

The Raid on Installation Delta-Rose

~By Leovaunt



Adventure Introduction

Installation Delta-Rose is an advanced mining facility that once belonging to the Kal-Bryce mining guild out of Moria. Now, the facility is managed by a criminal organization known as the Sunset Rose, a group that has a legitimate business front that operates out of the Dominion capital of Augustgrad. The workforce of Delta-Rose is slaves and indentured workers that the Sunset Rose has acquired through vile means. The facility uses these forced laborers to churn out large amounts of jorium stones and vespene gas that the corporation sells through their legitimate business front.

The Raid of Delta-Rose is an adventure for characters between 7th and 15th levels. It is designed to be played by a party of terran, protoss, or zerg characters. This is an open-ended adventure that can be undertaken in many ways, depending on who the player character's benefactors are and what their primary goals are for the facility.

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Chapter 1: Adventure Background

The Kal-Bryce Mining Facility was established in 2498 by the Kel-Morian guild of the same name. It was supposed to be the crown operation of the guild on Redstone, and possessed all the latest commercial innovations. The guild built the heart of the facility in the middle of a turbulent lake of magma, using advanced engineering to shield it from the unpredictable lake of fire.

The facility was left alone during the Great War, maintaining unparalleled productivity while the rest of the sector burned. This ended when a large zerg swarm came down on the planet during the Brood War. The Kel-Morians running the facility were utterly unprepared for the zerg's onslaught and almost all their personnel were killed. After forcing their inhabitants from Redstone, the zerg under the control of the Queen of Blades began strip mining the planet to fuel her efforts to conquer the sector.

At the end of the Brood War, Redstone was left abandoned once again. Wishing to return to the incredible profits they made before the evacuation, the Kal-Bryce Facility was once again put to production in the hands of Guild Mistress Yale Mills, at least after significant decontamination efforts were made to cleanse it. It enjoyed two solid years of productivity, although its impact was less marvelous compared to the modern innovations in robotic mining that had come out since its inception.



~The unstable, volcanic, planet Redstone

When the Second Great War began, Redstone was once again invaded by the zerg. Rather than risk the lives of her people again, Ms. Mills evacuated all of her personnel from the planet and left it to the zerg rampage. Over the next few years, the zerg would settle permanent colonies in the region of Redstone adjacent to the facility.

Even after the Siege of Korhal, the Kel-Morians made no attempt to resettle on Redstone. Instead, in 2506, a more nefarious force set its eyes on the Kal-Bryce facility: a group known as the Sunset Rose.

The Sunset Rose is a fleet-based criminal outfit. They hide their activities behind the displays of legitimate business enterprise, where they run a shipping and supply business that has contracts with both government and corporate entities. They do a very good job of overseeing the finances and modifying the records, so authorities do not see that their product comes from piracy, theft, and slave-run mining outposts.

The Sunset Rose is run by a man named Douglass Trill, a gentleman with connections to one of the Confederacy's Old Families. Back in the day, Douglass worked as the personal lawyer of the Solus family and was involved in all manner of illicit business on his client's behalf, including bribery, smuggling, and war profiteering. Once the Solus family was destroyed in the zerg invasion of Tarsonis, Douglass used their fortune to start the Sunset Rose crime syndicate.

The Sunset Rose has its corporate office in downtown Augustgrad. Most of their employees have no idea their business is run by slavers and criminals, which helps in the cover up. Mister Trill rarely visits the public office, and instead runs the operations from his command ship, a retrofitted behemoth-class battlecruiser known as *Mirage*. His work involves a mixture of the legal and illegal, and mostly overseeing the balance of the two.

Using the chaos of the End War, the Rose began seizing up old mines and bunkers that had been forgotten during the constant conflict. From confederate military bases on Mar Sara to forgotten research stations, Douglas began to seize these old properties and put them to work making the Rose a profit, however they can.

To cut down costs, the Sunset Rose uses the most cost-effective workers. Their labor force is made of slaves and indentured workers, mostly terrans but also some protoss. The former are collected from raids out on outer rim planets. The later are victims of the Sunset Roses corrupt business dealings. Neither is intended to leave Delta-Rose alive: even the indentured workers never get to pay off their debt. Anyone who fights with them too much or can't work are pushed into the lake of fire.

The Kal-Bryce facility is one of the organization's most ambitious seizures yet. Thought impossible to claim by the lingering zerg presence, Douglas had an answer to that as well. Through pillaging old Confederate science facilities, they gained the capacity to craft a miniature Psi Disruptor, a device that could disable the hive mind of the zerg. While not as powerful as the one that made such a notable impact during the Brood War, it is sufficient to shield the mining outpost.

After it was secure, the Sunset Rose doubled their efforts to capture and imprison colonists and moved 80% of them to work in the mines. They are subjected to ruthless taskmasters, many of whom are sadistic criminals that were broken from maximum security prisons. The facility, renamed Installation Delta-Rose, is managed by Captain Louis Andawall; an old friend and loyal supporter to Douglas Trill. His only concern is maintaining productivity, and ensure that Delta-Rose remains the most profitable seizure of the Sunset Rose.

The End War has ended. A cease fire has been called over the sector. With all the major fights finally dispersed, the factions have turned to internal disputes. The Sunset Rose, which had relied on the constant wars to hide its activities, is finally coming on the radar of various factions.

If the Sunset Rose and their leaders have any flaws, it is their all-consuming greed. Even with the sector settling down, they are continuing to raid settlements and bring in more slaves to Delta-Rose. Many are looking at the outpost, and gathering their trusted agents to discover the truth of the installation.



Chapter 2: Adventure Hooks and Benefactors

Players will need a reason to want to go to Installation Delta-Rose. The following are a list of motivations and contacts that will push a group of StarCraft adventurers to infiltrate the formidable mining outpost. In addition, the benefactor chosen by the party gives different advantages and rewards for the adventure and it even slightly influences the way the adventure goes.

Preparation and Improvisation

Two important aspects of running a tabletop roleplaying game are preparation and improvisation. It is crucial to understand that the Raid on Installation Delta-Rose is a scenario, a setting for the players to overcome not a fully scripted list of encounters. It is designed to be undertaken in a variety of different ways. Therefore, not every description and dialogue are listed out in this adventure. The sheer variety of ways the scenario can be undertaken is too varied.

Therefore, it is encouraged that a Game Master carefully read all the material for this adventure and be ready to fill in the gaps in the adventure. Think ahead of what you want the important characters to be like, using the information in this module as guidelines and examples. Be prepared of what to describe and what is going on when you head into a new area. Don't be afraid to change things if it better fits your campaign and adventure.

Finally, be prepared to improvise. Players don't always do what they are supposed to, or expected to. Therefore, understand the adventure material enough, and how you want to use it, to adapt to changing circumstances based on player behavior.



~Installation Entrance from South Road

Honorable Terrans: Slave Rescue

Most honorable adventurers cannot stand slavery wherever it rears its head. Such heroes are likely to need little incentivization investigate the happenings at the Kal-Bryce facility and end the illegal incarceration. They might have heard about the happenings through the government investigators, personal contacts, or from the corporate rumor mill.

These characters may also be brought into this affair by the family member of a slave. An example for terran characters could be Fergus Grom, a popular philanthropist who once helped fund Raynor's Raiders and other rebel groups during the age of Arcturus Mengsk. His business, known as Treadfree Incorporated, sells industrial vehicles to prospective colonists on fringe worlds. They encountered the Sunset Rose when they tried to purchase some of their raw mineral supply, but couldn't pay off the rising interest rates. Shortly after negotiations between the companies fell apart, Fergus went missing. His son and daughter, Rex and Tilda Grom, now run the business and are searching for allies to help them investigate the Sunset Rose's operations.

However they get involved, the party will come to understand many slaves and indentured workers are forced to labor at the Delta-Rose Installation. Most of them are terrans, but there have been some protoss taken in the last few months, captured from remote colonies raided by pirates. There are a lot of rumors around Augustgrad and other major cities about friends and family members who were indebted to the Sunset Rose suddenly disappearing. Searching through corporate records of their political strongholds, or bribing the right people, may reveal that the existence of the Delta-Rose Installation. There are others, but the Delta-Rose is by far their largest and most profitable outpost, and with the largest population of workers.

Benefactors: Rex and Tilda Grom

The Treadfree Organization is a new company that has come up in the past 20 years. Rex and Tilda are the heirs to the commercial empire their father has constructed. Both are young, with Tilda in her late-twenties and Rex a few years younger. Both are attractive and well groomed, wearing business outfits befitting their gender. Rex has short, blonde hair, and a well-maintained goatee and a big smile. He constantly checks the ornate watch that his father gave him. Tilda has blonde hair kept in a bun, and is sharp eyed with a delicate physique. She maintains a pleasant, but authoritarian air about her.

Both brother and sister are honest and noble folk. Tilda makes most of the business decisions, and acts as the administrator and second-in-command next to her father. Rex is the face of the company, and his manner is mixture of salesman and showmen. Players are likely to meet Rex first, who will wine and dine them to get them interested in the possibility of recruitment. Afterwards, he will bring them to Tilda's office in the Treadfree Corporate headquarters to sort out the 'brass tacks' of the job.

Objective

The goal for these characters is to rescue as many slaves, terran and protoss, as possible. For every slave the players help rescue from the facility, they gain 5 quest experience per character. If they rescue Mr. Grom from the facility and bring him safely back to his family, he will reward the players 30,000 credits for his rescue. If they also get document proof of the Sunset Rose's wrongdoings, he will give a bonus 20,000 credits, and the players will receive 25 bonus quest experience per character.

If the characters are persuasive (DC 25 influence test) they can convince the Grom siblings to give them a 10,000 credit advance for equipment and supplies.

Adventure Path

If the players decide to work for the Grom family in rescuing their patriarch, Rex and Tilda will offer to help organize a rescue effort. They will use their connections to fly a freighter roughly 20 miles south of the mining facility. Near where they set down is the highway that Sunset Rose supply trucks use. The travel to and from the Kal-Bryce Facility and the outlying mining operations.

The idea is for the players to steal one of the supply trucks and kill the guards, taking their identification, uniforms, and trucks and using it to enter the facility through the main entrance. They will have to somehow stop the truck, and kill the two Sunset Rose Enforcers who pilot it. Once they have stolen the vehicle, they have all the authentication codes to enter unmolested. In the meantime, the freighter will wait in the mountains for the party to return with the slaves.

Once inside the facility, the party will be motioned to park in the lot outside the checkpoint command office. After which, Taskmaster Beth will emerge with her two enforcers to question the party about why the shipment is late or why she

doesn't recognize them. If the party is not in uniform, they will be attacked immediately. The party will have to use influence to bluff Beth on why she doesn't recognize them. If they fail, they are asked to surrender their weapons, and be imprisoned for questioning. Otherwise they will be attacked. If they succeed their bluff, she will order them to leave the truck and head to the main installation for some rest and relaxation. She will order the main bridge be extended for the players.

At this point, they have free reign of the installation, until they act unusual or set off an alarm. Their incursion is happening during the day. Throughout the facility in the daytime, the slave breakout is usually as follows: 8 slaves in the facility entrance unloading trucks, 6 slaves resting in the ghetto, 5 teams of 8 miners working the jorium mine (one team has Fergus Grom as one of the 8), and 3 slaves in the central hub of the primary facility. In addition, there are 4 protoss slaves in the vesperne refinery of the facility, one of whom is Kalassa, the praetor's daughter. This totals to over 60 slaves.

When a squad of mercenaries is engaged in combat, one of the enemy soldiers will spend a full-round action sending an emergency message to all Sunset Rose forces. Within a few rounds, all nearby enemies will begin to rally. At that point, it takes about 5 minutes for the general alarm to sound and for the base to begin mobilizing soldiers. If the players have a security datapad, they can still access the bridge controls, and if they have a disguise they can still fool enemies into thinking they are not the intruders, supposing they are not suspicious.

Once the battle has begun and the alarm has sounded, the mercenaries will try to confine all the terran slaves in the ghetto under the watch of Overseer Karl. This takes about 15 minutes. The protoss slaves will remain working in the refinery under the guidance of Overseer Maul. Once it has been revealed that a prisoner escape is in progress, the slave keepers will gladly execute slaves if they cannot prevent them from escaping.

If Fergus is rescued from the mines or the ghettos, he will use his influence to rally his fellows to the rescue. If the players want, the slaves will assist them in battle. They only have basic tools, and are not much help.

To get the slaves to the freighter in time, the party will have to use the four cargo trucks parked outside the main gates. Each truck can hold 20 passengers. If they try to escape without the trucks, they will be chased down. They must drive the trucks to where they freighter is waiting to bring them home. Once the party reaches the freighter, they are home free.



~The Slave Ghetto

Lawful Terrans: Investigation

As the open conflicts in the sector have died down, the Dominion has been able to focus their efforts on smaller problems. Emperor Valerian has promised to cut down on corruption, both in the government and the corporate sector. For this reason, many of his officials are investigating the Sunset Rose for their recent business activities.

Characters who work closely with major officials might be informed of the Sunset Rose's recent activities. Their personal investigations have revealed the corruption, as well as the existence of the Kal-Bryce Mining Facility under the control of that corporation. Terran government officials might ask the players to infiltrate the institution and find some credible proof of its connection to the Sunset Rose enterprise. A rival company will also seek out this sort of proof, if only to eliminate a major rival. Either way, the characters can free slaves as they will, but that is not a primary objective. They will be freed anyway once the government seizes the installation.

The government investigation is run by Master Sergeant Vince Ramboon. He is a long time Valerian-loyalist, and stood by him even when the prince defied his father. Now, Vince is leading his own agency known the AECT, or the Anti-Enterprise Corruption Taskforce. He's been looking at the Sunset Rose for many months now, and has become wary of all the coincidences that seem to coincide about their business dealings.

Benefactor: Vince Ramboon

Vince Ramboon is an old soldier turned administrator. He looks gruff, with a muscular body, squat frame, thick beard, deep grinding voice, and a penchant for expensive cigars, but he's a true gentleman. Vince is a major advocate against corruption, especially war profiteering. He was a tank commander who served in Valerian's fleet during the battle of Char, and sided against the Emperor during the civil war that followed. He hated the blatant violence and genocidal acts performed by Emperor Arcturus, and fought with Valerian against him all the way to the swarm's raid on Augustgrad.

Vince seems uncomfortable outside the battlefield, and is still adjusting to fighting battles with a datapad rather than a siege tank. However, he takes his duty seriously, and is honored by the trust Valerian placed in him to help fight corruption.

Corporate investigations can be led by any large enterprise that the party has connections to, but the Lancet Corporation is spearheading these activities. Lancet builds starship engines and nuclear reactors, and believes they have been the victim of corporate espionage instigated by the Sunset Rose. Revelations that the Rose is dealing in slavery and stolen goods will eliminate them as a rival. If the players work in the corporate sector, they might be contacted by Elizabeth Red, corporate chief of security. She will gladly pay a fortune to get proof of the Sunset Rose's activities, so they can publicly expose them and force government intervention.

Benefactor: Elizabeth Red

Before joining the corporate sector, Elizabeth Red was a mercenary officer out of an outfit known as the Dogs of Fury. She retired after the Second Great War, and was hired as the Lancet Corporation chief of security out of a long list of potential applicants. Elizabeth is an imposing woman, standing nearly six and a half feet tall, with a shaved head with a red tattoo of a burning dog tattooed on her scalp. Elizabeth is no-nonsense, taciturn, and commands obedience.

Elizabeth is likely to have her eyes on the party for at least a week before hiring them. She watches who they talk to, where they go in Augustgrad, and what type of people they have connections with. Any chance they might be claimed by another outfit, she will not hire them. If she does decide to go ahead with recruitment, she will arrange to meet them somewhere remote, such as an old supply depot, and bring lots of extra security, just in case.

Objective

There are several forms of proof that are acceptable in this instance. To complete this objective, the players must build a concrete case that the facility is controlled by Douglass Trill, and that he is knowingly using illegal means to enhance his profits. For this purpose, every form of proof is worth a number of points. Once the party gains 10 points, they can make the case against the Sunset Rose.

The first, and least significant, is an office or delegate's datapad. This shows that the Kal-Bryce facility is distributing goods based on slave labor and stolen property, but not that the main corporate office is complicate. This is worth only +2 points towards proof.

The second source of proof is the testimony of Fergus Grom, a respectable businessman and owner of the Treadfree Corporation who was kidnapped and forced to work by the Rose. However, he has a long history of conflict with the Sunset Rose, which makes him less credible, and he can't prove that Douglas Trill was behind his abduction. This is worth only +3 points towards proof.

Two more sources of proof can be found in the work documents of Taskmaster Aaron, a security officer and lead administrator for the facility. He works with watermarked Sunset Rose corporate documents that were most certainly related to the corporate office. The ledgers and correspondence in his office on the 2nd floor of the facility are worth +6 points, as they are quite damning. The shipping manifests found in his quarters on the 3rd floor of the facility are less convincing and can be dismissed as coincidence, and are only worth +3 points.

The most damning evidence is the personal ledger and diary of Commander Louis, the leader of the installation. These documents contain transcripts of communication between himself and Douglas Trill. Forensics experts and corporate hackers can use follow this information to prove, definitively, that Douglas and the Sunset Rose are directly behind the installation. This is damning proof, and is worth the full +10 points towards proof.

If the players are able to get enough evidence to prove a case against the Sunset Rose, they will gain 250 experience per character. In addition, they will be awarded 50,000 credits for their efforts, +5,000 credits for every point of proof they achieved above 10. Turning in all the proof awards the players a colossal total of 120,000 credits.

Adventure Path

If the players decide to investigate the mining facility with government or corporate backers, their benefactor will be willing to help with transportation. They will use their connections to fly a freighter roughly 20 miles south of the mining facility. Near where they set down is the highway that Sunset Rose supply trucks use. They travel to and from the Kal-Bryce Facility and the outlying mining operations.

The idea is for the players to steal one of the supply trucks and kill the guards, taking their identification, uniforms, and trucks and using it to enter the facility through the main entrance. They will have to somehow stop the truck, and kill the two Sunset Rose Enforcers who pilot it. Once they have stolen the vehicle, they have all the authentication codes to enter unmolested. In the meantime, the freighter will wait in the mountains as the party's extraction plan.

Once inside the facility, the party will be motioned to park in the lot outside the checkpoint command office. After which, Taskmaster Beth will emerge with her two enforcers to question the party about why the shipment is late or why she doesn't recognize them. If the party is not in uniform, they will be attacked immediately. The party will have to use influence to bluff Beth on why she doesn't recognize them. If they fail, they are asked to surrender their weapons, and be imprisoned for questioning. Otherwise they will be attacked. If they succeed their bluff, she will order them to leave the truck and head to the main installation for some rest and relaxation. She will order the main bridge be extended for the players.



At this point, they have free reign of the installation, until they act unusual or set off an alarm. Their incursion is happening during the day. They will have time to explore and search for evidence on the Sunset Rose's activities. Their evidence is found in the following locations:

- A corporate datapad can be found on any delegate, taskmaster, or overseer. Note that only one datapad matters for the objective; multiple datapads are not worth cumulative proof points.

- Fergus Grom is in mining team Charlie, who are working in the strip mine pits in the jorium mining field. He must be successful extracted back the escape ship in order to be with points.

