



HBW-700 "KARZER" HEAVY BATTLEWALKER

A heavy armored battlewalker with four legs and a tank turret, manufactured by House Zubov of Elysium I. The quadrupedal configuration of this next generation assault unit enables it to traverse almost all terrains. Manned by two occupants, the Karzer is outfitted with an array of weaponry, including a devastating gauss cannon, several gauss machineguns, and a gyrojet rockets battery. The Karzer armor is multi-layered, combining steel and reinforced ceramic laminates with kinetic energy and heat absorbing materials.

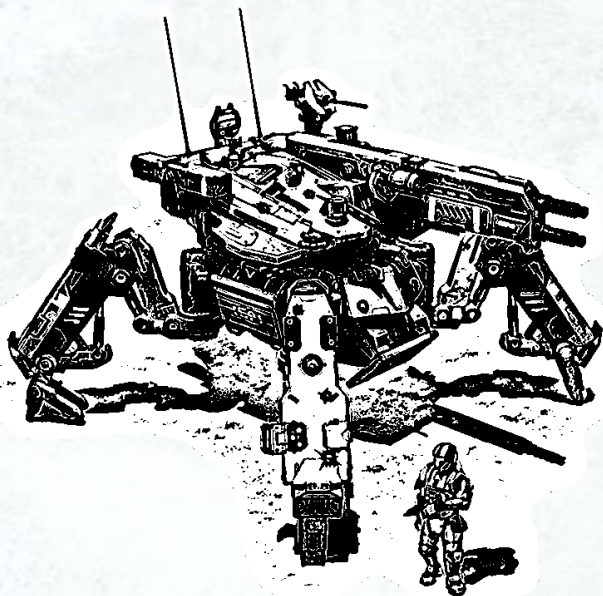
This is a new powerful vehicle that can also be used as a deadly threat for a challenging encounter in the Zone. Beware, expect character(s) to die ☠!

STATS

Vehicle with Gear Bonus +2, Resilience 15 and Armor Rating 15. Fuel consumption is 10 doses of high-octane jet fuel (see *Mutant: Elysium*, page 86). Can carry up to 4 occupants (1 driver, 1 gunner and 2 passengers). It costs two MANEUVERS to jump into this vehicle.

WEAPONRY

Has a gauss cannon and a coaxial gauss machinegun each mounted on the fore of the turret and controlled by the gunner. Has another gauss machinegun mounted on top of the turret and remotely controlled by another crew member. Has also batteries of gyrojet rockets and smoke grenades (see table below for details).



BATTLEWALKER ATTACKS

D6 WEAPON

1	120MM SMOOTHBORE GAUSS CANNON: Gear Bonus +1 to SHOOT and weapon damage 4. DISTANT range. Ignores all armor and covers. Then the explosive shell detonates with Blast Power 9 and weapon damage 1. If the attack roll failed, consider the detonation occurred at SHORT range. Cannot shoot at targets within NEAR range of the vehicle. Reloading the gauss cannon takes one full turn.
(1)	COAXIAL GAUSS MACHINEGUN: Gear Bonus +3 to SHOOT and weapon damage 2. DISTANT range. Ignores 3 points of armor. Capable of full-automatic fire (see <i>Mutant: Year Zero</i> , page 86). Can shoot only in the same direction of the cannon. Cannot shoot at targets beneath the vehicle.
2	TOPPER GAUSS MACHINEGUN: See above. Remotely controlled through an armored camera. Can shoot at any target within range except beneath the vehicle.
3	TEARGAS GRENADES: Throws several smoke grenades around the vehicle. They spread out clouds of a stinging teargas all over SHORT range that force the enemies back. Roll six Base Dice every turn, each ☠ rolled inflicts 1 point of fatigue. The cloud remains D6 turns. The vehicle's crew is not affected.
4	SONIC PROJECTOR: Emits a strong blast of noise, designed for maximum effect against the human hearing sense. Roll eight Base Dice against all living enemies within NEAR range. For every ☠ rolled, the victim suffers 1 point of confusion. The sound wave echoes through the entire sector. The vehicle's crew is not affected.
5	GYROJET ROCKETS BATTERY: Gear Bonus +3 to SHOOT and weapon damage 3. SHORT range. Ignores range penalties. Weapon damage of 1 within NEAR range. Capable of full-automatic fire.
6	RAMMING: The Battlewalker rams up to two enemies. The attack must occur at ARM'S LENGTH (the vehicle can move before). Roll to FIGHT but use your Agility and your MOVE skill instead (weapon damage 2). Dodging this attack is modified by -2 if under the vehicle.

