

The Maniacal

Machinations

of a Madman



A 3-Part Adventure Saga

Tephra

The Maniacal **Machinations** *of a Madman*

A 3-Adventure Saga for Tephra: the Steampunk RPG

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A Haze over Rockington

Designed for a group of Level 1 Adventurers

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Trouble in Tiasma

Designed for a group of Level 2 Adventurers

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The Machination

Designed for a group of Level 3 Adventurers

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LEVEL

4-6

PLAYERS

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Saga Design

The Maniacal Machinations of a Madman is an adventure saga for **TEPHRA: THE STEAMPUNK RPG**, using the Clockwork System. It contains write-ups, maps, non-player characters, and all the information you need to run these adventures. We recommend having one Playing Guide per player for ease of use at the table, and a copy of the Narrator's Accomplice to assist you, the narrator.

This Tephra saga was designed as three consecutive adventures for level 1 characters, and will take 3-9 sessions of gameplay depending on how investigative the party is or the length of the play sessions. It is best suited for a party of 4 to 5 adventurers.

The goal of these adventures is to introduce the players to the rules of Tephra while engaging a narrative to be explored in three parts. It will also introduce choices, unique mechanics, and events to encourage roleplaying. It is suggested that you—our narrator—skim through the adventure prior to running it so you can be familiar with the NPCs, plots, and locations (although this is not necessary in a pinch).

A Haze Over Rockington

A noxious haze has fallen over the peaceful town of Rockington. Communications have been cut, and a private mercenary company known as the 9th Brigade has come in and taken over without rhyme or reason. The adventurers might respond to the town's call for help, but will they be able to fight through the fog, take on the 9th Brigade's well-stocked base, and free the town from their tyranny?

Background

Rockington and its neighboring towns are being sieged for reasons unknown by a private mercenary corporation (PMC) calling themselves the "9th Brigade." Radio jammers are making communication almost impossible with the town, but every so often a signal for help bursts through.



After receiving a distress signal from the nearby town of Rockington, your curiosity gets the better of you. You've traveled in the direction of the signal and teamed up with several other adventurers eager to respond to the call for help. As you approach the town of Rockington, you notice a thin haze gradually overtaking the town and your party. You begin to feel uneasy as you approach closer, but you're unsure if it's the haze or just your nerves.

Note: You can use the distress signal as a great plot device for introducing heroes in the middle of the play session.

Overview

The first combat is a choice between holding your ground in a bunker from a raid or preemptively attacking an outpost. Both combats are complex and challenging.

The second and third combats can be encountered in any order the heroes decide but, depending on which one they do first, have drastic changes on either play area. One has the heroes assaulting the headquarters for the 9th Brigade invasion and the other is a daring strike to disable the artillery pounding the town.

The final combat is against an assassin automaton sent by the benefactor of the 9th Brigade that is disguised as a simple courier.

After the adventure, the heroes will learn of another destination that is seemingly linked to this encounter. Depending on how the adventurers treated the townsfolk, they will either be treated as outright saviors or just another gang of hired thugs that happened to be on their side.

Entering the Town

The closer the heroes approach the town, the thicker the haze becomes and a twinge of nausea overcomes them all. Suddenly a masked figure emerges from the haze, wildly waving his arms. Though muffled, you can hear cries of “Stop! Stop!”

The figure comes to a stop just before the heroes and extends his hand, a mask for each person in the party within it. He is wearing what is supposed to look like some sort of blue uniform but instead looks like a pile of rags that resemble the color blue. Out of breath and desperately trying to finish his words as fast as he can while still being intelligible through his mask, he explains that the town of Rockington is covered in a “noxious haze,” and anyone not wearing a mask will slowly be poisoned.

The figure identifies himself as a scout for the Rockington Militia, and he surmises that the party must be here to help as they are not dressed “in the colors of the 9th Brigade,”

as well as the fact that they were ignorant of the dangers of the noxious haze. After introductions are made and the masks are all donned, he asks the party to follow him to the bunker where the rest of the militia and most of the townsfolk are holing up inside.

Roleplaying Tip: Cover your mouth and excitedly explain the noxious haze to replicate the scout, or speak into a metal cup to get a truly tinny sound.

If something should happen to the scout, the scout has a missive from Lt. Lawrence explaining the scout’s mission and instructions for the scout to bring any outsider who isn’t dressed in a 9th Brigade uniform to the bunker after assessing they are indeed here to help.



Inside the Bunker

Noxious Haze

Until the artillery is destroyed, the noxious haze will remain active for all outdoor encounters. If for any reason a character is not wearing a mask, they must take a Brute resist against a marque I poison. If they fail, they receive 2 damage. This happens every turn that the character is in the thick of the noxious haze and without a gas-mask (roughly every 6 seconds). If a person runs out of wounds due to the gas, they pass out and cannot be reawakened until they have been out of the noxious gas for 24 hours.

Any attempt to make an attack past 50 feet while in haze takes a -2 on accuracy (just like dealing with poor lighting). If a called shot occurs on the head of any character, roll an extra die. On a roll of 1-3, the gas mask is knocked off the face and falls within arm's reach. It costs 1 action point to pick up and 1 action point to equip.

The 9th Brigade

The 9th Brigade is a private mercenary company (PMC) consisting of mostly veterans of previous wars. They are notoriously neutral to any cause and only follow the highest bidder. They are not without honor, however, as once they are hired for a job they can't be swayed by any sum of money to leave their contract. They have around 200 in their ranks and have access to all sorts of military equipment from airships to artillery. They are organized and disciplined.

Their uniforms consist of a grey or black trench coat with red trimmings. A basic helm with an exposed face matches the color scheme of their uniform, but they often wear gas masks when dealing with chemical warfare. Their combat boots are polished black. Officers can be easily distinguished with their red berets and lack of trench coat. Commanders have the same uniforms as officers except with yellow berets and epaulets.

As the 9th Brigade is a private mercenary company, the highest rank is actually a non-combat role known as the CEO. He is responsible for every detail of the PMC.

As the party enters the secret tunnel leading down into the bunker, they are greeted by Lt. Lawrence, the officer in charge of the Rockington militia outfit.

Lt. Lawrence is a tall, gentle, middle-aged man who wears full friendly sideburns. He is the only member of the militia in full militia attire, including blue pants, a blue button-up with gold buttons, and a white beret signifying his officer status. A warm individual who is quick to laugh at a good joke, in battle he shows off the leadership that suits his lieutenant position. He is flanked on either side by two militia men each, all four of whom look to be in the same condition as the scout. Behind the men is a gaggle of townsfolk, spread around in obvious family cliques, unsure of the new visitors and their intentions.

After Lt. Lawrence cordially introduces himself and his men, he thanks the adventurers for answering the distress call. Lt. Lawrence explains to the adventurers about the circumstances around the siege. Initially the 9th Brigade asked the town to surrender and disperse. Some heeded the warning, while many scoffed at the notion and remained to defend their town. The siege started shortly thereafter. The siege has been going on for two days, and long-range communications are being jammed. Their radios are low on power and they were worried they couldn't afford to burst through the jamming much longer. Lt. Lawrence does not know why they are being attacked and has limited knowledge about who the 9th Brigade is.

After all this information has been divulged to the party, Lt. Lawrence will humbly ask for their assistance in routing the 9th Brigade from the city. If the party asks about compensation for their services, Lt. Lawrence, while somewhat disgusted, will begin to barter with the adventurers. He will start out offering 100 princes divided out to the party members (or just 50 if they failed the earlier bluff). If pressed further, the town armsmith will pipe up and offer free crafting services. Further pressing will trigger pleas of humility from some of the townsfolk and Lt. Lawrence will firmly state, "That is all we have left."

Once agreements and terms have been made, Lt. Lawrence gives information about a nearby 9th Brigade outpost with their obvious plans to raid the bunker and discusses options with the adventurers on how to handle it. The 9th Brigade outpost is literally down the street in what was once town hall. Lt. Lawrence is certain that the signal jammer is

inside the building but doesn't have enough forces to break into it. Just stepping outside would risk their lives. They can either take defensible positions within the bunker or take the initiative and attack the outpost before the 9th Brigade can strengthen their numbers for a raid.

Rockington Militia Man AP: 2

Evangellessian Human

HP: 10 Wnds: 6 | Pri: +7 | Spd: 25 ft (land)

Note: Gains a +3 to priority when taken off-guard.

Brute	Cunning	Dexterity	Spirit	Sciences
+1	+1	+2	+0	+0

Guard

Militia Rags - minimal textile armor

Eva: +0 Def: +0

Soak: 1 | 2 | 3 | 4

Actions

Rifle - heavy metal firearm

2 AP Acc: +1 Range: 200 ft
Damage: 6 | 12 | 18 | 24

Equipment: Rifle (heavy metal firearm), ammunition, militia rags (minimal textile armor)

Combat Tactics: Rockington militia will always look for cover and fire from a distance. If the militia are losing and they are able to, they'll retreat. If there are people to protect, however, they'll fight to the last man. They don't get too far away from each other, but don't stay too close for fear of explosives.

Lt. Lawrence AP: 3

Evangellessian Human

HP: 33 Wnds: 12 | Pri: +4 | Spd: 30 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+1	+2	+5	+1	+1

Guard

Militia Rags - minimal textile armor

Eva: +3 Def: +0

Soak: 1 | 2 | 3 | 4

Actions

Rifle - heavy metal firearm

2 AP Acc: +2 Range: 200 ft
Damage: 7 | 14 | 21 | 28

Note: If Lt. Lawrence shoots somebody with his rifle a second time (and every time thereafter) without the target moving, he gets a +2 to his accuracy and strike roll. Lt. Lawrence still adds his Dexterity bonus to natural rolls of 1. -3 accuracy if anyone but Lt. Lawrence uses this weapon.

Penetrating Shot (+1 AP): Lt. Lawrence can make a ranged attack that ignores 1 point of damage soak class from the target's armor.

Encouragement (reflexively)

1 AP Lt. Lawrence can give one ally within 50 feet a +4 bonus to a single accuracy, evade, strike, or defense roll.

Equipment: Rifle (heavy metal firearm augmented with Automatic Reload Mq. I, Custom Mq. I, and Damaging Mq. I), ammunition, militia uniform (minimal textile armor)

Rockington Scout AP: 2

Evangellessian Human

HP: 13 Wnds: 6 | Pri: +7 | Spd: 30 ft (land)

Note: The Rockington scout takes no penalties for moving through rough terrain.

Brute	Cunning	Dexterity	Spirit	Sciences
+0	+1	+3	+0	+0

Guard

Militia Rags - minimal textile armor

Eva: +0 Def: +0

Soak: 1 | 2 | 3 | 4

Actions

Hunting Rifle - medium metal firearm

2 AP Acc: +0 Range: 200 ft
Damage: 4 | 8 | 12 | 16

Equipment: Hunting rifle (medium metal firearm), ammunition, militia rags (minimal textile armor)

Combat Tactics: Lieutenant Lawrence is the unquestioned leader of the Rockington militia. He is a brave and stalwart man with the courage to charge into battle. When necessary, he'll spend an action point barking orders at his fellow militiamen, causing them all to focus their attacks on a single target.



Lt. Lawrence: the Survivor

Lt. Lawrence plays a vital role in the storyline and won't die from most attacks; instead, he'll just go unconscious. He is still likely to take some wounds or fatal effects; it's just that anything that would kill him instead sends him unconscious.

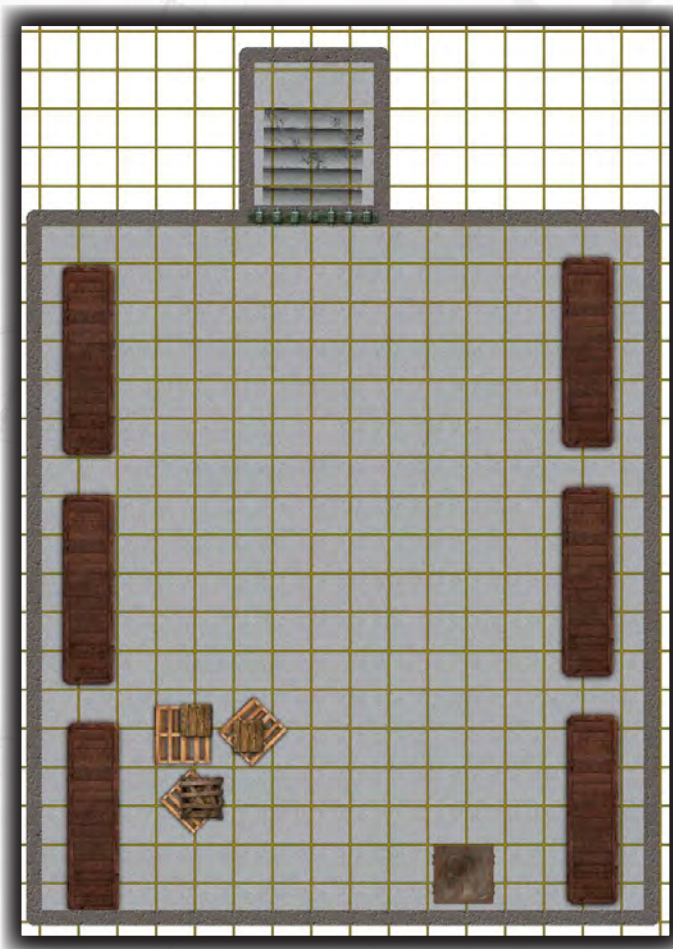
If the adventurers do anything specifically to kill him, however, the storyline has probably already been derailed, so there's no point in keeping him alive. Good luck to you.

Defense of the Bunker

In this scene, the heroes have decided to hole up in the bunker and wait for the raid. All tables, boxes, and desks can be rearranged in any order the adventurers wish, and the items grant light cover. The townsfolk are moved into a cellar-like compartment in the bunker and are protected by the scout and one of the militiamen. Lt. Lawrence and three of the militiamen will be near the back by default, though the adventurers can encourage them to take up different positions. Once the adventurers announce they are ready or things start to slow down, have the first wave of soldiers burst through the door. The “noxious haze” won't seep into the bunker quickly, so you can likely ignore it during the fight.

Four waves of 9th Brigade troops will approach from the door. A wave enters every 2 turns. All of the soldiers will go at the same point in the priority (when you roll at the beginning of the battle, assume they have an average bonus of +3).

Wave #1	Turn 1	5 soldiers
Wave #2	Turn 3	4 soldiers 1 officer
Wave #3	Turn 5	2 soldiers 2 grenadiers 1 officer
Wave #4	Turn 7	5 soldiers 2 officers



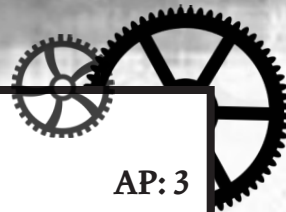
Worth 2 experience

After the battle, most likely while distributing the spoils of victory, one of the 9th Brigade officers should have a map showing the locations of the 9th Brigade base of operations and the artillery batteries. Lt. Lawrence will be very pleased with this turn of events, and, after seeing the fighting prowess of the party, he insists that the adventurers have what it takes to route the rest of the 9th Brigade from the town. Lt. Lawrence is quick to suggest that the adventures can take over the artillery and use it to siege the base of operations into submission if they so choose.



