Love The Bullet / As It Tumbles

A free adaptation of the Wallflower Act 2 / 3 drafts





# Foreword

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**Love The Bullet / As It Tumbles** is derived and adapted from the previously published draft works of Massif Press’ No Room For A Wallflower Act 2 and Act 3. While some concepts, terms, and encounters in this publication are novel, others are adapted or used in line with this draft content. The name Love The Bullet / As It Tumbles is derived from the text of *Contrite Motive*, a short semi-canonical document from Massif relating to the events of Wallflower.

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# Credits

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# Table of Contents

[Foreword 2](#_lj2lnre6l4l2)

[Credits 2](#_ghxj4es2a81p)

[Table of Contents 3](#_vvoyaojsforz)

[Introduction 5](#_lxml0mk5w60)

[Factions 5](#_qlxf3nsvydg3)

[Hercynian United Cities 5](#_vnjdzqtan619)

[Landmark Colonial 6](#_sapjrs9oj5pg)

[Constellar Midnights 6](#_nx148nyahvog)

[Bicameral Alliance 6](#_o809gj8ny2ae)

[Act 2 - Love The Bullet 7](#_d1iem6bbcm5n)

[5014u, Winter 8](#_iq6hts9k0dqd)

[In This Section: 8](#_3fa8cyanrnzy)

[Beat 25: Frostbite 9](#_o9j5eov3ifuq)

[Home - Mycol Fields 9](#_fff5az93f50t)

[Gossip in the Fields 10](#_qklbv57m72av)

[Optional Events in Home 11](#_9t9pradg74my)

[Downtime 5 12](#_bxufdeefsxj)

[Bonds 12](#_labdfnne7nbo)

[Beat 26: How Do You Work These, Again? 12](#_t5dqpd34dair)

[Beat $$$: Dustoff 12](#_w2hhq7arc91)

[Beat $$$: Auld Lang Syne 13](#_32nub5i66t5b)

[5015u, Early Spring 14](#_wnrwf9jbkgy3)

[In This Section: 14](#_hky54dnwualc)

[Beat $$$: A Fresh Snow Falls 14](#_kfni0idl29yl)

[Mission 6: Victory’s Gift 14](#_7g2dw75zbg6l)

[Briefing 14](#_6ga9eglzzwqw)

[Beat $$$: Falling Star 14](#_4e6ts63yrkdd)

[Combat: Under A Guiding Star 15](#_cltgoscgwyzt)

[Sun’s Out, Guns Out 16](#_cdq0gjcoq8if)

[Descent 16](#_rjryrvr551zn)

[Downtime 6 16](#_icuedynmxz9z)

[Beat $$$: Solitude In the Darkness 16](#_jt4mctrwz022)

[5015u, Late Spring 16](#_e1hqg0cdux5n)

[Beat $$$: Both Alike In Dignity 16](#_ujaxn29i0514)

[Mission 7: [Citybuilding] 17](#_bzlo13rrwze9)

[5015u, Summer 17](#_ba0fya3py9qi)

[Beat $$$: 17](#_b6l7i5vne8bk)

[Mission 8: Old Homes, Old Haunts 17](#_ii0aeo66zxdo)

[5015u, Autumn 17](#_shhd7as57yqi)

[Beat $$$: Farewell, Hivehome 17](#_kb3gwgvzq71s)

[5015u, Winter 17](#_fe6oq05439ao)

[Beat $$$: 17](#_b7gwiqcl8r4o)

[Mission 9: Can’t Be Choosers 17](#_4w76fvv1m6w7)

[5016u, Early Spring 18](#_jb22av59ladw)

[Beat $$$: 18](#_xazlt2qxkwij)

[Mission 10: War Ghosts, Coast to Coast 18](#_s0c8tgmqqn5y)

[Downtime $$$ 18](#_bx1je2ilzkzb)

[Beat $$$: The Hegemon By The Sea 18](#_cun4zp8uttjc)

[As It Tumbles 18](#_qbk0c26szumx)

[5016u, Late Spring 18](#_cnoh4ir06376)

[Beat $$$: Open Communications 18](#_i5hhmc2huvkl)

[5016u, Early Summer 18](#_d6ia9agzxsd1)

[Beat $$$: KILL ALL THOSE YOU WISH 18](#_jk42t77l992o)

[Beat $$$: Calling Card 19](#_nttz0ymv5dtj)

