

SALVAGE UNION

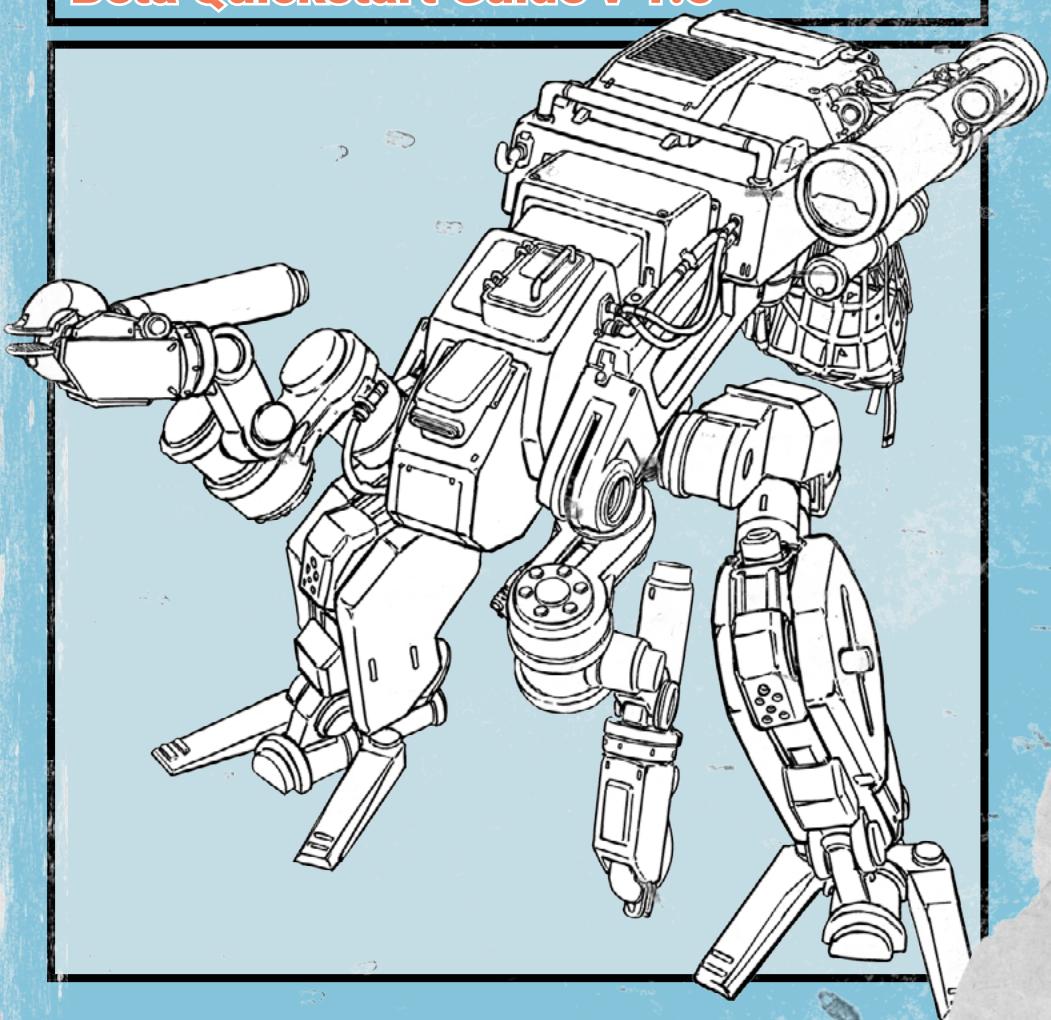
Aled Lawlor & Panayiotis Lines



LEYLINE
PRESS

©2022 All Rights Reserved

Beta Quickstart Guide v 1.5



CREDITS

WRITING

Panayiotis Lines, Aled Lawlor, Malcolm Illidge

ILLUSTRATION

Alex Connolly, Hamish Frater, Francesco Silva, Aled Lawlor

LAYOUT & DESIGN

Aled Lawlor

EDITING

Panayiotis Lines, Aled Lawlor

PLAYTESTING & DEVELOPMENT

Malcolm Illidge, Joe Ewen, Tom Goodacre, Arthur Billington, Rupert Greyling, Matthew Marshall, Peter Coffey, Lawrence Van Der Merwe, Benjamin Wenham, Dave Parkinson, Pierre Vagneur-Jones, Martyn "Pops" Allan, Brian Wille, Artimus Killian, Wesley Bedingfield

THIS IS A BETA RELEASE.

ALL CONTENT IS SUBJECT TO CHANGE.

This work uses material from the Quest Creators Resource. The Quest Creators Resource by The Adventure Guild, LLC is licensed under CC BY 4.0.

© 2022 Leyline Press
All Rights Reserved.

leyline.press
twitter.com/salvageunion

CONTENTS

INTRODUCTION	6
SAFETY PROTOCOLS	8
MECH WORKSHOP	10
- Hauler // Atlas	14 - 17
- Scout // Gopher	18 - 21
- Soldier // Brawler	22 - 25
- Hacker // Mantis	26 - 29
- Engineer // Magpie	30 - 33
- Salvager // Jackhammer	34 - 37
UNION RULES	40
- The Core Mechanic	40
- Pushing your Mech & Pilot	41 - 42
- Reactor & Stress Overload Tables	43
- Who Acts First?	44
- Distances	46
- Attacks	48
- Critical Damage and Injury Tables	50 - 51
- Salvaging	54 - 58
- Downtime	59
MEDIATORS ADVICE	62
- Consequences	63
- NPC Actions, Reactions, and Morale	65 - 67
- NPC Profiles	68 - 83
SYSTEMS & MODULES	84
- System Tables	84 - 90
- Module Tables	91 - 95
- Defined Terms	95 - 99
THE DOWNING OF THE ATYCHOS	102-111

**"The world's a quiet place now. The thrum of a reactor;
the hiss of a radio; the whistling of the wind. That's the
company I like to keep out in the wastes.
Until you find something worth having. Then all hell
breaks loose."**

-Unknown Salvager



INTRODUCTION

Welcome to the Union

Salvage Union is a tabletop roleplaying game where you play as a rag-tag group of Mech Pilots who make ends meet by salvaging scrap within the post-apocalyptic wastelands.

The Pilots known as Salvagers live on a huge Mech called a Union Crawler which houses their entire community.

This Quickstart is designed as a simple introduction to get you straight into the action and rolling dice.

The Setting

Salvage Union is set in a post apocalyptic world similar to earth a few hundred years into the future. In this world nuclear reactor powered Mechs are used in a vast range of applications from agriculture, assembly work, mining and of course warfare.

The world is a scarred one. A combination of global warming, deforestation, pollution, nuclear fallout and endless war have made the planet a shadow of its former self. There was no great event that signalled the apocalypse, just slow entropy. Like rusting steel the world grew red and crumbled apart.

Most people are known as wastelanders and eke out a living in small, scattered

settlements across the wastes. Such a settlement may only have access to a single mech but they're vital for survival in being able to travel safely through the rad soaked waste and scavenge for scrap.

Around one percent of the world lives in Corporate Arcologies or Arcos. These Arcos take a variety of forms from cloud spires, to biodomes, to underwater cityscapes. The majority of those within an Arco live existences of bondage, tied by debt to their corpo and made to work it off in perpetuity. A tiny percentage at the top of their Arcos hierarchy live in gross luxury. The corporos form a fragmented oligarchy that rules by the immense power they can exert.

The Salvage Unions form a resistance to this dichotomy. They neither suffer static slow death in the wastes nor the authoritarian rule of the corporos. Instead they have formed their own self sustaining community by joining together workers, salvagers, pilots, technicians, cooks and all manner of free spirits. Together they work outside the boundaries of corporate controlled territory, salvaging from the carcass of endless growth to offer freedom, life and hope to the people.

From these walking home bases they range out into the wastes with a hodge-podge of scrap built Mechs. Whilst no match for a well armed Corpo lance they can triumph through their grit, determination and cunning.

Some folk view salvagers as avenging angels, a beacon of hope in a fallen world, others as merely opportunists no better than the corporos. Some simply view them as a place to call home.

What stories will they tell about you?

The Players

Salvage Union is designed to be played with around 3-6 players.

One of these players takes on the role of The Mediator. Their role is to structure the situations and narrative presented to the players in the game, take on the role of non-player characters in the game world and adjudicate the various rules of the game. A more generic name for The Mediator in other tabletop roleplaying games is the Games Master.

All other players in the game take on the role of Mech Pilots known in the game world as salvagers. Players can control both their Mech and Pilot in the game and the game is designed so switching between the two is quick and simple.

Things you need

Salvage Union can be played in person or online with a camera and microphone. We recommend playing in person for the best tabletop experience.

Each player will need:

- Access to these rules
- A 20 sided die
- A Pilot Sheet
- A Mech Sheet
- Something to write or type with

The game is designed to be run for a few hours (3-4) and ideally in a comfortable, quiet place without many distractions.

How to play

The core play of Salvage Union is a conversation between the players and The Mediator.

The Mediator will describe the situation that the players find themselves in, this can include details such as the location, the other characters in the gameworld and any dangers that are present.

The players then describe what they want to do and The Mediator describes the outcome of their action.

The Mediator decides this outcome based on the narrative situation within the game and the choices that the player makes. Sometimes this is uncertain and The Mediator can ask the player to roll a dice to help determine the outcome.

Salvage Union uses only one die, the d20, to resolve all of its outcomes.

SAFETY PROTOCOLS

Safety Tools

Salvage Union explores a post-apocalyptic setting with elements that may be distressing or uncomfortable for some players. We recommend the use of safety tools to create a safe and welcoming environment for everyone to play the game in.

Boundaries

Before you begin the game, you should ask the players in your group to let you know if there is any subject matter that is sensitive for them. You can use these categories to help create boundaries for your story's content.

Out of Bounds: If something is out of bounds that means you should not use it in your story. For example, if a player says that graphic descriptions of torture are out of bounds, everyone in the group should agree not to use that subject matter in the game. Things that are out of bounds should not be part of the game.

Off Camera: There are some topics that might be okay to include within the game, but not in detail. In this case, you should reference these events indirectly or metaphorically as if they are happening off screen in the background.

For example, if a player is uncomfortable with detailed descriptions of blood

and gore, you might describe a group of wastelanders being massacred by a rampaging Mech with the grim sounds of metal and shouting in the background.

Or some groups may want to explore sexual relationships between characters within the game but would want things to fade to black during the actual scene of intercourse.

Some players may realise something is out of bounds only when they hear it. If you notice a player is uncomfortable during a game, ask them if they are okay to keep playing before continuing.

Stop Sign

Players can use a STOP SIGN to signal when something makes them uncomfortable or when they need to pause the game.

The stop sign can be anything your group agrees to use. It can be a verbal cue (like a safe word), a gesture or a card that you hold up.

If someone uses a stop sign, pause the game to find out why by talking to each other out of character. Listen to other players if they need to set a new boundary, and respect the boundaries of other players in your group.

A player can use a stop sign at any time within the game and doesn't need to justify its use.



MECH WORKSHOP

Pilots & Mechs

In Salvage Union you play as both your Pilot and your Mech. The core of the game will involve controlling your Mech on missions in the wastelands, with your Pilot in the cockpit. However some situations may just involve your Pilot and others can involve a mixture of your Pilot and your Mech. For example if your Pilot is forced to eject during a fight and go out on foot.

When controlling their Mech a Pilot can't take significant actions like attacking.

The rules are designed so flowing between Pilot and Mech play is simple as they both use similar mechanics.

Choose a Mech & Pilot

Your choice of Mech and Pilot is the most important decision in Salvage Union as this is what you will be controlling for most of the game.

This quickstart guide offers you a choice of six different Mech and Pilot combinations. These have a mix of default options. There are further Downtime rules in this Quickstart Guide on upgrading and customising your Mech with Salvage that you find. The core game will have even more customisation rules allowing you to design a Mech and Pilot from scratch and use a wide variety of different configurations.

Key Terms

These terms describe some of the key features of your Mech and Pilot. The Quickstart Mechs and Pilots have all been constructed for you so this is a quick primer to help you understand the basics of how things work.

Further details on these terms and how they're applied can be found later on in the rules section, along with all the other information you'll need to play the game.

Systems & Modules 1

These include weapons such as the 30mm Autocannon and hardware such as a Rigging Arm. Each of these Systems confers different abilities on your mech.

Modules are software, information and electronic warfare systems installed in your Mech. They confer a wide range of abilities and include the likes of Survey Scanners and Hacking Chips.

Each System and Module has a Slot value, denoting how many Slots it takes up on your Mech.

System and Module slots and the number of slots a System or Module requires, are indicated with the following symbol 1.

Systems and Modules also have Traits which are listed in bold, like **Load** or **Ballistic**. These are all listed in the

Defined Terms section on p. 95.

Structure Points (SP)

This represents how tough a Mech is and how much damage it can take. When your Mech's Structure Points reduce to 0 you roll on the Critical Damage Table to see what happens. Your Mech can be destroyed, lose Systems, Modules or suffer other damaging effects.

Energy Points (EP)

Your Mech has a number of Energy Points based on its Chassis. You can spend these points to use abilities that your Mech has access to from its Systems, Modules and sometimes Pilot. To restore Energy Points your Mech must spend 1 week of repair and maintenance at the Union Crawler Mech Bay as part of your Downtime.

Heat

Your Mech has a maximum Heat Capacity based on its Chassis. This represents the Heat efficiency and load of its reactor. Your Mech generates Heat as it suffers the rigour of the wastelands. A Mech generates 2 Heat when the Pilot pushes the reactor. A Mech also generates Heat when firing weapons that have the 'Hot' trait such as the Rail Rifle or Green Laser. Environmental effects like radiation storms can also generate Heat.

Equipment

Physical hardware carried by your Pilot. Each item takes up one slot in your

inventory, by default all Pilots have six inventory slots.

Abilities

These are skills your Pilot has trained over years of practice. These can be learned and improved, as your character progresses. In this Quickstart some default abilities have been given to each pre-constructed Pilot.

Hit Points (HP)

Hit points denote how tough your Pilot, as well as other NPC's within the game are. When your Pilot's Hit Points reaches 0 you must roll on the Critical Injury Table to see what happens. They can die, or gain temporary, or permanent injuries.

Ability Points (AP)

Your Pilot has a number of Ability Points. The default number is 5. You can spend these points to use abilities your Pilot has access to. To restore Ability Points you must rest and recuperate upon the Union Crawler for 1 week as part of your Downtime.

Stress

Your Pilot can accumulate Stress as you play the game. You generate 2 Stress when you Push your Pilot. You can also generate Stress as the result of a Tough Choice or Mediator consequence. When you reach your Stress Capacity, as well as every time you Push, you must make a roll on the Stress Overload Table.

Cargo Capacity

A Mechs Cargo Slots represents how much it can carry. By default a Mech has 6 Cargo Slots. Cargo Capacity can further be increased by installing Systems such as Transport Holds or Cargo Bays into your Mech as well as through some unique Chassis and Pilot abilities.

Tech Level T1

A Mech's Tech Level broadly represents how advanced it is. There are 6 Tech Levels in the game and Mech's of higher Tech Levels tend to be more powerful with higher statistics in one or multiple areas.

By nature however higher Tech Mechs are more expensive to build, upkeep and repair. Tech levels are indicated with the following symbol **T1**.

Salvage Value ✕

A Mech's Salvage Value represents a wide range of factors relating to its salvageability, repairability, craftability and bulk. Systems and Modules also have a salvage value which works in a similar way. Salvage value is indicated with the following symbol **✕1**.

Pilot Ideals

Your Pilot's ideal is something they strongly believe in. It could be a simple concept like tradition, independence or fairness; or something more complex such as a philosophical or religious system of belief. Once per downtime if you take an action that aligns with your ideal you may push it for free.

Pilot Flaws

Your Pilot's flaw is a character weakness, vice or aspect of their personality that affects them detrimentally. It could be that they are naive, judgemental, inflexible or have an addictive personality. Once per downtime if you take an action that aligns with your flaw you may push it for free.

Pilot Background

Your Pilot's background is where they came from before they joined the Union Crawler. They could have been a wastelander, a corpo exile, a wanderer or even a born salvager. Once per downtime if you take an action that aligns with your background you may push it for free.

Pilot Motto

Your motto is a phrase you happen to be fond of using. Once per downtime you may say this phrase at a time that feels appropriate and another Pilot may push for free.

Pilot Keepsake

Your keepsake is an item that is personal and important to you. It could be an old photograph, a childhood bobblehead toy or a music mixtape from an old sweetheart. Once per downtime you may interact with your Keepsake as a Short Action to reduce your Stress by 4. Alternatively once per downtime you may use your Keepsake to reroll on the Stress Table as a Reaction.



HAULER



Inventory Slots

1 - Revolver	4 -
2 - Rigging Jack	5 -
3 - Portable Comms Unit	6 -

Profile

Callsign:
Commodore

Background:
Wastelander

Ideal:
Family is everything

Flaw:
The ends justify the means

Keepsake:
Bobblehead Toy

Motto:
No job too big

STATS

Health: 10

Ability Pts: 10

Stress: 10

Equipment

Portable Comms Unit

A hand held communication device that uses a radio frequency. This allows you to communicate with anything that has the Communicator trait.

Range: Long
Free Action // Communicator

Revolver

A six shooter revolver, just like in the movies.

Range: Close // Damage: 2HP
Ballistic // Concealable

Rigging Jack

This hydraulic jack can aid in the heavy lifting of salvage.

Load

Abilities

2AP Let's Make a Deal

Short Action (10 Minutes)

You make a deal with a group of wastelanders, traders, corpos or any other willing humanoid. This allows you to make an arrangement with them for aid, healing, use of their facilities or anything else you can think of. You must offer them something of actual value to you as part of the deal such as salvage or significant help.

The Mediator will adjudicate if it is a fair deal or not.

2AP Folk Song

Short Action (10 Minutes)

You sing a song that kindles strong feelings in NPCs nearby. (The song has no effect on hostile NPCs or those that can't understand you.)

Read or sing the chorus of a song at the table and describe your performance. You may write your own or use one from another songwriter.

Choose a mood to set for your audience:

Bright: Hearts swell with friendly enthusiasm, sparking joyful conversations.

Somber: The audience falls silent and begins a sorrowful reflection on their suffering.

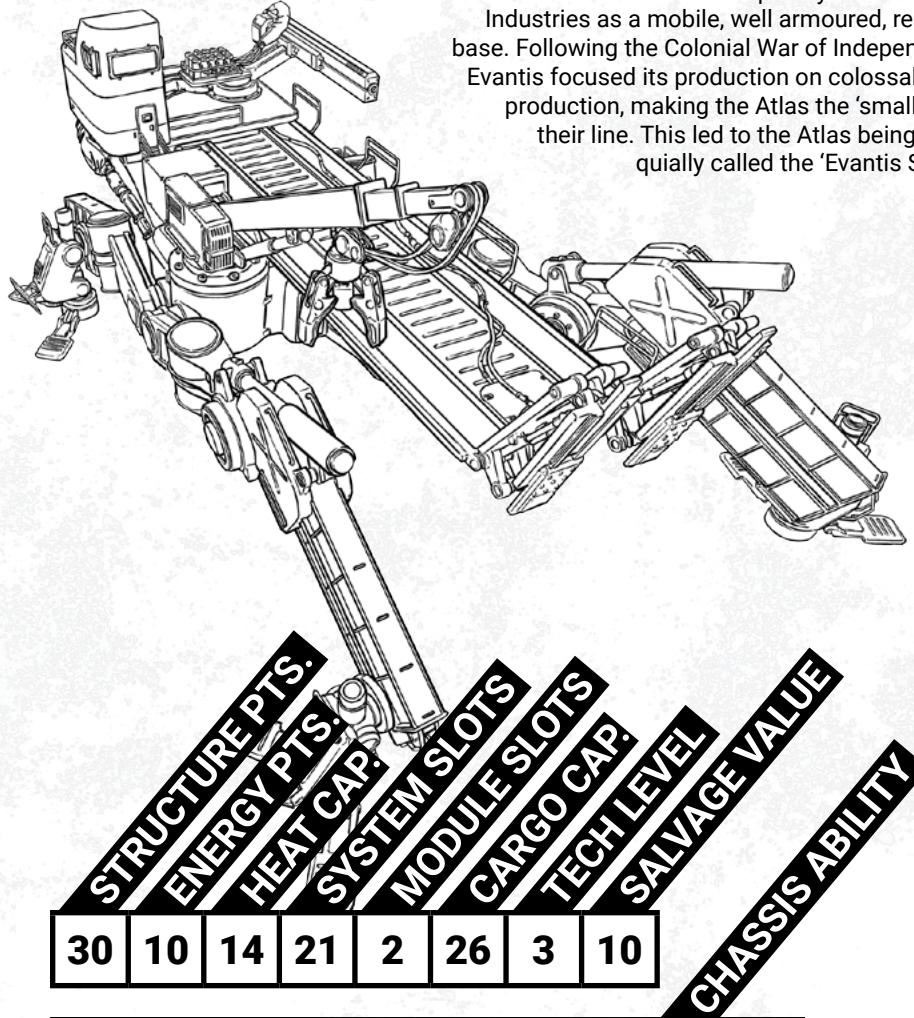
Proud: Zealous feelings are ignited, making the crowd noisy and excitable.

No Job Too Big

Passive

Any Mech you pilot gains an additional 6 Cargo Slots. This has been included in your Mech's profile.

ATLAS



Colossal Cargo Bay - The Atlas has a default Cargo Capacity of 20.

The Mk8 'Atlas' was developed by Evantis Heavy Industries as a mobile, well armoured, resupply base. Following the Colonial War of Independence Evantis focused its production on colossal Mech production, making the Atlas the 'smallest' of their line. This led to the Atlas being colloquially called the 'Evantis Scout'.

Modules

Comms Module

T1 1 ✘1

This array of telecommunications wires and receivers allows you to communicate with anything with the Communicator Trait.

Range: Long // Communicator

Personal Recreation Device

T1 1 ✘1

Your Mech is installed with a Personal Recreation Device of your choice. You may use this device once per downtime to reduce your **Stress** to 0 as a **Short Action** (10 minutes).

Systems

Locomotion System

T1 2 ✘2

A Locomotion System allows a Mech to move normally. If a Mech does not have a Locomotion System or if it becomes damaged the Mech cannot move.

Armour Plating x 2

T1 3 ✘1

When you are hit by an attack you may destroy your Armour Plating and prevent the damage from a hit.

When you suffer an effect that damages or destroys one of your Systems or Modules you may destroy your Armour Plating and nullify the effect.

Reactive

Loudspeakers

T1 1 ✘1

These externally mounted speakers can be clearly heard by anything up to Long Range of you. You may talk through them or play some beats.

Range: Long

Emergency Hatch

T1 1 ✘1

Allows you to escape your mech in an emergency. See p 85 for details.

