

CASTLE

INTRODUCTION

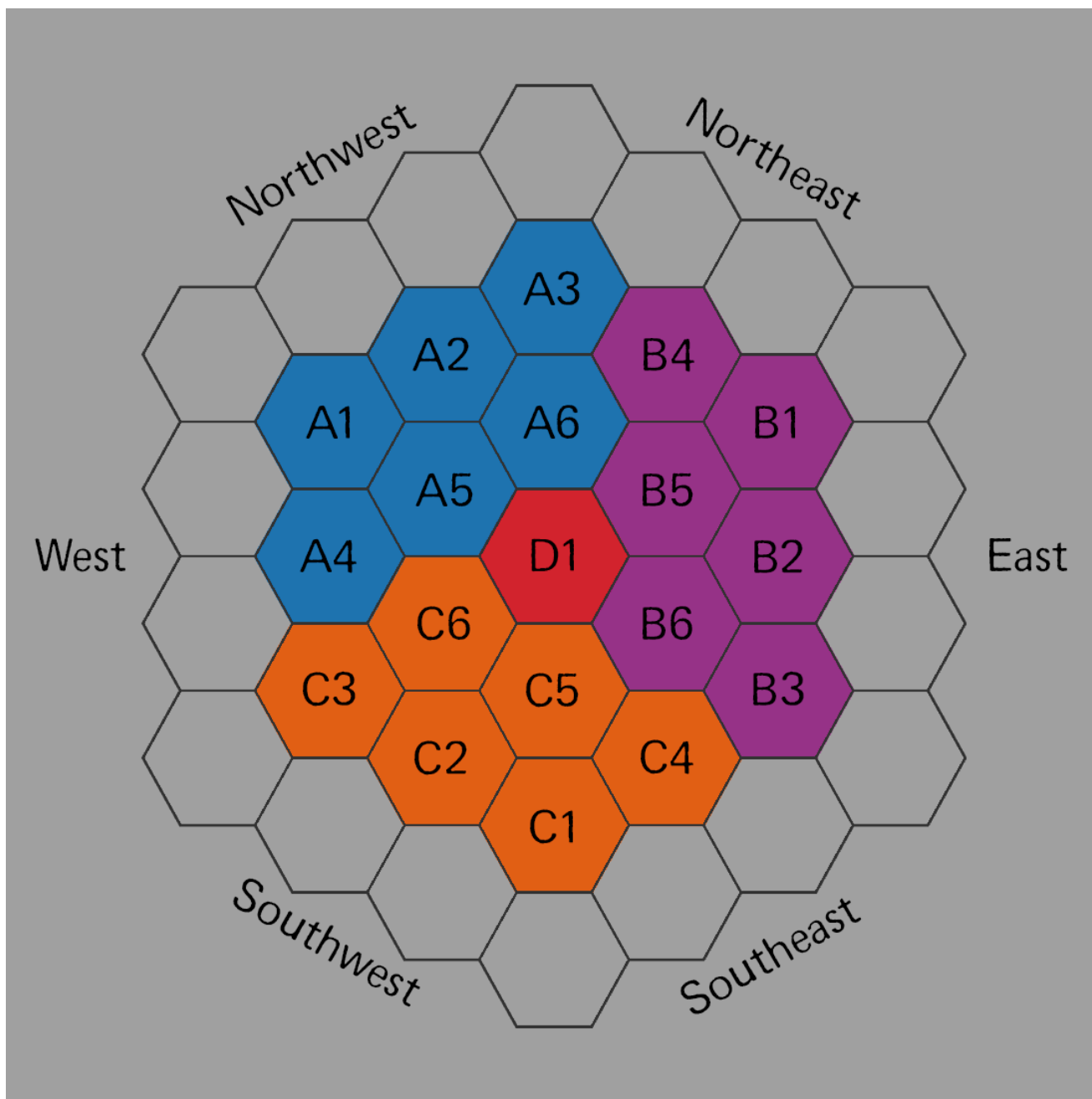
This is **C**overt **A**rea **S**trategic **T**errain & **L**ayout **E**ngine; designed to quickly generate interesting military base mission areas for FIST and other tactical espionage TTRPGs. Whereas DEAD ZONE contains methods and procedures on getting **to and from** an objective location, CASTLE focuses on the immediate environment. It's the step-in-between: DEAD ZONE for crossing swathes of terrain to get to the target area, CASTLE for the base's immediate infrastructure and security measures, and then finally a room-by-room map (or a future Dice Goblin module, who knows) for the actual structure.