[Mission 11: The Battle of Bella Costa 19](#_meq622ygbkwp)

[5016u, Late Summer 19](#_xt8vryrz97q5)

[Downtime $$$ 19](#_chzuloubpod)

[Beat $$$: Solitude 19](#_7u0g4ri1yjje)

[Beat $$$: Midnight In the Garden of Solitude 19](#_uyrn8g76oz68)

[Beat $$$: A House Divided 19](#_q50vx5jrmon7)

[Mission 12: Total War 19](#_ro8vy2r4q1xp)

[5016u, Autumn 20](#_dsrvrsychdje)

[Downtime $$$ 20](#_ovfcdmopvhtv)

[Beat $$$: For All time 20](#_f268icr9gv2r)

[Mission 13: For All Time 20](#_quaaqq6tixxn)

[Beat $$$: All The World’s A Stage 20](#_nooiwyxzhjif)

[Beat $$$: The Orrery 20](#_yv90l08w5y1r)

[Combat: CELESTINE 20](#_ob1os0w4iduf)

[Beat $$$: The Sixth 20](#_5y7wqcu0yz6l)

[Beat $$$: We Are Merely Players 20](#_ynhvz0s85kyf)

[Combat: Wonder Four 20](#_rx8bc7noy6fd)

[Beat $$$: Goodnight, Hercynia 20](#_aoqh9zdyf94t)

[Beat $$$: Coda 20](#_k33qe7qfytx4)

[Beat $$$: da Capo 20](#_19ujazkisjbj)

[Appendix 21](#_10mmrcbbff9f)

[Exotic Gear 21](#_6774bfaen11l)

[NPC Glossary 21](#_lkswt946o43n)

# Introduction

This adaptation of the Act 2 and 3 drafts of *No Room For A Wallflower* has the players and their allies regroup from the events of Act 1 - In Bloom, before expanding out across Hercynia to tackle the continuing legacy of the Hercynian Crisis; exploring the impact of generational trauma, cycles of abuse through the narrative of Overland/Kingwatcher and its progeny, and how communities and individuals respond to and reflect it.

Following in the format of Act 1, Love The Bullet / As it Tumbles is organised by **Seasons**, **Missions**, and **Beats**, running from Winter 5014u through into Narrative Present (5016u).

Love The Bullet / As It Tumbles is designed to be run by a GM (game master) for 3 to 5 players. You will also need a copy of the Lancer Core Rulebook, as NPC stat blocks will not be reproduced here. Some encounters may recommend use of NPC blocks from beyond the Core Rulebook, if you do not have access to these you may wish to substitute with options from the Core Rulebook instead.

This module assumes that the player characters are continuing on from No Room For A Wallflower - Act 1, at **LL5**, accordingly,encounters begin at **Tier 2**. Encounters are balanced around the presumption of players who now hold more mechanical experience than those new to Act 1, but you are encouraged to adjust, modify, and change as necessary to match the needs, aspirations, and expectations of your group. By the end of this module, the PCs should be **LL12.**

In running this module, or indeed any adaptation or version of any of the acts of Wallflower, we would highly recommend that you explore the valuable resource - and community - that is the *#Wallflower-Spoilers* channel and *#Wallflower Act 2-3* Thread of *Pilot NET*, the discord community for Massif Press titles. There, fellow players and GMs have developed years of exploration and ideation of the narrative and mechanical aspects of the No Room For A Wallflower trilogy, its drafts, and associated documents. Their input is invaluable, and yours - if not already - is valued too.

## Factions

### Hercynian United Cities

Daylight is gone. Hivehome is collapsing. Evergreen poisoned. All that remains is Mycol Fields - and **Home**, enveloping it. Home can be best understood as the fragmented continuity of the Hercynian United Cities brought together, and now incorporating the peoples of Landmark’s Evergreen and the Grey Towns.

It is a powder-keg of disparate groups now forced to huddle together to survive the harsh winter of the Hercynian Crisis. Nominally led by the High Command of **Terror** (until Endeavour awakens) and Commander **Ilyr Ordo**, while **Brava Hadura** heads an advisory council representing the Landmark refugees, with the support of **Jacob Merrick**.

While the prevailing ideology of the Landmark refugees is one of integration and reconciliation, it is far from a unified bloc, and many still carry the scars of mistrust against the Hercynian people after their conflict, and the presence of living Egregorians may present a friction that inflames some, or leads others to change their views.

