

-Introduction:

Welcome to *In the Depths of Teju Jangua* in this two-part mission for *Lancer* Players take the role of members of the UNION search and rescue corps, who are tasked with responding to a distress signal coming from a research station located on the moon of Pindorama. They will soon find themselves in a greater conflict than expected.

In the Depths of Teju Jangua is designed to be an easy plug-and-play adventure for starting Pilots and Game Master for *Lancer RPG*. This adventure will take your players from **License Level 0 to License Level 1**, this set of missions can be used as a stand-alone introduction to *Lancer*, or as a stepping stone for your own games.

To play this adventure Players will need: **The free version of the core rulebook** (<https://massif-press.itch.io/corebook-pdf-free>) which gives players general rules for the game. Players who are more at ease with the system may choose to use the **Chomolungma** from *Operation Solstice Rain*, which can be found here (<https://massif-press.itch.io/operation-solstice-rain>) or the **Sagarmatha** from *No Room for a Wallflower* (<https://massif-press.itch.io/no-room-for-a-wallflower-act-1>) as for the Gamemaster side they will need the full **Lancer Core Rulebook** (<https://massif-press.itch.io/corebook-pdf>) for NPC templates.

In the Depths of Teju Jangua Assumes your players and GM are brand new to *Lancer* as a setting and system, therefore its narrative style and combat encounters are aimed towards new players, but feel free to make adjustments and/or changes as you see fit for your group.

These Missions are a series of combat encounters separated by narrative encounters, these narrative encounters mark important moments in the story, advancing time and plot, and laying the tone of the story. If you feel comfortable feel free to change and alter these as you see fit, but for newer Gamemasters I recommend leaving them mostly unchanged.

These missions are given by an onboard NHP assistant **Ellie**(*She/her*). **Ellie** is there to guide the Players throughout the mission, **Ellie** is not meant to be an answer to the PC's every problem, but should aid them in case they have a question about the mission or aid them in skill checks should the need arise at the GMs discretion. In between missions, there are sections of downtime. These allow the Players to gather resources, information, and more, the missions in *"In the Depths of Teju Jangua"* take place over the course of two days.

The Events of *In the Depths of Teju Jangua* take place in and on the 3rd moon of the planet **Pindorama** a garden world similar to the pre-industrial human cradle (Earth), which was settled in the closing days of sec-comm, thankfully the planet was unscathed during the third-comm revolution and now has become a tourist destination with few pockets of urban society in its highlands. The 3rd moon known as **Paulo** Hosts a UNION biological research station named **Saint Vincent**, the moon is semi-habitable, having a biosphere containing flora and fauna but is heavily covered in snow and is at critically low temperatures, what caught scientists' attention at first was where the warm temperatures below the surface at a relatively small distance from it, and large seismic activity, at first it was believed that this

was due to an incoming eruption but 350 years have passed and nothing of the sort has happened. Scientists were content with these discoveries and the station served as a “starting point” for academic minds interested in biology and even as a destination for schools to take their students, this however changed when 5 years ago the station was bought by **Cabral Industries** an IPS-N subsidiary.

Cabral appointed a new director to the station, **Alice Noronha**(*she/her*), **Saint Vincent** station's new director is a ruthless maximizer of company profit and assets, she has been tasked with turning the research station into a profitable tourist destination for those curious about biology. A move to increase public relationships, however, **Alice** went against the company's wishes and decided to increase the exploration of the seismic activities, she has ordered an increasing number of excavation sites throughout the moon, against the wishes of the previous director, **Carlos Ozo**(*He/him*) and his Team, tensions were boiling down until a discovery of an underground cave system, dubbed **Site 1A**. This cave system revealed an underground ecosystem, lakes, forests, animals, and flora similar to those found on **Pindorama**, it did not take long for **Alice** to order the exploitation of this ecosystem, however, this led to unforeseen consequences.

The Ecosystem was alive, and suffering through months of exploitation from the **Cabral team**, taking its roots, which due to their nature are highly sought after for circuitry, allowing for a connection between machine and the human mind with rapid reactions, it finally had enough, roots attacked scientists and workers, latching onto mechanized chassis, taking command of them, and fighting back, this led to ex-director **Carlos**(*they/them*) merging with the ecosystem, becoming its mouthpiece. While the rest of the survivors, **Alice** included, fled deeper into the caverns, a distress signal was sent, this distress signal was picked up on the player's radar and the **Cabral** response team GORGON.

-A slow day in the Office

The UNION Department of Search and Rescue is a subsidiary of UNION'S far field teams, their presence here in **Pindorama** is due to the difficult terrain, the thick jungles are easy to get lost into, considering that most of your jobs here have been about rescuing the odd civilian who gets lost from a trail, firefighting aid, as well as hunting the occasional illegal poacher.

Today however it seems things are going peacefully, an easy day at work, and some minor incidents that can be directed to the fire department, no you do not need a mechanized frame to rescue a cat, nor to get rid of kids playing in your yard.

The Station is however alive with activity, the rescue teams are watching football, a game between the Black fishes and Green imps, while others are talking about the latest episode of the telenovela, Hearts of Speed, all seems calm, it is recommended to let the players explore, get them to interact with each other and get in character, when you feel ready read:

Suddenly the alarms start to ring blaring loudly, quickly the members of the rescue team move towards the second floor and briefing room, sitting as a large bulk of a man stands at attention, this is **Captain Bravos** (*he/him*) of the UNION rangers, once everyone sits down the man speaks.

