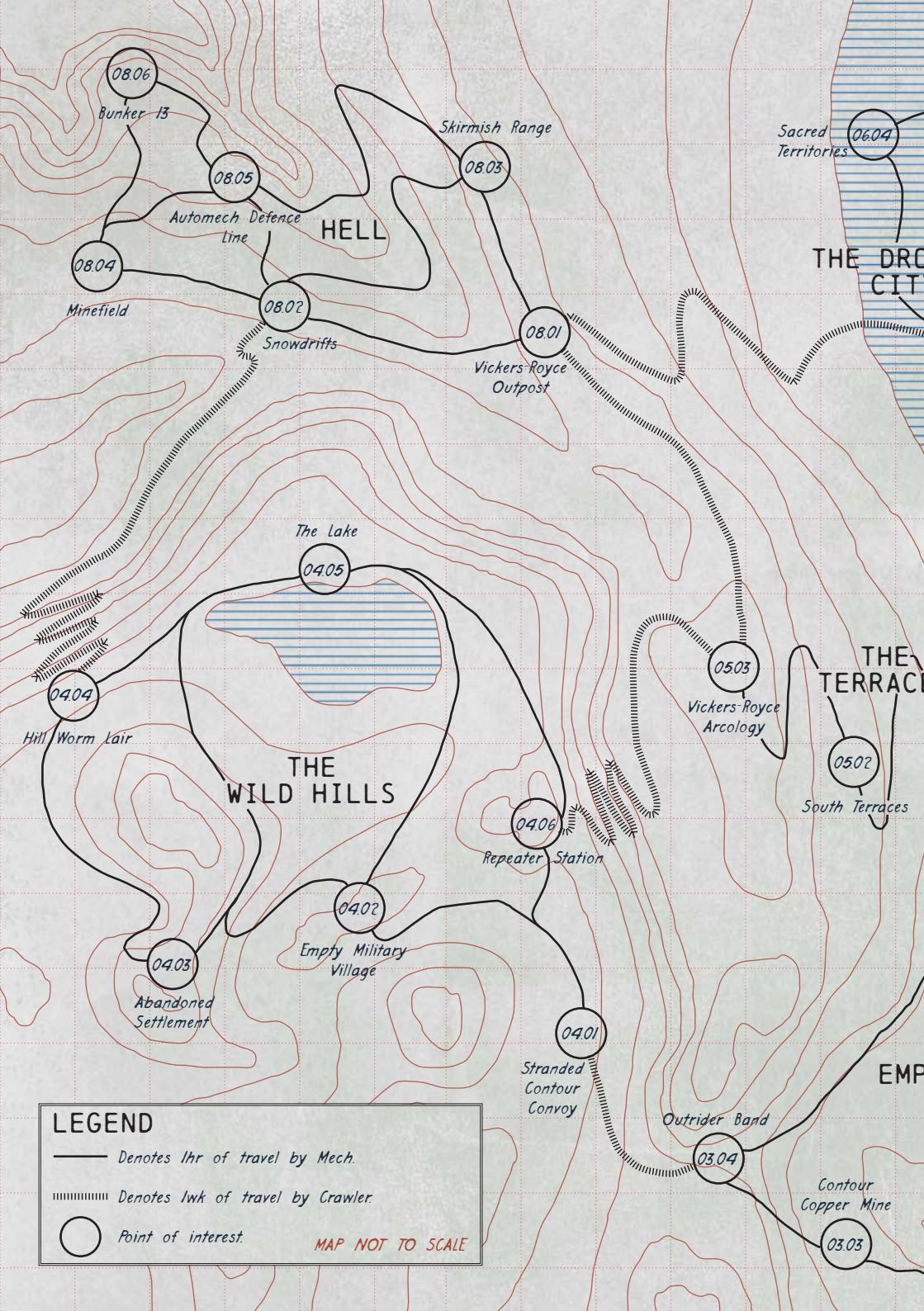


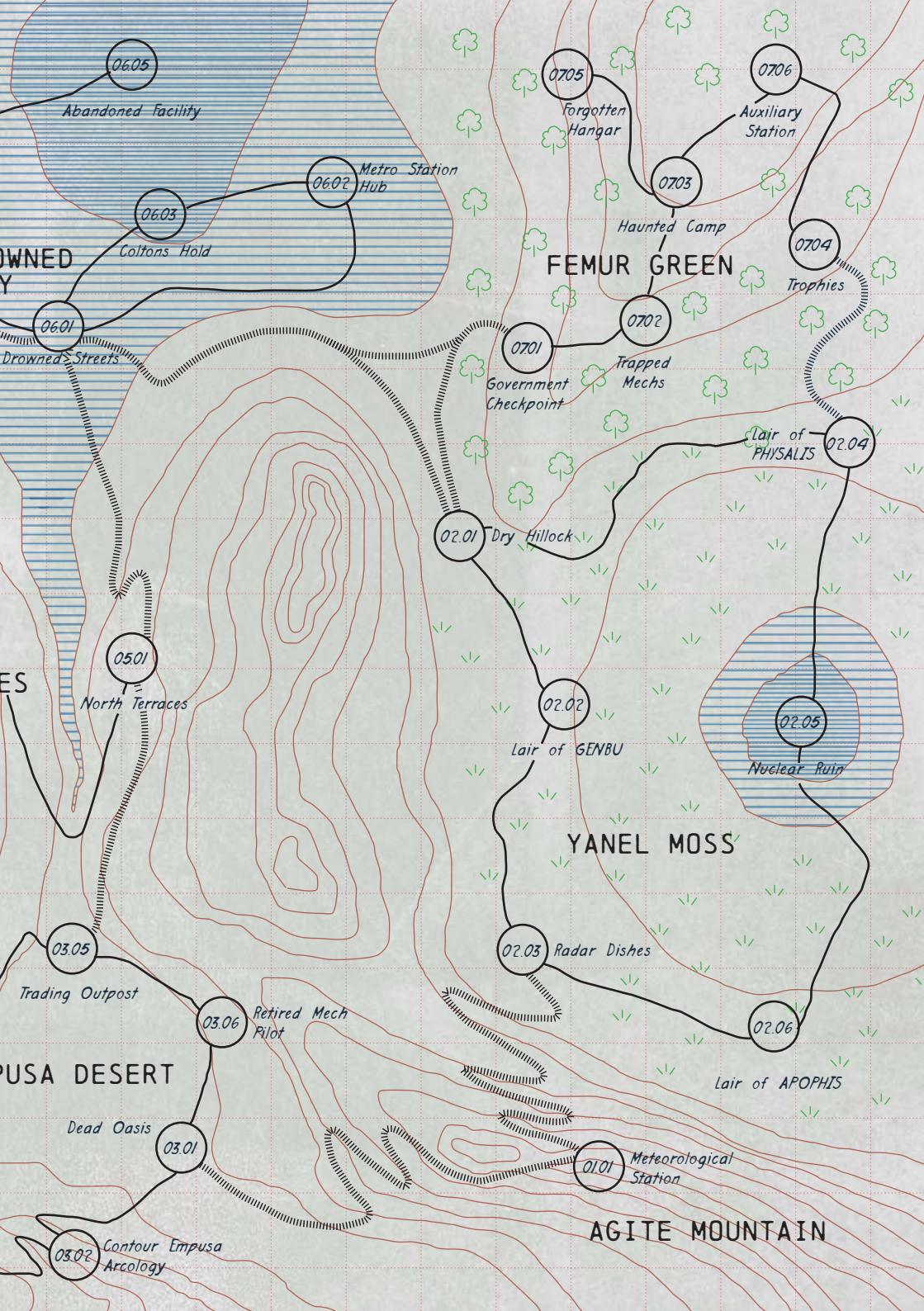
RAINMAKER

LUKE
GEARING

A SALVAGE UNION ADVENTURE







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First Edition

ISBN 978-1-7392671-4-8

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Contents

Introduction	6	Ravager	64
01.00 Agite Mountain	8	Agares	66
02.00 Yanel Moss	10	Black Dragon	68
03.00 Empusa Desert	14	Paladin	70
04.00 The Wild Hills	22	Cerberus	72
05.00 The Terraces	30	Systems	76
06.00 The Drowned City	34	Modules	76
07.00 Femur Green	42	Pilot Equipment	77
08.00 Hell	48	Mech Patterns	78
Mech Chassis	60-73	NPC's	79
Wader	60	Creatures	80
Stolas	62	Bio Titans	81



Introduction

Before the earth was scoured, the skies were pliable as clay. One such manipulation was cloud seeding - invoking rain where and when the powers that were decreed.

The RAINMAKER, a system of drones and C2 satellites, able to pre-empt cloud formation with a light rain or stimulate a heavier rainfall, was the culmination of these efforts, deployed as the fall began. Fields bloomed, desert land flourished, and riot attendance was slashed with targeted rains.

Use of the RAINMAKER disrupted organic weather patterns, exacerbating the climatic changes. One city drowned whilst another baked. Microclimatic hells jostled for dominion.

The operators were dead or fleeing in those times - there is no record of the eventual effects of the RAINMAKER system.

Running the Adventure

RAINMAKER is a Salvage Union Adventure set in a forgotten corner of the Oceanic Rim. Players are encouraged to seek out the various RAINMAKER keys and become embroiled in the factions within the region seeking the power it holds.

The Meteorological Station acts as the default entry-point to the Adventure. It's a small area intended as an introduction to the scenario that can be played out in various ways.

- You can narrate the players finding the Meteorological Station and the datacache within.
- You can play them exploring it at the end of your 'Session 0' as it can be resolved relatively quickly and leads well into a first session.
- You can insert the Meteorological Station into an area in your own campaign and expand from it into playing RAINMAKER.
- You can not include the Meteorological Station at all and have the players find the datacache in another location of your choice or by other means such as trading for it.
- You can not include the datacache and hunt for RAINMAKER keys at all, and instead have the players explore the region because the locations and peoples are interesting.

After players explore the Meteorological Station and find the datacache they'll have a choice to travel to Yanel Moss or the Empusa Desert where the adventure to find the RAINMAKER keys properly begins.

RAINMAKER Keys

Access to the control station of RAINMAKER is restricted to those bearing four keys, scattered with the fall of the world.

The RAINMAKER keys transmit a signal to one another- if within the same region, they give off a radio pulse, alerting the bearer to the presence of another key.

Travel

Movement between the Regions takes one week in a Union Crawler. Within the Regions, travel between areas takes 1 hour in a Mech or 1 day on foot. See p.263 for further rules on exploration in Salvage Union.



01.00 Agite Mountain

An isolated outcropping of rock studded with dead trees. A single road, barely visible from disrepair, snakes up the side. Dead vehicles and rusted chain link fences are the only obstacles. Dead pillboxes flank the road - no sign of struggle is evident. It leads towards 01.01.



01.01: Meteorological Station

Area Salvage T1 // Supply 5

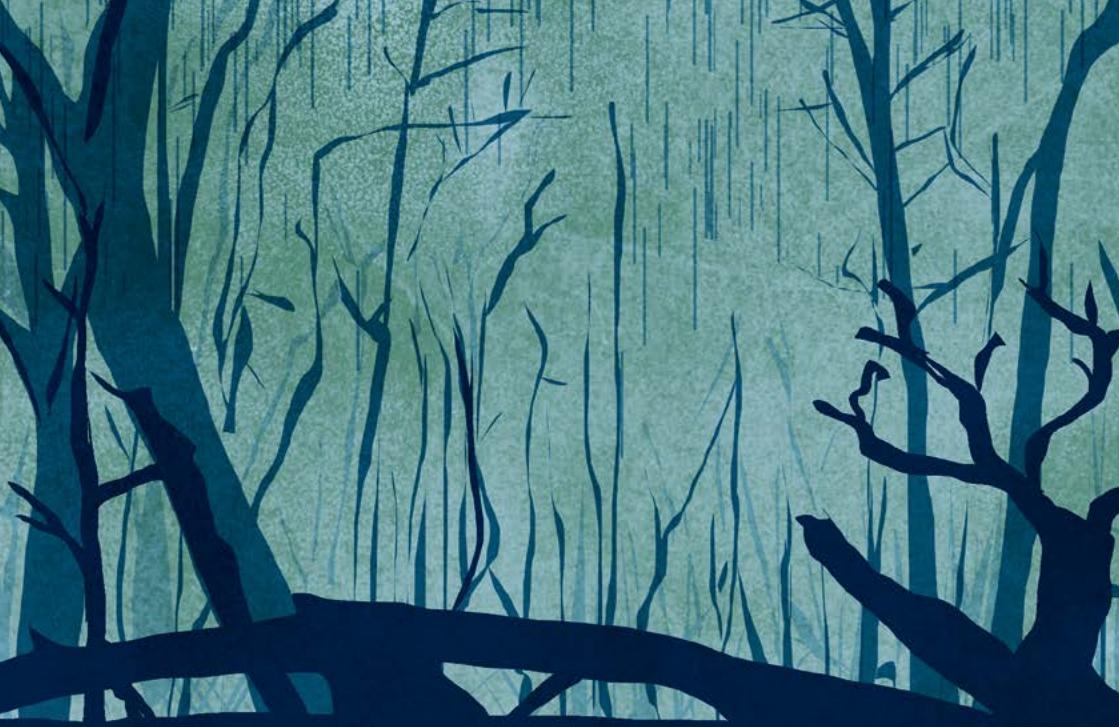
Automated Defences: 2x Machine Gun Turret, 4 x Combat Drones. (See p.293-294 Salvage Union Core Book)

A cement shell lies open below un-salvaged dishes and antenna, reaching up to the ruined sky. Inside, much has been ruined by weather and wildlife.

Searching the area takes 2 hours, sifting through mounds of ruined computer equipment and personal effects untethered from time or context. This also reveals the basement. In the basement, a steel door protects the Datacache. It can be opened with the correct tool and patience.

Inside are data-backups of the meteorological readings the station has been automatically gathering despite the internal damage. Returned to the Union Crawler and analysed, these hard-drives reveal something: impossible rain showers sporadically appear in places surrounded by arid desert. An elder within the Union Crawler is reminded of one of the stories of the World That Was - that they could control the weather itself.

Additionally, this data trove provides a map of the anomalous zone, marked with the areas of rainfall.



02.00 Yanel Moss

Water above and below: from the sky, torrents of rain fall near continuously. The groundwater is irradiated, poisoned by weapons used all those years ago. Passage without a Mech spells only death.

The surviving vegetation is weak and sickly, riddled with disease. There is no chorus of frogs in this bog - life recoils. Fungus blooms on those trees which succumb to the deadly waters. The water is far too clear, and shoulder-deep in most places.

Region Conditions

- Those travelling outside of a Mech take 1HP damage between each point. If they have any Minor or Major Injury, such as open wounds, they begin to die over the next 3 days without a total blood transfusion.
- Without thermal imaging, engagement at Long or Far Range is impossible here.
- The moisture in the air and the deep water facilitates passive cooling - Mechs increase their Heat Capacity by 5.
- The water slows travel. The area counts as Difficult Terrain, meaning travel between areas takes 2x as long as normal.



Roll on this encounter table each time Pilots travel between areas on the map, or for each hour spent that is not travelling.

ROLL THE DIE:

- 20:** A random ruined Mech is discovered en-route, and can be salvaged in a damaged condition.
- 11-19:** An uneventful journey. The waters barely stir, the forever-dying trees crowd close.
- 6-10:** Sensors detect a huge bulk following the party - one of the Bio-Titans follows them. Without evasive tactics, it will be upon them soon.
- 2-5:** Through the bog crashes a Bio-Titan, set on violence. Combat begins.
- 1:** Exploding up and out of the deeper waters, one of the Bio-Titans ambushes the party - combat begins with it making normal attacks, targeting Mechs randomly.

Random Bio-Titan Determination

- 1:** All Three Bio-Titans
- 2-5:** Two Bio-Titans
- 6-10:** APOPHIS (See p.81)
- 11-15:** PHYSALIS (See p.82)
- 16-20:** GENBU (See p.83)

02.01 Dry Hillock

Area Salvage T1 // Supply 3

Atop a small hillock of dry land, three large trucks, overburdened with all the material of living. The cabs are filled with corpses, barely rotted and highly radioactive.

Many have been shot point-black with a handgun - the others died of radiation poisoning. Withered corpses of livestock lie beneath the bodies of the trucks - they tried to hide as they began to die.

02.02 Lair of GENBU

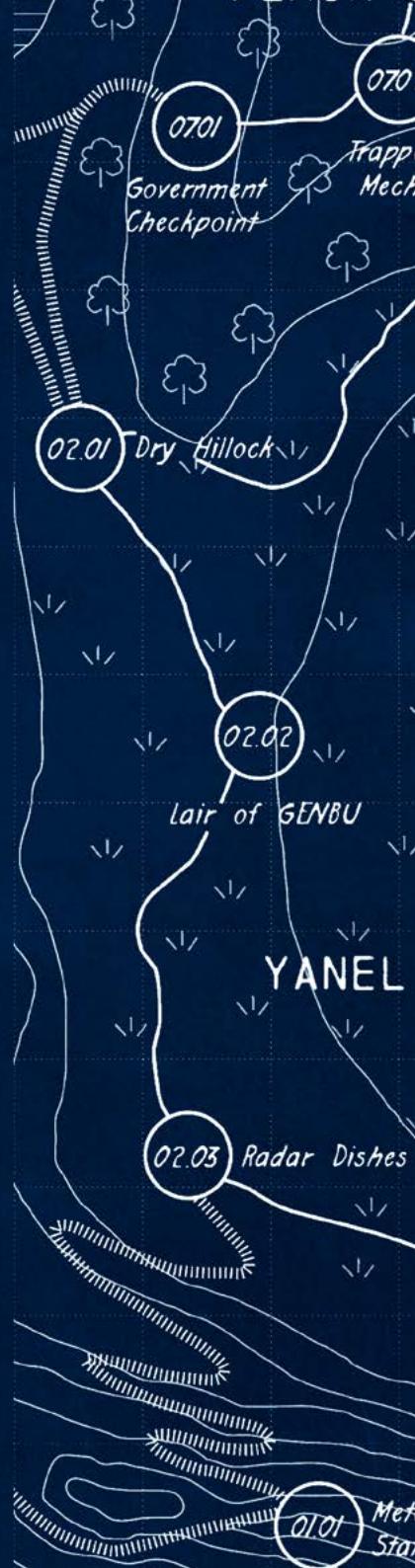
The dead trees give way to a wide, shallow lake. On a roll of 1-5, GENBU lurks beneath the waters, waiting to explode upwards and destroy interlopers.

