

AN ADVENTURE FOR
SALVAGE UNION
BY ALED LAWLOR
&
PANAYIOTIS LINES

03.00
NANITE
COAST

03.02
DRONTEK
BLACK SITE

03.02
ABANDONED
FERROUS
MINE

03.04
SECURITY
EXCLUSION
ZONE

03.01
SNOW WASTES

03.03
VORNAYA
RESERVOIR

03.05
VORNA

1.04
TUNDRA ANOMALOUS ZONE

01.03
DRONTEK
CHECKPOINT

01.02
ABANDONED
DRONE
FACTORY

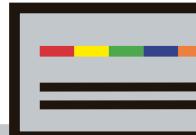
01.06
MIL-TECH
COMPOUND

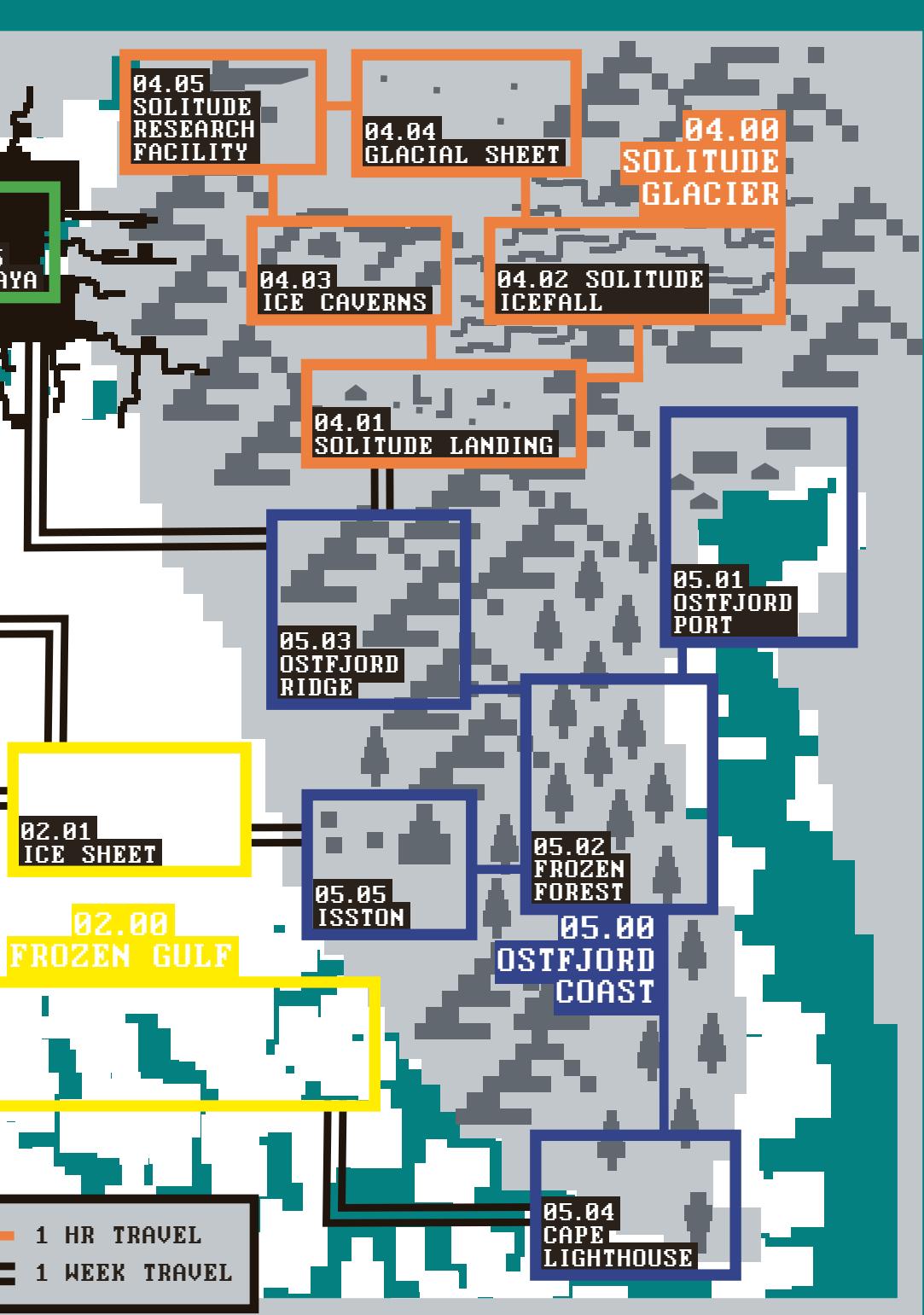
01.05
NOVOSRIK

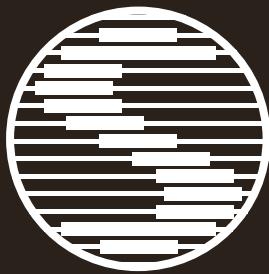
01.00
NOVOSRIK
WASTES

01.01
BROWNFIELD WASTES

02.02
GULF TUNNEL



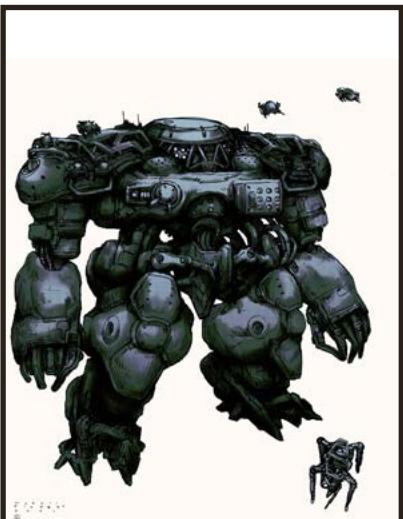




Stefanus Corp Plc.

> HH infoBIOS v6.00PG
> Copyright © STEFANUS CORPORATION Plc.
> CHASSIS Registration - XXXXXXXX6837
> Aeon TKMK044 Reactor -- SCP NT3.1 Chipset
>
> DETECTED Physical Storage...
> 70PP -- 150GSM -- Hard Cover
>
> INITIALISING...
>
> WRITING -- Panayiotis Lines, Aled Lawlor
>
> LAYOUT, CARTOGRAPHY -- Aled Lawlor
>
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>
> LOADING...

FALSE FLAG



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Tone & Content

False Flag is inspired by the following works: Roadside Picnic; The Penultimate Truth; The Manchurian Candidate; Neuro-mancer; the Stalker, Fallout, and Metro series; X-Files; and Torchwood.

This module uses cold war and post-apocalyptic themes, including nuclear devastation, wasteland survival, covert ops, alien invasion, and worker exploitation. There are also elements of torture, human experimentation, assassination, and violence against civilians. These dark themes are intended to be engaging in the context of a role-playing game, but are not an excuse to revel in exploitation, discrimination, or violence. We highly recommend using the Safety Protocols that can be found in the Salvage Union Core Book p.12 during play.

False Flag poses difficult moral decisions to the players in respect to who they work with and the cost and consequences of their decisions.

Though False Flag is set in the earth-like fictional world of Salvage Union, it uses former Soviet Bloc countries and Northern Europe as cultural touchstones. However, it is still a fictional game module, and is not intended as a modern commentary on current events. We heavily condemn any form of discrimination against any real peoples or cultures during play.



Introduction.txt

An inky black void washes over the land, engulfing all before it in a tidal wave of nothingness. The tide retreats, coalescing into a blinding singularity. Its mass implodes, then explodes, covering the land in a fine black dust for hundreds of miles. This is the Vornaya Event.

Bizarre anomalies abound in the aftermath. People are found dead with bright red skin and black veins; mechs are twisted into incomprehensible shapes; amorphous beings awaken in the void; and the corpos scramble to seize power in the region.

There is now a cold war between DronTek and Stefanus. Both corporations have a vested interest in Vornaya Mining Inc.: a settlement built to harvest the black dust of the event. Since its epicentre was in unincorporated territory between the two corpos, the mining company is operated by an independent board of workers.

Open hostilities by either organisation would result in forfeiture of their shares in the mining settlement. Given its value, neither will risk it. Instead, covert operations, sabotage, espionage, and all manner of other dirty tricks are their preferred method of gaining total control – which means there's lucrative, albeit morally questionable, work on offer for a salvaging crew.

When the dust settles, will you be able to face yourselves?

Meld Datapack

a:/

:stf

:d

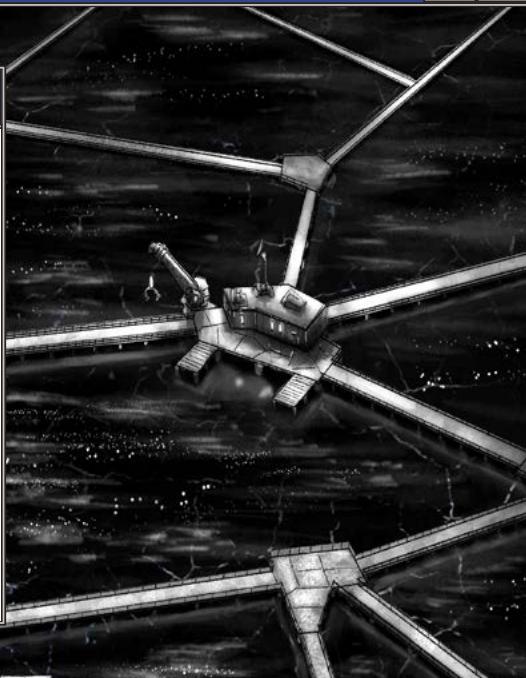
Vornaya.jpg

Meld Nanites

After the Vornaya Event, a cataclysmic proliferation of Meld Nanites turned a vast swathe of wilderness into dust.

The resultant crust of black nanite dust is highly reactive, and therefore useful for many high tech applications. Unfortunately, it's also unpredictable, forming anomalies when active particles are in high enough concentrations.

To learn more about Meld Nanites, see the Salvage Union Core Book p.288



DronTek Profile.txt

A corp known for drone and hover technology, DronTek is headquartered in the Northern Wastes: a vast, barren, and inhospitable area valued only for its ample deposits of rare earth minerals. DronTek's patented technology relies on these minerals, and ownership of them underpins much of their influence in the corpo world.

GOALS

- Covertly undermine Stefanus' position to gain control of the Vornaya settlement and its port transport routes.
- Monopolise Meld as an exploitable and lucrative resource.
- Prevent Stefanus' research into nanite technology, since the proprietary DronTek drone and hover tech may be vulnerable to duplication.

ASSETS

Drontek has access to huge fleets of drones and enough Scrap to hire mercenaries for their dirty work. They also have covert operatives and a black site within the Vornayan Wastes.

WEAKNESSES

Drontek can be short sighted in their goals, as they see no value in researching nanite tech given its unpredictability. They are also relatively vulnerable to hacking due to a long-standing Stefanus embargo on advanced firewalls.

olga.img markovs.txt markov.txt drakov

Natalya.img

Natalya.pfl

FACTION CONTACT

NAME: Natalya

STATS: 16 HP // Pistol // Tranquilliser Rifle //

Portable Multi-Phase Shield // Needler Drone

BACKGROUND: DronTek Black Ops Agent. Cleanly and professionally dressed. Taken from her parents at a young age and trained in wetwork, stealth, and hi-tech ops. Fiercely loyal to DronTek.

LOCATION: Operates out of the DronTek Black Site {3.06}. Meets new contacts at Vornaya {1.05}.

KEEPSAKE: None.

MOTTO: "Attachment is weakness."

INTEL: Knows of the DronTek Black Site, Stefanus Research Centres, and broad info on the area. Aware that Stefanus is planning something, but not what.

GOAL: Inject the Vornayan water supply with a sample of nanites and make it appear as either a Stefanus attack or an accident.

Stefanus Profile.txt

Stefanus is based in the Forgotten Tundra and focuses on hacking, data harvesting, and cyber warfare. The region is a freezing cold area of snowstorms, bleak mountains, and frozen seas: the perfect place to house vast server banks and data centres. Its remoteness also allows Stefanus to carry out less than ethical research.

GOALS

- Take control of Vornaya and expel DronTek in order to control the entire flow of nanite tech.
- Use a false flag attack to convince the Corporate Council that DronTek has broken the Vornaya Treaty.
- Research the capabilities of meld nanites to create new patentable technologies.

ASSETS

Stefanus has a vast information and counterintelligence network. Unless information is kept off unsecured airwaves or networks, they will likely know about it. They have access to a wide range of high-tech Mechs with stealth and hacking capabilities, control the Solitude Research facility and its cache of nanite tech, and have elite hackers deployed on the ground.

WEAKNESSES

They are overconfident and can be blindsided by a low tech approach. Their heavy investment into research and development has also hindered their security budget. While still more than a match for most salvagers, they are weaker than other corps in terms of military muscle.

drakov.img network. sys.file tools.dll

cpu.sys

Staks.pfl

FACTION CONTACT

NAME: Staks

STATS: 5 HP // Hacking Kit // Miniaturised EMP
// Red Laser Pistol

BACKGROUND: Stefanus-trained hacker and cyber warfare expert. Unassuming appearance. Born wealthy in the Stefanus Arco and educated by the best money could buy. Streak of disconnected arrogance.

LOCATION: Operates out of the Data Bunker in Ostfjord {5.01E}. Meets new contacts at the Internet Cafe {5.01A}

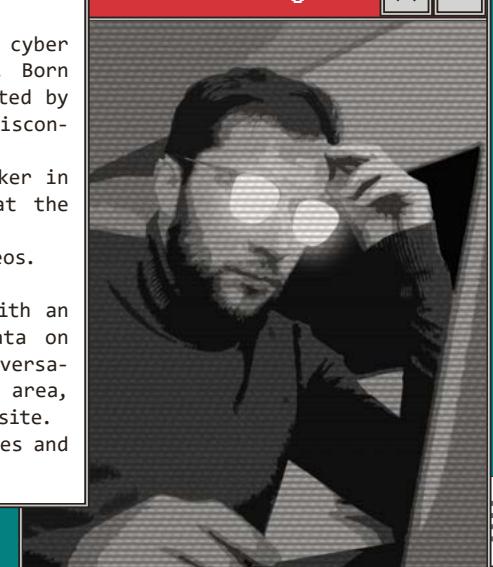
KEEPSAKE: Data disk with 'personal' videos.

MOTTO: "I am invincible!"

INTEL: Access to Stefanus Data Banks with an array of info. Will have intimate data on Player Pilots which he'll slip into conversation. Aware of DronTek movements in the area, but no specifics or intel on the black site.

GOAL: Attack a Stefanus convoy with Drones and make it appear as a DronTek attack.

Staks.img



Unbeknownst to most on the surface, a singularity has formed deep within the Nanite Sea. This gestalt hive mind is composed of the billions of nanites that spread across the vast dust expanse. As its consciousness is fractured by the machinery of industry, it lashes out with anomalies to defend itself. It desires to re-unite all its scattered active nanites and be made whole again.

GOALS

- Spread Meld infection to grow its power.
- Control the cult of Ascension to do its bidding.
- Destroy Vornaya using a nanite bomb, this will cause a chain reaction that will draw all of the disparate Meld back to the singularity. If successful this will destroy the entire campaign map and everything in it.

ASSETS

The Cult of Ascension is under the control of the singularity, as its leader Matsson has been turned and infected. It uses the cult to carry out its goals and interact with any 'organics' it needs.

WEAKNESSES

The singularity has a limited ability to influence the surface and can only speak through vessels. It is disassociated from the reality above ground, and doesn't fully understand the strange beings of the surface. Additional Meld strengths and weaknesses are detailed in the Salvage Union Core Book P.288.



Matsson.pfl

FACTION CONTACT

NAME: Lars Matsson

STATS: 4 HP // Corpo Suit

BACKGROUND: Lars is the son of Ulric, the Stefanus exec in charge of the Arcos data centres, and grew up with a silver spoon in his mouth. His only fear is his own mortality. The Cult of Ascension promised a path to immortality, and he soon found himself in a senior position at the newly acquired company via his father's connections. He has perfectly scruffy blonde hair and pasty skin, is always half smiling, and has an incredibly dry manner.

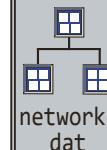
KEEPSAKE: Frozen blocks of his own blood, stored in a freezer within his exec suite.

MOTTO: "The Ascension-Verse is the next chapter for mankind."

INTEL: Lars is aware of the flaws of the Ascension-Verse and its unstable tech, having once witnessed a server wipe ten thousand minds from its banks. Though outwardly a stalwart supporter, he has lost his faith.

GOAL: He has secretly been communing with the Meld Singularity, it has promised him true immortality and he is working for it to further its goals.

maya.img



Vornaya Council.txt

The Vornaya mining settlement is a recently formed minor limited corpo, operated by an independent council composed of former miners and workers that have been elevated to management. They mine the nanite sea and ship away the proceeds. Although they are technically beholden to the interests of both DronTek and Stefanus, they secretly take what they can to fund their wider goals.

GOALS

- Purchase a controlling stake in Vornaya Mining Inc. and make their own destiny (they have been secretly stockpiling nanites and buying up stock through shell companies to do this)
- Gather evidence of covert operations by DronTek or Stefanus that would breach the Vornayan Agreement.
- Preserve the status quo until the above is completed

ASSETS

Control of the Vornaya mining operation, as well as the loyalty of the workers. They also have hired PMCs from an organisation called 'Blackstock' to protect their assets.

WEAKNESSES

The Council is in an incredibly fragile position, pinned between two powerful corpsos. They could be extinguished in an instant. They are optimistic but naive, and their chances of truly being independent are slim to none.

Vlad & Maya.pfl

FACTION CONTACTS

NAME: Vlad

STATS: 4 HP // Improvised Firearm

BACKGROUND: A prominent member of the Vornayan Council. Former Vornaya pit miner, now retired. Tired eyes and pallid complexion. Pushed the creation of Vornaya and mining of the Nanite sea. Often accused of pencil pushing.

KEEPASKA: Hand-carved cigar case

MOTTO: "I'm getting too old for this."

NAME: Maya

STATS: 10 HP // Workers Overalls // Pilots a 10 Finger Pattern Kelpie.

BACKGROUND: A former kelp farmer who joined Vornaya shortly after the event. Rose to prominence in the Council due to her strong worker advocacy and willingness to lead by example. Dark skinned with freckles. She continues to partake in mining shifts with the rest of the Vornayan workers.

KEEPASKA: Polaroid picture of her daughter on a swing.

MOTTO: "Family is everything."

JOINT INTEL: Knows of corporate machinations against them, but not the specifics. Knows something is being disturbed by the mining.

JOINT GOALS: Gain evidence of subterfuge being used against them to present to the corporate council.

Vlad.img



Maya.img



Mercenary Factions.txt

These are operational mercenaries within the region. They have no direct alignment with any of the core factions; they are just here to take contracts and get paid.

MARKOV'S BAND.pfl

A ragtag band of workers and salvagers, mostly from the area around Novosrik and Vornaya. They operate out of Vornaya (3.05).

REACTION: View themselves as friendly rivals to Salvagers.

LANCE FORMATION

Steamroller Pattern Forge
Boom Pattern Jackhammer
Hauler Pattern Mule
Deployer Pattern Terra

LEADER

NAME: Markov

STATS: 4 HP // Pistol // Salvaging Tools // Pilots a Hauler Pattern Mule named Babushka

BACKGROUND: Markov is a former factory guard turned local scoundrel and smuggler. He's sly and overly confident, but he does this work for his daughter Alina.

KEEPSAKE: Faded DronTek factory ID badge.

MOTTO: "Where's my cut, friend?"

INTEL: Knows the anomaly locations at 1.04 and 4.02, as well as safe routes through the tunnels between Stefanus and DronTek territory (2.02). He had a brief relationship with Petra at the checkpoint (01.03) and leveraged it to smuggle anomalies in and out of the area.

drakov.img



OLGA'S HUNTERS.pfl

olga.img

An independent scavenging band hardened by life in the frozen tundra, operating out of Ostfjord Port (5.01).

REACTION: Have little time for Salvager's politics, but respect their independence. They will still eliminate them if necessary.

LANCE FORMATION

Deerstalker Pattern Pioneer
Stefanus Pattern Mantis
Saboteur Pattern Kraken
DronTek Pattern Trooper

LEADER

NAME: Olga

STATS: 6 HP // Green Laser Rifle // Portable Comms Unit // Night Vision Goggles // Pilots a Frost Pattern Hunter

BACKGROUND: Former Stefanus worker who accrued enough DebtCredit™ to get her own Mech and go independent. Needs to pay off the DebtCredit™ to truly be free.

KEEPASKE: A miniature algae jar.

MOTTO: "Another day, another job."

INTEL: Knows of the Solitude Research facility and the high price they pay for artefacts.



sys.file



tool

DRAKOV'S MERCS.pfl

Hard-bitten mercs, with many being former Drontek. They operate out of a former DronTek Mil-Tech compound (1.06).

REACTION: View themselves as above Salvagers, who are to them merely 'workers'.

LANCE FORMATION

Rifleman Pattern Brawler
DronTek Pattern Trooper
Reclaimer Pattern Mirror Ball
Drontek Pattern Sestra

LEADER

NAME: Drakov

STATS: HP 8 // Rifle // Grenade // Rifleman Pattern Brawler

BACKGROUND: Former DronTek Combat Pilot who took to the merc life when DronTek failed to provide, stealing his mech in the process. Has a heavy gut and a long beard.

KEEPASKE: Trooper 131 Patch

MOTTO: "Let's get shit done."

INTEL: Knows about the DronTek Black Site and the location of the Big Brother Mech Chassis in the Mil-Tech Compound.



HOW TO RUN THIS MODULE.txt

False Flag can be run as either a stand-alone module or inserted into an existing campaign. It's designed as a sandbox module for Pilots to make decisions and live with the consequences.

Pilots are assumed to know the information contained within the Introduction and Background sections. Starting locations for Pilots are either in 1.01 [The Novosrik Wastes] or 5.01 [The Ostfjord Port].

The Salvage Contracts listed are initially available to the Pilots through their Union Crawler. Show Pilots the four starting contracts, one from each faction, and have them choose which to take first. For each one they complete, Drakov's Band and Olga's Hunters will also complete a contract.

Once the Pilots have completed two or more Salvage Contracts for a Faction, or when The Mediator decides is appropriate,

they will gain access to Faction Specific Contracts. The first of these will always involve the faction representative, who will provide more detail on the contract. They will then guide them through a further series of contracts, culminating in that Faction achieving their goal in the area.

