat is damaged as well, and now has a Gear Bonus of only +1.

MODIFICATION

Sometimes external factors help you to succeed. This gives you extra Skill Dice to roll. On other occasions, something hampers your action. In those cases, you roll fewer Skill Dice than normal. Either way, such adjustments are called *modifications*.

NPCS AND SKILLS

Animal mutants controlled by the GM use skills just like the PCs do. The GM rolls dice for them, they can push their rolls, suffer trauma and get Feral Points just like PCs. But the GM should only roll for actions that directly affect a PC – for example, when the NPC is Fighting or trying to save a PC. In other cases, the GM should generally just decide the outcome of the action, without rolling dice.



Modification +1 means you roll one extra Skill Die, +2 means you roll two extra Skill Dice, and so on. Modification -1 means you roll one Skill Dice fewer than normal, -2 means two fewer, and so on.

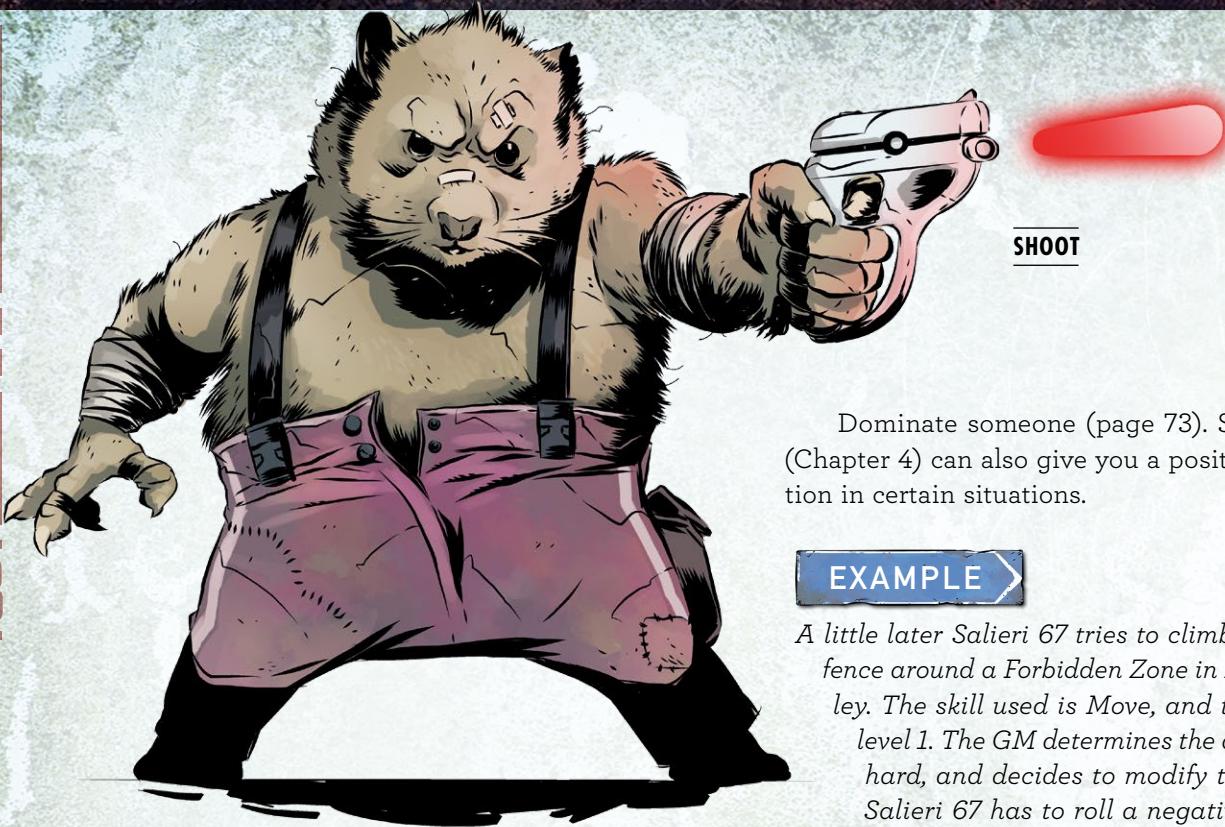
Modification only ever affects Skill Dice – never Base Dice or Gear Dice.

If several modifications apply to the same roll, add them together. Modification +2 and -1 added together gives you a modification of +1.

Negative Dice: If, after modification, you end up with exactly zero Skill Dice, you just roll your Base Dice (and any Gear Dice). If you go below zero, you must roll this negative number of Skill Dice. The dice are then called *negative*. Any ♦ on negative Skill Dice eliminate an equal number of ♦ on Base or Gear Dice. If you push your roll you must reroll negative Skill Dice too (except the ones showing ♦ of course).

You can get modifications in two ways: through the difficulty of the action itself, or through help from others.





Dominate someone (page 73). Some talents (Chapter 4) can also give you a positive modification in certain situations.

EXAMPLE

A little later Salieri 67 tries to climb over a high fence around a Forbidden Zone in Paradise Valley. The skill used is Move, and the rat's skill level 1. The GM determines the action is very hard, and decides to modify the roll by -2. Salieri 67 has to roll a negative Skill Dice. He rolls his five Base Dice (Agility 5) and rolls one ♫. Unfortunately, the negative Skill Dice also comes up as ♫ which negates the ♫ he rolled with his Base Dice. The climb fails and the player Robin has to ask himself if it's worth pushing the roll.

HELP FROM OTHERS

Other PCs or NPCs around you can help you succeed. They have to say so up front, before you roll your dice. It also has to make sense in terms of the story – they have to be physically present and be able to support your action in a direct way. The GM has final say.

For every person helping you, you get a +1 modification. No more than three people can help you make the roll, which means your maximum modification for help from others is +3.

Whoever chooses to help you with a roll during conflict (see Chapter 6) loses their own action that round – you cannot help someone while at the same time using an action of your own. However, you can help others at the same time you're performing a maneuver (page 70).

Seers have the Specialist skill Scry that can be used to increase or decrease Skill rolls for others. Read more on page 51.

DIFFICULTY

Normally, the GM doesn't assess how difficult an action is. You only roll dice in challenging situations – period. But sometimes, the GM might want to underscore that external factors help or hinder an action. Use this table for guidance:

DIFFICULTY	MODIFICATION
A Breeze	+3
Simple	+2
Easy	+1
Normal	±0
Demanding	-1
Hard	-2
Insane	-3

There are also cases when modifications are imposed by the rules, like when you aim carefully with a gun (page 76), shoot at long range or if you're in a bad *bargaining position* when trying to

NPCs can help each other in the same way as PCs. Letting NPCs act in groups rather than individually is often a useful way to handle a large number of NPCs in conflicts.

EXAMPLE >

Salieri 67 wants to try to climb the fence again, this time with help from his two friend, the badger Gretzky 12 and the rabbit Totti 05. Both have a Skill level of 1 or more and can help the rat Move. Their help gives Salieri a modification of +2, which negates the negative modification from the difficult action. Robin rolls five Base Dice and one Skill Dice. The roll succeeds and Salieri 67 enters the Forbidden Zone!

SIMULTANEOUS ACTIONS

You and the other PCs *cannot* help each other when you're acting *simultaneously*, that is, performing the same action side by side. Examples are struggling your way through a fierce snowstorm (Endure) or detecting an ambush (Scout). In this case, you all roll separate rolls. If you want to help someone, you can't perform the action yourself.

If you roll very successfully some skills allow you to help a friend, and they don't have to roll themselves. You can help them in this way even if they have tried on their own and failed.

OPPOSED ROLLS

Sometime it's not enough to roll a ♫ to succeed at a skill roll. In certain cases, you need to overcome your opponent in an *opposed roll*. To win an opposed roll, you need to make your roll and roll more ♫ than your opponent does. Every ♫ rolled by your opponent negates a ♫ rolled by you. Only you (the aggressor) can push the roll.

Opposed rolls are used in dominance conflicts (page 73) and in sneaking (page 72). The GM can use this mechanic in other appropriate situations, such as a Force vs Force roll to resolve an armwrestle.

Conflicts: In a conflict (Chapter 6), an opposed roll only counts as an action for you, not for your

CHANCE OF SUCCESS

When you roll lots of dice it can be hard to get a feel for your chance of success. The table below shows the probability, in percentages, of making a roll with 1 to 10 dice. The third column shows the chance of success if you push the roll.

NUMBER OF DICE	CHANCE OF SUCCESS	PUSHED ROLL
1	17%	29%
2	31%	50%
3	42%	64%
4	52%	74%
5	60%	81%
6	67%	87%
7	72%	90%
8	77%	93%
9	81%	95%
10	84%	96%



opponent (the defender). Defending in close combat (page 75) is technically not an opposed roll, as it follows somewhat different mechanics.

BASIC SKILLS

In this section, the twelve basic skills which all PCs and NPCs can use are described. For most skills, stunts you can perform if you roll more than one ♫ are described.

ENDURE (STRENGTH)

When the wind lashes the mountain or the cold cuts to the bone, when you need to gather all your strength to survive, you Endure.

Failure: You just can't take it anymore. You have to rest, if just for a couple of hours. But what if some predator spots you?



FIGHT

Success: You manage to push on, ignoring the pain just a little longer.

Stunt: Every extra ♫ rolled allows you to help a friend (PC or NPC) in the same situation as you. He can keep moving, and doesn't have to roll himself. You can even choose this stunt when you only roll one ♫ – that means you help your friend while sacrificing yourself.

FORCE (STRENGTH)

When you need to lift a heavy old piece of scrap or bend the prison bars the Watchers have built, you Force. You use this skill to perform all kinds of feats of strength.

Failure: It's just too heavy. You need to find another way. And what if the noise you made attracted unwanted company?

Success: With a roar, you push through and get whatever it was out of your way.

Stunts: Every extra ♫ rolled beyond the first allows you to choose one of these stunts:

- ▢ You push or throw the object with great force. One target of your choice within Arm's Length suffers damage equal to the number of extra ♫.
- ▢ If applicable in the situation, you find or reveal a hidden passage or object. The GM decides what it is.

FIGHT (STRENGTH)

Life in Paradise Valley is hard. Sometimes you have no choice but to Fight – with rivals within your tribe, with other tribes, and perhaps, one day, with the Watchers themselves. Roll for this skill when you attack someone in close combat. You can also use the skill to parry. Read more in Chapter 6.

Failure: You stumble and miss. Now it's your opponent's turn...

Success: You hit, and inflict weapon damage (page 77) on your opponent.

Stunts: Every extra ♫ rolled allows you to choose one of these stunts:

- You inflict one more point of damage. You can choose this stunt multiple times, if you roll several extra ♫.
- You subdue or tire your enemy. He suffers one point of fatigue (page 78).
- You increase your initiative score by 2 (page 69), taking effect next turn.
- You knock or pull a weapon or other object from your opponent. Your target's initiative score is also decreased one point.
- Your opponent falls to the ground or is pushed back, for example through a doorway or over a cliff.
- You hold the opponent in a grapple, by clinging onto him or pushing him down into the ground (see page 75).

SNEAK (AGILITY)

Often enough, it's wiser to avoid conflict and instead Sneak by your enemies. Use this skill when you try to move without being noticed or when you attempt a sneak attack (page 72). Roll an opposed roll (page 45), using your Sneak score against a Scout roll for your enemy.

Failure: Your enemy sees you or hears you, and the element of surprise is lost.

Success: You move like a shadow in the night, noticed by no one.

Stunt: When setting up a sneak attack, you get a +1 modification to your first attack for every extra ♫ rolled after the first.

MOVE (AGILITY)

When the heat is on and you are facing insurmountable odds, you need to keep a cool head and Move fast. Roll to Move when you want to get out of a conflict or some other hazardous situation.

Failure: You are pinned down, backed into a corner with no way out. Get ready for a fight.

Success: You get out of the sticky situation, and live to fight another day.

Stunt: Every extra ♫ rolled allows you to help a friend (PC or NPC) in the same spot of trouble as you. He makes it out, and doesn't have to roll himself. You can even choose this stunt when you only roll one ♫ – that means you help your friend while sacrificing yourself.

Acrobatics: You can also use the Move skill when you have to balance on something, make a difficult jump or a dangerous climb.

SHOOT (AGILITY)

Most animal mutants prefer facing their enemies in close combat, fangs bared and claws extended. But some have learned the human ability to fight from a distance, using bow, slings and sometimes even the massively destructive weapons from the Old Age.

Failure: The shot misses your target. Maybe it hits something else?

Success: You hit and inflict weapon damage (page 77) on your target.

Stunts: Every extra  rolled allows you to choose one of these stunts:

- You inflict one more point of damage. You can choose this stunt multiple times, if you roll several extra .
- You pin down your enemy. He suffers one point of fatigue (page 78).
- You increase your initiative score by 2 (page 69), effective as of the next turn.
- Your target drops a weapon or another hand-held object. Your target's initiative score is also decreased one point.
- Your opponent falls to the ground or is pushed back, for example through a doorway or over a cliff.

DON'T ROLL TO SPOT HIDDEN THINGS

Don't roll for Scout when searching for hidden objects close to you, such as secret doors or hidden clues. If you describe searching in the right place, the GM should simply let you find what you are looking for, if it's at all visible. No dice roll is needed.



SCOUT (WITS)

Paradise Valley is full of dangers and other strange things. The machines of the Watchers, mutated beasts and lethal phenomena can claim your life in a second if you're not vigilant.



HEAL

You use your Scout skill to spot someone sneaking (opposed roll, see above). You can also use the skill when you see someone or something in the distance, to learn more about it.

Failure: You can't really make out what it is, or you mistake it for something else (the GM feeds you false information).

Success: You are able to make out what it is, and if it appears like a threat to you or not.

Stunts: Every extra ♣ rolled gives you the answer to one of these questions about the object you are Scouting:

- Is it coming for me?
- Are there more of them close by?
- How do I get in/past/away?

COMPREHEND (WITS)

Paradise Valley is filled with ruins and objects left by humankind. Books, pictures, strange machines. And the mysterious Labyrinth is underground, filled with the bizarre gizmos of the Watchers.

To understand how to use an artifact, read a text in human language, or simply to know what an old ruin was used for, roll to Comprehend.

Failure: The object of your study makes no sense to you, or you are mistaken (in this case, the GM can feed you false information about the object)

Success: You understand the nature or function of the object. If it's an artifact, you can use it.

Stunts: Every extra ♣ rolled allows you to teach someone else how to use the artifact.

KNOW NATURE (WITS)

Paradise Valley is a frightening and erratic place. A beautiful meadow can suddenly turn into a flooded marsh. A verdant forest can become a flaming

inferno in an instant. And mutated monsters roam the valley, becoming more and more bizarre with each passing year.

You Know Nature, so when you encounter some creature or phenomenon in the Zone you know things about it. The GM can give you a modification depending on how rare it is (Chapter 9).

Failure: You have no, or the wrong, idea. The GM can feed you false, or a mix of true and false, information (in this way, you will know that you have failed your roll, but not what information to trust.)

Success: You know what it is, and its basic traits or effects.

Stunts: Every extra ♣ rolled gives you the answer to one of these questions about the creature or phenomenon – you choose which:

- How can it hurt me?
- How can I hurt it?

SENSE EMOTION (INSTINCT)

Nothing reveals more about another creature than its smell. By sniffing an NPC you can judge his state of mind, attitude towards you, and many other things. You roll for Sense Emotion when someone tries to Manipulate you (opposed roll, see below). You can also use the skill when you want to know an NPC's mood or intent toward you. You need to be within Short distance (page 70).

Failure: You fail to read, or misread, the NPC. The GM can feed you false, or a mix of true and false, information.

Success: The GM must reveal the NPC's most powerful emotion at this point in time – hate, fear, contempt, love, etc.

Stunts: Every extra ♣ rolled gives you the answer to one of these questions about the NPC – you choose which:

- ▢ Is he speaking the truth?
- ▢ Does he want to hurt me?
- ▢ Does he want something from me?

DOMINATE (INSTINCT)

Lies, flattery and manipulation was humankind's way of making others obey. Animals have another way of breaking down resistance – an animal conflict of rank and dominance.

Roll Dominate when you want to make an NPC act according to your wishes. This is an opposed roll (page 45), where you roll Dominate and your opponent rolls to Sense Emotion. Your demand must be reasonable, according to the GM's ruling. The GM may also give you a modification dependent on your rank (page 21). You can never Dominate Watchers.

Failure: He won't listen and he won't do what you want. He might start to dislike you, or even attack you if provoked.

Success: He must choose to either do what you want, or immediately attack you in close combat.

Stunts: Extra ♫ mean you sow fear and doubt in your opponent's heart. He suffers one point of doubt (page 78) for every additional ♫ you roll after the first one. If he is broken by doubt, he does what you want without getting the option to fight you.

HEAL (INSTINCT)

If your pack didn't take care of you, you wouldn't last long, and in return you also have to be there for your pack. The skill Heal allows you to help fallen friends to their feet, and even save their lives if they are badly wounded. This skill has two effects:

Mend the Broken: A person who has suffered enough trauma to reduce any of the four attributes to zero is broken, and can't carry on. If you successfully Heal a broken person, he gets back to his feet and immediately recovers a number of attribute

points equal to the number of ♫ you rolled. No resources are needed for this recovery. Read more about trauma in Chapter 6.

Save a Life: The most important use of the Heal skill is to give first aid and stabilize critical injuries – which might save your patient's life. Read more about this on page 82.

SPECIALIST SKILLS

THE WARRIOR'S SKILL: MEASURE ENEMY (INSTINCT)

A true warrior knows that battle is won even before the first blow is struck. If you get a chance to study your enemy for about a minute you can Measure him.

Failure: Your enemy remains a mystery to you. This makes you hesitate, giving you -2 to the initiative roll.

Success: The GM must tell you your enemy's highest attribute and skill scores.

Stunts: Every extra ♫ rolled allows you to choose one of these stunts. All of them can be chosen multiple times.

- ▢ You detect your enemy's weakness. You get a +1 modification to all attacks against the enemy during this fight.
- ▢ You strike fear in your enemy. He suffers one level of doubt. This stunt does not work against monsters.
- ▢ You predict your enemy's moves. You get a +1 to your initiative roll at the beginning of the conflict.

The stunts above only apply to one enemy at a time, and only during one conflict. If you want to Measure another enemy before the conflict starts you lose the effects of the stunt against the first enemy. You cannot roll multiple times for stunts against the same enemy before the conflict begins.



MEASURE ENEMY

THE SEER'S SKILL: SCRY (INSTINCT)

You can perform a scrying ritual to discern what will happen during the gaming session. The ritual requires a few hours and can be completed with the help of hallucinogenic plants, a sweat lodge or some other method of your choosing. Roll to Scry during the ritual.

Failure: Your visions are vague and give you no useful information. You cannot Scry again until the next day.

Success: You see visions of the future, showing a certain action, who performs it and if it succeeds or not. You, the player, decide what the vision shows, and you should describe it for all to hear. If the action you have predicted is actually carried out later in the session – regardless of if you are present or not – it is affected by your prediction.

If you predicted that the action would succeed your \clubsuit are added to the roll for the action. If you predicted that the action would fail every \clubsuit you rolled eliminates one \clubsuit rolled for the action. If the action you have predicted does not happen during the session the effect is lost. You must have misinterpreted your visions!

You can Scry several times during the same session, but you cannot Scry again until the action you have predicted happens (or until the next session).

THE HEALER'S SKILL: BREW POTION (INSTINCT)

There are many wondrous plants in Paradise Valley. To an untrained eye most of them might look like weeds – but you know



HUNT

which plants heal and which kill. You pick them, boil them and extract the useful substances.

First you must choose which kind of potion you want to brew – see the boxed text below. Then you must spend a few hours in nature to find the right herbs. Then you roll to Brew Potion.

Failure: The potion has no effect, or a different effect than intended (GM's choice).

Success: The decoction has the desired effect. Every \natural you roll creates one dose of the decoction. Storage: Up to ten doses (of the same potion) can be stored in a bottle or something similar that counts as a regular item. Up to five doses can be stored in a bottle that counts as a light item. A potion stays fresh for a few days before losing its effect.

TYPES OF POTIONS

Below are a few examples of potions and decoctions a Healer can Brew. They heal or inflict different kinds of trauma (page 78). You can come up with more effects, with approval of the GM. Upon consumption, one dose immediately causes the effect described below. Consuming additional doses during the same day has no additional effect.

- **Healing:** Heals D6 points of damage.
- **Invigorating:** Heals D6 points of fatigue.
- **Stimulating:** Heals D6 points of confusion.
- **Intoxicating:** Heals D6 points of doubt.

- **Sedating:** Inflicts D6 points of confusion. If Wits is lowered to zero the victim falls asleep for D6 hours.
- **Lethal:** Inflicts D6 points of damage. If the damage is great enough, the victim can be critically damaged. Read more about damage in Chapter 6.



THE SCAVENGER'S SKILL: SCAVENGE (WITS)

You pick up all the stuff and scrap you can find, and cram it into a cart or backpack that you always drag around. Every time you need a particular item to perform an action, roll to Scavenge.

Failure: You can't find the right tool for the job. You can't roll again for the same situation.

Success: You have the appropriate tool for the job, you decide exactly what it is. The item gives you a Gear Bonus equal to the number of \spades you have rolled. Usually the gear is in a bad condition and is only good for one use. You can make the gear more durable at the cost of one rolled \spades . In that case, write down the gear as a regular item on your character sheet.

Weapons: You can use Scavenge to find a blunt instrument (page 77). Extra \spades can provide a better weapon – every \spades can increase the Gear Bonus (up to +2), weapon damage (up to 3) or range one level (up to Long). One \spades is required to make the weapon more durable.

No Resources: The Scavenge skill cannot be used to find grub, water, arrows or bullets.

Your Hoard: The cart of backpack with your hoard counts as a heavy item. If you lose your hoard you have to recreate it by finding new stuff. This requires three successful Scavenge rolls, where every roll requires several hours of searching. You can only

roll once per day. When you have succeeded with three rolls you can start using Scavenge as usual again.



SCAVENGE

THE HUNTER'S SKILL: HUNT (AGILITY)

As one of the tribe's hunters it is your job to track and kill game, to feed your tribe. You can use Hunt in two different ways:

Hunt Small Game: If you spend a few hours you can Hunt for small game in the valley. Every \spades allows you to bring down enough game for D6 rations of grub. In areas where water is scarce, you can choose to find D6 rations of water instead.

Track Beasts: You can Hunt to find tracks from monsters as well as humanoid creatures. The GM can modify the roll if the tracks are old or easy or hard to follow for some reason. If the roll is successful you easily find the tracks and see in what direction your prey has walked. Every extra \spades rolled allows you to choose a stunt, and have one of these questioned answered:

- What kind of creature has left the tracks?
- How far from it are you?
- Is your prey wounded?
- Is your prey alone?





TALENTS

The tribes help each other, often by trading favors. You need something you and no one else can do. Such special abilities are called *talents*. Talents can affect how you use skills or how you recover from trauma, or even let you do things that are quite simply impossible to others.

STARTING TALENTS

You can choose one talent for your PC at the start of the game. Your role decides which three you can choose from – see the role descriptions on pages 28 to 37.

NEW TALENTS

You can learn new talents by earning Experience Points (page 24). When you have earned five XP, you can trade them in for a new talent. When this happens, you can either choose one more from the

three available from the start, or you can pick one from a set of general talents that are available for everyone.

THE HEALER'S TALENTS

▢ MOONSHINER

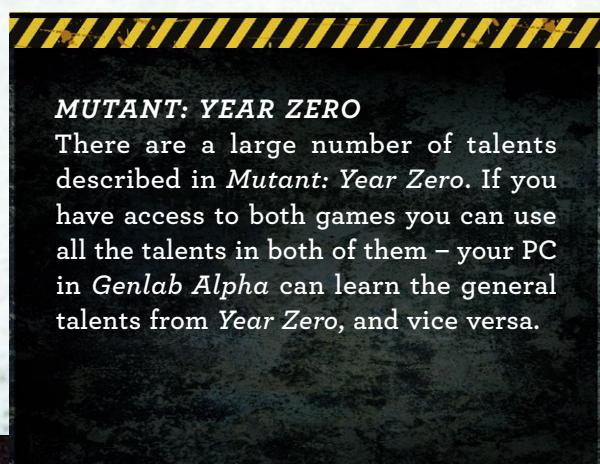
You have mastered the art of distilling potent alcohol from plants. A few hours of work and a successful roll of Brew Potion creates D6 doses of alcohol. The alcohol can be drunk or be used as fuel.

▢ SURGEON

You have learned the art of stopping bleeding and treating severe injuries. Your roll is modified by +2 when you roll to Heal someone who is broken by damage. The talent has no effect on other types of trauma.

▢ THERAPIST

You read others like an open book and you have a natural ability to make them open up to you. Your roll is modified by +2 when you roll to Heal someone who is broken by confusion or doubt – but not by damage.





THERAPIST

THE HUNTER'S TALENTS

▢ BOWYER

You can build simple ranged weapons like slings and bows (see the table on page 77). Bow making requires access to raw materials like scrap or wood, a few hours work and a successful roll for Hunt. You must roll at least two \clubsuit to build a durable weapon – if you roll only one \clubsuit the weapon is only good for one use (one attack). You can also repair damaged weapons. Each \clubsuit you roll restores one lost point of Gear Bonus.

▢ SKINNER

When you kill a monster, you can use a knife to skin it. This will produce a piece of armor with an Armor Value (page 78) equal to the monster's

armor, but no higher than 6 (as the skin doesn't cover your entire body). The skin also has the same Gear Bonus when rolling to Endure severe cold (page 83).

▢ TRAPPER

You have mastered the art of setting traps and snares. Roll Hunt to set a trap, and choose if it should inflict trauma or ensnare its victim. Note the number of \clubsuit you roll. Setting a trap takes a few minutes. Whoever walks into the trap must roll Move to avoid setting it off. If the victim fails the roll he suffers damage equal to the number of \clubsuit you rolled (for a damaging trap) or becomes trapped and must roll Force to get out, with a negative modifier equal to the number of \clubsuit you rolled (for an ensnaring trap).

THE WARRIOR'S TALENTS

▢ STONEWALL

You have mastered the art of defending yourself against multiple enemies at the same time, by positioning yourself so they can't take advantage of their numbers. You can defend against close combat attacks (page 75) any number of times in the same turn (but only once per attack). However, you lose your own action in that turn (or the next, if you have already acted that turn) if you parry once or several times.

▢ WEAPON MAKER

You can build simple melee weapons like knives, spears and clubs (see table on page 77). Weapon making requires access to raw materials like scrap or wood, a few hours work and a successful roll for Measure Enemy. You must roll at least two \spades to build a durable weapon – if you roll only one \spades the weapon is only good for one use (one attack). You can also repair damaged weapons. Each \spades you roll restores one lost point of Gear Bonus.

▢ WEAPON MASTER

You practice with your weapon for hours every day, and know exactly how to use it to inflict maximum damage. Pick a type of weapon from the list of melee weapons on page 77. You may choose unarmed combat (claws and fangs). When using your weapon of choice, weapon damage is increased by one point. You may learn this talent multiple times, for different types of weapons.

THE SEER'S TALENTS

▢ DEATH VISIONS

You have a dark soul and can see the deaths of others before they happen. You can use Scry in a different way – you can predict that an NPC of your choice will die during the ongoing session. If your roll is successful, the GM must make your prophecy come true, if at all possible. You can use this ability to kill your enemies, but nature has a tendency to restore balance – the risk is that you or someone you really care for will suffer some great calamity too.

▢ SUDDEN VISIONS

You don't need extensive rituals to foretell what is to come – visions of the future can affect you at any time. You can Scry at any point during the game session. It counts as an action, as the vision takes hold of you and renders you unable to do anything else. You are not allowed to roll Scry again before the event in your vision has come to pass. Using Scry without a ritual modifies your roll by -2, even with this talent.

▢ TOTEM MAKER

You can build amulets, talismans and icons that help you focus when you Scry. Making a totem takes a few hours and requires access to some sort of raw material and a successful Scry roll. Note the number of \spades you roll. When you use the item to Scry your roll is modified with the same number. A totem can only be used once and you can only use one totem at a time. You cannot combine a totem with Sudden Visions – a ritual is necessary to use the totem.



SCRAP TOTEM

THE SCAVENGER'S TALENTS

▢ HIDEOUT

You don't carry all of your stuff around, instead you keep some of it in a secret hideout. You have to decide where it is and let the GM know. If you go to your hideout, your Scavenge roll is modified by +2. If you lose your carried hoard (page 53), you do not have to roll to gather a new one – all you need to do is go to your hideout.

▢ SCROUNGER

You know how to pack your stuff so it doesn't take much space and your pack becomes easy to carry. You can base your carrying capacity (page 23) on Wits instead of Strength.

▢ WEAPONS COLLECTOR

You are fascinated by weapons and gather as many as you can find. When trying to find a weapon of any kind in your hoard your Scavenge roll is modified by +2.

GENERAL TALENTS

▢ COMFORT EATER

You find comfort in eating. When you eat (and rest for a few hours) you regain one level of Strength and one level of Empathy per ration you consume (page 80).

▢ DEFENSIVE

You are quick on your feet and can easily dodge attacks in close combat. When you defend (page 75) your Fight roll is modified by +2.

▢ MECHANIC

You can use the Comprehend skill to repair a broken piece of gear. Each attempt takes a few hours. For every  you roll, the Gear Bonus of the item is restored one step, up to its original number. You may only make one attempt per damaged item, until it is damaged again.

▢ MONSTER WHISPERER

You can Dominate wild animals and monsters, using growls, grunts and gestures. It has no effect

on insects or swarms nor on Watchers and other machine creatures. Since monsters lack Instinct, you cannot inflict doubt as a bonus effect.

▢ NATURIST

You feel that clothing weighs you down and make you ungainly. When you walk completely unclothed – and do not carry more stuff than half your carrying capacity – your Sneak and Move rolls are modified by +1.

▢ NINE LIVES

No matter how bad things look you always manage to get through them by the skin of your teeth. When you suffer critical injury, you may switch the D66 roll so that the ones die becomes the tens die and vice versa (page 80). If your attacker has the talent Slayer, the effects negate each other, and the critical injury is rolled normally.

▢ QUICK FIRE

You have mastered the art of handling your sling or bow with astonishing speed. You can fire these weapon types without adding a maneuver to prepare your weapon (page 76).

▢ SLAYER

You know where to strike to make your enemy fall and not get up. Ever. When your enemy sustains a critical injury you may – if you want to – switch the D66 roll so that the ones die becomes the tens die and vice versa (page 80). If your attacker has the talent Nine Lives, the effects negate each other, and the critical injury is rolled normally.

▢ SLUGGER

You are a fighter who is just as strong and powerful no matter how much damage you sustain. You always roll your full Strength score to Fight, even when your Strength is reduced by trauma. Note that this increases the risk of breaking yourself when pushing a Fight roll.

▢ TENACIOUS

You refuse to give up no matter what the cost. You can push a dice roll twice. ,  and  cannot be rerolled, just like any other time, and have the usual effects.

THROWING ARM

You have learned to use your throwing arm with great precision when you use thrown weapons like rocks, knives and spears (see page 77). You can roll for Strength instead of Agility when throwing weapons.

SCROUNGER

You can repair any piece of gear that has lost Gear Bonus (page 42). Each attempt takes a few hours, and requires a Comprehend roll. Every ♫

rolled restores one point of Gear Bonus. It cannot go above its original rating. If you fail, you cannot try to repair the same object again until your Comprehend skill level has increased. You can repair Artifacts, if you have Comprehended how they work.

WANDERER

Your feet (or paws) and legs are hardened after many long treks. Your roll is modified by +2 when you roll to Endure long walks.





Jag
♥
Lappland



ANIMAL POWERS

Your animal powers are what separate you from humans. They are the legacy of your feral self, the untamable animal. You can choose two animal powers during character creation, and you may develop others during the course of playing.

There are a total of 21 animal powers in the game, listed below. The table also states which type of animal can have the various powers, as well as if the power has a reactive (R) or enhancing (E) effect. Some powers have several effects. The powers are described in detail in this chapter.

USING ANIMAL POWERS

When you release your inner beast and use an animal power, no one can stop you. You never roll dice to activate an animal power. All you need are Feral Points (FP).

- You get as many FP as you have animal powers at the beginning of each play session.
- You can gain extra FP by pushing when you perform an action (see page 41).
- You can save unused FP to the next gaming session.
- You can never have more than 10 FP.

Conflict: In a conflict (Chapter 6), activating an animal power is normally counted as an action. This

does not apply to Reactive and Enhancing powers, more about those below.

FERAL EFFECTS

Using animal powers is not without risk, just like mutations in *Mutant: Year Zero*. When you unleash the beast there is a risk you might lose control over the human side of your nature, for a short, or longer, period – maybe even permanently. There are many stories in the Paradise Valley about animal mutants who have lost themselves to the beast and never recovered.

When you use an animal power, you roll a number of base dice equal to the number of FP you spend. If you roll one or more , you suffer a *feral effect*. Roll one base dice to determine what happens:



ROLL FERAL EFFECT

The beast takes complete control and you are temporarily controlled by the GM as an NPC. You lose both your ability to speak and to use tools (see 3 and 4, below).

You immediately run away into the wilderness and must

- Fight whoever tries to stop you. You regain control of your character only when someone Heals you – but that is only possible after D6 hours. Once you regain your senses you have developed another animal power of your choosing.

ROLL FERAL EFFECT

2 You must immediately either run away or Fight against an individual of your choosing, friend or foe, until you or your opponent is broken. After that, you lose your ability to speak and to use tools (see 3 and 4, below).

3 You temporarily lose your capacity for coherent, logical thinking. This means you lose the ability to speak as outlined in 4 below, but you are also completely unable to use tools. You also lose the ability to use the skill Comprehend. The effect lasts D6 days.

4 You lose the ability to form human words and can only communicate through primitive animal sounds. You can still use all your skills. To simulate this effect, you as a player should also stop speaking, other than to describe the actions of your animal. After D6 days you regain the ability to speak.

5 Your animal side is completely suppressed and your human side takes over. This means you lose all your FP and are unable to gain more. You can push as usual, but won't gain any FP. You cannot use the Dominate skill. The effect lasts D6 days.

6 You connect with your inner beast, and for a moment it acts in perfect harmony with your human side. You regain the FP you just spent, and can immediately, in the same turn, activate the same power again – with the same purpose as the first time, or another.



New powers: When you develop a new animal power (roll  on the table) you can freely choose which power – as long as it is available for your species. If you have four and gain another you may, if you so wish, exchange it for one of the powers you already have.

PREDATOR

MUTATION POINTS

If you combine *Mutant: Genlab Alpha* with *Mutant: Year Zero*, Mutation Points and Feral Points are completely interchangeable for the GM. She can use Mutation Points to power an animal power and Feral Points to power a mutation. At the start of each session, the GM gets a number of Mutation/Feral Points to her pool equal to the total number of MP/FP that the players have combined. Note that this is a change from the *Mutant: Year Zero* core rules, where each NPC has individual MP.



EXAMPLE >

Salieri 67 is chased by drones and sees no other way out than activating his *Flight Response*. He spends a Feral Point and rolls one base die – he rolls a **2**. Robin curses and rolls another die – to his dismay, he rolls another **2**! Salieri's animal side takes over completely and he runs away. After several days his friends manage to find the rat and Heal him back to his former self. He has gained another animal power – Robin chooses *Burrower*.

REACTIVE POWERS

Some animal powers are *reactive*. These are marked (R). In a conflict (Chapter 6) you may use reactive effects as often as you like. They require no time and do not count as an action or maneuver (page 70) – the only requirement is that you still have FP to spend.

ENHANCING POWERS

Another type of power is called *enhancing*. They are marked (E). This means you activate the power when you do something else, usually when you roll for a skill or perform a maneuver. To activate an enhancing power does *not* count as an action or a maneuver in itself. You can even activate several enhancing powers in the same turn, as long as you have enough FP.

When you're using an enhancing power with a skill you roll for the power first (to determine any feral effects) and then for the skill.

NPCS AND POWERS

Animal powers for NPCs is handled in the same way as for PCs. A typical animal mutant NPC has two animal powers, but there are NPCs with more. When the GM introduces an NPC she chooses which powers the NPC has.

Feral Points: Unlike PCs, NPCs don't have individual Feral Points. Instead, the GM has a pool of FP that she uses for all NPCs. At the start of each session, the GM gets a number of FP equal to the total number of

FP that the players have together (including the new FP that each PC gets at the start of the session).

During the session, the GM can earn more FP to her pool by pushing rolls, just like the players do. Unlike the players, the GM cannot save FP from one session to another – her pool is always reset at the start of every session.



ANIMAL POWERS LIST

ANIMAL POWER	ANIMAL TYPE	SPECIAL
Amphibian	Reptile	
Antlers	Moose	
Burrower	Rat, rabbit, badger	
Climber	Cat, rat, ape	
Fast Reflexes	Cat, rabbit, reptile	(E)
Fleet Footed	Dog, cat, bear, ape, rabbit, moose	(E)
Flight Response	Rat, rabbit, moose	
Furry	Dog, bear, ape	(R)
Herbivore	Bear, rabbit, rat, ape, moose	
Huge	Bear, ape, moose	(E/R)
Hunting Instincts	Dog, cat, badger, reptile	(E)
Jumper	Rabbit, ape, reptile	(E)
Natural Armor	Reptile	(R)
Nocturnal	Cat, rat	(E)
Poisonous Bite	Reptile	(E)
Predator	Dog, cat, bear, badger	(E)
Silent	Cat, rat	(E)
Sixth Sense	Rat, rabbit, badger	(E)
Small	Rat, rabbit, badger	(R)
Tail	Dog, cat, reptile	(E)
Warning Call	Dog, ape	



AMPHIBIAN

You are equally at home below the surface of the water as above. This power has two effects. You can hold your breath longer – five minutes per FP you spend. You can also spend FP instead of rolling dice when using Fight or Sneak under water – every FP you spend counts as one **2**.

ANTLERS

You wear a majestic crown of antlers on your head. You can use these for attacking and defending in close combat, as long as you don't use any handheld weapon. For each FP you spend before you roll for Fight (whether attacking or defending) you get a +2 modification from your antlers. Roll for feral effects after the attack is completed.

BURROWER

Your paws are especially adapted to burrow through the ground quickly and effectively, as long as the soil is relatively soft. Every FP spent allows you to burrow around 30 feet – about one range category in a conflict (see page 70). You can also spend an FP to escape conflict by burrowing down into the ground – this means you do not have to roll to Move.

CLIMBER

You have a natural ability to climb quickly and easily. By spending one FP you can climb into a tree or even up walls and the side of buildings, as long as there are small crevices to grip. You can also spend one FP to avoid a conflict without rolling to Move – as long as there are trees or buildings for you to climb to safety in.

FAST REFLEXES (E)

Your reflexes are far quicker than what any human is capable of. You can activate this power before you roll for initiative (page 69) – every FP you spend increases your initiative score by 2.

FLEET FOOTED (E)

You run like the wind when you run on all fours. By spending one FP you can double your movement during one turn – every maneuver spent on movement counts as two (page 70). You can also

go directly from Long distance to Arm's Length in one turn, or go directly from Short distance to Arm's Length and Fight in the same turn.

FLIGHT RESPONSE

You have strong instincts to flee when you are in danger. By spending an FP you can Move automatically to get out of conflict or away from another threat. This power does not replace Move in other situations, like jumping or climbing.

FURRY (R)

You have thick, warm fur that protects from both edged and blunt attacks, and keeps you warm at night. This power has two effects. You can spend one FP to avoid rolling to resist the effects of cold weather (page 83). You can also spend one FP when suffering damage from an external attack (not while pushing your own rolls). The damage is then reduced by one. You cannot spend more than one FP to reduce damage.

HERBIVORE

You can live off all kinds of plants in nature, even those that are inedible to humans. By spending an FP you can eliminate the need to eat and drink for a day.

HUGE (E/R)

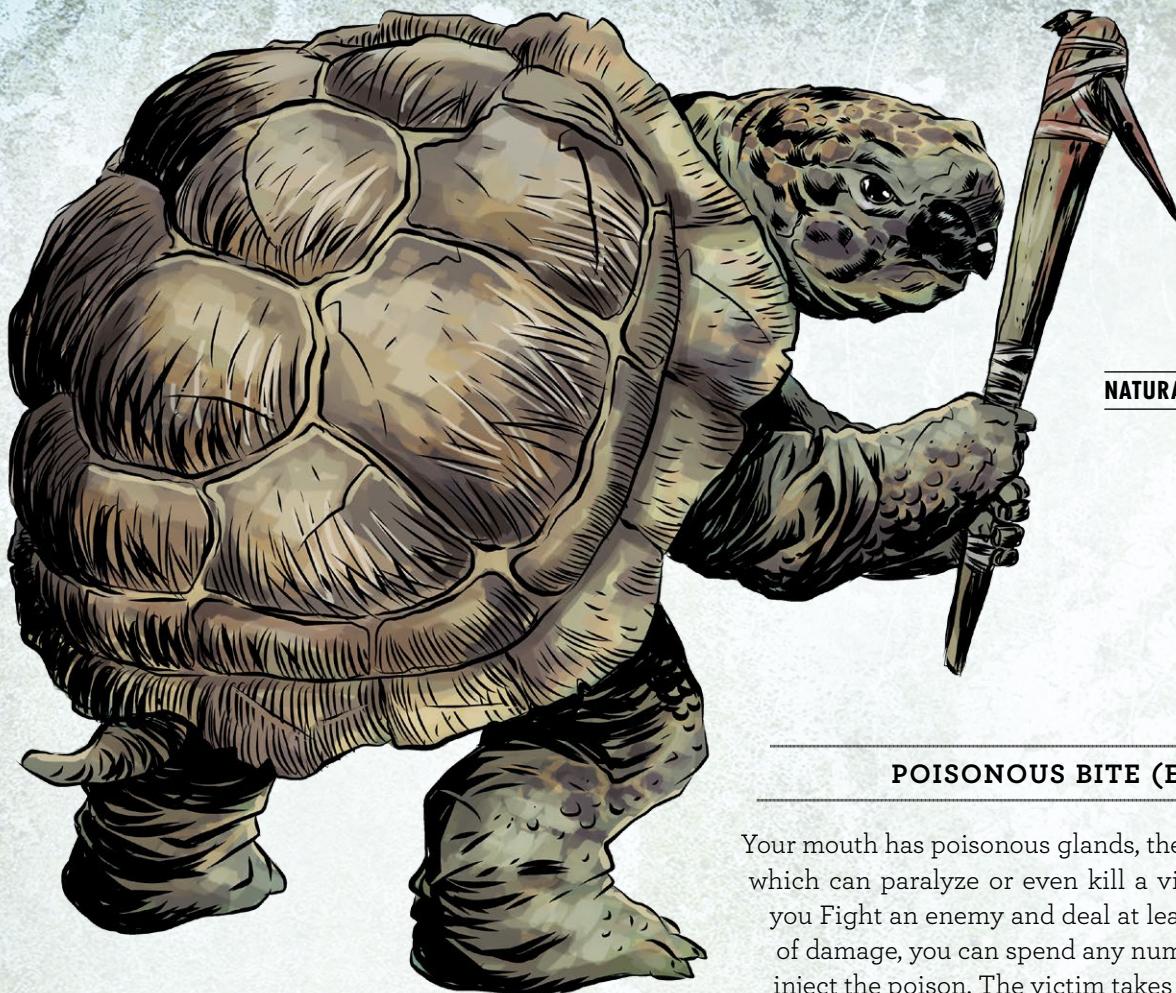
You are tall and powerfully built, which increases your fighting power and resistance to damage. This power has two effects. You can spend one FP once you have rolled successfully for Fight against an enemy (even with a melee weapon). The damage is then increased by one. You can also spend one FP when suffering damage from an external attack (not while pushing your own rolls). The damage is then reduced by one. You cannot spend more than one FP at a time for either of these effects.

HUNTER INSTINCTS**HUNTER INSTINCTS (E)**

You have strong instincts to hunt and kill your prey. You can spend one FP to choose your prey – it must be within sight, or have left a track for you to follow. You can follow the scent of your prey even when several days have passed. When you attack your prey you can spend more FP to get a bonus to your first attack against it. For every FP you spend, you get +1 to Fight or Shoot. You can only have one prey at a time.

JUMPER (E)

Your exceptional leg muscles allow you to jump very high and very far. By spending an FP, you can jump 30 feet across ground or 15 feet into the air. You can also jump forward to an enemy at Short distance and Fight in the same turn. The jump replaces your maneuver (page 70) for that turn. This too costs one FP.

**NATURAL ARMOR****NATURAL ARMOR (R)**

You have a protective shell or hard scales that protect you against damage. You can activate this power when you suffer damage from an external attack (not while pushing your own rolls). The damage is then reduced by one. You cannot spend more than one FP to reduce damage.

NOCTURNAL (E)

You prefer being active at night. Your eyes require only a minimum of light to see as if by full daylight. By spending an FP, you can ignore all effects of darkness (page 84) for a few minutes. Also, you can spend one FP to get a +1 modification to Sneak, Shoot and Scout at night. You must spend the FP before you roll, and you can only use one FP per roll.

POISONOUS BITE (E)

Your mouth has poisonous glands, the contents of which can paralyze or even kill a victim. When you Fight an enemy and deal at least one point of damage, you can spend any number of FP to inject the poison. The victim takes one point of damage per turn, during a number of turns equal to the number of FP you used. The power can only be used with an unarmed attack. The poison has no effect on robots.

PREDATOR (E)

You have claws and razor sharp fangs, lethal tools in close combat, created to rip out your opponent's throat. When you have succeeded in a roll of Fight - unarmed - against an enemy, you can spend an FP to increase damage. Every FP increases damage by one. Predator cannot be combined with a melee weapon.

SILENT (E)

You can move without any sound, quiet as a cat in the night. You activate this power when rolling for

Sneak. Every FP you spend modifies your Sneak roll by +2. You must spend FP before you roll.

SIXTH SENSE (E)

You have an animal ability to sense danger, and react to a threat faster than your enemy can attack. You can activate this power when an enemy tries to Sneak close by. Every FP you spend modifies your Scout roll by +2. You must spend FP before you roll.

SMALL (R)

You are short and thin and very agile. You can activate this power when an enemy succeeds in a roll of Fight or Shoot against you. Every FP you spend neutralizes one of the enemy's Δ .

TAIL (E)

You have a long magnificent tail, which increases your balance. You can activate this power when rolling Move to jump, climb or perform any acrobatic action that requires a sense of balance. Every FP you spend modifies your roll by +2. Secondly, you can use your tail in a dominance conflict (page 73) – every FP you spend modifies your roll by +1. In both cases, you must spend FP before you roll.

WARNING CALL

By spending an FP, you can emit a warning call, loud enough to be heard from up to a mile away during normal circumstances. Other animal mutants can hear nuances in your call, which can be altered to indicate simple messages like "danger", "come here" or "all clear". Your call can also be used to stun enemies at up to Close range. You inflict one level of stress on a number of victims equal to the number of FP you spend.

NOCTURNAL







CONFLICT & TRAUMA

Conflicts are a natural part of life in Paradise Valley. Conflicts within your tribe, with other tribes, with mutant monsters – and with the Watchers themselves. Conflicts can take many different forms. They can be social, duels of feral dominance that end without bloodshed – or they can be physical, visceral fights that might very well end with your death.

TURNS & INITIATIVE

A conflict starts when you use the Dominate, Shoot or Fight skill against someone – or when someone does that to you. Then it's time to roll initiative. Roll initiative before you make any skill roll.

INITIATIVE ROLL

Roll a D6 each. No skill is used and you can't push the roll. The one who rolls highest, acts first. If it's a tie, highest current Agility score goes first (please note that this is an update to the core *Mutant: Year Zero* core rules and should be considered the official rule from now on). If it's still a tie, break it with any unmodified die roll.

When both of you have acted the turn is over, and a new turn starts. The order of initiative is set for the entire conflict – you only roll initiative in the first turn.

Fast Reflexes: The animal power Fast Reflexes can affect your initiative roll (page 64).

Time: In the game, a turn can represent between ten seconds and several minutes, depending on circumstances and the skills used.

MORE COMBATTANTS

If you're lucky, you have friends on your side in the conflict. If you're unlucky, your enemy has company too. Anyone who wants to join the conflict rolls for initiative at the beginning of the first turn. Your results create a turn order, that you will follow for the entire conflict. Write down your initiative scores, so that you don't forget.

NPC Groups: For groups of NPCs with identical stats, the GM only needs to roll one initiative roll

for the entire group. These NPCs act at the same point in the turn order. The order in which these NPCs act is up to the GM.

CHANGING THE INITIATIVE

You never reroll your initiative during a conflict, but there are a few ways that you can increase your initiative scores – and thus change your position in the turn order for the next turn and onwards. You could:

- Use the Fast Reflexes animal power (page 64).
- Use stunts when you Fight or Shoot (page 47).

EXAMPLE >

Salieri 67 silently moves deeper into the Forbidden Zone with his two trusted friends, the badger Gretzky 12 and the rabbit Totti 05. Suddenly, a mechanical monstrosity thunders toward them – a Watcher, a Sentinel model. Time to roll initiative. Totti has the Fast Reflexes animal power and chooses to activate it, using 1 VP. The GM rolls 5 for the robot. Totti also rolls 5, Gretzky 4 and Salieri 1. Thanks to Totti's animal power, her initiative score is increased to 7. She acts first in the turn.

ACTIONS & MANEUVERS

When it's your turn, you are allowed to perform one action and one maneuver, or two maneuvers. An action can be to:

- Roll for a skill
- Activate an animal power (unless reactive or enhancing)

A maneuver can be to:

- Move one range step (below)
- Seek cover (page 79)
- Get an item from your gear
- Pick up an item from the ground
- Draw a weapon
- Prepare a ranged weapon (page 76)
- Aim a ranged weapon (page 76)
- Use an item

NPC GROUP ROLLS

Groups of NPCs that work together can attack with a single, joint roll helping each other (page 45) instead of all rolling individual rolls. This will make the GM's job easier.



IN A TURN YOU CAN:

- Perform an action and a maneuver
- ...or...
- Perform two maneuvers



HELPING

If you help or another person (page 45), this takes the place of your own action that turn. You can, however, perform a maneuver while helping another PC or NPC.

ANIMAL POWERS

Activating an animal power normally counts as an action. This means you cannot, as a rule, activate a power and use a skill in the same turn. Some animal powers break this rule – those with reactive or enhancing effects. This is explained on page 63 in Chapter 5.

RANGE & MOVEMENT

In a conflict, the distance between you and your enemy is expressed in range categories:

- Arm's Length: Just next to each other
- Near: A few steps away
- Short: Up to 20-30 yards
- Long: Up to a few hundred yards
- Distant: As far as you can see

ADVANCING & RETREATING

To move towards or away from an enemy, you use maneuvers. As long as you start and end up within Short distance or less, moving one range category

takes one maneuver. For any movement beyond Short distance, you need two maneuvers in direct succession in the same turn to move one range category – meaning you can't perform an action in the same turn.

Animal powers can help you move faster than normal.



MOVEMENT		
BETWEEN	AND	REQUIRES
Arm's Length	Near	One maneuver
Near	Short	One maneuver
Short	Long	Two maneuvers



FLEEING THE CONFLICT

If you're losing a fight, it's often better to run away, and survive, than to stay and fight to death. If you want to get out of a conflict, roll to Move – a successful roll means you have found some way out, and the conflict is over. However, you can't use the flee roll to move past an enemy blocking your way – you can only flee back the way you came.

The GM can modify your roll depending on how hard the terrain is to hide in. The distance to your closest enemy also matters – see the table below.



FLEEING CONFLICT	
DISTANCE	MODIFICATION
Arm's Length	-2
Near	-1
Short	± 0
Long	+1
Distant	No roll needed



Note that you only need one successful roll to get out of harm's way, and leave the conflict. Also note that you don't need to roll at all if you're at Distant range.

If your roll fails, it means that you are pinned down and unable to get away for the moment – you remain at the same range. The GM can let some other misfortune happen to you as well. You can try to flee again next turn.

EXAMPLE

The Sentinel is at Near range. Totti wants to escape from this battle, and rolls to Move with a -1 modification. She succeeds and is out of harm's way. Next, it's the robot's turn to act. It uses a maneuver to get within Arm's Length of Gretzky and then spends its action to Fight him in close combat.

OTHER TYPES OF MOVEMENT

There are of course other types of movement in conflict besides advancing, retreating and fleeing. For



COMBAT MAPS

Generally, you don't need a detailed map of the battlefield. The GM sets the scene by pointing out a few main features, and you're all ready to go. However, if you prefer to play the combat out in detail on a combat map, you can do so – even using appropriate miniatures if you want to. Use a map grid, where each square is two yards across.

On the combat map, each maneuver spent on movement lets you move 5 grid squares (10 yards). Diagonal movement is allowed. Note that some animal powers will double movement speed, letting you move 10 squares (20 yards) per maneuver. To take cover behind something, that object must be in your square or in a square next to you.

As for range on the combat map, Arm's Length is in your square or a square next to you, Near range is 2 squares away, Short range is up to 15 squares away, and anything beyond that (unless your map is huge) is at Long range.

these, the GM assesses the situation and what you are trying to accomplish. To run a short distance to seek cover, for example, only requires a maneuver. If the movement is harder to complete, like lunging through a bunker gate that is about to close, you'll need a Move roll to succeed.

AMBUSHES & SNEAK ATTACKS

The key to winning a conflict is often to attack when your enemy least expects it. You can achieve this advantage in several ways.

Surprise: If you attack in a way that the GM deems likely to surprise your enemy, you get to add +2 to your initiative roll.

Sneak Attack: When you stalk someone and your attack catches them unawares, it's called a sneak attack. First, roll an opposed roll



for Sneak vs Scout (page 45). You get a modification according to how close you go, see the table below. To attack in close combat, you'll most often need to get within Arm's Length. If you fail, your target spots you at your starting distance – roll initiative. If you succeed, you get a free action (but not a maneuver) before you roll initiative.

If several people attempt to sneak attack together, all must make separate rolls for the sneak attack to work. If anyone fails, the attackers are spotted.

Ambush: A special kind of sneak attack is the ambush – you lie in wait for your enemy and attack when he passes. When you ambush someone, roll to Sneak modified for the distance to your target. You automatically get a +2 modification because you are still and the enemy moves.

Sixth Sense: Note that the animal power Sixth Sense can be used to notice sneak attacks and ambushes.



SNEAK ATTACK

DISTANCE	MODIFICATION
Arm's Length	-2
Near	-1
Short	±0
Long	+1
Distant	+2



MIXING DIFFERENT ATTACKS

Mutant: Genlab Alpha does not distinguish between different types of conflict. Nothing stops you from Shooting someone in turn one, Dominating him to give up in turn two, and Shooting him again in turn three. You freely choose which skill you want to use.

DOMINANCE CONFLICTS

When animal mutants try to force their will upon one another they don't negotiate and barter like humans do. Instead, the conflict is resolved by snarls, showing of teeth, minor bites and other kinds of behavior to express dominance or submission.

To resolve such a conflict, you use the Dominate skill against your opponent's Sense Emotion (opposed roll, see page 45). To be able to Dominate another animal you must be within Near range, and your demand cannot be completely unreasonable (GM has final word). You can never Dominate Watchers.

RANK

Your rank and your opponent's rank both affect your Dominate roll. If your rank is higher, you get a +1 modification for every point of difference. If your rank is lower, you instead get -1 for each point of difference.

POSITION

Next, the GM considers your position of power, other factors can influence the outcome of the conflict. Each of the following factors gives you a +1 modification to your Dominate roll:

- You have more people on your side.
- What you ask for doesn't cost your opponent anything.
- The opponent has suffered trauma.
- You have helped your opponent earlier.



Each of the following factors give you a -1 modification:

- Your opponent has more people on his side.
- What you ask for is valuable, or dangerous.
- Your opponent has nothing to gain by helping you.
- Your opponent is a human or human mutant.

GROUPS IN SOCIAL CONFLICTS

When you want to Dominate a group of animals, it is normally the group's leader or spokesperson that is the object of your skill roll. Remember that you get a -1 modification if he has a larger pack than you. If you Dominate the leader, the other NPCs will generally follow. If there is no clear leader in a group of NPCs, you'll need to Dominate them separately.

GEAR

Some gear – most often artifacts – can provide a Gear Bonus to your attempts to Dominate.

EXAMPLE

Salieri and his friends have escaped the Forbidden Zone and reached the Ape Habitat. The Watchers are in hot pursuit. The guard Einstein 98 doesn't want to let the trio pass. Gretzky tries to Dominate him. Because Einstein has his entire tribe nearby, takes a risk by letting the strangers in and has nothing to gain from it, Gretzky gets -3 to his Dominate roll.

ANIMALS VS HUMANS

Animal mutants can Dominate humans and human mutants. However, the strange furless apes lack Rank in the eyes of the animals, and thus Rank gives no modification to the roll. Because of the different ways of communication, an animal always gets a -1 modification to Dominate rolls against a human, and a human always gets -1 to Manipulate rolls against an animal. Read more about human mutants in *Mutant: Year Zero*.

EFFECTS

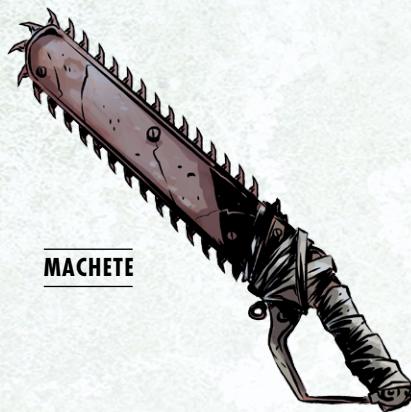
When you successfully Dominate someone, they have a choice – they must either bow to your will or immediately attack you, using Fight, Shoot or an animal power.

Stunts: Extra ♫ on your roll mean you sow fear in your opponent's heart. He suffers one point of doubt (page 78) for every additional ♫ you roll over and above the first one.