Reactive

Blue Mining Laser

T2 7 ✘6

This heavy duty mining laser by Thatcher Steel fires a concentrated blue beam designed to crack through hard mining deposits.

**Range: Long // Damage: 6SP
Energy // Hot (3)**

Personnel Transport

Pod T2 3 ✘2

A self contained transport pod designed to transport people upon a Mech. This allows you to transport up to 10 people or 2 squads comfortably.

Rigging Arm

T1 2 ✘3

This standard rigging arm designed for industrial use allows your Mech to manipulate objects in its external environment. It can hold 1 scrap in its grip. A Mech without any form of rigging arm or equivalent cannot pick anything up.

Range: Close // Load

SCOUT



Inventory Slots

1 - Anti-Matter Rifle	4 -
2 - Scrap Metal Katana	5 -
3 - Grav-Beam Hook	6 -

Profile

Callsign:
Catfish

Background:
Arco Exile

Ideal:
Redemption

Flaw:
Hedonist

Keepsake:
Snowglobe of home Arco

Motto:
Failure is the mother of success

STATS

Health: 10

Ability Pts: 10

Stress: 10

Equipment

3AP ➤ Snipe

Free Action

You are able to hone your senses to pick off targets at range.

You sharpen your senses, surpassing normal limits. The next ranged attack you make deals 2x damage if it hits. In addition, increase its range band by one. For example from Long to Far or Close to Medium.

Anti-Matter Sniper Rifle

A large, anti-material rifle that delivers an experimental antimatter projectile to the target that can annihilate it in a burst of hyper charged protons.

**Range: Long // Damage: 3SP
T3 // Ballistic // Deadly // Silent**

Scrap Metal Katana

A curved, single edged blade. Folded over 1000 times just to get the impurities out of the scrap metal.

**Range: Close // Damage: 2HP
T1 // Melee // Silent**

Electro Grappling Hook

This gravitonic beam allows the user to attach onto surfaces at range allowing them to swing or pull themselves towards it. You may use the Electro Grappling Hook to attach to any surface within Medium Range as part of your Move.
T4 // Range: Medium // Climber

Abilities

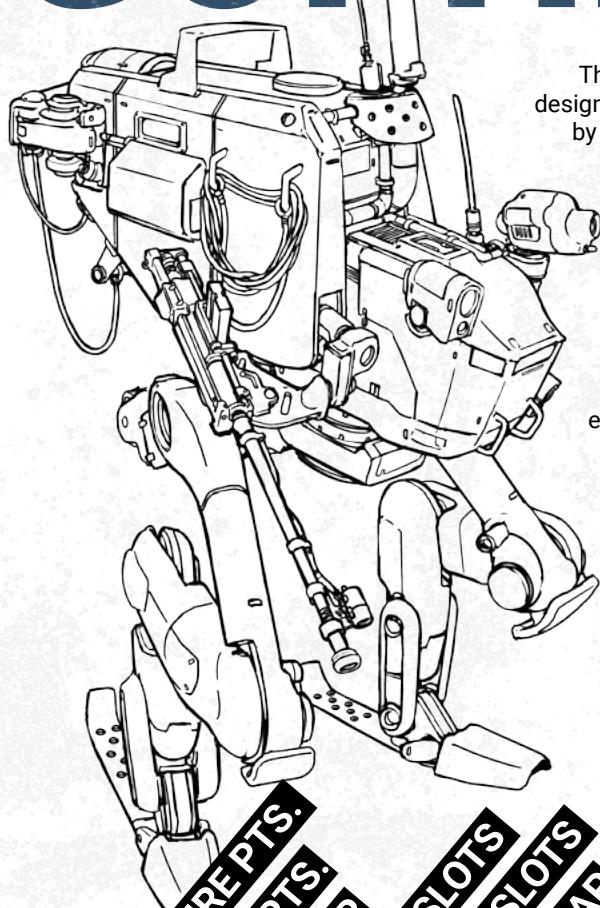
2AP ➤ You Shot First

Free Action

You have a knack for being the first to act in an altercation.

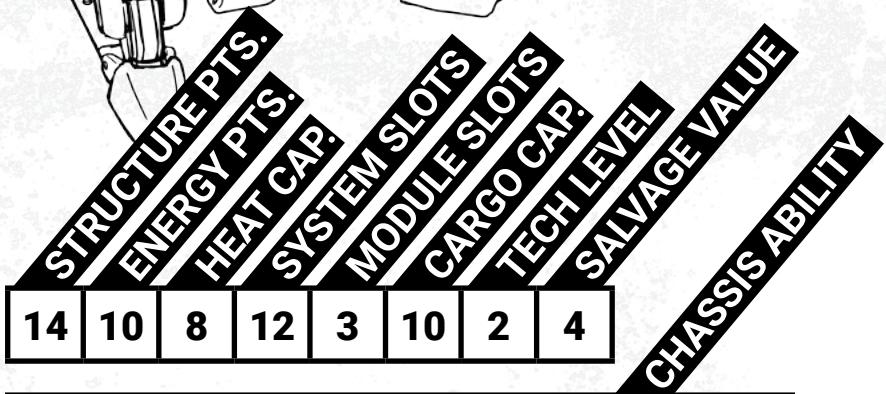
When you activate this ability you are able to act first in a situation. If using Group Initiative assume you rolled a 20 on the Who Acts First table but you must be the first to act.

GORHER



The 'TC40' Gopher was originally designed as a battlefield cargo Mech by Opus Institute. It was intended to quickly shuttle equipment in the midst of active combat zones whilst providing mobile support. It was utilised by the worker rebels and corporos in the Colonial Wars and has become a workhorse for the Salvage Unions thanks to its extended cargo capacity, efficient design and cheap cost.

Following the incident it is against Union Regulations to store any raw meat in the Expanded Cargo Hold.



Expanded Cargo Hold- The Gopher has a default Cargo Capacity of 10.

Modules

Comms Module

T1 1 ✘1

This array of telecommunications wires and receivers allows you to communicate with anything with the Communicator Trait.

Range: Long // **Communicator**

2EP Evasion Protocols

T2 1 ✘2

If an attack hits you may activate the Evasion Protocols as a reaction to force the attacker to re-roll the attack and choose the lower result. In addition you may activate Evasion Protocols to gain a free Push on any attempt to avoid a hazard such as falling rubble, a self-destructing Mech or a minefield.

Reactive

3EP Laser Guidance

T3 1 ✘2

Aims a focussed laser beam at a target allowing exact precision on an attack. When you activate this module the next attack you make automatically hits.

Targeter // Free Action

Systems

Locomotion System

T1 2 ✘2

A Locomotion System allows a Mech to move normally. If a Mech does not have a Locomotion System or if it becomes damaged the Mech cannot move.

Long Barreled Green Laser

T1 3 ✘1

A Green Laser that has been modified with a focusing barrel to extend its range.

Range: Long // **Damage:** 4SP

T3 // Energy // Hot (2)

2EP Tracking Node

T2 3 ✘2

This System allows you to fire a bead sized tracking node from your Mech to any target in Long Range. It then sticks to the target and allows you to track them over range via your Mech's heads up display. You know the exact location of the target as long as it remains in Long Range of you. You also know if the target comes within Long Range of you.

The tracking node lasts on a target for a week until it loses power. You may have multiple tracking nodes on multiple targets.

Range: Long // **Targeter**

Emergency Hatch

T1 1 ✘1

Allows you to escape your mech in an emergency. See p 85 for details.

Reactive

High Gain Antenna

T2 1 ✘1

This increases the range of any of your Modules with a range band by one. It also increases the range of any Pilot Abilities with the Hacking or Communicator Trait by one.

SOLDIER



Profile

Callsign:
Socrates

Background:
Colonial War Veteran

Ideal:
Heroism

Flaw:
Wrathful

Keepsake:
Dog-tags

Motto:
Be kind, for everyone you
meet is fighting a hard battle

STATS

Health: 10

Ability Pts: 10

Stress: 10

Inventory Slots

1 - Assault Rifle	4 -
2 - First Aid Kit	5 -
3 - Improvised Explosive Device	6 -

Equipment

Assault Rifle

A standard semi-automatic service rifle.

Range: Medium // **Damage:** 3HP
T2 // Ballistic

Improvised Explosive Device

This covers any number of homemade explosives. This can be thrown at a target as an attack or planted as a mine in which case it triggers when a target comes within Close Range. In either case roll an attack as normal to find out what happens. Once the attack is made the IED is destroyed and cannot be used again.

Range: Close // **Damage:** 3SP
T1 // Explosive // Area Effect (1)

2AP First Aid Kit

As a Standard Action target creature of your choice regains 2 Hit Points. If they were on 0 Hit Points this restores them to consciousness with 2 HP.

Range: Close

Abilities

2AP Provocation

Standard Action

You provoke any target within Close Range to focus their attention on you. The target must understand your intent. For the next 10 minutes, the target focuses its attacks, abilities and hostilities on

you, ignoring all others. The effect ends if the target is hit by another target or if hostilities end.

2AP Wastelander

Short Action (10 Minutes)

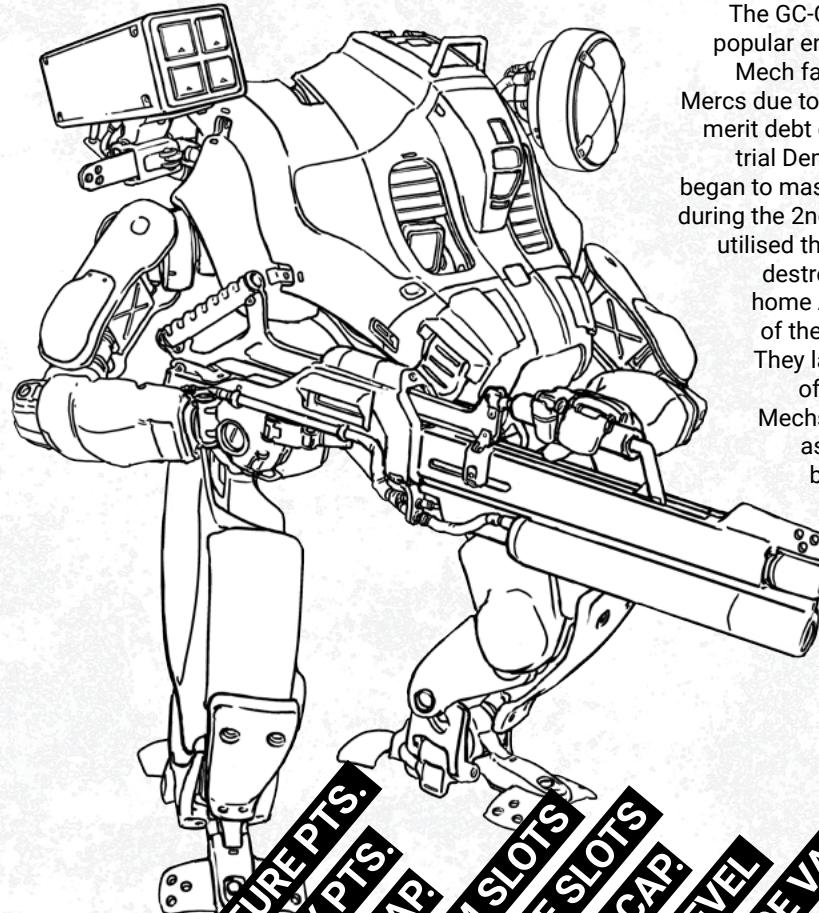
You have an affinity with the people of the wastes. You may use this ability to make a request of a wastelander, this can be for shelter, help, food, tier 1 scrap or anything else appropriate they may have. The Mediator will decide if the request is fair.

2AP Overpower

Standard Action

You overpower a target of roughly equivalent size to you or the Mech you're piloting. Describe how you overpower them. You put the target in a compromised position until they spend a Standard Action to get out of it. During this time they gain the Vulnerable Trait meaning attacks that hit them deal double damage.

BRAWLER



The GC-C21 'Brawler' is a popular entry level combat Mech favoured by Corpo Mercs due to its relatively low merit debt cost. The Territorial Democratic Alliance began to mass produce these during the 2nd Corpo War and utilised them effectively in destroying the Hersch home Arco in the siege of the Central Wastes. They later became one of the first combat Mechs to be produced as an open source blueprint by Opus Institute.

STRUCTURE PTS.	ENERGY PTS.	HEAT CAP.	SYSTEM SLOTS	MODULE SLOTS	CARGO CAP.	TECH LEVEL	SALVAGE VALUE	CHASSIS ABILITY
25	10	14	16	3	6	3	6	

Close Range Protocols: The Brawler deals an additional 2 SP damage when it makes an attack at any target within Close Range of it. This bonus is applied before other modifiers.

Modules

Comms Module

T1 1 ✘1

This array of telecommunications wires and receivers allows you to communicate with anything with the Communicator Trait.

Range: Long // Communicator

Offensive Protocols

T2 1 ✘2

Free Action - Push

This module allows you to push to increase the damage of one of your attacks. Declare the weapon system this applies to before you make an attack. You then gain 2 Heat and make a Reactor Overload Check. The weapon deals an additional 3 SP damage this turn if it hits. This bonus is applied before other modifiers.

Self Destruct Module

T1 1 ✘1

This module allows you to self destruct your own Mech. Your Mech, as well as all mounted Systems and Modules and all Cargo is destroyed. See p 93 for details.
Reactive

Systems

Locomotion System

T1 2 ✘2

A Locomotion System allows a Mech to move normally. If a Mech does not have a Locomotion System or if it becomes damaged the Mech cannot move.

Articulated Rigging Arm

T2 3 ✘4

This rigging arm has multiple interacting joints allowing for a greater degree of movement and utility than a standard Rigging Arm. If you have two or more Articulated Rigging Arms your Mech gains the Climber trait.

Range: Close // Load // Salvage

30mm Autocannon

T2 6 ✘3

This simple automatic ballistic weapon fires high calibre slugs at a target.

Range: Medium // Damage: 5SP
Ballistic // Jamming

1EP Needle Missile Pod

T4 3 ✘3

You must spend 1 EP when making an attack with Needle Missiles. Needle missiles do not require you to be able to see a target and will automatically hit.

Range: Long // Damage: 3SP
Guided // Targeter // Area Effect (1)

Ejection System

T3 2 ✘2

Allows you to escape your mech in an emergency, using a rocket propelled ejection system. See p 89 for details.
Reactive

HACKER



Profile

Callsign:
Blackjack

Background:
Born Salvager

Ideal:
Knowledge

Flaw:
Vain

Keepsake:
Pre-war handheld
games console

Motto:
It's not a bug, it's a
feature

STATS

Health: 10

Ability Pts: 10

Stress: 10

Inventory Slots

1 - Modded Blue Laser Rifle

4 - Salvaging Tools

2 - Servo Foot (Attached)

5 -

3 - Hacking Kit

6 -

Equipment

Modded Blue Laser Rifle

A laser rifle, modded with additional RGB lights, see through casing, and a synthesiser that makes appropriate laser sounds when fired.

Range: Close // Damage: 4HP
T3 // Energy

Servo Foot

For kicking ass when you're all out of gum.

Range: Close // Damage: 2HP
Melee // Silent

Salvaging Tools

This covers a wide array of tools used in salvaging allowing your Pilot to salvage in the field.

T1 // Salvaging

Abilities

2AP System Hack

6-10: You may ask The Mediator 2 questions about it. One of these questions will be true but the other will have false information.

2 - 5: You don't actually know but must make up a convincing answer to save your pride.

1: You don't know the answer and everyone realises this.

Hacking Kit

Passive

You gain a Hacking Kit only you can use. This has a suite of hacking abilities and tools enabling you to perform hacks and it can be jacked into your mech.

Whilst piloting your Mech the Hacking Kit allows you to spend AP to use any ability with the Hacking Trait that your Mech has access to. In addition any Pilot Ability with the Hacking Trait you have access to may be performed whilst piloting your Mech and you may spend EP to use it.

Hacking

2AP System Hack

Standard Action

Choose a target System or Module in Medium Range.

Hacking

ROLL THE DIE

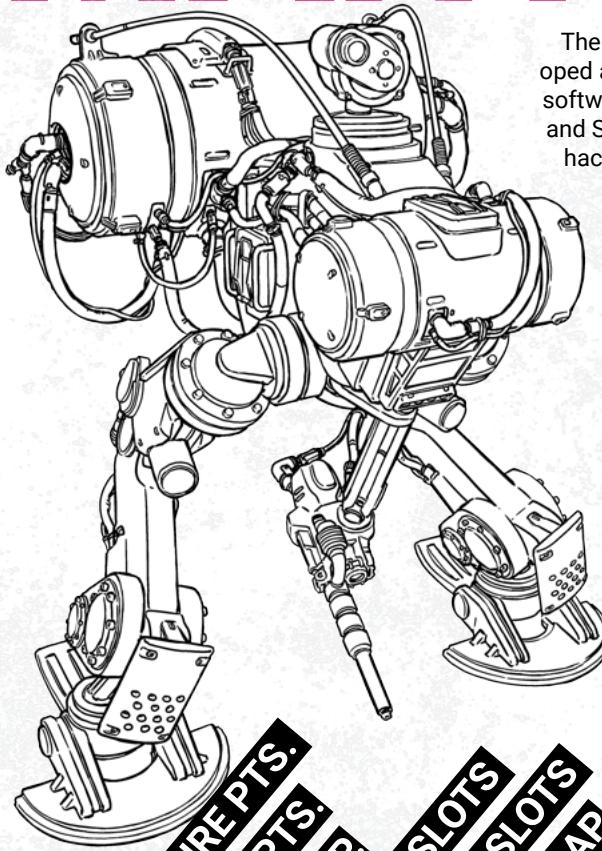
20: The System or Module is destroyed
11-19: The System or Module is damaged.

6-10: The System or Module is inoperational for 1 turn.

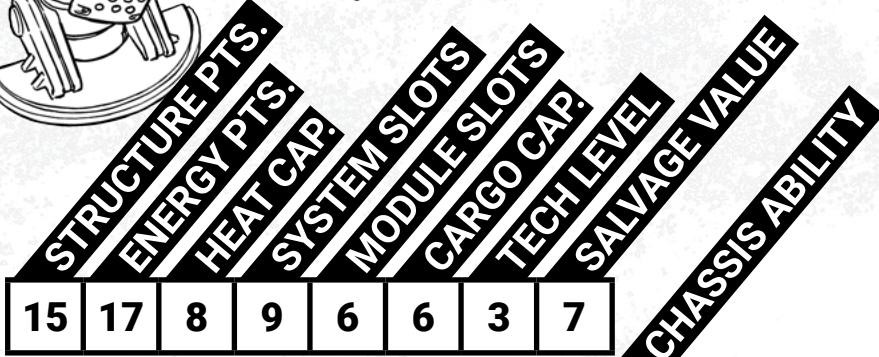
2 - 5: The hack fails.

1: The hack fails and the target Mech cannot be targeted by any abilities with the Hacking Trait for the next 10 minutes.

MANTIS



The MCS-1337 'Mantis' was developed as a collaboration between the software arm of Stefanus Industries and Sakura Futures as a lightweight hacking Mech. It has been utilised in a series of Black Ops operations throughout the years in particular within the endless intra-corporate cold wars. With high energy capacity and a wide array of module customisation options you sometimes just have to respect corporate engineering.



Modular Hot Swap: The Mantis allows you to mount and dismount Modules on it in the field significantly faster. This uses the normal rules for mounting but increases the speed and versatility. A Pilot may Mount a Module on the Mantis as a Short Action (10 minutes). A Mech, including the Mantis itself, may Mount a Module on the Mantis as a Standard Action.

Modules

Encrypted Comms

Module T3 [2] ✘3

This comms unit allows you to communicate with other comms units. In addition it allows you to open an encrypted comms channel. Any communications you send or receive on this channel are encrypted and cannot be listened to, tapped into, hacked or analysed. Anything with the Hacking Trait does not work on them.

Range: Long // Communicator

2EP ► Comms Tapper

T3 [1] ✘2 Standard Action

This hacking unit allows you to tap into other communication units and listen to them. You may target anything with the Communicator Trait in Medium Range and listen in on it for 10 minutes hearing all inbound and outbound traffic.

Hacking

2EP ► Firewall Module

T1 [1] ✘2 Reactive

If you or any allied Mech within Medium Range are the target of any System, Module or Ability with the Hacking Trait you may attempt to stop the hack. See p 91 for details.

2EP ► Reactor Overload

T2 [1] ✘2 Standard Action

You may force a Mech in Medium Range to roll on the Reactor Overload Table.

Hacking

2EP ► Database Hacking

Chip T1 [1] ✘2

This hacking chip allows you to tap into a Mech, database or information system within Close Range. See p 91 for details.

Systems

Locomotion System

T1 [2] ✘2

A Locomotion System allows a Mech to move normally. If a Mech does not have a Locomotion System or if it becomes damaged the Mech cannot move.

Green Laser T2 [4] ✘2

The Green Laser fires a solid beam of superheated energy at a target.

**Range: Medium // Damage: 4SP
T2 // Energy // Hot (2)**

Emergency Hatch

T1 [1] ✘1 Reactive

Allows you to escape your mech in an emergency. See p 85 for details.

High Gain Antenna

T2 [1] ✘1

This increases the range of any of your Modules with a range band by one. It also increases the range of any Pilot Abilities with the Hacking or Communicator Trait by one.

Floodlights T1 [1] ✘2

Flood Lights light up a wide area in up to Medium Range of a Mech letting you see more clearly in dark or foggy conditions.

ENGINEER



Inventory Slots

1 - Riveting Gun

4 - High Tensile Wire

2 - Salvaging Tools

5 -

3 - Portable Arc Welder

6 -

Profile

Callsign:
Twitch

Background:
Freelancer

Ideal:
Pragmatism

Flaw:
Judgemental

Keepsake:
Red toy car

Motto:
Call me, or screw it up
yourself

STATS

Health: 10

Ability Pts: 10

Stress: 10

Equipment

Riveting Gun

A pneumatic riveting gun used to join sheet metal. The safety has been removed to weaponise it.

T1 // Range: Close // Damage: 2HP

2AP Portable Arc Welder

Standard Action

This miniaturised Arc Welder allows you to make basic repairs in the field. A target Mech or Vehicle of your choice on at least 1 SP regains 2 SP.

Range: Close // Damage: 2HP

T1 // Repair

Salvaging Tools

This covers a wide array of tools used in salvaging allowing your Pilot to salvage in the field.

T1 // Salvaging

High Tensile Wire

Standard Action

Strong and durable wire with multiple potential creative applications. This can be attached to anything within Close Range allowing you to climb the wire. It can also be used to aid in the dragging of heavy objects.

T1 // Load // Climber

Abilities

3AP Mass Field Repair

Long Action (1 Hour)

You may restore up to 12 SP amongst any number of target Mech's as long as they have 1 SP. This requires you have Pilot Equipment or a System, Module or Chassis with the Repair Trait.

