Love The Bullet / As It Tumbles

A free adaptation of the Wallflower Act 2 / 3 drafts





# Foreword

**Queers Play Stuff** is an unincorporated community of queer individuals originally brought together to play tabletop RPGs online. Any member may, within reason, publish under its name provided that it is in line with the broad beliefs of the group - namely the promotion of opportunity and community for queer folks in the gaming sphere and in wider society; with no tolerance for racism, sexism, transphobia, misogyny, ableism, islamophobia, antisemitism, fascism, or similar conduct. However we also acknowledge that our community is at this time, predominantly white and English as first language, and the impact, conscious or otherwise, this may have on our conduct and access to our community.

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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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# 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 burnt and flooded. 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.*

### 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.

*When your ship first diverted in the direction of that Distress Beacon, you never could have imagined this is where you’d end up. Night Watch duty - looking out over the valley, across the millions of snow-capped tents that millions now call home. The snow never stops, you think; a cold that stays with you, forever.*

*A voice crackles in across your radio: “\*chshk\*…eye’s down. Minimal casualties. Chartreuse Squad making our way back Home.”*

*Rangers, beyond the valley, one group of many still tasked with hunting the remnants of the Machine who still lurk in the wilds beyond. How many times have you sortied out there yourselves, these past few months?*

*You give a solid kick to the malfunctioning heater in the room’s centre, and think back to everything that’s happened since Beggar One fell…*

Now is the opportunity for you and your players to reflect on the events of Act 1, as well as play out scenes representing their actions in the months since the kinetic kill rod destroyed Daylight and the players marched on Beggar One.

Perhaps they’ve spent time as caravan guards for the river of refugees making their way from Hivehome to the fields. Maybe they took part in early meetings between the HUC leadership and the remnants of Evergreen’s militia. The tables below lay out some potential scenes you could incorporate.

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. Furniculars and cable cars criss-crossing the divide provide access to and throughout the Underground.

Despite the functionally endless electricity available to Mycol Fields through its Geothermal Plant, much of Home is still without suitable or sustained power, with makeshift and temporary systems unable to keep up with the strain of growth.

Medicines and groceries struggle in the face of demand that drastically outpaces supply; the threat of malnutrition and mass illness an ever-present spectre.

Housing remains a major issue - despite the wealth of land, and the reclamation of Evergreen’s printer, building still takes time.

It’s far from perfect, but it’s Home, and its people and its leaders stand to face the challenges head on.

##### 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 Kinetic Kill Rod. It is built into the terraced bowl of an ancient, pre-Crisis Egregorian amphitheatre high within Mycol Underground. 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. A newer addition to its campus includes a district heating system, although Home is yet to be connected.

##### The Mud Markets

An open-air market that quickly established itself on the inner boundary between Mycol Fields and Mycol Underground when refugees arrived; serving as a natural place to exchange supplies and information. The high traffic quickly churned up the ground, giving the area its name. The construction of permanent stores and cafés are well under way, and the area looks set to be a focal point of Home in the future.

##### Snowfield Estate, Farmhouse Row, and Hillside

While the majority of the fields have been turned over to temporary settlement for the refugees, these areas were quickly demarcated as the sites for permanent high-density neighbourhoods, including necessary amenities. A mixture of printer-supplied prefabs, and constructions from local materials in an architectural style reminiscent of Evergreen’s mid-rises while being closer in form to the wall-shares seen throughout the United Cities - although few of them are finished and occupied as of yet.

##### Skywatcher Arrays

A series of telecommunication and sensor towers established around the valley by Castor Fielding’s Engineering Corps. Expanding radio coverage, providing rudimentary local omninet access, and giving aerial early-detection radar capabilities; the arrays instantly became a point of vital civilian and military significance.

##### Mycology Guild

Near the base of Mycol Underground is a large complex housing natural and constructed caverns that house the vertical mycology farms that helped feed the United Cities. A central office serves the administration of the farms, as well as control access.

##### Alpine Gate, North Gate, River Pass

The valley is bordered by mountains on all sides, with access granted through these three passes - natural choke points that allow above-ground ingress to Mycol Fields. Alpine Gate is the widest of the three, and the arrival of refugees now allows it to be permanently garrisoned by a contingent of rangers and militia. North Gate holds guard towers on either side and a paved road that winds into the larger valley below. The River Pass is a steep, rocky outcropping that follows the contours of the river as it flows past Home, and is served by routine patrols, without a permanent garrison.