Tephra

A Haze over
Rockington



9th Brigade

Soldier

AP: 2

Evangelistic Human

HP: 7 | Wnds: 6 | Pri: +2 | Spd: 35 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+1	+0	+3	+0	+0

Note: 9th Brigade soldiers can switch from being prone to standing for no cost and back again. They take no penalty for fighting in tight areas.

Guard

9th Brigade Trench Coat - minimal textile armor

Eva: +2 Def: +1

Soak: 1 | 2 | 3 | 4

Actions

Light Rifle - medium metal firearm

2 AP Acc: +2 Range: 200 ft
Damage: 4 | 8 | 12 | 16

Equipment: Light rifle (medium metal firearm), ammunition, 9th Brigade Trench Coat (minimal textile armor)

Combat Tactics: 9th Brigade soldiers always hunt for cover when they're able. They'll always go for the closest, most visible target. If a soldier successfully evades an attack, he'll get a bit scared and duck down behind cover (using his ground fighting specialty to get down prone). While prone, he'll shoot blindly over cover, only revealing his hands but taking a -4 on the accuracy roll.

9th Brigade

Grenadier

AP: 3

Evangelistic Human

HP: 14 | Wnds: 9 | Pri: +3 | Spd: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+2	+0	+2	+0	+3

Note: The grenadier can draw items for 0 AP. The grenadier takes no penalties for fighting in poor lighting conditions.

Guard

9th Brigade Trench Coat - minimal textile armor

Eva: +0 Def: +1

Soak: 1 | 2 | 3 | 4

Actions

Pistol - medium metal firearm

2 AP Acc: +1 Range: 100 ft
Damage: 4 | 8 | 12 | 16

Explosive

2 AP Acc: +1 Range: 75 feet
Damage: 11

Notes: Once thrown, the explosive will go off at the beginning of the grenadier's next turn. It will explode in the original area and all surrounding spaces. The explosive also causes armor to drop by 1 soak class during the combat. The explosive can be dodged using a Dexterity resist for 1 AP reflexively and requires a tier result of 2 in order to move out of the blast area.

Equipment: Pistol (medium metal firearm), ammunition, 9th Brigade Trench Coat (minimal textile armor), 2 explosives (Mq. I explosives augmented with Damaging Mq. I and Melter Mq. I), 5 dukes

Combat Tactics: 9th brigade grenadiers will typically hunt for cover and then lob grenades onto the battlefield. They're not very strong and their pistols are only going to slow the adventurers down, but their explosives can make them quite frightening. If the grenadiers become too much, they can be subject to the 1 hit kill rule.

1-Hit Kill Rule

At your discretion, you can implement a 1 hit kill rule on the 9th Brigade soldiers. If there are too many soldiers and they're really starting to wear on the adventurers, or the combat is taking too long, you can just have each soldier die after one good hit (normally 4 damage or more). If you're somewhere in the middle, have the player roll fatals for the soldier after a good hit. That'll still get rid of the soldier in most instances, but make it a bit more interesting.

9th Brigade

Officer

AP: 3

Evangelical Human

HP: 33 | Wnds: 12 | Pri: +4 | Spd: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+2	+1	+5	+1	+1

Guard

9th Brigade Officer Uniform - minimal textile armor

Eva: +2 Def: +1

Soak: 1 | 2 | 3 | 4

Actions

Blast Revolver - heavy metal firearm

2 AP

Acc: +3 Range: 200 ft

Damage: 6 | 12 | 18 | 24

Note: If the officer shoots somebody with his blast revolver a second time (and every time thereafter) without the target moving, he gets a +2 to his accuracy and strike roll. The officer still adds his Dexterity bonus to natural rolls of 1.

Penetrating Shot (+1 AP): The 9th Brigade officer can make a ranged attack that ignores 1 point of damage soak class from the target's armor.

Equipment: Blast Revolver (heavy metal firearm), ammunition, 9th Brigade Officer Uniform (minimal textile armor), 5 prines

Combat Tactics: The officers are the typical field commanders for the 9th Brigade. They are pretty tough, walking forward into the fray and firing off their large pistols. When the officer finds an adventurer particularly threatening, he'll command all of the other 9th Brigade soldiers on the field to attack that single target.

Hostage Situation

(optional encounter)

Lt. Lawrence is concerned about the small size of the adventures' party and suggests that they might be able to bolster their forces by rescuing some Rockington Militiamen held hostage in the town square. Lt. Lawrence, in a quite disturbed fashion, will also explain the horrific mechanical creation that has made its base there and how it not only keeps his men hostage but also controls them. He describes a large spider-like contraption with an attached minigun on its underside, and how groups of smaller spiders escape from a hatch on the top and seek people out. The small spider latch into their target's brain and takes control of them.

The Arach-Snatcher starts in the center of the map surrounded by 5 Rockington Militiamen with Face-Snatchers covering their faces. Until a called shot to the face removes the Face-Snatchers, the Rockington Militia will shoot at the adventures using their normal combat tactics. Once a Face-Snatcher is removed with a called shot to the face, it is destroyed and the Rockington Militiaman it was controlling will then fight with the adventurers using his or her normal combat tactics.

Every time the Arach-Snatcher's turn ends, two Face-Snatchers pop out of the top hatch, but only if there are fewer than four Face Snatchers on the map. Face-Snatchers will move to the nearest humanoid and attempt to use Snatch. If it fails, it will attack that target until the Face-Snatcher's death. If successful, the Face-Snatcher latches onto the face and now controls the new target using their normal combat tactics. Once the Arach-Snatcher is destroyed, all of the Face-Snatchers will immediately turn off and let go their targets.

From this point on, two Rockington Militiamen will accompany the adventures for the rest of the adventure. Should one perish, another will replace them at the beginning of the next encounter. They will not follow the adventures outside of the city and will relinquish their escort duty at the end of the adventure.

Worth 3 experience

Arach-Snatcher

AP: 4

The Arach-Snatcher is a giant spherical ball with a chain gun attached to its underside. It has four M-shaped legs that it uses to effortlessly climb any obstacle it finds.

Manned Steamer

HP: 0 | Wnds: 50 | Pri: +0 | Spd: 25 ft (land, climb)

Brute	Cunning	Dexterity	Spirit	Sciences
+0	+0	+0	+0	+0

Note: Can carry 1 passenger. 4 AP to enter or exit the automaton (can take multiple turns).

Guard

Eva: +0 Def: +0
Soak: 3 | 6 | 9 | 12

Actions

3 AP Assault Cannon
Acc: +2 Range: 100 feet
Damage: 7 | 14 | 21 | 28

2 AP Leg Strike
Acc: +3 Stk: +3
Damage: 9 | 18 | 27 | 36
Note: Each attack also deals 1 point of unsoakable electric damage

Equipment: Assault cannon (medium metal firearm augmented with Automatic Reload Mq.I and Damaging Mq.I)

Combat Tactics: The Arach-Snatcher will prefer to fire its assault cannon over using its leg strikes. It will always attack those characters who attempt to shoot off a Face-Snatcher. If in melee, it will attack with both attacks. Once defeated, a 9th Brigade Arach-Snatcher pilot will escape from its top hatch and attempt to flee.



Combat Tactics: The 9th Brigade Arach-Snatcher pilot always hunts for cover when she's able. She will always try to flee the map. If a soldier successfully evades an attack, she'll get a bit scared and duck down behind cover (using her groundfighting specialty to get down prone). While prone, she'll shoot blindly over cover, only revealing her hands but taking a -4 on the accuracy roll.

Face-Snatcher

AP: 2

Small Automaton

HP: 8 | Wnds: 12 | Pri: +0 | Spd: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+12	+0	+0	+0	+0

Guard

Eva: +0 Def: +0
Soak: 0

Actions

1 AP Leg Strike
Acc: +4
Damage: 5 | 10 | 15 | 20

0 AP Snatch (once per combat)
Acc: +4
Face-Snatcher will attempt a called shot grab to the face. If successful, the Face-Snatcher will gain control over the target.

Combat Tactics: The Face-Snatcher will move to the nearest humanoid and attempt to use Snatch. If it fails it will simply attack the target until its death; if successful, it latches onto the face and now controls the target.

Arach-Snatcher

Pilot

AP: 2

Evangelian Human

HP: 7 | Wnds: 6 | Pri: +2 | Spd: 35 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+1	+0	+3	+0	+0

Note: 9th Brigade pilots can switch from being prone to standing for no cost and back again. They take no penalty for fighting in tight areas.

Guard

9th Brigade Trench Coat - minimal textile armor
Eva: +2 Def: +1
Soak: 1 | 2 | 3 | 4

Actions

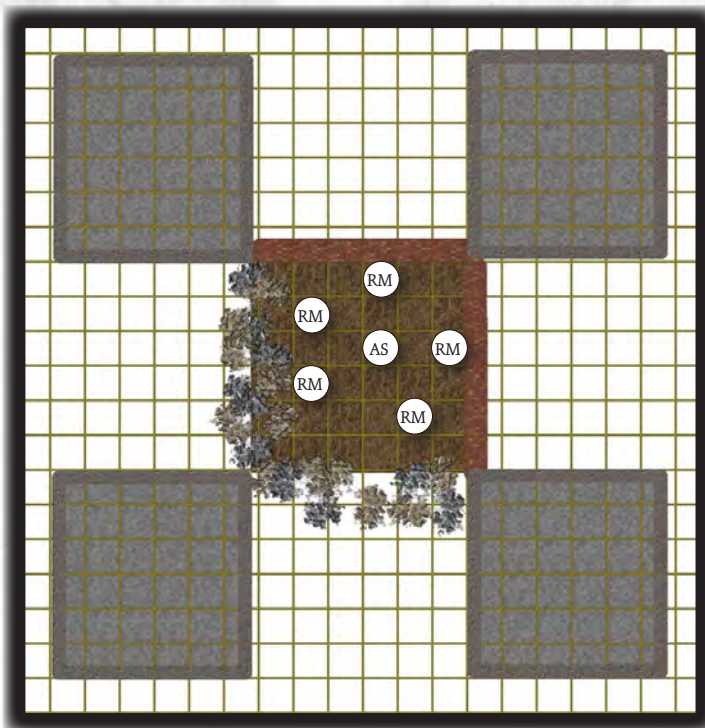
2 AP Light Rifle - medium metal firearm
Acc: +2 Range: 200 ft
Damage: 4 | 8 | 12 | 16

Equipment: Light rifle (medium metal firearm), ammunition, 9th Brigade Trench Coat (minimal textile armor)

Hostage Situation — Array of Buildings

AS: Arach-Snatcher

RM: Rockington Militia controlled by
Face-Snatchers



Attack the Outpost

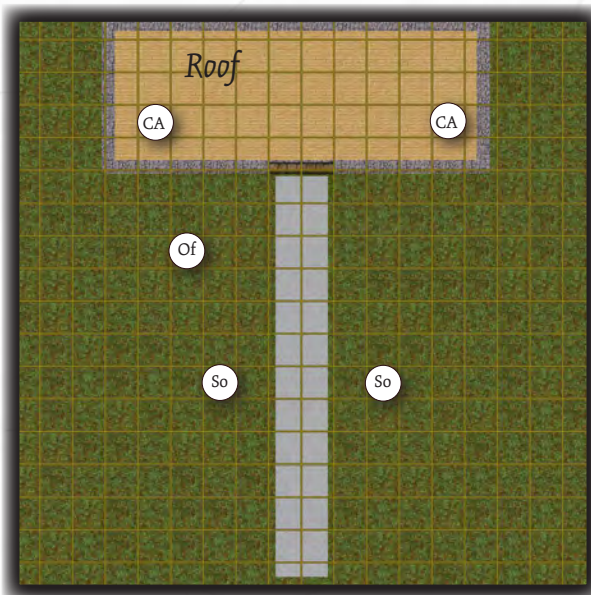
The adventurers have decided to attack the outpost before the forces can muster an attack on the bunker.

The 9th Brigade has taken over the town hall and is using it as their outpost. It has a courtyard and 2 floors. Each side of each floor has 2 windows and the front of this building has large double doors. The courtyard has 2 soldiers (So) and 1 officer (Of) while the lower floor has 3 soldiers (So) and 1 officer (Of). Only 2 of the soldiers can be firing out of any windows at any time. The top floor has 1 grenadier (Gr) and 1 commander (Co). None of the enemies are allowed to leave their respective floors unless the narrator feels the encounter is beginning to look too easy. On the roof are 2 clockwork artillery spotters (CA).

The first floor is a large assembly hall with several pews and a podium for cover. The second floor is a large office that has been cleared out for a lot of military equipment, including a radio jammer. Equipment and ammo boxes are the only cover in this room.

Once the radio jammer is turned off the town can resume long-range communications, and through this discover a communique between the 9th Brigade Base of Operations requesting a supply shipment that includes the coordinates for the base. Almost immediately Lt. Lawrence crackles into a

short-range transmission exclaiming that his scout has just found the artillery placement that is bombarding the town, and now that he has the coordinate to the base of operations he wants the adventurers to take over the artillery battery and use it against the 9th Brigade!



Courtyard

Clockwork Spotter

AP: 2

The clockwork spotter is a cylindrical object with a single penetrating glass lens that extends out, similar to a telescope. On top of the cylinder is a large antenna which it uses to communicate. Four large spider-like legs attached to the cylinder allow it to latch onto anything in any position and still maintain a great view on the battlefield.

Small Automaton

HP: 0 | Wnds: 12 | Pri: always last

Actions

Artillery Strike

Damage: 10

Note: Anybody in the space struck or the spaces adjacent to it can make a free Dexterity resist; a Tier 2 or higher negates the damage.

2 AP Immediately after the attack, a "Concentrated Noxious Haze" gas cloud appears from the origin of the strike. "Concentrated Noxious Haze" deals 3 damage per turn that the person is inside the gas, and the victim will automatically take a 1 on all Cunning rolls unless they make a Tier 2 Brute resist when they first come in contact with the haze. Gas masks given by the Militia Scout are not strong enough to ward off this gas, as it seeps through the person's skin.



