

WE
NEVER
WERE
FIRST

Diogo
Nogueira

A Salvage Union Adventure

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- 01 SALT FLATS
02 ERODED HILLS
03 BOLZA CAMP
04 BASALT FOOTHILLS
05 GEHENNA CANYON
06 CARBON Forest
07 STRIPPED Forest
08 SILT FLATS
09 WASTER CAMP
10 CANYON OASIS
11 FERTILE FOREST
12 Geyser Fields
- 13 VOLCANO
14 MOUNTAIN PASS
15 DHALIA MTN BASE
16 TAR PITS
17+ TRASH LOCUSTS BASE
18 CHIMERIUM Forest
19 Red Mesa

WE WERE HERE FIRST

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CONTENT WARNING :

This module contains body horror and mutation which some readers may find disturbing. We recommend using the Salvage Union Safety Tools on page 12 of the Salvage Union Core Rulebook.

THE RESTRICTED ZONE OF GEHENNA,
an abandoned corner of the world now bought into
stark focus by the riches that fall from the sky.

The CHIMERID METEOR SHOWER

as it has been dubbed was expected to **burn up** in
the atmosphere, but something inside the meteors is
defying all expectations. A mutagen of unprecedented
potence, it sculpts flesh and organic matter into
bizzare and disturbing forms.

Corpos, WASTERS, raiders and salvagers alike have
descended on Gehenna now to salvage what they can; but with heavy
competition, risk of mutagenic exposure and environmental threats,

WILL YOUR CREW MAKE IT OUT ALIVE?

HOW TO USE THIS MODULE

We Were Here First is set in the Arid Steppes. You can insert it into any appropriate area within your campaign.

The Chimerid Meteor shower typically lasts **10–20 weeks**.

Chimerid Meteors land at random in *bursts*. Roll three d20 at the start of the session to determine which areas the Chimerid Meteors land in.

The number rolled corresponds to the area in which the meteor lands on the Gehenna Map. If you roll a 20, **re-roll that die and roll an extra die**.

When a Chimerid Meteor lands in an area, Pilots will receive a **salvage ping** from their Union Crawler showing the location where it has landed.

Pilots will venture into Gehenna to secure salvage and then return to their Union Crawler for Downtime.

Area 01 is the starting area for the initial foray, as well as the area to return to for the Union Crawler. After this, the Union Crawler may deploy and collect Pilots within any explored area of the map.

METEOR ENCOUNTERS

When the Pilots encounter a meteor, roll on the below table to see the situation on their arrival.

20: Pilots arrive at the Chimerid Meteor first, and it is much larger than expected. It has a Supply Value of 2.

11-19: Pilots arrive at the Chimerid Meteor first.

6-10: A random faction wanting to salvage the Chimerid Meteor arrives at the same time as the Pilots.

2-5: A random faction has arrived before the Pilots and has finished salvaging the Chimerid Meteor.

1: The Chimerid Meteor has burned up in orbit leaving nothing to salvage.

CHIMERIUM

Chimerium is an adaptive, bio-organic substance that originates from Chimerid Meteors. It is mutative, able to transform organic substances around it, whether flesh or fauna. It is also radioactive, and the energy inside is a source of power.

Chimerium has the following known uses:

- Chimerium counts as 10 bio-salvage to craft Bio-Chassis, Bio-Systems, and Bio-Modules.
- Bolza researchers are working on adapting Chimerium into an energy source. (See pg. 31)
- The Red Mesa facility uses Chimerium to mutate humans and craft Bio-Tech. (See pg. 55)

CHIMERIUM EXPOSURE TABLE

Chimerium is allegedly safe in short stints, long-term exposure can cause an array of mutations.

If a Pilot is exposed to high levels of Chimerium, they must roll on the table below. They must do this each time they are exposed.

There is no known cure for Chimerium Mutation.

Sakura is developing a cure for Chimerium Mutation, but requires Chimerium Samples to research it. (See pg. 46)

20: You are feeling great. Skip the next test.

119: You are feeling good. Well mostly. Sometimes you get this weird feeling in your teeth and your scalp itches.

610: You are not feeling well. You suffer a Major Injury or may choose to roll once on the Chimerium Mutation Table.

2-5: You are feeling bad. Your scalp is peeling and you are spitting blood and teeth. Roll on the Chimerium Mutation Table. This mutation will develop within a week or during the next Downtime.

1: You have been better. You fall unconscious and your HP is reduced to 0. If you recover you will develop two Chimerium Mutations within 24 hours. Roll twice on the Chimerium Mutation Table.

CHIMERIUM MUTATION TABLE

ROLL THE DIE:

- 20: Your skin peels like a snake and new irradiated flesh grows on you. You no longer suffer negative effects from Radiation.
- 19: Extra digits spawn on your hands, some are vestigial, and others move by your will. It takes time to adjust.
- 18: One of your arms morphs into a bright orange, claw-like appendage, able to crush and lift. Range: Close // Melee // Rigging // Damage: 3 SP //
- 17: Poisonous sores develop over your body. They are wet and sticky to the touch and never stop oozing, anyone who comes in contact with them is poisoned and suffers a Minor Injury. You are immune to poison.
- 16: Rock-like growths develop over your flesh. Increase your Max HP by 2.
- 15: Painful, bulbous growths burst out of your body like wet balloons. They can pop at any sudden jolt causing immense pain which deals 1 HP damage.
- 14: Your larynx distorts. You can produce a beautiful melody that hums at a frequency that only animals can hear.
- 13: Your jaw distends and stretches out into a maw. Your teeth grow jagged. You can make a Bite attack. Range: Close // Melee // Damage: 3 HP // Deadly (Non-Bio-Titan Creatures only)
- 12: Your legs and arms fuse and many more grow out of you. You gain the Climb Trait.
- 11: Your skin takes on a bright, rainbow-like glow.
- 10: An eye sprouts from a random location on your body, hanging from a thin tentacle.
- 09: Your stomach develops a hardened exterior and engorges to bulbous size. Your stomach gains a Cargo Capacity of 3.
- 08: Your tongue elongates to a bizarre length. You can extend it out to Medium Range. You gain the Rigging Trait.
- 07: Your spine gains another 24 bones which protrude from you like a bony tail.
- 06: Your muscles liquify, and your skin takes on a blob-like consistency. Everything hurts. You must choose between taking a Turn Action or Moving on every turn.
- 05: Your skull elongates and distorts, your brain growing in size to accommodate it. You gain 1 Max AP.
- 04: A fleshy face grows from under your stomach. It is not alive, per se, but blinks, coughs, and licks its lips in response to stimuli.
- 03: Your flesh fuses over your mouth making you unable to speak beyond guttural moans.
- 02: Your skin gains a translucent, slime-like complexion. The sun burns you causing you 2 HP damage for each hour you spend exposed.
- 01: You mutate into a Chimerium Beast. Your Pilot is no longer under your control and becomes an NPC.

HARVESTING BIO SALVAGE

Bio-Salvage is referred to in notation As 'B-X'. Bio-Salvage does not have a Tech Level.

You need the Salvaging Trait to salvage Bio-Salvage.

Bio-Salvage can be salvaged from Bio-Titans as well as Bio-Chassis, Bio-Systems, and Bio-Modules.

Bio-Salvage cannot be salvaged from organic sources such as people, fauna, or flora.

Bio-Salvage can be salvaged from Area Salvage spots The Mediator designates as Bio-Salvage areas.

When you salvage Bio-Salvage you gain an amount of Bio-Salvage equal to the Bio-Salvage Value of what you are salvaging.

Each piece of Bio-Salvage takes up 1 Cargo Slot.

Bio-Salvage can be traded for 1 Tech 1 Scrap.

Otherwise this works as per the salvaging rules. [See pg. 248 Salvage Union Core Book]

REPAIRING

BIO-TECH

Bio-Salvage can also be used to repair any Bio-Tech for an amount of Bio-Salvage equal to its Bio-Salvage Value.

For example to repair a damaged Bio-Talon you would need to spend 5 Bio-Salvage.

Spending 1 Bio-Salvage restores 1 SP on a Bio-Chassis.

Both of these actions are a Long Action for Pilots and a Short Action for Mechs and require the Repair Trait.

Otherwise this works as per the repair rules. (See pg. 248 Salvage Union Core Book)

CRAFTING BIO-TECH

- Bio-Tech includes all Bio-Chassis, Bio-Systems, and Bio-Modules.
- Crafting Bio-Tech requires a Bio-Tech Crafting Bay
- Bio-Salvage can be used to craft any Bio-Tech.
- This costs an amount of Bio-Salvage equal to $2 \times$ the Bio-Salvage value of the Bio-Tech. For example, to craft a Bio-Talon which has a Bio-Salvage value of 6 you need 12 Bio-Salvage.
- Crafting specific Bio-Tech requires either access to that Bio-Tech or a Blueprint.
- Otherwise this works as per the crafting rules. (See pg. 248 Salvage Union Core Book)

BIO-CRAFTING BAY

- Pilots may upgrade their Union Crawler Crafting Bay with a Bio-Crafting Bay which allows them to craft Bio-Tech. This costs 10 Bio-Salvage and 5 Tech 1 Scrap.
- Other Bio-Crafting Bays may be found whilst playing.

BIO-CHASSIS

Bio-Chassis requires the Pilot to hook themselves up physically to the Bio-Mech. There are many different ways this can be done, tendrils and wires, amniotic sacs, electrodes, and harnessing. The exact details are up to the players and the Mediator to determine.

A Bio-Chassis fully restores its SP, EP, and reduces its Heat to 0 during Downtime.

Bio-Chassis can install both standard and Bio Systems and Modules.

Bio-Chassis roll on an alternate Bio-Chassis Damage Table (see pg. 78) when they are reduced to 0 SP.

Bio-Chassis roll on an alternate Bio-Chassis Overload Table (see pg. 79) when they fail a Heat Check.

Otherwise Bio-Chassis operate as a standard Mech.

BIO-SYSTEMS AND MODULES

Unless otherwise stated in their entry, Bio-Systems and Bio-Modules can be installed on either Bio-Chassis or standard Mech-Chassis.

Some Bio-Systems and Bio-Modules will have different effects based on whether they are installed in a Bio-Chassis or a Mech-Chassis.

Chimerium beasts

liquify in

. In the event of flesh fusing

rock-like growths

s adipose tissue

translucent slime

protein-based

APPROVED

Chimerium Cell

Module

Reaction

T2

1

1

When you activate this Module your Mech gains 1d20 Energy Points. If this would put your Mech over its Energy Point Maximum increase your Mech's Heat by the excess amount. Once activated this Module is destroyed. Requires 1 Chimerium to Craft.

Chimerium Beast Companion

The Mastermind has developed bio-technology that allows a Pilot to build a symbiotic relationship with a Chimerium Beast whilst it is in its growth phase.

HARVESTING CHIMERIUM

The Mastermind will offer this procedure to friendly Pilots in exchange for 10 Chimerium.

Bonding with a Chimerium Beast within its growth chamber is done during Downtime, after you will gain it as a companion.

Generate it using the Chimerium Beast table. You will be able to communicate with the Chimerium Beast. It will be friendly towards the you and follow commands within reason, they are still their own sentient being.

You may only have one Chimerium Beast companion at a time; it acts independently of you in the turn order. If the it is slain the you may pay 10 Chimerium to regrow it in a growth chamber as long as you have access to its remains.

When harvesting Chimerium from an area marked as a Bio-Salvage spot use the **Area Salvaging** rules as normal. For each Bio-Salvage harvested from the area roll a d20. On the roll of a 20 that Bio-Salvage counts as 1 Chimerium.

1 Chimerium takes up 1 Cargo Slot.

Chimerium can be traded as Tech 6 Scrap on the Union Crawler. Some factions may pay $\times 2$ as much as this or more.

When harvesting from a Chimerid Meteor you gain Chimerium. It takes a Mech a Short Action to harvest from one and a Pilot a Long Action.

It costs 1 EP or 1 AP to harvest from a Chimerid Meteor and your Mech or Pilot must have something with the Salvaging Trait. Each Chimerium Meteor may only be harvested once.

ROLL THE DIE:

20: You harvest 5 Chimerium from the Meteor.

11 - 19: You harvest 3 Chimerium from the Meteor.

6 - 10: You harvest 2 Chimerium from the Meteor.

2 - 5: You harvest 1 Chimerium from the Meteor.

1: There is no Chimerium to harvest.

CHIMERIUM MUTANT ABILITIES

Any Pilot who is friendly with Red Mesa may undergo Chimerium Mutation.

This takes 1 week of Downtime. During this time they undergo surgical and biologic transformation at the Red Mesa Facility. They are still limited to 10 Pilot Abilities as normal, but may use this tree in addition to any Core, Advanced, or Hybrid Ability Tree they have access to. In addition, this costs an amount of Chimerium noted in each entry.

CHIMERIUM MUTANT CORE ABILITIES

1. Chimera Mutation Stage 1 (2 Chimerium)

The subject's body takes on a red, purple, or pink hue. Any unwanted Chimerium Mutations are cured. The subject gains a Chimeric mutation. Roll once on the Chimerium Mutant Ability Table.