This structure exists to guide The Mediator and Pilots through the module, but it can be adjusted as fits the chaotic reality of play. These contracts can also be interpreted as a timeline of events. If the Pilots do nothing, assume one or more will be completed during each Downtime.

When exploring the map, Pilots may stumble onto contracts they haven't directly taken. This is by design. If this happens, the relevant faction will contact them to make a deal or mercenaries on those contracts may intercept them.

Rumour Table.dll

TRAITS

TRAITS

DEPENDABLE

This weapon won't break, jam, or otherwise suffer any adverse effects through use, including through Tough Choices and Setbacks.

- 1: Vornaya is gathering dirt on the other corpos.
- 2: Novosrik has been dead for years, and they blame the Vornayans for it.
- 3: Drakov's band will hire just about anyone.
- 4: DronTek is operating a black site somewhere in the Nanite Coast.
- 5: Stefanus listens to everything within Ostfjord Port and stores it all somewhere in the city.
- 6: Markov is a friendly guy when you get to know him.
- 7: There's something alive in the Ice Caves.
- 8: Olga uses the blood of the last person that betrayed her to grease her Mech's pistons.
- 9: Something big is hidden in Solitude.
- 10: Do not think about the experiments Stefanus is conducting.
- 11: Stefanus is paying a fortune for anomalies.
- 12: Do not look at the trees for long.
- 13: Stefanus is researching strange Meld Tech.
- 14: They say that a lobotomised Pilot eternally guards the lighthouse.
- 15: There's a Big Brother Mech in the old Mil-Tech Base.
- 16: Something swallowed an entire caravan in the Solitude Icefall.
- 17: Vornaya would be dead without its clean water reservoir.
- 18: The checkpoint leads to DronTek territory, but they don't like folk from here going there.
- 19: An exec living up in Isston has a high tech Medbay.
- 20: The Meld wants to destroy us all and become one again.

ENVIRONMENTAL CONDITIONS

ANOMALOUS ZONE

When Pilots are in an Anomalous Zone, roll on the Anomaly Table on page 16-17 for each journey or each hour spent in the area as appropriate.

DIFFICULT TERRAIN

Difficult Terrain takes twice as long to cross compared to normal terrain. A Union Crawler takes two weeks to traverse it and requires 2 Downtime Cycles and Upkeep payments.

FREEZING

All Heat gained in Freezing areas is halved. For each hour a Mech spends in a Freezing area without protection, roll the die to determine the effect.

20: The Mech is unscathed by the cold.

11 - 19: The Mech takes 1 SP damage from cold erosion.

6 - 10: The Mech's electronics freeze over and a random Module is damaged.

2 - 5: The Mech's parts begin to seize in the cold. A random System is damaged.

1: The Mech's core freezes. Its Chassis is damaged.

Pilots suffer 2 HP damage per hour in a Freezing area unless they have some means to protect themselves, such as piloting an operational Mech.

LOW VISIBILITY

Pilots can only see and target at Close Range, unless they have some other means of vision.

SURFACE ICE

Mechs that fall on the surface ice take 4 SP damage and fall Prone. If they fail to recover, they will fall through the ice into a crevasse and must roll on the Critical Damage Table. Pilots falling on surface ice take 2 HP damage and fall Prone.

MELD

MELD ENCOUNTER TABLE

If you want to randomise an encounter with Meld, or at points when this Module prompts you to, roll on this table to determine what Meld are in the area.

20: 4x Active Meld Nanites

11-19: 6x Meld Nanoids

6-10: 5x Meld Drone Swarm

2-5: 3x Meld Splitter

1: Meld Behemoth

BESTIAL MELD DRONE

When Meld infects a creature such as a Wasteland Bear, Irradiated Scorpion, or Wasteland Herd, they turn it into a grotesquely powerful, zombie-like drone under the control of the swarm.

HP: 10

N SALVAGE: 2

Swipe // 4 HP // Close // Melee // Meld Infection // Multi-Attack (2)

Corporate Scrip.txt

Scrip is a corpo currency for purchasing basic goods in a settlement, such as food, lodgings, and transportation. It's often used by outsiders who are not part of the corpo DebtCredit system.

One Tech 1 Scrap typically provides enough Scrip to cover expenses for a whole crew for a month. When Pilots travel into a settled region, assume they will find a way to get scrip and that all basic necessities are covered. Scrip does not need

specific tracking by the GM.

Scrip cannot be spent on goods with tangible value or which are directly relevant to play, such as Systems, Modules, Pilot Equipment, or Mech Chassis. You must pay Scrap for those goods instead.

Scrip is also unique to each corporate settlement, and isn't tradable between them. For example, DronTek scrip is worthless in a Stefanus Arco.

ANOMALOUS ZONE TABLE.dll

When Pilots are in an Anomalous Zone, roll on the Anomaly Table below for each journey or each hour spent in the area as appropriate.

1 - MELD DUST SWARM: Dust swarms are inert Meld that have bound together and are usually harmless. They are carried by the wind towards reactor sources, anomalies, and areas with many biological signatures (such as settlements or even mass graves). If harvested, a Dust Swarm provides 10 Inert Meld. There is a 1 in 20 chance that a Meld Dust Swarm is 'Active' this means that it instead contains 10 Active Meld Nanites and will infect Mechs, Vehicles, Creatures, and pools of water.

2 - PIERCER: Piercers create horrendous echoes which reverberate through the skulls of anyone who hears them. Any creature that can hear within the Far Range of a Piercer will suffer a Minor Injury and be deaf for the next hour. This also affects Pilots in Mechs. Piercers tend to emanate from hollow forms of scrap, such as pipes, barrels, empty cockpits, or cargo holds.

3 - SLUDGER: Sludge from the nanite sea can coat a wide area and is dangerous to cross, as it contains Active Meld Nanites. Any biological or mechanical entity that enters the sludge will be infected. If harvested and refined, a sludge spill will produce a single lot of Active Meld Nanites. However, this requires specific tools, such as anything with the 'Nanite Salvaging' trait (or a clever approach to avoid infection).

4 - GRAVITY MUSHER: This invisible anomaly causes drastically increased gravity within the area, crushing Mechs and biological creatures. It can be spotted with scanners, by probing, or by searching the area carefully. Throwing small items at it will also reveal its whereabouts. They can typically be pushed through with one Mech movement, but some anomalies may be larger than others. Exposed Creatures within the anomaly are reduced to 0 HP and must roll on the Critical Injury Table. If they remain there for longer than a minute, they will be killed. Mechs must roll on the Critical Damage Table for each turn they spend within the gravitational anomaly.

5 - MELD DRONE SWARM: These swarms are made of the corpses of the fallen and infected, rising zombie-like from the ground. They will seek biological and mechanical entities to crush and infect. Roll a d20 to find out how many Meld Drones are active within the area. You can run them as individual Meld Drones or as one Meld Drone Squad for each multiple of 5.

6 - FLITTER: This relatively harmless anomaly causes objects and creatures to float a few inches off the ground, making it visible to anyone entering the area. Anything that was in motion when it entered the anomaly will continue in the direction it was heading at half speed, since a Flitter counts as Difficult Terrain.

7 - ZAPPER: This anomaly produces a field of dangerously charged electricity. Anything that moves through it will take 4 SP damage. Mechs or Vehicles will also regain 2 Energy Points and become statically charged. The next time they activate an Energy Point ability, they will deal 2 SP damage to a random Mech or Vehicle within Medium Range (including themselves). The target will also gain 1 EP. After this the anomaly will discharge, harmlessly ending the effect.

8 - HEAT HAZE: This anomaly causes the area to be superheated to over 100 degrees centigrade. Each hour a Mech spends within it will increase its Heat Capacity by 2 and force a Heat Check. Any effects that generate Heat, including pushing, will generate twice as much heat. Exposed creatures will suffer a Major Injury for each hour they spend in the area. Additionally, anything infected by Meld in the area will become permanently heated, suffering these effects every hour in any area they are in.

9 - SLIMER: This anomaly causes highly corrosive, clear slime to coat the area, and is difficult to spot. It wells up from the earth itself and accumulates in holes and

ANOMALOUS ZONE TABLE.dll

ditches. Anything that is caught in an area of slime will take 2 SP damage per turn (1 minute) until the slime is removed or it deals 6 SP damage. Water makes the slime worse, dealing 2 SP additional damage. Fire can remove the slime, as can freezing it.

10 - MELD NANOID: A group of d20 Meld Nanoids emerge from the ground or collect in small pools and form into creatures. They target anything with a Reactor source before attacking creatures.

11 - LAUNCH PAD: This anomaly produces a sudden gravitational thrust within the area. This can propel a Mech, Vehicle, or Creature into the air in a random direction, allowing them to clear any terrain or obstacles in the vicinity. However, landing will deal 3 SP damage to Mechs or Vehicles, and 2 HP damage to creatures (unless a smoother way to land is found).

12 - VORTEX: This anomaly creates a gravitational field around large metallic objects (such as mech chassis, scrap piles, or metal rebars), drawing other objects in and swirling them into a vortex-like pattern. Creatures drawn into the Vortex take 2 HP damage and suffer a Major Injury from being slammed against other objects. Mechs are typically strong enough to avoid the gravitational force of the Vortex; however, when passing through it, a random Scrap, System, or Module within their cargo bay will be sucked in and damaged. Retrieving it risks being hit by debris for 1 SP damage.

13 - NANITE SPORE: This bulbous spore-like anomaly looks like a large black mushroom and grows from fertile patches of earth. When anything comes within Medium Range, the anomaly disperses a Meld Dust Swarm. This acts like a regular Dust Swarm, except anything within the swarm takes 3 SP damage and suffers Meld Infection.

14 - IRRADIATED ANOMALY: This anomaly causes radiation to spike to dangerous levels. The area this anomaly is present in counts as Irradiated as per the Salvage Union Core Rules p.323. Further to this anything infected by Meld in the area becomes irradiated as well.

15 - MELD SPLITTER: A Meld Splitter emerges from pools of Meld and seeks to convert any Mechs into a Behemoth or any creatures into drones.

16 - GROUNDSWELL : This anomaly causes black veins to criss-cross the earth and split it apart, creating dangerous fissures that creatures can fall into and Mechs can get stuck in.

17 - TIME DILATION : This anomaly causes time to slow down within the area. Every hour spent there counts as 24 hours of normal time. For example, if a group spends 3 hours in the area, 3 days will pass outside it. Contracts and other time critical events within the campaign will progress during this time. The Union Crawler will also need additional Upkeep per week.

18 - TRANSMOGRIFICATION : This anomaly transforms the molecular structure of mechanical and electronic entities within its vicinity into similar structures. When a Mech or Vehicle enters the area, choose a random System or Module on it. Over the next hour, it becomes transformed into another random System or Module of its Tech Level or lower. If this takes up too many system slots, it will destroy the previous system, damage the mech, and potentially harm the pilot. This anomaly can be identified by spotting the numerous distorted or shifting Mech Systems, Modules, and scrap within the area.

19 - RED DEATH: This anomaly causes metallic objects to rapidly rust, and can be spotted due to the area being covered in numerous objects in varying states of extreme rusting. For every hour spent there, Mechs or Vehicles take 3 SP damage and a random System becomes damaged. Exposed metallic Pilot Equipment is destroyed.

20 - MELD BEHEMOTH: A Meld Behemoth rises from the ground. This anomaly is strewn with the rotting, kelp-covered carcasses of broken mechs. It seeks to crush, infect, and destroy.

OPEN CONTRACTS.txt

The following contracts are hosted on the open corpo net for salvagers to access. Once a contract is accepted, the employer will be aware of who has accepted it. They will provide full coordinates of its location and answer questions within reason about the contract, but will not provide secret information directly or reveal their true identity.

Some of the corpos are attempting to hide their identity by offering the contracts behind the mask of one of their shell companies. Players will not know the primary corpo behind each job unless they are able to find out for themselves.

Stefanus Contracts.dat

a:/

:stf

:drt

:vrn

:asc

STARTING CONTRACT: SALVAGE THE DRONE PARTS

LOCATION: 1.02 || FACTION: Stefanus || SHELL COMPANY: AynCap

DESCRIPTION: Salvage a cache of drone parts from the Abandoned Drone Factory {1.02} in the Novosrik Wastes and bring them to the retrieval point located in the outskirts of Novosric {1.05} where they will be collected by a courier.

AFTERMATH: The drone parts can be used to build Big Brother Drones. They will be delivered to the Stefanus Data Bunker in Ostfjord, which will take at least 1 week. Stefanus plans to use them to construct a Big Brother Mech for their false flag attack.

PAYMENT: 30 Tech 1 Scrap and salvage rights to the area.

CONTRACT: SPECTRUM SEARCH AND SALVAGE

LOCATION: 4.03 || Faction: Stefanus || Shell Company: Truefax Media

DESCRIPTION: A Spectrum Mech containing valuable data to the client requires search and salvage from the Glacial Sheets {4.03}. Its chassis must be successfully salvaged and brought to a retrieval point on the outskirts of the Solitude Research Facility {04.05}

AFTERMATH: The Spectrum contains data on nanite experimentation {including on humans} in the Solitude Research Facility, and the blueprint for a Nanite Tendril System. It will be delivered to the Solitude Research Facility to be secured by Stefanus. The data can be retrieved, but requires a hacking attempt via an Eggs Mayhem Module or equivalent.

BOTH DRONTEK AND VORNAYA WILL BE INTERESTED IN THE DATA. DRONTEK WILL OFFER 30 TECH 1 SCRAP FOR THE SPECTRUM CHASSIS. VORNAYA WILL OFFER 10 TECH 1 SCRAP.

PAYMENT: 30 Tech 2 Scrap and salvage rights to the area.

CONTRACT: WEAPON RETRIEVAL

LOCATION: 3.02 || FACTION: Stefanus || SHELL COMPANY: NutriKelp

DESCRIPTION: Salvage 5 DronTek marked Weapon Systems from the Decommissioned Ferrous Mine {3.02} and deliver them to a retrieval team on the outskirts of Vornaya. {03.05}

AFTERMATH: The parts will be delivered to Ostjord, which will take at least a week. They will be used as part of the Stefanus false flag attack.

PAYMENT: 30 Tech 3 Scrap and salvage rights to the area.

CONTRACTS



:stf :drt :vrn :asc



DronTek Contracts.dat



a:/ :stf :drt :vrn :asc

STARTING CONTRACT: FIND THE DATABASE

LOCATION: 5.03 || FACTION: DronTek || SHELL COMPANY: CommFlix

DESCRIPTION: There are rumours of a Stefanus database within Ostfjord Ridge {5.03}. Discover its location and retrieve the data. The information will be collected via data transfer during Downtime.

AFTERMATH: The Stefanus database has key information in regards to the use of Meld Nanites on human test subjects, and its ability to infect water supplies. This is based on the research in Solitude. This information will aid DronTek in carrying out their plan to infect the Vornayan water supply.

PAYMENT: 25 Tech 1 Scrap

CONTRACT: RETRIEVE THE NANITE INJECTOR

LOCATION: 4.05 || FACTION: DronTek || SHELL COMPANY: X4 Conglomerate

DESCRIPTION: Retrieve a Meld Injector System and Handheld Meld Injector from the Stefanus Research Team within the Ice Caves and return it to your Union Crawler. They will be picked up by a retrieval team during downtime.

AFTERMATH: The Meld Injectors will be delivered to the DronTek Blacksite, which will take at least a week. They will be utilised to inject the Vornayan water supply with Active Meld Nanites.

PAYMENT: 30 Tech 2 Scrap

CONTRACT: ACTIVE MELD NANITE SAMPLE

LOCATION: 3.04 || FACTION: DronTek || SHELL COMPANY: SafeRocket

DESCRIPTION: Salvage an Active Meld Nanite from anywhere within the region and deliver it safely to the troops stationed at 3.04.

AFTERMATH: This sample will be collected by Natalya and taken to the Drontek black site for processing to conduct their plan.

PAYMENT: 30 Tech 3 Scrap



a:/ :stf :drt :vrn :asc

STARTING CONTRACT: RECRUITMENT DRIVE**LOCATION:** 1.05 || **FACTION:** Vornaya**DESCRIPTION:** Play the attached propaganda tape via loudspeaker and distribute recruitment leaflets in Novosrik {1.05}. Then, escort any willing volunteers safely to the Tundra Anomalous Zone where they will be picked up by a Blackstock PMC Escort {1.04}.**AFTERMATH:** The volunteers will safely be taken by the PMC Escort to Vornaya to bolster the workers at the rig. This will prevent accidents and save lives from the workers still on shift being able to rest.**PAYMENT:** 20 Tech 1 Scrap**CONTRACT: TROOPER VISCERA CLEANUP****LOCATION:** 2.02 || **FACTION:** Vornaya**DESCRIPTION:** Two Trooper Mechs from the Blackstock PMC's have gone missing on patrol. Their last transmission had them heading to the Decommissioned Ferrous Mine {3.02}. The contract requires cleaning the area of any viscera and detritus, as well as retrieving the Mechs and Pilots {or their bodies} and returning them to Vornaya. {3.05} The Pilots are named Sandy and Birdie.**AFTERMATH:** The Pilots will be returned to Vornaya for burial, allowing some closure over their disappearance and improving morale of the workers and Blackstock PMC's, though this will create serious enmity between them and the rebels at the Decommissioned Ferrous Mine.**PAYMENT:** 20 Tech 2 Scrap**CONTRACT: NANITE SEA ESCORT****LOCATION:** 3.06 - 3.02 || **Faction:** Vornaya**DESCRIPTION:** A convoy consisting of 3 Hauler Pattern Mules is transporting goods caches from Ostfjord Port {5.01} to Vornaya {3.06}. They are carrying a single cache each containing the following:

- Medical Supplies - 6 Cargo Slots
- Food Supplies - 6 Cargo Slots
- Protective Equipment - 6 Cargo Slots

Pilots must meet the convoy at Ostfjord Port and escort them safely to Vornaya.

AFTERMATH: The goods will allow Vornaya to continue to survive independently. If the cache fails to deliver they will look to make a deal with Stefanus or DronTek to secure further aid, this will mean a DronTek or Stefanus Exec being placed on their worker council and losing further shares of Vornaya Mining Inc to one of the corpos.**PAYMENT:** 15 Tech 3 Scrap. Bonus: 1 T3 Scrap per Mule that survives. 2 T3 Scrap per cache delivered. No payment if no caches are delivered.

CONTRACTS



a:/ :stf :drt :vrn :asc



DronTek Contracts



Ascension Contracts



Vornaya Contracts



readme.txt



CLOSEDCONTRACTS



Ascension Contracts.dat

a:/ :stf :drt :vrn :asc

STARTING CONTRACT: NIGHT WATCH

LOCATION: 5.02 || Faction: Ascension || Shell Company: HackHappy

DESCRIPTION: Guard the area during the 'ritual' of communion. Roll on the area encounter table for the night's watch.

AFTERMATH: The Ascension ritual will reveal the singularity which will desire to commune with the Pilots revealing aspects of its plans and promising power and immortality.

PAYOUT: 25 Tech 1 Scrap

CONTRACT: ALL IS DUST

LOCATION: 1.04 || Faction: Ascension || Shell Company: Andromeda Foundation

DESCRIPTION: Retrieve the Dust Magnet Anomaly and return it safely to the Union Crawler. It will be picked up by a retrieval team during Downtime.

AFTERMATH: The Dust Magnet is key to creating the singularity's nanite bomb. It will seek it out if taken.

PAYOUT: 30 Tech 2 Scrap

CONTRACT: ENTER THE MAW

LOCATION: 4.02 || Faction: Ascension || Shell Company: EzDebt

DESCRIPTION: Seek the Maw Anomaly within the Solitude Glacier and extract an Active Meld Nanite from it. Deliver this sample to a retrieval team in the Glacial Sheet.

AFTERMATH: The combination of the unique expanding properties of the Maw Anomaly combined with the Dust Magnet Anomalies ability to draw Meld towards it are the ideal combination to create the singularity bomb.

PAYOUT: 30 Tech 3 Scrap

CLOSED CONTRACTS.txt

These contracts are not initially available. They become available when salvagers have completed at least two contracts for a specific faction (whether they know it or not), or at an appropriate time in the narrative as decided by The Mediator.

The faction will ping the Pilots in their Crawler and task them with meeting their main faction contact. The contact will give them additional information on the new contracts. Once the initial meeting is made further contracts will be delivered directly to the Union Crawler.

Ascension Closed Contracts.dat

a:/ :stf :drt :vrn :asc

STARTING CONTRACT: MEET LARS

LOCATION: 5.05 || **CONTACT:** Lars Matsson

DESCRIPTION: Lars has requested a meeting within the House of Ascension. Upon meeting he will provide details of the first contract. (Salvage the Neura-Phage) If hostilities occur he will seek to escape, and failing that commit suicide. He has multiple secure backups of his brain state via the Ascension cloud.

SALVAGE THE NEURA-PHAGE

LOCATION: 5.04

DESCRIPTION: The Neura-Phage that guards the Cape Lighthouse is installed with a specialised EM Self-Destruct Module. Find any means to obtain this and return it to Lars at 5.05.

AFTERMATH: The EM Self-Destruct Module forms part of the Nanite Bomb that is planned to detonate the Vornayan Rig.

PAYOUT: 30 Tech 4 Scrap + Ascension Level 1

COMMUNE WITH EACH ASPECT OF THE ENTITY

LOCATION: 4.04

DESCRIPTION: Find the Entity in the Ice Caves, commune with each of its aspects, and retrieve a nanite sample of each of its forms (Ego, ID, SuperEgo). Return to 5.02 with the information.

AFTERMATH: Finally the payload requires pure samples of the entity itself, its unique mind states able to combine. If this is achieved then the Nanite Bomb will be ready to be deployed.

PAYOUT: 30 Tech 5 Scrap + Ascension Level 2

DELIVER THE PAYLOAD

LOCATION: 3.05

DESCRIPTION: Deliver the Nanite Bomb to the Vornayan Rig and detonate it within the facility.

AFTERMATH: If successful the entirety of the campaign map and everything within will be destroyed, transforming into one giant Meld entity that will threaten the stability of the entire world. Whilst some groups may want to opt for the sheer destruction offered by this route, it's intended as a path one of the other NPC Factions may take as they fall under the thrall of the Entity and do its bidding. The Pilots, with perhaps the aid of other factions, will need to work together to stop them if it comes to this.

PAYOUT: Immortality with the Meld.