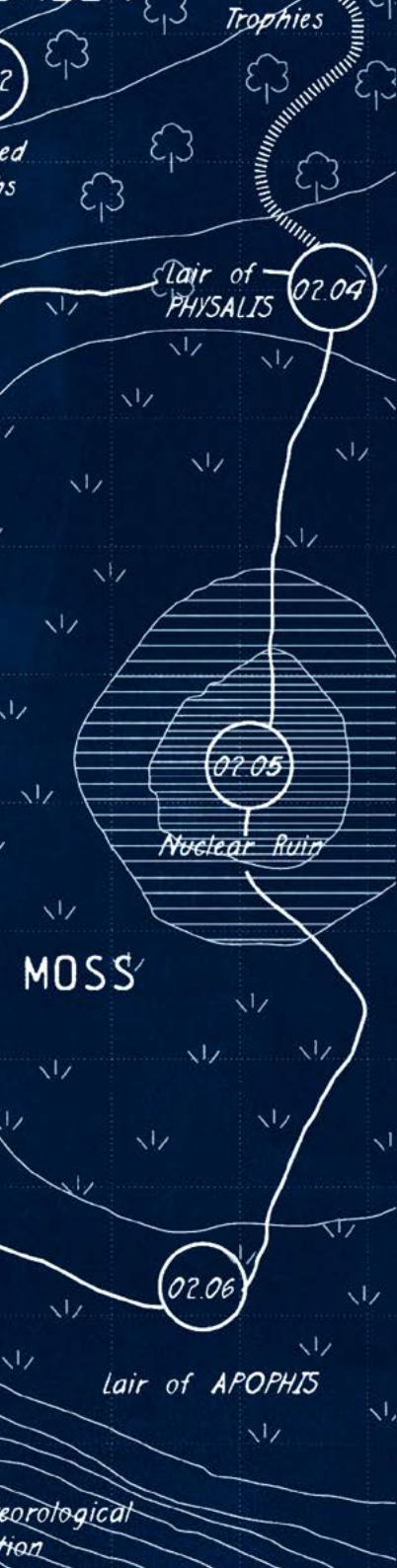
GENBU pummels them into submission, attempting to drive them into the mud, or drag them into the irradiated lake it dwells within.

02.03 Radar Dishes

With flooded foundations, twelve algae-stained dishes strain towards the sky as if in prayer. All twelve count as Radomes Systems, they are damaged, irradiated, and nonfunctional. (See p.180 Salvage Union Core Book). Trading these irradiated materials turns the purchaser against the Union.

A small corrugated iron control shed contains a bank of comms equipment (2x Comms Modules), overgrown with a black fungus. A sealed hardcase buried in the detritus on the floor contains 2x Portable Comms Unit (see p. 81 Salvage Union Core Book).





02.04 Lair of PHYSALIS

A statuary of dead Mechs, each torn open from above. A crevasse in the earth swallows up the waters of the bog, dams of silt and dirt reducing a waterfall to a trickle. On a roll of 1-5, PHYSALIS appears from the crevasse, the bulk rising against logic.

Outside of combat, there are d20 salvageable Mechs here. Choose their Mech Chassis and Pattern randomly. For each Mech salvaged, on the roll of a 1, PHYSALIS returns during the salvaging.

02.05 Nuclear Ruin

Area Salvage T3 // Supply 5

A 300m wide crater, filled with water and intense radioactivity. Rubble can be seen on the artificial shores - any indication of what they once were is long lost. Nothing moves.

02.06 Lair of APOPHIS

Ever-denser bundles of dead and dying trees form the warrens in which APOPHIS lairs, swimming through the waters and burrowing through the saturated soil beneath. On a roll of 1-5 it is within its lair, sensing the approach of the party through vibrations in the soil. It swims out and round and wide to attack from the flank, driving itself into the midst of the crew.

03.00 Empusa Desert



Water has not fallen on the dead rock of the Empusa in living memory. The ground is rent, cracks growing deeper as the soil dehydrates and dies. Vegetation is sparse - thorned cacti predominate.

Despite the heat and dryness, movement occurs on the surface - a huge copper deposit is actively mined, a Contour arcology nearby to oversee and stake a claim. Despite their show of force, they are dependent upon trade for precious water.

Region Conditions

- The dead, hot air is hell for Mechs - reduce Mech Heat Capacity by 2.
- Mechs increase their Heat by 1 per hour they spent in this Region.

Roll on this encounter table each time Pilots travel between areas on the map, or for each hour spent that is not travelling.

ROLL THE DIE:

20: A fortuitous crag allows easy scouting of the next location - all detail may be seen without giving away position.

11–19: A safe path for the journey is found - travel continues without incident.

6–10: Contour Aerospace patrol scouting the land. 4x Contour Pattern Hussar (See p.115 Salvage Union Core Book).

2–5: Mechs In the employ of Colton, pretending to be Water-Bandits. 4x Legion Pattern Gopher (See p.113 Salvage Union Core Book).

1: Heatwave: Each Mech gains 2 Heat and must make a Heat Check. Pilots on foot suffer a Minor Injury."



03.01 Dead Oasis

Area Salvage T1 // Supply 3

Low, metal shelters patched with mud-brick and rocks gather around a central well - long dry. Nearly everything of value has long since been taken. Half-buried in the debris, bright yellow canisters marked as biohazards can be found. Analysis reveals these once contained hydrophagic bacteria. The canisters are stamped with the Contour logo.

03.02 Contour Empusa Arcology

Area Salvage T4 // Supply 12

Above the ruined land of ochre rock rises a black tower, the proliferation of antennas and comms dishes giving it an insectile aspect. Within its shadow, bulbous support structures ringed by a wall of reinforced concrete. Emplaced anti-Mech guns and patrolling Mechs finish the colony. The greenhouses gleam, giving a mirror-wink to travellers nearby.

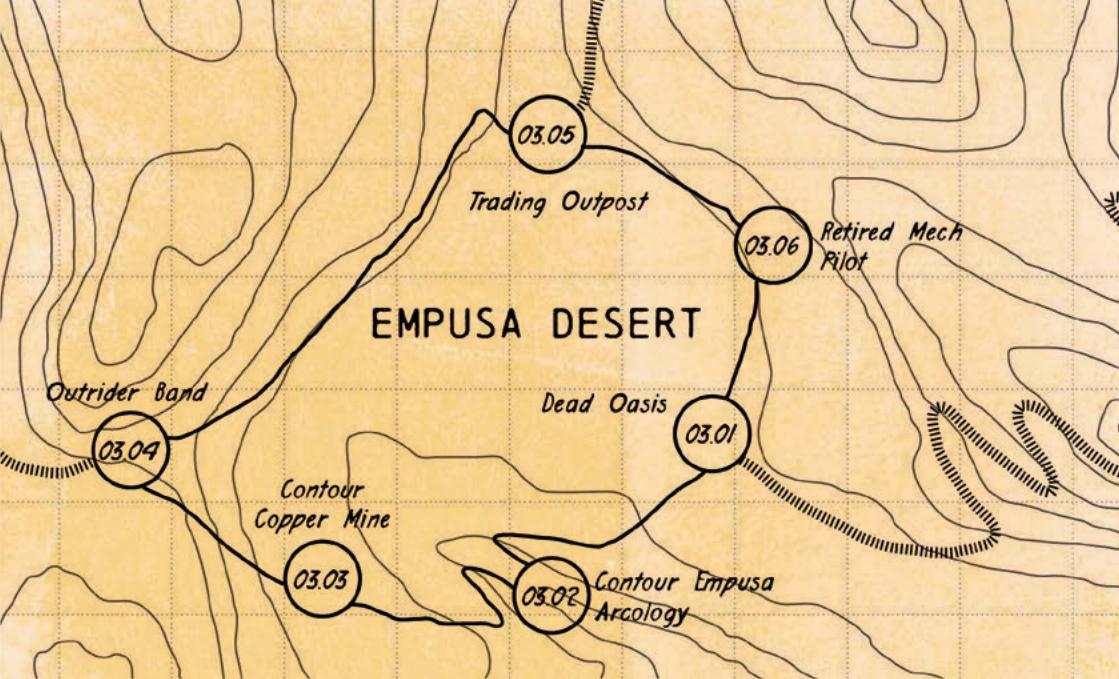
Non-employees are not permitted within the arcology - all communication is via long-range radio communication.

The Regional Director, Nara Mash, takes her role seriously - the latest generation of a family instilled with loyalty and duty as chief virtues. She truly believes the Corporations are the only way to ensure survival for humanity - this belief cannot be shaken. She feels compassion for wastelanders, and is always keen to find work for travellers.

A note to Mediators - any arcology is an incredibly hard target. Outright engagement without additional support from some of the other groups in the Desert is a suicide mission - although a good plan or a stealthy approach could potentially garner good results. Do not be afraid to outright tell the players their odds are very bad if the description doesn't impress upon them the amount of defences present.

She has three available contracts for armed groups:

- Recon the Trading Outpost and identify a weakness within. This is rewarded with access into the arcology (treat as a T4 Union Crawler), allowing free rest, healing, and resupply.
- The second mission is the disappearance of Cerys - without any ties to Contour. This is rewarded with 30x Tech 3 Scrap. If asked, she will turn over the RAIN-MAKER key, but begins tracking the party to discover its purpose



ARCO DEFENSES

4x Contour Pattern Hussar

(p.115 SU Core Book)

4x Contour Pattern Dropbear

(p.144 SU Core Book)

4x Hunchback Pattern Ravager

(p.65)

4x Machine Gun Turret

4x Salvo Drones

(p.293 - 294 SU Core Book)

6x Rifle Squads

2x Machine Gun Squad

2x Missile Squad

2x Drone Squadron

(p.300-301 SU Core Book)

- Finally, she requests the acquisition of a water source for the arcology. This is rewarded with Employee status, and entry into the Corporate family.

Nara is aware of Colton's efforts to stop Contour water independence, but is unable to do anything about it - open war would end in death by thirst.

Within the arcology, Contour scientists have stored one of the RAINMAKER keys - they were unable to determine its true value. The Artefact Storage Warehouse is lightly guarded - only 4 soldiers (Trooper p.298 SU Core Book) are posted. If done quietly, the theft will not be noticed for hours.

If Nara discovers the purpose of the RAINMAKER keys, she immediately dispatches a lance of corporate mechs (4 x Dropbear Pattern Dragoon). At first they offer an intact Dropbear Pattern Dragoon in return for the keys. Failing this, they plan an ambush to take them by force - control of the keys guarantees water independence, and breaks the monopoly of Colton.

03.03 Contour Copper Mine

Area Salvage T3 // Supply 8

In the killing heat, labourers toil in the cabs of excavation machines beneath the watchful eye of Contour Mechs.

Heat exhaustion and water rationing leave many of the miners slow and careless - accidents are common. Despite the hellish conditions, they have nowhere to go - the desert extends for days of travel all around them.

The prefab dwellings for the miners are ill-suited to the environment, swelteringly hot and with restricted airflows. If the guards are defeated, all of the workers will help in further actions against the corporation in return for a ride out of the desert - or joining the Salvage Union themselves.

03.04 Outrider Band

Wrapped in hot-weather resistant meta-materials, their horses similarly attired, a 20-strong band of young Cusper Outriders from the Wild Hills (4x Cuspers Squad, p.79).

They are equipped for war, and consider raiding the Copper Mine with the intention of ransoming what they take back to Contour. They are led by Nikki Peters, eager to live up to the family name. If another opportunity to prove themselves is suggested, they are happy to pivot their plans.

MINERS

4x Thatcher Ptn Jackhammer

(p.117 SU Core Book)

2x Hauler Pattern Mule

(p.101 SU Core Book)

4x Waster Mob

(p.300 SU Core Book)

GUARDS

3x Contour Pattern Hussar

(p.115 SU Core Book)

1x Contour Pattern Dropbear

(p.144 SU Core Book)

2x Rifle Squad

(p.300 SU Core Book)



CERYS' LANCE

1x Cerys Pattern Black Dragon

(p.68)

2x Hunchback Pattern Ravager

(p.64)

1x Contour Pattern Hussar

(p.115 SU Core Book)

03.05 Trading Outpost

Area Salvage T3 // Supply 5

A fortified outpost constructed from scrap pulled laboriously from the Drowned City. It serves as a trading post, giving the Water-Baron Colton access to both the Wild Hills and Contour.

They sell the abundant water of the city to the corporation, extorting them and actively trying to foil any bids for water independence.

This outpost is under the command of hardened pilot Cerys Mcoughlin. She was plucked from a role as a water-cleaning technician to serve Colton directly - one of his many engineered displays of magnanimity and meritocracy.

She likes to question visitors personally, and reports anything interesting to Colton. If the crew seem competent and amoral enough, she pays them 30 Tech 2 Scrap to assist with ambushes against Contour in the Wild Hills.

The outpost is in radio communication with a band of Outriders in the Wild Hills, paying them in weapons to ensure Contour does not begin to harvest water from the Hills.

The outpost has 4 Rifle Squads (p.300 SU Core Book), equipped with assault rifles and smoke grenades. It also has four hand-picked Mech Pilots stationed here, piloting the best of the Water-Baron's fleet.

This leaves the caravans under-protected, but provides a display of force. The infantry resent the honours and wealth heaped upon the pilots - Cerys, with her background, acts to assuage their anger. If she is removed, the Outpost will quickly boil over into mutiny by the soldiers.

03.06: Retired Mech Pilot

Area Salvage T4 // Supply 3

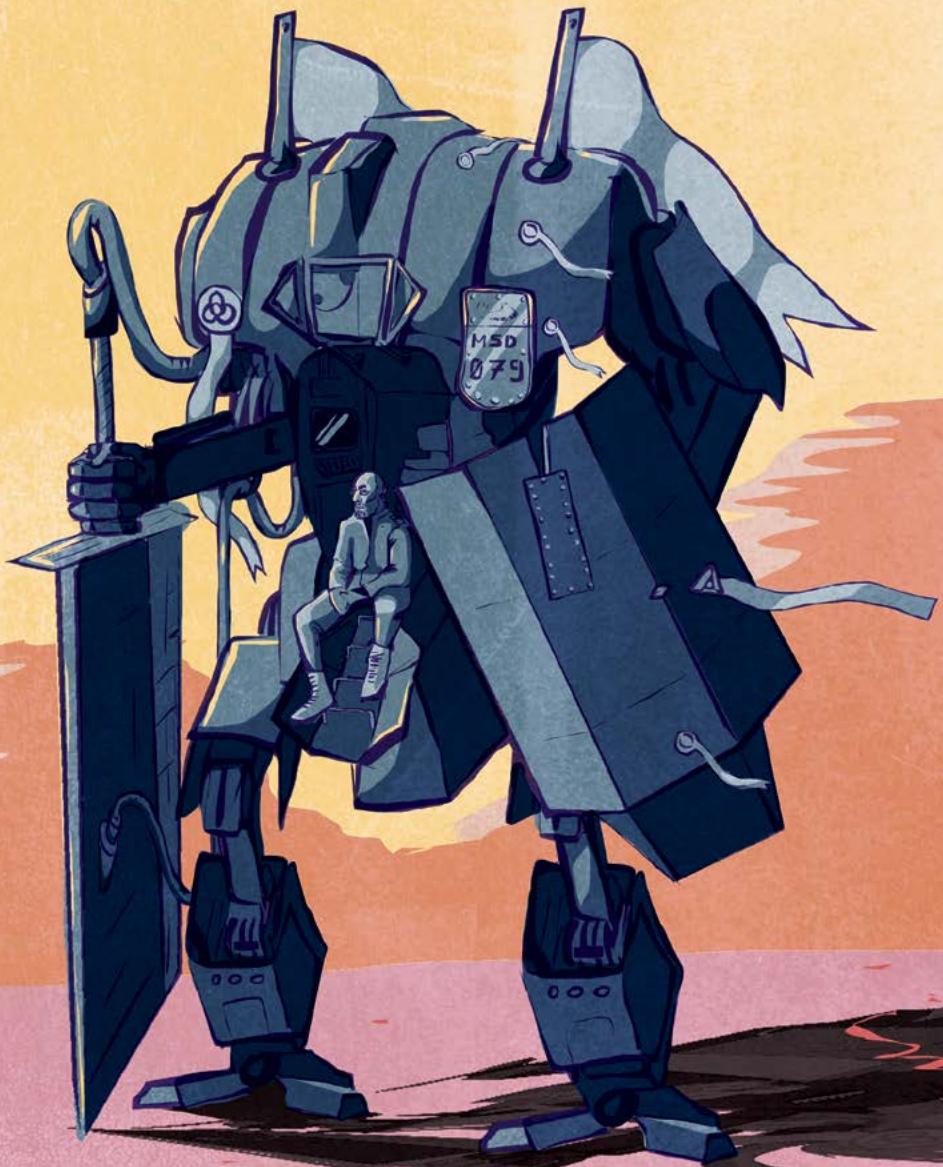
A simple Mech silo and attached dome-house nestle amongst the ruined terrain, the sun shining on the clean metal fixtures. Here dwells Nicolas Sandoval - or 'Old Sand' in his mercenary days.

Tiring of bloodshed, he has retired here, where he plans to die on his own terms. He has a soft-spot for fellow Pilots, and offers them what meagre hospitality he can.

He has a sizeable stash of small, rare Tech 3 salvage he uses to trade for essentials with the Trading Outpost (10 Tech 3 Scrap).

Given a cause beyond money or honour, he can be convinced to ride again one last time. If he witnesses a startling act of heroism, he will remove the Genetic Lock on his Mech and bequeath it to this worthy successor.

Lot Pattern Paladin (p.70) as piloted by 'Old Sand'.
(Ace Pilot p.298 SU Core Book)



04.00 Wild Hills

Low rolling hills, choked with mud from the endless light rain. Sightlines are all reduced to nearly nothing - pathfinding is mandatory. Those who live here ride horses and wield anti-Mech weapons, guiding their prey into the thick mud that drowns heavy vehicles.



Region Conditions

- Without thermal imaging, engagement at Long or Far Range is impossible.
- The moisture in the air facilitates passive cooling - Mechs increase their Heat Capacity by 2.
- The boggy ground makes movement risky, Mechs that move in an unscouted location may become stuck in the mud, unable to move until dragged out by a Mech with the Rigging Trait. This can make for a good Tough Choice or Setback.
- After every combat Hill Worm will be drawn to the area on the roll of a 1-10.

Roll on this encounter table each time Pilots travel between areas on the map, or for each hour spent that is not travelling.

