

Rescue

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Requirements: Small group of new players/characters. One Jedi-type.

This scenario was originally intended to show my young nephew how to design and run Star Wars scenarios using the latest version of the d20 rules I bought him for christmas. It is intentionally EXTREMELY simple and derivative – suitable for new players and characters. Rescuing a kidnapped senator from some space pirates.

Rescue!

Background: This scenario was originally intended to show my young nephew how to design and run Star Wars scenarios using the latest version of the d20 rules I bought him for christmas. It is intentionally EXTREMELY simple and derivative – suitable for new players and characters. We didn't choose to use the space-ship combat rules.

Enjoy!

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The characters are travelling between planets on a transport ship. One of them should be a Jedi of some type.

Read to the players:

You notice your ship dropping out of hyperspace. Passengers are asked to wait in their quarters.

If the players want to move around the ship during the emergency, it will require a successful Diplomacy roll DC: 10.

If they do get out of their cabins during the emergency or afterwards and speak to a crew-member (a bothan), he will explain to them (DEEP and ROUGH):

“Seems we’ve picked up a ‘mergeny beacon, ‘San escape pod o’ some kin’. Dunno was in it....’ang on....”

He listens to his communicator.

“Tsk. ‘Sonly a droid. Cap’n’ll ‘ave you back on course any time now”

The ship returns to hyperdrive.

To see the droid, the characters need to make a diplomacy check of DC:15. (If they fail the adventure is over or they'll have to break into the hold where it's stored.)

When they do find the droid, it is a battered and broken old protocol droid, apparently not working.

As the Jedi enters, however, it sparks into life:

"Greetings, I am C4QR. Am I correct in assuming you arrrrr....." His batteries run down. He has to be connected to a power supply.

"Greetings, I am C4QR, human-cyborg, relations Am I correct in assuming you are associated with the Jedi council?"

If the player agrees, he continues:

"I have a message for you". His eyes glow and a hologram is projected on the floor. You see a human figure in the robes of a Senator. He is hunched over and whispering.

"My Jedi friend. As you can see I am Senator Drond Alana. I have been taken by agents hostile to the New Republic and replaced by an alien shapeshifter. I fear he is to vote against bringing more power to the Jedi order in the upcoming vote. This could sway public opinion against your order. Please send a message to Coruscant warning them of this change.

"For myself....." The image fades away.

The Captain, a huge, Trandoshan, kicks it.

"Sorry sirs," says C4QR "Message resumes.."

"..of this charge. For myself, I hear they are taking me to the Asteroid belt in the Devan system. I fear they mean me ill. If you are able to launch an rescue mission, time would be of the essence. I will understand if you receive this message too late.

"Hurry, warn the Republic."

The Captain (HUGE DEEP GOWLING voice) will agree to carry a message to the Jedi (though it would be better to SEND a coded one – he will not suggest this however) but will NOT divert his ship.

An average Diplomacy roll (10) will get him to offer an escape pod which is uncomfortable but could reach the Devan system in a week. (They characters would have to steal a ship to escape).

A tough Diplomacy roll (DC: 15) will release a shuttle. (Gets there in a day, comfortably). (Could escape but can be caught by pirate ships.)

He will only divert his ship on a DC roll of 25 or higher.