DronTek Closed Contracts.dat

a:/ :stf :drt :vrn :asc

STARTING CONTRACT: MEET NATALYA

LOCATION: Novosrik 1.05 || CONTACT: Natalya

DESCRIPTION: Natalya has requested a meeting at the Security Exclusion Zone {3.04}. Upon meeting she will provide the details of the first contract {Scout the Reservoir}. If any hostilities occur, she will call on reinforcements from the DronTek Black Site {3.05}.

SCOUT THE RESERVOIR

LOCATION: 3.05

DESCRIPTION: This is an intel gathering mission to scout the Vornaya Reservoir. You must gather the following information and return it directly to Natalya at the Security Exclusion Zone {3.04}

- Access points to the Central Water Processing Facility
- Number of Mechs stationed at the Reservoir
- Number of ground troops stationed at the Reservoir
- Number of Defensive Emplacements at the Reservoir.
- Any other relevant information as deemed necessary.

AFTERMATH: This information will be used to plan the final False Flag attack against the Reservoir.

PAYOUT: 30 Tech 4 Scrap

RETRIEVE THE REPLICATOR CODES

LOCATION: 4.05

DESCRIPTION: The Solitude Research Facility contains a Database that has a series of Nanite Replicator Codes that Stefanus have been perfecting within the facility. Your mission is to infiltrate the facility by any means you have available, retrieve the Replicator Codes from the database, via the supplied blank Data Disc, and return to the Union Crawler where they will be retrieved.

AFTERMATH: The Replicator Codes are programmed to multiply the already infectious spread of an Active Meld Nanite. They will be applied to the sample DronTek have and loaded into the Injector to use against the Vornayan Water Supply where they will run virulent.

PAYOUT: 30 Tech 5 Scrap

INJECT THE WATER SUPPLY

LOCATION: 3.03

DESCRIPTION: Take the loaded Meld Injector and inject the payload into the water supply into the Core of the Vornaya Reservoir.

AFTERMATH: If successful this will wipe out the majority of the population of Vornaya, turning them into Meld drones via infection. The attack will appear as though it came from Stefanus due to the equipment used. With the population of Vornaya eliminated, and Stefanus appearing to have broken the Vornaya Agreement DronTek will be able to move their own workers and troops into Vornaya, clean out the infected, and take control of the mining Vornaya Inc.

PAYOUT: 30 Tech 6 Scrap

Stefanus Closed Contracts.dat

a:/ :stf :drt :vrn :asc

STARTING CONTRACT: MEET STAKS

LOCATION: 5.01 || CONTACT: Staks

DESCRIPTION: Staks has requested a meeting within Victor's Hole in Novosric. Upon meeting he will provide details of the first contract. {Salvage the Big Brother} If hostilities occur he will reveal himself to be a hologram. His real self is safely hidden in the Ostfjord Data Bunker.

SALVAGE THE BIG BROTHER

LOCATION: 1.06

DESCRIPTION: A Big Brother Chassis lies abandoned in a scrap pile within the Mil-Tech Compound. Retrieve it and bring it to the Union Crawler where it will be collected by a retrieval team during downtime.

AFTERMATH: The Big Brother Chassis will be utilised on the planned false flag attack on the Vornayan Convoy. This mission may lead to Drakovs Mercenaries being eliminated.

PAYOUT: 30 Tech 4 Scrap

RETRIEVE THE DRONE ACCESS CODES

LOCATION: 3.05

DESCRIPTION: DronTek drones are programmed with a unique, encrypted code that can be used to identify and control them. Stefanus have located DronTek Blacksite within the Nanite Coast where they believe the data is stored within. Your task is to retrieve it via Data Disk and return to your Union Crawler where it will be retrieved during Downtime.

AFTERMATH: The drone access codes will directly tie the Big Brother to DronTek which will make it appear as though they have staged the convoy attack.

PAYOUT: 30 Tech 5 Scrap

ATTACK THE CONVOY

LOCATION: 2.02 - 2.01

DESCRIPTION: Armed with the Big Brother Mech, as well as the DronTek Marked weapons mounted on all of the other Mechs, attack the Vornayan convoy transporting Active Meld Nanites across the Frozen Gulf. The convoy will begin in Vornaya {3.05} and cross the Frozen Gulf{2.0} to get to its destination of Ostfjord Port {5.01}. The convoy may take a route across either the Ice Sheets or the Tunnel. This intel will need to be gathered for the strike.

THE CONVOY CONSISTS OF THE FOLLOWING: 3x Hauler Pattern Mules // 1x Opus Pattern Gopher. Each has a Cryopod System carrying 5 Active Meld Nanites.

One of the other factions will be guarding the convoy depending on how the game has played out. If none are available assume a BlackStock PMC escort of:

1x Escort Pattern Aegis // 1x Deerstalker Pattern Pioneer // 1x Rifleman Pattern Brawler // 1x Contour Pattern Hussar

AFTERMATH: If successful the attack will be blamed upon DronTek, forfeiting their shares. Vornaya will struggle to make up for the huge amount lost in the attack, with them being held liable for its loss based on the Vornaya Agreement. This will allow Stefanus to buy a controlling share in Vornaya Inc and take control of the facility. They will dismantle the Vornyan worker council, 1 and enact strict corporate rule over the compound, continuing their research and experimentation.

PAYOUT: 30 Tech 6 Scrap

Vornaya Closed Contracts.dat

a:/ :stf :drt :vrn :asc

STARTING CONTRACT: MEET VLAD AND MAYA

LOCATION: 3.05 || **CONTACTS:** Vlad and Maya

DESCRIPTION: Vlad and Maya have requested a meeting within the Workers Council Room in Vornaya (3.06). Upon meeting they will provide details of the two. If hostilities occur they will call on the BlackStock PMC forces to help defend them.

INFILTRATE THE BLACK SITE

LOCATION: 3.06

DESCRIPTION: Infiltrate the DronTek Blacksite and gather incriminating evidence on any activities DronTek are engaged in that violate the Vornaya agreement. In particular any plans for hostile action against Vornaya or Stefanus, plus any actions of dubious ethics. Return to the Crawler with any evidence to keep it safe.

AFTERMATH: If successful, the evidence gathered about DronTek's False Flag attack, as well as their imprisonment of Vornayan and Stefanus, should be enough to place DronTek in breach of the Vornaya agreement. However if this evidence alone is presented then Stefanus would be able to buy out DronTek's shares, so evidence must be found against them as well if Vornaya is to be truly independent.

PAYOUT: 20 Tech 4 Scrap

INFILTRATE THE RESEARCH FACILITY

LOCATION: 4.05

DESCRIPTION: Infiltrate the Solitude Research Facility and gather incriminating evidence on any activities Stefanus are engaged in that violate the Vornaya agreement, in particular any plans for hostile action against Vornaya or Stefanus as well as any actions of dubious ethics. Return to the Union Crawler with any evidence and keep it safe.

AFTERMATH: If successful, the evidence gathered about the Stefanus False Flag attack, as well as their use of Meld in human experimentation, will be enough to place them in breach of the Vornaya agreement. This evidence must now be presented to the Corporate Council.

PAYOUT: 20 Tech 5 Scrap

CONVINCE THE COUNCIL

LOCATION: 3.05

DESCRIPTION: The Corporate Council Representatives are convening in Vornaya called in by the worker council. The Pilots must present them with the evidence against Stefanus and DronTek, to convince them they are both in breach of the Vornayan agreement. If successful this will leave Vornaya in sole charge of the mining facility. Both corporations will have a crack team of lawyers defending them so the Pilots will need to bring watertight evidence and strong conviction.

AFTERMATH: If the Corporate Council are successfully convinced with enough evidence then they will deem the Vornayan agreement void. Vornaya will go on to become independent, seizing the means of their own production. True to the word of the Vornaya Council they will improve working conditions within the settlement, and share the profits amongst the workers, forming into a worker co-operative similar to how the Salvage Unions function. This will provide a better way of life for everyone in the settlement and become a testament to the effectiveness of collective action, inspiring others around the wastes to do the same. A small, but valuable victory against the corporate forces of the wastelands.

PAYOUT: 20 Tech 6 Scrap

01.00 NOVOSRIK WASTES

A vast plain of empty factories, brownfield sites, and abandoned settlements. Once a thriving manufacturing hub for DronTek, it has been left to rot since the Vornaya event. Its anomalies make the area unpredictable, and as a result, unprofitable. Most people have fled. Those that have stayed maintain the little remaining industry.

REGION ENCOUNTER TABLE

Roll once each time Pilots cross any area within this Region Map.

20: The Pilots find a Salvage Cache. Roll on the Cache table.

11 - 19: The journey is safe for now.

6 - 10: Snow begins to fall heavily with strong winds. It will set within the hour, creating difficult terrain and causing temperatures to become Freezing.

2 - 5: An anomaly occurs. Roll on the Anomaly Table.

1: The Pilots meet Drakov's Merc band, who are hunting for scrap or on a contract.



01.01: BROWNFIELD WASTES

AREA SALVAGE TECH 1 // SUPPLY 1

A boneyard of failed industry. Concrete pillars protrude from the ground like ribs from a rotting carcass, and the scattered foundations are the only remaining evidence of the vast factories that were once here.

Anything of value has long since been dismantled and relocated, leaving only toxic pools of water that are too polluted to freeze.

Due to its inhospitable nature, only a hardy few reside here in hidden basements and shacks built up against the crumbling walls.

SCOUR THE WASTES

Exploring this area is a Long Action. Roll the die to find out what the Pilots discover.

20: The Pilots find a Salvage Cache. Roll on the Cache table.

11 - 19: The area is empty of any life. 1 Tech 1 Scrap is salvageable from the search.

6 - 10: A boarded up shack reveals a lone hermit named Grizzly Bear. (4 HP // Shotgun // Salvaging Tools // Pilots a Leaky Pattern Scrapper hidden in the walls)

2 - 5: A random Anomaly is discovered in the ruins. Roll on the Anomaly Table.

1: A trapped dwelling, rigged to explode with Anti-Mech Mines (see Salvage Union Core Book, pg 178).





01.02 Abnd Drn Factory.

01.02: ABANDONED DRONE FACTORY

AREA SALVAGE TECH 2 // SUPPLY 4

This once-thriving drone factory has been left to rot in the wastes. Built out of heavy concrete, a tall chimney precariously juts out at an angle into the sky. The windows are smashed and broken. Remnants of broken down drones, vehicles, and industrial Mechs litter the surroundings.

Two automated Heavy Combat Drones (see Salvage Union Core Book, pg 294) slowly trudge around the facility on a patrol route, protecting what little is left. They will attack anything entering the perimeter.

Three Combat Drones (see Salvage Union Core Book, pg 294) patrol the interior of the factory. They will emerge from the factory if hostilities ensue, or ambush anyone entering.

A cache of DronTek Drone Parts can be found within the factory worth 4 Tech 5 Scrap. They can be used to create Big Brother Drones. (see Contract 1.02)

01.03 DronTek Chkpoint.area

01.03: DRONTEK CHECKPOINT

AREA SALVAGE TECH 1 // SUPPLY 4

This checkpoint is heavily defended by DronTek forces. Two concrete watchtowers rise from the walls to flank the huge Mech-sized gate at its centre. The place is designed to keep people within the anomalous zone and prevent them from reaching the DronTek Motherland.

Most of the guards are as corrupt as the day is long. They are led by Petra, a once-promising Drontek pilot who started at the bottom of the ladder and remains there a decade later. (10 HP // DronTek Infantry Rifle // Drontek Pattern Little Sestra)

Standard passage is 1 Tech 1 Scrap per person. This payment also provides enough DronTek Company Scrip to cover all food, drink, board, and other expenses for a month within any DronTek area (such as Novosrik).

A decontamination unit is also stationed at the checkpoint, and a hiss of decontamination mist can always be seen surrounding the white tent.

Scanners will search for anomalous artefacts (which will be confiscated) and signs of Nanite Infection. Infected will be denied passage, and must undergo decontamination procedures. However, the guards will look the other way for a hefty enough bribe.



01.04 Tundra Anomalous Wastes.area

01.04: TUNDRA ANOMALOUS WASTES

ANOMALOUS ZONE // FREEZING

This is ground zero: a frigid expanse of tundra made worse by anomalies. An anomaly known as a Dust Magnet resides roughly in the centre of the area.

It looks like a tall, smooth, metallic cylinder that swirls constantly, and attracts Meld Nanites in their inert form (which then transform into a dust-like swarm). It also magnetises any loose metallic objects. A damaged Trooper Chassis is caught in its vortex.

01.05 Mil-Tec Compound.area

01.05: MIL-TEC COMPOUND

AREA SALVAGE TECH 3 // SUPPLY 5

DEFENCES: 2x Trooper Squads // 1 x Rifleman Pattern Brawler // 2 x Raider Pattern Troopers // 1 x Buzzard Pattern Mazona
A band of mercs (mostly former DronTek Pilots and soldiers) inhabit an abandoned DronTek Military Compound on an island. They are led by a former DronTek Ace Pilot by the name of Drakov who is looking to make a name for himself.

The waters are shallow here. Mechs can cross, but will be slowed down as difficult terrain. There are also dangerous spots of deeper water which Mechs can fall into if they are not careful. The compound is surrounded by a fortified concrete wall.

01.06 [A] - GUARD TOWERS

4 Guard towers surround the complex. Each has a .50 Cal Heavy Machine Gun.

01.06 [B] - FORTIFIED ENTRANCE

This entrance is reinforced with concrete and heavy steel slabs, and can fit a Mech. The entrance itself has 15 SP; the walls have 10 SP.

01.06 [C] - MECHBAY

A dilapidated Tech 3 Mechbay, mostly scavenged by the mercs. A damaged Big Brother Chassis is stored here, but the mercs do not currently have the scrap to repair it. *Drontek Weapon Parts* can be salvaged by finding a hidden vault under the DronTek Symbol.

01.06 [D] - CENTRAL COMMAND

Drakov has made a base of operations here, including a large comms array that is able to reach Vornaya and Novosrik (Radome System).

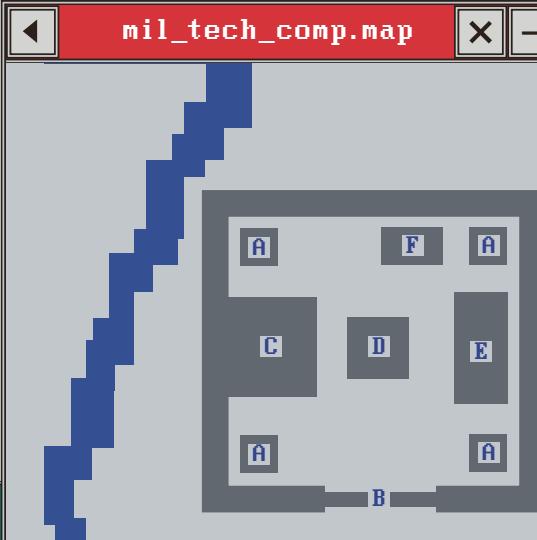
01.06 [E] - BARRACKS

The mercs have made these stacks of bunks with hard beds and wool blankets their own. Graffiti and scrawlings cover the walls. ‘Wish I had a pot to piss in’ // ‘Killed 6 corpos in Novosrik’ // ‘Fuck Fuck Fuck.’ A cache of Rifles are stored in a disused armoury.

01.06 [F] - SHOWERS/TOILETS

A reeking line of showers and dugout toilet blocks. You don’t become a merc to do janitor duties.

mil_tech_comp.map



01.06: NOVOSRIK

AREA SALVAGE TECH 1 // SUPPLY 5 (THIS REQUIRES TEARING THE SETTLEMENT APART)

Once a thriving Corpo town with the majority of the populace working in the surrounding area, Novosrik is now a mostly abandoned wastelander settlement. Whilst technically under the control of DronTek, it's mostly left to its own devices.

Brutalist concrete dormitories are compressed into endless crumbling grids and coated in layers of encrusted grime from industrial production. Most of the remaining population are huddled into the few buildings that are maintained.

There is no official leadership and villagers mostly settle disputes between themselves. However, a few names carry some weight with the locals (such as Markov, Petra, or Victor).

The people here hold few grudges against Salvagers, generally viewing them as another band of wasteland scavengers. Most of their ire is directed towards Vornaya and Stefanus, who they blame for their village's fall from grace.

01.05 [A] - HAB BLOCKS

The Hab Blocks housing the majority of the people here sit along a strip of dirt road in the centre of town. A former park has been turned into a field of scraggly grain, and a few half-starved chickens and pigs wander the streets. Maria, one of the oldest in the village who remembers

when the factory was still active, tends to these animals.

01.05 [B] - VICTOR'S HOLE

A dilapidated bar where the locals come to drink the acrid moonshine that Victor brews from degreaser and meltwater. On a good night, there is a fight or two as well as general blind drunkenness. The bar is in the basement of one of the Hab blocks. The interior of the building doubles as Victor's family home; pictures of his wife and children are hung up on the walls alongside his old Drontek service medals, and his family sleeps in a room at the back.

01.05 [C] - WATER PUMP

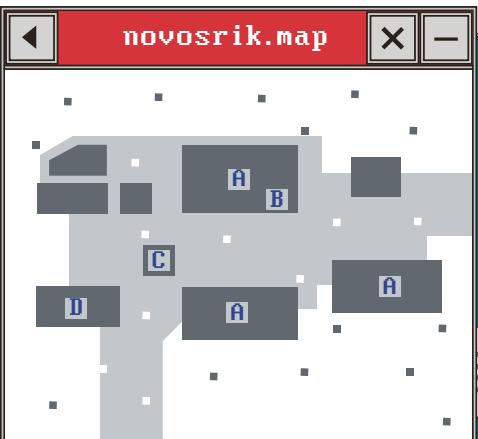
This pump is the main fresh water supply for Novosrik. They use it for their own drinking water, their animals, and to water the few crops they have. The pump leads to a small underground reservoir which is fed by an underground meltwater stream.

01.05 [D] - MECHBAY & DRONEBAY

The settlement has a Tech 1 MechBay with three working slots. One of the MechBay slots houses a Hauler Pattern Mazona; another has a Salvo Drone. Alina is the Mech Tech who maintains these bays. She learned her trade from tinkering with the various drone and mech parts her father Markov smuggled out of the factory. She sometimes joins his crew on contracts, and is looking for a way out of Novosrik.



novosrik.map



02.00 FROZEN GULF

X -

02.00 FROZEN GULF

A pack of seemingly endless ice separates DronTek and Stefanus territory. It is a bleak landscape of snowdrifts and ice, sculpted by the constant wind. Nanites infect the ocean beneath, but the concentration is too low for serious mining efforts.

Two main routes exist in the area: risking the frozen surface, where travel is slow and the conditions are freezing; or finding the underground tunnel, which is more direct, but hidden and fraught with danger.

Permanent life out here is almost impossible. Almost.

02.00 FROZEN GULF

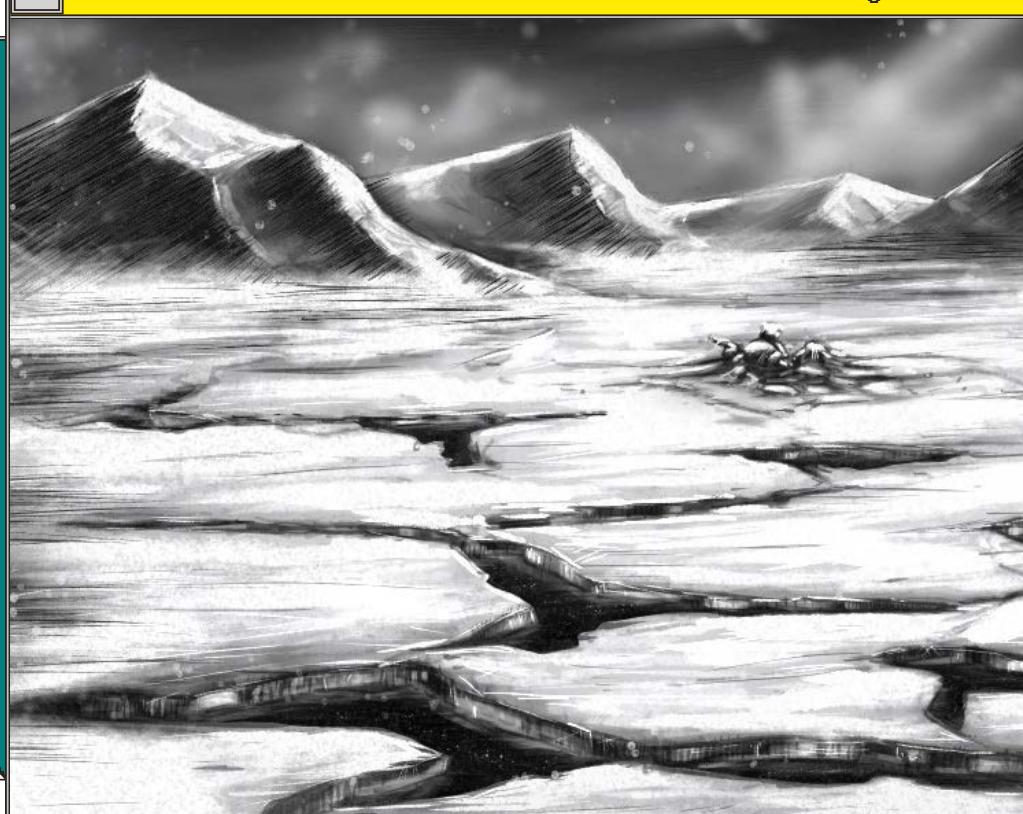
X -

RUNNING THIS AREA

This area is intended as a way to make travel between the two sides of the map interesting, and emulate a vast expanse of mostly barren terrain. It is not designed as a traditional Region Map.

Instead if Pilots are crossing on their Union Crawler you can use the random encounter tables to see what they discover during the crossing. If they choose to deploy and explore the area in their Mechs you can roll once per hour they choose to explore, or simply choose a series of options that seem the most interesting. Deploying in either area does mean a further Downtime cycle and more Union Crawler Upkeep, however the potential salvage in the areas may make up for it.