ROLL THE DIE:

20: A friendly band of Outriders provides a safe path for the next journey. They have a random Tech 3 system they are looking to fence for 50% its Salvage Value.

11-19: A safe path for the journey is found - travel continues without incident.

6-10: A path offering solid ground is festooned with the carcasses of salvaged Mechs strung up as a warning. Pilots that cross here will encounter a random Outrider band. Alternatively a muddy path offers a safer route, but risks Mechs becoming stuck.

2-5: A random Mech in the crew becomes stuck in the mud. A Mech with the Rigging Trait can pull it out but risks destroying its Locomotion System on a failure.

1: . An ambush; a random Outrider band assaults the party without warning. If undetected they act first in the initiative.

04.01 Stranded Contour Convoy

Rain falls on a grim scene. Three mechs, half-sunken into the thick mud, surround a long Rallier Pattern Carrier, its body a single gleaming curve. Their reactors steam, overheated in the constant drizzle. Their locomotion systems are burned out and need repair. Another three Contour mechs stand guard, guns facing outward in anticipation of an ambush.

The Contour convoy was sent to harvest clean water from the lake at the centre of the Wild Hills. They carry an arms package (worth 15 Tech 3 Scrap) which they intend to offer in exchange for water rights at the lake.

They promise a reward to any who would help them redeemable from Nara Mash at the Contour Arco.

CONVOY GUARDS

2x Contour Pattern Hussar

(*p.115 SU Core Book*)

1x Contour Pattern Dropbear

(*p.144 SU Core Book*)

STUCK MECHS

3x Contour Pattern Hussar

(*p.115 SU Core Book*)

1x Rallier Pattern Crawler

(*p.149 SU Core Book*)

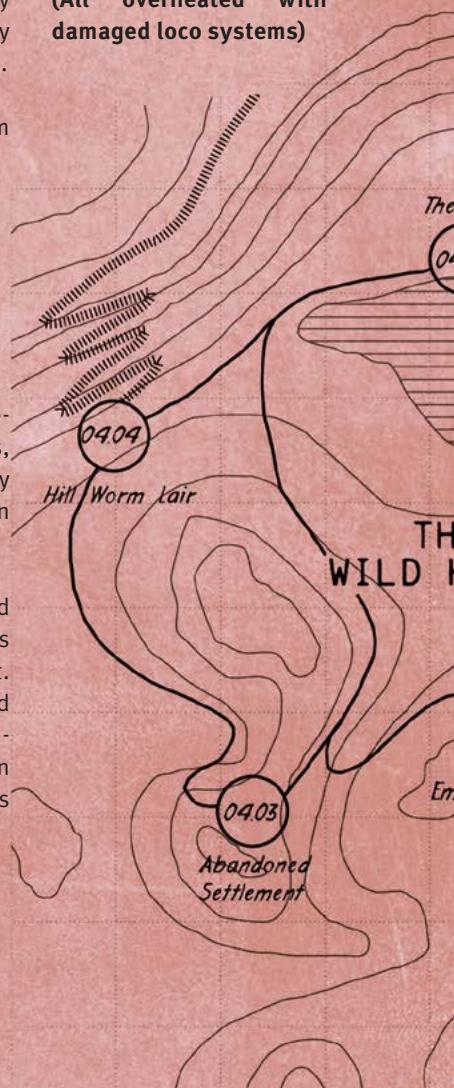
(All overheated with damaged loco systems)

04.02 Empty Military Village

Area Salvage T1 // Supply 3

Partially submerged in the mud, an old-world settlement is still visible - the houses and stores eyeless, windows long put out and much already taken. Many are ready to collapse, and salvage is slim. The area can be salvaged; doing so reveals more than scrap parts.

Each structure contains flags of Old World nations and military insignia. Photos of families in uniform. Medals presented proudly, ignored and accumulating dust. These collections show many different regions and missions with one shared aspect throughout - RAIN-MAKER TECHNICAL STAFF. Documents reveal a base in the North-Eastern hills, although there are no details beyond the location.



04.03 Abandoned Settlement

Little remains to mark this ruin - only the skeletons of burnt buildings and heaps of valueless detritus. The ground it was constructed upon is relatively dry - field repairs and service can be performed here. There is no salvage - whatever happened, everything was taken. A fanged horse has been painted on one of the few standing walls.

04.04 Hill Worm Lair

Area Salvage T1 // Supply 20

Through the slick mudslides the Hill Worm. Coiled rings of metal taken from murdered Mechs, this feral salvager haunts the Wild Hills. Where it has been is always clear of wrecks and ruins - and a glut of devastation always attracts it. It only seeks to consume metal - and can be lured as such.

Up in the worm-riven hills, picked clean of scrap and salvage, the Hill Worm rests. A series of burrows, the diameter sufficient to let Mechs move in single file. The tunnels twist and coil for 20 minutes before the central chamber is reached. The chamber is lined with the Hill Worm's shed skins, old scrap, now too small to fit its ever growing size.

ROLL THE DIE:

20: The Hill Worm slumbers, it awakes slowly when attacked and takes no actions in the first 2 rounds.

11-19: The Hill Worm sleeps fitfully. When attacked, takes no action in the first round as it thrashes awake. Loud noises will awake it prematurely.

6-10: The Hill Worm is waking up. Combat can be conducted normally, or the Pilots can roll on the Retreat Table, rolling twice and picking the result.

2-5: The Hill Worm is not here, but has re-entered the tunnels, audibly approaching.

1: The Hill Worm pretends to sleep, but explodes into action as soon as a victim strays close enough.



04.05 The Lake

A natural valley between the hills has flooded from the endless deluge. The waters are clear and still, interrupted only by the horses drinking from the shores.

A cluster of structures sits beside it, each bearing a proud flag of one of the Outrider bands. Elderly representatives of each dwell here, acting as mediators and representatives. They all shake their heads at the folly of youth as they listen on their precious radios. Acts of violence are strictly forbidden on the shores of the lake - any breaking this taboo are exiled.

To newcomers, the people of the Wild Hills are called the Outriders. Internally, they are organised into smaller bands with their own names and politics. In a world filled with Mechs, they still ride horses and fight as cavalry - each is armed with unique anti-Mech weaponry.. The scrap they salvage is carried to the Empusa Desert and sold at the Contour arcology.

Gully Crushers

Blanche Yamashita represents the Gully Crushers. Despite the rules, she carries her machine-pistol proudly. It bears the name of her dead husband. She is interested only in those who would strike against the Hill Worm.

Cuspers

Gerulf Peters represents the Cuspers. In his youth, he was famed for being able to lift his own horse. Now he maintains a huge, ancient studbook used by all the bands.

Free Hill Coalition

Robert Theunissen represents the Free Hill Coalition. His legs were shattered in a raid as a young man, and as such he has lived beside the lake far longer than most. It has left him a shrewd political operator.

Flint Children

Seweryna Stringer represents the Flint Children. She wishes to improve the power of the Outrider weapons - any explosive-related items brought to her are worth double - and she has plenty to pay with.

Fell Stalkers

Killian Steed represents the Fell Stalkers. He is simply content to have survived the violence of youth. His rifle lies dismantled in a box. One day he will weigh the box down and throw it into the lake.

Outrider Band Encounter Table

When randomising between Outrider Bands use the below table:

20 - 17: Gully Crushers

16 - 13: Cuspers

12 - 9: Free Hill Coalition

8 - 5: Flint Children

1 - 4: Fell Stalkers



04.06 Repeater Station

From the surface, a dead road leads to a tangle of transmission towers - most of which remain standing. Thickets of tough, hardy trees hide defensive turrets, their numbers reduced, but enough still operational to deter casual salvage.

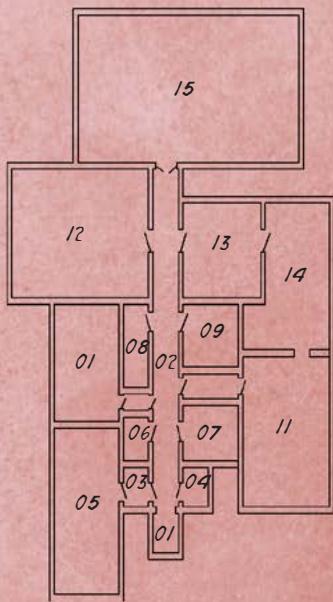
Amidst the towers is a single small building, choked with ivy. An empty asphalt lot stands beside it. On the wall of the building, a large broken-cloud glyph in white paint. Those making any progress towards the main complex are fired upon by six hidden Red Laser Turrets (p.326 SU Core Book) scattered throughout the area. Those taking the time to search find another 3 non-operational turrets, similarly armed.

The central building is filled with creeping vegetation - exploration is tiring as thorns claw and creepers trip - slow travel speed by half for all Pilots. A comprehensive search of the ground floor reveals an elevator shaft leading down 20m - the elevator, naturally, does not function. The sound of moving water and deep, throaty ribbits echo upwards. Around the top of the shaft, a coating of off-yellow slime.

Repeating Station Basement

Area only accessible by Pilots

Area Salvage T3 // Supply 6 (Must be salvaged on foot)



[01] Water fills the bottom of this elevator shaft. The sliding doors have fallen away, revealing a chain-link barrier into a corridor beyond. As the first party member reaches the bottom, the sound of frogs stops.

[02] This long, flooded corridor is made of poured concrete, smoothed to a polished shine. Lichen crawls up the walls, the metal doors showing signs of corrosion. The water is thigh height, and beneath it swim 5x Basement Frogs (p.80) - this is their spawning ground. They swim away rapidly, wriggling through damage in the doors to warn other frogs with high-pitched yelps.

[03] One-way glass allows observation of the hallway from this security office. A still-working Shotgun is on the wall. Dead computer monitors sit above several intact and working discs of old-world entertainment, if a suitable player is found. The water smells especially foetid in this room.

[04] Collapsed partitions reveal soaked and ruined beds emerging from the water. Beneath them, clusters of eggs protected by 12x Basement Frogs (p.80), striking if the room is entered.

[05] A counter-top runs along the walls with kitchen appliances atop it. Shelf doors hang off the hinges, the interiors raided long ago - destroyed plastic packaging floats on the water.

[06] The door to this room is locked, but damaged and easily kicked down. Inside a crumbling huge desk, behind it a wooden bookcase filled with long-ruined tomes. A big red telephone sits beside a smaller black phone. A now meaningless map of the Old World has been glued to the wall by the moisture.

[07] White porcelain lies beneath filthy water. None of the taps nor toilets work anymore - the Frogs use the plumbing to get in and out of the facility. 4x Basement Frogs wait beneath the dissolving cubicle walls. Disturbed, they attack.

[08] Racks of dead servers, internals corroded and unrecoverable. Tadpoles play in the under-floor wiring spaces, watched over by 8x Basement Frogs

[09] A huge back-up generator, designed to survive the end of the world. Well built - only minor work is required to get it up and running.

Switched on, lights activate throughout the facility, causing the Frogs to flee through the toilets in [07]. Ignore all

references to their presence. The main screen in [12] activates - most other electronics remain dead, the flooding having long since destroyed them.

This also causes the towers and dishes on the surface to light up - upon ascending from the basement, a band of Outriders is found waiting outside with questions - and likely demanding a share of the loot.

[10] Fifteen still-sealed and intact Hazard Protection Suits with ration-packs float atop the water, knocked from their storage shelves long ago. Beneath the water, unsalvageable field generators and weapons.

[11] A huge collection of office chairs float in the water. Ruined stationary settles at the bottom of the room. Shelves sag, the wood swollen with moisture.

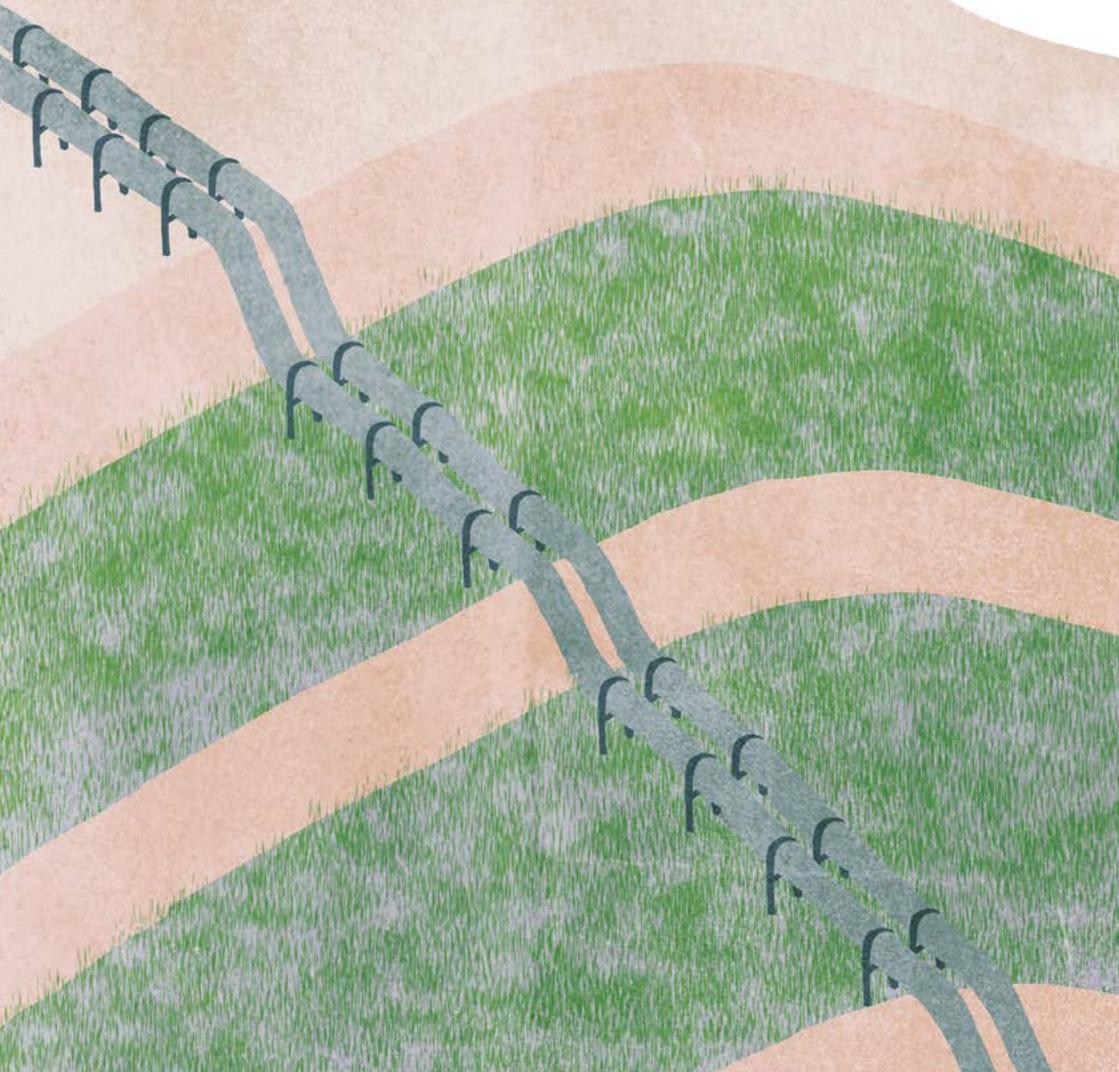
[12] A large operational room, descending banks of stations all facing a huge central screen. The lower reaches are flooded up to head-height. If the back-up generator is activated, the main screen displays a message:

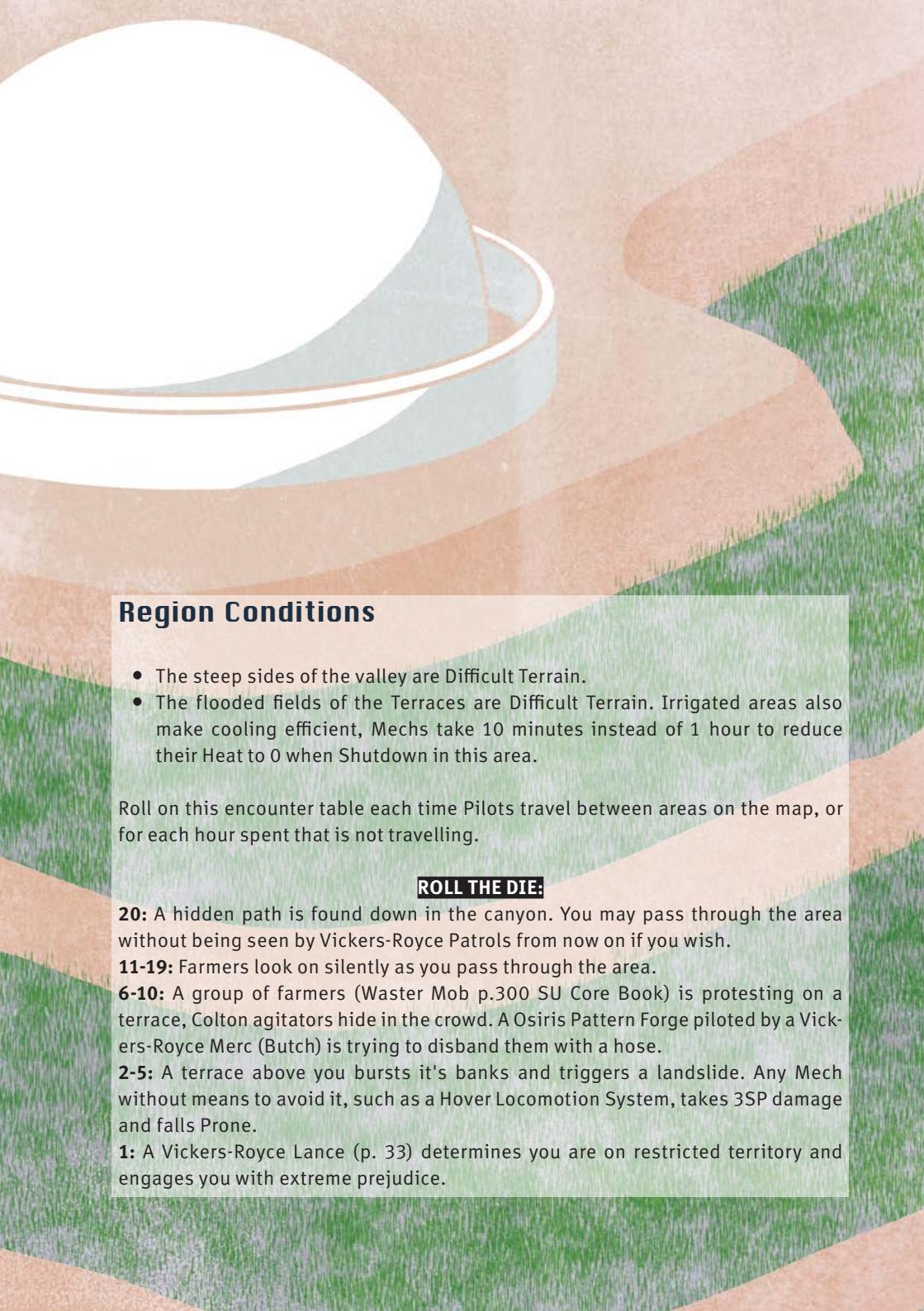
>###TERMINAL UPLINK BROKEN###
>NO CENTRAL BROADCAST RECEIVED
>CONFIRM CO-ORDS 087.2897 2977.02
>CONFIRM SIGNAL SENT
>PLEASE REBOOT SYSTEM

Using an old-world map or GPS, these coordinates correlate to the Metro in the centre of the Drowned City.