“Attention everyone we have a situation, at 0945 hours today we got an encrypted SOS signal coming from the research station **Saint Vicent** located on the moon of **Paulo**, sadly we only got the basic SOS signal before it was cut, it could be a mistake but it's better we don't take any chances, squad Falcon” the man looks at you “man up, you will be going in first, your mission objectives are as follows:”

- Land by **Watch Point Santos** and try to make contact with the crew (GM: this will quickly change to make your way to Watch Point Santos as things get worse)
- Make Contact with the crew and provide aid if necessary

“We are currently detecting a massive snowstorm around the region. Thankfully the **Arara** should be able to get you down there in one piece; however what's worrying is the ghost pings around the area popping in and out of existence, we don't have any confirmation but it could be a raid by local pirates. Thus, rules of engagement are as follows: As per regulation engage if you are engaged, but make sure to watch your fire for civilians, we don't want any innocent blood on our hands, in addition you will be receiving aid from our NHP assistant **Ellie**, she will be providing you with orientation in accordance to UNION's database. But we will trust you to make your judgment”

Here let the players ask questions in and out of character and make final preparations, a few of them you should prepare for:

Q: Why not use the Albatross for fire support?

R The Albatross is an unarmed rescue ship.

Q: Will we have support?

R: You're the cavalry, the rest of the rangers will try to make their way once you assess the situation, but you will be the closest to respond.

However, each group will come with its own questions and ideas, let them prepare as you see fit, and once they are ready describe the following:

Your team is guided towards Hangar 37B, the heavy doors open to reveal a large transport ship, around 100 meters in length and 20 in width, with two sets of large V-TOL style thrusters, it painted in the classic grey and white colors of Union, the Arara is a Seraphim class medic and transport vessel, equipped with a large medical bay and a hangar able to carry 2 squadrons of mechanized frames and 5 shuttles for aerospace rescue and operations as well as being to be retrofitted to carry a Prometheus class mobile base, your mechs are being stored within the ship as you approach, as medical teams load up the ship **Captain Bravos speaks up** “Remember everyone our mission is to bring the crew save and sound, good luck.”

Narrative Beat 1: Best laid plans.....

The PC's team ready up, and loaded up on their mechs aboard a small shuttle inside the **Arara**, for security reasons they had to stay inside their mechs during the descent.

The voice of the pilot comes up via the radio "T minus 10 minutes to approach, better hold onto something entering the atmosphere during a snowstorm won't be good for the ship", you can feel gravity starting to have its effects, the shuttle rocking to the sides back and forth, once you reenter the atmosphere it gets worst, the ship rocking even more violently as the pilot's voice speaks up.

"I can't get in contact with the Arara anymore, our radios aren't working !" Suddenly an alarm starts to ring "shit! something is locking on us, hold on-"

Then you are jolted forward, as fire spreads on the right side of the ship, tilting it down, suddenly the side doors open as **Ellie** speaks up.

"Lancers, the chances of survival from this vessel is at 6.98% it is recommended you jump and find your way back here....Lancers I do not wish to die in this frigid hellscape, please come back"

The launching mechanism of the shuttle starts, and your mechanized frames attached to a rail system are deployed, being launched and opening their parachutes, having a safe if rough landing.

The PCs landed over 15km from the crash site of the shuttle and 30km of **Watchpoint Santos** their first order of business is to find the crash site and rescue **Ellie**, to do this the players can use a few skill checks to locate:

- A **Survival** or **Get Somewhere Quickly** to traverse the difficult snow terrain quickly
- A **Spot** test to find any sight of the crash sight
- A **Get a Hold of Something** followed by a **Hack or Fix** to create a small radio or repurpose mini radar.

to succeed on a skill check a player has to roll 10 or higher, players may help each other, given the one taking the test a **+1 Accuracy Dice**, if the players get two out of the three tests they arrive earlier at the crash site and be able to regroup with **Ellie**, this leads to **Combat Encounter 1A: Always Falls Apart**, mark that the players took one hour to reach her location

Should the players fail to succeed on two tests they arrive too late at the crash site, finding it being pillaged by mechanized chassis bearing a Silver and orange color scheme, this leads to **Combat Encounter 1B: Never Work out**, mark that the players took two hours to reach her.

Combat Encounter 1A: Always falls apart

As the Player Characters make their way towards the crash site, you should prepare the following:

- Prepare a set of tokens, this book comes with a sheet of tokens you can print for your games.
- If using it online on your VTT of choice. go ahead and prepare them.
- Read the rules of every NPC presented, and understand their roles and strategies, but some tips will be given in each encounter.
- Prepare the battle map, a simple version is given here for recreation on your favorite map-making tool or as a printout for in-person games.

Once you have that ready read the following:

As you trudge to the heavy snow the footsteps of mechanized frames making their way through the howling wind and cold temperatures you can finally spot the crash site, smoke trailing from what is left of the pilot's cockpit, thankfully the fires seem to have subsided, a part of one's wings is laying on the right, making an improvised ramp.

Suddenly your short-range radios pick up

“L-Lancers !”

It is the voice of **Ellie**, however her signal is weak, and cutting off constantly

“Pleas-e-e-e-e ! Help! I’m down here by the sh-”

Your sensors pick up a small energy signature coming from the wreck of the ship, approaching it you can see a small spherical object emanating a blue light, as you go to reach for it **Ellie** Screams out

“W-watch o-out !”