9th Brigade

Commander

AP: 3

Evangellessian Human

HP: 31 | Wnds: 12 | Pri: +3 | Spd: 20 ft (land)

Brute +4	Cunning +3	Dexterity +5	Spirit +1	Sciences +0
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Note: Heals 1 hit point per turn

Guard

Electromagnetic Deflector - light metal gizmo

Eva: +1 Def: +2

Soak: 2 | 4 | 6 | 8

Powered Knuckle Deflection (1 AP reflexively): +4 to evade vs. melee and ranged

Actions

Signature Blast Revolver - heavy metal firearm

2 AP Acc: +3 Range: 200 feet

Damage: 7 | 14 | 21 | 28

Powered Knuckles - medium metal melee weapon

Acc: +3 Stk: +3

Damage: 7 | 14 | 21 | 28

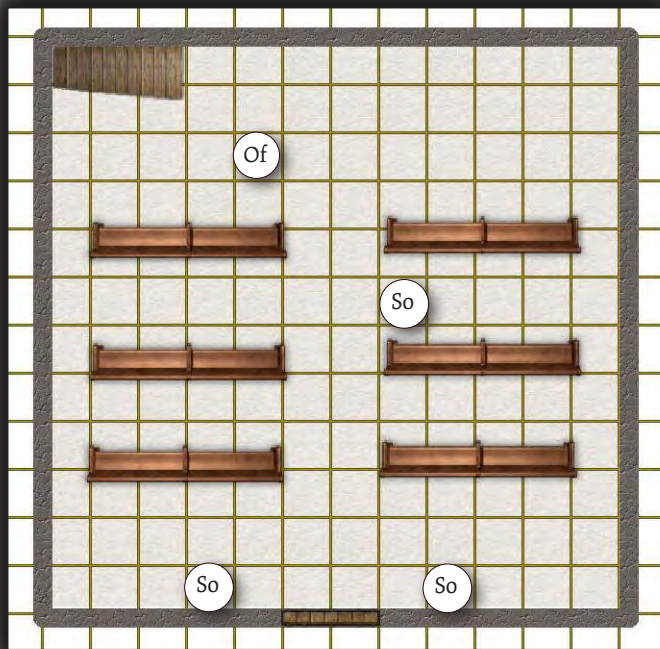
2 AP Note: Each attack also deals 1 point of unsoakable electric damage.

Solid Assault (+1 AP): The 9th Brigade Commander's solid assault will deal one tier of damage higher than normal.

Equipment: Signature blast revolver (heavy metal firearm augmented with Damaging Mq.I, Signature Weapon Mq.I), powered knuckle (medium metal melee weapon augmented with damaging Mq.I, deflection Mq.I, and electrical Mq.I), ammunition, 9th Brigade Commander Uniform (minimal textile armor), electromagnetic deflector (provides +1 soak class), 20 princes

Combat Tactics: The commander is among the top leaders of the 9th Brigade. He's strong, using his large signature blast pistol, and won't back down from a fight.

Outpost - First Floor



Exploring the Ghost Town

The party might simply decide to move onto the other locations; however, they may also decide to explore the town and loot while the getting is good.

For every house the party enters roll a d12. On a 1 an encounter begins in the house facing off against four 9th Brigade Soldiers who were looting the house.

The town is mostly comprised of small 2-3 bedroom houses. Most of the personal belongings have been either raided by the 9th Brigade or taken by their owners as they fled. Any food left in the open is inedible as it has been laced with two days' worth of residual Noxious Haze. At the narrator's discretion there might be some loose money or a trinket lying around in some of the houses.

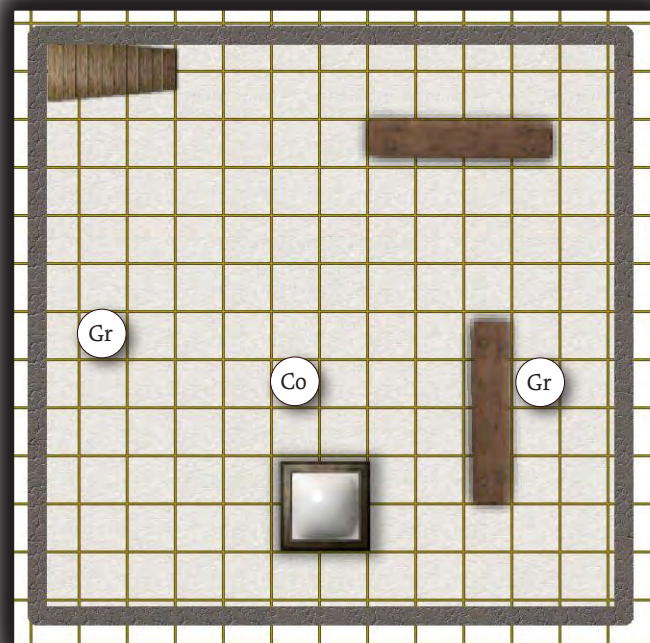
Pub: The local pub is now an open bar! All of the alcohol is stored in barrels and is not affected by the Noxious Haze.

Blacksmith: The local smithy is devoid of any weapon as the militia stormed the place to mount a defense. The arm-smith took his most valuable tools and any money in the area. There are scraps of various materials lying around for the taking.

The townsfolk will not assume any of the adventurers stole anything. Their first thought to any missing items will be to blame the invaders. If any of the adventurers are overtly wearing any of their ill-gotten gains there is a good chance some citizen will recognize that item as their own. Other than this they get off scot-free!

If the adventurers do get caught by a citizen for stealing, there really isn't much the people can do about it other than treat the party with cold shoulders and sharp tongues, unless of course they return the stolen goods.

Outpost - Second Floor

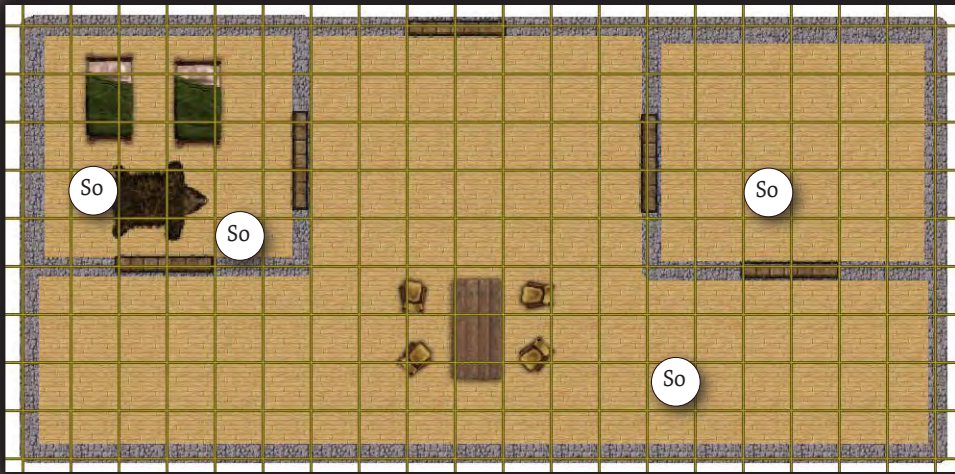


Worth 2 experience

Worth 0-2 experience

Abandoned House

So: 9th Brigade Soldier



The Artillery

Worth 3 experience

Lt. Lawrence will fill in the adventures about the dire need to exterminate the base of operations. Tens of 9th Brigade soldiers, possibly over a hundred, are stationed there. It is way too risky to attack head-on. Lt. Lawrence has devised this very last ditch plan instead: take the artillery and bomb them into submission.

The artillery is outside of town, so the Noxious Haze is not in effect here. The two artillery cannons are in an open field with some boulders that provide medium cover. Behind the cannons are several tents that provide poor cover. On either side of each cannon are spent cannon rounds and stacked rounds waiting to be fired. Shooting these shells does not cause them to explode. Rather, they release a "Concentrated Noxious Haze" in all adjacent spaces.

There are two Soldiers (So) on each artillery, one manning the gun-seat and one adjacent loading the shells. Killing these four Soldiers will disable the artillery battery. The gunners stay in their seats firing until all of the other Soldiers perish. There is one Commander (Co) standing with an eye-scope spotting for the gunners. There is one Officer and three Soldiers spread around the Artillery. There are two Grenadiers sleeping in the tents (not shown). They both emerge at the end of the second round of combat. The Grenadiers are susceptible to an adventurer performing a coup de grace.

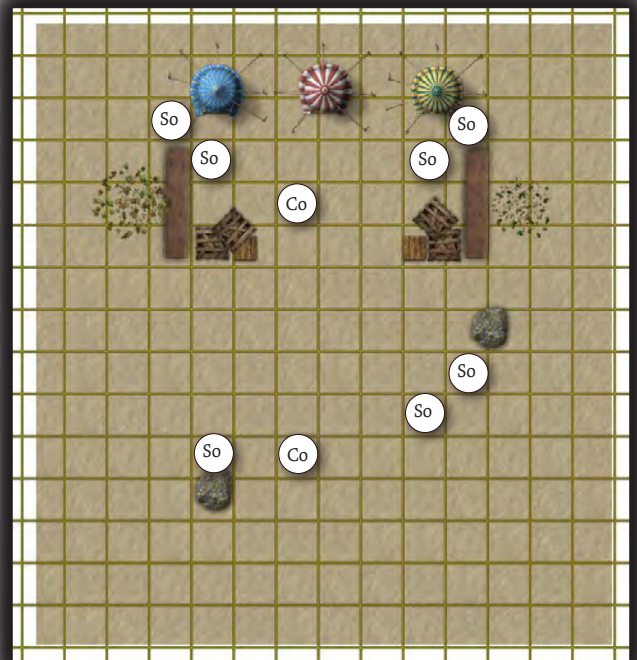
Once the adventurers take over the artillery battery they have to be able to aim the guns at the proper coordinates. This is a fairly easy feat as the controls are straightforward and made with dials with appropriate markings for setting coordinates. It will take the better part of a day to bombard the base of

"It's come down to this?"

"Have them bomb themselves: just brilliant."

"You weren't too worried about collateral damage, were you?"

operation into submission (half that if both cannons are used); however, manning the cannon is a two-person job and every hour a wave of 2 Soldiers, 1 Grenadier, and 1 Officer appear from where the adventurers arrived.



9th Brigade

Gunner

AP: 3

Evangellessian Human

HP: 13 | Wnds: 6 | Pri: +3 | Spd: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+2	+1	+3	+0	+0

Note: If the gunner shoots somebody with her sidearm pistol a second time (and every time thereafter) without the target moving, she gets a +2 to her accuracy and strike roll. When she rolls a 1 with Dexterity, she can add her bonuses to the attribute.

Guard

Gunner Uniform - minimal textile armor

Eva: +0 Def: +1

Soak: 1 | 2 | 3 | 4

Actions

Sidearm Pistol - medium metal firearm

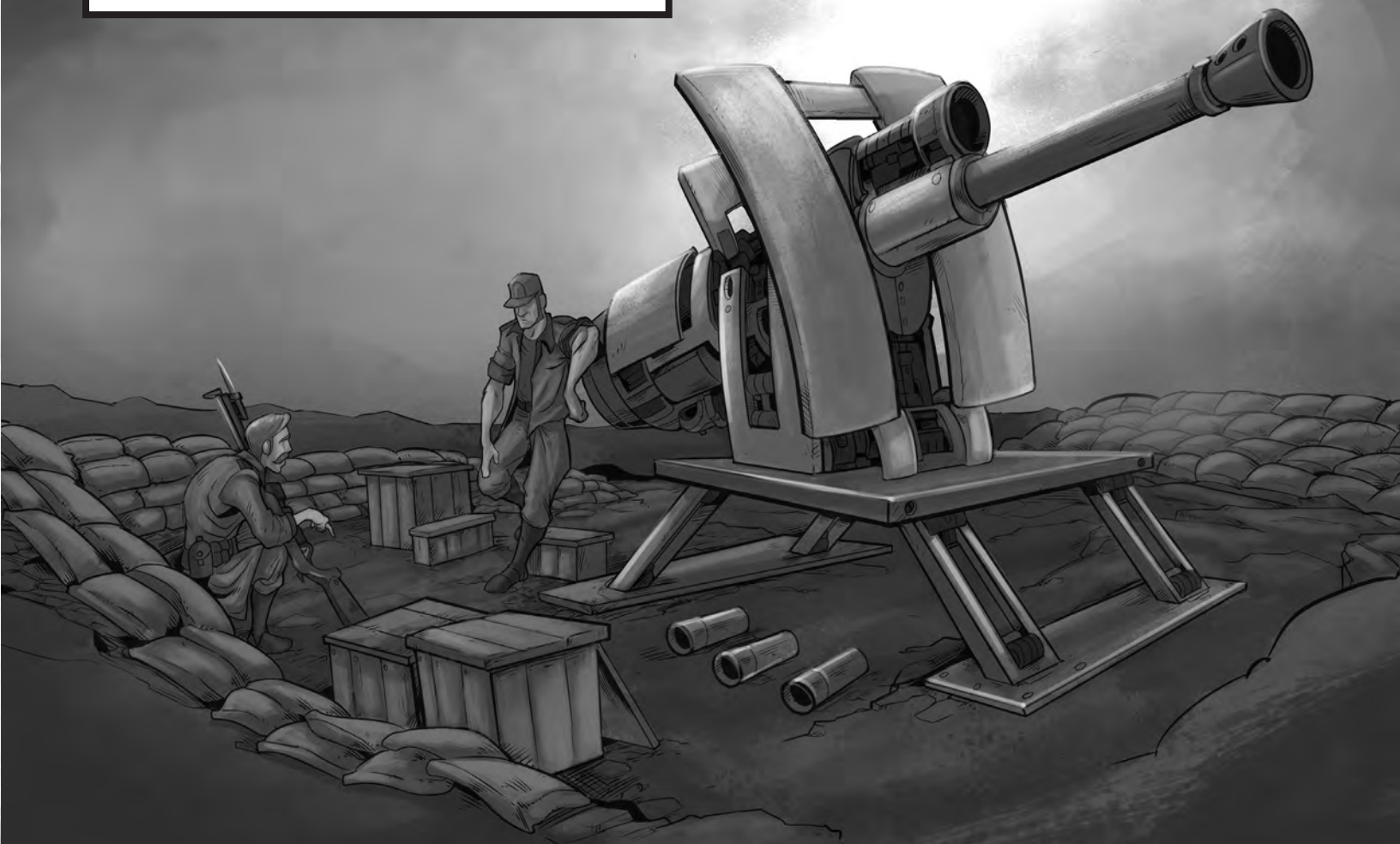
Acc: +2 Range: 100 ft

Damage: 4 | 8 | 12 | 16

2 AP

Penetrating Shot (+1 AP): The gunner can make a ranged attack that ignores 1 point of damage soak class from the target's armor.

Equipment: Sidearm pistol (medium metal firearm), ammunition, gunner uniform (minimal textile armor), 5 dukes



Rejoicing

After the adventurers defeat both encounters, the sounds of extreme jubilation are heard coming from the direction of the bunker. Upon investigation they will find the militia and Lt. Lawrence celebrating victory over the 9th Brigade, and the party will be showered with praise (that is, unless the party has managed to tarnish their reputation with their behavior). Lt. Lawrence will then deliver on his promised payment.