- Taskmaster Aaron keeps proof in both his personal chamber on the third floor of the installation, and his office on the second floor of the installation. The proof in his office (room 2B) is the most valuable, but he is almost always there during the morning and afternoon. However, he is susceptible to bribery (DC 38 influence test, +1 bonus for every 250 credits used to bribe him). His personal chambers are locked in the officer's only wing (room 3K), that must be reached through the common room that is filled with off-duty soldiers.

- The best proof comes from Commander Louis' personal chambers (room 4I), which he is never far from and no one else is allowed in. Entering the chamber will likely involve a confrontation with Louis, unless he is pulled elsewhere. The first thing he does on his turn is spend a minor action to sound the alarm and call for backup. He will do this as soon as he detects someone within his quarters.

If the party stays with infiltration, they will be questioned for wandering into restricted areas. A taskmaster or delegates might also question them for carrying a corporate datapad in the open. When questioned, the party will likely have to do some influence tests to bluff.

When a squad of mercenaries is engaged in combat, one of the enemy soldiers will spend a full-round action sending an emergency message to all Sunset Rose forces. Within a few rounds, all nearby enemies will begin to mobilize. At that point, it takes about 5 minutes for the general alarm to sound and for the base to begin mobilizing soldiers. If the players have a security datapad, they can still access the bridge controls, and if they have a disguise they can still fool enemies into thinking they are no the intruders, supposing they are not suspicious.

Once the battle has begun and the alarm has sounded, the mercenaries will try to confine all the terran slaves in the ghetto under the watch of Overseer Karl. This takes about 15 minutes. The protoss slaves will remain working in the refinery under the guidance of Overseer Maul. Once it has been revealed that a prisoner escape is in progress, the slave keepers will gladly execute slaves if they cannot prevent them from escaping.

If Fergus is rescued from the mines or the ghettos, he will insist that the players rescue as many slaves as they can as well. He will be disgruntled if they only rescue him, but he will comply with a DC 20 influence test.

Once the alarm is sounded, the quickest way back to the freighter is stealing the cargo truck they used to reach the facility. That way, they will be able to outrun any pursuers.



~Primary Facility, viewed from the west

Mercenary Terrans: Assassination/ Pillage

Some adventurers aren't interested in rescuing hostages or uncovering criminal activity. Some are just interested in their own benefit. The Delta-Rose Installation is a wellspring of resources that is making the Sunset Rose very wealthy. If these operations can be commandeered, there is a significant profit to be made.

A full-frontal assault on the Delta-Rose is risky for a small, for-profit organization, especially with the zerg nearby. On the other hand, a small party of characters could not possibly abscond with thousands of tons of precious resources. The party's benefactor will suggest an infiltration mission, where the party removes the enemy defenses, and then call for a transport to pull away the supplies.

Mercenary characters can get their lead from any number of sources, including rival corporations, mercenaries, pirates, or fringe crime lords. Two notable sources for terrans include Guild Mistress Yale Mills and a mercenary commander known as Thomas the Hurricane.

Guild Mistress Yale Mills is the current leader of the Kal-Bryce mining guild. She was forced to give up the Kal-Bryce facility to the zerg during the Second Great War, and now realizes that the Sunset Rose has taken their billion-credit facility. She wants her base back, and is paying well for the party to storm the base and eliminate the Rose leadership and communications, so she can land her troops there and retake control. She does not want the base damaged or destroyed. Yale is fine for releasing the slaves, as she has her own workforce to man the facility.

Benefactor: Guild Mistress Yale Mills

Yale Mills is a formidable woman, and the long-standing matron of the Kal-Bryce guild out of Moria. She is a middle-aged woman of about forty-five years of age, with her blonde hair turning steel grey. She is a regal and proper woman, but her manner is professional and pragmatic. She always wears a long, red, uniform coat over her clothing, and has a sword scabbard at her side. She speaks softly, yet with incredible power and conviction.

This issue is a very personal one for Yale, because she was the founder of the installation before the Rose got a hold of it. She hates how her facility has been stolen and perverted by a premier rival. Feeling personally violated, she holds great, simmering, rage towards the Sunset Rose. She wants what was taken from her returned, and those who stole it to be biblically punished.

Thomas the Hurricane is the leader of the Storm Hounds, a mercenary group made mostly of combat pilots. When mercenary work is scarce, the Storm Hounds resort to simple piracy instead, but prefer to target other mercenaries and criminals. The Sunset Rose is a major competitor of the Storm Hounds, although the Rose greatly outmuscles the Hounds. Thomas wants to rob Delta-Rose blind. The players will steal the base's resources and load them onto a hijacked freighter.

Benefactor: Thomas the Hurricane

Thomas the Hurricane is a wild and boisterous man. A large, muscular man with his share of scars, Thomas has long, wild, red hair and the unkempt shadow of a beard on his chin. He prefers sleeveless shirts, to show off his numerous tattoos depicting explosions and star ships. The mercenaries that accompany him share his wildness, loud attitude, and boisterous nature.

Thomas is chaotic and difficult to predict, but has his own code of honor. While generally a fun and likable fellow, he gives off the impression that he is a dangerous person to double-cross. He is likely to find the players through one of his agents that he has spread across bars across the sector, looking for new recruits or adventurers for hire. Despite his criminal record and how wanted he is throughout the sector, Thomas will gladly meet the players in a public location, usually a bar, along with a dozen of his fellow pirates

Objective

The goal for mercenary characters depends on their benefactor. If they were hired by Yale Mills, their mission is to assassinate the facility leadership and overcome the facility. Doing this requires killing every overseer and taskmaster in the facility, as well as Commander Louis himself. Afterwards, they must secure the control room of the facility, and call the Kel-Morians land their forces to retake control. Upon completing this objective, the guildmistress will award the party a fee of 100,000 credits. They will also gain 250 experience per character. They lose 5,000 credits and 20 experience for every facility commander that is still alive before they call down the Kel-Morian forces.

If pillaging the base for resources, the players are given a 20% commission on everything they help steal. Therefore, every barrel of vespene is worth 200 credits, and every ton of jorium ore is worth 10,000 credits. To get it off world, the players

will have to load the resources on the hijacked freighter and take off with it. Upon escaping the facility, every barrel of vespene is worth 5 experience points per character, and every ton of ore is worth 25 experience points. The players can achieve a maximum of 300 experience points for completing this mission.

If the characters are extremely persuasive (DC 30 influence test) they can convince their benefactor to give them an advance of 10,000 on the payment. However, their final pay will be reduced by 10,000 respectively.

Adventure Path

The party's benefactor has already bought off the pilots to one of the Sunset Rose's transports. These pilots, in the benefactor's payroll, will fly the ship down to the landing strip in the outer facility. They have uniforms and armor that will disguise the players as new recruits in the Sunset Rose, so they can wander the base unmolested for the time being. The players should be aware they do not have a registered alias with the corporate office, so if they do a background check the players will come up as false employees. The pilot will tell the players that they will take off whenever they are ready and have secured an adequate amount of cargo.

Once their stolen transport lands, delegates will move onto the ship to begin supervising the loading operation. The players will be told to speak to Taskmaster Beth for orders. She will scrutinize the players and ask their names. Afterwards, she will send them to go work report to Taskmaster Aaron in the primary facility, and tell them she will extend the bridge for them.

If they play along and go to Taskmaster Aaron, he will talk to them for a time, asking them routine questions about their names and where they were hired from. He will then have them fill out personnel information on datapads to cross reference with their home office information. If they fill this information out, it will take 30 more minutes for Aaron to realize they are infiltrators. However, he will send them to their next assignment before then.

Afterwards, Aaron will tell the players to go talk to Overseer Phillip and tell him that the supply freighter is here and that they need to start loading the goods. If they talk to the Phillip, he will order Team Delta to start to get within the SCVs and start using them to load freight into the transport. Phillip will tell the players to supervise the movement.

At this point, the party will only have about fifteen minutes before Aaron realize their identities are false. At that point, he will call Phillip and tell him to arrest the players. Within five more minutes, the base will be on alarm.

When a squad of mercenaries is engaged in combat, one of the enemy soldiers will spend a full-round action sending an emergency message to all Sunset Rose forces. Within a few rounds, all nearby enemies will begin to mobilize. At that point, it takes about 5 minutes for the general alarm to sound and for the base to begin mobilizing soldiers. If the players have a security datapad, they can still access the bridge controls, and if they have a disguise they can still fool enemies into thinking they are not the intruders, supposing they are not suspicious.

Once the battle has begun and the alarm has sounded, the mercenaries will try to confine all the terran slaves in the ghetto under the watch of Overseer Karl. This takes about 15 minutes. The protoss slaves will remain working in the refinery under the guidance of Overseer Maul. Once it has been revealed that a prisoner escape is in progress, the slave keepers will gladly execute slaves if they cannot prevent them from escaping.

How exactly this adventure unfolds is up to the players and their objectives. If they are trying to rob the facility, they might play along as long as they can to get enough time to start loading the transport. It takes 15 rounds (1.5 minutes) for a one-way trip for the SCV to move from the primary facility to the ship. It takes 40 rounds (4 minutes) to move from the mining fields jorium extractor to the ship. If the party is using a cargo truck to move goods, movement takes half the time.

Pillaging characters need to move the merchandise quickly. The longer they are at the facility, the more risk they are at and the more soldiers they will have to fight. The following are the quickest way to move merchandise:

-Slave Labor: The slaves greatly outnumber the players, and can pilot the SCVs to load the transport for the players. Convincing them to do so is tricky, but can be done in a few ways. If the party offers to free them, they will help with a DC 15 influence check that they will be protected. They can also make a DC 15 influence test to threaten them into helping. This check is automatic if the players kill a slave to make an example.

-Trucks: By extending the bridge, the party can move cargo trucks back and forth across the base. They can use SCV and forklifts to load cargo onto the truck, and then drive the truck back to the freighter. Each truck has the cargo space for 4 tons of minerals (each ton of minerals can be replaced with 12 barrels of vespene).

The following are the best places to find stored resources:

- The primary facility has a mineral processor in the basement (1A), that has 4 tons of jorium. Next door is the vespene refinery with 16 barrels of vespene. The freight elevator and an SCV can transport these to the central hub.
- The warehouses in the main facility have a random number of minerals and vespene.
- The jorium extractor in the mining fields has 2 tons of jorium by it.
- The cargo trucks at the entrance parking lot will have 2 tons of jorium, and 8 barrels of vespene gas in them.

About 15 minutes after the alarm sounds, the night shift guards will be awake, armed, and ready to defend the base. If they hadn't cleared the primary facility, the nightshift guards will attempt to retake the facility by force. This includes twenty enforcers, twenty punishers, and ten hardskin mercenaries, as well as Taskmaster Sanchez and Commander Louis. This will push the players into a rush to get as much merchandise out of the facility as possible before being overwhelmed.

Alternatively, if the players are simply trying to overtake the facility for the Kel-Morians, the mission is simpler. Their goal at that point is to kill all the taskmasters and overseers in the facility, and then take command of the control room. Players who take this goal might spend less time operating under disguise than those planning on robbing the establishment. Either way, this is a tough objective because it relies on blunt violence.

During the day, the commanders can be found in these locations:

- Taskmaster Beth is found in the office at the facility entrance
- Taskmaster Aaron is found in his office on the second floor of the main facility
- Taskmaster Sanchez is asleep in his quarters, but will awaken and gear up if the alarm is sounded
- Overseer Karl is adopt the 'tower of purification' in the slave camp
- Overseer Maul is down in the vespene refinery with the protoss slaves in the first floor of the main facility
- Overseer Phillip is at the jorium extractor north of the slave ghetto, in the mining fields
- Commander Louis is usually found on the fourth floor of the main facility, usually in his office. If the alarm has sounded, he might be in the control room or the Psi Disruptor's room instead.
- The base control room is the fourth floor of the main facility (room 4A). If the alarm has already been sounded, Commander Louis might be there as well.

Once the party has command of the control room, they must hack the computer system or get one of the mercenaries to access it for them. From there, they can turn off the alarms, deactivate the missile turrets, and call for the Kel-Morian forces to land and overtake the settlement.



~The Mining Camp

Daelaam Protoss: Slave Rescue

With the conclusion of the End War, the conflicts between the protoss and the terrans have died down and there is an uneasy peace between them. However, some bad blood does still exist between both parties after all the blood that has been shed. Both sides are hesitant to deal with one another. With the Sunset Rose taking protoss slaves, they have poked the hornet nest of racial tensions.

Protoss players may be convinced to undertake this mission by Praetor Zaladix, an influential official that is overseeing military security on the re-habitation on many abandoned worlds in the old protoss empire. His daughter, Kalassa, a promising phase smith, was taken from her colony on Monolith. The Praetor is desperate for her return, and that of the other protoss prisoners, and for the terrans to be punished for their arrogance.

The protoss have advanced tracking techniques and have sent out fleets of observers to follow the trail of the pirates who took their people. All their paths lead them back to Redstone and Installation Delta Rose. They are hesitant to launch a full-scale assault, with the world's zerg presence and the personal fleet of the Sunset Rose. Furthermore, Zaladix does not want to risk open war with the terrans, while everyone is still rebuilding from recent wars. Infiltration would be the best possibility. Zaladix's primary concern is the rescue of his daughter and the other three protoss prisoners. However, he would not be opposed to rescuing the terran slaves as well. Finally, he believes the Kal-Bryce facility should be wiped off the map, once and for all. However, that is not his primary concern.

Benefactor: Praetor Zaladix

Zaladix is a warrior whose history goes back centuries. Zaladix fought under Praetor Fenix during the Brood War, and ascended to Praetor shortly before the End War. Zaladix wears an ornate gold and silver helmet over his head, and a similarly styled suit of powered armor. He wields a double-sword in battle, with the blue energy field of a traditional templar weapon. Around his neck he wears a pendant with the green sphere resembling Aiur, and a violet crescent marking the broken world of Shakuras.

Zaladix is a high-ranking official on the outskirts of the new protoss empire, and any work the players have done on the fringe colonies is likely to attract his attention. They could have possibly been performing tasks for him already without even knowing about it. Zaladix speaks with the strength and conviction of a true zealot of Aiur, and has a clear passion and fondness for his daughter. She is the motivation for what he does, and taking her as a slave fills him with righteous fury. Clearly, he wants to invade Redstone himself to get her back, but the obligations of his duty prohibit such rash action.

Objective

The goal for these characters is to rescue Zaladix's daughter, Kalassa, and the three other protoss prisoners. Rescuing Kalassa is worth 10 honor and 150 experience per character. Rescuing the other three protoss prisoners is worth an additional 10 honor and 100 experience per character.

As a bonus, the players will gain an additional 1 honor for every terran prisoners they rescue, to a maximum of 20. Finally, if the players destroy the facility, either by sabotaging the atmospheric stabilizer or destroying the psi disruptor, they gain an additional 10 honor and 50 experience points.

Protoss characters take a -10 penalty on science and computers checks to work on terran equipment, unless they have the Racial Familiarity talent. This may play into some of their skill checks while on this adventure.

Adventure Path

Unless the players have their own transportation, the praetor will offer the use of a Warp Prism to transport them to and from the installation. The warp prism will drop them off in the mountains northeast of the mining camps. The heroes will have to climb their way down from the mountains to enter the mining camps. Doing so requires climbing down a 6 square cliff (DC 10 athletics check).

Protoss have no room for subtlety on this adventure. The Sunset Mercenaries will attack protoss characters on sight, making this a very hack-and-slash adventure. Refer to the adventure maps and breakdowns to understand how the encounters will play out.

When a squad of mercenaries is engaged in combat, one of the enemy soldiers will spend a full-round action sending an emergency message to all Sunset Rose forces. Within a few rounds, all nearby enemies will begin to mobilize. At that point,

it takes about 5 minutes for the general alarm to sound and for the base to begin mobilizing soldiers. If the players have a security datapad, they can still access the bridge controls.

Once the battle has begun and the alarm has sounded, the mercenaries will try to confine all the terran slaves in the ghetto under the watch of Overseer Karl. This takes about 15 minutes. The protoss slaves will remain working in the refinery under the guidance of Overseer Maul. Once it has been revealed that a prisoner escape is in progress, the slave keepers will gladly execute slaves if they cannot prevent them from escaping.

The protoss the heroes are trying to rescue are in the vespene refinery, under the observation of Overseer Maul. Maul is a colossal xenophobe and a great hater of the protoss. He will be vicious in fighting them, and will try to kill the slaves or use them as living shields if cornered. Once Maul and his goons are dealt with, the players will have to escort the prisoners to the warp prism in the mountains, where it will transport them safely away from the planet.

If the players wish to also destroy the facility, they have two primary options. The first is to deactivate the environmental stabilizer, which prevents lava from rising and destroying the facility and surrounding zerg colonies. The second is to deactivate the Psi Disruptor. Upon doing so, the zerg swarm will advance upon the base and destroy it.

Both options can be down with very successful science checks in the subsystems of the primary facility. The psi disruptor can otherwise be deactivated by sabotaging it on the fourth floor. Similarly, the stabilizer can be deactivated from the control room on the fourth floor. When either is done, the players will have a very short window to escape the Kal-Bryce facility.



~A Warp Prism will be waiting to extract the heroes and the slaves

Tal'darim Protoss: Pillage

The End War has seen Alarak's rise to power amongst the Tal'darim protoss. With his ascension, he not only defied the fallen xel'naga, Amon, but is encouraging the Ta'darim to take a more active role in the sector's politics. His ascendants are constantly seeking new territory, grabbing more power, and trying to advance their own military might.

One such individual is Ascendant Lasark, a brutal and savage warlord who leads his personal forces from his carrier, *Axaceus*. Lasark wants to claim more territory and military might, but lacks the resources to do so. His forces are too small to compete with many of the other military powers in the sector. However, his gaze has fallen on Redstone, and the vast profits of the Kal-Bryce facility. Such a trove of treasures would jumpstart his military production, and let him start building up his own forces.

Ascendant Lasark sees the vast wealth of the facility and does not want it to go to waste making terrans rich. Lasark will instruct a group of tal'darim warriors with infiltrating the facility, and removing any defenses. Lasark will then give them a selection teleporter beacons, so that they can mark valuable supplies for him to teleport back on his command ship in orbit. If possible, he would prefer the destruction of the facility, if just for the sake of dramatics and to watch the terrans burn. Better there were no witnesses to the heist, after all.

Benefactor: Ascendant Lasark

Ascendant Lasark is young, clever, and ambitious. He speaks eloquently but is very deceptive and slippery. He tells his followers what they want to hear, and, like all great liars, most of what he says is true. Lasark is a rather large and well-structured protoss. He typically wears an ornate headdress signifying his rank and a kilt around his waist, but his bare chested besides his equipment harness and his blade-projecting bracers. His pale body is marked with scorch marks earned from duels with rival tal'darim magus.

Lasark is manipulative, and would gladly sacrifice his own followers for personal gain. Despite that, most of his followers think very highly of him and believe he is dedicated to bringing them to greatness along with him. Lasark will likely personally reach out to upcoming tal'darim, and offer them a place at his side if they complete a series of tasks for him, one of those being the raid on Delta-Rose. Whether he will honor his commitment to the players is an entirely different matter.

Objective

The more the players steal for their ascendant, the more generous he is with his favors. Every 2 barrels of vespene is worth 1 honor, and every ton of jorium ore is worth 3 honor. To get it off world, the players are given 25 teleportation beacons. Every teleportation beacon can 'mark' an object, creating a field that allows the *Axaceus* to warp it aboard their ship. A single teleportation beacon can grab up to 5 barrels of vespene at once, assuming they are all piled together, or a single ton of jorium ore. Upon escaping the facility, every barrel of vespene is worth 5 experience points per character, and every ton of ore is worth 25 experience points. The players can achieve a maximum of 250 experience points for completing this mission.