USING THE KARZER AS A THREAT FOR AN ENCOUNTER

Roll a die or select an attack from the table. Attacks are performed with nine Base Dice + Gear Bonus. Each ☠ rolled beyond the first increases the damage done by one. Rolls for the Battlewalker's attacks cannot be pushed.

The coaxial (1) and the topper (2) gauss machineguns attack one target and all other within NEAR range of them. The gyrojet rockets battery (5) attacks all targets within range. Split successes from these full-auto weapons between targets.



ABILITIES

- ☐ The Battlewalker has an *Active Protection System* that intercepts all incoming missiles and rockets shot from farther than NEAR range.
- ☐ All the Battlewalker's weapons reloading procedure is operated automatically.

WEAKNESSES

While strong and deadly, the Battlewalker still has numerous weaknesses.

- ❑ An attack aimed at the bottom belly of the Battlewalker suffers a -2 modification, but if it hits the vehicle's Armor Rating is halved for this attack.
- ❑ An attack aimed at the armored camera which is guiding the topper gauss machinegun suffers a -3 modification, but if it hits with 3 damage or more the weapon is disabled. The Armor Rating is halved for this location. Do not roll for the *Armored Vehicle Damage Chart* (see table below).
- ❑ An attack aimed at the legs suffers a -2 modification, but if it hits with 4 damage or more one of the legs is destroyed. If at least two legs are destroyed, the Battlewalker is immobilized. The Armor Rating is halved for this location. Do not roll for the *Armored Vehicle Damage Chart*.
- ❑ It is possible to take shelter under the Battlewalker where most of its gauss weaponry has no shooting angle. It requires a MANEUVER with a successful MOVE roll to do so.
- ❑ Each time the Battlewalker is heavily damaged, roll for the *Armored Vehicle Damage Chart* below.

LOOT

If the defeated Battlewalker has not exploded, several items may be recovered:

- ❑ 4D6 conventional ammunitions.
- ❑ 2D6 gyrojet rockets.
- ❑ 3D6 doses of high-octane jet fuel.
- ❑ 2 gauss pistols, each charged with an E-PACK.
- ❑ 2 bulletproof vests with Armor Rating 6.
- ❑ One random artifact.
- ❑ 2D6 explosive shells with their payloads. VERY HEAVY item which takes four inventory rows on the character sheet. They may be jury-rigged to create powerful explosives with Blast Power 9 and weapon damage 2.
- ❑ With a successful JURY-RIG, MANUFACTURE, REPAIR or TINKER roll, up to D6 E-PACKS can be extracted from the vehicle's engine.
- ❑ With another successful roll, the topper gauss machinegun can be removed. It's too heavy to be carried by a single character. It must be mounted in order to shoot with it.



ARMORED VEHICLE DAMAGE CHART

Each time the vehicle's Gear Bonus is reduced by one step, roll a D6 to determine the effect. Each time the vehicle suffers 4 damage or more from a single attack, roll a D6 -2 to determine the effect.

D6	EFFECT
≤1	Crew Shaken: The vehicle cannot shoot on its next action.
2	Crew Stunned: The vehicle cannot shoot or move on its next action. All occupants suffer 1 point of fatigue.
3	Weapon Destroyed: One of the vehicle's weapons is destroyed. Choose one at random.
4	Drive Damaged: The vehicle is immobilized.
5	Structural Damage: The vehicle experiences a systems failure. Everything stops in a loudly warning alarm. There is a smell of burning. At the beginning of each turn, roll a D6. If a 6 is rolled the vehicle will explode as 6 below.
6	Chain Reaction: The vehicle explodes, killing instantly any crew members. Blast Power 9 with weapon damage 1.



REPAIR

The Battlewalker's Gear Bonus can be restored with a successful REPAIR or TINKER roll modified by -3 and a few days of work. Damaged parts like the armor, the drive, the legs and the weaponry can't be repaired except in a Titan Power's enclave.

