

LAST TRAIN TO PARADISE

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“When the wind is hot and the water is scarce, there is a wise man to guide you. When the fields are dead and the draft-beasts sick, there is a kind soul to feed you. When the soldiers raze homes and people alike, there is a brave one to shield you. When the great storms herald the end from beyond the sea and the hills, know that there will be a shelter to house you. When the wicked ride, and the winds rage, and the world ends around you, the Road to hope is open to all who need it, for I am the lantern and the lullaby in the valley of death.”

“Because we wander, every hungry child and babe on the road is ours, too. Because we wander, every sickly man and woman is our cousin, too. Because we wander, Any who fears the bullet, the blade, or the Rich man’s bomber is our family, too. Because we wander, every pile of bone and drop of blood that stains this sacred soil or the foul weapons that tread it belongs to our bodies, to us, too. Do not fear, our cousin, for our lantern, our lullaby, our hope, is yours, too. All people drowned by the malices of our world are our cousins, and our cousins are not yet free.”

- *“Call and Response” Oath of the Wanderers of the Demon’s Road.*

“Well, if y’all up for it, I know a bunch o’ good folks looking to help everyone trapped up at that border crossing. The Regime’s a sham and so’s their crony merc gangs. Pa ain’t raise a coward or a jester, and Ma ain’t dare raise anyone who’d turn their back on a sight like this, so I know where I stand and what I’ll be doing, but if y’all’d like to help, my contacts are planning on stealing some trucks at 7th call to help these folks out. Hopefully, we’ll meet up, and get them to a good home, soon. If they ask who sent ya, tell ‘em Ol’ Davie did, free o’ charge.”

A lancer plug-n-play Micro Adventure by Maria Lopez

Title: Last Train to Paradise
by Maria Lopez

“Well if it’s up to **me**, then y’all ain’t layin’ a finger on these here good folks. I’ve got six reasons why right here in this chamber.”

Who	Students of the gun, people of the local lands, those who’ve answered the cry of the cold, hungry, and needy, versus the privateers, the pinkertons, and boots of a callous regime
What	A trek far too long, through the hardest parts of Paradise, and down the Demon’s Road, all to catch a breather from a cold, harsh life.
When	5017, a hot year, and a dangerous one, for anyone, civilian or otherwise
Where	From the last Great Gateway City, through the natural splendor of the world, to a distant, sheltering land.
Why	A people have been branded as Criminal , as traitors, as disloyal, as parasites, as descendants of ancestors declared instigators, or they have simply found themselves at the mercy of warfare in their own neighborhoods, with no room or rifle to their name.
The story	<p>You, the Wanderers, those whose cause, or lack of, has made them heed the cries of terror and desperation of the people. You shall shepherd these people out past the blockades and checkpoints, and across lands rancid with profiteers, privateers, and loyal boot-licking dogs, in defiance of the bounties, bullets, and bullwhips of the persecutors.</p> <p>These brave wanderers are led by the Confident, Dutiful, and Pious Dave Copland, the Star Kid, child of a seamstress mother and local-born Gunslinger of a father. Dave has a long-time co-pilot and partner, Remiel-13, an old WATCHDOG unit that has been moved out here to “retire” with its co-pilot, developing interesting personality quirks along the way.</p> <p>The Twist? Neither of them has any true plans for Luxury or relaxing; they’ve been doing missions like these for months, surviving off the goodwill and spare change of those who can afford to help. They both say it’s a good way to live, but they’ve made their share of enemies in their work. The authorities consider them both wanted criminals, so a bounty hunter, hit squad, or warrant is never too far away. Expect Hell.</p>

CHARACTER HOOKS

Utilize these special Character personal hooks to help build the type of character that might partake in this adventure. While not mandatory, they can provide useful guidelines for building a memorable character with a motivation and history a player can draw upon to inform the character's thoughts, actions, and behaviors, the bonds with people and culture they have, and how others view them and how they might view themselves.

THE LANTERN

The Lantern is someone that others see as a beacon of hope, not because of the Lantern's physical prowess or strength, not for their capacity or talent for violence, not for their power in anyway. The lantern is someone who combines a humble and modest call to action with a genuine, pervasive sense of hope. This belief is not born of naivete or ignorance; you know and understand intimately what cruelty and darkness this world can inflict. However, you believe this is not the destiny or the natural state of the world because you have seen kindness and mercy peek from the crevices of what seemed to be walls of implacable malice and neglect. You have seen those beaten down and strangled by evil extend a wounded hand to help another in their darkest hour. Even when people are scared, vulnerable, needy, hopeless, they might still help someone else who is in need. The hungry will feed the hungry, the poor shall provide for the poor, and the weak would help the weak. This is proof enough to you that there is no evil that is insurmountable, inevitable, or all-mighty; just as people say it is natural for the world to be cruel, so, too, is it natural for the world to be kind.

THE HOUND

The Hound is someone who is defined by their sense of loyalty and duty: a simple and classic knight or devotee. They are motivated by the almost instinctual

devotion to a kind of order that defines how the road should be: free, safe, and open. As it always was, is and will be. You know, that the world must be devoid of opportunist danger, bountiful with shelter, and full with food and comfort. This order is something which takes great diligence and effort, but such things are not unfamiliar to you. You hold an unbreakable loyalty to someone, as they hold the same to you, and you both hold a powerful bond to the sanctity of what the land must be: No boot of the Regime will hunt anyone in this land, no mercenary shall profit from the refugee on this land, and no storm nor famine shall spill blood upon this land, may even Death herself bow before your diligence.

THE BEAST

To some, this thing called "humanity" can be thought of as a currency: something to trade away for power or favor. Wittingly or unwittingly, you have bargained away this currency. You were a paladin against the people. You were one who hunted them, killed them, tormented them, because you owed allegiance to an authority that saw the poor, hungry, weak, and outcast as prey, as livestock, as meat, and nothing more. You are a wicked demon. Now, you find yourself before them, of your own volition. You renounced your comfort and power you had with the Authority, helped former would-be victims, and when the time came, presented yourself for judgment. Kneeling, with your head bowed, you presented your rifle or blade to them, hilt or grip first, so they may enact their punishment upon you. You were ready to accept your execution, and you remember what was said: "Not your blood, nor your guilt, will fix what you have done, Demon. But your hands will." Death was a coward's relief: They will make you face your crime and punishment alive. You have cast aside that old demon's life, and any honor, dignity, or glory upon your old demon's name as lessons in humility, and now you would live among, and serve, those you had once preyed upon.

WHAT IS A WANDERER?

The above character hooks are a skeleton for players to develop characters that are in the spirit of the story in a way that might be fresh and exciting. The Hound can serve as a useful tool for players that want to have a character aligned with the greater ideological powers of the galaxy while still keeping a grounded presence through their connection to the land of the story. The Lantern provides a hopeful beacon of a character with none of the trappings of power, strength, violence, or authority that often accompanies such classic Heroic fantasies. They are someone whose altruistic behavior feels authentic and inspiring because it comes from a place of vulnerability. Lastly, the Beast represents a rare depiction of a wicked character who now does good works, without apologia to soften the impact of what they have done or rationalize their actions. Rather than let their guilt or angst dominate the story, the tale of what they do now, after they have made personal risk to cast away the comforts they held and accepted justice against them without protest, is what exists to make them a compelling character. Keep the story focused on repairing damage they have done, where they can, and using their knowledge and resources to work against the evil they had once championed.

THE WORLD

ON MODULARITY AND PURPOSE

Though there is an effort within this module to provide proper names to groups and individuals for the purposes of clarity and flavor, this Adventure module deliberately refrains from delivering too many details, in order to stimulate the GM or Players into producing their own ideas to fill in the gaps. The Regime could represent any number of various corpo-state entities, second committee remnants, or a faction of the GM's own choosing. The Tin Sharks could likewise be any number of Mercenary or mercenary adjacent entities, with the Copper Wolves serving as a suitable stand-in for any other group the table would like as a villain. Feel free to view the characters, locations, and factions as placeholders for your own ideas.

LOCATIONS

MARCH GATE CITY: The last of the Great Gate Cities that dot the country's border. It has historically been a locus of immigration and emigration for decades. It is a lively industrial city with a culture that has long since drifted from the cultural hegemony of the rest of the country, which has drawn the interest of the Regime. The Bronze Eagle has increasingly stepped up draconian policies aimed at returning the city to its cultural hegemony, prompting many dissatisfied people to venture elsewhere. Once the new Chancellor came to power, they quickly added a new goal to the cultural reintegration policy: increasing March Gate City's industrial output at any cost. With the criminal policies rampantly draining the spirit of the City, and threats of violence against deviations from the cultural hegemony, people are now more desperate than ever to flee the Regime, its vigilante loyalists, and its corporate allies.