Suddenly a courier, wearing nondescript city clothing, arrives and explains that he is from the neighboring town of Tiasma with an urgent message for Lt. Lawrence. He's been waiting outside of town, and when he saw the haze disappear and the artillery stop he decided it was safe enough to approach. It's his job to always get the message through, you know!

The message is quite dire, as it seems Tiasma is under an assault from a never-ending tirade of automatons! The courier, acting puzzled, also claims to have a message for "The Heroes of Rockington," and asks who those folks might be. It reads as follows:



To the heroes of Rockington,

I regret the fact that we have not yet met in person, but please allow me to introduce myself via this courier. You see, I am quite upset and annoyed by your recent meddling in my affairs in this region, and I am henceforth requesting you cease further transgressions against my machinations and evacuate the area. This includes Rockington, Tiasma, and any smaller satellite settlement within a 100 mile radius. Consider this your only warning in the matter. Failure to heed my commands would be unadvisable, and any insubordination will be dealt with swiftly and harshly.

*With Sincerities,
Maldon*

Worth 1 experience

Lt. Lawrence scoffs at the letter, proclaiming that the group doesn't have anything to worry about from a man who sends strongly worded letters.

As soon as Lt. Lawrence finishes scoffing at the letter, the courier's skin peels back, revealing it to be a powerful assassin automaton that strikes down Lt. Lawrence brutally. This begins an encounter with "Visage of Maldon."

Adventurers can roll a Cunning check to try to detect if anything is fishy with the courier. If they do, they must roll a Tier 3 Cunning to deduce that something is amiss. If they reveal the automaton overtly, the automaton attacks immediately.

The rest of the militia evacuate the citizens of Rockington out of harm's way, and are too preoccupied to help.

Visage of Maldon

The adventurers are outside of the bunker on a road. If the heroes were unable to discern the true identity of the courier, Visage of Maldon gets a surprise round.

The wounds on Lt. Lawrence are fatal enough to kill; however, if an adventurer with any sort of medical skill steps in to help Lt. Lawrence before combat ends, Lt. Lawrence will live. Roll on the fatal wounds chart until you roll an injury that doesn't result in an inevitable death. Apply it to Lt. Lawrence.

The Visage of Maldon looks nothing like the courier it masqueraded as. It is now taller and more robust, and has shed its outer "skin" to reveal a solid brass body. There is a giant stylized "M" on the head of the automaton.

Visage of Maldon

AP: 4

Automaton

HP: 0 | Wnds: 50 | Pri: +6 | Spd: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+12	+0	+12	-	+0

Guard

Eva: +3 Def: +0
Soak: 3 | 6 | 9 | 12

Actions

Fist Crushers

Acc: +3 Stk: +3

Damage: 9 | 18 | 27 | 36

2 AP

Note: These weapons are merely the automaton's fists, powered by an internal combustion engine in each hand.



Conclusion

Loot

The Visage of Maldon becomes a pile of junk when defeated. The adventurers can use its metal body as materials for crafting or outright sell it for 100 princes.

Story Rewards

If someone presses Lt. Lawrence after agreeing to compensate for your services, they receive this story:

OPPORTUNIST

"And?" That's the typical word you use whenever you sense the pot can become sweeter. After all, if they need you this badly they must be willing to give up more, right? Whenever you press someone for more compensation for a job add +1 to your roll.

If the party agrees to help the town of Rockington for free, give the whole party this story:

GOOD SAMARITAN

"It's the right thing to do!" Your sense of right and wrong is unwavering and you could never imagine using someone else's misfortune for your own gain. Add 5% to any currency loot drops (to a minimum of 1 duke).

If someone loots or receives loot from a home in Rockington, award them this story:

I KICK PUPPIES

Hey, if it was important to them they wouldn't have left it, right? This story does nothing, but the player must write it on their character sheet, above their character name, and show it to any narrator they play with.

If someone reveals the courier to be an automaton, award them this story:

KEEN SENSE OF ANATOMY

Nothing gets past you! Any time you roll your Cunning to detect a fishy individual, add a +1 modifier.

If someone drinks the free beer at the pub in town, award them this story:

NEVER ENOUGH


There's no such thing as too much free beer! If you happen to drink before battle add +1 to your evade for 1 turn.

Trouble in Tiasma

Explosions and the sounds of fighting echo towards the adventurers as a sea of refugees flee the chaos. The 9th Brigade have all but seized the city, but they won't take it without a fight from the local militia! Can the heroes of Rockington live up to their reputation and help the Militia take back their city? Repel the invasion, lest Maldon stand unopposed!

Background

Even though Tiasma is considered a small city, it easily dwarfs Rockington. The city is full of intersecting streets and the tallest buildings can be about 3 stories tall, though there is a single skyscraper in the middle of town. The town is under an automaton invasion and refugees are pouring out of the town and into the roads. There are some refugees closing in on the heroes now.



After saving the town of Rockington and receiving a request for assistance by courier, you and a few new acquaintances head west towards the city of Tiasma. An emergency radio transmission seems to have confirmed that the town is in some sort of trouble; however, the signal has been quiet for some time now. Billowing smoke clouds precede the cityscape coming over the horizon as Tiasma comes into view, and faint silhouettes of what could only be some sort of airships dot the sky. What have you gotten yourself into?

Overview

The adventure starts quickly with an initial combat after encountering a family of refugees. It contains an ambush from fuse box automatons and is a straightforward fight.

The second and third combats take place at a supply depot that has the heroes defending a truck as it tries to leave to resupply the militia, and then defending the 10-story Grand Bell Hotel where 9th Brigade forces are using the built-in radio towers to jam communications in a large radius.

The fourth combat is a daring attack on the 9th Brigade forward base in an attempt to repel them from the city. Based on the decisions of the adventurers and the outcome of the encounters so far a multitude of different variables can occur.

The final combat is an exciting airship chase in which the heroes chase and board an opposing airship and take on the Commander of the Invasion.

After the adventure, the Tiasma militia will proclaim that it is time to bring the fight to Maldon and end this insanity once and for all, and will invite the Heroes to tag along!

Adventure Design Goals

The goal of this adventure is to help solidify the players' knowledge in the game rules and begin encountering combats and events that are more life-threatening. It will also introduce the concept that surviving the encounter doesn't mean you succeeded in it, and inversely you can succeed in the encounter but still die.



Approaching the City

As our heroes head toward Tiasma, they come across a large river that requires ferrying across. They see a small steam-powered boat heading their way with several refugees aboard. The boat is a used to carry trash and junk, but its flat deck has been cleared and there are several people aboard. The refugees consist of an older gentleman, a mother and daughter, and a small boy with his motorized cart filled with personal belongings.

The boy immediately recognizes that the adventurers are “the Heroes of Rockington.” News travels quickly, as the refugees had heard of their daring exploits from the local militia and recognized their descriptions. The family beseeches the heroes for help and gives them directions to the Tiasma Militia Headquarters on the east side of the city. The family doesn’t know where the tales of the heroes’ exploits are being distrib-

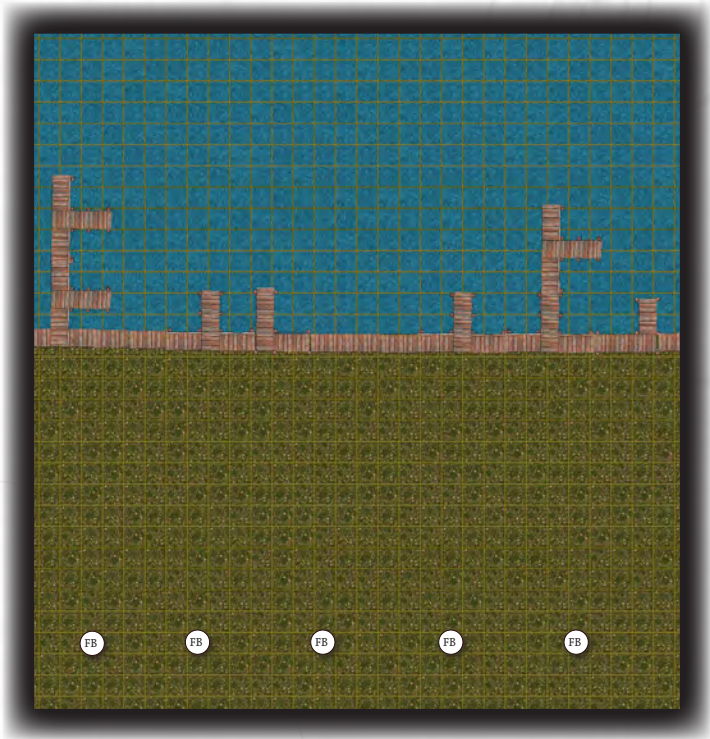
uted from, but they’ve definitely heard the rumors.

The heroes can learn more about the dire situation in Tiasma by conversing with the family, namely that the city is absolutely overrun with tyrannical automatons. The heroes also learn that the city militia is doing a very good job at keeping the automatons at bay and holding enough ground to assist in evacuations, but staying in the city is just too dangerous right now. The older gentleman offers to take the heroes back across the river.

Riverside

When the boat is about to reach land, 5 automatons—Maldon fuse boxes (FB)—emerge from behind trees and open fire. These automatons will start combat quickly and kill the older gentleman on the boat in the first turn. The boat will sit about 10 feet away from the pier. The water isn’t deep, but it is still treated as unsteady terrain (causing a -10 to movement).

The adventurers discern during battle that these automatons are hastily-built fuse boxes designed for mass production. They are easily dispatched, but pack quite a dangerous punch.



Worth 1 experience

Maldon Fuse Box

AP: 2

A skinny humanoid automaton, the Maldon fuse box was hastily built and lacks any armoring at all. The one defining characteristic is a giant metal moustache shaped like an M.

Automaton

HP: 8 | Wnds: 12 | Pri: +0 | Spd: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+12	+0	+0	+0	+0

Guard

Eva: +0 Def: +0
Soak: 0

Actions

Fist

1 AP Acc: +4 Stk: +2
Damage: 5 | 10 | 15 | 20

Stock Rifle - medium metal firearm

2 AP Acc: +4 Range: 100 ft
Damage: 4 | 8 | 12 | 16

Arrival

As the heroes enter the outskirts of the city, they encounter various militia outposts and more refugees leaving the city. The party looks out of place, being the only party entering the city as sounds of battle echo and boom just ahead. A guard approaches the party and asks them what business they have entering the city. When the guard learns they are here to help take back the city, he directs them to command tent where Captain Storlie of the Tiasma Militia is apparently awaiting their arrival.

Storlie wears a white beret with a blue stripe going diagonally across the top to denote her captaincy. On her left eye rests a clockwork monocle, which continuously clicks and slides new lenses as she changes her focus. She is short-haired and has a built figure. The most striking feature, however, is the skeletal mechanical construct that replaces her left arm, which she proudly displays below a shortened uniform sleeve on the augmented arm.

Captain Storlie informs the group that she received word from Rockington via radio, before the jamming reestablished, of their arrival and capabilities. She is quite frank regarding their situation, and starts ordering them around as if the adventurers were part of the militia. The militia is holding ground in about a quarter of the city and is only able to assist protecting refugees that are escaping from the outskirts. The automatons don't seem to want to bother anybody fleeing the city, and Captain Storlie finds it odd that the adventurers were ambushed outside of town.

Captain Storlie explains that the Tiasma militia has three serious problems that they need help with:

- » The only supply cache close enough to supply them has fallen behind enemy lines. They were able to push through a few times to get some supplies; however, now they can no longer afford to weaken the front lines to make a push.
- » The Grand Bell Hotel, a ritzy upscale hotel, has been seized by 9th Brigade forces, and they're using the already existing radio towers on the roof to boost jamming strength. The Tiasma Militia cannot organize or communicate with this jamming operational.
- » The landing area for the invaders is continuously dropping off more reinforcements via a stream of dropships for the invasion. The landing area cannot be assaulted currently because of the overwhelming number of hostiles and lack of communications due to the radio jamming, so the adventurers must assist in the retaking of the city before finally repelling the invasion.

From here the party can choose their course of action. Captain Storlie orders "Do some good!" before they venture off.

Captain Storlie

Captain Storlie is a crude individual who tosses out insults and epithets as terms of endearment. She will treat the adventurers as part of her command, barking orders and instructions. If the adventurers should speak out about this treatment to Storlie, she will proudly proclaim that she outranks all of them, and she needs to be as direct as possible lest her chain of command crumbles more than it already has.

Tiasma

There is a Trust bank near the center of town, several pubs dot the area, and the local crafters' lodge is located to the north of the city. Some of the buildings have been damaged or destroyed during the attack, but the majority of the apartments and businesses are still intact. If the adventurers are adamant on exploring the evacuated city, the narrator can use his or her own discretion about further battles or events (including the discovery of loot). For the narrator's convenience, several apartment play areas are included to represent these situations.

Traversing the City

As the Heroes traverse through the city, danger is all around them. Any time they decide to traverse to any point in the city, roll a d12. Use this chart to figure out the outcome:

1	No Encounter
2-4	5 looters in the city
5-7	5 Maldon Fuse Boxes on patrol
8-10	6 9th Brigade Soldiers and 1 Walker
11	Looter Roleplaying Event
12	No Encounter

Looter Roleplaying Event

This event can only happen once. If rolled again it counts as a "no encounter."

The party encounters a ruckus in the street. Five looters (L) are harassing an older man (O) who is defending what seems to be his mobile stand and is desperately clutching an old handbag.

Should the adventurers engage and defeat the looters, the old man reveals himself to be Professor Handwick, an alchemy specialist. He explains that he went back into the city to retrieve his cart he so hastily left behind during the evacuation. It is his livelihood after all, and those ingredients are expensive! As a reward he will craft a free potion for each adventurer using any of 3 augments in the Playing Guide. (He is well-schooled in the arts of Alchemy!) All augments chosen are considered Marque II.

If the heroes decide to steal from the old man, they will find several pools of fluids in various sizes and shapes. Apparently this alchemist brews potions on the spot instead of keeping them in a "Ready to Sell" state. This means that he has no potions to loot from...but he is carrying 50 princes in his bag.

The adventurers can continue to buy potions from him before heading out at standard prices.

Professor Handwick

An older graying fellow with a walrus mustache. He wears a suit and tie, a bowler hat, several tubes of liquid around his belt, and carries his trusty cane.

Looter

Most of these looters are impoverished and wear tattered clothes, but some are just well-off opportunists wearing their church-going best.