#### 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 | The newest restaurant in the Mud Markets focusing on Evergreen-HUC fusion cuisine has recently started serving a hot new recipe that people are queuing for hours just to get a taste. |

#### 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 | **Commander Brava - Withdrawal** 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 | **Commander Mirth - Teething Problems**  Evergreen’s Militia has been incorporated into the HUC Rangers, but its not been easy for some, given just recently the two sides were at war - some express open discontent about serving alongside or under the command of Egregorians. Mirth has asked for your assistance to help bridge the gap with the disgruntled troops. |
| 5 - 6 | **Col Davenriche - Days From Retirement**  Seriously injured defending Evergreen from Beggar One’s forces, Davenriche feels his fighting days are done. Now, he’d like to set up a class to teach military tactics to rangers and militia alike. Could you put in a good word for him with High Command? |
| 7 - 8 | **Lunvilla - Block Around The Clock**  The former head baker of Evergreen has set up a new outlet in the Mud Markets, but they’ve hit a snag - there’s simply not enough ingredients in Home, especially with so much of the fields given over to temporary housing. They’re pretty sure some grain silos out by the Grey Towns might still be salvageable, though… |
| 9 - 10 | **Dominik Marr (he) - Battle of the Engineers**  Dominik is Mycol Field’s Chief Engineer, and is in charge of maintaining the Geothermal Plant. He’s developed a friendly rivalry with Castor Fielding, and thinks he’s gotten the perfect idea that’ll prove who’s best in his eyes - he just needs one more component that he would like you to retrieve for him from remnants of the Machine. |
| 11 - 12 | **Dr Fatima Hamad (she) - Prescribed Trespass**  Chief Medical Officer of the HUC, Doctor Hamad has assessed current stocks of medical supplies at Home, and it’s dire. She’s heard from militia members that there’s still an entire warehouse of medical equipment back in Evergreen’s depot district. Would you kindly break in and grab it? |
| 13 - 14 | **Tallgrass - Joyride**  While the PCs were distracted elsewhere, the Egregorian ranger managed to access the cockpit of one of the player’s mechs and is taking it for a ride out into the wilds. |
| 15 - 16 | **Landmark Citizens’ Front - Insurrection**  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 | **Bitter - Clutch Move**  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. |
| 19 - 20 | **Konrich Masser - The First Rule**  Masser is itching for a fight. He’s established a new training ring here in Home, and thinks a big sparring event could be a great opportunity for everyone to come together and let off some steam... and for him to see more surface-dwellers in action. |

### 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.

During this downtime, and all future downtimes while in Home, players can undertake the **additional downtime actions** given in the appendix (Downtime Actions, pg $$$)

#### 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 two **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?

*“Green Wing 4, in position. Positive visual on Print Shop. Dozens of machines in radar range. High-Rad Exclusion Zones demarcated. It’s showtime - Lancers! You’re up!”*

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 Underground?*
* *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.

*Standing before the Contingency White, Eddie flicked the remnants of one last smoke into the snow. The others finished loading up the last of their supplies before they headed off-world, for good.*

*“Look. We tried.” Quiet, but determined, speaking almost as if he was trying to still convince himself. “We did what we came here for. We took stock of the situation, we recovered assets, we tried…”*

*His eyes wandered in the direction of Evergreen, the burnt homes and flooded streets. A man resigned, you realise, this milk run was to a world far larger than he could have ever known. “We did what we could. But now we go, and then Company can go write off its charter to insurance - damaged goods that should never have been bought…”*

Eddie proceeds to offer the players one last ride off Hercynia, drop them off at the nearest blink gate. If the PCs choose to leave here, their place in the narrative of *Wallflower* comes to an end. Events continue on without them, and perhaps some day they hear fragments of the fate that awaited those they left behind.

### 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 do Lancers dream of?*

## 5015u, Early Spring

*Warmth, like a hug. The endless winter breaks at last. Verdant grass peeks through the thawing snows to welcome the sun. Life, resplendent.*

### In This Section:

### Beat $$$: Taking Stock

*You’re waiting in line at a food stall in the Mud Markets when a ping comes through on your slate. You’re to report to High Command for a mission briefing. No time for brunch, Lancers…*

Once the players arrive in the old amphitheatre, they’re greeted by one of Terror’s attachés, who leads them to a small meeting room, inside Terror and Castor Fielding await. The attaché bows and takes their leave, Terror is the first to speak.