Note, that the presence of the Psi Disruptor gives some complications on the mission. It shields the main facility in a psionic dampening field which disrupts with the teleportation beacons. To teleport freight out of the primary installation complex, the players will either must move the merchandise outside or deactivate the psi disruptor.

As a bonus, if the players destroy the facility, either by sabotaging the atmospheric stabilizer or destroying the psi disruptor, they gain an additional 10 honor and 50 experience points.

Protoss characters take a -10 penalty on science and computers checks to work on terran equipment, unless they have the Racial Familiarity talent. This may play into some of their skill checks while on this adventure.

Adventure Path

Unless the players have their own transportation, the ascendant will offer the use of a War Prism to transport them to and from the installation. The warp prism will drop them off in the mountains northeast of the mining camps. The heroes will have to climb their way down from the mountains to enter the mining camps. Doing so requires climbing down a 6 square cliff (DC 10 athletics check).

Protoss have no room for subtlety on this adventure. The Sunset Mercenaries will attack protoss characters on sight, making this a very hack-and-slash adventure. Refer to the adventure maps and breakdowns to understand how the encounters will play out.

When a squad of mercenaries is engaged in combat, one of the enemy soldiers will spend a full-round action sending an emergency message to all Sunset Rose forces. Within a few rounds, all nearby enemies will begin to mobilize. At that point, it takes about 5 minutes for the general alarm to sound and for the base to begin mobilizing soldiers. If the players have a security datapad, they can still access the bridge controls.

The characters will have to move quickly, and tag as much merchandise as they can before the alarm is signaled. The longer they are at the facility, the more risk they are at and the more soldiers they will have to fight. The following are the best places to find stored resources:

-The primary facility has a mineral processor in the basement (1A), that has 4 tons of jorium. Next door is the vespene refinery with 16 barrels of vespene. The Psi Disruptor will have to be disabled for the teleportation beacons to function here.

-The warehouses in the main facility have a random number of minerals and vespene. The Psi Disruptor will have to be disabled for the teleportation beacons to function here.

-The jorium extractor in the mining fields has 2 tons of jorium by it.

-The cargo trucks at the entrance parking lot will have 2 tons of jorium, and 8 barrels of vespene gas in them.

About 15 minutes after the alarm sounds, the night shift guards will be awake, armed, and ready to defend the base. If they hadn't cleared the primary facility, the nightshift guards will attempt to retake the facility by force. This includes twenty enforcers, twenty punishers, and ten hardskin mercenaries, as well as Taskmaster Sanchez and Commander Louis. This will push the players into a rush to get as much merchandise out of the facility as possible before being overwhelmed.

If the players wish to also destroy the facility, they have two primary options. The first is to deactivate the environmental stabilizer, which prevents lava from rising and destroying the facility and surrounding zerg colonies. The second is to deactivate the Psi Disruptor. Upon doing so, the zerg swarm will advance upon the base and destroy it. This option is probably the best for tal'darim characters, but it will also allow them to use teleportation beacons inside the complex.

Both options can be down with very successful science checks in the subsystems of the primary facility. The Psi Disruptor can otherwise be deactivated by sabotaging it on the fourth floor. Similarly, the stabilizer can be deactivated from the control room on the fourth floor. When either is done, the players will have a very short window to escape the Kal-Bryce facility.



~Ascendant Lasark is ambitious, and always looking ahead

Zerg Swarm: Burn it Down

The swarm has no interest in freeing slaves, uncovering corruption, or making a profit. Instead, the zerg swarms interest in the Delta-Rose Installation is territorial. Flanking the installation are two hive clusters. The mine is the most valuable section of land in the region, and one of the only not controlled by the zerg. They wish to purge the terran's presence from that part of Redstone, once and for all.

While the zerg possess the physical might to do so, the installation has a potent defense. It is a miniature Psi Disruptor that breaks the hivemind of any zerg that gets close to the facility. It prevents the swarm from getting close to the base without the swarm turning on itself first.

Broodmother Kilysa, leader of the swarm on Redstone, has an idea to overcome the obstacle. She has decided that a small group of primal zerg and infested agents can infiltrate the facility. Primal Zerg are unaffected by the Psi Disruptor, and infested agents are specifically evolved to be autonomous operatives. Therefore, they should have no trouble with the disruptor.

Their goal is to break into the main facility of the Installation and destroy or deactivate the Psi Disruptor. Furthermore, Kilysa wants her infiltrators to slaughter all the commander's leaders, so their defenses will be unorganized. Only total destruction of the Delta-Rose installation will appease the Brood Mother.

Benefactor: Broodmother Kilysa

Kilysa is one of the most powerful broodmothers in the sector, due to the large fleet of leviathans she possesses. After the End War, Kilysa used her armada to seize a large host of unclaimed worlds for her broods to claim. One of those worlds was Redstone, but the Sunset Rose is preventing her from achieving total domination over the region.

Like all broodmothers, Kilysa is demanding, tactless, and expects complete loyalty. She offers no incentives or rewards in exchange for service, only that it is the duty of members of the swarm to fulfill the directives of their superiors. Zerg players might already serve her, or she may have requested their service from another Brood Mother or Pack Leader.



Objective

The goal for zerg characters is simple: destroy the Psi Disruptor. This is the only true method of defense that the installation has against the raw number of zerg around it. Destroying the Psi Disruptor is worth 200 experience points per character. The characters will gain a bonus 10 experience points per character for every overseer and task master they slay before destroying the Psi Disruptor. They gain a bonus 25 experience points for killing Commander Louis before destroying the Psi Disruptor.

Due to the Psi Disruptor's influence, zerg operatives will be unable to utilize or benefit from Command Tactics (except Primal Zerg style of Command), and cannot lead zerg minions into the facility.

Adventure Path

To distract the mercenaries while the players get inside the base, Broodmother Kilysa will send a massive wave of mutalisks and zerglings to attack the base from the eastern hive cluster. The broodmother will offer to have an overlord drop the players off in the mountains to the north, far away from the front line of conflict. The heroes will have to climb their way down from the mountains to enter the mining camps. Doing so requires climbing down a 6 square cliff (DC 10 athletics check).

Zerg have no room for subtlety on this adventure. The Sunset Mercenaries will attack zerg characters on sight, making this a very hack-and-slash adventure. Refer to the adventure maps and breakdowns to understand how the encounters will play out.

When a squad of mercenaries is engaged in combat, one of the enemy soldiers will spend a full-round action sending an emergency message to all Sunset Rose forces. Within a few rounds, all nearby enemies will begin to mobilize. At that point, it takes about 5 minutes for the general alarm to sound and for the base to begin mobilizing soldiers. If the players have a security datapad, they can still access the bridge controls. It might be difficult, however, for zerg characters without hands or technical expertise. Otherwise, they must wait for the bridge to be extended by the mercenaries.

The zerg character's have a simple goal: kill all the taskmasters and overseers in the facility, and then destroy the Psi Disruptor. This objective will rely on the player's wits to outmaneuver their foes, and their strength to overpower them.

During the day, the commanders can be found in these locations:

- Taskmaster Beth is found in the office at the facility entrance
- Taskmaster Aaron is found in his office on the second floor of the main facility
- Taskmaster Sanchez is asleep in his quarters, but will awaken and gear up if the alarm is sounded
- Overseer Karl is adopt the 'tower of purification' in the slave camp
- Overseer Maul is down in the vespene refinery with the protoss slaves in the first floor of the main facility
- Overseer Phillip is at the jorium extractor north of the slave ghetto, in the mining fields
- Commander Louis is usually found on the fourth floor of the main facility, usually in his office. If the alarm has sounded, he might be in the control room or the Psi Disruptor's room instead.
- The Psi Disruptor is the fourth floor of the main facility (room 4A). If zerg are reported to be in the facility, Commander Louis will be there as well, alongside all of the men he can muster.

Once the Psi Disruptor is destroyed, the zerg swarm will advance upon the base and overwhelm it. The brood mother will gift any infested terran characters a command tactic to empower them, so they can help with finishing off the enemy defenses. The invading zerg will attack anything they come across, except the characters. Once the battle is finished, the Kilya will send a overlord to carry the players back to the primary hive cluster.



~The mining camp's defenses will not be able to stand against so many mutaliks

Destruction Scenarios

There are two results that will result in the destruction of the facility. Once either is undertaken, the players have a short window of opportunity to escape before the facility is destroyed.

The Lava Surge

The environmental stabilizer is the only thing keeping Redstone's unstable volcanic activity from destroying the entire region. If the environmental stabilizer is destroyed, one region after another will be eliminated by surges of rising lava.

Once the stabilizer has been destroyed, start a countdown. Once a new time-marker passes, accelerate the lava.

Molten Lava: Few things can kill as quickly as exposure to magma. Partial exposure (up to one-quarter of the body) deals 40 energy damage per round, while full exposure (more than one-quarter of the body) deals 80 energy damage per round. Lava has a penetration value of 10 and a rending value of 10. Character moving through magma move at half speed and suffer -10 to attacks and checks. Any item that spends a full-round in contact with lava is destroyed.

-First 5 Minutes: Alarms sound throughout the base, and the lake of fire outside is bubbling and churning.

-6-10 Minutes: Lava begins to surge. It overwhelms the vespene refinery and floods the basement level of the main facility.

-11-20 Minutes: The lava floods the ground. In addition to the first level of the installation, the bridges are overcome by fire. Magma is pouring into the second floor of the installation, overwhelming the central hub and gateways. The slave ghetto is washed over and destroyed. The outer reaches of the zerg hive have been annihilated.

-21-60 Minutes: The lava has overcome the first two floors of the main installation, the slave ghetto, the mines, the facility entrance, and the hive clusters. The only features still above the carpet of fire are the northern mountains, the southern cliffs where the bunkers and landing ship are located, and the top two floors of the installation. However, the installation is suffering considerable structural malformation.

-61+ Minutes: The Kal-Bryce main facility collapses and is submerged into the lake of magma.

The Zerg Invasion

If the Psi Disruptor is destroyed, then the zerg hive clusters will rapidly descend on Installation Delta-Rose to take it back for the zerg. As time progresses, increasing waves of zerg, mostly mutalisks and zergling will bombard the facility from all directions.

-First 5 Minutes: Alarms sound throughout the base, but no other signs of trouble

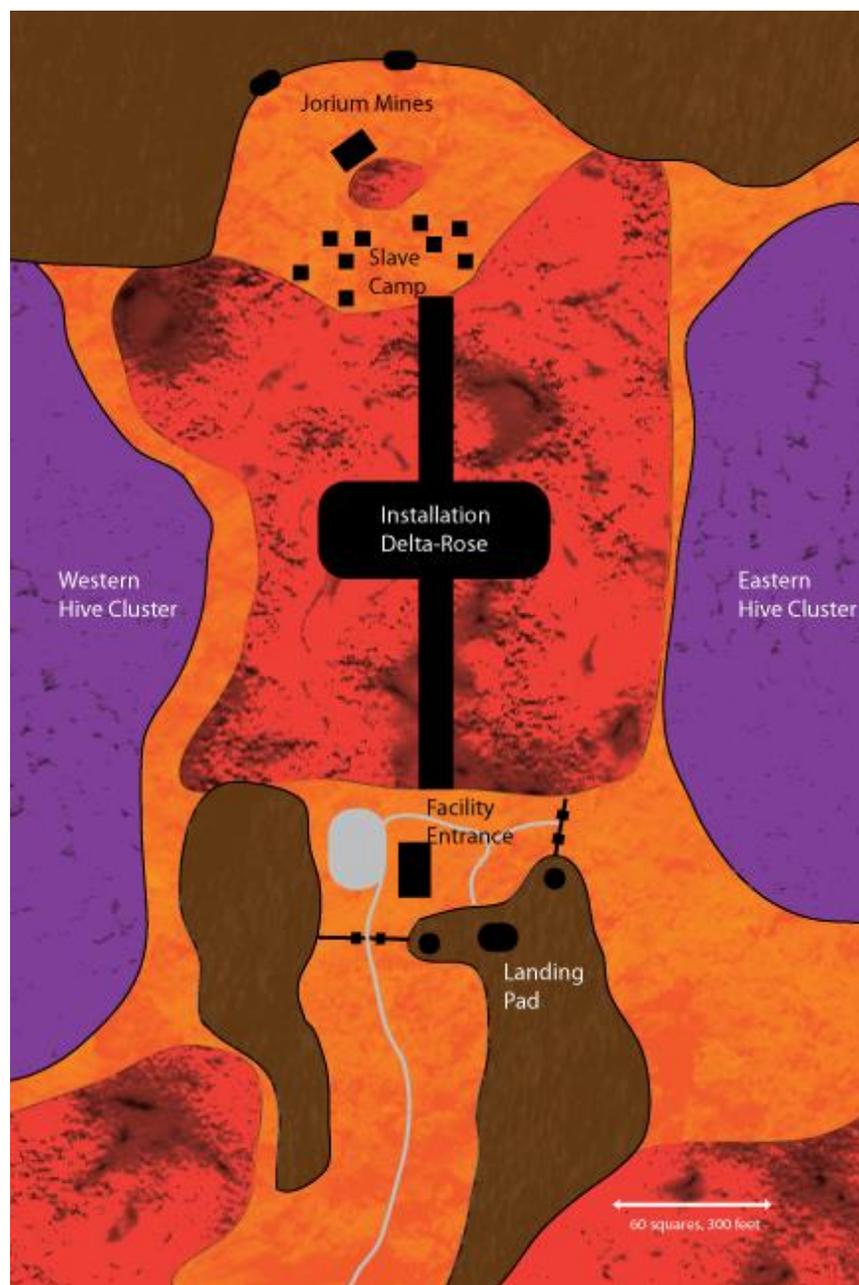
-6-10 Minutes: The first waves of zerg arrive, mostly packs of zerglings with the occasional mutalisk. They focus their attacks on the facility entrance, where they clash with the bunkers and security towers.

-11-30 Minutes: Mutalisks begin striking all parts of the facility, including the mining camp and the slave ghetto. After every minute the party spends outside the main installation, they will be attacked by a single mutalisk

-30-60 Minutes: The bunkers have fallen before the zerg onslaught, and the zerg are rampaging throughout the facility. Anyone at the facility entrance must contend with endless waves of zerglings, two of them spawning outside each gate every round. In addition, everyone out in the open is attacked by a pair of mutalisks every minute they spend outside. Guardians have moved in, and are bombarding the installation from a distance.

-61+ Minutes: The facility is completely overrun by hundreds of mutalisks. The onslaught has caused the primary installation to begin collapsing, causing holes in the walls and foundations where overlords are dropping zerglings into the base from above. A nydus worm has emerged in the mining camp, and another at the entrance. Each one is releasing swarms of zerglings. The facility is lost.

Chapter 3: Breakdown of the Installation



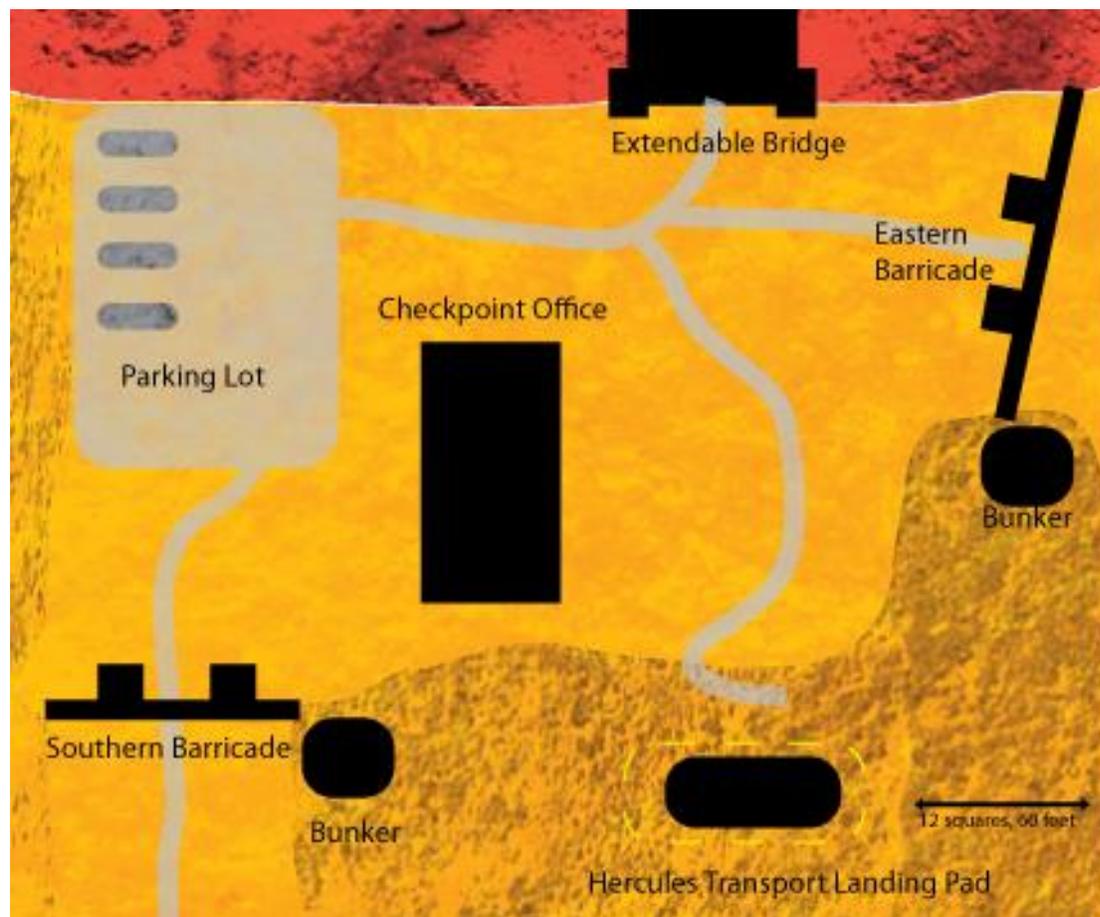
~Map Overview of the region around the installation

Installation Delta-Rose: Outer Facilities

This section details the outer facilities of the mining colony, including the entrance, checkpoint, slave ghetto, and the jorium mines.

Facility Entrance and Checkpoint

The Delta-Rose Installation's primary entrance point is a reinforced security checkpoint. There is a long mountain road leading to the facility from the south, and another secure entrance to from the east.



The southern checkpoint is for the highway, so supply trucks can pass to and from other installations. This is the one that is most likely to open, as a supply truck comes through the southern pass once or twice a day. Because of this, the guards on the southern checkpoint are more relaxed and more likely to make mistakes.

The eastern pass is the dangerous one. The only thing that comes by the eastern pass is the hostile zerg making strikes at the eastern perimeter. Due to this, the eastern gate is warily guarded, with the hardskins there adopting a 'shoot first' policy.

Both entrances are heavily secured with a reinforced security wall, topped with an electric barricade atop of it. The walls are 3 squares high, requiring a DC 20 athletics check to climb. Contact with the electric field on top the wall deals 50 damage per round of contact. It stuns the target if it deals a crippling wound, which causes them to fall if they were climbing it. Overlooking these gates are two security towers, each one manned by a single hardskin mercenary with a heavy gauss rifle. These security towers have search lights that give a -10 to stealth checks while within 15 squares of the gate. Each security tower has the access codes to open the gate. The security towers are 6 squares high.