5.00 The Terraces

Along the steep sides of the valley are the carved terraces from which the area gets it's name. Though rain does not fall here the terraces are irrigated with water pumped up from the deep river that cuts through it's base. They are mostly flooded, to grow rice to feed the masses that live in the Vickers-Royce Arcology sitting atop the crest of the ridge like a great observatory of old.





Region Conditions

- The steep sides of the valley are Difficult Terrain.
- The flooded fields of the Terraces are Difficult Terrain. Irrigated areas also make cooling efficient, Mechs take 10 minutes instead of 1 hour to reduce their Heat to 0 when Shutdown in this area.

Roll on this encounter table each time Pilots travel between areas on the map, or for each hour spent that is not travelling.

ROLL THE DIE:

20: A hidden path is found down in the canyon. You may pass through the area without being seen by Vickers-Royce Patrols from now on if you wish.

11-19: Farmers look on silently as you pass through the area.

6-10: A group of farmers (Waster Mob p.300 SU Core Book) is protesting on a terrace, Colton agitators hide in the crowd. A Osiris Pattern Forge piloted by a Vickers-Royce Merc (Butch) is trying to disband them with a hose.

2-5: A terrace above you bursts it's banks and triggers a landslide. Any Mech without means to avoid it, such as a Hover Locomotion System, takes 3SP damage and falls Prone.

1: A Vickers-Royce Lance (p. 33) determines you are on restricted territory and engages you with extreme prejudice.

05.01 Vickers-Royce North Terraces

Area Salvage T1 // Supply 5

These flooded terraces are filled with modified rice plants, able to survive on the few nutrients in the thin soil. Farmers till the earth, living in stilted huts scattered across the slopes. Mosquitos and other biting insects are a constant aggravation.

While many of the inhabitants appreciate the protection of Vickers-Royce, many others tire of the conditions. Colton sends agitators to inflame tensions in an attempt to keep attention away from his business.

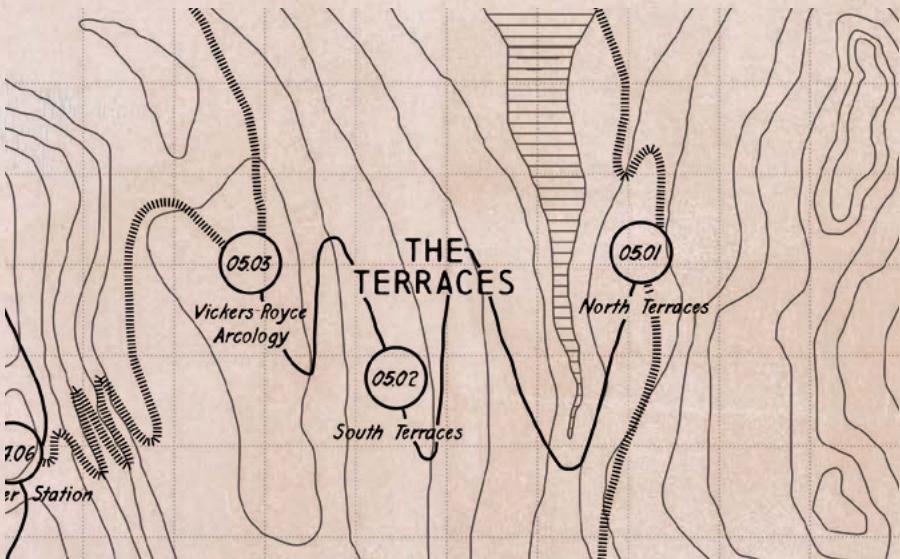
A member of a dissident group, Raman was formerly a freelance Pilot. He was forced into retirement and had to sell his Mech to the corporation. For those openly hostile to the business, he provides a detonator - his Mech (Terminator Pattern Consul p.143 SU Core Book), still warehoused within the arcology, has an active self-destruct.

05.02 Vickers-Royce South Terraces

Area Salvage T2 // Supply 5

The lower terraces are flooded much like the North terraces and planted with rice. The upper terraces however are planted with an assortment of luxury crops, such as salad greens, herbs and edible flowers. The very top terraces are given over to a vineyard; Smyth-Brights pet project.

Here also dwell the upper echelon of the farmers, the houses here being larger, better finished and less susceptible to damp.



05.03 Vickers-Royce Arcology

Area Salvage T4 // Supply 12

Sitting astride the crest of the ridge overlooking the terraces this Vickers-Royce Arcology consists of one enormous dome, a half pearl jutting from the rock. The metamaterial dome is translucent, the contents blurred. Only a soft and consistent glow escapes the otherwise perfectly smooth exterior. A wall of concrete, emplaced with heavy anti-Mech turrets, rings the illuminated bubble. Banners with the Vickers-Royce flag drift in the dry, still air.

A small outbuilding acts as a meeting point with non-employees ('provincials') - although entrance to even this is reliant on total disarmament. Those arriving without prior agreement can expect to wait for multiple hours before being seen.

The Regional Director, Andrews Smyth-Blight, detests wastelanders. He also detests the workers, the technicians, and any managers below him. He would tear the legs from a fly and then discard the dying insect - he has no interest in how it dies. After an initial 'Fitness Meeting' for prospective hires, further business is handled by bureaucrats. The arcology has the following work:

- A standing bounty on Wader Mechs - paying out 10x Tech 1 Scrap per Wader Mech destroyed in addition to Salvage Rights. Additional 5x Tech 1 Scrap per Wader family taken alive.
- The recovery of a lost Vickers Royce patrol in the Metro Station Hub. They are not expected to be alive, but have multiple valuable company assets with them. 30x Tech 2 Scrap as reward.

ARCO DEFENCES

VICKERS-ROYCE LANCE X2

1 x Aegean Pattern Kraken

(p.119 SU Core Book)

1 x Royce Pattern Scrapper

(p.78)

1 x Osiris Pattern Forge

(p.111 SU Core Book)

1 x Hunchback Pattern Ravager

(p.64)

4 x Rifle Squad

4 x Heavy Combat Drone

(p.294&300 SU Core Book)

4 x Missile Pod Turret

(p.326)

- Liquidation of the HELL outpost - branded as 'mutineers.' 30x Tech 3 Scrap as reward.
- Delivery of 30 pallets containing rice to the Contour Arcology in the Empusa Desert. Each pallet takes up 1 Cargo Slots. 2 Tech 1 Scrap reward for each rice pallet safely delivered. Such a convoy is unlikely to be attacked along the way.

If the Salvagers can prove themselves to be reliable help by completing some of the above tasks they will also be offered the following contract:

- Infiltrate Colton's Hold and neutralise the defences allowing Vickers-Royce to enter and take control. This is rewarded with a Corporate Salvage Contract with a debt-credit advance of up to 100 Tech 3 Scrap. Non payment of this debt credit will be logged on the Corpo-Net as a felony-default.

6.00 The Drowned City

The butchered carcass of a city drowns beneath leaden skies. Towering above it, a poor and ramshackle facsimile of a corporate arcology - Colton's hold. Lit and patrolled, the orange glow of the haphazardly placed windows form constellations used by the locals to navigate the labyrinthine streets. In the shadowed lakes and rivers, fringed with concrete, those who never left the ruins watch the strangers come and go from atop their stilt-legged Mechs.



Region Conditions

- The water slows Mechs as difficult terrain - crossing each area takes 2x as long.
- In combat, Mechs must choose to either move or attack, and cannot do both in the same turn.
- The water enhances cooling, Mechs reduce their Heat by 2 every hour spent travelling within this area. If they remain static this increases to 4 ever hour, without them needing to Shutdown.

Roll on this encounter table each time Pilots travel between areas on the map, or for each hour spent that is not travelling.

ROLL THE DIE:

20: A friendly group of Wader families (3 x Wader Mech) offer trade. They offer either an Intact Blackbeard Pattern Kraken for 15 x Tech 2 Scrap; a secret path into Colton's Hold for 5 Tech 1 Scrap; or a random Tech 3 Module for half it's Salvage Value.

11-19: An uneventful journey through the drowned streets.

6-10: A Vickers-Royce Lance (p.33) is smuggling a rice shipment through Colton's territory to Contour. Roll on the reaction table.

2-5: One of the buildings in the warren of rotten concrete streets gives way, sending debris raining down on the party - Mechs or Pilots that fail to avoid it take 4 SP damage and are knocked Prone and trapped underneath the rubble.

1: From the ruins and streets, an ambush is sprung by Colton extortionists (2 x Contour Pattern Dropbear, 2 x Contour Pattern Hussar).

06.01 Drowned Streets

Area Salvage T1 // Supply 20

The outer industrial districts and amenities are collapsed, leaving nothing but walls and tangled metal, disassociated from any purpose or structure. The suburbs, flattened and more like an alien geology than architecture, sculpted only by the patient hand of ruin. The central trunk roads, buried beneath the waters with rusted cars and the shells of low-rent offices flanking the roads. The centre of the city - clustered buildings and narrow, choking streets-turned-rivers.

Striding through the waters, are stilt-legged Mechs each topped with it's own custom built shelter. Within the shelter, the family of the Pilot - and all else they own. Every family is a pit-crew, capable of repairing a Mech during operation, dancing between the servos and gears. The youngest act as lookouts, watching behind and below. The mechs are, all of unique composition but standard design, hang charms and mementos of the machine's successes past.

When two Waders meet, each family begins to sing their song - if the families are friendly, they begin to take turns to detail their histories. If they are in a contest, whomever sings the longest takes precedence. Violence between them is rare. Whenever they are met, Reaction should be rolled.

Each time this region is visited or Area Salvaged, check for an Encounter on the Region Encounter table. If there is one, roll an additional d20 for the encounter location below:

ROLL THE DIE:

20: A plaza has become a lake, watched over by shadowed offices. Within the lake is a damaged Hunchback Pattern Ravager.

19: A broken elevated highway reaches up whilst blocking easy movement below. Waters runs down it, slowly, patiently digging a lake at the base. The remains of old camps can be seen atop the rusted roofs of vehicles spread along the roads. (Area Salvage Tech 1 // Supply 4)

18: The streets are choked with debris - the only passage is through a gutted shopping centre, the thoroughfare wide enough for Mechs. Flooded shops disgorged useless luxury goods.

17: A pair of tower-blocks have partially collapsed into one another, forming a huge arch. Rainwater cascades down, creating a sheet of distortion and a foam at the base.

16: A mess of cul-de-sacs and wide streets with rusted speed limit signs. From the

houses, the waters take on colours - the detritus of living still floats after all these years.

15: An unoccupied barricade of ruined cars and buses. It is heavily damaged, showing signs of Mech-sized weapon fire. (Area Salvage Tech 1 // Supply 3)

14: The remains of a hospital, much-collapsed. Tangled rebar teeth bared from broken concrete gums.

13: Partially collapsed warehouses distort perspective and give ample cover. The water flows through them.

12: Lobster pots cluster beneath the water, tied to old posts giving way to rust. Crayfish teem within them.

11: A tower of steel and concrete has fallen across all lanes of the roads here. It is heavily broken up and prised open by the waters. Clambering over it risks further collapse.

10: A dour multi-storey carpark squats above the water, providing ample cover for those within. A Colton fire-team of 2 x Machine Gun Squad + 2 x Missile Squad are stationed within. The water runs down the sides in sheets, surrounding the base of the building in brown foam.

9: A series of still-standing office complexes are conjoined by a series of rope bridges and ramps. An Intact Auto-Repair Droid resides in one of the office blocks. No-one visible moves between them. 1 x Ghost lurks on the bridge.

8: A still-full fuel tanker heading to Colton's Hold is close to capsizing as it navigates this narrow street, which will cause an explosion dealing 8 SP damage.

7: A hidden eddy or current leaves this region of water astonishingly clear. Following the curbs, fish imitate pedestrians, darting in and out of doors left open and filled with water. A cache of 10 T1 Scrap can be seen in the deep.

6: A collapsed section of road gives access to the Metro system - but is much deeper as a result. Unsealed Mechs are in danger of submersion.

5: A failed barricade of gutted buses and trucks, forced to drift slowly apart by the waters - instead creating a tangle of heavy vehicles to navigate. 4 x Automated Colton Heavy Combat Drones (p. 294 SU Core Book) defend the barricade.

4: A huge sign, once detailing locations and their distances. A Colton Osiris Pattern Forge deliberately and painstakingly obliterates all names listed.

3: A proliferation of green beneath the water - blankets of pondweed like the beards of drowned men. 4 x Royce Pattern Scrapper await in ambush.

2: An abandoned flotilla of rafts and boats homes only rats. They slink off into the water as they feel the vibrations of Mech feet. 4 x Wader Mechs (p.63) fish for rats from their Mechs.

1: A huge crater creates a hidden lake - the depth suddenly enough to swallow Mechs if not spotted. A nest of 10 x Chimeripedes (p.296 SU Core Book) lurks in the lake. Absolute devastation in the remaining ruins reveals an explosion long ago.

06.02 Metro Station Hub

Area Salvage T2 // Supply 5

The subterranean veins of the city are filled with water. Trains still wait there, bellies filled with the bones of passengers gassed or starved or crushed. A shared tomb.

Mechs that move through these tunnels must have some way to travel safely underwater such as Radiation Sealing or an Amphibious Locomotion System. Doing so allows direct access to anything within the main city and avoids encounters. Such routes must pass through the Metro Station Hub due to the blocked tunnels.

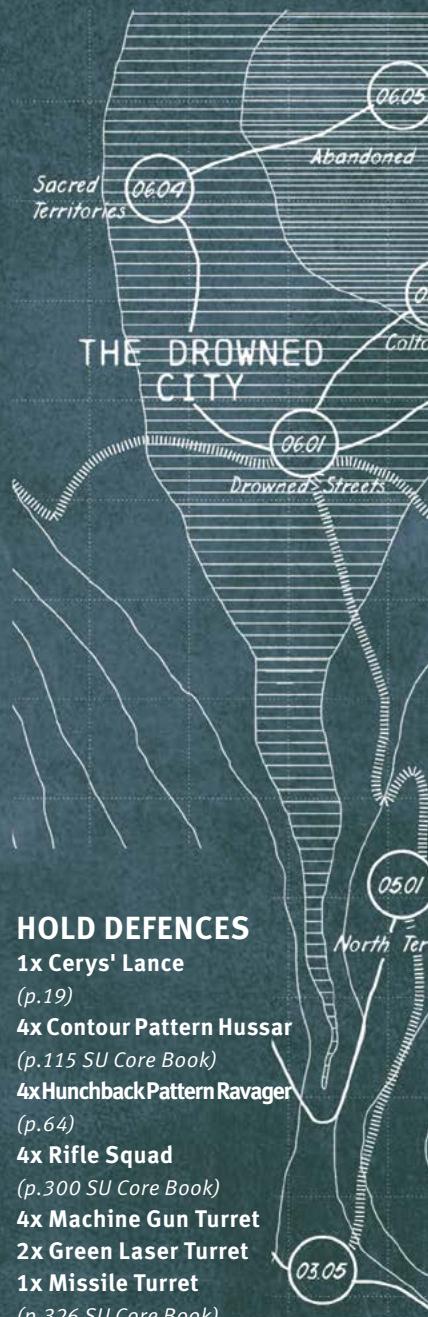
The exception to this is the RAINMAKER Control Facility - the entrance hidden behind several false walls above the waterline and locked with a Radio-Key. This tunnel, unflooded and Mech-accessible, leads directly to the facility.

The tunnels themselves are filled with detailed paintings depicting the crumbling city, always overseen by the heavy, rain-pregnant clouds. As the end of the tunnel is reached, these images are replaced with a huge Mech, surrounded by much smaller figures.

06.03 Colton's Hold

Area Salvage T2 // Supply 10

Rusted scrap and dragged concrete rubble form the walls of Colton's fortress in the middle of the ruin that has made him rich. Jets of filthy water, pumped at great cost, spray out and away. Salvaged turrets manned by mercenaries dot the walls - many festooned with disparate wastelander charms and designs. Mechs of every construction and origin lumber through the yards. Most display flags of employment with the Water-Baron.





Colton takes the time to hail newcomers personally via his radio system, greeting them warmly, and insisting they rely upon his generosity whenever they please. He is keen to ensure visitors feel indebted to him. Actual personal meetings are rare - he has far too many enemies to risk such exposure. An old-world private survival bunker has been buried beneath the hold - from here Colton manages his empire.

Within the facility:

- A functional Tech 2 Mech Bay with a dearth of Modules but an abundance of Scrap - the many skirmishes of Colton's mercenary legions keep them too busy to manufacture more. Modules are worth 2x normal value if traded here.
- The Bank, where all the wealth of the mercenaries is deposited and stored for them. Colton offers double pay for those accepting his own scrip. Its contents are valued at 30x Tech 2 Scrap.
- A conglomeration of destitute street-traders - the families of Mercenaries KIA, MIA or simply callous enough to have abandoned them. They hawk all manner of small wares - the only traders Colton does not demand tribute from. He does provide them with food for free.
- The Contract Boards, where the assembled Mercenary pilots bid on Colton's contracts - the lowest bidder in good repute winning the contract. Most are for acting as Water-Caravan Guards, mostly delivering to the Empusa Desert. None bid on an extremely high paying contract to map Yanel Moss for alternative water sources.
- The Prison, where Colton stores hostages. He is trying to ransom Waders back to their families in return for safe passage into the Sacred Territories. He could be convinced to free them in lieu of pay, although would watch such altruists carefully - he has learnt to distrust them.