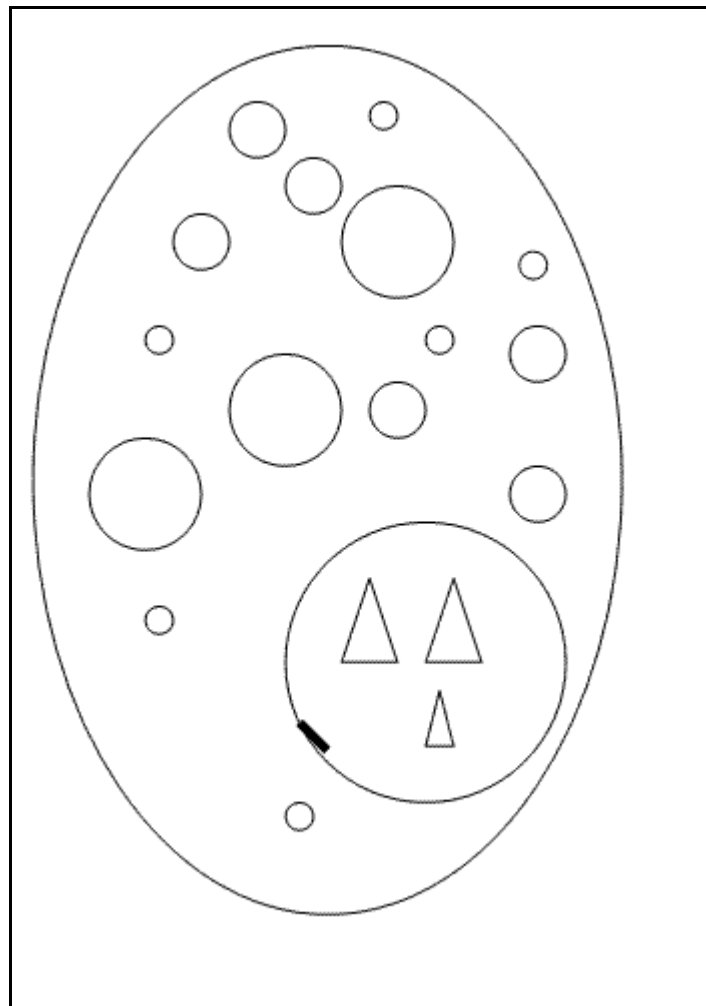
The Devan system

It will require an average Piloting/Astrogration roll (DC: 10) to pilot the pod/shuttle to the Devan system. (Of course they could ask the crew to pre-program the computer for them.....)

The Devan system consists of 5 planets. There is a hot one near the sun, then an Earth-type one (with two moons) inhabited by a primitive race of humanoid lions. Then three gas giants. Between the first and second gas giant is an asteroid belt.

(If the players INSIST on landing on the plant, make the lionoids “single plus” opponents. Ie. All their modifiers for everything are identical. We used +2 ie. Defence: 12, Melee/Missile: +2, Damage +2 etc. If they land using the escape pod they’re stuck unless the pirates come to investigate.....)

Finding the Pirates



Navigating the Asteroid belt is a tough (DC: 15) task. Failure causes the pod/shuttle to crash on one of the Asteroids. A Reflex or fortitude save is required (DC: 20) For each 5 points (or part thereof) it is failed by, the character takes 1d6 damage from the crash. They will then have to suit up and hop from asteroid to asteroid to find the pirate base.

Finding the base is a search roll of DC: 20. Players in space suits get 5 chances each before their air runs out. (Each roll they make after 5 needs a fortitude check or they die from lack of oxygen.) Players in a pod or shuttle get as many checks as they want but after 5 checks each, each additional check carries a 10% chance (1 on a d10) of a pirate ship returning to or coming from the base and spotting THEM. (See below.)

Alternatively, the players can wait until a pirate ship returns to the system and follow it into the asteroid belt. This is opposed skill check of piloting or hide vs. the pirates' SPOT (of +5.) If they succeed they can follow the pirates to their base. If they fail, the pirates spot them.

Fighting the Pirates

If they are spotted by a pirate ship they are in TROUBLE. Every round is an opposed piloting check against the pirates (+6). If this is failed, the pirates shoot at them (+4 ranged vs. the ship's Defence of 10 plus pilot skill for a pod or 12 plus pilot skill for a shuttle). If the pod is hit twice it explodes. If the shuttle is hit 4 times it explodes. All dead.

If they characters enter the asteroid field, they get +5 on their piloting rolls and Defence against the pirates but must roll (as above) to avoid crashing.

The Pirate Base

This is on an Asteroid. Parked in the bottom of a crater on the asteroid are a couple of battered old freighters and a scarred and pitted scout ship. An Easy Spot roll (DC 10) will reveal that all three have been converted and carry heavy weapons.

All the ships are locked and can only be opened by a difficult (DC:25) Tech. Roll or using the appropriate codes (which can only be discovered from the computers inside the base).

There is a steel door in the wall of the crater. It is guarded by a space-suited figure. This is one of the 20 pirates currently in the base.

Init: +3 Defence: 13 Spd: 10m. Vitality points: 9 Wounds: 9 Melee Attack: +1 (d4+1 knife)
Ranged: +1 Blaster: 3d6 or DC15 stun Fort: +4 Reflex: +4 Will: -1 Challenge Code: A
Equipment: Blaster Pistol, Knife

The best way to get surprise on the guard is to circle the crater rim to directly above him and drop onto him. The characters will get a round of surprise as they drop otherwise roll initiative as normal.

If a critical hit is scored the character hit will have their spacesuit damaged and have to make a toughness save (DC: 15) every round or die.

