Trapdoor Spider Skill Challenge

This is a series of skill checks and clocks I made for the PCs to perform while on their way to track down the sniper harassing Evergreen. The results of these can give the PCs a tactical edge, or hindrance, in their confrontation with Psalm and even give them a little more insight as to who is attacking the colony.

These scenes are meant to be a little open ended, allowing your players to use whatever skill triggers seem feasible to complete. For example, any one of: get somewhere quickly (militia is a ways away, put the pedal to the metal!), act unseen or unheard (there IS still an active sniper in the area after all), spot (try to find signs of conflict), survive (backwoods shortcut!) or other skills could have a case to be used in the **meet up** challenge. Be open to clever ideas and quick thinking from your players!

*This can also be used as a Power At A Cost challenge if your group wants to circle back to take on the sniper after already helping the engineers, which is what my group did.*

As always feel free to change parts of this to fit your narrative and group dynamics! At the very least, I hope this inspires you to make your own between combat challenges!

Each task should only be rolled by 1 PC unless stated otherwise. For my group, I tried to encourage PCs who have made a task roll to not perform the one following in order to share the time in the spotlight. Make sure to provide your PC accuracy to a roll if they have relevant gear or background! Provided with each task and result is a little fluff blurb to give you a nudge for RPing the scene. Expand upon, shorten or outright change the fluff to fit your particular PC and their approach to the problems.

| **Task** | **Results** |
| --- | --- |
| 1. **Find the Missing Patrol**     Brava sends a message to the PC group about a militia patrol that went missing after attempting to track the sniper. She asks them to hurry and gives them their last known location/check in time. | **20+:** **Next task roll has +1 Accuracy**, you made it there in record time. Good thing too because it doesn’t look good for the squad.  **10-19:** You make it there on time without any trouble.  **9-: Next task has +1 Difficulty**, seeing as you got lost or perhaps had to duck a shot or two. It seems like time might be running out… |
| 1. **Help the Wounded**     Looks like this patrol was hit pretty hard. A couple vehicles are completely wrecked and overturned. Those that are still able are trying to stabilize a few of the ones worse for wear. They may not have much time. | **20+: An enemy in Trapdoor Spider begins scanned.** The troopers you saved were at the front of the pack and caught a good look at what hit them.  *This one is open to taste. I did the squad (which also started hidden) to make my group aware of their resistances and cover, but revealing Venom’s kit works too!*  **10-19:** The wounded will make it, but don't have the strength to talk about their attackers and remain unconscious.  **9-: Any equipment used to treat them is used up completely, unusable for the remainder of the mission. If no equipment was used, the PC(s) who performed this task are impaired during round 1 of Trapdoor Spider.** You couldn’t save them and their final words hang on you heavily. |
| 1. **Assess the Damage**       These troopers need out of here, but backup won’t get here for another hour and they’re sitting ducks. Luckily, they have a large personnel transporter. Unfortunately, it's locked up somehow and needs a quick fix. | **20+: Reduce the PC who performed the roll’s mech Overcharge track by 2 increments.** By hooking the heavy hauler up to your mech you give it the kick start it needed!  **10-19:** The transport will make it back to Evergreen without a hitch.  **9-: The PC who performed this roll‘s mech is slowed during round 1 of Trapdoor Spider.** You had to give it a bit of juice directly from your mech’s reactor, but these troopers need out of here and you need to hit the tree line asap. |
| 1. **Track the Sniper (Clock 0/6)**   The attackers couldn’t have gone far and there’s a single vantage point nearby. Time to dive into the tree line and find the sniper!  Set up a 6 segment clock for this skill challenge. 3 PCs may roll for this task, only once each.  If the clock is **not** **filled** in 3 rolls, those who rolled on it can't start within 2 spaces of another mech. Begin Trapdoor Spider.  If the clock **is filled** however, an additional task unlocks. Following this extra task, begin Trapdoor Spider. | **20+: Fill 3 segments of clock. Your mech counts as having Hard cover in round 1.** You made great headway in the thick jungle and have even found a nice log to use as temporary cover.  **10-19: Fill 2 segments.** You progress closer to the sniper. Surely it can’t be much longer.  **9-: Fill 1 segment. Your mech begins combat with Lock-On.** No good! You HUD notifies you of a target lock upon your chassis and can’t shake it. Your group will have to find a different approach. |
| 1. **Search the Cache (BONUS)**   Wait, what’s that over there, behind the brush? It seems you found the camp for the sniper team! Should be enough time for a quick peek… | **20+: An enemy in Trapdoor doesn't begin hidden. Also gain reward in 10-19.**  *I started the squad hidden when I ran this fight. Using a different hidden enemy, or just placing an enemy out of cover also works.*  **10-19: You gain +1 ACC on all rolls you make in round 1.**  **9-:** You'll have to investigate later.  *Left the fluff blank here because there’s a lot of different ways to go about this one and it probably deserves a longer scene.*  *I recommend giving some info from pg 47, namely that there's not enough supplies for a long term siege and their equipment matches that found in various SecComm era sites around Evergreen.* |