

TRAIN YARD

LOCATION DATAFILE

Distinctions

ENDLESS ROWS OF FREIGHT CARS

SHIFTING TRACKS AND SIGNAL LIGHTS

NOISY, INDUSTRIAL ENVIRONMENT

Stress/Trauma

Structural



Chaos



Power Sets

INDUSTRIAL RAIL YARD



MOVING TRAINS



HEAVY CARGO



SIGNAL AND CONTROL TOWERS



CONFUSING LAYOUT



DANGEROUS MACHINERY

SFX: *Shifting Terrain*: Step up **Moving Trains** or **Dangerous Machinery** to create sudden hazards.

SFX: *Environmental Use*: Spend 1 PP to create a d8 Asset, such as a swinging crane, loose cargo, or signal control.

SFX: *Ambush Potential*: Step up **Confusing Layout** for stealth, surprise attacks, or escapes.

Limit: *Civilian Workers*: Step up Doom when train workers or bystanders are endangered.

Limit: *Industrial Accidents*: Gain 1 PP when moving machinery backfires or causes damage.

Limit: *Limited Visibility*: Gain 1 PP when fog, darkness, smoke, or steam hinders perception.

If stress steps past d12, the train Yard suffers Trauma: derailment, catastrophic yard fire, collapsed control tower, or a hazardous spill.

Location writeup by Mark Meredith (Marvel Plot Points (marvelplotpoints.com))

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