THE DEMON'S ROAD: Though the name may feel dark to some, the truth of the history of the Road is more than just tales of terror. Older than the Regime, than the country, the Demon's road has long connected the Great Gate Cities to each other, and to distant lands. It has been a vital trade route, a life saving transit network, and a cultural milestone of the land and its peoples. Weaving through rivers, hills, and more, it covers one of the largest stretches of land on the continent. People in the modern era still use it as a trade and transit network, particularly in times of peril, when many have fled down its pathways seeking safety and shelter. The Road has even garnered a sacred reputation as a lifeline, with many people

routinely traveling or living along the route simply to maintain it for others' use, or to pay respect to ancestors who had crossed the road, or failed to complete their journey across its trails.

PARADISE: It is another land, a safer land, a kinder land. Many of the people in March Gate have talked of fleeing as the Regime's brutality grew, and when news arrived that they would take in any who could reach them, plenty of people began to make the journey across the Road. Paradise is the destination for the people the Wanderer's are shepherding; an ideal, warm, and inviting shelter from violence and a place to exist as they wish. Dave Copland and Remiel plan to arrange for volunteers from Paradise to meet him on the road to carry everyone.

THE MAJOR PLAYERS

OVERVIEW

Listed here is a collection of relevant factions to build the game.

THE REGIME-THE BRONZE EAGLE

Identifiable by their signature Bronze Eagle Shield-patches, the forces of the regime have long served as the primary tool by which the Regime sought to criminalize poverty, ostracize the “outliers” of society, and undermine populations, cultures, and peoples they deemed inconvenient, a threat, or useful as scapegoats. The Regime believes in a rigid and dogmatic law that enacts cruelty through Law that lacks compassion or mercy. The Regime wants to halt the movement of all those attempting to flee its grasp, maintain its hegemonic influence, and police how people are permitted to live or exist within its influence.

THE MERCENARIES-THE TIN SHARKS

The Tin Shark Mercenaries are a profit-motivated privateers and opportunists who are favored by the Regime when it needs a dirty job to be done without ruining the Regime’s image too much. They are vicious in their objectives and pursuit of bounties against agitators and runaways. The Mercenaries want to maintain cushy positions of favorable trade and operation with the Authorities of this world to keep their paychecks flowing.

THE VIGILANTES-THE COPPER WOLVES

Private citizens with the means to enforce the brutal authority of the regime, free of charge. The Wolves take jobs even a mercenary wouldn’t touch, reveling in doing and saying what the regime or its mercenaries would only whisper in quiet safety. The Wolves believe most fervently in the dark message left unsaid by other cruel enterprises of this world, and wish merely to punish and brutalize the people for what they perceive as a slight against them or their nation.

THE WANDERERS

That’s you, pilot. You, and Dave, and every and Dave’s people. You’re the legends, the cavalry, people of similar and divergent backgrounds who’ve been united in a mutual mission to escort The People to a different, kinder land. When storms sweep away homes, you build them anew, and when evil would

prey upon the people, you are there to protect them. Rallied by the confident figure of Dave Copland, you won’t the law, the vigilante, or the pinkerton dig their teeth into anyone. Wanderers may be pilots just as much as they are infantry, or any other; the only unifying skill among them are a talent for conflict, and bravery.

THE PEOPLE

Poor, hungry families, Political opponents, witnesses, outcasts, convicts, scapegoats, the persecuted, unlucky souls, and more: all these people may count themselves among the refugees fleeing the Regime and it’s growing cruelty for varying reasons. The players may very well be among those the Regime was directly persecuting, prompting their decision to join the cause of the wanderer.

DAVE AND REMIEL

A pair of Good Samaritans, as the two like to say. Dave Copland is the child of a working-class seamstress mother who sewed the clothes and the cloak on his back, and a gunslinger father who used to roam the Demon’s Road, acting as a lantern of sorts back in his Prime. Dave now follows in his father’s footsteps, though Dave is much shorter and scrawnier than his father was, with a cocky, always clean-shaven face and a somewhat shrill voice that has often detracted from the comically heroic image he has garnered. Make no mistake, though; whether on foot, or in his modified Raleigh Chassis, when it comes to shootin, Dave Copland is the real deal.

Remiel-13 is an odd little fellow. It was one of the oldest production models of WATCHDOG Units ever produced, and survived years of active combat time. Through an almost comical series of misadventures, lobbying, and tomfoolery, activists have managed to convince the world that Remiel should be allowed to “retire”, escorting it to a life away from it’s old boarding days, but as Remiel would say “Dogs sleeping ain’t learnin New Tricks to lie, Sheriff.” Through Remiel’s friendship with Dave, the curious little unit has found itself back in the saddle again lending its expertise in brutal close quarters combat to Dave’s own talent for sharpshooting. Remiel typically keeps close to Dave, or “Sheriff” as it is fond of calling him, typically in a subaltern body, or in Dave’s Chassis, *The Oath Keeper*.

BEAT: 1

TICKET TO RIDE

“Welcome to the Late Great Gate, glad to have you.”

The server’s smile and greeting was well rehearsed as ever. Out here at a hole-in-the-wall place like this, you could usually find a human waiter. It was part tradition, and part necessity: the novelty in a human greeting was something folks would pay for, and more work for more folks was always a boon in times like these.

The lighting was kept sparse and gentle at the bar: cheaper on the power bill and made people feel like they’d spent less time here than they really had. It was a cozy place, too. Tilda really put an elbow and a half into making this place work, and it showed. Always busy with folks drinking to celebrate and folks drinking because they can’t celebrate, it was a good place to relieve what ails, and Tilda knew a lot of people had a lot of ails.

“Yeah, yeah, ain’t we all know it: damn near everyday, you hear bout them Eagle-boys busting up another crowd or locking down a gate or arresting a bunch of folks fleeing ‘cross the border. Just the other day behind my apartment, I heard some folks screamin’ like they was being burnt at the stake, beggin’ and everything. Apparently, one of them had crossed one of the Governor’s captains, so he got a bunch of his squad, dragged the poor folks out of their apartment, into an alley, and wailed on them ‘till they confessed. I’ve been taking 3 shots a whiskey a day ever since then,” Tilda paused in the middle of her talk to stare at her old, wrinkled hand as it polished a glass. One...Two...Three...Four...Five...Six...Seven...Eight.... One second led to the other, in a knowing, awkward, terrible silence, as she thought about what she saw.

“It don’t sit right...” she murmured. “Stuff like that’s been ticking up a fair bit. I heard there’s big things coming on the horizon and all, but in the mean time...I’d been thinking of getting out of town for now. Got a sister on the other side of the Road, but....Y’all know how traveling’s been.”

The gentle buzz of the sole omniphone pulled Tilda from her duties once more. There was a pleasant surprise in her voice when she answered. “Oh, Hey, y’all? It’s for you. Say’s he’s Davie Copland.”

Dave Copland and Remiel-13 have made contacted whatever allies they could find on short notice; they’ve just gotten word of a huge batch of people are looking

to leave the City and make their way across the Demon’s Road, and Dave is confident that the Regime is looking to launch a significant crackdown on emigration. Anticipating fierce resistance, he’s come up with a daring plan: break into the East Great Transit Terminal and steal a load of vehicles and supplies to carry the people out of town before the regime wises up or the storms make travel too difficult. He’s going to clear a forward meeting spot in Neutral territory for pick up, and he’s counting on the players to take those vehicles and escort the people to him.

Players can talk with Dave and Remiel via radio to gather Information on what to expect.

THE GATE

“Gate’s a well patrolled maze o’ guns and walls. Might be a fair bit rough on approach, but I reckon some good moving should at least get you what you need. Should be a fair good bit of supplies too, that they keep on hand for the garrison. If yer smooth enough, I reckon y’all can even snag some o’ the nicer APC’s they use. Terrain’s gonna be rough up ahead. Thankfully, it’s only bots the old bronze eagle has on hand; all the tanks is deployed out to the front. Y’all just weave between walls and stay clear o’ that main road and y’should be good. Them eagle-boy’s shouldn’t be too much trouble.”