2AP If I Cut This Wire...

Standard Action

You are able to work out exactly where to target a Mech in order to disable its Systems or Modules.

When you activate this ability, pick a System or Module on a target Mech within Close Range. It is damaged and inoperable until repaired. To use this ability you need Pilot Equipment or a System, Module or Chassis with the Repair trait.

2AP Talk Shop

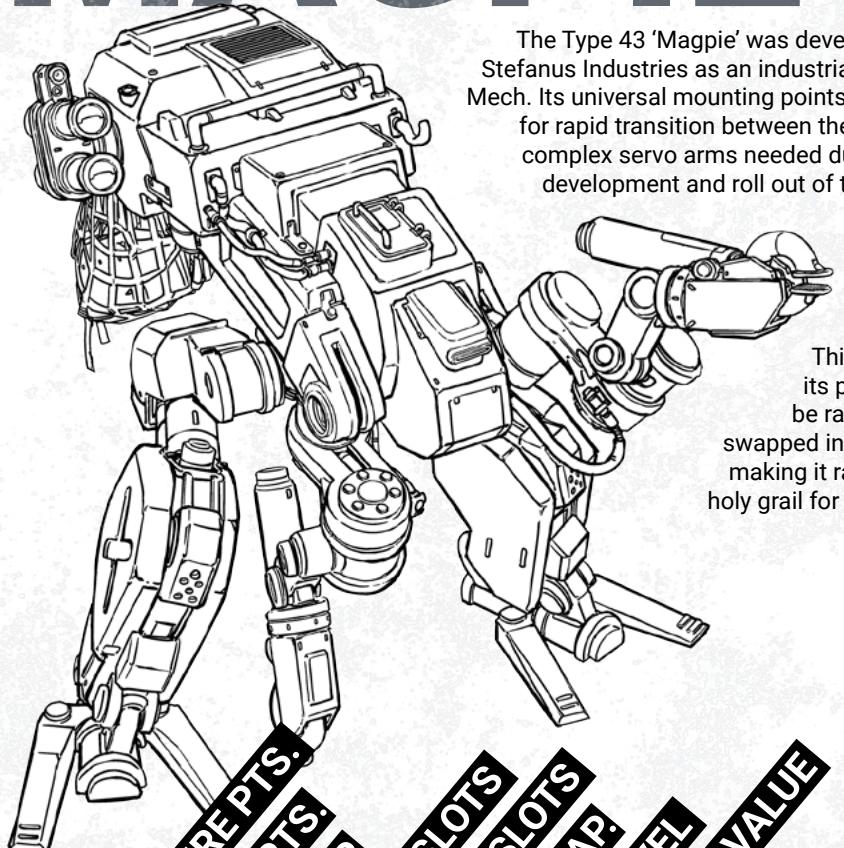
Short Action (10 Minutes)

You are able to easily converse and build rapport with other Mechanics, Salvagers, workers and similar wasteland folk. You must invent a local saying to exchange with the person you are talking to. It can be something like "The only thing that overcomes hard luck is hard work." "Get the show on the road" or "Give a person a fish and you feed them for a day. Teach a person to fish and you feed them for a lifetime."

Explain what this means to the other players.

You may then ask the person up to 2 questions and they will answer to the full extent of their knowledge.

MAGPIE



The Type 43 'Magpie' was developed by Stefanus Industries as an industrial worker Mech. Its universal mounting points allowed for rapid transition between the various complex servo arms needed during the development and roll out of the Prion Chassis.

This means its parts can be rapidly hot swapped in the field making it rather the holy grail for salvager pilots.

STRUCTURE PTS.	ENERGY PTS.	HEAT CAP.	SYSTEM SLOTS	MODULE SLOTS	CARGO CAP.	TECH LEVEL	SALVAGE VALUE	CHASSIS ABILITY
15	12	10	15	3	6	2	5	

Hot Swap Universal Mounts - The Magpie allows you to mount and dismount Systems on it in the field significantly faster. This uses the normal rules for mounting but increases the speed and versatility. A Pilot may Mount a System on the Magpie as a Short Action (10 minutes). A Mech, including the Magpie itself, may Mount a System on the Magpie as a Standard Action.

Modules

Comms Module

T1 1 ✘1

This array of telecommunications wires and receivers allows you to communicate with anything with the Communicator Trait.

Range: Long // **Communicator**

2EP Damage Assessor

T2 1 ✘1 Standard Action

This allows you to scan a Mech or Vehicle in Medium Range to get a full report of it. You learn all of its Systems and Modules, its current and Max Structure Points, Heat and Energy and if any of its Systems and Modules are damaged.

Scanner

3EP ECM Transmitter

T3 1 ✘3 Standard Action

When activated all Mech's within Close Range cannot be targeted or seen by anything with the Hacking, Targeter or Scanner trait or activate any System, Module or Ability with the Shielding Trait for 10 minutes as long as they remain within Close Range of the ECM Transmitter.

Systems

Locomotion System

T1 2 ✘2

A Locomotion System allows a Mech to move normally. If a Mech does not have

a Locomotion System or if it becomes damaged the Mech cannot move.

Articulated Rigging Arm

T2 3 ✘4

This rigging arm has multiple interacting joints allowing for a greater degree of movement and utility than a standard Rigging Arm. If you have two or more Articulated Rigging Arms your Mech gains the Climber trait.

Range: Close // Load // Salvage

Hersch Pattern Mortar

T1 6 ✘4

This Mech mountable mortar lob's a high explosive, high velocity round against a target, flaying everything around it with superheated shrapnel.

Range: Long // **Damage:** 4SP
Explosive // **Area Effect (1)**

Welding Laser

T1 3 ✘4

A versatile Mech mountable welding laser mounted on a flexible servo arm allowing for repairs in the field.

Repair

2EP Patch Up -Standard Action

You may restore up to 3 Structure Points to any Mech or Vehicle in Close Range that has at least 1 SP.

Emergency Hatch

T1 1 ✘1 Reactive

Allows you to escape your mech in an emergency. See p 85 for details.

SALVAGER



Profile

Callsign:
Flea

Background:
Wastlander

Ideal:
Generosity

Flaw:
Makes assumptions

Keepsake:
Stuffed teddybear

Motto:
A Salvager knows
nothing is truly lost

STATS

Health: 10

Ability Pts: 10

Stress: 10

Inventory Slots

1 - 12 Bore Zip Gun

4 - Portable Arc Welder

2 - Salvaging Tools

5 -

3 - Rigging Jack

6 -

Equipment

12 Bore Zip Gun

A large caliber improvised firearm. As deadly as it is unreliable.

Range: Close // Damage: 2HP
T1 // Ballistic

Salvaging Tools

This covers a wide array of tools used in salvaging allowing your Pilot to salvage in the field.

T1 // Salvaging

Rigging Jack

This hydraulic jack can aid in the heavy lifting of salvage.

T2 // Load

2AP Portable Arc Welder

Standard Action

This miniaturised Arc Welder allows you to make basic repairs in the field. A target Mech or Vehicle of your choice on at least 1 SP regains 2 SP.

Range: Close // Damage: 2HP
T1 // Repair

Abilities

1AP Squeeze It In

Standard Action

You temporarily increase a Mech's Cargo Capacity by 1. This bonus lasts for 24 hours. You may activate this ability multiple times on the same Mech.

3AP Mass Field Repair

Long Action (1 Hour)

You may restore up to 12 SP amongst any number of target Mech's as long as they have 1 SP. This requires you have Pilot Equipment or a System, Module or Chassis with the Repair Trait.

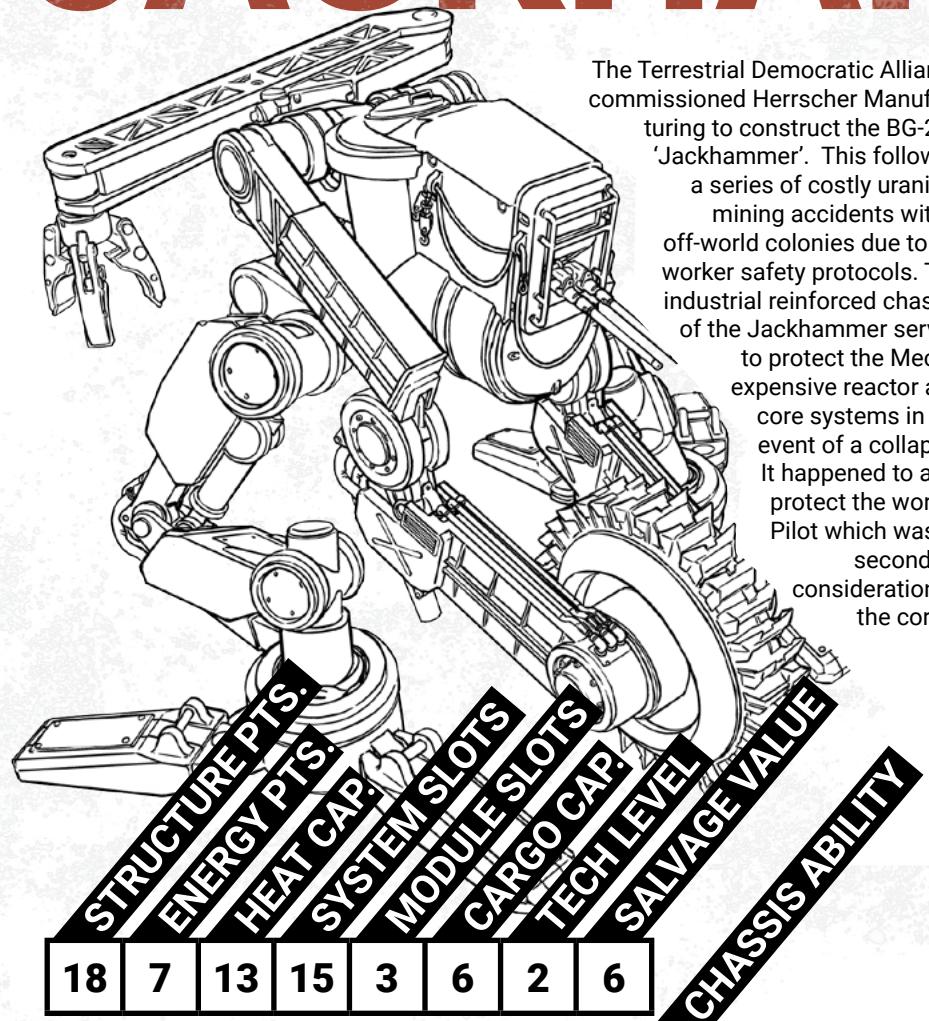
Expert Salvager

Passive

When you area salvage you gain 1 additional Scrap of the tech level of the area. You will always find at least 1 Scrap of the tech level of the area irrespective of what you roll for the area salvage check.

In addition when you scrap a Mech Chassis, System or Module you gain 1 additional Scrap of its tech level.

JACKHAMMER



Reinforced Chassis - Replaces the Critical Damage Table, use this table instead -
20: Your Mech is intact and operational with 1 SP.
11-19: Your Mech is inoperational for one turn. Next turn it gains 1 SP and is operational.
6 - 10: A Module of your choice on your Mech is destroyed. Also apply 11-19.
2-5: A System of your choice on your Mech is destroyed. Also apply 11-19.
1: Your Mech Chassis is damaged. All of your Systems and Modules are destroyed. Your Pilot survives in the reinforced cockpit.

The Terrestrial Democratic Alliance commissioned Herrscher Manufacturing to construct the BG-288 'Jackhammer'. This followed a series of costly uranium mining accidents within off-world colonies due to lax worker safety protocols. The industrial reinforced chassis of the Jackhammer served to protect the Mech's expensive reactor and core systems in the event of a collapse. It happened to also protect the worker Pilot which was of secondary consideration to the corpo.

Modules

Comms Module

T1 1 ✘1

This array of telecommunications wires and receivers allows you to communicate with anything with the Communicator Trait.

Range: Long // Communicator

Survey Scanner

T1 1 ✘2

Short Action (10 Minutes)

A Survey Scanner allows you to scan a specific point of interest. This can be a single point on an Area of Region Map. It can also be a specific point of interest in the world within Long Range such as a ruin, unique terrain feature, settlement or base. See p 92 for details.

Range: Long // Scanner

Metal Detector

T1 1 ✘1

Passive

This automated module beeps when it detects an area of potential salvage. If you move into an area that can be salvaged it will beep informing you of this. In addition whenever you move from one area of the campaign map to an area you have not travelled to yet roll the die, on the result of a 20 you gain one piece of Tier 1 Scrap.

Systems

Locomotion System

T1 2 ✘2

A Locomotion System allows a Mech to move normally. If a Mech does not have a Locomotion System or if it becomes damaged the Mech cannot move.

Rigging Arm

T1 2 ✘3

This standard rigging arm designed for industrial use allows your Mech to manipulate objects in its external environment. It can hold 1 scrap in its grip. A Mech without any form of rigging arm or equivalent cannot pick anything up.

Range: Close // Load

Heavy Duty Mining Rig

T3 7 ✘4

A heavy duty industrial mining rig that can be used to deal carnage in a pinch.

Range: Close // **Damage:** 6SP

Salvaging // Deadly // Unwieldy
Melee

Green Laser T2 4 ✘2

The Green Laser fires a solid beam of superheated energy at a target.

Range: Medium // **Damage:** 4SP
T2 // Energy // Hot (2)

A large-scale mining crawler tractor, likely a Komatsu model, is shown operating in a dusty, open-pit mine. The machine is a complex assembly of steel, with multiple levels of walkways, ladders, and mechanical components. It features a long, articulated arm at the front end. The background shows the vast, hilly terrain of the mine site under a clear sky.

**"Being on the Crawler means being at home.
These days if I can't feel the rumble of the
crawler beneath me, I can't get a wink of
sleep."**

- Jim 'Flea' Raker , Crawler #279

UNION RULES

The Core Mechanic

When a player declares an action within the game that has an uncertain, risky or potentially interesting outcome roll a 20 sided die. This is also referred to as a d20, or 'the die'.

20

Nailed it - You have overcome the odds and managed an outstanding success. You may achieve an additional bonus of your choice to the action. When dealing damage you double it.

11-19

Success - You've achieved your goal without any compromises. When attacking you hit the target and deal standard damage.

6-10

Tough Choice - You succeed in your action but at a cost. The Mediator will give you a tough choice with some kind of consequence. When attacking you hit but something has gone wrong.

2-5

Failure - You've failed at what you were attempting, and you'll face a consequence of The Mediator's choice. When attacking you miss the target.

1

Cascade Failure - You have not only failed, but something has gone terribly wrong. You will suffer a severe consequence of The Mediator's choice. When attacking you miss the target and something has gone wrong.

This die roll represents a broad mix of factors including luck, fate and circumstance. It isn't directly representative of the character's skill and ideally should never be modified in play other than re-rolls via pushing.

Many Abilities, Systems and Modules that require dice rolls list out specific consequences and bonuses based on the above chart. These are guidelines and suggestions to make it easier to run those elements in game. The Mediator can always choose another consequence or bonus as appropriate in the situation.

Roll in the open

All rolls in Salvage Union from both The Mediator and the Players should be rolled in

the open. We discourage hiding rolls and fudging dice as the core part of the fun of the game is the uncertainty of the dice and the decisions and consequences they spawn.

perform various actions. Firing weapons with the Hot trait can generate Heat, using certain Systems and Modules such as a VTU can generate Heat, certain attacks against you may generate Heat and pushing also generates Heat.

Pushing your Mech

Once per turn you can choose to push your Mech's reactor to squeeze out additional power. When you push you may re-roll the d20 die for any check.

You must do this when you see the die result, and before The Mediator tells you what happens. You must accept the second result of the die.

When you push your Mech gains 2 Heat and you must make a Reactor Overload Check.

The action or attack roll will always resolve irrespective of the result of the overload. For example if you push an attack that hits but the overload result destroys your Mech the attack still hits and deals damage as normal. You may not push your Mech if the amount of Heat gained from pushing would mean you go over your Mech's Heat Capacity. Once a roll is pushed you cannot push the same roll again.

Heat

Heat generates on your Mech as you

You cannot activate an ability or use a weapon that generates Heat if this would take you over your Heat Cap. For example if your Mech's Heat Cap is 10 and you have 9 Heat and wish to fire a weapon that generates 2 Heat you cannot do so as it would take you over your Heat Cap.

You must make a Reactor Overload Check when you push your Mech. You must also make a Reactor Overload Check if your Mech reaches its Heat Capacity or starts its turn at its Heat Capacity.

To make a Reactor Overload check roll a d20. If the result is equal to or lower than your Mech's Heat then something has gone wrong. Roll on the Reactor Overload Table to see what happens.

Venting Heat

To reduce Heat on your Mech you must fully shut it down and rest for 1 hour as a Long Action.

If you do this it will reset its Heat back to 0 at the end of the hour period.

Some Systems and Modules can also reduce your Heat.

Shutdown Mechs

Shutting down a Mech is a Standard Action. Whilst shutdown a Mech cannot take any actions and automatically takes 2x damage from any attacks against it.

A Pilot in a Shutdown Mech may activate it as an action. It then takes a turn to power up.

Pushing your Pilot

Your Pilot is able to push themselves to overcome the challenges of the waste-lands.

After rolling the die for an attack roll or action you may choose to push. This lets you re-roll the die. You must accept the second result of the die and it cannot be pushed further. You must also choose to push before the mediator tells you any potential effects or setbacks of the roll.

When you push your Pilot gains 2 stress and must make a Stress Check. The effect of the action resolves irrespective of the result of the stress check.

The action or attack roll will always resolve irrespective of the result of the stress check.

You may not push your Pilot if the amount of stress gained from pushing would mean you go over your Pilot's Stress Max. Once a roll is pushed you cannot push the same roll again.

Stress

You must make a Stress Check when you

push your Pilot. You must also make a Stress Check if your Pilot reaches their Stress Capacity or starts their turn at their Stress Capacity.

To make a stress check roll a d20. If the result is equal to or lower than your Pilot's stress then something has gone wrong for them. Roll on the Stress Overload Table to see what happens.

Relieving Stress

Your Pilot may rest for an hour as a Long Action to reduce their stress to 0.

They cannot take any strenuous or difficult action during this period nor travel any significant distance.

Once per downtime your Pilot may also interact with their Keepsake item as an action. This reduces their stress by two. They may also alternatively use their Keepsake once per downtime as a reaction to re-roll a Stress Check.

Should the Pilot or Mech push?

Salvage Union is designed with the assumption that when a player is controlling a Mech it is the Mech that pushes and when they are controlling their Pilot independently it is their Pilot that pushes.

There may be edge cases where it will be unclear who should push. In these cases it is ultimately up to The Mediator to decide who pushes.

Reactor Overload Table

20

Reactor Overdrive - The Mech's reactor goes into overdrive. The Mech can take any additional action this turn or push their next roll within 10 minutes for free.

11-19

Reactor Overheat - The Mech's reactor has overheated and the Mech automatically goes into shutdown. The Mech cannot move or take actions for the rest of this turn and next turn. All attacks against it deal double damage whilst shutdown.

6-10

Module Overload - One of the Mech's modules chosen at random or by The Mediator is destroyed.

2-5

System Overload - One of the Mech's Systems chosen at random or by The Mediator is destroyed.

1

Reactor Meltdown - The Mech's reactor goes into full meltdown and explodes. The Mech, as well as any mounted Systems and Modules, is destroyed in the explosion.

Everything in Close Range of the Mech takes SP damage equal to the Max Structure Points of the Mech. They may take any action or reaction to avoid this. The Pilot dies unless they have a means to escape.

Stress Overload Table

20

Flow - Your Pilot enters a calm and collected state of focus. You can perform any additional action this turn or push an action for free within the next 10 minutes.

11-19

Frozen - You temporarily freeze under stress. You cannot move or act during this turn or your next turn. If attacked during a frozen state you take double damage.

6-10

Fumble - You make a bad decision under stress. The Mediator gives you a tough choice between two undesirable actions and you pick one.

2-5

Flounder - You make a significantly bad decision in your panic. The Mediator chooses a severe setback for your Pilot.

1

Flight - Something in this situation has tipped you over the edge. You must spend your turn escaping from the situation in the most direct way possible. You may use actions and reactions to defend yourself but cannot attack. Once you are within Far Range of the situation and anything hostile to you, you regain your composure and may act normally on the next turn.

Action Scenes

The Core Mechanics of Salvage Union covers the vast majority of situations that can come up in a game. The game can be played in an entirely freeform manner in this respect as a back and forth conversation between The Mediator and the players.

However for players who do want to slow down the action and structure it, for example during tense scenes such as combats or chases, you can use the following rules. These let you play out each action turn by turn in Group Initiative.

Group Initiative

Group Initiative is the main way to structure turn order within Salvage Union.

Play alternates between each group within an action scene with one player or NPC within the group taking their turn then play passing to the next group. If it is the players group turn then the players decide who amongst them acts. If it is an NPC group's turn then The Mediator decides who amongst them acts.

If someone has already taken a turn in a round then they cannot take another turn in the same round.

This continues back and forth until everyone has taken a turn. If there are uneven amounts in each group then multiple turns can be taken back to back until everyone has acted.

This then resets and continues until the action scene concludes.

What is a Group?

A group is simply a collection of characters in the game that are acting together. The players are all assumed to be in one group. A lance of 4 Corpo Mechs or a band of 5 wastelanders could each count as their own separate groups too. For NPC's it's simplest to do this on a faction basis and it's ideal to split into as few groups as possible with a 'player group' and 'npc group' being ideal.

There may be some situations with multiple groups in an action scene, such as a fight between the players, a group of corpo Mechs, a group of wastelander Mechs and a band of traders on foot. In this case alternate between all groups until all characters in each have acted.

Who acts first?

When the party finds themselves in a combat or similar tense situation The Mediator can decide which group in the action scene acts first.

If in doubt one of the players in the party can roll the die. This roll can be pushed as normal. The player can be chosen by The Mediator or is whoever in the group initiated the altercation. Then check the table below to see who acts first and also determine the Group Initiative Order.

Initiative Roll

20

Two player characters chosen by the players act first. Play then passes to the NPC group and one NPC chosen by The Mediator acts next.

11-19

One player character chosen by the players acts first. Play then passes to the NPC group and one NPC chosen by The Mediator acts.

6-10

One NPC chosen by the players acts first. Play then passes to the player group and one character chosen by the players acts.

2-5

One NPC chosen by The Mediator acts first. Play then passes to the player group and one character chosen by the players acts.

1

Two NPC's chosen by The Mediator act first. Play then passes to the player group and one player is chosen by the players to act next.

Who acts next?

After the first character or characters have acted, play passes back to the next group and a character in that group who has not yet acted is chosen to act.