Suddenly a loud explosion rocks the front part of the cockpit, standing at a nearby hill a large bipedal mechanized frame stands, in his shoulder a large cannon, and he is not alone

“M-m-mercenary IFF ! w-w-we got contact !”

The PCs are ambushed by a strike force of the GORGON security forces, this mission is a **Holdout** (see *Lancer Core rulebook pg 272*) their mission is to defend the wreck of the shuttle against enemy forces, go ahead to take time and read them out loud for your players, make sure they understand the objective and the mission.

Enemy Forces: Gorgon Recon Force Alpha

Players 3+	Callsign	NPC type	Options
	Deadeye	Sniper	Moving target
	Peak-abo	Scout	spotter
	Jormungant	Bastion	---
	Alpha	Grunt Assault	----
	Beta	Grunt Assault	-----
4+	Nest	Hive	Driving Swarm
	Wrecking ball	veteran Demolisher	concussion missile
5+	Hoplite	veteran catapult	Lance shot

Reinforcements

Players 3-4	Callsign	NPC type	Options
	Vigilant	Archer	-----
	Igni	Scourer	Supercharged
Players 5+	Burnout	Scourer	Supercharged
	Echo	Grunt Hornet	-----
	Fox	Grunt Hornet	-----

Reinforcements may deploy from the ingress zones, it is recommended two enemy reinforcements per turn, a reminder that if you do not wish to you can't ignore them.

Details

at 3 players your main workhorse is the sniper and scout combo, keep them at a distance and you will be able to provide effective area denial from the player characters in exchange for great damage, the sniper's ability "**Moving target**" is bound to prove troublesome for the PC's team, you could either A) keep the bastion close to Deadeye and Peak-abo, providing them with cover and resistance thanks to **Siege guardian**.

As for the assaults, while they may seem basic they are here to provide fire support, while also teaching players about **Reliable** damage, Don't underestimate them, they might be **Grunts** and fall with one damage but they can still deal a lot of damage back to the players..

The Reinforcements are Archers, a deadly controller template to force your players to choose between taking damage or stopping their actions.

As for the scourers, they can be a constant single-target treat, with **Focust down**, you aim to have the scourers dealing damage to a single player over time.

For higher players you will find more unique foes, Hornets are quick and agile hit and runners, **Impairing** players and supporting higher attacks such as the veteran demolisher, a powerful defensive damage dealer, as the name implies wrecking ball is meant to be thrown into the fray, while cataprach can be used to remove players from the point with **Impale**, the Hive is a support platform, granting softcover to other OPFOR members.

It is recommended to spread out your reinforcements while deploying **Deadeye** and **Peak-abo** on **OPFOR DZ2** to gain height advantage and cover from the player's line of sight While flanking the PC's position from other sides.

Extra rule: If you feel comfortable you might want to add an environmental effect to represent the Cold temperatures and heavy snowstorms during these fights, if so add the following

Howling winds: At the beginning of a character activation they clear 1 heat, in addition, attacks made against targets from distances 8 or higher suffer a +1 Difficulty check

(See map 1A for a standard layout of this mission, feel free to make your own)

Outcome

PC Victory

Should the PC's manage to hold out for 6 turns they fend off the GORGON forces and rescue **Ellie** without damaging her cask, allowing her to connect with the player's interface, providing them with better information from the enemy.

Once per combat as a free action, **Ellie** can scan hostiles within the sensor range of players' mechanized frames.

PC Defeated

Should the PC's fail to hold onto the wreck of the shuttle for 6 turns, they can extract **Ellie** but damage her cask in the process. Causing her to glitch out and develop a twin personality, they flee under fire from the remaining GORGON forces.

Combat Encounter 1B: Never Work out

As the Player Characters make their way towards the crash site, you should prepare the following:

- Prepare a set of tokens, I recommend retrograde for all your token needs
- If using it online on your VTT of choice go ahead and prepare them.
- Read the rules of every NPC presented, and understand their roles and strategies, but some tips will be given in each encounter.
- Prepare the battle map, a simple version is given here for recreation on your favorite map-making tool or as a printout for in-person games.

Once you have that ready read the following:

As you trudge to the heavy snow the footsteps of mechanized frames making their way through the howling wind and cold temperatures you can finally spot the crash site, smoke trailing from what left of the pilot's cockpit, thankfully the fires seem to have subsided, a part of ones its wings is laying on the right, making an improvised ramp.

However, you can see a group of mechs around the wreck, they seem to be looking for any survivors, a large one takes center stage with an even larger hammer in its hands, thankfully they haven't seen you yet, suddenly you can hear **Ellie** speaking quietly

"L-I-lancers, these mechanized frames, their's IFF'read as the mercenary group G-G-GORGON, they are searching for me.....please lancers help me.

The PCs have come across the GORGON mercenary team, these heartless mercenaries are searching the ship for survivors or information, they don't know the players are part of UNION, the mission is a **Control** (see lancer page 268), the mission is to retake the wreck and have more CP's by the end of the 6th round, go ahead and explain to the player their mission and win condition.

However the players have an opportunity here, the opposing force has yet to spot them you might allow them to make an **Act unseen** as a group, if the majority of the group passes, the enemy will be **Impaired** during the first round of combat or similar effect of your choice.