MUTANT: YEAR ZERO

MYTHIC ARTIFACTS

This is a non-exhaustive list of custom very rare artifacts (mythic/unique) inspired by those from *Forbidden Lands* (another game published by *Fria Ligan*). The artifacts described here should be very hard to find.

FOR GM'S EYES ONLY

Many artifacts displayed here have hidden cool effects and big drawbacks. Let the players discover them at their expense.

WEAPON SPECIAL FEATURES

Artifact dice: Usually, gear only adds extra D6 to your roll. However, there are powerful artifacts that add an extra D8, D10, or even a D12, in addition to the normal Gear Dice. Artifact Dice can be pushed as normal and are never degraded by wear. Items that give you Artifact Dice to roll are divided into three categories, depending on the type of dice they give:

- D8: Mighty
- D10: Epic
- D12: Legendary

When you roll an Artifact Die, any result of 6 or higher counts as . Really high results count as several . See the table below.



ARTIFACT DIE

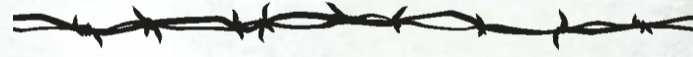
RESULT	D8	D10	D12
6			
7			
8			
9	-		
10	-		
11	-	-	
12	-	-	



Armor piercing: Some weapons are effective against armor. When rolling for armor if hit by such a weapon, the Armor Rating is counted as many as specified steps lower than normal.

Energy device/weapon: Powered by electricity, requires a power source to work (see *Mutant: Mechatron*, page 86). All energy artifacts listed here are already charged with E-PACKS (artifact, see *Mutant: Genlab Alpha*, page 136; or *Mutant: Mechatron*, page 142) or not, at GM's discretion. A weapon loaded with an E-PACK can be fired multiple times – but if all Gear Dice show (on the initial roll, not after pushing, and not including the Artifact Die), the E-PACK is exhausted. If this happens, the attack then has no effect, and the weapon cannot be fired again until the E-PACK is replaced or the weapon is connected to another power source. In the Zone, E-PACKS are rare artifacts, and quite expensive on the black market.

Electronic artifact: Hard to repair without the specific knowledge and the right tools. Without the Electronic Tools (artifact, see *Mutant: Genlab Alpha*, page 135; or *Mutant: Mechatron*, page 142) any attempt to repair electronic artifacts is modified by -3.

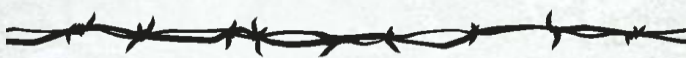


THE MYTHIC ARTIFACT TABLE

You can roll a D666 on this table to randomly determine what artifact a PC finds. There are 21 new artifacts.

D666	ARTIFACT
111–122	Antibiotics
123–134	BFG3K Pacificator
135–146	Biological Agent Vial
151–162	Boomstick
163–214	DL-44 Heavy Blaster Pistol
215–226	GreenFox Vibroblade
231–242	Guy Fawke's Protest Mask
243–254	Invisibility Cloak

255–266	Kruger Hoverboard
311–322	LNSHR Helmet
323–334	Lucille, the Barbed Bat
335–346	Morphal Blade
351–362	M31A Motion Tracker
363–414	RotAway
415–426	RotClean
431–442	Svalinn Electroshield
443–454	TST ChemRail
455–466	Walkies-Talkies
511–522	Widowmaker
523–534	Yuliana Sledgehammer
535–546	Zonedex PDA
551+	Re-Roll



ANTIBIOTICS

A not-so-old bottle containing a few white pills. They look like sweet candies. Titan Power’s citizens are used to eat these drugs to heal any diseases.

Effects: When eating these pills, you get a D8 Artifact Die and a +2 modification on your next sickness roll that day (see *Disease* rule, page 1). If the roll fails, you still don’t suffer traumas from the sickness this time. There are only enough pills left for D6 doses. When you have consumed them all, you must discard this artifact. TINY item.

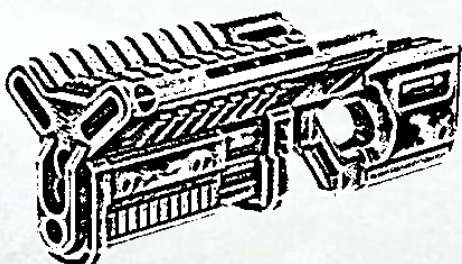
Drawbacks: Side effects render you sleepy. On eating you suffer 1 point of confusion.