*“It is [pleasant/relief] to meet once more.” The old warform sets down a large mug of tea on a nearby table.*

*“There are tasks we would ask of you. Fielding would have your assistance in reclaiming a great weapon. And I would ask that you quiet a [disquiet/defilement] that has awoken.”*

*Castor chimes in, taking a deep drag of his cigarette. “Few weeks back some of the boys flagged down a Siege Cannon out near Liu Maize. Reckon we could get it operational again, if we could haul it back here. Could put some serious hurt into any machine that get too close to home.”*

*You look to Terror, whose antennae twitch in agreement “It would be prudent. A lighter garrison at the Alpine Pass, more hands to help elsewhere.”*

*Castor transfers the documents over to your slate. Terror begins to brief you on their request, when suddenly you’re all interrupted by a High Priority wideband transmission from an unknown source.*

This beat then immediately proceeds into Mission 6: Victory’s Gifts.

### Mission 6: Victory’s Gifts

#### 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 Readiness,** 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

*>//PRIORITY ALERT:::SM-D (ANTIPATER:::CASSANDER:::CRATERUS) HAVE BEEN COMPROMISED::: CONTINGENCY[SUNSET(0)] INITIATED:::*

*ALL PLANETARY FORCES FOLLOW EMERGENCY EVAC SHELTER PROTOCOL:::AWAIT COORDINATES VIA ORBITAL DROP:::*

*CLEARANCE//[TOWER GOLD]::: TO THE LAST, WE SHALL PREVAIL. SUN SHALL SET YET ON ARDENNES-3//*

*::MESSAGE REPEAT::////*

At the same time, the *Skywatcher Arrays* (the early warning radar system Castor’s team recently set up), alert about possible inbound high-velocity contact on a de-orbit trajectory.

The amphitheatre quickly descends into an organised chaos, as attachés and rangers frantically run the data analysis. A wave of relief soon washes over as it becomes apparent that this isn’t an attack, but part of a crisis-era evacuation in the event of loss of control of the Hercynian combat theatre.

The orbital drop is identified as a black box from an old Union relay satellite, containing coordinates for multiple hidden emergency shelters across Hercynia. Although it’s unclear why it didn’t trigger the moment the Cassander was lost in the fight with Beggar One; perhaps the relay satellite itself was damaged.

High Command decides to seize the opportunity. Those bunkers could hold valuable resources, if the players are able to retrieve the coordinates from the box. Problem is, its impact site is a couple days' travel away, close to a known Bicameral Alliance forward encampment. You’ll have to move fast to secure it before they can.

#### 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)  2x 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) |
| Reinforcements: | 1x T2 Hornet (Lock/Hold Javelins, Umbral Interdiction)  2x T2 Assault Grunts (Auto-Targeting) |

##### 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 High Command discovering a list of bunker 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 Home plays catch up with the swell in population.

###### PC Defeat

If the enemy force has a greater score after six rounds, the players are forced to withdraw from the area, unable to secure control. The St Tellans recover the black box, and the supplies from the bunkers allow them to increase the frequency of the raids across Solo Terra.

##### Following Up

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

Once rested, the PCs are called into High Command, starting Beat $$$: Crimes Buried Deep.

#### Beat $$$: Crimes Buried Deep

Terror again calls the PCs to meet. The Disquiet is spreading. A *wrongness* is spreading over witness. Perhaps the players have felt it too, although not as deeply.

*“The calamity the Beggar placed upon this land has been vast. Our homes lost, our lives taken.” Terror pauses for a moment, mourning, feeling.*

*“The quakes bury our present, but also surface old [remembrances]. Now a [disquiet/defilement] washes over my people, and some of you, I should think. A wrongness that screams like the erosion of rock against the onslaught of the ocean.”*

*“Something stirs, and it suffers, and we suffer. Please, I ask you silence this disquiet. Grant this [honour/burden/mercy] and let our wounds heal.”*

Unknown to Terror, or anyone else on Hercynia, the disquiet is caused by what shall later be termed **Defilements** - Biomechanically engineered Egregorians, kidnapped and experimented on by Second Committee military scientists in the dying days of the Crisis. Enemies turned into weapons, their biology turned against them - witness, a blade to their throats. It was a blight on Hercynia, and a crime etched deep into humanity.

The project was deemed a failure, abandoned in favour of conventional TBK programmes. The Defilements couldn’t be controlled, indiscriminately slaughtering all in their path, hunting through use of witness and warform physiologically, enhanced with mechanical tools. Like many other Egregorians, they went into a state of stasis following the Crisis, but the seismic events in recent months have awoken them again, and now they hunt once more, while the pain of their existence screams silently, a psychological harm never accounted for by their creators.