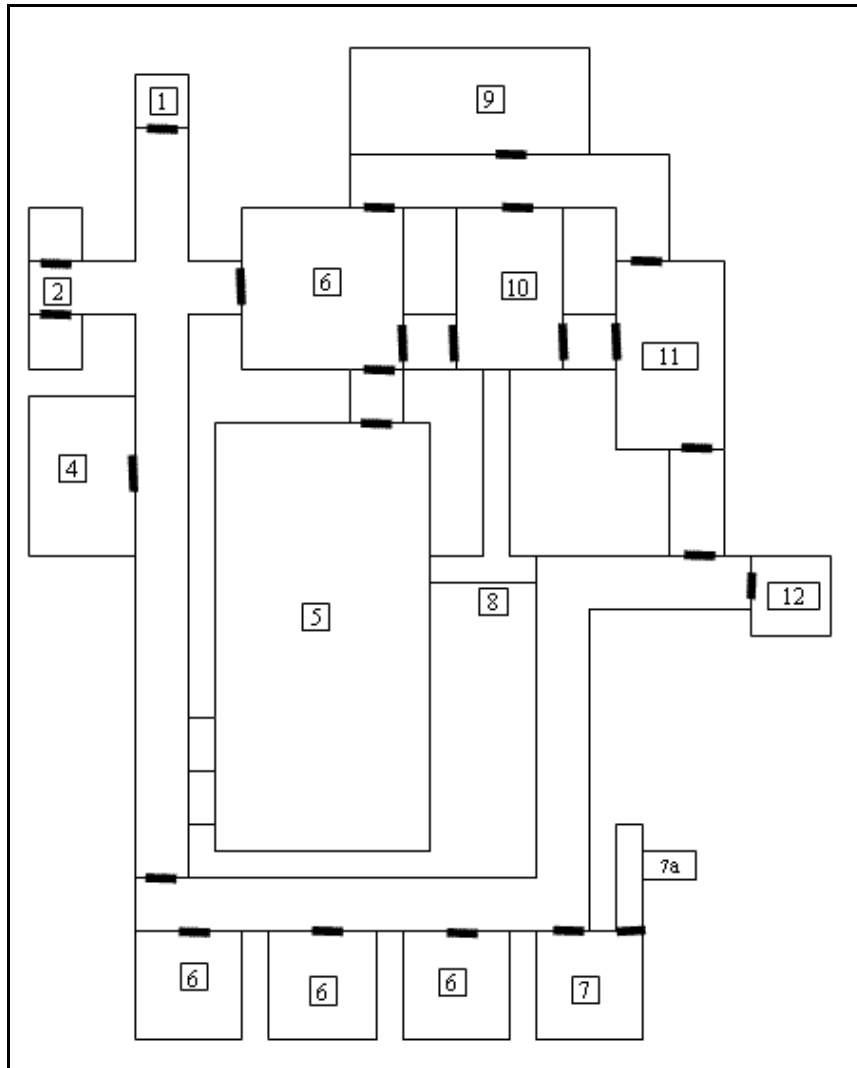
Getting in

The door is locked. Tech. Roll of DC: 25 to open it (or use the electronic key the guard has...) Inside is a lift going down.

Every few minutes the characters are in the Pirate base, roll a d10:
1-5 nothing

- 6-7 one pirate
- 8 alarm, trap or gun (spot roll DC: 15 to notice) (3-18 dam, +0 to hit)
- 9 group of 1-10 pirates
- 10 cleaning droid

Key to map:



There are alarm buttons on every corner. If a pirate can reach one, they can sound the alarm, alerting the whole base.

- 1) Lift down from the surface
- 2) Holding pens. Roll d10 to see if there are guards (table above) Behind the forcefields are two pirates who refused to go along with “Da Boss’s” evil plan. One is human the other a wookiee. They have standard pirate stats.
A diplomacy or intimidate roll of 15 is needed to get the human to talk and/or join the group. 20 is needed to get the wookiee. A Tech. 25 roll or computer code is needed to put the force fields down.
- 3) Dining area. Roll on the wanderer table to see if anyone is here.
- 4) Space suit storage. Normally empty of people.

5) Cargo area. Packed high with crates full of ill-gotten goods (mostly not worth a lot). If a crate is checked roll d10:-

- 1-5 food stuffs
- 6-8 guns
- 8 spaceship parts
- 9 radioactive isotopes (roll toughness DC:20 or take 1d10 radiation damage)
- 10 droid parts

6) Crew quarters. Roll on wanderers table. Make up their personal items.

7) The boss's room. A dark adept. A Zabrak called Lens Delaqtart. Roll a d10 when they enter and every so often. On a 1-3 he is present or returning from an errand.

(Use the stats for the lowest level Dark Adept given in the rule-book).

7a) The boss's secret SITH room. (Dark ,strange signs etc. Anyone fiddling in here must make a willpower save DC: 20 or take a Dark Side point.) The senator is held here. The Dark Adept has hypnotised him and he will try to betray the Heroes later in the adventure.

8) Air shafts between the rooms accessed by vents 2m. from the floor.

9) Computer room. Roll on Wanderers table. It is possible to get the codes for the doors and ships here (Computer skill DC: 10). DC: 25 will allow the characters to control all the doors, life support etc. in the base.

10) Reactor room. Roll on Wanderer's table.

11) Entertainment room. 1d10 pirates will be watching holo-show of people being eaten by a Gundark.

12) Lift up into the belly of one of the pirate freighters. Code is needed (see computer room).

The end

The Heroes must grab the senator and escape before the pirates find and kill them. Even if they have a shuttle, getting out of the crater will be difficult.

If any pirate are left and their space-suits and/or ships have not been disabled they will pursue. The first side to win 5 opposed piloting rolls will escape or destroy the other.

The Heroes must then take the Senator to the Jedi to be "de-programmed".

Successful completion of the mission earns the following:

Finding the pirate base safely: Challenging (300)

Getting into the base: Easy (100)

Getting the Senator away: Extreme (400)