Worth 1 experience

Per Event

Looter

AP: 2

Human

HP: 10 | Wnds: 6 | Pri: +7 | Spd: 25 ft (land)

Brute +1	Cunning +1	Dexterity +2	Spirit +0	Sciences +0
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Guard

Common Clothes - minimal textile armor

Eva: +0

Def: +0

Soak: 1 | 2 | 3 | 4

Actions

Cudgel - medium wooden melee weapon

2 AP

Acc: +1 Stk: +4

Damage: 6 | 12 | 18 | 24

Revolver - medium metal firearm

2 AP

Acc: +1 Range: 100 ft

Damage: 4 | 8 | 12 | 16

Fist

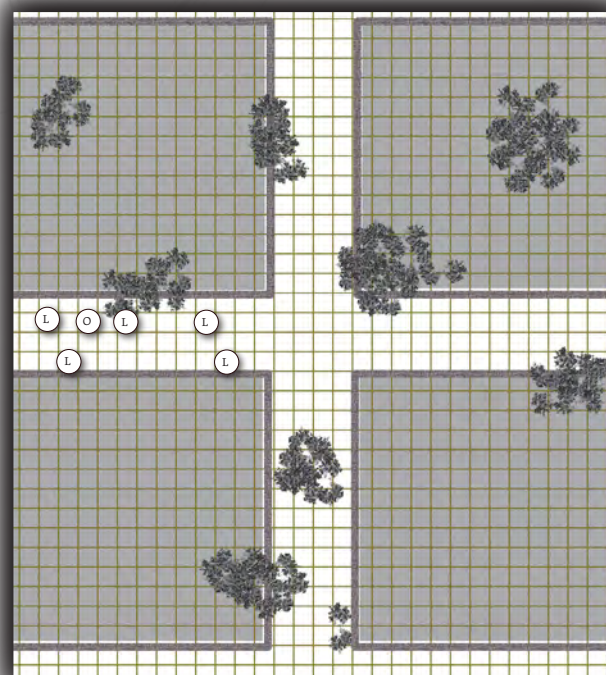
1 AP

Acc: +1 Stk: +4

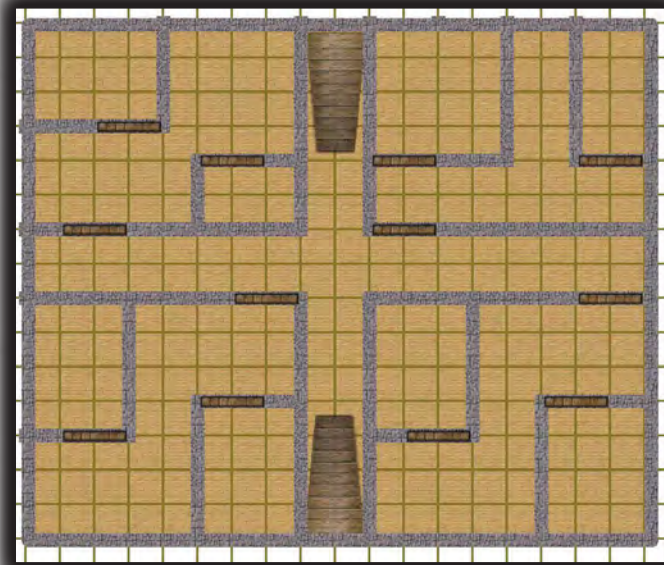
Damage: 2 | 4 | 6 | 8

Equipment: Revolver (medium metal firearm), cudgel (medium wooden melee weapon), ammunition, common clothes (minimal textile armor)

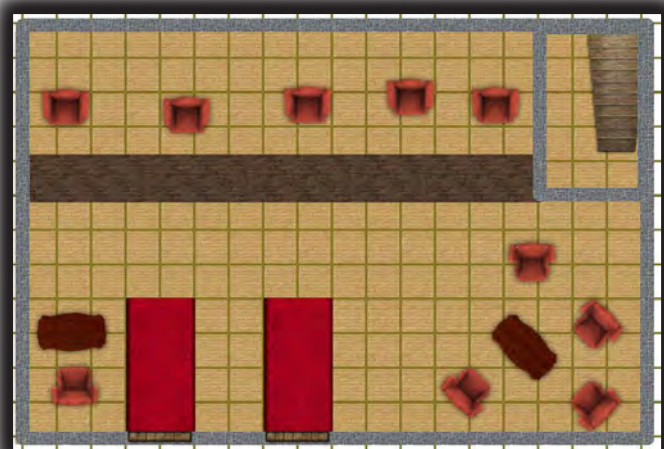
Combat Tactics: Skittish and random, the typical looter will either attack or flee and doesn't give combat much more thought than that.



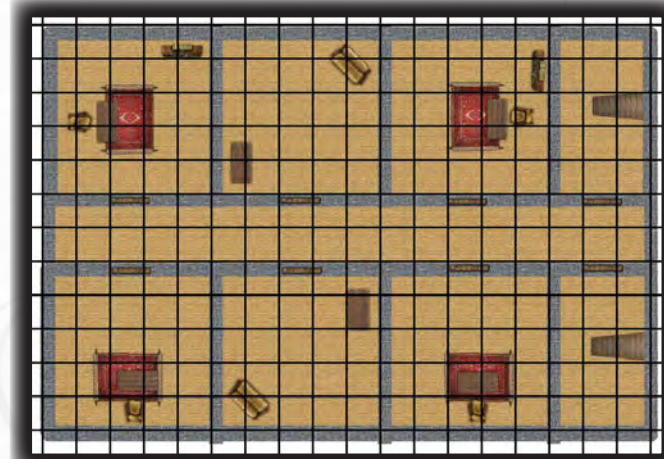
Empty Apartments Layout



Hotel Lobby Layout



Hotel Meeting Rooms Layout



Tiasma Militia Man

AP: 2

The Tiasma militia men wear a uniform that is better kept than those from Rockington. It consists of a blue button-up with round copper buttons, black or dark gray pants, and a blue beret.

Evangellessian Human

HP: 13 | Wnds: 6 | Pri: +3 | Spd: 20 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+2	+1	+3	+0	+0

Guard

Militia Minutemen Uniform - light textile armor

Eva: -1 Def: +1

Soak: 2 | 4 | 6 | 8

Actions

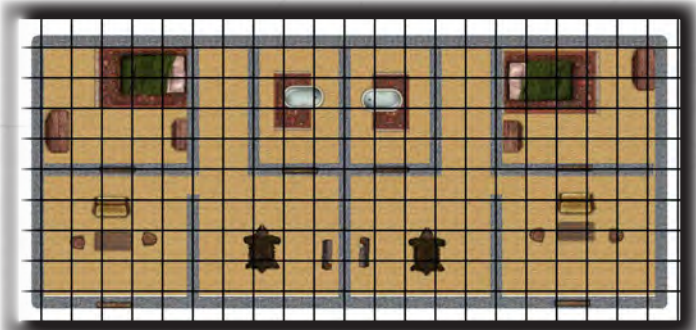
Rifle - heavy metal firearm

2 AP Acc: +2 Range: 200 feet
Damage: 6 | 12 | 18 | 24

Equipment: Rifle (heavy metal firearm), ammunition, militia minuteman uniform (light textile armor)

Combat Tactics: Tiasma Militia Men always hunt for cover when a fight breaks out. If anybody comes too near, they will retreat a safe distance, find cover, and resume firing.

Duplex Layout



Tiasma's Captain Storlie

AP: 3

Evanglessian Human

HP: 42 | Wnds: 12 | Pri: +3 | Spd: 20 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+3	+1	+9	+1	+4

Guard

Tiasma Officer Uniform (light textile armor)

Eva: +3 Def: +1

Soak: 2 | 4 | 6 | 8

Actions

Upgraded Rifle

Acc: +7 Range: 200 feet

Damage: 7 | 14 | 21 | 28

2 AP

Penetrating Shot (+1 AP): Captain Storlie can make a ranged attack that ignores 2 points of damage soak class from the target's armor.

Bark Orders

1 AP

Captain Storlie marks a target within 100 feet. All militia under her command must attack that target on their turn.

Equipment: Upgraded rifle (heavy metal firearm augmented with Accurate Mq.I and Damaging Mq.I), ammunition, Tiasma officer uniform (light textile armor)

Combat Tactics: Captain Storlie doesn't hide behind cover like her militiamen do—instead, she charges into battle, ready for a fight. She'll take cover once she's within close range, but she's not afraid to be near the fray. If she has militiamen handy, she'll bark orders at them, having them also fire upon a target.

Captain Storlie: the Survivor

Just like Lt. Lawrence, Captain Storlie plays a vital role in the storyline and won't die from most attacks; instead, she'll just go unconscious. She is still likely to take some wounds or fatal effects, but anything that would kill her instead sends her unconscious.

If the adventurers do anything specifically to kill her, however, the storyline has probably already been derailed, so there's no point in keeping her alive.

9th Brigade

Soldier

AP: 2

Evanglessian Human

HP: 7 | Wnds: 6 | Pri: +2 | Spd: 35 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+1	+0	+3	+0	+0

Note: 9th Brigade soldiers can switch from being prone to standing for no cost and back again. They take no penalty for fighting in tight areas.

Guard

9th Brigade Trench Coat - minimal textile armor

Eva: +2 Def: +1

Soak: 1 | 2 | 3 | 4

Actions

Hunting Rifle - medium metal firearm

2 AP

Acc: +2 Range: 200 feet

Damage: 4 | 8 | 12 | 16

Equipment: Hunting rifle (medium metal firearm), ammunition, 9th Brigade Trench Coat (minimal textile armor)

Combat Tactics: 9th Brigade soldiers always hunt for cover when they're able. They'll always go for the closest, most visible target. If a soldier successfully evades an attack, he'll get a bit scared and duck down behind cover (using his ground-fighting specialty to get down prone). While prone, he'll shoot blindly over cover, only revealing his hands but taking a -4 on the accuracy roll.

9th Brigade

Elite

AP: 3

The 9th Brigade elites are easy to pick out due to their dark red left sleeves. They wear tinted goggles and have a string of flash grenades on their belt.

Evangelessian Human

HP: 29 | Wnds: 12 | Pri: +4 | Spd: 20 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+2	+1	+6	+0	+0

Note: Elites can ignore the effects of poor lighting.

Guard

Reinforced Trench Coat - light textile armor

Eva: +1 Def: +1

Soak: 2 | 4 | 6 | 8

Actions

2 AP

Rifle - heavy metal firearm

Acc: +8 Range: 200 ft

Damage: 6 | 12 | 18 | 24

Flash Grenade

Range: 50 ft

1 AP

The Elite can throw this at any space within 50 feet.

Every person within 10 feet of that space is treated as having poor vision for the next round of turns (suffering a -2 to accuracy and evade).

Equipment: Rifle (heavy metal firearm), ammunition, reinforced trench coat (light textile armor), tinted goggles, 1-3 flash grenades



The Supply Depot

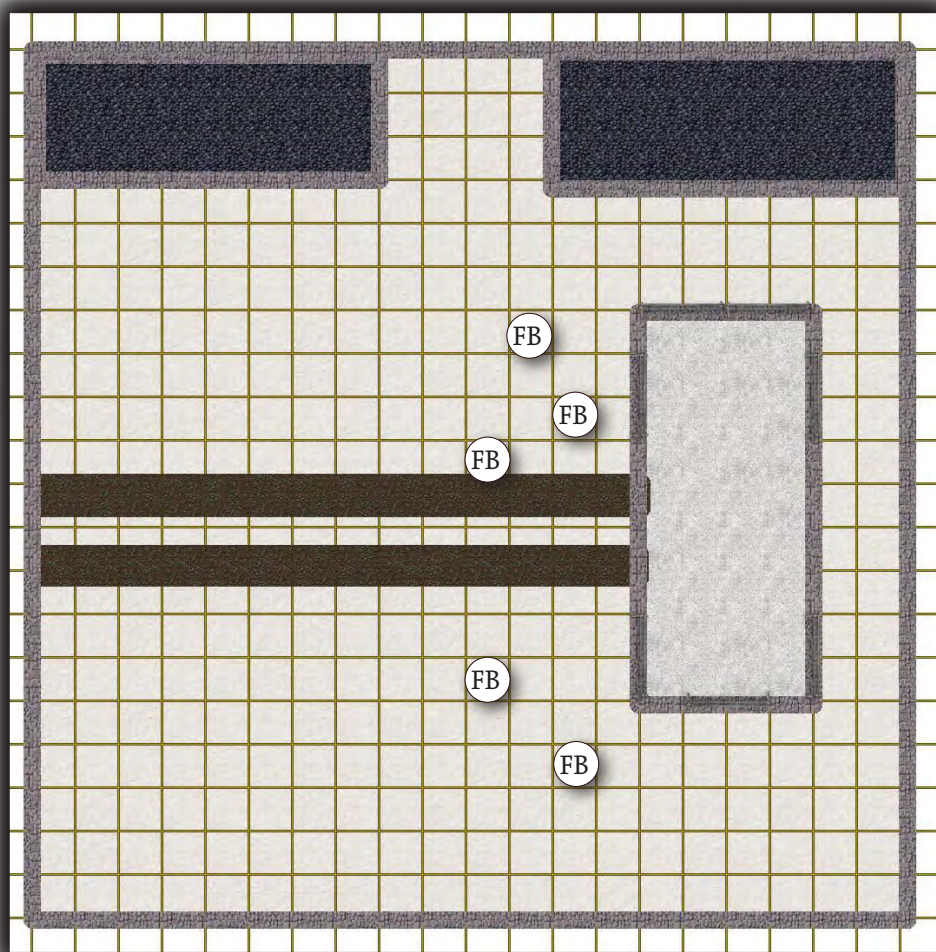
The heroes arrive to find that the supply depot is still under militia hands but is being swamped by automatons. The supply trucks keep being intercepted as they try to bolt out of the supply depot. The structure of the supply depot looks like an unimaginative concrete bunker with a gated ramp leading down into a garage. The heroes cannot find a way into the bunker, but the Tiasma militiamen can communicate by yelling though armed loopholes on the sides of each wall. The Tiasma militiamen inside the bunker are visibly exhausted but seem to be able to put up a fight; however, they can't seem to do more than to shoot out of loopholes inside the bunker.

Immediately outside the bunker stalking the garage are 5 Maldon fuse boxes (FB).

After dispatching the automatons, the militiamen thank the party for their help, but now need to pack the last transport auto they have with enough supplies to last a while. The militia warns the heroes that as soon as the truck starts to leave the garage they will probably come under attack.

Once the party finishes their preparations, the auto begins moving 2 spaces per turn to the other side of the map. Immediately three elite soldiers (not shown) arrive from the north and are escorted by a 9th Brigade assault walker. The assault walker is the only NPC that can directly target the auto and in doing so must use its grenade launcher. The auto can only sustain 4 hits from the walker.

The soldiers approach the truck and use it for cover, and if the truck starts its turn with a soldier adjacent to it, it cannot move. The walker will always attack the truck unless the assault walker's pilot is targeted: then the assault walker attacks its assailant. If the truck is destroyed, the encounter continues as normal. That was the last truck, however, and now supplies are going to get scarcer for the militia.