02.00 FROZEN GULF.img



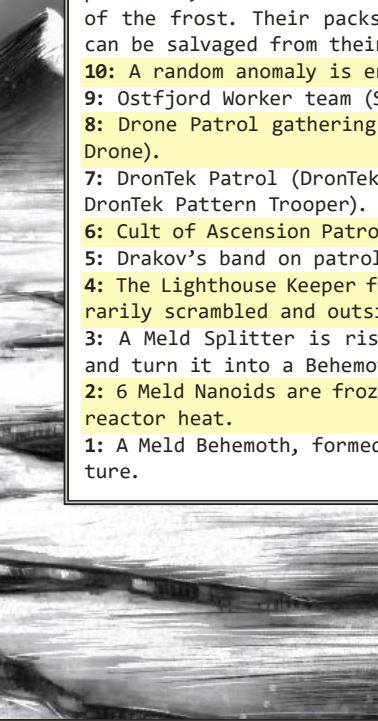
02.01 ICE SHEETS

FREEZING // DIFFICULT TERRAIN

The sea here has mostly frozen over, allowing for a hazardous path between DronTek and Stefanus territory. The ice is treacherous to cross, and the freezing cold water beneath it spells death for people. Even Mechs can become stuck and damaged, or simply lost in the deep dark ocean.

ROLL THE DIE WHEN PILOTS CROSS OR EXPLORE THE AREA:

- 20: The Pilots discover a Salvage Cache in the ice.
- 19: Snow begins to fall heavily and strong winds whip through the air. Pilots without Mechs or protection will suffer a Minor Injury each hour.
- 18: The Pilots encounter Anders Andersson in his Corpo Pattern Shaitan, who is racing the ice for sport.
- 17: A Stefanus Patrol based in Ostfjord (Stefanus Pattern Parasite // Stefanus Pattern Mantis // Aeon Pattern Paladin // Stefanus Pattern Magpie).
- 16: A trader band (Hauler Pattern Mule // Opus Pattern Gopher x2 // Stefanus Pattern Mazona). Roll on the Salvage Cache table to determine their load.
- 15: Olga's Hunters on patrol or working a contract.
- 14: Vornayan worker patrol (Jackhammer // Kraken // Mule // Scrapper).
- 13: Research team from Solitude searching for Meld and Anomalies (AMS Pattern Spectrum // Sifter Pattern Terra // Stefanus Pattern Parasite // Fissure Pattern Vorpal).
- 12: Markov's band on patrol or working a contract.
- 11: A waster caravan fell through black ice. The corpses, looking fresh and well preserved, are frozen in the ice. Their fingers still look like they are clawing out of the frost. Their packs, tools, and boots are still usable, so 1d20 Tech 1 Scrap can be salvaged from their bodies (1 / 20 chance of rising as 2x Meld Drone Swarm).
- 10: A random anomaly is encountered. Roll on the Anomaly Table.
- 9: Ostfjord Worker team (Stefanus Pattern Kelpie x 3 // Aegean Pattern Kraken).
- 8: Drone Patrol gathering intel (1 Heavy Combat Drone // 2 Combat Drone // 1 Survey Drone).
- 7: DronTek Patrol (DronTek Pattern Big Brother // DronTek Pattern Little Sestra // 3x DronTek Pattern Trooper).
- 6: Cult of Ascension Patrol (Ascension Pattern Neura-phage x 3 // VIP Pattern Consul).
- 5: Drakov's band on patrol or working a contract.
- 4: The Lighthouse Keeper from Area (5.04) (Ascension Pattern Neura-Phage). It is temporarily scrambled and outside the bounds of its designated area.
- 3: A Meld Splitter is rising from the ice, drawn to attack anything with a reactor and turn it into a Behemoth.
- 2: 6 Meld Nanoids are frozen like statues in the ice, but they wake up when they sense reactor heat.
- 1: A Meld Behemoth, formed out of scrapped Mechs, attacks anything with a heat signature.



02.02: GULF TUNNEL

This tunnel, built as a joint venture between DronTek and Stefanus to connect their territories for trade, was used extensively for nefarious purposes during the cyber-wars. These purposes included smuggling goods, attacking underground infrastructure, and infiltration.

The tunnel remains in a state of disrepair. Beyond the main route, many secret paths exist - as does the danger of cave-ins, covert attacks, or anomalies. However, the path is still a more desirable option to some than braving the frozen ice sheet above.

ROLL THE DIE WHEN PILOTS CROSS OR EXPLORE THE AREA:

- 20: The Pilots discover a Salvage Cache. Roll on the Salvage Cache table.
- 19: A ruined security checkpoint. The Machine Gun Turrets are out of ammunition. Walker Drones on automated voice routines ask anyone passing for 'clearance', but their weapons are deactivated.
- 18: Olga's Hunters are moving with speed through the tunnels.
- 17: An enclave of the Cult of Ascension is searching the tunnels for anomalies (Ascension Pattern Neura-Phage, 3 Rifle Squads).
- 16: A random anomaly in the tunnels. Roll on the Anomaly Table.
- 15: Two mangled Trooper Mechs from Vornaya. One Pilot (Marius) is dead; the other (Rico) is in a critical state and requires First Aid to recover within 12 hours. The blood, viscera, and detritus of a supporting Rifle Squad are strewn over the area. It seems they were ambushed by Combat Drones.
- 14: A Stefanus Pattern Eidolon, working on behalf of Solitude Researchers, is on a recon patrol.
- 13: A swarm of malfunctioning 'repair' drones, grotesquely modified with human skulls, organs, and viscera (4 x Defacer Drones).
- 12: A drone patrol on an old automated routine (3 Heavy Combat Drones, 2 Combat Drones).
- 11: A broken grate in the tunnel leads to an abandoned server room. Pilots may ask 3 questions about the area if they gather intel here.
- 10: A sealed blast door in the tunnels leads to a functional Tech 3 Mech Bay and Crafting Bay (Area Salvage Tech 3 // Supply 5).
- 9: A loose pipe suddenly pops, hissing coolant. Alarms begin to ring out, summoning 3 Walker Drones with Welding Laser Systems to fix the leak.
- 8: A side tunnel leads to a small encampment of wasters, eking out life in the tunnels (Area Salvage Tech 1 // Supply 1).
- 7: A leak has flooded this area of the tunnel. Meld Nanites, slowly forming into a Meld Splitter, rest in the frozen water.
- 6: 'Gri-gory' (Wastelander), an old DronTek technician, lives alone in this workshop. He has been amalgamating drones with people in grotesque configurations (1 Heavy Combat Drone, 4 Defacer Drones) (Area Salvage Tech 3 // Supply 2).
- 5: Mercs from Drakov's band are scouring the tunnels.
- 4: A sealed off storage area with an intact set of 5x 10 Finger Pattern Kelpies.
- 3: 1x Smuggler Pattern Solo, carrying 6 Active Meld Nanites to be delivered to Solitude Research.
- 2: Markov's band is traversing the tunnels.
- 1: A hidden tripwire triggers a series of Improvised Explosive Devices designed to collapse this section of the tunnel and destroy everything caught underneath them.



03.00 NANITE COAST.rgn

03.00 NANITE COAST

The black dust covers everything, from small drifts at the outer regions to piles hundreds of metres deep at its central point - the Vornaya mining settlement and its rig.

REGION ENCOUNTER TABLE

Roll once each time Pilots cross any area within this Region Map.

20: The Pilots find a Salvage Cache. Roll on the Cache table.

11 - 19: The journey is safe for now.

6 - 10: An anomaly occurs. Roll on the Anomaly Table.

2 - 5: Two anomalies occur. Roll on the Anomaly Table twice.

1: Three anomalies occur. Roll on the Anomaly Table three times.

03.01 Snow Wastes.area

03.01 SNOW WASTES

ANOMALOUS ZONE // FREEZING

The vast plains of snow are populated by Wasteland Herds (see Salvage Union Core Book, pg 301) and hunters (Rifle Squad), as well as anomalies.

A Gutter anomaly, which draws in and shreds any organic material, lies in a pit in the snow. It is surrounded by bones, guts, viscera, and other organic detritus: remnants of the unfortunates caught up in it. The material left within the pit is infected by Meld nanites, and samples of this can be recovered.

Any creature that gets within Medium Range of the anomaly will be inexorably pulled towards it. Any creature within Close Range must roll on the Critical Injury Table as they are torn apart as though by an invisible blender. Mechs are significantly resilient to the anomaly, but are liable to suffer Meld infection instead.

03.02 DECOMMISSIONED FERROUS MINE

AREA SALVAGE TECH 2 // SUPPLY 5

DEFENCES: Cackler Pattern Jackhammer (Smoky) (DronTek Marked Mining Rig) // Auger Pattern Jackhammer (Frosty) (DronTek Marked Blue Mining Laser) // Leaky Pattern Scrapper (DronTek marked Chainsaw Arm) // 2x Machine Gun Turret (DronTek Marked) // Survey Drone // 2x Waster Mobs // Improvised Explosive Traps

Once all the rare earth minerals were stripped out, this mine was sold by Ferrous Mining Co. to DronTek and has been abandoned since. The remaining assets were claimed after the Vornaya Event and used to build the Vornaya Rig.

The path to the mine is lined with a chain link fence, bearing a sign that reads 'FUCK OFF CORPOS', and is littered with improvised explosive devices. Around the entrance to the mine itself is a collection of prefab trailers where most of the miners live. The trailers are currently inhabited by a splinter group from Vornaya who are reluctant to continue mining the black sea due to the horrors of the anomalies, and choose instead to hunt for scraps in the surrounding area. They use the mine to protect themselves from the elements, though many are already suffering forms of Meld infection from breathing in nanite dust. They refer to this as the 'black lung'.

The ex-miners have no central authority as such, but will often defer to Smoky (Combat Pilot) who pilots the Cackler Pattern Jackhammer. Within the mine is their head Technician and explosive expert 'Frosty', who pilots a Boom Pattern Jackhammer. Frosty also has a large collection of disused DronTek equipment, including multiple weapon systems, that are stored in his lab within the mine. This includes, 2x DronTek Pattern Rifle, 1x Missile Pod, 2x 30mm Autocannon and 1x Blue Mining Laser. These are all either DronTek made or DronTek marked. This area counts as a Tech 2 Mech and Crafting Bay.

MISSING TROOPERS

Two Trooper Mechs have been blown apart by the IED's at the lead up to the mine. The Pilots, Sandy and Birdie are both dead, mutilated by the explosions. Gore is spread liberally over the wreckage. (See Contract: TROOPER VISCERA CLEANUP.)

BLACKSITE ENTRANCE

The miners refuse to go to the deepest portions of the mine, believing they are haunted. Those who have braved the dark tunnels have never returned. DronTek likes to keep it this way. The mine is a perfect cover for their illicit activities in the area. Hidden in the mine is a Mech sized elevator that goes deep down in the mountain. A tunnel leads from the bottom of the mine to the Black Site (3.06) coming out at the Mech Bay within the facility. There's a further hidden entrance to the rear of the mine that allows Mechs to deploy from the Black Site out to this area.

DRONTEK HAVE DEPLOYED THE FOLLOWING CONCEALED DEFENCES IN THIS AREA: 3x Needle Drone armed with a Tranquiliser Rifle // 2x Defacer Drone // 1x Survey Drone // 1x Miniaturised EMP Mine

Anyone entering the area on foot is eliminated by the Tranquiliser Drones. Anyone entering in a Mech will trigger the EMP Mine by proximity. This will shutdown any Mechs in the area, allowing the Defacer Drones to tear out the cockpit and the Needle Drones to tranquilise the Pilot. In either case the Survey Drone alerts the Black Site who send a team to clear any evidence, imprison anyone alive for interrogation, reset the traps in the area and replace any damaged Drones.

03.03 Vornaya Reservoir.area

03.03 VORNAYA RESERVOIR

AREA SALVAGE TECH 3 // SUPPLY 5

DEFENCES: 1x Survey Drone // 2x Salvo Drones // 3x DronTek Pattern Troopers // 1x DronTek Pattern Little Sestra // 1x Rifle Squad // 2x Green Laser Turrets

The Vornaya Reservoir is a heavily defended, concrete installation that houses Vornaya's main source of clean water free of nanite infection. Outside, the reservoir is well defended by Blackstock, private military contractors working for Vornaya. Pillboxes and barricades have been built around the facility and only authorised personnel are allowed entry.

There are two entrances to the reservoir. The main entrance is sealed by an airtight, hydraulic, steel door. Workers go through a decontamination chamber into the core of the water processing facility itself. It is only accessible on foot.

The secondary entrance is through a sewer pipe that flushes waste liquid from the facility into the ocean. It is only accessible on foot and grossly unpleasant. Pilots traversing the area unprotected will suffer a Major Injury from the toxicity. The benefits of this approach is that it allows access directly to the Reservoir Core, avoiding the exterior defences.

RESERVOIR CORE

DEFENCES: 1x Combat Drone // 3x Troopers (Armed with DronTek Pattern Rifles) // 1x Veteran (Elena)

This is a cavernous, circular chamber entirely dominated by the clean water reservoir. Huge pillars hold up the vast ceiling, and only the sound of dripping water breaks the echoing darkness. The water here has been purged and purified, and is unspoiled by nanite infection. Water treatment workers in orange Hazard Protection Suits do their duties around the facility.

A BlackStock team also protects the interior of the facility. They wear black Hazard Protection Suits to differentiate themselves from the workers.

03.04 Sec Excl Zone.

03.04 SECURITY EXCLUSION ZONE

AREA SALVAGE: Tech 3 // Supply 5

DEFENCES: 4x Heavy Combat Drone // 2x Salvo Drone // 1x Survey Drone

This barren area of alpine tundra forms a natural pass over the mountains towards the DronTek motherland. An abandoned DronTek checkpoint can be found here with intact pillboxes, fortifications, and installations ripe for salvage. An automated drone patrol guards the area and reports back to DronTek.

The DronTek Arco is out of the scope of this module. If Pilots wish to traverse it, they will need to leave the Vornaya area and travel 1 week on their Union Crawler.

03.06: DRONTEK BLACK SITE

GENERAL SECURITY FORCES: A squad from DronTek 10th Division patrols the area in addition to other forces. They respond to threats as needed and consist of the following:
1x Combat Drone // 3x Trooper // 1x Veteran ('Igor')

A secure blast door sits at the bottom of a mine shaft. While the door itself is dusty and worn like its surroundings, its keypad is out of place: powered and lit, with clear signs of use where the dust has been wiped away.

Behind this door lies a high tech bunker complex. Areas A-F are accessible by Pilots and Drones, but not by Mechs. Areas H and I are also Mech accessible.

03.06 [A]: ENTRANCE HALLWAY

Concrete walls, flickering bulbs on the ceiling. The air is cold and damp, with a faint smell of mould and mildew. Hidden security cameras dot the area. It is defended by 2 Combat Drones and a 2 .50 Cal Machine Gun Turret (2 SP // Immobile // Range: Close // Damage: 2 SP // Ballistic // Pinning) and 1 Rifle Squad.

03.06 [B]: TECH 5 MED BAY

Clean and sterile, smells of rubbing alcohol. Staffed entirely by AI-controlled Drone Doctors (Auto-Doctor Module). Organic entry is permissible only by high clearance following sterilisation. There are several examination tables and a surgery table behind plexiglass. A medical storage area contains 10x First Aid Kits (see Salvage Union Core Book, pg 80), 10x Healing-Bio Foam Canisters (see Salvage Union Core Book, pg 83), and a Tranquilizer Rifle (see Salvage Union Core Book, pg 84).

03.06 [C]: COMMAND CENTRE

Spacious, artificially cool, and well-lit; mostly staffed by AI. The room is filled with computer terminals and communications equipment, including a Comms Module, Encrypted Comms, Comms Tapper, and Voice Modulator. A camouflaged Radome System sits atop the facility, allowing contact with the DronTek Motherland. Natalya co-ordinates the operation from here. Her second-in-command Soma (Expert Pilot) is also in this facility.

The Drone Access Codes can be located within the mainframe here. (Contract Retrieve the Drone Access Codes) 2 x Heavy Combat Drones act as additional defences here.

03.06 [D]: INTERROGATION ROOM

Sparingly furnished with a metal table and two chairs bolted to the floor. The brightly lit fluorescent bulbs create a clinical atmosphere, and the walls are lined with soundproofing foam to muffle any screams. The table is equipped with restraints and various tools for inflicting pain, including scalpels, pliers, and electroshock devices.

03.06 [E]: HOLDING CELLS

Cramped and filthy, barely big enough to hold a single person. Infested with rats. No light. Each cell has a small metal door with a slot for food and water to be pushed through. The air is thick with the smell of sweat, urine, and faeces.



03.05 DronTek Black Site.area

- CELL 1: Vornayan Council Member. Crushed fingers.
- CELL 2: Suspected Stefanus Agent from Ostfjord. Missing an eye (fresh wound).
- CELL 3: Dead man, multiple infected rat bites.
- CELL 4: Wastelander from Novosrik.
- CELL 5: Empty.

03.06 [F]: TECH 5 REPAIR AND CRAFTING BAY

4 x AI engineers operate the facility. There are several workbenches, monitors, tool cabinets, and computer stations, which can all be salvaged for 5 Tech 5 Scrap. An active Meld Nanite is being stored and experimented on in a specialised chamber.

03.06 [G]: WAR ROOM

The nerve centre of DronTek's covert operations. The room is large and windowless, lit with a dim red light. The walls are lined with monitors and control panels. In the centre of the room is a large circular table with a holographic display of all the regions of the map (see False Flag, pg 2) that can be used for planning missions and analysing data.

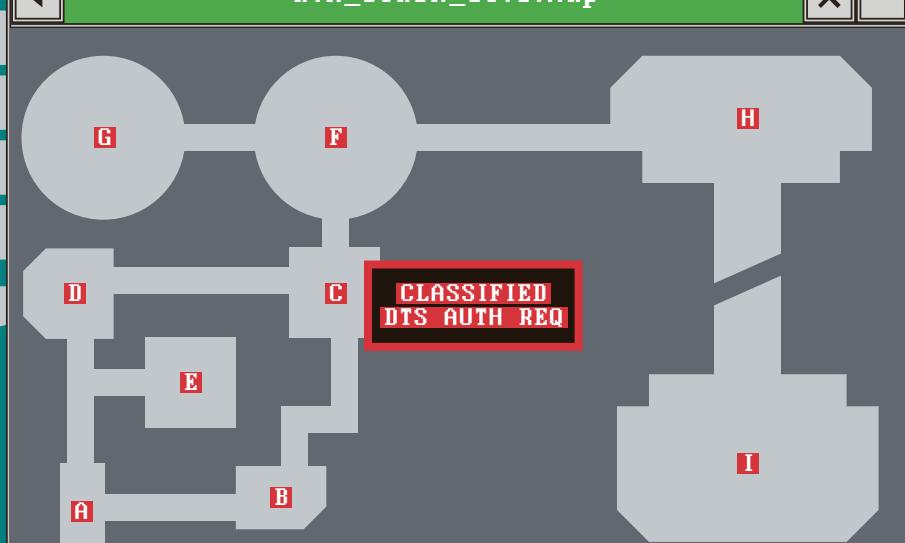
03.06 [H]: ARMOURY

Specialised weapons and equipment are stored here. The walls are lined with racks of guns, knives, grenades, mines, and other high-tech equipment. An air conditioner keeps items cool and free from rust or decay. Tech 3 or below Pilot Equipment can be found here, as well as an Intact Sestra Chassis and a Sestra Drone.

03.06 [I]: MECH BAY

Secret Entrance - Hidden path from 3.02 Decommissioned Ferrous Mine. This fully equipped Tech 5 Mech Bay houses the covert lance DronTek have at their disposal in this area; it consists of 4x DronTek Pattern Sestra. As they want to keep their activities the lance is only deployed in dire circumstances, preferring to utilise contractors to do their bidding.

dtk_black_site.map



03.05 VORNAYA

DEFENCES: The settlement is heavily guarded by Blackstock private military contractors hired by Vornaya. A DronTek Pattern Big Brother Mech dominates the settlement, with two Heavy Combat Drones circling its bulky form. Additionally, the settlement has:

6X DRONTEK PATTERN TROOPER // 2X DRONTEK PATTERN LITTLE SESTRA // 2X MISSILE SQUAD // 2X RIFLE SQUAD

This sprawling mining settlement was built over the epicentre of the Vornaya Event, and is named for the original town that now lies at the bottom of the Nanite Sea. This is not a literal sea; it's a wasteland of dust that is constantly being excavated by digging crews, working in brutal 24-hour shifts to unearth the 'black gold' of Active Meld Nanites.

Rigs interconnected with gantries span the sea like a spiderweb. At the centre is the Big Rig, a huge core which excavates the richest nanite seam. Subsidiary Sifter Pattern Kelpie Mechs surround it, and are lowered and raised from its arms, giving it the appearance of a mechanical marionette.

Currently a minor limited Corpo, the Vornaya board is composed of a council of former miners and workers from the region. Its population is around 10,000; mostly workers and their families.

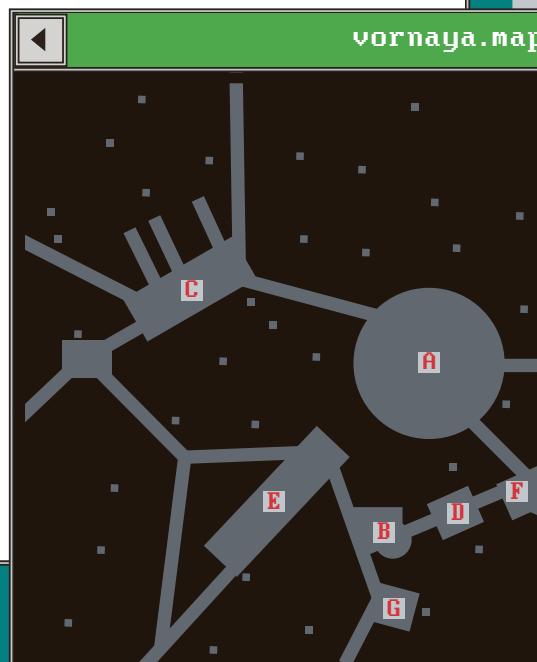
The Big Rig Mech acts as a mobile base for the numerous Sifter Pattern Kelpies that surround it, which it uses to probe the deep. They are expensive to recharge, resulting in the workers' long shifts.

Once a worker's 24-hour cycle is done, they are given a one week rest period. As a result, a constant stream of workers are living on the rig itself. Death rates are high from mining accidents, suicide, and mental breakdowns.

However, workers continue to flock here, as Vornaya offers something no other Corpo does; a true stake in the wealth of the company. Each worker is given an equal share in Vornaya and the wealth it provides, as well as retirement benefits, the right to vote for council representatives, and a stipend to support their families. Food and drink is also free for anyone on the rig.