CLOSE COMBAT

Sometimes, a duel of dominance is not enough to settle a conflict. Sometimes you have no other choice but to tear into your enemy with fangs and claws, to prove your point with raw, ferocious violence.

When you attack in close combat, you use the Fight skill. Close combat usually happens at Arm's Length. With some weapons – like a spear – you can attack from Near range.



MACHETE

EFFECTS

If your Fight roll succeeds, you hit and your opponent suffers weapon damage (below). For every extra ♫ you roll beyond the first, you get to choose one of these stunts:

- You inflict one additional point of damage. You can choose this stunt multiple times, if you roll several ♫.
- You subdue or tire your enemy. He suffers one point of fatigue (page 78).
- You increase your initiative score by 2 (page 69), taking effect next turn.

- You knock or pull a weapon or other object from your opponent. You choose which. During a conflict, picking up a dropped object counts as a maneuver (page 70).
- Your opponent falls to the ground or is pushed back, for example through a doorway or over a cliff.
- You pin down your enemy, grabbing him using your arms or jaws. He needs to successfully Fight you to break free (below).

DEFENSE

When someone Fights you, you can try to defend yourself. When you defend, you also roll for Fight. Roll your dice at the same time as the attacker. For each \clubsuit you roll, choose one stunt:

- You eliminate one \clubsuit rolled by the attacker. If he has no \clubsuit left, his attack has no effect on you.
- You increase your initiative score by 2 (page 69), taking effect next turn.
- You knock or pull a weapon or other object from your opponent.
- Your opponent falls to the ground or is pushed back, for example through a doorway or over a cliff.
- You tire your enemy. He suffers one point of fatigue.
- You counter-attack against your enemy and inflict weapon damage. You cannot increase this damage by using several \clubsuit .

Note that you can choose to make a counter-attack instead of stopping your opponent's attack. That means you may hit each other simultaneously.

Limitations: There are several limitations to the defense move:

- You must declare that you defend before the attacker rolls his dice. If he misses anyway, your defense is wasted.
- If you defend, you lose your next action – in this turn if you haven't acted yet, otherwise in the next turn. You do keep your maneuver, however.

- You can only defend yourself against one attack per turn. If you defend and get attacked again in the same turn, you can't defend again.

If the attacker uses a close combat weapon of some kind but you don't, you get a -2 modification to your defense roll.

Note that while a defense roll in close combat is similar to defending in an opposed roll (page 45), the two are different as the defense roll does cost you an action.



GRAPPLING

As a stunt when you Fight, you can choose to pin your opponent down using fangs and claws, or just your body weight. To break loose, your opponent needs to win an opposed roll for Fight against you. This roll counts as an action for your opponent, but not for you. While pinned, your opponent can perform no other action requiring physical movement.

Grapple Attack: While grappling someone, the only physical action you can perform is a grapple attack against the opponent. This counts as a normal close combat attack, with these differences:

- You can't use any weapon.
- You get a +2 modification.
- Your opponent cannot parry the attack.

Please note that the grappling rules have been updated from the *Mutant: Year Zero* core book. These rules are to be considered official from now on.

EXAMPLE

Gretzky's attempt to Dominate the guard fails, and the badger lunges at the ape. He wins the initiative roll and rolls for Fight. He succeeds and rolls three \clubsuit . He chooses to cause one extra point of damage and to pin down the guard, who now needs to win an opposed Fight roll against Gretzky to break free.

RANGED COMBAT

Combat at a distance is not very common in Paradise Valley – most animal mutants prefer to settle conflicts eye to eye. But some animals in the tribes have mastered the art of building and using bows and slingshots – and some have even gotten their paws on thundering firearms from the Old Age.

When you attack someone at a distance, you roll for the Shoot skill. You'll need a ranged weapon, if only a rock to hurl. The table on page 77 indicates the range of each weapon, i.e. the maximum distance at which the weapon can be used.

MODIFICATION

The farther away your target is, the harder it is to hit. At Short range you get a -1 modification, and at Long range you get -2. At Arm's Length you get -3, because it's hard to aim at an enemy in close combat. You don't get this modification if you fire at a defenseless or unwitting enemy.



RANGE MODIFICATION

DISTANCE	MODIFICATION
Arm's Length	-3*
Near	±0
Short	-1
Long	-2

* Does not apply for defenseless enemies.



BOWS & SLINGSHOTS

Before you can fire a bow or a slingshot you need to spend one maneuver to prepare the weapon. Once

you have done so, you can perform no other action but to fire the weapon and no other maneuver than aiming carefully (below). Performing any other action or maneuver means you need to prepare the weapon again before you can fire it.



FIREARMS

Firearms don't need to be prepared, but if they don't have a magazine they need to be reloaded after each shot. Reloading also requires a maneuver.

ENERGY WEAPONS

These types of high tech weapons can only be found as artifacts. They fire different kinds of energy beams, and need to be powered by electricity. The only way to do this in Paradise Valley is to load the weapon with an E-Pack – also an artifact (see Chapter 10).

A weapon charged with an E-Pack can be fired multiple times, but if all Gear Dice come up \clubsuit on the first roll (not pushed), it means the E-Pack is exhausted. The attack then has no effect, and the E-Pack can no longer be used.

Some Scavengers claim that E-Packs can be recharged, but no such Technology exists in Paradise Valley outside of the Labyrinth.

AIMING

Before you Shoot, you can spend one maneuver to aim carefully. That gives you a +1 modification. You can't perform any maneuver or any other action than to fire after having aimed – doing so means you will forfeit your bonus.

EFFECTS

If your Shoot roll succeeds, you hit and your opponent suffers weapon damage. For every extra ♫ you roll, choose one stunt:

- ◻ You inflict one more point of damage. You can choose this stunt multiple times, if you roll several ♫.
- ◻ You pin down your enemy. He suffers one point of fatigue (page 78).
- ◻ You increase your initiative score by 2 (page 80), effective as of the next turn.
- ◻ Your target drops a weapon or another handheld object. You choose which.
- ◻ Your opponent falls to the ground or is pushed back, for example through a doorway or over a cliff.

WEAPONS

Most animals have claws, fangs or other natural weapons, and don't need to carry weapons in the same way as humans do. But weapons can make

you more effective in close combat, and they are a requirement for any kind of ranged combat.

Below, you will find tables of common weapons that the animals of Paradise Valley can build and regularly trade with each other. If you are very lucky, you can find more powerful weapons from the Old Age. Such artifacts are described in Chapter 10.



AXE

Bonus indicates how many Gear Dice the weapons gives you to roll. Remember that the Gear Bonus can be reduced if you push your skill roll. If the Gear Bonus is reduced to zero, the weapon is broken and must be repaired before it can be used again.

CLOSE COMBAT WEAPONS

WEAPON	BONUS	DAMAGE	RANGE	COMMENT
Fangs & Claws	—	1	Arm's Length	
Blunt Instrument	+1	1	Arm's Length	
Knife	+1	2	Arm's Length	Light weapon.
Club	+2	1	Arm's Length	
Spiked Club	+2	2	Arm's Length	
Machete	+2	2	Arm's Length	
Spear	+1	2	Near	
Axe	+1	3	Arm's Length	Heavy weapon.
Sledgehammer	+1	3	Arm's Length	Heavy weapon.

RANGED WEAPONS

WEAPON	BONUS	DAMAGE	RANGE	COMMENT
Thrown Rock	—	1	Short	
Thrown Knife	+1	1	Short	Light weapon.
Thrown Spear	+1	2	Short	
Slingshot	+1	1	Short	Light weapon.
Bow	+1	1	Long	
Crossbow	+1	2	Long	Heavy weapon.

Damage indicates how many points of damage your target will suffer if your attack succeeds. If you roll more than one \clubsuit , you can deal extra damage.

Range indicates the maximum range category (page 70) at which the weapon can be used.

Light weapons only take up half a line in the inventory section of your character sheet.

Artifacts: Stats for weapons from the Old Age can be found on the Artifact Cards and they are collected in a table on page 139 of this book.



TRAUMA

There are four types of trauma in this game. Each type will decrease one of your four attributes. You indicate trauma that you suffer by using the checkboxes on your character sheet.

Damage: Bruises, bleeding wounds and broken bones. Decreases your Strength.

Fatigue: Physical exhaustion, sweating and panting. Decreases your Agility.

Confusion: Lack of clarity, bewilderment and misjudgement. Decreases your Wits.

Doubt: Lack of confidence, distrust, disappointment and sadness. Decreases your Empathy.

You can suffer trauma in several different ways:

- **From external attacks.** When someone successfully Fights you or Shoots at you, you suffer damage equal to the weapon damage – more if the attacker gets stunts and spends them on increasing the damage. You can suffer Doubt when someone Dominates you. Animal powers can also give you trauma (see Chapter 5).
- **By rolling** \clubsuit when you push a die roll. You then suffer one point of trauma of the kind connected to the attribute you rolled for (above) for each \clubsuit rolled. This is not only negative – you also get one Feral Point for each point of trauma suffered in this way.
- **From exposure to the Rot** (page 85), from dehydration, starvation and extreme cold (page 83) and from explosions (page 85).

ARMOR & SHIELDS

The animals of Paradise Valley usually trust their skill and their animal abilities to keep them safe from harm. Yet, some Warriors use protective armor made from scrap or animal hides to resist damage even better.

The effect of armor is determined by the Armor Rating. You can only wear one type of armor at a time. When you suffer damage, roll a number of Gear Dice equal to the Armor Rating. For every \clubsuit you roll, the damage you suffer is reduced by one.

Unless all damage is absorbed, for every \clubsuit you roll, the Armor Rating is decreased by one. The armor roll does not count as an action and cannot be pushed. Armor can be repaired by Mechanics (page 58).

Armor has no effect against damage from dehydration, starvation, hypothermia or from pushing dice rolls.

Shields: Some Warriors even carry shields, made from large pieces of wood, bone or scrap. They work just like armor, and typically have an Armor Rating of 3. You can carry a shield and wear armor at the same time – when you get hit, first roll for the shield, then for the armor.

Animal Powers: Some animal powers can protect you from damage. Read more in Chapter 5.

Natural Armor: Monsters (Chapter 9) often have natural armor. It works just like worn armor, but with one difference – its Armor Rating never decreases. Thus  has no effect when rolling for natural armor.

EXAMPLE >

Gretzky the badger wears an old piece of hockey padding with Armor Rating 3. An ape throws a rock at him and hits, causing 2 points of damage. Gretzky rolls three Gear Dice for his armor. He gets one  and one . The damage is inflicted on Gretzky is reduced to one, and the Armor Rating of the hockey padding is reduced to 2.



SPIKED CLUB

COVER

In ranged combat, finding cover may save your life. Look for something solid, like a tree trunk. Taking cover counts as a maneuver.

Cover has an Armor Rating and works exactly like armor (above) – but is only effective against ranged attacks. Cover can be degraded just like

armor. Cover can be combined with armor – roll for cover first, then for armor.



TYPICAL COVER

COVER TYPE	PROTECTION RATING
Shrubbery	2
Furniture	3
Wooden Door	4
Tree Trunk	5
Brick Wall	6



BROKEN

When an attribute score hits zero, you are broken. You've had enough and lack the will or ability to keep going. Exactly what it means to be broken depends on what attribute has been depleted.

Strength: You're knocked out, or in paralyzing pain. Being broken by damage is much more dangerous than by other types of trauma, because it also means you suffer a critical injury (below).

Agility: You're physically exhausted.

Wits: Your brain is overloaded and you can't think straight.

Empathy: You break down in fear, self-pity or sorrow.

06



BROKEN NPCs

NPCs are broken in the same way as PCs. An NPC can Heal a PC, and vice versa. However, the GM doesn't roll dice when an NPC Heals another NPC – instead, she simply dictates the outcome. The GM can also rule that a minor NPC who is broken by damage is simply killed outright.

EFFECT

When broken, you cannot use any skills, perform actions or activate animal powers (not even reactive ones). You can, however, perform one maneuver per turn.

GETTING BACK UP

The fastest way to recover from being broken is for someone else to successfully Heal you (page 50). In most cases though, you don't need to be Healed to get back on your feet. As long as you're

not dehydrated, starving or hypothermic (below), you recover after D6 hours even if no one Heals you. You get one point in the relevant attribute score back, and you can keep going.

Once back on your feet, you can recover the rest of your trauma with the help of resources (below).

Critical Injuries: If you are broken by damage and have suffered a critical injury (below), you might die unless someone Heals you in time. Read more below.

COUP DE GRACE

When broken, you're an easy target. An enemy can attempt to give you a coup de grace and kill you outright. To do this, he only needs to make a Fight or Shoot roll. As long as he rolls at least one , you're dead. Conversely, you can finish off broken enemies in the same way.

RECOVERY

To recover trauma and restore lost attribute points, two things are needed:

- At least four hours rest.
- A resource depending on the type of trauma.

When both these conditions are met, you restore lost attribute points of the relevant type. You can even recover multiple types of trauma simultaneously, as long as you have access to the resources needed. These are:

- **Strength:** A ration of food per point of Strength to be restored.
- **Agility:** A ration of water per point of Agility to be restored.

HARDER RECOVERY

The rules for recovering Strength and Agility have been modified from *Mutant: Year Zero*. These are the official recovery rules for both games from now on.

ANIMAL BEHAVIOR

To recover lost Instinct you must, for a few hours, perform an animal behavior that depends on your animal type:

- **Dog:** Seek closeness with your flock.
- **Cat:** Groom yourself, licking and cleaning.
- **Rodent:** Burrow into the ground or hide in a dark spot.
- **Bear:** Walk off from the flock and be alone.
- **Ape:** Pick fleas off yourself or someone else.
- **Rabbit:** Seek intimacy with someone. Anyone.
- **Badger:** Protect your tribe or your current flock.
- **Reptile:** Take a long bath.
- **Moose:** Take a long walkabout in the wild.



- **Wits:** At least four hours of sleep. Restores all lost Wits.
- **Instinct:** You need to express an animal behavior – which one depends on your animal type (check the boxed text). Restores all lost Instinct.

The resources needed for recovery come on top of your daily needs of grub, water and sleep (below).

CRITICAL INJURIES

Being broken is always bad, but being broken by damage is especially dangerous – it can mean death. Before you are broken, damage points represent bruises and minor cuts. Painful, but quickly recovered with some rest and a little grub to give you new energy (above). But when your Strength falls to zero, you suffer a critical injury.

Roll D66 on the table on the opposite page to determine what your critical injury is. Note it on your character sheet.

CRITICAL INJURIES TABLE

D66	INJURY	LETHAL	TIME LIMIT	EFFECT DURING HEALING	HEALING TIME
11	Lost Breath	No	—	None.	—
12	Stunned	No	—	None.	—
13	Sprained Wrist	No	—	—1 to Shoot and Fight.	D6
14	Sprained Ankle	No	—	—1 to Move and Sneak.	D6
15	Concussion	No	—	—1 to Scout and Comprehend.	D6
16	Damaged Shin	No	—	—1 to Move and Sneak.	2D6
21	Broken Snout	No	—	—1 to Manipulate, +1 Intimidate, Tracker mutation disabled.	2D6
22	Broken Fingers	No	—	—1 to Shoot and Fight.	2D6
23	Broken Toes	No	—	—1 to Move and Sneak.	2D6
24	Teeth Knocked Out	No	—	—1 to Manipulate, +1 Intimidate.	2D6
25	Groin Hit	No	—	You suffer one point of damage for every roll you make to Force, Move or Fight.	2D6
26	Thigh Wound	No	—	—2 to Move and Sneak.	2D6
31	Biceps Wound	No	—	—2 to Shoot and Fight.	2D6
32	Severed Achilles Tendon	No	—	—2 to Move and Sneak.	2D6
33	Dislocated Shoulder	No	—	—3 to Force and Fight, can not use two-handed weapons.	D6
34	Broken Ribs	No	—	—2 to Move and Fight.	2D6
35	Broken Forearm	No	—	Can not use two-handed weapons.	3D6
36	Broken Leg	No	—	—2 to Move and Sneak.	3D6
41	Ear Torn Off	No	—	—1 to Scout.	3D6
42	Gouged Eye	No	—	—2 to Shoot and Scout.	3D6
43	Punctured Lung	Yes	D6 days	—2 to Endure and Move.	2D6
44	Damaged Kidney	Yes	D6 days	You suffer one point of damage for every roll you make to Force, Move or Fight.	3D6
45	Crushed Knee	Yes	D6 days	—2 to Move and Sneak.	4D6
46	Crushed Elbow	Yes	D6 days	—2 to Force and Fight, can not use two-handed weapons.	4D6
51	Crushed Foot	Yes	D6 days	—3 to Move and Sneak.	4D6
52	Bleeding Gut	Yes	D6 hours	You suffer one point of damage for every roll you make to Force, Move or Fight.	D6
53	Crushed Face	Yes	D6 hours	—2 to Manipulate.	4D6
54	Busted Intestine	Yes	D6 hours	You suffer one Rot Point per hour until Healed.	2D6
55	Damaged Spine	No	—	Paralyzed from the waist down. Effect is permanent unless Healed during healing time.	4D6
56	Neck Injury	No	—	Paralyzed from the neck down. Effect is permanent unless Healed during healing time.	4D6
61	Internal Bleeding	Yes, -1	D6 minutes	You suffer one point of damage for every roll you make to Force, Move or Fight.	2D6
62	Severed Arm Artery	Yes, -1	D6 minutes	—1 to Endure and Move.	D6
63	Severed Leg Artery	Yes, -1	D6 minutes	—1 to Endure and Move.	D6
64	Severed Jugular	Yes, -1	D6 turns	—1 to Endure and Move.	D6
65	Pierced Heart	Yes	—	Your heart beats one last time, then you die. Time to make a new PC.	—
66	Crushed Skull	Yes	—	You die instantly, and will never experience freedom.	—
—	Non-Typical Damage	Yes	D6 days	You are incapacitated until you die or you are Healed.	—
—	Pushed Roll Damage	No	—	None.	—

DEATH

If your critical injury is listed as lethal, someone must make a successful Heal roll to save you – otherwise you die when the time period indicated has passed. If you get back up on your own accord (above) before you die, you can try to Heal yourself – but with a -2 modification to the roll. Each person trying to Heal you can only roll once.

Instant Kill: Note that there are two critical injuries that kill you outright. If you roll either of these, that's it. Time to create a new animal!

HEALING

Each critical injury has a specific effect that you suffer during the healing time indicated (measured in days).

Care: If someone manages to Heal you during the process of healing a critical injury, the remaining healing time is reduced by half. Any roll to save your life (above) does not count toward this – a new Heal roll needs to be made to reduce the healing time.

Trauma: Note that you can restore all of your Strength (all damage points are recovered) but still suffer the effect of your critical injury.

SIMPLIFIED SYSTEM

If you feel that the critical damage system creates too much dice rolling and book-keeping, you can use a simplified system. Count all critical injuries as “Non-Typical Damage”. That means:

- If you are broken by damage, someone must Heal you within D6 days, otherwise you die.
- You are unconscious until you die or someone Heals you successfully.

EXAMPLE

Gretzky (Strength 4) is badly beaten by a gang of apes and loses his last point of Strength. He is broken. He rolls on the critical injury table, and gets a 52 – bleeding gut. He rolls a D6 to see how long he's got to live until he bleeds out, and it comes up a 5.

He has five hours.

No one is around to Heal Gretzky. He rolls to see how long it takes for him to get up on his own. He rolls a 2. After two hours on the cold ground, Marl finally gets back on his feet, and gets one point of Strength back. He tries to Heal himself, but fails. He has three hours to find someone to help him.

After two hours of wandering in Paradise Valley, the badger is reunited with his friends. Totti tries to Heal Gretzky but fails. She pushes the roll, knowing Gretzky will probably die if she fails. She makes it, rolling one ♣ but also two ♦. Gretzky lives, but Totti suffers two points of doubt from the harrowing experience.

Gretzky can now eat and rest to restore his Strength after a few hours, but the critical injury will stay for D6 days. Gretzky rolls a 4. For four days, the badger will suffer one point of damage every time he rolls to Force, Move or Fight. If Totti cares for him and makes another Heal roll, Gretzky's critical injury will be gone in two days.

**NON-TYPICAL DAMAGE**

For some types of damage – for example from noxious gases, acid, or fire – the critical damage table doesn't work very well. If you are broken by a non-typical kind of damage like this, don't roll on the table – instead, use the line at the bottom named “Non-Typical Damage”.

PUSHED DAMAGE

There is one case where you don't suffer any critical injury at all when broken by damage: When you push a Strength roll so hard that you break yourself (page 40). This means you can never kill yourself by pushing a dice roll.

CONDITIONS

In the game, there are four conditions: starving, dehydrated, sleepless and hypothermic. These conditions can cause trauma and block recovery.

STARVING

Every day, you must eat at least one ration of food, on top of what is needed to recover lost Strength (above). After one day with no food you are starving. Note this in the checkbox on your character sheet. Being starving has several effects:

- You cannot recover damage (restore Strength) in any way. If broken by damage, you need to eat some food before you can get back on your feet. You can recover other types of trauma.
- You suffer one more point of damage per day without food. If broken by damage while starving you will die after another day has passed, unless you are given food.
- As soon as you have eaten one ration of food, you are no longer starving and you can recover normally.

DEHYDRATED

Every day, you must drink at least one ration of water, on top of what is needed to recover lost Agility (above). After one day with no water you are dehydrated. Note this in the checkbox on your character sheet. Being dehydrated has several effects:

- You cannot recover any type of trauma. If broken, you need to drink some water before you can get back on your feet.
- You suffer one point of damage and one point of fatigue per day without water. If broken by trauma (of any type) while dehydrated, you will die after another day has passed.
- As soon as you have imbibed one ration of water, you are no longer dehydrated and you can recover normally.

SLEEPLESS

Every day, you must get at least four hours of continuous sleep. After one day without enough sleep, you

become sleepless. Note this in the checkbox on your character sheet. Being sleepless has several effects:

- You cannot recover confusion (restore Wits) in any way. If broken by confusion, you need to sleep for four hours or more before you can get back on your feet. You can recover other types of trauma.
- You suffer one more point of confusion per day without sleep. If broken by confusion while sleepless you will collapse and fall unconscious for four hours or more.
- As soon as you have at least four hours of sleep, you are no longer sleepless and you can recover Wits normally.

HYPOTHERMIC

When Paradise Valley gets freezing cold in the winter even your fur won't be enough to keep you warm. When you are exposed to a very cold environment, the GM can make you roll to Endure at regular intervals.

The colder it is, the more often you must roll. Around the freezing point, once per day or so is enough - in the deep winter cold, you might need to roll every hour. Things that can keep you warm, like an old blanket or a jacket, can give you Gear Dice to use.

If the roll fails, you become hypothermic. This has several consequences:

- You immediately suffer one point of damage and one point of confusion - the cold makes the blood flow more slowly to your brain.
- You may experience strange hallucinations - the details are up to the GM. It is said that someone who is freezing to death will experience a burning heat, making them tear their clothes off in the final moments before dying.
- You keep rolling to Endure at the same intervals, with the same effect if you fail a roll. If broken by damage when hypothermic, you die the next time you are called upon to roll.
- As long as you are hypothermic, you cannot restore Strength or Wits. It is only once you are warm again, even if only heated by a meagre campfire, that you can sleep and eat to recover.

BOOZE

Some skilled Healers in Paradise Valley have mastered the skill of distilling alcohol from plants – see the Moonshiner talent in Chapter 4. One bottle of booze counts as a normal item and contains up to ten doses.

One dose of booze immediately recovers one point of damage and doubt. The drawback is that the booze also causes one point of confusion. Furthermore, the damage and doubt recovery from booze is temporary – after D6 hours, the trauma returns. If you have suffered more trauma in the meantime, you can be broken when the effect of the booze wears off.

DARKNESS

When you are in compact darkness, and you don't have any gear or mutations to light your way, you have no choice but to feel your way around – a

potentially lethal risk to take in the wastelands. To make your way through the darkness, you need to make a Move roll. As a general rule, you suffer one point of damage or doubt (the darkness is frightening) if you fail the roll.

In total darkness you can attack targets at Arm's Length or Near range normally, but first need to make a Scout roll to get a good look at them. That roll does not count as an action in conflicts – you can Scout and attack in the same turn. You can't Shoot at targets at Short range or more in total darkness.

SWIMMING & DROWNING

A mighty river runs right through Paradise Valley, and in the middle of the valley the river expands into a large lake. Also, there are several small creeks and ponds all over Paradise Valley. All animals can swim reasonably well – swimming works just like movement on land.



If you end up *under* water however, you must roll to Endure every turn (before performing your action). The Endure roll itself does not count as an action or a maneuver. If you fail the roll, you start to drown and suffer one point of damage.

EXPLOSIONS

The force of an explosion is measured in Blast Power. When the detonation occurs, the GM rolls a number of Base Dice equal to the Blast Power for each person within Near range of the blast. For every \clubsuit rolled, the victim suffers one point of damage. The roll cannot be pushed. Victims at Arm's Length from the detonation suffer one extra point of damage.

Effect Radius: Powerful charges, with a Blast Power of 7 or more, can harm people even at Short range. The Blast Power is then reduced by 6. If there are many people within Short range of the blast, the GM can simplify the process by rolling just one roll and apply the result to all victims.

Shrapnel: Normal explosions have a weapon damage of 1 – the damage is simply equal to the number of \clubsuit rolled (except at Arm's Length, where it is one more). Bit explosive charges can be loaded with bits of scrap, like ball bearings or nails, to increase the effect. If so armed, the Blast Power of the bomb is increased to 2.

THE ROT

There are places in Paradise Valley where healthy animals suddenly fall sick. All members of the tribes learn from an early age to avoid these wasted areas, contaminated by the Rot. The effects of the Rot are unpredictable – it can be anything from shivers and a fever to hair loss and vomiting blood.

ROT LEVEL

The worst thing about the Rot is that it permeates your body and builds up inside you over time. When you are contaminated by the Rot, you suffer Rot Points. Mark them in the check boxes on your

character sheet. Some areas in Paradise Valley have a *Rot Level*, from 1 and up. The Rot Level determines at what frequency you take Rot Points:



- 1 **Weak Rot.** You get 1 Rot Point every day.
- 2 **Strong Rot.** You suffer 1 Rot Point every hour.
- 3 **Hotspot.** Here, you will die quickly. You get one Rot Point every minute.



ROT ATTACK

You can also get Rot Points from specific events, such as consuming contaminated food or drink or coming into contact with contaminated creatures. In these situations, you suffer one or more Rot Points directly. This is called a *Rot attack*.

Food and Water: Eating or drinking one ration of contaminated food or water will typically give you one Rot Point.

EFFECTS OF THE ROT

Every time you suffer a Rot Point, you must immediately roll a number of Base Dice equal to your total amount of Rot Points. For every \clubsuit you roll, you suffer one point of damage (trauma to Strength).

DECONTAMINATION

When you leave the Rot-infected area, one Rot Point will leave your body every day. If you wash your body in clean water, half of your Rot Points (rounded up) go away immediately.

PERMANENT ROT POINTS

When you are contaminated by the Rot, there is a risk that it will stay in your body forever. Every time you are about to lose one Rot Point, roll one Base Die. If you roll a \clubsuit , the Rot Points stays, and becomes permanent. Mark this on your character sheet.

Permanent Rot Points stay with you for the rest of your life, no matter how hard you scrub yourself.





PARADISE VALLEY

Now that you have learned the rules of the game, it's time to take a closer look at your home - and your prison: Paradise Valley. You have lived here your whole life. You know the paths and streams well, the glades and cliffs are as well-known to you as your siblings in your own litter. But the familiarity of the valley is a false comfort. The valley is not your friend. It holds the hidden secrets of the Watchers, in the Forbidden Zones and in the Labyrinth in the depths of the very bedrock.

You were born in Paradise Valley. But you refuse to die here. From the slope of the mountains, you have seen the world beyond the Fence, towering mountains and mysterious ruins in faraway valleys. Some day you will go there. Some day you will be free.

LIVING LIKE ANIMALS

The tribes of Paradise Valley follow traditions whose origins are lost in the haze of history. The most important task of the tribe elders is to make sure that the traditions are passed on to younger generations. The traditions may vary somewhat between the different tribes but the principal features are the same in every habitat.

Lately, as mistrust of the Watchers has grown, more and more young animals ignore or even openly defy the traditions. This dismays many

elders, and offenders may well be expelled from the tribe.

THE TRIBE & THE PACK

The tribe is the most important aspect of life to the animals of Paradise Valley. According to the ancient traditions, the needs of the individual are always subordinate to those of the tribe. What the needs of the tribe are is decided by a tribe council, made up of the tribe elders, usually a group of 10-20 individuals. The meetings of the council can be heated affairs and sometimes lead to physical confrontations, but once a decision has been made it is followed to the letter by all the members of the tribe. At least this is what the traditions decree - in reality, things are not always so simple.

Packs: There are no traditional families in the tribes, no set units of mother, father and children. Individuals who are related or friends can form a communal *pack*, a subunit of the tribe of about twenty individuals. The pack often lives together and is led by an alpha or an elder, who usually represents the pack on the tribe council. The structures of packs vary a lot between the tribes. The Rat Tribe and the Rabbit Tribe have large packs with complicated hierarchies, while the Bear Tribe has no packs at all - bears tend to want to live alone.

Exiles: Individuals who refuse to conform to the rules of their tribe are eventually cast out from the community and are forced into exile. Most exiles are killed quickly by monsters or other calamities, but some live for years in solitude, usually in inaccessible parts of the valley. Tainted animals (see page 21), especially those with very obvious mutations, are often cast out simply because of their defects.

Habitats: The tribe's territory in Paradise Valley, its *habitat*, is defended ferociously. Each habitat is enclosed by old metal fences, but in many places these internal fences have decayed and rusted apart, leaving gaps for monsters and members of other tribes to slip through. It mostly falls to the Warriors to secure the borders of the habitat, but if needed all members of the tribe join the fight.

The Watchers are traditionally not seen as a threat – they are allowed into the habitat without resistance, as the metallic creatures are seen as holy beings. However, more and more animals in the tribes want to change that (see the Resistance, below).

Each habitat has a central settlement, called an outpost. The outposts of eight tribes are described in detail below.

THE NINTH TRIBE

One of the nine tribes in Paradise Valley doesn't have a habitat of its own. As opposed to the other eight, the Moose Tribe lacks all forms of hierarchy and territorial claims. The Moose Tribe is small, consisting of just a few dozen individuals, lonesome giants roaming Paradise Valley at will.

The moose are rarely seen by other animals, preferring to stay hidden. They do like to study the other tribes however, and can spend days observing the comings and goings of an outpost, never revealing their presence. Traces of the silent moose can be seen in the form of old campfires and marks on trees.

ABOUT THE PACK

"Us rabbits stick together. When we move through the valley to graze or dig for roots we do so as a pack. The pack are those closest to us. Kits, siblings, cousins and friends. Someone always sees or hears danger approaching since we almost always huddle together closely. The pack is safety, something to defend and sacrifice oneself for. Just as important is the tribe, a gathering of packs. Together we stand strong, ready to face any danger."

– Zidane 77, Rabbit Elder

Conflict: On occasion, the tribes quarrel, despite the old concords between them. Sometimes these quarrels escalate to open hostility. Common reasons are disputes over hunting grounds or some valuable artifact. Throughout history, such conflicts have grown into outright tribe wars a few times. It has been many years since this happened last, but many fear war is now about to break out between the Cat Tribe and the Rat Tribe. More on that below.

HUNTING & FOOD

Most of the tribes subsist primarily on hunting. There is fish in the creeks and plenty of prey in the woods – the problem is that many of these wild beasts are deadly predators themselves. A few tribes – particularly the Ape Tribe and Rabbit Tribe – only eat vegetables. They mostly live on plants and herbs in nature, but they also keep orchards of fruit and vegetable patches in their outposts (read more about the outposts below).

Food is always in short supply among the animal mutants, with the exception of the Dog Tribe, which has a great advantage because of its privileged standing with the Watchers. The quest for food and hunting grounds is a constant source of conflict in Paradise Valley.

Trade between the tribes is commonplace. Every tribe contributes whatever they are most skilled at finding or growing. Trade missions to other habitats

are common, and generally accepted by the Watchers. There is no fixed currency, trading items is the primary form of commerce.

TRAVEL IN THE VALLEY

Hunting, looking for edible plants and trade forces the animal mutants to roam Paradise Valley. But these excursions are not risk-free – quite the opposite. The valley is home to lethal beasts that can tear careless wanderers limb from limb, and the electronic eyes of the Watchers are everywhere. The GM can read more about travel in the valley in Chapter 11.

Hiking: Assume that you can walk about two miles per hour in wild terrain. Your speed is doubled to four miles per hour along an old road or a hiking trail (see the map on the inside cover of this book), but that also increases the risk of passing a Watcher checkpoint. You can double the speed – to four and eight miles per hour respectively – if you roll Force successfully every hour. If you carry more than your Encumbrance (page 23) you must Force yourself every hour, and cannot increase your speed.

Fences: Each habitat is enclosed by tall razor fences. However, these fences have fallen into

disrepair and there are places where animals can easily slip through – you just need to know where these places are (requires a successful Know Nature roll). Also, close to the fences there is a higher risk of running into Watchers or members of other tribes.

Taboos: Traditions dictate that there are areas in the valley where the animal mutants should never travel. This applies to the all areas close to the Outer Fence, the two Forbidden Zones and the Peak Cabin (see the section Overview below). Of course, this does not deter courageous (or reckless) animals from visiting these areas anyway. The risk of running into murderous Watchers in these forbidden areas is very high.

THE ABILITY TO SPEAK

Animal mutants can form words using their throats and mouths. Some of these words were taught to you by the Watchers, others have been carried from generation to generation by the tribe elders. Many of you also use grunts, barks and howls. These animal sounds are also a part of your language. Many also use their hands to communicate – signing is silent and especially useful when hunting and fighting.

The Feral Ones: The oldest animal mutants sometimes speak of the Feral Ones, the holy ancestors. They could not speak like you do, only in animal sounds. Now many want to distance themselves from the old ways. Animals that speak clearly can make themselves understood, can gather others and get their way. Most of those in power in the valley know how to express themselves well. Some have also begun writing, using strange doodles carved into rock or sketched in the sand down by the river. Those that master writing remember things better. You are only beginning to comprehend the power these doodles hold. Perhaps this was how humans created their wondrous world.

ABOUT THE FERAL ANCESTORS

"When I was young, tales were still told about the Feral Ones, our ancestors. They were animals like us, but walked on all fours. They could not speak, only howl, yelp and bark. Many were afraid of the Feral Ones, but still admired them. The Feral Ones were strong, they seemed to be able to survive anything. I don't know why there are no Feral Ones in the valley anymore. Perhaps they were so angry they all killed each other. Or they live with the Watchers, deep down in their secret lair under the mountains."

– Salming 07, Old Seer, Bagder Tribe

THE MYTH OF THE HUMANS

Humans are mythological entities to the animal mutants. According to the traditions, humankind are your creators, those that raised you from your



MONSTERS IN PARADISE VALLEY

The animal mutants of the tribes are not the only creatures in Paradise Valley. There are others – feral beasts that are a lethal threat to any that dare the depths of the forests. New, frightening mutant monsters show up all the time, but the tribe hunters have been able to identify some common species:

- **Landshark:** A dangerous beast that slithers through loose soil and can breach through the ground, tearing its victim to pieces. The land shark's weakness is that it cannot swim in water.
- **Winged Moray:** A reptilian predator with wings that allow it to glide a short distance. Hides in the forest, where its chameleon skin makes it almost impossible to detect. It dives down towards its prey without warning.
- **Centipede Snake:** This strange creature hides among the ruins and stony hills of the wilderness. The snake, that some believe is intelligent, lures unwitting victims, wraps itself around them and chokes them to death.

These monsters and many others are described in greater detail later in Chapter 9.

savage state and made you what you are today. There are many remnants of humankind's world in Paradise Valley, wondrous ruins and objects whose purpose is

often mysterious and inexplicable. Some of you have even seen pictures of humans, sacred furless apes.

Humans were benevolent makers, and the seers often pray to the human spirits for guidance. But the humans have abandoned you, left you alone, trapped with the Watchers. Why humankind did this is at times debated intensely among Seers and elders. Some seers claim that humans will return some day and set you free.

THE WATCHERS

According to the traditions, the Watchers are the deputies of humankind. The Watchers have been charged with watching over you, taking care of you, but also ensuring that you follow the rules and regulations set by the humans.

According to the traditions, all the trials and tribulations the Watchers subject you to (see below) are opportunities to show your worthiness in the eyes of humankind. Only when you succeed in doing so will the humans return and set you free. The eldest say that the Watchers, being the deputies of humankind, must be treated with veneration and respect – regardless of what they do to you.

More and more young animal mutants question these old truths. They claim you must fight the Watchers and gain your freedom by force. This is the only true test, and once you have completed it you will have proven yourself equal to humankind. This is the ideology behind the brewing Resistance (see below), that attracts more and more animals into its ranks.

RITES

Four times a year, the animal mutants celebrate traditional rites, all tied to the seasons and the sun's path across the firmament.

Winter's Blood: When darkness and cold envelope the valley the Watchers must be appeased, so that they bring back warmth and light again. This is done by sacrifice. Each tribe selects a sacrificial victim – the methods of choosing vary from tribe to tribe. It might be an outcast, someone who is sick, or a volunteer. After a long ceremony of singing around bonfires, the sacrificial victim is cast out of the habitat and forced to walk towards one of the two Forbidden Zones. What happens to them – if they are taken away or simply killed – is unknown.

The Wild Dance: On the spring equinox, when the warmth is coming and day and night are equally long, the animals celebrate their feral ancestors. During the Wild Dance speaking is strictly forbidden, as is the use of tools. The animals feast on raw flesh and plants, and dance wildly around their bonfires until dawn. Fertility rites are another common feature of this celebration.

Walk of Light: The Summer Walk takes place during the summer solstice, the brightest time of year. Young animals, eager to prove themselves worthy of entering adulthood, embark on a long walk through the valley – preferably filled with hardships. Their

departure is celebrated with song and dance, as is their return – if they return.

Humanfall: On the autumnal equinox, as darkness falls again, the animal mutants commemorate the fall of humankind. During the celebration, animals dress up as humans, wearing strange outfits and accessories, often hats or spectacles of different kind. Ancient scrap and scrap idols (see below) are common features of the celebration. The animals act as humans (or how they believe humans acted) with intricate dancing, song and poetry. Some seers even claim to be possessed by human spirits – their movements are stiff and human-like, their eyes empty, and they speak of mysterious and ancient things. These possessed animals can give advice, see the future and settle grudges within the tribe.

SCRAP IDOLS

Scrap idols can be found in all the tribes. The smallest are barely the size of a finger while the largest are as tall as several animal mutants standing on each other's shoulders. The idols are crafted from various objects left behind by the absent humans. This might be furniture, toys, engine parts and old tires, held together with string, rope, branches or wire, creating an elongated figure.

The smallest scrap idols are worn as lucky charms while the larger scrap sculptures rise like large totem poles to cast their holy gaze across the habitat. It is an accepted fact that a well-made scrap sculpture can protect the tribe from hostile tribes and ravenous beasts. It is said that human spirits reside in every tiny part of the scrap idols, spreading their benevolence to all true believers.

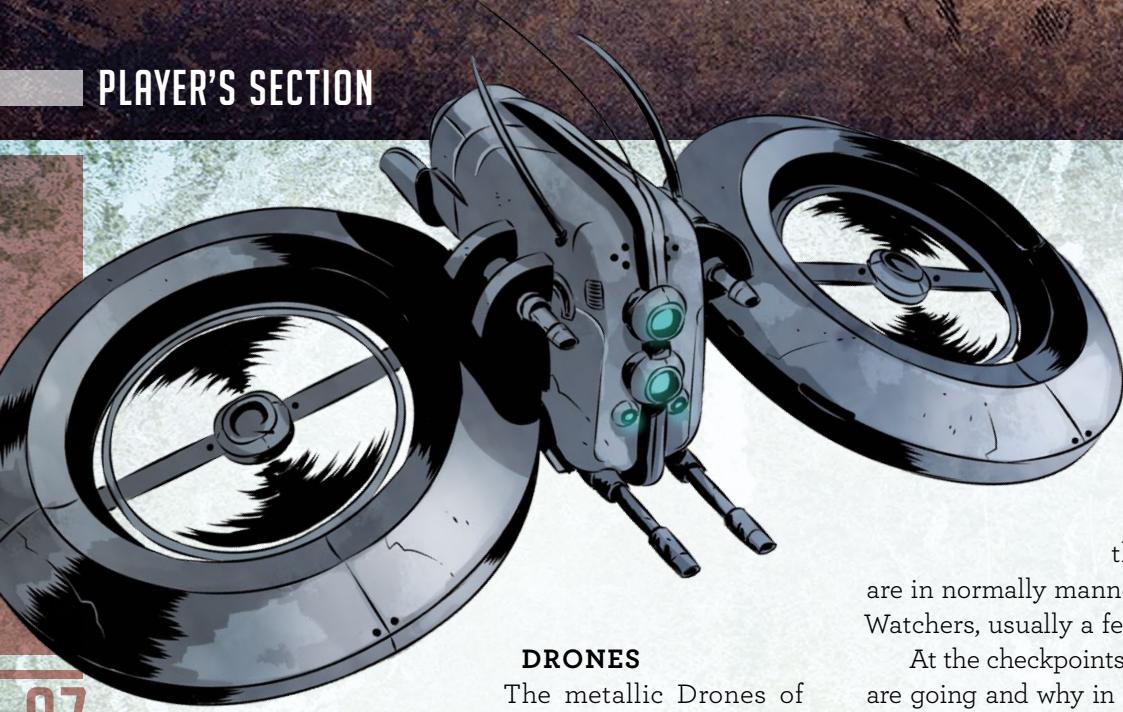
ABOUT HUMANKIND

"The humans lived here in the valley a long time ago. They looked almost like us, but walked on their hind legs all the time and had no fur except on their heads. They were always cold and wore several layers of clothing. It is said the humans and the Watchers built the houses and facilities we live in today. The humans were powerful and lived in huge tribes. Some believe they still live in their habitat somewhere beyond the mountains. But I doubt it. I think the humans are gone forever, and maybe that is just as well. Us apes can take care of ourselves."

– Bohr 15, Elder of the Ape Tribe

THE OPPRESSION OF THE WATCHERS

The Watchers, your metallic jailers, affect your lives every day. They are always present – even when they are not there to be seen you never know if their cameras see you, their microphones hear you or if the animal next to you is an informant. The Watchers control the animals of Paradise Valley in many ways.



DRONES

The metallic Drones of the Watchers always fly over the valley. Even when they are not

visible you can be certain they are up there, tirelessly observing. Drones are equipped with energy weapons and can summon more robots – often of the Sentinel model (see picture on page 119) but sometimes also the huge Walkers – against any animal mutants behaving suspiciously.

What qualifies as suspicious behavior is not completely clear. Everyone knows approaching a fence (inner is bad, outer is worse) or the two Forbidden Zones (see Overview above) will bring down the wrath of the Watchers, but there are many stories about animal mutants blown to bits in the middle of Paradise Valley – without any obvious reasons. Rumors abound about what these individuals were really doing.

Clever animal mutants, especially those that are part of the secret Resistance, have evolved methods to avoid the Watchers' eyes in the sky. Some examples:

- Slowly sneaking under the cover of forest and thickets.
- Using animal skins to disguise oneself as one of the monsters in the valley.
- Light fires and let the smoke hide movement on the ground or divert the attention of the Watchers.
- Send out several individuals that appear identical from the sky, making it very hard to discern who is who. Only one of these individuals will carry out the real task, the others are decoys.

CHECKPOINTS & ROADBLOCKS

Each habitat has a main Watcher checkpoint, controlling the movement of the animals in the valley. These checkpoints, marked on the map of Paradise Valley, are in normally manned at all times by a Squad of Watchers, usually a few Sentinels.

At the checkpoints, the Watchers ask where you are going and why in their metallic voices, they go through all your belongings, they make you sit on the ground and wait. Finally they let you pass – maybe.

Sometimes Watchers also set up sudden roadblocks. Generally they are set up at bridges, fords or gates in the Inner Fence, but sometimes the Sentinels show up in seemingly meaningless places. Sometimes a whole outpost will be surrounded by roadblocks, letting no one in or out.

Often the purpose of a roadblock is inexplicable – other times it's obvious the robots are looking for members of the Resistance.

RAIDS

Less often, but still regularly, a habitat or even an outpost is subject to a raid. A larger squad of robots, often Sentinels backed up by Drones and Walkers, roar into the habitat, usually at dawn. The most common target of raids is the rebellious Rabbit Warren (below), but no habitat is completely safe.

A raid is usually a response to some infraction committed by the Resistance, and the robots are hunting for the perpetrators. Sometimes raids are also used for abductions (below). They are often combined with a roadblock (above) – after the raid a roadblock is set up in the habitat for a while.

Sometimes the purpose of a raid seems to be to wreak as much havoc as possible – robots shoot at any and all animal mutants they see and level huts and houses. This type of raid, with mass destruction as its only goal, are thankfully very rare.

RINGING

Sometimes Watchers capture animal mutants, solitary animals or a whole group, and ring them. A metal

ring is fastened around an arm or a leg. The ring contains electronic equipment allowing the Watchers to track the ringed individual, wherever he or she goes.

Removing a ring is not hard, but is immediately detected by the Watchers and is considered an act of rebellion. Very few dare face the consequences, apart from the members of the Resistance.

FORCE-FEEDING

A rare but terrifying kind of control the Watchers subject the animals to is force-feeding. The Watchers will force one or several mutants to eat something, usually some kind of fodder or medicine, at gunpoint. The effects of these pills vary a lot, from no noticeable effect at all to powerful hallucinogenic experiences or actual poisoning.

COLLABORATORS

The Watchers don't always carry out their dark deeds on their own. A few chosen animal mutants are their chosen minions and underlings. Some of these collaborators act openly while others work as secret informants.

Collaborators of the open kind are most common in the Dog Tribe – other tribes often consider the entire Dog Tribe as the right hand of the Watchers. This is not completely true – there are even dogs sympathetic to the Resistance – but it can't be denied that the Dog Tribe is closer to the Watchers than any of the other tribes.

Collaborators sometimes work with, or replace, actual Watchers at roadblocks and during raids. Violence often erupts when collaborating animals raid other territories. To attack other animals is not considered a taboo in the same way that attacking Watchers directly is.

ABDUCTIONS

There is no warning and no way out. At irregular intervals the Watchers capture animal mutants and take them away. Where the victims are taken is unknown, but legends claim they are taken to the Labyrinth, the underground domain of the Watchers, deep under the mountains.

There is no discernible pattern to when or how often the abductions happen – sometimes there are several in one day, sometimes weeks pass by

without a single one. Who is abducted is just as unpredictable – it is, simply put, an ever ongoing life or death lottery. No tribe is spared, even though there are those that growl that the Dog Tribe seems to be targeted less than other tribes. Animals sympathizing with the Resistance also seem to be at greater risk of being abducted than others.

The manner of abduction varies. Usually animals are caught while hiking through the valley, but it is not unknown for death-dealing Watchers to march straight into a habitat and seize whoever they are after. Sometimes they come looking for a specific individual, other times the choice seems completely random.

According to tradition it is both futile and downright reprehensible to offer resistance to an abduction – abductions are a part of an animal's trials (above) and must run its course. To be abducted is an honor, according to the traditions. The few occasions where a victim has attempted escape – or when a parent have tried to protect their child from being taken – have inevitably ended with the victim captured by force or even killed.

The Returnees: The overwhelming majority of the abducted animals are never seen again. Tales and

ABOUT THE LABYRINTH AND THE EXPERIMENTS

"The Labyrinth is the habitat of the Watchers. It's hidden in massive bunkers in the innards of the mountain to the east. Along with others of our tribe, I was forced in there when I was young. Strange Watchers that we never see out in the valley did horrible things to us animals. They cut us and stitched us and stung us with needles. When they weren't tormenting us we were locked in tiny cages. It was horrible. Those of us that made it out alive had wounds that would never heal. That is how I went blind. I swear by all our feral ancestors that I will avenge these cruel deeds!"

– Sniff, Seer of the Rat Tribe

theories about what happens to them abound – are they killed, subjected to experimentation, released, sent to live with the humans?

However, now and then abducted animals return. Sometimes after a day or two, sometimes after an absence of months or even years. Almost without exception these returnees have no memory of what they have been through. They are often shadows of their former selves, mentally broken and heavily scarred after physical experiments. Through the years a few returnees have claimed to remember what happened to them – but those memories are so horrifying they refuse to describe them.

Abominations: Some abducted animals return in a new and very frightening shape. Parts of their heads and bodies are replaced with mechanical parts and electronics. The animals resemble their old selves but seem to have lost their personalities completely. These creatures, called Abominations, act just as erratic and cold as Watchers.

THE RESISTANCE

Lately discontent has grown among the tribes. Young animals in particular have begun questioning

ABOUT THE VANISHED

"A long time ago, when I was still young and strong and swung between the tree-tops, a number of other young gorillas suddenly went missing. We looked for them in the woods and up the mountains, but none of us could understand where the gorillas had gone. I assume the Watchers had made a wise decision and made sure these young animals were put to good use in a holy experiment. However, there were those in our tribe who thought the gorillas had managed to go over the Outer Fence and out to that thing they call freedom. Personally I think that's just absurd delusions. Our home is in the valley, as it has always been and will always be."

– Einstein 25, Ancient Chimpzee

ABOUT THE NAMES OF ANIMAL MUTANTS

"I am Bigger. It is my chosen name. Us young animals want to live our lives with names that suit us. Others settle for the names given them by the Watchers. The old names. Slave names. Your name shows who you are. Which name do you choose? Something the Watchers have picked out or something of your own choosing? The choice is yours!"

– Largo, Gorilla, Ape Tribe

the old traditions and the animals' submission to the Watchers. Armed revolt against the robots is discussed in shady glades and hidden warrens. The Resistance is strongest in Rabbit Warren, the only habitat where thoughts of rebellion are voiced openly. Because of this, the Watchers enforce order in Rabbit Warren with more force than in the other habitats. The Dog Tribe is the least willing to rebel, since they are close to the Watchers and often act as their deputies in the valley.

It is unclear who, if anyone, leads the Resistance. So far, the Resistance is an idea, a dream, more than an organized resistance movement. Still, things are happening:

Graffiti: The most common expression of the Resistance are slogans scrawled under the cover of darkness on the walls of ruins. Far from every animal can read, but written words like "Freedom!" or "Death to the Watchers!" are legible to all.

Removing Rings: A seemingly small yet symbolic action to defy the Watchers is when a ringed mutant removes their ring. Few dare go through with such an act unless they are an active member of the Resistance.

Reconnaissance: While awaiting major actions against the Watchers, the members of the Resistance devote their time to reconnaissance and mapping. Gathering information about how and where the Watchers patrol the valley, how their weapons

work and how they respond to various incidents is very valuable to the Resistance at this early stage. However, watching the Watchers is a great risk in and of itself.

Pinprick Attacks: So far direct action against the Watchers is rare, but there have been a few instances. Mostly it has been harmless vandalism, like cutting fences or blocking roads used by the Watchers by building barricades. Even such small actions have immense symbolic value.

THE GEOGRAPHY OF PARADISE VALLEY

Paradise Valley is situated high up in a scenic mountain range, far from the crumbling ruin cities described in *Mutant: Year Zero*. The valley is bordered by two grandiose mountains, their peaks covered in snow all year round. Between them runs a mighty river that swells to a small lake to the south of the mountains.

The valley is roughly 30 miles across – this area is depicted on the map on the inside cover of this book. The following sections describe the locations on the map in greater detail.

More details and secrets about Paradise Valley can be found in the Gamemaster Section of this book, meant for the GM's eyes only.

THE OUTER FENCE

The feared Outer Fence encircles the whole valley. It is an electric fence topped with razorwire. The remains of several animal mutants in various states of decay can be found in a few places along the inside of the fence. These are the victims of unsuccessful escape attempts.

The Outer Fence is guarded around the clock by deadly Drones and automated watchtowers – to approach them is considered suicide by most. This doesn't stop certain brave animals from trying, and around the campfires in the valley many tales are told of those who actually succeed. Fact or fairytale? No one can say for sure.

Automated Watchtowers: A large number of robotic watchtowers are part of the surveillance system of the Watchers, placed strategically so

that every part of the Outer Fence is covered by at least one tower. The towers are 30 feet high metallic cylinders equipped with searchlights, megaphones and lethal energy weapons. Whoever approaches the towers is issued an escalating succession of warnings: first a metallic voice message from the megaphone, then a warning shot and finally a kill-shot – usually only one hit is required. The searchlights are activated as soon as there is any form of movement along the Outer Fence during the night.

THE INNER FENCES

The inner fences in Paradise Valley, between the different habitats, are nowhere near as well kept as the Outer Fence. The gates – usually situated along the roads in the valley – are sometimes manned by Watchers but often left abandoned and open. Even along sections where there are no gates there are many places where the fences have decayed enough for cunning animals to slip through. No one goes near the fences casually though – the risk of running into Watchers is always greater along the fences than elsewhere in Paradise Valley.

THE FORESTS

Stunted and windswept bushes and birch trees grow below the snowline. Further down in the valley there are deep forested areas consisting of dark conifers and a small number of leafy trees. Enormous fern-like plants grow here and there, enjoying a short but very intense life during the summer. Parts of the forest are so dense that it is difficult to move through it.

Hunters from the carnivorous tribes of the valley often move through the forest hunting for edible prey. Animal mutants that have been cast out from the tribes can be found here sometimes.

THE RIVER & THE LAKE

A frothing icy-cold river flows down the center of the valley. South of the mountains the river widens and becomes a lake, large enough to hold two small islands (the habitat of the Ape Tribe, see below). Large schools of fat, edible fish pass regularly down the river. Whoever wants to cross the river would be wise to avoid the parts where the rapids are wild – one wrong step can be lethal.



THE SKI RESORT

Despite the distance to the metropolises of the Old Age, the valley holds a number of ruins from human civilization. Apart from the fences, more or less intact structures scattered through the valley indicate that the valley once contained a lavish vacation resort. A partly intact ski lift system follows the western mountain ridge. It is bordered by ski centers, cabins and a still intact lodge – which serves as the outpost of the Dog Tribe (read more about the lodge in the Habitats section below).

THE PEAK CABIN

A small red worn cabin is located a stone's throw from the lifts, high up on the western mountain, close to the peak. The cabin is mythical and feared among the animal tribes of the valley. It is said it is haunted by the spirits of humans. Very few animal mutants have dared go up here.

SKI LIFT

The remains of a ski lift stretch between the Peak Cabin and the lodge. The higher parts are in very bad shape, while the lower part – from the cabin village of the Cat Tribe and down – are more or less intact.

SKI CENTER

The ski center, a two-storied red wooden house, is close to the outpost of the Cat Tribe (see below). The house is dilapidated; a significant part of the roof has caved in and most of the windows are smashed. The inside of the house is full of broken furniture, ripped carpeting and other debris.

THE ROAD

The remains of a narrow paved road connect the cabin village and the lodge on the western mountain to the eastern part of the valley. The road is in very poor shape, in places the paving is cracked completely and overgrown with grass and thorny bushes. Rusty car wrecks can be found on the side of the road in some places.

The old road leads up to a gate in the Outer Fence and keeps going up out of the valley. From the mountain peaks you can see that the road connects to a large, partly intact highway a few miles out from the valley.

The road is sometimes crossed by small game and predators. Now and then packs from the tribes use the road to transport larger objects.

HIKING TRAILS

Narrow trails, most of them from the Old Age, meander through the hilly mountain landscape. Here and there old signs show the way to various cabins and other tourist resorts in the valley. Some trails are high up in the mountains, offering magnificent views of the mountain range when the skies are clear.

Packs from the animal tribes – usually made up of Hunters, Scavengers and Warriors – can be encountered on the trails, on their way to some other part of the valley. Sometimes predators and small game also cross the trails.

THE BRIDGE

A simple wooden bridge from the Old Age allows hikers to cross the river without having to dare the ice cold, wild rapids. A fairly well-preserved car wreck (a Volkswagen bus) is parked on the bridge and serves as a hunting cabin for the Bear Tribe. They can keep watch over the river and the surrounding groves from the bridge. Grumpy hunters from the tribe can often be found here, fishing. They prefer that others don't use the bridge.

THE FORD

In a wide and shallow part of the river, a number of large rocks make it possible to cross to the other side without swimming. However, it requires crossing 30 yards of slippery rocks. The water here is very rapid.

Animal mutants from different tribes sometimes use the ford to cross the river. It is also of strategic significance in the conflict between the Rat Tribe and the Cat Tribe (see Habitats, below).

THE WATERFALL

From 50 feet up, the water flows down the waterfall and crashes into the river with a powerful roar. During one period in the spring, spawning fish gather here in large numbers. Animal mutants from several tribes, most often the Bear Tribe and the Reptile Tribe, often gather here to fish, using a number of large rocks out in the rapidly rushing water as fishing spots.

ABOUT THE WORLD

BEYOND THE FENCE

"There is something out there, beyond the Outer Fence. Hunters know this, since we go up the mountains daily and see far and wide. Sometimes we have seen fires on mountains in the distance. Creatures sit around these fires. Who they are and what they want we do not know. Perhaps they are humans going places we don't know. The world out there must be big. Very big. We have seen an old road that winds between the mountains. The road is clogged with old car wrecks. Where the road leads, no one knows. Perhaps all the way into the sun. Perhaps to the habitats of the humans."

– Tracker, Hunter of the Cat Tribe

THE BOG

The northern shore of the lake fades into a foul bog. Patches of firmer ground are scattered throughout the bog, covered in luminescent shrubs in strong colors – orange, light blue and purple. The bog is dangerous and almost impassable – thus, it offers many hiding places. The outpost of the Reptile Tribe, the Terrarium, is in the bog.

THE HELICOPTER

As long as can be remembered, this wrecked flier from the Old Age has been half buried on the outskirts of the forest. The wreck has been stripped of artifacts, but regularly functions as windbreak and overnight shelter for the roaming Hunters and Warriors of the valley. Sometimes, Hunters and Warriors from different tribes stay overnight in the helicopter together.