The militiamen quickly duck into the supply depot when they see the assault walker first appear. They have had quite enough of *that* today.

Worth 2 experience

9th Brigade Assault Walker

The 9th Brigade assault walker is a menacing beast to behold. Its main body resembles a tall, curved, smoothed, and ornate podium with deflecting grill-blades on the front. Attached on either side of the podium are its two main weapons: an assault cannon and a grenade launcher. Two long skinny chicken-like legs propel the walker and position the podium to a towering height of about 12 feet, giving the operator of the walker, who stands in the podium, optimal view of the battlefield.



9th Brigade

Assault Walker

AP: 3

Manned Steamer

HP: 40 | Wnds: 50 | Pri: +0 | Spd: 25 ft (land)

Brute +18	Cunning +0	Dexterity +0	Spirit +0	Sciences +0
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Note: The assault walker can carry 1 passenger. It costs 4 AP to enter or exit the steamer (this action can take multiple turns). The assault walker is piloted by a 9th Brigade soldier.

Guard

Eva: +0	Def: +0
Soak: 3 6 9 12	

Actions

2 AP Assault Cannon
Acc: +2 Range: 100 ft
Damage: 8 | 16 | 24 | 32

1 AP Grenade Launcher
Acc: +0 Range: 25 ft
Damage: 20 to target, 10 to adjacent spaces
Note: If the target evades, the target only takes 10 damage. Anybody in an adjacent space can make a free Dexterity resist; Tier 2 or higher negates the damage.

3 AP Repair
The assault walker regains 10 wounds.

Equipment: Assault cannon (medium metal firearm augmented with Automatic Reload Mq.I and Damaging Mq.I), grenade launcher (unique medium metal firearm built into the assault walker)

The Grand Bell Hotel

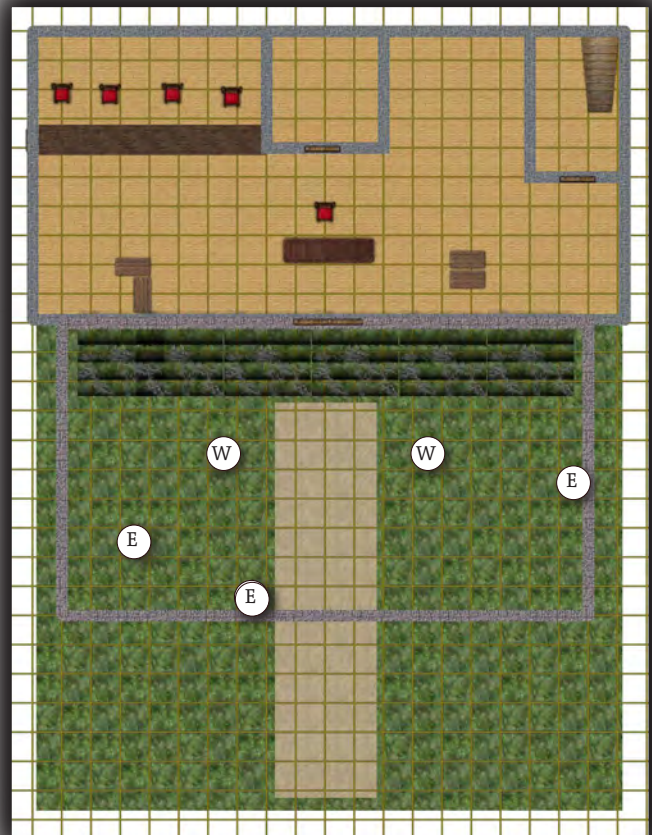
Worth 2 experience

As the adventurers approach the tallest building in the city, they notice weird, mismatched connections to the radio tower on the roof, as if someone were plugging into it. Right outside the front door is a small fortified outpost with four 9th Brigade elites (E) and two assault walkers (W).

Inside the main lobby of the hotel are stacked boxes of supplies and equipment. It is a stark contrast to the almost golden glow of the carefully maintained hotel lobby.

The adventurers can either walk up the stairs or attempt to fix the elevator. If they decide to walk, the adventurers

Hotel Entry and Lobby

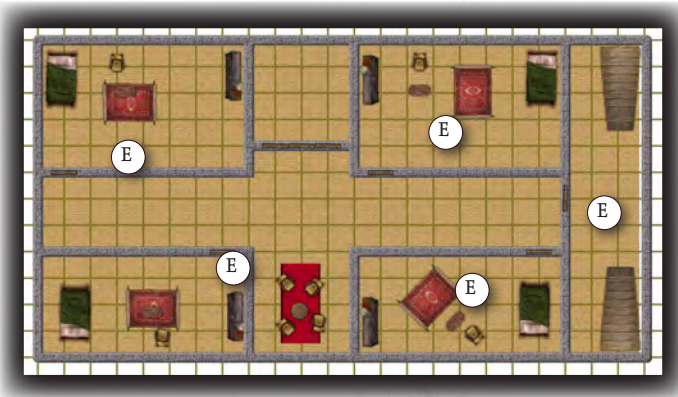


have to climb 10 flights of stairs and must roll a d12 for every floor traveled. On a roll of a 4 or below, the adventurers encounter five 9th Brigade elites. They also take a -2 to their priority roll when they get to the top of the building. The adventurers can skip all of the walking if they fix the elevator with a Tier 2 Sciences result.

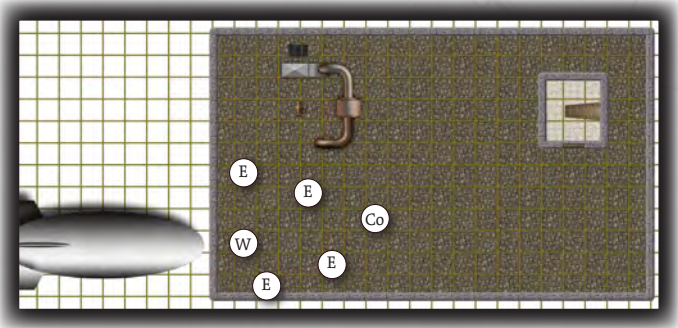
Just as they arrive on the roof, a dropship drops off several 9th Brigade troops, including one commando (Co), four soldier elites (E), and one assault walker (W). After defeating the 9th Brigade forces, the adventurers can destroy the jamming tower any way they please. Heading back downstairs has no adverse effects if taken by stairs.

The rooms within the hotel are mostly already looted by the 9th Brigade forces, but it wouldn't be surprising to find a prince or two here or there.

Hotel Floor



Hotel Rooftop



9th Brigade

Commando

AP: 4

The commando is similar to a 9th Brigade elite without a trench coat. He wears a tank top and bandoliers filled with ammo and explosives, along with a smile reserved for the most manic and bloodthirsty.

Evangelessian Human

HP: 31 | Wnds: 12 | Pri: +5 | Spd: 20 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+4	+3	+5	+1	+0

Note: The commando heals 3 hit points every turn.

Guard

Flack Jacket - medium textile armor

Eva: +0 Def: +2

Soak: 3 | 6 | 9 | 12

Actions

2 AP Hefty Harmonica Pistol - heavy metal firearm
Acc: +3 Range: 200 feet
Damage: 7 | 14 | 21 | 28

2 AP Powered Knuckles - medium metal melee weapon
Acc: +3 Stk: +3
Damage: 7 | 14 | 21 | 28
Note: Also deals 2 points of unsoakable electric damage per attack.

Solid Assault (+1 AP): The commando's attack will deal one tier of damage higher than normal.

Explosive
Acc: +2 Range: 75 feet
Damage: 11

3 AP Notes: Once thrown, the explosive will go off at the beginning of the commando's next turn. It will explode in the original area and all surrounding spaces. The explosive can be dodged using a free Dexterity resist and requires a tier result of 2 in order to move out of the blast area.

Equipment: Hefty harmonica pistol (heavy metal firearm augmented with Damaging Mq.I and Reinforced Mq.I), ammunition, powered knuckles (medium metal melee weapon augmented with Damaging Mq.I and Electrical Mq.I), 9th Brigade flack jacket (medium textile armor), 2 explosives (Mq.I), 8 princes

Combat Tactics: The commando forgoes cover, instead attacking the nearest target in range. The commando likes to stay mobile and get close up in peoples' faces.

Repel the Invaders!

After the party resolves the Grand Bell Hotel and Supply Depot problems, a scout summons them back to the command tent. Captain Storlie is enthused by the progress made, and—after a few friendly insults—she readies her men for the assault on the Invasion site. She “orders” the adventurers to spearhead the attack while her militiamen hold off any reinforcements coming from the dropships.

The landing zone is heavily fortified by 9th Brigade forces and an endless stream of automatons coming from the dropships. The automatons will be preoccupied with the militia, but only for 5 turns. After 5 turns the militia runs out of ammo and retreat. Place 4 automatons on the play area near the loading area every round until all 9th Brigade forces are killed. The field may not have more than 4 opposing automatons on the field at any time.

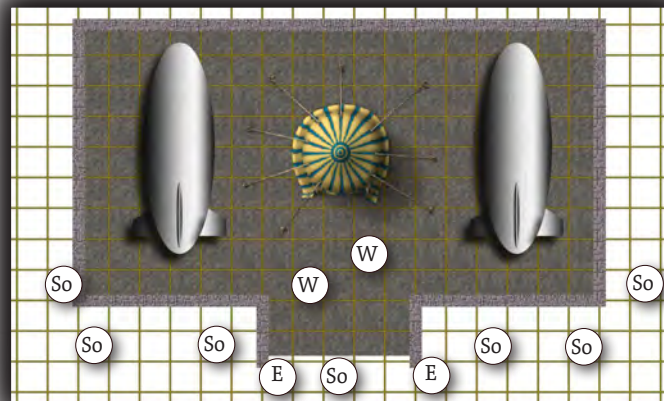
If the adventurers saved the Grand Bell Hotel first, only 2 automatons are placed each turn. If the adventurers saved the Supply Depot first, the automatons are delayed 7 turns instead. Conversely, if the supply truck was destroyed, the automatons are delayed only 3 turns

In the space surrounding the landing area there are 2 assault walkers (W), 7 soldiers (So), and 2 elites (E).

While the adventurers are fighting off automatons and the 9th Brigade, the commander of the invasion reveals himself from a nearby Comms Tent and bolts into a landed transport. After the adventurers are victorious, the commander takes off in his transport. Furious at the cowardly act, Captain Storlie storms a second landed transport and urges the adventurers to follow her in pursuit of the Commander.

“C’mon! It’s going to be fun!” Captain Storlie proclaims.

Worth 2 experience



Airskiff Chase

This one’s going to get crazy!

The party is now aboard the medium-sized deck of an airship transport. The cargo hold of the ship is completely empty. Captain Storlie is flying the ship and anyone who tries to take the reins is swiftly talked down to, as she is highly trained and she knows what she is doing with the ship. Storlie is in hot pursuit of the escaping commander, but hasn’t caught up yet. The adventurers can use this time to get ready, and once all is ready, advance the encounter.

Storlie has just managed to catch up to the other transport ship, but won’t be able to close the gap right away. It will take 10 turns to attempt boarding. The opposing ship has 3 exposed engines with 12 hit points each: one on each side and another on the back. Once an engine reaches 0 hit points, it is destroyed and it takes 3 fewer turns for Storlie to catch up. The ship has a stable graviton sphere to keep it afloat as it only uses the engines for propulsion.

At the beginning of every turn, roll a d12:

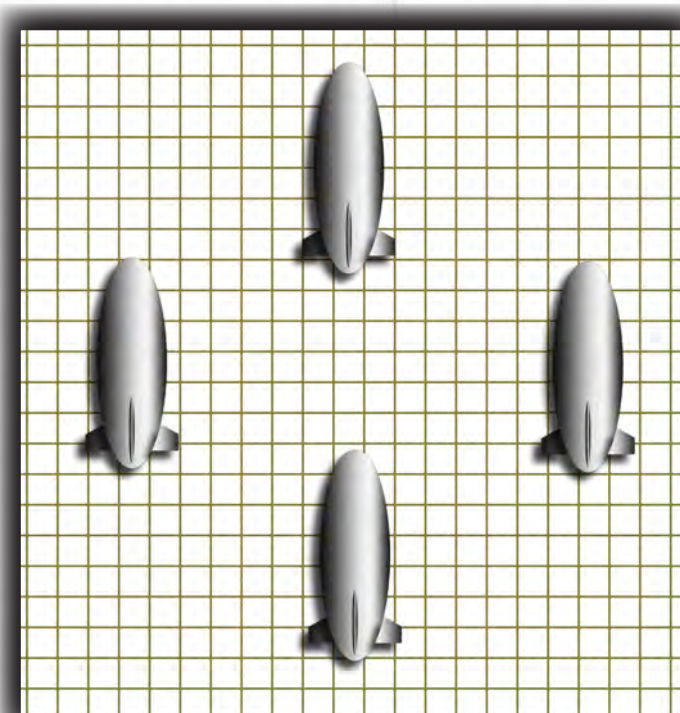
1-3	The opposing ship is to the left with the right engine exposed
4-6	The opposing ship is to the front of the ship with all 3 engines exposed
7-9	The opposing ship is to the right with the left engine exposed
10-12	The opposing ship does not move

There are four 9th Brigade elite soldiers (not shown) shooting from the deck of the opposing ship and every turn two automa-
tons jump onto the deck from the opposing ship.

After Storlie catches up, she rams the ships side-to-side, locking them into each other. This gives Storlie and all adventur-
ers safe passage across the decks without having to jump. Leading the charge, Captain Storlie abandons the flight controls and heads on over to the other ship. "I've always wanted to do this!" she shouts as she passes over the threshold to the other ship. As soon as everyone is across, the adventurers' transport detaches and, pilotless, careens out of sight.

After disposing of anyone on the deck, the adventur-
ers can move down into the now empty cargo hold and into the bridge. Within the bridge is the invasion commander (IC). "Nowhere to run now, coward!" Captain Storlie shouts at the commander. After Captain Storlie utters the insult, the com-
mander promptly locks the adventurers in the bridge and then smashes a panel on the controls. "Indeed," the commander retorts to Storlie. The ship is now out of control!

The adventurers must defeat the commander within 7 turns and repair the panel (Tier 2 Engineering roll) or suffer a random fatal when the ship crashes into the ground. Storlie is trained to fly, not to fix things: "I ain't no grease monkey!"



9th Brigade

Invasion Commander AP: 4

*Easily mistaken for an ordinary officer, the invasion commander is in the top echelon of the 9th Brigade command. The commander is equipped with a custom-made skeletal apparatus that envelops his right hand. Electric-
ity flows back and forth from curious cylinderlike tubes attached on the forearm.*

Evangellessian Human

HP: 80 | Wnds: 12 | Pri: +5 | Spd: 20 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+4	+3	+5	+1	+0

Guard

Electromagnetic Deflector - light metal gizmo

Eva: +1 Def: +2

Soak: 2 | 4 | 6 | 8

Powered Knuckle Deflection (1 AP reflexively): +4 to evade vs. melee and ranged

Actions

2 AP Signature Blast Revolver
Acc: +5 Range: 200 feet
Damage: 7 | 14 | 21 | 28

Powered Knuckles

Acc: +5 Stk: +3

Damage: 10 | 20 | 30 | 40

Note: Each attack also deals 3 points of unsoakable electric damage.