THE JOURNEY

“I can’t say it’ll be all too fun, but someone’s gotta do it. You’ll probably catch a hell of a storm crossing by the hills. Hopefully the mud won’t be too much a trouble, for ya. Other’n that, its just lots o’ open sky, auroras, and terrain. I’ll do my best to warn ya of any patrols or Wolves, but I can’t promise ya it’ll be perfect. Keep sharp, alright?”

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COMBAT: ALL ABOARD

SITREP:	Gauntlet (<i>Source</i> , p. ##)
OBJECTIVE(S):	Reach the Gate Zone
ENEMY FORCES	
FOR 3 PCs:	1x SNIPER COMMANDER (Quick March, Moving Target, Selective Loader*) or 1x SENTRY COMMANDER (Quick March, The Hunt, Gazer Engine**) 1x SEEDER (Speed Deployer*, Grav Spike**) 1x GOLIATH (Watchful Guardian*, Pin**) or 1x ENFORCER (Let's Get Dangerous*, Dominion Wall**)
FOR 4 PCs:	1x CATAPHRACT (Electrified Lasso*, Charge**)
FOR 5 PCs:	1x PRIEST (Greater Investiture*, Empowered Shield**)
REINFORCEMENTS	
FOR 3 PCs:	1x SEEDER (Speed Deployer*, Grav Spike**) 1x GOLIATH (Watchful Guardian*, Pin**) or 1x ENFORCER (Let's Get Dangerous*, Dominion Wall**)
FOR 4 PCs:	1x CATAPHRACT (Electrified Lasso*, Charge**)
FOR 5 PCs:	1x PRIEST (Greater Investiture*, Empowered Shield**)

This battle sees the players attempting to breach one of The Regime's secure military supply depots to secure transport vehicles and extra supplies for the refugees fleeing violence and security crackdowns.

SIDEBAR: If using the Sentry or Enforcer for the first time, be sure to give a brief overview of their Roles (Artillery, Defender/controller,) and a Hint of their general gameplay: "Stand guard and spring into action against nearby threats" for the Enforcer, and "Watch out for anyone out of cover and let loose with the Hacksaw" for the Sentry.

(**Note:** Optionals with one star are meant to present a moderate or mild challenge for play groups, akin to players who have experienced tabletop games before. If your players are comfortable with lancer's combat mechanics or are otherwise looking for a challenge, Add the two-star optionals instead.)

DETAILS

The Map should consist of a central lane, relatively open, with two side-secondary lanes, and plenty of cover weaving down the lanes. If using a sniper, position them high up to easily cover the central lane, as well as any other exposed area. If using the Sentry, have them alternate between the various lanes to ensure players don't get too confident about loitering in the open.

TACTICS

Keep the Defender on or near the objective zone so it can assist in contesting the area by blocking off key access points or removing players from the zone. Ensure the Sniper or Sentry can move to a position to attack players on the objective, and have the Seeder act to cut off the easiest access routes to the objective, or to trap players in bad positioning with the threat of their mines. Cataphracts can utilize their intense speed to provide consistent pressure against Players fleeing the sight lines of their Artillery Commander and drag players into dangerous areas. Use Priests to bolster besieged allies or provide critical deterrence to players seeking to use AOE or multi-attacking strategies with Abjure.

OUTCOME

The Military is sure to be on the player's position, and once time runs out, they'll be forced to make off with whatever they can get their hands on.

PC VICTORY

Player victory sees the players being able to successfully seize control of several supplied Military transports and a sizable deal of Extra supplies (water, food, tents, medicine, etc.) which will be needed for crossing the Demon's Road.

PC DEFEAT

Player defeat sees them having to make do with what supplies they already have, and having to settle for some of the civilian transport buses. Compared to the transports, they lack in both protection and off-road performance, complicating future travel plans.

MOVING ON

Whatever the players end up with, they've got their vehicles. They'll quickly get as many people into the transports as possible, and make off towards their next destination.

BEAT: 2 ROUGH TRAILS

"Young Mota pressed her palm against the foggy window beside her and watched the condensation clear around her tiny fingers. The girl mushed her cheek against the glass for a better look at her environment. Beside their vehicle was towering iron soldier, with his mono-eyed head peaking well over the roof. He carried his Rifle in two of his arms, while his lower pair carried an extra crate of supplies and a knotted piece of rebar and concrete he had used as a hammer before. Mota waved at the iron soldier through the window; she even tried knocking and shouting at him as he walked at pace with the vehicle. Eventually, she would be rewarded. The soldier pointed its single cyclopan eye at her and wedged his makeshift hammer under the tethers holding the crate to his hand, before giving her a confident thumbs up with his steel fingers.

"Let him work, Mota. Besides, you are waking up the other passengers." Her father gently scooped an arm around the young girl and kissed her on the forehead as he pulled his baby to her side. Her mother was standing next to them, holding on to the overhead rail. She tried to smile confidently at her daughter, to assure her that all was well, but her outfit betrayed her desire; she was dressed in a helmet, flak jacket, and her old uniform, scrubbed of the old eagle patch and replaced with a bright blue band that bore her own daughter's hand print. Her mother was dressed for war, and if the worst happened, and the vehicle had to be stopped, be abandoned, it was her mother's duty to face the enemy and cover the evacuation, to protect them while they ran. She was of the ones who had any prior combat experience. She knew how to put on her helmet and jacket, how to stick to plans and orders, how to steel herself before Death when the reaper crossed her path....

"We'll be all be safe soon, Mota," she lied, as she leaned over to kiss her daughter on the forehead. She did not know if that would be the last time. That's how every moment on this operation felt: mortal uncertainty. "Mama loves you," Her mother leaned over to kiss her husband on the cheek and squeeze

his hand. "And Papa loves you, too," she said. Mother and Father knew the mortal worry. They meditated on the grim discussion they held prior, on who should wear the helmet, shared a look, and kissed once more, before Mother and Father parted again, as Mota's mother checked her radio. The lead vehicle had reported mudslides across the only bridge, and several suspicious seismic pings on radar. The Wolves would be upon them, soon.

The intense moisture and rain in the area from the wet season has caused sporadic mudflows to disrupt traffic routes in the area, and the wanderer's is no exception. As their convoy approaches the bridge, Dave or one of the other Wanderers will point out over radio that they are close to territory where the Wolves lurk. They are vigilantes, officially sanctioned by no one, but the Regime turns a blind eye to their crimes and their violence, so long as it targets the right people. Just as they ponder on where the vigilantes might strike, the vehicles receive further news. The Suspicious seismic signals are gathering around the one bridge that's likely to be strong enough and large enough to support a relatively easy crossing. An Ambush is all to be expected, but with the Regime in pursuit, and time against the wanderers, there is only one choice available: they'll have to push through that bridge, come hell or high water, and sure enough, when the wanderers' convoy approaches the bridge, the Wolves spring their trap. They're here to steal whatever they can, take hostages, and collect bounties.

COMBAT: DERAILED

SITREP:	Escort (Special, See Below)
OBJECTIVE(S):	Make a Break for it.
ENEMY FORCES	
FOR 3 PCs:	1x ACE (Bombing Bay*, Strafe**) or 1x SENTRY (Clonefire Drone*, Counter-fire Suite**) 1x SENTINEL VETERAN (Self Repair, Rapid Response, Impaler*) or 1x ENFORCER VETERAN (Acrobat, Zeus Pile-bunker Fulgaraton, Area Denial Array*) 1x WITCH COMMANDER (Press the Attack, Pain Transference, Dark Cloud**)
FOR 4 PCs:	1x SCOUT (Spotter*, System Flayer**)
FOR 5 PCs:	4x ASSASSIN GRUNTS
REINFORCEMENTS	
FOR 3 PCs:	2x ASSASSIN (Devil's Cough Shotgun*, Cloud Projector**)
FOR 4 PCs:	2x SCOUT (Spotter*, System Flayer**)
FOR 5 PCs:	1x SENTINEL (Rapid Response*, Impaler**) or 1x ENFORCER (Zeus Pile-bunker Fulgaraton*, Area Denial Array**)

This battle sees the players assaulted on all sides as they try to shepherd the objectives across the bridge while mercenaries and mud flows impede their perilous journey. The Mud flows are difficult Terrain, and characters in the mud are **SLOWED**. Characters that ignore difficult terrain or have a flight or EVA system ignore all Mud flow penalties.

SIDEBAR: If using the Sentry or Enforcer for the first time, be sure to give a brief overview of their Roles (Artillery, Defender/controller,) and a Hint of their general gameplay: “Stand guard and spring into action against nearby threats” for the Enforcer, and “Watch out for anyone out of cover and let loose with the Hacksaw” for the Sentry.