Likewise the Hercynians and Egregorians are still not in consensus. While the New Doctrine holds leadership and encourages cautious steps to integrate the refugees, there are still those who oppose supporting Landmark colonisers, or indeed oppose human settlement on Hercynia at all.

### Landmark Colonial

Functionally, Landmark no longer holds any authority on the ground, although nominally the refugees continue to be counted amongst Landmark citizenry. This changes in late Spring 5015u, with the arrival of Colonial Relief Force **Weatherglass-Torricelli**, who will quickly establish a forward operating base upriver from Home over the course of two weeks. **Colonel Hault** leads the expedition to secure Landmark’s colony - and investment.

### Constellar Midnights

Unbeknownst to the forces of Weatherglass-Torricelli, SSC has embedded a crew of **Constellar Midnights,** known as **Perfect Execution,** within the CRF, and are the true reason for the force’s presence - While Weatherglass-Torricelli seek to control the situation on the ground and bog down any Union response with endless bureaucracy, the Midnights will undertake **Operation Emperor** - the kidnapping and extraction of an Egregorian hivemind; the ultimate goal and driving force behind the entire Evergreen project.

### Bicameral Alliance

A coalition of cities from across the Lagunan Strait. **St Tellus**, despite being the smaller city, is the primary partner of the alliance, while **Bem Honore** boasts a population in the millions. Humans and egregorians alike march side by side with the forces of the machine, under the martial leadership of **Mendicant Two**, another lieutenant of Overland/Kingwatcher - and they’re coming for the Hercynian United Cities.

# Act 2 - Love The Bullet

Picking up in Winter, 5014u; Act 2 opens with the party encamped with the peoples Mycol Fields for the past several months following the defeat of Beggar One. Millions have come from Hivehome, Evergreen, the Grey Towns, even some survivors of Daylight, as well as the occasional straggler from deployed forces left in the field on all sides. These disparate communities brought together by wars old and new now seek to find their place in this once-emerald world, in the ashen-snow valleys they now call Home.

The initial beats and missions provide time for the players and their characters to acclimatise to the new status-quo in Mycol Fields, with the characters being tasked with bridging communities in tensions, developing a city swelled beyond its infrastructure and resources, and dealing with the lingering ghosts of Beggar One’s campaign across Solo Terra.

The second half of Love The Bullet, ending in Spring, 5016u, represents a shift in narrative as the other progeny of Overland/Kingmaker come to the fore. A new war rages, lit by the intensifying embers of the old - The Bicameral Alliance marches on Bella Costa, looking to cross the Lagunan Strait, in response the military of Home is deployed to the eastern coast of Solo Terra, culminating in the Battle of Laguna against Vagabond Red, the vanguard commander of Mendicant Two’s armies.

## 

## 5014u, Winter

*Hercynia, once emerald, now marbled in the greys of ash and snow without end.*

*Winter is here, and fresh snows precipitate fresh challenges.*

*---*

*Nix below in favour of custom written. This is, I feel, too big of a chunk of text to lift from the drafts.*

*You knew it in your gut the moment the kinetic rod hit Daylight — Hercynia would never be the same, even if you won. Great clouds of ash hung belched over the continent, plunging the mild winter temperatures to bitter chill. Grey snow choked the valley, and the forest that gave Evergreen its name began to die. The colony died.*

*The people of Evergreen fled, following you and the rangers to stability. Through the empty city, dragging carts piled high with their belongings, with their children and their elderly, they walked to their new home: Mycol Fields, a hundred kilometres and a world away.*

*And up from the Underground, millions walked — maybe you walked with them, covered in dust and carrying what you could around the memory of the world shaking itself apart.*

*Alongside the remaining Egregorians, you walked to a new home: Mycol Fields, the only land remaining.*

*This was the start of your year: trying to sleep in the open bed of a transport truck, one of many in a long convoy, trundling along a muddy, dark road. Your rifle lay across your lap. Your chassis was hidden under a bright blue tarpaulin on the following truck. A light snow fell.*

*The air was cold. A chill that would never leave you; a part of Hercynia, carried in you, forever.*

*Killing Beggar One didn’t put the fires out, but it meant more lived than died: a decision you could make something of in the aftermath.*

### In This Section:

Beat 25: Frostbite

Downtime 5

Beat $$$: How Do You Work These, Again?