2. Chimera Mutation Stage 2 (4 Chimerium)

Numerous chimera mutations form on the subject. Roll twice on the Chimerium Mutant Ability Table.

3. Chimera Mutation Stage 3 (8 Chimerium)

The subject mutates into a Chimerium Mutant. Roll three times on the Chimerium Mutant Ability Table.

CHIMERIUM MUTANT LEGENDARY ABILITY

Chimera Mutation Stage 4 (16 Chimerium)

The subject mutates into a Chimerium Beast, but one with enough innate ability to have free will over their actions. The subject gains 4 random mutations from the Chimerium Beast Table. The Subject's Hit Points become Structure Points and they gain an additional d20 Max SP.



CHIMERIUM MUTANT ABILITY TABLE

Abilities rolled twice may double their effects.
If not applicable, re-roll.

ROLL THE DIE:

- 1-2: Chimeric Weapon: A mutated weapon forms on the subject. Range: Close // Melee // Damage: 4 SP
- 3-4: Chimeric Glands: Chimeral adrenal boosting glands form in the subject's body. Once every 10 minutes they can move and take an additional action on their turn.
- 5-6: Chimeric Exoskeleton: Hardened Chimerium plates form on the subject's body. They increase their HP by 4 and no longer suffer from the effects of Radiation.
- 7-8: Chimeric Vision: The subject's eyes take on a serpent-like appearance. They gain Thermal Vision.
- 9-10: Chimeric Acid Sacs: The subject can spray caustic acid from liquid sacs that grow upon their throat. Range: Medium // Damage 3 SP // Explosive (1)
- 11-12: Chimeric Camouflage: The subject can lower their body temperature to make them appear as inert matter. The subject cannot be detected or seen by Scanners or Optics, or targeted by Targeters.
- 13-14: Chimeric Regeneration: The subject's blood can rapidly clot. They recover 2 HP at the start of each turn if they have been injured.
- 15-16: Chimeric Neuropathy: The subject's brain mass expands and evolves. They can communicate telepathically. Communication is one way unless someone has a similar mutation or equivalent, such as a Neuralink Module.
- 17-18: Chimeric Tunnelling: The subject's body elongates and they grow sharpened tunnelling claws. They gain the Burrower Trait.
- 19-20: Chimeric Wings: The subject sprouts wings. They gain the Fly Trait.



LANCE FORMATION

Alpha Pattern Impaler (Piloted by Lance Leader 'Messiah')
Gladiator Pattern Brawler
Contour Pattern Hussar
Aeon Pattern Aegis

BOLZA CORP 1ST LANCE

Led by 1st Lance Leader 'Messiah', (Expert Pilot) these are the finest BOLZA has to offer, and they know it. Deployed when losing is not an option. Indoctrinated into the BOLZA ideals they follow orders to the letter, and they will not quit.

GOALS

Their objective is to secure Chimerium Meteor sites for salvage and destroy all opposition.

ASSETS

The best equipment, intelligence, and training that BOLZA has to offer.

WEAKNESSES

Arrogant and overconfident as they have never lost. Easily baited.

Overlooked for the coveted 1st Lance position, 2nd Lance Leader 'Anton' (Expert Pilot) is furious they were not chosen.

GOALS

Beat 1st Lance by securing more Chimerid Meteors, will do anything to achieve this even if it is not by the book.

ASSETS

They are still well equipped with BOLZA support. They have lighter load outs which makes them more responsive and flexible.

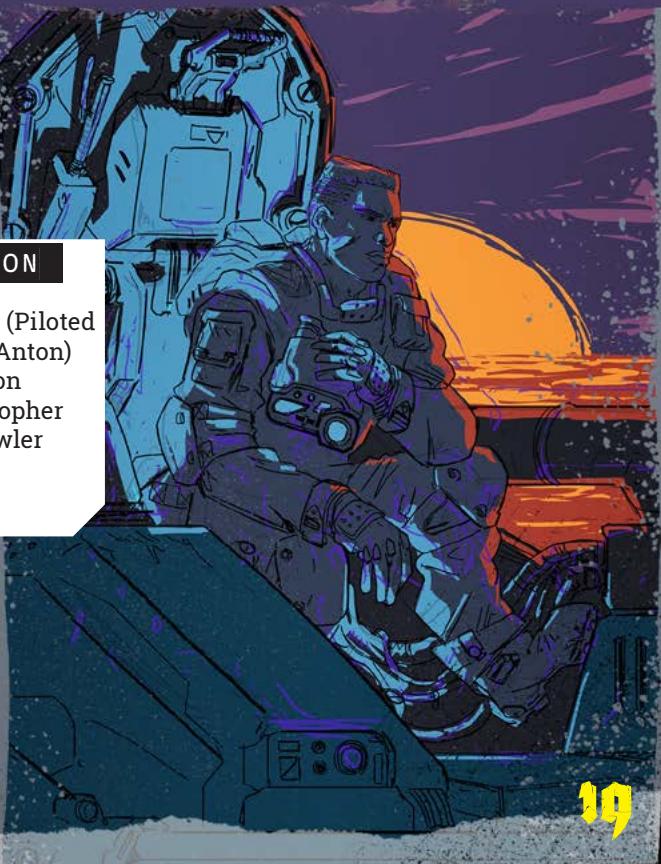
WEAKNESSES

Hyper focused so they could miss the bigger picture, and can be manipulated in this way.

BOLZA CORP 2ND LANCE

LANCE FORMATION

Delta Pattern Impaler (Piloted by 2nd Lance Leader Anton)
Stitcher Pattern Photon
Longsaddle Pattern Gopher
Rifleman Pattern Brawler





LANCE FORMATION

Bastion Pattern Atlas
Boom Pattern Jackhammer
Mech-Tech Pattern Magpie
Reclaimer Pattern Mirror Ball

BOLZA Logistics Corps

The logistical arm of the BOLZA operation responsible for resupply and recovery operations. They are not combat trained and are less indoctrinated into BOLZA ideals. Led by 'Foreman' of the crew 'Weaver'.

GOALS

Get the job done and get back home to their families. Some are looking for a payday and might look to do some skimming. Most know this is a bad idea.

ASSETS

All the transport, repair, and support mechs in the BOLZA force. They also control access to the Chimerium storage facility at the BOLZA Camp.

WEAKNESS

Not being as loyal to the corpo they can be bought, provided they will be safe. That said, it is a big ask. Better the devil you know.

A professional and discreet wet work team on a black ops assignment to Gehenna. Led by Lance Leader 'Moto' (Expert Pilot)

GOALS

Fed with information from a Stefanus data auction, they know about Red Mesa Facility and BOLZA Encampments in the area.

Their objectives are:

- Gain Chimerium samples to engineer a cure to Chimerium Mutation they can leverage.
- Prevent BOLZA Chimerium Energy ambitions by assassinating Exec Petro.
- Commit industrial sabotage on Red Mesa and BOLZA operations to slow down their research ambitions.

ASSETS

A high tech lance as well as detailed information on Gehenna and its inhabitants.

WEAKNESS

Isolated and small in number. If BOLZA were to find out about their plans and location, they would very quickly find themselves removed from the equation.

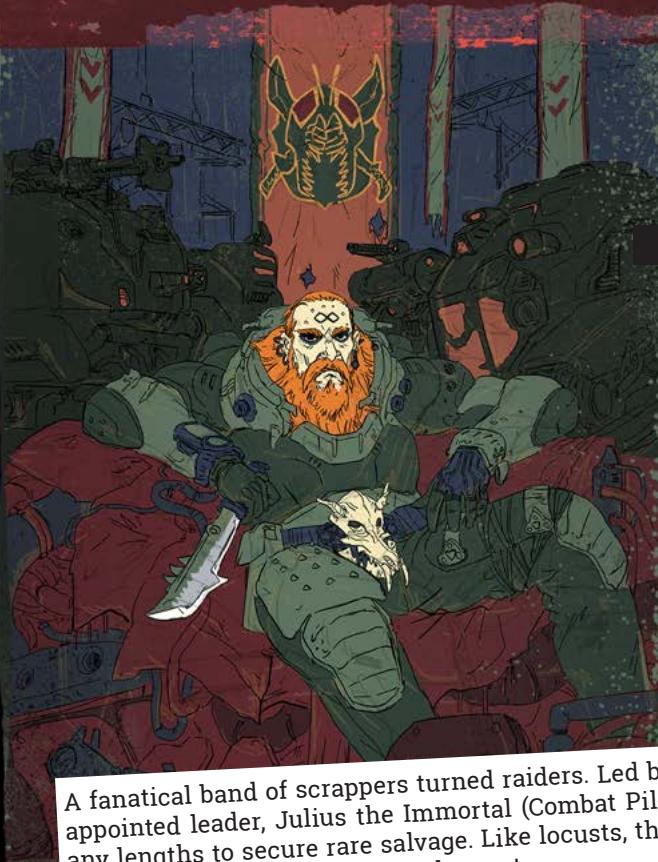
LANCE FORMATION

Sakura Pattern Eidolon
Sakura Pattern Solo
Stefanus Pattern Mantis
Terminator Pattern Consul



SAKURA 78TH LANCE MSD

TRASH LOCUSTS



LANCE FORMATION

Throne Pattern Atlas
Buzzard Pattern Mazona x 2
Fighting Box Wheel x 4
Rotorcraft (Raider Band x 1 inside)

A fanatical band of scrappers turned raiders. Led by their newly appointed leader, Julius the Immortal (Combat Pilot). Will go to any lengths to secure rare salvage. Like locusts, they strip areas bare of salvage and move on to the next.

GOALS

The Chimerid Meteor swarms are a golden prize for their new leader Julius, who is looking to make a name for himself. They will be looking to smash and grab as much as they can and get to a new area before they suffer too much heat.

ASSETS

There are a lot of them and they are not afraid of a fight. Their tactics are ruthless and unorthodox.

WEAKNESSES

Their Mechs are low-tech and scrappy, and they insist on using cumbersome box wheels. They have a loose chain of command held together by fear and are prone to infighting.

A pseudo-religious organisation which worships meteors as living embodiments of ancient gods. Cult members view the Chimerium as a holy substance that allows them to commune with these entities.

GOALS

Harvest Chimerium and use it to craft Bio-Chassis to aid the highest of their ranks, known as 'The Family', on the path to ascension. Current 'family' members, the de facto leaders of the cult, are Father Chatterer, Lady Seed, and The Anointed One.

ASSETS

Wide variety of bio-enhanced Mechs. Lack dedicated Bio-Chassis. Significant numbers of faithful that can grow through proselytising to other wastelanders.

WEAKNESSES

Their fanatical devotion can lead to witch hunts within the cult. Their Mechs are in ropey condition from over modification and a lack of dedicated engineers.

LANCE FORMATION

Mutant Pattern Thresher × 2
Experimental Bio-Pattern Impaler
Acid Spitter Mule
Wastelander Squad × 2

CHIMERIUM CULT



The former workers and subjects who lived and worked in the Red Mesa Facility. Mutated over the decades by Chimerium and the machinations of The Mastermind, a Cortex Bio-Titan. Require Chimerium to survive.

GOALS

They follow the will of The Mastermind who desires living subjects to continue its Chimerium experiments. The Mastermind is inventive in gaining a hold of such subjects and will do so through promises of power and when failing that force.

They further wish to collect as much Chimerium as possible for The Mastermind in return he provides them protection and a ration of

Chimerium which they need to survive.

RED MESA MUTANTS

ASSETS

They know how to utilise Chimerium to create Bio-Tech. Their lances contain numerous Bio-Chassis and mutated warriors.

WEAKNESSES

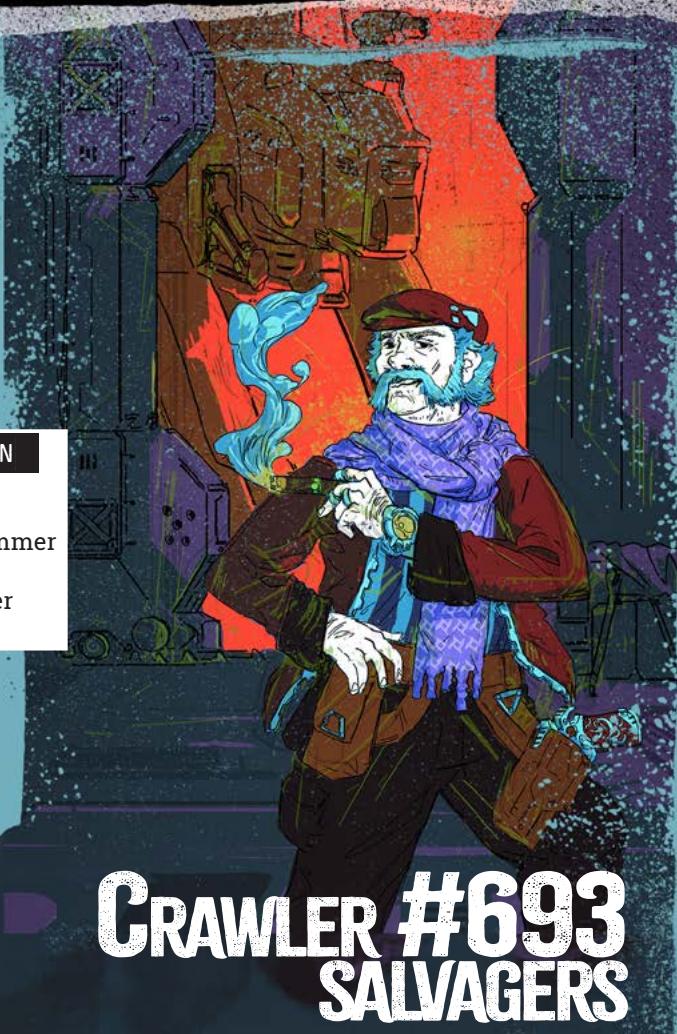
Many of the Chimerium Mutants quietly resent The Mastermind and there are whispers of uprising and rebellion. The reliance on Chimerium for survival means the Chimerium Mutants cannot stray too far from the plateau lest they run out of their supply.