In addition to these barricades, each gate has a military bunker overlooking it from a cliff edge. Each of these bunkers are manned by a team of four hardskin mercenaries with heavy gauss rifles. They communicate actively with the security towers, and fire upon any unknown they see unless they receive orders from the tower. Reaching the bunkers requires scaling the cliff they are on (6 squares high, DC 15 athletics), or hiking up to them from the inside of the base. See below for rules on Bunkers.

Inside the base is a bustle of commotion, as slave laborers mix with security officials, mostly enforcers, as they load cargo on and off the trucks. In the center of the area is the main office, where the shipments are organized and workloads are distributed. Taskmaster Beth Rudolf oversees the operations from this office. Beth is a former Confederate marine sergeant, and is very used to efficiency and bureaucratic procedure. She works with a pair of delegates during the day, who use their expertise to ensure that all the credits are counted and that everything remains efficient. Beth despises them as greedy pencil-pushers, but voices this to no one.

A dirt road leads up the cliffs adjacent to the entrance, that leads an impromptu landing platform. This landing platform is home to a Hercules Transport belonging to the Sunset Rose. They are currently working on loading up the pallettes of jorium and barrels of vespene onto the ship so it can be sent back to Korhal. There are already 7 pallettes of jorium (1 ton each) and 32 barrels of vespene loaded on the ship, but there is still room for more. Delegates are routinely musing around the ship's cargo bay, checking and rechecking the manifest and checking the exact value of merchandise that they have.

The northern edge of the facility entrance is the lake of fire. There is a retractable bridge here that connects the facility entrance to the primary installation. The bridge is generally raised, to prevent unauthorized access. However, it can be lowered from either the primary installation or the control center on the south side of the bridge. Opening it requires a rotating 8-digit number that changes at dawn every day. The number is automatically sent to the datapads of every taskmaster, overseer, and delegate at the start of every day. It can also be hacked with a DC 20 computers check. The bridge also routinely raises and lowers throughout the day to allow redistribution of labor or the passage of supply trucks.



Facility Entrance and Checkpoint: Encounters

The gates are very well fortified, and would be tough to crack directly. Each gate has two hardskins, one in each tower, shooting down, and four hardskins in nearby bunkers. The best way to get passed them is duplicity and subterfuge, such as hiding in a regular supply truck, using a zerg attack wave to distract the guards while sneaking in, or entering through the cliffs to the west or southeast and sneaking in past the defenses.

Inside the perimeter of the defenses, there are usually around eight terran slaves working on loading or unloading the trucks, that are overseen by four Sunset Rose Punishers. Inside the office is Taskmaster Beth Rudolf and two Sunset Rose Enforcers. In addition, there is usually a delegate either inside with Beth viewing the ledgers, or out with the trucks. When the players are searching the office, roll twice for random treasure to determine what they find.

During the nighttime, the entrance is usually calmer, as the trucks are unattended. There are no slaves at the entrance, and Beth and the delegates have gone to sleep. Aside from the night-crew hardskins in the tower there are usually only two enforcers and a punisher patrolling the area. At the sound of the hardskins firing their weapons, they will go to the gate in question, but will not pass through the gates for any reason. Their objectives are to stay in and protect the compound.

At the southern gate, keep in mind the cliff's rising to either side and turning the road into a choke point. They keep the pathway clear free of rubble and debris, so trucks can pass without incident. The hardskins have cover in the security towers, and the towers provide light within 15 squares. These lights face downwards, not upwards, so are aimed towards the street and low ground rather than the cliffs. Climbing to the top of a tower from the inside stairwell requires 12 squares of movement.

The eastern approach is riddle with blast craters from earlier fighting. These craters can provide cover and somewhere to hide if an approaching character is prone. In addition, there are scattered rocks and debris to hide behind.

Within the gate's perimeter, everything is much more open. Along the western cliff face are a series of trucks to use for cover, but otherwise the battlefield is very open. The slave keepers will fight defensively and try to fall back to Beth's office if she is there. If she is present, she will fire out of the windows of her building, while using leadership to inspire her men. They will use the building as a choke point. They will not see to the slaves, and let them run amok. Their priority is their own lives.

The hardskins will generally not leave the security towers or bunkers unless the gravest of emergencies occurs. They are required to stay at their post to defend against zerg attacks, no matter what.

Bunkers

Bunkers are a classic form of terran defense. These short, domed structures allow a safe place for terran soldiers to hunker down and defend against enemy attack. Bunkers are typically manned by a group of 4-6 marines, but sometimes garrison marauders, firebat, or even ghosts. SCVs are even known to shelter in barricades from time to time.

A bunker takes up a 5 by 5 square area. It can support up to six individuals inside; large sized individuals (such as firebats or SCVs) take up two slots. Rather than gain a normal cover or improved cover as a bonus to defense, occupants of a bunker gain a flat +20 cover bonus to defense against all attacks from outside the bunker. In addition, the occupants of a bunker cannot take damage from a weapon with the burst trait; the bunker absorbs all of the impact from outside burst attacks. However, bunker occupants can still be targeted by line and cone attacks.

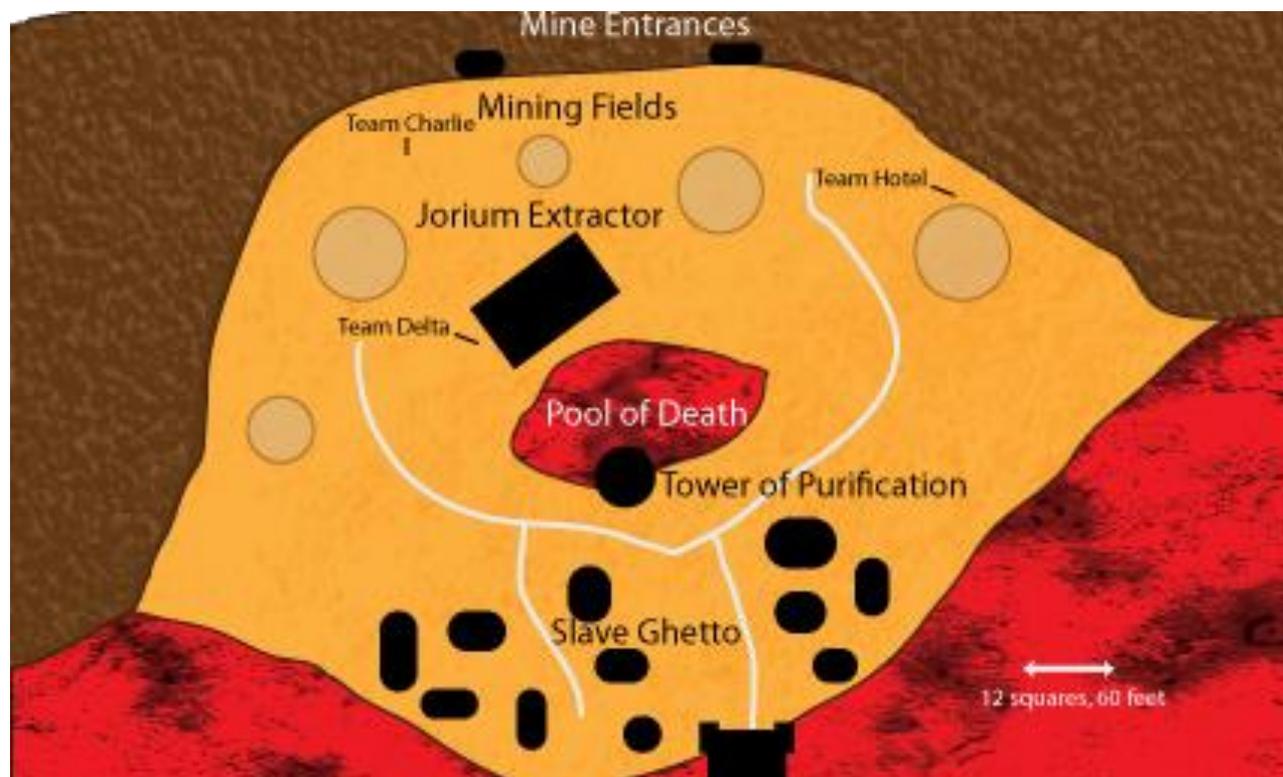
A bunker counts as a huge-sized unbreakable object. Therefore, it has 400 hit points, a damage threshold of 80, a defense of 6, and 30 damage resistance. After a bunker suffers a crippling wound and gains the damaged condition, its defensive bonus to its occupants decreases to a +10 cover bonus to defense. If the bunker is destroyed while still occupied, it collapses on its occupants, who each take a hit of 50 damage and are knocked prone.

Bunkers are sealed by a sealed powered door that can be hacked with a DC 30 Computers check if one does not have clearance to enter. It can also be opened with a plasma torch or through the use of the sabotage talent. The door can be destroyed as normal, with a damage resistance of 30, damage threshold of 40, and 200 hit points.

For determining the encounter points for battles against manned bunkers, simply increase the threat level of all of the bunker's occupants by one threat level.

Slave Ghetto

Across the north bridge from the primary installation, is a collection of decrepit, pre-fabricated huts that house the villages slave population. All in all, there are sixty terran slaves and four protoss slaves.



The slaves live in horrible conditions. Their homes have ratty bed mats, crumbling foundations, are often missing doors. The proximity to the lake of fire makes the temperature extremely uncomfortable, and most of the slaves suffer blisters and burns. They live in constant fear of the evil punishers that roam their camp, who dispense great brutality whenever they think they can get away with it.

Most of the food the slaves get is leftovers from the installation personnel. They are left to cook it on their own. They get just enough water to keep them hydrated and alive, but still not enough to quench their thirst. All the slaves are dressed in sparse rags or simple smocks, barely enough to be decent.

Despite this, there is a great spirit of camaraderie between the residents of the encampment. During the evenings, they sit together and share stores while making sure everyone gets a bite to eat and water to drink. There is brotherhood amongst the slaves, with terrans and protoss considering each other as equals. They have come to consider each other a family.

During the day, most of the slaves are out working. The majority of terrans are sent to the jorium mines to mine crystals. The rest are sent to perform manual labor in the primary installation or load the cargo ship. The four protoss slaves all work in the vespeene refinery.

The slave management is managed by a despicable overseer named Karl, who works on punishment, discipline, and assignments for the slaves. Karl is an insane psychopath who claims to worship a fictitious spirit named Yogula, a bloodthirsty god that demands blood sacrifices and purification by fire. Formerly a Dominion marine, Karl was arrested for treason once he set his lieutenant on fire, but then the *Sunset Rose* broke him free to serve as their enforcer. Karl kills slaves for insane reasons, murdering them in a ritual fashion on top what he calls the Tower of Purification.



The tower of purification is, in truth, a massive exhaust vent rising from all the deep-digging machinery that the facility possesses. Karl takes his prisoners to the top of the vent, has them stand on the edge, over a small lake of magma he calls the Pool of Death, and then sets them on fire with his flamethrower before kicking them into the lake. All the while he chants, “Yogula be appeased! Blood and bile for bit and bone!”

Suffice to say, the slaves are terrified of him. Even his own men are unnerved at Karl’s ritualistic habit of murder. Rightfully so, as Karl has sacrificed one of his guards in the past.

During the evenings, Taskmaster Sanchez oversees the slaves. While the slaves are primarily Karl’s assignment, Sanchez watches over them at night and makes sure they are all accounted for. He also documents any seditious behavior, such as mutinies or escape attempts. He ensures all the slaves stay out in the open and can be watched wherever they go. He also oversees the slaves being fed, and makes sure none of the slaves hog all the food.

Sanchez was a professional mercenary who worked on a variety of different sides during the past few wars. He ended up with the Sunset Rose after the invasion of Korhal, looking for a job with solid pay and less danger. Sanchez is a pragmatist who will always save his own skill first, and believes no job is worth his life. As such, he can be bought.

While he answers to Karl, he is also tasked by Louis to oversee Karl and ensure the fanatic does not become a danger to the operation. In truth, Sanchez does very little of that, as the slave overseer terrifies him.

The southern edge of the ghetto is the lake of fire. There is a retractable bridge here that connects the ghetto and mines to the primary installation. The bridge is generally raised, to prevent unauthorized access. However, it can be lowered from either the primary installation or the control center on the north side of the bridge. Opening it requires a rotating 8-digit number that changes at dawn every day. The number is automatically sent to the datapads of every taskmaster, overseer, and delegate at the start of every day. It can also be hacked with a DC 20 computers check. The bridge also routinely raises and lowers throughout the day to allow redistribution of labor or the passage of supply trucks.

Slave Ghetto: Encounters

During the day, there are usually only half a dozen slaves in the ghetto. They are the ones recuperating from their injuries or are tasked with maintenance and repairs on the utility pipes and fuel lines around the settlement. Overseer Karl watches over everyone from atop the Tower of Purification, preaching the word of his fictitious god, Yogula.

During the day, there are usually six punishers and two enforcers lurking around the ghetto. Enemy intrusion will instantly set them into action. The ghettos are a crowded battlefield. In addition to the metal huts, there are lots of exposed pipes, piles of scrap metal and junk, broken down robotic miners, and half-finished buildings. The punishers will try to root out enemies in cover using radiation grenades, while alternating between their flak pistols and hiding in cover. Their stunners are much less effective against armored opponents, so they will generally try not to use them against heavily armored foes.

Overseer Karl will direct the battle from atop his tower, shouting orders down to his men while using combat influences to demoralize his enemies. Shouldering his flamethrower, he will also fire his revolver down at his foes. Once it is certain that his forces might lose, he will descend the tower with his flamethrower, ready to incinerate his foes. He uses the flamethrower until it runs out of ammunition or is no longer practical, after which he will change to using heavy strike attacks with his war axe. The Tower of Purification is 6 squares tall. The stairs ascending it wrap around the building, starting from the front and are a total of 9 squares to reach the top.

During the night, the ghettos are much more crowded, with over sixty slaves huddling together with around twelve punishers and four enforcers guarding them. Taskmaster Sanchez also wanders the camp, keeping a close eye on the prisoners. The camp is heavily guarded at this time, and the guards are not afraid to execute prisoners or use human shields if they think it will save their lives. Sanchez will radio an alarm if engaged, and will try to lower the bridge to the main facility and escape if he can.

The prisoners will not assist in a combat to take over the ghetto as long as Overseer Karl is still alive. They will cooperate with any attempt to rescue them, however.



The Jorium Mine

The very northern tip of the facility is the jorium mine. This mountainous region has been strip-mined of all the precious yellow crystals, and now the slaves are digging into the mountain itself to find deep underground veins of the valuable substance.

This region has all the markings of a strip mine, with cranes, excavators, SCVs. The ground has been ploughed through by the excavators and is marked by giant pits that had been dug out by the machinery. These pits are usually between 6-12 squares deep, and are usually 10 squares around. Earthen ramps descend from the surface into these pits.

There are always five teams of eight miners working in this area during the day. Each one is overseen by three enforcers and three punishers. The mining teams can be found working in different areas around the settlement.

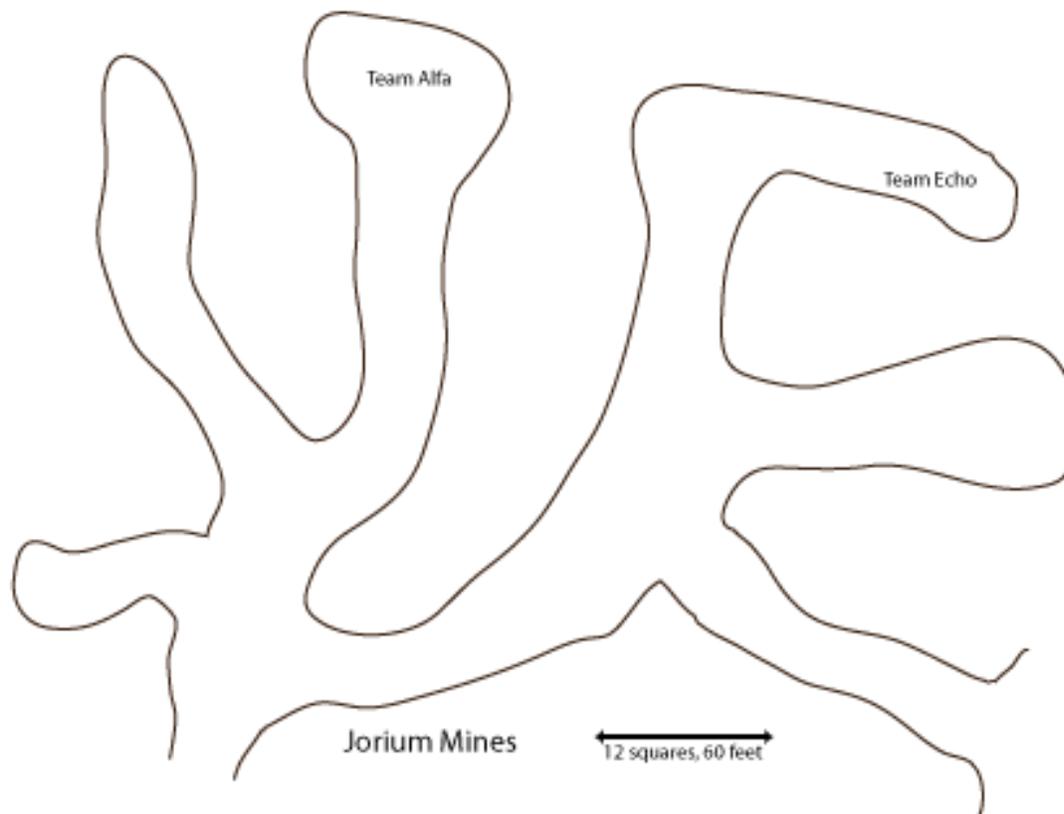
-Teams Alfa and Echo are inside the caverns inside the mountain. Team alpha is digging to the northwest, while Team Echo is digging northeast and deeper underground.

-Teams Charlie and Hotel are working in the strip mine, using excavators and SCVs to dig a new pit to find buried treasures. Fergus Grom is usually in Team Charlie, using his prospecting experience to direct the team. He is still a slave to the whims of his enforcers, however.

-Team Delta are working on the Jorium Extractor. This massive grinding machine grinds up chunks of earth to separate the jorium minerals from the useless dirt and rock. Team Delta is also overseen by Overseer Phillip, who makes sure they stay on task.

The slaves in this area are observed directly by Overseer Phillip. Phillip was once a Dominion marine, punished for going AWOL, who was purchased and resocialized by the Sunset Rose before his sentence could be carried out. He was given the memories and personality of a fanatically loyal slave keeper, with a decorated history in the Dominion military. As such, he cannot be bribed or tricked, as the resocialization prevents him from thinking for himself. In addition to him, Overseer Karl over in the ghetto will check in on his slaves, and make sure they are performing as expected.





Jorium Mine: Encounters

The strip mine is an open battlefield, except for the giant holes and the excavation equipment. If any of the slave teams out in the strip mine are engaged, the rest of the teams outside will hear it soon, and rush to their aid. In general, it will take 3 rounds when a battle in the strip mine calls in soldiers from other parts of the mine. Phillip's soldiers at the extractor are more disciplined, and he will send two soldiers to ascertain the disturbance, while the rest stay behind to guard the slaves.

The mine caverns are dark, except for an industrial light producing a glow every 5 squares (25 feet). Any fight in the caverns will echo and alert the other team of enforcers in the caverns. The team that hears the fight will send their enforcers to investigate, while the punishers remain to oversee the slaves.