Beat $$$: Auld Lang Syne

### Beat 25: Frostbite

Before you begin, set out 3 six-segment Clocks, labelled **Infrastructure** (representing the ability of Home to house, feed, and support its burgeoning population), **Military Readiness** (representing the cohesion and resources of the newly unified armed forces of the HUC and Evergreen, and **Tension** (representing social strife and friction between all the disparate groups present in Home throughout Act 2).Start the Tension clock with 3 segments already filled in.

As part of the narrative, or during their downtimes, players may attempt to undertake actions to influence these clocks, or you may decide as GM that their actions would impact them.

Opening monologue goes here.

At any appropriate point during this beat, interject with **Beat $$$: How Do You Work These, Again?** (pg $$$), and **Downtime 5** (pg $$$).

If CRT Contingency White are still present, and with the players in Mycol Fields, also play out **Beat $$$: Dustoff** (pg $$$).

All these beats occur concurrently with this one, and it might sometimes make sense to make use of flashbacks or otherwise play them out in a non-linear fashion.

Once players have had sufficient opportunity to acquaint themselves with the new status quo on Solo Terra, move on to **Beat $$$: Auld Lang Syne** (pg $$$).

#### Home - Mycol Fields

Nestled in a wide mountain valley to the south-west of Evergreen, **Mycol Fields** continues to grow as refugees yet find their way through the mountain passes in search of shelter and reprieve from the deepening, harsh winter - time is short, once winter hits proper, snow and ice will seal the valley from the rest of the surface, leaving those caught outside stranded in the wilderness until the thaw that some fear might never come.

The fields that once gave the settlement its name have now been turned over to hastily constructed temporary shelters. Amongst a sea of snow and tents spanning miles in every direction, some 3 million or so refugees now call this valley **Home.**

The now dwarfed-by-comparison sector of **Mycol Underground**, within the fissure in Mycol Fields, is also home to approximately 200,000 people, predominantly made up of those who first lived here, and a smaller proportion of early refugees and senior HUC figures from Hivehome and Daylight. It is the breadbasket and industrial base of Home, although stretched far beyond its capacity and resources.

##### High Command

The makeshift command centre was established after the loss of Daylight and evacuation of Hivehome following Beggar One’s use of the *Cassander*’s Kinectic Kill Rod. It is built into the terraced bowl of an ancient, pre-Crisis Egregorian amphitheatre within Mycol Fields proper. Crowded with staff, and every surface turned over to files and equipment and cables.

##### Geothermal Plant

The main source of power for Home. A pre-Crisis power station built into the base of the crevasse at the heart of Mycol Fields.

#### Gossip in the Fields

Boundless rumours and speculation percolate throughout Home. The myriad groups making up the city might not always get along, but one thing that unites them is sharing rumours, especially about each other. You may wish to introduce some of the below examples, although the veracity of them is always in question.

| **Roll D20** | **Gossip** |
| --- | --- |
| 1 - 2 | Commander Ordo, that is - the younger one, Dthall, only got her promotion because her father leads the rangers. She didn’t earn it. |
| 3 - 4 | Outside the valley, multiple ranger units report they’re being haunted by a ghost - a revenant of Beggar One, clawing its way back from hell to finish its war. |
| 5 - 6 | Landmark are going to arrive any day now, and they’ll take over the settlement and make things “normal again.” |
| 7 - 8 | Those lancers from offworld are secretly working for Union deep state, and they’re planning something nefarious. |
| 9 - 10 | The Machine are marching the old abandoned High Road near the coast, but nobody knows where they’re headed. |
| 11 - 12 | The polar auroras are getting more vibrant and beautiful, but if you stare too long you’ll start hearing voices. |
| 13 - 14 | Egregorian rangers are reading the minds of Evergreen refugees and arresting them for thought-crimes. |
| 15 - 16 | The winter will never end, the destruction of Daylight sparked an ice age from which we’ll never recover or survive. |
| 17 - 18 | Brava’s militia are plotting a coup… but so are the Hercynian Rangers. |
| 19 - 20 |  |

#### Optional Events in Home

During this beat, or throughout the players time in Mycol Fields and Home, you might wish to introduce some or any of the situations below. Some of these may offer ways to advance the clocks outlined above, depending on how players resolve them.

