

SECTOR ENVIRONMENT

D66	ENVIRONMENT	RUIN	THREAT	ARTIFACT
11-12	Thick Woods	No	Yes	No
13-15	Scrublands	No	Yes	No
16-21	Marshlands	No	Yes	No
22-24	Dead Woods	No	Yes	No
25-26	Ash Desert	No	Yes	No
31	Huge Crater	No	Yes	No
32	Glassified Field	No	Yes	No
33-35	Overgrown Ruins	Yes	Yes	Yes
36-42	Crumbling Ruins	Yes	Yes	Yes
43-51	Decayed Ruins	Yes	Yes	Yes
52-56	Unscathed Ruins	Yes	Yes	Yes
61-64	Derelict Industries	Yes	Yes	Yes
65-66	Settlement	—	—	—

RUINS, INDUSTRY

D66	ENVIRONMENT
11-13	Factory
14-16	Military Base
21-23	Oil Cistern
24-26	Pipeline
31-33	Purification Plant
34-36	Power Line
41-43	Radio Mast
44-46	Refinery
51-53	Rubbish Dump
54-56	Shipwreck
61-63	Shooting Range
64-66	Windmill

ROT LEVEL

D66	ROT LEVEL	DESCRIPTION
11-12	0	Rot Oasis. The PCs are safe from the Rot here.
13-55	1	Weak Rot. The PCs suffer one Rot Point per day spent in such sectors.
56-66	2	Rot-Heavy Area. The PCs suffer one Rot Point per hour.

RUINS, NORMAL

D66	ENVIRONMENT
11	Airplane Wreck
12	Amusement Park
13	Battlefield
14	Bus Station
15	Car Park
16	Church
21	Cinema
22	Crater
23	Dilapidated Mansion
24	Fast Food Joint
25	Gas Station
26	Highway
31	Hospital
32	Hunting Store
33	Mall
34	Marina
35	Museum
36	Office Building
41	Overgrown Park
42	Playground
43	Police Station
44	Radio Station
45	Residential Blocks
46	Road Tunnel
51	Ruined Bridge
52	School
53	Shelter
54	Skyscraper
55	Sports Center
56	Suburbia
61	Subway Station
62	Supermarket
63	Swimming Hall
64	Tank
65	Theater
66	Train Station

THREAT LEVEL

THREAT LEVEL	DESCRIPTION
1-4	Fringe Zone Sectors
5-8	Central Zone Sectors
9+	Unusually Dangerous Areas

THREAT TYPE

D6	THREAT TYPE
1-2	Humanoid
3-5	Monster
6	Phenomenon

MONSTER THREAT

D66	MONSTER THREAT
11-12	Acid Grass
13	Air Jellies
14	Automaton
15-16	Bitterbeasts
21-22	Deathworm
23-24	Devourer
25-26	Grazers
31	Gulfish (infected water)
32	Killer Tree
33	Mind Mosquitoes
34	Nightmare Flowers
35	Parasite Fungus
36	Razorback
41-42	Rot Ants
43	Rotfish
44-45	Scrap Crows
46	Trash Hawk
51	Worm Swarm
52-54	Zone Dogs
55-56	Zone Leeches
61-63	Zone Rats
64-65	Zone Spider
65-66	Zone Wasps

HUMANOID THREAT

D66	HUMANOID THREAT
11	Amnesiac
12-13	Beast Mutants
14-16	Cannibals
21-22	Doom Cultists
23-25	Exiled Mutants
26-32	Expedition from another Ark
33-35	Helldrivers
36-42	Morlocks
43-44	Nova Cultists
45-46	Patrol from the Ark
51-52	Scrap Oracle
53-54	Wanderers
55-56	Water Trader
61-62	Wreckers
63-66	Zone-Ghouls

PHENOMENON THREAT

D66	PHENOMENON THREAT
11-13	Acid Rain
14-15	Ash Storm
16-21	Dust Tornado
22-23	Electric Storm
24	Ghost Lights
25	Inertia Field
26-31	Magnetic Field
32	Mirage
33-34	Mud Puddles
35-36	Night Lights
41	Obelisk
42-43	Pillars of Light
44-46	Rot Hotspot
51-52	Rot Wind
53-54	Sinkhole
55-56	Temperature Drop / Heat Wave
61-62	Unexploded Ordnance
63	Vacuum
64-66	Zone Smog

MOVEMENT

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

FLEEING CONFLICT

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

MELEE WEAPONS

WEAPON	BONUS	DAMAGE	RANGE	COMMENT
Unarmed	—	1	Arm's Length	
Blunt Instrument	+1	1	Arm's Length	
Bicycle Chain	+1	1	Near	
Brass Knuckles	+1	1	Arm's Length	Jury-Rigged. Light weapon.
Scrap Knife	+1	2	Arm's Length	Jury-Rigged. Light weapon.
Baseball Bat	+2	1	Arm's Length	Can be found in the Zone.
Bat with Spikes	+2	2	Arm's Length	Jury-Rigged.
Machete	+2	2	Arm's Length	Jury-Rigged.
Scrap Spear	+1	2	Near	Jury-Rigged.
Scrap Axe	+1	3	Arm's Length	Jury-Rigged. Heavy weapon.