2 AP **Solid Assault** (+1 AP): The 9th Brigade invasion commander's solid assault will deal one tier of damage higher than normal.

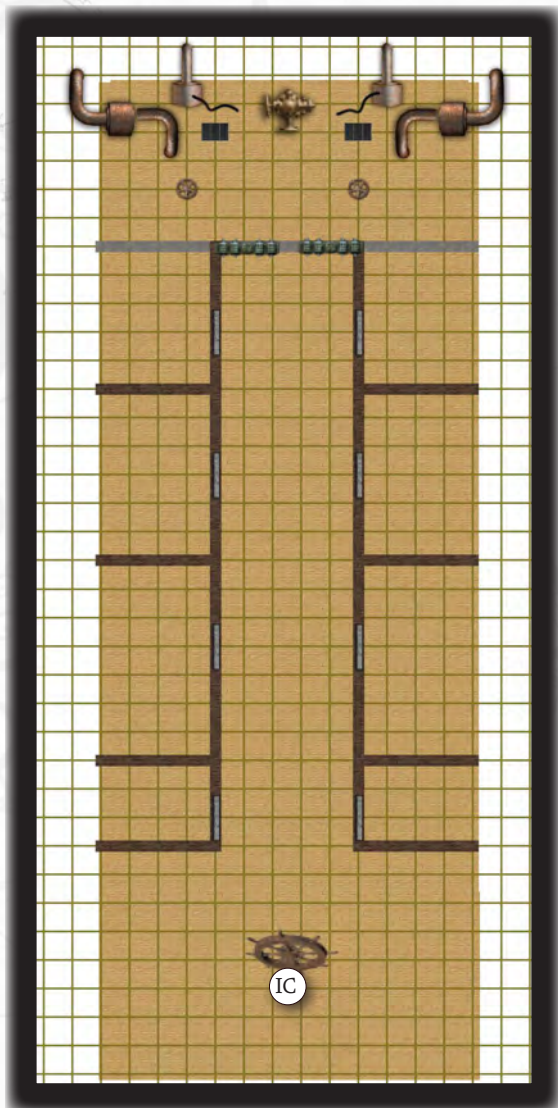
Grab (1 AP): The invasion commander can grab a target with his powered knuckles, channeling 6 unsoakable electric damage per AP spent grabbing the target.

Equipment: Signature blast revolver (heavy metal firearm augmented with Damaging Mq.1, Signature Weapon Mq.1), Powered Fist (large metal melee weapon augmented with Damaging Mq.2, Deflection Mq.1, and Electrical Mq.1), ammunition, 9th Brigade Commander Uniform (minimal textile armor), electromagnetic deflector (provides +1 soak class), 20 princes

Combat Tactics: The invasion commander responsible for the coordination of the entire invasion. He may be top ranked, but he is no pushover. He loves to get up close and personal with his powered knuckles!

Ship Interior

IC: Invasion Commander



Conclusion

After these events resolve, a dongle is activated on the bridge and lightning arcs in all directions, eventually forming a human face. It reveals itself to be a communication from “Maldon,” and he taunts the survivors and bemoans their continued interference. He proclaims that he is done “holding back” and will “flatten the city” himself! Maldon then cuts communication while laughing maniacally.

Captain Storlie uses the radio to contact militia headquarters and is elated to now find that long-range communications are restored and proper reinforcements have arrived from the Evanglessian military. “It’s time to take the fight to Maldon!” she exclaims as the adventure ends.

The heroes can now explore the ruins of the city a bit more and try to gather more supplies from the area if they wish. There still is some planning time the militia needs before the next move is made.

Story Rewards

If someone attacks Professor Handwick, award them this story:

ELDERLY DISRESPECT


You attacked a helpless old man for little gain. How brutish! You will receive a -1 on your rolls when asking for help from the elderly and you get +1 in any intimidation rolls against them.

The Machination

Like something out of an old recruitment poster from the Civil War, the adventurers close in on Maldon's Airship, Machination, via a high speed, open-air airskiff. The militia follow closely aboard their own airskiffs, hoping to avenge their city. Who knows what that nefarious trickster has in store for the heroes on his own turf, but it certainly won't be a cakewalk.

Background

The adventurers are on a fast-moving airskiff on their way to intercept the Machination, the looming airship carrier of Maldon Bekker. The Machination has begun long-range bombardment of the city of Tiasma after his failed invasion scheme was foiled by the adventurers. If the adventurers don't stop Maldon fast, Tiasma will be wiped off the map!



The man known as Maldon Bekker has finally revealed himself. Approaching from the north is a massive airship carrier identifying itself as the Machination. It looms over the horizon with a clear intent...it has come to destroy Tiasma. Captain Storlie and the adventurers find themselves on an airskiff, one of several intended to board the deck of the Machination. The captain has just begun her briefing on the plan of attack. This is it! The City of Tiasma is counting on you!

Overview

The adventure begins on the airskiff after the briefing, where adventures must fend off an attack by jet troopers as they approach the Machination. The adventurers then land on the deck of the Machination, facing overwhelming odds. Just as things look bleak, Lt. Lawrence from Rockington blasts away the deck with the 9th Brigade's own artillery assets. This opens a doorway into the deck of the ship.

The second combat takes place in the first deck of the ship. While being berated by Maldon, the adventurers find themselves in a manufacturing plant where all the automatons have been constructed.

The third combat is located on the second deck, and the adventurers must silence the cannons firing into the city of Tiasma.

The final combat takes place in the bridge against Maldon himself. As if contending with his elite Black Guard wasn't tough on its own, Maldon is using traps set off by a panel in the room while spouting off his evil monologue about how his plans were ruined.

After defeating Maldon, a clever ruse snatches him away to fight another day. But you saved Tiasma and exposed an asset that will return the area back to its former glory.

The Boarding

The adventurers and Captain Storlie are on an airskiff headed towards Maldon's massive airship carrier, the Machination. Maldon has revealed himself and is personally overseeing the attack in his airship. Captain Storlie briefs the adventurers on the plan for boarding Maldon's airship. The basics of the plan are pretty straightforward: board the launch deck, penetrate into the lower decks, find the bridge, and apprehend Maldon Bekker to be retrieved by proper authorities. This is a joint assault with at least 4 other airskiffs full of militiamen.

The airskiffs are attacked by three waves of 9th Brigade jetpack troopers. Two jetpack troopers fire into the airskiff before jumping on the next turn per wave.

Sadly, the adventurers find that they are the only airskiff to survive the counter-attack as they board the deck.

Worth 1 experience



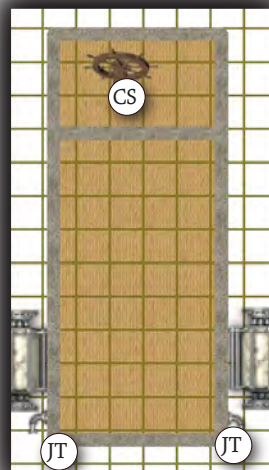
Airship Carrier "Machination"

The airship carrier known as the Machination is not a typical airship. The ship consists of three decks and a bridge balanced on top of a long armored helium dirigible. The ship is propelled by four massive steam engines, two on each side, and has a long flat deck where air transports can take off and land. On either side of the ship, where the second deck is located, the Machination sports several massive cannons brazenly displaying their barrels outside of the hull.

Airskiff

CS: Captain Storlie

JT: Jetpack Trooper



Adventure Design Goals

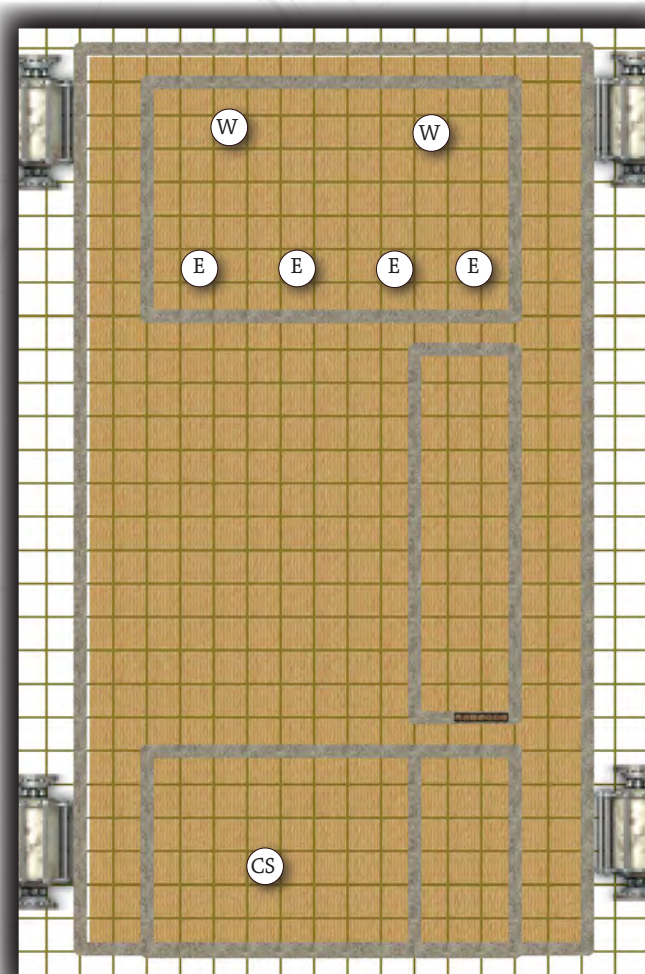
The goal of this adventure is to reward the adventures with some straight-up linear combat progression to bring the saga's story arc to a climax after two intense adventures. Some emphasis on interacting with the environment is featured to give depth to the linear flow of the play areas.

The Deck (see next page)

CS: Captain Storlie

E: Elite

W: Assault Walker



9th Brigade

Jetpack Trooper

AP: 4

The jetpack is a large module attached to the back of a 9th Elite unit by means of a belt and cross strap. A rather obvious boiler sits between 2 rigid pipes that flare out like trumpets where the jetpack exudes its thrust.

Evangellician Human

HP: 25 | Wnds: 12 | Pri: +4 | Spd: 15 ft (land), 25 ft (flying)

Brute	Cunning	Dexterity	Spirit	Sciences
+1	+1	+7	+1	+1

Guard

Jet Pack Suit (medium organic armor)

Eva: +0

Def: +1

Soak: 3 | 6 | 9 | 12

Actions

.52 Steam Carbine

Acc: +3 Range: 200 feet

Damage: 6 | 12 | 18 | 24

2 AP

Penetrating Shot (+1 AP): The jet trooper can make a ranged attack that ignores 1 point of damage soak class from the target's armor.

Equipment: .52 steam carbine (heavy metal firearm augmented with Accuracy Mq.I), ammunition, 9th Brigade jet pack suit (medium organic armor), steam-powered jet pack, 5 princes

The Deck

Captain Storlie and the adventurers land on the deck and exit the airskiff just as a deck elevator lifts four elites and two assault walkers.

If any of the adventurers get close to wounds, get into wounds, or there are 2 remaining enemies on the deck, Lt. Lawrence from Rockington bombards the deck with a fly-by artillery strike from an airskiff armed with salvaged 9th Brigade artillery pieces. He waves off the adventurers as he flies off, chased by the remaining contingent of jet troopers. "That magnificent bastard!" Captain Storlie exclaims.

Afterward, within the deck the adventurers can find tons of rubble and scrap metal and discover that a hatch into the ship has been blown away, leading into the lower decks. Captain Storlie elects to stay behind to help the next wave of airskiffs onboard and to watch the adventurers' backs.

Worth 1 experience

Automaton Foundry

Upon entering the first deck, Maldon can be heard over the loudspeakers within the halls of the ship.



"As predicted, the local resistance gave a pathetic fight; however, you 'variables' have surprised me time and again. I've tried asking nicely and I've tried being a tad more forceful, but it seems that now you have stumbled into your own demise! As they say: out of the frying pan and into the fire!"

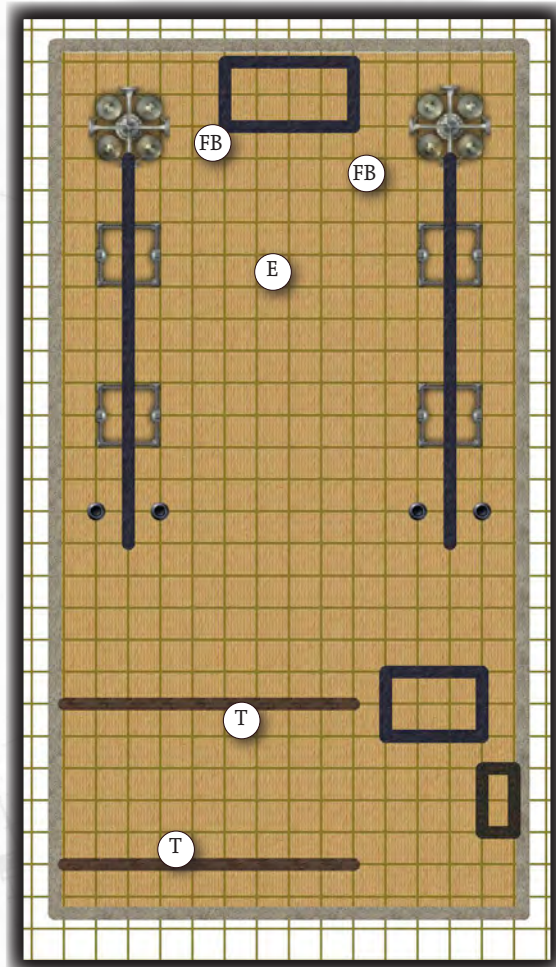
The adventurers find themselves within the automaton foundries where all the automatons have been built and assembled. Two Maldon fuse boxes (FB) and a lone 9th Brigade Elite (E) is seen far off across the hallway. The Elite's hand slams down onto a panel. A short, loud ringing is heard as the two assembly lines awaken.

Every two turns, place two more Maldon fuse boxes down at the end of each assembly line until either the console

is deactivated for 1 AP or the assembly machine is sabotaged (24 wounds, 2 soak). The turrets (T) on the rails attack the closest adventurer until the nearby security panel is hacked (Tier 2 Sciences to deactivate or Tier 3 Sciences to reprogram the panel so that the turrets fight the closest adversary) or destroyed.

The entrance to the next deck is on the other side of the room.

