Abaddon Minor Objective

Abaddon, as written, is a straight up fight with potential for significant story impact. My intent here is to add a small side objective to the fight which will affect the following downtime and give the PCs a chance to be extra heroic!

Mark a number of size 3 zones on the map equal to the number of players you have +2. These represent areas of immediate crisis from Beggar One’s attack; collapsing buildings, subalterns sweeping the streets, raging fires, the underground sea boiling, etc. Each zone has its own 8 segment clock that starts with 4 segments. You could make these each a 6 segment clock with 3 segments to start if you feel your group needs more of a challenge.

**Remove 1 segment from a zone’s clock when**:

* At the end of the round a zone does not have a PC mech or pilot within its area.
* At the end of the round a zone has at least 1 enemy NPC within its area.
* When an AOE damaging effect (attacks, saves from grenades or similar, hive swarms, etc.) overlaps any part of the area.

**While inside a zone**, PCs may spend a quick action to attempt to improve the situation and add to the zone’s clock with a skill check, describing how/what they are doing and adding an appropriate mech skill or pilot trigger if on foot. (Because this could potentially require a lot of actions to save a zone, I don’t recommend enforcing the “no duplicate action” rule for these rolls.)

* On a 9 or less, the PC makes almost no headway but their presence inspires those struggling to hang on. **Add 1 segment to this zone’s clock.**
* On 10-19, the PC eases the crisis in some manner but the task is far from done. **Add 2 segments to this zone’s clock.**
* On 20+, the PC makes tremendous strides in saving those here. **Add 4 segments to this zone’s clock.**

**If a zone ever has its last segment removed, remove it from the map. There is no one left to save there. If a zone ever has it’s clock filled completely, remove it from the map and let the PC who filled it choose any one reward from the list below once combat ends.**

At the end of the combatfor each zone with at least 1 segment remaining in it’s clock, roll or choose a result from the list below to give the PCs. The rewards here are just suggestions, but I hope they at least give you some inspiration on what to give your group. Rewards gained his way are for the PC group to distribute as they see fit. (This part might need tweaking as there’s a good chance most groups can DPS race this encounter in 3 or 4 rounds. For larger groups this could be a huge windfall of gear and rewards.)

| **Roll** | **Reward** |
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| 1 | The family of Egregorians you saved are incredibly grateful. They offer you access to their carapass molts, hoping it may one day save your life as you did theirs. **Gain a Carapace Armor Hardsuit as Exotic Gear.**  (Let the receiver of this choose the type: light, assault or heavy) |
| 2 | You save Winter, an Egregorian Warform who sold tea in the town square before the attack. They share with you some of their supply so that you may gain what they have lost. **Gain Locus as Exotic Gear.** |
| 3 | You prevent an entire warehouse of military supplies from being destroyed. In the coming days, the quartermaster offers you some of its contents. **Gain Carapace Cladding as Exotic Gear.** |
| 4 | You prevent a group of The Machine’s forces from ravaging what was once a market square and the survivors within. For your heroism, the HUC offers you armament to aid you in what will surely be more conflict with The Machine. **Gain “Steelpunch” Heavy Needle Beam as Exotic Gear.** |
| 5 | You delay the collapse of a bridge long enough for scrambling survivors, supply trucks and HUC military to escape and reroute to more stable parts of the city. For having saved so much and so many, the HUC command offers you a gift. **Gain either Brood-Sibling’s Molt or Swallowtail Ranger Variant frame as Exotic Gear.**  (This could be a nice way to let your group have both mission rewards they didn’t previously have a chance to earn the other) |
| 6 | You rescue an HUC pilot whose mech was pinned beneath burning debris. As thanks, they offer up their talent as a scout to you. In a couple days, they return with some useful intel. **You learn the map layout, enemy composition (including stats and optionals) and sitrep for the encounter ‘Breakout’ next mission.**  (If you plan to run Breakout as a narrative scene instead, grant them an easier time in some way. Extra accuracies, rerolls, or ways to clear segments from a failure clock are all good ideas. |
| 7 | You prevent a group of The Machine’s forces from ravaging what was once a market square and the survivors within. For your heroism, the HUC offers you armament to aid you in what will surely be more conflict with The Machine. **Gain “Steelpunch” Heavy Needle Beam as Exotic Gear**. |
| 8 | A local merchant was among those saved by your actions. They return to you after having pulled as many strings as they have left for your benefit. **Choose 2 of the following to gain as reserves for the next mission: Extra Repairs (Lancer, p51), Ammo Crate, High Caliber Ammo, or Weathering (Wallflower, p58).** |