LANCE FORMATION

Mutant Pattern Thresher
Harvester Pattern Scuttler
Screecher Pattern
Stormterror
Chimerium Mob

LANCE FORMATION

Scrap Flinging Mazona
Thatcher Pattern Jackhammer
Maggie Pattern Magpie
Longsaddle Pattern Gopher



CRAWLER #693 SALVAGERS

A Union crawler dispatched to the area. Led by Union Rep 'Silver'. Friendly, but competitive. Union regulations dictate that the first who get to a salvage site have the claim.

GOALS

Looking to claim as much salvage as possible, they are happy to work and coordinate with other Salvagers and Wasters.

Silver has a history with BOLZA, they screwed him out of a salvage job and left his entire team for dead. He has a hateful desire to enact his revenge against them.

ASSETS

Crawler #693 is a fully equipped Tech 3 Exploratory Union Crawler.

WEAKNESSES

Their hatred towards BOLZA means they will fight them even when outgunned. This will bring more heat down on those that work with them.



An opportunistic band of traders who ply wares between waster and corpo settlements. Led by a savvy smuggler by the name of 'Gen' and her second in command, 'Buck', who wants to hunt big Bio-Titan game.

GOALS

Capture a Bio-Titan or Chimerium Beast alive to sell to the highest bidder. Salvage as much Chimerium as possible and hoard it to sell later at inflated prices.

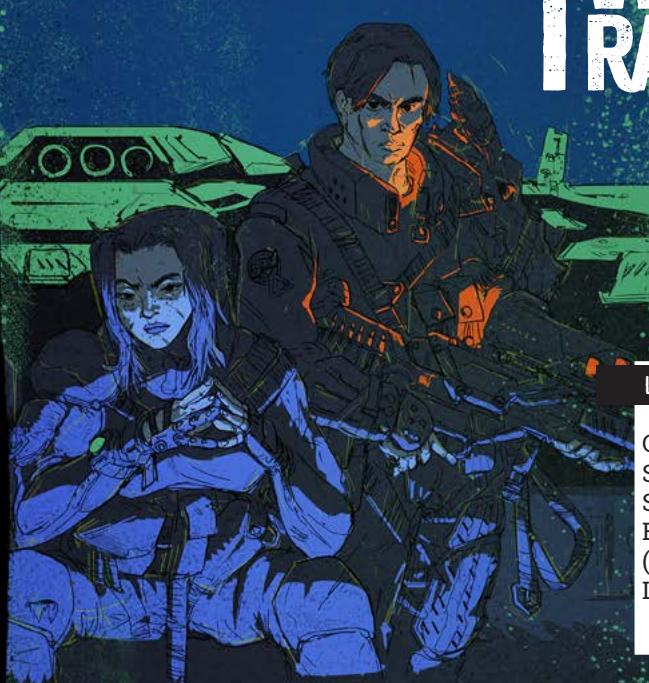
ASSETS

Well armed, including with Black Market Tech. This includes a Corrupted Neuralink Module which 'Gen' is not afraid to use to gain intel. They are well informed on the local landscape due to their trade networks and have no qualms about working with corpos.

WEAKNESSES

Though well armed, they will shy from a fight. They prefer negotiating, interrogating, or if force is needed, hiring muscle. They're here to make bank, not get killed, or worse, lose their assets.

'WOLF Z' TRADERS



LANCE FORMATION

Osiris Pattern Forge
Smuggler Pattern Solo
Scrounger Pattern Sestra
Escort Pattern Aegis
(Carries a back up Napalm Launcher)

A large nomadic band of wasters who have assembled thanks to rumours of rare riches in the hills and canyons of Gehenna.
Led by Sal, a hardened waster and leader by necessity, not choice.

GOALS

Salvage as much Chimerium as possible and sell it for more basic goods to keep their band alive.

ASSETS

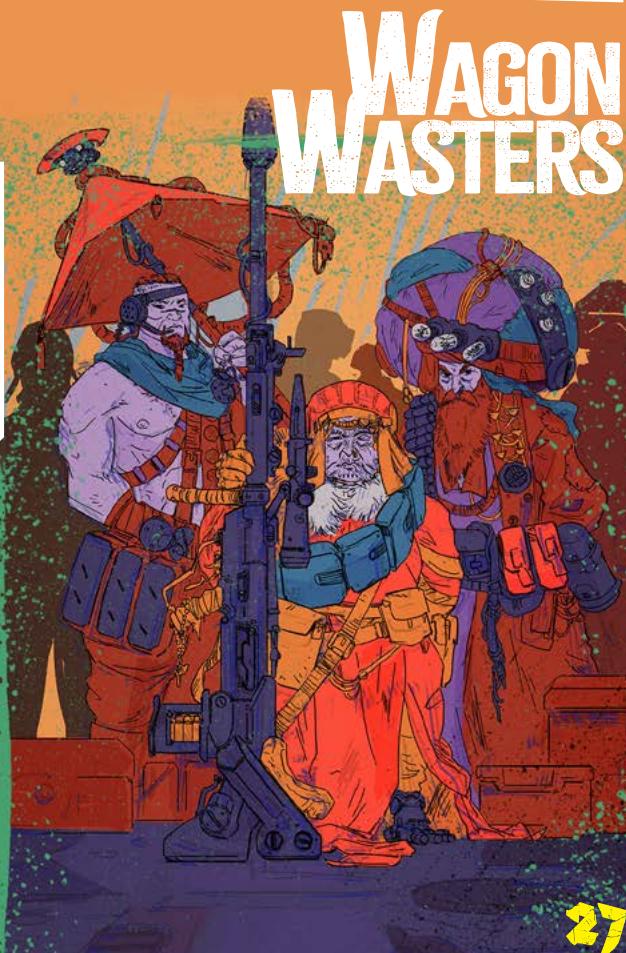
They are many in number and more arrive each day. They will work with anyone, though they are more suspicious of corpos than most. Often underestimated, they still put the weapons they do have, to good use.

WEAKNESS

Poorly equipped, they are a ragtag bunch. Being nomadic, they have brought their families, their children, and the sick and old with their band. Many are weak and need support, so do not pose much of a threat militarily.

LANCE FORMATION

Shepherd Pattern Thresher
Crusher Pattern Mule
Settler Pattern Spectrum
Leaky Pattern Scrapper
Waster Squad x 2



FACTION ENCOUNTER TABLE

Roll on this table when the Pilots encounter another faction in Gehenna. For example at a meteor site, when travelling between locations, or when appropriate in play.

ROLL THE DIE:

1-2

Bolza Corp 1st Lance

3-4

Bolza Corp 2nd Lance

5-6

Bolza Logistics Corps

7-8

Sakura 78th Lance MSD

9-10

Trash Locusts

Chimerium Cult

11-12

Plateau Folk

13-14

Crawler #693 Salvagers

15-16

'Wolf Z' Traders

17-18

Wagon Train Wasters

19-20

SALVAGE CACHE TABLE

ROLL THE DIE:

20

A Chimerium Meteor

19

An Impaler Mech
Chassis

18

A Cranium Bio-Chassis

17

A Scuttler Bio-Chassis

16

A Super-Sonic Screecher
Bio-System

15

A Fleshripper Bio-Chassis

14

A EDG Alpha
Bio-System

13

An Acid Cannon
Bio-System

12

A Bio-Maw Bio-System

11

A Bio-Talon Bio-System

10

A Stormterror Bio-Chassis

09

A Regeneration Glands Module

08

An Olfactory Glands Module

07

A Bio-Wings Bio-System

06

A Mutant Pattern Thresher

05

An Acid Spitter Mule

04

A Chimerium Harvester System

03

5 Chimerium Salvaging Tools and
5 Bio-Scanners

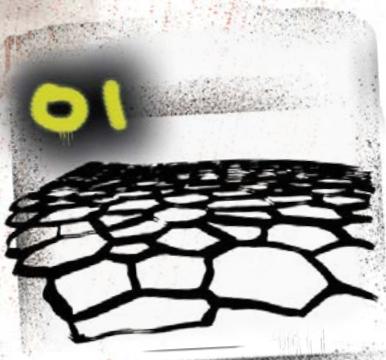
02

5 Bio-Rifles

01

d20 Bio-Salvage

01 SALT FLATS



AREA ENCOUNTERS:

ROLL THE DIE:

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

11 - 19 : The area is safe for now.

6 - 10 : Roll on the Faction Encounter Table

2 - 5 : A Waster Wagon caravan moves through the area.

1 : A BOLZA Patrol intercepts the Pilots. Randomise between 1st and 2nd Lance.

AREA CONDITIONS:

DAZZLING LIGHT:

The sun reflecting off the bright white salt causes electronic interference. Systems and Modules with the Optics or Targeter Traits are inoperable.

AREA DESCRIPTION:

A wide basin cuts through the surrounding mountains. Water used to flow through here, but has long since dried up, leaving only the residual salt behind. Crawler tracks drag through the pristine white surface denoting the paths leading into Gehenna.

BOLZA patrols operate in the area as do waster caravans, risking the route through Gehenna to save on valuable fuel and time.

SALT QUAGMIRES:

The layers of salt crust conceal deep quagmires of mud large enough to engulf mechs. Mechs caught in these are Vulnerable and cannot move until they escape or are pulled free. Each turn they are stuck, they sink further, taking 2 SP damage and damaging a random System or Module.

O2 ERODED HILLS

AREA ENCOUNTERS:

ROLL THE DIE:

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

11 - 19 : The area is safe for now.

6 - 10 : Roll on the Faction Encounter Table

2 - 5 : A hoard of d20 Shale Racers launch a ferocious attack.

1 : Scylla the bio-titan, on the hunt for a mechanical or fleshy feast, launches an attack. (See Salvage Union Core Book pg. 276)



AREA CONDITIONS:

SHALE AND SCREE SLOPES

This area is Difficult Terrain, travel is gruelling.

AREA DESCRIPTION:

A rugged landscape of jagged rocks and scree slopes, leading towards tall cliffs. The shrill shrieking of Shale Racers echoes from the horizon. Ruined mech carcasses lie hidden between rocks in the cliffside.

A pack of d20 Shale Racers lurk within the slopes, attacking mechanical and organic foes.

SHALE RACER

Winged, mutated, bio-organisms that lurk on cliff tops.

SP: 2

Rending Bio-Claw

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

Successful hits with this attack damage a random System or Module on a Mech.

They cause a Minor Injury to creatures.

Fly

Bio-Salvage: 2

03 BOLZA CAMP

AREA ENCOUNTERS:



ROLL THE DIE:

- The Pilots find a Salvage Cache. Roll on the Cache table.
- | | |
|-----------|-------------------------------------|
| 20 : | The area is safe for now. |
| 11 - 19 : | Roll on the Faction Encounter Table |
| 6 - 10 : | Bolza 2nd Lance resupplying. |
| 2 - 5 : | Bolza 1st Lance resupplying. |
| 1 : | Bolza 1st Lance resupplying. |

AREA CONDITIONS:

Dry, calm, arid, and on high ground.

AREA DESCRIPTION:

A series of prefabricated cabins surround a group of 3 Carrier Mechs acting as impromptu Mech bays.

4x Kombu Pattern Terra Mechs stabilise the atmosphere.

6x Chimerium Harvester Pattern Thresher Mechs harvest mutated Chimerium growth from the surrounding forest. Chimerium is piled around the camp ready for shipping.

BOLZA security is high; neutral parties can expect to be stopped and questioned; antagonistic parties will be shot on sight.

STATIC FORCES

- | | |
|-------------------------------|---------------------------|
| • Rifleman Pattern
Brawler | • Machine Gun Turrets × 2 |
| • Contour Pattern Hussar | • Green Laser Turret × 2 |
| | • Missile Turret × 2 |
| | • Riflemen Squad × 4 |
| | • Missile Squad × 2 |

Bolza Logistics Corp camp here when not out on a mission.