DEV Requirement: Technology 20

DEV Bonus: —

BFG3K PACIFICATOR

The “Big Fury Gun” 3000 is an experimental weapon designed by Noatun and initially planned to equip warfare robots. It’s a large energy weapon that fires giant balls of radioactive green plasma. It causes major damage to most types of targets and can clear an entire room of foes in one use. A direct hit from it is often an instant kill.



Effects: HEAVY weapon with Gear Bonus +1 to SHOOT, and a D12 Artifact Die. Throws explosives at the target instead of direct damage. LONG range. Capable of full-automatic fire (see *Mutant: Year Zero*, page 86). Electronic artifact.

Explosives: Each weapon’s shooting salvo throws a few explosive discharges at the target (Blast Power 3, weapon damage 3). Each stunt from the SHOOT roll beyond the first increases the explosive’s Blast Power by +3. Everyone within the effect radius also suffers one point of Rot.

Example: Shirley fires a salvo from her BFG3K to a bunch of Zone-Ghouls. She gets four successes! The explosion’s Blast Power is 12 and its damage is 3. She then rolls the explosive (twelve dice) and gets two successes. The Zone-Ghouls within Near range of the main target will each suffer 4 damage.

Drawbacks: The weapon uses military-grade Plutonium as an energy source (no E-PACK is needed). It is very radioactive. At the end of the day, the weapon’s bearer will get one point of Rot. If the weapon has been fired, its user will suffer one additional Rot Point at the end of combat. Moreover, if the weapon is damaged (e.g. by pushing a roll), it will explode on the next turn after an overheat alarm (Blast Power 9, weapon damage 2, Rot 1).

DEV Requirement: Technology 90

DEV Bonus: Technology +D6, Warfare +D6

BIOLOGICAL AGENT VIAL

A biological agent vial with a ☠ symbol on the side and “BCL-4” markings. The vial seems old, but the strain might still be virulent.

Effects: Disease with Virulence rating 2D6 +2.

DEV Requirement: Technology 20

DEV Bonus: —

BOOMSTICK

A sawed-off energy-propelled firearm with two heavy barrels. Precursor of the first energy weapons, the Boomstick is fearsome at close range and inspires awe in every person at the wrong side of its barrels. This model was designed by a scientist named Pr. A. Williams, who baptized his creation after one of his favorite horror movies.

Effects: Gear Bonus +3 to SHOOT and weapon damage 3. Variable Artifact Die according to the distance to the

target: D12 at ARM'S LENGTH range, D10 at NEAR range, and D8 at SHORT range. Due to the impact power, anyone damaged by this weapon before rolling for armor will fall prone. Can be fired twice before it needs to be reloaded. Energy weapon with ammo. Electronic artifact.

Drawbacks: Despite being an energy weapon, the Boomstick still uses conventional ammunitions, and needs to be reloaded after every two shots. The weapon's recoil is also monstrous; if one or more ☹️ are rolled on the Base Dice from the SHOOT roll (even before pushing), its user suffers 1 point of fatigue.

DEV Requirement: Technology 70

DEV Bonus: Technology +D6, Warfare +1

DL-44 HEAVY BLASTER PISTOL

The blaster pistol fires cohesive bursts of light-based energy called "bolts," delivering massive damage at close range; however, it overheats quickly.

Effects: LIGHT weapon with Gear Bonus +2 to SHOOT, weapon damage 3, and a D8 Artifact Die. SHORT range. Ignores the first ☢️ rolled from any physical armor roll. Energy weapon. Electronic artifact.

Drawbacks: Any 🗡️ rolled on the Gear Dice (even before pushing) means the Blaster is overheating and cannot fire on the next turn.