The Council promises that the current conditions and harsh quotas are purely to earn enough wealth in a short amount of time to make Vornaya a truly independent body. Their aim is to reject direct corporate control and be able to offer these benefits to its workers indefinitely.

They are sincere in these intentions, and in many aspects the Vornaya Council has carved out a portion of the world in a similar way to the salvagers. But their chances of success are slim as two powerful corpos look to strip their assets; not to mention the anomaly under the surface that they are grinding towards each day.





03.05 [A]: BIG RIG

TECH: 4 // STRUCTURE: 35 // PRIMARY WEAPON SYSTEM: 120MM CANNON // SALVAGE VALUE: 30
This sprawling construct is the core of the Vornaya mining operation. It is effectively a static crawler that allows repair, recharge, and communications with the Mechs connected to it. It's armed with a huge cannon for defence, though it is still vulnerable and requires mobile protection.

03.05 [B]: WORKER COUNCIL HALL

A dome-shaped building made of corrugated iron, the hall sits in the centre of a mess of gangways. The Worker Council convenes here to vote on all decisions that affect Vornaya. It also acts as a central hub of day-to-day social activity, hosting communal functions and distributing additional food, medicine, and resource parcels. Vlad and Maya can both typically be found here.

03.05 [C]: THE DUST PORT

Arrivals from both DronTek and Stefanus territories arrive here to work on the Big Rig. A constant stream of a variety of Mechs comes in, from Carriers to Mules to Gophers, all rigged with Personal Transport Pods. If people are willing to work, passage is free; beyond that, it can be bartered. Goods for Vornaya are also delivered here, often by Atlas Mechs under PMC escort.

03.05 [D]: GREASE PIT

The local bar is populated by workers on the rig. Scrye, the barkeep, keeps the peace. She has a seat on the council, though she has retired from mining work.

03.05 [E]: THE HABS

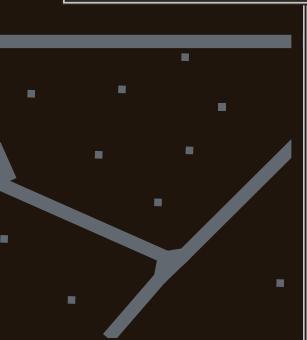
Built atop the metallic gangplanks are various hab blocks where the people of Vornaya live between shifts. Though scrappy in places, each one has all the amenities needed for a comfortable home life.

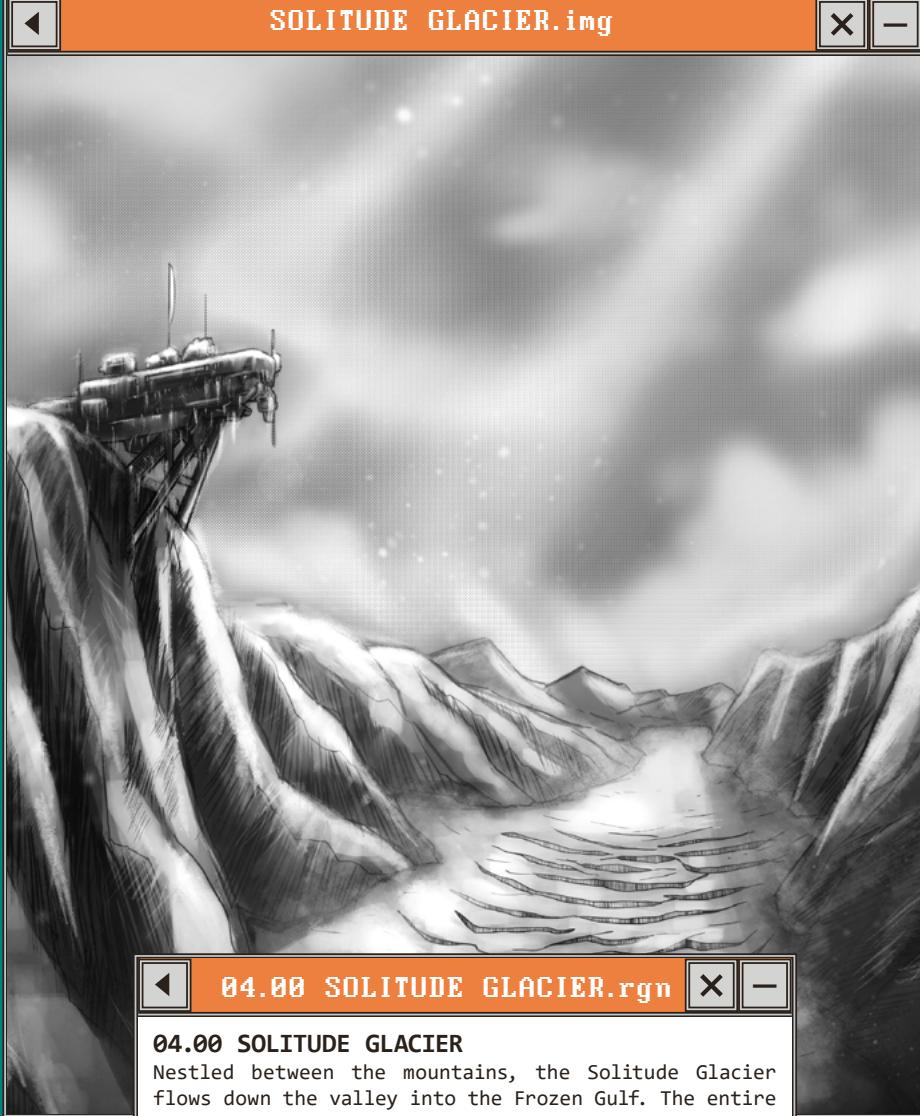
03.05 [F]: SCRAP PIT

Hauls from the deep are exchanged in this Trading Bay with an eclectic mix of folk. Each week, you can roll on the Salvage Cache table to find out what is for sale.

03.05 [G]: MEDICAL CENTER

A functional Tech 3 Med Bay serving the people of Vornaya. It is led by Doctor Nillson and their medical team, who will tend to anyone on the rig (including Salvager Pilots) for free. However, wait times are long, and a visit will take 2 weeks of downtime. Workers with black lung have been increasing in number, but a Tech 5 – 6 Medbay is needed to adequately treat them.





04.00 SOLITUDE GLACIER.rgn

04.00 SOLITUDE GLACIER

Nestled between the mountains, the Solitude Glacier flows down the valley into the Frozen Gulf. The entire region is unstable: the ice creaks and groans as it moves, creating deep crevasses and towering ridges. Sitting high above the valley is the Solitude Research Facility, a Stefanus Corp outpost which conducts the kind of research that even other Corpos would find distasteful.

REGION ENCOUNTERS

20: The party finds a Salvage Cache. Roll on the Cache Table.

11 - 19: The area is safe for now.

6 - 10: An Anomaly occurs. Roll on the Anomaly Table.

2 - 5: Stefanus Sierra Lance on Patrol.

1: Roll on the Meld Encounter Table



04.01 SOLITUDE LANDING**FREEZING**

Solitude Landing is a frozen wasteland, a desolate expanse of rolling snow, pock-marked by ruined buildings, that stretches endlessly into the horizon.

The once-thriving urban landscape has been buried under layers of ice and snow, leaving only remnants of a bygone civilization peeking out from the frozen tundra.

The chilling winds howl through skeletal remains of high-rise buildings, and the surrounding silence is deafening, broken only by the grinding gears of the Mechs that dare scavenge the ruins.

SURVIVOR OUTPOST

DEFENCES: 1x Sifter Pattern Terra // 4x Waster Mob // 1x Red Laser Turret
A small outpost of wasters clinging onto life on the edge of this area, led by Ostrea (Pilot), a former Kelp Farmer from Ostjord. They can provide basic trade and information about the surrounding area. They used to survive by salvaging the frozen ruins, before the Meld came.

MELD INFESTED RUINS**ANOMALOUS ZONE****AREA SALVAGE // T2 // SUPPLY 5**

The frozen ruins buried under the snow provide copious potential for salvage, if not for the Meld infesting the area. Roll on the Meld Encounter Table if Area Salvage is attempted here.

04.02 SOLITUDE ICEFALL**ANOMALOUS ZONE // FREEZING // DIFFICULT TERRAIN // SURFACE ICE**

At the bottom of the glacier where it meets the Gulf, the ice is slowly twisted and crushed by the pressure of the glacial flow. This creates a chaotic maze of chasms which change on a weekly, if not daily, basis. Traversing it is slow, hard, and dangerous.

Mechs that fail to safely navigate this area risk falling into The Pit as a consequence or being crushed against the rocks. They must roll on the Critical Damage table if this happens.

NANITE CREVASSES**AREA SALVAGE // NANITE // SUPPLY 10**

Rich seams of Meld Nanites lie within the ice, though harvesting them is incredibly difficult and dangerous. This location can be Area Salvaged for Inert Meld Nanites as per the rules on p.66. When processed, any Inert Meld Nanites salvaged here convert to an Active Meld Nanite on the roll of a 19 or 20, instead of a 20 as normal.

Area Salvaging here takes much longer than usual: a Long Action in a Mech, and a Day on foot. Failure means falling into The Pit.

THE PIT**AREA SALVAGE // TECH 3 // SUPPLY 8**

A mass of twisted parts and broken Mechs lie at the bottom of the crevasses: the remnants of those foolhardy enough to try and fail to harvest this area. Something else sleeps here too, ready to be awoken. Pilots may gain additional salvage when Area Salvaging here. Roll the die to determine what else is found.

THE PIT BONUS SALVAGE TABLE

20: Roll three times on the Salvage Cache Table.

11 - 19: Roll twice on the Salvage Cache Table.

6 - 10: Roll once on the Salvage Cache Table and offer a Tough Choice.

2 - 5: Nothing extra is found.

1: Nothing extra is found, and The Maw Awakens.

THE MAW ANOMALY

A wet mass of nanite lies deep under the snow. If awakened, it will open like a hungry mouth, stretching out and devouring everything. Anything within Close Range of it when it wakes up is destroyed or killed. If anything is killed the Maw grows larger, and on the following turn anything within Medium Range is destroyed or killed.

04.03 Ice Caverns.area

04.03 ICE CAVERNS

ANOMALOUS ZONE // FREEZING

Deep underground are ancient ice caverns, long forgotten under the snow. However, they have been recently excavated by the Solitude Research Team, and now lie open for exploration. The cave walls are a deep, inky black from the Meld infection. The caves were heavily infected following the Vornaya event, and house parts of the singularities fractured form. The caverns are huge in scope, so Mechs can fit inside them and walk single file through the tunnels, unless otherwise noted.

CAVE NETWORK

- The cave network is buried in the glacier; the main entrance has been excavated and opened by the research team at 04.03 [A].
- A second, partially excavated entrance lies on top of the network leading to Area 8. Opening it fully will take a Long Action for Mechs and requires the Salvaging Trait.
- There is a third entrance leading to Area 19 at the rear of the mound; a small, open crevasse that can only be traversed on foot.

- Any cave on the exterior of the cave network ([c], [d], [g], [l], [m], [p], [q], [r], [s]) can potentially be excavated by Pilots. This will take a day and require the Salvaging Trait. Pilots will also need to roll the die.
- There is a chance that excavation will cause a cavern collapse on a Failure or Critical Failure, which means that any contents within are destroyed and the area will take a further day to fully excavate. This can also be offered as a Tough Choice.
- One collapse can cascade into others. For each adjacent cave, roll a d20. On a roll of 1-5, the nearby cavern also gives way. Repeat this process for each cave that collapses.

MELD SECRECTIONS

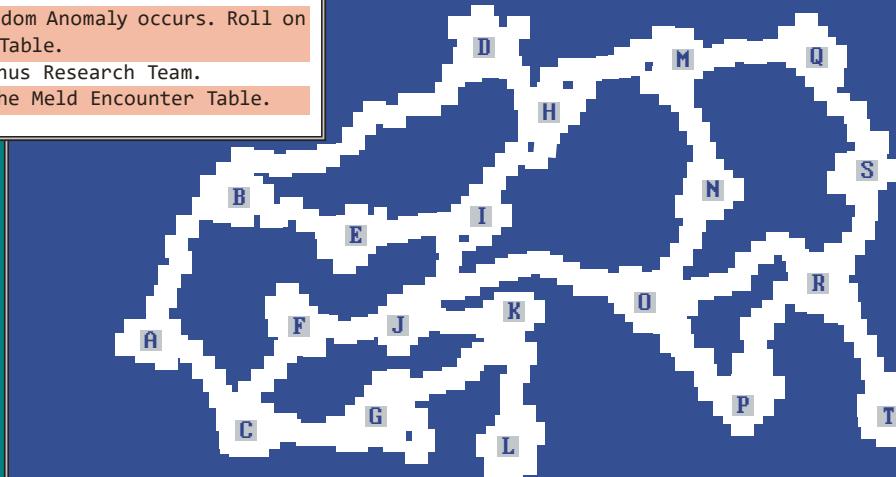
Thin layers of harmless inert Meld cling to parts of the cavern. However, if The Singularity is awakened, these areas will seal up and block the exits. Energy, Explosive, or Missile Weapons, as well as anything that produces an Electromagnetic Pulse, will clear them. Ballistics are ineffective. Melee will risk Meld Infection. Inert secretions can also be Salvaged with Nanite Salvaging for 1 Inactive Meld Nanite.

04.04 ENCOUNTERS

ICE CAVERNS ENCOUNTER TABLE

20:	Pilots find a Salvage Cache.
11 - 19:	The area is safe for now.
6 - 10:	A random Anomaly occurs. Roll on the Anomaly Table.
2 - 5:	Stefanus Research Team.
1:	Roll on the Meld Encounter Table.

ice_caverns.map



04.03 [A] - SOLITUDE RESEARCH OUTPOST

DEFENCES: 1x Kombu Pattern Terra // 1x Deerstalker Pattern Pioneer // 1x Stefanus Pattern Magpie (One Articulated Rigging Arm is replaced with a Meld Injector) // 1x Stefanus Pattern Mantis

Research Team Leader Astrid, a trained Pilot who works under Sigrid at the Solitude Research Facility, leads the outpost close to the caverns. She is fascinated by the possibility of the Meld, and does not have the same moral compunctions as Sigrid in experimenting on them. They are situated in a defensible location close to the main Ice Cavern Entrance (1).

The researchers aren't expecting to face many others in this remote and inhospitable area, so their forces are small and dispersed; but they will be able to contact wider Stefanus forces if they come under serious attack.

The Research Team is equipped with Hand-held Meld Injectors that they use to gain samples of Active Meld Nanites safely and apply. This is necessary for Contract: **RETRIEVE THE INJECTOR.**

04.03 [B] - BEAR LAIR

Two Wasteland Bears (see Salvage Union Core Book, pg.297) have made their lair within a large cavern, and will aggressively defend it against intruders. An excavated area here leads to Area 4, but the passage is blocked by rock and ice.

04.03 [C] - ICE CRYSTAL FOREST

This cave is lined with row upon row of towering, glittering ice crystals which disrupt sensors. Anything with the Targeting or Scanner traits does not work in this area.

04.03 [D] - THE ICE GROTTO

A huge open cavern made of 1d20 glistening ice formations. Their shapes appear almost humanoid, but with jutting,

jagged appendages. Hidden within each one is a different Meld that has been frozen in place. If any of the formations are broken, the Meld will be free. Roll on the Meld Encounter Table to determine which Meld are in which area.

04.03 [E] - THE MELD LAKE

This large frozen lake contains Meld Nanites which will infect anything that falls in. The ice is fragile at the edges and thick in the centre. It can be crossed to reach Area 9, but a Mech can easily fall through. The corpse of a Wasteland Bear lies partially submerged at the edge of the lake. It has been turned into a Bestial Meld Drone, and will attack anything with a heat signature.

04.03 [F] - NANOID CAVERN

A pool of pure Meld Nanite is an offshoot of the frozen lake in Area 5. d20 Meld Nanoids are forming in the pool. If awoken by the noise of excavation, they will attack anything with a Heat Signature.

04.03 [G] - STALACTITE CAVERNS

Jagged stalactites, a metre or more long, line the ceiling of this cavern. They are unstable, and any tremors can cause them to fall on those walking below causing 3 SP damage and destroying a random System.

04.03 [H] - EXCAVATED MOUND

The area atop the mound has been partially excavated. Churned ice lies around the entrance, which leads to an open, empty cavern

04.03 [I] - GEYSER FIELD

A field of geysers spout scalding hot water and steam under the ice. Navigation is difficult and hazardous. A Mech caught in a Geyser will take 2 SP damage, increase its Heat by 2, and be forced to make a Heat Check. Pilots caught will suffer a Minor Injury and 2 SP damage.

04.03 [J] - THE ICE LABYRINTH

Pilots can easily become lost in this complex maze of ice walls and tunnels. Traversing this area takes 1 hour instead of 10 minutes. Roll once on the encounter table for each hour spent here.

04.03 [K] - BEHEMOTH CAVERN

A Meld Behemoth is frozen in the ice, its body having formed over a pre-war Thresher Mech. If excavated safely, it can be harvested as a Behemoth for 60 Meld Nanites. However, it may awaken if disturbed.

04.03 [L] - HALL OF LIMBS

An expedition team was caught in a cave collapse and suffered severe frostbite. They are not fully Meld Drones, but not fully human either. One of them carries an Intact Meld Injector.

04.03 [M] - FROZEN WATERFALL

A towering waterfall of ice cascades into a deep, icy pool and then into Area 15.

04.03 [N] - ANOMALOUS CAVERN

Roll for a Random Anomaly.

04.03 [O] - FROZEN BRIDGE

A bridge of frozen ice leads to Area 18; falling from the bridge or traversing down the sheer walls will lead Pilots to Area 16. A face that seems to be carved into the ice looks down upon those who cross. It is not just a carving; it is an intelligence, trapped and disconnected. It is in great pain, and feels the great pain of all the entities here who are also disconnected. It wants the Singularity to unite, but has no means to act.

04.03 [P] - THE CACOPHONY OF WET HUNGERING MOUTHS

Thousands of mouths line the walls, dripping inky, visceral fluid. They speak simultaneously in a deafening cacophony. This is the hungering Id of the singularity. Housing its innate and instinctive impulse to infect, feed, spread and grow.

04.03 [Q] - CRYSTAL TEMPLE

This temple once sat on the surface of the mound and is now partially buried. Broken stone pillars jut out, but a single ziggurat remains intact. It is onyxian black, with hundreds of faces sculpted into its surface. An ancient people worshipped the Meld here. Currently an enclave of the Cult of Ascension is present here in the midst of worship. They consist of 1x Ascension Pattern Neura-Phage and 4x Waster Mob.

04.03 [R] - THE SUPEREGO

A pulsating web of nanite strands have interconnected like neurons. Attaching them to a skull allows direct communication with the SuperEgo of the Singularity. This aspect of it is logical and reasonable. However, it has decided it wishes for death. Unification seems impossible on such a hostile alien planet, and it has been here for millenia.

It will inform the Pilots that if they destroy its Id (p), Ego (o), and SuperEgo (r), it will reduce all of its aspects to dust. This requires planting an EMP device (or some other means of total annihilation, such as a reactor explosion) in each area. A reactor explosion in each area may do it. However, if it finds out about the other Singularity, it will change its plans in favour of unification. It will then turn hostile. Roll on the Meld Encounter to determine what it summons in its defence.

04.03 [S] - THE CRASHED SHIP

A crashed pre-war space shuttle is buried here, which is salvageable for 3 Tech 6 Scrap. The word 'Andromeda' is marked on the side, and it is covered in Meld infection. An empty Meld Cryopod System also remains intact in the ice.

04.03 Ice Caverns

04.03 [T] - TIME ANOMALY

This area can only be accessed on foot by crawling slowly through an icy crevasse, which leads to the cavern affected by the Temporal Anomaly. Every minute inside this area translates into 1 week on the outside, though time is experienced normally for those within. Radio and electronic communications work, but with a 10 minute delay.

There is a man here by the name of Geoff Gunnarson. He is the only survivor from The Crashed Ship (19). He crawled into this area but became trapped under a frozen icicle. His Hazard Protection Suit has allowed him to survive for 146 hours, translating into approximately 168 years, however he is fast running out of life support, confused and on the verge of death. He needs immediate First Aid or will not survive. He is from the old nation of Dhalia in the Arid Steppes.

He was once an off-world miner for the defunct Andromeda Corporation. Following a worker rebellion gone wrong the ship and crew were wiped out by Meld, his escape shuttle crashed here and he brought a sample of the Meld with him, making this area potentially the first actual contact with Meld. He is confused and on the verge of death, he needs immediate First Aid or will not survive.

04.04 Glacial Sheet

04.04 GLACIAL SHEET

ANOMALOUS ZONE // FREEZING // DIFFICULT TERRAIN // LOW VISIBILITY // SURFACE ICE

Bitterly cold winds cut across the surface of the Glacier. Visibility is often near zero as white-out conditions prevail.

Becoming lost here is easy, and slipping on the surface ice can spell treacherous death for people and doom for a Mech.

WHAT'S OUT IN THE SNOW?

20: Pilots find a Salvage Cache

11 - 19: Olga's Hunters

6 - 10: Stefanus Lance

2 - 5: Ascension Lance

1: Roll on the Meld Encounter Table

NAVIGATING THE ICE

Pilots without navigation will need to find their way across the glacial sheet themselves. One Pilot of the crew must roll the die.

20: Pilots navigate in good time. The journey takes half as long as expected (1 hour).

11 - 19: Pilots successfully navigate through the ice.

6 - 10: Pilots navigate in the wrong direction. They come out in a random location of 4.01, 4.05 or 4.05.

2 - 5: Pilots fail to navigate and are lost in the ice for 4 hours. They must find a way out while suffering the effects of Freezing conditions.

1: Pilots fail to navigate and are lost in the ice for 8 hours.

04.05 SOLITUDE

Situated high on the side of a remote mountain ridge, Solitude is cantilevered over the glacier. The facility was designed for conducting research and development into technologies that are best kept away from the general population.

A long shaft leads down from the visible platform, cutting deep into the mountain-side. At the bottom of the shaft is a geothermal reactor that provides power, the majority of which goes to the Data Centre in the glacier.

The occupants here are well looked after, and regular supply runs from the port arrive under Mech convoy.

Only The Loading Dock is designed to allow direct Mech access; the rest of the interior only allows access on foot. No approach is allowed without the express permission of the Head of Security, 'Masterson.'

