

# Raiding an Enemy Camp

## Part 1: Reconnaissance

First the PCs want to reconnoiter the enemy camp, represented by a box map.

1. The characters start unnoticed, in a box corresponding to the direction they came from.
2. They are considered to have greater cover from the camp when they are in a box and cover when they are moving between boxes.
3. Moving between each box takes one turn and requires the sneak action. The DC is set by the specifics of the situation.
4. If there is a skill listed, a skill action using that skill (such as swim to get across a river) is needed with failure preventing movement that turn (they move back to the original box), and critical failure also causing the loss of the unnoticed condition (they are still undetected).
5. Certain boxes have numbers. These are vantage points and they act as a divisions in a library. Each skill action to observe from a vantage point requires one turn.
6. Sentries are represent by a hazard.
7. This part generally uses 10 minute turns.
8. If you want to make it more complicated you can structure the library so that each division has separate topics and results and/or add results that reveal more vantage points.

## Part 2: Assault

Then the PCs sneak into the enemy camp to do some mischief.

1. Sneaking into the camp requires a sneak action. If there is a skill listed then the characters must also succeed on the appropriate skill action with failure meaning they do not enter the camp and lose the unnoticed condition and a critical failure also causing them to become merely hidden.
2. If the characters are detected any sentry can use a single action to activate the Rallying Points Hazard.
3. This part generally uses 1 minute turns.

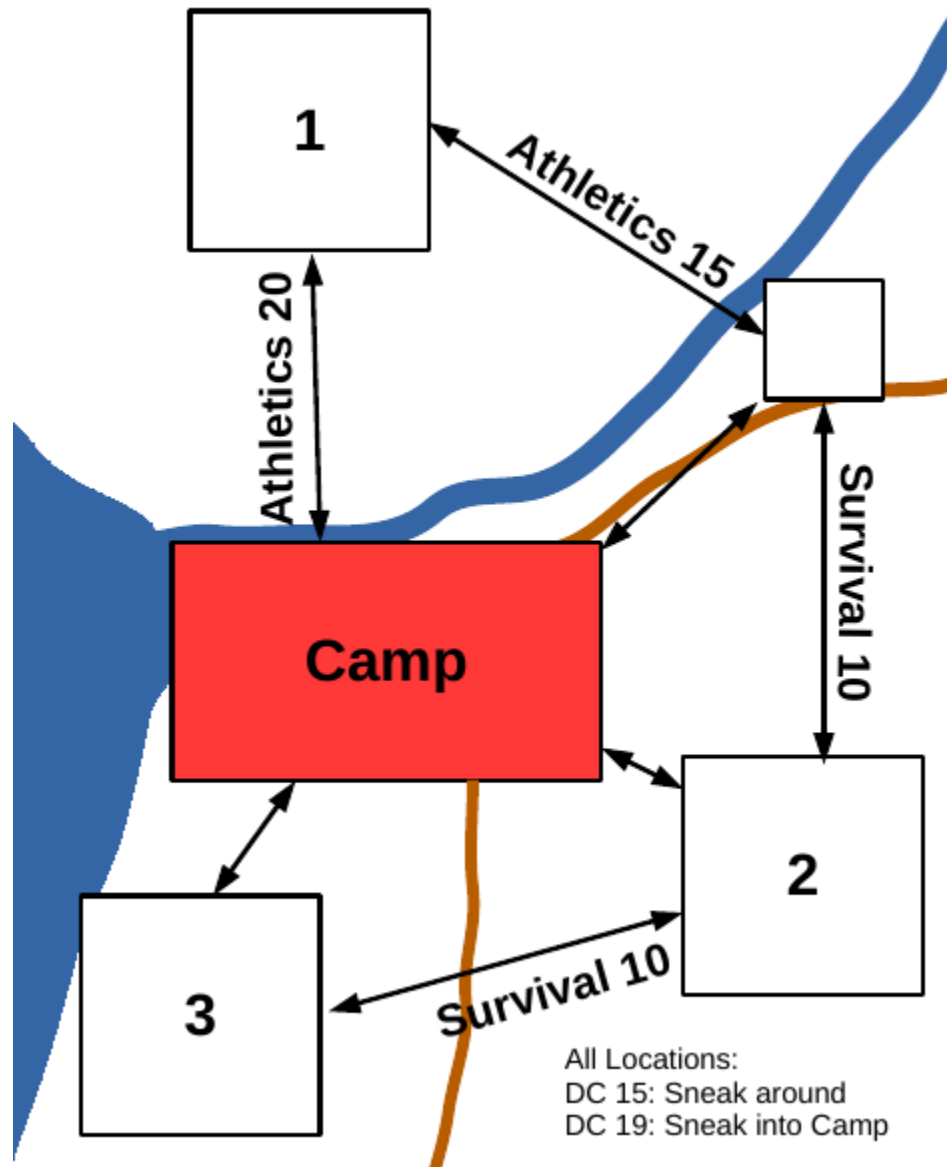
## Part 3: Escape

Now the PCs need to get away. If they are still unnoticed its easy. If any of the camp group has rallied it is much more difficult.