DEV Requirement: Technology 70

DEV Bonus: Technology +D6, Warfare +1

GREENFOX VIBROBLADE

Soldiers' heavy composite armors and close-quarters warfare in Enclaves' restricted space have led to long and erratic melee slaughters. Technologies have evolved to ease close-combat by forging tungsten-carbide blades mounted on oscillation generators. Such device creates a sawing effect thousands of times per second, enormously increasing the blade's cutting power and requiring less effort from the user to create much more impressive result. GreenFox is an improved vibroblade made off titanium-carbide and coated with a microscopic layer of artificial diamond. This diamond layer was then exposed to plasma, which sharpened it to a level approaching or matching a monomolecular filament. Designed for a High-ranking Elysium citizen, Hrolf Kraki, the blade is painted in lemon green and can truly cut through steel armor like a hot knife through butter.

Effects: Gear Bonus +2 to ASSAULT and FIGHT, weapon damage 3, and a D10 Artifact Die. Ignores all armor,

both worn and natural. Indestructible (🗡️ rolled don't degrade the Gear Bonus). Energy weapon. Electronic artifact.

Drawbacks: If GreenFox is not used with a power source or without the DEV requirement, it loses its vibroblade ability and is considered a simple blade, still very sharp (Gear Bonus +2, weapon damage 2, no Artifact Die, reduces armor value by 3).

DEV Requirement: Technology 70

DEV Bonus: Technology +D6

GUY FAWKES' PROTEST MASK

A white-colored facemask made from plastic. It shows a stylized portrayal of a face with a smile and red cheeks, a wide moustache upturned at both ends, and a thin vertical pointed beard. The mask was a well-known symbol of broader protests around the World in Ancients' times.



Effects: If worn, the Mask gives a Gear Bonus +2 and a D8 Artifact Die to SENSE EMOTION rolls when someone tries to MANIPULATE or DOMINATE you. In the case you undergo an INTIMIDATE attempt from someone else, you may oppose a SENSE EMOTION roll (with the Mask's bonuses). Every ☢️ rolled negates a ☢️ rolled by the opponent (you can't push the roll). The Mask also impedes with a -3 modification those who try to sense your own emotions. LIGHT item.

DEV Requirement: —

DEV Bonus: Culture +1

INVISIBILITY CLOAK

A thin piece of cloth made of Next-Gen OLED screens and HSXGA nanocameras. They broadcast the environment around its wearer, making him totally invisible. The cloak is wide enough for one person and his carried equipment.

Effects: Gear Bonus +2 and a D8 Artifact Die to any SNEAK rolls (D10 while ambushing or not moving). Electronic artifact. Does not count as an item when you wear it.

Drawbacks: When you wear the Invisibility Cloak, if you suffer damage from ranged attacks or explosions, roll a Gear Die for each damage. Any 🗡️ rolled damages

the Invisibility Cloak. If its Gear Bonus reaches zero, it falls apart and is permanently destroyed.

DEV Requirement: Technology 60

DEV Bonus: Technology +D6

KRUGER HOVERBOARD

A levitating board used for personal transportation. It resembles a skateboard without wheels. House Kruger of Elysium I designed a version for young children to ride with the assistance of a detachable handlebar and a foot strap. It is unable to cross large bodies of water before losing power.



Effects: Hover vehicle with Gear Bonus +1 and Resilience 1. It gives an additional D8 Artifact Die to MOVE. Can carry one people and doubles movement in combat. Energy device. Electronic artifact.

Drawbacks: The Hoverboard can't fly over large surfaces of water.

DEV Requirement: Technology 60

DEV Bonus: Technology +2D6

LNSHR HELMET

The "L.N.S.H.R." helmet is a dull black and silver headpiece with a horned embellishment added to the center of the helmet.

Effects: Armor Rating 4. The helmet protects its wearer from all but the strongest or most unexpected of telepathic attacks. The wearer is immune to effects from mutations Mind Terror, Puppeteer, Pathokinesis and Telepathy.

Drawbacks: Limits the field of vision and hearing of whoever wears it. Modification -1 to SCOUT. Moreover, the helmet stops an individual wearing it from using their own psionic mutation. (Psionic mutations are *Beastmaster*, *Clairvoyance*, *Cryokinesis*, *Mind Terror*, *Pathokinesis*, *Puppeteer*, *Pyrokinesis*, *Telekinesis* and *Telepathy*.)

DEV Requirement: —

DEV Bonus: Technology +1, Warfare +1

LUCILLE, THE BARBED BAT

Lucille is a wooden baseball bat wrapped in barbed wire.