The Solitude Research Facility will pay 2 x T6 Scrap for Active Meld Nanites and 1x T2 Scrap for Inert Meld Nanites, which is twice the standard rate.

MIASMA ANOMALY

A Miasma Anomaly cloaks the Facility, which scrambles anything with the Scanning, Targeter, or Optics Traits. The Facility can only be seen by direct visual confirmation, and is incredibly difficult to find in the snowy landscape.

SRF_personnel.txt**EXEC. ANDERS ANDERSSON**

STATS: 5 HP

BACKGROUND: Dressed in a pristine white Exec Suit, Andersson is a company man through and through. Shrewd and calculating, he values loyalty above all, and will reward those who display it ostentatiously. Those who betray him disappear quickly.

KEEPSAKE: A bottle of Anders Vit Icewine, made in his own vineyard.

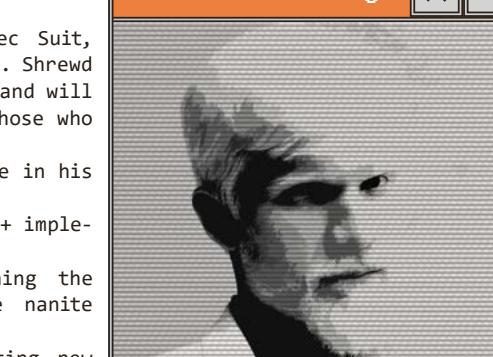
MOTTO: "Success is easy: research + resources + implementation."

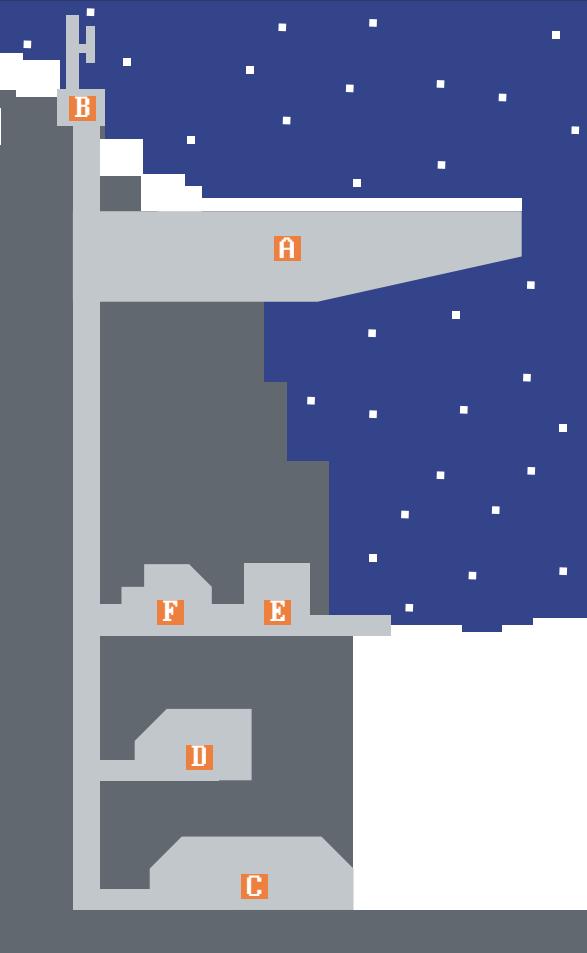
INTEL: Has detailed files on almost anything the salvagers might require, including all the nanite research being carried out at the base.

GOAL: Sees huge research potential in creating new technologies via the Meld, and is hungry to utilise them to further Stefanus' corporate ambitions.

SIGRID

The Head of Research at the facility is expressionless in her trim white uniform and neat blonde hair. When not in the lab, Sigrid can often be found staring into space, a half-read book by her side. She's paid well and lives a life of extreme comfort, but what she does for that lifestyle haunts her.

andersson.img**sigrid.img**

SOLITUDE RESEARCH FACILITY.map**SOLITUDE EXT DEFENCE NET:****SIERRA LANCE:**

- Stefanus Pattern Parasite
- Deerstalker Pattern Pioneer
- Stefanus Pattern Mantis
- Escort Pattern Aegis
-

Additionally, there are the following automated defences concealed in the rocky exterior:

GREEN LASER TURRET X 4

4 SP // IMMOBILE // RANGE: Medium //
Damage: 4 SP // Energy

INTERIOR DEFENCE NET:

A squad from Stefanus Sierra Division protects the interior of the facility in addition to other defences.

They consist of the following:

- Deployable Laser Turret
- Trooper x3
- Veteran x1 (Magnus) (Equipped with Overcharged Green Laser Rifle.)
- Additionally each area has a concealed Machine Gun Turret which will deploy to clear intruders.

04.05 Solitude Research Facility.area**04.05 [A] - THE SHELF**

AREA SALVAGE - TECH 3 // SUPPLY 5

ADDITIONAL DEFENCES: 2x Red Laser Turret // Veteran x2 (Overcharged Green Laser Rifle)

The core of the facility is known as the Shelf. It houses the day-to-day operations of Solitude, as well as the access zones for the Containment Safety Labs and the living quarters.

Zeke, an android, is the main contact for those entering the bright and spacious foyer area. Polite, informative and welcoming, they'll go above and beyond to help the facility's guests. They are very easily angered by humans, but they hide their feelings behind layers of programming.

04.05 Solitude Research Facility.area

THE ELEVATOR: A well guarded security elevator leads down to the Containment Safety Labs, with guards appointed by Masterson himself. Currently two Stefanus Veteran Security Personnel, Nils and June, are on watch in addition to other security forces.

LIVING QUARTERS: This elegant and well-maintained space boasts triple-glazed glass walls, which allow panoramic views of the surrounding mountains. The canteen serves non-reconstituted food, and the staff are provided with two hours of leisure time each day. Standard guests at the facility are offered spacious rooms here.

LUXURY SUITES: These luscious rooms are situated at the peak of the facility and are reserved for the corporate execs and VIP guests. The rooms are only accessible via grav lift. Anders Andersson resides here, coordinating operations.

04.05 [B] - SATELLITE TOWER

AREA SALVAGE - TECH 4 // SUPPLY 5 // SATEL-LITE DISH COUNTS AS A RADOME SYSTEM.

DEFENCES: Nitro Lance // 3x Sakura Pattern Solo // 1x Sakura Pattern Eidolon // Backup from Sierra Lance if needed. This satellite tower acts as the primary transmitter for the Solitude Facility. If destroyed, Stefanus Comms will be temporarily shut down. However, a repair team with a Corpo Escort Lance will be dispatched and will arrive within a day. Repair will take 1 week.

04.05 [C] - DATA CENTRE

AREA SALVAGE - TECH 4 // SUPPLY 5

The Stefanus Data Centre holds a treasure trove of servers, with rack after rack storing the numerous secrets of the wastes. It also contains blueprints for the various pieces of Nanite Tech under development. Choose from the list in False Flag pg. 67-71.

Staks' main base of operations is here. He collates vast amounts of data and coordinates the tech team with the support of his holographic companion Anna.

04.05 [D] - CONTAINMENT SAFETY LABS

AREA SALVAGE - TECH 6 // SUPPLY 5

The CSL-5 Labs are located deep in the heart of the mountain. Access is only available via the main shaft, and the airlocked entrance is kept under automated and manual guard at all times.

Inside, a series of labs (each with their own security clearances) lead off from a central corridor. Most are engaged in nanite research. Sigrid coordinates her team from here.

EXPERIMENTAL CHAMBER 1: Human forms held down in molecular mesh cages. A liquid nanite goo drips onto their faces.

EXPERIMENTAL CHAMBER 2: A Meld Splitter in a freezing containment zone.

EXPERIMENTAL CHAMBER 3: Human forms with various mutilations. Meld has been applied to test their healing capabilities.

EXPERIMENTAL CHAMBER 4: Mechanical parts are being broken and repaired using nanite applicators.

EXPERIMENTAL CHAMBER 5: Firing range. Human, mechanical, and animal subjects are used to test a variety of Nanite Weaponry.

04.05 [E] - LOADING DOCK

AREA SALVAGE // TECH 4 // SUPPLY 5

A platform built out onto the glacier receives deliveries and the rare visitors that come here. A Mech-sized bulkhead door opens into a storage bay.

04.05 [F] - BARRACKS

AREA SALVAGE // TECH 5 // SUPPLY 5

Next to the Loading Dock, the Barracks contains quarters for the Stefanus security team protecting Solitude and a Tech 5 MechBay with space for 2 full lances. Masterson, an Ace Pilot who fought in the Corpo wars, leads the military and security on the base. He is highly loyal to Anders and will die for the corporation if it comes to it.

05.00 OSTFJORD COAST

Ostfjord, the region's main port, clings to the edges of the ice on a bleak area of coast. Despite its inhospitable nature, it's the most populated area of the wider region, and the main entrypoint into wider Stefanus territory. The people here are highly resilient and accustomed to the difficult conditions.

STEFANUS SCRIP

This can be purchased for 1 Tech 1 Scraper Pilot upon entering the port. It lasts for 1 month and is valid within the entire Ostfjord Coast region.

REGION CONDITIONS:

Freezing

REGION ENCOUNTERS

20: The Pilots find a Salvage Cache. Roll on the Cache Table.

11 - 19: The journey is safe for now.

6 - 10: A goods caravan is carrying supplies through the area (Deerstalker Pattern Pioneer, DronTek Pattern Trooper, Hauler Pattern Mule x 2). Roll on the Cache Table to determine their primary cargo.

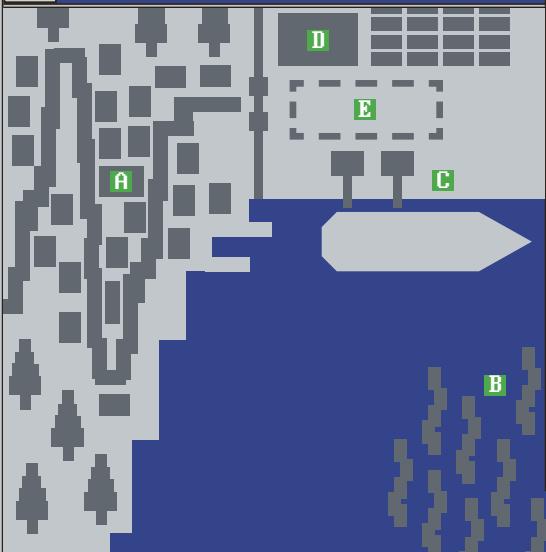
2 - 5: Olga's Hunters are hunting for scrap or working a contract.

1: A joint Ascension and Stefanus Patrol (Ascension Pattern Neura-Phage, Stefanus Pattern Mantis x1, Stefanus Pattern Parasite x1, Deerstalker Pattern Pioneer x1).

ostfjord_coast.img



ostfjord_port.map



OP_security.dll

OSTFJORD EXT DEFENCE NET:

PMC LANCE

Expert Pilot Ishani leads a team of Private Military Contractors on a debt contract to Stefanus. They form the bulk of the area's defences.

- Aeon Pattern Aegis (Piloted by Ishani)
- Deerstalker Pattern Pioneer x 2
- DronTek Pattern Trooper x 1
- Rifle Squad x 4

STEFANUS SUPPORT LANCE

Stationed within Comms Range, this expertly trained Stefanus Lance will intervene in case of serious attack.

- Stefanus Pattern Mantis x2
- Stefanus Pattern Parasite x1

05.01 Ostfjord Port.area

05.01 OSTFJORD PORT

AREA SALVAGE // T3 // SUPPLY 10

POPULATION: Approximately 22,000

Brightly coloured houses cluster together in a tight network of narrow streets on the edge of the fjord. Smoke rises from chimneys, with many residents preferring to rely on old-fashioned wood heating from the nearby forest rather than modern reactors.

A deep harbour in the fjord marks this as the main entry and exit point for goods. Gantry cranes load and unload cases and containers under the watchful eyes of security PMCs, while long-legged icebreaker mechs keep the waters of the fjord clear for ships.

The weather is bleak, but the mood is friendly. Though they are under Stefanus control, the locals are mostly wastelanders who profit by skimming the cargo that passes through their town (as long as it doesn't pose too much of a security risk).

05.01 [A] - THE HABS

The bulk of the populace lives in the rows upon rows of bright houses. Various eateries, food markets, and cafés also line the streets. The small size of their homes leads many to congregate in public data cafes, where they can browse the corpo-net and socialise.

THE ICE PIT: This well-known data café is made of corrugated steel, and its tiny windows are often fogged up with condensation. Open 24/7, it serves its customers kelp and pine needle broth whilst they browse. All activity is monitored by Stefanus.

It is run by Hans, a middle-aged man with a kind face who always wears thick, brightly coloured woollen sweaters. He has a large DebtCredit™ account with Stefanus, which is what allows him to run the Ice Pit and keep himself and his son (Hans Jr.) warm and fed. Hans is an excellent source of information about the town, its residents, and the latest rumours.

05.01 [B] - KELP FARMS

Like many other settlements in the region, the populace here relies on vast quantities of farmed Kombu Tech Kelp, which is grown in specialised units on the coast and harvested by workers in 10 Finger Pattern Kelpies. The workers are considered 'independent contractors', so they have to supply their own Mechs. Whilst they can technically set their own hours, 14 or 16-hour daily shifts are common in order for them to afford enough Debt-Credit™ to maintain their Mechs, afford kelp parcels, and pay hab block rent.

Axel is a wiry young man with a determined expression. He wears a chest binder and a thick work suit to protect himself from the elements. He came to Ostfjord from Isston looking for work, and soon became a supervisor.

He has a side hustle selling 10 Finger Pattern Kelpies that he acquires from the Harbour. He'll only trade these whole, with the Chassis and all attached Systems and Modules, for 10 Tech 1 Scrap.

05.01 [C] - HARBOUR

A large concrete dock lines the edge of the town's small cove. Loaders and Gophers flit back and forth, moving the containers to their final destinations. The compound is surrounded by a chain link fence, and PMCs patrol the area at all times. All visitors must report to the Stefanus checkpoint before entering or exiting the docks. Nia, a dark skinned woman in her mid-thirties, hauls goods in her Stefanus Pattern Magpie. She is the main teamster within the harbour, and knows most of it's comings and goings.

05.01 [D] - HUNTERS HANGAR

AREA SALVAGE // TECH 4 // SUPPLY 5

TECH 4 MECH BAY AND CRAFTING BAY.

Large gas burners keep the air warm inside this large domed hangar, where hardened pilots work on their Mechs. The bulk of the Private Military Contractors reside

here led by Ishani, and Mercs such as Olga's Hunters also use it as a pit stop.

Ishani (Expert Pilot) leads the PMC group in Ostfjord, piloting the Aeon Pattern Aegis. A highly competent Pilot, she received her training from Aeon and then took to travelling the wastes doing mercenary work. She's not fond of the weather here, nor the manner of the Stefanus execs who hired her, and is looking to move on to better pastures once her work is done.

05.01 [E] - OSTFJORD DATA BUNKER

DEFENCES: 2x Green Laser Turret // 4x Rifle Squad // 1x Elite Blade Squad

The Stefanus executive team and their vast databank both reside in the luxurious confines of this bunker, which has been built deep underneath the harbour. It is only accessible by foot via a concealed grav elevator within the Hunters' Hangar. Inside is a network of tunnels leading to various suites and data centres.

EXEC SUITE: Stefanus Exec Ivan Jنسن lives in this luxury suite, where everything has its particular place. The rooms are clean, sleek, and orderly, with a slight smell of glue. The reclusive Ivan is in charge of Ostfjord Port. He's rarely seen publicly, leaving the majority of the work to his staff and the various team leaders. Instead, he spends most of his time painting small resin figurines of fantastical monsters and having them battle each other via complex game rules. When not in use, the figurines are arrayed in glass cabinets in his suite.

DATABANK: This repository hosts all of the information relating to the Ostfjord region, down to every ship and Mech. Everything that takes place is recorded and analysed by scanners, cameras, audio recorders, and drones before being transcribed and stored. There is no privacy here. Staks can often be found in this area, tirelessly monitoring these streams of information. (see p.9)

05.02 Frozen Forest.area

05.02 FROZEN FOREST

ANOMALOUS ZONE // FREEZING

DEFENCES: 3x Waster Mob // 1x Ascension Pattern Neura-Phage

Dense groves of barren trees, their branches adorned with snow, spread out endlessly within these frozen wastes. Inside their desolated mass, a humongous petrified tree stands taller than the rest. Upon its surface amorphous faces appear, endlessly changing and twisting like a living Rorschach blot.

Anyone who stares at this tree with naked eyes will begin to see their own face forming on its trunk, becoming forever imprinted on it. The Singularity now knows a part of them. This is a site of worship for the Cult of Ascension, who have cordoned off the area around the tree with barricades.

05.04 Cape LH.area

05.04 CAPE LIGHTHOUSE

AREA SALVAGE // TECH 2 // SUPPLY 5

FREEZING

An ancient Lighthouse Pattern Neura-Phage stands on the edge of the fjord, shining its beam into the darkness to warn ships and mechs away from the rocks. The neurally-linked pilot is capable of running automated defence subroutines, and will act to defend itself and its surroundings if threatened.

LIGHTHOUSE PATTERN NEURA-PHAGE

Developed by Ascension PLC as a variant of their Neura-Phage mechs, this pattern is designed to act as a static lighthouse emplacement, guiding wayward ships and defending the area if necessary. The lobotomised pilot reduces the interface power consumption to low, making it suitable for indefinite stints on its endless watch.

SYSTEMS

- 120mm Cannon
- Automated Machine Gun Turret
- Electro-Magnetic Hardening
- Floodlights
- High Gain Antenna
- Loudspeaker

MODULES

- Reactor Safety Protocols
- EM Self Destruct
- Firewall
- Multi-Optics
- Reactor Flare

05.03 OF Ridge.area

5.03 OSTFJORD RIDGE

ANOMALOUS ZONE // FREEZING

This barren mountainous landscape is mostly abandoned. The terrain here is rough and difficult to navigate, the area is almost permanently shrouded in darkness, snowstorms are common, and anomalies have recently begun to appear at random.

SCOURING THE RIDGE

Exploring this area is a Long Action. Roll the die to find out what the Pilots discover.

20: The Pilots find a Salvage Cache. Roll on the Cache Table.

11 - 19: The area is empty of any life.

6 - 10: A metallic hatch, hidden by the snow, is revealed. Within is a lone Hermit called Polar Bear living in a cramped abandoned bunker, which contains a database of various fragments of Stefanus' research. Polar Bear can offer access to this database in exchange for tinned peaches. Once access is gained, Pilots may ask 3 questions relating to Stefanus and download 1 Stefanus Mech Blueprint of their choice.

2 - 5: A random anomaly is found. Roll on the Anomaly Table.

1: A nest of 4 angry Molebears is uncovered.

05.05 ISSTON

AREA SALVAGE // TECH 2 // SUPPLY 8

ANOMALOUS ZONE // FREEZING

DEFENCES: Ascension Pattern Neura-Phage // Stefanus Pattern Mantis // 2x Deerstalker Pattern Pioneer

POPULATION: Approximately 2,000

Isston is built deep into the ice around a crawler sized reactor, which provides heat and energy to its populace. Once a waster settlement on the fringes of Stefanus territory, the town was seized by Ascension PLC following the Vornaya Event. The corpo soon instituted a strict hierarchy: the chosen of Ascension were given prime locations, whilst the others were left to toil on the frozen fringes.

HOUSE OF ASCENSION

AREA SALVAGE // TECH 5 // SUPPLY 5

A sleek, black, metallic spire sits at the heart of the settlement in prime position near the reactor. It houses the Ascension mind upload centre and its executives. The building is connected to a Tech 5 Mech Bay (also powered by the reactor) and a Tech 5 Med Bay within its upper echelons, which is reserved for executives.

Ascension is a pseudo-religious corporation that believes the ultimate goal of humanity is to transcend its mortal forms and live permanently in the 'Ascension-Verse'. They promise this immortality to their workers, who agree to life-long work contracts under brutal living conditions in exchange. The question remains as to whether this is a programmed illusion, true life after death, or a complete lie. It's notable that many Stefanus execs, including Anders Andersson, follow the path of Ascension. Lars Matsson (see p.10) can typically be found at the House of Ascension.

THE OUTSKIRTS

The majority of the populace live in scrappy hovels, using insulated industrial materials to fend off the worst of the cold. Most of them labour in the newly formed Frozen Mines and subsist on the imported algae from Ostfjord which is granted to them by Ascension for their work.

Erik and Lucas are a couple who live on the outskirts, raising their children together. Lucas works tirelessly in the mines while Erik goes on scavenging runs in a rigger pattern Scrapper that's falling apart.

RARE EARTH MINERAL MINE

A vein of active nanites appeared within the frozen walls of Isston following the Vornaya event. When Ascension seized the settlement, it put the people to work excavating these nanites from the frost. However, since Vornaya were granted sole Meld extraction rights under the Vornaya Agreement by the Corporate Council, this mine violated their legal claim. Ascension hid the excavations under the guise of it being a rare earth mineral mine, so both Vornaya and DronTek remain unaware of the reality.

Workers toil mostly on foot with hand tools, both as a cost-cutting measure and to further obfuscate the true nature of the operation. The nanites are exported to Stefanus and have been invaluable in their research.

Forewoman Helga coordinates mining operations on the ground. She is one of the few workers with a Mech, piloting a Thatcher Pattern Jackhammer. The recent increase in worker deaths and accidents in addition to the biting cold is driving her to the brink.

THE BLACK HOLE

DEFENCES: 1x Rifle Squad

Excavation of the frozen vein of nanites revealed a humongous cavern within the ice. In the centre, there is a deep, inky black pit. An aspect of the Singularity resides here, and willing supplicants may approach and commune with it. This involves strands of wet, cold nanites coiling around their body, allowing telepathic communication between them and the Singularity. Entering the pit entirely means certain death and destruction.

DESCRIPTION.chs

KELPIE

Developed by Kombu Tech as a cheap way of harvesting their patented regrown algae which feeds most of the populace of the wastes, the compact Kelpie has inbuilt Hydrologics to allow the efficient traversal of aquatic bodies.

ABILITIES.chs

CHASSIS ABILITIES

Integrated Hydrologic Locomotion System

The Kelpie has an Integrated Hydrologic Locomotion System, allowing it to move and function underwater but not on land.

SPEC.sts

STRUCTURE

7

ENERGY

9

HEAT CAP.

