ENCOUNTER 1: ATTACK ON BURL

ENCOUNTER LEVEL 6 (1,300 XP)

SETUP

2 gold legionary cyborgs (L), page 34
2 gold fusilier cyborgs (F), page 35

Use the town poster map from the Legion of Gold box.

The characters are in Burl when a squad of Legion raiders attacks. The cyborgs intend to kidnap a handful of residents, kill the rest, and blow up the town.

If the characters have come to Burl specifically to oppose the marauders, have the players place their characters in the “player start” area on the map. If the characters happen to be in town when the attack occurs, have the players place their characters in or near the Steel Dog Saloon, and place the monsters in the “player start” area instead.

When you’re ready to start, read:

WHUMP! Another explosion! Warriors in shimmering golden armor suddenly appear, bounding over the buildings at the end of the street as blue flames flare from their boots. They’re armed with some sort of small grenade launchers and powered swords, and they’re shooting up the town!

TACTICS

The legionaries use mini-grenade launcher to open the battle, and then use rocket-assisted leap to enter melee with the characters. The fusiliers hang back at range and use twin blaster. If any characters close in on them, the fusiliers use rocket-assisted leap to fly to the rooftops of the surrounding buildings, where they can continue to make ranged attacks. The cyborgs have no self-preservation instinct; all four fight until destroyed.

FEATURES OF THE AREA

Illumination: Bright light, since it’s just before sunset.
Barrels and Crates: Squares with these items are difficult terrain.
Buildings: Each building is made of wood. Nestel’s General Store is two stories (25 feet) tall, and the other buildings are 10 feet tall. A character can jump to a roof edge of a low building and pull himself or herself up prone on the roof as a move action with a DC 18 Athletics check. Building walls have AC 4, Fortitude 10, Reflex 4; and 20 hit points.
Trees: Each tree is 20 feet tall. The tree trunks provide cover. Climbing a tree requires a DC 5 Athletics check. Creatures at least 10 feet up in a tree also have concealment.
Windows: Characters firing through windows have cover.

DEVELOPMENT

Nothing of value can be salvaged from the destroyed cyborgs. Allow the adventurers time for a short rest before continuing with Encounter 2.
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PLAYER START

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