RANGE MODIFICATION

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

* Does not apply for defenseless enemies.

TYPICAL COVER

COVER TYPE	PROTECTION RATING
Shrubbery	2
Furniture	3
Wooden Door	4
Car Door	5
Brick Wall	6
Sand Bag	7

RANGED WEAPONS

WEAPON	BONUS	DAMAGE	RANGE	COMMENT
Thrown Rock	—	1	Short	
Slingshot	+1	1	Short	Jury-Rigged.
Bow	+1	1	Long	Jury-Rigged.
Scrap Pistol	+1	2	Short	Jury-Rigged.
Scrap Derringer	+1	1	Near	Jury-Rigged. Light weapon.
Scrap Rifle	+1	2	Long	Jury-Rigged.
Flamethrower	+1	2	Near	Jury-Rigged. Heavy weapon.
Scrap Cannon	+1	4	Long	Jury-Rigged. Can't be carried.

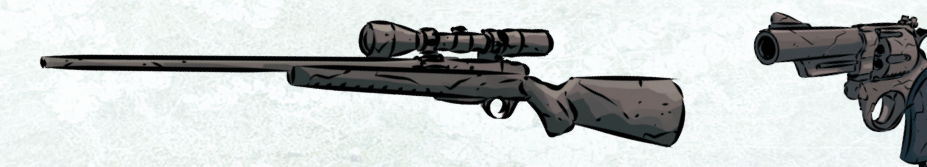


SESSION RUNDOWN

- Bring out the Zone map, character sheets, dice and cards for mutations and artifacts.
- Give each PC a number of Mutation Points equal to the number of mutations he has.
- Hold an Assembly. Each player may initiate one new project in the Ark.
- Draw a Threat Card to introduce a new threat to the Ark. Skip this step if no PC is in the Ark, or if enough is going on already.
- Play your characters.
- Hold a debriefing. Discuss which actions during the session should be rewarded with XP.
- Decide if you want to change your relationships or your big dream.

TYPICAL NPC STATS

ROLE	STRENGTH	AGILITY	WITS	EMPATHY	SKILLS
Enforcer	5	3	2	2	Intimidate 3, Fight 2, Force 1
Gearhead	2	2	5	3	Jury-Rig 3, Comprehend 2, Scout 1
Stalker	2	5	3	2	Find the Path 3, Shoot 2, Sneak 1
Fixer	2	2	3	5	Make a Deal 3, Manipulate 2, Move 1
Dog Handler	3	4	3	2	Sic a Dog 3, Shoot 2, Sneak 1
Chronicler	2	2	4	4	Inspire 3, Comprehend 2, Heal 1
Boss	3	3	2	4	Command 3, Shoot 2, Fight 1
Slave	4	4	2	2	Shake it Off 3, Endure 2, Fight 1
No Role	3	3	3	3	Level 2 in one skill



ARTIFACT WEAPONS

WEAPON	BONUS	DAMAGE	RANGE	COMMENT
Assault Rifle	+3	2	Long	Clip, Full-Auto.
Chainsaw	+2	3	Arm's Length	Heavy item.
Compound Bow	+2	1	Long	
Crossbow	+3	1	Long	
Flare Gun	+2	2	Short	
Hunting Rifle	+2	2	Long	Clip.
Katana	+3	2	Arm's Length	
Revolver	+3	2	Short	Clip.
Semi-Auto Pistol	+2	2	Short	Clip, light item.
Shotgun	+2	3	Short	Two barrels.

PROJECTS IN THE ARK

- Players may initiate new projects during the session Assembly.
- Write down each chosen project on the Ark Sheet, or directly on the Ark map, and note how many Work Points that the project requires to be completed.
- During each session, every PC may work on one project. For every **▲** rolled, the number of remaining Work Points is reduced by one.
- When all Work Points are gone, the project is completed and ready for use.
- Each project provides a DEV Bonus to the Ark, and some have other special effects.