Bolza 1st and 2nd Lance resupply and plan their forays here. They will return to defend the camp.

AREA SALVAGE :

Tech 3 // Supply 8

Requires base to be stripped.

Three central prefabricated cabins contain the following:

LOGISTICS CENTRE

The heart of the Bolza Operation. Led by Exec Petro and a small logistics team under his command. Contains a Radome System, Firewall Module, Comms Module, Survey Scanner, and many other logistical and operational tools.

Exec Petro is the main man in charge of the entire operation and everyone reports to him.

BARRACKS

Bolza troops and pilots rest, eat, and equip themselves here. Led by Squad Commander 'Sword' (Expert Pilot).

Their armoury is well stocked with weapons, tools, rations, and equipment. Any Tech 1-3 Pilot Equipment can be found here.

MECH-TECH BAY

Bolza field supply and logistic corp teams work from here, supported by Carrier Mechs. Hundreds of workers, engineers, and ground salvage teams make up the bulk of the base's personnel.

Chief Engineer Thorn is in charge of the engineering and salvager teams. He has been working on a method to transform Chimerium into an energy source and is looking for Pilots willing to field test the results. He will trade 1 Chimerium Cell Module for 2 Chimerium to any Pilot he views as friendly to Bolza.

CARGO STATION

The bulk of harvested Bio-Salvage as well as scrap and other produce is stored here ready for transport. If salvaged 2d20 Bio-Salvage and 1d20 Tech 2 Scrap can be found as well as any other gains BOLZA have claimed.

Supplies are transported from this area back to Bolza territory by Mule teams with a BOLZA Lance escort every 1-2 weeks.

INCINERATION PITS

On the outskirts of the base, vast pits dug into the ground filled with petro-chemicals and not infrequently, screaming. Used to incinerate BOLZA workers infected with Chimerium Mutation as well as anything the corpo views as a waste product stemming from the operation.

04 BASALT FOOTHILLS



AREA ENCOUNTERS:

ROLL THE DIE:

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

11 - 19 : The area is safe for now.

6 - 10 : Roll on the Faction Encounter Table twice.

2 - 5 : Roll on the Faction Encounter Table three times.

1 : 'Wolf Z' traders are in a trade negotiation turning hostile with another faction. Roll on the Faction Encounter Table to determine which.

AREA CONDITIONS:

The narrow ravines and gullies force movement in this area to be mostly in single file whilst in Mechs. There are many prime spots to set up traps and ambushes.

AREA DESCRIPTION:

Tall basalt monoliths protrude from the ground like a thousand needles, creating a labyrinth of narrow ravines and gullies. Waster caravans are common here, skirting the edge of Gehenna. BOLZA patrols operate in the area as do waster caravans, risking the route through Gehenna to save on valuable fuel and time.

A cone shaped, obsidian monolith stands roughly in the centre of the foothills. This marks a gathering spot. There is a 'friendly' agreement that this is a safe spot where any faction in the area can meet up to trade and share information.

05 GEHENNA CANYON

AREA ENCOUNTERS:

ROLL THE DIE:

- 20 :** The Pilots find a Salvage Cache. Roll on the Cache table.
- 11 - 19 :** The area is safe for now.
- 6 - 10 :** Roll on the Faction Encounter Table
- 2 - 5 :** Scylla is in the midst of attacking another faction in the area. Roll on the Faction Encounter Table to determine which.
- 1 :** Scylla launches an aggressive ambush on the Pilots.



AREA CONDITIONS:

Muddy ground makes navigation difficult. The area is Difficult Terrain.

Polymer webs criss-cross the canyons at intervals. They are sensitive to vibrations and any interaction will break them causing them to immediately coil as the tension is released. This traps anything nearby and pulls it up into the canopy of webbing above. Targets hit are Immobile and Vulnerable. The resounding snap draws the attention of Scylla.

AREA DESCRIPTION:

Gehenna Canyon is wide and deep. At one time, a raging torrent would have flowed along its floor. Now it is a slow trickle of muddy ooze. A path runs along the creek, well trodden by caravans seeking the shortest route through Gehenna.

A Scylla Bio-Titan has made its lair here. (See Salvage Union Core Book pg. xx) It has adapted to produce large, polymer webs capable of ensnaring and constricting Mechs.

AREA SALVAGE:

Tech 3 // Supply 4

The web canopies hold a gooey mess of discarded and crushed mechs and parts that Scylla has no use for.

06 CARBON Forest



AREA ENCOUNTERS:

ROLL THE DIE:

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

11 - 19 : The area is safe for now.

6 - 10 : Roll on the Faction Encounter Table.

2 - 5 : Bolza Logistics Corps, on a salvage run to test the conditions of the area.

1 : Chimerium Cult, risking the burning to harvest the Chimerium in the area.

AREA CONDITIONS:

ASH STORMS:

Thick black clouds of superheated ash and debris swirl in the air. Visibility is limited to Medium Range. Mechs in this area gain $2 \times$ Heat. Pilots and Mechs take 1 SP damage for each hour they remain without protection. Mechs must make a Heat Check every hour.

AREA DESCRIPTION:

Charred remnants of a bristlecone pine forest, torched by BOLZA to make Chimerium harvesting operations easier in the area.

They intend to wait out the storm (d20 weeks) before sending in a salvaging team to strip the area.

AREA SALVAGE:

Bio-Salvage // Supply 8

Buried in great pits here are the mutated corpses of failed Chimerium experiments by Red Mesa Researchers. They are ripe for bio-salvaging

07 STRIPPED FOREST

AREA ENCOUNTERS:

ROLL THE DIE:

- 20 : The Pilots find a Salvage Cache. Roll on the Cache table.
- 11 - 19 : The area is safe for now.
- 6 - 10 : Roll on the Faction Encounter Table
- 2 - 5 : The Wagon Wasters are here to see what trade and salvage they can accrue.
- 1 : Bolza 2nd Lance on sentry duty.



AREA CONDITIONS:

Energy-draining rain caused by chimeral activity falls in this area. All Mechs which remain in the rain lose 2 EP per hour in the area.

AREA DESCRIPTION:

A dozen BOLZA Chimerium Harvester Pattern Threshers move back and forth through the stumps of ancient groves. They are within comms range of BOLZA forces but have no immediate protection. BOLZA has left them to fend for themselves while it focuses on other more lucrative areas within Gehenna.

This forest once overgrown with Chimerium mutation has been pruned back to stumps and bare branches.

AREA SALVAGE :

Bio-Salvage // Supply 5

OBSILT FLATS

AREA CONDITIONS:

HOT DURING THE DAY. (2 x Heat Gained)

FREEZING AT NIGHT. (Heat gain is halved, exposed Pilots suffer Minor Injuries each night.)

AREA DESCRIPTION:

Flowing out from the canyon these silt flats are now old and dried. Despite this, the ground is still loose due to Silt Homes dug underneath the surface. Dug deep underneath the sand by denizens of this area, these hidden hovels provide protection from the searing sun.

Silt Homes are only accessible by Pilots.

SILT HOME 1

Small enclave of Chimerium Cultists seeking to worship the beast.

SILT HOME 3

Abandoned. Booby trapped with an IED that will collapse the area.

SILT HOME 2

A Chimerium Beast has made its lair here. Piled up are gore, bones, and corpses it has devoured.

SILT HOME 4

Abandoned, but safe. Roll for a Random Salvage Cache.

AREA ENCOUNTERS:

ROLL THE DIE:

20 :

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

11 - 19 :

The area is safe for now.

6 - 10 :

Roll on the Faction Encounter Table.

2 - 5 :

More Chimerium Cultists arrive here in search of the beast.

1 :

A Chimerium Beast comes out of its lair to hunt for flesh.

08



09 WASTER CAMP



AREA ENCOUNTERS:

ROLL THE DIE:

20 :

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

11 - 19 :

The area is safe for now.

6 - 10 :

Roll on the Faction Encounter Table.

2 - 5 :

Distress signal, a group of Wagon Wasters heading back to the camp have been ambushed in an adjacent area. Roll on the Faction Encounter Table to determine who ambushed them.

1 :

The Trash Locusts launch an attack on the camp.

AREA SALVAGE:

Tech 1 // Supply 8

Requires stripping the camp.

AREA CONDITIONS:

The high ground of the camp allows Pilots to easily see up to Far Range from its peaks to the surrounding areas. The position is also defensible, providing cover and concealment from attack.

The Wagon Wasters have laid Improvised Explosive Devices up certain paths to the peak. Those who approach with open comms and good intentions will be told of their location. There are also two concealed .50 Cal Machine Gun nests within the rocky outcrop.

AREA DESCRIPTION:

Situated atop an expanse of rock above the salt flats. This impromptu waster camp consists of mechs, transport pods, and scrap built huts.

They welcome salvagers, traders, and other wasters they can work with, but are wary of corpos and will attack or flee from raiders on sight.

The camp is patrolled by guards organised by Sal.

SAL'S SPECTRUM

Sal (Wastelander) works out of her Settler Pattern Spectrum Mech. This acts as a command centre of sorts for coordinating the waster operations. Salvaged from an abandoned BOLZA colony, it contains information on BOLZA Lance Formations, Mechs, and internal hierarchies.

JOB:

A group of Wagon Wasters are suffering Chimerium mutation. They are quarantined within the camp. Sal has info that there is a facility on the plateau which may have a Med Bay capable of curing them. They will otherwise die in d20 weeks

She is looking for anyone to help take them there as she does not have the resources to organise or do it herself. She can offer 20x T1 Scrap as payment.

SCRAP PIT

Salvage is stored in this area and wasters with engineering knowledge congregate here. The Wagon Wasters have access to most T1 Tech.

Grime, a waster Mech-Tech who pilots a Leaky Pattern Scrapper has salvaged a damaged Kraken Mech Chassis from the oasis. He is willing to cut a deal, offering his services in exchange for the T2 scrap to repair it or trading it for its Salvage Value.

WASTER HABITATS

Cargo Pods, tarpaulin tents, scrap huts and Mechs make up the homes of the wasters. Crowded and chaotic, you will eventually get used to the smell.

QUARANTINE ZONE

Wasters suffering Chimerium mutation are quarantined here. Each has a single Chimerium mutation. They will gain an additional mutation every week they remain sick.

They consist of:

- **Gilly**, a bright young kid with an aptitude for tech.
- **Leo**, a scruffy looking boy in his mid-twenties.
- **Asher**, a waster with many scars from a chemical fire in her youth.
- **Sting**, an old combat pilot with a limp.

LOCANYON OASIS

10

AREA ENCOUNTERS:

ROLL THE DIE:

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

11 - 19 : The area is safe for now.

6 - 10 : Roll on the Faction Encounter Table.

2 - 5 : 2d20 Mutant Piranhas emerge from the depths to attack.

1 : An Electrophorus Bio-Titan slumbering in the depths awakens and attacks.
(See Salvage Union Core Book pg. 284)

AREA DESCRIPTION:

The waterfall which once fed this pool has slowed to little more than a dribble. Consequently, it has turned into a festering pool of algae that has flooded the whole area. Surrounded by mutated green growth it is a rare sight in this otherwise blistered landscape.

Hundreds of Mutated Piranha live in the pool. They can strip a Mech apart in minutes. Roll 2d20 to determine how many are encountered.

The only way through is by crossing the oasis. It is shallow on the outskirts, but deep in the centre, requiring a means to cross water.

The shallow areas can be waded through on foot. They are covered in thick algae. The algae is not harmful, but sticks to everything. Removing it is a slow and difficult process. All algae stuck to a Mech can be removed during Downtime. More creative solutions are required to remove any algae in the short term or in the field.

Its bright green colour makes targets covered in it stand out and its distinctive pheromones it produces can be honed in on by Bio-Titans and Bio-Mutants.

Sunken in the depths of the centre of the Oasis is a damaged Fleshripper Bio-Chassis.

MUTATED PIRANHA

SP: 1

Bite

Damage: 1 SP // Range: Close // Melee

Aquatic: Mutant Piranhas can swim and can only breathe underwater.

Frenzy: If a Mech or Pilot takes damage from a Mutant Piranha this will cause a frenzy. D20 Mutant Piranhas will appear at the start of each Turn and attack the weakest target.

Bio-Salvage: 1

MUTATED PIRANHA SWARM

SP: 2

Bite: 2 SP // Range: Close/ Melee

Multiattack (3)

Bio-Salvage

II Fertile Forest



AREA ENCOUNTERS:

ROLL THE DIE:

20 :

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

11 - 19 :

The area is safe for now.

6 - 10 :

Roll on the Faction Encounter Table.

2 - 5 :

Chimerium Cult has sent an enclave to investigate the area.

1 :

BOLZA Corp has sent the Bolza Logistic Corp to get samples and data from the area.

AREA SALVAGE:

Foliage Samples //
Supply 5

AREA CONDITIONS:

The forest is Difficult Terrain.