Effects: Gear Bonus +2 and a D8 Artifact Die to ASSAULT and FIGHT, weapon damage 2. Inspires also self-confidence to anyone holding it, giving its Artifact Die to all MANIPULATE, INTIMIDATE and DOMINATE rolls. When you break someone with Lucille, you become LINKED with it. It can then replace the need to recover Empathy through a moment of closeness with another human or human mutant (see *Mutant: Year Zero*, page 90). Only one person at a time can be comforted by Lucille. The effect also applies to animal mutants, who can use the baseball bat to regain Instinct.

Drawbacks: When you are LINKED with Lucille, that baseball bat is now your most precious possession. You suffer 1 point of confusion for each hour passed without your now-favorite weapon. If Lucille's Gear Bonus reaches zero, its bearer becomes Broken by confusion (they lose all their Wit points) and must immediately fight to the death whoever causes the destruction of the artifact. Moreover, Lucille erodes the users' souls. Each time its user causes an enemy to be Broken with the bat, they suffer 1 point of doubt.

DEV Requirement: —

DEV Bonus: —

MORPHAL BLADE

Noatun's scientific advances in nanotechnologies and robotics have reached an unbelievable level. The Titan Power's researchers have developed a white weapon capable to morph on-demand any type of melee weapon. Thousands of millions of nanorobots, stored in the weapon's hilt, reassemble themselves to shape a specific blade in less than a few seconds. Unfortunately, due to some design flaws and the questioned utility for robot warfare, only a few prototypes were produced and they are since lost.

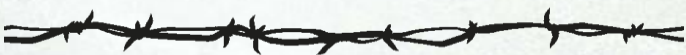
Effects: Variable Gear Bonus and weapon damage (see table below). D8 Artifact Die. Wounds from a Morphal Blade will become infected with nasty nanorobots, which count as a disease with Virulence 6 (see *Disease* rule, page 1). Energy weapon (only for morphing). Electronic artifact. LIGHT item when unmorphed. It costs an ACTION to morph the blade into a new shape. The Morphal Blade keeps its shape even if it loses power.



MORPHAL BLADE MORPHING

EXAMPLE OF SHAPES	GEAR BONUS	WEAPON DAMAGE	RANGE
Sword	+1	3	Arm
Axe	+2	2	Arm
Hammer	+3	1	Arm
Spear	+2	1	Near*
Shield	AR 3	-	-

* The "spear" shape can be thrown up to Short range (roll for Shoot).



Drawbacks: Morphing the blade into a new shape is an energy-consuming process that drains 3 EP (or roll a Base Die, the E-PACK is emptied if you get a \otimes). The Morphal Blade can be damaged up to three times and, depending on its shape, could cause negative modifications. The blade can be morphed only by a robot or a mutant with a psionic mutation. (*Psionic mutations are Beastmaster, Clairvoyance, Cryokinesis, Mind Terror, Pathokinesis, Puppeteer, Pyrokinesis, Telekinesis and Telepathy.*)

DEV Requirement: (only for morphing) Technology 90

DEV Bonus: Technology +D6

M31A MOTION TRACKER

The "M31A" Motion Tracker is a simple motion-detecting surveillance device. Essentially, it was a high-powered ultrasound scanner that used Doppler-shift discrimination to filter out moving objects from stationary background and then displayed them on the M31A's monitor as a series of contours of probable loci.

Effects: Gear Bonus +2 and a D10 Artifact Die to SCOUT and SCAN against sneak attacks (not ambushes). Detects all movements in a 120 degrees arc in front of its user. Negates all surprise effects if the Threat is spotted. Electronic artifact.

Drawbacks: The device is an active sensor, emitting thousands of high-energy ultrasound bursts every second, and could therefore be easily located by some Threats (receptive monsters or listening stations). Furthermore, the Motion Tracker is set to ignore small movements in the environment, leaving it unable to detect very slow-moving objects. Lastly, intervening terrain could cut this detection range quite drastically and, in built-up areas, the presence of walls and partitions could reduce the range to less than 20 meters.

DEV Requirement: Technology 60

DEV Bonus: Technology +D6

ROTAWAY

A short yellow plastic rod with a button at one end and a sharp needle at the other. The text along the side is worn away, but still legible, spelling the word "RotAway". It is an intravenous chemical solution that bonds with poisonous particles and passes them through the body's system.