To reference another medium, if we imagine it as *METAL GEAR SOLID: GROUND ZEROES*:

- Choosing the general approach of Camp Omega (Climbing the cliffs? Parachuting in nearby? Approach over land?) is covered in DEAD ZONE.
- Camp Omega's infrastructure and sneaking around is covered in this module.
- Actually locating Paz in the Administrative Building would involve a simple blueprint of the building, with a more "zoomed in" approach. This is where we actually look at the individual positions of guards and such.
- Getting out (picking an Exfil Zone) is covered in DEAD ZONE.

Finally, OPFRAME ties in very neatly with this module; auxiliary buildings are likely to contain Tactical INTEL, RECON provides a good method of covering patrolled ground, and its procedure for guards and their alert states fits perfectly.

MAKING A BASE



A base's terrain is split into 4 sections; **Alpha (Blue)**, **Bravo (Purple)**, **Charlie (Orange)** and **Delta (Red)**. These sections are purely for base creation- and reference; the actual base personnel does not use these designators.

DELTA 1 - OBJECTIVE STRUCTURE

The objective structure is always located at **Delta 1**. Some examples/inspiration:

1D10	TYPE	PURPOSE	FEATURES	WHY?
1	HQ	Coordinates regional efforts, intelligence gathering, military operations	War rooms, secure comms, high-ranking officers	Steal battle plans, assassinate leadership, turn base against itself

1D10	TYPE	PURPOSE	FEATURES	WHY?
2	Laboratory	Conducts specialized scientific research: paranormal, biochemical, cybernetics, weapons development	Clean rooms, containment chambers, cooled storage, specimen vaults	Destroy forbidden tech, steal classified research, rescue kidnapped scientists or test subjects.
3	Prison	Holds high-value prisoners: spies, dissidents, alien lifeforms, failed experiments	Isolation cells, interrogation rooms, automated defenses	Rescue an important target, unleash chaos by breaking out captives
4	Factory	Produced war machines, ammunition or experimental gear	Conveyor belts, robotics, hazardous materials	Sabotage production, steal blueprints, hijack prototype weapons
5	Bunker	Fortified fallback location for high-ranking officials or key assets	Underground tunnels, panic rooms, hidden escape routes	Eliminate a target, recover blackmail material, disable its use as a retreat
6	Black Site	Deniable location for off-the-books work; torture, mind control, cloning	High secrecy, comms jammers, no official records	Expose its existence, erase someone's records, uncover unethical experiments
7	Training Facility	Train special forces, spies or experimental super soldiers	Obstacle course, live-fire arenas, VR training pods	Disrupt training pipeline, extract defector, prove you're the best
8	Vault	Stores valuable items - artifacts, nuclear launch codes, AI core, secret records	Archive rooms, processing areas, highly secure vaults	Steal an important object, replace something, retrieve something taken
9	Broadcast Station	Controls a network of communication - disinformation, mind control waves, encrypted orders for sleeper agents	Radio towers, recording rooms, data banks	Hijack the signal, implant counter-propaganda, discover hidden activation phrase
10	Energy Facility	A nuclear, fusion or experimental power plant used for energy production or superweapon development	Reactor core, coolant systems, radiation hazards, emergency shutoff protocols	Prevent a meltdown, hijack the power source, disable new energy-based weapon

BASE BUILDINGS

The following auxiliary buildings can be found inside a target base. Each additional building presents certain risks/security features, but also opportunities.

- **COMMS TOWER:** Allows base to call for outside backup if an alarm goes off, unless disabled.
- **BARRACKS:** Base has additional personnel on patrol. Barracks are also a source of uniforms (disguises) and Tactical INTEL (Personnel).
- **GUARD STATION:** Monitors cameras, coordinates patrols. Also contains weapons, cells (meaning intruders might be captured instead of shot on sight) and Strategic INTEL (Maps) and Tactical INTEL (Patrol routes, guard schedules)
- **WATCHTOWER:** Snipers/spotters keep watch over adjacent hexes. Provides excellent vantage/recon point if infiltrated.

- **POWER STATION:** Likely to be reinforced/well-guarded, but sabotage/destruction shuts down many auxiliary systems such as cameras, lights and electronic locks, as well as creating a big distraction. Bases without a POWER STATION have decentralized power (small generators, power cables etc.) that are not as easy to sabotage.
- **VEHICLE DEPOT:** Vehicular patrols around the base perimeter, decreases response time in case of alerts, and allows for vehicular pursuits. Vehicles can be stolen for quick escapes, fuel can be blown up for flashy distraction.
- **STORAGE WAREHOUSE:** Storage facility of generally mundane/less-than-useful goods. May contain some useful supplies if taking the time to properly search, and is not patrolled often, making for a good hiding spot.
- **RADAR STATION:** Can detect aerial intrusions into the region. **4-in-D6** chance of having an AA installation next to it as well. Prevents aerial insertion or extraction, but can be turned against the enemy if infiltrated.