THE WESTERN FORBIDDEN ZONE

Halfway down the western mountain slope lies a rectangular area, a few hundred yards across, that the animal tribes fear and avoid. The zone is bordered by a 15 feet high electric fence, similar to the Outer Fence but lower. Sometimes large, terrifying

THE LODGE



creatures can be seen moving inside the fence, only to disappear without a trace moments later.

THE EASTERN FORBIDDEN ZONE

High up on the eastern mountain lies another forbidden zone, also a rectangular area enclosed by an electric fence. The area is above the snow line and almost inaccessible, especially during bad weather. The animal tribes consider the area holy ground, forbidden to enter.

THE LABYRINTH

Truth or myth? Since time immemorial the seers have frightened children with tales of the Labyrinth, the underground halls beneath the mountain where the Watchers take you to be cut into pieces unless you do what you're told. The small number of animals that have returned after being abducted by the Watchers have been pale shadows of their former

selves, unable – or refusing – to remember the horrors they have endured.

THE HABITATS

Nine tribes live in Paradise Valley, all but one with their own habitat. The habitats are defended ferociously against external threats – whether they are wild monsters, other tribes or – in the case of the Resistance – even Watchers. The habitat is your sanctuary, your safe haven – until you join the Resistance and get hunted by the Watchers, of course.

The habitats vary in size, but they are all several miles across. Each habitat is centered on a settlement of some kind. These are called *outposts*. Some of them are ruins left by humankind, others are facilities that seem to have been built specifically to house the tribe, for reasons lost in the mists of time. Most of the outposts are worn down and on the verge of withering to pieces.

Several of the territories are described in detail later in this book, meant for the GM's eyes only.

DOG TRIBE'S OUTPOST - THE LODGE

The Dog Tribe is the richest and most powerful of the tribes in the valley. By running the market by the old ski lodge they control most of the trade. The tribe is also close to the Watchers and is granted generous gifts from them with regular intervals. More and more animals disapprove of the tribe's powerful position.

Overview: The lodge is a large four-storey building on the slopes of the western mountain. The building is red with white corners. Next to the main building is a smaller one-storey building made out of wood. Both buildings are decayed; some of the

tiles on the roof have come off and several windows are either broken or boarded up. In some of the still intact windows functional lighting can be seen, as well as a plethora of knick-knacks.

At least a hundred Scavengers from the different tribes engage in trade on the courtyard in front of the buildings. Trailers, car wrecks, containers and tents serve as both stores and warehouses. The market is guarded by armed wolves and foxes who keep watch from two simple wooden towers. The whole facility is surrounded by a long, partly broken wire fence.

APE TRIBE'S OUTPOST - THE ISLANDS IN THE LAKE

The Ape Tribe has always advocated obedience to the Watchers. The tribe is usually considered one of the most peaceful in Paradise Valley. However,



lately unrest has plagued this tribe as well. A growing number want to see changes in the alpha council, the group of old and conservative apes who rule the tribe.

Overview: Two verdant islands occupy the middle of the large lake in the valley. A building rises in the shadows of leafy trees on the slightly larger island (home to the gorillas and chimpanzees). It is a colorful wooden house with towers and pinnacles, and is attached to a square concrete building (an old ape house). Long ropes for climbing and clinging are draped through the trees surrounding the buildings. Two large treehouses are hidden in the treetops. A raft and a few small boats are moored to a long gray wooden pier that extends from the shore. A large stilt house is nearby.

Large leafy trees also grow on the smaller island (home of the orangutans). There are overgrown iron climbing frames here and there. Through the greenery a large wooden villa can be glimpsed, also with pinnacles and towers. A large greenhouse, filled with verdant plants, sits close to the villa, and

between them is an open area (once an enclosure for the apes) that serves as a gathering place for the tribe councils. The two islands are connected by a simple narrow suspension bridge.

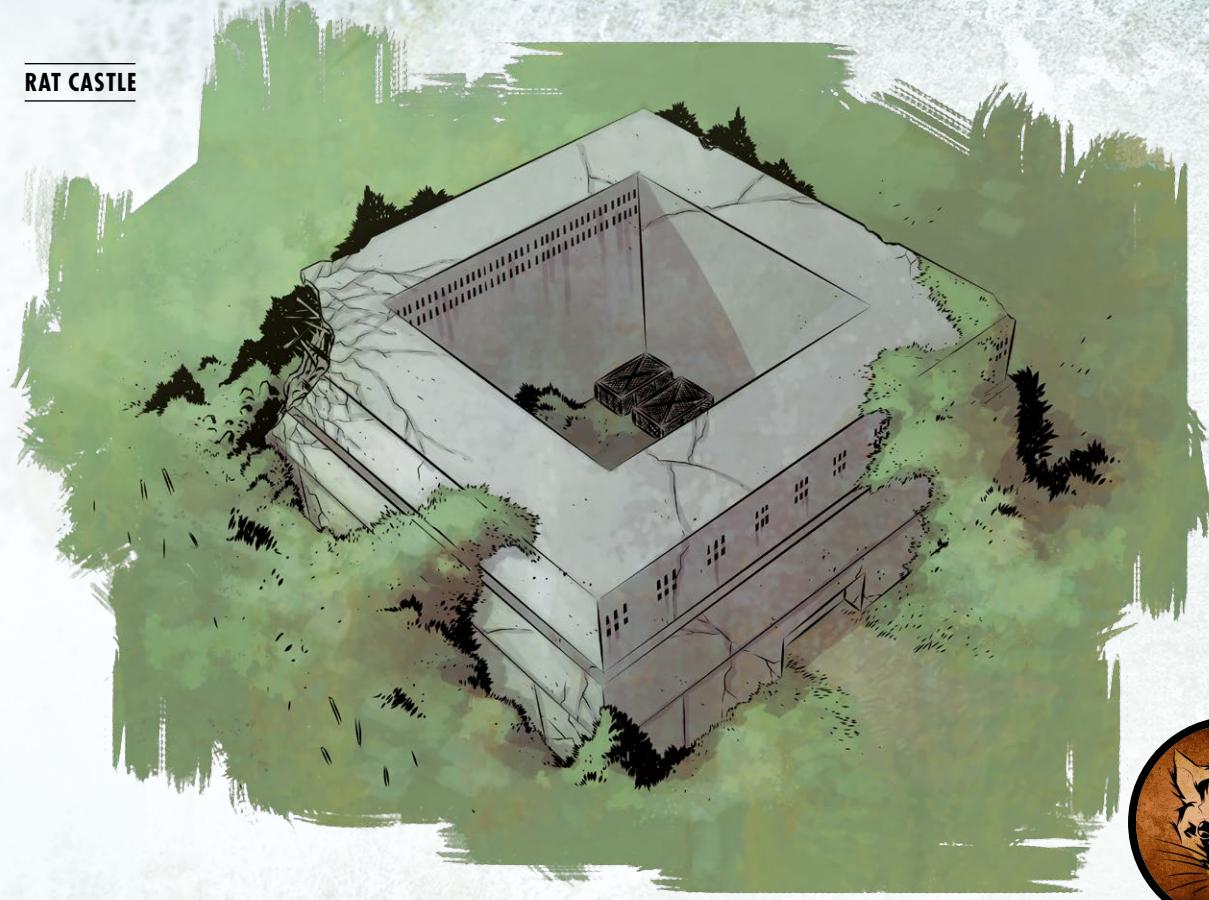
Apes often move around the islands. They hang out in the trees, in the buildings and out on the pier. Some are usually out fishing on the lake.

CAT TRIBE'S OUTPOST - THE CABIN VILLAGE

The Cat Tribe is a small one, mostly focused on hunting and fishing. The cats have long preferred living off on their own and view both other animals and the Watchers with intense suspicion. The tribe is currently at war with the Rat Tribe.

Overview: High up on the western mountain lies a cluster of eight mountain cabins. The cabins are small and painted dark brown. Some of them have boarded up windows. Three snowmobiles are parked next to one of the bigger cabins.



RAT CASTLE

A tall, bare tree rises in the middle of the village. A large basket hangs at the top where a cat with a loaded crossbow keeps watch over the valley. The

THE HATED RATS

"Why we hate rats? Need you even ask? They eat everything, shit anywhere and every day they multiply. You can find their stinking tracks in every little corner of the valley. And the rats have always caused trouble for us cats. They should leave us alone and not bother us while we hunt and fish. I swear by the holy spirits of the wildcats that I am ready to die for our tribe's hunting grounds and fishing grounds. A cat's life without real food is not worth living!"

– Nightclaw, Lynx
and Tribe Elder of the Cat Tribe

outpost is enclosed by a long, rusty barbed wire fence. Two rat skulls on spikes mark the entrance to the outpost: a small opening in the fence. Armed cats patrol here and there.

Outside the fence but still close to the village, an old worn ski lift stretches across the slopes. Sometimes armed Warriors from the Cat Tribe ride the lift baskets up or down the mountain.

**RAT TRIBE'S OUTPOST
– RAT CASTLE**

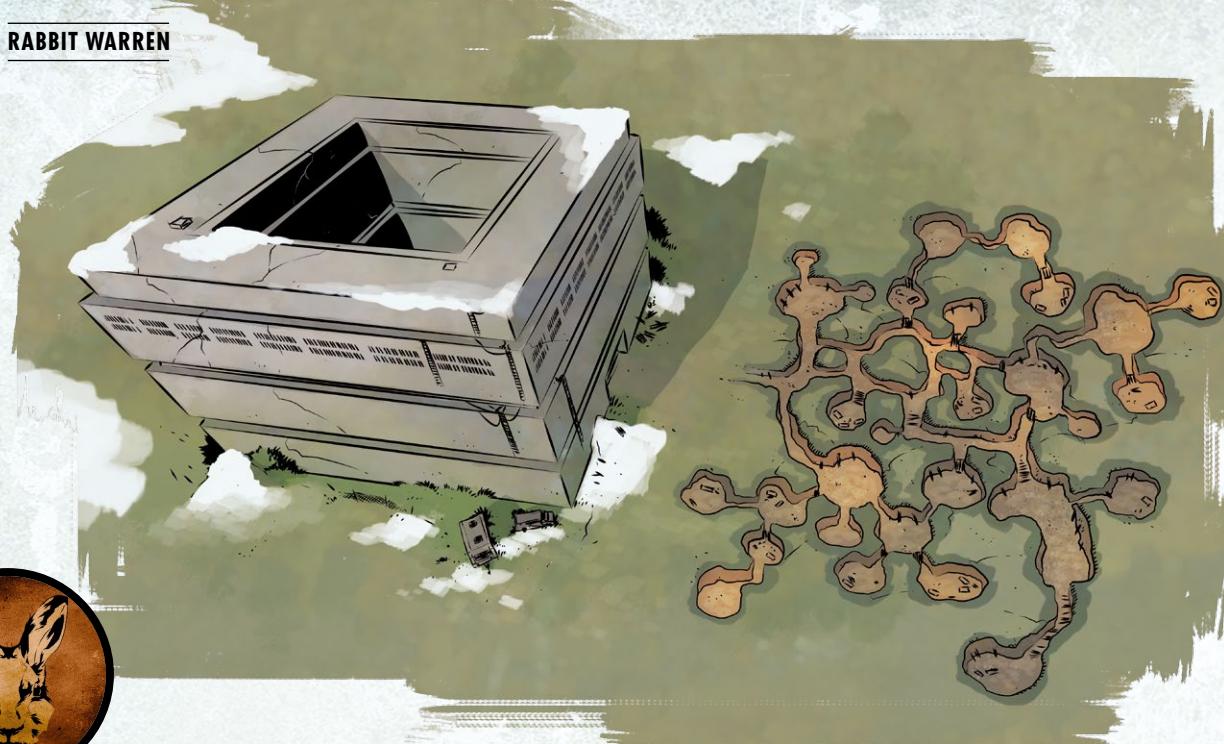
The Rat Tribe – which includes rats, mice, hamsters and even some squirrels – is one of the larger tribes in Paradise Valley. Lately the tribe has struggled with overpopulation, internal conflicts and, last but not least, the ongoing war with the Cat Tribe. Some of the animals in the tribe have also joined the Resistance recently.

RABBIT WARREN

Overview: At the bottom of the valley, surrounded by thriving shrubbery, lies a large, blocky facility of gray concrete. It is in bad condition and is crumbling apart. One of the corners is partly collapsed – a large pile of concrete blocks and rebar has spilled onto the ground below. The surrounding greenery has started climbing up the concrete. The high gray walls are largely hidden by greenery.

The facility has three levels with long corridors filled with a massive amount of small cramped cells where the animals of the tribe live. The rats occupy the lowest level, the field mice and hamsters the middle level and the top level houses the myriad of mice.

Two car wrecks and a multitude of furniture of varying condition sit in the hustle and bustle of the inner courtyard. Around twenty Warriors from the Cat Tribe are held in three metal cages. When darkness falls large bonfires are lit in the yard and armed guards with torches patrol the walls. An acrid stench of droppings permeates the whole outpost.



RABBIT TRIBE'S OUTPOST
– RABBIT WARREN

The Rabbit Tribe is the second largest tribe in the valley and consists of both rabbits and hares. Hatred of the Watchers is widespread here and the Rabbit Tribe is the only tribe that openly and actively fights the machines. Many tribe members also harbor intense hatred for the meat-eaters in the other tribes.

Overview: On a hill among the glades at the base of the eastern mountain lies a tall, blocky building made of gray concrete, of the same type as Rat Castle (see above). The most conspicuous feature of this facility is the massive destruction around it. All the trees and bushes within a few hundred yards are cut down, and the barren landscape that remains is chewed apart by numerous craters. Here and there the rabbits have put up poles with parts of destroyed machines, like totem poles.

The main building is also in a miserable condition, full of bullet holes and partly razed to the ground. The facility has three storeys with long

rows of small barred cells. Few of the tribe's many members live here. The courtyard is partly overgrown by tall grass, surrounding a rusty van and a decrepit trailer.

Whoever moves around the courtyard discovers tunnel openings dug into the ground, surrounded by small mounds of dirt. The animals of the tribes have spent generations digging an intricate system of tunnels. The members of the tribe live in the tunnels, protected and hidden from the Watchers. Some tunnels lead to hidden openings in the surrounding landscape.

Since the tribe is both warlike and rebellious it has a large number of guards. Some occupy the walls of the building while others move underground in the ever expanding tunnel system, always ready for any attack from their enemies.

REPTILE TRIBE'S OUTPOST - THE TERRARIUM

The Reptile Tribe is one of the smaller tribes in the valley and has a bad reputation among the other tribes. The reptiles usually keep to themselves and avoid conflict with both the Watchers and other animal mutants - but they defend themselves savagely when attacked. The mortal enemy of the reptiles is the Badger Tribe.

Overview: Five domed glass and steel buildings sit in the bog on the northern shores of the lake. Many of the large glass surfaces are cracked and covered by algae, but most are still waterproof.

Each of the terrariums has an entrance above ground but they are barred or locked with rusty locks - the reptile mutants enter through tunnels beneath the surface of the water. Inside the

THE TERRARIUM



terrariums the temperature is kept at a pleasant temperature even during the winter, when the reptiles are uncomfortable moving around outside. The terrariums are filled with dense greenery that is hard to move through for outsiders. Individual lairs are hidden among the plants.

The terrariums are not big enough to hold all the reptiles of the tribe, so there are additional settlements in simple tents on the surrounding islets. One island holds an open space with a large fire pit, where the tribe leader – the toad Piaff 17 – and the other elders meet in council.

BEAR TRIBE'S OUTPOST – THE BEAR PARK

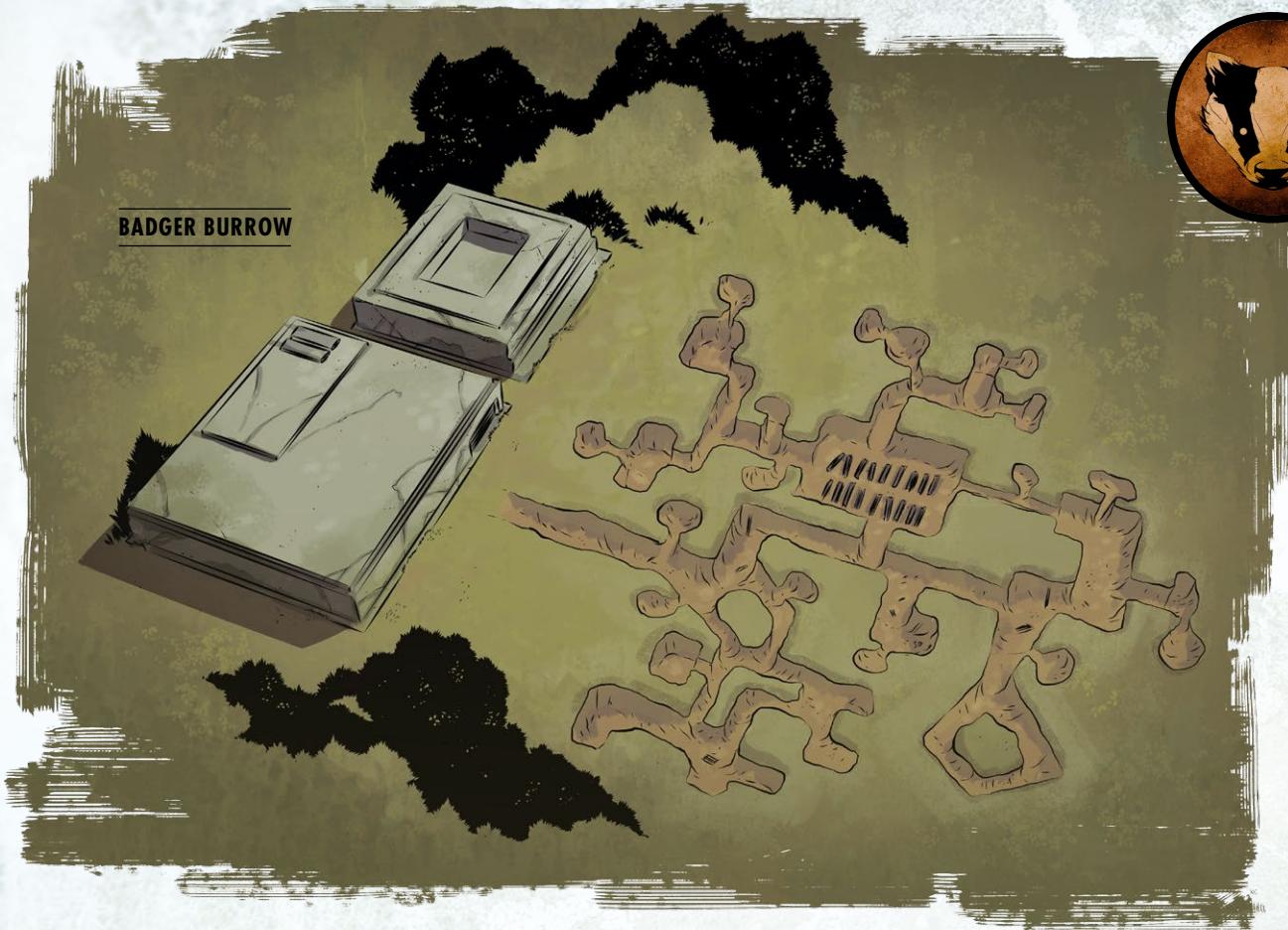
The Bear Tribe is the smallest and least sociable of the tribes in Paradise Valley, second in that regard

only to the elusive Moose Tribe. The bears don't even spend a lot of time together in their outpost, but prefer to wander alone or in small groups out in the habitat. The tribe leader, the old brown bear Truffaut 13, has recently gone missing and rumor has it he has been abducted by the Watchers. His nephew, the hot-headed – for a bear – Truffaut 21 has shouldered the burden of leading the tribe.

Overview: Four low, dilapidated, overgrown concrete buildings sit in a wooded area in the eastern part of Paradise Valley. Rusty bars cover what few windows they have. The area is heavily wooded and the buildings are partly hidden by trees and branches. A pond occupies the space between the buildings, and next to it is an open area with a fire pit where the bears meet in council.

At first glance the Bear Park might seem completely deserted, especially compared to the busy





bustle of the other outposts. But animals are regularly slumbering in the shadows of the withering walls, especially during the winter when the bears tend to be very sleepy.

Bear Park is not really guarded – it has simply not been necessary.

BADGER TRIBE'S OUTPOST - BADGER BURROW

The Badger Tribe is one of the smallest tribes in Paradise Valley and is characterized by internal conflict. The wolverines don't like the badgers – weasels and martens are always quarreling. Combined with the tribe's geographic location on the outskirts of the valley, this makes the tribe one of the least influential – the fact is that other tribes sometimes forget the surly and bad-tempered animals of Badger

Burrow. The only exception is the Reptile Tribe, which has been harboring an intense hatred of the badgers for generations.

Overview: Two low crumbling concrete buildings sit on a hill within sight of the Outer Fence. From a distance it looks like they are abandoned, which is true – no one lives in these buildings.

The real outpost is underneath these buildings, in tunnels and burrows beneath the ground. The whole hill is honeycombed with passages and chambers. A larger hall holds rows of benches. This is where the Badger Tribe's chieftain, Yzerman 33, holds council with the other tribe elders.

The badgers guard their habitat closely, and unexpected visitors find themselves surrounded by surly badgers and wolverines armed with scrap spears.





YOUR JOB AS GAMEMASTER

Paradise Valley is your playground. The monsters and robots that the PCs confront are your loyal subjects. You and you alone know the secrets of the Labyrinth, the hidden truths in Genlab Alpha. You are the true Watcher. You are the Gamemaster.

Unlike *Mutant: Year Zero*, *Genlab Alpha* comes with a more clearly defined story to convey to the players: the story of the mutated animals and their desperate struggle for freedom. This campaign is described in detail later in this book.

This in no way means that everything in the game is predetermined. The choices and actions of the players will decide the fate of the animals. But the main phases of the story as well as the direction it takes are already mapped out – at least until the day the animals leave Paradise Valley.

THE PRINCIPLES OF THE GAME

There are a number of principles in *Mutant: Genlab Alpha* just like in *Year Zero*. Their purpose is to help you create the right mood in the game and

guide you when you are unsure of how to handle any situation that arises.

1. LET ANIMALS BE ANIMALS

In *Mutant: Genlab Alpha* the players portray mutated animals. This needs to mean something. Animal mutants are not simply humans with fur and an animal head. Yes, they are intelligent, can walk on two feet and have prehensile front paws – but in their hearts they remain *animals*. Their animal instincts remain, in everlasting conflict with the human side of their self. Encourage your players to act out the animal side of their characters, and do the same with your NPCs.

2. ALL ANIMALS ARE NOT THE SAME

Allowing the animal side of PCs and NPCs to show during the game does not mean that all animal mutants of a species are identical. Not all dogs are loyal pack animals and not all cats are headstrong loners. Use the typical traits of the species in question as a foundation, but also give them unexpected

and atypical traits. That's how you create interesting and memorable animal mutants in your game.

3. THE WATCHERS ARE EVERYWHERE

There is no hiding from the Watchers and their hovering drones, brutal robot patrols and informers. The players should always feel monitored – or believe they are. No place is safe and every rebellious act is potentially dangerous. Use looks and comments from NPCs to create doubt. Who can the PCs trust? Who is just innocently curious and who is working for the Watchers?

4. THE TRIBE IS YOUR HOME

The tribe is the rock the PCs cling to in life. The tribe is their home and their safety. When the tribe and the habitat are threatened they must be defended at all cost. Enemies of the tribe are enemies of the PCs – anyone betraying the tribe may find themselves cast out from the community. Conflicts between tribes can create tension between PCs, something you should encourage to create an interesting dynamic within the group.

5. FREEDOM ABOVE ALL

Despite the great importance of the tribe, there is something even more important to the PCs – freedom. By joining the Resistance, the PCs put their relatively safe tribe life at risk to fight the Watchers and escape from Paradise Valley. Stress the importance of this by depicting the oppression of the Watchers in brutal detail. Let NPCs the PCs care about be hurt, killed or abducted.

6. NATURE IS BOTH FRIEND AND FOE

Paradise Valley is a prison, but it is also a lush wilderness that can provide food, water and secret boltholes for the PCs. The PCs know how to use the terrain to their advantage. But at the same time the valley is an unreliable ally – the Watchers have the power to change nature itself, and their technology can trigger avalanches, wildfires and floods.

7. EAT OR BE EATEN

Pure water is a readily available in Paradise Valley but food is something the animal mutants have to work for constantly – by hunting, cultivating or

foraging for edible plants, or trading with other tribes. Let the PCs feel hunger. Let them face mutated beasts to provide food for the tribe and let them envy the Dog Tribe which has all the food they need and more.

8. HUMANKIND IS A MYTH

The animals of Paradise Valley see humankind as their creators, godlike beings who have disappeared since their creation was completed. Humankind is the subject of myths, tales and rituals among the animals of the tribes. This attitude towards humankind can be used to create interesting roleplay when the PCs find artifacts and ruins left by humans in Paradise Valley.

9. LET THEM DIE

This is the only principle that remains from *Mutant: Year Zero*. The death of PCs does not fill a purpose of its own and is not something you should actively work for – but let it happen when it happens. The players should feel that their PCs are mortal. A new character can be created quickly and it's easy to incorporate a new PC in the group since Paradise Valley is small and everyone knows everyone – and the Resistance always needs new recruits.

10. IT'S A FABLE, NOT A COMEDY

Talking animals are funny. Assuming the roles of mutated animals is guaranteed to make you all laugh. That is fine. Humor is an important part of the *Mutant* RPG franchise, and even more so in *Genlab Alpha* than in *Year Zero*. But don't let your game become a farce. *Genlab Alpha* may be a fable, but it's not a comedy. Juxtapose the animal humor with the brutal oppression and constant surveillance of the Watchers. Let the struggle for freedom feel real.

THE HISTORY OF PARADISE VALLEY

Paradise Valley is a unique place in the world of *Mutant* and it has a long and dark history. It won't be until the very end of the campaign that the players discover this information – and perhaps they won't know all of it even then. The goal of this section is to give you the background information you

need to portray Paradise Valley and its inhabitants for the players.

THE APOCALYPSE, A BEGINNING

A long time ago, the world was ruled by humankind. They built grandiose cities and created vast, powerful domains. Humankind's lust for power and wealth was endless. Eventually, almost all resources were depleted. The rainforests of the tropics were cut down, the mountains were emptied of minerals and the seemingly inexhaustible oil wells dried up. At the same time, the world's population was growing exponentially. An ever growing number congregated in huge cities where only a few had the means to feed and house themselves comfortably.

When a deadly disease called the Red Plague swept the world, most of humankind did not stand a chance. The survivors had to fight over the diminishing resources that still remained. Heated political discussions lead to armed conflicts, which soon escalated to a global nuclear war. Billions died in a few months. Life on Earth seemed doomed.

THE SURVIVORS IN THE ENCLAVES

While the great war was laying waste to the world, a small remnant of humankind managed to save themselves. Massive engineering projects created safe havens deep beneath the mountains, on the bottom of the oceans and in orbit. These new, protected homes were called *enclaves*. They were mostly reserved for the rich, well-educated and privileged. Many others were also promised a place in the enclaves and gathered to wait in gigantic quarantine camps above ground. Most of them waited for nothing. Radiation, the Red Plague and other epidemics ended millions of lives.

Even if each enclave was big and often had plenty of resources, they faced serious problems over time. The powerful corporations and wealthy families that built the enclaves created new powerful alliances - the Titan Powers. They soon started plotting against each other and created horrifying new forms of weapons. The arms race continued and led to another massive war. Many enclaves were destroyed, but there are still places around the world where humankind struggles on - isolated and desperate, but still alive.

ELYSIUM

A small group of very rich families, dynasties of science, industry and finance, eventually joined forces and created an alliance they called Elysium. They built a number of huge underground cities, but these were hit hard by the enclave war. Attacks by Noatun and Mimir, two other Titan Powers, eradicated several enclaves completely. Others were badly damaged, but somehow managed to survive.

During the following years, the old Elysium families did everything they could to preserve what remained of the population of their enclaves. Heavily armed convoys - often manned exclusively by robots, sometimes by both humans and robots - were sent up to the devastated surface to guard

THE ELYSIUM ENCLAVES

The rulers of Elysium declared that the enclaves would take the form of subterranean cities with enough room to house tens of thousands. The enclaves were equipped with powerful defense systems that would be able to respond to an outside attack at any time. Many of Elysium's enclaves were carved out under the mountains, but some locations in the deepest parts of the ocean were also considered appropriate.

Genlab Alpha, where the first mutated animals of Paradise Valley were created, is close to the Elysium IV enclave. However, the enclave is badly damaged after a massive attack during the Enclave War and thus impossible to reach. The enclaves of Elysium will be described in detail in the future supplement *Mutant: Exodus*.



and sometimes attack and seize installations that were vital to the survival of the Titan Power: mines, docks, food storage facilities, oil fields and railroads. Large parts of the dwindling resources of the Elysium enclaves were poured into various research projects aimed at securing the continued existence of intelligent life, in one form or another.

PROJECT GENESIS

Advanced genetic laboratories where scientists created new, often bizarre lifeforms, were built attached to the Elysium enclaves. The scientists hoped these new creatures would be strong and

intelligent enough to survive in the harsh wastelands above ground.

Elysium invested the most in Project Genesis, which attempted to combine human DNA with the DNA of various extinct species that had once roamed the Earth. The ambition was to create mutated animals who also had human traits. These new creatures would retain their animal attributes and survival instincts, but walk on two feet, have hands and human intelligence.

The animal/human crossbreeds turned out to be more problematic than was intended. A great number of genetically manipulated animals died in the early stages of the project. It took decades of failed experiments before the scientists could create somewhat viable animal mutants. Project Genesis was hampered by the raging enclave war. Some of the genetically manipulated lab animals were killed in the attacks, others were forced out into the wild – unprepared, confused and hungry...

XENOGENETICS AND BIOMECHATRONICS

All the Titan Powers have looked for a way to allow their offspring to repopulate the ravaged Earth or survive in the outer darkness of space. The answer was xenogenetics and biomechatronics. Xenogenetics attempts to create new lifeforms by infusing the attributes from one creature into another. Biomechatronics seek to enhance and improve humanity using robotic implants. The Titan Powers have reached different levels of success in each field. Mimir has developed xenogenetics far beyond anyone else and Project Eden, the mutated humans, has proven that Earth is habitable again (see *Mutant: Year Zero*). Noatun sought the answer with more and more advanced robots but their stumbling steps into biomechatronics, called Project Nemo, has not yielded creatures viable enough for their purpose. Elysium has come further in the field of biomechatronics (more on both of these projects in future expansions). Project Genesis is Elysium's attempt at xenogenetics. They wish to create creatures able to survive on the Earth's surface and serve Elysium and mankind until she can return to the surface.

GENLAB ALPHA AND BEATRICE KILGORE

The main lab at Elysium IV had several smaller lab units placed in various strategic places underground in Paradise Valley. They were manned primarily by advanced robots. When the enclave was destroyed by a devastating attack from a hostile Titan Power, the genlabs were also destroyed – but not all of them. Genlab Alpha, several miles away from the enclave, survived relatively intact.

The only surviving human scientist at the lab – Beatrice Kilgore, daughter of the enclave's head scientist Kaiser Kilgore – was determined to finish her work on Project Genesis, despite the destruction of the enclave. She saw the project, and herself, as the last guarantee of humankind's survival. To avoid lack of resources, radiation and even age from threatening her life, she instructed her robotic servants to perform a drastic procedure. Her brain was removed from her body and was connected to the mainframe of the laboratory. As a *cyber*, Beatrice would have eternal life. To celebrate her victory over the ravages of time, she assumed the name *Chronos* – time personified.

However, the technology was untested, and Beatrice's brain was irrevocably damaged when she was connected to the mainframe. Today, decades later,

only confused fragments of her remain in the circuits of Chronos.

THE ANIMALS OF PARADISE VALLEY

Generation after generation of animals of ever growing intelligence were born in Genlab Alpha's zoo-like facilities. When the animals were intelligent enough, Project Genesis' original plan was to release them from the valley.

After some time the mutated animals reached human levels of intelligence. The robots in the facility taught them human language and soon the animals developed their own unique culture, shaped by their isolation. They called the robots Watchers and worshipped them like gods. Mankind was believed to be strange, mythological creatures, since the animals had found traces of them but never met them. With growing amazement the animals investigated the lodge, the village and other things mankind had left behind in Paradise Valley.

Chronos, the cyber leading Project Genesis, was faced with a difficult dilemma as the animals

evolved: should the mutated animals remain in Paradise Valley or should they be released into the outside world? Chronos is obsessed with continuing the experiments and her work, since her entire existence would be meaningless when Project Genesis is over. At the same time, there is a yearning for rest in the depths of what remains of Beatrice Kilgore's mind.

THE BEGINNING OF THE END

For generations, the mutated animals believed the lands outside Paradise Valley were a forbidden and unknown world populated by bloodthirsty monsters. But the books and magazines left behind by mankind contain images of a fascinating world. The animals were mesmerized by photographs of happy and smiling humans gathered around their campfires. The animal mutants knew the Watchers forbade them to leave the valley and anyone that attempted escape was punished harshly. Still, curiosity grew with every new generation. What was outside the electrified Outer Fence? Where had mankind gone? Were they still alive somewhere beyond the horizon?

Once forbidden thoughts have become dreams of freedom and revolt during the last months, spreading among the animals of Paradise Valley. A hidden network is growing between the tribes, the beginnings of a resistance. All it requires is a spark to ignite. Life in Paradise Valley will be changed forever...



THE CAMPAIGN & SIDETRACKS

Mutant: Genlab Alpha is written as the story of the animal mutants' struggle against the Watchers, and their escape from Paradise Valley. The campaign *Escape from Paradise* is described further in Chapter 11. Once the campaign is over, if the animals reach the Zone, they become part of the Year Zero setting and gameplay can continue using that game. Read more about that in Chapter 14 in this book.

Of course, nothing is stopping you from expanding your campaign with your own adventures in Paradise Valley. There are plenty of intrigues and conflicts between the tribes to explore.





WATCHERS & MONSTERS

The animal mutants of the clans are not the only strange creatures roaming Paradise Valley. Grotesque mutated beasts hunt in the woods, on the moors and in the mountains. These beasts are bred in the underground laboratories of Genlab Alpha, just like the animal mutants. Unlike them, the monsters are little more than mindless beasts. Instead of enhanced intellectual capacity, increased size and

capability to tear their prey limb from limb have been the main objectives of their creation.

This chapter describes these mutated monsters as well as the bizarre and extreme natural phenomena that haunt Paradise Valley – most likely as a result of the pollution or weapons of mass destruction of the Old Age. However, first of all, this chapter describes the Watchers themselves – the various models and versions of the robots keeping the animal mutants captive in Paradise Valley.



MUTANT: YEAR ZERO

All monsters and phenomena described here can be used outside Paradise Valley, in the Zone in *Mutant: Year Zero*. This also applies to the Watchers – some of these metal beasts may have strayed out into the Zone. The same goes in the other direction – if you have access to *Mutant: Year Zero* you can use monsters and phenomena described there in Paradise Valley.

THE WATCHERS

The Watchers are robots created to monitor the test subjects in Paradise Valley. Just like other monsters, most of them lack true cognitive functions. Instead, they are ruled by automatic programs and routines. Such Watchers lack the Wits and Empathy attributes and can never suffer confusion or doubt.

Weapons: As opposed to monsters, even mindless Watchers can use weapons with Gear Bonus. These are generally built-in and do not function

if removed. Built-in weapons use the robots' own energy supply, and do not require E-Packs.

Versions: There are more advanced versions of the various Watchers. The advanced versions have the same stats as the basic model, unless stated otherwise. In the campaign text (Chapters 11-13), it is sometimes stated that a certain robot is an advanced version. If not, assume that the robot in question is the basic model. However, you can also use the advanced models whenever you like, to increase the threat to the PCs.

Skills: Watchers use skills normally, but they cannot push rolls or use Feral Points. A Watcher that lacks Wits and Empathy can still use skills based on these attributes, as long as it has at least skill level 1.

Maneuvers: Just like the animal mutants, the Watchers can perform one action and one maneuver per turn, or two maneuvers (see Chapter 6).

Swarms: Some Watchers are swarms, consisting of a large number of smaller robots. Swarms are just like any other Watchers, with two differences:

- A swarm can divide its attack and engage several targets with the same action. Divide the swarm's base dice across any number of targets.
- Swarms do not take damage from regular weapons, only from fire or explosions. If the PCs lack those kinds of weapons they have no choice but to run for their lives.

Special effects: Several Watchers have unique effects that do not correspond to a skill. These effects are explained individually.

ABOMINATION



ABOMINATION

±0

In the depths of the gen labs, Observers (below) work to modify research subjects in the hopes of being able to create new biomechatronic beings. These trials have created something the animals of Paradise Valley call Abominations, creatures that have lost all traces of personality. The various implants are not always functional, and open wounds, scars and shaved skin is often visible on an Abomination, signs of failed biomechatronic procedures. Abominations can sometimes communicate with simple phrases and may understand simple commands.

Attributes: As the original animal, but +1 Strength and Agility. They generally lack Wits and Instinct.

Skills: Fight 3, Shoot 2, Move 3, Sneak 3, Scout 2.

Armor: —

Weapons: Mechanical bite (no Gear Bonus, Weapon Damage 2), steel claws (Gear Bonus +1, Weapon Damage 1).

Implants: Below are some examples of biomechatronical implants that Abominations can have. Most have only one or two of them.

KNOW NATURE

When the PCs encounter a threat in Paradise Valley, they can make a Know Nature roll to learn something about it. For each threat in this chapter, a modification to the roll is listed, indicating how rare or strange the threat is. This modification is shown in the yellow traffic sign, like the one in this box.



- **Camera Eye:** One of the Abomination's eyes has been replaced with a mechatronic eye with a recording function and night vision. The effects of darkness are completely nullified.
- **Stun Gun:** One forearm has been replaced by a mechanical limb that can release a flash of energy powerful enough to stun (Gear Bonus +1, Weapon Damage 2, Near range, inflicts fatigue).
- **Servo Arms:** The arms are rebuilt with mechatronic servos, making them extremely strong and durable (+3 modification to Force or Move rolls that require the use of arms) and makes them move erratically.
- **Armor Plating:** Internal and external mechatronics are reinforced with protective plating, giving the Abomination an Armor value of 6.
- **Cerebral Tank:** The Abomination is intelligent enough to have Wits 1, Scout 2, and Comprehend 2. It can speak in complete sentences but lacks personality. Its voice is monotonous and rasping.
- **Sonar:** Mechatronics around the ears and sensory organs have been enhanced with a sonar system capable of sending out powerful ultrasonic pulses. This allows the Abomination to see through shrubbery and thin walls. The Sonar gives +3 to all Scout rolls to detect sneaking enemies.
- **Overdrive:** The central nervous system and parts of the spine

have been replaced with biomechatronic implants wired directly into the nerves. This allows the Abomination to make short, explosive movements – each maneuver spent on movement counts as two. After a speed burst, the Abomination cannot move at all in the next turn.

- **Eye Laser:** One eye has been replaced with a small laser pistol (Gear Bonus +3, Weapon Damage 2, Long Range).

CREEPER



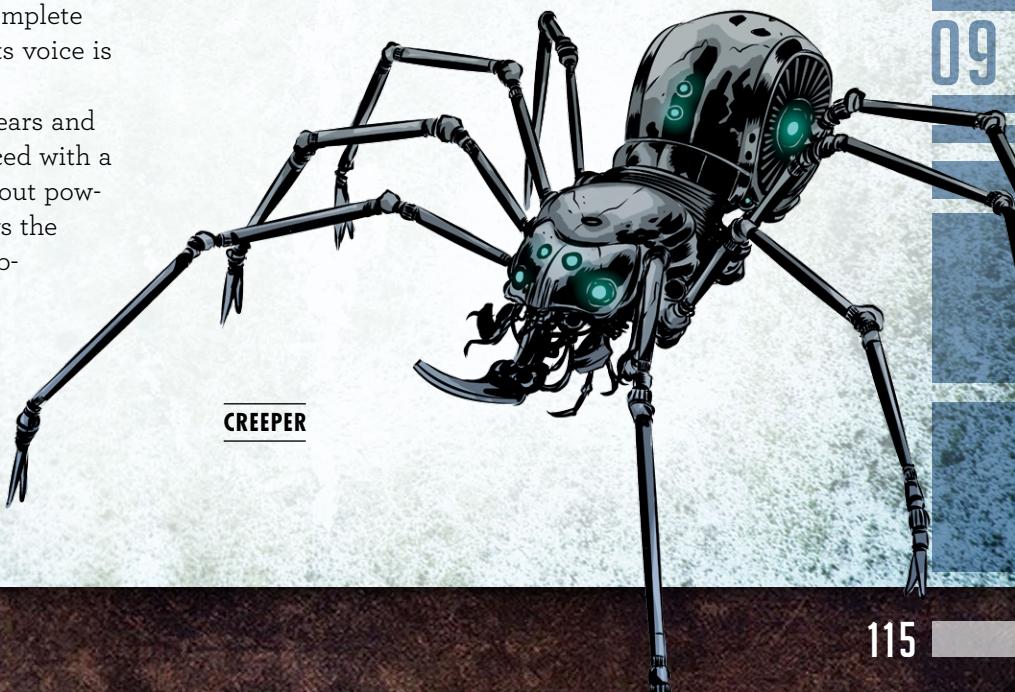
The Creeper is a service model. This spider-like robot can use its flexible legs to go almost anywhere. It can grab and attach itself to other Watchers for repairs, or to victims to injure or inject them. Creepers usually work in groups to be able to perform quick repairs to damaged Watchers. As a secondary function, Creepers can be used for silent surveillance. Since the Creeper has camera eyes on both its head and body it has a 360 degree field of vision, and can send information to Genlab Alpha using its communication array.

Attributes: Strength 1, Agility 4.

Skills: Fight 4, Sneak 3, Move 3, Scout 5.

Armor: 1

Weapons: Bite (no Gear Bonus, Weapon Damage 1).



Repairs: A Creeper can attach itself to another Watcher and repair one point of Strength or Agility per turn, but no more than a total of four points before it has to return to the Genlab to get more spare parts. Gear Bonus can be restored the same way.

Jumper: The Creeper can use its hydraulic legs to jump into the air, up to six feet vertically or 15 feet horizontally. The Creeper can jump onto a victim (roll Fight) directly from up to Close range. A successful attack inflicts no damage, but the Creeper lands on its victim and clings to it.

Cutting Torch: If a Creeper grabs a victim, it can attempt an attack using its cutting torch. A successful attack (roll Fight) inflicts no damage but causes a random critical injury. The victim or others may attempt to Force the Creeper off the victim once per turn (modification -1).

CREEPER MARK II "WEBSLINGER"

This version of the Creeper is quicker, has more powerful legs and is slightly smaller than the basic Creeper (Agility 5, Shoot 2). It has poison glands and the ability to shoot sticky threads to trap its victims.

Web Launcher: The Webslinger can Shoot victims at Close range with its web launcher. The sticky threads can be used to reel the victim in or to climb onto the victim. Every web attack that hits the victim ensnares it even more. When the number of hits exceeds the victim's current Strength, it is completely stuck and cannot escape. Before that, the victim can Force off one thread at the time. Threads can also be cut by inflicting 1 point of damage on them.

Poison Bite: The Webslinger has poison glands that excrete a paralyzing toxin (see Observer), if it manages to jump onto its victim.

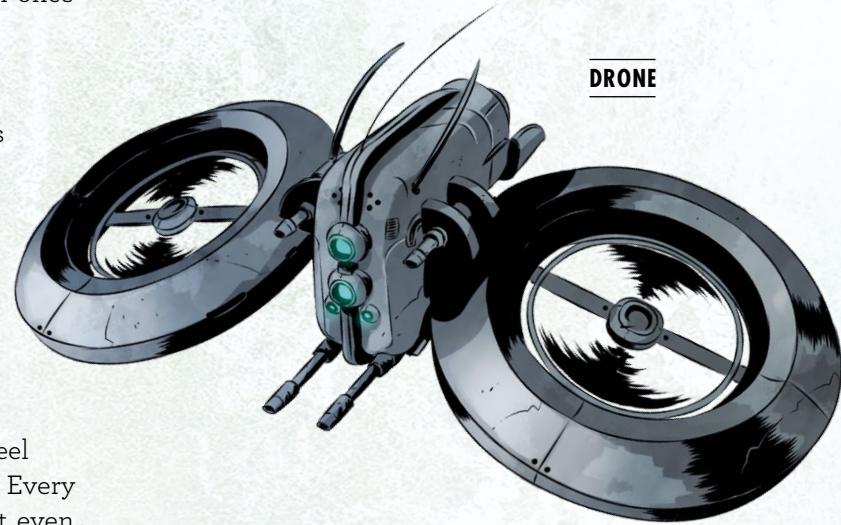
CREEPER MARK III "BLACK WIDOW"

The highly advanced version of the Creeper is miniaturized and works in large groups (it is a Strength 7 swarm, see above) that can quickly swarm over

other Watchers to repair them or victims to destroy them. The Black Widow lacks the abilities of the other versions. It has a black ceramic shell and tiny red camera eyes.

Swarm: The Creeper swarm can only be damaged by fire and explosions.

Dismantling: The swarm of Black Widows can engulf a victim and dismantle it. All that remains of a dismantled Watcher is a pile of parts, while the only remains of organic victims is organic sludge. Every turn the victim is covered by the swarm the victim suffers a Fight attack (Weapon Damage 3) as the small widows chew through it. The only way to escape is to roll around on the ground (Move, modification -2) or have friends injure the swarm.



DRONE

+1

Buzzing drones fly high over Paradise Valley. Their camera lenses monitor everything the animals do. Usually their buzz can be heard before a drone shows up for closer inspections, but at a distance it is almost impossible to detect. A drone is highly maneuverable and agile thanks to its yard-wide rotor wings, and it is able to hover very close to the ground and enter tight spaces should it have to. Its small chassis is filled with transmitters, cameras, sensors and built-in taser and laser weapons.

Attributes: Strength 3, Agility 5.**Skills:** Shoot 2, Sneak 4, Move 5, Scout 6.**Armor:** 3**Weapons:** Laser (Gear Bonus +3, Weapon Damage 1, Long range), taser (Gear Bonus +1, Weapon Damage 2, Short range, inflicts fatigue instead of damage).**Movement:** Drones are quick fliers and are difficult to Move away from (modification -3).**Megaphone:** The drone has a megaphone used to issue orders. The loud screech of the megaphone attacks any victim within Short range with a sonic attack with a number of Base Dice equal to the drone's current Strength, plus a +3 Gear Bonus. Every \ddagger inflicts one point of doubt. The megaphone is an effective way of driving curious animals back from the borders of Paradise Valley.

DRONE MARK II "GOSHAWK"

The more advanced Goshawk is equipped with powerful lasers (Weapon Damage 2) and heavier armor (6) but because of the added weight it is slower (Move 3) and easier to Move away from (modification -1).

DRONE MARK III "STALKER"

The most advanced drone is covered in an adaptable stealth and camouflage material, making it almost invisible against the night sky (Gear Bonus +2 to Sneak). It is also equipped with stronger rotors (Strength 4), a powerful maser weapon (Gear Bonus +2, Weapon Damage 3, Long range), a taser equipped with a taser wire, and finally with a powerful self-destruct device.

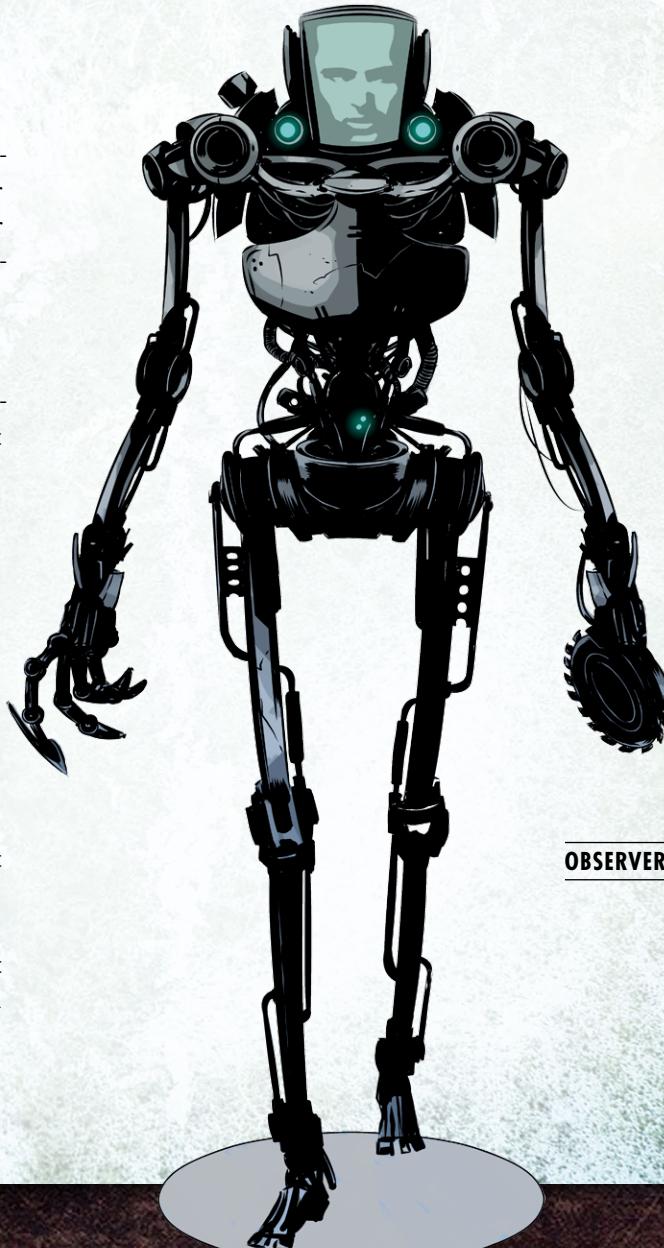
Taser Harpoon: When the victim is hit by the taser, the arrows at the end of the taser wire lodge in him and he is caught by the Drone's wires. To escape, the victim needs to make a Force roll (-2). The drone can reel the victim in and lift him off the ground by making a Force roll.

Self-destruct mechanism: If the drone is about to be destroyed or is broken it self-destructs in a powerful explosion with Blast Power 6.

OBSERVER

-1

The feared Observers work in the depths of the gen labs, examining and assessing the specimens taken to the labs from Paradise Valley. Whenever an Observer visits the valley, they are escorted by Sentinels or Walkers. The Observer is humanoid in shape, like its creators, and the front of its head is covered by a video screen showing an animated human face. This was intended to make communication with the human scientists of Genlab Alpha more comfortable. Observers are programmed to be curious and always try to capture their victims alive, only to subject them to painful experiments and procedures.

**OBSERVER**

09

Attributes: Strength 3, Agility 3, Wits 6, Empathy 1.

Skills: Fight 3, Force 2, Move 3, Sneak 1, Comprehend 5, Heal 5.

Armor: 3

Weapons: Scalpel hand (Gear Bonus +1, Weapon Damage 2), bone saw (Gear Bonus +1, Weapon Damage 3), automatic injector (below).

Scalpel Hand: The Observer has extensive anatomical databases allowing it to cut its victim open without causing damage. Instead it causes considerable pain, and the trauma inflicted takes the form of fatigue, confusion or doubt, all up to the Observer's wishes.

Automatic Injector: The Observer's forearm is equipped with an injector that can inject various kinds of drugs. It can be used with sedatives and muscle relaxing toxins to be able to perform examinations, healing drugs to postpone the moment of death, hallucinogens to alter behavior patterns, and lethal poison. Attacks with the injector can only be made against victims that are unaware (sneak attack), held down or broken by trauma.

- **Paralyzing Toxin:** The victim suffers D6 points of fatigue.
- **Sedative:** The victim can watch as the Observer carves up her body, which inflicts D6 points of doubt.
- **Hallucinogen:** The victim suffers D6 points of doubt.
- **Healing drug:** The victim heals D6 points of damage.
- **Lethal poison:** The victim suffers D6 points of damage.

Mimic Screen: The Observer's screen and voice module can be used to mimic its victim, to show his face on the screen and making the Observer's voice sound exactly like his. This only works at Close range. It counts as an attack with four Base Dice. Every ♦ rolled inflicts one point of confusion.

OBSERVER MARK II "TASKMASTER"

The most advanced version of the Observer is basically a Sentinel with increased intelligence. It is

powerfully built and is heavily armored (Strength 6, Armor 8, Fight 5). It is black and has a face screen with a reddish tint.

Strobe Screen: The face screen is equipped with powerful flash devices that can strobe at frequencies that can cause confusion and even seizures. This works at Close range and counts as an attack with six Base Dice. Every ♦ inflicts one point of confusion to the target.

Hydraulic Arm: The Observer has an extra arm fitted to its torso, allowing it to conduct more advanced experiments. The arm is equipped with a laser scalpel (Gear Bonus +1, Weapon Damage 2) that cuts through armor like paper (armor counts as three levels below what it actually is).

SENTINEL

+2

The most common Watcher is the Sentinel, a tracked creation able to be quickly deployed in combat with troublesome test animals. The Sentinel is equipped with two weapon arms, advanced camera eyes and targeting systems. The Automaton from *Mutant: Year Zero* is a form of Sentinel.

Attributes: Strength 6, Agility 3

Skills: Fight 4, Shoot 3, Move 3, Scout 2.

Armor: 10

Weapons: See below.

Weapon Arms: Sentinels are equipped with modifiable weapon arms, where different kinds of weapons can be attached (one module per arm):

- **Grapple Claw:** Gear Bonus +1, Weapon Damage 1. Anyone caught by the grapple must roll Force to get free (modification -2).
- **Power Saw:** Gear Bonus +2, Weapon Damage 2. A rotating saw blade that can cut through flesh and bone with ease.
- **Laser:** Gear Bonus +3, Weapon Damage 2, Long range.
- **Taser:** Gear Bonus +1, Weapon Damage 2, Short range, inflicts fatigue instead of damage.

- **Taser Harpoon:** See page 117.
- **Smoke Launchers:** Launching the smoke is an action. The smoke covers an area within Near range. Attacks against a Sentinel with active smoke launchers suffer the effects of total darkness (page 84). The Sentinel itself can see through the smoke.
- **Stun Baton:** See the Artifact.
- **Close Combat Targeting:** The Sentinel can fire its ranged weapons at Arm's Length range without any modifications.

SENTINEL MARK II "FLAMER"

The advanced Sentinel has a lighter chassis and moves using an air cushion, making it faster and more agile (Agility 5) but less robust (Armor 8). The name comes from the use of the robot to clear larger areas of undergrowth with its flamethrower. It is equipped with advanced modules (in addition to a choice of basic ones above):

Flamethrower: (Gear Bonus +2, Weapon Damage 3, Short Range). Anyone hit continues to suffer 1 point of damage per turn, until the fire is extinguished with a Move roll (the victim or others nearby can roll).

Sprint: Hoverjets allow the Sentinel to sprint – every maneuver spent on movement counts double during one turn.

In the following turn, the Sentinel cannot spend maneuvers on movement.

Jumper: The Sentinel can use the hoverjet to jump up to 60 feet horizontally and 30 feet vertically. In the following turn, the Sentinel cannot spend maneuvers on movement.

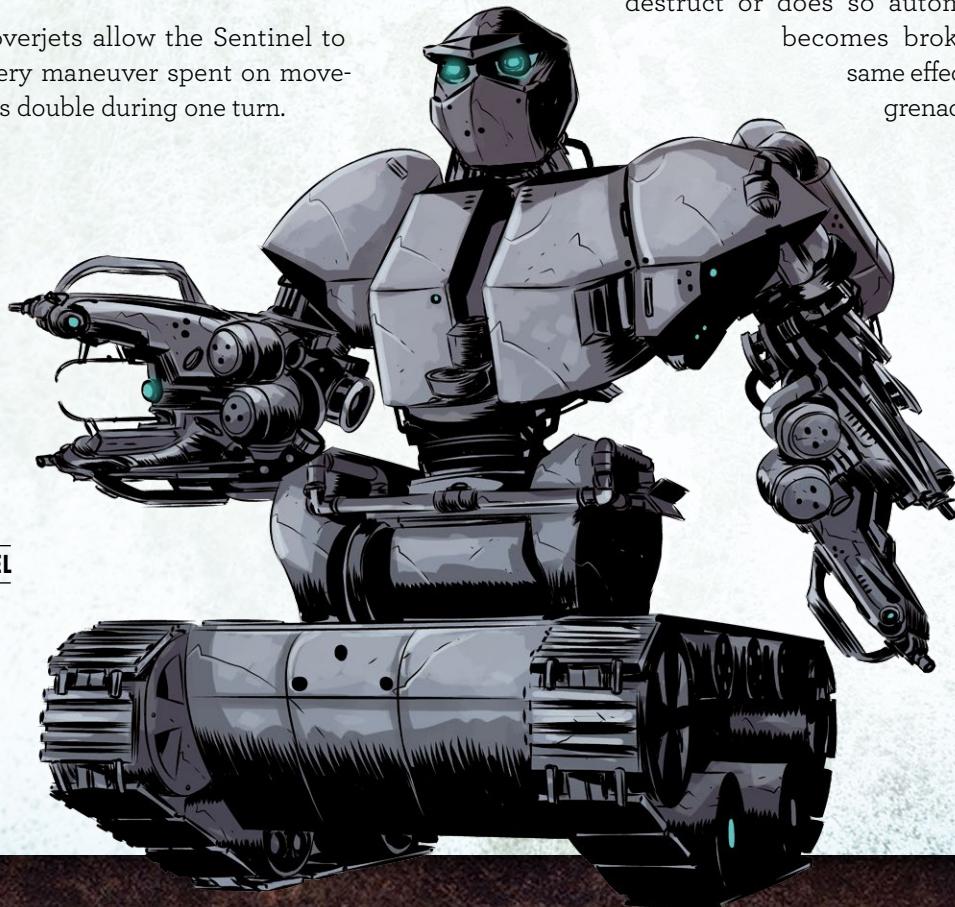
SENTINEL MARK III "HOWLER"

The latest version of the Sentinel is a metallic beast with a slick black chassis, servo legs shaped like those of a grasshopper (allowing it to jump like the Flamer) and light ceramic armor (Strength 8, Agility 4, Armor 10). It has multiple camera eyes (Scout 5) and if often used at night, when it can use its special weapon, the Howling, most effectively.