| **Roll D20** | **Events** |
| --- | --- |
| 1 - 2 | **Brava (or a Militia NPC who holds the party in good standing)**  Many within Evergreen’s Militia had grown dependent on stims and other drugs during the conflict with the HUC, but the upheaval caused by Beggar One leaves them now without ready access. Now some are experiencing withdrawal symptoms, and struggling to cope with a new life amongst those they once fought. *Can you help them, somehow?* |
| 3 - 4 |  |
| 5 - 6 | **Bitter**  The continued tremors around the destabilised Hivehome have uncovered another Egregorian nest in stasis. Bitter would be grateful for your assistance in bringing them Home, before they are lost to the underground chamber’s inevitable collapse. |
| 7 - 8 |  |
| 9 - 10 |  |
| 11 - 12 |  |
| 13 - 14 |  |
| 15 - 16 | **Landmark Citizens’ Front**  A bomb goes off near the makeshift command centre, and a group calling themselves the Landmark Citizens’ Front claim responsibility for the attack, demanding Mycol Fields cede local control to Landmark Colonial. They reach out to the players asking for their support, with the threat of more attacks if their demands aren’t met. Alternatively, Commander Ilyr Ordo tasks you to intervene and convince the group to surrender peacefully, if possible. |
| 17 - 18 |  |
| 19 - 20 |  |

### Downtime 5

During this downtime, the PCs can undertake **two downtime actions** of their choice and gain **reserves** as usual. Any scenes you play out may take place over the span of several months, covering any time between the end of ***No Room for A Wallflower - Act 1***, through **Beat 25: Frostbite** and up to before the beginning of **Beat $$$: Auld Lang Syne**. Don’t worry about playing these out in any particular linear timeline.

#### Bonds

If you’re using the **Bonds** system (Field Guide to The Karrakin Trade Baronies, pg 86), and continuing directly on from Act 1, don’t forget to offer the **free downtime action: Heal Burdens** (FG:KTB, pg 89).

If you aren’t using the Bonds system, this may be a good opportunity to introduce it to your players if they wish to make use of it. It is recommended that you allow them to start with at least 2 or 3 **Bond Powers** to represent the PCs progress through the events of Act 1, if they were present.

### Beat 26: How Do You Work These, Again?

At some point during these prior months, the Player Characters were tasked with assisting in a mission of vital importance to the sustainability of Mycol Fields:***recovering Evergreen’s Printer.***

This beat should be played out narratively, as flashback, interspersed with the events of Downtime 5 and Beat 25 as appropriate.

Ask the players some, or all, of the questions below to establish how their mission went:

* *You experienced a complication during the recovery, what was it?*
* *How did it feel to return to the flooded and burnt-out husk of the colony that first brought you to Hercynia?*
* *Once returned, where was the printer installed - within Home, or somewhere in Mycol Fields proper?*
* *How has your time without a printer affected your relationship with your mech? Now that access is back, does that change how you feel?*

### Beat $$$: Dustoff

Only run this beat if **CRT Contingency White** were convinced to stay on Hercynia, or were otherwise never able to depart, but are still alive and have a feasible way to leave.

*Eddie says peace, y’all.*

### Beat $$$: Auld Lang Syne

*The first truly clear skies in months mark the end of the most tumultuous year on Hercynia since the start of the Crisis; and under the moonlight shining down on the ash-snowed valley you’ve come to call home, the leadership - civilian, military, and religious - of the various groups in Home have come together to plan a humble new years celebration: a time for mourning the dead, for reconciliation, and for contemplating the future of this new, safe land,* ***this Home.***

*You follow the rudimentary bunting and decorations darting between the tents, lean-tos, and new-builds towards the centre of the celebrations. Clutching the prayer breads handed to you by adherents of the Church of St Tellus - they asked you to [dream / inscribe] your memories of the [lost / martyred], your hopes for the [future / children / peace] into those beads - and take your place in the crowds before the freshly laid steps of a new Overmind Palace yet to be build. A sea of people, they hold beads too, Egregorian and Hercynian, Colonist and Grey-Towner, all alike - for this night, at least, there is no difference.*

*Upon the steps Terror, Ilyr Ordo, Brava, and a religious figure stand in formation, leading the crowd in solemn reflection. A silent choir washes over you - hymn, but not as you know it, but as Witness. It is comforting, warming, although for many survivors of Evergreen this wide-scale exposure to Witness for the first time may be at the same time unnerving.*