Players choose who acts for players and The Mediator chooses who acts for NPC's.

Play passes back and forth in this way until everyone has acted. This ends the round and play resets with the next group acting as normal but able to choose anyone in the group to act.

For example the last player character finishes their turn and at this point everyone has acted. The round ends and The Mediator now chooses any NPC from the NPC group to act first in the new round which goes back and forth as normal. Play continues like this until the action scene ends.



What can I do on my turn?

On a Player or NPC turn they may move and take a Standard Action. They may move before or after the action has been taken. They may also take as many free actions as is appropriate.

Movement

On their turn a Mech or creature can move one range band. They may move before or after they have taken their action and in any direction toward or away from their target. For example they may move from Medium Range to Long Range or from Medium Range to Close Range.

Things you might do as part of movement such as leaping over a precipice or smashing through an obstacle are counted as part of the movement. If this involves some risk The Mediator may ask you to further describe your action or for a die roll to see if they are successful.

Distances

Distances in Salvage Union are abstracted into the following range categories. Both Pilots and Mechs use these range categories for their movement as well as distances on their weapons and other abilities. The Mediator can factor in any other difference between the speed and range of Pilots and Mechs situationally based on the narrative.

Close Range

You are a few good strides from the target and can see it clearly and identifiably and

are able to circle it. You're able to launch into a melee attack at this range and are in range to fire weapons such as the 50.cal Machine Gun and Flamethrower.

Medium Range

You are able to clearly see and identify your target at this range. You are in range to fire many standard weapons such as the Evantis Pattern 30mm Autocannon or Green Laser.

Long Range

You are able to see a rough outline of a target at this range. The target is visible with the naked eye but to get a clearer view you'd need a scope. You are within range to fire weapons such as Missile Pods and Blue Mining Lasers.

Far Range

This range represents a loose point towards the horizon. You are able to see a small silhouette of your target and would need a scope to see more detail. Only incredibly powerful or esoteric weapons such as Rail Rifles or Experimental Particle Beam Cannons can fire at this range.

Actions

Free Actions

Actions such as talking to other characters or dropping a held item can be done for free during a turn.

Standard Actions

A Standard Action represents a period of time of about a minute and can be performed during your turn in an Action Scene.

An attack is a standard action as well as activating certain abilities, Systems and modules. These will be noted in their respective descriptions.

Doing something significant during a turn like trying to force open a steel door with a Mech's rigging arm, hack a computer terminal or negotiate a surrender in the midst of combat counts as a standard action. Ultimately the Mediator will decide what counts as a standard action or not during a turn.

Short Actions

A Short Action represents a period of time of about 10 minutes. It is typically too long to be able to perform in the midst of an Action Scene.

Things like salvaging and scanning are usually Short Actions.

Long Actions

A Long Action represents a period of time of about 1 hour. They take too much time to be carried out in Action Scenes.

Travelling between map areas, salvaging while on foot, and extensive repairs are all Long Actions.

Is my Pilot or Mech acting?

Salvage Union assumes that when controlling a Mech only the Mech can take actions and when controlling only a Pilot then the Pilot takes actions. Imagine you are in the seat of a behemoth and complex Mech, all your attention would be focussed on controlling it and you would be able to do little else.

A Pilot for example can't move and fire with their Mech and then fire their weapon as well. There may be cases where both a Pilot and their Mech could act on the same turn in which case The Mediator decides if this is possible or not. A Pilot can take some free actions such as talking to other Pilots whilst controlling their Mechs.

What can I do on other turns?

Players and NPCs can still react to things happening in an action scene even if it is not their turn. A Reaction tends to happen in response to a Standard Action and takes about a minute to perform.

Reactions

Many Systems, Modules and Abilities allow for reactions. They will have the 'Reactive' trait to let you know this. You may take as many of these as you wish and are able to during an action scene. They often have some kind of limit such as having an Energy Point cost or only being used in response to specific situations.

The Mediator may allow further reactions to things happening in an action scene out of turn order when narratively appropriate.

Activating a Mech

A Mech takes an action to activate when a Pilot is in its cockpit and takes a turn to boot up. A Mech also takes a Standard Action to shut down.

Attacks

Many situations in the game will involve combat between you and other NPCs in the world, whether terrifying Bio Titan, wasteland raiders or deadly corpo Mech lances. The simplest way to fight them in the game is to make an attack.

An attack counts as a Standard Action within the game and represents the various complex motor tasks needed to ready a Mech to fire accurately at a target or aim at a target as a Pilot.

To make an attack you first choose a target that you can see and the weapon you wish to attack with. The target must be within the same range or closer than the weapons range, for example if attacking with a Missile Pod which has a range of Long you may attack any target within Long, Medium or Close Range.

You then roll the die using The Core Mechanic table. On a successful hit you the damage of your weapon which is subtracted from the targets Structure Points (SP) or Hit Points (HP).

Mech Structure Points

Your Mech has a number of Structure Points (SP) that represents how durable they are. This differs based on the Mech and options you choose. These are included in your Mech profiles.

When a Mech is hit by an attack, reduce its Structure Points by the damage the attack dealt. When a Mech is reduced to 0 SP they are critically damaged. A Mech cannot go below 0 SP.

Roll on the Critical Damage Table to determine what happens to your Mech when it reaches 0 SP.

If your Mech is Destroyed -

If you have a System, Module, or Ability with the Escape trait, you may use it to try to Escape your Mech.

Otherwise your Pilot is reduced to 0 HP and must roll on the Critical Injury Table.

Walking Behemoths

Mechs are behemoth metal structures. If a Mech is hit by a regular weapon, such as a Pistol, this always deals half damage rounded down. These weapons are ones that specifically deal HP damage.

Only Mech weapons or specific anti-material weapons do full damage to a Mech. These weapons will specifically note they deal SP damage. If in doubt a Mech mounted weapon usually does SP damage and if it's a weapon a person would carry it does HP damage.

Pilot Hit Points

Your Pilot has 10 Hit Points. (HP). This is their maximum and they cannot go below 0 HP. When they are hit by an attack, reduce their hit points by the damage of the weapon.

If a Pilot is hit by a Mech weapon, noted by any weapon that deals SP damage, they always take double damage.

When your Pilot is reduced to 0 HP, roll on the Critical Injury Table to determine what happens.

NPC Health

When the Structure Points or Hit Points of an NPC is reduced to 0 they are considered destroyed, killed or otherwise entirely incapacitated. The Mediator may wish to roll on the respective damage table instead for a particularly strong or important foe or an allied NPC.

Improvised Attacks

Sometimes a Mech or Pilot will want to make an attack with anything they have at hand.

All Pilots deal 1 HP damage as standard with any improvised or unarmed attack.

All Mech's deal 1 SP damage as standard with any improvised or unarmed attack.

The Mediator may confer additional as appropriate based on the narrative situation.

Improvised Damage

There may be a myriad of situations in game where a Pilot or Mech takes damage that the rules don't directly cover, whether from falling from a great height, being hit by the rubble of a crumbling building or stumbling into a vat of toxic chemicals.

Pilots take 2 HP as standard in such situations.

Mechs take 2 SP damage as standard in such situations.

The Mediator may adjudicate these amounts as appropriate for the situation.

Death Blow

A death blow is a fatal finishing move designed to kill an incapacitated foe once and for all.

When in close range of an incapacitated Mech, Vehicle or Bio-Titan on 0 SP any Mech or Bio-Titan may take a special action known as a Death Blow. This automatically succeeds and destroys the Mech or Bio-Titan entirely.

When in close range of an incapacitated Pilot or Creature any Mech, Bio Titan, Pilot or Creature may take a special action known as a Death Blow. This automatically succeeds and kills the Pilot or Creature.

When making a Death Blow it is encouraged to describe the blow in as much visceral detail as your table is comfortable with. In addition such an act increases the stress of the character performing it by 2.

Destroyed Mechs, Systems and Modules

A destroyed Mech Chassis, System or Module is unusable, unrepairable and unsalvageable. If something is destroyed it has entirely burned out, turned to ash, been vaporised or is so ruined that even a salvager cannot make use of it.

Critical Damage Table

This table determines what happens to your Mech when it reaches 0 SP. Roll a d20 -

20	Miraculous Survival - The Mech is somehow intact. It has 1 SP and is fully operational.
11-19	Core Damage - The Mech Chassis is damaged and inoperational.
6-10	Module Destruction - A Module mounted on the Mech is destroyed. This is chosen by The Mediator or at random. The Mech Chassis is damaged and inoperational.
2-5	System Destruction - A System mounted on the Mech is destroyed. This is chosen by The Mediator or at random. The Mech Chassis is damaged and inoperational.
1	Catastrophic Damage - The Mech, as well as any mounted Systems and Modules is Destroyed. If you have a System, Module, or Ability with the Escape trait, you may use it to try to Escape your Mech. Otherwise your Pilot is reduced to 0 HP and must roll on the Critical Injury Table.

If an effect cannot be resolved, for example a Mech with no Modules rolls the Module Destruction result, then use the effect below instead, in this case System Destruction.

In addition you can roll on this table to see what happens if a Mech suffers significant critical damage within a narrative situation in game.



Critical Injury Table

This table determines what happens to your Pilot when they reach 0 Hit Points or suffers a severe injury during play. Roll a d20 -

20	Miraculous Survival - You survived against the odds. You have 1 HP and remain conscious.
11-19	Unconsciousness - You are stable at 0 HP but unconscious and cannot move or take actions until you gain at least 1 HP. You will regain consciousness naturally in 1 hour with 1 HP.
6-10	Minor Injury - You suffer a minor injury such as a sprain, burns, or minor concussion. Your Stress Capacity is reduced by 2 permanently until healed in the Crawler Medbay, this takes 1 week. In addition you are Unconscious, apply the result of 11-19.
2-5	Major Injury - You suffer a major injury such as permanent scarring, broken ribs or internal injuries. Your Max HP is reduced by 2 until healed in the Crawler Medbay, this takes 2 weeks. In addition you are Unconscious, apply the result of 11-19.
1	Death - Your pilot suffers a fatal injury and dies.

If your Max HP is ever reduced to 0 your pilot dies.

If your Stress Capacity is ever reduced to 0 your pilot is forced to retire and is out of the game.

'There's an old saying; "Don't take into the wastes what you can't afford to lose". I say that's a load of bull. Take the best you've got, or you might not come back at all.'

-Ben 'Socrates' St.Clair, Crawler #279

Repairing your Mech

Restoring Structure Points

The primary means to restore the Structure Points of a Mech is to return to the Union Crawler. Over a period of one week the Structure Points of the Mech will be fully restored.

A Mech on at least 1 Structure Point can be mended in the field. This costs 1 Scrap of the Tech Level of the Mech or higher for each point of SP you want to restore. For example if a Tech 1 Mule Mech has 2 SP and you spent 3 Tech 1 Scrap you can restore 3 of its SP up to 5. Higher tech levels of scrap than the Mech still restore the same number of SP.

A Pilot can repair the Structure Points of a Mech as Long Action which takes 1 hour. They must have access to Pilot Equipment or an ability with the Repair trait.

A Mech can repair the Structure Points of a Mech as Short Action which takes 10 minutes. They must have access to a System, Module or Ability with the Repair trait.

Systems, Modules and Abilities, such as the Welding Laser, can further allow the restoration of SP in the field in their own unique ways.

Repairing Damaged Mech Chassis, Systems and Modules

A damaged Mech Chassis is inoperational and cannot be piloted. A damaged System or Module cannot be used. A damaged Mech Chassis, System or Module can be repaired in the field or

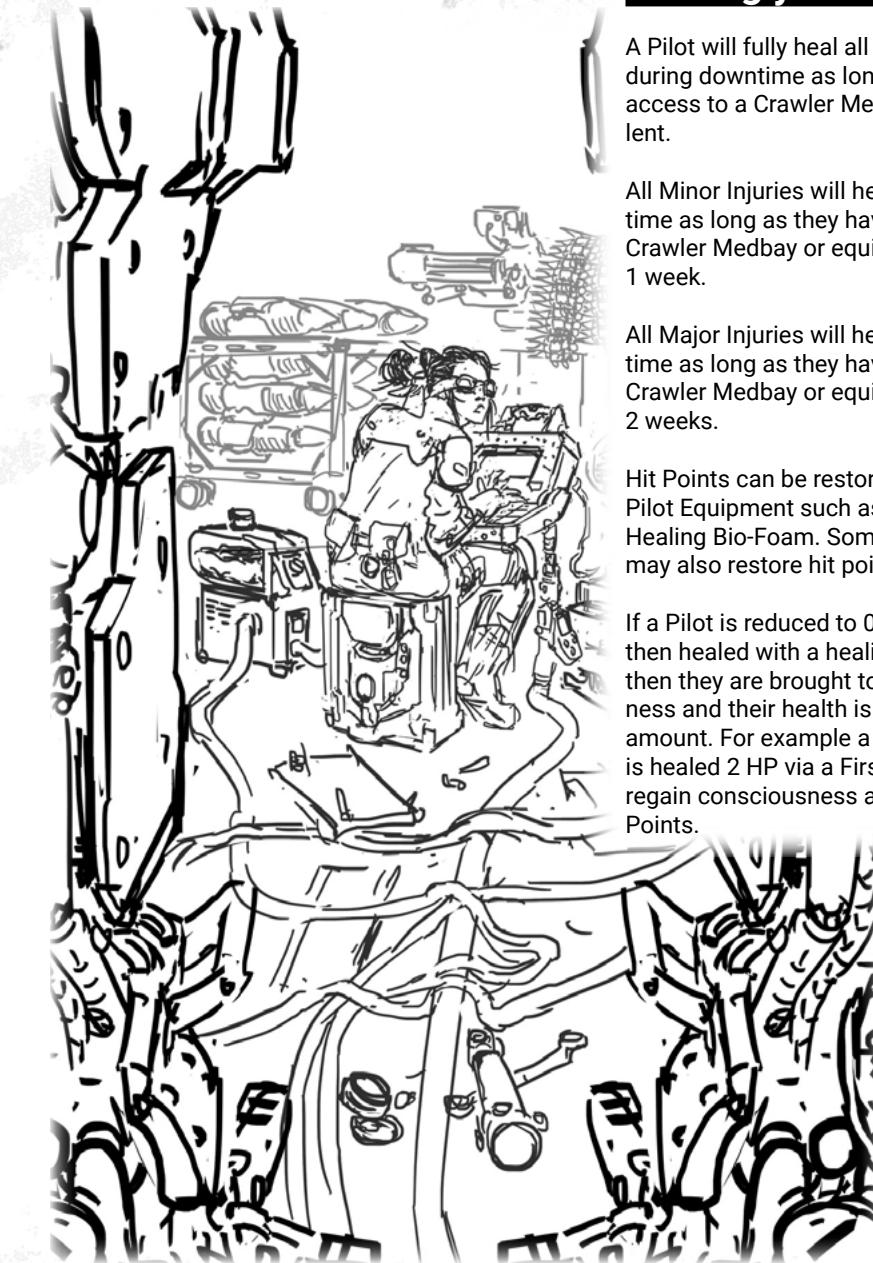
during downtime by spending an amount of scrap equal to its salvage value. This scrap must be from a tech level equal to or higher than the tech level of the Mech Chassis, System or Module. For example if a Tech Level 3 Missile Pod is damaged you would require Tech 3 or higher scrap to repair it.

This applies to both your own Mech Chassis, Systems and Modules that can be damaged in the field as well as any damaged Mech Chassis, Systems or Modules that you encounter in the wastelands.

A Pilot can repair a damaged Mech Chassis, System or Module as a Long Action which takes 1 hour. They must have access to Pilot Equipment or an ability with the Repair trait.

A Mech can repair a damaged Mech Chassis, System or Module as Short Action which takes 10 minutes. They must have access to a System, Module or Ability which confers the Repair trait.

If a Mech Chassis is repaired it is operational with 1 SP. Its Systems and Modules are also operational unless they were specifically either damaged or destroyed. If they were damaged they must be repaired separately. If they were destroyed then there is no way to repair or even salvage them.



Healing your Pilot

A Pilot will fully heal all their Hit Points during downtime as long as they have access to a Crawler Medbay or equivalent.

All Minor Injuries will heal during downtime as long as they have access to a Crawler Medbay or equivalent, this takes 1 week.

All Major Injuries will heal during downtime as long as they have access to a Crawler Medbay or equivalent, this takes 2 weeks.

Hit Points can be restored in the field via Pilot Equipment such as a First Aid Kit or Healing Bio-Foam. Some Pilot Abilities may also restore hit points.

If a Pilot is reduced to 0 Hit Points and then healed with a healing item or ability then they are brought to consciousness and their health is restored by that amount. For example a Pilot on 0 HP who is healed 2 HP via a First Aid Kit would regain consciousness and be on 2 Hit Points.

SALVAGING

Salvage Types

At the heart of Salvage Union is salvaging. This is how your Pilots keep their Union Crawler functioning and upgrade the power of their Mechs.

Salvage is split into 6 different Tech Levels which broadly represents a mixture of how advanced it is as well as its rarity. The specifics of what the individual salvage is, can be added for flavour purposes, but shouldn't be focused on too much in play. It's assumed your salvagers are competent and savvy enough to turn all manner of things they find into what they need.

For ease of play Salvage found in the wastes can be put into one of two categories. The first includes all Chassis', Systems and Modules as described in this book. The second includes everything else which is referred to as Scrap.

What is Scrap?

Scrap is the main resource in Salvage Union. It abstractly represents a wide range of different things that can be salvaged in the wastes such as scrap metal, wiring loom, circuitry, semiconductors, ballistic cases, laser generators, plastics, fuel and much more.

It can either be found in the wastelands or be the by-product of scrapping a Chassis,

System or Module. Scrap has a Tech Level which determines what Chassis, Systems and Modules it can be used to craft and what it can be traded for. There are six levels of tech in the game.

Scrap is both a resource that can be traded and bartered as well as something that you can use to craft and repair Mech Chassis, Systems and Modules.

Salvage Condition

Each piece of non-scrap salvage in the wastelands has a certain condition which determines its usability and salvageability. All salvager Pilots are able to quickly and easily tell the condition of a piece of salvage upon a cursory inspection. This condition is decided by The Mediator with most salvage being assumed damaged.

Intact

The Mech Chassis, System or Module is fully intact and in working order. It is incredibly rare to find intact items in the wasteland.

Damaged

The Mech Chassis, System or Module is damaged. It is inoperable until repaired. It is assumed by default that all Mech Chassis, Systems and Modules found in the wastelands are in this state.

Destroyed

A destroyed Mech Chassis, System, Module is rendered entirely unusable and irreparable. It also cannot be salvaged from or scrapped.

Salvaging a Found Item

When you find an intact or damaged Mech Chassis, System or Module in the wastelands you have the following options.

Each of these choices can be performed by a Pilot or Mech. When a Pilot performs any of these actions it counts as a Long Action (1 Hour).

When a Mech performs any of these actions it counts as a Short Action (10 Minutes).

Certain traits are required to perform some of these actions as well. For example to load something your Pilot or Mech needs access to something with the Load trait.

Load - Requires Load Trait

This loads the Mech Chassis, System or Module onto yours or another Mech. It takes up a number of Cargo Slots equal to its salvage value. This load cannot be shared between multiple Mechs and must be carried by one Mech. This option is quick and simple and allows you to take back the salvage to use in downtime.

Salvage Scrap - Requires Salvaging Trait

This option allows you to quickly break down a Mech Chassis, System or Module into scrap.

When you perform this action the Mech Chassis, System or Module is scrapped. If it is damaged you gain a number of Scrap equal to half its salvage value rounded up. The value of this Scrap is equal to its Tech Level. If it is intact you gain a number of Scrap equal to its salvage value of its Tech Level.

Repair - Requires Repair Trait

If the Mech Chassis, System or Module is damaged it can be repaired. This costs a number of scrap equal to its salvage value. This salvage must be of an equal or higher Tech Level than the System or Module. Once repaired it is intact and operational for use.

Mount/Dismount - Requires Load & Repair Trait

This allows you to mount a System or Module onto a Mech Chassis or remove a System or Module from a Mech Chassis.

The Mech must have a number of System or Module slots free to mount the new System or Module. When mounting you may remove any number of Systems or Modules from a Mech to install the new component as part of the action.

Salvaging a Mech

Use the following rules when a player wants to salvage from a Mech which has Systems and Modules attached to it. Mechs will often be salvaged like this following a combat or when they are found in the wastelands.

A Pilot can salvage a Mech as a Long Action which takes 1 hour. They must have access to Pilot Equipment or an ability with the Salvaging trait.

A Mech can salvage a Mech as a Short Action which takes 10 minutes. They must have access to a System, Module or ability with the Salvaging trait.

When a player wants to salvage a Mech they must first make a salvage roll. This determines what can be salvaged from the Mech. This roll can be pushed as normal. Roll a d20 -

20

Lion's Share - You salvage the Mech Chassis and a System or Module of your choice mounted on it. They both have the damaged condition. Anything else is considered destroyed.

11-19

Meat and Potatoes - You salvage the Mech Chassis or a System or Module of your choice mounted on it. It has the damaged condition. Anything else is considered destroyed.

6-10

Bits and Pieces - You salvage a System or Module of your choice mounted on the Mech. It has the damaged condition. Anything else is considered destroyed.

2-5

Nuts and Bolts - You salvage half of the salvage value of the Mech Chassis in scrap rounded up. This scrap is of the same tech level as the Mech. Everything else is considered destroyed.

1

Ashes and Dust - The Mech is unsalvageable, its Chassis, Systems and Modules are all considered destroyed.

Area Salvaging

Area salvaging represents scouring a large area for valuable salvage. This will typically be a point on the region map within campaign mode. It includes areas such as factories, cargo hangers, bunkers or abandoned settlements. The area must be free and safe from hostiles before area salvaging can be performed. Not all places can be area salvaged and it is up to The Mediator to decide if an area can or cannot be salvaged in this way. For example an abandoned highway with only burned out vehicles may have no usable salvage to find.

An area that can be area salvaged will have two values.

Tech Level

This is the Tech Level of salvage in the area. This value is set by The Mediator as appropriate to the area.

Supply

This is the number of times an area can be area salvaged by a Mech or Pilot. By default this number is 4. Each time a player rolls to area salvage reduce this by one. When the value is 0 the area cannot be area salvaged anymore.

The Mediator can change this number as appropriate with some areas having more or less supply. For example, a sheet metal factory may have a high supply of 6 but a low Tech level of 1. Whereas an abandoned research laboratory may have a low supply of 2 but a high Tech Level of 4.

Area Salvaging costs 1 AP for a Pilot to perform and 1 EP for a Mech to perform.

If a Pilot is area salvaging this takes 1 hour to complete as a Long Action for each time they area salvage. They must also have Pilot Equipment or an Ability which confers the Salvage trait.