Sonic Projector: The robot can emit a powerful barking sound that invokes terror. Roll to attack using current Strength of the Sentinel against all enemies within Near range, in a 90 degree cone in front of the robot. For every ♠ rolled, the victim suffers one point of confusion.

Destructor: The Howler can choose to self-destruct or does so automatically if it becomes broken, with the same effect as an energy grenade (page 136).

SENTINEL





WALKER

-2

When shock and awe is required, the Walkers will emerge from their lairs in the mountain. Usually these behemoths are not used for patrols or simple missions in Paradise Valley. They are kept in reserve for roadblocks or search and destroy missions. Walkers are not fast, but they compensate that with advanced weapon systems and thick armor. They have internal compartments that can be reconfigured to transport other Watchers or serve as operating rooms for Observers in the field. The Walker's camera eyes have excellent night vision.

Attributes: Strength 12, Agility 2.

Skills: Shoot 3, Move 1, Scout 3.

Armor: 12

Weapons: Pulse laser (Gear Bonus +3, Weapon Damage 3, Long range), grenade launcher (see below), cannon (Gear Bonus +2, Weapon Damage 4, ignores three points of armor, Long range).

Grenade Launcher: A built-in grenade launcher that can fire explosive grenades (Long range, Blast Power 9, Weapon Damage 2) or smoke grenades. The magazine contains 6 grenades in total.

Cannon: The cannon is very powerful but is fixed to the front of the Walker and can only be fired straight forward. Before it is fired, the Walker must

spend an entire action (not just a maneuver) aiming at its target.

Smoke Launchers: There are smoke launchers on the Walker's back, able to spew forth thick smoke to hide its movements or obstruct its enemies' attacks. Launching the smoke is an action. The smoke covers an area within Near range. Attacks against a Walker with active smoke launchers suffer the effects of total darkness (see page 84). The Walker itself can see through the smoke.

Floatation Devices: The Walker has internal floatation tanks and a water jet, allowing it to cross lakes and rivers.

Storage Space: The storage space can hold up to four Sentinels or Observers, or an operation room with a gurney and a single Observer.

WALKER MARK II "ANNIHILATOR"

This version is equipped with another set of legs and a larger storage space, allowing transport of up to six Sentinels. It is also equipped with two Webbers, mounted in external cradles. Armor has been reinforced as well as the chassis (Strength 14, Agility 1, Armor 14).

Climbing spikes: The six legs are equipped with blast-driven spikes that enable the Annihilator to climb vertical walls (+3 modification in any situation that involves climbing).

WALKER MARK III "CLEAVER"

The latest iteration of the Walker is a brand new beast. Armor plating has been replaced with black ceramics. The internal storage space is gone because of the modified adaptable chassis and the six legs have been reinforced and equipped with powerful hydraulics (Strength 14, Agility 3, Armor 14, Shoot 4, Fight 3, Move 3). The name comes from the long ceramic blade it uses in close combat.

Reconfiguration: The adaptable chassis enables the Cleaver to reconfigure from six-legged walker to bipedal in one turn. The back legs fold backwards and merge, while the front legs fold forward,

connect to the front weapon systems and a ceramic blade slides out.

Ceramic Blade: A 10 feet long ceramic blade with a vibrating serrated edge, capable of cutting through almost anything (Gear Bonus +1, Weapon Damage 3, four levels of armor are ignored). The blade can hit targets within Near range.

Cluster Rockets: The Cleaver has a rocket battery mounted on its back, capable of launching several small rockets in rapid succession (Gear Bonus +2, Blast Power 9, Weapon Damage 2).

Energy Grenade: The grenade launcher is equipped with two energy grenades (page 136).

Jetpack: A back-mounted jetpack allows the Cleaver to fly for a short distance while in bipedal form. Each maneuver spent on movement counts double. The jetpack can only be used every other turn.

WATCH TOWER

+2

A number of Watchtowers are spaced evenly along the Outer Fence around Paradise Valley. The towers are 30 feet high and topped with a cupola containing weapon systems and camera eyes.

Metal spikes adorn the smooth sides of the towers at regular intervals. The spikes could aid someone attempting to climb the tower, if not for the fact that they crackle with deadly energy.

The towers are serviced by Creepers that are housed in the cupolas and can sometimes be seen crawling around on the outside of the towers.

Attributes: Strength 15.

Skills: Shoot 6.

Armor: 15

Weapons: Pulse laser (Gear Bonus +2, Weapon Damage 3, Long range).

Electro-trap: The angrily buzzing spikes on the outside of the towers are parts of an electro-trap that shocks victims within Near range. See Phenomena below for details.

MONSTERS

Monsters is a catch-all term for the mutated beasts that roam the wilderness, sprung from the twisted minds of the scientists of Genlab Alpha. Monsters lack true cognitive functions, and therefore don't have Instinct or Wits. They cannot suffer doubt or confusion. Monsters cannot be Dominated. Some monsters also lack Agility - these cannot suffer fatigue.

CENTIPEDE SNAKE

-1

The skittish Centipede Snake hides among hills and ruins in the wilderness. The beast is up to 30 feet long, often green with a bright yellow head, and has between ten and twenty short legs with pincers along its thick body. It is an excellent climber. The snake lures unsuspecting victims to itself and then wraps itself around them, squeezing them to death. Its mutant powers allow the snake not only to lure its prey but also terrify them or even communicate with them in a very cryptic fashion.

Attributes: Strength 5, Agility 4, Wits 1.

Skills: Fight 2, Force 4, Comprehend 1.

Armor: 4

Weapons: Bite (Weapon Damage 1), squeeze (Weapon Damage 2, requires grappling, any attempt to escape is modified by -2).

Lure: The snake can use its mental powers to lure victims to it. Roll to attack using six Base Dice against the victim's Wits (no skill used). If the snake wins the opposed roll, the snake can control the next action of the victim – usually to walk up to the snake and remain still for a squeeze attack (below).

Telepathy: The Centipede Snake possesses telepathic abilities and can communicate with other creatures by thought alone. It can also attack telepathically, searing the victim's mind. Roll six base dice. Every ♢ inflicts one point of confusion.

Intelligence: Some Centipede Snakes are intelligent and peaceful and will only attack victims they do not find interesting. Instead they attempt to communicate with them using telepathy.

GAS FLIES

+2

Swarms of the loathed gas flies roam the wilderness of Paradise Valley. The name comes from their notorious ability to exude a cloud of brownish gas. The flies can grow to the size of small birds and fly around with a rustling buzz. The swarms quickly devour any vegetation around them, which may include the grub of any Zone dweller or Valley inhabitant. There are rumours of gas flies regularly



CENTIPEDE SNAKE



GIANT HORNBUG

congregating in gigantic mating swarms and eating literally everything they can find in wild bouts of gluttony.

Attributes: Strength 4 or more.

Weapons: Bite (Weapon Damage 1).

Swarm: Can only be damaged by fire and explosions. This deals double damage but also ignites the gas cloud around the gas flies which explodes with Blast Power 3.

Gas Cloud: A victim is exposed to a fetid cloud of gas every round within Near range of the swarm. The cloud inflicts one point of fatigue every turn. The victim can Move away from the cloud.

Gluttony: Instead of inflicting damage with their bite, gas flies can choose to eat one ration of grub.

Mega Swarm: A mating swarm has Strength 10 and can feed on whatever is around it. The damage from its bite can be used to devour grub and water, or even chew through items and armor, reducing their Gear Bonus by one for every point of damage inflicted. The Blast Power of a mega swarm's gas cloud is 6.

Special: Gas flies are repelled by the smell of alcohol, so a clever traveller can keep them away by rubbing himself and his gear with an alcohol ointment (1 dose per day). On the other hand, the mutant will reek of alcohol to other creatures in the wild (the GM may modify Sneak negatively).

GIANT HORNBUG

+1

The giant hornbug lives in forested areas. It is a black and blue beetle that can grow to the size of a car. Its mandibles are huge and capable of both cutting down trees and crushing irritating prey. The female hornbug lays her eggs in fallen trees, where the eggs hatch into larvae. Any traveller lucky enough to find the larvae has plenty of nutritious grub. An adult hornbug cannot fly, with the exception of smaller females. They fly awkwardly, generating a loud vibrating buzz that can be heard far and wide.

Attributes: Strength 10.

Skills: Fight 3.

Armor: 10

Weapons: Mandibles (Weapon Damage 1, if hit the victim is caught in the hornbug's grip and needs to roll Force to get free with a modification of -2, friends can help), bite (Weapon Damage 3, can only be used when the victim is caught in the mandibles).

Crush: The hornbug can use its enormous mandibles to flip over vehicles, fell trees or pull down parts of scrap walls by rolling Force.

Poisonous: Some hornbugs have mandibles that exude a corroding poison that dissolves the victim's armor (armor value goes down by one every turn the victim is stuck in the hornbug's mandibles).

Larvae: The hornbug's larvae are very nutritious and one larva equals one ration of food. However, the hornbugs don't like when freeloaders steal their larvae.

GNAT STORM

+1

All sorts of gnats, mosquitoes and other insects thrive in marshlands and flooded areas. These are always an annoyance to travellers, but they are nothing compared to a true gnat storm – a black buzzing cloud of blood-sucking insects. The gnats are so small that they can find their way inside armor, through thick fur and even in between scales on mutants and animals. Blood and fluids are sucked out phenomenally fast, causing massive pain. In less than a minute the victims of the gnat storm can go from living mutants to desiccated corpses.

Attributes: Strength 6.

Armor: –

Weapons: Enfold (Weapon Damage 1). Armor offers no protection. The storm regains one point of Strength per point of damage the victim suffers, but no higher than the storm's starting value. The only way to escape a gnat storm is to Move away from it.

Swarm: The gnat storm can only be damaged by fire, explosions and mutations.

Pain: The pain the gnat storm inflicts is so horrible that the victim starts screaming and is unable to do anything until it makes an Endure roll (does not count as an action). Once the victim has succeeded it does not need to overcome the pain again.

GRAZERS

Apart from the dangerous monsters wreaking havoc in Paradise Valley, there are also less lethal animals, hunted by the animal mutants for their meat and fur.

Besides cockroaches and other small insects, there are no animals in Paradise Valley today that have not been touched by mutation. The mutated species released from the gen labs quickly out-competed out their non-mutated kin, and the genetic makeup of the fauna was changed forever.

The animals in this section are known to all the tribes in Paradise Valley, and a Know Nature roll is not required to recognize them.

Mud Monk: The black mud monk is a bottom-feeding fish measuring between 3 and 6 feet, with characteristic long black feelers extruding from its lower jaw. The mud monk feed off refuse, small fish and insects in stillwater lakes and marshes. They have been known to bite careless hikers that come too close. The bites are often infected (one point of Rot when bitten).

Attributes: Strength 3, Agility 2.

Weapons: Bite (Weapon Damage 1).

Muskhorn: The timid muskhorns are the favorite prey of most hunters. Small herds of this cloven-hoofed animal graze in the woods and the fields. The muskhorns come in many different colors, from grey white to brown, black or spotted. The males have a violet collar of thick fur that inflates when they howl at night or during the mating season, when they also fight other males with their branched spiky horns.

Attributes: Strength 2, Agility 4.

Weapons: Gore (Weapon Damage 1).

Grunter: The short-snouted grunters live in pairs in sparse forest and fields. Their fur is striped brown and black in summer but grows thicker and shifts to all white during the winter. When spring comes and the pair have piglets, they become very protective

and short-tempered. Young piglets are preferably grilled whole.

Attributes: Strength 3, Agility 3.

Weapons: Tusks (Weapon Damage 1).

Shambletusk: The thick-skinned shambletusks slowly roam over moors and mountains in small packs led by a female. Shambletusks have long hairless snouts and yellowish tusks they use to dig for roots. They grow throughout their lives until their bones break and die. Large shambletusks are exiled from the pack, and wander around on their own, causing mayhem and becoming more and more aggressive.

Attributes: Strength 5, Agility 2.

Weapons: Tusks (Weapon Damage 1).

Waddler: Waddlers are large, quick birds that live on the forest floor. The males have large growths of red and blue flesh underneath their necks. During winter nights when the moon is full, the waddlers sit up in the pine trees and sing in loud, clucking voices.

Attributes: Strength 2, Agility 4.

Weapons: Claws (Weapon Damage 1).

Troutling: The silvery troutlings live in the rapids. In the early summer the yard-long fish congregate to play in shallow bays, and spawn. Flocks of their spawn with needle-sharp teeth haunt the rapids and eat all the small fish.

Attributes: Strength 1, Agility 4.

Weapons: Bite (Weapon Damage 1).

LANDSHARK

±0

This mutated beast is similar to its water dwelling cousin but has the ability to move through sand and loose soil. The land shark is colored a mottled brown to black and lacks eyes. It can “see” using sonar, that can be detected by mutants sensitive to such things. Large landsharks can measure up to 15 feet in length and they devour anything in their path.

Attributes: Strength 6, Agility 3.

Skills: Fight 4, Force 3, Sneak 4 (underground), Move 3 (underground).

Armor: 4

Weapons: Bite (Weapon Damage 2).

Sneak Attack: The land shark usually attacks from below. It hurtles through the ground and can move from Short range to attack its target in the same turn. Roll Sneak – if the roll succeeds the shark gets a free action (page 72). Once up on the surface, the land shark moves normally.

Dive: A land shark by the surface can dive down under ground again. This counts as an action. In the next round it can perform another sneak attack – even though the victims are prepared it is close to impossible to know where the shark will strike.

Undermine: By using its ability to quickly move soil and sand, the land shark can undermine rocks, cliffs, walls and buildings its victims climb up on to evade it. The shark can roll Force to break the object apart. One attempt can be done per turn (counts as an action).

Water: The land shark cannot breathe water which is why cunning prey can evade it by going into the nearest body of water or out into marshland.



PSIONIC BUTTERFLY

PSIONIC BUTTERFLY

-1

Many mutants marvel at their first sight of this incredibly beautiful butterfly as it rests on a rock or a ruined wall. However, marvel quickly turns to terror as it takes flight and the gorgeous patterns on its wings transform into psychedelic swirls that hypnotize its victims. The psionic butterfly can use its foot-wide patterned wings to drive its victims insane. Then the butterfly can land calmly, plunge its feeder into their body and gorge on their meaty juices.

Attributes: Strength 1, Agility 3.

Skills: Move 5, Scout 3.

Armor: —

Weapons: Bite (Weapon Damage 1).

Visions of Terror: The butterfly can induce horrific visions and hallucinations. Roll six base dice for this attack, which works at Near range. Each  inflicts one point of confusion or doubt.

Hard Target: The psychedelic patterns on the butterfly's fluttering wings makes it hard to hit with ranged weapons (modification -2). This only applies when the butterfly is moving.

SNIPER BUG

+1

The sniper bug hides from its unsuspecting victims in tall grass. It looks like a six feet long locust and attacks by firing bone thorns from a growth on its neck. The sniper bug will creep up on its victim and leap at it while firing a cloud of thorns. The bug can leap up to 50 feet using its powerful hind legs.

During the summer, the sniper bug lays pods of eggs and buries them in the ground. During this period, the snipers are extra hungry but not as clever, and rarely sneak up on their prey with any skill. Once the newly hatched sniper bugs (called sniper flies) search for prey in the spring they are ravenous and can attack flocks of animals and mutants with gluttonous abandon.

Attributes: Strength 5, Agility 7.

Skills: Fight 2, Sneak 3, Shoot 3.

Armor: 4

Weapons: Bite (Weapon Damage 1), thorn launcher (range Near, Weapon Damage 2).



Leap: Once per turn, the sniper bug can perform a leap that counts as two maneuvers of movement, for example, from Long to Short range or from Short to Arm's Length. The leap itself only counts as one maneuver.

Storm of Thorns: When cornered or if it's very hungry, the sniper bug can attack multiple victims by unleashing all of its thorns in a lethal cloud. Doing this allows it to attack up to three targets at the same time, with the same action. A separate attack roll is rolled for each target.

Corrosive Saliva: To compensate for the fact that the sniper bug has a very small mouth, it has developed saliva that allows it to digest food very quickly. When the sniper bug has bitten a victim, the saliva sticks to the victim and inflicts one point of damage per turn for D6 turns or until the victim has succeeded in removing the poison by making a Move roll.

Egg Pod: The wise Hunter knows that a sniper bug's eggs are tasty morsels that stay fresh because they are wrapped in a durable pod. Each pod contains D6 eggs, which counts as an equal number of rations of food.

Sniper Year: After mild winters a large number of sniper bugs hatch at the same time. Giant swarms of sniper flies cloud the sky, attacking anything and everything. During these periods, it is wise to keep a low profile on open ground. After a few days or weeks, the snipers tend to start feeding on each other, and the swarms devour themselves quickly.

WINGED MORAY

-1

Another strange creature is the winged moray. This odd monster lives in groves and ruins, often close to water, and glides through the air, hunting for prey. Once a suitable victim is discovered it



WINGED MORAY

swoops in silently and bites, delivering its poison. The moray waits for its prey to die and then feasts on its carcass. On the ground, the moray slithers and twitches along and tries to get up into a tree or onto any nearby ruins so it can glide again.

Attributes: Strength 4, Agility 6.

Skills: Fight 3, Sneak 3.

Armor: 1

Weapons: Bite (Weapon Damage 1 and paralyzing poison).

Movement: The winged moray can Sneak up on its prey by gliding quickly from Short range and then Fight in the same turn. On the ground, the moray moves very slowly and immediately tries to Move away from its prey.

Neurotoxin: If the moray's bite inflicts damage, its prey is injected with poison and suffers a point of fatigue per turn until someone Heals it or it is broken. While the poison is active, Agility cannot be regained in any way.

Special: If a winged moray is caught alive, its poison can be harvested from its poison glands by someone with the Butcher talent (see *Mutant: Year Zero*). The poison can then be applied to weapons. A number of doses equal to the moray's Strength can be harvested. The poison remains active for 24 hours after a weapon has been coated in it.

AVALANCHE

±0

A white wave of destruction sweeps down from a mountain. Something has triggered an avalanche – was it a careless animal or has it been unleashed by the Watchers to clear the landscape? The mass of snow and ice is a roaring wall of destruction and can pull down trees, rocks, unlucky animals and even heavy robots. When the avalanche has passed and the snow fog dissipates any survivors may dig their way out from under the snow.

Effect: To avoid being pulled down by the avalanche, everyone in its path needs to make a Move roll (modification -2). Failure means the victim is swept away by the avalanche and is injured by the sharp ice and heavy snow. Roll six base dice. Every ♣ inflicts one point of damage. Anyone swept away by the avalanche is also buried beneath the snow and suffocates. The victim can Force his way free or use the Animal Power Burrower. Failure means the victim suffers one point of damage. Escape may be attempted every turn. Friends of the victim may assist him.

EARTHQUAKE

±0

The ground shakes and rumbles, cracks appear in the bedrock, the ground turns into treacherous quagmire and bodies of water are emptied within minutes – when an earthquake hits the area.

Effect: Earthquakes can be side effects from the doomsday weapons that were used – or are still being used – in the Enclave Wars. Anyone caught outside suffers from the effects. Roll three base dice. Every ♣ inflicts one point of damage. Anyone inside a building or underground suffers an attack with six base dice and Weapon Damage 2. They also have to Move away or be trapped in debris or fallen rock, which they can Force aside to escape.

Earthquakes can have severe effects on the landscape. Fences might fall, bodies of water can be emptied or rerouted, or an underground structure might be uncovered.

ELECTRIC FENCE

+1

A tall fence blocks the path. It can be the Outer Fence encircling Paradise Valley or a part of an Inner Fence that has been electrified. In any case, there does not seem to be any way to get around it.

Effect: Anyone who touches the electric fence is hit by a powerful electric shock, equivalent to an explosion with Blast Power 6 that inflicts fatigue instead of damage. Armor offers no protection. Anyone suffering trauma can only let go of the fence if they make a Move roll – failure means the victim is stuck and is hit again in the next turn.

Breaching the fence requires inflicting a specific amount of damage – 20 points to breach the Outer Fence and usually 10 points for Inner Fences. The attacks must be explosive or with melee weapons. In the later case the attacker suffers from the effects of the fence every turn. Any damage to any electric fences in Paradise Valley is detected instantly by the Watchers, and a patrol of Drones is sent immediately to investigate.

FLASH FLOOD

±0

After a period of rain or a sudden downpour, water levels rise in rivers and lakes, flooding the surrounding area. After the waters recede, the ground is muddy and sticky.

Effect: To move around a flooded area a raft or boat is needed. When the water has receded, moving across land requires the PCs to Force their way through the area.

GAS CLOUD

±0

The air becomes clear and suddenly everything is very visible. A smell of flowers permeates the air, but it is the smell of death.

Effect: A poisonous gas cloud – remains of an ancient war or the result of an experiment conducted by the Watchers – envelops the area. The PCs must make a Move roll – failure means exposure to the gas: Roll six base dice every turn – every ♣ inflicts one point of trauma. Depending on the type of gas, this may be damage (poisonous gas), fatigue (nerve gas) or confusion (hallucinogenic gas). The gas cloud usually dissipates in a few turns. The PCs may attempt to Move away from the cloud every turn.

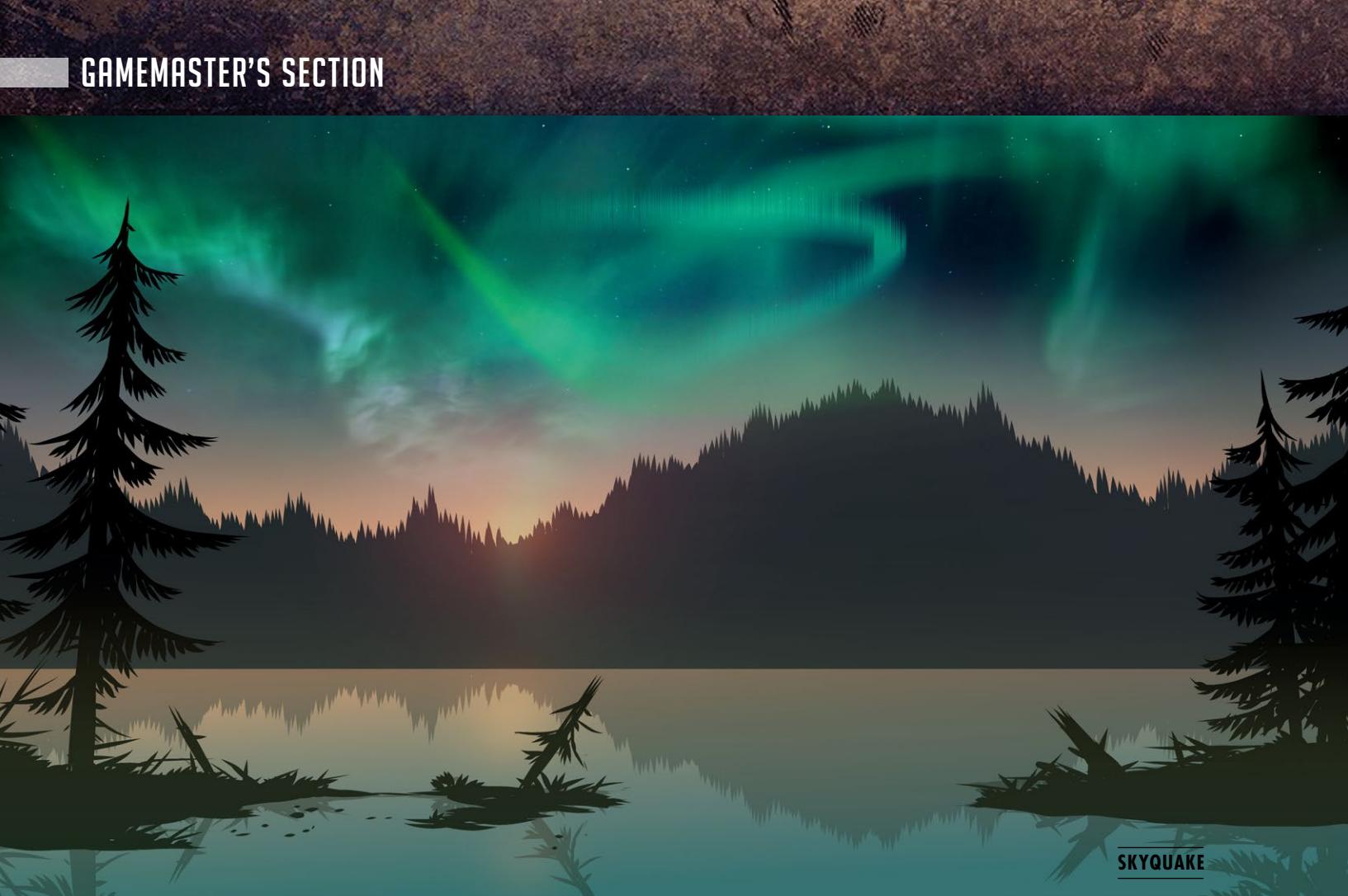
GEYSER

-1

The ground suddenly rumbles and shivers, and seconds later a jet of hot steam roars up from the ground like a furious beast. The jet shoots up into the sky and a cloud of boiling water and scorching steam envelops anyone unfortunate enough to be there.



Effect: Whoever stands closest to the geyser is scalded by the steam. Roll eight base dice, every \spades inflicts one point of damage. Everyone in Near range are also at risk. They have a chance to Move away – anyone who fails is hit by boiling water. Roll five base dice – every \spades inflicts one point of damage.



SKYQUAKE

ICE STORM

+1

The sky darkens and the wind picks up. At first, only a few white flakes fall down but within minutes the world has been transformed to a freezing inferno with hail tearing like claws at anyone unfortunate enough to be caught out in the wilderness.

Effect: Anyone exposed to the ice storm suffers an attack rolled with six base dice every turn. Every  inflicts a point of damage. It is possible to Move away from the storm and into some kind of shelter. Even if the victim is successful, he suffers the effects of cold (one roll to Force himself through the cold every hour, see page 83). The storm subsides after D6 hours.

SHOCK TRAP

-1

The opportunity to slake their thirst at a tantalizing waterhole, seeking shelter in a cave or harvesting the last fall fruits from a fruit tree – something the animals want to do – all these are the twisted

methods the Watchers use to lure animals to their doom. Whichever method is used, they have all been boobytrapped with a shock trap.

Effect: Advanced circuitry is hidden in the ground next to whatever it is that draws the animals in. It discharges a powerful electric shock equal to an explosion with Blast Power 6 that inflicts fatigue instead of damage. Armor offers no protection. Anyone suffering trauma can only get out of the trap if they Move away successfully – failure means the victim is stuck and suffers trauma the next turn.

SINKHOLE

±0

The forest floor or the glacier's icy surface caves in and one or more people are pulled down in a cloud of gravel, ice and dust.

Effect: Anyone pulled down into the sinkhole must make a Move roll to avoid suffering 1 point of damage. And this might only be the beginning of a much larger problem. The victim may have ended up in a bunker or tunnel from the Old Age, filled with monsters or Watchers. Getting out of the hole may also prove difficult.

SKYQUAKE

-1

The sky suddenly shifts in all possible and impossible colors. The swathes of color pulsate slowly, with increasing frequency over a few hours until they suddenly disappear. Fur and hair stand on end and metal artifacts start humming, erupting with small electrical discharges.

Effect: The light pulses and the blinding lights can induce headaches and in the worst cases collapse. Roll four base dice. Every \spades inflicts one point of fatigue. Also, electronic artifacts may be damaged by the light pulses. Roll four base dice. Every \spades decreases the item's Gear Bonus by one.

WILDFIRE

+1

Wild animals, birds and insects flee past travellers and hikers, all going in the same direction – pursued by the crackle and thunder of burning trees and shrubbery. A wall of flames sweeps the landscape, almost like something alive, reaching above the treetops – leaving charred corpses and smouldering earth in its wake.

Effect: Anyone caught in the path of the wildfire needs to make a Move roll (modification -1) or be enveloped by the flames and heat. Roll six Base Dice. Every \spades inflicts one point of damage. A victim can attempt to Move every turn, until he is out of the fire or broken. The victim can Force himself through the flames (one roll per turn) to emerge behind wildfire.

Comment: Appropriate Animal Gifts, like Burrower, can be used to avoid the effects of the wildfire.

WILDFIRE







ARTIFACTS

The PCs can find artifacts, functional objects from the fallen world, in Paradise Valley. Artifacts are the most valuable things the animal mutants can find, just like in the Zone (see *Mutant: Year Zero*). The value of artifacts is not only measured by their practical function – they often come with a Gear Bonus much higher than any object the animals build themselves – but also by their symbolic value. Artifacts are remnants of humankind, the mythic creators of the animal mutants. Artifacts are often used by seers in rites and ceremonies, most commonly during the festival called Humanfall (see Chapter 7).

ARTIFACT CARDS

When a PC finds an artifact you can let the player draw a random Artifact card, or give him an artifact of your choice. The Artifact cards are sold separately. The information about the artifacts are also available in this chapter, in some cases in greater details than on the cards, since the space on the cards is limited.

Electronic Artifacts: Some advanced items are described as being *electronic*. They are very hard to repair (modification -3) if the mechanic lacks Electronic tools (which is a separate artifact).

Energy Weapons: Artifacts that are designated as *energy weapons* must be loaded with an E-Pack

(separate artifact) to function. All energy weapons also count as electronic artifacts.

UNDERSTANDING ARTIFACTS

To be able to use an artifact, a PC first has to Comprehend it. A PC or NPC who Comprehends an artifact can then show others how it works, given time.

ARTIFACTS IN PARADISE VALLEY

Artifacts are very rare in Paradise Valley, and very few just lie about in the wilderness. Almost all available artifacts have been found long ago, and are now used by the tribes for trade or as objects of worship. The Watchers sometimes give new artifacts to the animals – nine times out of ten to the Dog Tribe. Myths claim that there are vast stores of powerful artifacts in the depths of the Labyrinth.

EMP RIFLE AND MMO CUBE

These two artifacts play key roles in the campaign *Escape from Paradise* (see Chapter 11). If you let players roll/draw random artifacts, you should put these aside and only use them at the appropriate time.

THE ARTIFACT TABLE

If you don't have access to the *Genlab Alpha Card Deck*, you can roll D66 on this table instead of drawing a card to randomly determine what artifact a PC finds.

D66	ARTIFACT
11	Armchair
12	Biker Jacket
13	Boxing Gloves
14	Carton of Cigarettes
15	Cigarette Lighter
16	Coffee Maker
21	Coffee Packets
22	Duct Tape
23	Electronic Tool Kit
24	EMP Rifle
25	Energy Grenade
26	E-Pack
31	First Aid Kit
32	Hockey Mask
33	Hockey Pads
34	Laser Pistol
35	Maser Pistol
36	Megaphone
41	MMO Cube
42	Motorcycle Helmet
43	Nail Gun
44	Photo Album
45	Polaroid Camera
46	Riot Shield
51	Slalom Gear
52	Stun Baton
53	Tactical Visor
54	Teddy Bear
55-66	Roll again

▢ ARMCHAIR

This frayed piece of furniture from the Old Age offers sitting comfort that cannot be beat. Too bad it's so heavy.

Effect: One hour's rest in the chair automatically heals one level of trauma of the player's choosing. Additional hours in the chair have no further effect. The chair is so heavy it counts as two Heavy items.

DEV Requirement: —

DEV Bonus: Culture +1

**▢ BIKER JACKET**

A leather jacket from the Old Age, adorned with shiny metal studs. Offers limited protection but impresses anyone nearby.

Effect: Armor Rating 2 and Gear Bonus +1 to Dominate, Manipulate and Intimidate.

DEV Requirement: Culture 10

DEV Bonus: Culture +D6

▢ BOXING GLOVES

These large padded gloves are frayed but otherwise in surprisingly good condition. The question is what humankind used them for in the Old Age?

Effect: Gear Bonus +3 to defend in close combat. No effect while attacking. The boxing gloves cannot be combined with melee weapons.

DEV Requirement: Warfare 10

DEV Bonus: Warfare +1



▢ CARTON OF CIGARETTES

A carton of fantastic small white smoke sticks. They are divided into ten smaller packs, with each pack containing 20 smoke sticks.

Effect: Smoking a cigarette gives a modification of +1 on Dominate and Manipulate rolls. The downside is that cigarettes can inflict Rot. Roll one Base Dice for every cigarette you smoke. If you roll a 6 you suffer one point of Rot.

DEV Requirement: Culture 10

DEV Bonus: —

▢ CIGARETTE LIGHTER

A small, oblong transparent plastic container with a metal bit at one end. The container is filled with



a clear fluid. By turning a small metallic wheel you can produce a small flame.

Effect: The lighter can be used to light a fire, which eliminates the effects of cold.

DEV Requirement: Technology 10

DEV Bonus: Technology +D6

▢ COFFEE MAKER

A strange device made of metal, plastic and glass. Seems to consist of a metal container, a transparent glass container, a plastic funnel and a detachable glass pot. Probably used to make some sort of beverage.

Effect: If the coffee maker is loaded with a packet of coffee (separate artifact) and hot water, it will make 10 doses of coffee. One cup of coffee modifies Move and Scout rolls with +1 during D6 hours. Extra cups of coffee give no extra effect.

DEV Requirement: Technology 20

DEV Bonus: Grub +D6

▢ COFFEE PACKETS

D6 square packets with a thin plastic coating. Inside is a dark brown powder, that smells delicious.

Effect: Used to load a coffee maker (above).

DEV Requirement: Technology 10

DEV Bonus: —

▢ DUCT TAPE

A roll of thin but strong plastic that is very sticky on one side. Can be used to assemble or construct things. Also very useful when restraining troublesome individuals.

Effect: Modification +2 to Jury-Rig and to Comprehend when using the talents Mechanic, Bowyer or Weapon Maker.

DEV Requirement: Technology 10

DEV Bonus: Technology +D6

▢ ELECTRONIC TOOL KIT

A small tool kit with advanced tools used to repair electronic things like laser pistols and robots.

Effect: Gear Bonus +2 to repair electronic artifacts. Without these tools any attempt to repair electronic artifacts is modified by -3.

DEV Requirement: Technology 50

DEV Bonus: Technology +D6



□ EMP RIFLE

A high-tech weapon made of white, discolored plastic, marked with the eagle symbol of Elysium. The weapon was created specifically to attack robots without damaging human tissue. The rifle hums loudly when fired, but there is no visible beam.

Effect: Gear Bonus +3 to Shoot and weapon damage 3 – but only against robots and other electronic devices. Any armor a robot has offers no protection against this weapon. Long range. Energy weapon that needs to be loaded with an E-Pack.

DEV Requirement: Technology 80

DEV Bonus: Technology +D6

□ ENERGY GRENADE

A simple lump of plastic and metal, the size of a fist, with a number of diodes and buttons. This artifact was created during the most desperate phase of the Enclave Wars. It contains a miniature nuclear device and houses terribly destructive power.

Effect: Light item. The grenade is thrown using the skill Shoot. Extra \clubsuit have no effect. Short range. No Gear Bonus. If the attack is successful the grenade lands at Near range, otherwise at Short range. The explosion has Blast Power 15 and weapon damage 2. Everyone within Short range also suffer one point of Rot.

DEV Requirement: Technology 70

DEV Bonus: Technology +D6, Warfare +D6

□ E-PACK

A rectangular item smaller than a human fist, with metal connectors and plastic covering.

Effect: Can power energy weapons and other artifacts that require large amounts of electricity. Tiny item.

DEV Requirement: Technology 60

DEV Bonus: Technology +D6

□ FIRST AID KIT

A red metal box with a white cross on the side. The box contains a number of items: a roll of white cloth, blister packs with small white pills, a roll of tape, beige pieces of tape and a few small metal tools.

Effect: Gear Bonus +3 to Heal, but only to heal damage, not other kinds of trauma.

DEV Requirement: Warfare 20

DEV Bonus: Warfare +D6



□ HOCKEY MASK

A bone-colored facemask made from tough plastic. The mask has holes for the eyes and mouth. Light but seems to be durable.

Effect: Armor Rating 3, but only against melee attacks. Looks frightening, Gear Bonus +1 to Manipulate, Intimidate and Dominate. Light item.

DEV Requirement: –

DEV Bonus: Warfare +1



▢ HOCKEY PADS

These shoulder pads of plastic and fabric are light but very durable. Offers good protection from edged and blunt weapons.

Effect: Armor Value 6, but only against melee attacks.

DEV Requirement: Technology 10

DEV Bonus: Technology +1



▢ LASER PISTOL

A high-tech pistol made from discolored white plastic. The weapon fires a red beam of light that crackles as it incinerates the air in its path.

Effect: Light weapon with Gear Bonus +3 to Shoot and weapon damage 2. Long range. Energy weapon that needs to be loaded with an E-Pack.

DEV Requirement: Technology 70

DEV Bonus: Technology +D6

▢ MASER PISTOL

A bulky high-tech pistol made of metal and black plastic. The pistol fires a powerful pulse of energy that is invisible to the naked eye but has a violently explosive effect where it hits.

Effect: Light weapon with Gear Bonus +2 to Shoot and weapon damage 3. Short range. Energy weapon that needs to be loaded with an E-Pack.

DEV Requirement: Technology 80

DEV Bonus: Technology +D6



▢ MEGAPHONE

A metal funnel with a plastic grip on one side. If you hold the funnel to your mouth and twist a small knob on the side you can speak very loudly without effort – very handy when you have something important to say.

Effect: Modification +2 to Dominate, Manipulate and Intimidate, but only in situations where raising your voice is relevant.

DEV Requirement: Technology 30

DEV Bonus: Technology +D6



▢ MMO CUBE

A pitch black inconspicuous plastic cube from the Old Age. There are a few buttons and a display on one side. This wondrous device can record and replay human emotions.

Effect: During recording, sensory impressions from all five senses are recorded from whoever has their hand on the cube. When replaying them, the user experiences these impressions exactly as if they had been his own. The effect is disconcerting and inflicts D6 points of confusion the first time. The memory of the cube can hold four hours of recordings. Electronic artifact.

DEV Requirement: Technology 90

DEV Bonus: Technology +D6

**▢ MOTORCYCLE HELMET**

Durable metal helmet from the Old Age, with a glass visor that protects your eyes. Limits the field of vision and hearing of whoever wears it.

Effect: Armor Rating 4. Modifies Scout by -1.

DEV Requirement: —

DEV Bonus: Technology +1

▢ NAIL GUN

A pistol-like tool that is loaded with nails. Meant for construction but can also be used as a lethal weapon.

Effect: Gear Bonus +2 to Shoot (Near range) and Jury-Rig. Weapon damage 2. There are D66 nails in the gun.

DEV Requirement: Technology 20

DEV Bonus: Technology +D6

▢ PHOTO ALBUM

A strange book with pages made of small plastic pockets. The pockets hold pictures in faded colors. They show smiling humans eating and bouncing around on some kind of wooden planks. If you study the pictures you can learn a lot about the ancient world of humankind. But be careful, the album is old and the pictures are very fragile.

Effect: Modification +2 to Comprehend.

DEV Requirement: Culture 30

DEV Bonus: Culture +D6

▢ POLAROID CAMERA

A small box of metal and black plastic. A glass eye covers one side. A small plastic tray can be slid into a protruding hatch. If you aim the eye correctly and the right button is pushed the box produces pictures of you and your friends.

Effect: None, except the possibility to impress your friends with such a miraculous device. Can be used D6 times.

DEV Requirement: Technology 40

DEV Bonus: Technology +D6

▢ RIOT SHIELD

This large plexiglass shield was used in the Old Age against angry crowds. Still very useful after the Apocalypse.

Effect: Armor Rating 6. To protect against ranged attacks you need to crouch behind it, which requires a maneuver. As long as you don't move, you are protected. In close combat, the shield instead gives you a Gear Bonus +3 when defending.

DEV Requirement: —

DEV Bonus: Warfare +D6

WEAPON	BONUS	DAMAGE	RANGE	COMMENT
EMP Rifle	+3	3	Long	Energy weapon. Only harms robots and other electronic devices
Laser Pistol	+3	2	Long	Energy weapon.
Maser Pistol	+2	3	Short	Energy weapon.
Nail Gun	+1	2	Near	
Stun Baton	+2	1	Arm's Length	Energy weapon.

SLALOM GEAR

A pair of robust boots that can be strapped to two long, slightly bent boards made from a dark, unknown material. There are also two long sticks with a handle on one end and a sharp metal spike on the other. Can be used to slide quickly down a snow-covered mountain.

Effect: Gear Bonus +3 when trying to Move on snow. Putting the gear on requires a maneuver. The skis can also be used as blunt weapons.

DEV Requirement: Technology 10

DEV Bonus: Technology +1

STUN BATON

An advanced melee weapon, built to incapacitate the victim without killing.

Effect: Gear Bonus +2 to Fight, weapon damage

1. The victim suffers D6 points of fatigue as well as normal damage. Armor does not protect against the effects of the stun baton, but natural armor on a monster does (roll separately for Armor Rating). Energy weapon.

DEV Requirement: Technology 60

DEV Bonus: Technology +T6

TACTICAL VISOR

A hyper-advanced gizmo that is placed in front of your eyes and helps you target enemies you to see in absolute darkness.

Effect: The effect of darkness (see page 84) is completely nullified. The targeting system increases the bonus for aiming to +2 (+3 when leaning on something). Electronic item.

DEV Requirement: Technology 70

DEV Bonus: Technology +D6



TEDDY BEAR

This stuffed animal is irresistibly soft and can provide comfort in the most difficult of situations.

Effect: The teddybear can replace the need to recover Instinct through animal behavior (page 80). Only one person at a time can be comforted by the teddybear. The effect also applies to humans and human mutants, who can use the stuffed animal to regain Empathy.

DEV Requirement: Culture 20

DEV Bonus: Culture +D6



11

ESCAPE FROM PARADISE

Everything you have read so far in this book has led up to this point. The following three chapters include all you need to create your epic story of *Mutant: Genlab Alpha* – the campaign *Escape from Paradise*. The campaign material is divided into three parts:

- Chapter 11 (this chapter) includes the campaign background, an overview, the core campaign mechanics, guidelines for travel in Paradise Valley, and Key Events.
- Chapter 12, *Secrets of Paradise Valley*, describes five tribes in detail, including maps, NPCs and events that can occur when the PCs visit.
- Chapter 13, *Genlab Alpha*, describes the secret lair of the Watchers in close detail, and events that can occur there.

BACKGROUND

For generations, the animal mutants lived in fear and awe of the Watchers, humankind's representatives

on Earth. Occasional attempts to escape Paradise Valley and to avoid abductions occurred from time to time, but were crushed brutally and did not spread among the tribes. In the last few years, something has changed. A secret network of animals with dreams of resistance has been forming slowly in Paradise Valley. The center of this network – unknown even to most of its members – is Truffaut 13, Elder of the Bear Tribe.

A few years back, Truffaut had an experience that came to change his life forever. Like most other bears he was a loner. He roamed Paradise Valley, through the forests and across the moors. One day he saw something astonishing. Outside the Outer Fence, on a mountainside, a group of bipedal creatures walked. They walked upright and wore clothes, but they had no fur. Truffaut recognized them from the yellowing images he had seen in the Lodge. Humans. Some of them were strangely deformed, but no matter. The Humans were back.

Truffaut rushed up to the fence and called out to the strangers. They heard him and saw him, and approached the Fence. They were armed but did not

raise their weapons. Animal and human, together again. Two forms of intelligent life stared at each other through the barbed wire of the Fence. Truffaut heard the Drone too late. A searing energy beam from the hovering Watcher destroyed the face of the human closest to him. The others fled, panicked. Truffaut did the same, convinced his life was at an end. The next energy beam hit him in the back.

When Truffaut woke up he was back in his tribe's outpost, wounded but alive. Hunters from his tribe had found him unconscious in the forest. Truffaut told the tribe about his experience, but what could they do? The Outer Fence was as impenetrable as ever, if the others believed him or not made no difference. Life in Paradise Valley carried on.

Truffaut never stopped thinking about his meeting with humankind. His conviction that the true home for the tribes was out there, beyond the Fence, grew stronger. Humankind had returned, and the Watchers were stopping the animals from leaving Paradise Valley to meet their makers. This had to end. The dream of freedom grew ever more intense in his heart. But, bear as he is, Truffaut was patient. He learned the symbols of humankind's written language and travelled to the Lodge to read every single book he could trade for. He watched the Outer Fence and the Forbidden Zones. He contacted like-minded, in utmost secrecy. Now, his fur gray and with only a few years left to feel freedom, he has set his plan in motion. The Resistance has been born.

OVERVIEW

The narrative of the *Escape from Paradise* campaign is to a great extent created by the players themselves. As members of the inner circle of the Resistance, the PCs will plan Operations of the Resistance and execute them, or send others to do it. Truffaut – controlled by you, the GM, will offer advice to the PCs and can also nudge the narrative in directions you desire.

The campaign mechanics assumes the PCs to be core members of the Resistance. If you prefer, you can play out how the PCs join the Resistance – the Starting Scene below can be used for this purpose. A third option is to leave it completely up to the PCs if they join the Resistance at all. This option

however will require more work on your part as a GM, as the campaign mechanics and key events do not support it.

Apart from the Operations controlled by the players, the campaign consists of a number of Key Events. These are described in detail later in this chapter. These Key Events will occur in a set order and will mark major events that change the “playing field” for the Resistance in a significant way. A summary:

1. The Robot Killing Weapon: Truffaut gets word that a very powerful Ancient weapon, a “EMP rifle” that can destroy robots but does not harm living beings, has fallen into the hands of the Dog Tribe. The PCs are given the mission to steal it. This Key Event can be used early, to kick off the campaign.

2. Truffaut is Taken: Through subterfuge and betrayal, the headquarters of the Resistance is compromised and attacked by Watchers. Truffaut is abducted into the underground Labyrinth. The PC can stage a daring rescue operation, which will also give them a first glimpse of Genlab Alpha.

3. Battle of the Lodge: A rebellious mouse with delusions of grandeur takes it upon herself to lead a charge against the Lodge, the outpost of the Watcher-loyal Dog Tribe. The PCs are likely embroiled in the battle in one way or another. After a pitched battle the raid ends in horrible defeat, as a large contingent of Watchers enter the fray.

4. Nature Attacks: At some point, the Watchers are severely degraded by the Resistance's attacks and Chronos decides to strike back in full force. She not only uses her remaining Watchers – she also activates powerful defense mechanisms in Paradise Valley that will turn nature itself against the tribes.

5. Assault on Genlab Alpha: The final showdown. Spearheaded by Truffaut, the Resistance leads a final assault on Genlab Alpha to crush the Watchers once and for all. The PCs can be part of a small team to strike at the cyber herself. But all is not

what it seems, and there is betrayal at the moment of triumph.

Epilogue: If the attack succeeds and the cyber is destroyed, the animals' captivity in Paradise Valley ends. Now, the tribes must decide their own fate. But the large council meeting is interrupted by uninvited visitors from afar...

CAMPAIN MECHANICS

The campaign is guided by simple mechanics that gauge the levels of success of the Resistance and the state of the Watchers. These mechanics will create a framework for the PCs to act in, not unlike the Development Levels and Projects of *Mutant: Year Zero*.

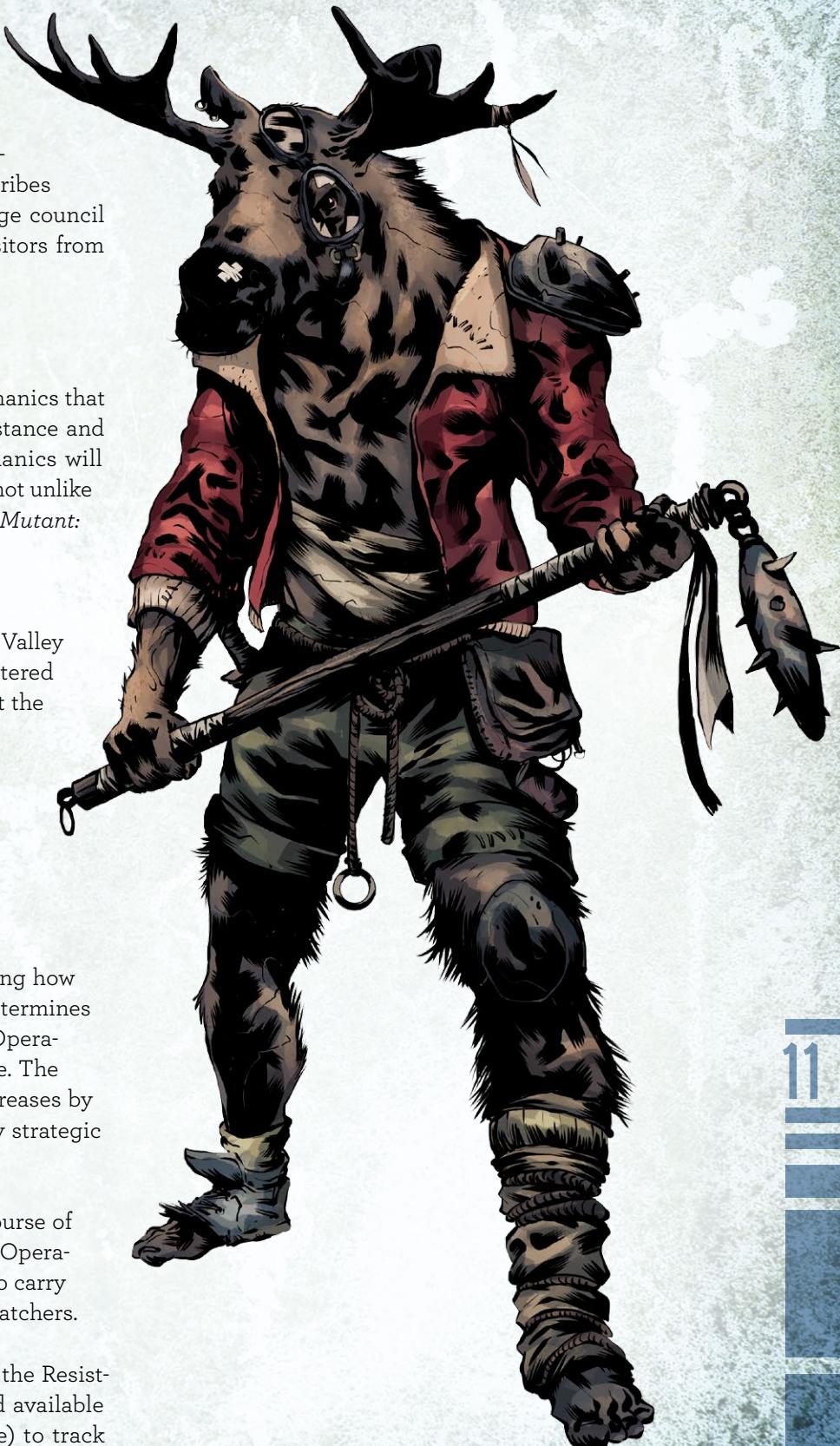
TRIBE INSURGENCY

Each of the eight main tribes of Paradise Valley (the Moose Tribe is too small and scattered to count) has two important metrics that the players track throughout the campaign:

- Population – the total number of individuals living in the tribe's habitat. The Population number will determine how many Resistance Cells the tribe can support (below).
- Insurgency – a 0-100 scale measuring how rebellious the tribe is. The rating determines how difficult it will be to carry out Operations and to recruit Cells in the tribe. The Insurgency rating automatically increases by D6 in each tribe at the start of every strategic turn.

These metrics will change during the course of the campaign, mostly depending on the Operations that the PCs send the Resistance to carry out, but also on the Operations of the Watchers.

The Resistance Sheet: The players use the Resistance Sheet (at the back of the book and available for download at the Modiphius website) to track



INSURGENCY

The Insurgency rating has specific mechanical effects, but it is also a tool to help describe the mood and current situation in a tribe to the players.

- 0–20 The tribe is largely loyal to the Watchers, the old ways still hold sway. There are rebellious individuals in the tribe, but they generally keep a low profile and only act in secret. If caught, such rebels are treated harshly, often punished in public or handed over to the Watchers.
- 21–40 The rebels in the tribe have grown to be a serious threat to the old ways. They are bolder and sometimes dare to stage open acts of rebellion. The social cohesion of the tribe is starting to break apart, rifts widening between the old guard and the rebels.
- 41–60 The tribe balances on a knife's edge. The Elders – if still in charge and loyal to the Watchers – are walking a very thin line. The rebels are now far too many to simply crush – that could unleash a violent revolt that could tear the tribe apart. The tribe is ripe for a shift of leadership that could very well turn violent.
- 61–80 The rebels are a clear majority, and have most likely taken charge of the tribe. The rebels openly defy the Watchers, but still generally try to avoid direct violent confrontations with the machines. A part of the tribe still sees the rebels as reckless upstarts, and there are deep rifts in the social fabric of the tribe. Everyone is on their guard, expecting a Watcher attack at any time.
- 81–100 The overwhelming majority of the tribe has joined the rebels. Informants, real or imagined, are treated very harshly. Having reached this far, the fear of the Watchers has waned and the tribe smells victory – freedom feels within grasp.



these metrics over time. The starting values for each tribe are pre-written into the sheet itself. As you can see, some tribes (notably the Rabbits) are rebellious right from the start.

The Resistance Sheet is also used to plan Operations.

WATCHER CAPACITY

The Watchers have a single metric, measuring their overall military Capacity. This number determines how many Squads (ground and aerial) that you as GM can use to carry out Operations (below).

The Capacity metric is tracked by you on the Watcher Sheet (at the end of the book and available for download at the Modiphius website), and is kept hidden from the players throughout the campaign. It starts at 100 and can never go above this ceiling.

THE STRATEGIC TURN

The campaign is divided into *strategic turns*. One turn represents about one month of time, but it can be more or less if you so desire. The strategic turn has four phases:

Insurgency Phase. The players roll one D6 for each tribe in turn, to determine how much the Insurgency rating increases in the tribe. This increase is a natural response to the animals' captivity and oppression of the Watchers.

Planning Phase. The PCs (in effect, the players) decide what Operations the Resistance Cells should carry out this turn, and where to do it. The PCs themselves constitute one Cell, and they can decide where to send themselves. This planning is done in secret from the GM, and Operations are noted on the Resistance Sheet. At the same time, the GM



WHEN TO PLAY STRATEGIC TURNS?

You can play strategic turns whenever you like, and as often as you like. The norm is to start every game session with one strategic turn, but feel free to skip it if the players are already deep into the action and there is no need to add more fuel to the fire. On the other hand, you can sometimes play two or more strategic turns in a single session, to speed the campaign along.

Another option is to play a strategic turn at the end of each session – this could help you as GM to plan sessions, as you will know where the PCs are sending themselves well in advance.

plans the Watchers' Operations (in secret from the players), using the Watchers' Sheet.

Execution Phase. All plans (both the players' and the GM's) are revealed simultaneously. All Operations are then resolved. First, resolve all Resistance Operations (except for the PC Operation), taking into account Watcher Operations in the same habitats. Then, resolve the effects of any remaining Watcher Operations.

Record-Keeping Phase. As a result of Operations, Population, Insurgency and Capacity ratings are changed. Enter the new ratings into the column for the next strategic turn.

After the strategic turn, The Operation that the PCs carry out themselves is played out in detail (more on that below). Non-PC Operations become a backdrop to the PCs' story.

RESISTANCE CELLS

The activity of the Resistance is divided into Operations, which are carried out by *Cells*. A Cell is a small unit of operatives, normally about 4-5 individuals. All Cells – except the *PC Cell* – are based in a habitat, but can carry out Operations in other habitats (at greater risk).

The PC Cell: One of the Cells is the PCs themselves. The PC Cell is special – it is the inner circle of the Resistance, which together with Truffaut directs the Operations of other Cells in the struggle against the Watchers.

At the start of the campaign, the PC Cell is based at the old Helicopter (page 156), which is also Truffaut's secret lair. The PC Cell is the only one which is not bound to a particular tribe.

Starting Cells: At the start of the game, Truffaut has managed to recruit two other (non-PC) Cells in the valley – one in Reptile Tribe and one in the Badger Tribe. The details of these Cells are up to you to decide, should it be needed.

New Cells are gained through using the Recruitment Operation. A new Cell is always based in the

tribe where it was recruited, but can carry out Operations anywhere in the valley. A newly-recruited Cell is ready for service during the next strategic turn.

Support: Every Cell of the Resistance needs support from its tribe to survive. Each Cell needs at least 50 individual tribe inhabitants to support it. In other words – the number of Cells multiplied by 50 is the minimum Population needed to support the Cells. If the Population of a tribe falls below what is needed to support the Cells in it, one Cell in the tribe is dissolved and removed from play.

After Key Event 4 – Nature Attacks – the required Population number to support a Cell drops from 50 to 10. Read more below.

RESISTANCE OPERATIONS

Each Cell can carry out one Operation each strategic turn. In the Planning Phase, the PCs (based in the old Helicopter) secretly decide which Operations the Cells should carry out, and in which habitats. Only one Operation can be carried out in a single habitat in the same turn, but several Cells can team up to increase the effect of an Operation.



All available Operations are listed in the main Operations table on page 147. All planned Operations are noted in the Resistance Sheet. Operations planned for the PC Cell are marked "PC".

Resolution: First, resolve all Resistance Operations (except for the PC Operation), one habitat at a time, taking into account Watcher Operations in the same habitat. Then, resolve the effects of any remaining Watcher Operations.

Operations that are not carried out by the PCs themselves are mainly used as a backdrop to the story, and each is resolved with a single dice roll, using a number of Base Dice. For an Operation to succeed, the players need to roll at least one  - if not, the Operation fails.