#### Combat: Descent

| Sitrep: | Special |
| --- | --- |
| Bonus Objective: | Extract 3x “Egregorian Tech” Bonus Objectives |
| 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 2x T2 Rainmaker (Hades Missiles) |
| For 5 PCs: | Add 3-4x T2 Sentinel Grunts (Rapid Response) |
| Reinforcements: | Add 1x T2 Witch Exotic (Living Chassis, Chronotorus)  Add 2-3x T2 Sentinel Grunts (Rapid Response) |

##### Details

Taking place in a series of tunnels and caves near the destabilised Hivehome cavern, this combat is under the effect of the **Earthquakes** environment (Lancer, pg 278).

Additionally, around the map are placed several **“Egregorian Tech”** caches. These are **Size 1/2**, **10HP, Evasion 10, E-Defense 10,**  **Bonus Objectives.** These can be moved by characters following the rules for Objectives as per the Extraction sitrep (Lancer, pg 270).

During a players turn, they may **Extract The Bonus Objective** as a free action while in the EZ/ADZ, without extracting the player.

##### Outcome

###### PC Victory

If the players are able to defeat the Defilements by the end of the sixth round, the disquiet they were spreading via witness dissipates. **Reduce the Tension clock by one segment.**

Additionally, in recognition of their efforts, Terror awards the players an item of Exotic Gear that was found during the evacuation of Hivehome - an **Ancient Prime’s Blade** **(Appendix, pg $$$).**

###### PC Defeat

If the players are unable to defeat the Defilements by the end of the sixth round, or otherwise retreat from combat; the Egregorian tech is lost, and the Defilements begin hunting down any Egregorian refugees still in and around Hivehome, before eventually being destroyed by HUC forces when attempting to access Mycol Fields. **Tick one segment on the Tension clock.**

###### Bonus Objective

If the PCs are able to successfully extract at least three **Egregorian Tech** caches, researchers and engineers are able to adapt parts for player use, granting them the **Egregorian $$$ Reserve (Appendix, pg $$$).**

##### Following Up

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

Once the players have rested, Castor gets in touch, beginning Beat $$$: Sun’s Out Guns Out.

#### Beat $$$: Sun’s Out, Guns Out

Castor and his engineering corp have already packed the convoy, and are ready to deploy once the PCs are prepared.

The target is a seemingly in-tact Siege Cannon out in the Grey Towns. It should be a simple matter of the engineers disassembling it in part so it can be lifted onto the flatbed for the return journey to Home, where it can be fully assessed and deployed at the Alpine Gate.

The only issue is, a notable number of hollow chassis, subalterns, and corrupted agri-drones still meander around the valley, a stagnant reminder of Beggar One’s forces. Activity levels seem low, but it’s never without risk, that’s why you’re here.

It takes a few days for the convoy to reach the operational area, setting up on a wide bluff along one of the streams that fed the farms of Liu Maize. It’s quiet, save for the occasional grinding of metal from aimless machines.

*As one of Castor’s staff unloads their toolbox next to the cannon, everyone’s attention is turned to a local-area all-comm broadcast, its origin triangulated as being at near zero distance.*

*>//MAGISTER\_SYSTEM::[8-TIUS]::COMMAND\_CHAIN::BEGGAR[INCAPACITATED], MENDICANT[UNKNOWN\_STATUS], VAGABOND[UNKNOWN\_STATUS]::: MAGISTER\_SYSTEM ACTING THEATRE COMMAND PROTOCOLS ACTIVE:::*

*:::DECLARATION:::SEIZURE OF UNION ASSETS IS UNLAWFUL PURSUANT TO UN-MIL-PROTOCOL-86.12.242. STAND DOWN OR FACE JUSTICE.///*

*The field of hollow chassis and subalterns suddenly stirs to life, coalescing around the source of the broadcast: a crisis-era chassis holding a frayed standard. The ghosts of the past seemingly still not willing to pass into history.*

#### Combat: Sun’s Out, Guns Out

| Sitrep: | Holdout (Lancer, pg $$$) |
| --- | --- |
| Bonus Objective: | Fire the Siege Cannon fewer than 2 times |
| Enemy Forces |  |
| For 3 PCs: | 1x 8-TIUS - T2 Ronin Elite (Extended Blade, Chaff Launchers)  2x T2 Squad Mercenary (Efficient Killer)  1x T2 Support (Latch Drone) |
| For 4 PCs: | Add 1x T2 Rainmaker (Endless Rain, Atlas Missiles) |
| For 5 PCs: | Add 2x T2 Conscript[[2]](#footnote-1) (Combat Shield) |
| Reinforcements |  |
| Contingent 1: | Add 1x T2 Rainmaker (Endless Rain, Atlas Missiles)  Add 1x T2 Scout (Spotter) |
| Contingent 2: | Add 1x T2 Squad Mercenary (Efficient Killer)  Add 1x T2 Archer Veteran [+HULL] (Shock Armor, Blinding Shells) |

##### Details

This combat plays out as per the standard rules for a Holdout mission, except within the Control Zone there is a **Siege Cannon** (size 2 object, 20hp, 8 evasion, 8 e-def).