BASE LEVEL

Base Level determines how well-equipped and secure a facility is, and which Base Buildings are present. Pick what makes sense, or roll:

1D6	BASE LEVEL
1-3	1 - Minimal Infrastructure
4-5	2 - Moderate Infrastructure
6	3 - Maximum Security

LEVEL 1 - MINIMAL INFRASTRUCTURE

A small outpost or lightly fortified installation. The **OUTER PERIMETER** of this base is likely to be a simple chain-link fence.

Contains 2 to 3 auxiliary buildings. Pick what makes sense, or roll:

1D6	CONTENTS	DESCRIPTION
1-2	Comms Tower + Barracks	Small but organized military outpost
3-4	Power Station + Guard Station	Functional security outpost with power-dependent surveillance
5-6	Vehicle Depot + Storage Warehouse	Logistics hub with transport infrastructure

LEVEL 2 - MODERATE INFRASTRUCTURE

A well-organized military or research base with layered security. More patrols, potential aerial defenses, better response times to intrusions. The **OUTER PERIMETER** of this base is likely to be a concrete wall topped with barbed wire.

Contains 4-5 auxiliary buildings. Pick what makes sense, or roll:

1D6	CONTENTS	DESCRIPTION
1-2	Barracks + Watchtower + Comms Tower + Guard Station	Strong personnel presence, recon capabilities, and camera monitoring.
3-4	Power Station + Radar Station + Comms Tower + Vehicle Depot	A well-equipped regional command with mobility and electronic defenses.
5-6	Power Station + Storage Warehouse + Guard Station + Barracks	A production site with basic military protection.

LEVEL 3 - MAXIMUM SECURITY

A major facility with full security coverage, rapid response capabilities, and layered defenses. The **OUTER PERIMETER** of this base is likely to be quite intricate; electrified fences, thermal cameras, automated turrets, walls with watch towers.

Contains **all 8 types of buildings**.

PLACING BUILDINGS

For each building to be contained in the facility, roll 1D6 to determine the sector (1-2 Alpha Blue, 3-4 Bravo Purple, 5-6 Charlie Orange), and another to determine the individual cell. Reroll duplicate results.

The Referee wants to place 4 buildings. They roll 2D6: a 4 (Bravo) and a 6, meaning the first building is placed at B6. Building 2: 4 and 1, B1. Building 3: 1 and 6, A6. Building 4: 6 and 5, C5.

OUTER BOUNDARIES

The terrain directly bordering the base is dictated by the larger biome/terrain/landscape the base is located in. To make the approach options more interesting, roll 1D6 for each approach direction (as noted on the diagram above; Northeast, East, Southeast, Southwest, West and Northwest):

1D6	TYPE
1-3	Open Terrain
4-5	Obstructed Terrain
6	Dangerous Terrain

Open Terrain. Clear approach to base, with only sparse cover and concealment. Frequently patrolled. Tundra, clearings, farmlands, grasslands, rocky flats, savannah, river banks, flood plains and the like.

Obstructed Terrain. Terrain with natural obstacles with provide cover and concealment.

Frequently patrolled. Forests, jungles, underbrush, bamboo groves, rocky outcroppings, boulder fields, thickets, overgrown terrain.

Dangerous Terrain. Terrain that is inherently dangerous to cross. Risk of injury (roll required, potential HP damage). No patrols. Crevasses, frozen lakes with thin ice, swamps, deep ravines, rocky cliffs, shifting dunes, scorching desert, hidden sinkholes, venomous wildlife, deep bogs, mine fields.

EXAMPLE OUTPUT

ROLLS

- Objective Building: [1D10 = 7] Training Facility
- Base Level: [1D6 = 4] Level 2 - Moderate Infrastructure
- Auxiliary Buildings (Level 2 roll): [1D6 = 3] Power Station + Radar Station + Comms Tower + Vehicle Depot
- Building Locations:
 - [2D6 = 1,3] Power Station at A3
 - [2D6 = 5,2] Radar Station at C2
 - [2D6 = 3,5] Comms Tower at B5
 - [2D6 = 2,6] Vehicle Depot at A6
- Outer Terrain: [6D6 = 5,6,1,2,4,3]
 - Northwest: Obstructed (rocky outcroppings)
 - Northeast: Dangerous (deep ravines)
 - East: Open (desert flats)
 - Southeast: Open (desert flats)
 - South: Obstructed (rock formations)
 - Southwest: Open (desert flats)

INTERPRETATION

A Chinese military training facility nestled in the Gobi Desert, protected by concrete walls and focused on aerial defense/detection. The base is partially sheltered by natural rock formations to the northwest, with treacherous ravines providing natural protection to the northeast.