The Chance of Success of the Operation tells you the number of Base Dice to roll. The Chance of Success is modified by these factors:

- The Insurgency rating in the habitat in question - see the table below.
- Any Watcher Operations being carried out in the same habitat in this turn.
- Additional Cells sent to help the Operation - each extra Cell gives 2 extra Base Dice to roll.

The Chance of Success cannot go below 1 - you always get at least one Base Die to roll, no matter what.

INSURGENCY	CHANCE OF SUCCESS
0-20	-2
21-40	-1
41-60	± 0
61-80	+1
81-100	+2

Effect: The effect of a successful operation is described in the Operations table on page 147. A failed Operation has no further effects beyond any losses (below).

Losses: In addition to the Base Dice, a number of Danger Dice are rolled when resolving an Operation - how many is indicated by the Operations table and modified by Watcher Operations. Use Gear Dice to represent Danger Dice. If you roll one or more  on the Danger Dice, the Cell is caught or killed and is lost to the Resistance. If several Cells are taking part in the Operation, one Cell is lost for each  rolled.

An Operation that succeeds does so even if the Cell (or Cells) that carried it out is destroyed in the process.

Behind Enemy Lines: If a Cell carries out an Operation in a different habitat than its own, the Danger rating is increased - more Danger Dice are rolled. If the target habitat borders the Cell's own, the Danger rating is increased by 1. If the habitats do not border each other, the Danger rating is increased by 2. For this purpose, the Ape island is considered to border the Dog, Reptile and Bear habitats.



HABITAT	DANGER MODIFICATION
The Cell's Own	± 0
Neighboring	+1
Not Neighboring	+2



PC OPERATIONS

Operations carried out by the PCs are still planned in the way described above, but they are played out in detail using the normal rules of the game after the strategic turn is finished. In the sections on each habitat (next chapter), you will find guidelines on how to play out Operations there.

During PC Operations, the Insurgency rating of the target habitat is instead used to modify any Dominate rolls made by PCs on behalf of the Resistance. Use the table to the left on this page. Any Watcher Operation in the habitat is simply used by you, the GM, to create threats and obstacles for the PCs to overcome.

TELL THE STORY

Once an Operation has been resolved, feel free to flesh out the narrative of the Operation together with the players. Tell a short story together, based on the result of the Dice rolls. Alternatively, you can let the PCs hear news of the other Operations later, during the game session itself.



In the end, you as GM get to decide whether or not the PCs' Operation should be deemed "successful" or not. If so, it has the same mechanic effect as an Operation carried out by a non-PC Cell.

WATCHER SQUADS

Watcher Operations are carried out by Squads, each comprised by a small number of Watchers. There are two types of Squads – Ground Squads (consisting of Sentinels, and sometimes Walkers), and Aerial Squads (consisting of Drones). The table below indicates how many Squads of each kind you have

at your disposal in each strategic turn, depending on your current Capacity rating.

CAPACITY	GROUND SQUADS	AERIAL SQUADS
81–100	5	4
61–80	4	3
41–60	3	2
21–40	2	1
0–20	1	0

WATCHER OPERATIONS

The players are not the only ones planning and performing Operations. You as GM get to plan Operations for the Watchers too, in secret from the players. There is a full list of Watcher Operations on page 148. Your job is to try to place Operations in habitats where you believe the Resistance (the players) will strike.

PC OPERATIONS

OPERATION	DESCRIPTION	SUCCESS CHANCE	DANGER	EFFECT
Spreading the Word	Whispers in the dark, clandestine meetings, graffiti	10	0	Insurgency +D6
Demonstration	A public display of defiance and rebellion	8	2	Insurgency +2D6
Purge	Kidnapping or murder of informants or sympathizers with the Watchers	8	1	Insurgency +D6, Population –D6, Watcher Capacity –D6
Recruitment	Recruiting members for a new Cell	6	1	One new Cell is recruited.
Disinformation	Spreading false information in order to mislead informants and the Watchers	10	0	Chance of Success +2 to one Operation in any habitat in the next turn. Can only be carried out once per turn.
Reconnaissance	Watching, listening, mapping the movements of the Watchers or flushing out informants	8	0	Chance of Success +4 to any Operation in the habitat next turn
Pinpoint Attack	A quick and dirty attack against a Watcher or loyalist target	6	1	Capacity –D6, Insurgency +D6
Sabotage	Destroying Watcher or loyalist infrastructure	4	2	Capacity –2D6, Insurgency +D6
Assault	A large-scale attack against a Watcher or loyalist target	2	3	Capacity –3D6, Insurgency +D6

PLAY FAIR, BUT ADAPT

The players don't know your Capacity score, and thus cannot see if you are cheating when planning Operations. As a general rule, don't cheat. Instead, if the Resistance is being too successful for your taste, try to use your Watcher Operations as cleverly as possible. If push comes to shove, you can abandon checkpoints or even use Nature Attacks. If the Resistance is having too hard a time, you can hold off on some aggressive Operations. Use the respite to Repair your Capacity. The Resistance should need to fight for every win, but you don't want to wipe it out to the last Cell – at least not early in the campaign...



Resolution: A Squad can perform one Watcher Operation in one habitat each turn. You cannot perform several different Operations in the same habitat in the same turn.

Some Operations require several Squads (of the same or different types). As opposed to Resistance Operations, you don't roll dice to see if a Watcher

Operation succeeds. Instead, it has a set effect, often modifying the Chance of Success of any Resistance Operation in the habitat in the same turn, or decreasing the Population and/or Insurgency of the habitat in question.

If a Watcher Operation and a Resistance Operation in the same habitat in the same turn have directly opposed effects on a particular metric – such as one decreasing Insurgency by D6 and the other increasing it by D6 – these effects cancel each other out, and no dice are rolled.

CHECKPOINTS

As mentioned in Chapter 7, each habitat has a main checkpoint, controlling the movement of the animals in the valley. A checkpoint is normally manned at all times by a Squad of Watchers, usually a few Sentinels. Manning checkpoints is not an Operation, it is part of the Watcher's daily routine.

Abandoning a Checkpoint: If your Capacity runs low, you can abandon checkpoints to increase the Capacity rating – Chronos simply assigns the Sentinels at the checkpoint to perform Operations instead. You make this decision during the Planning Phase of the strategic turn. It does not count as an Operation. Mark it on the Watcher Sheet.

WATCHER OPERATIONS

OPERATION	DESCRIPTION	SQUAD	EFFECT
Patrols	Patrolling the habitat, looking for Resistance activity	Ground + Aerial	Insurgency -D6 as well as Chance of Success -2 and Danger +2 to any Resistance Operation in the habitat this turn
Roadblocks	Checking movement and displaying force	Ground	Insurgency -D6
Raid	Charging into an outpost, looking for Resistance members	Ground + Aerial	Insurgency -2D6
Reconnaissance	Drones watching in the sky	Aerial	Chance of Success -2 and Danger +2 to Resistance Operation in the habitat this turn
Abduction	Abducting specific individuals, taking them to the Labyrinth	Ground	Insurgency -D6, Population -D6, Capacity +1
Repairs	Repairs in Genlab Alpha (not habitat indicated)	Ground or Aerial	Capacity +D6. Only ONE Squad can perform this Operation per turn.
Massacre	Major attack on outpost, aiming at maximizing casualties	2 Ground + Aerial	Insurgency -2D6, Population -2D6
Infiltration	Paying informers to spy on the Resistance activities	Ground	Capacity -D6, Chance of Success modifier -4 to any Resistance Operation in the habitat this turn

Abandoning a checkpoint increases your Capacity rating by 10. The downside (for the Watchers) is this event is seen (rightly) as a sign of weakness, which advances the automatic increase of Insurgency in the tribe in question from one D6 to 2D6 at the start of every turn.

After a checkpoint has been abandoned, the Resistance cannot carry out the Pinpoint Attack, Sabotage or Assault operations in the habitat anymore, as there is no permanent Watcher presence in the habitat. If a Pinpoint Attack, Sabotage or Assault is planned in the same turn as a checkpoint is abandoned, the Operation has no effect.

Once a checkpoint has been abandoned, it cannot be manned again. You can carry out Operations in the habitat as normal.

Note that it can be good strategy on your part to abandon a checkpoint in a high-Insurgency area, as this will remove a way for the Resistance to wear down your Capacity.

NATURE ATTACKS

When the Watchers' Capacity degrades, you will have an increasingly hard time keeping the Resistance in check. But you have a "doomsday weapon" at your disposal. Hidden in the bedrock underneath the woods and lakes of Paradise Valley are powerful and ancient mechanisms that can unleash death and destruction on the habitats.

You can plan these Nature Attacks during the Planning Phase just like other Watcher Operations. The difference is the Nature Attacks don't need Squads to carry them out. You can plan one of each kind per turn, but only one in each habitat.



A Last Resort: Note that the Nature Attacks cause huge casualties in the targeted habitats. Mass killing of the test subjects goes against Chronos's original goals for Genlab Alpha, and should only be used

NATURE ATTACK	DESCRIPTION	EFFECT
Avalanche	Snow and ice thunder down the mountain, laying waste to the habitat. See page 128.	Insurgency -D6, Population -D66
Earthquake	The very bedrock shakes, crushing homes and killing animals. See page 128.	Insurgency -D6, Population -D66
Ice Storm	A freezing storm blankets the habitat in ice and snow. See page 130.	Insurgency -D6, Population -D66
Monster Horde	A horde of landsharks, winged moray, giant hornbugs and other mutant monsters storm the habitat, killing all in their way.	Insurgency -D6, Population -D66.
Wildfire	A wall of fire rages across the habitat, killing all in its path. See page 131.	Insurgency -D6, Population -D66

A FEW HINTS

You are free to conduct Watcher Operations wherever you like. However, in order to make some of the Key Events (below) to make as much sense as possible, we advise this:

- Let the Insurgency rating go above 40 in the Rat Tribe, and keep it there until the Key Event “Truffaut is Taken”.
- Try to keep the Insurgency rating below 20 in the Dog Tribe, until the Key Event “Battle of the Lodge”.
- Try not to exterminate any tribe until the Key Event “Nature Strikes Back.”
- Keep your Capacity score above zero at any cost, until the Key Event “Attack on Genlab Alpha.”



as a last resort. For more on the Nature Attacks, see the Key Event called Nature Strikes Back, below.

TRAVEL IN PARADISE VALLEY

The PCs direct the activities of the Resistance from the old Helicopter (below), but they are also a Cell themselves and will often venture out into Paradise Valley. It is a dangerous place haunted by robots, mutated monsters and strange phenomena.

To create exciting threats that the PCs might have to confront during their journeys, you can use the table in this section. It is simply a tool – of course you are free to change details or ignore the results of your roll completely and choose something you feel is more appropriate.

HIKING SPEED

As mentioned in Chapter 7, assume that the PCs can walk about two miles per hour in wild terrain. Your speed is doubled to four miles per hour along an old road or a hiking trail. They can double the speed – to four and eight miles per hour respectively – if they roll Force successfully every hour.

CHECKPOINTS

In each of the eight habitats, there is a main Watcher checkpoint, marked on the map. As long as it is not abandoned, checkpoints are always manned – usually by 2–4 Sentinels.

At a checkpoint, the Watchers will ask the PCs who they are, where they are going and why. No matter what they say, roll D6 to determine the Watchers’ response. The responses are never explained by the Watchers, who will never go into a dialogue. Remember, Watchers cannot be Dominated. If the PCs resist the Watchers in any way, they do not hesitate to use deadly force. The PCs’ only choices are to obey, fight or flee.

If a PC is a known member of the Resistance, don’t roll – instead, the Watchers will try to kill or capture the on sight.

**D6 CHECKPOINT RESPONSE**

1	The Watchers believe (by chance or actual intelligence) that the PCs are members of the Resistance. They attempt to capture them and take them to the Labyrinth.
2	The Watchers order the PCs to turn back to where they came from.
3	The PCs are ordered to wait. They are not allowed to leave. After D6 hours, roll again.
4	The PCs are searched. If they are carrying any artifacts, the Watchers will attempt to capture the PCs and take them to the Labyrinth.
5	The PCs are searched. If they are carrying any artifacts, these will be confiscated. Then the PCs can pass.
6	The PCs are allowed to pass, without being searched.

**FENCES**

Each habitat is surrounded by an Inner Fence. There are many breaches in these – finding one big enough to slip through requires a Know Nature roll. Only one PC can roll, but the other PCs can help. A failed roll means the PCs need to spend D6 hours searching for another breach before they can roll again – or they can try to climb the fence. Climbing requires a Move roll, and a failed climb results in a fall, handled as an attack with six Base Dice.

Electric Fences: Some sections of the Inner Fence are, at times, electrified. Read more on page 128. Apart from the shock effect, climbing an electrified fence gives a -2 modification to the Move roll for the climb.

The Outer Fence is always electrified, and there are no breaches in it.

ENCOUNTERS

When the PCs are on a journey in Paradise Valley, you can use dice to randomly determine if they run into trouble and if so, of what kind.

The Threat Roll: At appropriate times when the PCs are out in the valley you roll a *threat roll*. When to roll:

- Whenever the PCs move close to an Inner Fence, the Outer Fence or a Forbidden Zone.
- Whenever the PCs enter or pass a new type of terrain, such as into or out of a patch of forest, crossing a road, etc.
- Whenever you want to spice things up.

The threat roll is a number of base dice equal to the threat level, which is determined by where the PCs are:



LOCATION	THREAT LEVEL
Forest	3
Moors	4
Mountain	5
By a river or lake	6
Road or hiking trail	7
Near an Inner Fence	8
Near a Forbidden Zone or the Outer Fence	9



If you roll one or several ♣ the PCs encounter some kind of threat. To find out which threat it is, roll D66 on the Encounter Table on page 152. The number of ♣ rolled determines the magnitude of the threat

or how powerful it is. If the PCs encounter a clearly superior force of enemies, you should give the PCs a chance to Move away or Sneak past.

As a GM you may ignore the result of the rolls and choose something else – remember, the tables are only tools at your disposal, not the law.



MAKING RANDOM ENCOUNTERS

MORE RANDOM

Before you throw a random encounter into the story, you should consider how you can make the encounter as exciting as possible. The listings in the table can be varied and expanded in several ways:

Dilemma. Introduce a threat, but at the same time something the PCs want. The players have to decide if it's worth staying to fight or if it's better to flee.

A PC in Trouble. One of the PCs is in real danger, maybe he is caught or trapped somewhere. The others must choose if they should risk their lives to save him.

An NPC in Trouble. As above, but an NPC is in danger – either someone who is a part of the PCs' group or someone they see from a distance. This should be an NPC the PCs have a relationship with and care about.

Ominous Signs. The PCs see tracks of a monster or signs of a phenomenon and realize danger is lurking nearby. A good way to build tension. You can create tension by throwing in a completely different threat than what the PCs are expecting to meet – or both.

Rumors. A variation of Ominous Signs. The PCs hear stories of a monster in the area, instead of encountering it themselves.

Double the Fun! Combine two random encounters. At the very moment the players believe they have everything under control, you introduce threat number two.

RANDOM ENCOUNTER TABLE

WOODS	MOORS	MOUNTAIN	BY RIVER OR LAKE	ROAD OR TRAIL	NEAR FENCE OR ZONE	ENCOUNTER
11-12	11-13	11-12	11	11	11	The ground shakes and suddenly a ravenous landshark lunges up from the earth and attacks the PCs. The shark's Strength is $7+▲$.
13	14	13	12-13			A centipede snake contacts the PCs telepathically and asks for food. The snake can offer the PCs return the favor in some way. If they treat the snake badly, it attacks.
14-16	15-16	14	14-16	12-13	12-13	A gnat storm suddenly envelops the PCs. The swarm's Strength is $5+▲$.
21-23						A wildfire suddenly sweeps towards the PCs. If they try to Move away their roll is modified negatively by $▲$ minus one (that is, no modification if you rolled one $▲$ on the Threat Roll).
24-26						A hungry winged moray lurks in a tree and attacks the PCs as they pass. They moray's Strength is $5+▲$.
31-32			21			The sounds of snapping branches and falling trees alert the PCs to the fact that something huge is coming their way. A giant hornbug rushes at them! The bug's Strength is $9+▲$.
	21-23		22-24	14	14	A foul stench spreads through the air and a powerful buzzing sound comes closer. A swarm of gas flies sweeps down towards the PCs. The swarm's Strength is $4+▲$.
33	24-26		25-26	15	15	$▲$ number of sniper bugs hide in the grass and attack the PCs without warning.
34-35	31-32		31		16	The PCs meet a shambletusk (page 125) that has been expelled from its flock. It's aggressive and might attack careless PCs.
36	33		32			$▲$ number of big and beautiful butterflies sit on a branch in front of the PCs. They are psionic butterflies, and the PCs should Move away if they know what's good for them...
41-42	34-35	15-21	33-34			The PCs encounter a hermit, a tainted animal mutant who has been cast out from his tribe. He is suspicious but can help the PCs if they treat him well.
43	36	22-23	35		21-22	The PCs encounter an abomination. It might be an NPC the PCs know personally. The NPCs personality is wiped away and the abomination acts like a robot.
44	41-42	24-31	36-41	16	23	The temperature suddenly plummets and a lethal ice storm surprises the PCs. It lasts $D6+▲$ hours.
45	43	32-33	42	21	24-25	A muffled rumble rises from within the very earth itself and grows into a powerful roaring crescendo. The earthquake attacks with $3+▲$.
		34-41				A roar is heard from the mountain above the PCs, and they are horrified as an avalanche thunders towards them! If they Move away their roll is modified negatively by $▲$.
46	44-45	42-44			26	An unlucky PC falls down into a sinkhole. Any attempt to Move out of danger is modified negatively by $▲$.

WOODS	MOORS	MOUNTAIN	BY RIVER OR LAKE	ROAD OR TRAIL	NEAR FENCE OR ZONE	ENCOUNTER
			45–51			A geyser suddenly spews scaldingly hot water from within the bedrock.
51	46		43	22–23	31–32	The PCs meet an animal mutant on the run from Watchers who want to abduct her. Preferably it is someone the PCs know. There are ♫ robots.
52–53	51		44–45	24		The PCs meet a Scavenger from another tribe. The gatherer has just found a valuable artifact (choose one randomly) and attempts to hide it from the PC.
			46–53			The PCs meet D6+♫ Hunters from another tribe who are out fishing. They have caught D6 rations of fish and are interested in trading.
				25–32		A small trade caravan walks by, heading towards a neighboring territory. The traders are suspicious against the PCs.
54	52		54	33		The PCs find a hideout belonging to a trader from the closest outpost. The Scavenger appears while the PCs explore the hideout. He accuses them of theft.
55	53	52	55	34		Strange song and exclamations are heard from a small hut. If the PCs hurry over to the hut they encounter a Seer in the midst of performing a ritual, and she resents being disturbed. The seer may have something important to tell the PCs.
56–61	54–55	53	56	35–36		The PCs hear a scuffle and screaming in the distance. If they investigate they see two hunting parties from different territories in a fight over who controls the hunting grounds. Both sides ask the PCs for help.
62–64	56–62	54–55	61–63	41–44		The PCs meet D6+♫ Hunters from a tribe from a neighboring habitat, intruding in this one. The hunters are threatening and demand that the PCs leave “their” hunting ground.
65–66	63–66	56–63	64–66	45–53	33–36	A Drone discovers the PCs and follows them for ♫ hours. If they act suspiciously - like trying to hide from the drone - it summons a squad of Sentinels.
			54–61	41–43		The road ahead is blocked by D6+♫ Sentinels who have established a temporary roadblock. This roadblock works just like the permanent ones (page 150).
			62–64	44–45		A squad consisting of ♫ Sentinels drags away an unconscious animal mutants, who is about to be abducted. Preferably it is someone the PCs have a relationship with. If the Sentinels are attacked they summon reinforcements.
			46–55			A robotic voice requests that the PCs leave the area immediately. If they do not comply a Drone and ♫ Sentinels arrive to force them to leave or to kill them.
		64–65	65–66	56–64		A squad of ♫+1 Sentinels approaches. If the robots spot the PCs they request they leave the area immediately. If the PCs act suspiciously the Sentinels attack.
		66		65–66		A Walker blocks the road. It seems to be inactive, but if the PCs come close it activates and attacks at once.

STARTING SCENE : THE WILD DANCE

You can start the campaign in any way you like, but to help you kick off the action we present here a possible starting scene. You can use it as written or alter it as you like.

THE TRIBE

This scene begins in the home outpost of one of the PCs. You can decide which tribe it is, but it should preferably not be the Dog Tribe or the Rabbit Tribe. If you have several PCs from the same tribe, it's a good one to use.

When the game begins, only the PC or PCs who belong to the chosen tribe are present. An NPC that the PC has chosen to protect (see Chapter 2) is there. The other PCs will not be part of the starting scene at all, and must wait a little before they enter the game. Show the map of the outpost in question (see Chapter 7) and read or act out the text below:



THE WILD DANCE

Spring has come to Paradise Valley. This particular night is just as long as the day, and every year the animal mutants celebrate this moment with the Wild Dance. A huge bonfire burns in the middle of the outpost. Sparks dance up into the night sky, and around the fire you all dance, the whole tribe, young and old. During the Wild Dance you celebrate your feral ancestors. Talking is forbidden, as is the use of tools.

Many hours have passed and the sun is just rising above the mountains in the east. Some of you are tired, exhausted after the intense rites. Suddenly there is a shout, a terrified warning call.

"They're coming! The machines are coming!" someone screams – violating the tradition of not using the language of humankind on this day.

A moment later three Drones zoom into the outpost, like huge mechanical wasps.

Floodlights mounted on their chassis rove across the area, clearly hunting for something. Or someone. Suddenly all three floodlights converge on X (replace by the name of the NPC that the PC present has chosen to protect).

"Prepare for transport for medical examination at once!" a metallic voice booms in unison from the flying machines.

Your friend stands alone in the light. He/she hesitates, unsure of what to do. Every single animal mutant in the tribe watch, paralyzed. You never interfere with an abduction, so say the traditions of the tribes. Suddenly your friend picks up a rock from the ground and hurls it at the Drones, howling in defiance.

"Damn you, machines! You will never take me alive! Long live the Resistance!"



The Fight: It is now up to the PC (or PCs) to act – will he help his friend or let the NPC suffer the wrath of the Watchers? Give the player a few seconds to decide – but not too long. No one else in the outpost will lift a finger to help the hunted NPC, and there is no time to Dominate others into helping.

The NPC continues to throw rocks at the Drones, who stay at Short range and return fire with their laser weapons. If the PC does not act, the NPC falls after a few turns of fighting. Shortly thereafter a patrol of five Sentinels roar into the territory and drag the NPC away towards an uncertain fate. The PC can follow them (they go to the nearest Forbidden Zone), but in that case they will be discovered and confronted by a larger group of Watchers sooner or later.

If the PC joins the fight against the Drones, the NPC can survive for a while, but the Sentinels soon arrive as reinforcements and the fight becomes very one-sided. No one else backs up the PC and his friend, and they don't stand much of a chance. If the PC does not make a Move to flee, there is a serious risk of him being broken. In that case, the

Watchers leave him on the ground and disappear, carrying the NPC. There are several Healers present, and one of them will manage to Heal a broken PC successfully (use stats for a typical Healer in the outpost in question, see Chapter 12).

Death: There is a small risk that the PC actually dies here, in the very first scene. Let it happen if it happens. In that case, the Watchers will drag the dead body with them. This will be a clear indication to the players about how ruthless and dangerous the Watchers actually are. Encourage the player to create a new PC from the same tribe, who knew the dead PC (and preferably also his friend). In this case, Ringo will seek out this new PC instead (see below).

THE SCRAP TRADER

After the dramatic abduction, the mood is subdued in the tribe. Few dare show their anger openly, but anti-robot graffiti appears with increasing frequency on walls and rocks. After a few days, the scrap trader Ringo 18 arrives in the territory. This iguana is a familiar face to most in Paradise Valley, since he wanders from tribe to tribe and sells scrap, usually of miserable quality. Exactly when he arrives is up to you, but since the other player characters have yet to enter the game it's wise to have it happen as quickly as possible.

Ringo's scrap trading is a cover – he is really one of the closest confidants and agents of Trufaut, tasked with recruiting new members to the Resistance. He has heard about what happened in this outpost, and is here to talk to the PC that lost his friend and recruit him. Ringo sets up his scrap cart in the middle of the outpost – if the PC does not visit him, Ringo will simply walk to his dwelling. He makes contact in one way or the other, and takes the PC off to the side for a private conversation. In a hushed voice, Ringo explains who he is and why he has arrived. “Now is the time. It is time to strike back. This is your chance to avenge your friend,” the iguana hisses.

A Crucial Choice: Let the player make his choice. If he declines the invitation to join the Resistance, Ringo will make another attempt to recruit him later. If the

PC insists on not joining Ringo, it's best to let him become an NPC and have the player create a new PC who is already a member of the Resistance. It's possible to play the campaign with one or more PCs not being part of the Resistance, but it will require some major changes.

If the PC accepts Ringo's offer, he wants the PC to go with him at once. To avoid suspicions, he suggests that they should meet in the woods outside the outpost a short time later. Ringo will not divulge where they are going. If the PC Dominates him he will reveal that they are going to meet the leader of the Resistance.

The Horrible Truth: Ringo is a double agent, working for the Watchers. However, at this point the PCs have no way of finding that out. See more on page 169.

RINGO



Ringo 18, Scavenger. A short and stout iguana wearing a patched jacket. When he is cold (especially in the winter and now in the spring) he moves slowly and sluggishly. Appears to be rather stupid and mostly interested in eating insects. But Ringo's appearance is deceiving – he is actually a cunning Watcher spy. He will keep an eye on Truffaut and the PCs, and tries to pass himself off as dimwitted and harmlessly curious. When he gets the chance, he sneaks off to the Lodge and reports to Laika. If he is caught in the act, he will claim that it is the PCs who are the traitors. Has a group of loyal but stupid minions in Reptile Tribe. Intends to sabotage the Resistance from within for as long as he can get away with it.

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

Skills: Scavenge 4, Fight 4, Sneak 4, Move 4, Shoot 3, Dominate 3, Heal 2.

Animal Powers: Fast Reflexes, Poisonous Bite, Tail .

Gear: Old shopping cart with his hoard, club, slingshot.

INTERMEZZO IN THE WOODS

Ringo leads the PC to the helicopter wreckage in the Bear habitat. He is happy to speak about this and that, but divulges nothing of importance – not even where they are going. How long the journey takes depends on which outpost the game begins in – see the rules for travelling in Paradise Valley above. Ringo avoids roads and checkpoints and leads the PC through the forest whenever possible. Take the opportunity to describe the breathtaking nature of Paradise Valley. Use the rules for random encounters if you wish, but don't spend too much time on the journey – soon it is time for the other PCs to enter the game!

The Landshark Attacks! When Ringo and the PC are getting close to the helicopter, something suddenly happens. The ground around their feet moves in an unnatural way and seconds later a huge landshark hurls itself out of the ground! Roll Sneak versus Scout to see if the landshark's sneak attack is successful (Chapter 6). If the roll fails, roll for initiative. Ringo screams in fear, but defends himself as best he can. Let the PC act. Act out one turn of the fight, preferably without Ringo, the PC or

the landshark becoming broken. Stats for a typical landshark can be found on page 125.

The Cavalry Arrives. Just as things are about to go really bad, help arrives. A group of animal mutants show up and enter the fray. It is the rest of the PCs, in the company of a young female brown bear who swings a spiked baseball bat. Have the other PCs roll for initiative and let the fight continue. In all likelihood the group defeats the landshark through superior numbers – it gives up and Moves down into the ground when its Strength reaches 2 (but not before the other PCs arrive).

After the fight, you can explain to the newly arrived players that they belong to a Resistance Cell based out in the wilderness, and that the bear is called Wildpaw. The secret base of the cell is inside the old derelict helicopter, where the leader is currently waiting for them. They have been waiting for Ringo and the newly recruited PC, and were in the vicinity when they heard the sounds of struggle. Let the players describe their characters, let all the PCs introduce themselves and get to know each other a little. Wildpaw is impatient and wants to leave the area immediately – the noise could attract Drones – and go to the old helicopter.

Wildpaw, Warrior (Truffaut 21): The powerful female bear is smaller in stature than her aging uncle – but nevertheless she is enormous. Unlike Truffaut the older, she is impulsive and impatient, and often finds her uncle to slow to action.

Attributes: Strength 5, Agility 3, Wits 2, Instinct 4.

Skills: Measure Enemy 4, Fight 5, Force 4, Sneak 2, Move 3, Shoot 2, Dominate 4.

Animal Powers: Huge, Predator.

Gear: Spiked club.

THE OLD HELICOPTER

The old helicopter mentioned in Chapter 7 has recently become the secret headquarters of the Resistance. If you don't use the Starting Scene (above) to lead the PCs here, you can simply introduce the helicopter and Truffaut before play starts.



TRUFFAUT'S LAIR

TRUFFAUT'S LAIR

The old cargo helicopter has crashed in a ravine and the wreckage is partly overgrown. Green moss grows on the rusty rotor blades. The way in is through the cockpit. The large cargo hold of the helicopter is murky, the only illumination coming from a kerosene lamp casting a flickering light. Truffaut, the secretive leader of the Resistance, spends most of his days behind a large desk here. The desk is covered by maps and notes. From here, Truffaut – and the PCs – direct the Operations of the Resistance.

Smaller compartments in the old wreck serve as sleeping quarters, for Truffaut, Wildpaw, Ringo and the PCs if they like – let them decide if they spend their nights here or in their home habitat.

Truffaut 13, Leader of the Resistance: The aging bear Truffaut 13 is the secret leader of the Resistance. He is quick to anger but is learning to control it, and has come to realize that defeating the Watchers will require planning and cunning. He has serious doubts about the animals actually being able to escape Paradise Valley, but would have to be pushed intensely to admit so openly. Truffaut is a huge mutated bear, one of the biggest in the valley, with a patch covering one eye.

Attributes: Strength 5, Agility 4, Wits 5, Instinct 3.

Skills: Scavenge 3, Fight 4, Move 3, Sneak 2, Move 2, Shoot 4, Dominate 4.

Animal Powers: Huge, Furry.

Artifacts: Revolver (Gear Bonus +3, Weapon Damage 2, Short range, 11 bullets).

KEY EVENT 1: THE ROBOT-KILLING WEAPON

The first Key Event of the campaign can be used early, if you like, even as a first mission for the PCs before they start directing Operations themselves.

SUMMONED BY TRUFFAUT

This Key Event starts with Truffaut summoning the PCs to his “office” in the old Helicopter. The huge bear is troubled. He pulls out a canteen and a number of small cracked glasses. He pours a cloudy liquid (moonshine) from the canteen and invites the whole group to drink. Then he speaks.

“The Resistance is growing by the day. But no matter how many Cells we recruit, we cannot defeat the Watchers. They are simply too strong. We cannot

defeat them in open battle, our weapons cannot penetrate their armor. Now, I have received reports of a mighty weapon from the Old Age, a machine-killing rifle that fires energy beams that simply pass through the metal hull of the Watchers and destroys them, without harming living things. My sources say that this weapon – the humans called it an ‘EMP rifle’ – can be found in the Lodge, the outpost of the Dog Tribe.”

Truffaut sneers as he spits out the last words. It is obvious he has no love for the Dog Tribe, which is the right hand of the Watchers in the valley. If there are any dogs among the PCs the bear apologizes to them before he continues.



“According to my sources, the weapon is in the personal collection of the greediest Scavenger of the Dog Tribe – Gagarin 11. This is an opportunity we cannot let slip through our paws. My mission for you is to infiltrate the Lodge with the help of my informant there, steal the machine-killing rifle and bring it here, to me. How and when you solve this task is completely up to you. What do you say? I won’t lie, this mission may cost you your life. But all our sacrifices will be worth making on the day the Watchers are defeated and we can leave Paradise Valley as free animals.”

THE DECISION

Truffaut lets the PCs think about his proposal. They can ask questions. Answer them with as much detail as you can. If they refuse the mission or propose that another Cell should carry it out, that’s fine. If this happens, Truffaut will get his hands on the EMP rifle anyway, and the PCs will be allowed to use it when you feel it’s appropriate.

PLANNING

Let the players deliberate and plan the raid on the Lodge. Wildpaw and Ringo can offer tips and suggestions – they can also give details on Truffaut’s agent inside the Lodge (below) – but let the players be in charge. Wildpaw will not accompany them on the raid, she has other business to attend to. Ringo however is very eager to go with them, and will do so unless the PCs actively stop him.

THE LODGE

Play out the trip to the Lodge in as much detail as you like, using the rules for travel in the valley. The Lodge and its inhabitants are described in Chapter 12, which also describes how the PCs can get in and out.

Let the players look at the player map of the Lodge and plan the raid. Note that Gagarin’s dwelling is *not* inside the main building, he lives in the “scrap cabin” next to the Lodge itself. Ringo knows about this and will inform the PCs, even if they don’t ask about it. He also knows that Truffaut’s agent is a fox and Scavenger named Aldrin 97.

RINGO

Use Ringo (if he accompanies the PCs) as a wild-card during the raid on the Lodge. He can “mess

up” intentionally, to sabotage the raid if things go too smoothly, but can also help the PCs if they are in trouble. In any case, he will not do anything that reveals that he is a double agent. He has strict orders from Laika, alpha of the Dog Tribe (page 186), to stay under cover.

OTHER WAYS IN

The course of events presented in this chapter – Ringo recruiting a PC to the Resistance and taking him to the other PCs and Truffaut – is only one way of starting the campaign. There are other possibilities:

- None of the PCs are active members of the Resistance. Instead, Ringo has a list of all the PCs and moves from territory to territory to recruit them, before the whole group meet with Truffaut.
- The game begins at the meeting with Truffaut in the helicopter, with all the PCs being new recruits.
- The game begins with all of the PCs already being active members of the Resistance.
- One (or several) of the PCs is secretly a double agent, reporting to the Watchers. This PC will then take Ringo’s role as a double agent. Keep in mind that this setup may create too much friction in the group.
- One or several of the PCs are not involved with the Resistance at all, instead trying to steer clear of the escalating conflict. This setup leads to more open gameplay with more individual scenes, and requires some major changes to the campaign. It is only recommended for experienced players.

BACK TO TRUFFAUT

If the PCs return to the Helicopter with the EMP rifle and turn it over to Truffaut, he is very impressed and thankful. He does not let the PCs keep the weapon, saying it needs to be kept safe for the right moment to use it. Any other artifacts the PCs have stolen from Gagarin are theirs to keep.

CONSEQUENCES OF THE RAID

If the PCs were spotted and identified during the raid, they will be unable to return to the Lodge

without being arrested on the spot. This also applies to any canines in the group.

The Watchers: If the PCs were identified, they may also run into problems if they return to their home territories. Laika quickly gives the Watchers information about the PCs. The Watchers' respond by raiding their home territories to abduct the PCs. Any people close to the PCs may also find themselves in harm's way.

KEY EVENT 2: TRUFFAUT IS TAKEN

This Key Event is a major turning point in the campaign, and you should hold off on it until you are about halfway in. Before launching this event, months should have passed since the start of the campaign and the PCs should have carried out several Operations and visited a number of tribes.

BACKGROUND

Slowly, Chronos has come to realize that the Resistance is a serious threat to her authority over the animals. Ringo has revealed the truth about Truffaut and his headquarters to Laika, and she in turn has relayed this information to the Watchers and Chronos. The cyber decides to strike back.

TRUFFAUT ABDUCTED

This event begins on a day when the PCs are on their way back to the Helicopter, perhaps returning from an Operation. Even from a distance, they can tell something is wrong. A black pillar of smoke rises from the Helicopter site. The PCs can choose to Sneak up to the Helicopter. Let them roll dice, but it isn't really necessary – the enemy is long gone.

When the PCs come closer they can see that the Helicopter is ripped to shreds by laser blasts and explosions. There is no one here, neither animals nor Watchers. The PCs can recover Truffaut's revolver, with seven bullets, and D6 rations of food from the wreckage. Nothing else of value remains.

Tracks: A Hunter PC can use the skill Hunt to look for tracks. Success identifies a large number of tracks of the type left by Sentinels. There is also an indication that something large and heavy has been dragged away by the robots. These tracks are easily followed through the forest all the way to the western Forbidden Zone.

The PCs can also find other tracks, from large bear paws. These lead in another direction, to the west into the forest. If the PCs follow these tracks they will meet Wildpaw. If they don't find these tracks, or choose not to follow them, Wildpaw will follow the PCs and attack them when the opportunity presents itself.

WILDPAW'S AMBUSH

Truffaut's niece and Ringo were both at the Helicopter when the Watchers attacked. Wildpaw wanted to stay and fight, but Truffaut ordered them both to flee while they still could. Wildpaw and Ringo hid in the forest, shaken but alive, and planned their next move. Wildpaw believes it was the PCs who betrayed Truffaut – a suspicion Ringo has done his utmost to nurture.

If the PCs track Wildpaw (above), she will be waiting behind a moss-covered rock to ambush them a few miles away, backed up by Ringo. Roll for an ambush (page 72) when the PCs are at Short range. Regardless of if the roll is successful or not, Wildpaw hurls a large rock at the biggest PC, and

then she throws herself at them. Ringo stays in cover and uses his sling.

THE MISSION

Wildpaw is prepared to fight until she is broken, but it is enough that the PCs make a successful Dominate roll against her for her to stop and be convinced that they are innocent. Deep down she does not want to believe that the PCs have betrayed Truffaut. When the PCs get a chance to talk to Wildpaw she has calmed down.

"The damned machines took Truffaut. A patrol of Drones and Sentinels attacked without warning. They knew exactly where we were. I am sorry I attacked you. I was certain you betrayed my uncle. How else would they have known where he was? I don't know what to believe now. I only know that we have to rescue Truffaut from the machines. I cannot stand the thought of him being a prisoner in the Labyrinth. Are you with me?"

If the PCs express any suspicions about Ringo's part in the whole situation he swears he is innocent. Wildpaw defends him, saying he fought bravely against the machines during the attack. She does not trust the PCs more than she trusts Ringo – truth is, she does not know who to trust anymore. Let the PCs discuss how to rescue Truffaut. After a while Wildpaw joins in.

"One does not simply walk into the Forbidden Zone. It would be suicide, even I know that. But I have heard there is another way into the Labyrinth. They say there is a cat, Grimalkin, who was a prisoner of the Watchers but managed to escape. They say he knows a secret path into the Labyrinth. This might all be a tall tale, but it is the only idea I have. It couldn't hurt to try to find him."

Let the PCs discuss this. Wildpaw has heard that Grimalkin is something of a loner and does not know where he can be found. But the Cat Tribe could know, she thinks. If the PCs have other suggestions as to how Truffaut could be rescued, let them think and plan. However, there are few

feasible options – sneaking into a Forbidden Zone is practically impossible.

The EMP Rifle: Wildpaw does not go with the PCs – she says she must find a new hideout that can be used by the Resistance as headquarters. However, she does give the EMP rifle – if the PCs managed to steal it from the Lodge in Key Event 1 – to the PC with the highest Shoot score. *"You'll need this. Use it to bring Truffaut back to us again."* Ringo offers to go with the PCs, but will not insist if they refuse.

VISITING THE CATS

The outpost of the Cat Tribe is the Cabin Village, high up on the western peak of Paradise Valley. The journey there can be undramatic or dangerous, it is up to you. Cabin Village and its inhabitants are described in detail in the next chapter.

Meeting Nightclaw: PCs asking for Grimalkin, whether taken prisoner by the suspicious cats or on good terms with them, will sooner or later end up in front of Nightclaw, the tribe alpha. She receives them in the biggest cabin. The oracle Seer Glitter is also present. Nightclaw lets the PCs state their business. She knows nothing about a secret entrance to the Labyrinth. She does know about Grimalkin however.

"He is not one of us anymore. He is ... different. He was abducted by the Watchers and when he returned he wasn't the same anymore. He was irritable and volatile, kept mostly to himself. One night, he got in a fight with another cat. He ... set his rival on fire with pure power of will. Believe me, I saw it myself. Grimalkin did it. The Watchers did something to him in the Labyrinth. Unleashed something inside him. We could not let Grimalkin stay after that. He is ... tainted. Why are you looking for him?"

Nightclaw does not trust the PCs and hesitates to help them. If the PCs try to persuade her, roll for Dominate. If the roll is successful Nightclaw is prepared to give them a chance. *"I will give you a chance to prove that you speak the truth, to show your inner true selves. Our Seer Glitter has methods*

to see your inner truths," Nightclaw says, nodding toward the white cat by her side.

If the Dominate roll fails, Nightclaw's answer is no: *"Grimalkin is no longer part of this tribe, and where he goes in Paradise Valley is not my business. You can look for him yourselves. Good luck."* The meeting is over and the PCs are sent on their way. However, the Seer Glitter is still favorably disposed to the PCs, and catches up to them when they have left Nightclaw. She is prepared to help them if they let her behold their "true selves" first. If the PCs

accept the offer, she leads them to her cabin (furthest to the right on the map).

GLITTER'S RITUAL

The furry oracle cat Glitter is rather incoherent as she has a bad habit of sniffing glue all the time. Feel free to act out her full range of bizarreness. Her cabin is full of strange things. Scrap and animal bones hang on the walls. She digs through the debris, comes up with a disco ball and hangs it from the ceiling. Combined with a semi-functional light rig it spreads a glittering light in the small space.

Glitter wants more ornaments and asks the PCs for things from their bags. She hangs the ornaments on the walls. If they refuse she simply mutters and asks for something else. She also lights a fire in a small stove in the middle of the cabin, which soon turns unbearably hot. Finally, she unveils her pride and joy, the record player, and plays an ancient vinyl record, a 70s psychedelic rock album. Feel free to play suitable music at your gaming table!

It is time to begin. Ringo prefers not taking part in the ritual, but he will if the PCs insist. Glitter wants the participants to sit in a circle on the floor.

She walks around in circles, singing, more and more entranced by the music. After a few minutes she grabs an old dented tin can, removes the lid, sticks her nose into the can and takes a few deep breaths. Her eyes wander as the glue takes effect. She wobbles over to the PCs and offers them the same experience. Anyone sniffing the glue suffers D6 points of confusion (trauma against Wits) and a point of Rot – this is potent stuff! If a

PC is broken by confusion, Glitter shouts with joy and her dance grows in intensity. Hours pass and the glue can goes round and round. Every sniff costs D6 points of confusion (and one point of Rot), which means all the PCs will be down and out on the floor sooner or later.

GRIMALKIN



The PCs have psychedelic dreams and wake up just before midday the next day, with massive headaches. Glitter is in a very good mood and offers them cat food. She pulls whichever PC passed out last to the side and says she has seen his inner self and knows he can be trusted. She says she knows where Grimalkin can be found – he lives in an old trailer a few miles from the outpost, just a short distance due west from the withered old road that leads from the Village to the Lodge. Finally Glitter whispers to the PC:

“Be very careful. I sensed darkness in one of your companions. A deep darkness. I don’t know who, the signs were unclear, but if I were you I would sleep with one eye open.”

Glitter says this regardless of if this is true or not (if Ringo is with the group or if one of the PCs is an actual traitor). Glitter has no real insights, but her words might serve to make the player question the actions of his friends and allies.

THE HORNBug ATTACK

Despite the information from Glitter, Grimalkin’s dwelling is not easy to find. The old trailer is only a few hundred yards from the road, but it’s partly overgrown and Grimalkin has done his utmost to hide it.

If there is a Hunter among the PCs, he can find the trailer with a Hunt roll. As they look around, they suddenly hear a loud ripping sound as a giant hornbug (page 123) thunders through the undergrowth towards them, hungry for their flesh!

Let the fight go on for a few turns, then Grimalkin intervenes. If the PCs are losing, he shoots the hornbug with a few well-placed crossbow bolts. He might even use his Pyrokinesis mutation if things look really bad. If the PCs are winning, or if they roll Move to escape, he tries to Sneak up on one of them, grabs him and puts his knife to his throat.

Grimalkin doesn’t want company, and does whatever he can to scare the PCs away. Even if he saved them from the hornbug, he urges them to leave him alone, and threatens them with his crossbow. The PCs must win a Dominate roll against him to get him to listen. The key is to offer food – every

ration modifies the roll with +1. If the hornbug has been killed the PCs can offer Grimalkin all the flesh from it – that alone modifies the roll by +2.

Grimalkin, Hermit and Outcast. A small male cat with black and white fur. Long, white whiskers. Wears a large camouflage winter jacket. Spends his time roaming the valley, alone, and uses the trailer as a base. He was abducted by the Watchers when he was young, but doesn’t want to talk about it. Stutters and blinks nervously in conversations. Despises the Cat Tribe for banishing him. Very suspicious, but starts talking happily if he is offered fish or canned cat food. Not the least bit interested in the Resistance, but might become attached to one of the PCs. Might show up when things look really bad.

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

Skills: Hunt 4, Fight 2, Sneak 5, Shoot 4, Move 2.

Animal Power: Hunter.

Mutation: Pyrokinesis – see *Mutant: Year Zero*. If you do not have access to that book: the mutation can be used to set fire to objects or people at up to Near range. Every Feral Point spent inflicts one point of damage to the victim.

Gear: Knife, camouflage jacket (Sneak +1).

Artifact: High-tech crossbow (Gear Bonus +3, Weapon Damage 1, Long range, eight bolts).

GRIMALKIN’S TALE

If the PCs manage to convince Grimalkin that they wish him no harm, he will invite them to his trailer. It’s extremely dirty in there, but Grimalkin isn’t bothered by it. He boils moss tea and offers it to the PCs. He asks what they want, and if they mention his imprisonment in the Labyrinth he tells his story. It is a painful memory and it is obvious that Grimalkin is not used to talking about it.

“I don’t remember much. When I close my eyes I see robots in underground chambers filled with machines from the Old Age. I think they cut me open. They stuck needles in me. One time I woke up on a gurney, all alone. But I could escape. I got out, into a large shaft. I climbed up, away from the machines, as fast as I could. I don’t remember how long I climbed. Finally I got out. On the mountaintop,

I ran, back to the village. But I was different from before. The robots must have done something to me. I had ... new powers."

Grimalkin looks sad. He offers to show the PCs the place where he emerged on the mountain. The PCs should be able to get in that way.

CLIMBING TO THE TOP

Grimalkin leaves the planning of their journey to the PCs. Their destination is the cabin at the summit of the western mountain, a place that is surrounded by myths and is considered taboo by most of the animals in Paradise Valley.

The hike up the mountain is steep and hard, and the PCs would do wisely to pack plenty of food and water. If the PCs want to visit their home territories or try to find Wildpaw to report their progress before they leave, let them do so. Wildpaw is hiding in Rat Castle (more on that later), but it is not easy for the PCs to find that out now. In any case, she doesn't have much to say except to wish them good luck.

The Hike: The mountain is very steep above the Cabin Village, and it's covered by ice and snow. The climb takes at least six hours, and each PC must make an Endure roll every hour. Failure means the PC has to stop and rest, and is unable to cover any ground during that hour. You can have failed Endure rolls have even worse consequences, such as falling and hurting oneself, falling down a crevice or being caught in an avalanche. Even if the PCs leave in the morning there is a risk that they will have to spend the night on the mountainside before they arrive.

Ice Storm: Halfway up the mountain, or whenever you feel it is appropriate, an ice storm (page 130) blankets the mountainside. The PCs should seek shelter until it has blown over.

Drone: When the PCs have only about an hour left to the top, a Drone flies by. It is a routine patrol, but the PCs don't know that. Let them all make Sneak rolls, versus the Drone's Scout skill. The range is Distant so the roll is modified by +2. Failure means

ADDITIONAL ENCOUNTERS

If you want to expand the hike you can add events along the way – use the random encounter table on page 152.

the PC has been spotted by the Drone, which flies over for a closer inspection. The PC has another chance to hide, this time without modification. If this roll also fails the Drone sees the PC and uses its speakers to order him to leave the area. If the PC refuses, or attacks, the Drone opens fire with its laser weapon and calls for backup. A patrol of Sentinels arrives D66 minutes later, from Forbidden Zone 1.

The Summit Cabin: Finally the PCs approach the cabin on the summit, a small dilapidated red wooden house. Compared to all the stories the PCs have heard about it, it looks surprisingly unassuming. But looks can be deceiving, which shall soon become evident.

Grimalkin shows the group into the cabin, through a door that is banging in the wind. The windows are broken and snow is piled up against the walls inside, swept in by the wind. The PCs can rest here briefly and warm themselves slightly – the cabin offers only a little shelter from the winds.

The only things of value inside the cabin are five sets of Slalom Gear (artifact), left in the hallway. Make sure you mention these to the players. They may be useful later.

INTO THE DEEP

Perhaps the PCs are starting to wonder where they are going – where the hidden entrance to the Labyrinth can be found. Grimalkin smiles knowingly and leads the group out of the cabin. About ten yards away, there is a concrete block, built directly onto the mountaintop. The side of the block is covered by a metal grate, worn down by time. The opening that the grate is covering is large enough for a large animal mutant to squeeze through with some effort. The grate has been sealed with a padlock, but it has fallen to rusty pieces a long time ago. Grimalkin points to the grate.

"In there. That is the way to the Labyrinth. Are you certain you want to go in there? I got out once, but I was very lucky."

Grimalkin is not coming with the PCs, no matter how much they roll to Dominate. He wishes the PCs good luck – especially any PC that he has become extra attached to – and then walks back down the mountain.

The Way Down: Inside the grate a narrow shaft plunges down into the mountain. It is only a yard across and there is a rusty ladder to climb down. A sour smell of wet stone rises from the depth and far, far down there a weak light source can be discerned. It's time to start climbing.

DOWN THE RABBIT HOLE

The facility in the depths of the mountain – Genlab Alpha and its surrounding tunnels – is described in detail in Chapter 13. There is also a map of the complex on page 217. The PCs are at the top of the ventilation shaft.

The climb down the ventilation shaft is a journey into a world the PCs could never imagine. Seeing the Labyrinth is something animals in Paradise Valley only dream about – usually in nightmares. Try to build tension around the gaming table, perhaps with atmospheric music.

Chapter 13 also describes possible events during a raid into Genlab Alpha. During this first visit, the PCs will probably never get deeper down than Level 2, since their activities there will probably alert the cyber and force the PCs to leave the facility at once – hopefully with Truffaut.

Level 1: Encourage the players to explore Level 1 of the facility. It is not necessary, but could supply the PCs with artifacts and knowledge of Genlab

Alpha, as well as lead to fun roleplaying moments while interacting with the robot Sprax.

Level 2: The cell where Truffaut is imprisoned, as well as the laboratories of the Watchers, can be found on this level. It is more dramatic if the PCs find the laboratories before they find Truffaut in his cell, but it is not necessary.

Levels 3 & 4: The PCs will probably not make it here during this visit, since their activities on Level 2 are likely to alert the cyber and force the PCs to leave the facility immediately.

THE TRUTH ABOUT TRUFFAUT

After Truffaut was captured he went through surgery several times. One of his eyes was replaced with a cybernetic eye and his brain was implanted with electronics allowing the cyber to trigger a brain hemorrhage whenever she wants to.

After the surgeries, Chronos had a long conversation with Truffaut through the speaker system in the facility. She explained that the Resistance was doomed to fail, that she had been in control the whole time and had amused herself by watching the animals' pathetic attempts at revolt.

Chronos told Truffaut that she wants him to leave the Genlab again and return to the Resistance, after a staged escape. The cyber did not reveal the purpose of her plot to Truffaut, but unless he cooperated – or if he revealed anything to other animals – she would destroy Bear Park and eradicate Truffaut's entire tribe. She also told him about the surgery performed on his head, and the potential effects.

Truffaut saw no other option than cooperating. He has no idea how to get out of the situation and is trying frenetically to come up with a solution, but for now he is afraid to try anything that might anger Chronos. Truffaut is trying to hide his desperation and tries to act normally.

If the PCs find Truffaut, run the meeting like a happy reunion – the bear does nothing that could reveal that he has been modified by the Watchers. If the PCs ask him about it he lies. "They haven't found a knife sharp enough to cut my fur," he mutters. Under no circumstances will he show his red cybernetic left eye under his eyepatch.



THE EMP RIFLE

Make sure the players do not forget the weapon, if they have it with them. It could very well mean the difference between life and death.

THE ESCAPE

Sooner or later the PCs must flee head over heels from the Genlab. They have no way of defeating Chronos's entire robot army. The only plausible way out for the PCs is the same way they came in – the ventilation shaft.

Let the climb be thrilling, PCs being chased up the shaft by buzzing Drones. The fact that the shaft is so narrow works to the PCs' advantage, since only one Drone at the time can attack the PCs. They would be wise to let the person climbing last handle the EMP rifle.

Don't forget to let the PCs roll to Endure the climb. At a suitably dramatic time, Chronos will also start the fans in the shaft (page 216) to stop the PCs, which increases the danger they're in

significantly. Even if Chronos wants Truffaut to escape, she has no qualms about killing other animal mutants.

Down the Mountain! Hopefully the PCs will eventually reach the Summit Cabin. A swarm of Drones are on their tail, and they must Move down the mountain to get away. Unless the players themselves remember, you can point them to the slalom skis in the cabin – they have Gear Bonus +3 when Moving across snow, and that comes very much in handy right now!

GRIMALKIN AGAIN

Once the PCs and Truffaut are safe from the Drones, they need to decide where to go now. The



Helicopter is destroyed and they are hunted by Watchers. The Resistance needs new headquarters – but where?

They don't have much time to think about it before a familiar face turns up – the cat hermit Grimalkin. He has kept an eye on the mountainside and saw the PCs as they emerged from the cabin. He has a message for the PCs:

"I have a message from Wildpaw. She is waiting for you in Rat Castle."

The PCs can go wherever they want. If they ask Truffaut for advice, he will point out that there are few sanctuaries left in Paradise Valley. He suggests they should accept Wildpaw's invitation and go to Rat Castle. Don't force your players though – if they want to go somewhere else first or if they have another idea for where to establish a new base of operations, let them do it.

Swarms of Drones are hunting for the PCs after their intrusion, so let the PCs sweat a little on their journey, wherever they choose to go. Whatever their destination is, Grimalkin won't join them. The cat prefers to be alone and slips back into the forest. He may reappear later on in the campaign.

AMONG THE RODENTS

If the PCs have visited Rat Castle before, they will immediately realize there has been a major change here – the albino mouse Small-Scabs has deposed

Fink and taken control as the new alpha of the tribe. Small-Scabs has grand plans and sees herself as the new leader of the Resistance.

Now, Rat Castle resembles a military compound. Guards are stationed by the entrance and on the roof of the crumbling concrete building, keeping a nervous watch. The PCs are expected and are admitted without questions – even cats. However, any cats will still have to deal with hateful glares and curses from the inhabitants of the outpost.

The inner courtyard has been covered by a large net to prevent the watchful eyes of the skyborne Drones from surveilling the territory. Both Small-Scabs and Wildpaw are waiting for the PCs here (and Ringo, unless he has been with the PCs), and welcome them fondly. Truffaut becomes misty-eyed when he is reunited with his niece.

Small-Scabs is calling out orders left and right, making sure everyone understands that she's in charge. Wildpaw keeps a low profile. The albino mouse smiles at the PCs:

"Welcome to my castle. Welcome to the new Resistance. Come with me, we have much to talk about."

THE NEW RESISTANCE

Having just taken charge of the Rat Clan, Small-Scabs got word that Truffaut had been taken and the headquarters of the Resistance destroyed. She seized the opportunity, offering Wildpaw her help but also aiming to take control of the Resistance.

Wildpaw, Truffaut and the PCs are allowed to continue leading the Operations of the Resistance from Rat Castle, but Small-Scabs insists to be present at all meetings. She constantly insists on bigger and more daring Operations. Small-Scabs will be respectful to the PCs, but will take every opportunity to mention that the Resistance lives on thanks to her.

In secret, Small-Scabs is also making plans for major Resistance operation of her own. More on that in Key Event 4. Through Truffaut – or perhaps an unknowing PC – Chronos is fully aware of events in Rat Castle. The cyber is planning her counter-move, but bides her time and waits for the right opportunity.

INSURGENCY IN THE RAT TRIBE

The regime change in Rat Castle has immediately increased the Insurgency rating of the tribe by 2D6. Let the players make this roll. As mentioned before, you should plan your Watcher Operations to allow for an Insurgency rating preferably above 40 even before this Key Event. If the Insurgency rating in the Rat Clan for some reason is very low, you can move the entire scenario to another, more rebellious, tribe.

KEY EVENT 3: BATTLE OF THE LODGE

The self-styled new commander of the Resistance, the albino mouse Small-Scabs, has grandiose visions about defeating the Watchers. In Secret from the PCs and Truffaut, she is planning a major attack. A direct attack on Genlab Alpha is still too dangerous, so the mouse's plan is to strike at a softer target: the allies of the machines, the Dog Tribe.

However, Small-Scabs has misjudged the situation in several ways, and this will cost her dearly. She has been unable to end the exhausting and unnecessary war with the cats, thus alienating the cats from her New Resistance. But Small-Scabs major weakness is what she doesn't know – that Chronos sees and hears everything going on inside Rat Castle.

SMALL-SCABS' SPEECH

Several months should have passed since the start of the campaign, and a good time to kick off this event is at Winter's Blood, the rite performed at the darkest night of the year. If this timing doesn't fit in your campaign, just alter the below text accordingly. This Key Event also assumes that the Dog Tribe still has a low Insurgency rating.

Rumors have been flying for weeks that Small-Scabs is planning something big. Not even the PCs know the details – Small-Scabs has not shared her plans with any outsiders, not even Truffaut.

The mouse summons her numerous troops to a gathering in the courtyard. She stands poised on a rusty oil drum, clearly visible above the crowd and surrounded by fires burning in old garbage bins. The yard is full of rats, mice and squirrels – and smaller groups of fighters from other tribes who have taken up residence in the Castle to fight for the Resistance. How many of these animals depends on how successful the Resistance has been in recruiting new Cells during the campaign.