Players can fire the cannon as a **Full Action**. This action is treated as a Barrage of an **HA Barbarossa Siege Cannon** (Lancer, pg $$$). After firing, the player must pass a **Hull Check** or be **knocked back 2 spaces** and **prone.** The Siege Cannon ignores any Loading or Ordinance tags. It becomes inoperable after being used twice in this way (akin to **Limited 2**).

##### Outcome

###### PC Victory

If the player’s score is 1 or higher by the end of the sixth round, they are able to successfully hold off the machine remnants long enough for Castor’s team to load the cannon onto their vehicles and begin hauling ass to safety.

**Tick a segment on the Military Readiness clock.**

###### PC Defeat

If the player’s score is less than 1 at the end of the sixth round, or if the Siege Cannon is destroyed outright; the players are forced to retreat. Some members of the Colonial Engineering Corps are killed or injured in the chaos, and the cannon (if intact) is brought under control of the machine remnants.

**Reduce the Infrastructure Clock by one tick** as the surviving engineers are unable to contribute to civil engineering work while they regroup and recover.

###### Bonus Objective

If the combat is completed, and the Siege Cannon is intact and hasn’t been fired more than once, it is able to be recovered in a functional state, allowing for its rapid deployment.

The Players gain two uses of the **Bombardment** reserve, which they can use in later missions.

##### Following Up

The revelation that a “Magister System'' is taking control of the machine remnants is likely to be of concern to the player characters, and to HUC’s Rangers. Although it’s not yet clear what the full implications of this are, it is obvious that caution and further investigation will be needed.

### Downtime 6

Following the events of Victory’s Gifts, characters have the time to rest, full repair, and increase to LL6. They have the opportunity to undertake **one downtime action.**

The PCs still have access to all regular downtime actions, as well as those outlined in the appendix (Downtime Actions, pg $$$).

This period of downtime lasts anywhere from a few days to a few weeks, leading into the back half of spring, and the awakening of Endeavour in Beat $$$: Solitude In The Darkness.

## 

## 5015u, Late Spring

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

One particularly warm day in late spring is marked by a sudden spark of activity amongst the egregorian and witness-sensitive population of Home. The air feels heavy, like the hug of a weighted blanket. A thickness across witness. A completeness. Endeavour has awoken.

Later that day, the PCs are invited to meet with Endeavour, who wishes to appraise themselves of the current situation, as well as tell the players of conversations in unconsciousness.

The players learn that Endeavour’s state was not one of silence. Forced to relive all the memories of loss and trauma Hercynia has endured, over and over.

*“I was lost in the dark. I saw my people burn. I saw them as they burned when your people first came here, and I saw them as they burned when the Beggar ignited the Crisis anew. And there was Solitude, in the darkness.”*

*Endeavour breathes deeply, slowly. Discomfort in the recollection is clear across the overmind’s form in all its majesty.*

*“I am used to living the lives of others, less so for others to live mine. They were the pilot through the streets of my mind. Another, like me - from across the sea. And they showed me nightmares of their own, too.”*

*Another deep breath, it washes over you like a wave of calmness.*

*“The Sisters bickered, the sea cannot hold back the tide of death, and soon its horsemen shall be upon our shores. We must prepare, before The Machine fall upon us once more.”*

Corroborating Endeavour’s account with scouting reports from the Rangers paints a grim picture: The Bicameral Alliance has sacked Bella Costa - the third city of what was once The Three Sisters, and is preparing a navy to cross the Lagunan Strait, presumably to continue Beggar One’s war.

In the coming days, Endeavour assumes control of Home as the ultimate authority of HUC High Command, and issues edicts to place the city on a war-footing, with resources and facilities being diverted to military preparations.