Enemy Forces: Gorgon Recon Force Beta

Players 3+	Callsign	NPC type	Optionals
	Deadeye	Sniper	Moving target
	Jormungant	Bastion	
	Wrecking ball	veteran Demolisher	concussion missile
	Alpha	Grunt Assault	----
	Delta	Grunt Assault	Grenade launcher
Players 4+	Peak-abo	Scout	spotter
	Lockdown	Archer	
Players 5+	Hoplite	veteran cataprach	Lance shot

Reinforcements

Players 3-4	Callsign	NPC type	Optionals
	Echo	Grunt Hornet	-----
	Vigilant	Archer	-----
Player 5+	Igni	Scourer	Supercharged
	Burnout	Scourer	Supercharged
	Nest	Hive	Driving Swarm

Reinforcements may deploy from the ingress zones, it is recommended two enemy reinforcements per turn, a reminder that if you do not wish to you can't ignore them.

Details

At 3 players your main workhorse will be the demolisher, a mech that can take and deal Punishment, combined with a bastion to soak in more damage thanks to **Siege Guardian** and you have a deadly combination. meanwhile, your sniper works as a great overwatch and area denial frame due to **Moving Target** ability, i recommend placing him on a higher elevation, while your assault grunts provide covering fire, try to keep them in cover dealing **reliable** damage over time.

Your reinforcements at this level are Hornets, a strike-and-run style of frame who can dodge fairly well while its guns deal with the **Impaired** status.

At 4 players you gain another archer to work as a deterrent against the players and a nice support piece, the scout, the scout's special ability **Spotter**, you can either place it close to the Sniper for extra accuracy or close to the archer, the scout should avoid getting in close range combat with the players, the **Cloaking Field** special ability can be used if your facing a party with howitzers and other long-range weapons.

At 5 players the OPFOR gains the cataprach, a deadly melle striker that enjoys ramming into the player's mechanized frames, the cataprach is a fast striker mech with a focus on dragging enemies away with its ability "**Impale**" use this to keep players out of the objective or to isolate a weaker frame from the group and eliminate it.

Your reinforcement at this level is 2 scourers, a range striker frame that wants to use its ability **Focust down** to deal with a single player by doing constant damage, while the Hive is a controller frame that can give softcover to its allies as well as driving players away with **Razor Swarm**.

Extra rule: If you feel comfortable you might want to add an environmental effect to represent the Cold temperatures and heavy snowstorms during these fights, add the following

Howling winds: At the beginning of a character activation they clear 1 heat, in addition, attacks made against targets from distances 8 or higher suffer a +1 Difficulty check.

(See map 1B for the standard layout of this mission)

Outcome

PC Victory

Should the PC's manage to secure the crash site from the GORGON strike team they can rescue **Ellie** from the wreck without damaging her cask, allowing her to connect with the player's mech interface

Once per combat as a free action, **Ellie** can scan hostels within the sensor range of players' mechanized frames.

PC Defeated

Should the PC's fail to secure the wreck from the GORGON team, they can extract **Ellie** but damage her cask in the process. Causing her to glitch out and develop a twin personality, they flee under fire from the remaining GORGON forces.

Narrative Beat 2: Snowflakes in the woods

With the wreck of your shuttle behind you and the adrenaline from combat laying down **Ellie** can give some information about the enemy OPFOR:

“Lancers, the enemy IFF’s read them as the GORGON mercenary force, a mercenary group under **Cabral Industries** an ISP-N subsidiary, they are the current owners of **Saint Vincent** Station, lancers something doesn’t add up.”

“Worst however is the fact our communications with the **Arara** are being jammed, we cant request EVAC or reinforcements if the jamming is still up, thankfully I might have an idea where we will find them”

A topographic map appears on your visor, showing your estimated current location, the map moves north-northwest, towards a high elevation, where the words **Watch Station Santos** appear.

“Thanks to the information that I managed to gather from the shuttle’s black box I know where we go hit from, it seems that GORGON forces have set up a temporary FOB in the area, they most likely set up an anti-air unit in the area.

“Lancers if we want the **Arara** to send reinforcements safely we need to take down that AA gun before we move further”

The players are allowed to **rest** up, the next fight is 15km from their current location, and traveling there will take an hour, however, you might let the players shorten that time with a **Survival** test to locate an easier route, allowing them to arrive early and maybe surprise the enemy, whatever they decide to do things go smoothly until the 3 Km mark, upon reaching it read out loud

You soon reach the edge of a large forest, your maps show your at least 3km away from **Watch Point Santos**, the forest seems to be able to provide cover from the snowstorm it seems peaceful, and your route takes you directly through it, at least visibility won't be an issue.

Marching through the woods, its ancient white trees stand tall before you, some have canopies reaching over 16 meters, casting a soft shadow over the trail, you can even see small predators and herbivores keeping a distance from your group, birds of prey flying overhead, it seems that most of the fauna has taken refuge here from the snowstorm.

If the Party is paying attention to their surroundings, allow them to make a **Spot** check, on a 10+ describe the following:

Suddenly you see something glinting in the snow before you, you spot it lying there innocently, a mine, not just one, but an entire minefield stretches before you, it seems GORGON has laid mines on the area.

If your players fail the spot check they do not see the mines, either ask who is going first or have them roll a die and pick the lowest or highest number, and read the following

As you enjoy the quiet moment of peace and solitude you don't notice as your mechanized frame steps into a small metallic object, a loud click is heard before a loud explosion rocks your frame.

The group faces a dilemma now, they can either move through the minefield:

- trying to avoid the mines with a **Stay Cool** check,
- try to find another path forward with a **Survival** with **+1 difficulty** Check,

If the players choose the first option and pass the test they reach the watch station without issue by the south.