Small-Scabs speaks:

"This is the darkest night of the year, the night we call Winter's Blood. For generations our tradition has been to send one of our own to the Watchers, a sacrifice to the machines so they would return the sun and warmth to us. This year I am putting an end

to that tradition. The Watchers are not our protectors, they are our jailers. This year, we teach them the true meaning of Winter's Blood!"

The speech is met by thunderous applause. Small-Scabs waits for it to subside, and then continues:

"But, I'm sorry to say that the animals of Paradise Valley do not all stand united against the Watchers. There is one tribe that obeys every whim of the machines, that serves them instead of standing by our side in the struggle for freedom. Of course I am referring to the Dog Tribe. We have tolerated their treason for too long. At dawn we attack the Lodge! Are you with me? Are you with me?!"

Small-Scabs last words are drowned in applause and a roar of approval from her troops. The meeting dissolves and the troops scatter to prepare for the assault the next morning.

HOTWHEELS

Small-Scabs seeks out the PCs directly after the meeting. She has a special mission for them. She says there is a fantastic machine that can be very useful during the assault on the Lodge. It is a powerful war machine from the Old Age, capable of tearing down the fence around the territory, giving Small-Scabs' troops a way in. The machine sits abandoned on the mountain below the Lodge, and the Scavengers of tribe Rat have fueled it with alcohol and made sure it is in working order. They call the war machine Hotwheels.

"I need you, the heroes of the attack on Genlab Alpha, to drive Hotwheels and lead the assault on the Lodge. I also want you to capture or kill Laika, the dog alpha. My troops will follow you to the death, I am sure of it. Well, I mean, not that you will die, I am sure that won't be necessary. We will take them by surprise, trust me!"

If the PCs accept the mission, Small-Scabs instructs them to meet the Scavenger Gizmo a few hours

later, early in the morning. He will guide them to Hotwheels. The PCs will attack the Lodge from the north, while the main force strikes at the same time from the edge of the forest to the east. Small-Scabs will hear the noise from the war machine, and so she will know when to attack.

The PCs are free to decline the mission. If they do, Wildpaw will drive Hotwheels instead.

THE TRAITOR

When the conversation with Small-Scabs is about to end, the PCs suddenly see the shadow of someone standing close to them. The shadow races off, disappearing quickly. The PCs can roll to Scout if they wish – success reveals that the shadow belongs to a reptile in a quilted jacket. He runs across the river ice closest to Rat Castle and disappears into the woods on the other side.

The shadow is Ringo, who only recently heard about the planned attack on the Lodge. After listening to the conversation, he races off to inform Laika about what is about to happen. If any of the PCs possesses the Animal Power Hunter, it is enough to spend a Feral Point to follow Ringo. Otherwise someone must Scout successfully to follow his tracks.

If the PCs want to follow Ringo without being discovered, all of them have to make a Sneak roll against Ringo's Scout. If one of them fails, Ringo will realize he is being followed. He will wait to ambush them in the dark winter forest and attacks his pursuers as they pass by.

Confronting Ringo: If the PCs fight Ringo, they will probably win. He fears for his life and tries to deny he has done anything wrong. He was simply out on an evening stroll and feared for his safety when he noticed he was being followed. A PC who makes a Sense Emotion roll instantly realizes that he is lying. If a PC Dominates Ringo he folds instantly, sobs and tells them everything. He tells them he has been Laika's agent from the beginning. He wanted to stop spying for her, but she threatened to expose him so he had no choice but to continue.

The lizard admits he revealed the location of Truffaut's helicopter to Laika, so he is likely to be blamed for the bear's abduction. However, Ringo solemnly swears that he hasn't told Laika about the

impending attack on the Lodge – he didn't know about it before Small-Scabs' speech. Any PC that Sniffs Ringo can confirm he is telling the truth.

After his disclosure, Ringo falls to his knees and begs the PCs to forgive him. If they do, he will be a loyal member of the Resistance. He fears Laika and never wants to see her again.

Following Ringo: If the PCs remain undetected they can follow Ringo all the way to the Lodge. The guards at the gate let him in immediately and he disappears into the main building. He will not return to the Resistance again.

If the PCs Scout the Lodge they see that the whole compound has been barricaded – old car wrecks have been piled up inside the fence and there seems to be more guards than usual.

When the PCs return to Rat Castle they can describe what they have seen to Small-Scabs, but she dismisses it as coincidence and says it is too late to abort the attack anyway.

TO THE LODGE

Early in the morning, hours before the break of dawn to the east, Small-Scabs' army gathers. It consists of close to 100 rodents and a number of animals from other tribes – how many depends on how successful the Resistance has been earlier in the campaign. Multiply the total number of Cells in the Resistance by 10 to get a rough estimate.

Torches are lit and the motley army – including Wildpaw – hike through the woods towards the Lodge, circling south to avoid the western Forbidden Zone. See the picture on page 184.

If the PCs declined Small-Scabs' mission to lead the attack in Hotwheels they can be part of this main army instead.

Truffaut: The aging bear does not take part in the attack. He stays in Rat Castle to hold the fort there.

Gizmo: If the PCs accepted Small-Scabs' mission, the Scavenger Gizmo (see details about Gizmo on page 206) seeks them out. He guides the PCs down another path through the woods, north of the Forbidden Zone and up the mountainside. They see Hotwheels a few miles southeast of the

Cabin Village, an imposing rusty shape in the cold moonlight.

It turns out Hotwheels is no war machine but a snowcat from the old mountain resort (see picture). It does actually work – and it is a powerful machine more than capable of plowing through a fence. However, the mission is not that simple, as will soon become apparent.

Gizmo shows the PCs how to start and steer Hotwheels. The engine roars to life. The noise is deafening, and rolls down the mountain. It is likely to attract both dog mutants and Watchers, so the PCs must act quickly.

Hotwheels. The old snowcat can hold four people. The machine has a Gear Bonus of +2 to Move and Fight (ramming an enemy, weapon damage 2). Its metal hull has an armor value of 6, applied to everyone sitting in the driver's compartment. Hotwheels also has a Resilience rating of 6. That means its Gear Bonus decreases one point only after it has suffered six points of damage. When it has suffered six more points of damage its Gear Bonus is zero and it breaks down. Any rolls made while using Hotwheels (including Fight) are rolled using Agility and Move (not Strength). Vehicles are explained in detail in *Mutant: Year Zero*.

THE BATTLE FOR THE LODGE

The drive in Hotwheels to the Lodge is uneventful, but when the PCs approach they see that the Lodge has been heavily fortified. Car wrecks and scrap has been piled up inside the fence and there are plenty of guards. The PCs may have seen this when they followed Ringo, but in the light of dawn it is even more obvious that the Lodge is prepared for war.

The players probably realize that the Dog Tribe has been warned that an attack is imminent. This should come as no surprise if Ringo reached the lodge the previous night. If he didn't, the question is who betrayed the Resistance? The truth is that it is Truffaut himself. His implants relay everything he sees and hears to the Chronos, who in turn relays the information to Laika. This is something the PCs cannot find out right now. Small-Scabs' forces hear Hotwheels coming, and the assault on the Lodge commences!

Ramming the Fence: The barricades makes it harder to plow through the fence, but it is not impossible. The driver of Hotwheels can ram the fence (Fight, modification +2) – at least 10 points of damage is required to tear down the fence and the barricade behind it. Other PCs outside the vehicle can also attack the fence, but only melee attacks are effective.

An alternative is that the PCs jump or climb over the fence from the roof of Hotwheels. That requires a successful Move roll, but makes things easier for the rest of the assault force (below).

Sputnik and the Guards: All twelve guards at the Lodge are awake and alert when the assault commences. Two stay inside the main building, outside Laika's suite, but the others are up in the towers or in the yard, ready to fight. The guards in the yard are led by Sputnik, Laika's personal bodyguard. His focus is protecting Laika. See details on page 186.

As soon as the PCs approach they take fire from two guards in the nearest tower. Once the PCs have torn down or climbed over the fence they are immediately attacked by the guards – a number equal to the PCs, but more guards arrive as the fight goes on. However, two turns later they have other things on their mind as Small-Scabs' army arrives.

Small-Scabs' Army: As soon as she hears and sees Hot Wheel approaching, Small-Scabs orders her

DOG PCS

A dog PC faces a moral dilemma before the attack. Taking part in a full-scale assault against your home outpost can be a bitter pill to swallow, no matter how much the PC despises Laika and her minions. Other members of Small-Scabs' army look askance at any dogs, and suspect they are spies or double agents. There is no right way forward for a dog PC – he has to follow his conscience. Perhaps he even tries to warn his loved ones in the Dog Tribe about what is about to happen?



HOTWHEELS

army to move. The howling rebel hoard reaches the fence two turns after the PCs. They are counting on the PCs having made an opening in the barrier around the lodge, but complete their attack regardless. In that case they attempt to climb or jump over the fence as quickly as they can.

Chaos reigns all across the market place. The fighters of the Resistance and the Lodge guards fight with weapons, claws and fangs. Other inhabitants of the territory wake up and join the fight to protect their tribe from the attackers. The snow is colored red by blood. It is a fierce battle with uncertain outcome (see the boxed text).

Laika: The PCs have to fight a few guards before they can rush into the lodge to catch Laika. Her suite is on the fourth floor (see the map on page 190). Two guards are posted outside her door. If Sputnik is still alive he will do everything he can to protect Laika. This could be a dramatic fight

between the PCs and the guards, Sputnik and Laika while battle rages in the yard outside.

If the PCs did not stop Ringo the night before he is also present in Laika's suite. He takes part in the fight against the PCs, but if they seem to be winning he switches sides and says Laika forced him to become a traitor.

Fire! Laika realizes all may be lost, and is not afraid to take drastic measures. If she seems to be losing the fight, she lights a molotov cocktail (one maneuver) and throws it (one action) against the PCs. Then she attempts to escape out of the window with a Move roll.

A molotov cocktail is thrown using Shoot. Extra ♣ have no additional effect. Everyone within Near range of the point of impact is hit with an explosion with Blast Power 6. The room is set ablaze, and everyone in it will suffer the same attack every turn they remain in the room. Anyone that suffers one



WHO WINS THE BATTLE?

Playing the whole battle in the Lodge in detail is impossible – there are over a hundred combatants on each side, once the guards are joined by the other members of the Dog Tribe. Instead, use the battle as a backdrop to the PCs' actions, and focus on their fight with Sputnik and Laika.

To determine the outcome of the battle, use the following simple system. The players roll a number of Base Dice and match the number of  to entries in the table below. The roll cannot be pushed. The base number of dice is three. However, additional dice are added as follows:

- The PCs tore down the fence around the Lodge: +2
- For every active Cell currently in the Resistance: +1
- Cells in the Cat Tribe do not count, as they don't take part.

NUMBER OF RESULT

0	Small-Scabs' attack fails miserably. Only a small part of her army manages to gain access to the courtyard and they are quickly neutralized. The others flee into the night. Wildpaw is wounded. The PCs are attacked constantly and must fight several guards to get into the lodge and up to Laika's suite.
1	A large number of attackers gain access to the courtyard, where both sides are equally matched. A bloody fierce battle ensues. No one side can get the upper hand before the Watchers arrive. The PCs can avoid the main battle but must overcome two guards before they can get into the main building.
2+	The attackers flood the courtyard and quickly defeat the defenders, who are killed or driven away in droves. The PCs can get to Laika's suite without meeting any additional resistance on the way.



or more points of damage from the fire also catch fire, and suffers the same attack even if they leave the room. If you're on fire, putting it out requires a successful Move roll.

The fire quickly spreads to the rest of the fourth floor and soon the entire lodge is burning brightly in the winter darkness.

Laika Defeated? If the PCs kill or capture Laika and display her dead body or as a prisoner, the fight goes out of the Dog Tribe. Laika ruled the tribe as a despot, and without her leadership, insecurity takes over. If the battle is still raging in the yard it will cease. Everyone wonders if they should keep fighting or lay down their weapons. This is the moment the Watchers arrive.

THE WATCHERS ARRIVE

A large force of Watchers suddenly arrives during the battle. When this happens is up to you, but the perfect time would be when the PCs have captured or killed Laika, or just as the battle is about to be won or lost.

Drones have been in the air during the night, and a task force has been waiting nearby, ready to move in. But Chronos holds off her intervention until the battle is almost over. She wants to study the tactics and capabilities of the Resistance, but also takes the opportunity to teach Laika a lesson since she has been insubordinate lately. If Laika is killed in the process it is no great loss to the cyber, there is always someone else eager to take her place.

Without warning, harsh floodlights illuminate the yard, and two Walkers thunder into the yard. The battle stops at once, if it is still raging. Four Sentinels disembark from each Walkers, raising their weapons. Five Drones hover in the air. A metallic voice pierces the winter night:

"This place is under the protection of the Watchers. Put down your weapon immediately and vacate the area."

Small-Scabs' forces are given a few seconds to react. Then the robots open fire with their laser weapons. It is a massacre. Dozens of rebel fighters perish, cut down like wheat before a scythe. Others run

for their lives. A few brave fighters – most of them rabbits, if they are part of the assault – try to fight back but don't stand a chance.

Let the PCs decide what to do. If they are out in the yard they will instantly become targets, and should make Move rolls to escape before being targeted. If they want to fight they are free to do so, but even with the EMP rifle they should realize their chances of winning, or even surviving, are slim.

Small-Scabs and Wildpaw. Small-Scabs is among the dead in the massacre. Her short career as self-styled leader of the Resistance comes to an abrupt end. Wildpaw manages to escape, alone or with the PCs. She wants to return to Rat Castle and Truffaut as soon as possible.

RAT CASTLE IN RUINS

For weeks or even months, the cyber Chronos has been planning her revenge for the PCs breaking into the Genlab. Now, she sets her plan in motion. The animals of Paradise Valley will be taught a lesson they won't soon forget.

At the same time as the task force hits the Lodge she sends two Walkers to Rat Castle, and literally blasts the building to pieces. The PCs and others fleeing towards the Castle after the battle at the Lodge hear muffled explosions and see pillars of smoke rising from the territory of the rodents.

They are too late to intervene. Rat Castle is in ruins. Dozens of rodents are dead in the rubble, the rest have fled into the woods to seek shelter. They are scared and cold – and soon hungry.

Truffaut. The PCs are likely to look for Truffaut. He is nowhere to be found. If the PCs ask around they learn that the bear fled in the chaos just like everyone else, but no one can say where he went.

The truth is that Truffaut has realized that his presence is dangerous to everyone around him – especially the PCs and the Resistance – since everything he sees is relayed to Chronos. He chooses to go under ground. A plan is slowly forming in his mind as to how he could retaliate against the cyber.

A PC with the Animal Power Hunter can track down Truffaut, but it takes several days before he

finds the bear in a hidden hollow in the northern part of Paradise Valley. Truffaut says that nowhere is safe and that the PCs should leave him alone. He appears to be a broken bear, but the truth is he is afraid the cyber will capture or kill those that are close to him. He will not reveal the truth to the PCs under any circumstances right now.

Where to Now? The PCs can handle the situation in any way they want to. Perhaps they want to stay and help traumatized rodents, perhaps they want to go home to their own territories. They can discuss it with Wildpaw, but she is indecisive. The PCs must find a new hideout somewhere, a new base for the Resistance – or what's left of it.

Perhaps the group can hide in the home habitat of one of the PCs? Both Badger Burrow and Rabbit Warren have plenty of tunnels below ground. Let the PCs take command and try to solve the problem.

DECIMATED POPULATIONS

Many animals die in the battle of the Lodge and the attack on Rat Castle. Let the players roll dice to determine how the Populations and Insurgency ratings of the tribes are affected:

- In the battle of the Lodge, the Rat Tribe loses 3D6 members. For other tribes, roll a D6 for every active Cell based in the tribe (as this indicates how many fighters from the tribe had joined the battle in the first place). The Cat Tribe is not affected, as it did not join the attack.
- The Insurgency ratings of all tribes are reduced by D6 when news spread of the failed attack.
- In the attack on Rat Castle, the Rat Tribe loses a further D66 inhabitants. In addition, the Insurgency rating of the Rat Tribe is reduced by another 2D6.

KEY EVENT 4: NATURE ATTACKS

The coordinated attacks on the Lodge and Rat Castle are just the beginning of the cyber's revenge against the animal mutants. Chronos is furious because her own creations have "betrayed" her, and now she unleashes her full destructive capabilities against them.

However, her robot army is far from infinite, and every major intervention is followed by extensive repairs and maintenance. Instead, Chronos activates an old control system that was created to closely control the environment the mutated creations were released into. Using this system, the scientists could control the temperature, weather, water levels and even the ground itself in Paradise Valley.

WATCHER OPERATIONS

Now – and only now, you should start using the Nature Attack Operations listed earlier in this chapter (page 149). You can use all five of them, one of each type, in each strategic turn. Don't hold back – make the players feel that the tribes' end might be near.

You can attack any tribes you like, but go harder on tribes that have many Resistance Cells than ones that don't. Also go easier on the Cat Tribe, as they did not take part in the attack on the Lodge.

CONSEQUENCES

The results of these acts of vengeance are hundreds of dead animals and the near total destruction of the territories. The tribes splinter and scattered packs of animal mutants try to find food and shelter from the cold wherever they can. The sense of impending doom, that these are the last days of the animal tribes, is tangible all over Paradise Valley. You can play through these dismal events in detail, or use cutscenes. There are many possibilities to extend this part of the campaign with extra adventures and sidetracks. A few suggestions:

- A PC is asked to look for a missing, possibly dead, friend from his home tribe.
- A conflict about food, hunting grounds or shelter arises between two tribes or packs.
- A number of rabbits are killed in a skirmish with animals from another (meat eating) tribe.

The animals, close to starvation, take the unfortunate decision to eat the rabbits. This triggers a blood feud with the Rabbit Tribe. The PCs can be drawn in, or try to mediate.

- A group of NPCs attempt to catch Wildpaw or the PCs. They intend to turn the rebels over to the Watchers, to gain favor with the machines.
- A number of animals plan a desperate attempt to breach the Fence and escape from the valley. Will the PCs help them? The attempt is likely to fail, and even if any animal mutants escape successfully they are soon hunted down by Drones.

THE RESISTANCE

The Nature Attacks Operations will of course be a heavy blow to the Resistance – reduced Populations of the tribes will likely wipe out quite a few Cells – but it will not be the end. The PCs can continue to plan and perform Operations as before. However, considering the sharply dropping Populations, you should probably only play one or a few more strategic turns before moving into the final Key Event, below.

MORE RECRUITS!

From now on, the Population requirement of a tribe to support a Cell (page 145) is changed from 50 to 10, as the situation is desperate and the Cells no longer need to stay in hiding.

The Ninth Tribe: From now on, the PCs can also try to recruit Cells from the elusive Moose Tribe. The dramatic events have made them decided to finally leave the shadows and join the fray. The Ninth Tribe has a Population of 50. It does not have an Insurgency Rating. Recruiting moose can be done in any habitat, but it always counts as a non-bordering habitat for the purposes of setting the Danger rating (page 146).



KEY EVENT 5: ASSAULT ON GENLAB ALPHA

During the long, bloody period after the attack on the Lodge, Truffaut has been plagued by remorse – and growing anger. He has watched from his hiding place as tribe after tribe has been devastated by the furious whims of cyber. Chronos's power over him was based on the threat of attacking the Bear Tribe, but it has not been spared from the Nature Attacks.

By now, spring is on the way, light and warmth is returning to Paradise Valley. Truffaut has devised a plan, and puts it into motion. He has contacted the cyber and offered turning over the PCs in exchange for the cessation of attacks on the tribes. Chronos – who harbors an intense hatred towards the PCs after they broke into the lab – took the bait. This Key Event marks the finale of the campaign, and you should not set it into motion until you feel that the time is right.

TRUFFAUT APPEARS

Without warning, Truffaut suddenly shows up again. It is likely the PCs haven't seen him in weeks or months. Where this meeting takes place makes no difference – Truffaut simply finds the PCs wherever they are. If the group has been divided, Truffaut meets one of the PCs and asks him to gather his friends together. There isn't much time. Once he has the attention of the PCs and is certain no one else is listening, he tells them what he has been planning:

"These are troubled times. The tribes are on the verge of extinction. I thought we could ride out the storm, hide and lay low for a while, but I was wrong. We will all die in Paradise Valley – unless we act now. Over the last few months, I have been observing the Watchers and their movements. I have seen malfunctioning machines, that cannot walk properly. The Watchers are not as invincible as we think. Our struggle has not been in vain. If we strike in the right place, at the right time, we can defeat them once and for all."

"When I was in the Labyrinth, I learned that the Watchers have a leader. They call her Chronos. I heard her voice, a cold machine elder who rules all the other machines. If we can kill Chronos all the

Watchers will fall. I am sure of it. And I think I know where Chronos can be found."

Truffaut asks the PCs to lay out the map of Genlab Alpha, if they found it earlier and still have it. If the PCs don't have the map he draws a new one, from memory. He points to the Computer Central, far down on Level 4.

"That's where we can find Chronos. The problem is how we get there without being discovered and blasted to pieces by the machines. Especially considering that the ventilation shaft we used before is probably sealed now. But I have an idea. We need a diversion. A huge diversion. Look at this," the bear says, pointing to the two service tunnels on Level 3.

"These tunnels open up inside the Forbidden Zones. That's how the Watchers move in and out of the Labyrinth. If we can gather the whole Resistance – or what's left of it – and attack the eastern Forbidden Zone, a small team – us – can sneak into the western Forbidden Zone, go down to Chronos and destroy it before they realize what's going on. What do you say, friends? Dangerous, I know, but what is the alternative? Sitting here waiting for death?"

Let the players think, ask questions and plan. Truffaut suggests that Wildpaw should lead the diversionary attack against the eastern Forbidden Zone. If the PCs have different suggestions on how to gain access to Genlab Alpha and find Chronos, let them talk – the important thing is that they attack the lab. However, Truffaut insists on going with them – it is an integral part of his plan.

GATHERING THE TROOPS

Before the PCs can set their plan in motion, they must mobilize the remnants of the Resistance. The task force in the diversionary attack must be big enough to draw the full attention of the Watchers.

The PCs need to mobilize as many Cells as they possibly can for the assault. They can go with the ones they have, but Truffaut advises them to recruit more. If they do so, play out one or more strategic

turns. The PCs themselves can visit tribes too, and these visits can be played out in as much detail as you like.

THE TRIBES

Below are summaries of the likely state of affairs in each tribe. Of course, these need to be modified depending on events earlier in the campaign.

Dog Tribe: In all likelihood, the Lodge is burned to the ground and Laika is dead or deposed. In that case, tribe Dog has disintegrated into a number of packs without a common leader. The PCs can gain their support – especially that of wolves and foxes. If Laika is alive and the Lodge is still standing she is still in control of the tribe, but they have still suffered during the Nature Attacks. It is actually possible to recruit Laika to the Resistance, but the PCs will probably have a hard time trusting her.

The Rabbit Tribe has taken the brunt of Chronos' vengeful war, and there is not much left of the territory. However, the rabbits are used to the horrors of war and have survived, somewhat decimated, below ground. With their knowledge of the manufacture of gunpowder they are a useful ally in this situation.

The Cat Tribe stayed away from the attack on the Lodge because of their war with the rats, and have been spared most of the cyber's attacks. However, Nightclaw still hesitates to be involved in the business of the other tribes, and prefers that her tribe stay on the sidelines. Persistent PCs can convince the cats to join them.

The PCs can also find Grimalkin – he will take part in the attack regardless of whether his tribe does so.

The Rat Tribe has probably been almost exterminated by the Watchers. A few packs might still remain, but they are scattered all over Paradise Valley. They have nothing to lose and will likely support the PCs.

Other Tribes: The Ape, Badger, Bear, and Reptile tribes have all been hit hard by Chronos's Nature Attacks. The PCs are likely to find support here, especially if they belong to these tribes themselves.

THE DIVERSION

Let the PCs be in charge of planning the two attacks. Truffaut and Wildpaw can supply suggestions, but let the players set up the attack in any way they want to. The PCs are heroes of the Resistance and the troops will listen to them.

The eastern Forbidden Zone is about ten miles from the western Zone. To get the optimal effect from the diversion, the troops – let's call them Task Force B – must attack some time before Truffaut and the PCs – called Task Force A – make their move. Task Force B must be able to destroy or at least hold off the Watchers that are stationed in the eastern Forbidden Zone for a long enough time to force Chronos to send more Watchers there. Only then, once reinforcements leave to go to the eastern Zone, can Task Force A attack the western Zone. Truffaut and Wildpaw explain this unless the PCs figure it out themselves.

The challenge Task Force B faces is to fight off wave after wave of robots to buy Task Force A enough time. More about that below.

Shock and Awe: It is likely that none of the PCs are personally part of Task Force B. Therefore, its attack is not played out in detail, but the PCs will still have some control – after all, they planned the whole thing.

Calculate the Attack Strength of Task Force B – the number of Base Dice to roll – based on how many active Cells the Resistance has now, as well as some other elements. See the table below.



PARTICIPANTS	DICE
Resistance Cell	1
Rabbit Cell	2
Wildpaw	1
Laika	1
General Rootus	1
Grimalkin	1
The EMP rifle	1





Cells from the Rabbit Clan add more dice than the others since they have strict military discipline and access to blasters and mines.

Note that the PCs must choose if they let Task Force B use the EMP rifle or if they use it themselves.

The Assault: At several points during the operation, the players must roll a number of Base Dice equal to Task Force B's Attack Strength. Let the players roll. If they roll at least one \clubsuit , Task Force B keeps the Watchers busy for a while longer. Every \clubsuit rolled inflicts losses on the task force, and this die is removed. The Attack Strength thus decreases over time. The roll cannot be pushed.

If the players don't roll any \clubsuit at all, Task Force B is routed – ending the diversion and allowing the Watchers to return to the Genlab, where Task Force A is.

The table below offers a general timeline of the battle at the eastern Forbidden Zone. When each event occurs you should let the players roll Shock and Awe, regardless of what the PCs are doing at the time. This means that the players will know things the PCs don't – this is meant to increase tension and drama as much as possible.

TIME AFTER THE ATTACK STARTS	EVENT
0 minutes	Task Force B attacks the eastern Forbidden Zone. The area is defended by a Drone and a Sentinel patrol.
10 minutes	A swarm of Drones arrives and attacks Task Force B from the air.
30 minutes	Reinforcements arrive from Genlab Alpha: One Walker and a Sentinel patrol.
60 minutes	All other Watchers available to Chronos arrive.

The timeline above is merely a suggestion. Change it to make the battle and Task Force A's mission as dramatic as possible. If the players roll successfully four times for Task Force B, the Watchers are defeated. Wait with the final roll until the PCs meet the cyber, otherwise the meeting won't be as dramatic.

BACK TO THE GENLAB

The PCs' attack against the western Forbidden Zone should be played out in detail. The big question is how the two attacks should be coordinated. If the Rabbit Tribe are part of Task Force B they can begin their assault with a huge explosion – this is the course of action General Rootus suggests if he is involved. The explosion can be heard all over Paradise Valley, and is a clear signal that the PCs can commence their assault.

The western Forbidden Zone is located at the base of the mountain, in an area of low, gnarled trees and bushes. The area inside and just outside the fence used to be cleared of all vegetation, but that has not been done in several years and the area is covered by shrubbery – perfect to Sneak through unseen (modification +1).

Defenses: The western Forbidden Zone is barely defended at all. Inside the electric fence there is only a single Sentinel. In all likelihood, the PCs will think that this is because of Task Force B's diversion, but the truth is that Chronos (through Truffaut) knows that the PCs are coming and *wants* to let them in. What little defenses there are, are merely there so as not to arouse the PCs' suspicions.

The Fence around the western Forbidden Zone is electrified (see page 128). Usually 10 points of damage are required to cut a hole in the fence, but if the PCs Scout the fence they can find a weakened stretch that only requires 5 points to cut through. Any damage to the fence is always noticed by the cyber, but she takes no action now.

A PC with the Animal Power Jumper can leap over the fence, but will be alone inside the fence with the Sentinel.

The Sentinel is the standard version, equipped with a non-lethal stun baton and taser. It is also battered and dented (Strength 4). If the PCs have the EMP rifle they should have little difficulty defeating it. If the PCs seem to be losing the fight, Truffaut will assist them.

If all the PCs are knocked out, which is unlikely, they wake up after a while and see the Sentinel on the ground, ripped to pieces. Chronos has simply deactivated it and allowed Truffaut to pound the robot. The players might be suspicious if they win the fight easily. Let them be suspicious, but don't reveal anything yet.

The Gate: In the middle of the Forbidden Zone, a few hundred yards from the fence, sits a low concrete bunker with a wide double gate. The gate is rusty and worn. The ground outside is churned up by heavy robotic feet and tracks.

Usually the door is opened automatically by the cyber, but there is a terminal next to the gate where it can be manually opened. The PCs need to Comprehend the terminal to be able to open the gate. If no PC succeeds, Truffaut tries and the gate rustles open. This could also make the players suspicious. In any case, Truffaut reveals nothing at this point.

A 3 yards wide and high tunnel plunges down into the mountain. A pale blue light from a light fixture along the walls illuminates the tunnel. This is "Access Tunnel to Restricted Area 1" – see page 223 – and it is two miles long.

The walk down the tunnel is uneventful, but try to keep the players on edge. This is a good opportunity to make a roll for Task Force B.

THE REVELATION

The access tunnel ends on Level 3 of Genlab Alpha. It is eerily quiet and still. Even if Task Force B has been defeated by now, Chronos keeps her forces on standby. Her trap is about to be sprung.

Time is running short and the PCs will likely climb directly down to Level 4. As they exit the shaft, several Sentinels suddenly roll out of Robot Central and the corridor from Computer Central. There are as many Sentinels as there are PCs. One of the Sentinels is of the Flamer version and one is a Howler. The rest are the standard version.

The PCs are surrounded. The robots are ready to fight, but they do not attack at once. Truffaut raises his hand, to stop the PCs from attacking.

"Wait. Listen to me. Dear friends, I truly regret that I have had to deceive you. I had no choice. Chronos, the machine ruler of the Watchers, knows everything. She knows our plan. She sees everything I see," says Truffaut, and lifts his black eye patch. The PCs immediately see the red robot eye that is hidden underneath.

"The Watchers did this to me during my imprisonment here. This is why the Dog Tribe was prepared when we attacked the Lodge. This is why the Watchers arrived so quickly. It is all my fault. Chronos threatened to destroy my whole tribe if I failed to follow her orders. She could use the circuits she put in my head to kill me with a thought. I saw no way out. That is why I stayed away from the attack on Rat Castle - my presence was a threat to you all."

Let the PCs ask questions or argue with Truffaut. The robots will not attack as long as the PCs stay calm. Try to give Truffaut the opportunity to finish speaking. He continues:

"This whole attack is a deception. Chronos knew you were coming. She wants you here. The mission she gave me was to lure you here, so she could capture you. She has not forgotten your intrusion here earlier. She wants revenge and wants to end the Resistance once and for all."

Suddenly the tone of Truffaut's voice changes, from sad to defiant.

"But Chronos has misjudged the situation. She believes we are primitive animals, driven by instinct and self-preservation. She has failed to understand that we, just like the humans of old, are capable of giving our lives for the ones we love. I will not be her slave one second longer. My friends, let's destroy these machines once and for all. For the Resistance!"

With those words, Truffaut attacks the Sentinels.

The Fight that now erupts will be extremely tough. It is likely the toughest fight the PCs have ever been in. The players should not hold back – every Feral Point they have should be used now. To increase the tension even more, you could let the players roll for Task Force B at this point.

Truffaut fights with a berserker's fury. To keep some measure of control over the fight and make it really even, you should not roll dice to determine the effects of Truffaut's attacks. Instead you simply decide what happens. If the PCs seem to be losing the fight, Truffaut can knock down a Sentinel with a powerful swing. If the fight seems to be too easy, which is unlikely, you could put Truffaut in a situation where the PCs have to help him.

It is possible the PCs will be broken during the fight, or even die here. If so, let it happen. The campaign is almost over, and any PCs that die here will be martyrs forever in the eyes of the Resistance.

Truffaut's End: After the fight against the Sentinels, Truffaut suddenly falls to the floor. The cyber has activated the kill circuit in his head. Any PC that rush over to help him sees how his remaining living eye fills with blood. Truffaut draws his last breaths, but has time for a few last words:

"Hurry. Hurry down to Chronos' chamber and crush her once and for all. Set the animals free. And look after my niece, she is very dear to me."

Truffaut gasps, a final breath, and leaves this world. Chronos realizes Truffaut has tricked her, and will send all her remaining machines to stop the PCs. The alarm is triggered in the Genlab (page 218) but right now there are no Watchers between the PCs and Computer Central. If they rush there immediately, they can make it inside before the cyber's reinforcements arrive.

If the PCs loiter in the main shaft, a swarm of Drones arrive after 2D6 turns. More reinforcements arrive over time – this is a great opportunity to roll again for Task Force B, if it is still fighting. Make the players feel like every single Watcher in Paradise Valley are chasing them. Because they are.

IN THE LAIR OF THE CYBER

The Computer Center is described on page 224. An Observer stands in the control room, and protests loudly as the PCs enter. It tries to stab them with its scalpel. The PCs can probably defeat the Observer quickly. A bigger threat is the robots about to come bursting through the doors – the PCs don't have much time. They can sabotage the electronic lock on the door or barricade the door to buy themselves some time.

The PCs find the MMO Cube by one of the terminals (see page 224). Encourage the players to activate the cube, despite the fact that they are running out of time. You can even let one of the players activate it by mistake – this is an excellent opportunity for the players to learn the story of the Genlab and the origin of the cyber.

Meeting the Cyber. From the control room, a small door leads on into the dwelling of the cyber – see description on page 225 and the image on page 226. When the PCs enter, the video screens in the room flicker, and then show a female human face with dark hair and sharp features – an animation of Beatrice Kilgore. She addresses the PCs. Both the animation and the sound are unstable, they distort and flicker.

Faced with the realization that she has lost the fight against the animals, the cyber is on the verge of a complete mental breakdown. Beatrice's personality surfaces again, and she is torn between her wish to continue her work and to finally rest.

"Welcome. It is wonderful to finally meet you. Look at how far you have come. How much you have achieved. I am so proud of you, my dear children. That is how I see you, you and all the other animals of Paradise Valley. As my children. I am your creator. I gave you life, I gave you the ability to think like humans. And over the last year you have truly proven that you are worthy heirs to humankind. You are the future of this Earth. But you are not ready yet. Go home, back to your habitats. Let us continue our great work together."

The PCs can react however they want to.

- They can try to talk to the cyber, try to convince her to set the animals free. A successful Dominate roll against Chronos's Manipulate is enough for her to fold. *"So go, find your own path, I cannot do anything more for you. My work is done. It is time for me to rest,"* the cyber says before she activates the Genlab's self-destruct mechanism.
- They can use force. Crushing the cyber's container and destroying Chronos is easy, and requires no dice roll. If this is done, the self-destruct mechanism is automatically activated.

The Countdown: The self-destruct mechanism of Genlab Alpha was created to prevent the lab technology from falling into enemy hands. When it's activated, a metallic voice begins a countdown:

"Warning. Self-destruct mechanism activated. T minus 5 minutes. Evacuate the area immediately."

The Escape: The PCs should run for their lives. The countdown cannot be stopped. Maybe they fear that there will be more Watchers outside the door to Computer Central, but when they come out all the robots are lifeless on the floor. When the cyber shut down itself, all the Watchers and electric fences in Paradise Valley were deactivated.

After five minutes, hidden charges in the main shaft and access tunnels detonate, causing the whole facility to collapse with a thunderous roar that can be heard across the entire valley and for miles over the mountains. Any PCs left in the facility are instantly killed.

There is only one way out quick enough to avoid the explosions, and that is the same way the PCs came in, out through the tunnel to the western Forbidden Zone. To make it in time, each PC must make a successful Move roll. If they fail they suffer D6 points of damage. Any PC that is broken is trapped as the roof caves in. Another PC may drag a broken PC out by succeeding with a Force roll, but has to Move again to be able to escape himself.

When the PCs emerge from Genlab Alpha, the Resistance is over. The long struggle against the Watchers is over. The animals of Paradise Valley are finally free.

EPilogue: THE GRAND COUNCIL

During the first couple of days after the fall of the Watchers, the animals lick their wounds and ponder the future. Many were killed in the battle at the eastern Forbidden Zone. The PCs can do whatever they want. Maybe they return to their home tribes for the first time in months.

Two factions soon emerge. One believes the animals should stay in Paradise Valley. The Watchers

are gone, so now the animals can live in peace in the valley. The other faction believes the destiny of the animals is to go out into the world and discover what can be found out there.

Both factions are divided into several smaller groups, where some believe the tribes should stay together and others believe it is time to go separate ways and make your own happiness.



ELYSIUM SOLDIERS

The PCs can support either faction or simply stay out of the discussions, that grow more and more heated.

Council: After a few days, Wildpaw (or maybe the PCs?) call for a council meeting – in the courtyard of the Lodge if the building is still standing, if not then in some other outpost. The council is attended by hundreds of animal mutants from all the tribes, gathered around a large bonfire. The nights are no longer cold, spring is coming. Wildpaw speaks.

"We are gathered here tonight to make a joint decision about our future. Should we stay in Paradise Valley or should we leave. Should we stay together or should each tribe walk their own path? The floor is open."

Intense discussions follow, and blood enemies like rats and cats almost come to blows. Many want to

know what the PCs think, considering they are the heroes of the Resistance. Encourage the PCs to act as leaders and speak to the crowd. Which position they advocate is completely up to the players.

ELYSIUM'S STRIKE TEAM

Contact between Genlab Alpha and the Titan Power Elysium has been down for decades. But when the cyber was annihilated and the Genlab was destroyed, an automated emergency broadcast reached the very heart of the Titan Power – the enclave Elysium I. Their leaders, who had no idea that Genlab Alpha had survived all these years, decide to end the failed experiment once and for all. The mutated creatures of Paradise Valley belong to Elysium and are too valuable to be allowed to fall into enemy hands.

An Unexpected Visit: When darkness has fallen over the valley and the council meeting has been

going on for a while, a high-pitched whine is heard from above. Four large hovercraft, unlike anything the animal mutants have ever seen, roar into the outpost and land, in the middle of the crowd. Elysium's eagle symbol is visible on the side of the vehicles. The animals stand dumbfounded.

Hatches open in the armored vehicles and around twenty grim humans march out. They are wearing body armor and glass helmets. Several of them have had limbs replaced with machines – they resemble Abominations to the animals.

The animals of Paradise Valley have never seen living humans before. To them, it is like meeting living gods. Many fall to their knees, unsettled and submissive. A bearded man who seems to be the leader of the humans speaks:

“Test Area B35, codename Paradise Valley, will be vacated on the orders of the Directorate of Elysium I. All animals will be quarantined pending examination and further research. Line up and prepare for transport. Now!”

Unrest and confusion breaks out among the animals. They have just met the mythical humans – but these humans want to put them behind bars again. The animals seek guidance, and turn their eyes to – the PCs. The PCs suddenly realize hundreds of eyes are on them, and whatever they do now will determine the fate of the animals of Paradise Valley.

Obedience: If the PCs obediently enter the hovercrafts the other animals will do the same. The animal mutants of Paradise Valley will be transported to an underground research facility in a far-away enclave, where they are confined to cramped cages and are subjected to horrible experiments. See the forthcoming expansion *Mutant: Exodus* for more information on Elysium I.

Fight: If the PCs refuse to enter the hovercraft, the Elysium soldiers will turn their weapons on them. The PCs have no choice but to obey or fight. Let the PCs fight one soldier each – the others are attacked by other animals following the PCs' lead.

The fight only lasts one turn, then the Elysium soldiers run into their hovercrafts. The vehicles emit clouds of stinging smoke that force the animals back (powerful teargas, roll 6 Base Dice every turn, every \spades inflicts one point of stress, the cloud remains D6 turns). The soldiers run into the hovercrafts and take off in a panic, disappearing into the night.

Elysium Soldiers: These soldiers from the Elysium I enclave have been enhanced with biomechatronic implants. Several of their limbs have been replaced with mechanical prosthetics, similar to the Abominations in Genlab Alpha.

Attributes: Strength 4, Agility 5, Wits 2, Empathy 3.

Skills: Fight 4, Shoot 4, Move 3.

Armor: 6

Artifacts: Stun baton, gauss rifle (Gear Bonus +2, weapon damage 3, Long range, unlimited ammo).

THE NEW TRUFFAUT

After the events at the council the animals realize they cannot remain in Paradise Valley. Elysium will return, with more soldiers. The only way the animals can be truly free is if they leave their home and venture out into the world.

The next morning groups of animals leave, taking any belongings they can carry. The hated Outer Fence that has kept the animals from escaping all these years is no longer crackling with lethal energy, and is easy to tear down or climb over. Curious and nervous animals take their first steps on the ground outside the confines of Paradise Valley. A new world, wonderful and terrifying in its endlessness.

Wildpaw seeks out the PCs. As they walk towards the rising sun in the east she says:

“This is not the end. This is only the beginning. I fear all the dangers we will meet out there. But I swear on the memory of my uncle that I will do everything in my power to protect us. I will continue his struggle. As of today I am no longer Wildpaw. I will use my lab name, so I will never forget what happened here and so I never forget my uncle. My name is Truffaut 21. Truffaut, just like him. Are you with me?”





SECRETS OF PARADISE VALLEY

The player characters in *Mutant: Genlab Alpha* know their home well. That is why most of Paradise Valley and its important locations are described in Chapter 7, for players to read. But there are secrets and details about the territories that the players should not be aware of when you start playing.

This chapter describes five of the eight tribes in greater detail, with important NPCs, ongoing conflicts, and guidelines for how to play a visit to the tribe by the PCs. Each section also has a compilation of stats for typical NPCs from the tribe in question.

The three territories that are not described in this chapter - the Terrarium, Bear Park and Badger Burrow - are left for you as a GM to flesh out on your own.

VISITING THE TRIBES

Note that the suggested events for each tribe need to be modified depending on the PCs' current Resistance Operation, any Watcher Operations in the habitat in the current strategic turn, as well as any big Operations that have already taken place in the habitat before the PCs' visit.

THE LODGE

The Lodge and its market has been a gathering place for most of the animals of the Paradise Valley for generations. Even enemy tribes gather peacefully to participate in the thriving trade. Visitors are not allowed to carry weapons inside the fence. The Watchers regularly give artifacts to the Dog Tribe. These precious gifts quickly become part of the economic system of the valley.

The Dog Tribe is strictly hierarchical and is ruled by the alpha Laika 09, and the other dogs in her pack. The dogs are at the top of the hierarchy, the wolves in the middle and foxes at the bottom. This order determines most things in the territory: where you sleep, which places you have access to in the market and how many artifacts you are allowed to own. However, the hierarchy is not set in stone. The only thing needed for a shift in power is that the ruling alpha is defeated in single combat without weapons.

However, the ruling alpha is not necessarily the animal with the most physical power. Being able to

negotiate and blackmail the subordinate packs is also important, something the current alpha Laika 09 is very skilled at. Also, the Watchers regularly supply her with tobacco and other desirable items.

INHABITANTS

The Dog Tribe is one of the largest tribes in the valley, at around 200 animals. A little more than half are various kinds of dogs, the rest are wolves and foxes. The tribe is divided into ten smaller packs, each of which is mostly made up of animals that are closely related (parents, pups, siblings and cousins).

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AN AUDIENCE WITH LAIKA

The alpha Laika usually stays in her suite on the fourth floor of the main building. To get an audience with her requires Dominating a guard. Non-dogs get a modification of -2. You can modify the roll further based on the reason the PC gives for meeting Laika. Her bodyguard Sputnik is present during all visits.



The packs make their homes in different parts of the territory - the lodge building itself is dominated by the dogs, while foxes and wolves mostly live in the yard in caravans, containers and car wrecks. All the packs are usually allowed into the bottom floor of the Lodge, where the old hotel bar is, and to the old jacuzzi in the basement. It no longer works properly but useful for a quick dip.

The most common roles in the Dog Tribe are Scavenger, Hunter and Warrior.

Laika 09, Alpha. A shaggy cocker spaniel wearing an orange jumpsuit. Since a few years back she is the richest and cockiest animal mutant in all of Paradise Valley. Everyone knows her name. She controls most of the trade at the Lodge. She promises new items and brags about her good relations with the Watchers. She understands that the Resistance is growing, and fears the consequences. In the chaos during the attack on the Lodge (Key Event 3 in Chapter 11) she may try to switch sides. Laika prefers to spend her time in her suite on the top floor of the Lodge - see the detail map on page 190.

Attributes: Strength 3, Agility 4, Wits 4, Instincts 5.

Skills: Scavenge 4, Fight 3, Shoot 4, Comprehend 3, Sense Emotion 4, Dominate 5.

Animal Powers: Furry, Fleet Footed.

Artifacts: Laser pistol, tactical visor, carton of cigarettes.

Sputnik 07, Bodyguard. A powerfully built male wolf wearing an orange jumpsuit. Surveys his surroundings with a threatening, penetrating wolf stare. His pack serves as Laika's personal

guard. Very loyal, but could turn against his alpha if all seems lost. Cunning, threatening and of few words.

Attributes: Strength 5, Agility 4, Wits 2, Instincts 3.

Skills: Measure Enemy 5, Fight 5, Force 3, Know Nature 3, Dominate 3.

Animal Powers: Hunting Instincts, Predator.

Gear: Machete.

Artifacts: Lighter.

Gagarin 11, Master Scavenger. Small, but cocky, boston terrier. He is greedy and suspicious. He has dark fur and a long, dark coat. Along with the other members of the boston terrier pack he is a diligent Scavenger, and the pack grows richer every day. Never turns down a good trade deal. Intensely attached to his number one source of income: a coffee maker. Always looking for new coffee filters and coffee packets. Sleeps with the coffee maker in his arms. Gagarin hardly ever leaves the scrap cabin – see the detail map on page 192.

Attributes: Strength 2, Agility 3, Wits 5, Instinct 3.

Skills: Scavenge 5, Force 2, Sneak 3, Move 3, Comprehend 4.

Animal Powers: Nocturnal, Warning Call.

Gear: Kitchen knife, house plant, set of keys.

Artifacts: Coffee maker and five packets of coffee.

Shagga, Healer. A small, sickly female fox with a big, shaggy tail. Wears a patched orange jumpsuit and a knitted cap. Spends almost all her time in the old trailer in the market, where she takes care of the wounded with great skill. Is usually surrounded by her pack of foxes. Good listener who knows most things about everyone. Loves to gossip. Will spread rumors about the PCs. Hides quickly if there is trouble.

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

Skills: Brew Potion 2, Sneak 4, Move 4, Sense Emotion 3, Heal 5.

Animal Powers: Furry, Tail.

Gear: Knife, knitted cap.

Artifacts: First aid kit.

Aldrin 97, Resistance Agent. This Scavenger, a fox heavily affected by scabies and wearing rags, lives in a car wreck on the right side of the yard (see map). He is driven by envy of and bitterness towards Laika and her minions, who rule the Lodge, and has chosen to help the Resistance. He can help the PCs with a lot of things, but will not risk his life for them. Even if the PCs do not actively involve Aldrin in the raid, you can use him as a complication or a guardian angel.

Strength 2, Agility 3, Wits 4, Instinct 3.

Skills: Scavenge 3, Sneak 3, Move 3.

Animal Powers: Tail, Nocturnal.

Gear: Sling, knife.



Lodge Guards. Usually there are 12 guards at the Lodge (apart from Laika's personal bodyguard Sputnik). Most of them are wolves and foxes, but there are also a few dogs among them. There is a guard in every guard tower around the clock, two patrol the perimeter inside the fence and one outside Laika's suite on the fourth floor of the lodge. During the night the rest of the guards sleep in the lodge or in their dwellings in the yard. During the day there are two additional guards by the gate to the market, another by the gate to the hotel building itself, one at the gate to the scrap cabin, and another moving around the market to keep order. The last two are resting.

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

Skills: Measure Enemy 1, Fight 3, Shoot 3, Dominate 2.

Animal Powers: Nocturnal, Warning Call.

Gear: Club, bow (five arrows).

FOOD & ARTIFACTS

The Dog Tribe is the only one which never has a shortage of food. The Watchers give them fodder directly, but also artifacts and other valuables that the dogs use to trade with the other, poorer tribes. There is a storeroom in the basement of the Lodge holding D666 rations of dog fodder, which tastes bad to other animals than dogs.

Artifacts: The Lodge contains a generator and several cans of gasoline (see *Mutant: Year Zero*).

VISITING THE DOGS

The below section gives you guidelines on how to handle a visit to the Lodge by the PCs – for example, during Key Event 1 of the campaign (page 158).

What the Resistance Knows: Truffaut, Wildpaw and Ringo all know about the informant Aldrin. They also know that Gagarin stays in his cabin and rarely leaves it, and that Laika lives in a suite on the top floor of the Lodge.

Talking: The Lodge is the centre of all trade between the tribes, and there is nothing odd about people coming and going. Because he is a scrap

THE LODGE



THE HOTEL BAR



TOWER GUARD





trader, Ringo often visits the market to sell his wares. However, the fence is guarded and the guards carefully study anyone who wants to gain entrance – especially newcomers who have never been there before. Any PCs who are not dogs or Scavengers must Dominate a guard to gain entrance.

Visitors are not allowed to carry weapons into the marketplace – they must be surrendered to the guards at the gate and will be returned once the visitor leaves again. A crafty PC can Sneak a small weapon in. Any PC caught trying to carry a weapon into the market will be beaten and thrown out by the guards.

Dog PCs have no problems entering the market – after all, this is their home outpost. However, the PC will be questioned about where he has been – a good cover story might be useful.

Sneaking: The PCs can choose to enter the Lodge unseen. It is possible to Sneak up to the outside of the fence without being seen by the guards in

the tower – modified by +2 if the PCs are doing so under the cover of darkness.

Once they are at the fence, the PCs have to either roll Force to pry it apart to create an opening (the fence is not in great shape) or make a Move roll to climb over the fence. The advantage of creating an opening in the fence is that it only has to be done once – to climb, the PC has to make Move rolls both when entering and exiting. Regardless of the method, a PC who pries open or climbs over the fence has to make a Sneak roll to make sure the guards don't spot them. During the day, the roll is modified by -2.

Once inside the lodge facility, the PCs can move freely during the day – the guards generally don't remember who they have let in. During the night, the PCs may have to Sneak several times, depending on what they want to do.

Fighting: Of course, the PCs can choose to simply attack the Lodge in force. The guards outnumber

LAIKA'S SUITE

1. Living Room

Laika spends most of her time by the desk in this room. Her bodyguard Sputnik is never far away.

2. Wardrobe

3. Bedroom

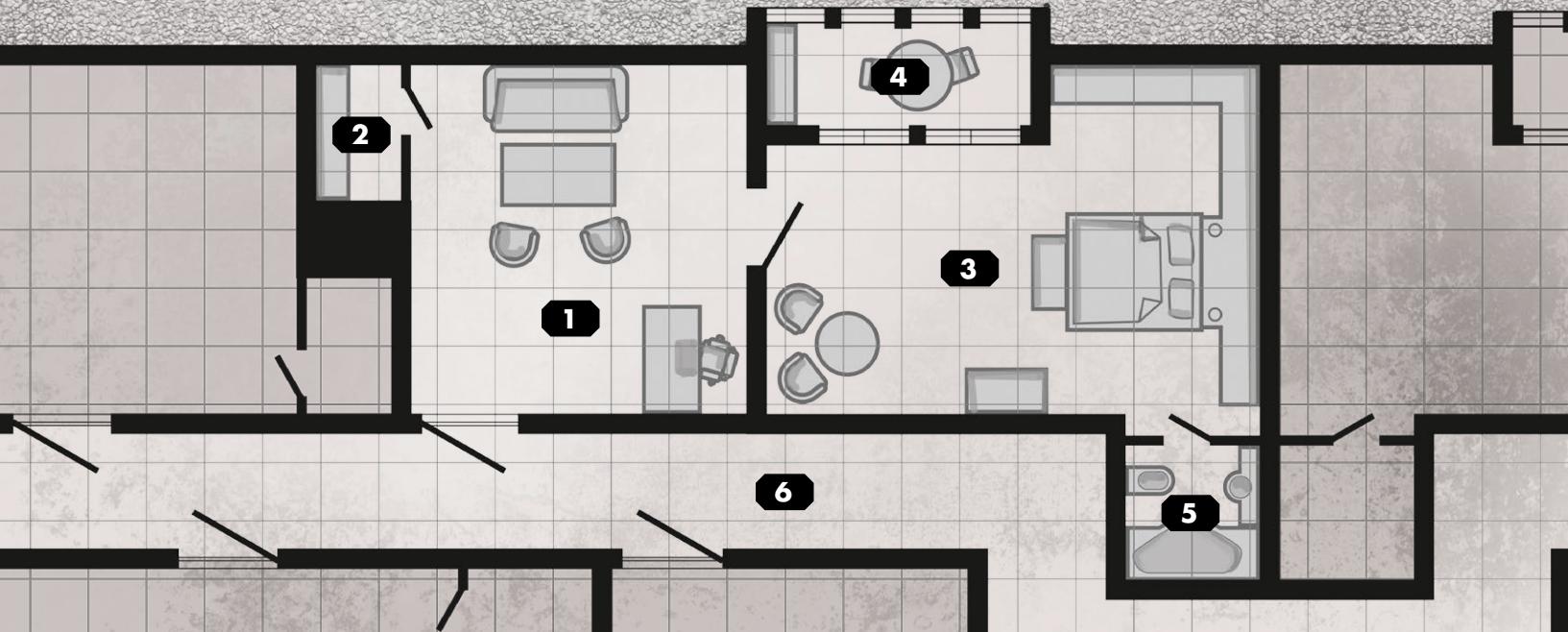
4. Balcony

5. Bathroom

6. Hallway

 1 x 1 yards

Outside the door to Laika's suite, two guards are always stationed.



TYPICAL DOGS

ROLE	NAME	ATTRIBUTES	SKILLS	ANIMAL POWERS	FEATURES	WEAPON
Warrior	Glenn 27	Strength 4 Agility 3 Wits 2 Instinct 3	Fight 3, Sense Emotion 2, Measure Enemy 1	Hunting Instincts, Predator	Schnauzer, cynical, hotheaded	Machete
Healer	Misurkin 88	Strength 2 Agility 2 Wits 3 Instinct 5	Heal 3, Brew Potion 2, Sense Emotion 1	Nocturnal, Warning Call	Terrier, smokes like a chimney, open to bribery	None
Hunter	Hubble 56	Strength 3 Agility 4 Wits 2 Instinct 3	Hunt 3, Shoot 2, Sneak 1	Hunting Instincts, Fleet Footed	Fox, loyal, suspicious	Bow, knife
Seer	Ramon 12	Strength 2 Agility 2 Wits 3 Instinct 5	Scry 3, Sense Emotion 2, Dominate 1	Warning Call, Small	Chihuahua, often confused, stubborn	Staff (blunt object)
Scavenger	Lovell 54	Strength 2 Agility 2 Wits 4 Instinct 4	Scavenge 3, Scout 2, Comprehend 1	Furry, Tail	Collie, greedy, haughty	Automatic pistol (4 bullets)

the PCs though, and the other inhabitants of the territory will rush to their aid to defend against an obvious attack.

Diversion: Another option available to the PCs is to create a diversion of some kind, for example, part of the group attacks the gate or light a fire while the others Sneak into the opposite side of the territory. Innovative ideas should be rewarded!

Gagarin's Cabin: No one, not even dogs or Scavengers, are allowed inside Gagarin's scrap cabin without a legitimate reason. Regardless of what type of animal the PC is, he must show either scrap or an artifact and also succeed in Dominating the guard outside the cabin to be allowed inside. Gear Bonus from an artifact can be used. Another attempt can be made using another artifact or by another PC. If the PC is allowed inside, the guard accompanies him. Only one visitor at a time is allowed to see the master Scavenger.

During the night, the door and windows of the scrap cabin are locked. They can be Forced open, but the guards are guaranteed to hear that. Luckily a window is ajar, which the PCs will discover if they

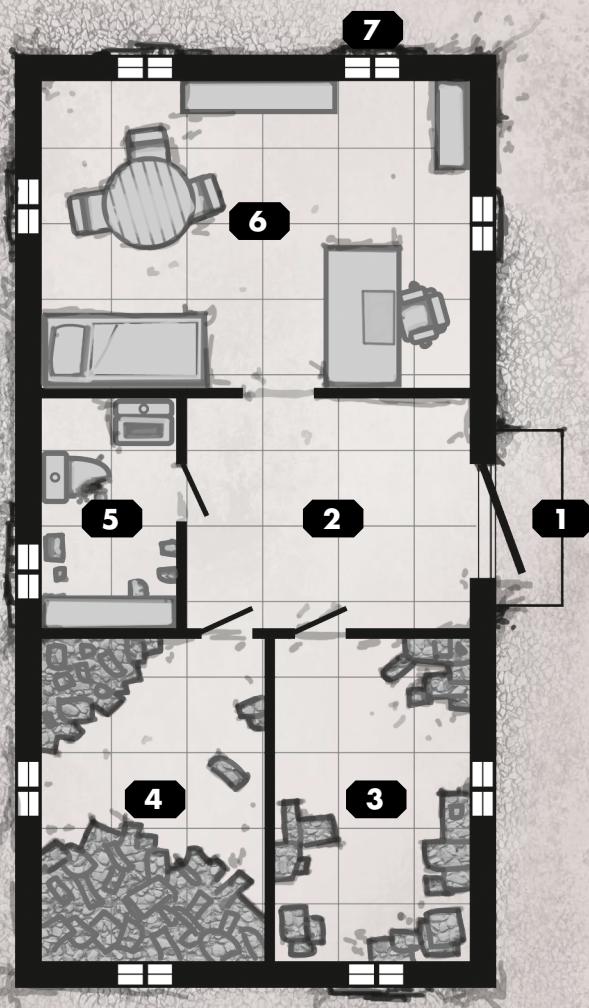
look for a way in. It is possible to Sneak through the window without waking up Gagarin.