1. This uses chase rules with the pursuers starting one place behind the PCs as normal.
2. I use custom rules including Hazards and Compound Obstacles:
  - Compound Obstacles are linked to another Obstacle.
    - At the GM's discretion they may also be used on their own.
  - Chase points are tracked separately for each Obstacle.
  - The Compound Obstacle does not need to be cleared to proceed.
  - Each Compound Obstacle has a special effect listed that determines what happens if it is cleared or not cleared

### Example:

Here is a mostly complete example based loosely on a game I ran with all the spoilers removed (this made the **Observation of the Camp** way too generic and the skills used somewhat nonsensical but hopefully you can still get use out of it as an example). The chase cards are in another file (and assume 4 PCs).



## SENTRIES OR PICKETS

## HAZARD 2

### COMPLEX ENCOUNTER SITE

**Stealth** +0 (Sentries) or +8 (Pickets);

**Description** Sentries and/or Pickets are watching from the camp.

**Disable** Disable Perception 17 (Determine when the sentries aren't looking; gives a +1 circumstance bonus to next sneak check or +2 on a critical success), Craft 17 (Build animal disguises to pretend to be wildlife; +1 item bonus or +2 on critical success), Craft or Deception 17 (Temporary rig a minor distraction to let all party member at other vantage points move without making stealth checks, though this automatically triggers an alert)

**Alert!** ➡ **Trigger** A character stops being unnoticed **Effect** Insert the hazard at the end of the initiative unless the character became observed, in which case trigger the appropriate response.

**Routine** (1 action; encounter turns) The sentries scan the location for intruders, rolling +9 perception vs the characters stealth DC (modified for greater cover and any bonuses above). If they perceive anyone they alert the camp, triggering the appropriate response.

**Reset** After 5 turns of being on alert with no further activity the sentries cancel the alert.

## OBSERVATIONS OF THE CAMP

## LIBRARY 2

### SITE

**Vantage 1** To the north and across the river. **Maximum RP** 2

**Research Checks** DC 17 Perception, DC 19 Society, DC 19 Nature, DC 22 Survival

**Vantage 2** To the southeast up a slight slope. **Maximum RP** 3

**Research Checks** DC 17 Medicine, DC 17 Craft, DC 19 Perception, DC 20 Society

**Vantage 3** To the southwest by the cliffs. **Maximum RP** 3

**Research Checks** DC 17 Society, DC 17 Religion, DC 17 Craft, DC 19 Perception

- 1 **Research Points** The PCs note the presence of guard animals and guard stations.
- 2 **Research Points** The number of creatures currently in the camp.
- 3 **Research Points** Location of something of importance to the characters.
- 4 **Research Points** A general idea of the function of each building and what creatures are in it.
- 5 **Research Points** A complete routine of all creatures in the camp and where they are likely to be located at what times.
- 6 **Research Points** The presence of the secret tunnels under the camp and an estimate of roughly where they lead.

## RALLYING POINTS

HAZARD 2

COMPLEX ENCOUNTER SITE

Stealth -

**Description** Rallying points are set up to provide a coordinated response in case of intrusion.

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**Disable** Performance 18 (Signal the all clear), Deception 20 (Everything's all right here, false alarm)

**Raise Alarm** ➤ **Trigger** A creature detects the PCs and takes an action to sound the alarm. **Effect** The alarm is raised and the hazard is placed last in initiative.

**Routine** (Number of actions equal to the number of rally points) Each rally point takes an action to move one of its assigned groups to it. If the characters are at or near that rally point, an encounter with the group begins immediately. Likewise when all of a rally point's responding groups have arrived, they move to attack the PCs - Roll their initiative and place them near the characters.

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**Reset** 30 minutes after dispatching intruders or the intruders escape the inhabitants resume their original positions.

## THE HUNT

HAZARD 2

COMPLEX ENCOUNTER CHASE

Stealth +8

**Description** Ranged weapons fall as the hunt begins. As the hunters pursue they continually let loose volleys of ranged attacks to harry their prey.

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**Disable** Stealth 18 (Sneak past the hunters), Deception 21 (lure them away)

**Opening Volley** ➤ **Trigger** The chase begins. **Effect** Make a single attack as below and then place the hazard last in the initiative order.

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**Routine** (3 Actions) This hazard has one action for every 5 hunters (round down, max 3). As an action the hunters fire on the run: each enemy within one obstacle of the hunters must make a DC 18 Reflex save or take 1d6 damage. On a critical fail they also take 1 persistent damage (calculated in chase turns).

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**Reset** The hunters take an hour or so to recover their weapon and return to their positions.