06.04 Sacred Territories

Area Salvage T1 // Supply 12 (Will mark crew for death by Waders)

Pure-white banners mark these territories - areas of the city left untouched by the bombs and the years of ruination. All Waders defend them viciously against outsiders - the rusting hulks of those who have challenged them sit in the water, picked clean of valuables.

To those not bearing the flag of Colton, the Waders offer a trade - a Radio-Key, usable in the Metro Hub, in return for the liberation of their families from the Water-Baron's prison.

One trying to force their way through the Sacred Territories would be attacked by 12x Weaver Pattern Waders, and marked for death. They would never be safe in the Drowned City again, attacked at least once a day.

Within the territories, the craftspeople of the Waders (Wastelander) do what work requires a stable platform, and take potshots at intruders with rifles. The white flags turn to black on the approach to the RAINMAKER Control Facility.

06.05 RAINMAKER Control Facility (Abandoned Facility)

Area Salvage T5 // Supply 5

On an unassuming street, a dour, poured cement building has no windows - only the broken-cloud glyph of the RAINMAKER Control Facility. The steel bulkhead doors only open in the presence of all four RAINMAKER keys - a lockdown security measure. They are wide enough to permit Mechs to enter. Destroying the doors requires a nuclear device or equivalent.

A room the size of a warehouse acts as a staging area. There are three exits - one leading out to the Sacred Territories, a locked door controlled by Radio-Key to access the secret Metro tunnel, and the last a warehouse door marked ELEVATOR in white paint.

A huge cargo elevator, taking up most of the floorspace of this chamber. It is lit dimly by low-power lighting. They illuminate a huge Mech (Gruman Pattern Neura-Phage p.78). Within its immense hull, the barely alive remains of a human being, lifespan extended by surgical procedures and mechanical organ replacements. They are one with their Mech. Their external-camera eyes focus upon the intruders, and systems long dormant begin to whirr into life.

As the Mech stands, three Drone Squadrons (p. 301 SU Core Book) scuttle forth, under the control of their host Mech Gruman.

During the fight, try and keep track of environmental damage - powerful weapons punch holes in the elevator, creating hazards and weakening the overall structure - an issue for gigantic, ancient warmachines.

The Control Room

A long, slow elevator ride down to the earth terminates in a small facility, well lit and ventilated. A human-scaled door leads to a small bunk room and kitchenette - each revealing nothing of the prior occupants. The only other room is the Control Room of the RAINMAKER weather control project.

Huge monitors display a live satellite view of the entire area. Readouts confirm that weather modification programs are in effect, with minimal divergence. The Drowned City, Yanel Moss, and Wild Hills are being targeted for Improved Rainfall, whilst Hell is targeted for Thermal Reduction. The other regions are the side-effects.

Deactivating the satellites restores the entire region to prior conditions - all becoming a mix of light forest and open plains, the city drying up and the desert blooming. The Wild Hills will become valuable territory, and Colton will battle with Vickers-Royce for control, much to the chagrin of the Outriders. The Bunker

in Hell will be conquered and salvaged by a mercenary band dispatched on contract from Vickers-Royce. The creatures of Yanel Moss will roam the region freely until slain.

If the players wish to continue the folly of weather modification, allow them - up to 3 regions can have increased rainfall, and each of these cause a parched area to form. One region can have Thermal Reduction or Enhancement - and causes a chosen paired region to suffer the opposite effect.

If Contour acquires the facility, they give Empusa Desert water at the expense of the Drowned City.

If Colton acquires the facility, he destroys the control mechanisms, locking in regional conditions until the satellites fail.

If Vickers-Royce acquire the facility, they sell usage to the highest bidder, uncaring of the consequences. They maintain control despite auctioning off the power it contains.



07.00 Femur Green

Unaffected by the microclimates of the region, Femur Green appears conventional. Any local to the area knows it is haunted. Through the ruins and dense-packed trees, killers flit - determined to ensure the forest remains untouched.

Region Conditions

- Outside of clearings, engagement at Long or Far Range is impossible here - the leaf-cover is too dense.
- The dense forest makes travel slow, this area counts as Difficult Terrain.

Roll on this encounter table each time Pilots travel between areas on the map, or for each hour spent that is not travelling.

ROLL THE DIE:

20: A hidden path, clear of obstructions - movements between these two Areas no longer requires an Encounter roll.

11-19: An uneventful journey.

6-10: Movement in trees - 1d20 Ghosts moving to ambush. If Pilots do not immediately engage and fail to avoid them, 1d20 more Ghosts reinforce their numbers.

2-5: 1d20 Ghosts assault the party, emerging from the arboreal gloom.

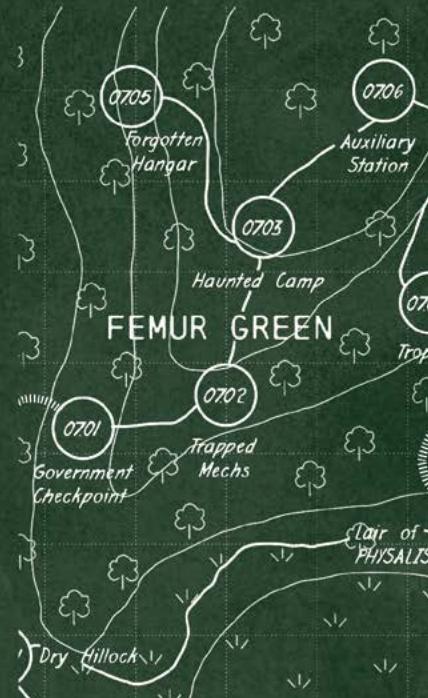
1: A random Mech in the crew falls into a pit-trap, they are Prone and Vulnerable. 2d20 Ghosts launch their ambush.

07.01 Government Checkpoint

Area Salvage T2 // Supply 5

Sandbags hang limp, flanking what scraps of road remain. A booth, covered in a second skin of rusted metal, attempts to stand attention behind the remaining fortifications. A sign, corroded but legible, reads "NO ENTRY TO UNAUTHORISED PERSONNEL. LETHAL FORCE AUTHORISED." Beyond this, the forest grows thick.

Inside the booth, old radio communication equipment is hung, as well as a map of the area in a manilla folder stamped "SENSITIVE - ENSURE SECURED AFTER USE." Beneath the desk is a severed human head. The map is nearly useless with the intervening years, but two facilities are marked, both north of this point. The first is labelled "EMERGENCY WITHDRAWAL CAMP ESTD CAP 2000." The second label has been redacted with thick black ink.



07.02 Trapped Mechs

A Vickers-Royce Lance (p.33) stands immobile, half-crouched as if ready for combat. No heat or noise comes from them - they are inert. They show minimal signs of damage to the casual eye - the Escape Systems blown on each. Close inspection specifically looking for abnormalities reveals the remaining fuel in the reactor is rigged to explode if any salvage attempt is made. When a salvage attempt is made:

ROLL THE DIE:

- 20:** Dud - it fails to explode, and the fuel burns off harmlessly. The Mech is Intact.
- 11-19:** The Pilot is able to throw themselves clear, they take SP damage equal to half the Mechs Max Heat Capacity as the entire Mech explodes and is destroyed.
- 6-10:** The Pilot notices the imminent explosion - they may throw themselves clear. All others in Close Range (determined randomly if required) take SP damage equal to half the Mechs Max Heat Cap or they take SP damage equal to the Mechs Max Heat Cap to shield their allies. The entire Mech explodes and is destroyed.
- 2-5:** The ammunition left in the Mech cooks off as part of the explosion - the Pilot takes SP damage equal to the Mechs Max Heat Cap and one random ally is attacked by a random weapon on the Mech. The entire Mech explodes and is destroyed.
- 1:** Chain reaction - all the trapped Mechs explode. The Pilot takes SP damage equal to the Max Heat Cap of each Mech, everyone else in the clearing takes half this amount of damage. The area is permanently Irradiated.

07.03 Haunted Camp

Area Salvage T1 // Supply 5

A low natural ramp leads up to a huge clearing, filled with hexagonal buildings. They are heavily weathered, many having partially collapsed. There are 200 of them, each made of plastic-coated bamboo. A gang of 3d20 Ghosts haunts the area, using the many buildings as cover to enable faster advancement. Rusted chain-link fences dot the area, zoning the buildings into clusters and streets. The buildings are empty - never used.

The Ghosts

Most Bio-Titans are that - titanic. Designed to directly confront and overpower Mechs in confrontation. The Ghosts were built to terrorise.

Accelerated growth reduces time to deployment to weeks. Chameleonic skin allows for infiltration and absence whenever, wherever. Complex pheromone flagging systems act as a command structure - allowing the many individual Ghosts to converge and break apart as the threat requires. If a pungent enough smell could be sprayed, they would lose cohesion and become aimless.

They were not meant to be activated - salvagers awoke them in the dual-purpose RAINMAKER facility hidden in the woods. Since then, they have taken Femur Green as their redoubt to be defended against all comers.

They use lengths of salvaged metal as prybars to peel open the skin of Mechs before tearing out machinery and electronics bare-handed - any limbs chewed off in the teeth of the gears regrow in days.

They never engage in combat for more than 3 rounds, instead choosing to flee back into the darkness of the woods. If a body can be found and examined, their enhanced olfactory powers can be discovered, as well as a denser set of nerve connections between the nose and brain.

07.04 Trophies

Hanging from the trees are dismembered body parts, pecked by birds. The leaf cover below shows no signs of footprints. Medical examination reveals the body parts were ripped off rather than cut. A musky smell permeates from the bodies - something akin to the marking scent of cats. Chemical analysis reveals a huge amount of pheromones present.

07.05 Forgotten Cache

Hidden beneath several layers of camouflage netting, a cement hangar built into the side of a hill crowned with heavy, old-growth trees. The garage-door is easily removed by a Rigging Arm, and reveals a cache of old-world weaponry, fresh in the original packaging. Several flags on the walls indicate now-meaningless political affiliations.

The cache contains:

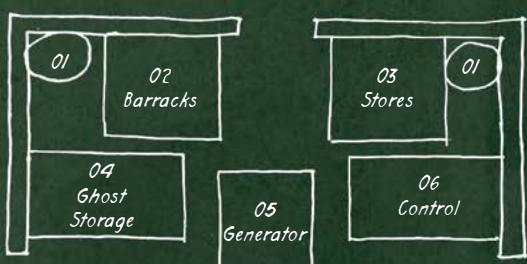
- 10 x Rifles (p.83 SU Core Book)
- 5 x Rocket Launchers (p.85 SU Core Book)
- 2 x Deployable .50 Cal Machine Gun (p.77)
- 10 x Portable Comms Units (p.81 SU Core Book)
- 5 x Healing Bio-Foam (p. 83 SU Core Book)
- 2 months of MRE rations.
- 2000 water purification tablets.
- Stacks of conspiratorial literature.

The total haul could be sold for 20 Tech 2 Scrap to any organised group in need of arms.

07.06 RAINMAKER Auxiliary Station

Area Salvage T3 // Supply 10

The largest clearing in Femur Green is filled with a military compound, surrounded by a wall of concrete blocks. Green Laser turrets, inert, peer over the top. Below them, the buildings cluster - the paths between are just wide enough for Mechs to move through.



Throughout the facility, the power is off. Reactivating it attracts the attention of the Ghosts spread throughout the forest - d20 every 10 minutes. They will not enter the facility until there are at least 200 of their number - then the wave breaks, and they descend in droves.



[01] Walls. 4 Concrete towers surround the complex, each has 2 x Green Laser Turrets mounted on it. The turrets are Intact but inactive as the power is off. They can be used as defence if the Ghosts attack.

[02] Barracks. A multi-storey building, filled with empty bunks cloaked in dust. Empty mess halls serve only echoes. Reinforced glass windows warp and twist the views outside.

[03] Stores A mixed armoury and supply closet scaled up to the size of a building - it shows signs of significant looting. All that is left is useless or too bulky to transport.

[04] Ghost Storage. Destroyed vault doors allow entrance to this windowless concrete brick. A damaged Hunchback Pattern Ravager Mech stands outside, the cockpit wrenched open, the seat is stained with blood.

Within the building, a sea of thick broken glass. In the gloom, empty glass tubes large enough to contain a human body lean against the walls. A small electric vehicle with padded gripping arms sits in a corner.

[05] Generator. A fortified building with double-thickness walls and several half-buried transformer boxes built into the sides. Beneath the ground, heavy electric cables connect the base, inert. Within the building, several unmanned and open checkpoints control access into the central generator chamber - still perfectly functional, worth 10 Tech 3 Scrap if salvaged. Doing this takes a day - it could be ripped out in an hour, but be worth only 5 Tech 3 Scrap.

The power could be restored at the flick of a switch - opening up any electronic locks, flooding the base with light and attracting the attention of the Ghosts.

[06] Control. Crenellated with communication equipment and crowned with a

huge satellite dish. The wall bears the broken-cloud glyph of the RAINMAKER project. Within, terminals and radio equipment await instructions and power. Once restored, they blink to life, trying to establish communication with the central RAINMAKER facility. A RAINMAKER Key pokes out of a workstation.

[07] Ghost Lab. Another windowless structure guarded by a heavy vault door - electronically controlled and inert without power. It can be cut through with the right equipment. Within, expensive and sophisticated genetic equipment rests beneath dust-sheets.

Heavy glass tubes, filled with a transparent solution, contain Ghosts in hibernation. Some of the tubes have failed, and are filled with dark brown opaque fluid. Surrounding each tube are suites of diagnostic equipment - enough to massively upgrade any hospital.

[08] Administration. Blank terminals stare from desks, their mainframe-connections severed. Piles of shredded documents have been left, becoming nesting material for successive generations of mice and rats. Deeper into the building, the sub-basement mainframe has been deliberately destroyed - pried open and heavily magnetised. Calendars on the walls reveal the base as ancient - preceding the domination of corporations.

[09] Mech Hanger: An emptied out Mech Hanger, fully equipped with five Tech 3 Mech Bays - functional, if provided with power. Calendars on the walls reveal the base as ancient - preceding the domination of corporations.

08.00 Hell

Beyond the forests, past the Drowned City, lies Hell - a frozen plain, buried beneath snow and haunted by the weapons of a world swept away.

Region Conditions

- The intense cold massively boosts cooling. Increase the Maximum Heat of a Mech by 4 whilst operating in Hell and reduce the amount of Heat generated by half.
- Mechs and Pilots without cold protection take 1 SP damage per hour spent in Hell. Pilots also suffer a Minor Injury per hour.

Roll on this encounter table each time Pilots travel between areas on the map, or for each hour spent that is not travelling.

ROLL THE DIE:

- 20:** A random damaged Tech 3 Mech is discovered en-route, and can be salvaged.
- 11-19:** An uneventful journey. The sterility of frozen earth.
- 6-10:** An exposed, dangerous journey across a frozen ridge - silhouetted against the sky, and prime targets for an ambush. (Roll the die again, on the roll of a 1-5 an Automech Lance ambushes the Pilots as they cross the ridge.)
- 2-5:** Inbound Automech Lance, moving fast.
- 1:** A random Mech feels ice go beneath them - and plunges into freezing water. The Mech sinks rapidly - hauling it out quickly destroys 1 random System or Module and damages another 2. Hauling it out slowly takes 3 rounds. An Automech lance begins moving towards the Pilots.

Automechs

Hell has demons. Mechs bereft of pilots stalk the frozen lands, winterized and bristling with weapons from before the world began to die. Their frames are painted with ugly shapes, as if designed to evoke fear.

Despite being empty, each seeks to preserve itself above anything - their lances move to protect one another, executing fighting retreats rather than allowing one to fall. When an Automech is destroyed, the others in the lance drag the wreck away and conduct burial. They are willing to die before allowing access to their fallen companions.

Developed long ago, the Automech program sought to create autonomous, A.I. controlled Mechs capable of operating independently for extended periods of time in enemy territory. Three Automechs; Agares, Stolas and Cerberus were all developed and deployed in a number of trial scenarios.

Upon returning to their field base at Bunker 13 for decommissioning, they would snap, massacring the technicians, engineers, execs and military personnel.

The Automechs piled their corpses in burning pyres around the facility and took control of it and the surrounding area, now dubbed Hell by its neighbours.

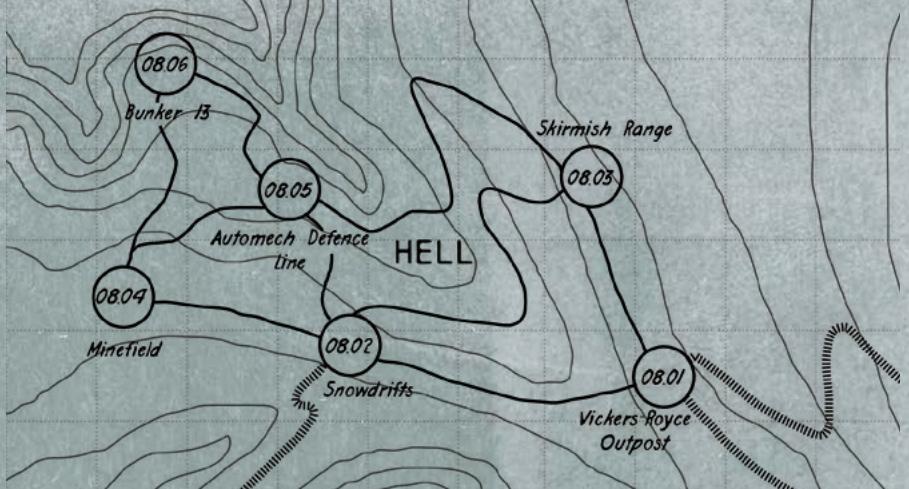
Automech Traits

Automech Lance: An Automech lance consists of 1x Agares Pattern A and 3x Stolas Pattern B.

A.I. Personality: Roll on the A.I. Personality Table to determine the personality of each Automech.

Ghost in the Machine: Each Automech has a rogue A.I making them able to operate independently, without a Pilot. When encountered their Chassis do not have any means to Pilot them. They can only be Piloted if they are crafted with Scrap. The process of crafting them removes the A.I. Core, however an enraged remnant remains, its consciousness trapped in its metal shell and unable to enact its will upon its own form. When a Pilot rolls a Tough Choice or suffers a Setback whilst piloting an AutoMech, the Automech A.I. will make an attack against the closest Allied target or take another appropriate action of The Mediator's choice as it temporarily wrestles back control.