If they fail however each player takes 1d6+1 damage

If the players choose to search for another path and pass the test, they find a backway through the woods and may decide to deploy north of the enemy's position, flanking them.

if they fail they waste another hour but pass through the minefield without issue.

You soon reach the edge of the woods, in front of you **Watch Station Santos**

go ahead and head to **Combat Encounter 2: Tranquil Zephyr**

Combat Encounter 2: Tranquil Zephyr

As per usual read ahead and prepare the enemy OPFOR once you are ready read the following:

You stand at the edge of the woods in front of **Watch Station Santos** you can see a garrison of GORGON forces around the station, at the landing pad you can see what took down your ship, a large quad legged mechanized frame with a large flak cannon on its back, said mech is behind a defensive line facing the forest, it seems the enemy either by sensors or motion sensors managed to detect your forces.

"Lancers, that's the mechanized frame responsible for taking down our shuttle! if we want reinforcements to arrive we need to neutralize it before more of the rangers arrive !"

The GORGON mechanized frames turn to face you, guns at the ready, it seems a firefight is bound to happen.

Enemy Forces: Gorgon Garrison

Players 3+	Callsign	NPC type	Optionals
	Thunder	Bombard	Flare drone
	Hawk	Archer	Hail of fire
	Rhino	Bastion	-----
	Lion	Assault Commander	Rank discipline, press the attack
	Elephant	Bastion	-----
Player 4+	Butterfly	Priest	Greater investiture
Player 5+	Lightning	Bombard	Flare drone

Reinforcements

Players 3+	Callsign	NPC type	Optionals
	Wolf	Assault grunt	Rank discipline
	Bear	Assault grunt	Rank discipline
	Hyena	Assault grunt	Rank discipline, underslung grenade launcher
	Beetle	aegis	-----
Player 4+	Orca	Goliath	Retribution
	Kestrel	Ace grunt	---
	Owl	Ace grunt	----

Player 5+	White Wolf	Rhonin Elite	Echo Edge
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Details

The mission is a custom one similar to a **gauntlet** (see Lancer core rule book page 271) the players objective is to take down any **Bombard** NPC type in eight turns, with the Reinforcements appearing all at once by round 3, eliminating the bombards does not equal into a victory state however and the players either need to evac via the extraction point or eliminate over **60%** of enemy forces to guarantee victory and force the enemy forces to route, should they eliminate **100%** of the enemy forces the defenses around **Saint Vincent Station will be weakened**, a note for Gm's this is meant to be the hardest combat of this first mission, so don't be afraid to hit them hard.

At 3 players you have quite the strong defensive line at the starts, two bastions to block the ramps leading to the watch station, two archers to react to enemy movement and slow them down with **Hail of fire**, and finally the assault command, a support and striker NPC that should either stay close to the archers or the bombard buffing itself with **Rank discipline** and reacting to attacks with **Press the attack**, Meanwhile, the bombard is the quintessential artillery frame, keep it protected and in a location with high visibility, hitting the players with **Earth shaker shells** and removing their invisibility and **Hidden** should they choose to hide in the woods with **Flare Drone**.

At 4 players you gain access to the Priest a support frame who can empower other frames with **Investure** in this case **Greater Investure** is used to protect a frame of their choice, this can either be the bombard if you wish to put the priest close to it, or serve as a bodyguard to the Assault commander.

At 5 you have another bombard that the players must deal with, either put it together with the other bombard or place it close to the terminal and tower.

Your reinforcements at 3 players area squad of assault grunts, two with **Rank discipline** and another with **Underslung grenade launcher**, keep them together to other mechs or have them move together to benefit from it, your other option is much more useful however, an Aegis is a defensive frame with the ability to set up a defensive energy bubble with **Defense net** you can either send the Aegis towards the archers to reinforce them or towards the bombard(s) to protect them from ranged fire.

At 4 players you gain another archer to give fire support, a goliath, a powerful large defender that can pin down enemy targets, equipped with **Retribution** you might want to throw the goliath among players letting it last and soak up damage before unleashing a devastating attack the more damage it takes, to complement the goliath's slow speed a pair of Ace grunts can cover it for its lack of speed, flying and hitting enemy characters from a distance with their missiles.

At 5 players you gain a Rhonin elite, a deadly and dangerous melle combatant, that can reflect enemy attacks back to their targets with **Rebound**, It is equipped with **Echo Edge** so you might want to send it against different players stacking marks against them before triggering it.

As per the last encounter, you can use the option for environment rules found in combat encounter 1, and should your players **Scan** the Assault commander they gain access to GORGON's comm system read the following

"This is Evening garrison to Midday command, we found the enemy forces, no identification is possible as of right now, we are engaging them."

Should the players communicate with them and tell them they are part of the UNION Rangers answer with the following

"UNION ?! well shit boys we are in big trouble, sorry rangers this isnt personal but we are getting paid a good price not to let anyone in, so if you can"

he raises his rifle and cocks the bolt

"kindly fuck off !"

"Evening team to Midday, tell morning and dawn to hurry up, we got UNION Rangers on our position! we need to leave stat! we won't be able to keep quarantine protocols! and change radio frequencies, we don't want UNION's finest listening in.

Outcome

PC Victory

Should the PC's take down the bombards the reinforcements should arrive safely even if the PC fled combat without reaching the threshold of 60%, should they reach the threshold any remaining enemy NPC start to fall back and will reappearr= on the final sitrep of the mission, should they eliminate 100% of the enemy it is considered a total victory.