*As the ceremony draws to a close, Terror invites the crowd to approach and entrust their prayer beads to the cavity that will soon form the foundations of the new Overmind Palace, and a new tomorrow.*

*What dreams do you inter?*

## 5015u, Early Spring

### In This Section:

### Beat $$$: A Fresh Snow Falls

Runs concurrently with Mission 6. First the players are deployed to intercept and investigate Falling Star, then in the coming days and weeks SOGO and Descent take place. Begins to establish Bicameral Alliance, ongoing threat of the machine horde, and more egregorian lore

### Mission 6: Victory’s Gift

The failing installation launches a coordinate blackbox, pitting the players against the forces of St Tellus in a bid for control of resources extremely valuable to the strained and growing Mycol Fields. Meanwhile, Castor and Terror present opportunities to look towards securing the future of the hercynians, and looking back once more to the atrocities committed against them.

#### Briefing

With the majority of staff and resources focused on building and supporting the growing city, Unified High Command has asked the PCs to render their assistance with several important, but non-urgent tasks outside of the valley, prompted by the events of Beat $$$: Falling Star.

Player Characters have the opportunity to **Full Repair** following each combat scene in this mission.

| **Goal:** | Undertake objectives to secure the safety and sustainability of Home. |
| --- | --- |
| **Stakes:** | If the PCs are unsuccessful, Home will be less well-equipped to deal with the lingering remnants of Beggar One’s forces and the rising threat from across the sea. |
| **Reward:** | Unified High Command provides the resources and licences to progress to **LL6.** In addition, the PCs have the opportunity to progress on the **Infrastructure, Military Preparedness,** and **Tension** clocks. |
| **Reserves:** | Review the reserves and resources available to the group prior to the mission. This may also include those established during Act 1 of No Room For A Wallflower. |

#### Beat $$$: Falling Star

A ping hit the city’s nascent comms network one evening, a wideband signal transmitting on an old Union channel. After cleaning the signal, analysts discovered the following message, alerting them to a **“Contingency Sunset”**, playing on loop:

*>//PRIORITY ALERT:::SM-D (ANTIPATER:::CASSANDER:::CRATERUS) HAVE BEEN*

*COMPROMISED:::REPEAT:::SM-D (ANTIPATER:::CASSANDER:::CRATERUS) HAVE BEEN COMPROMISED:::CONTINGENCY [SUNSET\_TRUE] IS NOW IN EFFECT:::*

*ALL REMAINING PLANETARY FORCES REPORT TO DESIGNATED REDOUBT SHELTERS:::GRID COORDINATES TO FOLLOW VIA EMERGENCY DROP AND COMMAND AUTHENTICATION*

*(INDIGO:::SIENNA:::ONYX):::WE WILL FIGHT TO THE LAST:::GODSPEED:::MESSAGE WILL REPEAT:::*

At the same time, the *Skywatcher* arrays established by some of Castor’s engineering team to act as an early-warning aerial monitoring system pick up a fast-moving contact on an orbit-to-surface trajectory.

After a brief panic, it becomes clear this isn’t another orbital attack. If the players are in the right place, they may be able to look up and see a comet trail blaze its way across the sky through atmospheric re-entry (or otherwise, they quickly hear civilian reports of such). Whatever it was, it landed several days' travel from the valley, doesn’t respond to communication pings, and continues to ping the same message over and over.

incomplete

#### Combat: Under A Guiding Star

| Sitrep: | Control (Lancer, pg. 268) |
| --- | --- |
| Enemy Forces |  |
| For 3 PCs: | 1x Gaspar - T2 Bastion Veteran [+1 SYS] (Deathcounter, Self Repair)  1x Melchior - T2 Assault Veteran [+1 HULL] (Rank Discipline, Limitless)  1x T2 Squad (Rapid Insertion, Disciplined)  1x T2 Hornet (Lock/Hold Javelins, Umbral Interdiction) |
| For 4 PCs: | Add 1x Balthazar - T2 Scout Commander (Expose Weakness, Bolster Network, Orbital Strike)  Add 2x T2 Assault Grunts (Auto-Targeting) |
| For 5 PCs: | Add 1x T2 Sniper (Selective Loader, Shroud Charge) |

##### Details

The PCs arrive on the scene at the same time as, or shortly after the enemy forces. Deploy as per usual rules for a Control sitrep.