If a Mech is area salvaging this takes 10 minutes to complete as a Short Action for each time they area salvage. Mechs performing this action must have a System, Module or Ability with the Salvage trait. This roll can be pushed as normal.

20

Jackpot! - The salvager finds a Mech Chassis, System or Module at the Tech Level of the area. It is in the damaged condition. This can be randomised or chosen by The Mediator.

11-19

Winning - The salvager finds 3 Scrap of the Tech Level of the area.

6-10

Not Bad - The salvager finds 2 Scrap of the Tech Level of the area.

2-5

Better than Nothing - The salvager finds 1 scrap of the Tech Level of the area.

1

Nothing - The salvager finds nothing in the area.

Salvaging a Non-Mech

There are some foes you may encounter in the game such as drones, traditional vehicles and the likes of Bio Titan.

These can be scrapped for their salvage value in scrap of their Tech Level. Follow the same rules as the 'Scrap' salvage option.

Some of these may have a limited number of Systems or Modules mounted on them which you can salvage as an individual System or Module. They will typically be in damaged condition. The Systems and Modules you can salvage from a non-Mech is up to The Mediator to decide.

Cargo Capacity

A Mech's cargo capacity is split into slots. By default Mech's have 6 Cargo Slots. This represents an abstracted mixture of internal as well as external storage they can hold by strapping parts onto them.

Mechs can increase their cargo capacity beyond this by installing systems such as Cargo Holds and via unique chassis abilities.

Each individual piece of Scrap takes up one slot on a Mech or 3 slots for a Pilot.

An intact or damaged Mech Chassis, System or Module takes up a number of slots equal to its salvage value.

A Mech that has Systems and Modules mounted on it takes up a number of slots equal to the combined value of its Systems, Modules and Chassis salvage values.

If a Mech does not have enough cargo capacity for this then it cannot carry the entire Mech Chassis, System or Module. It could be salvaged and split into individual pieces and then carried.

For example a Tech 2 Magpie Mech has a salvage value of 9. A Mech with 9 slots could carry the Magpie and it would take up all of its slots. A Mech with only 6 slots could not carry the Magpie but the Magpie could be scrapped and split into 9 individual pieces of scrap which can then be shared by the Mechs in the group.

A creature or humanoid also takes up 1 Cargo Slot, however storing living creatures as cargo is typically dangerous for them as they get thrown around the Mech. For each hour they travel in this way, as well as when the Mech moves in an action scene or is dealt damage they lose 2 HP. You can install specific Systems to safely carry humanoids and creatures.

Pilot Equipment usually isn't worth tracking on a Mech however if you wish to do so a Cargo Slot can carry up to 10 pieces of Pilot Equipment.

Downtime

Once your foray into the wastelands is complete you can return back to the safety of your Union Crawler for downtime.

The pilot's in this Quickstart are all members of Crawler #279, a Tech 3 Exploratory Crawler with six insectoid-like legs on a massive hull allowing it to traverse over a multitude of terrain.

You can follow this procedure which broadly covers the many things you can do in your Union Crawler. These don't have to be done in exact order but it helps to organise it. This is condensed and complete rules for downtime will be available in the Salvage Union Core book.

Pay Upkeep

During downtime the first thing you should do is pay Upkeep. The upkeep for Crawler #279 is 5 Tech 3 Scrap.

Split Salvage

Next you should share all remaining Scrap, Mech Chassis, Systems and Modules between the Salvagers in a way you agree amongst yourself.

Repair & Heal

During downtime your Mech restores to full Structure Points and Energy Points and their Heat reduces to 0.

Your Pilot also fully heals their Hit Points and restores all of their Action Points and reduces their Stress to 0.

All Minor Injuries will heal during downtime as long as they have access to a Crawler Medbay or equivalent, this takes 1 week.

All Major Injuries will heal during downtime as long as they have access to a Crawler Medbay or equivalent, this takes 2 weeks.

You can also repair any damaged Mech Chassis, Systems or Modules by spending a number of scrap equal to its Salvage value of its tech level or higher.

Scrap & Trade

You may scrap any of your Mech Chassis, Systems or Modules. If they are intact you gain a number of scrap equal to their salvage value. If they are damaged you gain a number of scrap equal to half their salvage value rounded up.

You may also trade scrap at an even rate. For example you can trade two Tech 1 Scrap for one Tech 2 Scrap. You could also trade one Tech 2 Scrap and one Tech 3 Scrap for one Tech 5 Scrap. Intact Mech Chassis, Systems and Modules can also be traded for a number of scrap equal to their salvage value or another Mech Chassis, System or Module of the same value as decided by The Mediator.

Craft and Customise

You may craft any Mech Chassis, Systems or Modules by spending 2x their Salvage value in Scrap equal to or higher than their Tech Level. You may also mount or dismount any number of Systems or Modules on your Mech.

Relax at the Cantina

The Cantina is the social hub of your Union Crawler, it's where you eat, drink and get to know other members of your community. You can find out information here about the wider wastelands. The Mediator will provide you at least one rumour during downtime about something in the wasteland.

**"You load sixteen tons and what do
you get? Sixteen tons of salvage that's
what; sixteen tons of sweet, tradeable
salvage."**

-Pam 'Commodore' Ulrich, Crawler #279



MEDIATOR ADVICE

Mediator Advice

The core procedure of play in Salvage Union is a conversation that goes like this.

- The Mediator describes the situation that the players are in.
- The Players tell the Mediator what they wish to do.
- The Mediator narrates the result.

If something the players want to do at step 2 is significant, dangerous, dramatic or has some chance of going wrong then they roll a d20 to see what happens based on the Core Mechanic. Be wary of rolling the dice in trivial situations or ones without any interesting outcomes. The die roll is not a test of character ability, it represents fate, luck, serendipity and an array of potential external factors; hence why it broadly applies in the same way to everyone in the game.

The player skill of the game comes from working out actions and ideas in play that would result in beneficial situations and reduce the effects of potential consequences and in how players utilise their array of Pilot and Mech abilities throughout play.

There's a lot of flexibility to the Core Mechanic and it can be applied in many different ways throughout play to create dynamic and changing situations. For

example in combat you may say a Tough Choice results in a character's Mech being flanked by an opposing Mech who is now bearing down on them. Whilst 'technically' the opposing Mech couldn't move as it wasn't its turn this adds a fun, dramatic moment to play. Feel emboldened, to throw curveballs like this at Players when the die prompts you to. The Core Mechanic takes precedence in Salvage Union over any other rule. The other rules are built around it entirely as a framework.

The key advice to running Salvage Union is always be upfront and honest with the players about the situation they are in, the options they have and what consequences they may cause and to balance those options to create a tense and satisfying experience.

Game Structure

There's many ways to structure a game of Salvage Union. We have a scenario at the back of this booklet - The Downing of the Atychos - which shows one method. If you want to create your own a simple structure to follow is -

Establish a Hook - This is something that draws the players into the game and gives them a motivation to do things. The simplest hook in Salvage Union is that there's some good Salvage out there for the characters to find.

Create a Setback - This is something that challenges the players or goes wrong that raises the stakes of the game. This could be an enemy ambush, a treacherous area of wastes to explore, or a tough choice like saving a group of friendly allies or getting to a destination more quickly. You can string together many of these and even add choices between them for the players.

Run the Finale - This is a big 'showdown' that leads to the players resolving the hook. It could be a tense chase, a fight with a powerful enemy, an unexpected revelation or a tough choice.

Downtime - In Salvage Union the end of the scenario should have the players returning back to the Union Crawler for Downtime. This lets them heal and repair and more importantly upgrade and customise their Mech's and Pilots with the Salvage they have found.

Consequences

A consequence should be framed as some kind of a setback. It should never stall play entirely or be magnified beyond what it reasonably would be within the narrative. Instead it should propel play forwards but into interesting and unexpected new avenues. For example if players attempt to cross a mountain pass; saying boulders fall on their Mechs and they're all destroyed would be an unfair consequence. Saying boulders fall and asking them what they want to

do, then dealing 2 Structure damage to their Mechs if they fail to avoid the threat, would be reasonable. Saying boulders fall blocking the path but opening up an unexplored route would be interesting.

Consequences should mostly occur as a result of the player making a significant choice in the game, rolling the die and getting a result that results in a consequence. You may however apply consequences as a Mediator as you see fit to the situation and players actions.

Here are some examples of Consequences that The Mediator can set based on the narrative choices the player makes and the result of the die.

When dealing damage as a consequence the default baseline is 2 Structure damage for Mechs and 2 Hit Point damage for Pilots.

They are hurt:

- They take damage. (2 SP/HP Default)
- An NPC attacks them.
- They have to roll on the Critical Damage or Critical Injury Table.
- Their Mech or body is impaired in some way.
- A System or Module on their Mech malfunctions or they suffer from a disease or ailment.
- A System or Module on their Mech is Damaged or Destroyed.

- Their laser weapon overheats causing them to gain Heat or make a Reactor Overload Check.
- Their explosive weapon hits them or an ally.

Their reputation or standing is harmed:

- They offend someone.
- They break the law and become wanted by authorities.
- They are cast out of a community.
- A bounty is put on their heads.
- They lose an ally.
- One of the character's flaws is triggered.

They lose something:

- Something important to them is stolen.
- Their ballistic weapon jams or runs out of ammo.
- Their items or weapons are less effective than they should be.
- A trader demands a costly deal.
- A bounty is put on their head.
- The negatives of their Systems, Module, Equipment, or Mech are triggered.

Their environment shifts:

- A bad storm makes the journey difficult.
- A disaster devastates the land.
- A mishap creates an impasse.
- A disease begins to spread.

Their enemies advance:

- A faction gains power.
- An ally loses territory or resources.
- A settlement is taken over by an enemy.
- The enemy are awaiting the party in ambush.
- Enemies spread across the land.
- An enemy captures something powerful.

Tough Choices Examples:

A good tough choice is one between two consequences that are equally undesirable. You can use any of the consequences noted on the previous page when offering players a tough choice or create your own based on the narrative context of the situation. Here are some additional examples to help you.

- Deal half damage or hurt yourself.
- Take damage, lose or break a piece of Equipment, Mech System or Module.
- Betray a friend or make an enemy.
- Retreat to save the convoy but sacrifice an ally.
- Save one wastelander from dying but not the other.
- Save a wastelander from dying or get to your destination faster.
- Pick up powerful experimental technology but activate its downside.

Controlling an NPC

NPC's work much in the same way as player characters. On their turn they can move and take a standard action and they can take any reactions as appropriate.

NPC's do not push rolls in the game. The Mediator also does not need to track Stress, Heat, Action Points or Energy Points for NPC's. It can be assumed that any Systems, Modules or Abilities they have access to can be used as many times as they need within a situation. Any ability an NPC has access to will be written in such a way that it can work when applied to a player or an NPC.

If The Mediator does want to track NPC's in more detail they can do so but this is a

lot of additional load and isn't necessary for the game to work, or be fun to play.

NPC Health and Damage

For the sake of simplicity in play when the Structure Points of an NPC Mech, is reduced to 0 their chassis, as well as all of their systems and modules are assumed to be damaged and inoperational. The Pilot is assumed either dead or incapacitated.

When the Hit Points of an NPC is reduced to 0 they are assumed dead or incapacitated.

For particularly important NPC's The Mediator may decide to roll on the Critical Damage Table or Critical Injury Table for them. Likewise they may decide to roll to see if they escape from their Mech via Systems such as the Escape Hatch if applicable.

Special NPC's such as Bio-Titans or Meld often have their own unique rules when they reach 0 SP. If they don't they are assumed dead or destroyed when reduced to 0.

NPC Actions

When an NPC takes an action in the game The Mediator rolls on their own table below. This table is similar to the player table but reframes many of the options.

20

Nailed It - The NPC succeeds spectacularly at their action. They get an additional bonus of The Mediator's choice. If they are making an attack they hit and do double damage or get another bonus of The Mediator's choice.

11-19

Success - The NPC achieves their action successfully. An attack hits and deals standard damage.

6-10

Tough Choice - The NPC is successful but faces a tough choice. The players give The Mediator a choice between two setbacks. A weapon attack hits but with a choice of setback chosen by the players.

2-5

Failure - The NPC has failed at their action. The players choose an appropriate setback for failure. A weapon attack misses.

1

Catastrophe - The NPC has catastrophically failed at their action. They suffer a severe setback of the player's choice. A weapon attack misses with a setback chosen by the players.

Reaction Rolls

Sometimes it's not obvious how a group of NPC's will react to the party when they meet them. It's also easy to get into the habit of always making NPC's attack or react in some other prescribed manner. This table is designed to give The Mediator prompts for NPC reactions and adds a lot of variety to play.

Roll a d20 on this table when your players meet a group of NPC's to determine how they react to the party. This sets the initial reaction and the rest of the scene can be roleplayed out from that point

20 **Actively Helpful and Friendly** - The NPC's are incredibly friendly and positive towards the party and will actively help them in any reasonable way they can.

11-19 **Friendly** - The NPC's are friendly and willing to talk, trade and offer information to the party however will still ask for their fair share in return.

6-10 **Unfriendly** - The NPC's react in an unfriendly manner to the party , they will be difficult to talk or trade with and reluctant to offer any help to the party.

2-5 **Hostile** - The NPC's are hostile to the party. They will defend their area, make motions to attack, gesture, threaten, and be highly reluctant to parley.

1 **Actively Hostile** - The NPC's will either launch an attack on the Party if appropriate, or flee from them, barricade themselves in and avoid contact as though the Party were hostile.

Morale

These rules cover whether or not NPC's in the game choose to retreat. The party never rolls Morale and it is always the player's choice whether the party retreats or not.

NPC's in this case include both those the party are actively fighting as well as any allied NPC's they may have with them.

When a Mech is reduced to 50% or less of its Structure Points make a Morale check to determine if it stays in the fight. When a Creature is reduced to 50% or less of its Hit Points, make a Morale check to determine if it stays in the fight.

For simplicities sake you can also apply this to an entire group rather than individual creatures or mechs. When a group of NPC's suffers 50% or more overall deaths or the destruction of 50% or more Mechs; make a Morale check to determine if the entire group stays in the fight.

20 **Fight to the death** - The NPC is going to see this one through to the end. They double down and will not retreat from this fight.

11-19 **Fight On** - The NPC or group will continue to fight.

6-10 **Fighting Retreat** - The NPC or group will retreat but do so whilst continuing to fight.

2-5 **Retreat** - The NPC or group will flee the fight as quickly and safely as possible.

1 **Surrender** - The NPC or NPC group will surrender to whoever is attacking them. If there is nobody to surrender to they will recklessly flee.

Retreat

Sometimes things go wrong and the players need to retreat. The players can choose to retreat at any time during a scene. Retreat covers the entire group.

Roll a d20 -

20 **Perfect Escape** - The party escape perfectly to a well secured location and lose their pursuers.

11-19 **Escape** - The party escapes safely from the scene.

6-10 **Dangerous Escape** - The party escapes but at a cost. The Mediator will offer a tough choice based on the narrative circumstances. This could be everyone taking damage, a Mech being damaged, a Pilot being injured or anything else appropriate.

2-5 **Failed Escape** - You are unable to escape and will have to fight this one out.

1 **Disastrous Escape** - You fail to escape and are pinned down by the enemy with all retreat cut off.

MULE

'Hauler' Pattern

This wastelander Mule is designed for hauling settlers and cargo, but has some rudimentary defences.

Systems

.50 Cal Machine Gun

Damage: 2SP // Range: Close

Ballistic

Locomotion System

Escape Hatch

Cargo Hold

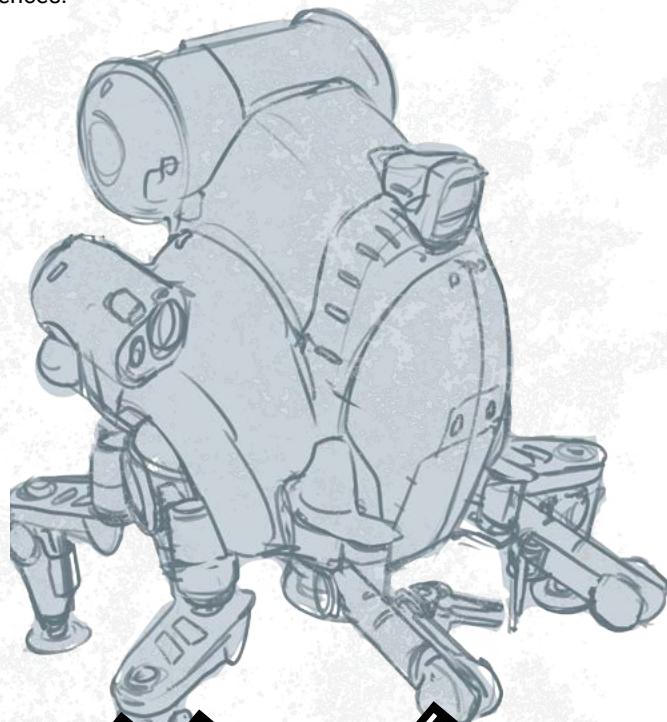
Transport Hold

Rigging Arm

Modules

Reactor Flare Module

Comms Module



STRUCTURE PTS.	ENERGY PTS.	HEAT CAP.	SYSTEM SLOTS	MODULE SLOTS	CARGO CAP.	TECH LEVEL	SALVAGE VALUE	CHASSIS ABILITY
12	6	6	15	2	12	1	6	

Expanded Cargo Bay - The Mules default Cargo Capacity is 12.

SCRAPPER

'Leaky' Pattern

A favourite of wastelanders due to its protected chassis.

Systems

Cutting Saw Arm

Damage: 2SP // Range: Close

Melee

Locomotion System

Welding Laser

Floodlights

Rigging Arm

Modules

Personal Recreation Device

Comms Module

STRUCTURE PTS.	ENERGY PTS.	HEAT CAP.	SYSTEM SLOTS	MODULE SLOTS	CARGO CAP.	TECH LEVEL	SALVAGE VALUE	CHASSIS ABILITY
9	9	9	12	2	6	1	8	

Hazard Protected Chassis - The Scrapper suffers no effect or damage from hazardous environmental effects such as radiation storms. In addition when dealing with severe environmental hazards they may push for free to circumvent or resist any effects.

THRESHER

'Butcher' Pattern

Designed initially as an agricultural mech, this has been retrofitted with butting blade arms to get up close and personal.

Systems

Red Laser

Damage: 3SP // Range: Medium Energy

Locomotion System

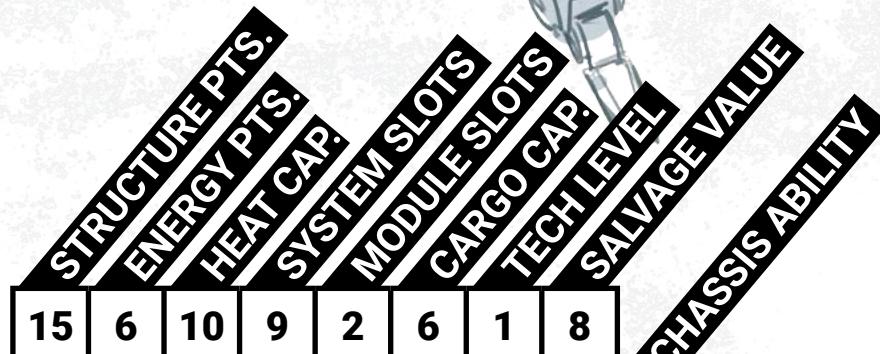
Escape Hatch

Cutting Saw Arm

Modules

Reactor Flare Module

Comms Module



Heavily Armoured - Any 'Nailed It' (20) result made against this Mech counts as a normal hit and does not deal 2x damage.

MIRRORBALL

'Evantis Sentinel' Pattern

Evantis converted many of these during the colonial wars to mobile shielded missile platforms.

Systems

Missile Pod

Damage: 6SP // Range: Long Explosive // Area Effect (2)

Locomotion System

Ejection System

Loudspeaker

Modules

Pinpoint Targeter

Comms Module

EP Conduit

STRUCTURE PTS.	ENERGY PTS.	HEAT CAP.	SYSTEM SLOTS	MODULE SLOTS	CARGO CAP.	TECH LEVEL	SALVAGE VALUE	CHASSIS ABILITY
21	14	8	12	3	6	2	10	

Advanced Shield Dome - The Mirror Ball has an inbuilt Advanced Shield Dome that projects a protective energy field around its chassis. This can be activated as a Standard Action and remains permanently on until deactivated as a Standard Action.

When active if the Mirror Ball or anything within Close Range of the Mirror Ball takes damage, it takes no damage instead. The Mirror Ball loses a number of Energy Points equal to the damage taken. If the amount of damage reduces the Mirror Ball to 0 Energy Points deal the remainder of damage as normal to the target. If the Mirror Ball has no Energy Points then damage is dealt as normal.

MAZONAS

'Buzzard' Pattern

Raiders favour these as they can overheat larger prey and strip the flesh of anything else.

Systems

Flamethrower x 2

Damage: 1SP // Range: Close
Overheat // Weapon Link (2x Attack)

Loudspeakers

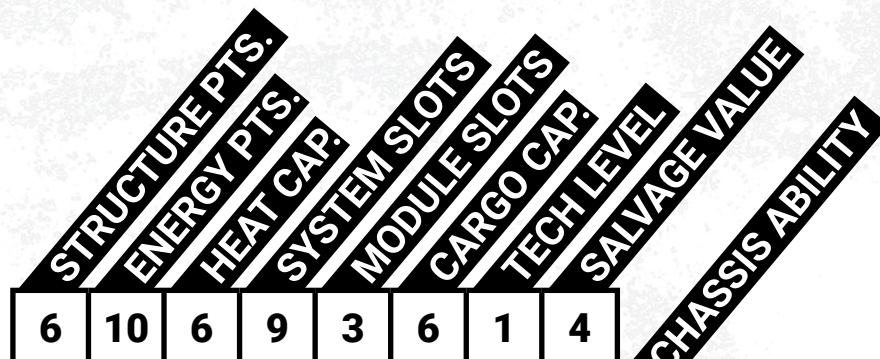
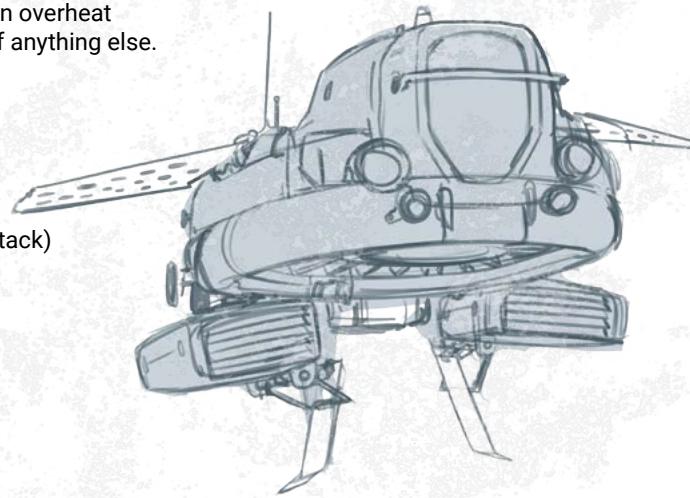
Floodlights

Modules

Weapon Link

Comms Module

Self Destruct Module



Hover - The Mazonas has an inbuilt Drontek Pattern Hover Locomotion System which is included in its profile. This allows it to hover over obstacles and terrain.