PC Defeated

Should the PC's fail to eliminate the bombards the garrison forces stay in position and reinforcements will suffer heavy damage attempting to land as the Players retreat.

Narrative Beat 3: A Graveyard In Solance

The players are allowed to rest before moving towards **Saint Vincent Station** Proper, however as the players walk towards the station, only 3km away from the Watchpoint, read:

As you walk down the empathy road you can see signs of a struggle around the area, carcasses of industrial mechs lay on the road, bullet holes and burn marks on their frames, you see GORGON mechanized chassis among the wrecks as well. It seems the construction crew put up a fight.

“This doesn't make any sense” **Ellie** pips up “Why would GORGON destroy their own construction crews ?”

Should the players decide to investigate any of the down mechs a **Spot** or **Investigate** test reveals the following

Looking closer at one of the construction frames you can see roots sticking out of it, in particular, the chest cockpit seems to have been surrounded by thick roots, a large hole piercing it, molten metal slag from some sort of beam weapon.

Meanwhile, the frame belonging to GORGON seems to have been torn apart by a wild animal, arms ripped apart, sighs of stress in its joint as if someone was pulling it apart, and the cockpit...its better not to describe the state of the poor pilot, whatever happened here you can be sure the fighting was brutal.

“Strange...I'm getting a strange signal but...no it can't be right, Lancers **Research station Saint Vicent** is less than a kilometer away, I'm detecting a high electromagnetic disturbance, the jammer is likely to be located there, we need to take it out.

As you move away from the gruesome sight you soon get close to the station there is a yellow and black sign stating “Warning this area is under extreme quarantine” you don't have time to ponder however as GORGON IFF's appear on your visuals.

Combat Encounter 3: Grave Walkers

As per usual read ahead and prepare the enemy OPFOR once you are ready read the following:

As you approach you hear a loud sound, looking at the sky in the distance a large gunship can be seen, on its side is a pair of archer frame gunners, it seems that GORGON brought in the big guns, the jamming device should be somewhere within the labs, your going to need to find it before **Ellie** can disable it.

You can see however that the large airship isn't the only thing GORGON brought to bear, quad legged mechs with short cocks pits and large flak cannons on their backs, on the fair back a larger quadruped with 4 missile pods on its back, a pair of flying mechanized frames

flank the gunship,, and to complement it, a pair of mechanized frames with what seems to be a bandolier of explosives.

It's a stiff resistance but either way, you must find the jammer and contact the rangers, they need to know what's happening down here.

Enemy Force: Gorgon Garrison Midday

Players 3+	Callsign	NPC type	Optionals
	Angel	Elite Goliath	Vehicle, Transport, elite
	Imp	Ace	missile swarm
	Cherubin	Ace	missile swarm
	Saw	Engineer	----
	Hammer	Engineer	----
	Suprise	Grunt Seeder	Speed deployer
	Fireworks	Grunt Seeder	Speed deployer
	Downpour	Rainmaker	Atlas missile, endless rain
Players 4+	Ignited	Pyro	----
	Firestarter	Pyro	---
Player 5+	Indiana	Operator Veteran	deadly, headshot

Reinforcements

Players 3+	Callsign	NPC type	Optionals
	Rage	Berserker	----
	Fury	Berserker	----
	Retaliation	Archer	----
Player 4 - 5+	Siege	Barricade	Drag down
	Castle	Barricade	Drag Down

Details

Unlike previous encounters, the majority of enemy forces start on the field, this is due to the long nature of the map, first things first you should decide where the jammer is located, you can either do this by rolling a D6 and picking an objective, or by manually selecting one, a few things to consider:

If your party has high mobility and makes good use of boost you might want to place the jammer on objectives Delta, echo, or fox

If your party is slower on the boost side, you should place it on alpha, bravo, or delta.

The mission Sitrep is **Recon** (lancer core rule book page 273) with the change that the players have 8th turns to find and secure the jamming device, there are a few strategies you can use depending on where you placed the beacon, remember the OPFOR knows where it is, but don't make it obvious to the players.

At the very basis of your strategy is something to throw your players off, the goliath angel is not a mech, but a transport gunship, carrying two archers on its side as gunners, the main idea is to transport the archers to a middle position, either the **lodges and radio station** or to let them in the air to provide air support, dropping them should the need arise to keep control of the real control zone.

Flanking the Gunship and serving as your vanguard are two Aces, aces are agile hit-and-run frames, and these are equipped with **Missile Swarm** allowing you to send them towards the middle of the player after marking them with lock on, The majority of the time however these should be staying away from the players attacking them at a distance.

to complement your initial forces you have a few mechs with to fortify your position, Engineers are mechs capable of setting up defensive turrets that can quickly stack up the damage, while the engineers themselves have long-range but low-damaged weapons, should the objective be located at zones **Echo** or **Fox** I recommend setting up their turrets by the river bed to offer a stop gap against players, should the objective be located at **Delta** or **Charlie** setting up the turrets around delta to provide cover fire is a great idea.

To fortify and provide area denial are two grunt seeders, these minelayers are here to block player choke points with their mines, should the objective be located on either **Echo** or **Fox**, setting up the mines by the bridge is ideal, forcing the players to take the difficult terrain, if you feel comfortable you can have the bridge be a destructible objective with the following

Size: 4, HP 20, Evasion 6, armor 1

Should the players move onto a mine bridge having it destroyed can generate quite the cinematic affair for you and your table, in addition, a particular fast player might be able to reach the bridge and destroy it before enemy forces can cross it, blocking their path.

