Mission 8: Battle for Laguna

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**WIP**

**Setting things up**

The Battle for Laguna is the largest confrontation between the Bicameral Aliance and the HUC & its allies. In my run of Wallflower I made this the longest, most grueling mission of the campaign. I’ve shared most of those maps and resources here .

The Battle for Laguna was separated into two parts: the Approach and the City, each with their own unique combats, narrative flashpoints, and narrative constraints. Shared between them was the HUC’s Morale, which acted as a resource and ticking clock that the players had to weigh their actions against. Finally the mission was broken up into a time period of weeks. During each week players could complete one, and sometimes two flashpoints that would be made available to them

**HUC** **Morale**

Over the course of the last few missions and downtime actions, the players managed to build up a sizable Morale for their HUC Ranger allies. Now, during the great battle for Laguna, that comes into play.

The HUC morale was represented as a clock that the players could fill directly and indirectly in the downtimes and during missions similar to the defense of Evergreen clock. I multiplied the end result by two, and turned that into a separate clock that acted as the timer for the conflict. If it ever ran out, the HUC would abandon the offense for Laguna and go into negotiations more willing to concede towards anything that would end the wider conflict.

**Managing the HUC morale clock:**

The HUC morale clock would tick down every three weeks of game time. It would also tick down by a step if the players took a long repair, representing the time the players lost to having to call in specialists to repair their mechs, or retreated from a fight.

Secondly, there would be Major Events that would occur at fixed time intervals, partially dependent on player actions, that would further cause the clock to tick down prematurely beyond every three weeks.

**Major events Ideas**

| Week | Event Name |  |
| --- | --- | --- |
| X | Aerial Supremacy | The St Tellans send a kilauea to bomb the valleys leading up to Laguna, causing a major rout among the Rangers. They are shaken by the Bicameral’s firepower. -1 Morale |
| X | Rolling Thunder | Naval Artillery comes down like hail upon the beaches of Laguna. It never seems to end. -1 Morale |
| X | The Endless Tide | [the end] manifests and wrecks havoc across the frontlines, stirring visions of the fall of hivehome. -1 Morale |
| X | Voice of Solitude | Solitude Egregorians send out a missive through Witness begging for the egregorians in the Ranger ranks to surrender to the alliance. It is hard to ignore, and leaves many of the rangers feeling uneasy about fighting other Egregorians. -1 Morale |
| X | A wave of flowers | Bicameral Reinforcements arrive in droves, driving back the Rangers. -1 Morale |
| X | Flowers in the fields | Bicameral soldiers strike out against Mycol Fields in a surprise counter-attack. The sudden opening of a new front in the war splits ranger command’s attention. -1 Morale |
| X | Snow Fall | In a desperate attempt to stymie the Ranger offensive, the Bicam set charges to detonate on glacial reaches, triggering landslides and avalanches to trap the Ranger forces. -1 morale |
| X | Hurricane Wind | Fast-moving Bicameral air units destroy several key supply lines for the war effort. -1 Morale |
| X | Old Wounds | Gray Towners who |

**The Approach**

The Approach consists of the first 6 weeks of the march on Laguna. The rangers must painstakingly advance through overtly hostile territory

**The Approach Narrative Flashpoint Ideas**

**The City**

The City consists of the remainder of the mission. Structured as a point crawl. Vagabond Red is well defended at the centre of Laguna, and has massive resources to call upon that can make the final fight easier or harder.

Each point along the crawl gives players an opportunity to deny him access to those resources. In effect, they can alter the difficulty of the final fight. There is a catch, however. The HUC’s Morale Clock might not keep up long enough for them to do it all.

These resources should represent minor to major force multipliers.