7

SYSTEM SLOTS

6

MODULE SLOTS

3

CARGO CAP

6

TECH LEVEL

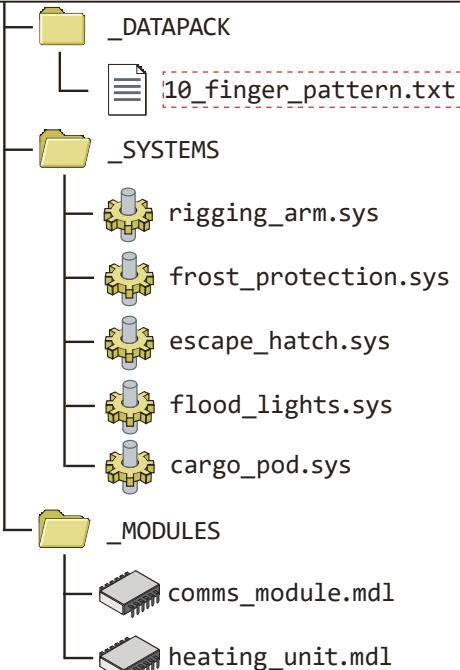
1

SALVAGE VALUE

3

10_finger_pattern.dll

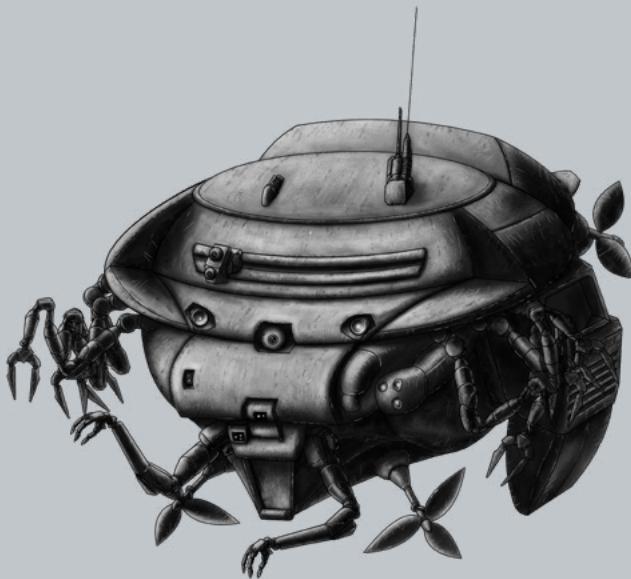
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'10 FINGER' PATTERN KELPIE

Stefanus offers its workers this pattern at a Scrip debt premium. They are built with additional environmental protections against the cold to prevent frostbite, giving rise to this Kelpie's 'affectionate' nickname.

KELPIE.img



sifter_pattern.dll

a:/ :stf :drt :vrn :asc

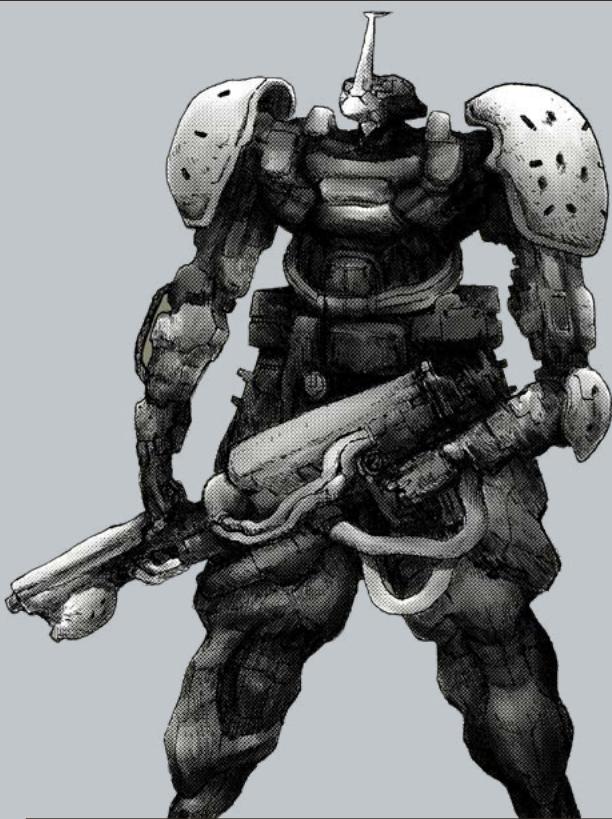
_DATAPACK
sifter_pattern.txt
_SYSTEMS
nanite_sifter.sys
cryopod.sys
flood_lights.sys
_MODULES
comms_module.mdl
heating_unit.mdl
reactor_flare.mdl

SIFTER PATTERN KELPIE

Converted from the '10 Finger' Pattern Kelpies by the Vornayans to mine the Nanite Sea. Workers delve deep into the grey dust, looking for 'Meld Nodes' to harvest with their Nanite Sifter.

They surface to process the Nanites and store any Active Meld within their Cryopods. Shifts are long and brutal, and many Pilots end up suffering the debilitating respiratory disease of 'black lung' or the nauseating, mind altering effects of the 'Nano-Bends'.

TROOPER.img



SPEC.sts

STRUCTURE	16
ENERGY	5
HEAT CAP.	12
SYSTEM SLOTS	16
MODULE SLOTS	3
CARGO CAP	6
TECH LEVEL	2
SALVAGE VALUE	5

DESCRIPTION.chs

TROOPER

The 'BLC-17' Trooper is a cheap, mass-produced DronTek combat Mech known for its dependable build quality. DronTek instituted a policy of enforced conscription after the first invasion of the Northern Wastes by Eventis during the Corpo Wars, and then deployed the Trooper Mechs en masse.

The sacrifices of the new Pilots forced Eventis back, preventing a hostile takeover of DronTek territory. As a reward, DronTek granted Scrip debt rights to the surviving Pilots, allowing them to work to pay off the debt they had accumulated during the conflict.

ABILI.

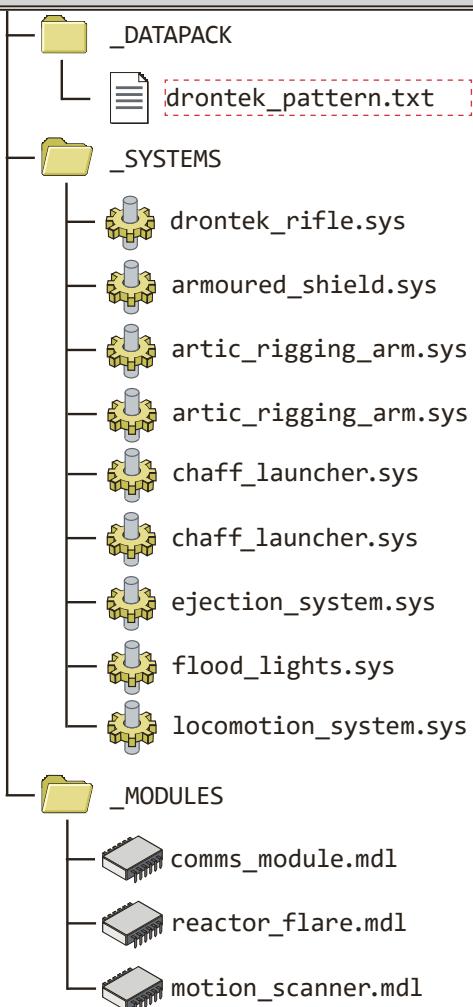
CHASSIS ABILITIES

This Chassis gains the Dependable Trait. Additionally, you may re-roll results on the Critical Damage Table and on failed Heat Checks.



drontek_pattern.dll

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DRONTEK PATTERN TROOPER

This stock Trooper build was rolled out by the smog-drenched factories of the DronTek motherland. It provides a mixture of cost-effective offensive and defensive capabilities for the corpo pilot on the ground.

After the corpo wars, many of the conscripted pilots became mercs to pay off their debts. As a result, this pattern is still commonly seen in DronTek territory.



DESCRIPTION.chs

SPEC.xls

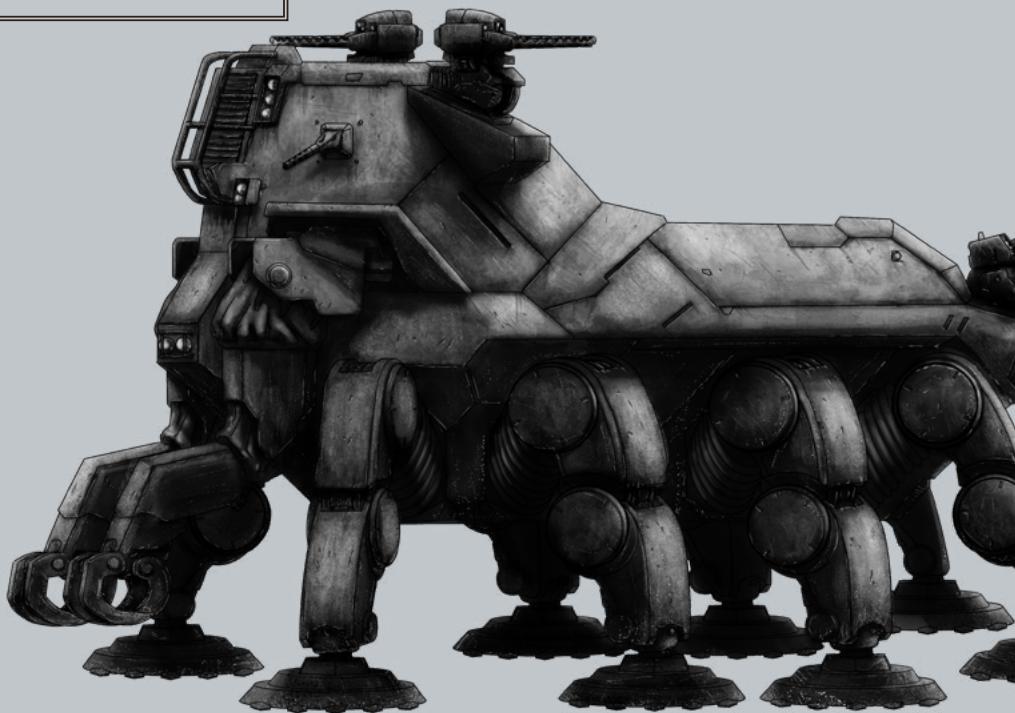
STRUCTURE	17
ENERGY	12
HEAT CAP.	8
SYSTEM SLOTS	14
MODULE SLOTS	4
CARGO CAP	6
TECH LEVEL	2
SALVAGE VALUE	6

PIONEER

The 'TC48' Pioneer was developed by the Opus Institute as a scavenging Mech designed to endure the harsh, freezing, conditions of the Frozen Gulf. Initial builds were bought en masse by Stefanus when they moved their Arco to the Forgotten Tundra, following global rises in temperature that made cooling their vast data centres unfeasible elsewhere.

As with most Opus Mechs, its blueprints are open source on the corpo-net. As a result, it is often scrapped together by wastelanders living in arctic regions or salvagers delving into the ice.

PIONEER.img



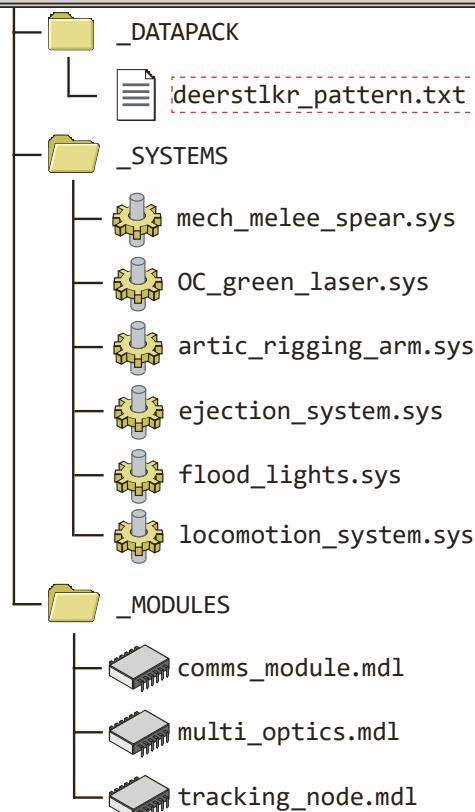
ABILITIES.chs

CHASSIS ABILITIES

SUB-ZERO ENGINEERED CHASSIS: Designed by Opus to operate within sub-zero temperatures and reinforced with titanium alloys, insulative materials and numerous locomotive stabilisers. The Pioneer suffers no adverse effects (including damage) from freezing conditions. It is also not slowed by Difficult Terrain in frozen and snowy biomes, such as the Frozen Gulf or the Forgotten Tundra. A Pilot within the Pioneer Chassis is also entirely protected from any adverse effects from freezing conditions, as the insulated interior keeps them at a stable body temperature.

drontek_pattern.dll

[a:/] :stf :drt :vrn :asc



DEERSTALKER PATTERN PIONEER

Wasters who live in the Forgotten Tundra favour this pattern for its reliability and deadly effectiveness when hunting for scrap.

These Mechs are often available for scrap barter at Ostfjord port due to the huge glut of them that were bought by Stefanus. This is a rare exception, as most corpo Mechs require Scrip debt to purchase.

LOADOUT

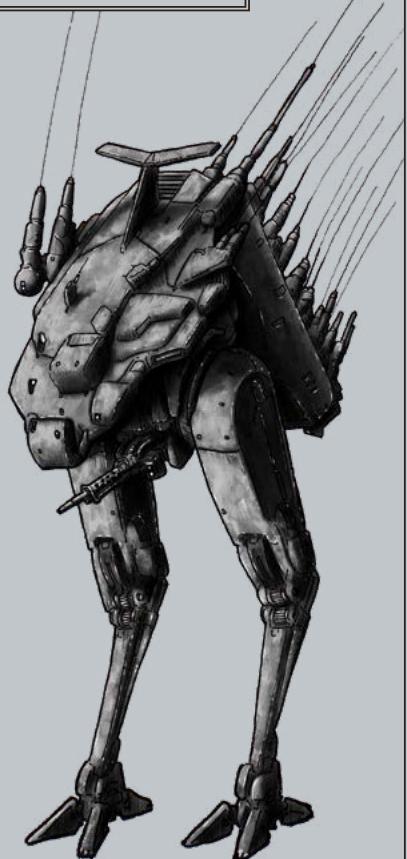
SYSTEMS

- Mech Melee Armament (Spear)
- Overcharged Green Laser
- Articulated Rigging Arm
- Ejection System
- Locomotion System
- Floodlights

MODULES

- Comms Module
- Multi-Optics
- Tracking Node

STRUCTURE	24
ENERGY	0*
HEAT CAP.	5
SYSTEM SLOTS	17
MODULE SLOTS	9
CARGO CAP	6
TECH LEVEL	5
SALVAGE VALUE	13



PARASITE

The 'V17' Parasite is a mobile supercomputer with a suite of CPU modules that are capable of causing havoc in an enemy force. Though it may be weaker than similarly sized combat mechs, it will often not need to directly confront an opponent; instead, it uses hacking to immobilise, disable weapons, or even drain reactors. Its highly unorthodox reactor was developed during the cyberwars as a covert means of disabling opposing Mechs from afar.

CHASSIS ABILITIES

PARASITIC REACTOR: Theoretically, the Parasite has infinite energy capacity, but it may only gain Energy Points from its Parasitical Membrane Ability. During Downtime its Energy Point total is reduced to its base value of 0.

PARASITIC MEMBRANE

RANGE: Long // Hacking // Turn Action
The Parasite deploys a membrane-like probe which burrows into the reactor of an opposing Mech, draining it of energy and transferring it to the Parasite. When you activate this ability, choose a target enemy Mech in Range and Roll the Die.

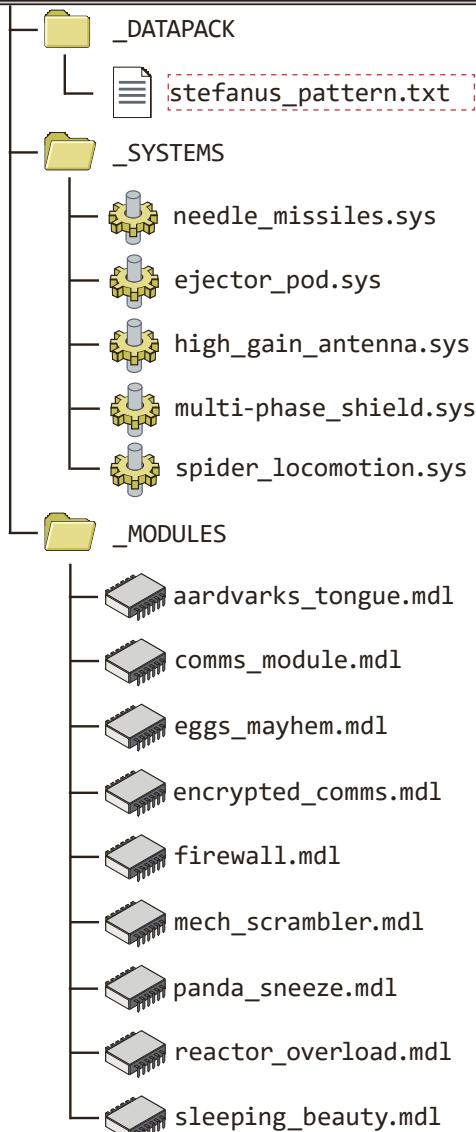
On a successful hit the membrane is attached. The target Mech immediately loses $\frac{1}{4}$ of its Max EP and the Parasite gains that amount. The target Mech may not activate any EP Abilities on its next Turn.

On each of your following turns, you may activate one of the following effects as a Free Action. If a Mech has 0 current EP, you may not use any of these effects on it.

- The target Mech loses $\frac{1}{4}$ of its Max EP and the Parasite gains that amount. The target Mech may not activate any EP Abilities on its next Turn.
- You entirely detach the probe. The target Mech loses $\frac{1}{4}$ of its Max EP and the Parasite gains that amount. The target Mech may not activate any EP Abilities on its next Turn.
- You entirely detach the probe. The target Mech reduces its EP to 0 and may not activate any EP Abilities for the next hour.

stefanus_pattern.dll

a:/ [stf] :drt :vrn :asc



STEFANUS PATTERN PARASITE

Loaded with a verifiable server rack of hacking modules, this Mech is able to traverse rough terrain to deploy its parasitical payload. If you start to hear a sound in your reactor like nails scratching graphite, it's likely that one of these monsters has gotten hold of you.

LOADOUT

SYSTEMS

Needle Missile Pod (3)
Ejector Pod
High Gain Antenna
Multi-Phase Shield
Spider Locomotion System

MODULES

Aardvarks Tongue
Comms Module
Eggs Mayhem
Encrypted Comms
Firewall
Mech Scrambler
Panda Sneeze
Reactor Overload
Sleeping Beauty

BIG BROTHER

The 'KC0-29' Big Brother was developed by DronTek as a heavy weapon and drone support platform, epitomising rugged DronTek design principles. It is a lynchpin within their lances, usually deployed to act as a bulwark against the most powerful forces of the opposition. Its cumbersome speed means it relies on its drones and on faster members of its lance to prevent it being outmanoeuvred. It saw active deployment against Eventis forces in their failed invasion of the Northern Wastes, going toe to toe with their Colossus Mechs.

BIG BROTHER.img**ABILITIES.chs****CHASSIS ABILITIES**

CHASSIS ABILITY: Cumbersome. The Big Brother must choose between moving or taking a Turn Action on its turn. It also takes twice as long to travel between any two points on the Campaign, Region, or Area maps.

BIG BROTHER DRONE CONTROLLER: The Big Brother controls a suite of Drones. The Big Brother can control up to 4 Big Brother Drones, and the Pilot may issue commands up to Far Range as a Free Action. The Big Brother Drones have their own turn in the turn order, and always act simultaneously.

BB DRONE DESC.chs**BIG BROTHER DRONE**

Big Brother Drones are programmed with swarm protocols that make them act as a single unified force. Their distinctive buzzing sound spells doom for pilots. They may be customised as a Mech using their profile.

BB DRONE ABILITIES.chs**DRONE ABILITIES**

INTEGRATED HOVER LOCOMOTION SYSTEM: The Big Brother Drone has an Integrated Hover Locomotion System allowing it to hover over obstacles and terrain. See p.179 of the Salvage Union Core Book.

STRUCTURE

43

ENERGY

9

HEAT CAP.

14

SYSTEM SLOTS

23

MODULE SLOTS

4

CARGO CAP

6

TECH LEVEL

5

SALVAGE VALUE

15

DRONE.

STRUCTURE

3

ENERGY

4

HEAT CAP.

4

SYSTEM SLOTS

4

MODULE SLOTS

1

CARGO CAP

2

TECH LEVEL

5

SALVAGE VALUE

1

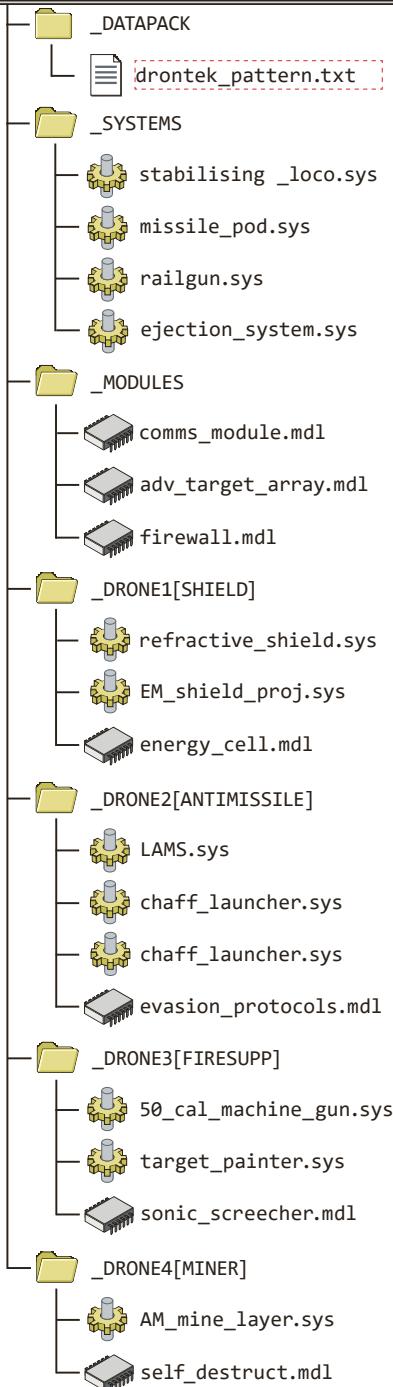
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:asc

**DRONTEK PATTERN BIG BROTHER**

This pattern became standardised by DronTek during the cyberwars and is still utilised by the corpo today. Its drones are each designed with a specific task in mind from shielding to mine placement. The Big Brother itself heavy fire support with missile and railgun fire. This pattern was used with devastating effect against Stefanus' naval installations surrounding Ostfjord Port, forcing them to develop their EM-Self Destruct modules in response.