AREA DESCRIPTION:

This ancient bristlecone forest clings onto life, unaffected by mutation, even as the surrounding forests are twisted and changed by the mutagen unleashed by the Chimerid meteors. This is due to a rare genetic strain that has developed within the foliage. If discovered and analysed it could be the key to a cure to Chimerium Mutation.

Hidden within a cave entrance in the forest is a secret entrance to the Red Mesa Facility.

Samples of healthy foliage can be Area Salvaged here. Each sample takes up 1 Cargo Slot. If five samples are taken to a Tech 4 + research facility a cure for Chimerium Mutation can be reverse engineered. This process will take d20 months.

Sakura are the primary faction seeking these samples. They wish to gain a monopoly on Chimerium. They further have plans to saturate areas with low levels of Chimerium to increase the value of their cure.

If BOLZA found out they would burn down the forest to protect their assets.

The Wolf X Traders would sell the patent to the highest bidder, likely a corp.

The Chimerium Cult would reveal the information to the Red Mesa Mutants to gain their favour.

The Red Mesa Mutants would seek to control the area and information. The Mastermind does not want his subjects cured.

12 Geyser Fields

AREA ENCOUNTERS:

ROLL THE DIE:

20 :

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

11 - 19 :

The area is safe for now.

6 - 10 :

Roll on the Faction Encounter Table

2 - 5 :

Geyser Eruption - A series of Geysers in the area erupt in spectacular fashion.

1 :

Salvagers from Crawler #693 are stripping the mining facility for salvage.



AREA DESCRIPTION:

What little water that still flows runs underground here, the activity of a nearby volcano forces it from the surface in regular and spectacular fashion. The blistering sun soon dries any evidence of the geyser's presence, making this a minefield for crews to navigate.

BURNED OUT DAHLIA MINING FACILITY:

This is an abandoned and burned out mining facility. It once belonged to Dahlia, an old world nation. The symbol of the country's flag, consisting of three faded stripes of Green, Blue, and an unidentifiable colour, lies across a burned out section of its perimeter walls. With a careful search, some salvage can be extracted from the ruined facility.

AREA SALVAGE:

Tech 2 // Supply 5

AREA CONDITIONS:

Hot (2 x heat gain)

Scalding hot temperatures and uncertain footing mean many mechs have found their end here.

GEYSER FIELD ERUPTION

Anything within Close Range of the Geyser Field when it erupts takes 3 SP damage. Mechs gain 4 Heat and must make a Heat Check.

13 VOLCANO



AREA ENCOUNTERS:

ROLL THE DIE:

20 :

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

11 - 19 :

The area is safe for now.

6 - 10 :

Roll on the Faction Encounter Table.

2 - 5 :

Morningstar Attacks

1 :

Morningstar is in the midst of attacking another faction. Roll on the Faction Encounter Table to determine which.

AREA DESCRIPTION:

An active volcanic crater tops this mountain and lava flows down its sides. Aside from the lava, the area is a dangerous honeycomb of lava tubes and volcanic vents.

Deep within the magma chamber lives the Morningstar Bio-Titan. Awoken by the Chimerium Meteors. Any incursion into its territory will draw it out.

Morningstar

A huge, fire-breathing, flying serpent; Morningstar was the first Bio-Titan created at the Red Mesa Facility. Never successfully duplicated, the Stormterror Bio-Chassis is the only remaining legacy of Project Morningstar.

SP: 156 // Bio-Salvage: 156

Fly

Morningstar can fly over all obstacles and terrain. All attacks against Morningstar when it is flying are treated as though it is in Long Range.

Fire Breath

Range: Medium // Damage: 15 SP // Explosive (10) // Energy // Unwieldy

Bite

Range: Close // Damage: 15 SP // Melee // Deadly

Claw

Range: Close // Damage: 10 SP // Melee // Multiattack (2)

Tail Sweep

Range: Medium // Damage: 5 SP // This attack hits every target within Medium Range of Morningstar. All targets hit by this attack are knocked Prone and gain the Vulnerable Trait.

TITANIC ACTIONS

Morningstar 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. Morningstar regains spent Titanic Actions at the start of its turn.

- Morningstar makes a Fire Breath attack. (Costs 3 Titanic Actions)
- Morningstar moves a Range Band.
- Morningstar makes a Tail Sweep attack. (Costs 2 Titanic Actions)
- Morningstar makes a Claw Attack.

14 MOUNTAIN PASS

AREA CONDITIONS:

Difficult terrain.

AREA DESCRIPTION:

A winding path leads up and over the mountains and out of Gehenna. Patrolled by Trash Locusts. Formerly a route popular with wasters, it is now known as a dangerous gauntlet.



Raiders have laced the pass with crude traps. When triggered, raiders will soon attack.

IEDS

Sections of the path are laced with Improvised Explosive Devices. There is a 1 in 20 chance these will cause a rockfall from the mountains above.

SPIKED REBAR PIT

Deep pits dug with industrial mechs and covered with tarpaulin. Several jagged, sharpened rebars are in the bottom of the pit. A Mech that falls in them takes 2 SP damage and its Locomotion System is damaged.

NET TRAP

Triggered by a tripwire that causes a nano-fibre net to fall from the mountain onto the target.

Mechs caught are Immobile and Vulnerable until freed.

AREA ENCOUNTERS:

ROLL THE DIE:

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

11 - 19 : The area is safe for now.

Roll on the Faction Encounter Table

6 - 10 : Trash Locusts ambush.

2 - 5 : Trash Locusts in the midst of ambushing another faction. Roll on the Faction Encounter Table to determine which.

1 :

15 DHALIA MIN BASE



AREA ENCOUNTERS:

ROLL THE DIE:

20 :

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

11 - 19 :

The area is safe for now.

6 - 10 :

Roll on the Faction Encounter Table.

2 - 5 :

The Wolf X Traders passing through the area.

1 :

A Sakura hit squad, trained to eliminate anything that may be encroaching into the area.

AREA CONDITIONS:

Difficult Terrain

AREA DESCRIPTION:

A tunnel cut into the mountainside conceals an old world base. The faded logo on the blast doors identify it as belonging the Dahlia Foundation, a relic of the nation states of the old world, destroyed in the 1st Corpo War.

Sakura forces have occupied the base and control their operations across the region from here. Travellers near the mountain often go missing.

OUTSKIRTS

Sakura have painted crude symbols, hung up carcasses, and placed skulls on spikes around the mountain. These once belonged to unfortunate wasters in the area. This disguises the area as raider territory.

A Sakura Pattern Eidolon and Sakura Pattern Solo patrol the outskirts. They report to Sakura Command and have licence to kill anything the Pilots believe threaten the Sakura operation.

ENTRANCE

The entrance is hidden in the rock face and protected by an automated blast door. (20 SP)

CONTROL CENTRE

Repurposed from an ancient computer terminal, this area is the heart of the Sakura operation. Working reactors supply power. The androids, who do most of the day-to-day work, are overseen by Technician Musashi.

Moto (Ace Pilot) is in charge of overseeing the entire operation.

Sakura have the following objectives in the area:

- Assassinate Bolza Exec Petro to slow down the Bolza energy programme.
- Find Chimerium Samples to reverse engineer Chimerium and create a cure to the mutation.

MECH BAY

Repurposed Dahlia Tech 5 Mech Bay. Sakura Mechs recharge here between missions.

BARRACKS

The Sakura Wet Work team has taken over this old Dahlia mess. This is where they rest, train, and prepare for their next mission. Their operations lead is Pilot Treya (Expert Pilot). The barracks have been cleaned, polished, and modernised with new equipment. Tech 3 Pilot Equipment can be found here.

RESERVOIR

Water flows from an underground reserve into this area supplying the base. Re-growers have been repaired to provide food.

16 TAR PITS



AREA ENCOUNTERS:

ROLL THE DIE:

20 :

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

11 - 19 :

The area is safe for now.

6 - 10 :

Roll on the Faction Encounter Table.

2 - 5 :

Crawler #693 Salvager Team salvaging the area.

1 :

A Sakura reconnaissance team monitoring the area for intel and vital targets.

AREA DESCRIPTION:

The centre of these scorched plains is dominated by numerous deep black pits full of tar. These seep from an underground reservoir of oil, which dry on the surface underneath the hot sun.

Many Mechs and parts have been lost in the tar and are ripe for salvage.

Roll 3x on the Salvage Cache table when Pilots enter this area for the first time. This is the salvage sunk into the tar they may retrieve. Assume it is damaged if applicable.

AREA CONDITIONS:

TAR PITS

Scalding hot and sticky. A Mech trapped in a Tar Pit becomes immobile and will sink entirely within 3 Turns. On each Turn it is sinking it will take 2 SP damage, gain 2 Heat, and must make a Heat Check. Once fully submerged it must roll on the Critical Damage Table.



17+TRASH LOCUSTS BASE

17



AREA ENCOUNTERS:

ROLL THE DIE:

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

11 - 19 : The area is safe for now.

6 - 10 : Roll on the Faction Encounter Table

2 - 5 : Trash Locusts out on patrol.

1 : Julius the Immortal with his Chosen Band out on a raid.

AREA DESCRIPTION:

A scrap fortress. Home to the Trash Locusts. They prey on those who dare to travel through the mountain pass (18) and send raids into the heartlands of Gehenna.

AREA CONDITIONS:

Built on a wide, open, dirt plain. Clear visibility in all directions.

IMMORTAL THRONE

Built from the actuators, gears, scrap plating, and power cores of Mechs Julius has slain in battle. This throne is his seat of power from where he sends out raiders and administers stiff justice. Until he shows true weakness the raiders will continue to worship him as a god-like figure.

Julius Pilots a Throne Pattern Atlas (pg. 53), festooned with bloody trophies of his victories.

RAIDER DEFENCES :

Machine Gun Turrets p x 4
Raider Squads x 4
Butcher Pattern Thresher x 2
Buzzard Pattern Mazona x 4
Leaky Pattern Scrapper
Fighting Box Wheel x 6
Rotorcraft x 2

SCRAP RING

A jagged fight ring made of serrated scrap large enough for two Mechs or dozens of people to brawl in.

Prisoners are thrown here on foot with a Butcher Pattern Thresher for the amusement of the raiders.

Pilots taken as Prisoners are often given 'Mickey', a Mule with only a Hydraulic Crusher to fight against successive raider Mechs.

Raiders also settle disputes between themselves here.

The raiders bet on fights with scrap, rations, moonshine, trophies, and anything else they can get their hands on.

CAGES

Prisoners, for use in the Scrap Ring or to trade as hostages are kept here in cramped, scrap built cages.

WASTER PRISONER

Ferosa, a waster from the Wagon Train Waster Band. Soon to be thrown in the Scrap Ring.

BOLZA PRISONER

A Bolza Pilot from the 2nd Lance. Waiting to be ransomed back for a hefty price.

CHIMERIUM MUTANT PRISONER

'Blinky'. Captured from around Red Mesa, this Chimerium Mutant holds a cruel fascination for the raiders who mock and jeer at them.

MECH PIT

The scrappy Mechs of the raider band are tinkered with, scrapped, and rebuilt here. This is a Tech 2 Mech and Crafting Bay.

'Stink', a raider engineer, works from here.

Julius has a habit of throwing his engineers into the Scrap Ring when a raid fails, or something breaks down. Which is often. Stink, scrawny, dishevelled, and covered in bruises and scars from various beatings, has outlasted them all. Sycophantic, with an edge of cruelty and cunning.

SCRAP HOVELS

Made of disjointed scrap, tarpaulin, tents, and hammocks, this area is where the bulk of the raiders eat, sleep, defecate, and fornicate.

THRONE PATTERN ATLAS

A colossal throne of scrap, festooned with weapons. Ridden into battle by raider lord Julius the Immortal, inspiring his followers with fire and thunder.

SP: 30

Systems

- » 2x FM-3 Flamethrower
- » 120mm Cannon
- » Hover Locomotion System
- » Armour Plating
- » Loudspeaker

Modules

- » Multi-Targeter

18 CHIMERIUM FOREST



AREA ENCOUNTERS:

ROLL THE DIE:

20 :

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

11-19 :

The area is safe for now.

6-10 :

Roll on the Faction Encounter Table.

2-5 :

Bolza 2nd Lance on patrol of the area to check on their assets.

1 :

The Manticore launches an attack on the Pilots.

AREA CONDITIONS:

CHIMERIUM STRANDS

The area is thick with tangled webs of Chimerium that can be harvested. These produce Chimerium exposure.

AREA DESCRIPTION:

This forest has been mutated by the falling Chimerium. A tangled web of organic matter chokes the land.

5 BOLZA Chimerium Harvester Thresher Mechs harvest the outer edges of the forest. The pilots are suffering the early effects of Chimerium poisoning.

There are few paths through the tangled growth and most will need to forge their own.

A crumbling path leads up the side of the plateau which the Red Mesa Facility is built into.

In the depth of the mass nests a Manticore Bio-Titan. This creature recently escaped from the Red Mesa Facility and made its way off the plateau and into this area. The Chimerium in the area acted as a catalyst that further mutated its already twisted form.