(**Note:** Optionals with one star are meant to present a moderate or mild challenge for play groups, akin to players who have experienced tabletop games before. If your players are comfortable with lancer’s combat mechanics or are otherwise looking for a challenge, Add the two-star optionals instead.)

DETAILS

The Map should consist of two main landmasses separated by rushing mud flows, with a single, large, main bridge connecting the two main landmasses. The bridge is coated in thick mud flow in place. Other islands in the mud flows may present other obstacles or obstructions present. The players start on one main landmass and move to the other. There is one escort objective for every two players, rounding up. In

addition to the normal movement rules for the objectives, 1/round, as a quick action, a player may have an objective in Line of sight move up to 5 spaces. Objectives cannot move if they are adjacent to a hostile character, and stop moving immediately if they become adjacent to a hostile character.

As a full action, players can forge a path through the mud, moving up to their speed and ignoring difficult terrain. Any mud flow in their path is turned into normal ground, and as part of this movement, players may take 2 ⚔ to make one weapon attack or one quick tech action at any point in the movement.

If the players have military transports, these objectives gain +2 armor and they can move through the mud flows. Civilian transports cannot move through the mud, as they lack the drive power, suspension, and traction to move through such rough terrain without becoming hopelessly stuck.

TACTICS

The NPC's should make traversing the bridge difficult if the players choose not to forge a pathway through the mud. If utilizing the Sentry or Enforcer, Clonefire Drone or Area Denial Array can serve to cut off or threaten pathways around the mud. Otherwise, position the NPC's to create bottlenecks and exploit the resulting blockage.

OUTCOME

Once time runs out, the bridge, mud flows, and storm conditions will force decisive action from the players.

PC VICTORY

Player victory means the transports make it safely across, and the raiders unable to capture the vehicles passengers. The players are able to lead the refugees to safety with their vehicles and supplies intact.

PC DEFEAT

Player defeat sees them having to make a desperate and terrible choice, "Leave all their supplies behind, Leave their transports behind and have people carry on on foot, or risk capture of one or more of the transports and the passengers inside.

REWARDS

???

MOVING ON

Whatever the players end up with, they have to press on. If there are still captured passengers, they'll have to make time for their rescue later, if they've lose their supplies, they'll have to hope for the best, and if they've lost their transports, they'll have to figure out travel some other way. Even in the best of circumstances, they have a rough journey ahead, but Dave Copland's meeting point should be nearby, soon, and with luck, they might just be able to make it and see these tired folks off to a safe and restful home.

Story notes: CONTINUE STORY HERE the players will soon be approaching one of Dave's safe houses, where he's waiting to see folks off to volunteers and more refugees heading to a safe and welcoming home. The players will be facing elite and dangerous Mercenary forces equipped with advanced military hardware supplied by the Regime.

SAVE THIS BLOCK

COMBAT: MIND THE GAP

SITREP:	Holdout (Special, See Below)
OBJECTIVE(S):	Outlast.
ENEMY FORCES	
FOR 3 PCs:	2x BREACHER (Superior Ram*, Thermal Charge**) 1x CONCLUSION/ASSERTION – ASSAULT ELITE (High Impact Rounds, Rank Discipline*) or SENTRY ELITE (Gazer Engine, Yellow Jacket Launcher*)
FOR 4 PCs:	2x HORNET (Supersonic*, Umbra Interdiction**)
FOR 5 PCs:	1x MIRAGE (Manifest False Idols*, Illusory Subroutines**)
REINFORCEMENTS	
FOR 3 PCs:	2x PYRO (Napalm bomb*, Explosive Jet**) or 2x ENFORCER (Let's Get Dangerous*, Vigilant Sentinel**) 8x HORNET GRUNTS (Supersonic**) 1x MIRAGE (Manifest False Idols*, Illusory Subroutines**)
FOR 4 PCs:	4x MIRAGE GRUNTS (Manifest False Idols**)
FOR 5 PCs:	2x BREACHER (Superior Ram*, Thermal Charge**) 4x ASSAULT GRUNTS (High Impact Rounds**) or 4x SENTRY GRUNTS (Gazer Engine**)

This battle sees the players ambushed by a mysterious strike squad here to intercept the convoy and kill the ring leader of this operation, Dave Copland, in a brutal, all-out assault, led by a dangerous combat drone, CONCLUSION/ASSERTION. The Players have an ally in this fight; Dave Copland is a Veteran Sentinel with Bodyguard, Wrath-Lock, and Deadly. If Dave's mech is destroyed, he remains alive so long as his wreck is not destroyed. Destroying the wreck kills both Dave and Remiel-13.

The Refugees are hiding in the makeshift Shelter in the center of the Control Zone. The Shelter has 4 doors that are **size 2** with **20 HP** each.

Instead of the normal Holdout scoring system, the Control Zone has a Threat Level of 0. Grunts increase the Threat level by 1, Normal Enemies increase it by 2, and Elites by 4, and Dave and the players decrease the threat level by 2. If the Control Zone ever has a Threat Level of 10 at the end of a round, the players automatically lose. If a shelter door is destroyed, Hostile non-grunt characters may enter the shelter as a full action, removing them from the battlefield. At the end of the next following round, they Increase the threat Level by 10.

Players Adjacent to a broken shelter door can Attempt to expel a hostile character as a Full action. This requires a contested **HULL** check; on a success, the

hostile character takes **1 structure damage** and is thrown **5 spaces** from a door of the players choice. A player may choose to automatically succeed on the roll after rolling by taking 1 structure damage or one stress.

SIDEBAR: If using the Sentry or Enforcer for the first time, be sure to give a brief overview of their Roles (Artillery, Defender/controller,) and a Hint of their general gameplay: "Stand guard and spring into action against nearby threats" for the Enforcer, and "Watch out for anyone out of cover and let loose with the Hacksaw" for the Sentry.

If you have purchased the Lancer Adventure Module, *No Room For a Wallflower*, then you can represent Dave as a **VETERAN AVENGER** with Infectious Revenge, Judgment Shotgun, and Deadly. In addition to the normal trigger conditions, Revenge and Judgment Shotgun's effects also activate if a shelter door is destroyed or Dave is reduced to one structure.

(**Note:** Optionals with one star are meant to present a moderate or mild challenge for play groups, akin to players who have experienced tabletop games before. If your players are comfortable with lancer's combat mechanics or are otherwise looking for a challenge, Add the two-star optionals instead.)

SIDEBAR: If Dave's statblock is being represented by an Avenger, His Revenge trait will also trigger on players taking structure, for the rest of the adventure.

DETAILS

The Map should feature the Shelter in the center of the map, below the ground, with the four Doors as Objects roughly marking the boundaries of the shelter. There should be 2 doors to a side, and the doors should be at least 8 spaces apart. The Breachers will focus on breaking down the doorways, but if it reaches round 5 or there are no breachers on the field, the other NPC's will attempt to destroy the doors and enter them as well.

TACTICS

Utilize the Mirages' Manifest Idols ability to teleport the slow defenders great distances easily, while also keeping other allies in optimal positions. If Using the Sentry, it can prove particularly nasty by keeping players away from the shelter doors.

OUTCOME

As long as players are still left the shelter holds, the attack is foiled, for now, Depending on whether the players choose to continue the Mission, the exact circumstances of the rendezvous with Dave and his contacts change significantly.

PC VICTORY

Player victory means the day is won, They have fought off the enemy, and they are free to move on.

PC DEFEAT

Player defeat means the shelter is breached, and refugees held hostage, captured, or killed in the massive collateral of armed mech conflict. Players may choose to turn this into a Player victory instead by destroying all their mechs, representing a desperate and stubborn hold in a forlorn scenario. The Players will have to face an uncertain future as they scramble to repair their mechs using whatever wreckage they can find. While the mission may be over now, should players seek to continue the mission, they may find themselves having to make Difficult choices in the future if they want to get their Mechs back in working order.

REWARDS

If the players choose to continue the mission, the players receive a full repair, as Dave has an emergency supply stash of back ups kept nearby, just in case. Additionally, if Dave Copland and his pal, Remiel-13, survived the battle, they present the players with the **MAGNA FERRUM** custom Heavy Slug Pistol, kept in the secret stash. Remiel-13, impressed by the player's grit in combat, deputizes them, offering a small part of his subroutines to act as shooting coaches. After a bit of training and modification to their mechs, for the rest of the mission, players gain access

to all 3 ranks of the Gunslinger talent, or 3 ranks of another talent if they already have 3 ranks of Gunslinger. If players only have 1 or 2 ranks in Gunslinger, they may place remaining the remaining ranks in any talent of their choice. **BONDED, COMBINED ARMS, EXEMPLAR** or **VANGUARD** make good choices.