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

*Skywatcher pings milcom: Three points on the horizon, trajectory heading towards the vicinity Home. Looking out, you see the familiar flash streaking across the sky - Dropships. Transponders squawking their identity:* ***Landmark.***

*Suddenly, all radio and omni channels are lit up in a torrent of automated signals.* ***“Landmark******Colonial Relief Force Weatherglass-Torricelli”****, declaring local jurisdiction over Ardennes-3. All Landmark personnel to report to the bureau of the commanding officer on landing.*

The dropships touch down upriver in the valley, from which a flock of subalterns begin preparing a forward operating camp, termed “Camp Showstopper”. In the weeks that follow, shuttles deliver a steady stream of staff, security officers, and supplies from the Weatherglass and Torricelli carriers up in orbit.

Also arriving with the shuttles, unbeknownst to the players (and indeed, to both the HUC and the CRF) are the remaining members of **Perfect Execution**, the team of SSC Constellar Midnights tasked with undertaking Operation Emperor. They secret themselves away and integrate into undercover identities within Home.

Communications are established between HUC High Command, and Weatherglass-Torricelli’s top brass, led by **Colonel Hault** (who remains in orbit about the Weatherglass) **.** Relations are cold, but open and professional.

CRF-WT makes their intent clear: The protection of Landmark assets, the continuity of colonial rights, and the processing of citizens insurance claims and recompense.

If the players are a Crisis Response Team, or otherwise affiliated with Landmark, they are expected to integrate themselves into the mission, and this may be a source of tension both for the players, and for the two polities on Solo Terra.

Some former Evergreen citizens and militia leave to enlist with the CRF, while many on all sides within Home express unease at this sudden military presence nearby. **Tick one segment on the Tension clock,** to represent the increased friction.

### Beat $$$: Operation Mud-Net

A few weeks after the arrival of CRF-WT, the players are greeted with a ping on their slates, summoning them to High Command to discuss ongoing operations, and are instructed to prepare for imminent deployment.

Greeted by one of Endeavour’s attendings, the players are led into the main hall of the amphitheatre, where Terror, Endeavour, Ilyr, Brava, and Mirth are already deep in discussion. Dthall is away on deployment. Countless attachés, rangers, and other staff continue working around the discussions.

Brava reports that increasing numbers of refugees, including some militia members, are abandoning Home to enlist at Camp Showstopper, or to at least seek refuge and processing as a citizen of Landmark. While they are within their right to do so, if it continues it may worsen personnel issues, with crews already stretched thin as it is between work in the fields, and clean up duty out in the wilds.

Mirth is next to report. More and more rangers are returning with accounts of Machine Remnants increasing in organised activity, of Magisters and Red Eyes. As yet there’s no clear or cohesive plan to their movements, but answers need to be found, and soon.

Before discussions can continue, deliberations are interrupted by the sound of gunfire. The unmistakable sound of a standard-issue PDW. Then, commotion. Rangers reach for their belts, already running in the direction of the hallway the disturbance originates from.

Another ranger, face obscured by helmet, walks calmly in the opposite direction, before raising their gun in the direction of the commanders - of Endeavour.

If players attempt to intervene, consider playing out a skill challenge to decide how it resolves.

If the assailant is captured, they are revealed as a low-ranking ranger, before later escaping from custody. The identified ranger was actually a Constellar Midnight in disguise, to displace blame if caught. Otherwise, the assailant escapes, having fired a single shot deliberately past the overmind.

In the aftermath, one ranger had suffered a bullet graze to their leg, but no other injuries were reported. Additional security is put in place for Endeavour, with two less-senior rangers in good standing with the PCs assigned as his personal guard (such as Psalm, if alive, and Konrich Masser). One of these guards is, in fact, a member of **Perfect Execution**; and the entire day's events were orchestrated to achieve this outcome, and to ensure witnesses.

### Beat $$$: Chasing Leads

The day after the assailant escapes, Ilyr Ordo asks the players to investigate. Ilyr isn’t sure who can be trusted if this was an inside attack, and as witnesses, and generally as free agents, they are the best placed to lead the investigation.

Ilyr suggests they start by examining the scene and questioning witnesses, beginning Mission 7: Turnabout Sedition

### Mission 7: Turnabout Sedition

Players are tasked with aiding the investigation into the attack. Their investigation leads them to a ranger unit deployed against the machine, who then come under attack from Red Eye.

| **Goal:** | Investigate the attack on High Command. |
| --- | --- |
| **Stakes:** | If the PCs are unsuccessful, an unknown element will continue to operate within Home, causing subterfuge and distrust, affecting the Tension clock. |
| **Reward:** | Ilyr Ordo sets aside the resources and licences to progress to **LL7**, to be rewarded on the players return with whatever answers they find**.** |
| **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 $$$: Ballistic Markings

Players learn that the presumed assailant is dead, found shot in a latrine while on deployment. The investigation turns to this, before it gets interrupted by the arrival of Red Eye.