AREA SALVAGE:

Bio-Salvage // Supply 20

This area is in a continual state of Chimerium growth. Over time the Chimerium Forest will regain supply. It gains 1 Supply every week and can grow over its max. If reduced to 0 Supply, roll a d20. On the roll of a 1, the Chimerium Forest will die and supply no more Chimerium. On the roll of a 20, it regains 6 Supply.

MANTICORE BIO-TITAN

A mutated amalgamation of Bio-Titan experiments gone wrong. Each Manticore is unique, but all are horrifying.

To generate the Manticore use the rules for generating Chimerium Beasts with the following modifications.

- The Manticore has 4d20 SP.
- The Manticore has Bio-Salvage equal to its SP.
- Roll 6 Abilities for on the Chimerium Beast Table for the Manticore. If the same ability is rolled twice it may activate it again in a Turn or attack with it twice, if not applicable re-roll.

TITANIC ACTIONS

The Manticore 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. The Cortex Bio-Titan regains spent Titanic Actions at the start of its turn.

- The Manticore develops a new mutation. Roll on the Chimerium Beast Table. (Costs 3 Titanic Actions)
- The Manticore moves a Range Band. (Costs 1 Titanic Action)
- The Manticore makes an attack or activates one of its abilities. (Costs 2 Titanic Actions)

19 Red Mesa



AREA CONDITIONS:

Stable. Defensible high ground.

AREA DESCRIPTION:

The plateau rises from the landscape like an iron fist punching through the ground. The Red Mesa Facility is built into the plateau, its labs honeycombing the rock. This research base is where some of the first Bio-Titans were engineered. The facility's mutated descendants live in the surrounding landscape, their lives extended by Chimerium exposure.

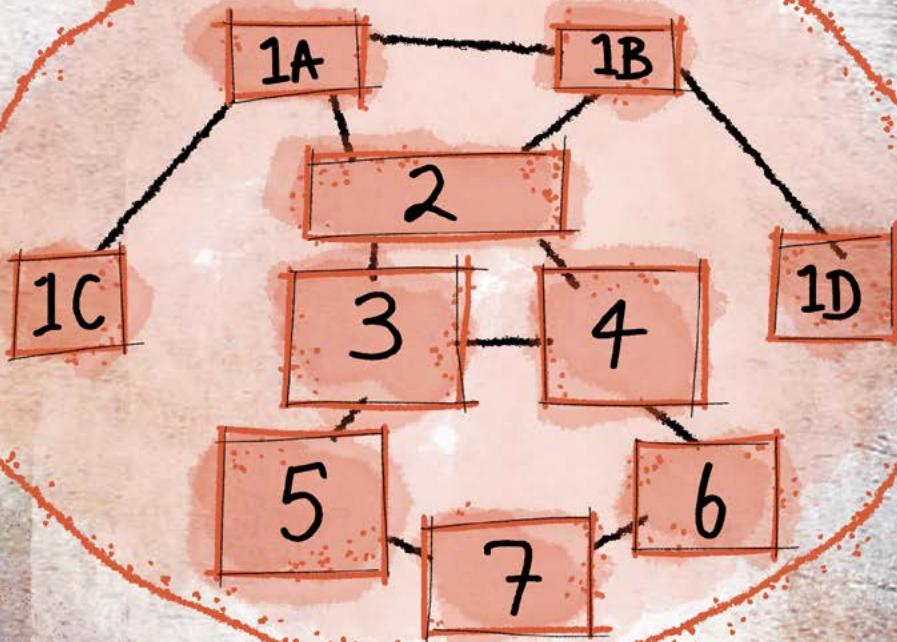
A series of twisting underground tunnels connect the various areas of the facility. There is one main entrance and a secret entrance from the Fertile Forest (10).

PLATEAU EDGE

Chimerium Beasts, mutated beyond reason and shunned even by their kin, lurk along the edge of the plateau, eking out a desperate existence.

Generate a Chimerium Beast with the table on Page xx

Outskirts



RED MESA FACILITY

The Red Mesa facility is a vast complex. It was designed to allow for Mechs and vehicles to easily be able to transport goods, perform repairs and defend the facility, meaning areas, unless otherwise noted, are accessible by Mechs.

1. OUTBUILDINGS

These ancient prefab units house the mutated denizens of the Red Mesa Facility when they are not on duty.

An enclave of Chimerium Cultists has recently arrived in this area. The cultists are peaceful and only want to drink the sacred milk of the Chimeric Cattle. The Chimerium Mutants have allowed them to stay, but are treating them with caution.

A. STORAGE

Cluttered mess of crates, boxes, tins of reprocessed tomatoes, rolls of bandages, and salvaging tools. Tech 1 Pilot Equipment can be found here.

B. MESS

The main congregation area of the Chimerium Mutants. Has kitchen facilities and heating.

C. TOILETS

Latrines used by the Chimerium Mutants. Strong chemical smell of high strength bleach. Anyone entering must test for Chimerium Mutation exposure.

D. BUNKS

Spread out over a series of units. Some are decorated with ornaments. Others are bare. Some house many Chimerium Mutants and others just the one.

E. FARM

The Shepherd - Beloved Chimerium Mutant wrangler of the Chimeric Cattle and the only one allowed to milk them.

CHIMERIC CATTLE

Bred over successive generations. Covered in mutations such as phosphorescent skin, scaled horns, extra heads, and bulbous duct growths. Their milk is prized as it grants the gift of mutations to those who drink it. Anyone who drinks the sacred milk will develop a Chimerium Mutation.

2. FACILITY ENTRANCE

A large, sealed, blast door protects entry (20 SP). It opens through an automated system.

2 Harvester Pattern Scuttlers and
1 Screecher Pattern Stormterror patrol the perimeter.

1 Maw Pattern Fleshripper-Bio-Chassis Piloted by a Chosen defends the main doors.

3. BIO-LABS - PILOT ACCESSIBLE ONLY.

Bilge performs Chimerium experiments in this advanced, bio-tech facility. He works on behalf of the Master Mind and is one of his oldest creations.

4 large, glass chambers hold subjects in amniotic fluid.

- **Chamber 1:** Subject is forming layers of armoured plates over their flesh.
- **Chamber 2:** Subject's ribs are splayed like a butterfly and growing in size.
- **Chamber 3:** Empty
- **Chamber 4:** Subject's cranium is expanding. Coming close to the subject causes auditory hallucinations of screaming.

If Pilots undergo Chimerium Mutation this is where it takes place. (See pg. 11)

BILGE

Chimerium Mutant with an expanded cranium, once the head researcher of the facility. Wears a metallic contraption on his head with multiple thin wires criss-crossing his bulging brain. Says it enhances his already considerable intellect. In actuality keeps his brain from falling out of his skull. Lapdog of the Mastermind.

CAGES

Series of metal cages that hold unwilling experimental subjects.

- **Cage 1:** Tails. Appears to be a waster captured in a raid. Secretly a Sakura agent (10 HP, Poison Pill, Concealed Remote Mine). If his cover is blown he will use the poison pill. Is here to gather samples of pure Chimerium and return them to Sakura.
- **Cage 2:** Chen, a Bolza Pilot from 1st Lance captured in an ambush by Red Mesa forces.
- **Cage 3:** Roll on the Faction Table to determine which faction this prisoner is from.
- **Cage 4:** Unidentifiable corpse. Requires incineration.

4. CHOSEN DEN - SECRET ENTRANCE TO FOREST

A Mech Bay converted for Bio-Chassis use. Combat-ready Bio-Chassis hang from the ceiling with intestine like tethers attached to them. The Chosen of the Master Mind, his personal warriors, live here. The area has Bio-Crafting facilities. Any Tech Level of Bio-Chassis can repair and recharge here during Downtime.

SCORPION

The head of the chosen. Pilots a Fleshripper-Bio-Chassis. Has many arms and a Lighting Tail adaptation.

ACTIVE BIO-MECHS

Screecher Pattern Stormterror × 1

Maw Pattern Fleshripper × 2

Harvester Pattern Scuttler × 3

5. CONTROL ROOM - PILOT ONLY

Electronic centre that acts as a base of operations. Includes a Radome System, Survey and Deep Survey Scanners, and Comms Module. Controls the doors, heating, lights, and all other electronic and mechanical systems within the facility.

Chimerium Mutants who are able to operate the machinery serve as operators.

The Control Room reveals some of the history of the location. The facility was originally built and owned by the Optitron Corporation who operated under the auspices of the nation of Dahlia long before the 1st Corpo War. The Optitron Corporation became obsessed with bio-technology and its military application following the first Chimerid Meteor shower. There are cryptic references to Project Morningstar. There are gruesome accounts of the creation of the Cortex Bio-Titan. Notes indicate that failed Chimerium experiments were buried in the Pine Forest. (4. Carbon Forest.)

6. CHIMERIUM CHAMBER

The bulk of the facilities Chimerium is stored here in metallic crates.

5d20 Chimerium can be found at any one time.

7. MASTERMIND'S CHAMBER

A chaotic room of whirring computers, beeping servers, hissing wires, and massive glaring screens across which flow endless streams of data.

Sitting in the centre is The Mastermind.(Cortex Bio-Titan) A Bio-Titan that resembles a giant, bloated slug. Surrounded by 5 fanatically loyal Chimerium Chosen who will sacrifice their lives for it.

Developed with Chimerium to be a 'brain bug' that would control the facility. This creature outsmarted its creators and took violent control. It became obsessed with unlocking the secrets of Chimerium, turning the former workers into its twisted playthings ,who serve its bidding in exchange for Chimerium they need to survive.

It is continually looking for flesh to bend to its will and Chimerium to fuel its ambitions.

CHIMERIUM MUTANT

Humans twisted by Chimerium mutation.

HP: 5

MUTATED WEAPON:

A large spiked, bulbous, or otherwise gnarly appendage.

Range Close // Damage: 4 HP // Melee

Random Mutation: Roll on the Chimerium Mutation Table.

Bio-Salvage: 1

CHIMERIUM MUTANT SQUAD

HP: 10

MUTATED WEAPONS:

A mass of mutated appendages used to fight with.

Range Close // Damage: 4 HP // Melee // Multiattack (2)

Random Mutation: Roll on the Chimerium Mutation Table.

Bio-Salvage: 2

CHIMERIUM CHOSEN

The chosen of the Mastermind, fierce Chimerium enhanced warriors.

HP: 8

BIO-RIFLE

Range: Medium // Damage: 4HP // Pinning // Bio-Equipment

MUTATED WEAPON:

A mutated appendage honed over the years to deal swift death.

Random Mutation: Roll on the Chimerium Mutant Ability Table (pg. 17)

Range Close // Damage: 6 HP // Melee

Bio-Salvage: 2

CHIMERIUM BEASTS TABLE

USE THIS TABLE TO GENERATE

CHIMERIUM BEASTS.

1: **Armour Plates:** Acts as Armour Plating System (See Salvage Union Core Book pg. 164.)

2: **Tentacle-Mace:** Range: Medium // Melee // Dmg: 5 SP //

3: **Pair of Bio-Talons:** Range: Close // Melee // Dmg: 4 SP // Multiattack (2)

4: **Acid Glands:** Range: Medium // Dmg: 3 SP // Burn (3)

5: **Fire Maw:** Range: Medium // Dmg: 4 SP // Explosive (4) // Anti-Organic

6: **Lightning Tail:** Range: Long // Dmg: 4 SP // Energy. If this attack hits a Mech or Vehicle, they may make another attack against a different Mech or Vehicle in Range. These attacks may be made until one misses or all possible targets are hit.

7: **Psionic Larynx:** Dmg: 3 SP // Close // On a successful hit against a Mech or Vehicle the Pilot also takes 3 SP damage.

8: **Camouflaged Hide:** The Chimerium Beast is untargetable by anything with the Targeter, Scanner, or Optics Trait. They can also set up an ambush and will always act first in combat when they do so.

9: **Transparent Epidermis:** The Chimerium Beast is effectively invisible and cannot be seen by any form of visual confirmation.

10: **Giant Mutant Wings:** The Chimerium Beast can fly. They ignore all obstacles and terrain and all attacks against them always count as though they are at Long Range while they are in the air.

11: **Adrenal Glands:** Once per turn the Chimerium Beast can take 3 SP damage to move or take a Turn Action.

12: **Energy Draining Eye Stalks:** Range: Long // Dmg: 2 SP // Energy. On a successful hit the target loses 3 EP.

Mutated so far beyond their humanity that they are shunned even by their kin.

- Chimerium Beasts have 1d20 SP.
- They drop Bio-Salvage equal to their SP Value.
- Roll 3 Abilities for each Chimerium Beast.
- If the same ability is rolled twice apply it again. Weapons may attack twice. Abilities may be activated twice. If not applicable, re-roll.

13: **Telepathy:** Free Action // Range: Medium The Chimerium Beast has retained its intelligence and is able to communicate telepathically.

14: **Freezing Breath:** Range: Medium // Dmg: 4 SP // On a successful hit the target cannot move and gains the Vulnerable Trait. It can take a Turn Action to try to escape.