BRAWLER

'Evantis Gladiator' Pattern

Popular amongst corpo contractors who purchase them on credit and pay off the debt through violence.

Systems

Red Pulse Laser

Damage: 5SP // Range: Close
Energy

Locomotion System

Ejection System

Mech Close Combat Armament

Refractive Shield Projector

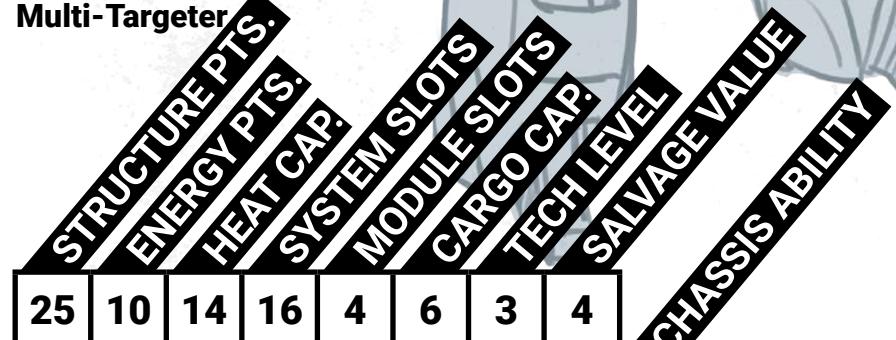
.50 Cal Machine Gun

Modules

Pinpoint Targeter

Comms Module

Multi-Targeter



Close Range Protocols - The Brawler deals an additional 1 SP damage when it makes an attack at any target within Close Range of it.

GOPHER

'Hauler' Pattern

An Opus original pattern designed for quickly ferrying cargo on and off the battlefield while offering limited combat support.

Systems

Red Laser

Damage: 3SP // Range: Medium
Energy

Locomotion System

Escape Hatch

Cargo Hold

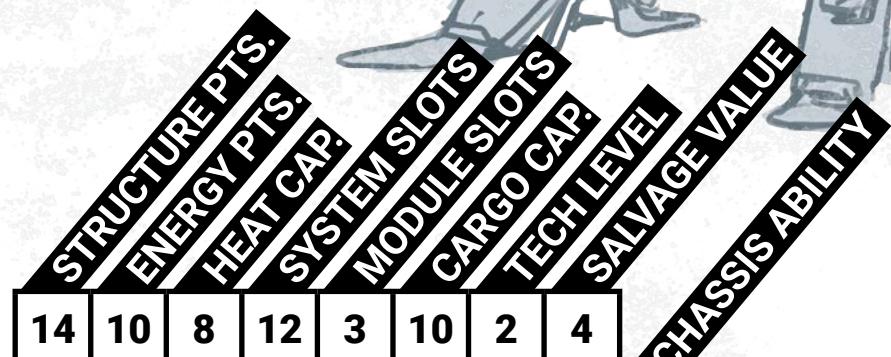
High Gain Antenna

Modules

Evasion Protocols

Survey Scanner

Comms Module



Expanded Cargo Hold - The Gopher's default Cargo Capacity is 10.

'Evantis Longsaddle' Pattern

Retrofitted as a reconnaissance ranger to work in tandem with a more conventional mercenary lance.

Systems

Green Laser

Damage: 4SP // Range: Medium
Energy

Locomotion System

Escape Hatch

Transport Hold

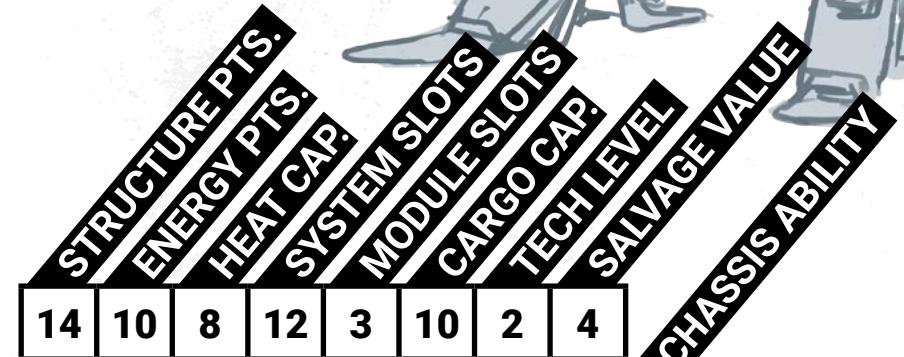
Rigging Arm

Modules

Evasion Protocols

Comms Module

Reactor Overload Module



Expanded Cargo Hold - The Gopher's default Cargo Capacity is 10.

HUSSAR

'Contour' Pattern

This classic Contour Aerospace build is designed to get in fast and strip off vital components then retreat.

Systems

Red Pulse Laser

Damage: 5SP // Range: Close
Energy

Locomotion System

Escape Hatch

Chaff Launcher

Energy Shield Projector

Modules

Evasion Protocols

Pinpoint Targeter

Comms Module

STRUCTURE PTS.	ENERGY PTS.	HEAT CAP.	SYSTEM SLOTS	MODULE SLOTS	CARGO CAP.	TECH LEVEL	SALVAGE VALUE	CHASSIS ABILITY
12	10	12	12	3	6	2	7	

Fast - The Hussar can move an additional range band on its turn as a free action.
In addition it moves twice as fast across the Campaign, Area and Region Maps.



'Evantis Wyvern' Pattern

Using both the Contour chassis and VTU, this licensed Eventis model is used to great effect as a shock or fast reclamation mech.

Systems

Green Laser

Damage: 4SP // Range: Medium
Energy

Locomotion System

Contour VTU

Ejection System

Energy Shield Projector

Modules

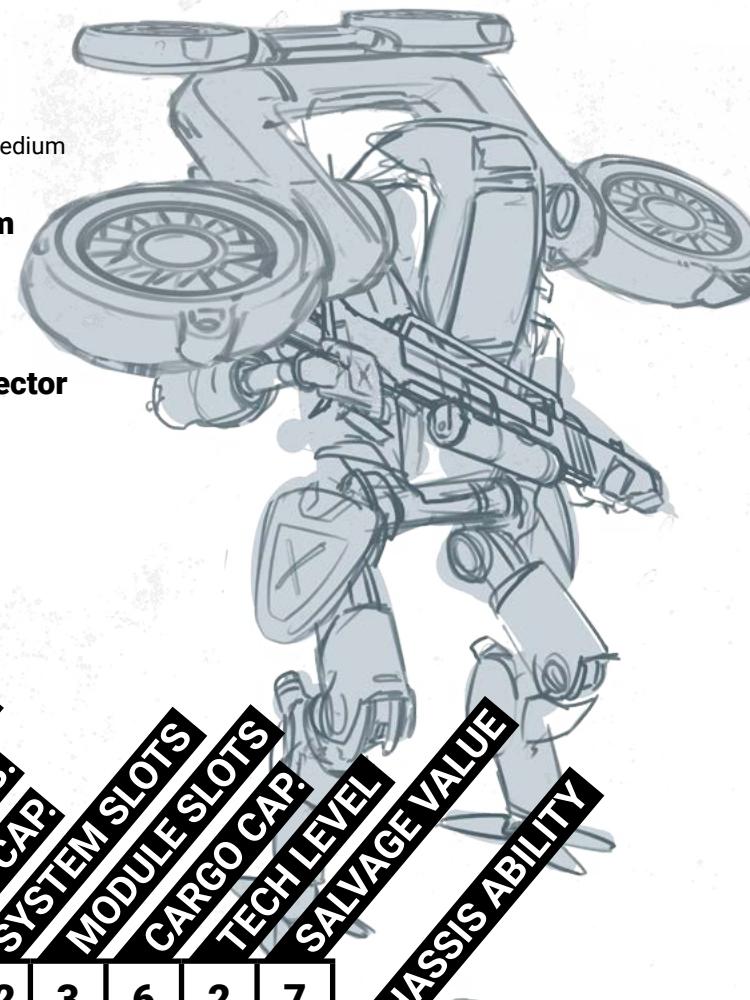
Evasion Protocols

Pinpoint Targeter

Comms Module

STRUCTURE PTS.	ENERGY PTS.	HEAT CAP.	SYSTEM SLOTS	MODULE SLOTS	CARGO CAP.	TECH LEVEL	SALVAGE VALUE	CHASSIS ABILITY
12	10	12	12	3	6	2	7	

Fast - The Hussar can move an additional range band on its turn as a free action.
In addition it moves twice as fast across the Campaign, Area and Region Maps.



Humanoid Profiles

These profiles can be used to represent humanoids in the world.

Wastelander

This represents the myriad common denizens of the wastelands.

HP: 2

Improvised Weapons

Damage: 2HP // Range: Close

Salvaging Tools

Salvaging

Trooper

This represents the myriad of combat trained denizens of the wastelands

HP: 4

Pistol

Damage: 3HP // Range: Close

Ballistic

Portable Comms Unit

Communicator

Combat Pilot

This represents combat trained Mech Pilots.

HP: 6

Rifle

Damage: 3HP // Range: Medium

Ballistic

Portable Comms Unit

Communicator

First Aid Kit

Ace Pilot

This represents expert combat trained Pilots in the world such as corpo Pilots and salvagers.

HP: 10

Blue Laser Rifle

Damage: 4HP // Range: Close
Energy

Squads

When dealing with a larger number of NPC's it's easier to track them as a squad. Use these stats to represent a group of creatures such as a band of wastelanders, a mercenary soldier band or a herd of wasteland bovines that numbers around half a dozen or so. This lets you run larger conflicts without having to individually manage dozens of NPC's.

Waster Mob

A mob of wastelanders with improvised weapons.

HP: 4

Improvised Weapons

Damage: 3HP // Range: Close

Salvaging Tools

Salvaging

Machine Gun Squad

Combat trained troops armed with a mobile machine gun.

HP: 8

Heavy Machine Gun

Damage: 2SP // Range: Close
Ballistic // Pinning

Missile Squad

Combat trained troopers armed with a mobile missile launcher.

HP: 8

Spearhead AMGM

Damage: 3SP // Range: Long
Explosive // Area Effect (1)

Vehicles

Power Loader // T1 ✕1

A pneumatically powered heavy loader for moving cargo that requires a single Pilot.

SP: 2

Rigging Arm

Damage: 2SP // Range: Close
Load

Truck // T1 ✕2

Any simple wheeled vehicle, usually modified to carry heavy weaponry.

SP: 3

.50 Cal Machine Gun

Damage: 2SP // Range: Close
Ballistic // Pinning

Crew Capacity: 6, or 1 Squad

APC // T2 ✕3

Armoured Wheeled Vehicle for carrying personnel.

SP: 3

30mm Autocannon

Damage: 5SP // Range: Close
Ballistic // Jamming

Locomotion System (Wheeled)

Personnel Transport Capacity: 18, or 3 Squads

Creature Profiles

Wasteland Bear

Large, hungry and ferocious, these bears are not just after your picnic basket.

HP: 5

Maul

Damage: 4HP // Range: Close

Irradiated Scorpion

Mutated beyond their usual size, these scorpions have been known to kill entire camps of wasters; saving the bodies for later.

HP: 3

Sting

Damage: 3HP // Range: Close
Poison

Wasteland Artl

Ambush predators that will melt your bones from their hiding spots before you even see them.

HP: 2

Acid Spit

Damage: 2HP // Range: Medium
Sticky (2HP)

Bio-Titan Profiles

Bio-Titan Salvage is worth the equivalent of 1 Tier 1 Scrap and can be traded as such. It cannot be used to craft or repair any Tech 1 - 6 Chassis, Systems or Modules. Bio-Titan by their nature drop vast amounts of salvage in the form of their Bio-Titan form ranging from their armour plates, to spiked arms, to acid glands.

Scylla

SP: 20

Scythe Attack

Damage: 4SP // Range: Close
Melee

Ambush

Scylla, if unnoticed, always acts first in combat.

Many Scythes

Scylla can attack 2 times on their turn or make one tail sweep.

Tail Sweep

The Scylla makes one giant sweeping attack with their tail. This hits every target within Medium Range dealing 4 SP damage on a hit. Make each attack separately. Targets hit are knocked over and gain the Vulnerable Trait until they get back up as a Standard Action.

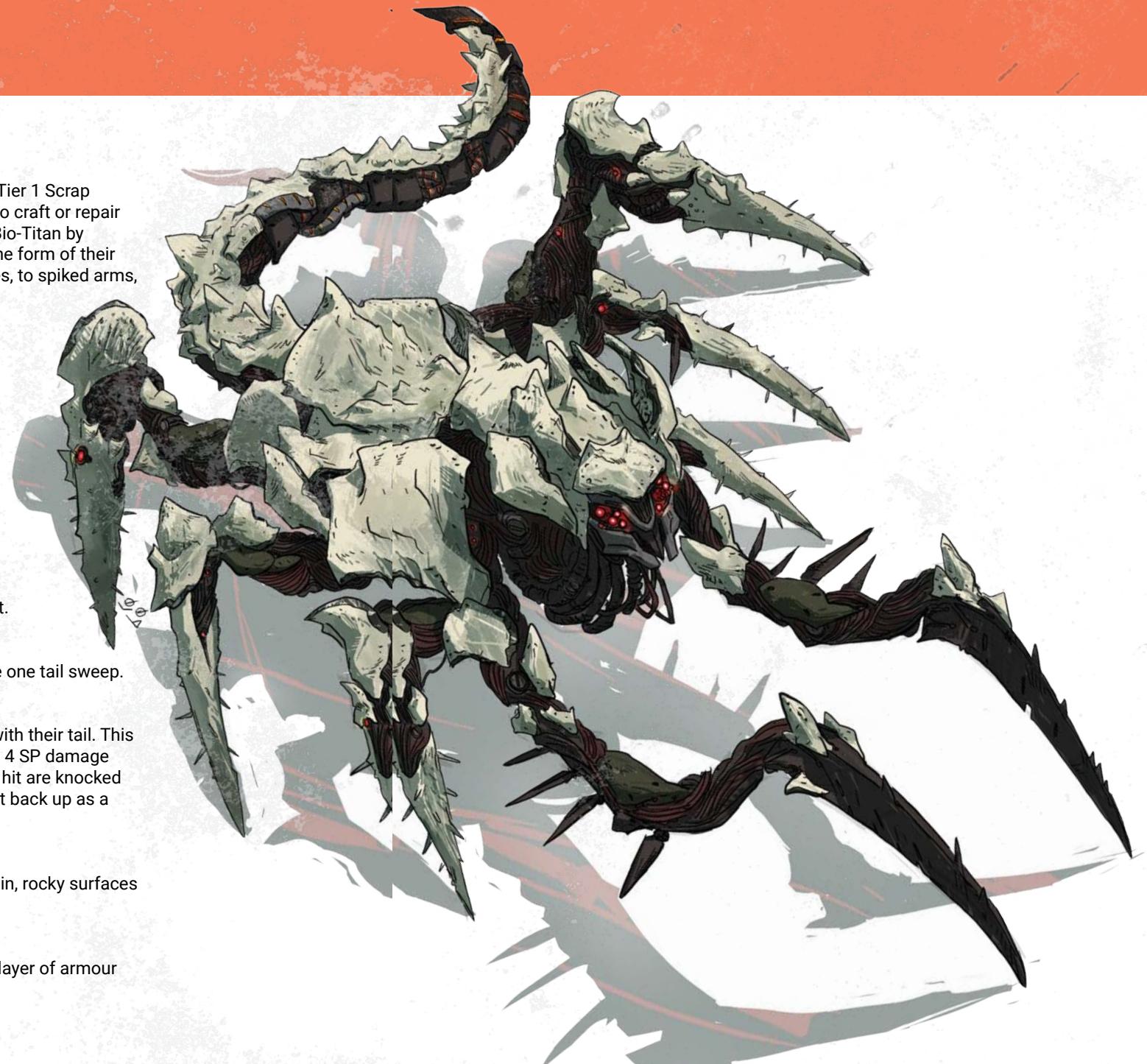
Climb:

Scylla can effortlessly climb over difficult terrain, rocky surfaces and other obstacles.

Armour Plating x 4

When the Scylla takes damage they remove a layer of armour plating and instead take no damage.

Salvage: 20 Bio-Titan Salvage



Meld Profiles

Meld Salvage

When any Meld is reduced to 0 SP roll a d20. On a 20 it drops 1 Active Meld Nanite. On any other result it drops 1 Inert Meld Nanite.

Active Meld Nanites

An Active Meld Nanite is worth the equivalent of Tech 6 Scrap. In addition it can be used to repair any Mech Chassis, System or Module as though it was Tech 6.

Inert Meld Nanites

An Inert Meld Nanite is worth the equivalent of Tech 1 Scrap.

Meld Nanoid

SP: 5

Nanoid Tendril Attack

Damage: 4SP // Range: Medium
Melee

Meld Infection

A target hit by a Meld Nanoid is infected as nanites begin to ooze over it. If an infected Mech is reduced to 0 SP it becomes a Meld Behemoth under the control of the Meld. If an infected creature is reduced to 0 SP it becomes a Meld Drone under the control of the Meld.

Meld Construct

SP: 15

Meld Tendril Attack

Damage: 4SP // Range: Medium
Melee

Bullet Absorption - Reaction

Can be used when an attack with a Ballistic weapon is made against a Meld.

ROLL THE DIE:

20 - The attack deals no damage and is shot back at the firer for standard damage.

10 - 19 - The attack deals half damage and is fired back at the attacker for standard damage.

6 - 10 - The attack either deals half damage or is fired back at the attacker for standard damage.

2 - 5 - The attack deals normal damage.

1 - The attack deals 2 x damage.

Split

When a Meld Construct is reduced to 0 SP it turns into 2 Meld Nanoids.

Meld Infection

A target hit by a Meld Construct is infected as nanites begin to ooze over it. If an infected Mech is reduced to 0 SP it becomes a Meld Behemoth under the control of the Meld. If an infected creature is reduced to 0 SP it becomes a Meld Drone under the control of the Meld.

Meld Behemoth

SP: 25

Meld Tendril Attack

Damage: 5SP // Range: Medium
Melee

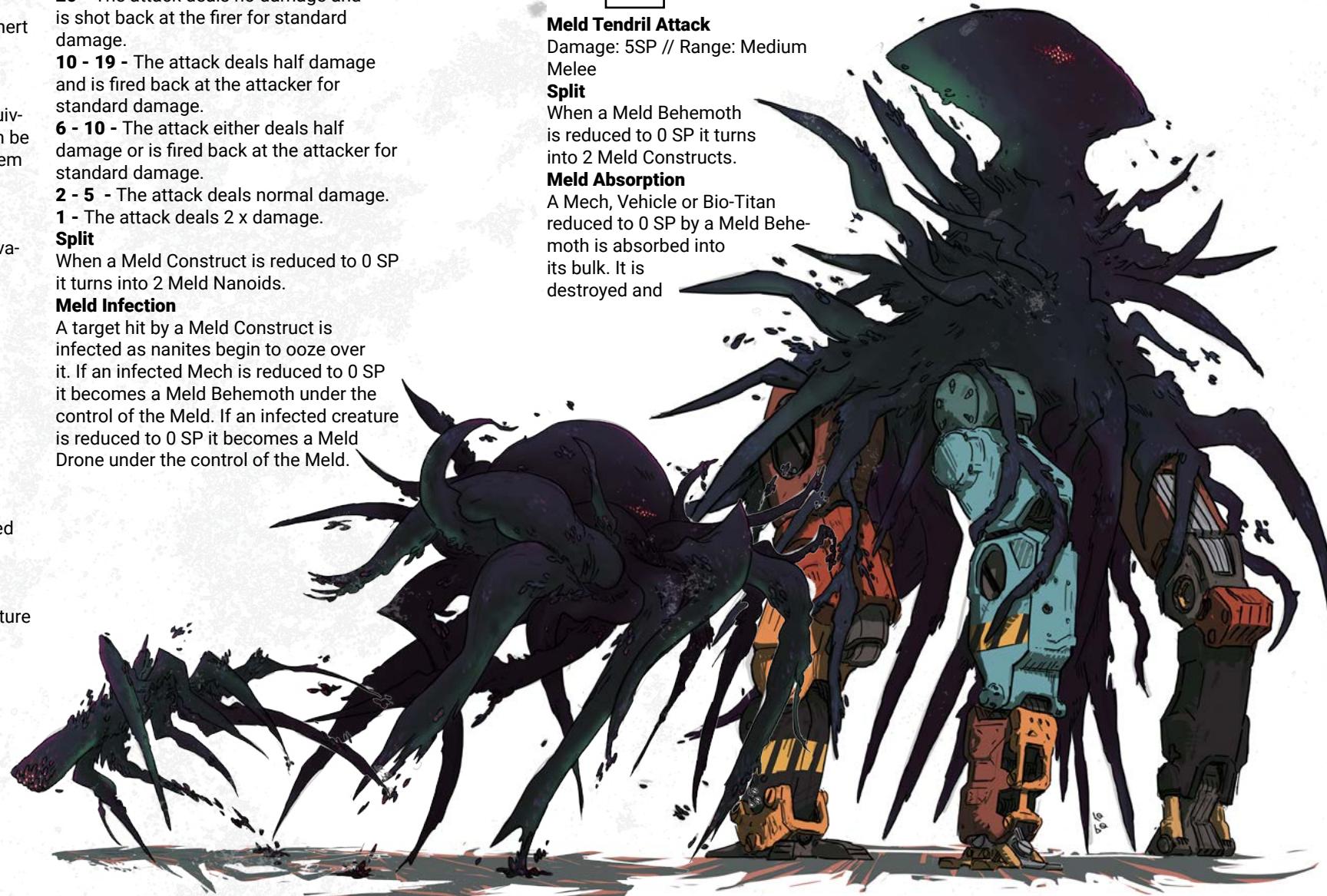
Split

When a Meld Behemoth is reduced to 0 SP it turns into 2 Meld Constructs.

Meld Absorption

A Mech, Vehicle or Bio-Titan reduced to 0 SP by a Meld Behemoth is absorbed into its bulk. It is destroyed and

the Meld Behemoth restores 6 Structure Points. If this number would go over its max structure points it increases its max structure points by that amount.



SYSTEMS & MODULES

These Systems and Modules are what make up the core of your mech. They include weapons such as the 30mm Autocannon and hardware such as a Rigging Arm. Each of these Systems confers different abilities on your Mech.

