# Map Key:

| Player Deploy Zone |  |
| --- | --- |
| Enemy Deploy Zone |  |
| Objective Zone |  |
| Soft Cover Zone |  |
| Hard Cover |  |
| Hard Cover Zone |  |
| Difficult Terrain |  |
| Dangerous Terrain |  |
| Soft Cover Zone AND Difficult Terrain |  |
| Water - Difficult Terrain |  |
| Solid Walls |  |
| Anomalous Zone |  |

I’m probably missing some stuff in this key. Yell at me if anything needs clarification and I will either add it to here or make a note in the section for the relevant combat.

# Foreword

These are the rough notes for the two campaigns of Wallflower that I ran through part 3. The groups I ran for were very different, with a 5-player group of experienced wargamers and a 4-player group of more casual players. Because of this, the 5-player balancing for most encounters adds significantly more than would normally be recommended. Also of note is that this was my first time running Lancer, so my encounter design is sketchy at points. There were definitely points where things were overtuned or ideas I wanted to try out didn’t have great outcomes. I am incredibly lazy and uncreative. If it looks like I stole one of your ideas, I probably did. If this is the case, and you want credit, @ me on the discord or comment on here to call me out for my blatant plagiarism. This is not official and I do not claim any of this stuff to be “the real'' Wallflower Part 2/3, just my interpretation. None of my ideas are sacred or inviolate, do whatever you want with anything presented here. I just felt that since I got so much stuff from this community for free, I should at least give a little bit back, and this is it.

# Downtime: How Did We Get Here?

These notes assume that your campaign didn’t deviate significantly from Part 1 as written and that no major named NPCs besides Edena Ji are dead. Both groups I ran this for took the Hivehome route in Part 1, so they had pre-established relationships and were on good terms with the HUC during the final mission. My goal was to remain more or less faithful to the Part 2 drafts, so much of the content of this document consists of my footnotes from the draft, with some added flavor.

Immediately after killing B1, a quick and dirty salvage operation grabs vital technology from Evergreen and begins hauling it to Mycol Fields. This includes a few signal boosters to improve their shitty portable omninet relays, some backup coldcore reactors, and the printer. After returning to Mycol, the players can aid in the construction of Home. This section is a bunch of roleplay and downtime activities, to cool down after killing Beggar\_One and try to rebuild. This beat takes as long as you need it to for narrative purposes, in my game it was a few months.

In the interim, the players get 4 Downtime activities, from the following list:

This was definitely stolen from someone, but I don’t remember if it was one of the official drafts or someone’s homebrew.

* SALVAGE OR SCRAP: Gain 1 Reserve of a type of your choice by picking at the scraps of the Machine.
* SCOUT AND SURVEY: Keep an eye out for enemies and take out straggler machines. Add +1 To the Strength Clock.
* UPLIFT AND REBUILD: Reinforce Mycol Fields, search for refugees, use your machine to dig ditches, or your power battery to jump-start important machines, kick-starting the recovery process. Add +1 to either Infrastructure or Morale.
* DECODE AND DEFRAG: Start working through the massive infodump that was triggered by Beggar One’s defeat, the Operation Emperor drives, or other encrypted information in your possession. It is plain, but the sheer volume of material means that it needs sorting through.
* GO YOUR OWN WAY: Perform a normal Downtime action.

The Strength, Morale, and Infrastructure clocks are 6-segment clocks representing the state of Home and the people in it. These are intended to be used as a resource that can be consumed to get reserves or RP-based outcomes. Sections of these clocks can also be lost when failing certain mission objectives later on.

* Military Strength: Equipment, organization, and the morale of the Rangers and Evergreen Militia.
* Infrastructure: Food, water, sanitation, medical care, and housing in Home.
* Morale: General sentiments of the populace. It starts off pretty bad, but improves with time. Some notes on how to characterize the atmosphere early on are included below. Once morale improves, cooperation becomes a bit easier and people stop being so angry.
  + General feeling that things are shitty and only going to get worse.
  + Tensions between Evergreen citizens and the HUC.
    - Until a few months ago, the HUC was the enemy.
    - This planet belongs to Landmark, so they should be in charge.
    - Laying blame on the HUC for causing this in the first place (dumb, but people are dumb so this could be funny)
    - The aliens were bogeymen for a while, and now here they are in the flesh.
    - Everyone is angry, scared, and hungry. Having a convenient outlet for your anger is very tempting.
  + Internal divisions amongst the people of Evergreen and the Grey Towns.
    - Things got really bad during the refugee crisis. People got to see the dark sides of one another, and a lot of the Grey Town's inhabitants got thrown under the bus. Only a fraction of the people in Evergreen did anything to help them. Some of the people in Evergreen openly supported Edena’s decision to try to keep them out.