Using explosives in the cave is dangerous, because it can cause a cave in. Roll a d20 whenever an explosive is used in the cave. On an 11-15, a cave in occurs. This effects a Burst (4) area centered on the primary target of the explosive. The attack has a +5 bonus to hit, deals 50 damage, or half that much damage on a missed attack. This attack can be evaded. The area becomes difficult terrain afterwards.

On a 16-20 on the d20 check to see if there is a cave in, the collapse is more severe. The attack is identical, but takes up a Burst (6) area instead. Rather than difficult terrain, the collapsed section becomes impassable terrain, as the area completely fills with rock and debris. This can close off passage ways. Anyone who is in the collapse is buried, cannot move, and begins suffocating after a minute. A single character can clear a square of the collapse after 10 rounds, reduced by 1 round for every character helping them, to a maximum of 5 characters and a square being removed after 5 rounds.

Because of the risk, the slave keepers will not use their explosives while underground.

The jorium extractor is a large device that grinds and crushes rocks with ease. As such, it can easily be used to kill a person. There is a receiving conveyer belt into the jorium extractor. If an individual is pushed onto the belt, at initiative 0 the belt will pull them into the extractor. Anyone inside the extractor will take 50 damage with Penetration and Rending (10) every round at the start of their turn. Every location will take a crippling wound every time the extractor deals a wound. Escaping the extractor requires a DC 30 athletics check as a full-round action.



~The slaves in Installation Delta-Rose are dirty, covered in burns and scars, and their protective gear is often flawed and incomplete

Installation Delta-Rose: Primary Facility

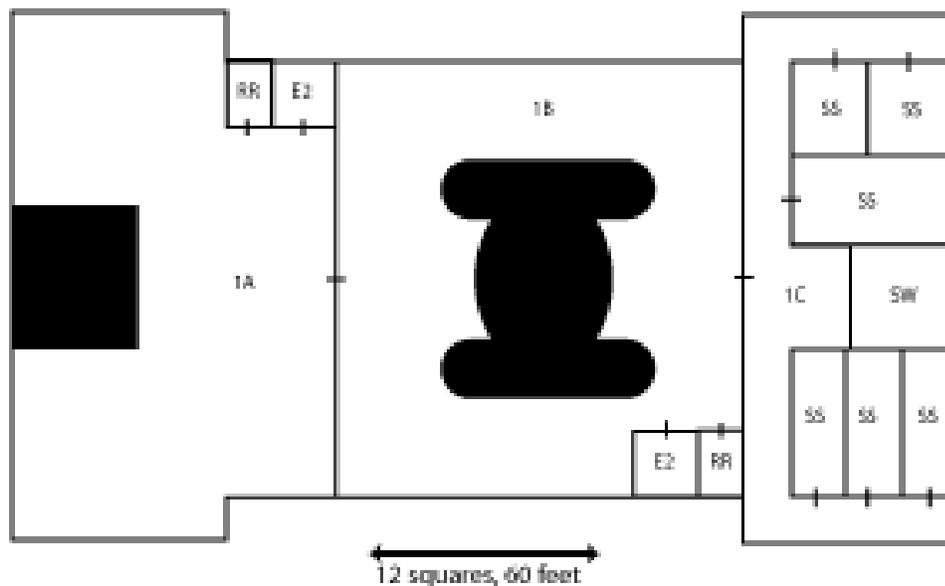
Installation Delta-Rose is a large fortress that sits in the center of a massive lack of molten fire. The fortress consists of four levels. The entrance to the facility is the retractable bridges that lead to the second floor of the structure. This section will cover the breakdown of the floors of Installation Delta-Rose.

The primary installation is a massive, four level structure. The only entrance is the retractable ramps that connect it to the slave ghetto and facility checkpoint. Those bridges connect to the installations 2nd floor, not the 1st floor. Level 1 is a basement level.



Level 1: Engineering and Processing

This is the basement level of the installation. In addition to where most of the facilities infrastructure and subsystems are located, this is also where the Sunset Rose processes their minerals into a usable form. The basement level also has a working, deep drilling vespene refinery that is constantly producing valuable resources from the depths of Redstone.



1A: Mineral Processor
 1B: Vespene Refinery
 1C: Sublevel Corridors
 SS: Subsystem Chambers
 E1 & E2: Elevators
 RR: Restrooms
 SW: Stairwell

Level 1: Engineering and Processing

1A: Mineral Processor

This room contains a giant fabricator that crushes and converts mineral crystals into usable components, such as the frames of tanks, starships, and pre-fabricated structures. This chamber is empty during the night, but during the day three slaves are usually found here, watched over by a trio of enforcers. The chamber always has four palettes of minerals in need of processing.

There is a hazard door leading into the refinery to the east, as well as several environmental suits and air tanks to use before entering.

1B: Vespene Refinery

This giant machine produces most of the vespene for the facility by drilling deep underground. This chamber is filled with a green haze of vespene gas, which is why there is a hazard door and an airlock between this room and the neighboring chambers. Characters that require oxygen are suffocating while inside this room, unless they hold their breath. Characters can hold their breath for 3+ fortitude rounds, but once they run out of air they take 15 damage and +1 fatigue every round. This damage ignores damage resistance. In addition, anyone who breathes in the vespene fumes must make a DC 14 Endurance check against poison every round. Any round that they fail, they suffer 24 poison damage.

Because they do not breathe, the Sunset Rose keeps their four protoss prisoners laboring in here. Including in these hostage is Kalassa, the daughter the Praetor. These protoss laborers are weak and frail, having been laboring in vicious conditions for long hours with little contact with natural light to nourish themselves. They are overseen by Overseer Muul, two punishers, and an enforcer. Muul is a rogue Kel-Morian mine enforcer who defected to the Sunset Rose for better pay and more options for negative reinforcement on his workers. He is a xenophobe, who looks for any opportunity to punish his

protoss prisoners and remind himself of his own 'superiority'. If he thinks he cannot win a fight, he will start killing prisoners or take one hostage to use as leverage to escape.

Kalassa has instituted herself as a sort of leader of the other protoss prisoners. She is a compassionate protector of her fellow prisoners, and will gladly take any punishment directed at her peers. She is soft spoken and grateful to any rescuers, and will comply with whatever requests her rescuers have to ensure all four protoss prisoners are able to escape the facility.

This room has a stockpile of vespene barrels waiting to be moved elsewhere, sixteen to be specific. All the exits from the room, including the elevator and the restroom, have decontamination archways for cleaning the body of any lingering poison and preventing the fumes from spreading elsewhere. The restroom has a first aid station with two Tier 2 Medipacks and two Anti-toxins drugs.

SS: Subsystems

These chambers oversee most of the facilities utilities. Only a single enforcer patrols this area, day or night. A character with training in Science can spend 30 minutes to try to affect the station's subsystems, and sabotage the facility.

The sabotaging character can make a Science check. Allies can assist if they want, or make separate checks. A check to sabotage the subsystems can only be made once. If the character has the Sabotage talents, they gain +5 to this check for every rank of the talent they possess. Calm Engineer gives an extra +10 to this check, while Fast Engineer reduces the time it takes for this check down to 15 minutes.

Science Check Result	Option 1
DC 15	The installation, the slave camp, the mine, and the facility entrance lose all its lighting.
DC 20	The entire facility suffers a temporary power failure. Nothing works, including the bridges, security towers, vespene refinery. Backup generators kick in, but only have enough power to make sure the Psi Disruptor stays active. Power will restore to the entire facility after 45 minutes.
DC 25	The entire facility suffers a power failure. Nothing works, including the bridges, security towers, vespene refinery. Backup generators kick in, but only have enough power to make sure the Psi Disruptor stays active. It will take days for the power to be fully restored.
DC 30	The Psi Disruptor has a catastrophic overload and is destroyed. The zerg swarm will rapidly descend upon the facility, the numbers reaching in the thousands after about 1 hour.
DC 40	The facilities environmental stabilizer is deactivated. Within 1 hour, the lava will rise high enough to destroy the facility and the nearby zerg colonies, killing everyone who does not escape or reach higher ground.

These engineering checks can turn the tables of the siege on the facility in favor of the players, or bring catastrophe to the entire region. Either can be in the players best interest, depending on what goal they are trying to achieve.

When performing a sabotage check, the player can pick the highest option they achieved, or one of the lower options.

Level 2: Storage and Staging

This is main level of the installation. The center of the chamber is an area for trucks to pass through on their way from the north to south or get loaded with valuable resources. This area also contains the facilities armories and storage areas.

2A: Western Armory

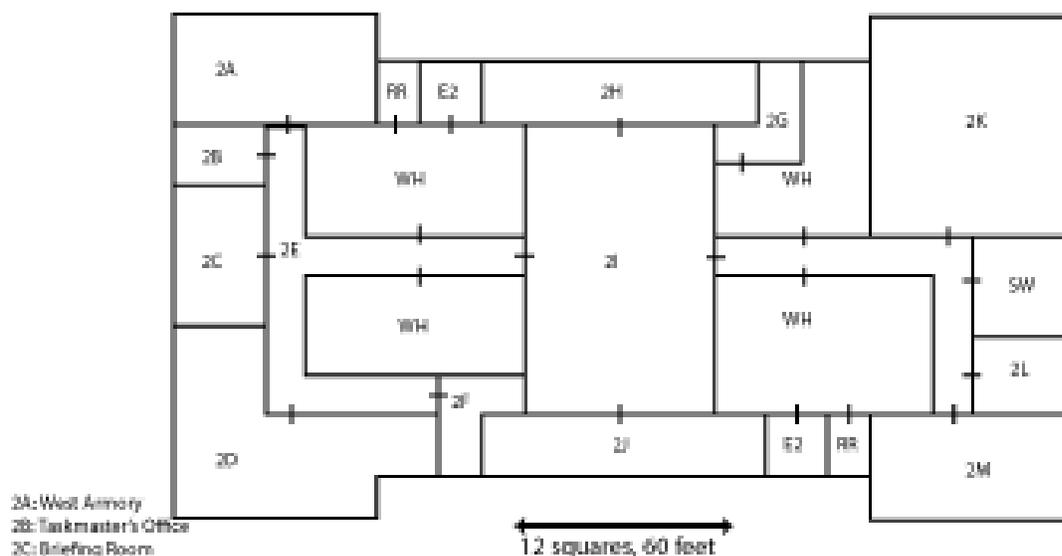
This area contains excess equipment and ammunition for the enforcers and punishers stationed here. Looting this location will yield the following bits of equipment: 30 gauss assault rifle magazines, 20 gauss pistol magazines, 20 flak pistol magazines, 5 launcher frag grenades, 10 frag grenades, 8 power cells, 3 tier 2 power cells, 6 fuel tanks for a flamethrower, a tier 2 flamethrower, and four tier 2 medipacks.

2B: Taskmaster's Office

This is the office of Taskmaster Aaron. Aaron was a survivor of the nuclear bombardment of Korhal, who joined the Sons of Korhal. The rebel group trained the office bureaucrat to be a fighter and saboteur. He deserted after the use of Psi Emitters on Tarsonis, but instead of joining a reputable group he fell in with the Sunset Rose. Now he deals with much of the administrative and shipping work required of the facility, and handles the delegates sent from the base of operation on Korhal.

If the alarm is set off and the base is threatened, Aaron will fight alongside his comrades. If he is taken by surprise, he will sell out the Sunset Rose if he is well compensated. Persuading him to help will require a DC 38 influence (18 because his resolve, +20 because he is unfriendly). Every 250 credits the players offer to bribe him gives them +1 on the influence check. If convinced to help them, he will give a great deal of information up to the players, such as maps, and damning information on the Sunset Rose. Aaron's ledger reveals the amount of raw resources coming to the Sunset Rose warehouses are from the former Kal-Bryce facility. If Aaron is killed, this ledger is found on his desk.

Aaron is active in this area from 6AM to 6PM. He is often doing paperwork with several delegates throughout the day. At the beginning of his shift, he often wanders the first and second floors of the installation overseeing operations.



Level 2: Storage and Staging

2C: Briefing Room

This chamber is where the military commanders, such as Commander Louis, gives orders to the military members on upcoming activities. It is usually vacant.

2D: Observation Deck

This lounge has a thick glass wall overlooking the lake of fire. This is where the delegates go to relax and fill out their paperwork. Random treasure can be found here after searching for five minutes.

2E: Western Hall

This corridor connects all the rooms on the western side of the level. Delegates, enforcers, and taskmaster Aaron commonly wander this hallway, going from room to room.

2F: South Bridge Checkpoint

This room is a security checkpoint to oversee passage across the southern bridge or through the southern checkpoint. Two enforcers are stationed here at all hours, and they will signal the alarm if unauthorized passage is made into the south gate. They can raise or lower the southern bridge, or block access from the South Gate into the Central Hub.

2G: North Bridge Checkpoint

This room is a security checkpoint to oversee passage across the northern bridge or through the southern checkpoint. Two enforcers are stationed here at all hours, and they will signal the alarm if unauthorized passage is made into the south gate. They can raise or lower the northern bridge, or block access from the North Gate into the Central Hub.

2H and 2J: North and South Gates

These chambers are entered when passing the north or south bridge into the facility. They are holding areas that lead into the Central Hub. A reinforced metal door blocks the way into the central hub. These doors have 60 damage threshold, 300 hit points, and 30 damager resistance. They can be opened by hacking the access panel, requiring a DC 25 computer check. They can also be opened from the respective checkpoints, which have reinforced, bullet-proof, windows looking into the gates, but no door access. These windows have 30 damage threshold, 75 hit points, and 20 damage resistance.

2I: Central Hub

This tall chamber is a busy hub of activity. Minerals from the mines are dropped off here to be sent through the processor, while vespene and refined ore move from the warehouses to here, where they are loaded onto trucks to carry them to the starport. No matter the time, there is always a delegate here taking inventory, four enforcers, and three punishers. There are usually about three to four slaves working on loading the trucks as well. The rose operatives will try to garrison these rooms in case of invasion, to prevent the players from moving further in the facility.

There is always lots of cover in this chamber, including trucks being loaded, palettes of minerals, and explosive barrels of vespene lying around.

2K: CMC Arming Chamber

This room is equipped with robotic arming chambers to equip 24 individuals with CMC powered armor. As only half the hardskins are on duty at any one time, that means 12 suits of CMC-200 Powered Armor are always available here. It takes about 30 seconds to outfit a terran in one of these suits using the machinery. For every suit of powered armor, there is a heavy gauss rifle with a fully loaded magazine next to it.

2L: Filing Room

This room stores old business documents and ledgers of business activities, purchases, and sales. If the players do not receive Aaron's business ledger, equally damning documents can be found in here after spending 5 minutes searching at making a DC 10 intelligence check. Random treasures can be found here as well.

2M: East Armory

This armory contains ammunition and supplies for the hardskin mercenaries guarding the bunkers and security towers. Within, the players would find 50 magazines for heavy gauss rifles, 240 shotgun shells, 60 adamantite shotgun shells, 5 magazines for a gauss sniper rifle, 20 fragmentation grenades, 20 land mines, three tier 3 carrying cases, a tier 2 heavy gauss

rifle (rifle bayonet, digital scope, and improved potency upgrades), and a tier 2 gauss sniper rifle (improved potency and improved precision upgrades).

WH: Bulk Resource Warehouse

These warehouses contain bulk food and water for the facility, and store raw materials before they are sent out via transport. When checking these areas for supplies, roll a d20 for each of the following categories: crates of food, barrels of water, palletes of minerals, and barrels of vespene. Refer to the following chart for how much of each of those the warehouse has.

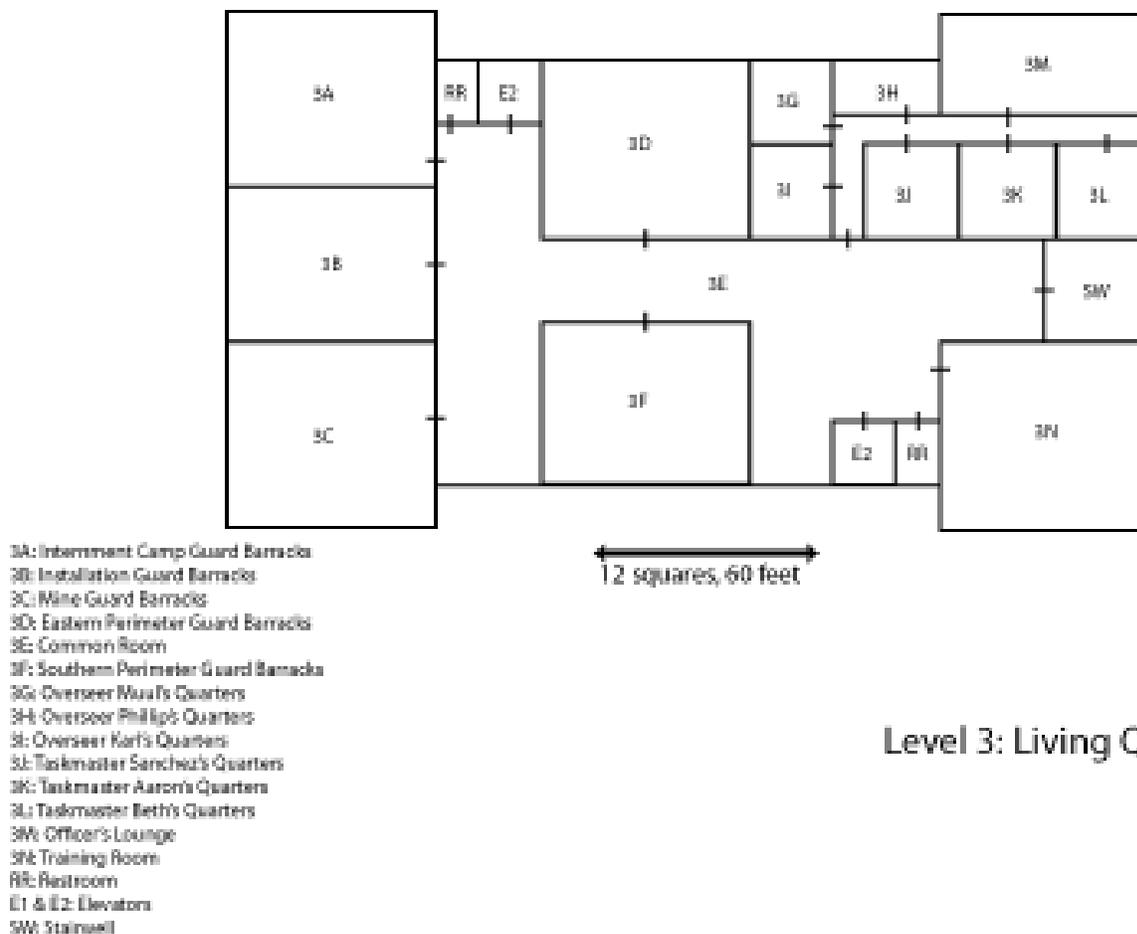
Dice Result	Food	Water	Minerals	Vespene
1-4	30 pounds of food	3 barrels of water	No minerals	No vespene gas
5-8	60 pounds of food	8 barrels of water	1 ton of jorium minerals	3 barrels of vespene gas
9-12	120 pounds of food	15 barrels of water	3 tons of jorium minerals	8 barrels of vespene gas
13-16	200 pounds of food	30 barrels of water	6 tons of jorium minerals	15 barrels of vespene gas
17-20	250 pounds of food	36 barrels of water	10 tons of jorium minerals	30 barrels of vespene gas

Each of these rooms are usually occupied by a mixed group of 3-4 enforcers and punishers, as well as 2 terran slaves. When a fire fight breaks out, enforcers and punishers from neighboring chambers will leave to aid their comrades. If he is present, Taskmaster Aaron will also go to help them the forces guarding the warehouses.



