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 assigned who would go. Then the PCs from the first set of events would have returned and another set of D3 events would 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 |
| --- | --- | --- |
| 2 | The main roads are congested. Someone is needed to coordinate traffic at a choke point. | The party needs to organize the chaos with appropriate triggers. Failure means that evacuating the homesteads takes 1 hour longer. |
| 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 losing their property. | The party needs to deter the looters or convince the farmers to leave. Failure means the Presence gains a [Morale Failure] complication for use during the mission. |
| 4 | Bridge has collapsed | A Hull check needs to be made to install a replacement bridge. Failure means that evacuating the homesteads takes 2 hours longer, as they need to route around the outage. |
| 5 | Farmers trapped at a farmhouse being attack by machine army advance forces | A Grit roll must be made to lead the Grey Town militia. Failure means damage to their mechs OR the militia is unavailable for other aid. |
| 6 | People are trapped at their farmhouse while it is being attacked by a vanguard of the machine forces. | A Grit roll must be made to lead the Grey Town militia. Failure means damage to their mechs OR the militia is unavailable for other aid. |
| 7 | Machine forces are cutting off some roads. A patrol or perimeter defense is needed. | A Grit roll must be made to lead the Grey Town militia. Failure means the machine forces are able to get a bead on the convoy; half the party begin the next combat with [Lock On]. |
| 8 | Looters stealing a truck of tinned food that was being evacuated to one of the towns. | The party needs to neutralize the situation. Failure means the Presence gains a [Morale Failure] complication for use during the mission. |
| 9 | Forest/crop fire spreading towardson 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. | An Engines check must be made to manage your mech’s heat while handling the situation. Failure means you start the next combat at maximum heat. |
| 10 | Man has gone crazy and holding his family hostage | The party needs to neutralize the situation. Failure means the Presence gains a [Morale Failure] complication for use during the mission. |