After a few months of building Home and seeing how all their friends from Part 1 are settling in, the PCs are called to a briefing by their favorite military official (Brava, Dthall, Terror, whoever, doesn’t actually matter).

# Mission 6: Same Shit, Different Day, LL5

Weird shit is happening in the ruins of Evergreen. One of the comms towers has reactivated, and the machines are moving with purpose again. Establish a forward recon base and gather intel, then go from there.

After establishing the base, sensors indicate that Evergreen’s comm tower has been repaired and reactivated. Good thing the Rangers brought a decent supply of explosives. Escort the demolition team to the tower, plant the charges, and get out.

As the party makes their way home, they run into a monster of Ranger legend, a hemorrhage chassis with a baleful red eye crudely painted on its hull. The immortal demon, Redeye.

Some of these combats include anomalous zones. Each zone rolls separately for its effects at the start of each round. Roll 1d3:

| 1 | The zone is Difficult Terrain and all characters within it are Slowed. |
| --- | --- |
| 2 | Characters that end their turn within the zone take 2 AP energy damage. |
| 3 | All characters within the zone must pass a Systems check at the end of  their turn. If they fail they are immediately teleported to a free space of their  choice within a different anomaly zone. The GM chooses the destination zone  for players, the players choose the destination zone for NPCs. |

* Combat: Overlook - Recon
  + Tactics:
    - Have the Mirage teleport scary melee enemies on top of people.
  + Starting Enemies:
    - 1x Elite Berserker (Juggernaut, Retribution)
    - 1x Veteran Goliath (Pin, Hardened Target, Legendary)
    - 1x Elite Mirage (Metafold Shove, Manifest False Idols)
  + Reinforcements: Deploy 1-2 per round
    - 3 Players: 1x Scourer (Pulse Laser, Flash Lens), 1x Squad
    - 4 players: Add 1x Barricade (Drag Down, Seismic Repulsor)
    - 5 players: Add 1x Hornet (HEX Missiles, Adapt/Evade/Disengage)
* Combat: Plus Change - Escort
  + Tactics:
    - Put the Assault and Bastion on one of the bridges. Have the Seeder mine the other bridge. Deploy reinforcements to support whichever side is being pushed harder.
    - Have the Ronin try to bypass the fight that will likely break out over one of the bridges and flank/rush the back line.
  + Starting Enemies:
    - 1x Elite Assault (Micro-Missile Barrage, Rank Discipline)
    - 1x Veteran Bastion (Siege Guardian, Insulated, Self-Repair)
    - 1x Seeder (Tripwires, Speed Deployer)
    - 5 Players: Add 1x Scout (System Flayer, Expose Weakness)
  + Reinforcements: Deploy 1 enemy or 4 grunts per round
    - 1x Veteran Archer (Covering Fire, Headshot, Viper's Speed)
    - 1x Elite Ronin (Chaff Launchers, Instinct Mode)
    - 1x Support (Remote Reboot, Latch Drone)
    - 4 Players: Add 1x Goliath (Pin, Retribution)
    - 5 Players: Add 4x Grunt Assaults
* Combat: Redeye - Boss Fight
  + The battlefield counts as an Extreme Heat environment.
    - Any time a character would gain heat (from their own systems/weapons or from another character), increase the amount gained by 1.
  + Starting Enemies:
    - Redeye: Ultra Pyro (Unshielded Reactor, Siege Armor, Napalm Bomb, Superhot, Explosive Jet, Wolfhound Missile, Argus Armor, Superior Reactor, Ravager Turret)
    - 1 Horror Squad (Artificial)
    - 4 Players: +4 Grunt Assassins (Spinning Kick)
    - 5 Players: Add Veteran (Veterancy: Hull, Legendary, Parting Gift) to Redeye
  + Reinforcements: every round add 2 Grunt Assassins (Spinning Kick), Max 6 out at one time
  + At the beginning of the second round Redeye will launch a cluster of sub-TBK pyrophoric cratering charges, creating four Blast 1 areas within range 5. These areas cannot overlap and are visible to all characters, though they have no effect immediately. At the beginning of the third round the cratering charges detonate. All characters within the Blast areas must pass an Agility save or take 4 burn and be knocked Prone, taking only 2 burn and not being knocked prone on a success. All objects, terrain, and Deployables within the area take 20 AP explosive damage. For the rest of the scene these areas count as Difficult Terrain and any character that starts their turn in one or enters one for the first time in a round takes 2 burn.
  + When they are destroyed, Redeye instead will sound a warbling siren and their reactor will begin to go critical. They may take no more actions, and at the end of their next turn they immediately explode as per the rules for Self-Destruct.
* Rewards: 1 Core Battery and 1 Accuracy module

The players return victorious, but all is not well. As they crest the mountains and begin to enter the valley, they receive a wideband transmission announcing the arrival of the Landmark Colonial Relief Force.