Modules are software, information and electronic warfare systems installed in your Mech. They confer a wide range of abilities and include the likes of Survey Scanners and Hacking Chips.

They're listed on the following pages in table form for easy referencing.

Symbol Key:

T1 A Mech's Tech Level broadly represents how advanced it is. There are 6 Tech Levels in the game, the number after the T denotes which level it is.

1 Each System and Module has a Slot value, denoting how many Slots it takes up on your Mech

X1 A Mech's Salvage Value represents a wide range of factors relating to its salvageability. Salvage is always of the same Tech Tier as its source.

Systems Table

Name Description

.50 Caliber Heavy Machine Gun	T1 2 X2 Damage: 2SP // Range: Close Ballistic // Jamming // Pinning A simple automatic ballistic weapon that fires solid high calibre slugs. Often used in an anti-personnel capacity.
--------------------------------------	---

Cutting Saw Arm	T1 3 X3 Damage: 2SP // Range: Close Melee // Salvaging Originally developed as a lumberjacking tool by Hodgson & Vasquez, the saw arm has remained in use for its salvaging capabilities, utility and stopping power even as the forests have faded from the world.
------------------------	--

Systems Table

Name	Description
Escape Hatch	T1 1 X1 Reactive // Escape An Escape Hatch is a sealed hatch that can be opened and escaped through in the event a Mech suffers critical damage or the Pilot needs to make a swift exit. When activated by pulling a lever a bolted charge tears the escape hatch from the Mech Chassis allowing for the Pilot to crawl through. As a reaction you may activate the Escape Hatch of your Mech and attempt to escape from it. You may do this at any time including in response to your Mech being destroyed. ROLL THE DIE - 20 - The Pilot escapes perfectly. They can choose to be in Close or Medium Range of their Mech. 11 - 19 - The Pilot escapes safely in Close Range of their Mech. 6 - 10 - The Pilot escapes but is injured in the process. They must roll on the Critical Injury Table 2 - 5 - The Escape Hatch fails to trigger and is damaged in the process. The Pilot must find another way out. 1 - The Escape Hatch severely malfunctions trapping the Pilot and injuring them. The Pilot rolls on the Critical Injury Table and The Escape Hatch is destroyed.
Flame Thrower	T1 3 X2 Damage: 1SP // Range: Close Energy // Overheat // Anti-Organic Developed as a means to control forest fires this shoots a super-heated stream of fire at a target. While most mechs won't suffer too much damage, overheating is a concern; and it's brutally efficient against those inside the Mechs.

Systems Table

Name Description

Floodlights

T1 **1** **✖2**

Flood Lights light up a wide area in up to Medium Range of a Mech letting you see more clearly in dark or foggy conditions.

Mini Mortar

T1 **6** **✖4** **Damage: 4SP // Range: Long Explosive // Area Effect (1)**

This Mech mountable mini mortar lob's a high explosive, high velocity round against a target, flaying everything around it with superheated shrapnel.

Locomotion System

T1 **2** **✖2**

A sturdy and dependable locomotion system allowing a Mech to traverse most standard terrain types and adaptable to fit on Chassis. These vary from bipedal, to quadrupedal to other more esoteric designs

A Locomotion System allows a Mech to move normally. If a Mech does not have a Locomotion System or it is damaged or destroyed the Mech cannot move.

Loud-speakers

T1 **1** **✖1** **Range: Long**

These externally mounted speakers can be clearly heard by anything up to Long Range of you. They can be used to communicate externally with those outside of your Mech or play some beats. The Immortal Outlaws made effective use of Loud-speakers as a crude shock and awe tool during their devastating raids in the Uranium Wars.

Red Laser

T1 **3** **✖3** **Damage: 3SP // Range: Medium Energy // Hot (1)**

A red laser strikes a target with a small, focussed beam of heat. Their blueprint has been made widely available by the Opus Institute making their use prevalent by both corpos and wasters.

Rigging Arm

T1 **2** **✖2** **Range: Close Load**

This standard Rigging Arm designed for industrial use allows for your Mech to manipulate objects in its external environment. It can comfortably hold 1 Scrap in its grip. A Mech without any form of rigging arm or equivalent cannot pick anything up.

Systems Table

Name Description

Transport Hold

T1 **3** **✖2**

A simple hold designed to store salvage on a Mech. Not the most exciting option but nothing beats the feeling of having a hold full of scrap to bring home to the crawler.
A Transport Hold increases the Cargo Capacity of a Mech by 4.

30mm Autocannon

T2 **3** **✖3** **Damage: 5SP // Range: Medium Ballistic // Jamming**

This simple automatic ballistic weapon fires high calibre slugs at a target.

Blue Mining Laser

T2 **7** **✖6** **Damage: 6SP // Range: Long Energy // Hot (3)**

This heavy duty mining laser fires a concentrated high wavelength beam designed to crack through hard mining deposits.

Cargo Hold

T2 **5** **✖2**

An expanded hold for storing large amounts of scrap. A Cargo Hold increases your Mech's Cargo Capacity by 10.

Chaff Launcher

1EP ➔ T2 **2** **✖2** **Reactive**

This fires a metallic cloud of chaff made of strips of aluminium and zinc from your Mech which can detonate missiles in mid-air or scramble targeting systems. If you are hit by a weapon with the Explosive or Targeter Trait you may activate the Chaff Launcher as a reaction to try to avoid the hit.

ROLL THE DIE:

20 - You avoid the hit and may activate your Chaff Launcher without expending EP for the next 10 minutes.

11 - 19 - You successfully avoid the hit taking no damage from the attack.

6 - 10 - You partially avoid the hit and take half damage from the attack.

2 - 5 - You fail to avoid the hit and take damage as normal.

1 - You fail to avoid the hit and take damage as normal. In addition your chaff launcher is damaged.

Systems Table

Name	Description
Green Laser	<p>T2 4 ✗2 Damage: 4SP // Range: Medium Energy // Hot (2)</p> <p>Operating on a mid-visible wavelength, this laser provides a good balance between power consumption and output.</p>
High Gain Antenna	<p>T2 1 ✗1</p> <p>This increases the range of any of your Modules with a range band by one. It also increases the range of any Pilot Abilities with the Communicator or Hacking Trait by one.</p>
Shield Projector	<p>1EP T2 2 ✗4 Range: Close Shielding</p> <p>Developed initially as a means to combat solar flares within colony construction and asteroid mining projects, this shield projector is also highly effective against Energy weapons. As a reaction when you or a target within Close Range is hit by an Energy Weapon or any energy source you may activate this shield.</p> <p>ROLL THE DIE:</p> <ul style="list-style-type: none"> 20 - The attack deals no damage and refracts back at the attacker, hitting them for the damage of their weapon. 11 - 19 - The attack deals no damage. 6 - 10 - You may choose to gain Heat equal to the damage of the weapon. If you do so the attack deals no damage, if you do not the attack deals damage as normal. 2 - 5 - The attack hits as normal. 1 - The attack hits as normal and the shield overloads. You gain 2 Heat and make a Reactor Overload Check.
120mm Cannon	<p>T3 7 ✗6 Damage: 5SP // Range: Long Ballistic // Area Effect (1)</p> <p>This Mech mountable cannon fires a ballistic charge that explodes on impact.</p>
Contour VTU	<p>T3 4 ✗4 Free Action Hot (2)</p> <p>The Contour Aerospace Vectored Thrust Unit allows for short bursts of air propulsion allowing a Mech to jump jet over terrain, other Mechs and obstacles and find better vantage points for attack. When activated the movement of your Mech this turn ignores all terrain and obstacles.</p>

Systems Table

Name	Description
Ejection System	<p>T3 2 ✗2 Escape</p> <p>This allows you to escape your Mech in the event it suffers critical damage or is destroyed. The ejection system rocket propels the Pilot from the chassis to a point a safe distance away where they land with the aid of a parachute. You may eject as an action or reaction.</p> <p>ROLL THE DIE:</p> <ul style="list-style-type: none"> 20 - You eject perfectly from the Mech and can land in any location up to Far Range. 11 - 19 - You eject safely from the Mech and land unharmed in Long Range of the Mech. 6 - 10 - You eject but suffer injury in the process. You land in Medium Range of your Mech and must roll on the Critical Injury Table for your Pilot. 2 - 5 - The Ejection System fails to trigger and is damaged. 1 - The Ejection System severely malfunctions harming the Pilot inside the cockpit. It is destroyed and your Pilot must roll on the Critical Injury Table.
Heavy Duty Mining Rig	<p>T3 7 ✗4 Damage: 6SP // Range: Close Melee // Salvaging // Deadly // Unwieldy</p> <p>A heavy duty industrial mining rig that can be used to deal carnage in a pinch.</p>
Long Barreled Green Laser	<p>T3 5 ✗3 Damage: 4SP // Range: Long Energy // Hot (2)</p> <p>A Green Laser that has been modified with a focusing barrel to extend its range.</p>
Mech Melee Armament	<p>T3 3 ✗4 Damage: 4SP // Range: Close Melee</p> <p>This covers a wide array of close combat Mech weapons from swords, to hatchets, to clubs. When crafting this you may specify what the weapon looks like.</p>
Missile Pod	<p>T3 8 ✗6 Damage: 6SP // Range: Long Explosive // Area Effect (2)</p> <p>Fires a salvo of unguided, rocket propelled explosives to a target over wide terrain.</p>

Systems Table

Name	Description
Rail Rifle	T3 4 ✖2 Damage: 6SP // Range: Far Ballistic // Hot (1) A lightweight railgun designed for sniping, with less power consumption.
Red Pulse Laser	T3 5 ✖2 Damage: 5SP // Range: Close Energy // Hot (1) Developed by Contour from the Opus Blueprint, this fires multiple red lasers at a target, sacrificing range for increased firepower. It doesn't generate too much heat either making it an effective laser weapon for use in the blistering hot Oceanic Rim.
Spider Locomotion System	T3 3 ✖3 Climber This multi-legged locomotion system allows you to easily traverse all forms of difficult terrain as well as climb sheer surfaces such as cliff faces or towering buildings.
Needle Missile Pod	1EP T4 3 ✖3 Damage: 3SP // Range: Long Guided // Targeter // Area Effect (1) A miniaturised pod of self-guided missiles smaller than a pen. When fired en-masse they can be devastating. You must spend 1 EP when making an attack with Needle Missiles. Needle missiles do not require you to be able to see a target and will automatically hit.

Modules Table

Name	Description
Comms Module	T1 1 ✖1 Communicator This array of telecommunications wires and receivers allows you to communicate with anything with the Communicator Trait in Long Range.
Database Hacking Chip	1EP T1 1 ✖2 Short Action (10 Mins) Hacking This hacking chip allows you to tap into a Mech, database or information system within Close Range. This lets you gain specific information about it and the wider network it is connected to. You can use this on a Mech to learn specific information about it, such as its statistics. ROLL THE DIE: 20 - You masterfully hack in and are able to ask 4 questions to The Mediator about it. All of these will be truthful. 11 - 19 - You successfully hack in and are able to ask 2 questions to The Mediator about it. Both of these will be truthful. 6 - 10 - Your hack produces a mix of confused data. You are able to ask The Mediator two questions about it. One of these will be true but the other will contain false information. It's up to The Mediator to decide and you will not know which is which. 2 - 5 - The hack fails, you can't attempt the same hack again. 1 - You fail to hack and lose an additional EP point in the attempt. You cannot attempt to hack the same thing again.
Firewall Module	2EP T1 1 ✖2 Hacking // Reactive If you or any allied Mech within Medium Range are the target of any System, Module or Ability with the Hacking Trait you may attempt to stop the hack as a reaction. ROLL THE DIE: 20 - You block the hack and the target cannot be affected by anything with the Hacking Trait for the next 10 minutes. 11 - 19 - You successfully block the hack and nullify all effects. 6 - 10 - The Mediator offers you a Tough Choice in relation to the hack. This could be partially nullifying its effects, an additional EP cost or damage to your module. 2 - 5 - You fail to stop the hack and it has full effect 1 - Your firewall is breached. Your Firewall Module becomes damaged.

Modules Table

Name	Description
Personal Recreation Device	<p>T1 [1] ✘1 Short Action (10 Mins)</p> <p>Your Mech is installed with a Personal Recreation Device of your choice. This could be an entertainment box, foot massager or drinks dispenser. You may use this device once per downtime to reduce your stress to 0 as a Short Action (10 minutes).</p>
Reactor Flare Module	<p>2EP ➤ T1 [1] ✘2</p> <p>This module fires a reactor fuelled flare to any point within Long Range. The flare will be clearly visible to anything within Far Range as well as anyone in any adjacent area to you on the map. It will also brightly light up the area you are in to be nearly as bright as day.</p>
Survey Scanner	<p>2EP ➤ T1 [1] ✘2 Short Action (10 Mins)</p> <p>A Survey Scanner allows you to scan a specific point of interest. This can be a single point on an Area of Region Map. It can also be a specific point of interest in the world within Long Range such as a ruin, unique terrain feature, settlement or base. If an area is not of interest The Mediator will tell you before you make your scan.</p> <p>ROLL THE DIE:</p> <p>20 - You make a thorough scan of the area and may ask The Mediator 4 questions about it.</p> <p>11 - 19 - You are successful and may ask The Mediator 2 questions about the area.</p> <p>6 - 10 - You partially scan the area and return messy results. You may ask The Mediator 2 questions about the area. One of these answers will be true however the other answer will contain false information. It's up to The Mediator to decide which and you will not know which one is true or false.</p> <p>2 - 5 - You are unable to find any useful information about the area.</p> <p>1 - Your Scanner has malfunctioned and gains the Damaged condition.</p>

Modules Table

Name	Description
Self Destruct Module	<p>T1 [1] ✘1 Reactive</p> <p>This module allows you to self destruct your own Mech. Your Mech, as well as all mounted Systems and Modules and all Cargo is destroyed. Everything within Close Range of your Mech takes damage equal to the Max Structure Points of your Mech. Everything within Close Range may take any Standard Action or Reaction to avoid damage. Your pilot may attempt to Escape via anything with the Escape Trait.</p>
Weapon Link Module	<p>T1 [1] ✘3</p> <p>A weapon link module allows you to connect any number of identical Weapon Systems together. These must be the same Weapon System. For example you may link two Green Lasers or three 30mm Autocannons. Note down which weapons are linked together.</p> <p>You may attack with all linked weapon systems as a Standard Action against a single target. Make each attack separately. They must be fired together when linked and cannot be fired individually. In addition you gain 1 Heat for each weapon you attack with and must make a single Reactor Overload Check.</p>
Damage Assessor	<p>2EP ➤ T2 [1] ✘1</p> <p>This allows you to scan a Mech or Vehicle in Medium Range to get a full report of it. You learn all of its Systems and Modules, its current and max Structure Points, Heat and Energy and if any of its Systems and Modules are damaged.</p>
Evasion Protocols	<p>2EP ➤ T2 [1] ✘2 Reactive</p> <p>Allows a Mech to make a series of rapid movements in an attempt to avoid damage from an attack or hazard. If an attack hits you may activate the Evasion Protocols as a reaction to force the attacker to re-roll the attack and choose the lower result. In addition you may activate Evasion Protocols to gain a free Push on any attempt to avoid a hazard such as falling rubble, a self-destructing Mech or a mine field.</p>

Modules Table

Name	Description
Pinpoint Targeter	<p>2EP T2 1 ✖2 Free Action</p> <p>Developed by Sakura Futures as a means to strip a target of vital components in order to cripple a foe or force surrender.</p> <p>Before you make an attack you may activate the PinPoint Targeter and declare a specific System or Module on the target.</p> <p>If the attack hits that System or Module is damaged and you deal damage as normal. On the roll of a 20 to hit the System or Module is instead destroyed.</p>
Reactor Overload Module	<p>2EP T2 1 ✖2 Standard Action // Hacking</p> <p>As an action you may force a Mech in Medium Range to roll on the Reactor Overload Table.</p>
Comms Tapper	<p>2EP T3 1 ✖2 Hacking</p> <p>This hacking unit allows you to tap into other communication units and listen to them. You may target anything with the Communicator Trait in Medium Range and listen in on it for 10 minutes hearing all inbound and outbound traffic.</p>
Encrypted Comms Module	<p>T3 2 ✖3 Communicator</p> <p>This comms unit allows you to communicate with other comms units. In addition it allows you to open an encrypted comms channel. Any communications you send or receive on this channel are encrypted and cannot be listened to, tapped into, hacked or analysed. Anything with the Hacking Trait does not work on them.</p>
ECM Transmitter	<p>3EP T3 1 ✖3</p> <p>This Electronic Countermeasure device nullifies all hacking, scanning and targeting attempts in a radius and shuts down shields. When activated all Mech's within Close Range cannot be targeted or seen by anything with the Hacking, Targeter or Scanner trait or activate any System, Module or Ability with the Shielding Trait as long as they remain within Close Range of the ECM Transmitter. This ability lasts for 10 minutes.</p>

Modules Table

Name	Description
Laser Guidance	<p>3EP T3 1 ✖2 Free Action Targeter</p> <p>When you activate this module the next ranged attack your Mech makes automatically hits.</p>
Multi-Targeter	<p>1EP T3 2 ✖2 Targeter</p> <p>This allows you to make one attack with each of your weapon systems as a single action. Each attack must have a different target. Roll for each attack separately. If you push, each attack must be pushed separately. This costs 1 EP per weapon used.</p>
Traits	
Area Effect	<p>When a weapon with the Area Effect trait hits it deals damage equal to its Area Effect value to all other targets within Close Range of the main target of the attack. If the main attack dealt SP damage then the Area Effect damage is also SP, if it dealt HP damage then it is HP. For example an Area Effect (2) weapon would deal 2 damage on a hit to all other targets within Close Range of the main target. In addition this value can be dealt as damage to the firer or the firer's allies as a setback or tough choice in the narrative</p>
Anti-Organic	<p>Weapons with the Anti-Organic trait deal 2x damage to Creatures and Bio-Titans.</p>
Climber	<p>If something has this trait it ignores difficult terrain and can climb sheer surfaces such as cliff faces or towering buildings.</p>
Communicator	<p>This covers any number of communication devices. If something has this trait it typically denotes that you can communicate with it by using other communication devices.</p>
Concealable	<p>If something has the concealable trait it is easy to hide from view.</p>
Deadly	<p>A weapon with the Deadly trait automatically destroys its target when a natural 20 (Nailed it result) is rolled to attack.</p>
Escape	<p>The Escape trait allows you to use the System, Module or Ability to escape from a Mech in the event it is destroyed.</p>
Guided	<p>A weapon with the guided trait does not need to be able to see a target to fire against it.</p>

Hacking

Anything with the hacking trait allows you to perform certain types of hacks against targets.

Heavy

A heavy piece of Pilot Equipment takes up 2 slots.

Hot

Hot denotes that when the System is used the Mech gains a number of Heat equal to the Heat value of the System. For example a Hot (2) weapon generates 2 Heat when fired. The Mediator can also apply Heat when using the System as a consequence or tough choice.

Jamming

The Mediator as a tough choice or consequence can say a weapon with the jamming trait jams. A weapon that is jammed cannot be used until a Standard Action is spent unjamming it.

Load

If something has the Load trait it allows you to pick up scrap and salvage and load them on a Mech.

Overheat

When a weapon with the Overheat trait hits a target they cannot use any Systems, Modules or Abilities with the 'Hot' trait until the start of their next turn.

Pinning

A humanoid or creature hit by a Pinning weapon cannot move on its next turn. This does not affect Bio Titans or Meld.

Poison

A humanoid or creature hit by a poison weapon suffers a Major Injury. This does not affect Bio-Titans or Meld.

Reactive

If something has the Reactive trait it can be used as a reaction.

Repair

The Repair trait allows you to repair any damaged Chassis, System or Module whilst in your Mech. This costs a number of scrap equal to the salvage value of the Chassis, System or Module and takes a Short Action (10 minutes) to perform. It also lets you restore SP on a Mech or Vehicle. For each Scrap you spend of its tech level or higher you restore 1 SP.

Salvaging

The Salvaging Trait allows you to Salvage a Mech, Mech Chassis, Systems and Modules as well as area salvage.

Scanner

If something has the scanner trait it is used to scan, detect or electronically probe an area or object in some way.

Shielding

If something has this trait it can be used to shield a target in some way.

Silent

If something has the silent trait it makes little to no noise when it is used.

Sticky

An attack with this trait covers weapons that corrode, burn or stick to targets. They deal their damage to the target at the start of each of its turns unless they find a way to stop it.

Targeter

Systems and Modules with the targeter trait have some kind of mechanism to allow for tracked and guided shots which either automatically hit or hit with precision. They can be countered with anti-targeting systems such as Chaff.

Unwieldy

Unwieldy weapons will often get stuck or malfunction during use or leave their user vulnerable. The Mediator may impose these as common consequences when rolling tough choices or failures with the weapon.

Key Words

Abilities

Abilities your Pilot has access to that can be activated with Ability Points.

Ability Points

A resource that you can use to activate Pilot Abilities.

Attack

A Standard Action that a Mech or Pilot can perform to attack a target.

Bio-Titan

A Bio-Titan refers to giant bio-engineered organisms that inhabit the world.

Cargo Slots

The carrying capacity of a Mech. 1 Scrap takes up 1 slot.

Creature

A creature includes any animal or humanoid within the world such as a Salvager Pilot, Wastelander or Wasteland Bear.

Damaged

A damaged Mech Chassis, System or Module cannot be used until repaired.

Destroyed

A destroyed Mech Chassis, System or Module is irrevocably damaged and cannot be used, repaired or salvaged.

Downtime Action

An action that can only be performed during downtime.

Downtime

A period of a week typically spent on the Union Crawler resting, repairing and engaging in Downtime actions.

Energy Points

Used to activate Systems, Modules and abilities on a Mech.

Group

The players count as a group as do any group of aligned NPC's. Used primarily during initiative.

Hit Points

Measures how tough, resilient and healthy a Pilot or Creature is. When this reaches 0 a Pilot must roll on the Critical Injury Table. Can be fully healed during downtime in a Crawler Medbay or equivalent.

Heat

Increases on your Mech when you Push, use Systems, Modules or abilities with the Hot trait or find yourself in a hot area such as a desert. If it reaches max you must make a Reactor Overload Check.

Humanoid

Any human or human-like character in the world.

Intact

An intact Mech Chassis, System or Module is in full working order.

Long Action

A complex or lengthy action that takes around an hour to perform.

Major Injury

A significant injury such as broken bones, permanent scarring, deep burns or cranial fractures. Your Max Health is permanently reduced by 2. All Major Injuries will heal during downtime as long as they have access to a Crawler Medbay or equivalent, this takes 2 weeks.

Mech

A walking, armoured and often armed mechanical construct that can be piloted. You'll spend much of the game controlling one of these.