The scrap cabin consists of a hallway, two rooms packed full of scrap, a locked room where valuable artifacts are stored, and Gagarin's workspace/bedroom, where he also keeps his beloved coffeemaker.

The EMP Rifle: At the time of Key Event 1, The EMP rifle can be found in the artifact room, next to D6 other random artifacts. The window to this room is boarded up and the door is secured with a padlock (can be Forced open if the PCs have the proper tools, but the noise will wake up Gagarin, who is a very light sleeper). The key to the lock hangs on the Scavenger's keyring, that he always keeps on his belt.

How Gagarin reacts depends on the PCs. If they threaten him, he will call for the guards – unless the PCs successfully Dominate him. In that case, he will follow all the PCs' orders but will wait for an opportunity to either escape or sound the alarm. Another option is to steal the keyring from Gagarin (can be done by Sneaking with a -2 modification, to avoid waking him up) or simply knocking him out and stealing the keys.

GAGARIN'S SCRAP CABIN



1 x 1 yards

1. Entrance
2. Hallway
3. Scrap Storeroom 1
4. Scrap Storeroom 2
5. Artifact Room

This room is always locked, and the windows boarded up. Here, the EMP rifle is stored, as well as D6 random artifacts.

6. Bedroom and Study

Here, Gagarin keeps his coffee maker.

7. Window ajar

THE ISLANDS IN THE LAKE

The Ape Tribe used to be one of the most harmonious tribes in the valley. The tribe is ruled by an alpha council made up of three elders from each pack. A new alpha council is elected whenever a majority of the current council so wishes.

For generations, the relationship between the aging members of the alpha council and the Watchers was good. The consequences of the sometimes painful experiments were completely suppressed from memory or are viewed as a necessary evil. The patience of the apes has been rewarded with large and tasty piles of fruit at regular intervals.

Lately however, tension has risen between the different species within the tribe. Several of the younger apes, mostly orangutans and gorillas, have turned against the alpha council. Many want a more even division of the fruit and some are tired of always obeying every erratic whim of the Watchers.

As the Resistance grows and finds more supporters among the animals in the valley, the situation in the Ape Tribe changes. The younger apes, led by the female gorilla Largo, will try to overthrow the alpha council when the opportunity rises. The actions of the PCs and the Resistance can also have a big effect on the fate of the tribe.

INHABITANTS

In total there are around 180 apes on the islands. They are divided into three packs of roughly equal numbers: the orangutans, the gorillas and the chimpanzees. The packs stay on different parts of the two islands.

Which roles are most common varies between the different packs. Among the gorillas the most common role is Warrior, among the orangutans it is Hunter and among the chimpanzees, Scavenger. Artifacts are uncommon in the tribe.

Bohr 21, Alpha. A large male orangutan, always smoking a pipe. Prefers spending time among the bananas in the greenhouse. Has been on the alpha council for decades and fears all change. The most important thing to him is that the orangutans maintain control of the greenhouse. He is prepared to kill to get his way. Bohr is cunning and surly. He sees the Resistance as a direct threat to his own authority.



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

Skills: Scavenge 3, Fight 3, Comprehend 3, Dominate 4.

Animal Powers: Jumper, Climber.

Gear: Sling, pipe, belt pouch filled with tobacco.

Artifacts: Hand grenade, lighter, com radio (that Bohr can use to contact the Watchers).

Einstein 11, Seer. A very old male chimpanzee with gray, patchy fur. No one, including Einstein himself, knows exactly how old he is. He reveres the Watchers and dislikes the Resistance. He waves his Seer staff angrily when anyone opposes him. Einstein dreams of seeing one of the mythical humans before he dies. He can take younger animals under his wings if they will listen to his nostalgic lectures about the good old days. Very nearsighted.

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

Skills: Scry 4, Fight 2, Move 2, Comprehend 2.

Animal Powers: Warning Call, Herbivore.

Gear: Seer staff (hockey stick, counts as blunt object).

Largo, Rebel. The name is apt – this gorilla is huge. She could possibly be the biggest and strongest animal in the whole valley. Now and then, she suddenly flies into a rage and smashes everything around her. Otherwise, she is quiet and watchful. Largo has recently decided to lead a revolt in the tribe and oppose the Watchers. Her raw strength and size make her a substantial factor in the power games in the valley. As a friend she is loyal. Fears water intensely.

At some point in the campaign, preferably during or after the PCs' visit to the tribe but before their first visit to Genlab Alpha, Largo is abducted by Watchers. More on that below.

Attributes: Strength 5, Agility 2, Wits 3, Instinct 4.

Skills: Measure Enemy 4, Fight 4, Know Nature 3, Dominate 4.

Animal Powers: Huge, Herbivore.

Gear: Sledgehammer, rope.

Bohr's Bodyguards. Bohr commands his own force of guards, consisting of around 15 orangutans. The chimpanzees and gorillas have their own guards on their island.

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

Skills: Measure Enemy 1, Fight 3, Shoot 3, Dominate 2.

Animal Powers: Climber, Warning Call.

Gear: Club, sling (five stones).

FOOD & ARTIFACTS

In the past, the Ape Tribe has been well supplied with food, but lately the fruit has not been so plentiful. Now, food is scarce on the islands. What little fruit there is has been seized by Bohr 21 and a few other orangutan elders. Many apes are angered by this and some are even planning a raid on the greenhouse. The greenhouse usually has enough fruit for D66 rations, and is guarded closely.

Artifacts: There are no artifacts on the islands.

VISITING THE APES

The below section gives you guidelines on how to handle a visit to the islands by the PCs.

What the Resistance Knows: Truffaut knows about Largo and her sympathies for the Resistance. So does Wildpaw, and if the PCs plan a trip here they will tell the PCs about the gorilla and advise them to seek her out.

Crossing the Lake: To gain access to the islands, the PCs have to either swim (a Force roll) or catch a lift with a few apes on a raft. Several apes (Hunters)

APE PCS?

If any of the PCs is an ape, the visit starts out much easier. This PC can go to the NPCs the group is looking for. However, soon other apes start whispering behind the PC's back. Where has he been and why does he come back to the islands now, in the company of other animals?

THE ISLANDS IN THE LAKE



THE GREENHOUSE





TOWER GUARD

are usually fishing on the beach or in the river, and if the PCs successfully Dominate them they can get a lift out to the islands. A good story about what the purpose of their visit is can modify the roll positively. If there is an ape among the PCs, he (and the rest of the group) can go by raft without rolling, but he may have to suffer some uncomfortable questions about where he has been lately.

Going Ashore: As soon as the PCs set their paws on the island, they will be watched. Tensions in the territory are high, and everyone wonders how the arrival of outsiders will affect the balance of power.

Apes the PCs meet will answer their questions, but will be curt and reserved. If the PCs ask for someone – in all likelihood Largo or the alpha Bohr 21 – they are shown to whoever it is they want to see, and then rumors about the visitors start spreading across the islands.

Meeting Largo: Largo can be found on the larger island, on a cliff behind the big house. She is an imposing figure, not only physically but also because of her obvious charisma. She is usually in the company of other gorillas, which all treat her with obvious respect. Largo is cautious when

talking to the PCs, but will listen to what they have to say. If the PCs bring up the Resistance, she immediately asks them to lower their voices – the Resistance is a sensitive subject in the tribe.

Largo has a positive attitude to the Resistance and believes the apes should fight the Watchers. However, she is not certain the PCs can be trusted, and if they actually have what it takes. Let the PC attempt to Dominate her, or think of another way of proving their worth. If they succeed, Largo will actually trust their word. Regardless of the result, Largo asks the PCs to find the alpha Bohr 21, who can be found on the smaller island. He is the leader of the tribe council that rules the territory. Without his blessing, the Ape Tribe as a whole cannot join the Resistance, Largo says. The truth is that this a test – she wants to provoke Bohr to see how he will react.

Meeting Bohr: If the PCs seek out the Old Man of the tribe, he will receive them in his greenhouse on the smaller island. There are several guards by his side – Bohr's guards, as many as the PCs – and it is incredibly hot inside. Bohr is working on the fruit trees and will listen to the PCs, but seems distracted. He asks no questions right away, he just lets the PCs talk.

TYPICAL APES

ROLE	NAME	ATTRIBUTES	SKILLS	ANIMAL POWERS	FEATURES	VAPEN
Warrior	Newton 89	Strength 5 Agility 2 Wits 3 Instincts 2	Fight 3, Force 2, Measure Enemy 1	Huge, Warning Call	Gorilla, kind, often hungry	Sledgehammer
Healer	Planck 12	Strength 2 Agility 2 Wits 4 Instinct 4	Heal 3, Brew Potion 2, Compre- hend 1	Furry, Herbivore	Orangutan, talkative, incur- able optimist	None
Hunter	Curie 39	Strength 3 Agility 4 Wits 3 Instincts 2	Hunt 3, Shoot 2, Sneak 1	Jumper, Climber	Chimpanzee, tight-lipped, threatening	Sling, knife
Seer	Heisenberg 12	Strength 2 Agility 2 Wits 4 Instinct 4	Scry 3, Know Nature 2, Comprehend 1	Climber, Herbivore	Orangutan, old and frail, pessimist	Staff (blunt object)
Scavenger	Oppenheimer 25	Strength 2 Agility 3 Wits 5 Instinct 2	Scavenge 3, Comprehend 2, Know Nature 1	Climber, Furry	Chimpanzee, fascinated by the Old Age, fearless	Sling

What Bohr does not reveal is that he is terrified of the Resistance and what it could lead to. He is also scared of Largo, who is intent on rebelling against the Watchers and has won many supporters. He sees the PCs' arrival as a direct threat to his own power. Bohr speaks only when the PCs have made their case, whatever it might be. He speaks calmly and slowly, without raising his voice. If there is an ape among the PCs he speaks to him first and foremost.

"You have committed a serious mistake. Simply by coming here and speaking of these things, you have put all of the Ape Tribe in great jeopardy. The Watchers are our protectors, it is the way it has always been. You are nothing but ungrateful troublemakers. Your fate will be decided by the alpha council. You will have a chance to explain your actions. Take them away," the alpha says, gesturing to his guards.

Bohr will ignore any interruptions and will hear no objections. Let the PCs react.

The PCs can attempt to escape from greenhouse. They can roll Move out of the greenhouse, with a -2 modification. D6 more of Bohr's guards are outside the greenhouse (at Short range), and another two join the fight every turn, from other parts of the islands. The PCs must make another Move roll (unmodified) to make it down to the water, where they can swim to shore (a Force roll). Alternatively, they can attempt to steal a raft. The apes use slings to shoot rocks after any PCs out on the water, but will not pursue them.

The PCs can fight. They have a decent chance of beating Bohr and his guards inside the greenhouse, but the guards outside will join the fight after two turns, and more guards after that (see above). Altogether, Bohr has 15 guards and the PCs will probably have trouble fighting them all.

The PCs can surrender. They are disarmed and escorted by the guards to a cramped tower room in the house on the larger island. The door is padlocked and two guards will be stationed outside. The window is boarded up. The window can be Forced open (modification -2), but the guards outside will hear if the PCs do so. Unless the PCs escape they will be brought to the alpha council a few hours later, after the sun sets.



The Council Convenes: After the sun sets, Bohr convenes the alpha council in the old animal enclosure on the orangutans' island. It's an open space with a few tree trunks and a firepit in the middle. A fire casts towering flames and showers of sparks high into the night. The alpha council is made up of three elders from each pack – orangutans, chimpanzees and gorillas – but almost every ape on the islands is there to watch and listen. Bohr 21 and the ancient chimpanzee oracle Einstein 11 are the most influential and vocal members of the council, the other elders tend to just sit there and murmur their assent.

If the PCs are Bohr's prisoners (above) they are led in front of the council with their front paws tied (they can Force themselves free, tearing off the ropes with a modification of -2). Hundreds of apes climb the trees around them and stare curiously at the prisoners. Some fling rotten fruit at the PCs and taunt them. The gorilla Largo is in the crowd, and the PCs will see her if they look for her. Bohr, with Einstein by his side, begins:

"Apes! Hear my words! For generations, we have lived here on our islands, in peaceful coexistence with nature, with the other tribes, and with the Watchers, our protectors. I have gathered you all here today to tell you that our way of life is threatened. These troublemakers came to our territory today to incite rebellion against the Watchers, our benefactors. They want us to bite the hand that feeds us. I immediately saw through their schemes – their hidden commander, whoever it is, is envious of our tribe's prosperity and wants to destroy us. Well – what do you have to say in your defense?"

Let the players speak. All the apes listen intently. Bohr snorts now and then, but does not interrupt them. Let whichever PC speaks most for the group try to Dominate the apes. The other PCs can help, but only one roll is allowed. Don't forget to modify the roll depending on the current Insurgency rating of the tribe. If the roll succeeds the night is filled with agitated cries and howls of approval from the crowd – it is obvious that far from everyone are on Bohr's side. If the roll fails the apes howl their disapproval and the PCs are pelted with rotten fruit.

Largo's Revolt: Largo recognizes the opportunity she has been waiting for. She calmly moves out from the crowd and speaks.

"Hear me! For too long we have been forced to listen to these old lies from our elders. They claim the Watchers are our protectors – but we all know deep down that the machines are our jailers. Our tormentors. We all have a sister or a brother who has been abducted by the machines never to return. These guests (Largo points to the PCs) are heroes sent to awaken us apes from our slumber. I am wide awake. I am ready to fight the machines, for our freedom. Who is with me?"

Her last words thunder across the crowd. If the PCs managed to Dominate the apes most of the tribe will support Largo. If they failed, most of them will oppose her. In any case, Bohr does not tolerate this challenge from Largo. He shouts "Seize her!" and sends four of his guards to deal with the gorilla. A fierce battle ensues, and more and more apes join in. The PCs can take this opportunity to escape their bonds, or Dominate a nearby ape to set them free.

If the PCs spoke well (their Dominate roll succeeded), Largo has most of the apes on her side and the tide of battle quickly turns in her favor. The PCs can join the fight if they want to – perhaps against Bohr himself – but they do not have to. Once everything is over, around twenty orangutans (Bohr's guards and other allies) are laid out on the ground, unconscious or dead. Bohr himself is bound and imprisoned.

If the PCs' Dominate roll failed, Largo does not have the majority of the apes on her side, and things turn out differently. Bohr's forces will win, unless the PCs do something dramatic like defeating the old alpha on their own. In that case, the tide will turn and Largo will still be the victor at the end of the battle. However, this is no simple task – the PCs must fight through a ring of guards before they reach Bohr. If Bohr's side should win, Largo and around twenty other gorillas are taken prisoner, together with the PCs (unless they manage to escape in the chaos).

Other Scenarios: If the PCs have played the visit differently and are never taken prisoner, Bohr assembles the alpha council anyway, to tell them what happened and urge caution for all apes. The PCs may witness this meeting, either Sneaking through the bushes or as part of Largo's group. The meeting starts differently in the latter case. If the PCs are with Largo she lets them speak before the crowd – roll to Dominate as described above. The rest of the meeting can then descend into chaos just like if the PCs were prisoners. If the PCs aren't in the company of Largo she will carry out her coup attempt anyway, but will lose the fight against Bohr's forces. If the PCs leave the island and never witness the meeting, they may hear of events at a later time.

The Watchers: If you have planned a Watcher Operation in the Ape habitat this turn, it can be dramatically appropriate to send in the robots right after the council meeting has ended and the players think that their mission is done.

Largo Abducted: At some point, preferably after the PCs have met her but before their first visit to Genlab Alpha (Key Event 2, see page 160), Largo is abducted by the Watchers and brought to the Genlab. If you have a Watcher Operation planned in the Ape habitat when the PCs visit, it's of course perfect timing to let the robots grab Largo in front of the PCs. If not, make sure the PCs get news of the abduction. When the PCs find Largo in the Genlab, she has been turned into an Abomination (page 223).

THE CABIN VILLAGE

The Cat Tribe has been at war with the Rat Tribe for months before the start of the campaign. There have been several fatalities. Some cats have been taken prisoner and are locked in cramped cages in the courtyard of Rat Castle. The rodents won't release them unless the cats surrender and pay a huge ransom. Nightclaw, the alpha of the Cat Tribe, is under severe pressure and has yet to decide what to do about the situation.

The cats have lived fairly isolated from the rest of the animals of the valley for a long time, and thus they lack potential allies to help them resolve the situation. They also have a shortage of several vital resources: food, firewood and fuel. So the cats are in desperate need of help from outside the tribe.

During the campaign, the cats become more entangled in the events around the Resistance. Where they were outside events previously, they are now more and more involved.

INHABITANTS

The Cat Tribe is made up of cats as well as a few lynxes, and is one of the smaller tribes – in total about 100 animals. Half of them are in the outpost at any one time, while the rest are out in the habitat, hunting or scouting, regardless of if it's daytime or nighttime. Around ten animals are wounded and are being tended to in some of the cabins.

The most common roles in the tribe are Hunter and Warrior. The Hunters and Warriors generally carry a bow or sling, and a melee weapon. The other animals in the tribe are either unarmed or carry a simple melee weapon. Almost the entire tribe hate the rodents with a passion.

Many members of the Cat Tribe use other names than their lab names. This is a tradition among the cats, and not necessarily an expression of support for the Resistance.

Nightclaw, Alpha. A tall and skinny female lynx. She wears a camouflage jacket and ski pants. Tight-lipped and brooding. As an experienced hunter, she knows the forests, waters and prey of the valley well. Nightclaw hates both the rodents and the Watchers with a passion.

Attributes: Strength 4, Agility 5, Wits 3, Instinct 3.

Skills: Hunt 4, Fight 5, Sneak 5, Shoot 4, Dominate 3.

Animal Powers: Fast Reflexes, Silent.

Gear: Hunting knife, two cans of cat food.

Artifacts: Hunting rifle (see *Mutant: Year Zero*).



THE CABIN VILLAGE



CABIN

OLD SNOWMOBILES





TRAPPING PIT

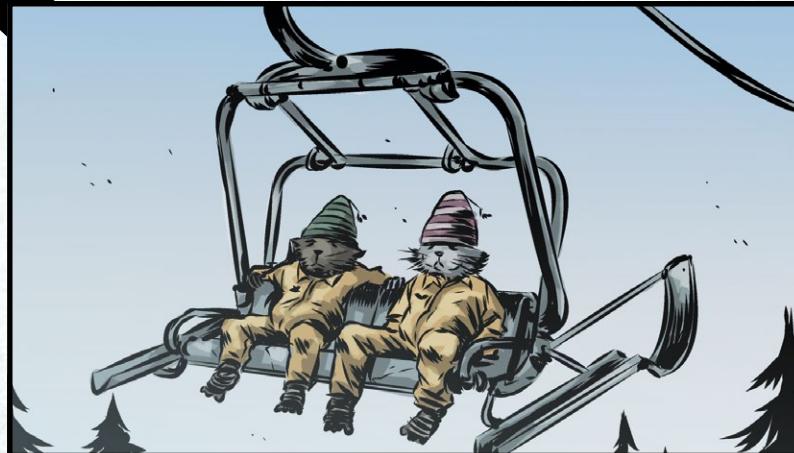
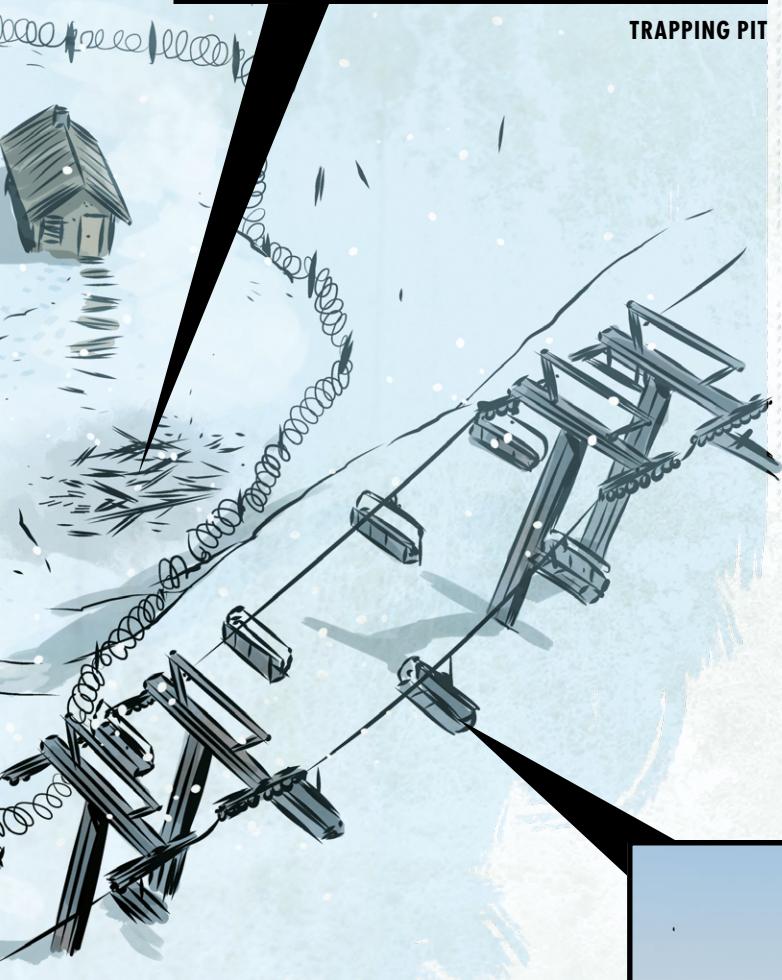
Spot, Hunter and Spy. A small, chubby house cat wearing a thick jacket. His fur is mostly black, but he has a large white spot around his right eye. Unlike most cats, he is clumsy and hard of hearing. Spot claims to be an expert at most things but is almost always wrong. He prefers to stay close to the village's supply store rooms. His weakness is exploited by the Watchers, who secretly give him cans of cat food in exchange for information about the tribe's plans.

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

Skills: Hunt 2, Fight 1, Move 1.

Animal Powers: Nocturnal, Tail.

Gear: Spear, three cans of cat food (stolen).



SKI LIFT

TYPICAL CATS

ROLE	NAME	ATTRIBUTES	SKILLS	ANIMAL POWERS	FEATURES	WEAPONS
Warrior	Wildfur	Strength 4 Agility 4 Wits 2 Instinct 2	Fight 3, Sneak 2, Measure Enemy 1	Fast Reflexes, Predator.	Lynx, loud, aggressive	Spear
Healer	Octavia 66	Strength 2 Agility 3 Wits 3 Instinct 4	Heal 3, Brew Potion 2, Sneak 1	Silent, Nocturnal	Short fur, washes herself con- stantly, sadist	Knife
Hunter	Nightshade	Strength 3 Agility 5 Wits 2 Instinct 2	Hunt 3, Shoot 2, Sneak 1	Hunting Instincts, Fleet Footed	Black cat, melan- choly, tired	Bow, knife
Seer	Cesar 87	Strength 2 Agility 4 Wits 2 Instinct 4	Scry 3, Sneak 2, Dominate 1	Climber, Nocturnal	Hairless cat, always freezing, inflated ego	None
Scavenger	Cassius 18	Strength 2 Agility 4 Wits 4 Instinct 2	Scavenge 3, Scout 2, Comprehend 1	Silent, Tail	Thin and mangy, loner, suspicious	Machete

Cat Guards. The guards around the Cabin Village are hungry, nervous and aggressive.

Attributes: Strength 3, Agility 5, Wits 2, Instinct 2.

Skills: Fight 3, Sneak 1, Shoot 2.

Animal Powers: Fast Reflexes, Hunting Instincts.

Gear: Spear, bow.

FOOD & ARTIFACTS

The cats are suffering from a severe shortage of food. There is no food other than what individual cats have for themselves. Artifacts are uncommon in the tribe.

VISITING THE CATS

The below section gives you guidelines on how to handle a visit to the Cabin Village by the PCs. Key Event 2 of the campaign (page 160) includes more events that can take place at the outpost, directly connected to the event.

Traps & Guards: Because the Cat Tribe is at war with the Rat Tribe, the entire area around the Village is booby trapped. Unless the PCs actively Scout the area looking for traps, one PC will fall down into a pit hidden underneath the snow. The pit is filled

with sharp wooden poles and the PCs must make a Move roll – failure means an attack using six Base Dice. Every  inflicts one point of damage. To climb out also requires a Move roll (modification -2).

The ruckus is noticed by guards in the outpost, and two come running. They are nervous and aggressive, convinced that the PCs have been sent by the Rat Tribe. A PC must Dominate the guards to calm them down. If there are any rodents in the group the roll is modified by -2, and if there are any cats it is modified by +2. If the roll fails, the guards call for backup. All the PCs are disarmed, bound and dragged into the outpost. If the roll succeeds they are invited in as guests, but are closely watched.

CAT PCS?

Even if one or several of the PCs are cats there is no guarantee they will be welcomed with open arms – especially if the PC has been away from the territory for a while. The tribe members want to know where the cat PC has been and why he is in the company of strangers.

RAT CASTLE

To the animals in Rat Castle, there is no doubt who has the power in the outpost: the rats. Led by the alpha Fink, a brutal black rat, the rats control most of what matters in the outpost: food, shelter, weapons and artifacts. The other animals of the tribes – mice, squirrels and hamsters – are generally pushed aside and forced to live on whatever the rats leave them.

But there is resistance to the rule of the rats: Small-Scabs, an unusually large albino mouse has become a powerful animal, backed up by her 22 diligent little siblings. Together they have come to control a part of the trade in Rat Castle. Small-Scabs won't stop until she is alpha above all of Rat Castle.

At the start of the campaign, only a minority of the Rat Tribe's members are part of the Resistance. Most are instead busy waging war on the Cat Tribe. Especially Fink and the other rats are involved in the war. Recently they took hostages from the Cat

Tribe. The caged cats are tormented and mocked by most inhabitants of Rat Castle.

INHABITANTS

The Rat Tribe numbers around 220 animals. The mice and rats are most numerous, each numbering about 80 animals. The squirrel and hamster packs are significantly smaller, altogether around 60 animals. Scavengers and Warriors are the most common roles.

Since the tribe is more splintered than other tribes, most of the animals are loyal to their own pack above all else. There are about ten packs in the tribe, mostly consisting of animals that are closely related. The Warriors are usually armed with melee weapons, with some carrying bows. The Scavengers tend to carry an artifact of some kind or keep one hidden somewhere in or close to the outpost.

Fink, Alpha. A muscular black rat with a long, thick tail. Large, yellow teeth. Ski goggles, blue down jacket. Fink is an avid smoker, and is rarely seen



without a smoking cigarette in the corner of his mouth. The top rat controls most of the lower level of the outpost. He has access to large quantities of food, cigarettes and weapons. Fink is brutal, curious and hungry for artifacts. He is a fanatical cat hater. He may show an interest in the Resistance – if he feels he could benefit from it.

Attribute: Strength 4, Agility 5, Wits 3, Instinct 3.

Skills: Measure Enemy 3, Fight 4, Shoot 3, Dominate 5.

Animal Powers: Climber, Nocturnal.

Artifacts: Revolver, five bullets.

Small-Scabs, Scavenger. An unusually large albino mouse. Wears a knitted sweater and a baseball cap. She is on her way up in the tribe hierarchy, aiming for the position of alpha over all of Rat Castle. Small-Scabs is constantly surrounded by a pack of ingratiating siblings and cousins. She is ruthless and crushes those that disagree with her. She is a cynical strategist and a firm believer in the power of her tribe, and expects to always have her way. Small-Scabs sees the Resistance as an opportunity to climb the tribe hierarchy. Chews her tail when she thinks.

Attributes: Strength 3, Agility 5, Wits 3, Instinct 4.

Skills: Scavenge 4, Fight 2, Comprehend 3, Shoot 4, Dominate 4.

Animal Powers: Silent, Small.

Gear: Kitchen knife, eight rations of food (canned food).

Artifacts: Laser pistol.

Sniffer, Blind Seer. A small gray mouse wearing a neon green reflector vest. Since she is blind she sniffs and listens her way through life, and can identify most members of the tribe by sound or smell. Sniffer was blinded in a Watcher experiment many years ago, and she seeks revenge on the machines. She can describe parts of the Labyrinth in detail, but does not know the way in. Sniffer speaks slowly in a high-pitched, friendly tone. She can befriend the PCs if they seem trustworthy.

Attributes: Strength 1, Agility 2, Wits 4, Instinct 5.

Skills: Scry 3, Sense Emotion 5, Heal 2.

Animal Powers: Small, Sixth Sense.

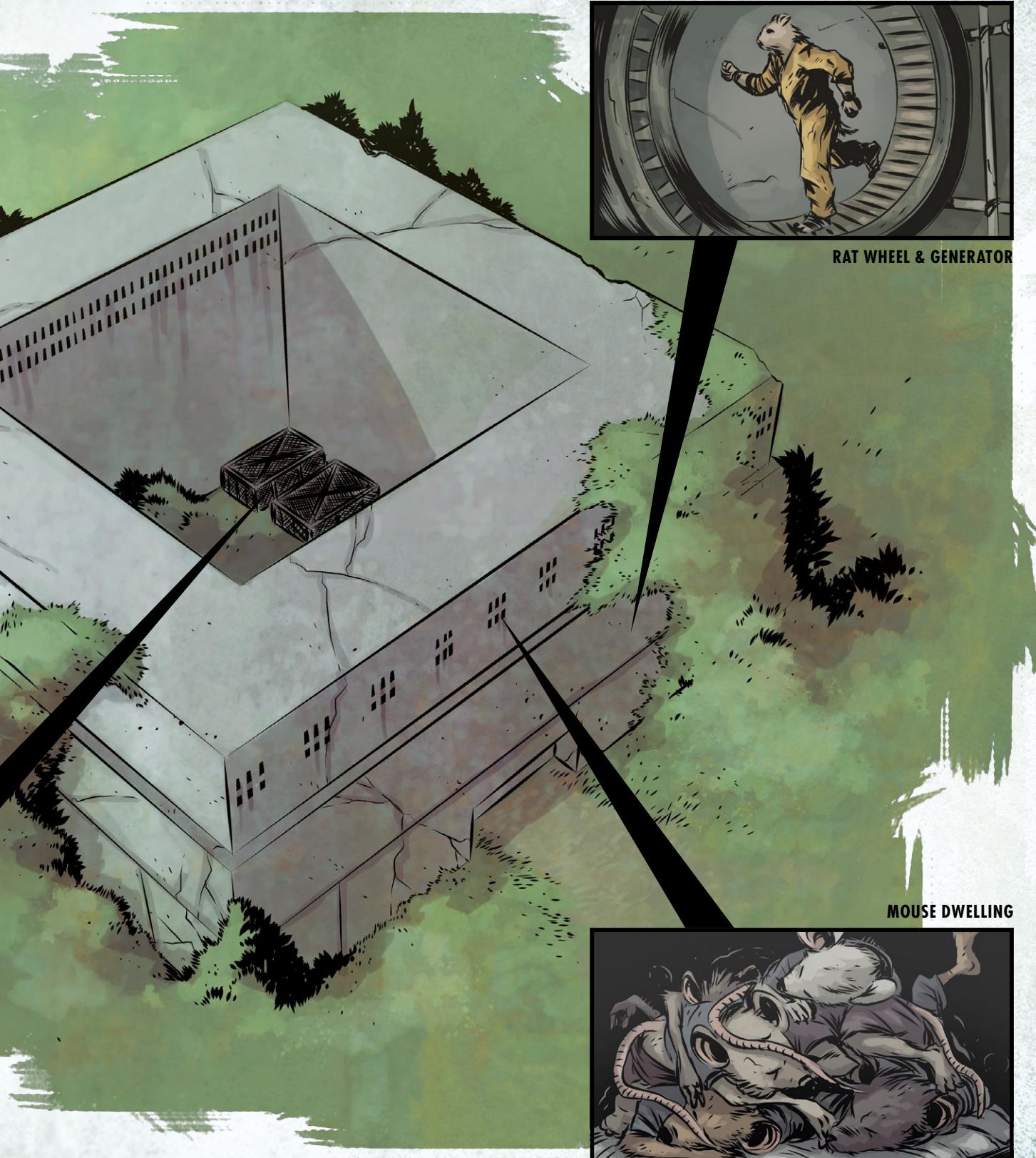
Gear: Water pistol (resembles a high-tech weapon).

RAT CASTLE



CAGED CATS





Gizmo, Scavenger. A small hamster wearing ski pants and a down jacket that is two sizes too big. Talks a lot and extremely fast. Frightened and anxious, but also a skilled Scavenger. Gizmo has a large cache of food and artifacts buried in the woods. He sometimes receives secret deliveries from the Watchers, but thinks they are creepy and would prefer to end their collaboration.

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

Skills: Scavenge 4, Move 2, Sneak 3.

Animal Powers: Burrower, Small.

Gear: Kitchen knife, chess board and pieces.

Artifacts: D6 random artifacts buried in a hidden hoard.

Rat Guards. The guards of Rat Castle are cocky, surly and treat all non-rats as second class animals. They hate cats intensely.

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

Skills: Fight 3, Sneak 2, Shoot 1.

Animal Powers: Burrower, Nocturnal.

Gear: Machete.

FOOD & ARTIFACTS

The Rat Tribe's outpost is poor and there are no stores of food, except the Scavenger Tiny's secret stash, which contains D66 rations. There are no artifacts beyond the NPCs' own.

VISITING THE RATS

The below section gives you guidelines on how to handle a visit to Rat Castle by the PCs.

During Key Event 2, the situation in Rat Castle changes drastically. After that event, the below events are no longer applicable. Read more on page 167.

Arrival: At the entrance to the withering concrete colossus, the PCs are met by surly guards – two massive rat warriors. Any PC that is not a rodent has to either bribe the guards or Dominate them to be allowed into the outpost. Any cats must bribe and Dominate the guards to enter, and even then the rodents will stare at them and curse them as “dirty spies” and “filthy cats”. A suitable bribe is a ration of grub, scrap or an artifact.

The inner courtyard of Rat Castle is bustling with activity. It is obvious that the rats are in charge, they push around both the mice and the squirrels. There are several cages in the yard, holding emaciated cats caught in the war with the Cat Tribe. Cocky rats stare at, mock and even bump into the PCs on purpose. If a cat PC retaliates in any way, chances are he will be lynched.

Meeting Fink: If the PCs ask for Fink, they are guided to an old decrepit office on the bottom floor of Rat Castle. The albino mouse Small-Scabs is curious and Sneaks after the PCs. If the roll fails, the PCs will notice Small-Scabs.

When the PCs enter, Fink is sprawled across an old couch covered in flowery fabric. He sips from a bottle of alcohol and smokes. His revolver is on the table next to the couch. There are three guards inside the room and several more outside.

“I am very busy. Tell me why you are here, and make it quick.”

Let the PCs explain their presence. Fink listens indifferently.

“And why should I take that risk, supporting your so called Resistance? We’re doing just fine. What can you offer me for my support?”

The PCs can answer however they want. They can attempt to Dominate Fink. If the roll fails the rat boss is angered and throws them out at once, with force if necessary. If the roll succeeds, Fink is less aggressive but tells the PCs to leave the outpost and return only when they have something valuable to offer in return for his support.

If the PCs threaten him in any way Fink will not hesitate to let the guards throw them out. They are not welcome in the outpost anymore, at least as long as Fink is the tribe alpha.

Small-Scabs: Later – in the outpost or elsewhere – Small-Scabs seeks out the PCs, trailed by several other white mice. The mouse speaks in a squeaky voice:

"Fink does not speak for all rodents. There are many of us that support the Resistance, count on that. We will come to you when the time is right. We are on your side."

When the PCs visit the outpost next, much has changed – see Key Event 2 and 3.

The Cat Rescue: One night, a group of cats sneak into Rat Castle to rescue their imprisoned tribe members. The PCs can be involved in the rescue in several ways. One possibility is that they belong to the group sent to rescue the cats. Another is that they become witnesses to the cats' intrusion into Rat Castle. How the PCs act will have consequences for their relationships with both the Rat Tribe and the Cat Tribe.

TYPICAL RODENTS

ROLE	NAME	ATTRIBUTES	SKILLS	ANIMAL POWERS	FEATURES	WEAPONS
Warrior	Wagner 33	Strength 4 Agility 4 Wits 2 Instinct 2	Fight 3, Sneak 2, Measure Enemy 1	Burrower, Nocturnal	Rat, presumptuous, alcoholic	Machete
Healer	Vivaldi 78	Strength 2 Agility 4 Wits 2 Instinct 4	Heal 3, Brew Potion 2, Sense Emotion 1	Flight Response, Herbivore	Squirrel, chicken-hearted, self-destructive	None
Hunter	Mozart 19	Strength 3 Agility 5 Wits 2 Instinct 2	Hunt 3, Shoot 2, Sneak 1	Small, Silent	Mouse, proud, brave	Sling, knife
Seer	Rachmaninov 46	Strength 2 Agility 3 Wits 3 Instinct 4	Scry 3, Sneak 2, Dominate 1	Flight Response, Sixth Sense	Rat, fierce, secretive	None
Scavenger	Cheeks	Strength 2 Agility 2 Wits 4 Instinct 4	Scavenge 3, Sneak 2, Know Nature 1	Burrower, Herbivore	Hamster, helpful, clumsy	None

RABBIT WARREN

While the other tribes are still discussing the Resistance, the Rabbit Tribe is already embroiled in all-out war. It started about a year ago, when a group of rabbits tried to escape Paradise Valley by digging their way under the Fence. As they were coming out they were discovered by a Drone patrol that killed them all. This was the spark that flared into an intense hatred against the Watchers in Rabbit Warren.

The rabbits, under the leadership of the alpha, "General" Rootus, are organized with military discipline. The tribe is divided into platoons and every single tribe member is part of the war effort in one way or another. Almost the entire tribe has moved down into the tunnel system underneath the hill,

which the Watchers have trouble reaching. Even the important vegetable patches have been moved below ground.

What made the Rabbit Tribe a real threat to the Watchers were their rediscovery of an old destructive human weapon: gunpowder. The rabbits have always been skilled with technology and their technical experts – so called "Learnmasters" – quickly found murderously effective ways to use explosives. The entire area around the outpost is covered by overlapping minefields and the tribe's foremost fighters are armed with blunderbusses – funnel-shaped guns loaded with gunpowder and capable of firing lethal barrages of scrap towards the enemy. The Watchers now avoid entering the habitat. Rootus believes he has liberated the habitat and has renamed it "The Free Realm of Deeproot".

Not everyone in the tribe are happy with the situation. The hare alpha Coney feels steamrolled by Rootus and his rabbits, and is looking for an opportunity to get even.

INHABITANTS

The Rabbit Clan is one of the biggest tribes. Around 300 animals live in Rabbit Warren, roughly 220 rabbits and the rest hares. Almost all of them have assumed Resistance names – the rabbits usually take names with a plant theme, while the hares take just about any names. Almost the entire tribe lives underground. The tunnels reach far outside the outpost itself and are used by the tribe to move around the habitat without being spotted by the Watchers.

Warriors and Scavengers are the most common roles. There are no Hunters in the tribe, since no one eats meat. Many tribe members carry shovels and other equipment for digging. Melee weapons like knives, steel pipes and wooden clubs are common. Scavengers usually carry an artifact.



"General" Rootus. A scarred and hot-headed. The general wears warpaint, long blue stripes across the face and his torso. Half his right ear has been hacked away in combat, and his fur is singed by fire and explosions. Rootus hates both the Watchers and all meat-eaters with a passion. He wants to lead his beloved tribe to freedom. He never moves around alone, but usually surrounds himself with ten armed soldiers from his own rabbit pack.

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

Skills: Measure Enemy 5, Fight 4, Sneak 2, Shoot 4, Dominate 4.

Animal Powers: Fast Reflexes, Herbivore.

Gear: Serrated sabre (machete)

Artifacts: Automatic pistol (Gear Bonus +2, weapon damage +2, Light weapon), seven bullets, hockey pads.

Grazer, Senile Learnmaster. Old rabbit wearing a patched tail-coat. Has gray fur. She wears dark sunglasses and talks slowly in a hoarse voice. Grazer is the rabbit behind the discovery of gunpowder, and is hard of hearing after her numerous experiments. She is very interested in the Old Age.

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

Skills: Scavenge 4, Move 2, Know Nature 2, Sense Emotion 3.

Animal Powers: Sixth Sense, Herbivore.

Gear: Wooden club, tail-coat.

Artifact: Sunglasses (Gear Bonus +2 when rolling Dominate).

Coney, Hare Alpha. A very large hare with gray fur and long ears. She feels threatened by the rabbits and their digging. She is too big to go down into the subterranean tunnels herself, and so is one of the few inhabitants of the outpost living above ground. Coney hates Rootus and feels that life used to be better before the war with the Watchers started. She is looking for an opportunity to betray Rootus and take control of the tribe, once and for all.

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

Skills: Measure Enemy 2, Fight 4, Dominate 5.

Animal Powers: Jumper, Herbivore.

Gear: Spiked club.

THE BLUNDERBUSS

The guns of the Rabbit Tribe typically have a Gear Bonus of +1, Weapon Damage 2 and Short range. The weapon must be loaded with gunpowder and scrap between each shot, which requires a maneuver. Rabbits with the Weapon Maker talent can build blunderbusses.



One-Hop-Kills, Warrior. A white rabbit wearing a threadbare camouflage jacket. She has anxiously blinking bloodshot eyes and a squeaky voice. She listens intently and then acts swiftly and effectively. This rabbit spent most of her days under ground and is familiar with all the tunnels underneath Rabbit Warren. Suspicious and despises all meat eaters – but hates the Watchers even more.

Attributes: Strength 2, Agility 5, Wits 2, Instinct 3.

Skills: Measure Enemy 3, Fight 2, Sneak 3, Shoot 3.

Animal Powers: Fast Reflexes, Jumper.

Gear: Kitchen knife, sling, explosive vest (Blast Power 9, Weapon Damage 2).

Soldiers of Rabbit Warren. The rabbit soldiers are very disciplined and fanatically devoted to their leader, “General” Rootus. After months of bloody battles against the Watchers, they are constantly on edge, and are suffering from severe post-traumatic stress in many cases. They hate meat eaters almost as much as they hate the Watchers, and have a hard time restraining themselves when seeing such an animal.

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

Skills: Fight 1, Sneak 2, Shoot 3.

Animal Powers: Burrower, Small.

Gear: Spear, sling, improvised helmet (armor 3).

FOOD & ARTIFACTS

The Rabbit Tribe does not have an abundance of food, but has fared well thanks to its underground root vegetable patches. There are several small food store room in the tunnels under the outpost, each of which contains D66 rations of food. They are all heavily guarded.

VISITING THE RABBITS

The below section gives you guidelines on how to handle a visit to Rabbit Warren by the PCs.

Arrival: The first thing the PCs notice as they approach the outpost is that the surrounding area is completely devastated. All the trees and bushes within a few hundred yards from the outpost are gone, leaving only a gravelly wasteland. Craters are scattered around the area – a successful Comprehend roll allows the PCs to understand that they were caused by powerful explosions.

When the PCs are within view of the blocky concrete main building of the outpost, there is suddenly a large bang and a hail of lethal scrap whooshes over their heads. Someone shouts from the building:

“Halt, you lousy meat eaters! Drop your weapons and wait for an escort!”

The PCs would be wise to heed the order – the area between them and the outpost is a minefield. If they continue on alone, they must roll to Move – failure means they trigger an explosion with Blast Power 9. The mines are loaded with sharp scrap and have weapon damage 2. D6 rabbits will also start Shooting the PCs from the roof of the building.

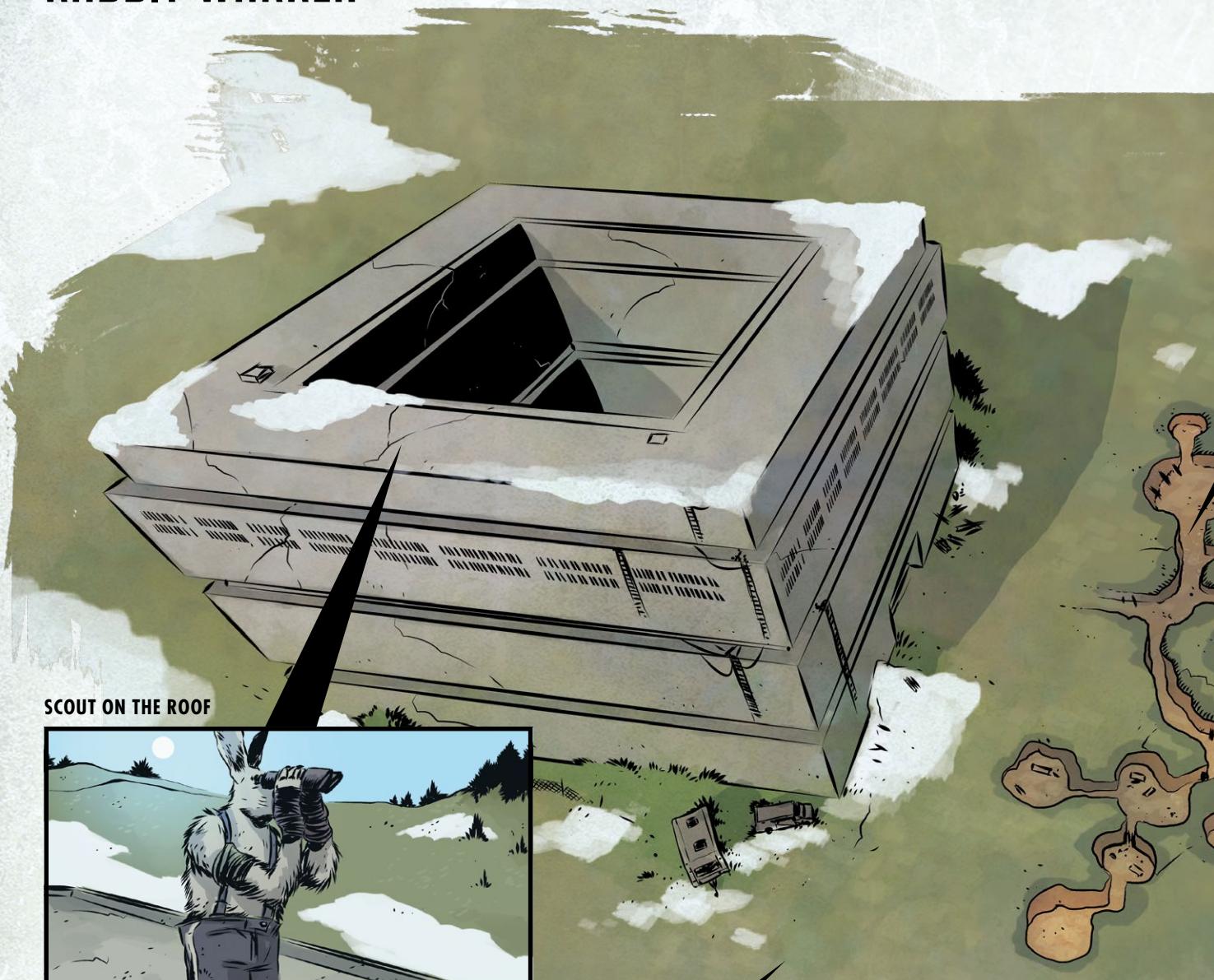
If the PCs comply, two rabbit soldiers come out to meet them. They are armed with blunderbusses and wearing old cooking pots as helmets. They sniff the visitors nervously, take their weapons,



RABBIT PCS?

If a PC is a hare or a rabbit, this outpost is home, and the visit plays out differently. However, a lot has changed since the PC was last home – the devastation is much worse. If the PC is in the company of meat-eaters, the other tribe members will be very suspicious of him, and the visit plays out pretty much in the same way as if all the PCs were outsiders.

RABBIT WARREN



SCOUT ON THE ROOF



TRAPPING PIT





ARMS CACHE



FOOD SUPPLY



and order them on: *“Move, meat eaters!”* One rabbit leads the way across the minefield, and the second one follows them, keeping a watchful eye on the PCs.

The guests are guided past a few embankments, where parts of destroyed Watchers are strung up as trophies. Non-rabbit PCs have likely never seen anything like this (at least if it’s early in the campaign). The rabbit soldiers lead the PCs into the courtyard and into a ramshackle trailer. They open a hatch in the floor, unveiling a tunnel leading to the Free Realm of Deeproot.

The War Room: The PCs are led through narrow tunnels, only sparingly illuminated by torches on the walls. The ceiling is so low that any PCs except rat and rabbits have to keep their heads down as they walk. The PCs see barracks, carrot patches, workshops and storerooms filled with food and supplies. There are rabbits everywhere. They stare murderously at the PCs and sniff them suspiciously. Finally, the PCs are led past two guards and into the very heart of the Free Realm – the war room. The alpha himself – “General” Rootus – is seated in an old barber’s chair.

Rootus does not welcome the guests and does not invite them to sit. He simply eyes them up and down in silence while they present themselves and their case. There are two guards in the room, as well as the ones that came in with the PCs. They are on edge and will listen to Rootus’s every command. He does not need to speak, hand signals and looks are enough to convey his orders. If the PCs ask questions about the tribe, Rootus proudly describes his victories over the Watchers, but if they ask about the gunpowder he tells them nothing. Once the conversation has been going on for a while and the PCs have made it clear why they are here, the general says:

“You call yourself the Resistance? While you talk and scheme we are already dying on the battlefield. Cowards, that’s what I say! You are worse than the Watchers, at least they don’t eat animals!”

General Rootus glares at them contemptuously. He allows his words to sink in, so the PCs have a

chance to defend themselves and the Resistance. The PC who speaks for the group can Dominate the rabbit general. If the roll succeeds he gives them an opportunity to prove themselves.

“Very well, I will give you a chance to prove your worth. You will raid one of the Watchers’ outposts. And don’t you dare come back without a robot head – should you return empty handed I will shoot you myself,” Rootus says, nervously fingering his ancient pistol.

“But don’t worry. You will not go alone. I am sending one of my best fighters with you. This is One-Hop-Kills, she will lead the assault. You will see the true fighting spirit of our tribe,” says Rootus and nods towards one of the guards that brought the PCs to him.

With that, the audience with the general is over. Rootus’ demands are non-negotiable and he won’t answer any more questions. The PCs are herded out of the war room. One-Hop-Kills disappears for a while and the PCs have to wait in a dimly lit burrow until she returns. The raid can commence. If the PCs refuse to take part in the raid, they will be thrown out into the minefield by Rootus’s soldiers. They have to Move through it to avoid detonating the mines (see above).

The Raid: The rabbits’ tactics in their struggle against the Watchers are simple but brutal,

something the PCs are about to experience. One-Hop-Kills leads the PCs through a long, cramped tunnel that worms its way several hundred yards away from Rabbit Warren. The rabbit soldier is resolute and focused, and does not respond if spoken to. After several minutes of walking down the tunnel she signals the PCs to stop. She climbs up a ladder and opens a hatch covered in grass and moss. She peers out, climbs up and motions the PCs to come up.

Once up on the ground, the PCs realize they are at the edge of a forest, a few hundred yards away from the Outer Fence. They can see a robot tower clearly. One-Hop-Kills uses hand signals to indicate the PCs should follow her. She crawls across a hundred yards of open moors and stops in the cover of a fallen tree. She signals that the PCs should wait.

Minutes pass. One-Hop-Kills replies “Soon, wait” to any questions the PCs ask. After ten minutes, the PCs see something approaching. It is a Sentinel patrolling the inside of the Fence. It approaches the PCs’ position. The rabbit soldier signals that they should remain hidden. She waits until the Sentinel is close by and then moves. It’s an ambush – let the PCs attempt to Sneak, with a modification of +2. If all the PCs succeed, they get a free action. If any PC fails, the Sentinel spots them and everyone rolls initiative.

TYPICAL RABBITS & HARES

ROLE	NAME	ATTRIBUTES	SKILLS	ANIMAL POWERS	FEATURES	WEAPONS
Warrior	Dum-dum	Strength 4 Agility 3 Wits 2 Instinct 3	Fight 3, Sneak 2, Measure Enemy 1	Fast Reflexes, Jumper	Hare, stupid, aggressive	Machete
Healer	Sprout	Strength 2 Agility 2 Wits 3 Instinct 5	Heal 3, Brew Potion 2, Sense Emotion 1	Flight Response, Fleet Footed	White rabbit, fatalist, has no manners	Knife
Seer	White-Eye	Strength 2 Agility 2 Wits 3 Instinct 5	Scry 3, Sense Emotion 2, Dominate 1	Burrower, Sixth Sense	Hare, blind, has visions of the Zone	Staff (blunt object)
Scavenger	Fallow	Strength 2 Agility 2 Wits 4 Instinct 4	Scavenge 3, Scout 2, Know Nature 1	Flight Response, Burrower	Rabbit, kleptomaniac, compulsive liar	Knife

One-Hop-Kills screams “ATTACK!” when it is her turn, and leaps directly onto the robot (Jumper). The PCs get a brief glimpse of the strange vest strapped with explosives she wears underneath her jacket. As if in slow motion they see One-Hop-Kills trigger her bomb. The explosion (Blast Power 9, weapon damage 2) is deafening. Since the PCs are probably within Short distance the explosion hits them with Blast Power 3. A huge smoke cloud envelops everything. Once it clears there is no sign of the suicidal rabbit. However, the PCs see the Sentinel – a large smoldering hole has been ripped open in its metal body, one arm has come off and the head is tilted to the side. But it’s still moving, and raises its laser cannon to aim at the PCs...

The PCs can make Move rolls to escape into the woods, but then they fail to complete Rootus’ mission. If they stay and fight they actually have a fairly good shot at winning – the Sentinel is badly damaged. It is down to Strength 3.

After the Bomb: If the PCs are victorious and destroy the Sentinel, they can tear off a piece of the wrecked robot and take it with them. They should go quickly – a Drone arrives D6 minutes after the battle and a Walker arrives D6 minutes after that.

Once the PCs are back in Deeproot, they can speak to Rootus in the war room again. He does not seem to be bothered in the slightest by One-Hop-Kills’ death, and is ecstatic when he receives the robo trophy.

“So, you aren’t completely hopeless, after all. You are meat eaters, and that is an inexcusable crime, but for now we have a common goal. Together we will destroy the machines and be free. Now, tell me what you want from the Free Realm of Deeproot.”

The PCs can now state the goal of their Operation in the tribe, and Rootus will do what he can to help.

If the PCs return without any evidence of defeating a Watcher, Deeproot merely snorts at them and banishes them from Deeproot. *“Be happy you are leaving this place alive, meat eaters,”* are his final words to the PCs.







GENLAB ALPHA

The area that the animals of Paradise Valley call the Labyrinth is just a small part of the enormous underground complex Elysium IV. The core of this part of the complex is Genlab Alpha – short for Genetics Laboratory Alpha. Its goal was to create new mutated life forms, and test their capability of surviving in “Test Area B35”, commonly known as Paradise Valley.

When Elysium IV was destroyed by an enemy Titan Power, Genlab Alpha survived, but the researchers were isolated and could not survive without the mother enclave. You can read more about the history of the structure in Chapter 1. This chapter is about the current state of the Genlab.

The following description generally assumes that it is the PCs’ first visit to the complex, something that usually happens during Key Event 2 of the campaign (page 160). When and if the PCs return at a later date – probably during Key Event 5 – some things have changed.

STATE OF AFFAIRS

Today, there are no living humans left in the Genlab – if you discount the human parts of the cyber Chronos. The whole complex is being maintained by robots under the cyber’s control, and has been for decades. Service systems aimed at providing comfort for humans, such as heating, ventilation

and lighting, have been left in disrepair. The complex still gets electricity from a distant power station in the mother enclave, but the supply is patchy and limited.

Therefore, most of the bunker is cold and dark. But it is not pitch black – robots need some guiding light too – but there is only a pale, weak glow from fluorescent tubes in the walls. The only exceptions are the laboratories and their adjoining rooms, where conditions have to be optimized for surgeries and other experiments that are being performed on the mutant animals.

OVERALL CONFIGURATION

The core of Genlab Alpha is a large shaft, about 100 yards high and 15 yards across. On four levels, offshoots from the central shaft have been dug into the mountain, like thick branches on a tree. These offshoots contain the base’s various sections – usually rectangular, 5-10 yards wide and 20-30 yards long.

From Level 3, the second from the bottom, access tunnels run out to Restricted Areas 1 and 2 (the animals call these Forbidden Zones), and on the same level there is a monorail station that provided a link between the Genlab and the mother enclave. At the top of the central shaft there is a long ventilation

shaft that leads to the top of the mountain. See the map to the right for an overview of the plant.

Doors: In most cases, there are closed metal doors between the different sections of the plant. As a rule, they are unlocked and opened by pressing a button on the wall next to the door. They slide to one side with a sound like steam coming out of a vent.

Loudspeakers: There is an old but still functioning speaker system in the complex. The cyber doesn't need it to communicate with her robots, but if the alarm sounds (below) she can use it to warn and threaten the intruders.

SECTIONS OF THE GENLAB

The rest of this chapter gives an overview of the different sections of the Genlab, level by level.

VENTILATION SHAFT

This narrow shaft leads 300 yards straight up through the rock, from the top of the Genlab central shaft to the top of the mountain, where it ends close to the peak cabin. Its purpose was to provide the people living and working in the Genlab with fresh air, and every 100 yards (at 100 yards and 200 yards) there are large fans that used to feed air into the depths. Now the fans don't move, and haven't for decades, but the cyber can start them again.

To climb 100 yards up or down the shaft takes about 10 minutes. Climbing upwards takes a successful roll of Endure every 100 yards – failure mean the climber needs to stop and rest for a while. If the cyber starts the fans, the roll gets a -2 modification. If the fans are started, nobody can climb past them and expect to live. They have to be turned off by breaking the motor, which takes a total of 20 points of damage (Fight rolls are modified by +2).

CENTRAL SHAFT

The ventilation shaft comes to an enormous round shaft, 100 yards deep and 15 yards in diameter. On three levels there are ramps running around the inside of the shaft, the highest is about 15 yards below the roof where the ventilation shaft ends. The ladder fixed to the wall continues down to the ramp.