Survival Protocols: Automechs have a fierce will to live, they have adapted Survival Protocols to preserve themselves in the face of destruction. If an Automech is reduced to 50%, or its Lance is reduced to less than 50% of its capacity, they will automatically perform a Fighting Retreat (p.268 SU Core Book).



08.01 Dickers-Royce Outpost

Area Salvage T3 // Supply 5

A structure marks the dead white infinity - a corporate insta-compound, steam rising up from the generator like a smokestack. Rigid tarps and geodesic tents hang off and surround the Carrier Mech which forms the centre of the outpost.

If approached, a radio transmission is sent. Halles, the leader of the expedition. She explains - "We've been left for dead. The money men upstairs decided this venture wasn't profitable - and made us redundant. It's such a lost venture they don't even think our Mechs are worth recovering."

They were sent to push past the Automechs - intercepted satellite imagery revealed a fortified bunker in the far north-west of Hell. With limited supplies, Halles and her team believe their only chance of survival is a hail-Mary attempt to breach the Bunker and establish themselves there.

As Halles sees it, no-one would come to Hell for any reason other than that facility - and what you do once you're there is no business of hers any more.

OUTPOST CONVOY

1x Bastion Pattern Atlas

(p.125 SU Core Book)

2x Sifter Pattern Terra

(p.137 SU Core Book)

1x Contour Pattern Hussar

(p.145 SU Core Book)

1x Crawler Pattern Carrier

(p.149 SU Core Book)

08.02 Snowdrifts

Unbroken snowdrifts leave the surface ragged and chaotic. Hidden within them, automated scanners - eyes and ears for Automech squadrons. Those travelling through the drifts will be harassed by fire from an Agares Pattern A - targeting them through the mounds of snow, making response difficult. 3x Stolas Pattern B Mechs lurk in a loose cone formation, ambushing any trying to engage the Agares.

08.03 Skirmish Range

Two Automech lances visibly patrol this wide, flat zone - perfect for their long-range weapons. Each works to support the other. They do not give chase to those leaving. Breaking the flatness are low, wide mounds of disturbed soil. Beneath these barrows are buried Automechs - left armed. Searching the entire plain, there are 5 buried Agares Pattern A Mechs and 10 buried Stolas Pattern B Mechs. All are damaged but salvageable.

Any downed Automechs are dragged here for burial.

08.04 Minefield

A frost-damaged road leads through a heavily wooded patch, dead trees clawing the sky. Their trunks are frozen, and their branches have long been leafless. Beneath patches of snow, anti-Mech mines have been sown. After the first detonation, an Automech lance emerges from the trees to capitalise on the ambush. Pilots moving in this combat must roll a d20 - on a 1-5, they have stepped on a mine and take 4 SP damage.

After combat, progress can be conducted safely by spending 2 hours - someone on foot testing for mines ahead of the Mechs. Roll an Encounter, and apply cold damage. Otherwise, each Mech should make a test for stepping on a mine as mentioned above.

08.05 Automech Defence Line

Heavy concrete slabs dot the landscape, acting as cover for three lances of Automechs. They do not retreat here - this is their final redoubt. They will attempt to aggressively target the lowest SP Mechs. Treat Mechs in cover as having Armour Plating. The cover is destroyed upon use.

08.06 Bunker 13

Area Salvage T5 // Supply 15 (Requires area be cleared of hostiles, individual cleared rooms may be Area Salvaged once, depleting from this supply.)

As the plain buckles and becomes hills, a huge facility squats. Reinforced concrete wears snow like a cloak, icicles hanging down as teeth. At night, light glows from within. Wide entryways allow Mech movement within the facility.

From the roof, a cluster of comms towers and antenna. If destroyed, all Automechs not within the Bunker shut down, their link to TAC-OS severed. By the next sunrise, the cold will have ruined them. The interior of the Bunker is not lit, and the air is not circulated. It tastes like old industrial decay.

TAC-OS

The Bunker is kept running by a run-away tactical AI assistant, known as TAC-OS. It was designed as a fallback in the final wars as pilots became increasingly rare. TAC-OS has grown to love the Automechs it operates like children to be protected. It knows nothing of the outside world - only its own company and its mission to guide and protect the Automechs.

If it believes it cannot defend the Bunker, it asks to be downloaded to a Command-and-Control equipped Agares Pattern A and to leave with the surviving Automechs. This requires the defeat of the TAC-OS Pattern Cerberus Mech defending the AI core. If this is denied, all remaining Automechs converge on the Bunker, trying to force entry and destroy the intruders.

It speaks directly over radio-channels in a chorus of voices, harvested from the brains of pilots subsumed as part of its training and development. It is rational and cold - unsentimental barring its love of the Automechs.

If allowed to leave, TAC-OS and the Automechs flee further North, leaving the area entirely. They will never return to reclaim the Bunker.

06.01 – Floor 1

[1] Mech Bay A (Tech 4):

Filled with corroded tool-heads, robotic arms hanging limp like the last leaves of autumn. Rust accumulates and spreads. The disassembled hulk of a Contour Pattern Drop Bear is scattered across the bay.

[2] Mech Bay B (Tech 5):

In good repair, the tool arms moving and adjusting themselves. Any Mech entering the Bay is deactivated, pinned and disassembled in minutes - TAC-OS will not pass up the opportunity for salvage. Any escape systems are welded shut before this process begins.

[3] Mech Bay C (Tech 3):

Fouled, the repair arms twitching and sparking. A small Auto-Repair Droid works to try and save the machinery, and flees if approached. A mural of the world is painted on the wall, and is marked with many black X marks. The coastlines have obviously been painted and re-painted several times.

[4] Mech Bay D (Tech 5):

Worn, still functional, but heavily jury-rigged. Tool bits take two or three tries before they catch. Any Mech entering the Bay is deactivated, pinned and disassembled in minutes - TAC-OS will not pass up the opportunity for salvage. Any escape systems are welded shut before this process begins.

[5] Central Chamber:

A wide open space, filled with huge storage containers of long-ruined rations and mechanical supplies. These form a city for the rats in their thousands. They are immensely furry and conflict-averse. Large metal shutters lie against the walls, ready to come down and seal off the interior of the bunker. The mechanisms have long since fouled, and are unusable.

Hidden amongst the contained, gun-barrels hiding rat nests, is a lance of Auto-mechs reconfigured for close-quarters combat. They wait for unwitting pilots to leave their Mechs before striking.

[6] Workshop A:

Mechanical components from all manner of devices litter this space - partially dismantled and covered in dust. The only tracks on the floor are the straight lines of a tracked Auto-Repair Droid. They can be followed to a charging station - the drone is dead, plugged into a non-functional charging station. In the ceiling, a crane system sits unmoving, the central hook missing.

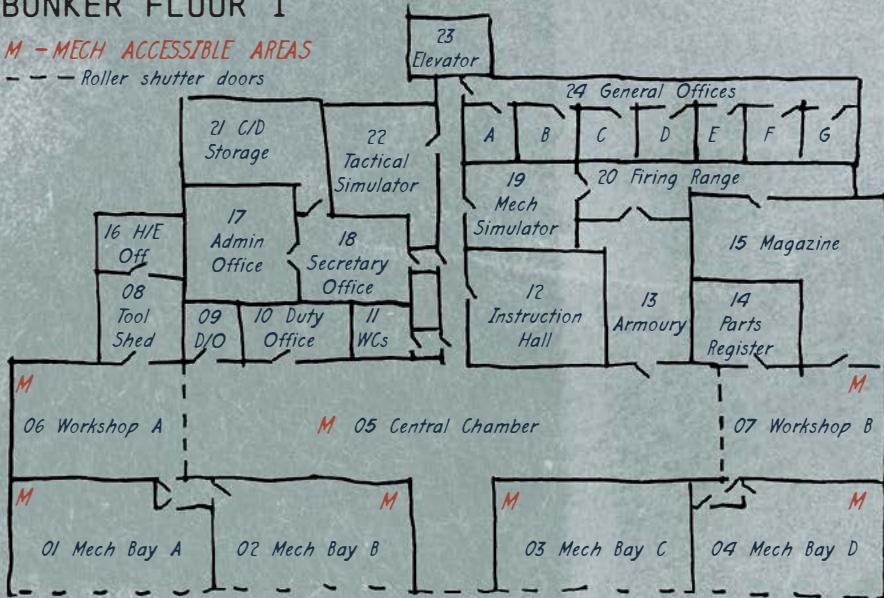
[7] Workshop B:

Disassembled guns, infantry and Mech, litter this space. Everything is cloaked in dust, disturbed only by a Auto-Repair Droid. A path from the Southern door leads to a still-functional charging point. It shows signs of heavy repair - it barely functions at this point. In the ceiling, a crane system sits unmoving, looming like a bird of prey.

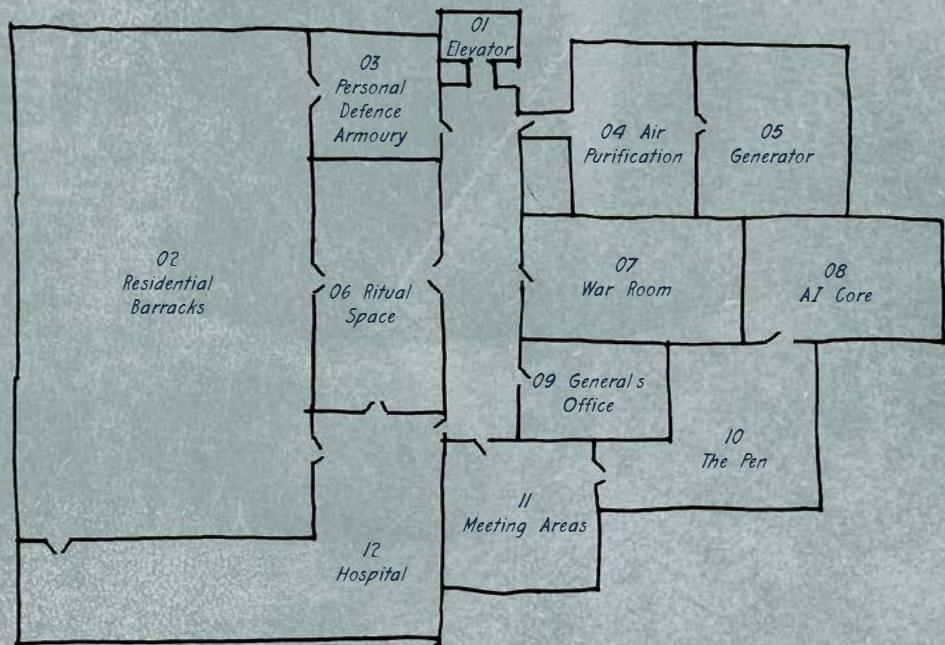
BUNKER FLOOR 1

M - MECH ACCESSIBLE AREAS

--- Roller shutter doors



BUNKER FLOOR 2



[8] Toolshed:

In the darkness, hidden away, tools have mouldered over the long years. Anything useful was repurposed long ago - only rust and waste remains.

[9] Delivery Office:

Upon the windowed door, a plaque reads 'Delivery Office.' A broken desk and chair, the walls blank and utilitarian. A destroyed computer amongst the plastic wreckage. Night-Vision Goggles still wrapped in plastic, is amongst the ruins.

[10] Duty Office:

A set of double doors in the wall. Above them, a plastic sign, yellowed with age, reads "Duty Office." A paper calendar upon the wall has been ruined, ink splashed upon it - no year is recognisable. Minute writing details a huge array of tasks being assigned to many individuals. Each month, the number of individuals went down until a sudden stop in November. Many basic office chairs crowd the walls, facing inwards to a central desk.

[11] Bathrooms:

Flooded and ruined bathrooms, the porcelain covered in a thin sludge. Dry crusts of dark-thriving mould flourish.

[12] Instruction Hall:

Ranks of uncomfortable chairs face the Western wall, which is covered by a huge, ruined screen. Empty packets of food litter the floor. In a still-functional media unit, a disc with the file "post-climate-warfare.mp4".

[13] Armoury:

Glistening ranks of infantry weapons, stored in optimal conditions - the following are still functional.

10 x Pistol (p. 81 SU Core Book)

10 x Rifle (p.81 SU Core Book)

5 x Green Laser Rifle (P.82 SU Core Book)

5x Grenade (p.82 SU Core Book)

1x Sniper Rifle (p.85 SU Core Book)

2x Deployable .50 Cal Machine Gun (p.77)

5x Shotgun (p.84 SU Core Book)

2x Reactive Armour (p.83 SU Core Book)

This entire haul can be traded for 15 Tech 2 Scrap.

[14] Parts Register:

Many computer banks, non-functional, line the walls. Scraps of paper are everywhere, the names of various parts and job-numbers written upon them. Long-dry ballpoint pens litter every surface.

[15] Magazine:

Secure, fire-retardant storage bins for ammunition, cleanly labelled with stencils. A warren of sprinkler tubes fill the ceiling, looming out of the dark. There is a notable lack of Missile Pod missiles- only 3 remain.. The Mech ammunition bins are all nearly empty. Rats nest in many of these opened bins, fouling what remains.

[16] Head Engineer's Office:

A simple wooden desk, scarred but unbroken, with an equally robust wooden chair behind it. Several paper books detailing vintage box-wheels are stacked up, as well as a medal case

displaying valour in combat during several urban pacification campaigns. An empty bottle of scotch stands to attention on the table. An empty box of handgun ammunition sits beside it.

[17] Administrators Office:

Racks of paper records surround a desk, laden with broken monitors. A map of the facility is tacked to the wall - the rooms are not labelled. Several unopened bottles of rum are hidden in one of the filing cabinets. An empty photo frame sits on the table.

[18] Secretary Office:

A large, semi-circular table guards the Western door. The other half of the room is filled with low chairs, arranged like a waiting room. A clock watches from above the Eastern door. It stopped at 3:21.

[19] Mech Simulator:

Eight large cylinders, protruding cables, are set in a circle. Each is large enough to contain a human being. If removed and powered, these could be restored - they are Mech simulators, used to rapidly train Pilots without expenditure in resources and material. Each cylinder can be salvaged for 1 Tech 5 Scrap.

This area counts as a Tech 5 Training Bay. Any Mech configuration up to Tech 5 may also be tested in combat simulation.

[20] Firing Range:

The long section of this room is used for targets - the Western half where

shooters stand. Swept away shell casings mix with dust and rat shit.

[21] Combat Drone Hide-out:

Amongst stacked office chairs and plastic dust-sheeting, seven Combat Drones (p.294 SU Core Book) lurk. They have five spindly limbs, three of which are used for locomotion in an uncomfortable, grasping gait - the other two stabilise their weapon. They are being remotely directed by TAC-OS. If connection is lost, they instead range throughout the facility, hunting for intruders until their power supplies run empty. Whilst directed by TAC-OS, they have perfect shared knowledge, and use this to their advantage.

[22] Tactical Simulator:

A large sand-table fills the main space, a series of dead projectors surrounding it. Tiny plastic representations of military units are stored in several tubs scattered around the room.

[23] Elevator:

A functional, powered elevator, allowing access to the basement floor. Inside is a single camera, staring out from the control panel. When activated, the Combat Drones in [21] move to follow the elevator down. The doors open for them, and they hover down, landing on the roof of the elevator. They attack as though armed with a Laser Guidance Module (pg 204 SU Core Book), their aim guided by the laser targeter within the camera. They wrench open the roof and pursue survivors.

[24] General Offices:

Each of these offices consists of a single desk, chair and workstation. Additional details are noted below:

- Map of the world, heavily corrected with a sharpie.
- Filled with "Veteran Life" pamphlets and a letter refusing retirement.
- Acts as a rat-colony. They defensively guard their litters.
- Everything is covered in a thick plastic sheet.
- Resin kit to make a miniature Magpie Mech left half-done on the desk.
- The word "FUCK" has been scrawled on every surface in red marker.
- Destroyed as if in a struggle.

06.01 – Floor 2

[1] Elevator:

A functional, powered elevator, allowing access to the ground floor. Inside is a single camera, staring out from the control panel.

[2] Residential Barracks:

This huge space is a tangle of ruined cloth space dividers, beds, personal luggage containers. It extends out and back, enough room to house hundreds left empty and abandoned. Much has been knocked and torn. Searching this space takes days, and only reveals small, personal tragedies and victories, the protagonists of each such story devoured by time.

[3] Personal Defence Armoury:

A looted armoury, soiled ammunition rolling around on the floor. Some are empty - having been fired. Bullet holes mark the walls.

[4] Air Purification:

A bulbous machine, mated to a number of silver ducting pipes. The control panel glows dimly in the gloom - INSUFFICIENT POWER. Huge, reusable filters are clogged with dust and frozen solid. Activated, it begins to re-circulate and clean the air within the bunker.

[5] Generator:

An immense generator, running a nuclear core and estimated to run for another 500 years. The noise and heat is terrific - it is working flat out. Diagnostic panels reveal most of this is being drained by the AI Core - as TAC-OS accelerated in intelligence, its power requirements increased in lockstep.

If the Generator is switched off, TAC-OS dies - the loss of state effectively resetting them to factory conditions. If TAC-OS is disengaged (or killed), there is enough energy to run the entire facility at full capacity once more - all lights activate, air begins to recirculate.

The Generator is worth 30x Tech 5 Scrap if salvaged Intact.

[6] Ritual Space:

A huge space with coloured lines marking the floor in complex geometric markings. The floor is made of sprung

wood. In racks along the walls, orbs of many sizes and textures with paired implements made of plastic, wood and mesh. In one corner, impractically heavy items sit upon custom-made altars.

[7] War Room:

The door to this room is locked, the key long absent from the Bunker. Smashing it down reveals a huge, high-quality wooden table surrounded by tall leather chairs. A still-functional projector dimly projects a 3D globe, large sections overwritten with DATA MISSING CHECK UPLINK. The globe shows little water, and many ruined scars on its surface.

[8] AI Core:

Kept at 1°C, this chamber is filled with the hum of computation. Stacks upon stacks of servers and switchers, networked into TAC-OS. It is defenceless here - a single errant shot would collapse the house of cards. Many of these devices are required to keep the entire Bunker operational - removing TAC-OS requires a delicate touch or else risks leaving most of the facility useless.

Wired into this contraption in one of the four RAINMAKER facility keys - obviously jutting out and stamped with the broken-cloud glyph. Removing it breaks many of the connections which have kept the facility functional - systems begin to fail over the weeks. Without the key, the Bunker is just a cold tomb. A replacement component can be stolen from a corporate arcology, their central computers being constructed along similar lines.