# Downtime: ~~Weatherglass-Torricelli~~ Wet-Ass Tortellini

The Landmark Colonial relief force (and their infiltration team) arrives, setting up shop on an unused plot of land about a mile from Home. They were en route to another world close to Hercynia, and redirected mid flight after receiving the signal from Contingency White (as far as they know, in reality this was planned as a way to sneak a few Midnights onto the planet to infiltrate and do prep work in advance of the main force set to arrive in a few months).

Landmark establishes a base and begins processing Evergreen citizens that come forward, forming a smaller refugee camp near Camp Showstopper. They have a cordial relationship with the HUC. Depending on how Morale is looking, Evergreen citizens have either become disillusioned with Landmark and more or less ignore them, with only a minority going to Camp Showstopper, or they view Landmark as their saviors and quickly overwhelm Colonel Hault’s capacity to process them in a reasonable amount of time.

1 Downtime activity. If the players do any digital research on the Landmark goons, give them a 3-section clock. Sections can be filled with DECODE AND DEFRAG or other knowledge gathering downtime activities. Upon filling a section, they get the associated info.

* Section 1: You find their personnel records and cargo manifests. Checking out everything in the documents will take some time, but could be worth it.
* Section 2: There are 4 more people on the passenger/crew manifests than there are people in the task force.
  + Further investigation (requires landmark insider knowledge, either from a new friend of people like Contingency White) reveals that 4 people went missing in the days after landing. They all were in separate departments doing different jobs, and all are thought to have deserted.
* Section 3: The personnel files for the missing/extra crew are fake.

Things begin to heat up about two weeks after Landmark arrives, with more activity from the remnants of Beggar\_One’s forces and some new enemies that were foreshadowed in Part 1.

# Mission 7: Wild Growth, LL6

Allow for one downtime activity after each mission in Wild Growth. If the players fail a mission, clear 2 segments of their Morale, Infrastructure, or Strength clocks, starting with the highest. If any of the clocks would go negative because of losses, have something bad happen like a mutiny/riot/plague.

These 4 combats occur over the course of a few weeks, in no particular order except for Ounce of Prevention, which is last. Supplies are running low and large-scale mech repairs will be too resource intensive to allow for a full repair. Some of these are time-sensitive, others less so. The prompts for these are all in the draft, and were followed more or less verbatim.