Level 3: Living Quarters

This is where most of the personnel of the facility, aside from the slaves, live. This area is often busy with off duty soldiers, with the barracks filled with warriors sleeping until their shift starts.



Level 3: Living Quarters

3A: Internment Camp Guard Barracks

The soldiers who sleep here are mostly punishers who oversee the slave camps. There are usually eight asleep here during the day, and twelve asleep here during the night. The sleeping soldiers keep their weapons in the lockers by their beds. Searching the room for five minutes can yield random treasures.

3B: Installation Guard Barracks

The soldiers who sleep work in the installation, manning the warehouses, checkpoints, or roaming security patrols. They are mostly enforcers. There are usually eight asleep here during the day, and twenty asleep here during the night. The sleeping soldiers keep their weapons in the lockers by their beds. Searching the room for five minutes can yield random treasures.

3C: Mine Guard Barracks

The soldiers who sleep here oversee the workers in the mines. They are a mix of enforcers and punishers. There are usually eight asleep here during the day, and twelve at night. There are usually eight asleep here during the day, and twenty asleep here during the night. The sleeping soldiers keep their weapons in the lockers by their beds. Searching the room for five minutes can yield random treasures.

3D: Eastern Perimeter Guard Barracks

These nicer quarters are for the hardskins who man the eastern barricade at the facility entrance. They are all hardskin mercenaries. Day or night, there are five sleeping here. Most of their equipment can be found in the fitting room and armory down on the second level. Regardless, searching the room for five minutes can yield random treasures.

3E: Common Room

This long chamber takes up most of the third level of the structure. The eastern side of this room has couches, a wet bar, and poker tables set up, providing lots of cover and hiding places. There are usually all sorts of activities going in here, including card games, wrestling, and drinking. Two hardskin mercenaries, three enforcers, and three punishers can be found throughout the day here. Sometimes they wander in or out of the training room (3N). They are off duty, and as such do not have their armor or protective masks, and are only equipped with their melee weapons and pistols. A firefight here will usually wake everyone on that floor, causing them to get ready for battle.

3F: Southern Perimeter Guard Barracks

These nicer quarters are for the hardskins who man the southern barricade at the facility entrance. They are all hardskin mercenaries. Day or night, there are five sleeping here. Most of their equipment can be found in the fitting room and armory down on the second level. Regardless, searching the room for five minutes can yield random treasures.

3G: Overseer Muul's Quarters

These are the quarters for Overseer Muul, who oversees the protoss slaves in the vespene refinery in the basement. He can be found here between 11-7 PM, sleeping. Muul has a collection of torture implements and weapons in here. Searching will yield a tier 2 stunner (improved potency upgrade), a tier 2 combat knife (improved potency and improved precision upgrades), and 700 credits. Muul is a disorganized man, and his quarters are, as such a mess.

3H: Overseer Phillip's Quarters

This room, quarters to overseer Phillip, barely look occupied. Everything is kept in pristine shape, and there seems to be very few personal possessions strewn around them room. This is largely due to the fact that Phillip is a resoc, and has little individual personality. There is nothing worth taking here.

3I: Overseer Karl's Quarters

These quarters are for Overseer Karl, who is the head master of the slaves and lord over the ghettos. This room is filthy, with crumbs and rotting food, dirty clothes strewn about, and an infestation of vermin living amongst the filth. His desk has a variety of candles set up in a ring around a selection of dolls stained with human blood, with the words 'Yogula be appeased!' scrawled into the desk. Searching the room will reveal a two tier 2 radiation grenade, and 60 flamethrower fuel.

3J: Taskmaster Sanchez's Quarters

This chamber belong to Taskmaster Sanchez, a former mercenary who now works as a slave-herder. This room is fairly unkempt, but shows Sanchez's affinity for weapon and currency. In addition to two random treasures to be found here, Sanchez keeps a briefcase (tier 1 carrying case) loaded with 4,000 credits. He also has 4 U-238 gauss pistol magazines, and a tier 2 demolition charge on his desk.

3K: Taskmaster Aaron's Quarters

This is the private room of Taskmaster Aaron, who works in his office on the second floor. Aaron is an obsessive record keeper, and his quarters are maintained to absolute perfection. His desk is covered with notes and documents that he works on even in his off hours. Searching his chamber reveals random treasures, and a stack of 1,000 credits in the desk drawer.

3L: Taskmaster Beth's Quarters

This room belongs to Taskmaster Beth, who oversees the entrance to the facility and the loading of the cargo shuttles. As befits a professional soldier, Beth keeps her room kept to clean, dignified, military standards. The only exception is the spare weapon parts she on her desk: tier 2 improved potency x2, tier 2 improved precision, and a tier 2 digital scope. A DC

20 perception check will notice an air flow problem with one of the air vents. Inside the vent is a stash of 2,000 credits that she has been embezzling from the organization.

3M: Officer's Lounge

This exquisite room is the lounge for the facility officers, that being the overseers and taskmasters. This room has a dining table, a wet bar, and a selection of wine bottles, some of which are quite old. Officers Muul, Beth, and Karl can be found here between 7-8 PM, while Philip and Sanchez can be found here in the mornings. Searching the room for five minutes can yield minor treasures.

3N: Training Room

This chamber is where the soldiers go to practice. There are sparring dummies here, knife throwing targets, firing ranges, and grapple pads. The door between this room and the common room (3E) is usually left upon, and personnel pass back and forth between the rooms. Two repeating gauss pistols, and two magazines for each gun, can be found in here.

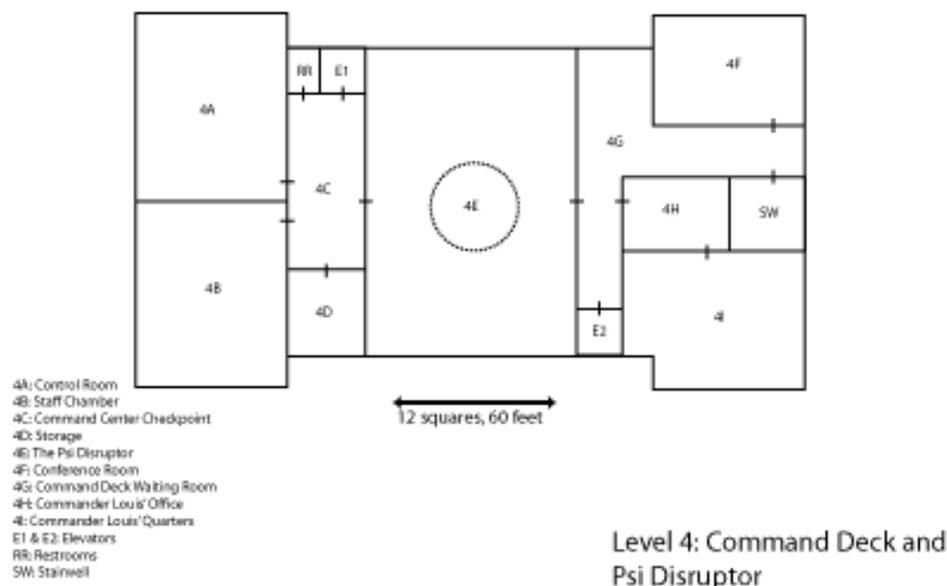
Level 4: Command Deck and Psi Disruptor

This is the command center of Installation Delta-Rose. Situated on this level are the communication center, administrator's residence, and the psi disruptor protecting the facility.

4A: Control Room

This key room is the control center for the entire facility. This structure handles power, alarms, long range communication, and coordinates between units throughout the facility. At all times, there are two delegates and eight enforcers in here. One delegate and three enforcers are at the control panels spread throughout the room, while the remaining individuals are standing guard or overseeing operations. If the alarm has already been set off, the guards will be ready and waiting for an enemy attack.

If the forces in the control room can be overcome, the party will stop cooperation throughout the facility. The party can deactivate the alarm, call for evac, or even power down the environmental stabilizer. Accessing the system will require an access code from one of the soldiers working there, or a DC 30 computer check to hack the system. These terminals count as Government Computers for the purpose of hacking.



4B: Staff Chamber

This room is where most of the delegates sleep. While they are forced into cramped conditions, often unbefitting men of their distinguished status, the provisions are quite nice with fine amenities imported from the core worlds. There are usually four delegates sleeping during the day and twelve sleeping here at night. Searching this room requires a Perception check. A DC 15 perception finds 1,000 credits on a credit chip in the chamber. Every additional 5 points of success on the perception check finds an additional 1,000 credit chip. This is not cumulative with multiple people searching; only use the highest perception check for the party.

4C: Command Center Checkpoint

This chamber has a security desk in the middle of the room, blocking anyone coming up the elevator from going to 4A, 4B, 4D, or 4E. Two enforcers and a punisher guard from here. On any sign of hostile or unfamiliar targets, they will press the alarm to set the station on lockdown.

4D: Storage

This chamber has a wealth of useful supplies in here, in case of emergencies. Included within: four tier 2 medipacks, two tier 2 injectors with two painkillers and two anti-toxin each, two tier 2 injectors with three doses of combat stimulants, two tier 2 carrying cases, a tier 2 data pad, and a tier 3 grappling hook.

4E: The Psi Disruptor

This room contains a massive dish that projects the psionic disruption field that dampens the zerg hive mind in several miles around the facility. This prevents the zerg from invading and destroying the facility. Access to this room requires taking an officer's identification to get into the door. Officers include taskmasters, overseers, and the commander.

There is usually no one inside the psi disruptor. If the facility is falling, Louis will move to guard this room against intrusion and make his final stand here. He knows if the psi disruptor is destroyed, they will all die.

Destroying the psi disruptor requires a DC 25 science or computers check to sabotage it. Otherwise, this can be done by physically destroying the device. The disruptor has a damage threshold of 40, 200 hit points, and a damage resistance of 12. Even if it is reduced to the heavily damaged condition it will cease to function.

4F: Conference Room

This is a meeting room for military officers, delegates, and the commander. Other than a nice view over the facility from the glass walls, there is little here of interest.

4G: Command Deck Waiting Room

This is another security checkpoint. Two enforcers guard this area from anyone trying to go unsolicited into the psi disruptor or commander's chambers. As from the other side, an appropriate identification will be required to open the door to the psi disruptor.

4H: Commander Louis' Office

This luxurious chamber is resplendent with wood paneling, decorative furniture, and art work. It is the office where Louis holds private meetings. A tier 3 pistol lies inside the desk drawer. The back door leads to Louis personal residence. It has a manual lock, that only the commander holds the key for. It can be picked with a DC 25 stealth check, or simply destroyed (6 damage resistance, 15 damage threshold, 75 hit points).

4I: Commander Louis' Quarters

This chamber is resplendent enough to have been made for royalty. This is the commander's personal chambers, and only he is allowed inside. The quarters have a bed room, a kitchen and dining area, and a master bathroom. Searching this room reveals three random treasures. A DC 20 perception check on searching the room reveals a suitcase (tier 3 carrying case) with 20,000 credits inside. Also in the room is 4,000 credits worth of artwork (DC 20 lore check to recognize the value) in the form of

sculptures and framed pictures. Finally, Louis has a Tier 2 Dueling Sword (improved precision and piercing upgrades) hanging over his bed.

Commander Louis room has his personal ledger and diary, both of which are damning proof of the Sunset Rose's criminal activities.

Random Treasures

Many adventure locations on Delta-Rose require you to generate random treasures. Once this occurs, you can simply make up some sort of object to award your players with, or roll a d20 on the table below to generate a random treasure.

Random Treasures Table

Treasure Result	Treasure Found
1	250 credits in a credit chip
2	Tier 2 Medipacks x2
3	Tier 2 Repeating Gauss Pistol with 2 magazine
4	Golden Pocket Watch, worth 800 credits
5	Tier 2 Power Cells x2
6	Tier 2 Fragmentation Grenade x3
7	Tier 2 Fone
8	Tier 2 Light Combat Armor
9	Tier 2 Protective Mask, Tier 2 Gravity Boots, and Tier 2 Air Tank
10	Tier 2 Heavy Gauss Rifle with 2 magazines
11	5,000 credits in a Tier 1 Carrying Case
12	Tier 2 Motion Detector
13	Tier 3 Medipack
14	Tier 3 Power Cell
15	Chaingun with 250 Heavy Slugs
16	Tier 2 Demolition Charge with Improved Potency
17	10lbs of exceptional spice in a Tier 3 Backpack
18	Tier 2 Military Shotgun with 20 Shells
19	Launcher Frag Grenade x4
20	Tier 2 Gauss Assault Rifle with Digital Scope and Improved Potency

Chapter 4: Adventure Non-Player Characters

In this section, you will find the full list of enemies that the Sunset Rose will release in defense of their fortress. Also included in this section are their description and tactics for deploying placing these individuals in your encounters.

With a little creativity and adaptation, these NPCs can be used outside the Installation Delta-Rose adventure. They serve well as jailors, mercenaries, slave keepers, and corporate agents.

Sunset Rose Captain Description

The installation is run by Captain Louis Andawall, a high-ranking member of the Sunset Rose's military arm. Louis is a longtime supporter and friend to Douglas Trill, the owner and founder of the Sunset Rose. Back in the era of the Confederacy and the Old Families, Louis worked for Douglas as not only the head of his security, but also as the man he would call upon to deal with any problems of a 'militant' nature.

Despite being a soldier in mindset, Louis has spent enough time helping oversee business operations that he is a skilled administrator as well. Louis' first loyalty is to Douglas, and will gladly die to serve his Douglas and his agenda. Louis is a professional with a steely and cold disposition. While he does not take sadistic glee in hurting people, he does not hesitate to do it either and believes the pain and suffering he causes is simply part of his role in the cosmos.

Louis is a man in his mid-forties, with short cropped brown hair that is starting to go grey. He has a scar above his right eye, and a long burn from the tip of his chin reaching along his neck. His eyes are grey and dispassionate, and he is a man of little emotion or expression. The only certain ways to get a rise out of Louis is by personally undermining his mission in the gravest manner or mocking him or his superior.

Tactics

Players are most likely to encounter Louis when attacking the Psi Disruptor. It is his ultimate priority, and where he will make his final stand. Louis is a smart and experienced combatant, who will use everything he has to try and protect his corporate interests. He will usually begin combat by activating tactics to increase his defense. If he has allies with him, he will use leadership to adopt a defensive stance, and station himself behind his minions. Any turn he doesn't need to move, he uses Rally to give his soldiers morale levels and give them temporary hit points. All his minions within 6 squares all gain +1 to attacks and checks from his inspirational presence talent.

Louis will try end the fight quickly, by using all his aimed rifle grenades into the enemy ranks, as long as doesn't risk hitting the Psi Disruptor. Afterwards, he will use focused burst attacks to eliminate enemies, starting with enemies that personally approach him and then targeting the lightly unarmored, weak looking, or those acting as medics. His minions will attack whoever he is focusing on, to gain the benefit of the Show the Weak Spot action so they can perform their own bob and weave actions.

Captain Louis Andawall

Level 12 Terran Heroic Character (Core Citizen/ Leader/ Demolitionist/ Soldier/ Guardian/ Tactical Commander), Medium Threat

Skill Purchases: 15

Talent Purchases: 5

Ability Score Purchases: 7

Hit Points: 142

Healing Threshold: 9

Damage Threshold: 30

Defense: 22

Toughness: 23

Resolve: 21

Speed: 6

Shift Speed: 1

Morale Bonus: +8

Space: 1 square

Reach: 1 square

Initiative: +7

Damage Resistance: 14

Psionic Resistance: 15

-Gauss Assault Rifle 1d20+10 accuracy, 23 damage, +2 strikes maximum, 50 shots at long range; *Special Traits:* Penetration 4, Automatic, Scope

-Gauss Assault Rifle w/ Grenade Launcher 1d20+9 accuracy, 60 damage, +1 strikes maximum, 2 shots at medium range; *Special Traits:* Burst 4, Recoil, Gradual Reload, Ground Fire

-Radiation Grenade 1d20+7 accuracy, 50 damage, 1 strike maximum, 1 shot at short range; *Special Traits:* Burst 4, Penetration 5, Acid Damage, Corrosion, Grenade

-Rifle Bayonet 1d20+7 accuracy, 25 damage, 1 strike maximum; *Special Traits:* NA

Skills: Acrobatics 5, Athletics 5, Computers 4, Defensive Training 9, Durability 6, Endurance 4, Influence 4, Leadership 7, Medicine 6, Melee 6, Mental Training 5, Perception 5, Pilot 6, Ranged 8, Stealth 1, Tactics 8, Survival 5

Skill Focuses: Defensive Training +3, Leadership +2, Ranged +2, Tactics +2

Talents: Inspirational Presence, Grenade Catcher, Weapon Mastery (ranged), Natural Health, Hardened Survivalist, Far Shot, Quick Draw

Strength: 4 **Instinct:** 6 **Agility:** 4 **Fortitude:** 6

Intelligence: 4 **Willpower:** 6

Gear: Tier 2 Gauss Assault Rifle with Digital Scope and Improved Potency and Rifle Bayonet with 3 magazines and 2 grenades, Tier 2 Radiation Grenade x3, Tier 2 Light Combat Armor, Tier 2 Equipment Belt x2, Tier 2 Medipack x2, Tier 2 Protective Mask with Air Tank, Tier 2 Geiger Counter, Tier 2 Fone, Tier 2 Injector with 2 doses of Painkiller and 2 doses of Combat Stimulants

Special Ability (Rallying Boost): Whenever Louis uses the Rally function of the Leadership skill, each ally that gains a morale point also gains 7 temporary hit points.

Special Ability (Shield Ally): Louis can shift as an immediate action to absorb a blow that was meant towards an adjacent ally. This can be any non-area melee or ranged attack. Louis and the ally swap squares.

Special Ability (Show the Weak Spot): When landing a hit with an aimed ranged attack, Louis demonstrates a weakness in the targets defenses. Until the start of the characters next turn, all allies gain the benefit of aiming without needing to make an aim action, as long as they are attacking that target.



Sunset Rose Delegate Description

Sunset Rose delegates are not soldiers, mercenaries, or jailors. They are corporate administrators, pencil pushers and bureaucrats. In truth, they are the ones that run most of the Sunset Rose organization.

While the delegates are not vicious jailors or torturers, and seem like little more than well-dressed businessmen, they are perhaps the greatest evil in the criminal outfit. They are the ones who organize the operate in taking slaves and setting them to work, and they do it all to increase their stock value. They are capitalist vultures, who are complicate with slavery and murder to enhance their own wealth.

These well-dressed individuals wander about the facility with datapads in hand, cataloguing the output of the facility and double checking the inventory for any possible discrepancies. They also ensure that the facilities expenditures are kept to a minimum, and that the slaves fed just enough to be able to work but not too much that they are expensive.

It is important to note that the delegate's datapads have most of the access codes to the facility, including the ones to raise and lower the bridge, open security doors, and other details. The only function they do not have access to is infrastructure and the Psi Disruptor.

Tactics

Sunset Rose delegates are cowards. Unless they have a substantial guard presence of at least three individuals, they will flee from combat. If cornered, they will surrender automatically and beg for their lives. If they can, they will use slaves as human shields and negotiate for their release.