This may be the players first encounter with the forces of St Tellus. Notably, they field a mixed force of human troops, hollow chassis, and - more rarely - egregorian soldiers and pilots, and this should be readily apparent to the PCs. The exact breakdown in who in the Opfor is what is at your discretion, but there is no caste or hierarchy to it.

The four **Control Zones** each contain satellite debris forming patches of **difficult terrain** and **obstacles** to use as cover.

##### Outcome

###### PC Victory

Tick a segment on the **Infrastructure** clock if the PCs are able to secure the blackbox, as its decryption leads to analysts at Mycol Fields discovering a list of shelter coordinates, within which substantial quantities of half-decaying and half-useable supplies such as weapons, medical supplies, and communications equipment are found. This helps to partially alleviate supply shortages while the infrastructure of Mycol Fields plays catch up with the swell in population.

##### Rewards

##### Following Up

Regardless of outcome, PCs have the opportunity to **Full Repair** before continuing with this mission.

#### Sun’s Out, Guns Out

This could potentially be moved to Mission 7, allowing for a tighter focus on bunkers etc.

#### Descent

Vs draft, this’ll need work, especially with the Exotic Gear, to feel like it’s building on the previous Terror mission in Act 1, rather than retreading the same ground.

| Sitrep: | Special |
| --- | --- |
| Bonus Objective: |  |
| Enemy Forces |  |
| For 3 PCs: | 1x [Defilement] T2 Specter Ultra Exotic[[1]](#footnote-0) (Size 2, Living Chassis, Blinkspace Carver, Weakness Analyser, Machine Pistol, Lead The Charge)  2x T2 Witch Exotic (Living Chassis, Chronotorus) |
| For 4 PCs: | Add 1x T2 Rainmaker (Hades Missiles) |
| For 5 PCs: | Add 3-4x T2 Sentinel Grunts (Rapid Response) |

##### 

### Downtime 6

### Beat $$$: Solitude In the Darkness

Endeavour wakes up, monologues about solitude.

## 5015u, Late Spring

### Beat $$$: Both Alike In Dignity

Landmark arrives. Narrative exploration of the friction this presents to Mycol Fields as they try to assert authority over Hercynia, and Landmark citizens. Meanwhile Players investigate odd occurrences building up to Operation Emperor.

### Mission 7: [Citybuilding]

A series of missions focusing on tasks supporting Home’s development, with maybe also a combat or narrative area with Operation Emperor.

## 5015u, Summer

### Beat $$$:

### Mission 8: Old Homes, Old Haunts

Overlook -> [Maybe Plus Ca Change] -> Redeye

Setup for the idea of B1’s forces reconstituting, trying to clear up what you can of their forces in preparations for Can’t Be Choosers.

What if????? Vagabond Red is *already* standing in Laguna, waiting. And their presence on Solo Terra is the cause for the reconstituting of B1’s forces under >///COMMAND\_IMPERATIVE

“ >///COMMAND\_IMPERATIVE:::PARTITION OF LOCAL FORCES AS FOLLOWS: VBND\_R, COMM\_G, PART\_B, AND CONSTITUENT ELEMENTS TO PROCEED TO STRIKE-ID TARGETS [XXXXXXXXXXX] AND ENGAGE. AWAIT TASKING FROM <BEGGAR\_MENDICANT\_VAGABOND> IN THAT ORDER”

B1’s forces having been wandering, looking for a commander. Fall of rome shit. Redeye was the best they had. Killing them once and for all removes any obstacle from the line of command for VR..

## 5015u, Autumn

### Beat $$$: Farewell, Hivehome

The dome containing Hivehome finally collapses.

## 5015u, Winter

### Beat $$$:

### Mission 9: Can’t Be Choosers

Camp Showstoppers **OR** Ounce of Prevention -> Alpine Gatecrashers

The remnants of B1’s army bear down upon the valley. Players must decide whether to help evacuate the Landmark forces, enabling aerial support in Gatecrashers; or making a pre-emptive strike against a nearby St Tellus encampment to prevent being caught between a hammer and an anvil. Either way, the players return to Mycol Fields just in time to lead the charge against the last of the machine.

## 5016u, Early Spring

### Beat $$$:

### Mission 10: War Ghosts, Coast to Coast

Battle of Town 03 -> Laguna -> The Bicameral Alliance

Catching up with Ordo-Mirth forces on the outskirts of Town 03, the players join the battle, meet Union, and culminate in the naval bombardment of Laguna by Vagabond Red.