* Combat: Falling Star - Control
  + Tactics:
    - Start the Hornet and Ace in the NE corner. Rush the NW point with both of them immediately. If it is heavily contested, have them retreat to the NE point.
    - Start the Squad and Sentinel in the SE corner. Keep the Squad on the SE point and rush the SW point with the Sentinel.
  + Starting Enemies:
    - 1x Veteran Ace (Strafe, Acrobat, Lightning Reflexes, Veterancy (Agility))
    - 1x Hornet (Umbral Interdiction, Lock/Hold Javelins)
    - 1x Veteran Sentinel (Punisher Ammunition, Lesser Sight, Slippery, Veterancy (Hull))
    - 1x Squad (Rapid Insertion, Disciplined)
    - 4 players: Add 1x Scout (Expose Weakness, Orbital Strike)
    - 5 players: Add 1x Sniper (Selective Loader, Shroud Charge)
  + Reinforcements:
    - 1x Spectre (Step, Fortress) and 1x Scout (Expose Weakness, Orbital Strike)
    - 4 Players: 1x Spectre (Step, Fortress)
    - 5 Players: 1x Operator (Fade Generator, Nova Missiles)
  + Rewards: Gain 4 segments that can be divided as you wish amongst the Military, Infrastructure, and Morale clocks.
* Combat: Sun’s Out, Guns Out - Holdout
  + The siege gun itself is a Size 3 object. A mech can patch directly into the gun's systems while adjacent to it by spending a Full Action and taking 4 heat. Treat this as a Barrage using an HA Barbarossa's Siege Cannon in siege mode. After firing, the character must pass a Hull check or be knocked back 2 spaces and knocked Prone from the weapon's concussive force. The gun can be fired twice this way, ignoring the Loading tag, but then becomes inoperable.
    - I changed the wording on this to allow any mech to use the cannon, so the enemies can do it too. This basically turned the gun into a secondary objective, as the players either rushed it to use the shots themselves or had to balance defending the gun and holding the point.
    - Siege Cannon: Range 20, Blast 2, 3d6 Explosive damage, Ordnance, Arcing, Heat 4 (self)
  + Tactics:
    - Try to get a Razor Swarm into the control zone to disrupt people’s movement. Bonus points if you can knock someone into it with a Rainmaker shot or a Breach Ram.
    - Keep the Bastion near the Hive.
  + Starting Enemies:
    - 1x Elite Breacher (Superior Ram, Thermal Charge)
    - 1x Hive (Driving Swarm, Seeker Cloud)
    - 1x Rainmaker (Endless Rain, Atlas Missiles)
    - 4 players: Add 1x Bastion (Near-Threat Denial System, Deathcounter)
    - 5 Players: Add 1x Squad
  + Reinforcements:
    - 1x Goliath (Crushing Embrace, Watchful Guardian)
    - 1x Elite Scourer (Supercharged, Melt)
    - 1x Witch (Dark Cloud, Pain Transference)
    - 4 players: Add 4x Grunt Ronins (Chaff Launchers)
    - 5 players: Add 1x Bombard (Flare Drone, Cluster-Seeker Bombs)
  + Rewards: 2x Bombardment reserves.
* Combat: Descent - Normal Combat
  + Environmental Effect: Earthquakes
    - Roll 1d6 at the end of each round: on 1, all mechs must succeed on a HULL check or be knocked Prone unless they are flying
  + Tactics:
    - The Hunter-Killer has funny options. You can Overcharge Loop to clear heat and heal or Overcharge Skirmish Skirmish to dish out tons of damage. If you are cautious and play around cover, Regenerator makes it very hard to kill.
    - If shit hits the fan, have the Bastion use Pause Engine on the Hunter-Killer.
    - Have the Witness Screamer use Predatory Logic early on, when people are still clumped up in the deploy zone, to hit as many people as possible with an AoE weapon.
  + Starting Enemies:
    - 1x Hunter-Killer: Elite Veteran Exotic Operator (Fade Generator, Telefrag, Lightning Reflexes, Limitless, Living Weaponry, Regenerator)
    - 1x Witness Screamer: Veteran Exotic Witch (Chain, Petrify, Hacker, **Viper's Speed**, Blinkspace Carver, Chronotorus)
    - 1x Squad
    - 4 players: Add 1x Bastion ("Pause" Engine, Fearless Defender)
    - 5 players: Add 1x Union’s Crime: Veteran Exotic Cataphract (Living Chassis, Paracausal Weapon, Charge, Capacitor Discharge, Self Repair, Deadly)
  + Rewards: Terror gives them one piece of HUC exotic gear of the player’s choice.
* Combat: Ounce of Prevention - Gauntlet
  + Starting Enemies:
    - 1x Commander Barricade (Drag Down, Extrudite, Press On!)
    - 1x Sentinel (Wrath Lock, Impaler)
    - 1x Veteran Sniper (Moving Target, Headshot, **Viper's Speed**)
    - 1x Squad (Duck and Cover, Disciplined)
    - 4 players: Add 2x Grunt Assassins ("Devil's Cough" Shotgun) and 2x Grunt Assaults
    - 5 players: Add 1x Priest (Sanctuary, Fractal Assault)
  + Rewards: Gain 4 segments that can be divided as you wish amongst the Military, Infrastructure, and Morale clocks.

As the season comes to an end, the players will be faced with a choice.

# Downtime: Staying or Going?

The intelligence gathered from captured Bicameral Alliance troops shows that they are planning a full-scale invasion of the continent, while the remnants of Beggar\_One’s forces grow more organized by the day. Will the players join Dthall and Mirth on a long march to Laguna, or stay in Home? Have them make this decision before their 1 Downtime, which occurs over the week that Dthall and Mirth’s contingent begin preparing to set out on their expedition.

# Mission 8a: March to Laguna, LL7

The players have chosen to take the fight to the enemy. Time to walk 1000km or so through the blistering hot jungle. The journey will not be calm and peaceful, as they will soon find out.

About a week into their journey, as they trek through the thickest parts of the jungle, Mirth informs them that a scouting party hasn’t reported back, and asks the players to help find them The scouts are being hunted by Bicam guerillas (including a very scary Egregorian warrior) and need some help. The players find some flayed corpses during their search, and eventually find the Bicam guerrillas just as the last of the scouts are discovered. If someone points out that this is blatantly ripping off Predator, commend them for having more than two functioning brain cells.

* Combat: In the Jungle - Extraction
  + This combat was mostly the result of my players optimizing super hard and trivializing earlier encounters, so it is incredibly swingy. If your players have ways to deal with invisibility or can lock down Flayer, this will be a much more manageable fight. If they don’t really have tools to deal with these enemies, and you don’t feel like wasting all of their resources on the first combat of the mission, feel free to scale this back a bit. Flayer is especially hard to deal with because Invisibility plus high mobility allows them to be in cover all the time.
  + Tactics:
    - Have Flayer go after the Scout in the round so it can proc Expose Weakness on people.
    - Make sure to have Flayer move in and out of cover so they can stay Invisible.
  + Starting Enemies:
    - Flayer: Elite Veteran Monstrosity (Natural Camouflage, Swift, Slippery, Lightning Reflexes)
    - 1x Barricade (Drag Down)
    - 1x Priest (Sanctuary)
    - 4-5 Players: 1x Sniper (Moving Target, Shroud Charge)
  + Reinforcements:
    - 1x Specter (Step, Weakness Analyzer)
    - 1x Scout (Expose Weakness, Dataveil)
    - 1x Priest (Sanctuary)
    - 1x Barricade (Drag Down)
    - 4 Players: 1x Specter (Step, Weakness Analyzer)
    - 5 Players: Add 1x Scout (Expose Weakness, Dataveil) and 1x Specter (Step, Weakness Analyzer)