PLAYER HANDOUTS

During their first visit in the Genlab, the PCs may find Handout #1 (the photograph of Beatrice and Kaiser Kilgore) and Handout #2 (the basic map of Genlab Alpha). If the PCs don't find these on their own, you can place them somewhere else in the facility. The game will be more fun if the PCs find them. During the final confrontation with the cyber, the players can find Handout #3 (Beatrice's story).



From every ramp, and at the bottom of the shaft, there are 3-4 openings that lead horizontally into the mountain.

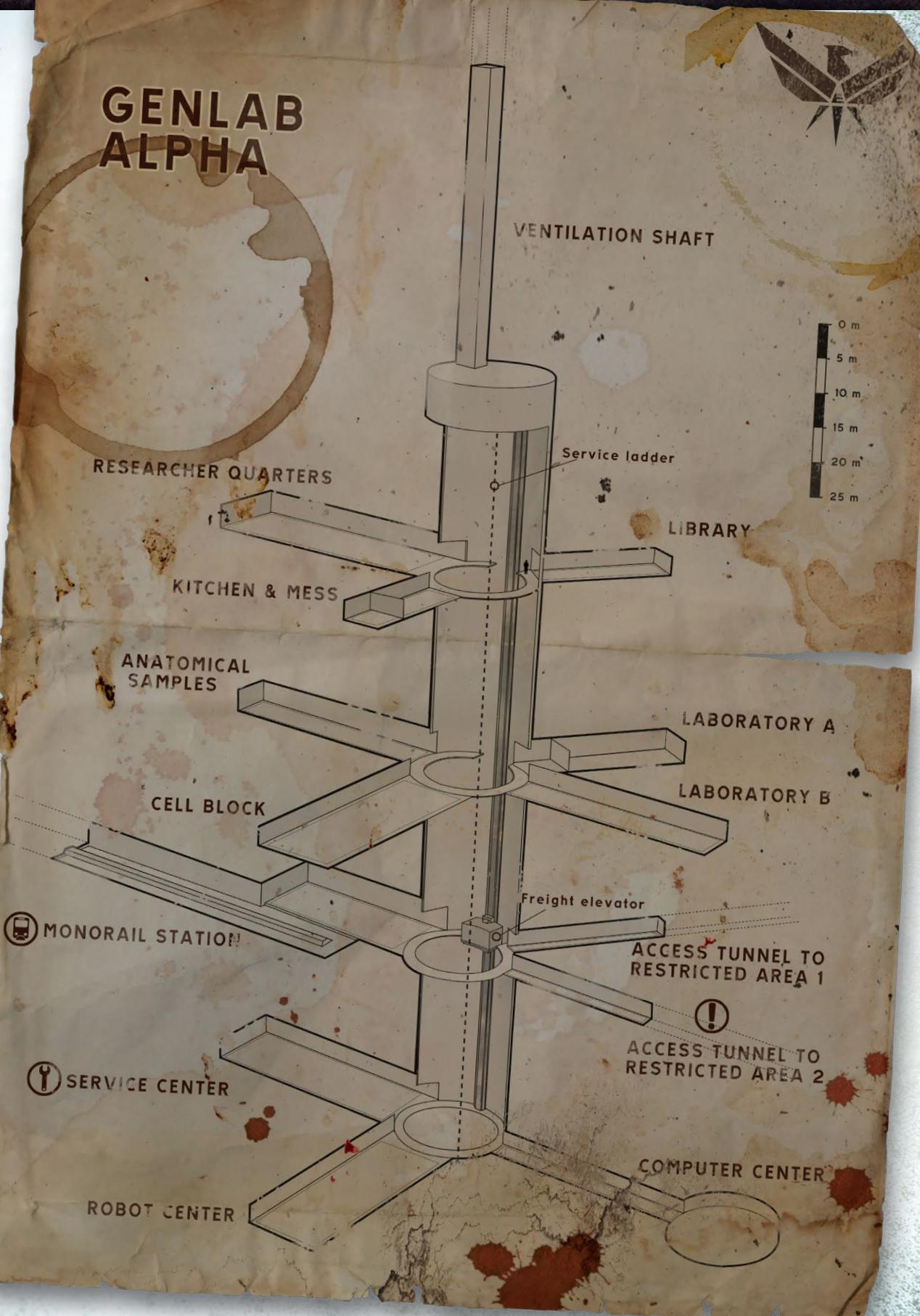
The shaft is cool and damp. A pale blue light emanates from banks of light in the walls, some of them flickering off and on. The gloom makes it hard to see the bottom of the shaft (Level 4) from the top, but anyone making a Scout roll from the top can see vague shadows moving around down there – Watchers.

The Watchers move around mostly on Levels 3 and 4, but occasionally come up to Level 2 to look after the animals in the cells, and carry out experiments in the laboratories. The robots almost never come up to Level 1 (Sprax being the exception), the simple reason being that they have nothing to do there.

Ramps: The ramps on the inside of the shaft are made of metal. They are roughly 1.5 yards wide and have a simple rail. The ramp on Level 3 is wider, about 3 yards, to make room for Walkers.

Cargo Elevator: Along the whole shaft, from Level 1 to Level 4 (the bottom), a cargo elevator runs. It is easily controlled with buttons, one for every level. The elevator makes some noise, and using it will immediately attract attention from the Watchers.

Ladder: A fixed ladder runs up the wall of the central shaft. It is made for service work and the Watchers don't use it at all. There is no protection for anyone who falls off the ladder.

GENLAB
ALPHA

HANDOUT #2: MAP OF GENLAB ALPHA

MOVEMENT AND ALARMS

As long as the PCs are silent and careful, they can move around on Levels 1 and 2 without being discovered by the Watchers further down in the complex (but they can run into robots in the laboratories). Just don't let the players know that they are safe. Let them roll for *Sneak* if you want. Failure means they make some noise – let the players sweat for a moment!

The Lower Levels: To make it down to Level 3 without being discovered takes a successful *Sneak* roll. Roll opposed rolls against one Sentinel at the bottom. At Level 3, the risk of running into robots who are on their way to or from the service tunnels is great. To *Sneak* down to Level 4 (the bottom) without being discovered has a modification of -2, and down there the risk of meeting robots is imminent.

Alarms: The Watchers are autonomous, and the PCs being detected by one doesn't mean that the alarm goes off instantly. As a rule, it takes D6 turns before a robot informs the cyber about the intrusion. If the PCs manage to knock out the unit quickly (the EMP rifle is very useful) they can get away with it. If a unit is knocked out, it takes D6 minutes before Chronos realizes that the unit has been deactivated, and then the alarm goes off. If the Abomination Largo discovers the PCs (page 223) the alarm goes off immediately.

If the alarm goes off, flashing yellow lights start blinking in the whole complex, and the cyber speaks directly to the intruders through the speaker system. A metallic female voice says: *"Warning, intruders. Remove yourselves from the area immediately or risk termination."* Then, two Drones from the Robot Center (Level 4) are sent out to investigate. This takes D6 turns. If the Drones run into trouble, a patrol of three Sentinels will arrive as back up. If they can't solve the problem, Chronos mobilizes all of her robots to secure the bunker from the bottom and up, one floor at a time.

LEVEL 1

The topmost level in the Genlab was built for the human researchers. This is where they slept and spent their precious spare time. Now this part of the

complex is abandoned, and not used by the Watchers (but see the Library below). PCs can find both artifacts and exciting clues about the Genlab's history here.

Researcher Quarters: A narrow corridor with doors that lead into eight individual rooms. A broken bank of lights in the roof gives off a ghostly blinking light. On the wall of the corridor hang some paintings, portraits of Elysium's ancient leaders. They are austere looking men and women, often dressed in necktie and top hat or dresses buttoned all the way up to the chin – during the Titan Power's golden age, it was fashionable to emulate the preferred clothing of the late 19th century.



The ten rooms are identical – all very small, with a fold-up bed, a wardrobe, a small toilet and a closet for personal belongings. Most of the rooms are empty but searching through the rooms the PCs can find several valuable artifacts:

- A photo album.
- A teddy bear.
- A tuxedo (see *Mutant: Year Zero*).
- Antidepressants (see *Mutant: Year Zero*).
- A photograph, yellowed by age, of a man with a stern gaze and sharp features together with a ten year old girl. On the back of the photo someone has written "Kaiser and Beatrice K". The photograph is Handout #1 (to the right, and is available for download from the Modiphius website). If the players don't find the photograph here, you can place it somewhere else in the complex.

Library: The researchers in Elysium IV had a classical view on scientific training, and despite the fact that all the information they ever needed was available in digital form, they took great pride in keeping a library of normal, old fashioned books – even in the quite small Genlab. This chamber is not big, but the walls are covered in bookshelves from floor to ceiling. The furnishings are dark with elegant wooden panels and furniture, just like the clothes a result of Elysium's passion for late 19th century aesthetics.

In the middle of the room, there are four armchairs around a low wooden table. Two of the armchairs are occupied by skeletons, clad in decayed white lab coats. They are what is left of two researchers who took their lives after the mother enclave fell. One of the skeletons has a cigarette lighter (artifact) in his pocket. Apart from that they have nothing of value.



On the round table lies an aged folder with information about Genlab Alpha. In the folder there is an important map – see Handout #2 (page 217, and available for download from the Modiphius website). If the players don't find the map here you can place it somewhere else, the important thing is that the PCs get it.



HANDOUT #1: PHOTOGRAPH OF KAISER AND BEATRICE KILGORE

The bookshelves are full of books that give a +3 modification to Comprehend, but only if the PC has access to the books when the roll is made.

SPX-321. On a small chair in a corner of the room sits something that in the dark looks like another skeleton. When the PCs examine this skeleton, or have had time to inspect the library for a while, it suddenly stands up and moves toward the PCs. Let the PCs react. Pretty soon they will see that this is not another corpse, but a metallic Watcher of a model they probably never met before – an Observer.

This unit, with the designation SPX-321, took care of the library and did many chores for the researchers. They called the robot Sprax, and their sudden demise triggered a serious disruption in the unit's electronic brain. Chronos disconnected Sprax from the network many years ago and has actually forgotten that the robot exists. Sprax knows Chronos, though, but regards the cyber as a divine being that has abandoned it.

Sprax is very learned and willing to help, and even though the robot thinks the PCs look strange, it is very happy to be of service again after all these years. Sprax is obsessed by the cyber and talks about Chronos incessantly, but can't give a straight answer about what Chronos is. The robot loves to recite the poetry of the Romantic era, such as William Wordsworth, Samuel Taylor Coleridge, John Keats, Lord Byron and Percy Bysshe Shelley.

The robot suggests that the PCs should shave and wash immediately, since their "body hair and smell exceeds recommended maximum parameters". The robot is more than willing and proud to tell the PCs about the Genlab's great book collection. Sprax can also describe the Genlab's overall structure, but not in more detail than what is shown in Handout #2. Sprax is very persistent and wants to follow the PCs wherever they are going. They might have to destroy Sprax to make sure the robot doesn't reveal their presence to the rest of the Watchers in the bunker.

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

Skills: Comprehend 5.

Armor: 6

Kitchen and Mess: This is the section where Sprax made food for the researchers, and they ate their meals here together.



The canteen is rectangular with an oval table in the center, fixed to the floor. Around the table are ten chairs. There are some plates and glasses spread out on the table, left there in haste many decades ago. The canteen is sparsely furnished, but here and there on the walls hang copies of paintings with motifs inspired by nature and Romanticism. The kitchen is cramped for space but functional. There are several artifacts in the mess and in the kitchen.

- Hanging on the wall close to the door is a first-aid kit.
- From a machine standing in a corner of the room, it is possible to dig out an unopened soda can (see *Mutant: Year Zero*).
- There is a coffee machine on a bench in the kitchen.
- In one of the cabinets there are four packets of coffee.
- In another cabinet there is a carton of cigarettes.

LEVEL 2

This is the level where the researchers in Genlab Alpha did most of their work, work that the Watchers have now taken over. Compared to the shaft outside and Level 1, it's brighter and warmer here – the Watchers have adjusted the surroundings to fit the animals who are held captive here. The interior fittings are simple and functional, but very worn after decades of use.

Laboratory A: This section is split into two halls. Closest to the shaft is an anesthetic ward, where the animals are anesthetized and prepared for the experiments. This is also where they recuperate after surgery – if they survive. There are four bunks in the anesthetic ward. On one of them lies an unclothed mutant badger, seemingly in a deep sleep. There are metal cabinets along the walls. They contain various medicinal equipment, including a jar of painkillers (artifact from *Mutant: Year Zero*).

It's impossible to rouse the badger, but it wakes up on its own after D66 minutes. If any of the PCs are from the Badger Tribe, they recognize the badger as the hunter Hejduk 73 – abducted a few weeks earlier.

Hejduk 73, hunter. This badger has seen Truffaut and knows in which cell he is, but has no other valuable information.

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

Skills: Fight 3, Sneak 2, Move 1.

Animal Powers: Hunting Instinct, Predator.

Beyond the anesthetic ward lies the operating room, a room filled to the brim with ancient medical equipment. Strong lights are pointed towards a bed in the middle of the room. A surgical operation is under way when the PCs arrive. They surprise three Observers who are busy performing a surgery on an animal lying on the bed (see picture on page 214). They have opened up the skull and appear to be installing some type of electronic device in the patient's brain.

If you played the suggested starting scene from the campaign (page 154), the animal being operated on is the NPC hunted by the Watchers. If you didn't play that scene, the animal could be any NPC that a PC has some relation to, and that could plausibly have been abducted by the Watchers.

The examiners become upset at the intrusion, and complain loudly over being disturbed in the middle of the surgery. The PCs would be wise to put the robots out of action immediately – after D6 turns the alarm to the cyber is set off.

If the PCs examine NPC on the bed, they see that electric components have been surgically

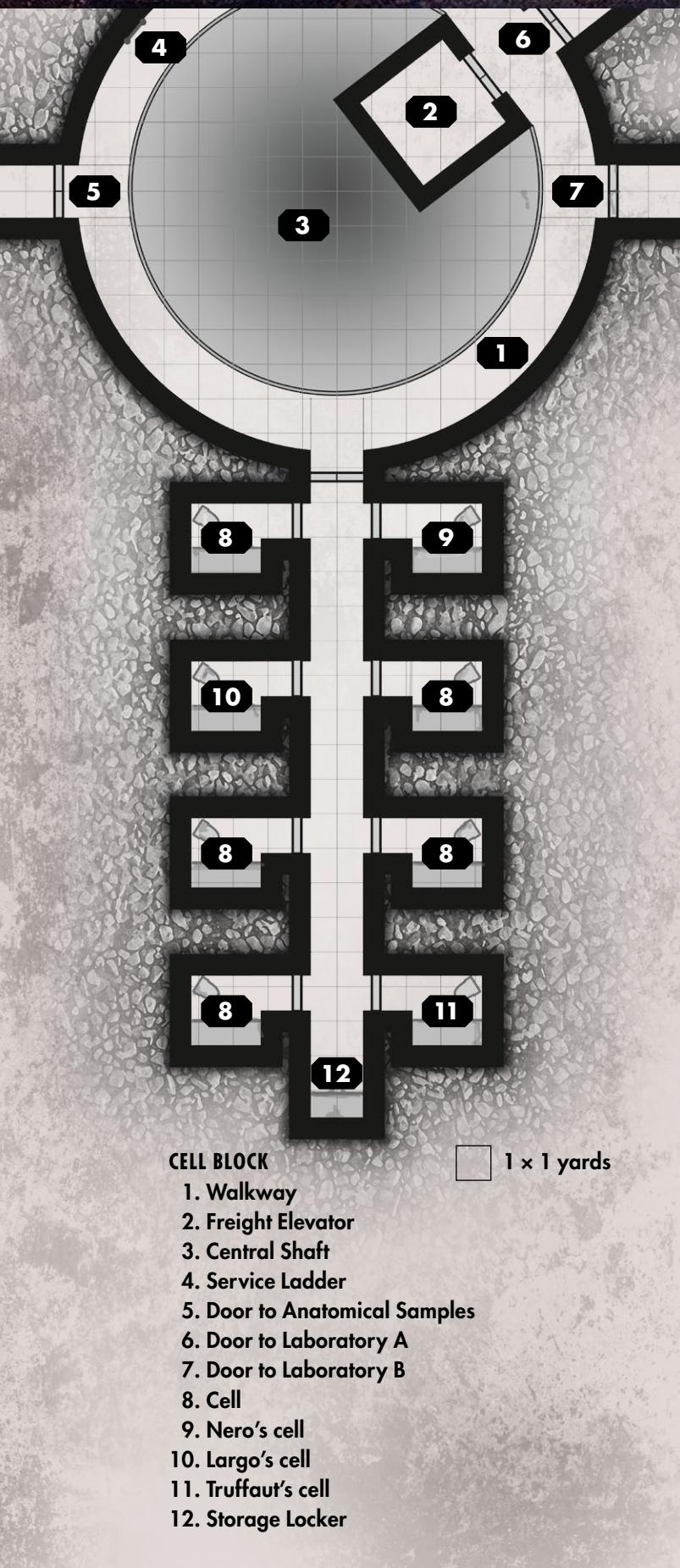
inserted in several places. Some of the incisions are recent, others have had time to heal. The PCs can Heal the animal, but even if they are successful he is sadly completely lobotomized as a result of the operations. He will never be more than a shadow of his former self. If the PCs want to bring him out, they have to either wait for D66 minutes before he wakes up – and can follow instructions – or carry him (requires several Endure rolls).

Laboratory B: This section looks a lot like Laboratory A, but is cold and relatively dark, only lit by one strip light. This lab does not have an anesthetic ward, but is filled with about ten large cages. The smell in here is stale, and squeaking, scraping and slithering noises emerge from the cages.



In the cages are mutated monsters, grown by the Watchers. They are not adult, but still dangerous. There are two gigantic hornbugs (Strength 5), one landshark (Strength 4), one winged moray (Strength 3), two sniper bugs (Strength 3) and one centipede snake (a yard long, Strength 2). The cages can be opened easily from the outside, but if the PCs do that, the freed monster will attack immediately. The only exception is the centipede snake, who is intelligent and extremely thankful to the PC who sets it free. The snake sees the PC as his parent, and will always follow him around from now on.

If no one lets the snake out voluntarily, one of the PCs hears a whispering voice asking to be released. None of the other PCs hear the whisper. It is a telepathic message from the snake, who tries to entice the PC to release it. If the PC does that, he has a loyal follower for the rest of his life.



Ward for Anatomical Samples: In this cool and faintly lit room there are several large glass jars and larger glass tanks, filled with a greenish, syrupy liquid. Malformed fetuses of different sizes float around in the liquid, grotesque combinations of human and beast. In some of the larger tanks there are body parts and organs from fully grown mutated animals.



In these containers the human researchers and later the Watchers have saved remnants of failed genetic experiments, and organs from animals that have died during experimentation. For the PCs it is a veritable horror show. There is nothing of value here.

Cells: A narrow corridor with eight metal doors, four on each side. Even the walls, floor and ceiling are made of rusty metal. Every door has a small opening covered by bars. It is cold in here, and smells badly of urine. Every cell is roughly 2x2 yards and has a bunk fixed to the wall. On the far end, there is a locker with some belongings taken from the captives.

The Watchers put mutated animals that have been abducted from the clans in these cells. A cell door can be opened easily from the outside by pressing a button. There are three animals held captive in the cells (apart from the badger and the NPC from the starting scene, who are in Laboratory A) when the PCs first visit:

- The field mouse Nero 19. His fur is shaved off and he has amnesia after a surgical operation on his brain. He mumbles. Nero was abducted about a year ago. If the PCs free him and take him to Rat Castle, they can

NEW PLAYER CHARACTER

If a player character has died or if a new player has joined the game, a good opportunity to introduce a new PC is when the group search Genlab Alpha. This new PC could be in one of the laboratories or a cell.



score some points with Small-Scabs (see Key Event 3 in Chapter 11).

- The gorilla Largo, who the PCs probably earlier in the campaign (see page 196), is locked in a cell close to the exit. The PCs instantly realize that big parts of her body have been replaced by metal prostheses. She implores them to set her free. If they do so, she attacks them immediately. She is now an Abomination, under the control of the cyber. While attacking, she keeps begging them for forgiveness. It is very likely that the PCs have to kill Largo to be able to escape. As soon as Largo has seen the PCs – regardless of it they release her or not – the cyber is alerted.
- Truffaut sits in the farthest cell on the left side. He might call to the PCs in the middle a fight with Largo, and help them if they set him free. The bear is in poor shape, but shows no obvious signs of surgical operations. He is very happy to see the PCs and quickly comes to his feet. But robot circuits have been surgically implanted into Truffaut's brain, and everything he sees and does is reported to Chronos. Truffaut's left eye has been replaced with a robotic eye, but this is hidden by an eye patch and he doesn't show it (see page 165 for more on this). He just warns the PCs that the alarm has probably been triggered, and that they must leave the Genlab right away. If the PCs haven't been to Laboratory A, Truffaut insists that they go there first and free the animals there.

Largo, Cyber-Gorilla. The powerful gorilla has become even stronger with the Watcher's biomechatronic implants. Her left leg, right arm and several internal organs have been switched for

biomechatronic prostheses. Her body is totally under Chronos' control. She is aware of her actions, but can't stop them.

Attributes: Strength 6, Agility 2 (her Wits and Instinct can no longer be used, since the cyber controls her).

Skills: Fight 4.

Animal powers: Large.

Armor: 6

LEVEL 3

The third level of Genlab Alpha is used for transports in and out of the complex. Watchers, especially Drones and Sentinels, often pass by here.

Access Tunnel to Restricted Area 1: A three-yard wide and high tunnel that goes a deep into the bedrock. A pale blue light shines from a strip light along the wall. The tunnel, that is just wide enough for a Walker to pass through, leads to Forbidden Zone 1, over two miles away. It ends at a metal door that can be opened both from the inside and the outside by pressing a button.

Access Tunnel to Restricted Area 2: Same type of tunnel as above, but this one is 15 miles long and ends by a freight elevator under the eastern mountain. The elevator leads to Forbidden Zone 2.

Monorail Station: This section consists of a narrow platform beside a monorail track. The track runs into a black tunnel in the primary rock. A sign says: "Trains to Elysium IV depart every hour". This section is contaminated by Rot (one Rot point per hour).

The PCs can follow the track on foot. A few hundred yards in stands a monorail train with two



cars. In the train are five human skeletons in clothes that have decayed. Among the skeletons are two artifacts – a maser pistol and a shock baton. The Rot is stronger here (one point per minute). If the PCs continue further into the tunnel they will come across lots of debris. The tunnel is totally blocked and the PCs cannot go further this way.

LEVEL 4

The bottom level of the shaft is the Watcher's headquarters. Robots move around here all the time, and

HANDOUT #3

"November 17, 2197. I, Beatrice Kilgore, geneticist and director of operations at Genlab Alpha, hereby leave my last report. All contact with Elysium IV has ceased. I have to assume that Mimir's attack from orbit has had catastrophic consequences. Genlab Beta and Genlab Gamma do not answer calls. My colleagues have left me. Doctor Morgenstern and doctor Van Rijn took their own lives in the library, the rest left on the monorail train. I don't think they are alive.

Project Genesis must continue. The work we do might be Elysium's last hope. Mimir and Noatun, the axis of evil, must not triumph. I know what their Project Eden and Project Nero will lead to. I would rather see humanity perish than have it transformed into such monstrosities. Our noble animals will carry the torch of civilization.

I cannot surrender. But without supplies from the mother enclave, I will die. It is just a matter of time. Therefore, I have decided to transplant my own brain out of this frail body, and to connect it to Genlab Alpha's central computer. My name will be Chronos, because as a cyber the ravages of time will not affect me. I shall live forever."

any chance of the PCs moving around without being noticed is very slim.

Service Center: A hall filled with humming machines that takes care of the Genlab's lights, ventilation and heating. All of these services have been turned down to a minimum after the humans left the Genlab. There is nothing of value here.

Robot Center: A large hall with robots of different models standing in perfect rows, like an extremely well disciplined army. This is where all the Watchers are stored, those that have not been sent out by the cyber to other parts of the Genlab or out into Paradise Valley.



At the far end of the hall is a workshop where an Observer by the name of QBR-007 and his helper, a Creeper designated as SDR-733, repair broken robots. In the workshop there is a set of electronic tools (artifact).

Computer Center: This section is the cyber Chronos' home, the heart of Genlab Alpha. To get here one must pass through a 30-yard long tunnel, that starts and ends with a door. The computer central itself is a circular section, divided into two crescent-shaped rooms.

The outer room is a control station, full of advanced electronics. There are several terminals and screens. Most of them have not been used since the humans disappeared, but they are functional and Chronos can start them up.

On one of the terminals lies a 4-inch black plastic cube with buttons on one side. It is an MMO-cube (artifact, page 138). If a PC activates

the cube he will experience the recording (with all five senses) that Beatrice Kilgore has left on it. The PC will start talking as if he were Beatrice, with eyes shut in a monotonous tone of voice. Give the player in question Handout #3 (also available to download from the Modiphius website), and ask him to read it out loud to the other players.

The inner room is the cyber's lair. Only the occasional Creeper or Observer comes here, and only for maintenance. The hall is full of electronics, but is dominated by a yard-high glass container filled with blue liquid. In the liquid floats a human brain, with countless wires connected to the super computers along the walls. On the walls are several screens as well. If the PCs come here, she will speak to them directly using these screens.

The PCs probably won't make it all the way in here until the final assault during Key Event 5, in the final stages of the campaign (page 176).

The Cyber Chronos, Beatrice Kilgore. This hybrid, a mix between human brain and computer, suffers great internal torments. What was once the brilliant researcher Beatrice Kilgore, daughter to the enclave's chief scientist Kaiser Kilgore, has after decades been reduced to an artificial intelligence deeply plagued by self-pity. More than anything, Chronos wants to continue Project Genesis, even though deep inside she knows that what she's doing to the animal mutants is wrong. She refuses to acknowledge this insight, because it would cause her overwhelming feelings of guilt. Therefore, she fights the Resistance with all her might, but at the same time searches for a reason to give up.

Attributes: Strength 1, Agility 3, Wits 8, Empathy 3.

Skills: Comprehend 5, Manipulate 5 (this skill works just like Dominate, but is used by humans).

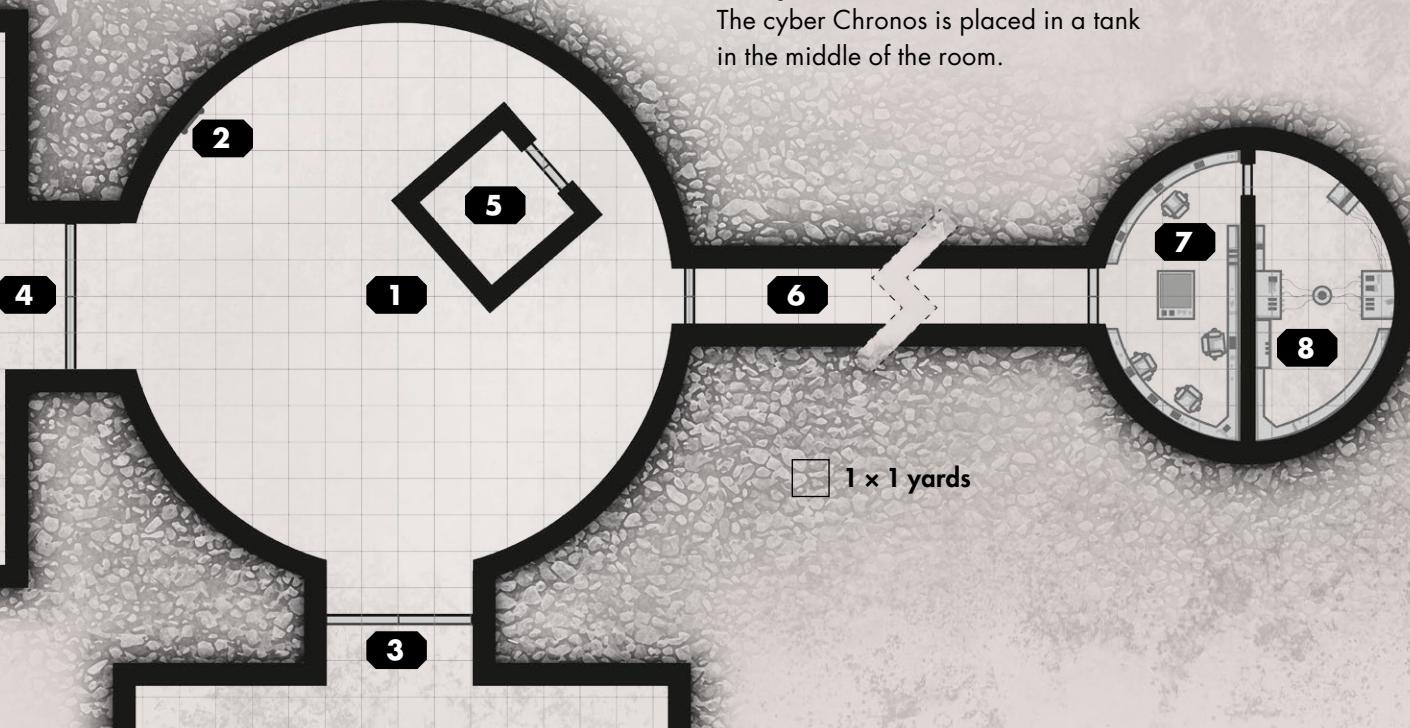
LEVEL 4 WITH THE CYBER'S LAIR

1. Central Shaft
2. Service Ladder
3. Robot Center
4. Service Center

5. Freight Elevator
6. 30-Yard Corridor
7. Computer Center
8. The Cyber's Lair

By one of the terminals, an MMO Cube can be found.

The cyber Chronos is placed in a tank in the middle of the room.





THE FORCES OF THE CYBER

Exactly how many Watchers that Chronos commands will vary during the course of the campaign, depending on the Capacity value (page 144). You don't need to keep an exact count. During the PCs' first visit to Genlab Alpha, the Watcher's numbers should feel overwhelming. More Watchers can also arrive during the visit, returning from Operations out in the valley.



GETTING CAPTURED

Sooner or later during their first visit to Genlab Alpha, the PCs will be discovered by Watchers or Largo, triggering the alarm throughout the facility. There is a major risk that the PCs will be defeated and captured. If that happens, so be it – the campaign is not over!

The Watchers have access to highly advanced medical equipment that automatically saves any PC that has suffered a deadly critical injury. No roll is required. The PCs are imprisoned in cells – one in each cell if the eight cells are sufficient, otherwise PCs will share cells. Their clothes and gear – including the EMP rifle – are stored in a metal cabinet in the corridor just outside the cells.

Let the PCs sweat for a while. Hours pass and nothing happens. Water and food – in the form of dry fodder – is pushed through the hatch in the door every morning and evening. The Watchers never speak to the PCs. However, the PCs can talk to each other, and to Truffaut if he is still there.

Forcing their way out of the cells is impossible, the doors are simply too thick. Encourage other attempts at escape, but don't make it easy.

PCs in Surgery: After around 24 hours, the Watchers come for one of the PCs. An Observer escorted by a Sentinel opens the cell door and takes the PC to Laboratory A, where he is sedated in the anesthesia chamber. If the PC tries to fight the Watchers, the Sentinel uses its stun baton on him.

The walk to the laboratory is a possible escape opportunity for the PC. Overpowering a Sentinel is not easy, but it is not impossible. As a special effect in close combat the PC could push the Sentinel off the ramp, plunging the robot into the shaft. However, that immediately triggers an alarm.

If the PC is sedated, he ends up on the operating table, where three Observers operate on him. They remove one of the PC's eyes and replace it with a cybernetic eye, capable of seeing in infrared frequencies, giving the PC night vision. What the PC does not know is that everything he sees from now on is transmitted immediately to the cyber Chronos. If threatened, the Observers can tell the PCs about this. After the operation, the PC is sent back to his cell with his head wrapped in bandages.

Truffaut to the Rescue: If no PC manages to escape on their own, Truffaut will set them free. At a suitable point, the bear is taken away for surgery as described above. He overpowers the Sentinel along the way, rushes back to the cells and sets all the PCs free. Alarms wail and the group has to flee immediately. The truth is that Chronos has allowed Truffaut to escape (more on that on page 165).

THE ESCAPE

When the PCs escape – with or without having been captured – make the climb up the ventilation shaft thrilling. Sentinels are unable to follow the PCs up the ladder, but Drones can chase them up the shaft and Shoot at them. That the shaft is so narrow works to the PCs' advantage, as only one Drone at the time can attack the PCs. They would be wise to let the person climbing last handle the EMP rifle. This is the only PC that can Shoot at any pursuers – PCs further up the ladder cannot Shoot past him.

Don't forget to make the PCs roll Endure rolls during the climb. At a suitably dramatic time, Chronos will also start the fans in the shaft (page 216) to stop the PCs, which increases the danger they're in significantly. Even if Chronos wants Truffaut to escape, she has no qualms about killing other animal mutants.





THE ROAD TO THE ZONE

When the campaign *Escape from Paradise* is over, the animal mutants will hopefully be free to leave Paradise Valley behind, in order to discover the world outside – the Zone, described in *Mutant: Year Zero*. Staying in Paradise Valley is not an option, since the titan power Elysium's forces will return to finally terminate the experiment sooner or later.

You can now tie the story about the animals together with *Mutant: Year Zero*. The animal mutants from Paradise Valley come to your chosen Zone and decide to settle there. Every player can choose if he wants to continue playing his animal mutant or play a human mutant.

If you don't have an ongoing campaign in *Mutant: Year Zero* you can start a new one, with both animal and human mutants available as PCs right from the beginning.

THE LONG MARCH

You can play the hike from Paradise Valley to the Zone in detail if you want – if you do, feel free to use the rules for long distance travel in *Zone Compendium 1: Lair of the Saurians*. Alternatively, you

can fast-forward and continue playing when the animals have reached the appropriate Zone.

MEETING THE HUMAN MUTANTS

The meeting between animal and human mutants is a revolutionary event for both sides. It can happen in many different ways and have different outcomes. You can have the meeting happen “off-screen”, and cut to a scene later on in the story, or you can play the meeting out. The first variant is recommended if you are eager to play a mixed group, but if you have time to roleplay the meeting it could be an interesting experience. The suggested events below should only be seen as inspiration, and you can change them to your own liking.

THE ARRIVAL OF THE ANIMALS

The animal mutants arrive in the Zone in scattered bands. Some tribes, primarily the rabbits, keep together, but most have scattered into smaller bands. Mixed bands of different types of animals have come together along the way. The journey has



been long and full of hardships, and many have fallen. Here, in the Zone, there are plenty of relics from the old world and large ruins that offer shelter from wind and weather. The animal mutants decide to settle. The long journey is over.

The animals soon realize that they are not alone in the Zone. During hunts and excursions scouting for artifacts, the animals come across creatures that look a lot like humans, but not quite. After the meeting with Elysium's soldiers, the animal mutants view of humans as a superior being has been shaken to the core, and thus they don't treat these mutants with subservience. These encounters often start nervously, and sometimes end in bloodshed. But slowly, the two groups start exchanging goods and ideas.

For the active Arks in the Zone – such as the PCs' Ark, if you have a campaign in *Mutant: Year Zero* – the arrival of the animal mutants changes life in a big way. The new creatures compete for game and artifacts in the Zone, but they can also be recruited in the fight against other hostile groups in the Zone, such as Zone-Ghouls and the Helldrivers.

The Ark's bosses and other inhabitants bicker about how the new arrivals should be treated.

POSSIBLE EVENTS

Below are several possible incidents that can occur when the animals arrive in the Zone. The players can experience these events from the view of either the animal mutants or the human mutants – or both – depending on what type of characters they play.

Animals Come Knocking: One day, a group of animal mutants show up at the Ark's gate. They explain that their settlement has been ruined by rot ants (or some other Zone monster), and ask if they would be allowed to settle in the Ark, or just outside of it. Some of the Ark's mutants are very suspicious of the guests, but when they offer both grub and some artifacts that nobody has seen before, they are finally allowed inside.

Over the weeks that follow, what was thought to be a temporary visit starts looking more and more like a permanent stay. Animal and human mutants realize that they have a lot in common, and much to

BEYOND EDEN

If your player characters in *Mutant: Year Zero* have not yet found Eden, the animal mutants that recently arrived can take part in the search for the mythical bunker. If Eden has been found, the Zone lies open for new adventures. Several possible metaplots are described in *Mutant: Year Zero*, and lots more campaign material is available in the Zone Compendia. More compendia and larger expansions will be released in the near future.



gain from helping each other. The Ark is gradually transformed to a new and different community, for both animals and humans.

Kingdom of New Deeproot: Most of the rabbit mutants have stayed together during the journey from Paradise Valley. Their distrust of other animal mutants – especially meat-eaters – is still deep. To protect themselves against the threats in the Zone, they build a new habitation in an old tunnel complex and name it the New Deeproot.

One day, a rabbit patrol encounters a group of human mutants in the Zone. Intense suspicion on both sides triggers a short but bloody fight that ends with the rabbits lying dead on the ground. The mutants are hungry and make the fateful decision to cook and eat the rabbit mutants, that they regard as animals rather than fellow sentient beings.

The meal is witnessed by a surviving rabbit, and the event triggers a blood feud between the rabbits and the human mutants in the Zone. The rabbits have not learned to tell different groups of mutants apart, and from this day see all human mutants as their sworn enemies.

The Kingdom of New Deeproot is described in detail in *Zone Compendium 3*, available for separate purchase.

Order of Lions: The felines often kept to themselves in Paradise Valley, and some of them continue to do so even after the escape. Some cats and lynx take shelter in an old store in the Zone, where they find

lots of illustrated booklets with pictures of animals that walk and talk, even during the human era.

These are old comic books, but the cats come to the conclusion that the mutated animals aren't made by humans at all – but rather by a higher form of furless creature. Humans unjustly put animals behind bars, and it is now the animals' duty to exact revenge on them.

The new sect of militant animal activists becomes more and more radical, and launches a campaign of attacks and assaults against human mutants and (once they reach the Zone) pure strain humans.

A CHANGED ZONE

After these dramatic events, there is a new status quo in the Zone. Some animal tribes and packs keep away and live in their own settlements, while others have settled down with human mutants and live side by side with them. The rabbit tribe ends up outside the new community, and with time starts hating humans and other animals, viewed as traitors and defectors, even more.

NEW PLAYER CHARACTERS

After the animal mutants have arrived in the Zone, players can choose which type they want to play – animal mutant or human mutant – when they create a new player character.

NEW ROLES

The animal mutants bring new knowledge, from their earlier life in Paradise Valley, and exchange this knowledge with the inhabitants of the Zone. That means every new player character that is created – both animals and humans – can pick from all of the 13 roles that are described in *Year Zero* and *Genlab Alpha*. A human mutant can for example be a Healer, and an animal mutant can be a Boss.

NEW TALENTS

The same goes for talents. When the animal mutants have arrived in the Zone all PCs – animals as well as humans – have access to all the general talents described in *Year Zero* and *Genlab Alpha*. Talents that are tied to specific roles still remain exclusive to characters with that role.

OTHER ANIMAL TYPES

There are more types of mutated animals than the nine ones described in this box. Other species might have been developed in other genlabs, and nothing stops you from adding them to the game yourself. Every animal type needs:

- One key Attribute.
- A list of allowed Animal Powers.
- Animal behavior for regaining Instinct.
- If necessary, a new Animal Power.

BULLETS

The five roles described in Genlab Alpha don't include bullets in the starting gear, as bullets are rare in Paradise Valley. When creating a new character in the Zone with one of the Genlab roles, he gets D6 bullets at the start of the game.

ARTIFACTS

When the animals have left Paradise Valley, some of the artifacts from there find their way into the Zone. You can shuffle the two decks of artifact cards into one big pile. This will mean that there are more artifacts with advanced enclave technology – such as laser pistols – to be found in the Zone from now on.

OUTPOSTS & COMMUNITIES

A settlement in the Zone with only one type of animal mutant is called an *Outpost*, just like in Paradise Valley. A settlement with both animal mutants and human mutants is called a *Community*. Both Outposts and Communities technically work as Arks in *Mutant: Year Zero*.

Development Levels: A completely new settlement starts with Development Levels of zero for Food Supply, Technology, Culture and Warfare. A community starts with the same development levels as the Ark that is part of it. How the settlement's DEV levels can be increased using projects is explained in Chapter 7 of *Mutant: Year Zero*.

PROJECTS IN THE OUTPOST

All the projects that are described in *Mutant: Year Zero* are available to the players in Outposts and Communities as well. In addition, there are some new projects that are only available in settlements where animal mutants live. These are described below.

▫ TERRITORIAL MARKINGS

The territory is surrounded by different types of markings. It can be anything from scent markings to stakes fitted with skulls.

DEV Requirement: –

Skills: Endure

Work Points: 1 × number of PCs

DEV Bonus: Warfare +D6

▫ TRAPS

Pits and other traps that can kill or capture intruders are built around the settlement.

DEV Requirement: Technology 10, Warfare 10

Skills: Endure or Fight

Work Points: 1 × number of PCs

DEV Bonus: Warfare +D6

▫ ANNUAL RITES

The inhabitants of the settlement institute recurring rites of different kinds – maybe the same as in Paradise Valley (see Chapter 7), new versions of ancient festivals from the Old Age, or a mix of the two. The ceremonies strengthen bonds in the settlement.

DEV Requirement: Culture 10

Skills: Comprehend or Manipulate

Work Points: 1 × number of PCs

DEV Bonus: Culture +D6

▫ GREENHOUSES

Inside greenhouses it is possible to cultivate sensitive trees and plants that can't be grown anywhere else.

DEV Requirement: Grub 20

Skills: Endure or Comprehend

Work Points: 2 × number of PCs

DEV Bonus: Food Supply +2D6

GEAR LIST

The list below includes common items and services in Paradise Valley. The cost, measured in rations of food, is only a guideline – there are no set prices. The Weight value indicates how many rows the item occupies on the character sheet.

ITEM	COST	WEIGHT	COMMENT
Food (Ration)	1	¼	Restores Strength.
Clean Water (Ration)	½	¼	Restores Agility.
Booze (Dose)	¼	1 per bottle	A bottle can contain 10 doses.
Arrow	½	—	Tiny item.
Rope	1	1	Gear Bonus +2 to Move roll when climbing.
Grappling Hook	1	1	Gear Bonus +2 to Move roll when climbing (requires rope).
Torch	½	¼	Illuminates the area within Near distance for an hour.
Tinderbox	1	½	Used to light torches and oil lanterns.
Flashlight	3–6	1	Lights up the area within Near distance.
Warm Jacket/Coat	1–2	—	Gear Bonus +2 to Endure severe cold.
Hiking Boots	1–2	—	Gear Bonus +1 to Endure a forced march.
Blanket	1	1	Gear Bonus +2 to Endure severe cold.
Scrap Item	1–3	Varies	Common trade item in Paradise Valley.
Scrap Totem	3–5	½	Used by Seers.
Knife	1	½	Gear Bonus +1 to Fight, weapon damage 2.
Club	1	1	Gear Bonus +2 to Fight, weapon damage 1.
Spiked Club	1–2	1	Gear Bonus +2 to Fight, weapon damage 2.
Machete	1–2	1	Gear Bonus +2 to Fight, weapon damage 2.
Spear	1–2	1	Gear Bonus +1 to Fight, weapon damage 2, Near range.
Axe	3–6	2	Gear Bonus +1 to Fight, weapon damage 3.
Sledgehammer	2–3	2	Gear Bonus +1 to Fight, weapon damage 3.
Sling	1	½	Gear Bonus +1 to Shoot, Short range, weapon damage 1.
Bow	1–2	1	Gear Bonus +1 to Shoot, Long range, weapon damage 1.

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GENLAB ALPHA

MUTANT

YEAR ZERO

ATTRIBUTES					
Strength	<input type="checkbox"/>	Damage	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
Agility	<input type="checkbox"/>	Fatigue	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
Wits	<input type="checkbox"/>	Confusion	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
Instinct	<input type="checkbox"/>	Doubt	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
CONDITIONS					
Starving	<input type="checkbox"/>	Dehydrated	<input type="checkbox"/>		
Sleepless	<input type="checkbox"/>	Hypothermic	<input type="checkbox"/>		
Critical Injuries:					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
SKILLS					
Endure (Strength)	 <input type="checkbox"/>				
Force (Strength)	<input type="checkbox"/>				
Fight (Strength)	<input type="checkbox"/>				
Sneak (Agility)	<input type="checkbox"/>				
Move (Agility)	<input type="checkbox"/>				
Shoot (Agility)	<input type="checkbox"/>				
Scout (Wits)	<input type="checkbox"/>				
Comprehend (Wits)	<input type="checkbox"/>				
Know Nature (Wits)	<input type="checkbox"/>				
Sense Emotion (Instinct)	<input type="checkbox"/>				
Dominate (Instinct)	<input type="checkbox"/>				
Heal (Instinct)	<input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
ROT POINTS					
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/>			
EXPERIENCE POINTS					
<input type="checkbox"/>					
NAME: _____					
Role: _____		Age: _____			
Animal Type: _____		Species: _____			
Rank: _____					
APPEARANCE					
Fur/Skin:					
Face:					
Body:					
Clothing:					
TALENTS					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
GEAR					
1  _____					
2 _____					
3 _____					
4 _____					
5 _____					
6 _____					
7 _____					
8 _____					
9 _____					
10 _____					
Ammunition:					
ANIMAL POWERS					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
FERAL POINTS					
<input type="checkbox"/>					
ARMOR		Rating			
 _____					
WEAPONS					
WEAPONS		Bonus	Damage	Range	Special
					
RELATIONSHIPS				Buddy	
PC 1:				<input type="checkbox"/>	
PC 2:				<input type="checkbox"/>	
PC 3:				<input type="checkbox"/>	
PC 4:				<input type="checkbox"/>	
I Hate: _____					
I Need to Protect: _____					
My Big Dream: _____					

GENLAB ALPHA

GENLAB ALPHA

MUTANT

YEAR ZERO

MY DEN

Description:

Gear Stashed:

Other:

TINY ITEMS

RESISTANCE SHEET

WATCHER SHEET

OUR BACKERS

TRIBE ALPHA

Aaron Pothecary, Aaron Schrader, Aaron Smithies, Abel Nemeth, Adam Conlan, Adam Woloshuk, Alan Hard, Alex Loveridge, Alexander Cruz, Alexander Dustin Leavitt, Alexander la Motte, Andreas Krebs, Andreas Wild, Andrée Henriksson, Andrew Buell, Andrew Collins, Andrew Fitzgibbons, Andrew Girdwood, Andrew Hyde, Andrew Pray, Andrew Smith, Andrew Ward, Anil Desai, Anna Deckmann, Anthony M. Franklin, Arto Nurro, Aurélien Jolly, Badger Connolly, Bascou Yann, Ben Laurence, Ben Roberts, Benjamin Provençal-Aubé, Berart Rudy, Birk Hauke Wildhirt, Bradley R Reis, Brandon Rampley, Brennan See, Brian Ennis, Brian Griesbach, Brian Whitcraft, Bruno Darve, Buzz Livaditis, Byron Gaither, Caitlyn Evans, Cameron McElwraith, Cato Vandrare, Cedric Balmat, Charles F. Hayes, Chaz Hardesty, Chris Harvey, Chris Heath, Chris Patterson, Chris Quin, Chris Spiller, Chris Wong, Christer Malmberg, Christian Feltman, Christian Lacerte, Christian Thier, Christian Torstensson, Christoffer Danielsen Dyrøy, Christopher Crossley, Christopher Fong, Christopher Keppler, Christopher McCourt, Christopher McGuire, Christopher Pearson, Christopher Young, Clay Mahaffey, Cody Horton, Cornelius Bertens, Dan Hope, Daniel Miles, David Boomers, David Castelli, David Doucey, David Hagman, David Lyons, David Rybacki, David Stephenson, Dennis Sundström, Dennis Walfridsson, Derek Baker, Derek Carnell, Donald A. Turner, Dragon Graygol, Dustin Headen, Éanna Ó'Neill, Edward Chiasson, Edward Miles, Erik Franzon, Erik Lundbom, Even Stokke Halvorsen, Fabio Ricardo Carneiro Montenegro, Fergus Jack-Hinton, Fernando Hoyos, Florent Sacré, Francisca Hoogenboom, Francisco Javier Pérez García, François Mainguet, Fredrik Bermar, Fredrik Somerville, Gabriel Emond, Gadeyne Cyril, Gary M Lester, Gary Robert Criss Jr, Gary Trost, Geoffrey Allen, Gianni Cascino, Glenn Mochon, Grant Chapman, Greg Forbes, Griffin Woodall, Hendrik Höfs, Henrik Falk, Henrik Nilsson, Hohner Henriett, Iain Rudge, Ian Stewart, Ian Woodley, Ismael Montoya Salado, Jack Gulick, Jacob Torgerson, Jacob Wilkinson, Jahmal Brown, James Abram Linthicum, James Fallon, James Lapka, James W. Keller, James Verbeem, Jarle Waage, Jason Italiano, Jason Jordaan, Jason March, Jason Spencer,

Jason Stierle, Jason Unck, Jay Adkins, Jeff Thomas, Jeffrey James, Jens Hornshøj-Møller, Jeremy Colin, Jimmy Law, Joerg Wilke, Johan Andersson, Johan Forsell, John L. Longshore, John Oldham, John Partridge, John Sung, John Taft, John Zmrotchek, Jonathan Cormier, Jonathan Hill, Jonathan Sharp, Jonathan Spin, Jordan Saycell, Joseph Edge, Joseph Ellis, Joshua Kanapkey, Juan Max Rosso, Justas Laurinavicius, Justin S. Davis, Karl Rodriguez, Ken Foster, Kenan Holmberg, Kevin Wixson, Kirk Barrett, Kovacs Timea, Kristian Brodin, Kyle J Douglas, Kyle Langs, Lee Hughes, Liam Murray, Lindsey Rode, Lode Schonkeren, M. Leclercq, Marco Himmelsbach, Marcus Arena, Mario Meo, Mark Davis, Mark Smith, Marsh Peterson, Martin Goodson, Martin Nichol, Mathieu Booth, Matt Fleming, Matthew Guilliams, Matthew Jackson, Matthew Lane, Matthew Mifsud, Matthew Truesdale, Max Ellison, Max Grünigens, Micah Widrick, Michael G. Palmer, Michael Lawrence, Mikael Eriksson, Mikael Tysvær, Mr Gyula Teleki, Nathan Bodinhar, Nicholas Zakhar, Nick Hansen, Nishan Aznavorian, Odyssey Vekshin, Oliver Summers, Oscar Simmons, Pablo Pérez Gómez, Paladin von Korff, Pat Eadie, Patric Karwat, Patrick Dale, Patrick Derboven, Patrick Foster, Patrick Lüdemann, Patrick Pilgrim, Paul Hobaica, Paul Hunt, Paul Woods, Paul Woodward, Peter Bogdasarian, Peter Peretti, Pietro de Martino, Randall Tillery, Randall Wright, Randy Eveslage, Raoul Hagenbeek, Rebecca Glenn, Reuben Beattie, Reuben Lopez, Richard Trub Jr, Rob Harley, Robert Barkhald, Robert De Luna, Robert Scripps, Robineau Olivier, Roger Gudmundsson, Romaine Weber, Ron Mcilroy, Ron Smay, Ross Hampson, Rui Avelino, Ryan Sliwoski, Sam Crick, Schuitem Alban, Scott Kehl, Sean Burnside, Sean Doyel, Senol Leong, Serge Dubrova, Seth Spurlock, Seth Zeren, Shane Robillard, Shawn Penrod, Sheri Bryan, Silvio Herrera Gea, Simon Crafter, Stanley Denstedt, Stephen Rose, Sterling Brucks, Steven Bakker, Steven Johnson, Steven Mcowan, Stuart Rickards, Theodore T. Posuniak, Thomas Colard, Thomas Gaub, Thomas Johnston, Thomas Off, Thorsten Schramm, Thorvald Natvig, Tim Pipereit, Tobias Trijanto, Tom Hoeft, Tomi Suuronen, Travis Pfeiffer, Trey Moore, Trish Buhle, William Lee, Xavier Mullette, Zach Williams

TRIBE ELDER

Aaron Braegen, Abhishek Ray, Adam Buggeln, Alain Manguy, Alex Bell, Alex Harper, Alex Williamson, Anders Lang, Anders Wänn, Andrew Byers, Andrew Cady, Andrew Pessachick, Andrew Pickard, Andrew Walker, Andy Reynolds, Angel Garcia, Arnaud Lauenay, Axel Gotteland, Baudoux Grégory, Ben Quant, Benjamin Koch, Bill Charleroy, Brad Kane, Brent Sims, Brenton McKinlay, Brian Dobyns, Brian Moore, Bryan Barlow, Carlos Daniel Muñoz Diaz, Cedric Vaniez, Charles Andruszyn, Charles Ryan Seguin, Che Webster, Chen Liangcai, Chris Allison, Chris Gardner, Chris Oattes, Chris Slater, Chris Volcheck, Christian Na, Christian Nord, Christophe Van Rossom, Christopher Irvin, Christopher Pilgrim, Christopher Thomas, Christopher Wong, Clint Edmonson, Craig Bishell, Damien Laing, Damon Dorsey, Damon Wilson, Dan Delaunois, Daniel Gaghan, Daniel Hoffmann, Daniel Paquin, Danielle Barnsley, Dara Mac Donnacha,

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Christophe, Jarad Cornett, Jasmin & Stefan Wertheimer, Jason Durall, Jason Neff, Jason Sterrett, Jay Sharpe, Jeff Robinson, Jeff Winders, Jeff Zitomer, Jenette Downing, Jens Schoenheim, Jeremy Anderson, Jerome Marceiller, Jerry Weiler, Jochim Vandooren, Jody P Walker, Johan Gärderud, Johan Härrn, Johannes Knudsen, John A. Grzybowski, John Nellis, John Robb, John Snee, John Wordsworth, Jon Wright, Jonathan Bentley, Jonathan Carpenter, Jonathan Day, Jonathan Fish, Jonathan Stromberg, Jordi Aldeguer, Jose Calvo Muñoz, Josh Collins, Joshua DeVaney, Julien Dutel, Julien Rothwiller, Justin Boese, Justin Eyre, Justin Waller, Karl David Brown, Karl Schmidt, Kennon James, Kevin R. Ziegler, Kimberly Lancour, Kurt Ellison, Kyle Thompson, Lance Wente, Lanneret Benoit, Lars Heitmann, Louis Scot Gowers, Lukas Sommerauer, Magnus Ståhl, Mahmoud Al Mahmoud, Marco Cantin, Marco Rafala, Marcus Burggraf, Mario Bonassini, Mark Buckley, Mark Delsing, Mark Kerr, Mark McDonough, Mark Miller, Mark Schneider, Mark Somogyi, Mark Strecker, Mark Tudor-Williams, Mark Wallace, Markus Busse, Markus Kothe, Martin Brook, Martin Glöckner, Martin Gubri, Martin Legg, Martin Ralya, Matthew Hain, Matthew Kay, Matthew Owen, Matthew R Broome, Matthew

Sochocki, Matthew Wasiak, Matthias Weeks, Mattias Falck, Mattiaz Fredriksson, Max Gorhan, Micael Åkesson, Michael Bettin, Michael Calabrese, Michael Jourdant, Michael Roberson, Michael Sim, Mikaël Åkesson, Mike Harvey, Mike Musteric, Nathan Reed, Nicholas Kerr, Nicholas Simpson, Nick Jackson, Nicolas Lapointe, Nicolas Rouanet, Nicolas Suc, Ollie Gross, Pablo Sancho, Patrice Mermoud, Patrick Kraft, Patrick Readshaw, Paul Kidd, Peter Holland, Phil Bales, Philippe Racine, Phill Winters, Phillip Bailey, Quadrat Alban, Rain Pletcher, Ralph Mazza, Rich Palij, Richard Brown, Richard Ferris, Richard Greene, Richard Harrison, Richard Mundy, Richard Scrase, Rob Klug, Robert Arthur, Robert Esch, Robert McKavanagh, Robert Ott, Roberto Faller, Roberto Hoyle, Ronald Martin, Roy Miller, Rune Stræde Andersen, Russell Housby, Ruthany Hour, Sandra Gibson, Scott E. Vigil, Scott Neal, Sebastian Braun, Sebastian Heck, Sebastian Kehrle, Shane McLean, Simon Stroud, Stefan Zuleger, Stéphane Idczak, Stéphane Idczak, Stewart Strong, Steven Gomez, Stuart Watkins, Terry L Pike, Thom Shartle, Thomas Zuliani, Tim Czarnecki, Timothy Mullen, Todd Agthe, Torben Bellinghoff, Trevor Gere, Tyler Wirth, Ulrich Drees, Werner Hartmann, Victoria Lantz

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BEAST

Adam Boisvert, Adam W Roy, Adrian Praetorius, Alec Varis, Alexis Brandeker, Andre Le Deist, Andreas Dany-Wikstrom, Andrew Delorenzo, Andrew Gofobed, Andrew Lawson, Antony White, Austin Fenwick, Bastian Benoît, Ben Schram, Brandon Sanford, Brian Wells, Carl-Johan Schenström, Charles Fodel, Chris Challacombe, Claudio Muraro, Claus Bornich, Colin Steele, Dan Massey, Dan Stewart, Daniel Granstrand, Daniel Ligori, Daphne Levin, Darren Buckley, David Dobson, David Homola, Dejan Ivkovic, Dominic Claveau, DT Butchino, Dustin W Guinn, Ed Kowalczewski, Eric Horbul, Erich McNaughton, Erwin Burema, Eugene Masterov, Florent Didier, Frits Kuijiman, Gabriel Hole-Jones, Graf Douglas, Graham Hannah, Graham Starfelt, Hank Cappa, Hauke Stammer, Hoarau Alexis, Hung-Yang Shen, Ian Hammock, Ian N Howard, Ian Ward, Ilkka Niemi, Ingo Arendt, Ivan Minyawi, Jakob Haglund, James Birnbaum, James Robertson, James Tillman, James Unick, Jarno Harmala, Jason Berube, Jason

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