Rounding out your initial defenses at this level, a rainmaker, a missile platform turned mech frame, the rainmaker can provide long-range fire support as well as area denial with **Javeling Rockets**, this particular rainmaker has an even greater tool with **Atlas Missile** for greater area denial or removal of player frames from control points.

At 4 players you gain Two defensive frames to slow down your players, Pyros are slow resistance frames that can quickly stack burn against players, using them as frontline defenders is ideal, forcing players to spread out thanks to its cone weapon attacks.

At 5 you gain a deadly damage dealer, an Operator is a long ranged damage dealer that unlike the sniper can be mobile with its **Step** ability, allowing it to set up in any location of your choice, his long-range rifle with significant damage can prove troublesome for players, and its ability to teleport away every time it moves can quickly outlast the players.

Reinforcements in this sitrep depend on the results of the last sitrep, **Combat Encounter 2: Tranquil Zephyr**, should any remaining mechs remain they arrive at the start of the 4th round after spending some time to repair, while the reinforcements listed here arrive at the start of the second round.

Keeping things simple at 3 players you gain another archer to serve as a deterrent and provide overwatch, as well as two berserkers, berserkers are deadly melee combatants that want to charge in against players and benefit from their **Agresion** trait, which can either be detrimental to the player or anyone close to it.

at 4 to 5 players you gain two barricades, barricades are controller frames that can easily work together with the seeders and engineers to set up a mighty defensive line as well as slow down the players with **Drag Down**.

A few additional rules to keep in mind:

You may want to use the Optional Rule **Howling Winds** once more, in addition you can add a "**In thin Ice**" rule for the difficult terrain, with mechs having to pass a agility save should they be hit with a blast, cone, or line weapon while standing on the river, to signify the ice breaking under the strain of their mech.

Outcome

PC Victory

Should the PC's locate and hold the jammer, they take it down with **Ellie's** aid, allowing the party to contact the **Arara** about what's going on., level them up to license level 2, and head to **Narrative Beat 4A: Spending winter tied to a couch**

PC Defeated

Should the PC's fail to locate the jammer they are forced to pull back and find refuge on a small side installation with a printer inside, level them up to license level 1, take them to **Narrative Beat 4B: ... and we are all very tired.**

Narrative Beat 4A: Spending Winter Tied to a Couch

As hostile GORGON forces retreat and fall back, victory is yours, you soon start to hear something from the static of your radios;

"...-Sq--quad---- this-----ara-----"

"Hold up i'll try boosting the signal" **Ellie** comments and soon the signal comes in clear

"Squad ! This is Arara's command do you read me ?! What's going on down there"

You give a brief sigh of relief, you never expected the angry voice of **Captain Bravos** to be the best thing you have heard in the last 3 hours, still, you have a lot to explain, and still no sign of the scientist or crew of **Saint Vincents** station.

Allow your players a full rest as well as access to a printer located at the main lab, allowing them to print new parts for their frames and repair them fully, once the players debrief **Captain Bravos** they will gain their new orders

"Rangers, i have good news and bad news, the good news is that we will be reinforcing your position....the bad news is that it will take another 4 hours for us to reach your location, i know i know its harsh on you to ask for this, but you need to find out what happened to the crew, over 150 souls where in that base by our reports, we need to know where they are and whos responsible for this, so i'm tasking you with this, find out what happened, investigate the station, find where the crew ran off to, good luck rangers.

Here the Rangers must search for clues, transmitted to them is a list of personal, in the top are the "personal of interest" at the top of the list the names **Alice Noronha**, executive director, and **Carlos Ozores** former chief scientist, majority of the clues player can find are related to their relationship and the discovery of "the roots", the main clue player can get, and this should be available, is the location of **Site 1A**, you can have the players get this information either from **Dr Carlos** lab in the main lab, or from **Alice** Offices in the main Offices area, it is a message being exchanged from both of them.

From: Chief Executive Director Alice Noronha
To: Ex-Head of On-field Research Carlos Ozores

"Old man, you had your time to shine for the last 25 years you have been in charge of this facility, now that we stand amidst my achievements you wish to turn back ! they are mine and not yours to do as I see fit.

The discovery of material Jequitiba/0985 nicknamed “the root” is the result of my ambition to push further than what you could ever imagine, sacrifices must be made, and if your precious “untouched” biosphere is a valid one considering the technological breakthrough our new research can bring out.

You haven't seen it doctor, seen what I have, you have been too busy cooped up in this freezing ice cube to look at the common man working his life in the periphery.

This new research could change that, could make any wounded worker walk again without limitations, without delay between thinking and *Doing*, of workers living normal lives....of fathers being able to carry their children once more.

You may think of me as a ruthless capitalist doctor, in truth I am, but my vested interest in this research comes from a place of personal pain, unlike your comment about me.

With that said I'm revoking your master access to **Site 1A**, be thankful I'm not firing you outright doctor.

Executive Director Alice Noronha.

The players may ask **Ellie** about **Site 1A**, she has this to say

“Strange....on official UNION records there is no mention of a **Site 1A** looking at the data here, it seems the research station made multiple unauthorized excavation sites around the area....strange, it says here **Site 1A** is an entrance to an underground cavern system...lancer its possible they might be there, still we should investigate this further”

the next clues are optional but you should hand one or two of them, here are some of the clues, you can make some handouts of them, or read them out loud:

Clue 1: I'm out

Location: Lodges

“Listen Doc, we have been through a lot, and the last 3 years were fun, but since the cold-hearted bitch got in charge things have not been the same, we were here to study the ecosystem, to see how the fauna and flora here could survive extreme temperatures, maybe use them for further terraforming.

but this? digging around in search of something we don't even know about? destroying parts of the forest in the vague idea of turning a profit? I'm sorry doc I respect you and all but I won't work for the Noronha woman, I'm out.