After reaching the coast, give the players a pseudo-downtime as the rangers hunker down and begin scouting out a plan of attack on Town 3.

* Combat: Denial of Service - Recon
  + Tactics:
    - Put the Archer into cover and lock down anyone that tries to approach the point it is near. Pair it up with the Scout.
    - Use the Ace to reinforce points that need help, or to harass the backline if no one is pushing a point.
  + Starting Enemies:
    - 1x Elite Ace (Strafe, Chaff Launchers)
    - 1x Elite Archer (Impending Threat, Hail of Fire)
    - 1x Scout (Expose Weakness, Dataveil)
    - 1x Squad (Duck and Cover, Rapid Insertion)
    - 5 Players: Add 1x Sniper (Selective Loader, Moving Target)
  + Reinforcements:
    - 3 Players: None
    - 4 players: Add 1x Veteran Sentinel (Wrath-Lock, Headshot, **Viper's Speed**)
    - 5 players: Add 4x Grunt Ronins
* Combat: Hollow Hope - Siege
  + Tactics:
    - Put the Aegis on one of the forward pillboxes, and put the sniper in the rear bunker on the same side. If someone rushes that side, put the Blackwall behind them so they can’t retreat into cover and the sniper can fuck them up.
    - Place Seeder Mines on the edges of the gigantic zones of difficult/dangerous terrain, next to the bunker. This is a prime route for anyone trying to get into the bunker quickly and safely.
    - Bring in the Cataphract as the first set of reinforcements. Have it drag people into terrain or onto Seeder mines.
  + Starting Enemies:
    - 1x Elite Archer (Blinding Shells, Covering Fire)
    - 1x Veteran Bastion (Siege Guardian, Self-Repair, Steel Jaw)
    - 1x Sniper (Selective Loader, Moving Target)
    - 4 players: Add 1x Aegis (Ring of Fire, HA Blackwall System)
    - 5 players: Add 2x Seeders (Speed Deployer, Grav Spike)
  + Reinforcements:
    - 1x Elite Cataphract (Electrified Lasso, Capacitor Discharge)
    - 4 Players: 4x Grunt Assaults
    - 5 Players: 4x Grunt Assaults
* Combat: Keyholder - Control
  + Judicator Green is the first of Mendicant\_Two’s children that the party will encounter. He is much saner than his other siblings, and respects that the HUC has proven themselves. He offers fair and dignified terms of surrender to the players via loudspeaker as the assault on the center of Town 3 begins.
  + Tactics:
    - The Demolisher starts on the NW point. The Barricade starts on the NE point. Judicator Green and the Priest start on the SE point.
    - Judicator Green uses the big buildings as cover and has a set gameplan. On his first turn in a round, he leaves cover and barrages. On his second turn, he returns to cover and stabilizes. Try to set it up so these turns happen back-to-back.
    - Have the Demolisher stay on the point at all costs. When it is “destroyed” (Feign Death), it waits until an enemy comes to secure the point, then reactivates, grapples them, and activates Parting Gift. Your players will hate you and it will be super funny.
    - Have the Barricade print all the cubes to completely close off certain routes through the narrow streets, and to reduce the size of the control zones.
  + Starting Enemies:
    - 1x Judicator Green: Elite Veteran Commander Assault (Underslung Grenade Launcher, Micro-Missile Barrage, High Impact Rounds, Legendary, Veterancy (Systems), Steel Jaw, Press On!)
    - 1x Elite Barricade (Drag Down, Extrudite)
    - 1x Veteran Demolisher (Seismic Destroyer, **Feign Death**, Parting Gift)
    - 1x Priest (Empowered Shield, Sanctuary)
  + Reinforcements:
    - 4 players: Add 1x Horror Squad (Armored, Disciplined, Artificial)
    - 5 players: Add 1x Bombard (High-Impact Shells, Repeater Cannon) and 4x Grunt Witches

# Mission 8b: They Eat Meat, LL7

The players have decided to stay in Home. Now they will have to contend with the mounting threat of the machine, as well as internal divisions in Home and (potentially) the Constellar Midnights that have begun their intelligence gathering and specimen acquisition in earnest.