Effects: On injection, you immediately heal all poison and Rot Points you have suffered, permanent points included. (*Do not roll for new permanent points when you lose Rot with this effect.*) The autoinjector only contains one dose. TINY item.

Drawbacks: RotAway has several adverse effects, most notably headaches, stomach pains, and hair loss. You are affected by a disease (see *Disease* rule, page 1) with Virulence rating equal to the number of Rot Points healed this way. If your Strength is Broken when SICK, the sickness vanishes but you remain unconscious for 3D6 hours.

DEV Requirement: Technology 30

DEV Bonus: —

ROTCLEAN

These big white effervescent tablets named "RotClean" are intended for cleaning all trace of Rot from water rations.

Effects: One tablet is enough to clean all Rot from a bucket of water (8 rations). There are only enough tablets left for D6 doses. When you have consumed them all, you must discard this artifact. TINY item.

Drawbacks: Do not directly eat these tablets or they will inflict you 1 point of damage.

DEV Requirement: Technology 20



DEV Bonus: —

SVALINN ELECTROSHIELD

The Mimir's electromagnetic research programme, which aimed to find solutions to protect its orbital stations from the Sun's radiations, ended with the Svalinn prototype. This portable device has the size of two hands and, upon activation, can deploy an electromagnetic barrier that

looks like a blurry blueish field. It deflects incoming projectiles and blocks all kinds of high energies.

Effects: Armor Rating 12 and a D8 Artifact Die (which is rolled with the armor roll) against damage from external attacks in front of the user. When you get hit, first roll for the Svalinn, then the other armor. This roll may be pushed, and you can continue to push the roll again and again as many times as you like, but you need first to remove one die with no symbol every time you push the roll. Energy device. Electronic artifact. LIGHT item. It costs an ACTION to draw and activate the Svalinn, and a MANEUVER to maintain the electromagnetic shield each round after the first. Uses both hands. (NB: The Svalinn negates effects that reduce or ignore armor.)

Drawbacks: The Armor Rating of the Svalinn does degrade even if all damage were blocked. Each  you have rolled reduces its Armor Rating by 1. You can repair your armor back to its full rating by recharging its E-PACK. In addition, the electromagnetic shield does not absorb kinetic energy very well and its bearer is pushed in the opposite direction. Each damage deflected by the Svalinn counts as if you fell onto a hard surface. The GM rolls an attack against you with a number of Base Dice equal to the total damage prevented. Each  rolled gives you 1 point of damage. Other armor pieces protect normally. If you suffer at least 1 damage from the attack or the absorbing shock, you fall prone (it costs a MANEUVER to get back on your feet).

DEV Requirement: Technology 80

DEV Bonus: Technology +D6, Warfare +1

TST CHEMRAIL

The ChemRail is a hybrid EMP assault rifle produced by Elysium IV until its collapse. It has a high rate of fire, and its high-velocity rounds rip right through walls and shred enemies. The rifle fires 8.75x52mm FSDRAS (Fin Stabilized, Discarding Rail Accelerator Sabot) rounds with muzzle energy of 18 kilojoules. It is a dual-stage weapon, using chemical propellant first and then electromagnetic rails as the second stage.



Effects: Gear Bonus +3 to SHOOT, weapon damage 3, and a D10 Artifact Die. DISTANT range. Has a Clip, which means that you don't need to reload after every shot. Capable of full-automatic fire. Ignores all armor and cover, breaks through two layers of walls. Energy weapon that uses special ammo. Electronic artifact.

Visor: The TST ChemRail has a mounted Thermal Sight visor (artifact, see *Mutant: Mechatron*, page 145). It negates the effects of darkness, fog or mist (see *Mutant: Year Zero*, page 93) if you aim at something that emits heat. Electronic item.

Drawbacks: The weapon is hungry for ammo. While you roll for SHOOT, if the D10 Artifact Die comes up with a 1 (even if not pushed), the weapon's magazine will be emptied (takes effect at the end of the round). Also, the weapon is very sensitive to humidity. Its E-PACK discharges completely as soon as the weapon is in direct contact with water (submerged or from rain), causing 1 electrical point of damage to its bearer and a D6 fatigue (armor has no effect). The mounted Thermal Sight visor does not work if the weapon's power source is exhausted.