Set out a new 6 segment **Gather Leads** clock**.** Players may undertake actions and tasks to attempt to learn information about the attack, and its perpetrators, following the standard rules for clock progression.

Information the players might investigate or otherwise learn during the course of examining the crime scene includes:

* There were no fatalities, the only injuries were minor hits to limbs.
* The shot towards Endeavour was off-target, despite the attacker having a clear shot and military training.
* The gun and bullets recovered at the scene match the new standard issue of the now-combined military forces of home.
* No one saw the attacker arrive or leave the scene during the incident.
* One witness heard the attacker speak, with a Hercynian accent.

On filling out the clock, an attaché informs the players that after checking all access records, the only one out of place was **Solomon “Sol” Nokte**, a ranger who was supposed to still be on deployment out near Evergreen at the time of the attack. It is suggested that they check in with the squad in the field.

*It takes about a day and a half to reach Sol’s unit in the field. Approximately 30 rangers are encamped in and around a small cave at the foot of a hill in a wooded area. A silent alarm flags your presence, resulting in several armed rangers to approach and hail you over comms.*

*“Here to help? Well, don’t come any closer, we can’t risk being discovered, the ghost and its minions are already picking us off one by one.”*

The ghost is Red Eye, the mysterious hollow chassis that rangers report destroying time and time again. And it turns out that multiple rangers have gone missing from the unit without a trace, with the blame being placed at Red Eye. It seems some rangers are increasingly taking the idea of being haunted literally, with comrades spirited away in the night.

Set out a new 6 segment **Continue Investigation** clock, for players to investigate the ranger camp and the missing troops.

Information the players might discover includes:

* There have been 3 disappearances in the past week, one of which was Sol.
* Each disappeared in the middle of the night, while on watch duty.
* Each time, no disturbance or signs of any struggle were reported.
* The evening before the first disappearance, the squad engaged in a skirmish with several hollow chassis *Worldkiller* frames that had wandered past the camp.
* Redeye claws its way out of hell, an unkillable mech, the spectre of Beggar One seeking to finish the war.
* A sulphurous smell has been building up near the latrines, some rangers are worried they’ve been inhaling too much thermobarics.

On filling out the clock, the players discover three bodies discarded in the slurry of the latrine pit. Each has drastic burns to the face to render them unrecognisable, and any identification like dog tags was removed. Luckily, the captain is able to positively confirm one of the bodies as that of Sol Nokte, thanks to a distinctive mole on their hand.

At this point, everyone in the camp is interrupted by the tripping of a perimeter alarm, Red Eye’s forces are back, and they’ve found the encampment. Proceed to Combat: $$$

#### Combat: Smoke Rises

| Sitrep: | Holdout (Lancer, pg $$$) / King Of The Hill (Enhanced Combat, pg $$$) |
| --- | --- |
| Enemy Forces |  |
| Contingent 1: | 2x T2 Morningstar (Dirty Bomb, The Button)  1x T2 Termite Veteran [+AGI] (Acrobat, Thermal Smoke) |
| Contingent 2: | 2x T2 Scourer Grunt (Pulse Laser)  1x T2 Spite Vehicle (Treads Or Hover) |

Set up the encounter as per the rules for a holdout sitrep, except the PCs deploy in an Allied Deployment Zone on the edge of the map, with the Control Zone in the centre but slightly in favour of the Enemy Forces.

The GM may deploy reinforcements each round, from either Contingent.

#### Combat: $$$

Red Eye engages the players directly, and is destroyed. But they get better so it’s okay. Establishes that Magister System is growing in scope, now pinging signals from Evergreen.

#### Beat $$$: $$$

The continuation of the investigation.

## 5015u, Summer

### Beat $$$:

Open Comms happens, Bella Costa falls, VR crosses the strait, the warlords of B1’s forces vie for control of its remnants. Dthall-Mirth want to response in force, clear Solo Terra so they can march on Laguna.

### Mission 8: Old Homes, Old Haunts

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

The Magister System is being relayed from Evergreen’s omni tower. If HUC wants any hope of permanently defeating Redeye, and the machine remnants, the tower needs to go.

Once Magister System is disabled, and Redeye is destroyed for good, Vagabond Red seizes control of the remnants.