* Neither of my groups played this mission, so none of the combats are tested and any out-of-combat story beats are purely theoretical and mostly ripped directly from the draft.
* Tension between the Landmark Colonial goons, the Evergreen survivors, and the HUC could be funny here. William William is definitely going to be pestering the Evergreen people and will at least attempt to harass the Landmark people. The looming threat of the machine is the main issue, and how well the PCs can rally the populace and set the stage for the final confrontation.

The players have one Downtime activity. It is rudely interrupted when they are asked to respond to a distress call from some refugees that have encountered some trouble on their way towards Home. They are in great distress. When the players arrive, a bunch of them are dead, and being “eaten” by some of the subalterns. They should hurry and try to rescue the rest of them. They eat meat not out of need, but because they are mimicking B1’s cannibalism of Patience. Make a note to describe the vivid PTSD flashback to the fight with B1.

* Combat: Sacrament - Extraction
  + This uses the same map as In The Jungle. Yes, I am lazy.
  + Starting Enemies:
    - 1x Spite (Feedback Shield, Insidious Prison)
    - 1x Avenger (Deadly, Judgement Shotgun)
    - 1x Mirage (Manifest False Idols, Multiplicity)
    - 4 Players: Add 1x Berserker (Retribution, Harpoon Cannon)
    - 5 Players: Add 1x Scourer (Melt, Supercharged
  + Reinforcements: Deploy 1-2 enemies at the end of each round.
    - 1x Witch (Chain, Petrify)
    - 1x Berserker (Retribution, Harpoon Cannon)
    - 1x Scourer (Melt, Supercharged
    - 4 players: Add 1x Goliath (Crushing Embrace)
    - 5 Players: Add 1x Mirage (Manifest False Idols, Multiplicity)
* Combat: Lumbering Terror - Holdout
  + Starting Enemies:
    - 2x Elite Berserker (Harpoon Cannon, Retribution)
    - 1x Veteran Commander Goliath (Power Knuckle, Retribution, Legendary, Self-Repair, Quick March)
    - 1x Veteran Hive (Motile Swarm, Driving Swarm, Headshot, Lesser Sight)
    - 4 players: Add 1x Support (Remote Reboot, Remote Cloud)
    - 5 players: Add 1x Bombard (Bunker Buster, Cluster-Seeker Bombs) and 1x Mirage (Multiplicity)
  + Reinforcements:
    - 4x Grunt Demolishers (Concussion Missiles)
    - 1x Engineer (Power Deployer, Shepherd Field)
    - 1x Scout (System Flayer, Orbital Strike)
    - 4 players: Add 1x Mirage (Multiplicity)
    - 5 players: Add 1x Witch (Dark Cloud, Pain Transference) and 1x Horror Squad (Artificial)
* Combat: Grim Approach - Control
  + Yes, tech attacks can crit, that is how the Witch procs Headshot.
  + Starting Enemies:
    - 1x Elite Pyro (Unshielded Reactor, Siege Armor)
    - 1x Elite Scourer (Supercharged, Flash Lens)
    - 1x Horror Squad (Artificial)
    - 1x Veteran Witch (Dark Cloud, Hacker, Headshot)
    - 4 players: Add 1x Mirage (Warp Targeting, Multiplicity)
    - 5 players: Add 1x Rainmaker (Hades Missiles, Atlas Missiles) and 1x Demolisher (Seismic Destroyer)
* Combat: Mountainfall - Sabotage
  + The horde of machines is overwhelming. The well-laid defenses have lasted as long as they can, and the bulk of the horde is within the mountain pass itself. The plan now is to detonate the charges and bring the mountain down on them. Don’t let the strange radiation signatures and the subalterns carrying the remains of B1’s casket stop you.
  + I never actually got to run this fight, and [THE\_REMNANT] is one of the most fucked enemies I’ve made. My logic was that it was okay, because if your players scan THE\_REMNANT and don’t immediately realize that they need to ignore it and play the objective then they absolutely deserve to die when it explodes their reactors, and everyone scans enemies with unique tokens and scary-sounding names.
  + Starting Enemies:
    - [THE\_REMNANT]: Exotic Ultra Witch (Chain, Pain Transference, Superior Frame, Superior Reactor, Argus Armor, Realspace Extrusion)
    - 2x Berserkers (Nail Gun)
    - 4 Players: Add 1x Operator (Nova Missiles)
    - 5 Players: Add Veteran (Hacker, Shock Armor, Veterancy: Engineering) to [THE\_REMNANT]

# Downtime: Bad-Faith Negotiations

As the dust settles after the assault on Town 3 or the final stand against the machine, Union Navy Patrol Ceremony arrives in-system and establishes contact with Home, Landmark, and the Bicameral Alliance. Seeing that a full-scale war is about to break out, they attempt to mediate a peaceful resolution. This will ultimately fail, as Vagabond Red and his siblings hunger for war.