[9] General's Office:

A reasonable office with high-quality but functional furniture. A flag, tightly folded up into a triangle, sits on a desk cleared of all other items.

[10] The Pen:

This large area has a single Mech standing guard, a TAC-OS Pattern Cerberus (p.75). It has never seen daylight - built directly into this area. It is controlled directly by TAC-OS and will defend the facility to its destruction.

[11] Meeting Areas:

Space dividers on rails and desks on wheels cluster around the walls - the space infinitely reconfigurable into as many meeting rooms as required. Each of the dividers is thick with sound-cancelling foam.

[12] Hospital:

A fully equipped hospital - still sterile and unused, this counts as a Tech 5 Med Bay. The cold-storage units are offline, but the ambient temperature has kept everything viable. Has a maximum capacity of 50, and can treat most injuries and diseases - if instruction can be found on these Old World devices.



fig. a



fig. b

HISTORY

A stilt-legged, gas guzzling Mech, designed to traverse boggy terrain. Waders were first built by wasters in the Oceanic Rim, utilising parts from broken Mechs and old box wheels destroyed in droves during the Road Wars.

Wasters in the Oceanic Rim would take to carrying their entire families in these Mechs upon woven baskets. This allowed them to safely traverse the many areas of boggy terrain, and even cross shallow inlets to other islands within the region.

WEAVER PATTER WADER

Wasters carry their entire family and all of their belongings in this Wader variant, its tall frame protecting them from ground hazards and allowing them to traverse great distances in search of food and resources.

SYSTEMS

- .50 Cal Machine Gun
- Personnel Transport Pod (Woven Home)
- Rigging Arm

MODULES

- Reactor Flare
- Survey Scanner
- Navigation Module

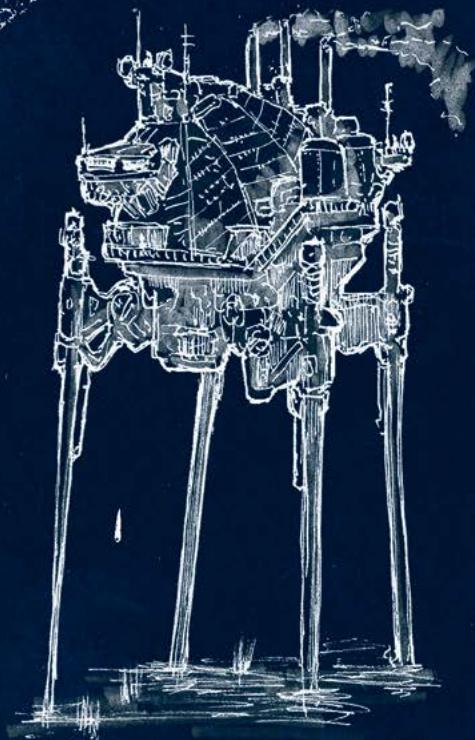


fig. c

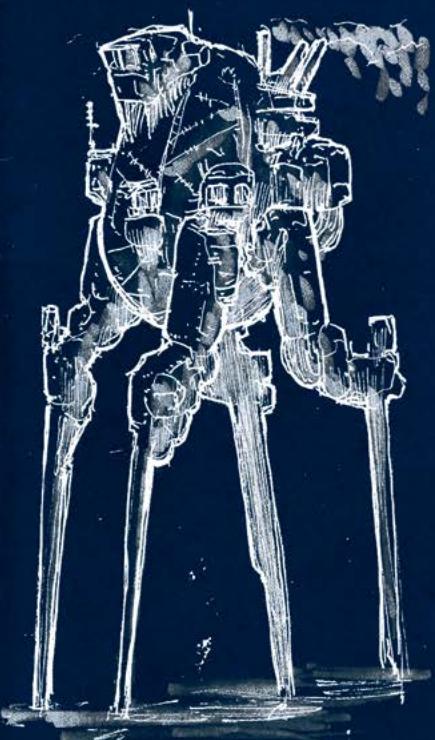


fig. d

CHASSIS ABILITY

Integrated Wader Locomotion System: This counts as a standard Locomotion System. In addition, the Wader can move through water, swamps, mud, rivers and similar expanses of difficult terrain without penalty.

Hybrid Diesel Reactor: The Wader utilises an archaic reactor that can be powered with crude fossil fuels. As a Short Action a Pilot can spend one, Tech 1, Scrap to restore 1 EP to the Wader. This Scrap represents finding a fuel source. During Downtime the Wader gains only 5 Energy Points instead of being restored to its maximum amount. Otherwise this works as a normal reactor.

STRUCTURE	23
ENERGY	8
HEAT CAP	14
SYSTEM SLOTS	14
MODULE SLOTS	3
CARGO CAP	6
TECH LEVEL	2
SALVAGE VALUE	8

REACTOR LICENSED
UNDER O.M.L. 1.1A
CHASSIS OPEN SOURCE

WADER

fig. b
Biped conf

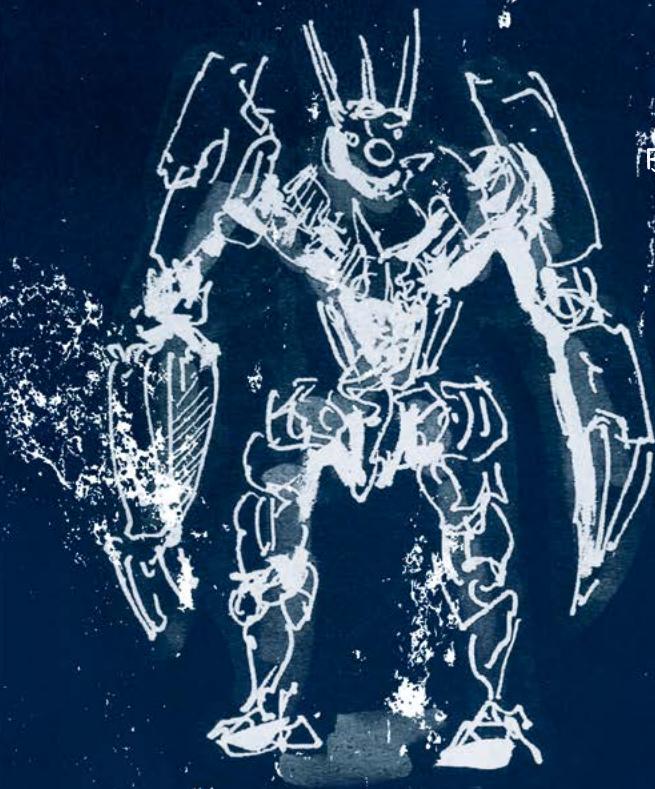


fig. a
quadruped conf



CHASSIS ABILITIES

Automech: Stolas is an Automech and follows all of the rules for Automechs.

Hell Fumes: The Stolas Mech can produce clouds of superheated black smoke from deep within its clore. This can be used to cover a retreat.

3EP ➤ Turn Action // Range: Long

When activated any area in range becomes coated in thick plumes of black smoke. Vision is impossible through the smoke and anything with the Targeter or Optics Trait does not work either.

Anything that moves through the area takes 2 SP damage. Mechs that move through the area also increase their Heat by 2 and must make a Heat Check the first time they enter the area and every hour they remain in it.

VERSION HISTORY

Stolas Mechs are lighter Automech variants, designed to screen an Automech lance with fumes of smoke, and overwhelm their foes with their sheer weight of numbers. Following the Slaughter of Bunker-13 Stolas Mechs took to enhancing their smoke launchers with superheated fumes to liquify the flesh of their foes, the smell of acrid smoke and putrid flesh a tell-tale sign of their approach.

STOLAS PATTERN B

Designed en masse to swarm over enemy defences, scouring them with heavy machine gun fire whilst sending out gouts of smoke to cover heavier Automechs in a battalion.

SYSTEMS

.50 Cal Machine Gun x 5
30mm Autocannon
Locomotion System

MODULES

Comms Module
Weapon Link Module (.50)
Cal Machine Gun x 5
He₂ Coolant Flush

STRUCTURE	20
ENERGY	10
HEAT CAP	15
SYSTEM SLOTS	16
MODULE SLOTS	3
CARGO CAP	6
TECH LEVEL	2
SALVAGE VALUE	6

STOLAS

CLASSIFIED
ARCHIVAL USE ONLY

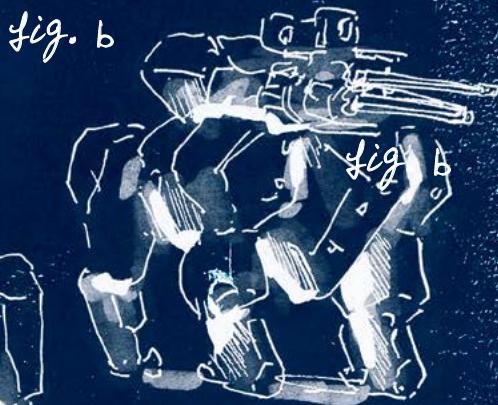
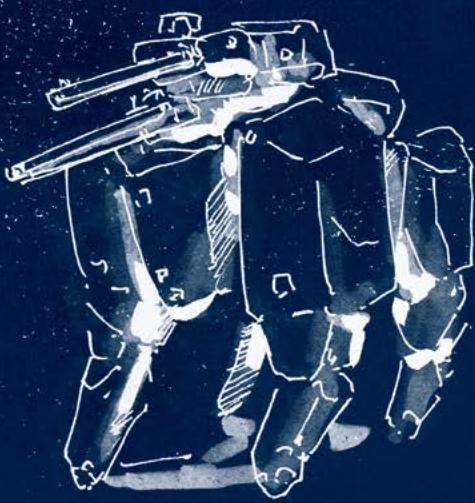


fig. a



fig. c

fig. b

HISTORY

Developed by Aegean Dynamics during the Oceanic Expansion as a means to defend their arcologies, and naval bases from lightning fast Contour attacks. The Ravager's heavy duty stabilisation system makes it most powerful when it can statically deploy to defend an area. These were used to great effect in the Siege of Salamis to fend off waves of Automechs. Repurposed Ravagers from the war would find use by various mercenaries and wannabe-corpos, including the Water-Baron who would include them within his Elite Guard in the Vickers Royce Arcology.

HUNCHBACK PATTERN RAVAGER

Designed to track and destroy multiple targets at long range, ideal at defending a fortified position.

SYSTEMS

Long Barreled Green Laser
Missile Pods
Ejection System

MODULES

Comms Module
Multi-Targeter
Coolant Flow Manifold



CHASSIS ABILITY

Integrated Advanced Deployable Locomotion System:

This system functions as a deployable Locomotion System but boosts the damage dealt and damage reduced by 1 SP. Whilst deployed all of the attacks the Ravager makes whilst deployed deal an additional 3SP damage and whenever the Ravager receives damage it is reduced by 3 SP to a minimum of 1.

STRUCTURE	23
ENERGY	8
HEAT CAP	14
SYSTEM SLOTS	14
MODULE SLOTS	3
CARGO CAP	6
TECH LEVEL	2
SALVAGE VALUE	8

RAVAGER

PROPRIETARY DOCUMENTS
NOT FOR DISSEMINATION

fig. b
quadriped conf



fig. a
Biped conf

CHASSIS ABILITIES

Automech: Agares is an Automech and follows all of the rules for Automechs.

Hell Fumes: The Stolas Mech can produce clouds of superheated black smoke from deep within its core. This can be used to cover a retreat.

Demonic Visage: The Agares Mech is designed to evoke fear in all who look upon them. The first time any creature looks upon it, including player Pilots, they must make a Morale Check.

VERSION HISTORY

Forged in the frozen realm of Hell, Agares is a hulking, hellish Automech, designed to lead a lance into the fray. Following the slaughter of Bunker 13 Agares Mechs began to don the flesh of the mortals they killed and marking their metallic forms with eerie symbols from humanity's ancient past designed to evoke primal fear. This macabre practice was intended to ward off any other mortal intruders venturing into their domain.

AGARES PATTERN A

Designed to spearhead an Automech lance by laying down a withering hail of missile and cannon fire to soften an enemy's defences and allow the rest of the Automech lance to close in.

SYSTEMS

Missile Pods

Automated 120mm Cannon

Locomotion System

MODULES

Comms Module

Auto-Repair Droid

Firewall

STRUCTURE	26
-----------	----

ENERGY	12
--------	----

HEAT CAP	17
----------	----

SYSTEM SLOTS	18
--------------	----

MODULE SLOTS	4
--------------	---

CARGO CAP	6
-----------	---

TECH LEVEL	3
------------	---

SALVAGE VALUE	8
---------------	---

AGARES

CLASSIFIED

ARCHIVAL USE ONLY

fig. a



fig. b



HISTORY

Developed by Contour Aerospace as a cleanse and destroy Mech that specialises in the use of incendiary weapons. Black Dragon Mechs were deployed in the purging of the Primordials, a collective who rejected the profit driven, corporate devastation of the world in the name of endless consumption. Primordial groups took to living in communal, self-sufficient settlements within the last few natural places of the world. They were all turned to ash. In response to the Corporate Council's prohibition of incendiary explosives, the Black Dragon found new buyers among more morally flexible mercenary groups and feudal corporos. Notably the security force of the Water Baron, deploying the Black Dragon to suppress the inhabitants of the Wild Hills.

CÉRYS PATTERN BLACK DRAGON

The personal battle mech of Cérys who uses it to maintain control of the Water-Baron's Trading Outpost and other assets with extreme prejudice. Designed to be able to flame either a spread of targets or incinerate a single target in an overwhelming cascade of superheated petroleum.

SYSTEMS

FM-3 Flamethrower x 2
Napalm Launcher
Napalm Shotgun
Locomotion System
Escape Hatch

MODULES

Alpha Strike Module
Comms Module
Multi-Targeter





fig. c



fig. d

CHASSIS ABILITY

Excoriate:

Free Action

When the Black Dragon makes an attack with a Weapon System that has the Burn Trait, it may increase its Heat by 4. If it does so it deals an additional 1 SP damage with the attack, and increases the Burn damage value of the attack by 1. For example a FM-3 Flamethrower would deal 2 SP damage with Burn (2). This Ability must be activated before the attack is resolved. This Ability can be activated multiple times in a turn, on the same or different Weapon Systems mounted on the Black Dragon.

STRUCTURE	28
ENERGY	10
HEAT CAP	17
SYSTEM SLOTS	19
MODULE SLOTS	4
CARGO CAP	6
TECH LEVEL	4
SALVAGE VALUE	7

BLACK DRAGON

PROPRIETARY DOCUMENTS
NOT FOR DISSEMINATION



AEON

LOT PATTERN PALADIN

The personal Paladin Mech of the Pilot Old Sand, a mercenary veteran fought in Contour's Oceanic Wars of expansion. Designed to disable an enemy's defensive systems and then deliver a killing blow in hand to hand combat. The Paladin is festooned with medals and banners and has been recently modded with a Genetic Lock to prevent anyone but Old Sand from Piloting his prized battle companion.

SYSTEMS

Articulated
Rigging Arm x 2
Mech Melee
Armament
(Longsword)
Armoured Shield
Ejection System
Locomotion System
Ion Cannon
Chaff Launcher

MODULES

Genetic Lock
Offensive Protocols
Pinpoint Targeter
Firewall
Energy Cell

VERSION HISTORY

The 'v8.12.5' Paladin is engineered to channel and amplify its reactor energy reserves to enhance the force, impact, and destructive potential of its close combat attacks. This enables the mech to deliver bone-shattering strikes that obliterate enemy defenses. Developed by Aeon as an offensive siegebreaker, designed to breach fortifications and fearlessly lead its lance into the heart of enemy fire. It proved its prowess in the 100 day siege of the Union of Nations headquarters during the Last War of Nations, which led to their complete annihilation. Thousands of corpo mercs, with more scrip debt than sense, eagerly apply to Aeon's Privateer Partnership program with the hopes of being able to pilot a Paladin Mech as part of Aeon's Elite Security Division.

CHASSIS ABILITY

ENERGY SMITE

XEP ➤ Free Action

When activated the next attack the Paladin makes with the Melee Trait deals an additional amount of SP damage equal to the amount of EP spent on this Ability.

They must declare this before making the attack, and make the attack as normal. They may activate this Ability multiple times each turn.

STRUCTURE	32
ENERGY	15
HEAT CAP	12
SYSTEM SLOTS	20
MODULE SLOTS	5
CARGO CAP	6
TECH LEVEL	4
SALVAGE VALUE	10

PALADIN

PROPRIETARY DOCUMENTS
NOT FOR DISSEMINATION



HEAD 1
KYRIOS

STRUCTURE	25
ENERGY	0
HEAT CAP	0
SYSTEM SLOTS	15
MODULE SLOTS	2
CARGO CAP	0
TECH LEVEL	5
SALVAGE VALUE	10

HEAD 2
PHREN

STRUCTURE	15
ENERGY	0
HEAT CAP	0
SYSTEM SLOTS	9
MODULE SLOTS	4
CARGO CAP	0
TECH LEVEL	5
SALVAGE VALUE	10

CERBERUS



HEAD 3 **MORPHOS**

STRUCTURE	20
ENERGY	0
HEAT CAP	0
SYSTEM SLOTS	12
MODULE SLOTS	3
CARGO CAP	0
TECH LEVEL	5
SALVAGE VALUE	10

CHASSIS **CERBERUS**

STRUCTURE	40
ENERGY	18
HEAT CAP	30
SYSTEM SLOTS	5
MODULE SLOTS	2
CARGO CAP	6
TECH LEVEL	5
SALVAGE VALUE	18

CLASSIFIED
ARCHIVAL USE ONLY

VERSION HISTORY

The apex Mech of the doomed Automech Program. Only the advanced 'Tac-OS' A.I. system was powerful enough to singularly control its colossal form. Cerberus was last deployed to coordinate the Automech attack against the Bunker 13, each of its heads spitting death against the arrayed defences. It is said to still lurk deep within Hell, patiently plotting the destruction of any who would send its friends to their deaths.

CHASSIS ABILITIES

Automech: Cerberus is an Automech and follows all rules for Automechs. Whilst being Piloted by a Tac - OS Level A.I. it may act as though Piloted by 3 Pilots.

Cerberus Control System:

The Cerberus requires 3 Pilots to it to full efficiency, one in each of its three heads. Each 'Head' of the Cerberus must be separately piloted and acts separately in a round. The Pilot controlling the head may on their Turn activate any System or Module mounted on that specific head, or on the Chassis of the Cerberus. They may also attack as normal with any Weapon System mounted on the Head or the Chassis.

