

Beast Training



Introduction. Learn how to tame, train and ride Bitterbeasts and other fantastic creatures discovered in the Zone. All pictures are courtesy of Pixabay, and is free of charge.

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Rules

In order to tame and train wild beasts and certain monsters, you need a particular skillset and a new talent. You also need time.

Skills used

Sic a Dog or Dominate can be used to tame and train these wild animals. This means only animal mutants and Dog Handlers can tame and train animals. If you feel this is unnecessarily limiting, you could also consider using Manipulate and Command.

Talent

The Talent Beast Whisperer is necessary to tame and train animals. The Talent Zone Rider is not required to ride a tamed animal, but it sure does help!

Stables

If the animal is trained within an Ark containing the Project Stables, all skill rolls receive a +2 modifier.

Reading the table

Name - This is the name of the animal. The abbreviation behind the name implies which rulebook it is from. The abbreviation in parentheses refers to either the MYZ CoreBook (MYZ), Genlab Alpha (MGA) or Zone Bestiary (ZB), my own adaption of many of the creatures from *Mutant: Undergångens Arvtagare*.

Mount? Whether or not the beast can be trained as a mount. A mount reduces travel speed in zone expeditions by half, and all movement in combat counts as double.

Trained? Whether or not the animal can be trained or domesticated for some other purpose than mount.

For non-predators, this means the animal can be domesticated and brought back to the Ark for use in food production or for other use. For the domesticated animals to be of any use for the Ark as a whole, you would need a Project. Simply reskin the Pigsty Project and call it something else, for example *Bullpen* if someone in the Ark manages to bring back some Spear Bulls and start breeding them.

For predators, this means that the beast can be used as a hunting companion, a guard animal or both.

Some beasts have both checked as Yes. They can both be used as a mount and for some other purpose.

If both Mount? and Trained? is NO, it means that the only effect possible from this animal is that it leaves the mutants alone.

Mod. (Modifier) - some beasts are easier or more difficult to tame and train than others.

Time / # successes - The first number is the number of sessions* necessary to train a given animal, and how many successes in total the animal handler must get during that time. If the required number of successes isn't met in time, the animal cannot be trained. A new attempt may be made on another creature. If the number of successes is achieved before the amount of time is over, the creature has been trained.

* If a lot of time goes by between each session, you could have the animal trainer roll all skill rolls between two sessions.

Note - Any other notes and rules, including suggestion for Projects that could be completed if you have these animals tamed in the Ark. It is always a Pigsty reskin.

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Name	Mount?	Trained?	Mod	Time / # successes	Note
Birdbeast (ZB)	Yes	Yes (guard animal)	-1	2 / 4	Animal mutants receive +1
Bitterbeast (MYZ)	Yes	Yes (eggs)	-1	3 / 6	Project: Bitterbeast Egg Hatchery
Dire Wolf (ZB)	No	Yes (hunting companion)	-3	3 / 10	Only Hunt and Sic a Dog are allowed skills when training a Dire Wolf.
Fire Bull (ZB)	No	Yes (guard animal)	0	1/1	
Gazole (ZB)	No	No	-3	-	
Gear Eater (ZB)	No	Yes (pet / guard animal)	-2	2 / 4	If a training roll is not successful, the Gear Eater explodes due to stress.
Grunter (MGA)	No	Yes (meat)	-1	2/2	Can be used in Pigsty.
Pony (ZB)	Yes	Yes (Project aid)	0	2 / 3	An Ark with ponies in Stables gets a +1 bonus on every Project roll involving Endure or Force.
Shagged Beast (ZB)	No	Yes (wool)	0	1/1	The price of cold weather clothes is reduced by 1 if this animal is in the Stables.
Shambletusk (MGA)	No	No	-2	-	
Silent Killer (ZB)	No	Yes (hunting companion)	-3	3 / 10	Only Hunt and Sic a Dog are allowed skills when training a Silent Killer.
Spear Bull (ZB)	No	Yes (meat)	-1	2 / 4	Project: Bullpen
Steel hooves (ZB)	Yes	No	-3	3 / 8	
Stink Dog (ZB)	No	Yes (hunting companion)	-2	2 / 4	
Swamp Thing (ZB)	No	No	-2	-	
Zone Dogs (MYZ)	No	Yes (hunting companion)	-1	2/3	
Zone Mammoth (ZB)	No	Yes (guard animal)	-2	4 / 7	

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New talent – Zone Rider

With this talent you can ride more efficiently with a tamed animal. All movement in combat counts double (as usual), and all who Fight you from the ground do so with a modification of -2. You can also make the animal fight for you. In that case you use the animal's Strength but your Skill Level in Fight. This is an action and you can't push the roll. Animals with special attacks (such as the Bitterbeast's acid spit), can also be used. In this case you would use the beast's Agility and your Shoot skill.

If you don't have the talent, you can still ride a tamed animal. An animal in those circumstances still counts as a vehicle in combat (double speed), but during a conflict without the talent, you need to roll for Endure each round to stay on the animals back (this roll doesn't count as an action). A failure means that you are thrown off and you take damage with three basic dice (each nuke means one damage).

Regardless of whether the rider has the talent or not, anyone that is attacking a rider

New talent – Beast Whisperer

You know how to calm and appease wild mutated beasts. In addition to calming them and avoiding combat, you can also train them for hunting, riding, combat and guard duties.

To calm the beasts, you need to succeed on a successful Dominate or Sic a Dog, with a modifier determined by the GM.

In order to train the beast, you need a number of successes over time, using the same skills as above. Number of successes and modifiers are determined by the table below.

In combat, you can give the beast orders like a Dog Handler would a dog, again using Sic a Dog or Dominate.

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