Expanded Post-Abaddon Refugee Escort by Acidburns

The players are sent to link up with a convoy of refugees:

*The column of refugees stretches across the horizon.*

*The sun, a pale disk hid behind the pall of soot and*

*ash thrown up since the destruction of the mountain,*

*does nothing to discourage the dismal scene.*

*The refugees move on foot, mostly, dragging their*

*belongings in hand carts and piled in the back of*

*vehicles. Here and there you spot the tread of a*

*mech – a Hercynian ranger. Once, the sight would*

*have elicited the thrill of spotting an enemy*

*combatant, but now you can see how battered they*

*are, how worn and how outdated their chassis.*

Convoy Details

* 29k refugees
* On foot
* 2 Hivehome Mechs (Archer, Ronin, 2 Squads)
* Will take 2 weeks on foot
* Vehicles carrying the elderly and sick, supplies such as fuel (hydrogen). Egregorian Artifacts.
* 10 Prisoners, various crimes, 2 pirates. 1 St Tellus prisoner (caught from a recent patrol).

**Rules:**

Setup 5 clocks with 3 pieces of pie each. Wiping out a clock will represent the convoy starting to break apart as people lose confidence in the journey and going their own ways. Arrival of The Accumulation on toward the end of the journey will cause the convoy to totally collapse. The clocks are:

* Food
* Supplies (representing material and fuel)
* Time
* People
* Morale

Roll on chart 1-2. Narrate result. Can take the loss in column 1, spend another resource to automatically cancel it based on column 2, or take a skill challenge to bypass the event.

Then roll 1D3 for how many days pass before the next event.

xxxx

| 1 | Food truck falls down pass | -1 food | -1 time to rescue truck |
| --- | --- | --- | --- |
| 2 | Someone stealing food | -1 food | -1 time to catch them |
| 3 | Fridge is contaminated | -1 food | -1 resources to fix it |
| 4 | Water tank leaked | -1 food | -1 time to find water |
| 5 | St Tellus doomsayer | -1 morale | -1 population to banish him with allies |
| 6 | Refugee has stepped on a landmine | -1 morale | -1 time to save him |
| 7 | Prison escapes | -1 morale | -1 time to catch them |
| 8 | Low supplies rationing does morale | -1 morale |  |
| 9 | Missing explosives (truck later explodes) | -1 resources |  |
| 10 | St Tellus infiltration (food spoiled or resources lost) | -1 resources |  |
| 11 | Fuel shortage. The fuel tanker has been leaking. | -1 resources | -1 morale to leave a vehicle with Egregorian artifacts behind |
| 12 | Machine raid | -1 population | -1 time to carry out extra patrols and scouting |
| 13 | Ammo explosion | -1 population |  |
| 14 | People have gotten lost | -1 population | -1 time to find them |
| 15 | Riot | -1 time |  |
| 16 | Medical emergency | -1 time |  |
| 17 | Machine raids every 33 minutes for D3 days | -1 time (convoy slowed to hold off raids) | -1 morale and -1 population caused by attacks |
| 18 | Virus - disrupting communications | -1 time |  |
| 19 | GPS computer failure | -1 time |  |

Positive

| 20 | Find an emergency ration printer | +1 food |
| --- | --- | --- |
| 21 | Find other refugees | +1 population |
| 22 | Prophecy, dying leader will lead them to safety | +1 morale |
| 23 | People want to organize a play or music performance | -1 time for +1 morale |
| 24 | Analysis on enemy mech recon |  |
| 25 | Come across old 2Com fuel depot | +1 fuel |