If they are engaged in a fight, they serve a support role for their allies. They will remain behind the enforcers and punishers and use their medipacks to keep them alive. They only heal an ally once they go below 50% hit points. If they have to chose between healing themselves and an ally, they will heal themselves.

As long as they are safely away from the players, delegates will attack with their gauss pistols. They will bob and weave instead of aim. Their primary contribution, however, is to use combat influence to demoralize their enemies. Using influence, they target two enemies a turn and make an influence check against their resolve to lower their morale bonus. If they get an enemy low enough on morale, they attempt a Demand Surrender action to force them to yield. If they are being attacked, they use Dissuade against anyone who is attacking them as their priority.

Sunset Rose Delegate

Level 7 Terran Non-heroic Character (Core Citizen/ Personality/ Medic), Low Threat

Skill Purchases: 8

Talent Purchases: 2

Ability Score Purchases: 4

Hit Points: 54

Healing Threshold: 6

Damage Threshold: 22

Defense: 18

Toughness: 17

Resolve: 18

Speed: 5

Shift Speed: 1

Morale Bonus: +6

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 1

Psionic Resistance: 16

-Gauss Pistol 1d20+6 accuracy, 12 damage, +2 strikes maximum, 15 shots at long range; *Special Traits:* Penetration 4

Skills: Computers 4, Defensive Training 5, Durability 4, Influence 7, Leadership 4, Lore 5, Melee 1, Mental Training 4, Perception 3, Pilot 4, Ranged 5, Science 2

Skill Focuses: Lore +2, Influence +2, Science +2

Talents: Dissuade, Resolute, Field Medic, Weapon Mastery (ranged)

Strength: 2

Instinct: 4

Agility: 3

Fortitude: 2

Intelligence: 6

Willpower: 4

Gear: Gauss Pistol with 2 magazines, Equipment Belt, Tier 2 Medipack, Tier 2 Data Pad, Tier 2 Fone, Credit Chip with 1d20x25 credits

Special Ability (Impressionable): When making a combat influence test, the delegate can target two enemies with the same combat influence attempt.

Special Ability (Surgical Aid): When rolling a natural 12 or higher on a first aid check, the target character also heals 1 crippling wound.

Sunset Rose Enforcer Description

Enforcers are the commonplace guards of Installation Delta-Rose. Most of them come from the ranks of mercenaries and criminals, but a few are former marines. They are noticed by their carapace combat armor and helmets with gas masks, as well as their assault rifles. They have the Sunset Rose Emblem embedded on their shoulder pads and breastplates.

Tactics

Enforcers are not hardy individuals and are poor in melee combat. Therefore, they try to keep their range from their enemies, utilizing cover and attempting tactics checks to increase their accuracy. They usually use their gauss assault rifles to perform semi-automatic fire, preferring to make regular, reliable hits and conserve their ammunition. They use their grenade launchers only in emergencies, when they have a perfect target, and are not going to hit company property.

Enforcers try to only fight if they have cover. They will usually retreat to a position of cover if forced to fight in the open; otherwise, they will try to make room between them and their enemies and go prone. If all else fails, and they are forced into close combat, they will fire by firing their flak pistols at point blank range. They only use their combat knives if they have run out of ammunition with their flak pistols and are still in close combat.

Sunset Rose Enforcer

Level 5 Terran Non-heroic Character (Fringe Colonist/ Skirmisher/ Soldier), Low Threat

Skill Purchases: 11

Talent Purchases: 1

Ability Score Purchases: 1

Hit Points: 61

Healing Threshold: 6

Damage Threshold: 23

Defense: 19

Toughness: 17

Resolve: 15

Speed: 7

Shift Speed: 1

Morale Bonus: +3

Space: 1 square

Reach: 1 square

Initiative: +5

Damage Resistance: 9

Psionic Resistance: 6

-Gauss Assault Rifle 1d20+5 accuracy, 17 damage, +2 strikes maximum, 50 shots at long range; *Special Traits*: Penetration 4, Automatic, Scope

-Gauss Assault Rifle w/ Grenade Launcher 1d20+4 accuracy, 45 damage, 1 strikes maximum, 1 shot at medium range; *Special Traits*: Burst 2, Recoil, Gradual Reload, Ground Fire

-Flak Pistol 1d20+4 accuracy, 16 damage, +1 strike maximum, 12 shots at short range; *Special Traits*: Rending 3, Spread, Recoil

-Combat Knife 1d20+5 accuracy, 14 damage, +2 strikes maximum; *Special Traits*: NA

-Rifle Butt 1d20+2 accuracy, 20 damage, 1 strike maximum; *Special Traits*: NA

Skills: Acrobatics 3, Athletics 4, Computers 2, Defensive Training 5, Durability 4, Endurance 4, Influence 1, Medicine 1, Melee 4, Mental Training 2, Perception 2, Pilot 3, Ranged 4, Stealth 2, Tactics 2

Skill Focuses: Defensive Training +2, Athletics +2, Ranged +2

Talents: Dodge, Defensive Fighting

Strength: 2

Instinct: 5

Agility: 4

Fortitude: 3

Intelligence: 3

Willpower: 2

Gear: Gauss Assault Rifle with 2 magazines and 1 grenade, Flak Pistol with 2 magazines, Combat Knife with Improved Potency, Light Combat Armor, Equipment Belt, Medipack, Protective Mask with Air Tank,

Special Ability (Adapted Resistance): The enforcer has gained a resistance to poisons and diseases. They gain advantage on Endurance tests to resist succumbing to a poison or disease.

Special Ability (Stalwart Resolve): Enemies who try to use combat influence on the enforcer have disadvantage. However, the mercenary has disadvantage on all combat influence tests they perform, except those to taunt.

Special Ability (Moving Cover): If an enforcer has cover against a foe at any point during their turn and ends their turn without cover, they retain a +2 cover bonus to defense against ranged attacks

Sunset Rose Hardskin Description

The Sunset Rose employs a number of hardskin mercenaries to defend the base from intrusion. They are deployed in the bunkers at the facility entrance to the south. Their only goal is to defend the base from attack, and they are only found in their bunkers, or on their way back to the primary facility.

Tactics

Most of the time, the mercenaries are quite bored in their bunkers. When trouble does rear its head, it usually takes them 2 rounds to take up positions in the bunker, unless they were previously warned about the attack. When they are threatened, all the hardskins in a bunker will chose a target and fire area burst to hit as many targets as possible. They are not worried about ammunition expenditure. They use tactics to increase accuracy and perform aim actions. They don't try to increase their defense at all; that's what the bunker is for.

Sunset Rose Hardskin

Level 7 Terran Non-heroic Character (Fringe Colonist/ Soldier/ Pilot), Medium Threat

Skill Purchases: 10

Talent Purchases: 2

Ability Score Purchases: 6

Hit Points: 75

Healing Threshold: 8

Damage Threshold: 26

Defense: 15

Toughness: 22

Resolve: 14

Speed: 6

Shift Speed: 1

Morale Bonus: +4

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 13

Psionic Resistance: 12

-**Heavy Gauss Rifle** 1d20+6 accuracy, 19 damage, +2 strikes maximum, 150 shots at long range; *Special Traits:* Penetration 4, Full Automatic

-**Gauss Pistol** 1d20+6 accuracy, 13 damage, +2 strikes maximum, 15 shots at long range; *Special Traits:* Penetration 4

-**Frag Grenade** 1d20+3 accuracy, 45 damage, 1 strike maximum; *Special Traits:* Burst 2, Grenade, Delay

-**Rifle Bayonet** 1d20+4 accuracy, 21 damage, 1 strike maximum; *Special Traits:* NA

Skills: Athletics 4, Defensive Training 4, Durability 5, Endurance 4, Medicine 1, Melee 4, Perception 4, Pilot 5, Ranged 5, Tactics 4

Skill Focuses: Ranged +3, Durability +2

Talents: Powered Armor Training, Chemical Tolerance

Strength: 8*

Instinct: 5

Agility: 4

Fortitude: 5

Intelligence: 2

Willpower: 4

Gear: CMC-200 Powered Armor, Heavy Gauss Rifle with Rifle Bayonet and 3 magazines, Gauss Pistol with 3 magazines, Fragmentation Grenadex2, Advanced First Aid Kitx2, 1 dose of Rage, 2 doses of Combat Stimulants, 2 doses of Painkillers

Special Ability (Bunker): The bunker provides exceptional benefits for its occupants. Those within the bunker gain +20 defense and +4 accuracy against those outside the bunker. While within the bunker, the occupants count as High threat entities, instead of Medium threat. The bunker has 400 hit points, 80 damage threshold, and a damage resistance of 30.

Special Ability (Adapted Resistance): The mercenary has gained a resistance to poisons and diseases. They gain advantage on Endurance tests to resist succumbing to a poison or disease.

Special Ability (Stalwart Resolve): Enemies who try to use combat influence on the mercenary have disadvantage. However, the mercenary has disadvantage on all combat influence tests they perform, except those to taunt.

Special Ability (Advanced Training): The mercenary gains +1 power rating of damage with all ranged weapons.

Special Ability (Vehicle Specialization): The mercenary gives whatever vehicle they are piloting +3 defense. This only effects vehicle's they are piloting or co-piloting.

Sunset Rose Overseer Description

Overseers are the lead slave masters and enforcers in the installation. The facility has a total of three overseers. The lead overseer is Karl, an insane psychopath who commits ritual murders on the slaves that displease him. The head overseer of the protoss prisoners is Muul, a shameless racist who once served as a mining foreman on Moria. The last one is Phillip, a former Confederate marine who was resocialized into a dedicated servant of the corporation.

Overseers are in charge of all aspects of the slaves life: their punishment, training, and living conditions. Any one of them will gladly execute a slave for crossing them. They are ruthless individuals.

Tactics

Overseers are tough and hardy; a noticeable step up in life and durability from the mooks that serve under them. All overseers rely on a mixture of ranged and melee combat as well as influence actions to help them in combat.

Karl is rarely encountered away from the Tower of Purification, the exhaust vent he uses for sacrifices to 'Yogula' a fictitious god. He prefers to fight with his flamethrower, incinerating his foes alive while hooting and hollering praises to the bloodthirsty spirit. He targets the closest two enemies, preferably ones on fire, with a Demoralize combat influence. His influences take the form of death threats involving Yogula's vengeance. If engaged in melee, he will probably still use his flamethrower as long as he can hit multiple targets. Otherwise, he will use heavy strike attacks with his war axe, gaining cleaving as he does. Karl never uses leadership, and uses his tactics to increase damage resistance.

Muul is a sadist, who usually walks around with a stun baton drawn. If engaged in combat, he will draw his pistol-shotgun and try to destroy his foes in close range. Muul does not flee from close combat, and will use his shotgun until it runs out of ammunition. Rather than reload it, he will engage his foes in melee with his stun baton. He uses bob and weave actions, unless he is fighting psychic enemies, in which case he will use thought blocking whenever he can. His tactics are always focused in accuracy, such is his zeal to hurt others. If he is losing in a fight, he will grab a protoss prisoner and use them as a living shield, holding his revolver up their head, in order to escape.

Phillip has a slow reaction time due to his resocialization, and can be fooled into thinking the players are not hostile if they are dressed up or extremely persuasive. In combat, he acts with the rigid grace of a professional soldier acting out of a manual. He will seek cover, use tactics to improve his defense, and then use whichever form of automatic fire is most efficient based on the combat need. He saves his grenades for dire circumstance, usually when he is losing, and his foes are bunched up. He will not, under any circumstance, risk harm to Sunset Rose equipment or personnel.

Sunset Rose Overseer Karl

Level 9 Terran Non-heroic Character (Fringe Colonist/ Brute/ Personality/ Survivalist), Medium Threat

Skill Purchases: 19

Talent Purchases: 5

Ability Score Purchases: 6

Hit Points: 162

Healing Threshold: 7

Damage Threshold: 30

Defense: 21

Toughness: 24

Resolve: 18

Speed: 6

Shift Speed: 1

Morale Bonus: +6

Space: 1 square

Reach: 1 square

Initiative: +5

Damage Resistance: 14

Psionic Resistance: 13

-Flamethrower 1d20+8 accuracy, 37 damage, +2 strikes maximum, 30 shots at special range; *Special Traits:* Penetration 2, Hailfire 1, Cone 6, Energy Damage, Flames, Long Reload, Close Quarters

-Heavy Revolver 1d20+10 accuracy, 32 damage, +1 strike maximum, 6 shots at medium range; *Special Traits:* Penetration 3, Gradual Reload

-War Axe 1d20+7 accuracy, 32 damage, +1 strike maximum; *Special Traits:* Penetration 7, Smashing

-Unarmed 1d20+8 accuracy, 14 damage, +2 strikes maximum; *Special Traits:* Penetration 1, Unarmed

Skills: Acrobatics 3, Athletics 6, Computers 3, Defensive Training 8, Durability 8, Endurance 5, Influence 6, Medicine 2, Melee 6, Mental Training 4, Perception 5, Pilot 5, Ranged 8, Stealth 2, Tactics 6

Skill Focuses: Durability +2, Ranged +2, Influence +2, Defensive Training +2

Talents: Power Strike, Dissuade, Weapon Mastery (ranged II, melee), Hardened Survivor, Great Speaker, Mountain Strike, Military Unarmed Training

Strength: 6

Instinct: 3

Agility: 4

Fortitude: 6

Intelligence: 2

Willpower: 4

Gear: Flamethrower with Improved Potency and 1 fuel tank, Tier 2 Heavy Revolver with 12 Armor Piercing Rounds, War Axe (Tier 2 Heavy Tool with Improved Potency and Piercing), Tier 2 Light Combat Armor with Energy Repellant), Equipment Belt, Medipack x2, Geiger Counter, Protective Mask with Air Tank

Special Ability (Adapted Resistance): The overseer has gained a resistance to poisons and diseases. They gain advantage on Endurance tests to resist succumbing to a poison or disease.

Special Ability (Stalwart Resolve): Enemies who try to use combat influence on the overseer have disadvantage. However, the overseer has disadvantage on all combat influence tests they perform, except those to taunt.

Special Ability (Mighty Swing): When the Overseer makes a heavy strike action, they gain the Cleaving (1) weapon trait in addition to all other bonuses for performing a heavy strike.

Special Ability (Impressionable): When making a combat influence test, the overseer can affect 1 additional target.

Special Ability (Relentless): Whenever the overseer would be dealt an ongoing crippling wound effect, he can roll a d20. If the result is 12 or higher, the attack is a normal hit, not a crippling wound. If the attack is dealing multiple crippling points, the character must roll for each separate crippling point.

Overseer Muul Equipment Package: Military Shotgun with Improved Potency and Shortened with 20 shotgun shells, Masterwork Stun Baton (Tier 2 Light Tool with Improved Potency and the Stun weapon trait) (replaces flamethrower and war axe)

-Masterwork Stun Baton 1d20+7 accuracy, 23 damage, +2 strikes maximum; *Special Traits:* Penetration 3, Stun, Smashing

-Shortened Military Shotgun; 3d6+6 accuracy, 25 damage, +1 strikes maximum, 10 shots at short range; *Special Traits:* Spread, Pistol, Gradual Reload, Close Quarters

Overseer Phillip Equipment Package: Gauss Assault Rifle with Improved Precision and Rifle Bayonet with two magazines of 50 U-238 Spikes and 2 Frag Grenades (replaces flamethrower and war axe)

-Gauss Assault Rifle; 3d6+10 accuracy, 19 damage, +2 strikes maximum, 50 shots at distant range; *Special Traits:* Penetration 6, Rending 2, Scope

-Gauss Assault Rifle w/ Grenade Launcher; 3d6+8 accuracy, 50 damage, 1 strike maximum, 2 shots at medium range; *Special Traits:* Penetration 5, Burst 2, Grenade, Recoil, Ground Fire

-Rifle Bayonet 1d20+7 accuracy, 23 damage, 1 strike maximum; *Special Traits:* None

-Special Traits (Resocialized): This character is resocialized to have programmed obedience and loyalty. They gain the Jaded and Cynic talents for free, and cannot betray command structure or betray their superiors. A DC 30 influence test can convince Phillip that an individual is one of their superiors. In addition, Phillip has -1 agility (-1 defense, move speed, -1 strike with the heavy revolver) and -1 willpower (-1 resolve and -1 morale bonus, -1 to influence tests, -8 maximum hit points).

Sunset Rose Punishers Description

Alongside enforcers, punishers make up the majority of the player's enemies in the adventure. Punishers are the slave drivers of the facility, and rarely is a slave found without one of their punisher handlers also being found nearby. They are noticed by their carapace combat armor and helmets with gas masks, and typically wander the base with the electrified stunners in hand. They have the Sunset Rose Emblem embedded on their shoulder pads and breastplates.

Tactics

Punishers are close range combatants, who fight with a stunner in one hand and a flak pistol in the other. They usually begin fights by bobbing and weaving, and using tactics to increase their damage resistance. Afterwards, they advanced on their foes. As they move forward, they try to weaken their enemies with shots from their flak pistols or their radiation grenades. They prefer to stand one or two squares away from their foes while tearing into their enemies with flak pistols. If they face melee opponents, they will instead perform heavy strike actions with their stunners, taking advantage of their Mighty Swing ability to hit multiple targets.

When a punisher is heavily wound, usually below 30 hit points, they will retreat and try to get help. They will also retreat when all their allies have been killed.

Sunset Rose Punisher

Level 5 Terran Non-heroic Character (Fringe Colonist/ Survivalist/ Brute), Low Threat

Skill Purchases: 11

Talent Purchases: 1

Ability Score Purchases: 1

Hit Points: 82

Healing Threshold: 7

Damage Threshold: 25

Defense: 15

Toughness: 17

Resolve: 14

Speed: 5

Shift Speed: 1

Morale Bonus: +3

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 10

Psionic Resistance: 6

-Flak Pistol 1d20+4 accuracy, 16 damage, +1 strike maximum, 12 shots at short range; *Special Traits:* Rending 3, Spread, Recoil

-Stunner 1d20+6 accuracy, 17 damage, 1 strikes maximum; *Special Traits:* Stun, Energy Damage

-Radiation Grenade 1d20+2 accuracy, 30 damage, 1 strike maximum, 1 shot at short range; *Special Traits:* Burst 2, Penetration 5, Acid Damage, Corrosion, Grenade

Skills: Acrobatics 2, Athletics 4, Computers 1, Defensive Training 4, Durability 5, Endurance 4, Influence 2, Medicine 2, Melee 5, Mental Training 2, Perception 2, Pilot 3, Ranged 4, Stealth 2, Tactics 2

Skill Focuses: Melee +2, Defensive Fighting +2, Durability +2

Talents: Hardened Survivalist, Weapon Mastery (melee), Power Strike

Strength: 3

Instinct: 4

Agility: 3

Fortitude: 4

Intelligence: 3

Willpower: 2

Gear: Tier 2 Stunner with Improved Potency, Flak Pistol with Improved Potency and 2 magazines, Radiation Grenade, Light Combat Armor, Equipment Belt, Medipack, Geiger Counter, Protective Mask with Air Tank

Special Ability (Adapted Resistance): The punisher has gained a resistance to poisons and diseases. They gain advantage on Endurance tests to resist succumbing to a poison or disease.

Special Ability (Stalwart Resolve): Enemies who try to use combat influence on the punisher have disadvantage. However, the mercenary has disadvantage on all combat influence tests they perform, except those to taunt.