Magna Ferrum

Auxiliary Cannon, Heavyweight 10, Inaccurate

[↗ 5] [1d6 ∅]

When you **HEAVY FIRE** this weapon, the attack gains **KNOCKBACK 3**, its damage can't be reduced in any way, and on hit, becomes a **critical hit**, if it wasn't already.

"These don't exactly handle like a regular gun, what with all the extra weight, but I betcha this: You just take your time, count your breaths, and kick the stabilizers on, and you'll have a hell of a punch. Thanks for coming along for the ride. Y'all can have this, free o' charge."

HEAVYWEIGHT X: This weapon is equipped to be easily stabilized while firing. When you **Barrage** with this weapon, you may choose to **Heavy Fire** it, forgoing attacks with all other weapons. If you do, for the duration of the Barrage, the weapon gains **+1** and increases its ↗ if its a ranged weapon or ✂ if it is melee by X.

MOVING ON

If the players are choosing to end the mission here, then the day is saved. After repelling the Attackers, the players are able to successfully lead the refugees to the meeting point with a local convoy of sympathetic volunteers who'll be able to safely escort the people to free, warm, and safe lands. Good shootin, pilots.

If the players choose to continue the mission, they find a wrinkle in the intended plan: the Volunteer escort is nowhere to be found, and someone's left a calling card: the Tin Shark Mercenaries have a contract on Dave Copland. The players will have to investigate to figure out what happened and get the refugees to a safe home.

Dave Copland will accompany the players for the rest of the mission. Dave restores all structure and stress during full repairs like players do, but during a rest, all he can do is automatically restore HP.

Make sure the players understand that choosing to continue the mission will see a notable increase in danger and difficulty, something that may even result in their deaths.

BEAT: 3

WHAT YOU ARE

Though the day here was won, it's become clear that there's a massive wrinkle in the plan. Dave quickly finds that the Escort he had arranged to meet the party here has been intercepted, and signs are clear that the Tin Shark Mercenary Gang intercepted escort. Now, not only do you have to figure out how to get these people to paradise, you'll have to find safe shelter for them until then, as well as track down that escort: they were fellow wanderers, ferrying people under their own wing, and there's no doubt in his mind that those people need your help, too. There's no doubt in his mind that between everyone here, they can resolve these problems.

Now presents a good time to lay out the problems present to the party to solve, as well as allow them a brief rest to mingle while they take a break from whatever work they may have, while they take the time to fix up things with the assistance of other volunteers and refugees. Allow players to mingle with and follow up on any social seeds they may have planted among themselves or other NPC's, get to know Dave better, or maybe role-play their shooting lessons with Remiel-13.

Once the players have solved the following pressing issues, feel free to press forward:

- Shelter for the Refugees present.
- Refueling the battery cells for the transport vehicles and fixing up any damaged or worn parts.
- Investigate and theorize on the Tin Shark's motivations and likely plans.
- Just take a bit of a break, sooth tension and old wounds, assure themselves and others of hope, and the mission ahead.

Once time has allowed for these issues to be resolved, the wanderers make headway in their goal: someone has discovered the location of the Tin Shark ambush on the volunteer convoy, and there's a faint distress beacon radio signal originating from nearby. If you can find the signal, you can figure out where the Tin Sharks took their hostages. There's just one small problem...

They were on the site like flies on shit. Plenty of Bronze eagles and their pet Wolves to go around, sniffing for evidence. The glistening metallic reflection of the eagle emblem shields on the back of the towering Caesar-pattern Stasis Guardian stuck out in flashes of moonlight and distant lightning, while a patrol of soldiers and vigilantes stood guard. That radio beacon was your best shot at finding the hostage escorts, and any opportunity to knock around the Regime's goon squad was a good one.

COMBAT: BEACON OF HOPE

SITREP:	Recon (Special, See Below)
OBJECTIVE(S):	Find the Beacon.
ENEMY FORCES	
FOR 3 PCs:	1x STASIS GUARDIAN – BASTION (Trueblack Aegis- See Below, Fearless Defender) per player 1x BERSERKER ELITE (Retribution, Superhot*)
FOR 4 PCs:	1x AEGIS (Adaptive Shielding, Hardlight Cover System*)
FOR 5 PCs:	1x BARRICADE (Seismic Repulsor, Titan-Snare Drone*) or 1x ENFORCER (Vigilant Sentinel, Dominion Wall*)
REINFORCEMENTS	
FOR 3 PCs:	1x SCOURER (Pulse Laser, Supercharged*) or 1x SENTRY (Clonefire Drone, The Hunt*)
FOR 4 PCs:	4x BARRICADE GRUNTS (Seismic Repulsor*) or 4x ENFORCER GRUNTS (Vigilant Sentinel*)
FOR 5 PCs:	1x SCOURER (Pulse Laser, Supercharged*) or 1x SENTRY (Clonefire Drone, The Hunt*) 1x BARRICADE (Seismic Repulsor, Titan-Snare Drone*) or 1x ENFORCER (Vigilant Sentinel, Dominion Wall*)

This battle sees the players trying to find the good distress radio buried in one of the evidence areas cordoned off by the Regime. Stasis Guardians are deployed one in each control zone, and if there are no Stasis Guardians present on the map, the players may scan Recon Zones as a free action instead. There is one recon zone per player.

Each Stasis Guardian is equipped with a powerful active Trueblack Aegis. While active, the Stasis Guardian reduces all damage and ⚔ it takes to 0 and is immune tech actions, conditions, and any effects that instantly cause structure damage or stress, but cannot make ranged or tech attacks. Adjacent characters can deactivate the Trueblack Aegis until the end of the round as a quick action. Players know the effects of the Trueblack Aegis.

SIDEBAR: The Stasis Guardians make Ideal Targets for Gunslinger Magna Ferrum users, but the heavy-hitting Pistols are equally good at punching through the armor on much of the enemy force, or for dealing with Resistance from Stampede Defense or Adaptive Shielding.

SIDEBAR: If using the Sentry or Enforcer for the first time, be sure to give a brief overview of their roles (Artillery, Defender/Controller,) and a hint of their general gameplay: “Stand guard and spring into action against nearby threats,” for the Enforcer, and “Watch out for anyone out of cover and let loose with the

Hacksaw,” for the Sentry.

(**Note:** Optionals with one star are meant to present a moderate or mild challenge for play groups, akin to players who have experienced tabletop games before. If your players are comfortable with lancer’s combat mechanics or are otherwise looking for a challenge, Add the two-star optionals instead.)

DETAILS

The Map is fairly normal in layout and design. Control zones should be at least a size 4 footprint, and no closer than 8 spaces to another control zone. Control zones should have suitable cover for both the players and Stasis Guardians.

TACTICS

The Berserker should be deployed in a central location to threaten the players wherever necessary. Stasis Guardians should stay as close as possible to their recon zones to ensure players don’t get a chance to contest it for free. Stasis Guardians close enough to another npc can readily soak damage with fearless defender as well, making them a prime annoying candidate for destruction. Once the True Recon zone has been deployed, the Aegis can help secure it for the npc’s by deploying their shield to cover the zone, drastically enhancing the survivability of occupying npc’s, and the Barricade or Enforcer can be used to help take the true recon zone and shove players off the zone as well.

OUTCOME

PC VICTORY

Player victory means the players gain the beacon to lead them to the site of the Tin Shark's makeshift prison camp.

PC DEFEAT

Player defeat means they have to engage in a bit of scouting and detective work to figure out the Tin Shark's prison camp location. Treat this as a pair of progress bars with 4 segments each, one representing knowledge of the location of the base, and one representing time until the Regime reaches the prison camp. When players succeed on an action, they may either remove a segment from the time bar or add one to the knowledge bar. If they critically succeed, rolling a 20 or higher, they may add a segment to the knowledge bar, and then either remove a segment from Time or add an additional segment to Knowledge. If the players fail an action, tick up one Time Segment. If the Time Progress bar fills up, or if it is higher than the knowledge bar once all players have acted, then the players have run out of time. During **COMBAT: VALLEY OF DEATH**, the players do not start off

with the breaching charge and must manually print it.

MOVING ON

Whatever the players end up with, they have to press on. There's a distant distress call to answer. Have them do a quick Rest to repair their mechs in the field while they form their plan to assault the Tin Shark's base.