Yours truly, Dennis.

Clue 2: Are You Sure About this

Location: Monitoring Station

From: Chief of GORGON Security Arthur De Carvalho

To: Chief Executive Director Alice Noronha

Ma'am with due respect we have been at this for 3 years now, we have been giving the A-OK signal for UNION for all this time and dealing with....troublemakers.

Nevertheless, we were not hired by our father to do this, i don't feel comfortable killing scientists, much less the people here, they are kind and seem like a tight neat community, either you triple our pay or I'll be telling CABRAL HQ what you been doing here.

Clue 3: We found something

Location: Lodges

there is a picture of an excavation team, a large mechanized frame with a crane for arms behind them giving a thumbs up, and under the picture a small plack

"Discovery of Site 1A by research team lotus, November U 3015"

"To celebrate our greatest finding, the discovery of an underground ecosystem located only 10km from Saint Vincent, this photo was taken of the first team to discover it.

By the date of the picture, you can tell that it was taken only 5 months ago, under the plack carved on the wood you can barely read it

We should have left it well enough alone

Clue 4: Jequitiba/0985 Composition

Location: Dig site labs

Inside a holographic table you see a diagram of a strange tube-like structure, with smaller cables running inside, the name 'Jequitiba/0985' or "The Root" is labeled on the panel beside it, and the screen is frozen on the following information:

"Although we still debate the origins of Jequitiba/0985, or "the root" as the junior staff have nicknamed it, our studies have shown that it can, when combined with prosthetics or mechanized frames, reduce the delay between the artificial limb receiving an order and the brain giving said command

Exclusive to Site1A, Jequitiba/0985 seems to be the future for prosthetics...and military development of mechanized systems, a weird development we discover is that once connected to a source of energy Jequitiba/0985.....

the rest of the message is unreadable.

Clue 5: Security Log 00653-Beta

Location: Monitoring Station

TIMESTAMP: (6.05.5016u 0830 LTZ)

**CODE+++PURPOSE MIDNIGHT GUARRISON+++SECURITY
REPORT TO MIDDAY COMMAND**

MESSAGE TO FOLLOW: :

>>// [MINGUARD(GORGON GUARD 2876)] : : SEND MESSAGE

>>// [MIDCOMM(GORGON GUARD 2870)] : : RECEIVE

**>>// [MINGUARD)] : :
REPORTING MECHFRAME MIA+++
TRACKING DEEPER ONTO SIT1A+++
HOW COPY?**

**>>// [MIDCOMM] : :
AFFRIM+++TRACKIN+++UNITS05
TROUGHT 20 MISSING+++**

**>>// [MINGUARD] : :
MINGUARD6 REPORTS UNIT09+++
APPROACHING+++
UNIT IS NOT MOVING**

**>>// [MIDCOMM] : :
COPY+++STANDARD APROACH AND
HAIL**

**>>// [MINGUARD] : :
NO RESPONSE+++ UNIT SEEMS
COVERED IN VEGETATION**

>>//[SECAUDIO] : : LOUD METALIC NOISE FOLLOW BY GUNSHOTS

>>// [MIDCOMM] : : [MINGUARD] STATUS!

**>>// [MINGUARD] : :
UNDER FIRE+++
TAKING CASUALTIES**

>>// [MIDCOMM] : : HOSTILE ID?

>>//[SECAUDIO] : : MORE GUNSHOTS FOLLOW BY GAZ AND LOUD FIRE NOISE

>>// [MINGUARD] : : UNKNOWN IFF++
 TAKING HEAVY CASULTIES+++
 PULLING BACK

>>// [MINGUARD] : : MINGUARDS 5,6,7,8,11,13 DOWN+++
 REQUESTING REINFORCEMENTS

>>// [MIDCOMM] : : SAY AGAIN+++HOSTILE ID OR IFF?

>>// [MINGUARD] : : WHISKEY TANGO FOXTROT!

>>// [MINGUARD] : : THERE IS NO ONE INSIDE.

>>//[SECAUDIO] : : *LOUD ROARING NOISE*

>>// [MINGUARD] : : =====

>>// [MIDCOMM] : : [MINGUARD] COME IN OVER

>>// [MIDCOMM] : : [MINGUARD] COME IN OVER

>>// [MIDCOMM] : : [MINGUARD] COME IN OVER

>>// [MIDCOMM] : : =====

TRANSMISSION ENDED

Narrative Beat 4B:....And we are all very tired

As you are forced to fall back your team takes refuge in a old abandoned mechanical shack, strangely parts of it seem to be covered in a strange root, inside your able to set up a fire and access to a small printer, allowing you to repair your mechs.

“Rangers....” **Ellie** speaks up

“I know things didn’t go as planned but we can’t go down like this, here”

Ellie shows another map of the area

"I think I know where most of the crew went to, from what I was able to gather from the brief moments close to the station, it seems a large number of vehicles moved from it to a location they named **Site 1A**, we need to find the civilians and make sure they are ok! hopefully, **Arara** will send reinforcements, but as of right now, we are the calvary here.

Here let your players rest up, repair their mechs fully, and modify them with any new gear they might acquire from leveling up.