## 

## 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

## Downtime Actions

Players may wish to address the ongoing situation at Home. Those wishing to do so during any downtime in Act 2, may undertake any of the below Downtime Actions.

### Bridge Relations

You spend time actively making connections, facilitating inter-community meetings and events, or addressing concerns relating to the differing factions and groups in Home.

If multiple PCs take this action in a given Downtime, roll for each character and take the best result instead of applying each individually.

**Declare your approach, and then roll:**

On a **9 or less,** your efforts are unsuccessful, and actively hinder relations. Tick a segment on the **Tension** clock. The next time you take this action, your result increases to the next degree of success.

On **10-19**, clear a segment on the **Tension** clock, but only if you are able to do one of the following:

* Get help or secure the support of a respected figure.
* Damage your own reputation by taking responsibility or deflecting blame onto yourself.
* Undertake a difficult or arduous task.

Play out a scene to see if you can succeed.

On **20+**, your efforts are well received. Clear a segment on the **Tension** clock.

### Integrate Forces

You work with the Rangers and former Landmark militias to help them integrate into a cohesive military, whether through tactical lessons, assisting the military administration, military drills, or other activities.

If multiple PCs take this action in a given Downtime, roll for each character and take the best result instead of applying each individually.

**Declare your approach, and then roll:**

On a **9 or less,** your efforts are unsuccessful, and hinder integration efforts. Clear a segment on the **Military Readiness** clock. The next time you take this action, your result increases to the next degree of success.

On **10-19**, tick a segment on the **Military Readiness** clock, but only if you are able to do one of the following:

* Get help or secure the support of a respected figure.
* Prove your acumen.
* Secure additional resources or military equipment.

Play out a scene to see if you can succeed.

On **20+**, your efforts are well received. Tick a segment on the **Military Readiness** clock.

### Build the Fields

You set about assisting the people of Home, whether working a shift with the engineers, providing medical aid, running errands, or otherwise helping develop the resources and infrastructure of the city.

If multiple PCs take this action in a given Downtime, roll for each character and take the best result instead of applying each individually.

**Declare your approach, and then roll:**

On a **9 or less,** your efforts are unsuccessful, causing a loss or diversion of resources or infrastructure. Clear a segment on the **Infrastructure** clock. The next time you take this action, your result increases to the next degree of success.

On **10-19**, tick a segment on the **Infrastructure** clock, but only if you are able to do one of the following:

* Go the extra mile.
* Rally the crew.
* Make a trade-off.

Play out a scene to see if you can succeed.

On **20+**, your efforts are well received. Tick a segment on the **Infrastructure** clock.

## Exotic Gear

### Ancient Prime’s Blade

Unique, Exotic, System [2 SP]

#### Equipment Effect

#### Compendium Entry

### Brood Sibling’s Molt (Pilot Variant)

#### Equipment Effect

#### Compendium Entry

## Reserves

### Sympathetic Systems Inhibitor

You may spend this reserve at the start of a round during any combat scene.All non-allied characters in the scene must make a **Systems Check**. On Failure, the character is **Impaired** until the end of their next turn.

“*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 that peace.” - Commander Mirth, Hercynian High Command*

Utilising Witness-based biomechanical interfacing, developed in the dying days of the Hercynian Crisis, you disrupt the enemies’ systems with a wide-field inhibitor pulse.

## NPC Index

### Hercynian United Cities

* Endeavour, Overmind
* Terror, High Command, Acting Leader
* Ilyr Ordo, High Command
* Pyotr Heidel, High Command
* Primoz Commorand, High Command
* Dthall Ordo, Commander
* Mirth, Commander
* Brava Hadura, Commander / Council Advisor
* Jacob Merrick, Assistant Advisor
* Castor Fielding, Chief Engineer
* Dominik Marr, Chief Engineer
* Dr Fatima Hamad, Chief Medical Officer
* Bitter, Senior Archeologist
* Tallgrass, Ranger
* Konrich Masser, Ranger
* Psalm, Ranger
* Yesman, Ranger
* Firehose, Ranger
* Dorthe Kithamura, Ranger
* Tyrel Markey, Ranger
* Davenriche, Military Teacher
* Lunvilla, Baker
* Winter, Merchant
* Vein/Lucia Delmonte, Anthropologist

1. Alternatively, in place of Exotic, you may use Horror (Dustgrave). [↑](#footnote-ref-0)
2. Suldan, pg. $$$. Alternatively, 3x T2 Sentinel Grunts. [↑](#footnote-ref-1)