15: **Toughened Carapace:** Additional d20 SP.

16: **Radioactive Thorax:** Anything that starts its turn within Close Range of the Chimerium Beast, takes 1 SP damage, increases its Heat by 2, and must make a Heat Check.

17: **Adaptive Morphology:** Free Action // Once Per turn the Chimerium Beast may change one of their abilities to any other ability on this table of their choice.

18: **Mind Control Tendrils:** Close // Melee // On a successful hit a target creature is mind controlled as the tendrils latch onto them. The Chimerium Beast controls all of their actions on their turn. They cannot take any other actions themselves, but will stay connected to them. It can detach as a Free Action. A successful melee attack against the tendrils will sever the connection.

19: **Regeneration:** Recovers 3 SP at the start of each of its Turns.

20: **Rampant Mutation:** Roll Twice on this table, applying both results. If this result is rolled again repeat the process.

CORTEX BIO-TITAN (MASTERMIND)

A bio-titan developed by the Red Mesa researchers to be hyper intelligent. A bloated slug, hundreds of tiny eyes, and a huge tentacle like proboscis on its drooling mouth.

SP: 10

ONE STEP AHEAD

The Cortex Bio-Titan is hyper-intelligent. Always one step ahead of those around it. During any encounter with the Cortex Bio-Titan each player must declare what action they intend to do in advance. Whether they wish to attack, parley, flee, or do anything else. The Cortex Bio-Titan may then act first assuming all of that knowledge.

PROBOSCIS:

Range: Close // Melee

If a Mech is hit with this attack, the Proboscis will pierce through the cockpit on the first round and attach itself to the Pilot's skull.

On the Cortex Bio-Titan's next turn it may make another attack against the Pilot. If this is successful the Pilot is killed.

If a human or creature is hit with this attack, they die as their brain is sucked out of their skull.

MUTANT FANATICS

Fanatical devotees of the Cortex Bio-Titan who have twisted themselves into complete servitude to the creature. They will sacrifice themselves to keep its fragile form alive. When an attack hits the Cortex Bio-Titan, any Chimerium Mutant, Chimerium Mutant Squad, or Chimerium Chosen within Medium Range may take the hit instead as a reaction suffering all effects of the attack instead.

PROBING TELEPATHY

If the Proboscis is connected to the skull of a human it can communicate with them via telepathy. This requires them presenting their skull and the probe attaching to it, tendril-like probes piercing through into their cranial membrane. This is unpleasant, but not deadly unless the Cortex Bio-Titan chooses it to be.

TITANIC ACTIONS

The Cortex Bio-Titan 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. The Cortex Bio-Titan regains spent Titanic Actions at the start of its turn.

The Cortex Bio-Titan makes a Proboscis Attack. If it is already attached to a target it kills them on a hit. (Costs 3 Titanic Actions)

- The Cortex Bio-Titan moves a Range Band. (Costs 2 Titanic Actions)
- The Cortex Bio-Titan wills one of its Mutant Followers to attack. Any Chimerium Mutant, Chimerium Mutant Squad, or Chimerium Beast within Long Range may make an attack against a target of the Cortex Bio-Titan's choice as a reaction. (Costs 1 Titanic Action)

IMPALER ALPHA

The 'B-419' Impaler Alpha is the main combat Mech of the Bolza Corporation. Its rugged design helps it survive and manoeuvre in the harsh conditions of the Arid Steppes.

CHASSIS ABILITY

Rugged Chassis:

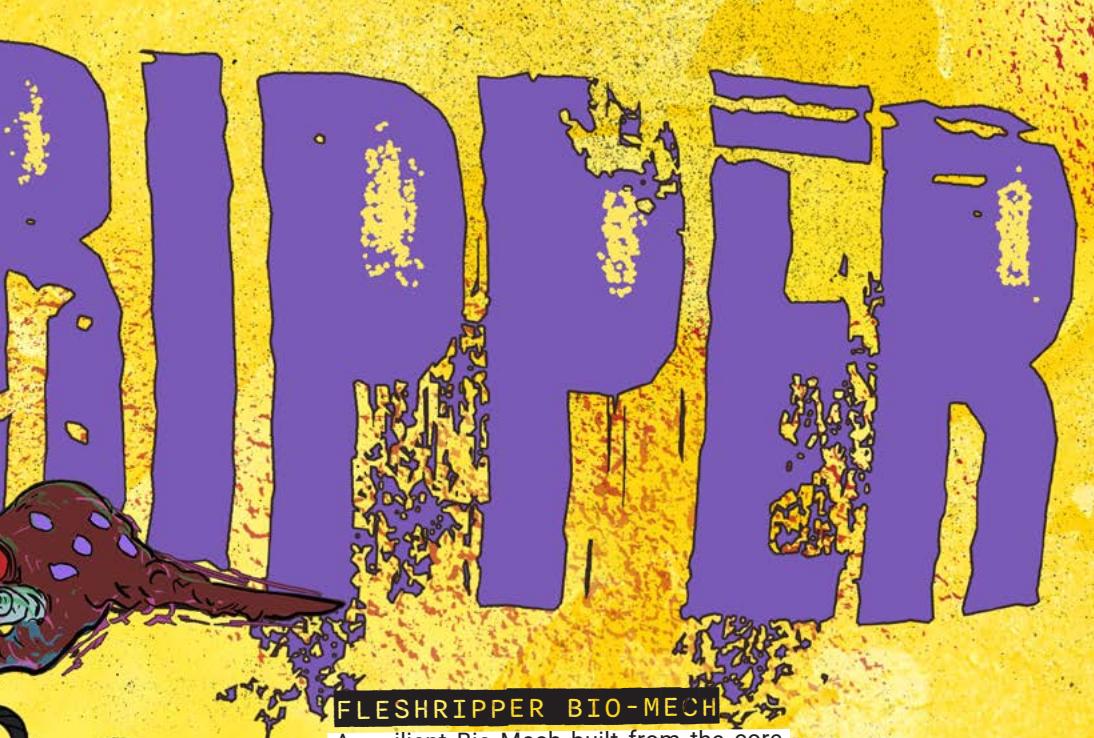
Designed to survive the harsh conditions and terrain of the Arid Steppes. It ignores the effects of Difficult Terrain and takes half damage from any environmental effect or hazard in the region.

26	STRUCTURE
7	ENERGY
15	HEAT CAP
15	SYSTEM SLOTS
3	MODULE SLOTS
6	CARGO SLOTS
6	BIO-SALVAGE VALUE
3	TECH



FAT FEST





FLESHRIPPER BIO-MECH

A resilient Bio-Mech built from the core thoraxes, chest cavities, rib cages, and central nervous systems of bio-titans. Layers of thickened carapace, with the ability to regenerate, grow on its fleshy form.



CHASSIS ABILITIES

Bio-Chassis:

This chassis is made of living Bio-Titan Flesh. See rules for Bio-Chassis.

Heavily Armoured Carapace:

The Fleshripper Bio-Chassis has 3 layers of Armour Plating. When it takes damage, remove a layer of Armour Plating, the Fleshripper Bio-Chassis instead takes no damage and suffers no other effects. The Armour Plating regenerates fully during Downtime.

In addition, when you roll on the Bio-Chassis Critical Damage Table you may re-roll the result accepting the second.

50	STRUCTURE
10	ENERGY
16	HEAT CAP
26	SYSTEM SLOTS
4	MODULE SLOTS
6	CARGO SLOTS
50	BIO-SALVAGE VALUE

30	STRUCTURE
12	ENERGY
14	HEAT CAP
20	SYSTEM SLOTS
3	MODULE SLOTS
6	CARGO SLOTS
30	BIO-SALVAGE VALUE

STORMTERROR BIO-MECH

A Bio-Mech designed to destroy low-flying aircraft and perform hit and run attacks on enemy installations.

CHASSIS ABILITIES

Bio-Chassis:

This chassis is made of living Bio-Titan Flesh. See rules for Bio-Chassis.

Integrated Monstrous Bio-Wings:

The Stormterror gains the Fly Trait. This allows it to fly over all obstacles and terrain. All attacks against the Stormterror when it is flying are treated as though it is in Long Range. In addition, once per turn, as long as The Stormterror is flying, it may move an additional Range Band as a Free Action.

STORMTERROR



EPIPOD

C R A N I U M

B I O - M E C H

CRANIUM BIO-MECH

Developed from the heightened craniums of so-called 'brain bugs' this slug like Bio-Chassis can extract information from organic entities.

18	STRUCTURE
16	ENERGY
10	HEAT CAP
14	SYSTEM SLOTS
5	MODULE SLOTS
6	CARGO SLOTS
18	BIO-SALVAGE VALUE

CHASSIS ABILITIES

Bio-Chassis:

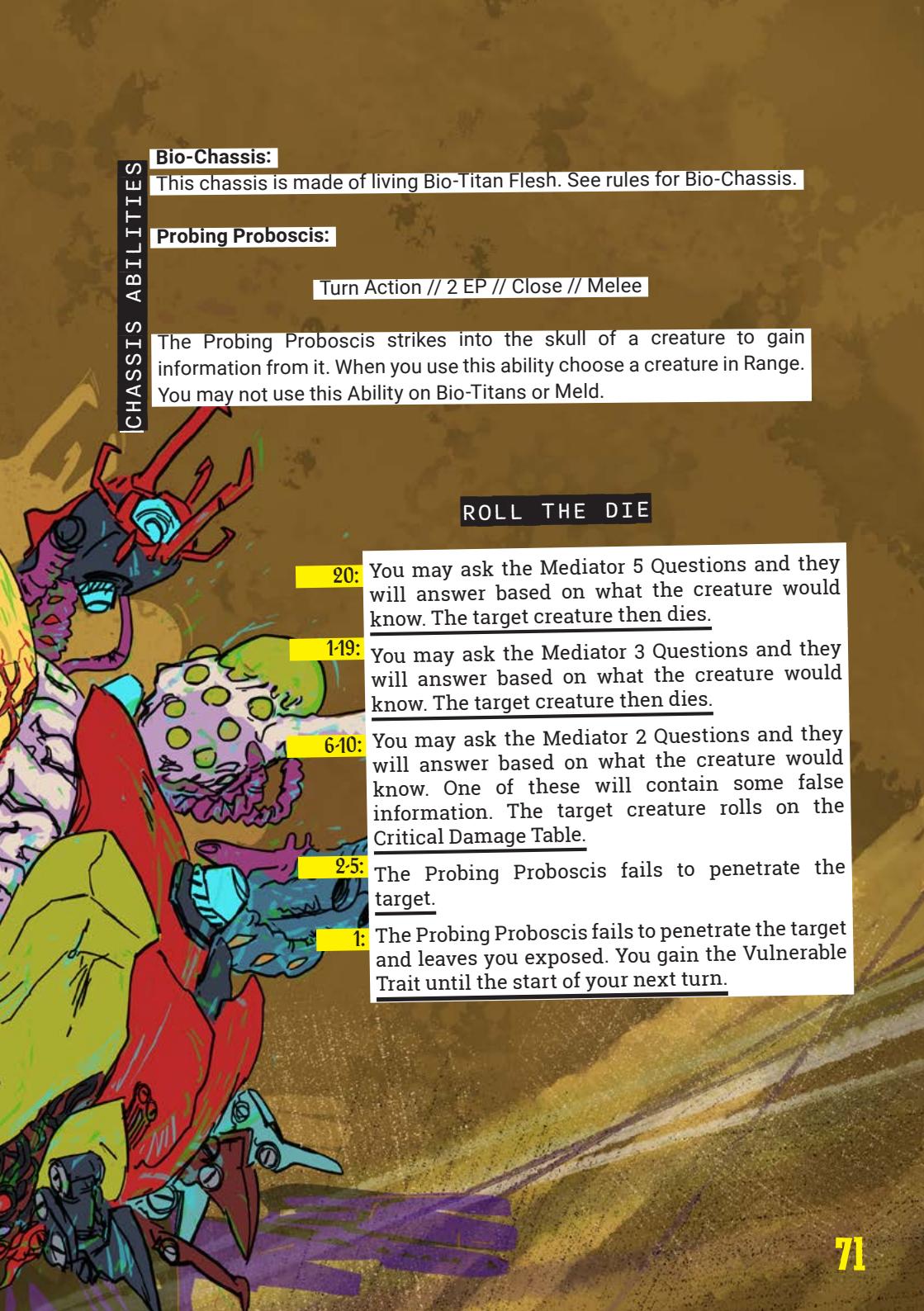
This chassis is made of living Bio-Titan Flesh. See rules for Bio-Chassis.

Probing Proboscis:

Turn Action // 2 EP // Close // Melee

The Probing Proboscis strikes into the skull of a creature to gain information from it. When you use this ability choose a creature in Range. You may not use this Ability on Bio-Titans or Meld.