Story notes: the players will have to either follow the beacon, or go on some other investigation or hunt or mystery to pin down where the kidnapped folks are being held. Once found, they'll have to plan another raid with the help of Dave and his contacts, but the plan becomes clear: breach the gate and distract the mercenaries while someone, the players, extracts the kidnapped volunteers and refugees and gets them out of there and into the transports. Remind the players once more that this will be a dangerous and deadly operation, and have them affirm their willingness to commit whatever it takes, even their lives, to ensure this rescue. Once the base has been breached, there's no turning back. The reaper is around the corner.

BEAT: 4 THROUGH HELL

Davie Copland wasn't all that tall or all that grizzled on the outside. Tilda used to joke about carding him for age every time he showed up to order a drink at the Gate, yet anyone that knew him understood the trouble he's seen shepherding folks across the road, and Dave's been the best there is for years. Years of learning to read weather and tracks like script, years of learning to feed himself and others from what is grown, gathered and hunted, in good and bad times, years of understanding that he may have to kill, that he may have to die, to spare the blood of another, and that there is no glory in such a thing. Glory in killing, in death, in worshiping warfare: it's a beast's creed, a Chau's belief, to convince themselves and others that drowning the land in blood is the right way.

His father taught him to shoot, hunt, persist, and be clever and confident. His mother taught him to be inquisitive, resourceful, diligent, and meticulous, with a sense of duty passed to him through the stories she'd tell between strokes of the needle. His grandmother reminded him to always be kind, and taught him history. When he was knee-high and left in her care while father and mother worked, she was sure to always remind him of the importance of always working to ensure the world was better, and she taught him how to judge what was wrong and what was right.

"No one should live by a cage or shackle, or at the point of a blade. No one should fear others looming over them, or be left to starve or freeze, skin and bones." This is what his grandmother taught him, alongside appreciation for smiles and well-wishes and good manners, all things any child should have and receive.

Dave laid eyes on the old ammunition depot ahead through a pair of binoculars; it was saturated with guards, machinery, and ordnance, and the captured escort vehicles were parked nearby. This next raid would be hell, this next hour would be hell, this last fight will be hell, but a wanderer is prepared for hell.

Dave let loose a high soprano shout to kick the wanderers into action, closed the hatch on The Oathkeeper, and galloped to action.

"SHERIFF RIDE VICTORY THE VALLEY THROUGH DEATH HELL GRIM SPECTER, PARTNER. 13 REMIEL GUN THE WAY. FREE CHARGE THE GATE." Thus spoke the unit Remiel-13.

The players will be facing their final challenge: a lightning assault on the Mercenary's hideout. The players, Dave, and Remiel will be a spearhead,

breaching the fortified door in the ammo yards to enter the base. Once inside, they'll act as a diversion to tie up what remains of the mercenaries inside while an evacuation team extracts the prisoners as quickly as possible. Once the people are finally freed, the players can retreat as best they can, confident that the good work they have done shall last. To facilitate this goal, Dave has called on old friend of his, the Valley Crew: fellow wanderers and skilled chassis pilots Kat, Jo, Sam, and Laurie. They'll act as back up to help the evac team and carry a bit of emergency quick-fix spares for the mission. There will be little time to rest, once the first bullet is fired.

THE VALLEY CREW

Laurie

SHE/HER

MARKSMAN OF THE VALLEY

Laurie has known Dave since they were kids. Raised together as cousins, She's accompanied the Star Kid and his father on hunting trips and picked up a terrifying aiming ability along the way. Laurie's family has lived on the Demon's Road for generations, so she views it as a personal mission to ensure the sanctity of the land as a place of safe travels and hope for those crossing it. Laurie is a bit of a show off, but a reliable comrade and a hell of a shot, even in impossible odds.

Jo

THEY/THEM

A LOOSE BRONZE DOG

Jo was a former Officer in the Regime's Security Forces, and has seen action both abroad and within the country's borders. Jo's specialty was in close-quarters operations supporting unmounted infantry. Formerly a faithful hound of the Bronze Eagle, a fateful operation to harass and chase away refugees camping in one of March Gate's public parks opened their eyes to the reality of the leash they wore, and who's flesh they held in their canine teeth. Stripping themselves of all the old title and identity they had once celebrated, Jo presented themselves to Dave, offering their knowledge and talent in service of helping the weak, instead of hunting them. Jo has grown to humble themselves significantly since leaving the Eagle patch behind, in both action, speech, and thought.

Sam

THEY/THEM

FIELD ENGINEER

Sam's family has always worked in industry, whether it be mining, the docks, train yards, construction, or mechanical service and repair. They grew up nestled among their parent's worksites, and befriended a great many people as they grew to adulthood. With a robust understanding of engineering and mechanical repair and restoration, they have proved instrumental in helping to keep the Wanderer's equipment in operational order. Sam was motivated to help simply

because they see others like their family among the people fleeing, desperate for good work and safety wherever they could find it. Sam understands all too well the pain of hunger, poverty, and persecution, and thus could not stop themselves from stepping up to join the Wanderer's cause.

Kat

SHE/HER

MASK OF MARCH GATE CITY

Kat earned her title and her ride competing as a Chassis-Boxer. She's earned some small degree of fame as a respected Face among the March Gate Gate City Circuit. When the Regime began its descent into shadow, She was one of the first to be vocally critical, and among the first to be unceremoniously punished for her defiance. She was banned from competing, stripped of most of her savings, and vigilantes ran her family out of town. It was only her fame as a notable face that kept the regime from killing her outright, though her newfound friendship and association with Dave Copland has conveniently alleviated this concern. Kat is boisterous, but tough, and Dave is quick to say that Kat's bullheaded toughness has saved his skin on more than one occasion.

SADDLE UP

Allow the players time to collect their thoughts, and enjoy one last hurrah of celebration before undertaking this operation. A brief moment of levity among themselves or talking with Dave's Valley Crew can ensure spirits and morale are kept high as they embark on this last step of this deadly mission.

Take this time to ensure the players understand the potential danger of the upcoming battles ahead. The enemies will be tough, the field will be littered with munitions, and the first true Boss enemies of the mission will appear: **TIN TIGER** and **TIN BULL**. These enemies will be exceptionally dangerous in gear and behavior, and death is a very real outcome for this mission, even if the players succeed. Only if the players are ready to come to terms with this should they proceed upon this mission. Once they embark, they will forever be remembered by the people held captive as beacons of light that stand out among the darkness of the regime, and should they survive, then they will have truly earned the title of Lancer.

COMBAT: VALLEY OF DEATH

SITREP:	Gauntlet (Special, See Below)
OBJECTIVE(S):	Breach the Base Gates
ENEMY FORCES	
FOR 3 PCs:	1x TIN TIGER – OPERATOR ULTRA (Fortress, Skirmisher, Volley Module, Sight) or 1x SENTRY ULTRA (Gazer Engine, Yellow Jacket Launcher, Supreme Maintenance, Wolfhound Missile)
FOR 4 PCs:	1x PYRO (Unshielded Reactor, Siege Armor**) or 1x ENFORCER (Dominion Wall, Area Denial Array**)
FOR 5 PCs:	1x SCOUT (Spotter, Orbital Strike**)
REINFORCEMENTS	
FOR 3 PCs:	1x SCOUT (Spotter, Orbital Strike**) or 1x PYRO (Unshielded Reactor, Siege Armor**) or 1x ENFORCER (Dominion Wall, Area Denial Array**)
FOR 4 PCs:	1x SCOUT (Spotter, Orbital Strike**)
FOR 5 PCs:	1x BREACHER VETERAN (Superior Ram, Thermal Charge)

This battle is a mad dash across the killing fields set up by the Tin Sharks to deliver the breaching charge to the gates. Players must both destroy the gate, which is a size 3 object with 60 hp and 5 Evasion and E defense, and hold the zone at the end of the 6th round to win.

One player must volunteer to carry the Breaching charge. The charge is **size ½** with **20 hp**, and **8 E defense**, and has **8 Evasion** or shares the player's evasion, whichever is higher. The Charge always has **hard cover**. If it is destroyed prematurely, it deals **2d6 *** to all characters and **10 AP *** to all objects in a **⊙ 2** area. A character can pass or receive the charge from an adjacent ally or discard the charge to a free space in range 5 as a quick action, destroying it. Additionally, a character carrying the charge can plant it at the gate and safely detonate it as a quick action, breaking through the gate. An adjacent character can also safely detonate the charge if it is adjacent to the gate.