Minor Injury

A simple injury such as a scar, burn or laceration. Your Max Stress is permanently reduced by 2. All Minor Injuries will heal during downtime as long as they have access to a Crawler Medbay or equivalent, this takes 1 week.

Meld

The Meld are an intelligent, alien, nanite entity that can take over creatures and machines.

Move

Refers to moving from one range band to another. For example from Medium to Long Range. Can be done once during your turn by default.

Pilot

Refers typically to the Player's Pilot character who controls their Mech. Can also refer to NPC Pilots in the world.

Pilot Equipment

Gear and personal items that Pilots carry. Each takes up 1 Inventory Slot.

Range

The range of a System, Module or Ability. Splits into Close, Medium, Long, Far.

Reaction

An action a Pilot or Mech can take in response to something happening. Usually part of a System or Module but can be done in response to situations per The Mediator's discretion.

Round

A round is over when all players and NPC's in an action scene have finished a turn.

Salvage

A value that a Mech Chassis, System or Module has that determines the following.

The number of Cargo Slots it takes up.

The amount of Scrap of its Tech level you get if you Salvage it for Scrap.

The Salvage value x 2 is how much you need to craft the item during downtime.

The amount of Scrap of the same Tech Level or higher required to repair a damaged System, Module, or Chassis.

Can also generically refer to useful things found in the wasteland.

Scrap

Scrap is found in the wastelands primarily from salvaging. It can be used as barter and also used to craft, repair damaged Mech Chassis, Systems or Modules, as well as SP.

Standard Action

An action that a Mech or Pilot can perform on a turn.

Structure Points

How resilient a Mech is. When this reaches 0 you must roll on the Critical Injury Table to find out what happens to your Mech.

Short Action

A complicated or time consuming action that takes around 10 minutes to perform.

Stress

Increases on your Pilot when you Push or suffer stressful situations. If it reaches max you must make a Stress Check.

Shutdown

A Shutdown Mech cannot move, take any actions or use any abilities. It takes 2x damage when hit with an attack. A Mech that is Shutdown for an hour will reduce its Heat to 0.

Tech Level

How advanced a Mech Chassis, System or Module, as well as a determination of the value of scrap.

Turn

A period of around a minute in which a Mech or Pilot can move and perform a Standard Action.

Vehicle

A vehicle is anything in game that is not a Mech, such as a car, drone, tank or aircraft. These are all statued in a similar way to Mechs for ease of play, they will have Structure Points and a Salvage value.

Vulnerable

Any attack that hits a target with the Vulnerable trait deals 2x additional damage.

"Shooting stars is lucky. Well, lucky for us, not the star that got shot"

-Artemis, Wastelander



THE DOWNING OF THE ATYCHOS

Intro

This scenario is designed as a straight-forward mission to get your players right into the action. The first section includes information intended to be shown to the players at the start of the scenario. This includes the hook, the map and information about the area.

Beyond that, The Mediator can offer information and describe what is happening as they see fit.

Scenario

Union Crawler #279 has picked up a distress signal from a crashed Corpo air transport ship belonging to Eventis Heavy Industries. Eventis are well known to specialise in heavy Mechs as well as experimental weaponry. Air travel is dangerous in the wastelands due to the endless rad storms so taking the time and expense to transport something by air must mean something that went down in that ship is valuable.

The transport has crashed and fragmented in the midst of a ruined city once known as Hope Falls. They know the following information.

Player Intel

The players have a full data map of the area. Show them the area map.

The Atychos has crashed over the ruins of Hope Falls and scattered into multiple parts dotted around the city.

Players can expect an Eventis Corpo retrieval team will be en-route to recover the salvage of the Atychos themselves.

There is a band of wastrels living in the shadow of a broken Union Crawler at Scrapper's Bluff. Whilst they are not known to be raiders they may well be interested in a salvage prize so close to their settlement.

There are reports of raiders in the area hunting for scrap.

Radiation Storms are active in the entire area and particular in the Rad Desert

Exploration Rules

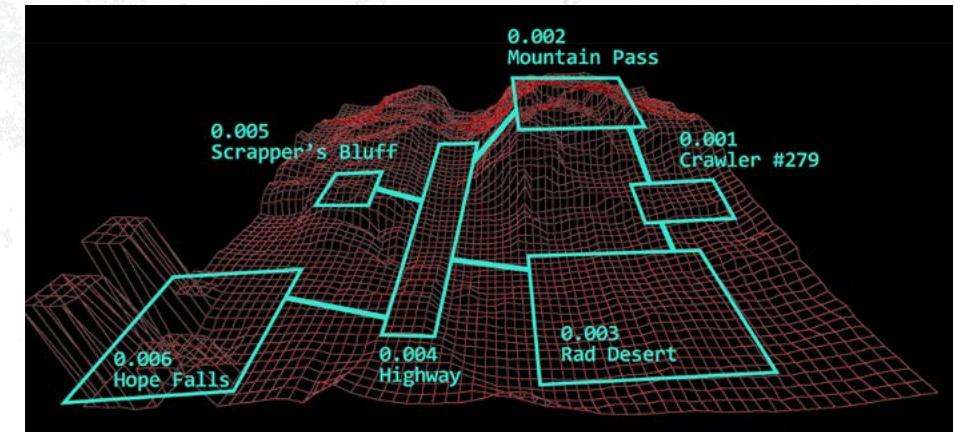
Regional Map

Points on the Region Map are abstractly meant to represent vast areas of space within the wastelands.

A Mech takes 1 hour to travel between each point on the region map.

A Pilot can travel between each point on the region map in 1 day.

A Union Crawler can move from one of these points to another in 1 day.



Area Map

Points on the Area Map for Hope Falls are abstractly meant to represent the more compact adventuring location.

A Mech takes 10 minutes to travel between each point on the region map.

A Pilot can travel between each point on the region map in 1 hour.

A Union Crawler can move from one of these points to another in 1 hour.

0.001 Crawler #279

This safe and secluded rocky outcrop in the valley is an ideal location for the party Union Crawler to nestle safely within. The party can plan their approach from their Union Crawler here and then range out into the wastes.

0.002 Mountain Pass

Area Salvage: Tech 1 // Supply 3

The mountain pass has two pathways through it.

A stretch of road leads directly through the pass and down towards the Highway. Scattered remnants of destroyed Mechs and vehicles torn asunder stretch in patches up this mountain path. In addition a damaged 'Contour Pattern' Hussar Mech chassis lies freshly wrecked in the area.

The Hussar chassis has an 'E' logo upon it and was a forward scout of the corpo retrieval team that met a poor fate. There is blood in the cockpit area but it looks like the Pilot ejected. The Pilot, Malkin, is alive and currently on route to Scrapper's Bluff where he hopes to find refuge.

The area is home to the Bio-Titan 'S8226 'Scylla' (see p 80) A gigantic, armoured, arachnid-like predator beast. It has no concept that the war it was developed to fight ended aeons ago and continues by its design to tear apart anything that wanders through its domain.

It will mercilessly ambush and attack any Mechs that cross its path. It will not attack humanoids travelling alone and will not pursue beyond its domain.

Alternatively there is a rocky pathway over the mountain itself, this will be slow to cross, Mechs and Pilots will take twice as long travelling through the area. In addition the path is treacherous with many pitfalls, jagged rocks and other crumbling outcrops. Unless some safe way to cross it is worked out Mech's will take 3 SP damage crossing through it.

0.003 Rad Desert

**Area Salvage: Tech 2 // Supply 3
(Factory Area Only)**

This is a barren stretch of wastes that is constantly under the effect of a radiation storm. See 'Radiation Storm' for more details. The storms make it hazardous to cross as well as significantly obscuring vision and making navigation difficult with it easy to get lost.

In roughly the centre of the rad desert is an abandoned metalworking factory, a crumbling 'E' symbolises it as once being owned by Evantis.

If the players decide to head back here later reduce the Area Salvage Supply by

2 as the radiation storm strips off more potential salvage.

Radiation Storm

Numerous particles carried by high speed winds harbour deadly levels of radiation that can kill a person and damage Mechs. A Pilot within a Mech is safe from the radiation storm.
For each hour a Mech is exposed to the radiation storm it will take 2 SP damage. In addition it will gain 2 Heat and must make a Reactor Overload Check. Also any time it generates Heat, it generates twice as much Heat instead. For example pushing would generate 4 Heat instead of 2 Heat.

A Pilot exposed to a Radiation Storm takes 2 HP damage every 10 minutes, unless they find suitable shelter or have protective equipment.

0.004 Ruined Highway

Area Salvage: Tech 1 // Supply 1

This ruined highway carves through this area. Scrapped and abandoned wrecks of ancient vehicles dot the road that Mechs can easily step over or crush. This is a poor area for salvage though some may still be gleaned.

If the party made slow progress to this point and arrived within 3 hours or more they will find the wreckage of the attack by Tex and his raiders. 2 Mules and a Gopher all burned and destroyed to a crisp with Pilots. The trade caravan will have been fully looted with no survivors and all potential salvage destroyed or taken by the Raiders.

If the party made quick progress to this area and arrived within 2 hours or less they will witness Tex and his raiders attacking the trade caravan here. The trade caravan contains 2 'Hauler' Pattern Mules and 1 'Hauler' Pattern Gopher.

They are being tracked and hunted by Tex and his raiders who will attack them here.

Scrapers Bluff 0.005

Area Salvage: Tech 2 // Supply 3

Scrapper's Bluff is a waster settlement built around the carcass of a fallen Union Crawler. The centre of the settlement is the great reactor of the fallen crawler itself which provides all of the heat and electricity to the settlement. Without it they will die.

The settlement lies defensible on a hill. There are two watchtowers manned by wasters with 50.Cal Machine Gun turrets.

The path leading up to the settlement also has a treacherous series of large potholes booby trapped with jagged spikes made out of scrap. It's safe for humanoids to walk across these but Mechs can easily be trapped, taking 2 SP damage and having their Locomotion System damaged if fallen into it. The wasters of Scrapers Bluff know their ways around these traps.

Its population consists of the former salvagers of the crawler along with wasteland wanderers who were accepted into the fold. This numbers some 200 souls.

They look towards Artemis, the only surviving salvager pilot on the former

crawler, for leadership. She pilots a well maintained but ageing 'Leaky' Pattern Scrapper. There is a Crawler equivalent Mechbay in the settlement which accommodates the Scrapper.

The people of Scrapers Bluff are seeking parts to repair their Union Crawler Reactor which has suffered damage and deterioration over the years. They need five Tech 3 Scrap to do this.

They believe they can find this in the wreckage of the Atychos in Hope Falls and have sent a retrieval team of their own.

Without their reactor their settlement will expire in the wastes.

0.006 City of Hope Falls

Hope Falls was once the jewel of these parts, an idyllic coastal city that fit perfectly on a postcard.

It lies now abandoned and left rotting to the winds, a few souls eke out existence in its underbelly but to most it is lost and forgotten.

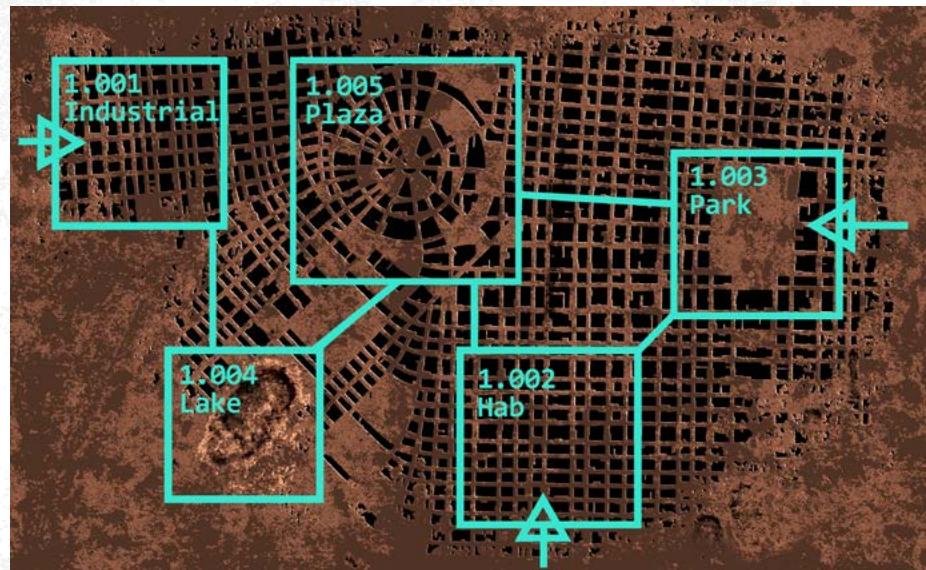
This uses the Area Map rules for movement between zones.

1.001 Industrial Block

Area Salvage: Tech 1 // Supply 3

An intertwined and densely packed area of old factories

The Engine Fuselage of the Atychos (2x Tech 3 Scrap) has streaked through an



abandoned meat packing factory and torn a chunk out of its side.

A group of half a dozen or so wastelanders huddle around the wreckage of the fuselage for warmth. One amongst them, Mackey, a young boy, has a gangrene infected wound from the shrapnel of the fuselage. He won't last much longer without medical aid. Anything that can heal a Minor Injury will prevent his eventual death.

1.002 - Hab Block

Intertwined and claustrophobic hab units densely packed together in a cascading series of irregular skyscrapers. People once lived in these units, each dwelling in a cramped box.

They lie ruined and abandoned now.

Atop one of these skyscrapers is the cockpit of the Atychos. It will be difficult for Mechs to get to due to its extreme height, though Pilots on foot will be able to climb through the ruined hab block to the roof where the wreckage has landed.

The Cockpit itself can be salvaged as 1x Tech 3 Scrap. In addition it contains a damaged Encrypted Comms Module which can be salvaged.

The three former crew members of the Atychos lie skewered and torn apart in the wreckage. They have been infected by the Active Meld Nanites on board and turned into hideous Meld Drones, an amalgamation of flesh brought back to unnatural life via nano-bot conversion. These will be alerted to the presence of anyone near them and lurch into an attack.

Meld Drone

HP: 2

Damage: 2HP // Range: Close // Melee Infect

When a Meld Drone reduces a creature to 0 HP they become a Meld Drone.

1.003 Park

A once flourishing park. Barren trees, rusted swings and yellow scrub is all that remains.

The Atychos was mounted with an underslung Missile Pod System which lies damaged in the Park.

A survivor of the wreckage, Tauros, a mercenary Pilot, hangs off a tree, his para-

chute entangled amongst the trees. He is unconscious but alive and will die within the day without help.

1.004 Lake

This area of irradiated lake holds the reactor core of the ship. It is embedded in the irradiated lake and it is only a matter of time before it's eroded beyond recognition or use. It will be effectively destroyed within the day.

A group of Wastelanders led by Artemis are in the midst of retrieving the Reactor Core from the lake.

Artemis piloting a 'Leaky' Scrapper
see p 109 and p69

2 x Wastelanders piloting 2 x Power Loaders

see p 78 and p 79

1 x Waster Mob

see p 78

If retrieved the Reactor Core counts as 5x Tech 3 Scrap.

1.005 Central Plaza

This area was once a buzzing hub of the city with shopping centres, coffee shops and scenic water features.

Burned wreckage and dust is all that remains. The core fuselage of the Atychos has crashed into the central plaza turning an already ruined area into a demolition zone.

The true cargo of the Atychos was a single sample of Active Meld Nanites. These alien hive mind entities are able to fully take over mechanical or biological entities and warp them into terrifying and resilient constructs. They were accidentally released aboard the Atychos and rapidly took over the ship causing it to crash into the city.

They have been spreading and replicating over the delicious fuselage turning it into a Meld Behemoth that is buried under the rubble and wreckage of the plaza.

The Evantis retrieval team are here to destroy the Meld and retrieve any Active Meld Nanites lest the corpos competitors get their hands on them. They will then return them to local Evantis Arco.

They are in the midst of clearing through the wreckage and will inevitably awaken the Meld Behemoth which will attack them. The sound of this battle will reverberate throughout the entire city.

Downing of the Atychos

NPCs

Mercenary Lance Leader

Baines

Baines controls an 'Evantis Gladiator' Pattern Brawler see p 73.

HP: 10

Laser Rifle

Damage: 4HP // Range: Close

Background

Baines grew up in the Evantis Arco and entered significant debt to join the merce-

nary core. He has been working his way up and should he complete this mission he will be able to incur enough debt to afford a condo on the 12th tier of the Arco for him and his family.

Ideal: Grit

Flaw: Ruthlessness

Keepsake: Picture of his wife and children in their Hab Home.

Wants: To eventually retire at the top tier of the Arco. A true believer in the Evantis dream.

Mercenary Lance 2IC

Lopez

Lopez pilots an 'Evantis Wyvern' Pattern Hussar see p 77.

HP: 10

Service Rifle

Damage: 2HP // Range: Medium

Background

Lopez is the more cynical second in command of the lance, recruited for her aptitude as a pilot which she demonstrated from an early age. She's simply looking for her next meal.

Ideal: Realistic

Flaw: Thrillseeker

Keepsake: An old postcard of Hope Falls lit by night.

Wants: To take the leader spot from Baines when he gets promoted, retired or killed in action.

Mercenary Pilots

Tricksy and Tank

These two Pilots control the Gopher and Mirror Ball respectively and are part of Baines' Mercenary Lance.

HP: 6

Service Pistol

Damage: 2HP // Range: Close

Leader of Scrappers Bluff

Artemis

Artemis pilots a 'Leaky' Pattern Scrapper see p69.

HP: 10

Improvised Firearm

Damage: 2HP // Range: Close

Background:

Artemis was a former Salvager on Crawler #173. The Crawler was taken down by an Evantis mercenary team during a salvage mission gone wrong. She is hardened to life in the wastes.

Ideal: Family

Flaw: Vengeful

Keepsake: Crawler #173 Patch.

Wants: To keep her people alive by repairing the reactor. Her loyalty will always put Scrappers Bluff first beyond anything else. Part of her misses the old ways and waxes nostalgic about her time as a salvager. She loathes Evantis and has a personal vendetta against the corpos and all who work for them.

Raider Captain

Tex

Tex Pilots the 'Butcher' Pattern Thresher see p 70.

HP: 6

Six Shooter Pistol

Damage: 2HP // Range: Close

Background

Tex leads his raider band, 'The Butchers', who take whatever they can with their salvaged together Mechs.

Ideals: Freedom

Flaws: Bloodthirsty

Wants: Enough scrap to buy his way into an Arco and trade it for credit so he can join a proper mercenary crew.

Raiders

Blinky, Apex, Tato

These 3 all pilot the Raider Pattern Mazonas see p 72.

HP: 4

Improvised Melee Weapon

Damage: 2HP // Range: Close Melee

Caravan Leader

Mercury

HP: 4

Improvised Firearm

Damage: 2HP // Range: Close

Wasteland Encounter Table

Each time the party travels from one point to another you can roll on the Random Encounter Table to find out what they discover on the way. Random Encounters are a good way to organically show a dynamic and moving area and contain elements drawn from the entire region and even the wider campaign map.

20	The party comes upon a wrecked 'Hauler Pattern' Mule. It has been torn apart by heavy laser fire, is in damaged condition and can be salvaged. Its Cargo Bay however is empty, likely looted by the Raiders. The Pilot is deceased in the cockpit.
11-19	The wasteland is safe and quiet for now with no particular incident.
6-10	A radiation storm begins to pick up in the area. See 'Radiation Storms' p 104 for its effect.
2-5	A band of raiders led by 'Tex' launches an attack against the party. See 'Raiders - Tex & Crew' for information on their statistics. They are seeking to get scrap and make a quick exit and will use hit and run tactics to do so.
1	The Evantis Corpo Retrieval team finds the party. They'll suspect Salvagers are likely after the same prize as them and use extreme prejudice to neutralise the party as a threat to their mission. Players however may find some means to convince them otherwise.

City Encounter Table

Roll on this table everytime the players move from one point in the city to another.

20	The party makes rapid and safe progress to the next point arriving in half the time.
11-19	The party makes safe progress to the next point.
6-10	A collapsed area of ruins blocks the party's path. They must find a way through or around the wreckage.
2-5	The party is attacked by a Meld Construct that formed from the wreckage of the Atychos.
1	The party are ambushed by the Corpo Lance led by Baines who identify them as a threat.

If the players do not intervene with the corpos or wasters you can roll on the tables below to find out what happens.

What happens to the corpos?

20	They successfully destroy the Meld and retrieve the Active Meld Particles returning them back to the Evantis Arco. Evantis will surely develop something horrific with this tech.
11-19	They destroy the Meld and scour the area of all Active Meld Particles and any traces.
6-10	They must choose between retrieving the Active Meld Particles or destroying the Meld.
2-5	They fail to destroy the Meld and retreat. One random member of the mercenary team along with their Mech is destroyed and turned into a Meld Construct.
1	The entire lance is destroyed by the Meld and they turn the destroyed mech's into a Meld Behemoth.

What happens to the wasters

20	They retrieve the Reactor Core intact and are able to retrieve enough additional salvage to begin to fully restore their Crawler. The next time they are encountered their Crawler will be rebuilt.
11-19	They retrieve the Reactor Core successfully and are able to repair their Reactor.
6-10	The Reactor Core is badly damaged in retrieval and provides them enough to keep their reactor going for another month but not much longer.
2-5	They fail to retrieve the Reactor Core and will surely perish in the wastelands.
1	They fail to retrieve the Reactor Core and Artemis dies in the attempt. They will definitely perish in the wastelands.

Salvage Union is a post-apocalyptic roleplaying game where you play as a scrappy band of Mech Pilots known as 'Salvagers' who range into the wastes on the hunt for precious Salvage.

The Salvage Union Quickstart contains everything you need to get into the action including the core rules, premade Pilots and Mechs and a simple scenario.

The full Salvage Union Game will be presented in a 300+ page A5 full colour Hardback book.

The full book will contain -

- 30 Mech Chassis to control and customise.
- 11 Pilot Classes to pick and customise.
- Detailed setting information fleshing out the world of Salvage Union.
- The core rules to run and play Salvage Union.
- A multitude of abilities across both your Pilots and Mechs.
- A slew of weapons, systems and modules to kit out and customise your mechs with.
- A fully fleshed out scenario with maps to play.
- Rules for campaign play rules for lengthier sessions based around surviving in the wastelands.
- Mission play rules designed for smaller campaigns, one shots and narrative focussed sessions.
- Tools for The Mediator such as encounter tables to design and run their games.
- Full mech building and customisation rules.
- A bestiary of Monsters, Bio-Titans, humanoid warriors of the waste as well as Corpo NPC mech loadouts.
- Lots more artwork of the Salvage Union setting including Mechs, Bio-Titans, Pilots, landscapes and more!



Follow the link to pre-order:

**[www.kickstarter.com/projects/
leyline-press/salvage-union](https://www.kickstarter.com/projects/leyline-press/salvage-union)**

Or scan the QR code!