Special Ability (Mighty Swing): When the punisher makes a heavy strike action, they gain the Cleaving (1) weapon trait in addition to all other bonuses for performing a heavy strike.

Special Ability (Relentless): Whenever the punisher would be dealt an ongoing crippling wound effect, he can roll a d20. If the result is 12 or higher, the attack is a normal hit, not a crippling wound. If the attack is dealing multiple crippling points, the punisher must roll for each separate crippling point.

Sunset Rose Taskmaster Description

Taskmasters are essentially the sergeants and chief administrators of the installation. While their primary task is overseeing security, they are also focused on bookkeeping, division of labor, and aiding the delegates with shipping issues. The facility has three taskmasters. The Beth is an ex-Confederate soldier, who handles shipping issues and overall security in the facility entrance compound. Aaron is the second in command of the facility, and a deserter of the Sons of Korhal. He works in the primary installation dealing as administrator, dealing with communication off-world and personnel issues. Sanchez is freelance mercenary, known for working both sides of conflicts, who assists Karl in managing the slaves and making sure work quotas are met.

Tactics

Taskmasters are skilled combatants who use tactics, stealth, and maneuverability to overwhelm their opponents.

Beth is usually encountered in the facility entrance checkpoint, where she works out of the main office there. Upon the threat of danger, Beth makes sure her long rifle is loaded and crouches behind a window to start taking shots, usually benefit from her sneak attack with the first few shots. This form of protection gives her improved cover, a +10 defense bonus. She lies in wait, and uses semi-automatic fire to focus down and assassinate single foes. If she runs out of ammunition, usually after 3 rounds, and the threat is not abating she will switch to her penetrator rounds. If she takes fire, she will hide and try to regain stealth before reengaging. She prefers accuracy and precision, using aim actions and using tactics to increase her defense or accuracy as needed.

Aaron may serve the job of an administrator, but he is an efficient and ruthless tactician. Aaron prefers action-moves, where he runs out of combat, attacking a target with a focused burst from his pistol, and retreating back behind a wall. He is constantly moving in combat to avoid close combat or being pinned down. He knows the inside of the Kal-Bryce facility intimately, and will travel through the rooms and passages to lose his pursuers. He uses bob and weave behavior almost exclusively, and typically uses tactics to improve his movement speed. If he is already much faster than his foes, he uses tactics to increase defense instead.

Sanchez has a strong value of his own life, and avoids a direct fight whenever possible. When combat ensues, he uses stealth and finds somewhere to hide, having his soldiers distract the enemy. After he has secured himself somewhere, Sanchez will use his full accuracy to start picking off targets with his sniper rifle. If he is reliably hitting, he will use called shots to target his enemy's core or vitals. When in firing mode, he aims and uses tactics to increase accuracy. When moving, he uses bobbing and weaving.

Sunset Rose Taskmaster Beth

Level 9 Terran Heroic Character (Fringe Colonist/ Soldier/ Infiltrator/ Skirmisher), Medium Threat

Skill Purchases: 20

Talent Purchases: 1

Ability Score Purchases: 5

Hit Points: 115

Healing Threshold: 7

Damage Threshold: 27

Defense: 20

Toughness: 20

Resolve: 19

Speed: 7

Shift Speed: 2

Morale Bonus: +6

Space: 1 square

Reach: 1 square

Initiative: +4

Damage Resistance: 16

Psionic Resistance: 13

-Long Rifle 1d20+10 accuracy, 34 damage, +1 strike maximum, 6 shots at medium range; *Special Traits:* Penetration 4, Digital Scope

-Long Rifle w/ Penetrator Round 1d20+10 accuracy, 34 damage, +1 strike maximum, 6 shots at medium range; *Special Traits:* Penetration 30, Digital Scope, Unstoppable

-Flak Pistol 1d20+10 accuracy, 20 damage, +1 strike maximum, 12 shots at short range; *Special Traits:* Rending 3, Spread, Recoil

-Rifle Butt 1d20+6 accuracy, 27 damage, 1 strikes maximum; *Special Traits:* None

-Combat Knife 1d20+9 accuracy, 16 damage, +2 strikes maximum; *Special Traits:* Penetration 4, Throwing

Skills: Acrobatics 7, Athletics 5, Computers 3, Defensive Training 6, Durability 6, Endurance 4, Influence 4, Medicine 4, Melee 7, Mental Training 5, Perception 4, Pilot 5, Ranged 8, Stealth 6, Tactics 6

Skill Focuses: Ranged +2, Melee +2, Stealth +2, Acrobatics +2

Talents: Weapon Mastery (ranged II), Sneak Attack, Defensive Fighting, Dodge II, Devastating Cripple (ranged), Precision Shot, Strafing Attack

Strength: 4

Instinct: 5

Agility: 5

Fortitude: 5

Intelligence: 2

Willpower: 4

Gear: Tier 2 Long Rifle with Digital Scope and Improved Potency and 12 Penetrator Rounds and 12 Hollow Point Rounds, Tier 2 Flak Pistol with Improved Precision and 2 magazines, Tier 2 Combat Knife with Piercing and Improved Potency, Tier 2 Light Combat Armor with Extra Reinforcement, Equipment Belt, Medipack x2, Tier 2 Binoculars, Protective Mask with Air Tank

Special Ability (Adapted Resistance): The taskmaster has gained a resistance to poisons and diseases. They gain advantage on Endurance tests to resist succumbing to a poison or disease.

Special Ability (Stalwart Resolve): Enemies who try to use combat influence on the taskmaster have disadvantage. However, the taskmaster has disadvantage on all combat influence tests they perform, except those to taunt.

Special Ability (Hide in Plain Sight): The taskmaster can make stealth checks to hide in combat, even while inside an enemy's line of sight.

Special Ability (Moving Cover): If a taskmaster has cover against a foe at any point during their turn and ends their turn without cover, they retain a +2 cover bonus to defense against ranged attacks

Taskmaster Aaron Equipment Package: Tier 2 Repeating Gauss Pistol with Improved Potency, Improved Precision, Underwater Shot, and three magazines of 50 U-238 rounds (replaces long rifle)

-**Repeating Gauss Pistol;** 3d6+11 accuracy, 16 damage, +2 strikes maximum, 50 shots at distant range; *Special Traits:* Penetration 4, Rending 2, Automatic, Grip Extension

Taskmaster Sanchez Equipment Package: Gauss Sniper Rifle with Improved Potency and Suppressor with 20 U-238 Spikes (replaces long rifle)

-**Gauss Sniper Rifle;** 3d6+10 accuracy, 33 damage, 1 strike maximum, 20 shots at distant range; *Special Traits:* Penetration 6, Rending 2, Digital Scope, Grip Extension

Slave Non-Player Characters

This section details the slaves found in Installation Delta-Rose. With some persuading, they can be convinced to help the players begin an uprising to overthrow the facility.

Terran Slave

Level 2 Terran Non-heroic Character (Fringe Colonist/ Survivalist), Low Threat

Skill Purchases: 7 Talent Purchases: 0 Ability Score Purchases: 2

Hit Points: 62	Healing Threshold: 7	Damage Threshold: 23
Defense: 15	Toughness: 16	Resolve: 14
Speed: 5	Shift Speed: 1	Morale Bonus: +3
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 2	Psionic Resistance: 12	

-Light Tool 1d20+2 accuracy, 12 damage, +2 strikes maximum; *Special Traits:* Penetration 1, Smashing

Skills: Acrobatics 3, Athletics 3, Defensive Training 2, Durability 3, Endurance 3, Medicine 2, Melee 3, Perception 3, Pilot 2, Ranged 2, Survival 3

Skill Focuses: Survival +2

Talents: Hardened Survivor

Strength: 4 **Instinct:** 3 **Agility:** 3 **Fortitude:** 4

Intelligence: 2 **Willpower:** 3

Gear: Light Tool

Special Ability (Adapted Resistance): Through extensive time spent in dangerous environments, the colonist has gained a resistance to poisons and diseases. They gain advantage on Endurance tests to resist succumbing to a poison or disease.

Special Ability (Stalwart Resolve): Enemies who try to use combat influence on the colonist have disadvantage. However, the colonist has disadvantage on all combat influence tests they perform, except those to taunt.

Special Ability (Relentless): Whenever the colonist would be dealt an ongoing crippling wound effect, he can roll a d20. If the result is 12 or higher, the attack is a normal hit, not a crippling wound. If the attack is dealing multiple crippling points, the character must roll for each separate crippling point.

Fergus Grom

Level 9 Terran Heroic Character (Core Citizen/ Personality/ Leader/ Pilot), Low Threat

Skill Purchases: 12 Talent Purchases: 4 Ability Score Purchases: 7

Hit Points: 81	Healing Threshold: 6	Damage Threshold: 23
Defense: 17	Toughness: 16	Resolve: 23
Speed: 5	Shift Speed: 1	Morale Bonus: +8
Space: 1 square	Reach: 1 square	Initiative: +5
Damage Resistance: 1	Psionic Resistance: 27	

-Light Tool 1d20+3 accuracy, 11 damage, +2 strikes maximum; *Special Traits:* Penetration 1, Smashing

Skills: Computers 5, Defensive Training 4, Durability 4, Influence 7, Leadership 7, Lore 7, Melee 4, Medicine 5, Mental Training 5, Perception 5, Pilot 5, Ranged 5, Science 5

Skill Focuses: Lore +2, Influence +2, Leadership +2, Pilot +2

Talents: Dissuade, Resolute, Weapon Mastery (ranged), Inspirational Presence, Distraction, Grand leader

Strength: 3 **Instinct:** 6 **Agility:** 3 **Fortitude:** 3

Intelligence: 6 **Willpower:** 6

Gear: Light Tool, Medipack

Special Ability (Impressionable): When making a combat influence test, Fergus can target four enemies with the same combat influence attempt.

Special Ability (Rallying Boost): Whenever Fergus uses the Rally function of the Leadership skill, each ally that gains a morale point also gains 7 temporary hit points.

Protoss Slave

Level 3 Aiur Protoss Heroic Character (Engineer 3), Low Threat

Skill Purchases: 5	Talent Purchases: 2	Ability Score Purchases: 2
Hit Points: 65	Healing Threshold: 6	Damage Threshold: 21
Defense: 15	Toughness: 15	Resolve: 14
Speed: 6	Shift Speed: 1	Morale Bonus: +4
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 1	Psionic Resistance: 12	Energy Shields: NA

-Light Tool 1d20+1 accuracy, 11 damage, +2 strikes maximum; *Special Traits*: Penetration 1, Smashing

Skills: Athletics 2, Computers 3, Defensive Training 2, Durability 2, Influence 1, Lore 1, Medicine 2, Melee 2, Perception 3, Pilot 1, Psionics 1, Science 5

Talents: Structural Weakness, Sabotage, Penetration, Daelaam Unification

Class Traits: *Probe Familiar*

Psionic Powers: *Reading, Messaging*

Strength: 3 **Instinct**: 3 **Agility**: 3 **Fortitude**: 3

Intelligence: 6 **Willpower**: 4

Gear: Light Tool

Special Ability (Protoss Psychic): The slave is a protoss psychic that can gain a Psi Level of up to 10, and can draw powers from the Telepathy disciplines. The character also possesses Psionic Detection and Natural Mind Reading. They can use either the Void or the Khala as their psionic power source.

Special Ability (Mental Discipline): The slave never overloads psionic powers due to a poor die roll. When they boost psionic powers, roll 1d20 + the amount of PL they are boosting. They only suffer a Critical crippling wound if the result is 16 or higher.

Kalassa

Level 8 Aiur Protoss Heroic Character (Engineer 7, Phase Smith 1), Medium Threat

Skill Purchases: 10	Talent Purchases: 5	Ability Score Purchases: 5
Hit Points: 88	Healing Threshold: 7	Damage Threshold: 24
Defense: 17	Toughness: 18	Resolve: 15
Speed: 6	Shift Speed: 1	Morale Bonus: +2
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 2	Psionic Resistance: 15	Energy Shields: NA

-Light Tool 1d20+2 accuracy, 12 damage, +2 strikes maximum; *Special Traits*: Penetration 2, Smashing

Skills: Athletics 3, Computers 6, Defensive Training 4, Durability 4, Influence 2, Lore 3, Medicine 3, Melee 3, Perception 5, Pilot 5, Psionics 5, Science 7

Talents: Structural Weakness, Sabotage II, Penetration, Psi Level 3, Psychic Power, Daelaam Unification

Class Traits: *Probe Familiar, Improved Probe, Combat Mechanic, Improved Shields, Prestige*

Psionic Powers: *Reading, Messaging, Manipulate, Move Object, Compulsion, Hidden Sight*

Strength: 4 **Instinct**: 3 **Agility**: 3 **Fortitude**: 4

Intelligence: 6 **Willpower**: 5

Gear: Light Tool, Terran Repair Kit x2

- **Kalassa's Favored Psionic Powers**: Psi Level 3, +10 psionic manifestation bonus (+11 with telekinesis)

-**Move Object**; DC 18 manifestation as a standard action; 1 energy fatigue +1 per round sustained; caster can grab up to a medium size or smaller object within medium range and move it 3 squares per round

Special Ability (Protoss Psychic): The engineer is a protoss psychic that can gain a Psi Level of up to 10, and can draw powers from the Telepathy and Telekinesis disciplines. The character also possesses Psionic Detection, Natural Mind Reading, an Instinctive Telepathic Link with other Aiur Protoss. The Khala is their psionic power source.

Special Ability (Mental Discipline): Engineers never overload psionic powers due to a poor die roll. When they boost psionic powers, roll 1d20 + the amount of PL they are boosting. They only suffer a Critical crippling wound if the result is 16 or higher.

Terran Slave in SCV

Level 2 Terran Non-heroic Character in Huge-sized Vehicle (Fringe Colonist/ Survivalist), High Threat

Skill Purchases: 7 Talent Purchases: 0 Ability Score Purchases: 2

Hit Points: 170	Healing Threshold: NA	Damage Threshold: 37
Defense: 11	Toughness: 31	Resolve: 14
Speed: 6	Shift Speed: 1	Morale Bonus: +3
Space: 3 by 3 squares	Reach: 3 squares	Initiative: +3
Damage Resistance: 18	Psionic Resistance: NA	

-Fusion Drill 1d20+0 accuracy, 27 damage, 1 strike maximum; *Special Traits:* Piercing

Skills: Acrobatics 3, Athletics 3, Defensive Training 2, Durability 3, Endurance 3, Medicine 2, Melee 3, Perception 3, Pilot 2, Ranged 2, Survival 3

Skill Focuses: Survival +2

Talents: Hardened Survivor

Strength: 10 **Instinct:** 3 **Agility:** 3 **Fortitude:** 10

Intelligence: 2 **Willpower:** 3

Gear: Space Construction Vehicle

Special Ability (Adapted Resistance): Through extensive time spent in dangerous environments, the colonist has gained a resistance to poisons and diseases. They gain advantage on Endurance tests to resist succumbing to a poison or disease.

Special Ability (Stalwart Resolve): Enemies who try to use combat influence on the colonist have disadvantage. However, the colonist has disadvantage on all combat influence tests they perform, except those to taunt.

Slave Personnel: Fergus Grom

Fergus is the leader of the Treadfree Corporation, who was kidnapped and enslaved over the debts that he owed the Sunset Rose over illegally high interest rates. Now he is forced to work as a mineral prospector and SCV operator in the mining fields. Fergus is recognizable for his worn, yet regal appearance. He wears the tatters of a business suit overlain with a utility jacket and equipment harness. His golden beard, turning silver, is thick and bushy, and he has burns on his face from an old mining accident. His eyes and expression are fatherly and kind.

Fergus has come to lead and organize the slaves in the camp, alongside Kalasa. His overall priority is the lives of his fellows, above all. He is hesitant to go anywhere unless the fellow slaves are also taken care of.

Slave Personnel: Kalassa

Kalassa is a young, but exceptional protoss. Her skin is a very soft violet, and the ridges on her body and head are very smooth. She has little clothing except a loose drape over her body and a harness to hold her equipment and wardrobe together. Kalassa is soft spoken and very kind hearted, and has the personality of a benevolent caregiver.

Kalassa has come to lead and organize the slaves in the camp, alongside Fergus. She does not view protoss lives as being anymore valuable than terran lives, and wants to ensure all of the slaves of the installation are going to be taken care of.

Cargo Truck

Huge Terran Land Vehicle, Medium Threat

Hit Point: 152	Damage Threshold: 39	Toughness: 33
Strength/ Fortitude: 12	Structure Rating: 3	Damage Resistance: 18
Pilot Requirements: 1	Space: 2 by 5 squares	Reach: NA
Acceleration Rating: 10	Max Speed: 140	Defense: 6 +Defensive Training +Agility

Crew: Pilot, 1 Passenger, and cargo space for 20 passengers or 4 tons of cargo
Base Gear: Headlights, Light Hull, Encasement, Navigation System

Space Construction Vehicle

Huge Terran Walker, High Threat

Hit Point: 170

Strength/ Fortitude: 10

Pilot Requirements: 2

Base Speed: 5

Base Gear: Right Arm-Mounted Fusion Drill and Plasma Welder, Left Arm-Mounted Grasping Claw, Forward Thruster, Communication System, Light Hull, Large Bash

Damage Threshold: 37

Structure Rating: 3

Space: 2 by 2 squares

Defense: 6 +Defensive Training +Agility

Toughness: 31

Damage Resistance: 18

Reach: 2 squares

Special Trait (Repairs): An SCV that still has its plasma welder, fusion drill, and grasping claw can make rapid repairs on an adjacent construct or building as long as it has access to scrap materials to make necessary repairs, and the construct is not moving. Every round the pilot maintains making repairs, the pilot makes a DC 10 Science skill check. If he is successful, the target recovers a number of hit points equal to 10 +2 for each point the pilot surpassed the DC. In addition, the targeted construct is healed one movement, action, or core wound if the SCV pilot succeeded the test by 20 or more.

Special Trait (Construction Cycle): An SCV that still has its plasma welder, fusion drill, and grasping claw can enter into a building cycle to rapidly form a building designed under a standard template. This process can only be performed if the SCV has all requisite materials required. The time taken is based on the design of the particular building.

Special Trait (Very Cumbersome): The cumbersome vehicle gives the wearing character a -3 penalty to athletics, acrobatics, and stealth checks.

The Space Construction Vehicle, or SCV as it is more commonly known, is the classic construction vehicle of the Terran government. Used to assemble buildings and fortifications, gather crucial resources, and repair damaged facilities, nearly every Terran settlement has several of these vessels handy.

Fusion Drill

Base Cost: 2,000

Damage: 22

RoF: Slow

Shots: NA

Special Traits: Piercing

Description: This item combines a massive drill with a fusion cutting beam, allowing it to cut through just about any surface. This is used by SCVs to mine and collect minerals.

Accuracy: -3

Range: Melee

Power Rating: +3

Grasping Claw

Vehicle System

Base Cost: 750 credits

Description: A walker equipped with a grasping claw can make Grab, Knock Down, or Push special combat attacks as part of every Bash attack they make.

Plasma Welder

Description: The Plasma Welder counts as a plasma torch (see gear in the equipment chapter), but also can be used as weapon.

Plasma Welder

One-handed Melee or Ranged Weapon

Damage: 16

RoF: Slow

Shots: 30

Special Trait: Piercing

Accuracy: -2

Range: Melee

Power Rating: +3

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