



Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **16.1**.

Introduction

After leaping off the ruined elevator, you discover that the metal walkway that saved your life leads directly to a door with a flashing red light. The security system is still in effect, and you might as well dismantle it while you search for another way out. Your footsteps clang softly against the metal path, echoing into the vast nothingness.

It isn't long before you arrive at the edge of the cavern and find the entrance to a tall, narrow tunnel. The tunnel's walls have been carefully carved out and reinforced with thick bars of heavy iron, all of which are coated in rust.

The red light hangs only a short distance within—a single blinking orb mounted onto a wall—and under its steady flash you can make out the shapes of some sort of creature. They're moving slowly about in the low gloom, almost as if they're searching for something. You realize only too late that the thing they're searching for is you.

One of them, a stout metallic body, stops and peers in your direction. Its glassy eyes catch the flashing glow from above, and an instant later the tunnel is filled with light. Dozens of red lamps lining the walls burst to life and dye the room in a sharp scarlet fluorescence. In the new light you can see the tunnel clearly, and it is packed with mechanical guards. Several are already waiting on the steel walkway, and more are beginning to emerge from adjoining tunnels. Flame and sword and gun barrel swing outward, and the machines begin to advance.

Section Links

When door **1** is opened, read **58.2**.
When door **2** is opened, read **61.2**.

Map Layout



Scenario Key



Loot

x10
 x2
 x4
 x1
 x1