SIDEBAR: If using the Sentry or Enforcer for the first time, be sure to give a brief overview of their Roles (Artillery, Defender/controller,) and a Hint of their general gameplay: “Stand guard and spring into action against nearby threats” for the Enforcer, and “Watch out for anyone out of cover and let loose with the Hacksaw” for the Sentry.

(Note: Optionals with one star are meant to present a moderate or mild challenge for play groups, akin to players who have experienced tabletop games before.

If your players are comfortable with lancer's combat mechanics or are otherwise looking for a challenge, Add the two-star optionals instead.)

DETAILS

The map should include plenty of cover to weave between and high walls that block line of sight as the players make their way towards the gate. There are 4 munition stations around the map. Players can make a tech attack targeting these stations (**E defense 10/12/14**), depositing a new breaching charge to an allied character adjacent to the station. These charges use the same rules as the original breaching charge.

But only deal **30 AP *** to the object on a safe detonation.

TACTICS

Keep the defenders concentrated on staying near the gate to ensure players can't freely set the breaching charge, while the Scouts support the Ultra's fire mission with spotter and orbital strikes on key positions. The Breacher can serve as a potent threat to punch through cover, opening up sight lines for the ultra. The Ultra is the deadly star of the encounter, providing a threatening presence as it tries to catch vulnerable players in the open.

OUTCOME

Once time runs out, the second prong of the Wanderer's assault arrives as their allies help take out what remains of the Tin Sharks front guard.

PC VICTORY

Player victory means they have breached the wall with suitable time and ease. They can proceed with the time as scheduled, earning a rest in between this encounter and the final encounter.

PC DEFEAT

Player defeat means they'll have to make rough and risky decisions to break this wall, as failure is simply not an option. Players can choose collectively to all either lose 1 structure or stress and immediately

go to maximum heat for overcharging once the combat concludes, ignoring penalties from the structure and stress table, or give up any chance to take a rest, representing intense strain or extra time spent tearing the gate down with improvised and risky methods.

MOVING ON

Don't pat yourselves on the back just yet. You've got one fight to go. The Players will push deep into the depot to cause a heavy diversion, allowing the evac team time to load the imprisoned refugees onto trucks and get them to freedom. Whatever happens, the wanderers will have to do whatever it takes to help these people, and there's no room for backing out or cowardice now. Keep resolve firm and spirits high as the wanderers stare the reaper in the eye.

COMBAT: FREE O' CHARGE

SITREP: The Cage (Special, See Below)

OBJECTIVE(S): Survive

ENEMY FORCES

FOR 3 PCs: 1x **TIN BULL – DEMOLISHER ULTRA** (Kinetic Compensator, Wide-Sweep Haft, Supreme Melee, Lead the Charge, Tyrant Armor-See Below) or 1x **ENFORCER ULTRA** (Let's Get Dangerous, Zeus Pile-bunker Fulgaraton, Supreme Melee, Supreme Maintenance, Tyrant Armor-See Below)

FOR 4 PCs: 1x **HORNET** (Adapt/Evade/Disengage, Lock/Hold Javelins*)

FOR 5 PCs: 1x **SUPPORT** (Remote Reboot, Latch Drone*)

REINFORCEMENTS

FOR 3 PCs: 4x **SNIPER GRUNTS** (Defensive Grapple) or 4x **SENTRY GRUNTS** (The Hunt)

FOR 4 PCs: 1x **SUPPORT** (Remote Reboot, Latch Drone*)

FOR 5 PCs: 1x **SNIPER** (Defensive Grapple, Shroud Charge*) or 1x **SENTRY** (The Hunt, Gazer Engine*)

This battle is an assault on the enemy camp, with players launching a brazen distraction raid on the enemy's ammunition magazines and fuel tanks while the Tin sharks hunt them down. Players have 6 rounds to survive Tin Bull and his posse while the Valley Crew helps load the kidnapped refugees onto the transports. As long as there is at least 1 functional player mech standing at the end of the 6th round (including Dave), the players have won

Tyrant Armor: The Ultra's powerful armor allows it to muscle through the fragile terrain with ease. The Ultra can move through objects and terrain its size or

smaller, automatically destroying it.

SIDEBAR: If using the Sentry or Enforcer for the first time, be sure to give a brief overview of their Roles (Artillery, Defender/controller,) and a Hint of their general gameplay: "Stand guard and spring into action against nearby threats" for the Enforcer, and "Watch out for anyone out of cover and let loose with the Hacksaw" for the Sentry.

(Note: Optionals with one star are meant to present a moderate or mild challenge for play groups, akin to players who have experienced tabletop games before. If your players are comfortable with lancer's combat

mechanics or are otherwise looking for a challenge, Add the two-star optionals instead.)

DETAILS

The map should be dense with both regular cover (Watchtowers, high walls that block line of sight, etc.) and A an additional assortment of Special Weak-Wall cover. This cover behaves as normal, but Plays may attempt a hull check as a free action when adjacent to one. On a success, they can move through Weak Wall terrain with their standard move for the rest of the turn, automatically destroying any Weak Wall they move through.

Unstable Barrels line the map in all places. These barrels are size ½ objects with **5 hp** and can be thrown up to **5 spaces**. When thrown or destroyed, they detonate with the 1 of the following effects, based on what type was thrown:

Warhead Storage: All characters in a **2** ☉ area must make an **AGILITY** save or take **2d6** ✱ , or half as much on a success.

Fuel Cell: all characters in a **1** ☉ Area must pass an **ENGINEERING** save or take **1d6** ⚡ , **1d6** 🔥 , and **1d3+1** ☹ , or half as much damage and ☹ on a success.

TACTICS

The Supports should be kept in positions to both assist the ultra in an emergency and impede relatively clear pathways via their sealant guns. The Hornet in conjunction with the Sniper or Sentry Grunts serve as a useful distraction and looming threat, particularly as more of the cover is destroyed. Unlike in most encounters, the NPC's will actively seek to attack pilots once their mechs have been downed, even if the pilot stays inside or otherwise attempts to hide. The Tin Sharks in this encounter will show no mercy.

OUTCOME

Once time runs out, the refugees are loaded onto the map and guaranteed their safety, free o' charge, by the blood, sweat, and tears of the Wanderers and the Valley Crew.

PC VICTORY

Player victory sees the refugees escaping safely, as described above. If at least 50% of the pilots aren't down and out at the end of the encounter, the players have enough grit remaining to pull their wounded out from the base and escape. They survived this legendary raid on the Tin Sharks camp, and can expect a heartfelt outpouring of gratitude from everyone they've helped.

If more than 50% of the pilots are down and out or dead at the end of the encounter, then the wanderers have found their last stand. Outnumbered and unable to run, the Tin Sharks base shall be their tomb as the last of the wanderers go down in a quiet blaze of glory. Though the story may not be one of intergalactic important or impact or an epic saga sung across the omni, one day, when the world is kinder, those few who had been held here and their descendants may return to pay their respects to the tomb of the wanderers, who brought them peace, safety, and warmth, free o' charge.

PC DEFEAT

If there are no mechs left to maintain the distraction assault, the Valley Crew extracting the refugees step in where their comrades have fallen. All remaining Wanderers and their allies use whatever fail-safe explosives, weapons, and tools are at their disposal to detonate as much of the magazine as possible while taking down any Tin Shark attempting to turn their attention away from the brazen distraction. The resulting firefight and explosions all but guarantee neither the Wanderers or their armed allies survive this raid. As the last of the refugees flee the Tin Sharks base, to an uncertain, but better future, they can carry the knowledge that in their darkest hour, there was hope: the Wanderers bought them their freedom, free o' charge.

REWARDS

The Players make keep their **MAGNA FERRUM** custom heavy pistols if the weapons survive the encounter. The players have earned the eternal respect of anyone who has survived this raid, either as a comrade in arms, a beacon of hope, or a worthy adversary.

MOVING ON

Good shootin, Lancers.

ENFORCER

Defender/Controller

Originally developed for political and Cultural VIP security, the GMS “Bishop” class security platform is based on the R-model Everest code-base. Its cheap and simple construction and advanced THREAT/OUTPUT regulator networked defense armor has made it popular among militarized police units, mercenary outfits, and wealthier pirate units for securing material assets and assaulting weaker and unmounted opposition. Now known infamously among diasporan space as the “Enforcer”, Bishop-class platforms have since seen upgrades to their code-base cease, though numerous spin-offs and continuations remain in use and production within countless states and autonomous regions.