### Downtime $$$

### Beat $$$: The Hegemon By The Sea

# As It Tumbles

The combined HUC-Union forces have commandeered Vagabond’s Fleet and have been busy spending weeks converting them for the journey across the sea to Bella Costa, thankfully with the help of a printer onboard a carrier.

The start of As It Tumbles should feel like a high point for the players and for the HUC - they’ve repelled and suppressed Beggar One’s remnants, made contact with Landmark and Union, and established naval and aerial superiority. Solo Terra, is, as far as they are concerned for the moment, safe in their stewardship.

And then Mendicant Two arrives.

## 5016u, Late Spring

### Beat $$$: Open Communications

Negotiations take place, and fail.

## 5016u, Early Summer

### Beat $$$: KILL ALL THOSE YOU WISH

Mendicant Two makes their show of force on the day the HUC are due to set sail.

### Beat $$$: Calling Card

$$$

### Mission 11: The Battle of Bella Costa

Minesweeper -> Resistance -> $$$

The players are sent ahead - across the seafloor - to clear mines and place a bomb below the harbour of Bella Costa, signalling the opening salvo in the war across the new world. Allied ships and planes bombard the ruined city, and the resistance forces turncloak.

## 5016u, Late Summer

### Downtime $$$

### Beat $$$: Solitude

Bem Honore withdraws from the Alliance, opens relations with Union and HUC. Bella Costa becomes the HUC base of operations, while Union moves to the outskirts of Bem Honore. The players get the opportunity to meet H3, and the peoples of Bem Honore. More Operation Emperor shenanigans are taking place. H3 as many should also serve to hint at The Celestine.

### Beat $$$: Midnight In the Garden of Solitude

Solitude makes an accord. The Egregorians ready to strike out against Wonder Four, the Constellar Midnights take their final furtive steps.

### Beat $$$: A House Divided

St Tellus launches a surprise attack on Bem Honore. In a series of escalating and violent attacks, Mendicant Two seeks to draw out the players to face them in the ultimate battle.

### Mission 12: Total War

$$$ -> The Scuttle -> We Walk On Feathers -> The Mendicant

The aircraft carrier has been converted for aerial operations, and ferries the players 300m up to engage the bombers and Mendicant Two in some eva ass bullshit battle. On defeat, Mendicant Two takes on an eidolon form.

## 5016u, Autumn

### Downtime $$$

### Beat $$$: For All time

Dealing with the fallout of the war and solitudes presumed kidnapping. The exodus begins.

### Mission 13: For All Time

#### Beat $$$: All The World’s A Stage

The players enter W4’s proto-vault. An empty auditorium in the darkness. The stage lights go up. You are you and you are your mech and you are Albatross. *They* are your enemy, the villains of the accord. And *It* is your trusted companion. And so our play begins.

This whole segment should really play up the Weirdness. It is happening in reality, it is a simulation, it is a play, and yet it is not. The cast don’t know their lines, the playwright never wrote, and the audience is through the screen.

[This also means you can go meta in dropping any necessary exposition, whats a play without a narrator to set the scene.]

#### Beat $$$: The Orrery

#### Combat: CELESTINE

#### Beat $$$: The Sixth

#### Beat $$$: We Are Merely Players

#### Combat: Wonder Four

#### Beat $$$: Goodnight, Hercynia

### Beat $$$: Coda

### Beat $$$: da Capo

# Appendix

## Exotic Gear

### Sympathetic Systems Inhibitor

Unique, Exotic, System [2 SP]

#### Equipment Effect

1/round, Whenever you take the Lock On Quick Tech action against a hostile character, you may choose to cause the target to also become Impaired, which remains until the Lock On is consumed.

#### Compendium Entry

“*Witness is a blessing of peace. Your kind turned it to a weapon of war. Perhaps now it may act as a way to ensure peace.” - Commander Mirth, Hercynian High Command*

Utilising Witness-based biomechanical interfacing, developed in the dying days of the Hercynian Crisis, you disrupt an enemy’s systems.

## NPC Features

SSI, as above, but for NPCs

## NPC Index

1. Alternatively, in place fo Exotic, you may use Horror (Dustgrave). [↑](#footnote-ref-0)