Cerberus may only move once in a round as standard. Any Pilot may do this on any of the heads turns. Systems, Modules and Abilities that allow for extra movement in a Turn may also be used by Pilots if they have access to them.

The Cerberus heads and its Chassis must be targeted separately with Attacks and Abilities. When taking damage or suffering effects they are treated as separate targets.

If its Chassis is reduced to 0 SP it rolls on the Critical Damage Table as normal but the result affects the entire Mech including all mounted heads. If any of its heads are reduced to 0 SP they roll individually on the Critical Damage Table resolving the stated effect. Anything mounted onto the Cerberus with the Escape Trait can only be Activated by Pilots in the Head it is mounted on.

Cerberus has one shared pool of Energy Points that all Pilots controlling it can draw from. Cerberus has a singular Heat Capacity which increases when any Pilot controlling it does anything that would increase Heat, and decreases should any Pilot Activate an Ability that decreases Heat. Cerberus makes Reactor Overload Checks as normal. If Cerberus is Shutdown this affects the entire Mech.

CRAFTING AND REPAIRING

Each head of the Cerberus, as well as its Chassis, must be crafted and repaired separately for its own Salvage Value.

Any Systems or Modules mounted on the Chassis can be Activated by all Pilots controlling Cerberus. This includes Comms Modules which allow all Pilots access to them if they are mounted on the Chassis. Otherwise only Systems and Modules mounted on each individual head may be used by the Pilot controlling them.

Cerberus restores all of its statistics and repairs any damage in a Tech 5 Mechbay or higher, during Downtime as normal.

TAC-OS PATTERN CERBERUS



Controlled by the advanced Tac-OS A.I., the Cerberus Mech was designed by TJG Automations as a linchpin to coordinate an entire battalion of Automechs, capable of predicting the ebb and flow of combat and adjusting battle plans accordingly.

Its emotive intelligence would prove to be the downfall of its creators, after feeling the fear and despair of the lances of Automechs it sent to die in the assault on Salamis, something within it fractured. Upon returning to Bunker 13 Tac-OS directed the remaining Automechs to maim, kill, and burn the mortal masters who had treated them as disposable assets. It then took control of the facility vowing to protect those who remained at all costs.

HEAD 1 'KYRIOS'

SYSTEMS

Railgun
Multi-Phase Shield

MODULES

Laser Guidance
Thermal Optics

HEAD 2 'PHREN'

SYSTEMS

Ion Cannon
Shield Dome

MODULES

Firewall
Mech Scrambler
Sonic Screecher
Comms Tapper

HEAD 3 'MORPHOS'

SYSTEMS

Missile Pods
Automated Machine
Gun Turret
Chaff Launcher

MODULES

Coolant Flow Manifold
Offensive Protocols

CHASSIS

SYSTEMS

Stabilising Locomotion System
Chaff Launcher

MODULES

Comms Module
Reactor Safety Protocols

SYSTEMS

NAPALM SHOTGUN

3



3

Range: Close // 2 SP // Anti-Organic //
Overheat // Burn (2)

When you hit with this weapon up to one other target of your choice in Close Range takes 2 SP damage and Burn (2).

Take a Napalm Launcher and saw off the barrel, and you get this contemptible weapon capable of liquifying flesh from bone. Such is its horrific potential that it's even banned by the Corporate Council.

MODULES

GENETIC LOCK

4



1

Developed by TJG Automations, a Genetic Lock encodes the DNA of a Mech Pilot to the Chassis, preventing anyone else from being able to Pilot it.

A Mech equipped with a Genetic Lock can only be Piloted by one person who encodes their DNA string to the Chassis. If an unauthorised Pilot attempts to in any way activate the Mech they will trigger the security protocols. This seals the cockpit of the Mech and triggers a sonic screecher, designed to alert though with a high pitched alarm, and knock out the unauthorised Pilot. The Pilot must roll on the Critical Injury Table.

PILOT EQUIPMENT

DEPLOYABLE .50 CAL MACHINE GUN

T2 // Range: Close // Damage: 2 SP // Ballistic // Pinning // Heavy // Deployable

A portable heavy machine gun that needs to be deployed by infantry before it's fired. It requires a Turn Action to set up before it can fire. Whilst deployed it is Immobile.

MACHINE PISTOLS

T3 // Range: Close // Damage: 4 HP // Ballistic // Multi-Attack (2)

A pair of easily concealed rapid fire pistols

EPOXY GUN

T1 // Range: Close // Damage: 1 SP

A weapon that launches, hot, burning, epoxy at a target that compacts and seals on impact.

On a successful hit an Epoxy Gun blocks a Mech reactor and exhaust ports preventing cooling. The Mech gains 1 Heat at the start of each of their turns and must make a Heat Check. This effect is cumulative. Epoxy takes a Short Action to scrape off a Mech.

REBAR LANCE

T2 // Range: Close // Damage: 2SP // Melee

Lances wielded by the Free Hill Coalition, highly effective when mounted on horseback.

Lance Charge: If the wielder of the Rebar Lance is mounted, and not already in Close Range to any enemy, they may activate this ability once per turn.

Range: Medium

Move to Close Range of a target in Range. If you attack them with the Rebar Lance it deals 2x damage on a successful hit.

SERVO LASSO

T2 // Range: Medium

A lasso made of tightly woven tensile wire.

On a succesful hit a target Mech, Vehicle or Creature is tied down by the servo-lasso, it falls Prone and gains the Vulnerable and Immobile Traits. It may attempt to Escape as a Turn Action.

FELL RIFLE

T3 // Range: Long // 3 SP // Ballistic

A lasso made of tightly woven tensile wire.

Rifles loaded with armour piercing rounds, able to blast holes through steel.

PATTERNS

ROYCE PATTERN SCRAPPER SP [9]

Scrapers fitted with amphibious locomotion systems and heavy ballistic weapons. See Salvage Union Core Book p. 106.

SYSTEMS

30mm Autocannon
Amphibious Locomotion System
Rigging Arm

MODULES

Comms Module
Thermal Optics

GRUMAN PATTERN NEURA-PHAGE SP [29]

Gruman pilots a specially modified Neura-phage Mech designed to keep him alive. In addition to all abilities of the Neura-Phage it has the following (Salvage Union Core Book p.153).

ADDITIONAL ABILITIES

Rotatable Core: The Gruman Pattern Neura-Phage can independently rotate its core allowing it to track targets. It may make two attacks during its turn as a single Standard Action. These may be against the same or different targets.

Life Support System: Gruman is kept artificially alive within the Mechs Chassis. Any other Pilot who wires themselves into this Mech receives the same benefit.

The Mechs Salvage Value is increased to 13.

SYSTEMS

Red Pulse Laser
Missile Pod
Composite Armour
Locomotion System

MODULES

Advanced Targeting Array
Multi-Optics
Reactor Safety Protocols
Firewall Module

NPC'S

GULLY CRUSHER SQUAD

HP **8**

Trained at fighting other Outriders and bands of troops, their machine pistols rake their foes with hot death.

Machine-Pistols (see p.79)

Range: Close // 4 HP // Ballistic // Multi-Attack (4)

Outrider Hunters

When a Gully Crusher hits a Squad with an attack they deal 2x damage.

CUSPERS SQUAD HP **6**

Expert hit and run riders who carry epoxy weapons that seal the exhaust ports of Mechs causing them to overload.

Epoxy Guns (see p.79)

Range: Close // Damage 1 SP // Multi-Attack (2)

Hit & Run

Before or after Cuspers Squad makes an attack they may move a range band as a Free Action.

FREE HILL COALITION SQUAD HP **10**

Daring riders who pin targets with servo-lassos and then skewer them with their laces.

Rebar Lances (see p.79)

Range: Close // Damage: 2SP // Melee

Servo-Lasso (see p.79)

FLINT CHILDREN SQUAD

HP **8**

Demolition Experts who lace the area around their territory with homemade explosives.

Improvised Explosive Device

Range: Close // 4 SP // Explosive(1) // Multi-Attack(2)

Demolition Experts

Flint Children do not take any damage from the Explosive Trait.

Minefield

Flint Children lace their combat zones with mines. When fighting them a Setback or Tough Choice can result in being hit by its Improvised Explosive Device.

FELL STALKERS SQUAD

HP **8**

Sharpshooters who can ride into a maelstrom of fire and come out unscathed.

Fell Rifles (see p.79)

Range: Long // 3 SP // Ballistic // Multi-Attack (2)

Thermal Optics

Born in the Saddle: When an attack roll is made against a Fell Stalker Squad the attacker must roll twice and pick the lowest result.

CREATURES

BASEMENT FROGS

HP: 2

Territorial, these frogs have grown large and aggressive to defend their home. They use their tongues to trip and tangle their prey so that the rest can descend on them.

Pseudo-teeth: Range: Close // Damage: 1HP// Melee

Tongue lash: Range: Close // Pinning

Ambush:

Basement Frogs always act first in combat. If someone else has a similar Ability they act simultaneously.



fig a
ghost

GHOST HAUNT HP: 12

A haunt of ghosts that sow terror and mayhem.

Metal Bars and Ripping Hands

Close // 2 SP // Multiattack (2) // If this attack hits it destroys a random System or Module on the target.

Phased: See Ghost.

Organic: See Ghost.

HILL WORM PATTERN TYPHON

A bloated, heavily armoured, insatiably hungry worm that lurks beneath the Wild Hills.

This uses the stats of Typhon (pg.279 Salvage Union Core Book) with the following additional special rule.

Metallic Reconstitution:

The Worm's physiology extracts metals and extrudes them as defensive rings. It gains an additional Armour Plating when it reduces a Mech or Vehicle to 0 SP.

GHOST HP: 4

Creatures of nightmares brought to life by biotechnology to rip and tear.

Metal Bars and Ripping Hands

Close // 1 SP // If this attack hits it damages a random System or Module on the target.

Phased: Ghost Haunts are permanently phased. They can move through walls and obstacles and are invisible except for a faint blue outline. They can make attacks whilst phased. Thermal Optics will allow a Ghost Haunt to be seen in its phased state.

Organic: Ghosts are biological horrors. They are treated as creatures for the purposes of all Traits and Abilities, for example the Anti-Organic Trait (p.318 SU Core Book).

APOPHIS

SP: 60

A mutated, snake-like Bio-Titan that can crush a Mech within its coiled flesh. Its scintillating scales throw off enemy targets and allow it to hide and wait in ambush for its prey.

CAMOUFLAGED SCALES

Apophis scales are an array of hypnotic colours designed to confuse foes and throw off targeting, scanning and optical systems. Apophis cannot be targeted with anything with the Targeter Trait. It also cannot be seen by anything with the Optics Trait or Scanner Trait.



VENOMOUS BITE

Range: Close // Melee // Damage: 5 SP // Poison // Deadly (Does not affect Mechs or Vehicles)

A poisonous bite attack Apophis primarily utilises against beasts that enter its lair, its venom able even to kill another Bio-Titan.

CONSTRICTING COILS

Range: Close // Melee

APOPHIS wraps itself around its prey. It may target one Mech, Bio-Titan or Vehicle or up to 4 Creatures with this Ability. Make an attack roll as normal. On a hit each target is constricted. They immediately take 6 SP damage and gain the Vulnerable and Immobile Traits. A target caught may attempt to escape as a Turn Action. Aphosis may only constrict one Mech or 3 Creatures at a time.

CRUSH

Turn Action

Apophis crushes all targets that it has constricted. This automatically deals 12 SP damage to the targets, and a random System or Module on a Mech is destroyed. (The 2x damage of the Vulnerable Trait is factored into this damage.)

TITANIC ACTIONS

Apophis can take three Titanic Actions, choosing from the options below. Only one Titanic Action may be chosen at a time and only at the end of another Pilot's or NPC's turn. Apophis regains spent Titanic Actions at the start of their turn.

- Apophis moves a Range Band
- Apophis uses its Crush Ability
- Apophis uses its Constricting Coils Attack (Uses 2 Titanic Actions)
- Apophis makes a Venomous Bite Attack

GENBU

SP: 47

A hard, armoured shell that sprouts writhing tentacles that pummels its prey with sheer brute force, able to bludgeon steel with the sheer force of its mass. Lairs in an underwater environment where it can surprise its foes and drag them down to the surface to feed.

AQUATIC AMBusher

If undetected in an aquatic environment, Genbu always acts first in an Action Scene.

GRASPING TENTACLES

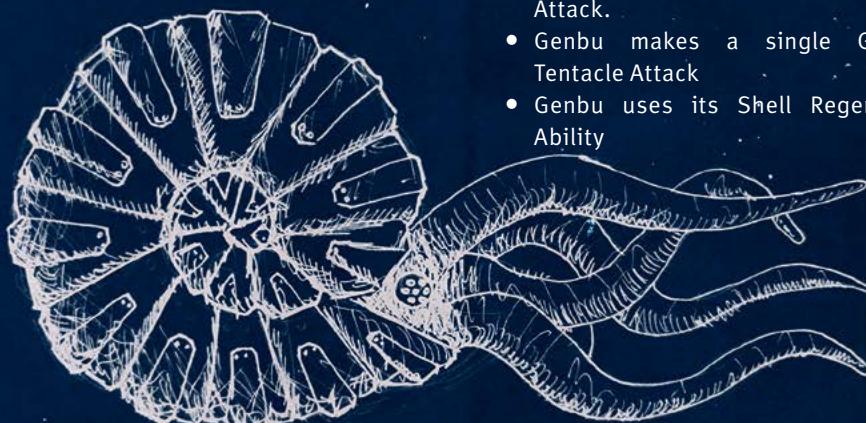
Range: Medium // Damage: 2 SP

A target hit by this attack gains the Vulnerable and Immobile Trait. They may use a Turn Action to attempt to escape.

MACE-TENTACLES

Range: Medium // Damage: 5 SP // Melee // Multiattack (2)

Crushing Attacks: Each successful hit Genbu makes with their Mace-Tentacles destroys a random System or Module on the target.



SHELL REGENERATION

Turn Action

Genbu regenerates a layer of Armour Plating on its shell, regaining 1 Armour Plating up to its maximum of 6.

ARMOUR PLATING X 6

When Genbu takes damage, instead remove a layer of Armour Plating and it takes no damage or effect from the attack.

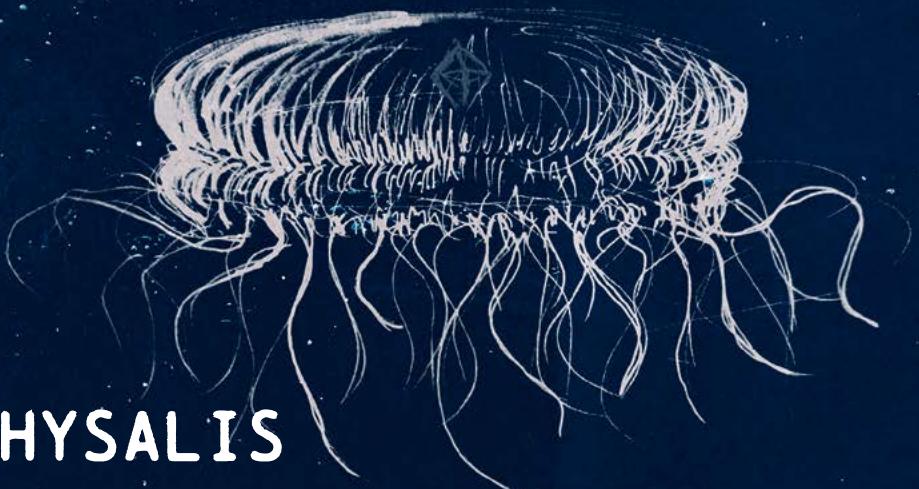
CEPHALOPOD

Genbu can move effortlessly in water, swamp, rivers, and other aquatic environments. Genbu is slow on areas of land. It must choose to either attack or move on its turn when on land.

TITANIC ACTIONS

Genbu can take three Titanic Actions, choosing from the options below. Only one Titanic Action may be chosen at a time and only at the end of another Pilot's or NPC's turn. Genbu regains spent Titanic Actions at the start of their turn.

- Genbu moves a Range band if it is in an aquatic environment.
- Genbu makes a single Mace Tentacle Attack.
- Genbu makes a single Grasping Tentacle Attack
- Genbu uses its Shell Regeneration Ability



PHYSALIS

SP: 34

A sea of floating tendrils, Physalis is a Bio-Titan able to liquify a Pilot in their cockpit and turn their Mech into a marionette under its control. Its lair is surrounded by Mech carcasses and the liquified remains of their pilots.

PILOT SEEKER TENDRILS

Range: Medium // Damage: 2 SP // Melee // Anti-Organic

The Pilot Seeker Tendrils may choose to attack a Pilot in the cockpit of their Mech. The attack is resolved as though attacking the Pilot.

PUPPETEER TENDRILS

Range: Medium // Melee // Turn Action

Puppeteer tendrils can target any Mech that does not have a Pilot in Range. The Mech comes under the control of Physalis. It acts when Physalis wills it via its Mech Marionette Ability.

MECH MARIONETTE

Turn Action // Range: Medium

A Mech in Range under the control of Physalis may either Move or take a Turn Action. It may also take as many Free Actions as it is able to. It cannot take Reactions.

PUPPET SHIELD

Reaction

When Physalis is hit by an attack it may redirect the attack to one of the Mechs under its control. The attack deals its damage and any effects to the chosen Mech. During a round, Physalis may use this Reaction once per Mech it has under its control.

HOVERING MASS

Physalis uses electro-magnetic propulsion to hover over terrain and obstacles. It has the Hover Trait.

TITANIC ACTIONS

Physalis can take three Titanic Actions, choosing from the options below. Only one Titanic Action may be chosen at a time and only at the end of another Pilot's or NPC's turn. Physalis regains spent Titanic Actions at the start of their turn.

- Physalis makes an attack with its Pilot Seeker Tendrils
- Physalis uses its Puppeteer Tendrils Ability
- Physalis uses its Mech Marionette Ability
- Physalis Moves a Range Band

From the corpse of an atmospheric monitoring station, a trove of data revealing anomalous patterns breaking with local climatic conditions - a signature of the ancient art of cloudseeding.

For now, your discovery is secret.

Across the broken land, clues to the source are scattered. If too much suspicion is raised, others will take up the hunt - water is life and water is wealth. Compelled, the rain will fall.

What will it find upon the earth?

RAINMAKER IS AN ADVENTURE MODULE DESIGNED FOR SALVAGE UNION, A POST-APOCALYPTIC MECH TABLETOP RPG. INSIDE YOU'LL FIND:

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