Worth 1 experience



Turret

AP: 2

Small Immobile Automaton

Wnds: 14

Guard

Soak: 2

Actions

Turret Gun

1 AP

Acc: +3

Damage: 3 | 6 | 9 | 12

Cannon Battery

On entering the next deck, Maldon can be heard over the loudspeakers within the halls of the ship.



"Look at what I'm doing to your precious Tiasma! It will be leveled soon! All of it! Then its land will be worthless and mine for the taking!"

Worth 1 experience

Cannon Gunner

AP: 3

The ever-vigilant gunners of the Machination are a stark contrast to the trimmed and groomed appearance of the 9th Brigade. They are not affiliated directly with the 9th Brigade in any way; instead, they are employed directly by Maldon for work on the Machination. They all wear a uniform: a gray tank top and short gray pants with a black stripe going down the side of each pant leg.

Evangelessian Human

HP: 13 | Wnds: 6 | Pri: +3 | Spd: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+2	+1	+3	+1	+1

Note: When the gunner rolls a 1 with the Dexterity attribute, he can add his bonuses to the attribute.

Guard

Gunner Uniform - minimal textile armor

Eva: +0 Def: +1

Soak: 1 | 2 | 3 | 4

Actions

Sidearm Pistol - medium metal firearm

Acc: +2 Range: 100 feet

Damage: 4 | 8 | 12 | 16

2 AP

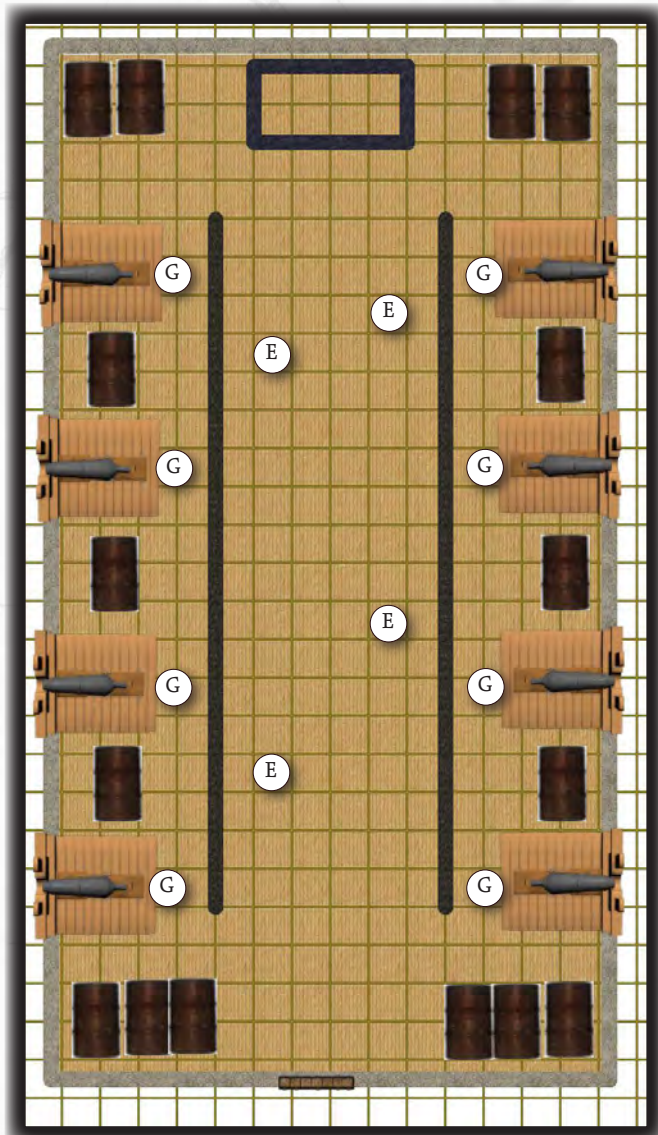
Note: If Cannon Gunner shoots somebody with his sidearm pistol a second time (and every time thereafter) without the target moving, he gets a +2 to his accuracy roll.

Equipment: Pistol (medium metal firearm), ammunition, gunner uniform (minimal textile armor), 5 dukes

The adventurers have entered the cannon batteries of the ship just as they start firing into the city. This room has four elites (E) that will attack the adventurers immediately. The eight gunners (G) will also attack if the elites are killed or the adventurers start attacking the gunners. This room has several unique effects:

- » The vibrations are so intense that everyone, including NPCs, has a -2 to their accuracy until the cannons are silenced. The cannons can only be silenced by removing the gunners—by any means the adventures deem fit.
- » Shells and gunpowder litter the room and the adventurers can detonate these caches to deal some serious damage to the enemies and the ship (10 damage to all adjacent target).
- » Turrets on rails in this room are affected by the security panel from the previous deck.

The entrance into the bridge is on the other side of the room, which leads down a flight of stairs.



Showdown with Maldon

Upon entering the bridge Maldon screams from within his battlesuit:

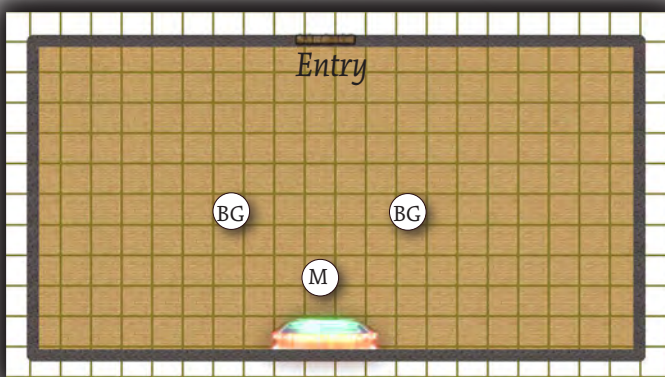


"No! No! No! You've all ruined my plans! Do you know how long I've waited to pull this off? The strings I've had to pull! Your insolence shall be punished! Black Guard: protect your benefactor!"

Maldon Bekker (M) stands inside an ornate battle suit with light clothing. To either side of him are 9th Brigade Black Guards (BG): elite melee fighters reserved for the most intense of escorts. Black Guards will always attack the nearest melee-based fighter or, failing the presence of a melee fighter, the closest adventurer. Black Guards always focus on the last adventurer to attack Maldon ("Protect the benefactor!").

Before the start of the first round of combat, Captain Storlie appears from the door leading into the bridge. "Thought I was going to miss out on trashing the man responsible for messing up my town? Not for all the kings in Tephra!"

Maldon will interact with the main bridge panel once per turn and do no other action until either the panel is destroyed (8 wounds) or the Black Guard are defeated. Maldon will then attack the nearest adventurer, though his bark is worse than his bite. Use the following chart to determine what effect the panel has.



Worth 2 experience

Noxious Haze

If for any reason a character is not wearing a mask, they must take a Brute resist against a marque 1 poison. If they fail, they receive 2 damage. This happens every turn that the character is in the thick of the noxious haze and without a gas mask. If a person runs out of wounds due to the gas, they pass out and cannot be reawakened until they have been out of the noxious gas for 24 hours.

Any attempt to make an attack past 50 feet while in haze takes a -2 on accuracy (just like dealing with poor lighting).

Roll Outcomes

1-3	Evasive maneuvers cause the ship to pitch, yaw, and bank violently: -2 to all evade rolls.
4-6	Emergency deck lighting is activated and set to full brightness, blinding the adventurers: -2 to all accuracy rolls.
7-9	Excess storage units of "Noxious Haze" is vented into the room for one turn: see the "Noxious Haze" excerpt.
10-12	Emergency defense systems are activated. The floor is electrified, causing everyone to roll to resist a Tier 3 Brute roll or be electrocuted for 4 electric damage.

At the beginning of every turn Maldon Bekker will reveal more of his plot to the adventures in the following manner. If dispatched earlier than turn 4, have Maldon reveal these lines while in a beaten stupor.

Turn 1	"Do you know how much you have cost me? I'll be sure you pay me back in blood!"
Turn 2	"Those small town idiots had no idea what they were standing on! So much gold!"
Turn 3	"The entire area! The largest gold deposit ever discovered...by me, no less!"
Turn 4	"It was so simple...destroy the towns and city, strip the land of the gold, and take flight! How could you have foiled it!?"

Once Maldon's battlesuit is defeated, its onboard ejector system comically launches Maldon, who is revealed to be a gnome, across the room. Captain Storlie uses this opportunity to detain Maldon.

9th Brigade

Black Guard

AP: 4

The Black Guard are the elite of the elite within the ranks of the 9th Brigade. Most of the Black Guard are recruited from special forces units from all sorts of surrounding countries. They are very seldom used in combat, however, as they are mostly hired for their reputation. Black Guards protect VIP clients during field engagements where the client insists on being present throughout the operation. They excel in close combat and suppression techniques, and are known for their longevity in combat. Facing these as foes would be unadvisable.

Evangellican Human

HP: 51 | Wnds: 13 | Pri: +5 | Spd: 20 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+16	+2	+1	+0	+0

Guard

Black Carapace Armoring - medium metal armor

Eva: +1 Def: +4

Soak: 7 | 14 | 21 | 28

Note: If the Black Guard is attacked by any unsoakable damage, he can spend 1 AP to make 6 points of it soakable.

Powered Lance Deflection (1 AP reflexively): +4 to evade vs. melee and ranged

Actions

Powered Lance - heavy metal melee weapon

Acc: +3 Stk: +6 Reach: 10 feet

Damage: 7 | 14 | 21 | 28

Note: Each attack also deals 1 point of unsoakable electric damage.

2 AP

Staggering Strike (+1 AP): The Black Guard can knock an opponent back 10 feet. A Brute resist of Tier 2 lowers this to 5 feet and Tier 3 negates it.

Stunning Blow (+1 AP): The Black Guard stuns the target for 2 AP. A Brute resist of Tier 2 lowers this to 1 AP, and Tier 3 negates it.

Equipment: Powered lance (heavy metal melee weapon augmented with Damaging Mq.I, Deflecting, and Electrical Mq.I), 9th Brigade black carapace armoring (medium metal armor augmented with Damaging Soaking Mq.I and Defensive Mq.I), 10 princes

Maldon Bekker

Maldon Bekker has an extreme Napoleon complex and uses everything in his power to overcome his height disadvantage. His motivation for this entire ordeal was to take control of the lands in the surrounding area in order to exploit the undiscovered vast mineral wealth that Maldon is privy to.

Maldon is an educated and cultured individual. In all forms of communication, he presents himself as a human with distinguished features that mimic his own gnomish appearance. He wears a top hat, a monocle, slicked-back gray hair, and a neatly trimmed mustache that takes on the distinctive shape of an M.

Maldon's "Benign Breaker"

AP: 3

Manned Steamer

HP: 30 | Wnds: 50 | Pri: +0 | Spd: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+8	+12	+0	+0	+18

Note: Can carry 1 passenger. 4 AP to enter or exit the automaton (can take multiple turns).

Guard

Eva: +0 Def: +0

Soak: 3 | 6 | 9 | 12

Actions

Arm Blade

2 AP

Acc: +0 Stk: +0

Damage: 6 | 12 | 18 | 24

Electro-Zapper

1 AP

Acc: +0 Range: 25 feet

Damage: 2 | 4 | 6 | 8

3 AP

Repair

The benign breaker regains 10 wounds.

Combat Tactics: The invasion commander responsible for the coordination of the entire invasion. He may be top ranked, but he is no pushover. He loves to get up close and personal with his powered knuckles!

Maldon Apprehended

Captain Storlie radios in for pick-up as she takes the controls of the massive airship.

The reply on the radio indicates that Commander Trightnell is en route and will be there shortly to retrieve Maldon.

No sooner does she hang up the receiver than Commander Trightnell, a superior officer in the Evanglessian Mili-

tary, comes through the door, two soldiers flanking her, each armed to the teeth.

After thanking everyone involved, she effortlessly hauls Maldon into the air like a small kitten as he shouts vulgarities to anyone in earshot. Commander Trightwell then gracefully about-faces, Maldon still hanging between her fingers, and leaves out of sight with her entourage. Everyone eases up after



Trightwell's departure, and Captain Storlie starts to celebrate with the adventurers on the ship.

Suddenly a call goes out on the radio asking to confirm if Commander Trightell has arrived. Confused, Captain Storlie replies, "Yes, she came down and picked Maldon up. She should be on her way back now." After a pause the radio replies back, "She? You mean he... right?" Captain Storlie has no idea what Commander Trightwell looks like or who he is, and realization dawns on his face. The adventurers have been duped, and both Maldon and whoever this woman is have played them a fool and gotten away with it.

If the adventurers roll Cunning to try to detect anything suspicious about Commander Trightwell, this would require Tier 2 result. If passed, reveal to the adventurers that the woman looks young to be a commander and that her demeanor is hurried. As she picks up on this from the adventurers, have Captain Storlie radio in for a description. At this point have the woman throw up a smoke screen and grab Maldon. The bodyguards expose themselves as 9th Brigade Commandos and fight off the adventurers.

Fake Commander Trightnell

The woman's identity is only known as "Burgundy," named after the color of her flowing hair. She is disguised as an Evanglessian commander with a posh red overcoat with a ravishing coat-tail and a large swath of commendations on her chest above her heart. She wears white pants with black boots and caps the whole ensemble with a regal hat denoting her high stature in rank. She is a calm and collected person who knows Maldon well enough to put on a convincing charade of apprehension.

Aftermath

The Machination is now confiscated by the powers that be and the adventurers are escorted back to Tiasma as heroes. The city and surrounding towns will prosper now that they know of the vast riches that lay beneath their soil.

The adventurers cannot loot anything off the ship past this point, but are rewarded a king each. Reward 6 experience to each adventurer, 7 if they adequately interacted with the environment or did something awesome.

Epilogue

The city of Tiasma is devastated but does not lay in ruins. The 9th Brigade hastily and orderly retreats from the area in droves while the mass of refugees retake their beloved homes. It is time to rebuild. It is somewhat ironic that in attempting to destroy the city, Maldon has instead ushered in a golden age with a newfound wealth of natural resources beneath its dirt. The local militia laments Maldon's escape, hoping he does not return to wreak vengeance. It seems the city of Tiasma doesn't have much to fear, not as long as the "Heroes of Rockington" are still out there answering pleas for help and righting injustices.

Save the Town Save the City Save the World

What starts as a few adventurers answering a distress beacon in a small town quickly escalates into a full-adrenaline saga. You'll take your adventurers against the 9th Brigade, a well-armed private military company, and a floating automaton factory bent on demolishing the city of Tiasma.

The Maniacal Machinations of a Madman is a 3-part adventure saga that encourages exploration, clever thinking, and some solid combat skills. This saga can fill a dozen nights of adventuring, so put your jetpack on and let's get going!

Introduce your players to the exciting world of Tephra: the Steampunk RPG. Take new adventurers from first level to third in an adventure where the stakes and difficulty constantly increase.

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to be played with the
Tephra Playing Guide
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