Grey Towns Evacuation by Acidburns

*First, the PCs need to battle their way through the Machine army's outlying perimeter defenses, rogue machinery and ragged subalterns, to clear a path along the roads leading back to the colony. From there, they need to hold the line against further Machine forces before finally escorting the convoy of fleeing refugee families back to the safety of Evergreen.*

I had them meet with Jacob Merrick at an improvised command post in a farmhouse, and rolled random events from a list, coming in a few at a time and making the players decide who and how many would go, not knowing when the next incidents would happen. This forced them to choose carefully who’d go as if an event landed while they were all out, nobody could respond! The key point really was to make the players feel overwhelmed, that everything was breaking down, really drive the impact of the chaos home. Make them feel like a group of characters making a difference to individual groups but that events are playing out on a scale greater than them.

Then a call came in about the convoy from Evergreen needing an escort and you can move onto Roadblock.

**Rules:**

Use the below events as jumping off points. I rolled a D3 for how many events came in at once and had the players choose who would go. Then I rolled a D3 for the next incoming events, the players assign who would go. Then the PCs from the first set of events would have returned and another set of D3 events come in and so on.

Roll a D10 to determine each event, if it has already been used, pick the next highest number up that hasn’t been rolled yet.

| 1 | A large mobile home type vehicle is stuck due to the muddy, churned up road. | A hull check is needed to move the mech, failure means the road is cleared but the vehicle damaged or their mech is damaged |
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| 2 | The main roads are congested. Someone is needed to co-ordinate traffic at a choke point |  |
| 3 | Looters are driving to each farm in turn and pillaging their belongings. This is causing some farmers to take longer to leave or not leave at all as they are afraid of loosing their property. |  |
| 4 | Bridge has collapsed |  |
| 5 | Farmers trapped at a farmhouse being attack by machine army advance forces |  |
| 6 | People are trapped at their farmhouse while it is being attack by the vanguard of the machine forces. |  |
| 7 | Machine forces are cutting off some roads. A patrol or perimeter defence is needed. |  |
| 8 | Looters stealing a truck of tinned food that was being evacuated to one of the towns. |  |
| 9 | Forest/crop fire spreading towards main roads. Fuelled by an “invasive” species of native plant that is highly flammable even when wet. It has mostly been cleared out of farmland but one area to the north was struggling with it. That area is now on fire. |  |
| 10 | Man has gone crazy and holding his family hostage |  |