Two downtime activities. The first downtime takes place during the two weeks after the end of the final fight of the previous mission, and should consist of either the final consequences of saving Home and the mobilization for war, or the drama of establishing a base at Town 3 and some more in-depth interaction with Union. The second takes place against the backdrop of mobilizing at Town 3, the initial scouting of Laguna, and the ultimately futile negotiations with Vagabond Red.

Downtime 1

* Saying final goodbyes, some stuff with any characters we have left. Depending on how this downtime goes, decide if Landmark is making their move in Part 3 or if they will remain peaceful for the most part.

Story Beats: The Negotiator

* Lincomm Dyatlov calls for a meeting with the PCs and explains that VR is refusing to negotiate, saying that he “will not converse with weaklings, only those who slew the Prodigal Son”. He outlines his position to the PCs, and gives them the authority to make deals as long as they don’t overstep their bounds. This will prove fruitless, as VR’s only goal at this point is to die a glorious death, hopefully in battle against the PCs.

Downtime 2

* Getting ready for war, gathering resources, etc.

# Mission 9: The Battle for Laguna, LL8

The time to take the fight to the Bicameral Alliance has come. The players have been asked to lead the assault on the most heavily fortified position on the outskirts of Laguna: The great basalt spire in the northern section of the city. It is heavily entrenched and will not be easy to take.