DEV Requirement: Technology 80

DEV Bonus: Technology +D6

WALKIES-TALKIES

A pair of hand-held, portable, two-way radio transceivers.

Effects: Allow two users to communicate to each other from up to five Zone sectors away. Batteries last for many hours. Electronic artifact. Each Walkie-Talkie is a LIGHT item.

Drawbacks: Does not work underground, does not work during very bad (stormy) weather conditions.

DEV Requirement: Technology 30

DEV Bonus: Technology +D6, Warfare +D6

WIDOWMAKER

The Widowmaker is a nickname for a hefty single-action Colt revolver made of heavy blue-grey steel, with a flower engraved in the side and strange scrollwork on the muzzle. Its sandalwood grip seems surprisingly comfortable. The gun is extraordinarily large and feels very old. It shoots big caliber bullets.

Effects: Gear Bonus +1 to SHOOT, weapon damage 2, and a D12 Artifact Die. SHORT range. Has a drum that can be loaded with several bullets, so you don't need to

reload after every bullet fired. Indestructible (🔥 rolled don't degrade the Gear Bonus).

Drawbacks: Due to its size and its weight, the gun is very unwieldy and imposes a -2 modification to anyone trying to SHOOT with it.

DEV Requirement: Technology 10

DEV Bonus: Technology +D6, Warfare +D6

YULIANA SLEDGEHAMMER

Manfred Warburg, responsible for power plants and energy supply in Elysium I, commissioned a special two-handed sledgehammer for his fiftieth birthday. He specifically asked for a design inspired by the Mjölnir, the legendary hammer of the god Thor from the Ancients' Norse mythology. The weapon's manufacturer created a special peen which delivers on impact a powerful orientated implosion, capable of shattering walls and metal structures. But they got the bad idea to push the likeness too far and used very heavy materials to forge the weapon. Manfred Warburg failed to lift the hammer when he tried to at his celebration. He really didn't like the joke and used his resources to force the manufacturer to go bankrupt afterwards. Still, Manfred dubbed his hammer after his thickset cousin Yuliana Warburg, leader of the House Warburg.

Effects: HEAVY two-handed weapon with Gear Bonus +2 to ASSAULT and FIGHT, weapon damage 3, and a D10 Artifact Die (D12 against vehicles). Ignores all armor, both worn and natural. Worn armor is destroyed if an attack from the hammer inflicts 3 points of damage or more. The hammer can even shatter solid stone. Energy weapon. Electronic artifact.

Drawbacks: The Sledgehammer is very unwieldy and requires Strength 5 or an Energy Armor (see *Mutant: Elysium*, page 76) to be handled without penalty. A fighter with Strength 4 can wield the Yuliana Sledgehammer, but suffers a -2 modification to all attacks. Weaklings of Strength 3 or less cannot use the weapon. If Yuliana is not used with a power source or without the DEV requirement, it is considered a simple two-handed sledgehammer (Gear Bonus +2, weapon damage 2, no Artifact Die).

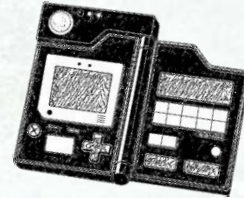
DEV Requirement: Technology 70

DEV Bonus: Technology +D6, Warfare +1

ZONEDEX PDA

The "Zone-Indexed Personal Digital Assistant" is a handheld digital encyclopedia created by Mimir Pr. Oak as an invaluable tool to Zone-travelers. It has an

integrated scanner and a voice recognition software. It gives information about all threats in the Zone that are contained in its database. Zonedex entries typically describe a threat in only two or three sentences. They may give background information on the habitat or activities of a threat in the wild or other information on the threat's history or anatomy. Zonedex entries also include height, weight, cry, footprint, and a picture of the threat.



Effects: Gear Bonus +2 and a D8 Artifact Die to all ANALYZE, KNOW NATURE and KNOW THE ZONE rolls. Electronic artifact. LIGHT item.

Drawbacks: Sometimes, the Zonedex's operating system is buggy and reports false or incomplete information (at GM's discretion). This behavior increases if the PDA is damaged. The PDA cannot be repaired. If its Gear Bonus reaches zero, it falls apart and is permanently destroyed.

DEV Requirement: Technology 40

DEV Bonus: Culture +D6, Technology +D6, Warfare +1