ROLL THE DIE

- 
- 20:** You may ask the Mediator 5 Questions and they will answer based on what the creature would know. The target creature then dies.
 - 19:** You may ask the Mediator 3 Questions and they will answer based on what the creature would know. The target creature then dies.
 - 6-10:** You may ask the Mediator 2 Questions and they will answer based on what the creature would know. One of these will contain some false information. The target creature rolls on the Critical Damage Table.
 - 2-5:** The Probing Proboscis fails to penetrate the target.
 - 1:** The Probing Proboscis fails to penetrate the target and leaves you exposed. You gain the Vulnerable Trait until the start of your next turn.

SQUID



SCUTTLER BIO-MECH

Developed from the spider-like legs on many Bio-Titans, this light and fast Bio-Chassis is able to rapidly traverse a wide array of terrain.

14	STRUCTURE
10	ENERGY
13	HEAT CAP
16	SYSTEM SLOTS
3	MODULE SLOTS
6	CARGO SLOTS
14	BIO-SALVAGE VALUE

CHASSIS ABILITIES

Bio-Chassis:

This chassis is made of living Bio-Titan Flesh.
See rules for Bio-Chassis.

Integrated Scuttling Locomotion System:

Allows the Scuttler to move normally
and grants it the Climb and Fast Traits.

SYSTEMS

SUPER-SONIC SCREECHER

TB Range: Close // Dmg: 4 SP // Pinning //

B25

Bio-System

This bio-system developed from the oversized bio-titan larynx emits a pulsating series of force waves that can penetrate through a mech chassis to the Pilot inside.

When a Mech or Vehicle is hit by this System the Pilot and any passengers take 2 SP damage.

EDG ALPHA

TB Range: Medium // Dmg: 4 SP // Energy // Bio-System

Developed from the bizarre energy glands of certain bio-titans this bio-weapon is designed to drain a target of energy.

When a target with EP is hit by this weapon it loses 2 EP and you gain 2 EP.

BIO-TALON

TB Range: Close // Dmg: 4 SP // Melee // Bio-System // Rigging

Developed from razor sharp talons present on many bio-titans this weapon excels at dismembering foes.

B6 20: A System or Appendage on the target is destroyed.

ACID CANNON

TB Range: Medium // Dmg: 5 SP // Burn (5)

This bio-weapon fires a glob of highly corrosive acid at a target which rapidly melts through flesh and metal causing devastating damage.

BIO-WINGS

Giant leathery wings grow from your Mech along hollow bony ribs.

6

Your Mech gains the Fly Trait.

B25

BIO-MAW

TB

You have a mouth, and it must eat.

6

BITE

TB Range: Close // Melee // Damage: 7 SP

If this attack reduces the target to 0 SP choose one of the following:

- Regain SP equal to the target's Max SP or half its Max HP.
- Regain EP equal to half the targets Max SP or a quarter of its Max HP.
- Reduce your Heat equal to the half target's SP or a quarter of its HP.

CONSUME

TB Range: Close // Short Action

You consume an amount of Bio-Salvage within Range. It is destroyed. Choose one or more of the following:

- You regain SP equal to 2x the Bio-Salvage you consume
- You gain EP equal to the Bio-Salvage you consume
- You reduce your Heat equal to 2x the Bio-Salvage you consume.

CHIMERIUM PARVESTER

Salvaging

A harvesting system that resembles an overgrown thresher. Designed by BOLZA for Chimerium Harvesting in Gehenna.

T3

3

When you salvage Chimerium with this System you may Push the Salvage roll for free.

When you salvage Bio-Salvage with this System you find Chimerium on the roll of a 19 or 20.

MODULES

ADRENAL GLANDS

TB This module significantly increases the speed and power of a Bio-Chassis.

BURST

Cost: 2 SP or 2HP // **Free Action**

When activated your Mech can move an additional range band. You may activate this Ability once per Turn.

POWER

Cost: 4 SP or 4 HP // **Free Action**

When activated your Mech can make an additional Turn Action. You may activate this one per turn.

REGENERATION GLANDS

TB **Passive**

Your Bio-Mech restores 1 SP at the start of each of its turns.

2

REGROWTH

Cost: 4 EP // **Turn Action**

When activated your Bio-Chassis will repair a single damaged mounted Bio-System or Bio-Module to the intact condition.

You may only install this Bio-Module on a Bio-Mech Chassis.

OLFACTORY GLANDS

TB **Passive**

These specialised glands are able to detect the distinct scent of Bio-Titans and Bio-Salvage.

1

B6

They further heighten your sense of smell far beyond the normal human range.

Cost: 1 EP or AP // **Range: Far**

When activated you are able to pinpoint the location of any Bio-Titan or Bio-Salvage within Range. The Mediator will tell you their location.

MUTATED LOCOMOTION SYSTEM

TB A resilient locomotion system made of flesh and sinew. Allows a Mech to move normally. More flexible than mechanical systems, allowing for a wider range of movement.

3

B4

MECH PATTERNS

ALPHA PATTERN IMPALER

Deployed in heavy combat zones this pattern mounts a humongous railgun to impale targets from extreme range.

SP: 26

Systems

- » Railgun
- » Locomotion System
- » Ejection System
- » Energy Shield

Modules

- » Pinpoint Targeter
- » Comms Module
- » Laser Guidance Module

DELTA PATTERN IMPALER

A straightforward build designed to pound targets with twin Autocannons.

SP: 26

Systems

- » 30 mm Autocannon × 2
- » Locomotion System
- » Ejection System
- » Loudspeaker

Modules

- » Comms Module
- » Multi-Targeter
- » Alpha Strike Module

EXPERIMENTAL BIO PATTERN IMPALER

SP: 26

Systems

- » Acid Cannon
- » Supersonic Screecher
- » Locomotion System
- » Escape Hatch

Modules

- » Adrenal Glands
- » Olfactory Glands
- » Comms Module

CHIMERIUM HARVESTER

PATTERN THRESHER

SP: 15

Systems

- » Chimerium Harvester
- » Locomotion System
- » Rigging Arm × 2

Modules

- » Comms Module
- » Survey Scanner

MUTANT PATTERN THRESHER

Threshers rigged with bio-organic systems such as talons harvested from Chimerium Beasts.

SP: 15

Systems

- » Bio-Talon
- » Armour Plating
- » Escape Hatch
- » Locomotion System

Modules

- » Comms Module
- » Evasion Protocols

ACID SPITTER MULE

Mules fitted with acid spitters to defend their bio-salvage hauls in Gehenna.

SP: 12

Systems

- » Acid Cannon
- » Rigging Arm
- » Escape Hatch
- » Locomotion System

Modules

- » Comms Module
- » Olfactory Glands

MECH PATTERNS

MAW PATTERN FLESHRIPPER

The 'stock' Fleshripper pattern developed by the Red Mesa Facility. Is loaded with a mixture of long ranged capabilities through its skin melting acid cannon and deadly close ranged maw attacks.

SP: 50

Systems

- » Acid Cannon
- » Armoured Shield
- » Bio-Maw
- » Bio-Talon x 2
- » Mutated Locomotion System

Modules

- » Adrenal Glands
- » Multi-Targeter
- » Comms Module
- » Regeneration Glands

SCREECHER PATTERN

STORMTERROR

Created as an aerial assassin, this Stormterror Mech is fitted with a Super Sonic Screecher to scatter ground troops as it hones in on its target.

SP: 30

Systems

- » Super Sonic Screecher
- » Bio Talon x 3
- » Mutated Locomotion System

Modules

- » Adrenal Glands
- » Comms Module
- » Weapon Link Module (Bio-Talon x 3)
- » Regeneration Glands

PROBE PATTERN CRANIUM

Data logs reveal that this Bio-Mech was used to break the will of the President of the Dahlia nation and draw the access codes to their bunker where the last of their people were holding out against corpo forces.

SP: 18

Systems

- » Bio-Talon
- » EDG Alpha
- » Escape Hatch
- » Mutated Locomotion System
- » Super Sonic Screecher

Modules

- » Firewall Module
- » Mech Scrambler
- » Neuralink Module
- » Panda Sneeze Module

HARVESTER PATTERN SCUTTLER

Designed by Red Mesa Facility to harvest chimerium in the most hard to reach places, whilst having some nasty defensive capabilities in the form of its Maw and Talons if cornered.

SP: 14

Systems

- » Bio-Maw
- » Bio-Talon
- » Chimerium Harvester
- » Escape Hatch

Modules

- » Neuralink Module
- » Olfactory Gland

BIO-CHASSIS DAMAGE TABLE

ROLL ON THIS TABLE WHEN A BIO-CHASSIS IS REDUCED

TO 0 SP.

ROLL THE DICE:

20:

ADRENAL BURST

Your Bio-Chassis has survived. It has 1 SP. In addition, you may move or take one action of your choice with your Bio-Chassis or Push your next roll within 10 minutes for free.

CORE DAMAGE

11-19: Your Bio-Chassis is damaged and inoperable until repaired. All mounted Systems and Modules remain Intact. Your Pilot is reduced to 0 HP unless they have some means to escape.

BIO-BACKLASH

9-10: Your Pilot suffers a Minor Injury. Your Bio-Chassis is damaged and inoperable until repaired.

MODULE DESTRUCTION

6-8: A Module mounted on your Bio-Chassis is destroyed. This is chosen by the Mediator or at random. Your Bio-Chassis is damaged and inoperable until repaired. Your Pilot is unharmed.

SEVERE BIO-BACKLASH

4-5: Your Pilot suffers a Major Injury. Your Bio-Chassis is damaged and inoperable until repaired.

SYSTEM DESTRUCTION

2-3: A System mounted on your Bio-Chassis is destroyed. This is chosen by the Mediator or at random. Your Bio-Chassis is damaged and inoperable until repaired. Your Pilot is unharmed.

DEATH THROES

1: The Bio-Chassis, as well as any mounted Systems and Modules, is destroyed. You may move and take one final action of your choice with your Bio-Chassis. Your Pilot dies unless they have a means to escape.

BIO-CHASSIS OVERLOAD TABLE

ROLL ON THIS TABLE WHEN A BIO-CHASSIS FAILS A HEAT CHECK.

ROLL THE DICE:

20:

BIO-OVERDRIVE

Your Bio-Chassis goes into a frenzy. You may take any additional move or action this turn or Push your next roll within 10 minutes for free.

11-19:

BIO-OVERLOAD

Your Bio-Chassis burns out, threatening to liquify you in its amniotic sac. Your Pilot is unconscious for 1 Turn in which time your Bio-Chassis cannot act and gains the Vulnerable Trait. Your Pilot takes HP damage equal to your Bio-Chassis current Heat.

9-10:

PILOT OVERLOAD

Your Pilot suffers a Minor Injury.

6-8:

MODULE OVERLOAD

One of your Bio-Chassis Modules chosen at random or by the Mediator is destroyed.

4-5:

SEVERE PILOT OVERLOAD

Your Pilot suffers a Major Injury.

2-3:

SYSTEM OVERLOAD

One of your Bio-Chassis Systems chosen at random or by the Mediator is destroyed.

1:

DEATH THROES

The Bio-Chassis, as well as any mounted Systems and Modules, is destroyed. You may move and take one final action of your choice with your Bio-Chassis. Your Pilot dies unless they have a means to escape.

IN THE DESOLATE WASTELAND KNOWN AS GEHENNA, AN ENIGMATIC PHENOMENON UNFOLDS – THE CHIMERID METEOR SHOWER. EACH CHIMERID METEOR CARRIES A RESOURCE OF UNPRECEDENTED POWER KNOWN AS CHIMERIUM, CAPABLE OF RESHAPING ORGANIC MATTER AND SERVING AS A POTENT ENERGY SOURCE. VARIOUS FACTIONS, INCLUDING THE RELENTLESS TRASH LOCUSTS, THE RUTHLESS BOLZA CORPORATION, AND THE BIZARRE CHIMERIUM CULT, HAVE DESCENDED UPON GEHENNA TO LAY CLAIM TO CHIMERIUM FOR THEIR OWN PURPOSES.

YOUR SALVAGE CREW HAS VENTURED INTO THIS HAZARDOUS ZONE, FACING STIFF COMPETITION, THE RISK OF MUTAGENIC EXPOSURE, AND ENVIRONMENTAL THREATS.

WILL YOUR CREW MAKE IT OUT ALIVE?

"WE WERE HERE FIRST" IS AN ADVENTURE MODULE DESIGNED FOR "SALVAGE UNION," A POST-APOCALYPTIC MECH TABLETOP RPG. IT OFFERS AN ABUNDANCE OF CONTENT, INCLUDING:

- » A Salvage Union adventure with 19 unique areas to explore, designed to run for 10-15 sessions.
- » 8 distinct and well-developed factions, all competing for power and salvage in Gehenna.
- » Rules for crafting and piloting monstrous Bio-Mechs.
- » 5 new Mech Chassis for Salvage Union, including Bio-Chassis.
- » 3 new Bio-Titans, formidable monstrosities to fight against.
- » New Systems, Modules, and Pilot Equipment including Bio-Tech.

TO PLAY THIS ADVENTURE MODULE, YOU'LL NEED THE SALVAGE UNION CORE BOOK SOLD SEPERATELY.



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