* Combat: Tip of the Spear - Siege
  + This map was very experimental. Do not use it as written, it will not be winnable for most parties within the 8-round time limit. I broke the rule about keeping elevation changes within +/- 10 and now I understand why that guideline exists. If you want to use it more or less as-is, reduce the elevation changes to increments of 1 instead of 3. If you do use it completely as-is, increase the turn limit to like 10-ish.
  + Tactics:
    - Sniper+Bastion on one of the forward points.
    - Put the Specter in the soft cover in the middle of the central-west section.
    - Put the Aegis on the other forward point and have the first wave of reinforcements include a striker to help it out.
    - Spawn enemies on the rear control points as the forward points are taken.
    - If scary melee mechs are about to rush a point, have any ranged strikers on that point retreat to rearward control points. Only stand and fight to the death if escape is impossible or it is the last control point being contested.
  + Starting Enemies:
    - 1x Sniper (Defensive Grapple, Moving Target)
    - 1x Specter (Fortress, Step)
    - 1x Bastion (Deathcounter, Fearless Defender)
    - 1x Aegis (Guardian, Ring of Fire)
    - 4 Players: Add 1x Bombard (Cluster-Seeker Bombs) and 1x Hornet (Lock/Hold Javelins)
    - 5 Players: Add 1x Operator (Fade Generator, Nova Missiles) and 1x Hive (Driving Swarm)
  + Reinforcements:
    - 1x Assault (Underslung Grenade Launcher, High Impact Rounds)
    - 4 Players: Add 1x Rainmaker (Volley, Hades Missile)
    - 5 Players: Add 1x Ace (Bombing Bay, Strafe) and 1x Scout (Orbital Strike, Dataveil)
* Combat: A City All of Blood - Signal Chase
  + The Bicam’s E-warfare suite is interfering with the HUCs communications. Command has a rough location, but needs someone to lock it down so they can blow it to hell with artillery.
  + Tactics:
    - This sitrep is a massive clusterfuck. Just chase the point and try to keep people off of it.
    - Remember that all NPCs can Ram and Grapple.
    - Place Hunger/Pursuit Limpets directly on the point to lock it down for a full round. It is super funny, trust me.
  + Starting Enemies:
    - Partisan Blue: (Elite Veteran Hornet (Umbral Interdiction, HEX Missiles, Lightning Reflexes, Acrobat))
    - 1x Assassin (Explosive Knives)
    - 1x Scout (Dataveil, Expose Weakness)
  + Reinforcements:
    - 1x Breacher (Flechette Shot, Follower Count)
    - 4 Players: Add 1x Sentinel (Wrath-Lock, Rapid Response) and 1x Rainmaker
    - 5 Players: Add 1x Barricade (Hunger/Pursuit Limpets, Extrudite) and 1x Ace (Rapid Response, Missile Swarm)
* Combat: Envy the Dead - Demolition
  + We have found an enemy artillery battery that is heavily dug in. We are stretched too thin trying to provide cover for all of our other operations, so we need you to get in there and deal with it.
  + Objectives have Siege Armor.
  + Tactics:
    - Start Commandant Gold behind the size 3 cover at the center of the map. Put the Operator and Bastion together behind the north or south cover towards the front. Fill the other north/south cover piece with any other enemies. Spawn reinforcements at the edge of the map close to pieces of cover so they can establish new defensive lines as the players push forward.
    - Pick a player, preferably a melee character that is going to be charging into the fray early on. Commandant Gold challenges them to an honorable duel over open comms, and exclusively targets them. Make sure Commandant Gold talks mad shit if he manages to structure or destroy someone.
  + Starting Enemies:
    - Commandant Gold (Elite Veteran Assassin (Devil’s Cough Shotgun, Deadly, Headshot))
    - 1x Bastion (Deathcounter, Pause Engine)
    - 1x Operator (Nova Missiles, Fade Generator)
    - 1x Archer (Hail of Fire)
  + Reinforcements:
    - 1x Assault (Auto-targeting)
    - 1x Aegis (Guardian, Ring of Fire)
    - 4 players: Add 1x Avenger (Mimic Mesh)
    - 5 players: Add 1x Spite (Feedback Shield) and 1x Operator (Nova Missiles, Fade Generator)
* Combat: Truth. Boss Fight against Vagabond Red.
  + We have successfully pushed past the outskirts and into the city proper. Lead the charge towards Laguna’s central plaza.
  + "YOU HAVE REFUSED MY TERMS OF SURRENDER," it...he says, the words appearing on your display as well as ringing in your ears. "GOOD. DIPLOMACY IS THE LAST REFUGE OF THE WEAK. IDEALS ARE WEAPONS LIKE ANY OTHER. TO KEEP THEM SHEATHED IS TO DENY THEM THEIR PURPOSE." "COME THEN. TEST THE STRENGTH OF YOUR CONVICTIONS AGAINST MY OWN. GIVE ME WHAT I SEEK OR PERISH AND BE CAST ASIDE."
  + The priest for the 5 player scaling is super mean, and was designed specifically to hard counter some of my more optimized players. If you aren’t a sadist like me, drop Viper’s Speed for Hacker to make it scarier after it has dropped all of its buffs on Vagabond, and to allow for some counterplay if your group decides to try to alpha strike the priest. If you are a sadist, then tweak the Veteran optionals on the Priest to better counter your players’ specific builds.
  + The marked zones on the map are hit by artillery strikes at the end of each round. Any characters within must succeed on an Agility check or take 2d6 Explosive damage.
  + Tactics:
    - Vagabond Red, the Support, and the Priest start towards the center of the east side of the map. The grunts start in the NE and SE corners, and enter there when reinforcements spawn.
    - Vagabond Red goes after the Support and Priest so they can buff him before he charges into the fray. Use the Grunts to try to force enemies into the hazardous zones. If a Grunt has to die to make this happen, that is fine, in fact I encourage you to do this. It is way funnier than just throwing attacks at people.
    - Try to keep as many people within 3 spaces of Vagabond Red as possible to maximize the effectiveness of Extended Blade, and be sure to make effective use of the insane amount of different reaction options available to him.
  + Starting Enemies:
    - Vagabond Red (Veteran Ultra Ronin (Chaff Launchers, Echo Edge, Instinct Mode, Extended Blade, Extra Deadly, Lead the Charge, Supreme Melee, Legendary (Agility), Lightning Reflexes))
    - 1x Commander Support (Remote Reboot, Latch Drone, Bolster Network)
    - 5 Players: Add 1x Veteran Priest (Fortress, Insulated, **Viper’s Speed**, Empowered Shield) and Add Commander (Press the Attack) to Vagabond Red
  + Reinforcements:
    - 2x Grunt Assassins (Spinning Kick) and 2x Grunt Cataphract (Electric Lasso) each round, including the first. The maximum number of Grunts in play at a time is:
      * 3 Players: 4
      * 4 Players: 6
      * 5 Players: 8
  + At the end of Round 2,Vagabond Red issues a proclamation; a Kilauea stratospheric bomber is on final approach to Laguna, carrying a highly destructive thermobaric payload. As the bombs begin to fall, Vagabond Red informs the players that the bomber's payload has been synced with his casket’s systems on a failsafe. If the players can prove themselves greater by defeating him then the payload will be rendered inert before it lands, but if they fail then the destruction across the city will be catastrophic. At the end of Round 5, the bombs land.
    - End of Round 1: The players receive a transmission from mission control starting: “All forces be advised, enemy heavy bomber en route. Seek cover immediately.”
    - End of Round 2: Vagabond Red proclaims: “My father’s greatest weapon approaches. Its payload failsafes are synchronized with my casket’s systems. Kill me and prove you are greater, or burn with me and the rest of this city.”

In the aftermath of the battle, the Bicameral Alliance fractures. Seeing that Union and the HUC are capable of standing against St. Tellus, Bem Honore abandons their former “ally” and opens proper diplomatic channels with Union. Hierophant\_3 desires full integration with Union, seeing this as the best way to secure the future of Bem Honore and its people.