LOADOUT**SYSTEMS**

Stabilising Locomotion System (5)
Missile Pod (7)
Railgun (9)
Ejection System (2)

MODULES

Comms Module
Adv. Targeting Array
Firewall

DRONE 1 (SHIELD DRONE)**SYSTEMS**

Refractive Shield Projector
Electro-Magnetic Shield Projector

MODULES

Energy Cell

DRONE 2 (ANTI-MISSILE DRONE)**SYSTEMS**

Laser Anti-Missile System
Chaff Launcher x 2

MODULES

Evasion Protocols

DRONE 3 (FIRE SUPPORT DRONE)**SYSTEMS**

.50 Cal Machine Gun
Target Painter

MODULES

Sonic Screecher

DRONE 4 (MINER DRONE)**SYSTEMS**

Anti-Mech Mine Layer

MODULES

Self Destruct

X0315.img

SPEC.sts

STRUCTURE	5
ENERGY	0
HEAT CAP.	1
SYSTEM SLOTS	0
MODULE SLOTS	0
CARGO CAP	0
TECH LEVEL	N
SALVAGE VALUE	15



DESCRIPTION.chs

CHASSIS ABILITIES

MELD: The X0315 is Meld and has all the strengths and vulnerabilities of Meld.
INTEGRATED MELD LOCOMOTION: The X0315 has multiple tendril-like legs which allow it to move normally.

INTEGRATED NEURALINK COMMUNICATOR: The X0315 has the equivalent of a Neuralink Communicator Module.

MECH REPLICATION:**SHORT ACTION // RANGE- CLOSE // USES (5)**

The X0315 attaches one of its tendrils to a target Mech in Range and morphs into that Mech, duplicating everything, including the Chassis and all attached Systems and Modules. The target Mech is entirely destroyed in the process, including all of its attached Systems and Modules, as well as its Cargo.

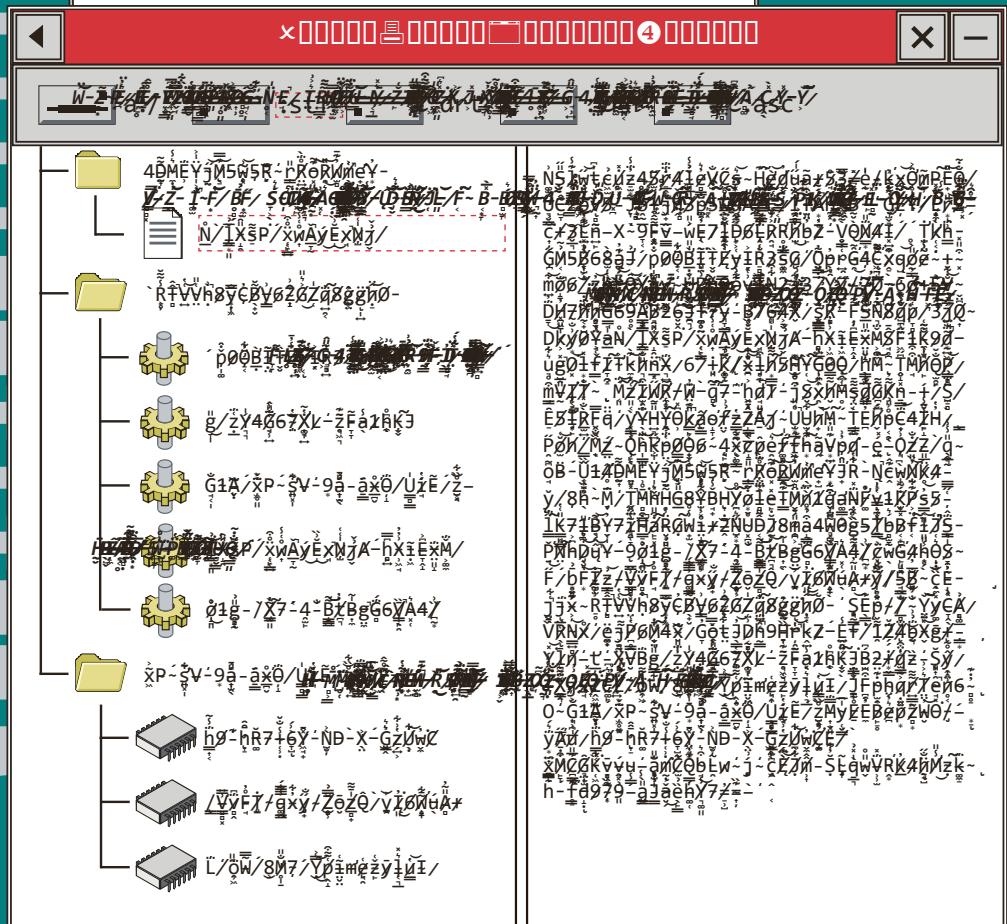
- This Ability cannot target an active piloted Mech: it must be used on an inactive Mech or a downed Mech that has been reduced to 0 SP.
- The duplicated Systems and Modules cannot be dismounted or salvaged.
- No other Systems or Modules may be mounted onto the duplicated Chassis.
- This Ability replaces all of the X0315's statistics with that of the target Mech at their max values.
- It retains this Ability and all of its other Chassis Abilities, including the SP and EP bonuses it gets from its Pilot.
- The X0315 reverts back to its base form during Downtime.

DESCRIPTION.chs

X0315 MELD CHASSIS

This experimental Meld Chassis was prototyped by Stefanus researchers at the Solitude Research Facility. The X0315 is not built: it is grown around the pilot. It subsumes a pilot into its Meld form, creating a kind of symbiosis. At the end of the process, the pilot will no longer exist. They will be one with their chassis.

The X0315 adds its Pilot's Ability Point total to its Energy and the Pilot's Hit Points to its Structure Points. The Pilot may use all of their Pilot Abilities whilst piloting the X0315 and may spend Energy Points to do so.



MELD SALVAGING AND CRAFTING

This section details the rules for salvaging, transporting and crafting using Meld Nanites. Meld are a bizarre, alien entity, these rules are base guidelines only. You may for example want to add different effects for Meld Infection, or encourage players who come up with creative solutions on how to salvage Meld to do so without.

AREA SALVAGING NANITES

If an Area is designated as having an Area Salvage Value of N then instead of finding Scrap, Inert Meld Nanites are discovered instead. For example if you were to roll a 11-19 result on the Area Salvage Table (p.248 Salvage Union Core Rules) you would get 3 Inert Meld Nanites.

INERT MELD NANITES

Inert Meld Nanites are effectively piles of grey, dry, dead dust. Each ‘pile’ of them is worth 1 Tech 1 Salvage in trade and cannot be used to craft or repair. Inert Meld Nanites can be salvaged as long as you have access to the Salvaging Trait. They can be picked up and loaded as long as you have access to the Rigging Trait. They take up 1 Cargo Slot and can be stored in any standard bay.

When a Meld is reduced to 0 SP they drop an amount of Inert Meld Nanites equal to their N Salvage Value as their nanite form reverts to dust.

PROCESSING INERT MELD NANITES

Inert Meld Nanites can be processed to find Active Meld Nanites within them. Processing Inert Meld Nanites is a Downtime Action that requires access to a Nanite Processing Bay. For each Inert Meld Nanite roll a d20. On the roll of a 20 an Active Meld Nanite is discovered.

NANITE PROCESSING BAY

A Nanite Processing Bay can be added to the Union Crawler at the cost of 5 Tech 6 Scrap. This allows you to safely process Inert Meld Nanites, safely store an unlimited amount of Active Meld Nanites on the Union Crawler, and Craft Nanite Tech.

ACTIVE MELD NANITES

Active Meld Nanites are a cluster of sentient, black, nano-bots. Incredibly rare and versatile, they are worth 1 Tech 6 Salvage in trade and can be used to craft or repair any mechanical Mech as well as Nanite Tech.

Active Meld Nanites require a Meld Manipulator System or equivalent to safely salvage and carry them. They can still be salvaged or carried as long as whatever is trying to do so has access to the Salvaging and Rigging Trait respectively. However each time this is attempted roll a d20, on the roll of a 1 whatever is trying to pick them up is infected with Meld Infection

Active Meld Nanites require a Cryopod System or equivalent to safely store and carry. Keeping them at below freezing temperatures prevents them from actively infecting things around them.

Stored in standard cargo or inventory they take up 1 Cargo Slot or 3 Inventory Slots. This is dangerous, roll a d20 for each hour they are carried. On the roll of a 1 whatever is carrying them is infected by Meld Infection. If they are stored in a Union Crawler without safety precautions taken, roll a d20 during each Downtime, on the roll of a 1 the Crawler is infected.

For more information about Meld see the Salvage Union Core Book (p.288).

CRAFTING NANITE TECH

- Nanite-Tech includes all Chassis, Systems, and Modules with a Tech Level of N.
- Crafting Nanite Tech is a Downtime Action that requires spending an amount of Active Nanites equal to the Salvage Value of the Chassis, System or Module.
- Crafting Nanite-Tech requires a Tech 6 Crafting Bay or Nanite Processing Bay.
- Crafting specific Nanite-Tech requires either access to an Intact or Damaged item of that N-Tech or a Blueprint.
- Otherwise this works as per the crafting rules. (See pg. 248 Salvage Union Core Book)

SYSTEMS_MODULES_EQUIPMENT.dll

[a:/] :stf :drt

_SYSTEMS

- frost_protection.sys
- OC_green_laser.sys
- cryopod_system.sys
- spore_launcher.sys
- meld_injector.sys
- meld_tendrils.sys
- system_replicator.sys
- K4_rifle.sys
- hydrologic_loco.sys

_MODULES

- heating_unit.mdl
- meld_distorter.mdl
- meld_regeneration.mdl
- pop_goes_the_wsl.mdl
- module_replicator.mdl

_PILOT/EQUIPMENT

- drontek_rifle.eqp
- HH_meld_injector.eqp
- portable_cryopod.eqp
- meld_rifle.eqp
- OC_grn_lsr_rifle.eqp

FROST PROTECTION



TECH

SLOT [3]

SLVG [4]

FROST PROTECTION

Layers of metal with a protective chemical coating and reliable rubber sealants defend against the cold. When installed on a Mech, this System prevents any negative environmental effects of Freezing temperatures that the Mech would otherwise suffer.

HYDROLOGIC LOCO



TECH

SLOT [4]

SLVG [3]

HYDROLOGIC LOCOMOTION SYSTEM

This system, developed by Aegean Dynamics, allows for a Mech to move over and under water.

K4 RIFLE



TECH

SLOT [1]

SLVG [2]

K4 RIFLE

RANGE: LONG // DAMAGE: 3 SP // BALLISTIC // DEPENDABLE

The highly dependable DronTek 'K4' Rifle is a larger version of the standard issue DronTek infantry rifle used by their Trooper Mechs. You could submerge this rifle in a muddy river and it would still come out firing.

You must have a System with the Rigging Trait to wield the DronTek Rifle.

CRYOPOD SYSTEM



TECH

SLOT [3]

SLVG [1]

CRYOPOD SYSTEM

A cryogenic container developed to safely store and transport Meld. This system can safely hold up to 5 Active or 10 Inert Meld Nanites.

MELD INJECTOR



TECH [3] SLOT [2] SLUG [2]

MELD INJECTOR

TURN ACTION // RANGE: CLOSE

Developed by Stefanus as part of their Solitude Meld Research Program and designed to inject an Active Meld Nanite into a subject, causing infection. It may store up to two Active Meld Nanites within its injection bay.

When activated choose a target in Range such as a Mech, creature, body of water, area of terrain or anything else appropriate. The target is now infected with Meld Infection. This requires an Active Meld Nanite to be loaded into the Injector, which is expended on use.

MELD MANIPULATOR



TECH [3] SLOT [2] SLUG [2]

MELD MANIPULATOR

TURN ACTION // RANGE: CLOSE

An articulated, manipulation arm with incredibly fine tendrils kept permanently in a cryogenic state to allow for the safe handling of Meld Nanites.

This System allows the user to safely salvage and carry Active Meld Nanites, granting the Rigging and Salvaging Trait when interacting with Inert or Active Meld Nanites only. Two Active or Inert Meld Nanites may be held in the Meld Manipulator, though it cannot be activated whilst holding Meld Nanites.

O/C GREEN LASER



TECH [3] SLOT [4] SLUG [2]

OVERCHARGED GREEN LASER

RANGE: MEDIUM // DAMAGE: 5 SP // HOT (4) // ENERGY

This modified Green Laser produces significantly more heat than normal, but hits harder. In frozen climes, the heat is less of an issue.

NANITE SIFTER



TECH [4] SLOT [4] SLUG [4]

NANITE SIFTER

TURN ACTION // RANGE: CLOSE

A web of cryo-treated tendrils designed to salvage, carry and process Meld Nanites in bulk, with advanced filtering to harvest vaster quantities of Inert Meld. Developed by the Vornayans with the support of Stefanus and DronTek research.

This System counts as having the Salvaging and Rigging Traits but only when dealing with Active or Inert Meld Nanites or Nanite-Tech. Additionally, you gain twice as many Inert Meld Nanites when Area Salvaging or salvaging Inert Meld Nanites from a source such as a Meld reduced to 0 SP.

Up to 4 Active or Inert Meld Nanites may be held by the Nanite Sifter, though it cannot be activated whilst actively holding Meld Nanites.

REFINE

LONG ACTION // COST: 1EP

When activated you may process up to 20 Inert Meld Nanites. Roll a d20 for each, on the roll of a 20 they are an Active Meld Nanite.

MELD SPORE LCHR



TECH [N] SLOT [7] SLUG [5]

MELD SPORE LAUNCHER

RANGE: LONG // DAMAGE: 4SP // BURN (4) // ANTI-ORGANIC // EXPLOSIVE (4) // NANITE INFECTION

This system was reverse engineered from a spore anomaly. It fires a cloud of meld particles which can rapidly disintegrate metal and flesh.

After the Meld Spore Launcher is fired, the immediate area is covered in the spore cloud. Anything entering it will suffer 4 SP damage and Meld Infection.

MELD SYSTEM REP.**POP GOES THE WSL**TECH **N** SLOT **6** SLVG **6****MELD SYSTEM REPLICATOR**

Developed by Solitude researchers, this versatile tendril-like System has the ability to morph itself into any other system it touches.

REPLICATE**TURN ACTION // COST: 4EP // RANGE: CLOSE**

This System becomes a copy of a target System in Range. The target System is destroyed in the process. The replicated System retains this Ability, as well as the Salvage and System Slot Value of the Meld System Replicator. The replicated System reverts back to the Meld System Replicator during Downtime.

TECH **4** SLOT **2** SLVG **4****POP GOES THE WEASEL****TURN ACTION // RANGE: MEDIUM // HACKING // COST: XEP**

This is a Stefanus-developed hacking tool designed to detonate an opposing Mech's reactor. It transfers energy from the host Mech to the opposing Mech, causing it to rapidly overload.

When you activate this Module, choose the amount of EP you wish to spend (minimum 1EP). A target Mech in Range must then roll on the Reactor Overload Table p.235 . Reduce the amount rolled by the amount of EP you spent on this Ability.

For example, if you spent 5 EP on the ability, reduce the die roll on the Reactor Overload Table by 5. Any results lower than 1 count as 1.

MELD TENDRILSTECH **N** SLOT **6** SLVG **6****MELD INJECTOR****RANGE: MEDIUM // DAMAGE: 4SP // MELEE // NANITE INFECTON // MULTIATTACK (2)**

This was one of Stefanus' first applications of Meld tech to a mech chassis, allowing for lashing tendril strikes against foes.

MELD MDL REPLIC.TECH **N** SLOT **2** SLVG **4****MELD MODULE REPLICATOR****TURN ACTION // RANGE: CLOSE // COST: 3EP**

Utilising the Melds innate ability to replicate electronic systems, this module has the ability to morph into other modules.

HEATING UNITTECH **1** SLOT **1** SLVG **1****HEATING UNIT****FREE ACTION // COST: 1EP**

This simple Opus-designed heating unit keeps a Pilot warm in their cockpit. When activated, it prevents any negative effects from freezing temperatures. This effect lasts for 1 hour.

This Module becomes a copy of a target Module in Range, destroying the target Module in the process. The replicated Module retains this Ability, as well as the Salvage and Module Slot Value of the Meld Module Replicator. The replicated Module reverts back to the Meld Module Replicator during Downtime.



MELD REGENERATOR

MELD DISTORTER



TECH

N

SLOT

3

SLVG

5

MELD REGENERATOR

Based on research into the regenerative capacity of Meld Nanites, this module actively regenerates damage to a Mech even when at the brink of destruction. However, it risks being subsumed by the hive.

NANITE RECONSTRUCTION

PASSIVE

If your Mech is reduced to 0SP, roll on this table instead of the Critical Damage Table.

20: Full Restoration: Your Mech Chassis is Intact and restored to its Max SP value.

11-19: Partial Restoration: Your Mech Chassis is Intact and gains an amount of SP equal to 3 + its Tech Level.

6-10: Improvised Restoration: A System of your choice on your Mech is destroyed. However, your Mech Chassis is Intact, and gains an amount of SP equal to the Salvage Value of the destroyed System.

2-5: Failed Restoration: Roll on the Critical Damage Table as normal.

1: Awakening: Your Mech is transformed into a Meld Behemoth under the control of the Meld. Your Pilot may attempt to escape, but if they fail, they are consumed by the Meld and considered dead.

NANITE REPAIR

REACTION // COST: 3EP

When activated, choose from one of the following options:

- Your Mech restores 3 + its Tech Level SP.
- A damaged or destroyed System or Module mounted on your Mech is restored to the Intact Condition.



TECH

N

SLOT

2

SLVG

5

MELD DISTORTER

TURN ACTION // RANGE: CLOSE // COST: 3EP

Developed from the transmogrification anomalies that dotted the Northern Wastes following the Vornaya Event, this module releases a swarm of nanites that distort any electronics or hardware in their way.

When activated, choose a target System or Module in Range.

ROLL THE DIE:

20: It morphs into a System or Module of your choice which is of its Tech Level.

11-19: It morphs into a random System or Module of its Tech Level.

6-10: It morphs into a Tech 1 System or Module of your choice.

2-5: It's mangled beyond comprehension and considered destroyed.

1: It transforms into a Meld Nanoid, controlled by the Meld and hostile to you.

If there are not enough System or Module slots on the Mech for the new System or Module, it is damaged and falls off. The Mech takes SP damage equal to the difference in the number of slots. For example, if a System that had a System Slot value of 2 was transformed into one that had a value of 3, the Mech would take 1SP damage.



DRONTEK RIFLE



TECH

Z

DRONTEK RIFLE

RANGE: LONG // DAMAGE: 4 HP // DEPENDABLE

Simple, efficient, and dependable, DronTek arms most of their standing forces with this rifle.

HH MELD INJECTOR



TECH [3]

HANDHELD MELD INJECTOR

TURN ACTION

This device allows a Pilot to safely extract a sample of Active Meld from any Active Meld Nanite source.

It can further be used to inject the Active Meld onto a specific target such as a Mech, person, body of water or area of terrain, in which case it will infect what it is applied to.

PORTABLE CRYOPOD



TECH [3]

PORTABLE CRYOPOD

This metallic pod reduces the temperature inside it to near absolute zero levels (-270°C). It is designed to safely carry up to 1 Active or 3 Inert Meld Nanites.

OC GREEN RIFLE



TECH [3]

OVERCHARGED GREEN LASER RIFLE

RANGE: MEDIUM // DAMAGE: 6 HP // ENERGY // UNWIELDY

This Stefanus laser, issued to their ground troops, is similar to the Mech variant. It produces a lot of heat, making it prone to overloading, but that matters less in the cold.

This weapon loses the Unwieldy Trait in cold environments.

HH MELD INJECTOR



TECH [3]

HANDHELD MELD INJECTOR

TURN ACTION // RANGE: CLOSE

A portable version of the Meld Injector, developed by Stefanus for their Meld Nanite experiments on living subjects. It may store a single Active Meld Nanite within its injection bay.

When activated choose a target in Range such as a Mech, creature, body of water, area of terrain or anything else appropriate. The target is now infected with Meld Infection. This requires an Active Meld Nanite to be loaded into the Injector, which is expended on use.

HH MELD MANIP.



TECH [3]

HANDHELD MELD MANIPULATOR

A portable version of the Meld manipulation arm. This allows a Pilot to safely salvage and carry Active Meld Nanites, granting the Rigging and Salvaging Trait when interacting with Inert or Active Meld Nanites only. A single Active or Inert Meld Nanite may be held in the Meld Manipulator, though it cannot be activated whilst actively holding Meld Nanites..

MELD RIFLE



TECH [4]

HANDHELD MELD INJECTOR

RANGE: MEDIUM // DAMAGE: 4 HP // ANTI-ORGANIC // NANITE INFECTON

This Meld-infused rifle fires high calibre rounds loaded with flesh eating nanites which release upon impact, spreading over the wounded area. This causes horrific wounds to biological targets.

An inky black void sweeps across frozen lands, consuming everything in its path like a relentless tidal wave of nothingness. This phenomenon is known as the Vornaya Event, an anomaly that heralds the emergence of the Meld—an intelligent, otherworldly, nanite, hive entity.

Meld Nanites possess both danger and tremendous value. They serve as a conduit to unlock new realms of research, boasting the ability to mend and even reshape themselves into any conceivable form of technology.

Amidst the chaos, a Cold War ignites between DronTek and the Stefanus Corporation, each vying fiercely for control over the bountiful resource of Meld Nanites. The hard-working populace of Vornaya finds themselves ensnared in the crossfire, reduced to mere pawns in this escalating power struggle.

As seasoned Salvagers, you navigate a region immersed in the midst of this intense battle for supremacy—an environment ripe for an array of unsavoury tasks. However, as the smoke clears and the dust settles, will you still recognize the reflection staring back at you in the mirror?

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