TIER 1	TIER 2	TIER 3
MECH SKILLS Hull: +2 Systems: +0 Agility: +0 Engineering: +2	MECH SKILLS Hull: +3 Systems: +0 Agility: +0 Engineering: +2	MECH SKILLS Hull: +4 Systems: +0 Agility: +0 Engineering: +2
CORE STATS HP: 15 Armor: 1 Evasion: 8 E-Defense: 10 Speed: 2 Size: 1 Heat Cap: 8 Save Target: 12 Sensors: 5	CORE STATS HP: 15 Armor: 2 Evasion: 10 E-Defense: 12 Speed: 2 Size: 1 Heat Cap: 8 Save Target: 14 Sensors: 5	CORE STATS HP: 20 Armor: 2 Evasion: 12 E-Defense: 14 Speed: 2 Size: 1 Heat Cap: 8 Save Target: 16 Sensors: 5

TACTICS

The Enforcer is a brawler that excels when surrounded by enemies in the thick of combat. Place enforcers near important objectives to guard them, or as close to hostile characters as possible to take advantage of its toughen up trait.

BASE SYSTEMS

Riot Cannon

Heavy CQB, Knockback 1, +1/+2/+3, +1 ⚡
[△3][⚡3][3/4/5★]

This weapon can make two attacks at once, targeting either the same character or different ones.

On Hit: This weapon deals +1 Knockback to engaged targets.

Aggressor Deterrence

Reaction, 1/round

Trigger: A hostile character in ↗ 3 would move or take a hostile action.

Effect: The Enforcer may first move to a free, adjacent space next to that character. The triggering character must then make an **AGILITY** save or be knocked **PRONE**, and a **HULL** save or be automatically grappled.

BODYGUARD

TRAIT

Adjacent allied characters can use the Enforcer for **hard cover**.

TOUGHEN UP

TRAIT

When the Enforcer starts its turn, It clears all **OVERSHIELD**, and then gains 5 **OVERSHIELD** for each adjacent hostile character.

BULLY

TRAIT

When the Enforcer has any amount of **OVERSHIELD**, it inflicts double **knockback** and counts as **size 10** for ramming, grappling, engagement, and inflicting involuntary movement.

OPTIONAL SYSTEMS

LET'S GET DANGEROUS

TRAIT

While the Enforcer has **OVERSHIELD**, it ignores **cover** and **ENGAGEMENT** penalties, gains +1 ⚡ on checks and saves, and deals +1/+2/+3 **bonus damage** on hit with all ranged and melee attacks.

VIGILANT SENTINEL

TRAIT

The Enforcer gains +1 ⚡ on all of its weapons, and it can move 1 **space** before or after taking a **reaction**, ignoring reactions and **ENGAGEMENT**.

Zeus Pile-bunker Fulgaraton

Heavy Melee, Knockback 2, Loading, +1/+2/+3

[⚡ 1] [4/6/8 ⚡]

On Hit: the target must pass an **ENGINEERING** save or be **JAMMED** until the end of their next turn and knocked **PRONE**.

Area Denial Array

System, Quick Action, Loading

All characters in $\triangle 5$ or $\odot 2$ must pass a **SYSTEMS** save or become **SLOWED** and **IMPAIRED** until the end of their next turn. Adjacent hostile characters automatically fail this save.

Dominion Wall

System, Full Action, Deployable, Limited 1

Dominion Post (Size: 1, HP: 5, Armor: 1/2/3, Evasion: 8/10/12, E-Defense: 12/14/16, Tags: Deployable)

The Enforcer deploys **5 dominion posts** in free spaces within $\nearrow 5$. As long as the Enforcer is in $\nearrow 5$ and line of sight of a post, it considers hostile characters adjacent to that post to be adjacent and in range for the purposes of **OVERWATCH**, **Toughen Up**, and **Aggressor Deterrence**, and that post causes **ENGAGEMENT**.

SENTRY

Artillery/Controller

The Inerajita Thunderstorm Sky-watch chassis is generally believed to be the originator of the modern Sentry-pattern of chassis design, though conflict and the aggressive tactics of larger interstellar manufacturers has all but obscured the original production line of the archetype. Sentry-pattern chassis are ideal for recon and security detail, where their powerful long range sensors, nimble maneuver suites, and heavy firepower prove a powerful deterrence to conventional assaults.

TIER 1	TIER 2	TIER 3
MECH SKILLS Hull: -2 Systems: +1 Agility: +0 Engineering: +1	MECH SKILLS Hull: -2 Systems: +2 Agility: +0 Engineering: +1	MECH SKILLS Hull: -2 Systems: +3 Agility: +0 Engineering: +1
CORE STATS HP: 8 Armor: 0 Evasion: 12 E-Defense: 10 Speed: 6 Size: 1/2 Heat Cap: 5 Save Target: 11 Sensors: 15	CORE STATS HP: 8 Armor: 0 Evasion: 14 E-Defense: 12 Speed: 6 Size: 1/2 Heat Cap: 5 Save Target: 13 Sensors: 15	CORE STATS HP: 8 Armor: 0 Evasion: 16 E-Defense: 14 Speed: 6 Size: 1/2 Heat Cap: 5 Save Target: 15 Sensors: 15

TACTICS

The Sentry is a fragile but nimble hunter that brings the pain against characters in the open. Place it somewhere where it has optimal sight lines over high priority lanes with its Dragonfly Gyro-Rotor, and utilize [SENTRY-ACTIVATE] to punish characters without cover.

BASE SYSTEMS

Hacksaw Chain-gun

Main Cannon, +1/+2/+3

[↗ 15][4/5/6 ∅]

On Attack: If the target does not have cover from the Sentry, the attack gains **SMART** and **RELIABLE 3/4/5**.

Dragonfly Gyro-Rotor

System

The Sentry can Hover when it moves, but must end this movement on the ground or begin falling.

CEASELESS BARRAGE

TRAIT

When the Sentry damages a character who does not have cover from it with a weapon attack, the target must pass a **HULL** save or be **SLOWED** until the end of their next turn.

[SENTRY-ACTIVATE]

Trait, Protocol

The Sentry becomes Immobilized until the start of its next turn and attacks all hostile characters with the **Hacksaw Chain-gun**, as long as those characters are in range and line of sight and do not have cover against the Sentry.

OPTIONAL SYSTEMS

Yellow Jacket Launcher

Main Main, Loading, +0

[↗ 8][8/10/12 *]

As a **PROTOCOL**, you may designate a hostile character in range with no cover from the Sentry as a **Priority Target**. If they are still in range and have no cover at the end of your next turn, you may attack them with this weapon as a **Free action**, gaining +1 ⊕, +10 ↗, and +8 **bonus damage** on hit.

CLONEFIRE DRONE

System, Quick Action, Drone, Limited 1

Clonefire Drone (Size 1/2, HP 5/10/15, Evasion 10, E-Defense 10, Tags: Drone)

The Sentry deploys a Clonefire drone to a free space on the ground in ↗ 5 and line of sight. While this drone is deployed, characters in a ⊕3 area from the drone are always considered within range and line of sight of The Sentry's **Hacksaw Chain-gun**, regardless of obstructions, and they do not have cover from the Sentry.

THE HUNT

Reaction, 1/round

Trigger: A hostile character in **SENSORS** and line of sight ends a movement out of cover from the Sentry.

Effect: The Sentry moves up to twice its speed directly towards the triggering character, even if it is **IMMOBILIZED** by one of its own traits, systems, or abilities.

GAZER ENGINE

TRAIT

At the end of its turn, the Sentry places a 3 ⊕ simulation on a space in ↗ 8 and line of sight without cover that lasts until the end of its next turn. The Sentry and allied characters in **SENSORS** and line of sight can re-roll attacks against characters in that zone and choose the highest result.

COUNTER-FIRE SUITE

System, Quick Action

Upon Activation, the Sentry is **IMMOBILIZED**, but whenever a hostile character without cover attacks the Sentry, it may first attack them with the **Hacksaw Chain-gun** as a **reaction**, negating the triggering attack or movement if the attack is successful. The Sentry can deactivate this system as a **PROTOCOL**.

CLONEFIRE DRONE

System, Quick Action, Drone, Limited 1

Clonefire Drone (Size 1/2, HP 5/10/15, Evasion 10, E-Defense 10, Tags: *Drone*)

The Sentry deploys a Clonefire drone to a free space on the ground in ↗ 5 and line of sight. While this drone is deployed, characters in a ⊕ 3 area from the drone are always considered within range and line of sight of The Sentry's **Hacksaw Chain-gun**, regardless of obstructions, and they do not have cover from the Sentry.